

# DAISENRYAKU PERFECT 4.0

~ User's Manual ~



## Table of Contents

|                                               |    |                                                      |                                                  |
|-----------------------------------------------|----|------------------------------------------------------|--------------------------------------------------|
| <b>Game Outline</b>                           | 02 | Action: Interference                                 | Reconnaissance Area of Buildings                 |
| <b>Title Screen</b>                           | 03 | Action: Occupation                                   | Buildings' Occupation and Destruction Resistance |
| NEO MASTER COMBAT MODE                        |    | Action: Reconstruct                                  | Buildings Launching Missiles                     |
| FREE MODE                                     |    | Action: Storage                                      | Special Terrain                                  |
| EDITOR                                        |    | Action: Loading                                      | Terrain Label                                    |
| SETTINGS                                      |    | Action: Conversion                                   | Boundary Line                                    |
| <b>NEO MASTER COMBAT MODE 08</b>              |    | Action: Arms Exchange                                | Unit Icon                                        |
| Main Screen                                   |    | Action: Parachute                                    | Special Ability Display                          |
| Map Selection Screen                          |    | Action: Supply/Replenish/Repair                      | Automatic Movement                               |
| Unit Confirmation Screen                      |    | Action: Bridge Construction                          | End of Actions                                   |
| Emblem Settings Screen                        |    | Action: Pillbox Construction                         | Simple Unit List                                 |
| Emblem Customization Screen                   |    | Action: Lay a Road                                   |                                                  |
| Unit Production Screen                        |    | Action: Mine Removal                                 | <b>Unit Production &amp; Deployment 80</b>       |
| Setting up Original Emblems                   |    | Action: Minesweeping                                 | Production                                       |
| <b>FREE MODE 13</b>                           |    | Action: Place Landmine                               | Deployment                                       |
| Map Selection Screen                          |    | Action: Place Seamine                                | <b>MY TROOPS 83</b>                              |
| Map Settings Screen                           |    | Action: Civilian Accomodation                        | Confirming MY TROOPS and Purchasing Units        |
| Settings Screen - Bottom Part                 |    | Action: Civilian Release                             | <b>Victory Conditions 84</b>                     |
| Alliances and Truces Screen                   |    | Action: Merge                                        | Varying Victory Conditions                       |
| Victory Condition Settings Screen             |    | Action: Split                                        | Defeated Factions                                |
| Rule Settings Screen                          |    | Action: Dissolve                                     | "Battlefield Report" Dialogue                    |
| <b>The Battlefield Map 21</b>                 |    |                                                      | <b>EDITORS 86</b>                                |
| SYSTEM Menu                                   |    | <b>Abilities of Units 60</b>                         | MAP EDITOR                                       |
| <b>Gameplay 30</b>                            |    | <b>Battlefield Map Outline 70</b>                    | ↳ SYSTEM Menu                                    |
| Turns and Phases                              |    | Hexes and Terrain                                    | MAP EDITOR Basic Controls                        |
| <b>Overview of Actions 31</b>                 |    | Terrain Altitudes                                    | Placement Tool                                   |
| Action Phase                                  |    | Movement Limitations for Terrain Types and Altitudes | Control Menu                                     |
| Unit Selection and Action Palette             |    | Stacking Units                                       | Special Terrain                                  |
| Action: Movement                              |    | Terrain Evasion Rate                                 | Unit Settings                                    |
| Action: Attack                                |    | Terrain Limitations for Parachuting                  | UNIT EDITOR                                      |
| Factors Influencing a Battle                  |    | Terrain Landing Limitations                          | Original Unit Images                             |
| Attack Limitations and Processing             |    | Building Terrain                                     | SYSTEM Menu                                      |
| Battle Processing and Attack Effects          |    | Income from Building Terrain                         | Create Unit                                      |
| Recovery of Durability and Units in Squadrons |    | Building Storage Capacity                            | Weapon Creation                                  |
| Action: Fire Missile                          |    | Using Buildings for Supply/Replenishment/Repair      | Edit Original Weapon                             |
| Action: Self-Destruction                      |    |                                                      | Edit Real Fighting                               |
| Action: Destruction                           |    |                                                      | ROSTER EDITOR                                    |
|                                               |    |                                                      | RULE EDITOR                                      |



## Game Outline

“Daisenryaku Perfect 4.0” is a modern age war simulation game. Up to 8 factions fight on various strategic simulation game (SLG) maps. The game features over 1,400 different units from the arsenals of today’s modern armies from all around the world.

Players take charge of one of eight color-coded factions. The number of factions varies from map to map, with 2 to all 8 taking part in battle. Besides them, there can also be a “Civilian” faction on some maps.

On the battlefield, each faction will take turns performing actions such as moving units, attacking enemies, occupying buildings, or transporting troops. Fulfill the map’s victory conditions, like “Destroy all enemy units” or “Occupy the enemy capital”, to win the game.

\*This game tries to represent the performance and capabilities of real weapons as closely as possible. However, due to the nature of games, units will sometimes perform differently from reality. They have to be abstracted or adjusted in order to ensure the game’s balance. We would ask you to kindly understand this in advance.



## Title Screen

On the Title Screen, you can start various game modes and choose different settings.



### NEO MASTER COMBAT MODE

Select NEO MASTER COMBAT MODE to play a campaign in which you have to clear one map after another.

#### NEW GAME

Start a new NEO MASTER COMBAT MODE campaign.

#### LOAD GAME

Load saved data from a previous NEO MASTER COMBAT MODE campaign.

### FREE MODE

Select FREE MODE to play on any map you want. You can change settings around freely.

#### NEW MAP

Select a map and start a new game.

#### LOAD GAME

Move to the load screen to load saved data and resume a previously played game.

#### MY TROOPS

Edit MY TROOPS.



## EDITOR

Open different EDITORS such as the UNIT or MAP EDITOR.

### MAP EDITOR

Open the MAP EDITOR to edit maps.

### UNIT EDITOR

Open the UNIT EDITOR to edit units.

### ROSTER EDITOR

Open the ROSTER EDITOR to edit production rosters.

### RULE EDITOR

Open the RULE EDITOR to edit rules.

## SETTINGS

Change the settings of the game's environment.



### Map Display

#### Unit icon display

Select the display method of unit icons on the SLG map.

#### Show explosion animations

Select whether to display explosion animations on the SLG map.

#### Terrain label display

Select the display method of terrain labels on the SLG map.

#### Victory condition label display

Select the display method of victory condition labels on the SLG map.

#### Move screen to occurring battles

Select whether to move the screen when a battle occurs on the SLG map.

#### Level up effects

Select whether or not to display effects for level ups on the SLG map.

#### Action pallet position

Select the display position of the action pallet.

### Unit movement animations

Select the animation settings of units moving on the SLG Map.

### Information panel display method

Select the display method of the information panel.

### Information panel position

Select the display position of the information panel.

### Simple unit list display

Select whether to display the simple unit list on the SLG map.

### Simple terrain list display

Select whether to display the simple terrain list on the SLG map.

### Waiting time for simple list display

Select the waiting time for the simple list to be displayed on the SLG map.

## ● Battle Scene Settings

### Battle display

Select the display pattern of battles.

### Display conditions

Select the condition to display Real-Fight battle scenes.

### Delegation and counterattack weapon selection

Select whether to select weapons in case a battle occurs during delegated actions or counterattacking.

### Interception confirmation

Select whether to confirm interceptions.

## ● Other Settings

### Display income report

Select whether to display the income report at the beginning of your turn.

### Display building status

Select whether to display the status of buildings when occupying, destroying, and reconstructing them.

### Display failed shot information

Select whether to display when an attack fails.

### End of turn confirmation

Select whether to display a confirmation window at the end of your turn.

### Beginning of turn alarm

Select whether to play an alarm sound at the beginning of your turn.

### Supply Confirmation

Select whether supply will be conducted with or without confirmation.

## ● Sound Settings

### BGM volume

Change the BGM volume.

### SFX volume.

Change the SFX volume.





# NEO MASTER COMBAT MODE

## NEO MASTER COMBAT MODE Main Screen

In NEO MASTER COMBAT MODE you play through a campaign by clearing different maps while purchasing and individualizing units. During NEO MASTER COMBAT MODE, you cannot produce units on the map. You can only deploy units you purchase in between maps and those who survived the previous battles. Proceed with the game using this menu.



### ● Select Map

Select a map to move out to.

### ● Unit Organization

Organize and produce units.

#### Unit confirmation

Open the unit confirmation screen.

#### Unit production

Open the unit production screen.

#### Emblem settings

Open the emblem settings screen.

### ● System

Open the System menu.

#### Save

Open the save menu to save game data.

#### Load

Open the load menu to load game data.

#### Setting

Open environment settings screen.

#### Title

Go to the title screen.

## NEO MASTER COMBAT MODE Map Selection Screen

Select a map to move out to on the map selection screen.

There are markers displayed on the graphical world map.

Each marker indicates a battle map.

If the cursor is placed on a marker, the name of the map is displayed.

Click to display its briefing screen.

In NEO MASTER COMBAT MODE, you can neither change map settings nor change rules. New maps will appear when you clear other maps.



## NEO MASTER COMBAT MODE Unit Confirmation Screen

Check your units in the unit confirmation screen. Here you can also choose emblems for each unit to strengthen them.



## NEO MASTER COMBAT MODE Emblem Settings Screen

On the emblem settings screen, you can choose and edit emblems. The number of emblems you can choose from will increase as you play through NEO MASTER COMBAT MODE.



### Settings

Click to go to the emblem customization screen.

### Custom emblem parts icon

The name and description can be displayed by placing the cursor.

### Unit image

Unit details can be displayed by right-clicking on them.

### Unit modification

Select a unit whose emblems you want to modify by clicking on it.

## NEO MASTER COMBAT MODE Emblem Customization Screen

On the emblem customization screen you can change the settings of emblems.

Change an emblem's name by clicking the name.

Change an emblem's image by clicking the image.

You can improve emblems with custom parts. You can choose up to three custom parts for each emblem.

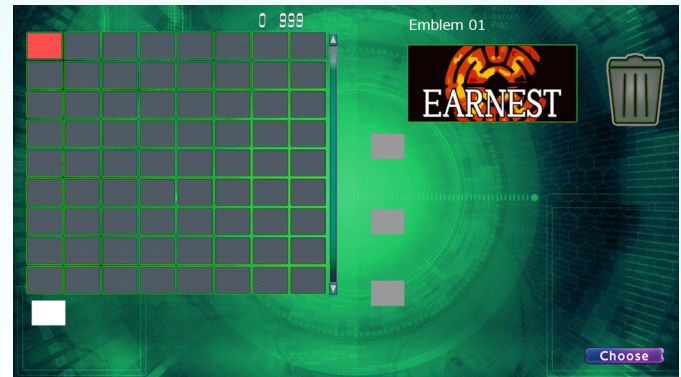
When an emblem has custom parts assigned, the unit equipped with that emblem benefits from their effects.

Drag and drop custom parts from the list on the left onto the custom part slots of the emblem.

If there is already a custom part assigned to that slot, it will be replaced.

To remove a custom part, drag and drop it onto the trashcan icon.

Emblems can only be used in NEO MASTER COMBAT MODE. Unlock custom emblem parts by clearing maps in this mode.



## NEO MASTER COMBAT MODE Unit Production Screen

In the unit production screen, you can produce units.

Spend purchase points to produce units. Earn purchase points by clearing maps in NEO MASTER COMBAT MODE.

The list on the right side of the screen shows units in your possession. The list on the left side of the screen shows units available to purchase.



## Setting up Original Emblems

You can use original images for the emblems used in Neo Master Combat Mode. If you save the image file with the name "emblem\_051" or a higher number in the following folder, it will be added to the list in the game.

Store it in the Daisenryaku Perfect 4.0 installation folder under  
[fsroot]>[spec\_win]>[user\_picture]>[emblem]

- \* Emblems must be sized 480x216 pixels.
- \* The image must be in the .png format.
- \* The emblem file names must start with "emblem\_051", "emblem\_052", and so on.
- \* There are dummy images included as samples.  
Feel free to use them for reference.



## FREE MODE

### FREE MODE Map Selection Screen

In FREE MODE you can play any map you like and change the settings of maps freely. On the map selection screen, maps are displayed in a list. Types of maps to choose in FREE MODE are as follows:

#### NORMAL MAP

Normal maps

#### SCENARIO MAP

Maps which include scenarios

#### CAMPAIGN MAP

Campaigns in which you have to clear two or more maps consecutively



### FREE MODE Map Settings Screen

On the map settings screen you can change rules and settings of maps.





In the upper left of the screen, basic information of the map is displayed and a variety of settings can be changed.



### Image / Building

Switch the display method of the minimap.

### Map names

Names of maps are displayed.

### Map difficulty

Difficulty of maps is displayed by the number of stars.

### MODE

Types of maps are displayed.

### Size

Map sizes are displayed.

### Number of turns

This shows the turn number limit. It can be changed by clicking on it.

### Income from buildings

Select whether there will be income from buildings.

### Select day-and-night

Select whether there is a day and night cycle.

### Beginning time

If the day and night cycle is turned on, select whether the game begins during day or night time when you start a map.

### Day-and-night turns

If the day and night cycle is turned on, select after how many turns it switches from day to night and back.

### Rules

Select rules to be applied when playing the map.

### Rule settings

Open advanced rule settings.

### Victory condition settings

Open victory condition settings.

## Settings Screen - Bottom Part

At the bottom of the screen you can change the settings of all 8 factions.

|                |       |               |                                  |                           |  |
|----------------|-------|---------------|----------------------------------|---------------------------|--|
| Enter a battle | USER  | Camps B       | Type China                       | Capital 20000 / 99999999  |  |
| Unit           | 99    | Production 99 | Action/Aggressive Ratio 90 50 20 | BGM BGM 0 3               |  |
| Enter a battle | COMP  | Camps R       | Type America                     | Capital 100000 / 99999999 |  |
| Unit           | 99    | Production 99 | Action/Aggressive Ratio 90 50 20 | BGM BGM 0 2               |  |
| Enter a battle | COMP  | Camps G       | Type Russia                      | Capital 100000 / 99999999 |  |
| Unit           | 99    | Production 99 | Action/Aggressive Ratio 90 50 20 | BGM BGM 0 1               |  |
| Enter a battle | EMPTY | Camps YELLOW  | Type Japan                       | Capital 999999 / 999999   |  |
| Unit           | 99    | Production 99 | Action/Aggressive Ratio 90 50 20 | BGM BGM 0 1               |  |

### Entering a battle

Choose who controls which faction on the upcoming map from USER (a human player controls it), COMP (computer) or EMPTY (this faction will not enter the battle). Factions that are preset as "EMPTY" in the map settings cannot partake in the battle.

### Factions

Edit the factions' names, using up to 16 letters.

### Roster

Select and configure production rosters.

### Capital

Enter the maximum and starting amount of war capital for the faction. The left side of / shows the capital when starting the map, the right side of / is the maximum possible amount.

## Units

Select the maximum number of units for the faction.

## Production

Set the number of units the faction can produce.

## Action

When the computer is in charge of a faction, select whether it plays invasion-oriented, defense-oriented, or balances both attack and defense equally.

## Ratio

You can set the production ratios for airborne, ground and naval units for computer controlled factions. Their sum has to be 100.

## BGM

Set the BGM that plays when the faction is taking actions.

## FREE MODE Map Settings - Alliances and Truces Screen



At the right-edge frame, you can change settings regarding alliances and truces. Change the settings by clicking the check boxes.

An alliance is a cooperative relationship between factions, and under certain rule

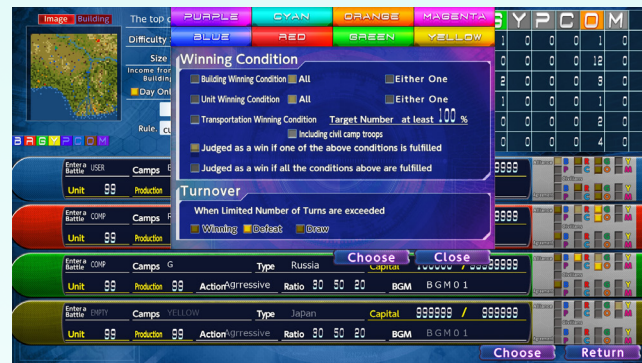
settings, a faction can benefit from supply and replenishment at allied military bases.

A truce is more of a lax cooperative relationship compared to an alliance. Though the factions agree not to take hostile actions against each other, they cannot use each others bases under a truce.

## FREE MODE Victory Condition Settings Screen

In the victory condition settings, set and check the victory conditions of each faction. Change the settings by clicking on the check boxes.

You cannot select a victory condition that cannot be fulfilled, for example a building that does not exist cannot be set as a victory condition.



## FREE MODE Rule Settings Screen

On the Rule Settings Screen, set and check map rules.



| Factions                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Faction Information</b>                                   | Select whether a player can check other factions' information.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Production</b>                                            | Select whether it is possible to produce new units beyond the initially deployed ones.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Buildings available for production</b>                    | Select whether it is possible to produce units at your buildings away from your capital/ headquarters.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Market Price</b>                                          | Select whether the cost to produce, replenish and repair units fluctuates depending on market price.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Production Duration</b>                                   | Select whether it takes turns to complete producing units.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Initial Production</b>                                    | This applies only when production duration is set to "Yes". If initial production is turned on, the units produced in the first turn of the game turn can be produced instantly.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Production Limit</b>                                      | If this is set to "Yes", a limit to the number of units that can be produced can be set. When a faction reaches this limit during the game, it will not be able to produce any more units after that.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Storage</b>                                               | Select whether units can be stored in buildings.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Production at hexes adjacent to capital/ headquarters</b> | You will be able to produce units or deploy MY TROOPS on the 6 hexes of normal terrain adjacent to your capital or headquarters. You can only select this when you set "No" in 'Storage'. When 'Storage' is set as "Yes", production on adjacent hexes cannot be set.                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Entering and leaving buildings</b>                        | If storage is set to "No", you can only store units in your own buildings, but not in allied ones.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Missile Phase</b>                                         | Select whether there are missile phases. If not, ballistic and cruise missiles are used as normal indirect attack weapons and when shot, the results will be processed instantly.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Consume war capital when supplying</b>                    | Select whether to "consume" or "don't consume" war capital when supplying fuel and ammunition.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Supply Lines</b>                                          | Select whether supply lines need to be connected to a building when producing/supplying/replenishing/repairing/exchanging arms at one of your buildings. A supply line is like a pipeline of resupply goods connected by roads/bridges/buildings from a capital/big city, where goods of your faction are piled up, to buildings in a local region. When buildings on the way are destroyed or occupied, the supply line will be disconnected. Consequently, at the buildings that lie ahead of the disconnected part production/supplying/replenishment/repair/exchanging arms will not function. If "Yes" is set, production/supply/replenishment/repair/exchanging arms can function only at buildings that are connected to a supply line. |
| <b>Occupation Resistance</b>                                 | Select whether to enable decreasing occupation resistance when occupying buildings. When it is set to "No", one occupying action completes occupation regardless of the number or composition of occupying troops.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Destruction of Buildings</b>                              | Select whether buildings can be destroyed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

|                                                                                     |                                                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Destruction of Capitals</b>                                                      | You can select whether you can destroy and fire missiles at capitals only when "Destruction of Buildings" is set to "Yes".                                                                                      |
| <b>Ownership of Destroyed Buildings</b>                                             | You can only select whether to "leave" the owning faction of destroyed buildings as it is or change the owner to a "neutral country" when "Destruction of Buildings" is set to "Yes".                           |
| <b>Reinforcement of Buildings</b>                                                   | You can select this only when "Destruction of Buildings" is set to "Yes". If reinforcement of buildings is set to "Yes", you can raise buildings' resistance against destruction with the reinforcement action. |
| <b>Ownership of defeated faction's buildings when fulfilling victory conditions</b> | Select how to handle defeated factions' buildings.                                                                                                                                                              |
| <b>Random Turn Order</b>                                                            | When set to "Yes", the order of factions is decided at random.                                                                                                                                                  |
| <b>Consecutive phases of the same faction</b>                                       | This can only be set when "Random Turn Order" is set to "Yes".                                                                                                                                                  |
| <b>Supply Phase</b>                                                                 | Select whether to set the supply phase to automatically supply appropriate units. When set to "No", supply needs to be conducted manually.                                                                      |

| Units                                          |                                                                                                                                                                                                                                                        |
|------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stack</b>                                   | Select whether units on different altitudes can stack (exist as overlapped) on the same hex.                                                                                                                                                           |
| <b>Control Zone (CZ)</b>                       | Select whether there are effects like limiting enemy's movement on hexes around, above and below units.                                                                                                                                                |
| <b>Weapons needed for control zone effects</b> | You can choose whether weapons are necessary for control zone effects, if they are enabled. When set to "Necessary", effects will not occur unless the unit whose control zone is being entered has a valid weapon with remaining ammunition equipped. |
| <b>Reconnaissance</b>                          | Select whether to use the reconnaissance function. When set to "No", all enemy units and buildings on the battlefield map will be visible.                                                                                                             |
| <b>Stratified Reconnaissance</b>               | When "Reconnaissance" is set to "Yes", you can select whether to use separate reconnaissance areas for each altitude.                                                                                                                                  |
| <b>Hiding</b>                                  | When "Reconnaissance" is set to "Yes", you can select whether to allow hiding units with the "Hide" ability.                                                                                                                                           |
| <b>Limit the number of loadable vehicles</b>   | Select whether to limit the amount of units that can be loaded onto a squadron of transport units when that squadron's unit number is decreasing.                                                                                                      |
| <b>Replenishment</b>                           | Set whether the number of units in a squadron can be replenished after suffering losses in battle.                                                                                                                                                     |
| <b>Repair</b>                                  | Select whether the durability of a unit that was damaged in battle can be repaired.                                                                                                                                                                    |
| <b>Fatigue Level</b>                           | Select whether fatigue accumulates when a unit engages in battle.                                                                                                                                                                                      |



|                          |                                                                                                                                                                                               |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Experience Points        | Select whether experience points can be gained when a unit engages in battle.                                                                                                                 |
| Minimum fuel Consumption | Select the rate of fuel consumption of airborne units that stand still in the sky and are not at a point where they can be supplied. You can set it to 1/2 or 1/4 of normal fuel consumption. |
| Squadrons                | Select whether it is possible to merge units into squadrons.                                                                                                                                  |
| Split                    | Select whether it is possible to split squadrons up.                                                                                                                                          |
| High Speed Movement      | Select whether it is possible to move in high speed using high speed movement power in addition to movement in normal speed.                                                                  |

### Attack

|                             |                                                                                                                                                                                                                                     |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Interception                | Select whether units with the "Interception" ability can intercept enemies.                                                                                                                                                         |
| Critical Hit                | Select whether there is a small chance that critical damage occurs in battles.                                                                                                                                                      |
| Failed Shot                 | Select whether indirect attacks have a small chance to miss. Failed shots tend to occur more frequently when the unit's level is low.                                                                                               |
| Friendly Fire               | Select whether units can be damaged by friendly fire, for example by mega-hex attacks or failed shots.                                                                                                                              |
| Encirclement Effects        | When set to "Yes", if several of your units are next to a targeted enemy unit, the evasion ratio of the enemy unit decreases against both direct and indirect attacks.                                                              |
| Preemptive Indirect Attacks | When set to "Yes", the attacker's combat is conducted first. The counterattacking side can only counterattack with surviving units, even when the unit that is indirectly attacked possesses effective weapons for a counterattack. |
| Attacking Terrain           | When set to "Yes", it is possible to select a terrain hex instead of a unit as target of indirect or mega-hex attack weapons able to attack ground units.                                                                           |

### Alliances

|                                      |                                                                                                                                                   |
|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| Production at allied buildings       | Select whether it is possible to produce units at buildings owned by allied factions. You still have to pay with your own war capital.            |
| Replenishment at allied buildings    | Select whether it is possible to replenish your units at allied buildings. For the replenishment, your own war capital will be used.              |
| Repair at allied buildings           | Select whether it is possible to repair your units at allied buildings. For the repairs, your own war capital will be used.                       |
| Ammunition supply at allied factions | Select whether it is possible to refill your units' ammunition at allied buildings. For the ammunition supply, your own war capital will be used. |
| Occupy/Attack allied factions        | Select whether it is possible to take aggressive actions, like occupation or attacks, against allied factions.                                    |



## The Battlefield Map

The core of the game is played on the battlefield map.

Basic controls and elements on the battlefield map are the same in both NEO MASTER COMBAT MODE and FREE MODE.



### ① Battlefield Map

This is the "Strategic Simulation Game" (SLG) map, where battles take place.

### ② Minimap

The minimap shows a smaller version of the whole battlefield map. A white frame shows the area currently displayed on the map screen. Switch the content displayed in the minimap using three types of buttons on the right side.

#### Image

Terrain and buildings are displayed color-coded according to their factions.

#### Buildings

Only buildings are displayed color-coded according to their factions.

#### Units

Only units recognized in the reconnaissance area are displayed color-coded according to their factions.

### ③ Display Panel

You can set the battlefield map to show or hide the ECM (Electronic Counter Measures) and interception areas for your own faction (Blue), allied factions (Other) and enemy factions (Red) separately.

#### ECM

On the battlefield map, the ECM area is displayed as a hex in semitransparent yellow for enemies and semitransparent green for your side.

### Interception

The interception area's hexes are displayed in semitransparent red for enemies and semitransparent blue for your side.

### Reconnaissance

Switch whether to display reconnaissance areas for each altitude by turning the 6 buttons for "Super high altitude", "High altitude", "Low altitude", "Ground", "Sea" and "Underwater" on or off.

### Units

Switch whether to display units for each "Altitude" by turning the 6 buttons for "Super high altitude", "High altitude", "Low altitude", "Ground", "Sea" and "Underwater" on or off.

## ④ Information Panel

Displays map information.

### Turn

The current number of turns, turn limit and time zone are displayed.

### Phase

This displays the current phase.

### War Capital

War capital possessed is displayed.

### Market Price

This shows the market price of units.

### Faction

This displays the color of the currently active faction.

## ⑤ Simple Unit Information

Brief information of a unit is displayed when you place the cursor on it.

### Name

This shows the unit's name.

### Unit Type

The icon and name of this unit's type are displayed here.

### Number of Units

This shows the number of individual units in a squadron.

### Movement Power

This displays the movement power of a unit.

### Durability

This shows the durability of the individual units in a squadron.

### Level

This shows the unit's level.

### Reconnaissance

The reconnaissance status of a unit is displayed.

### Weapons

Information about a unit's weapons is displayed here.

## ⑥ Selected Terrain Information

Information about the selected terrain is displayed.

### Terrain

This shows the name of the terrain type.

### Income

Income gained from controlling this terrain is displayed.

### Visibility

This shows the reconnaissance area of the terrain.

### Terrain Evasion

This displays the enhancement of a unit's evasion when it is placed on this terrain.

### Occupation Resistance

This shows a building's resistance against occupation.

### Destruction Resistance

This shows a building's resistance against being destroyed.

### Coordinates

The terrain's coordinates are displayed here.

## ⑦ Command Palette

Use the Command Palette to give orders to your units.

## SYSTEM Menu

On the battlefield map, you can display the SYSTEM menu at the bottom of the screen by clicking the SYSTEM button.

The SYSTEM menu contains buttons to control functions essential to move the game along.

Each button has various functions as depicted below.



### End Phase (End Turn)

End phases in your turn and pass the turn to the next faction.

\*If the production phase is activated in the rule settings, after the action phase the turn will move to the production phase instead of ending.

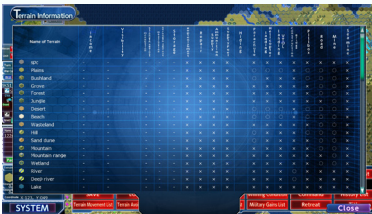
### Unit List

Check all units that appear in the game.



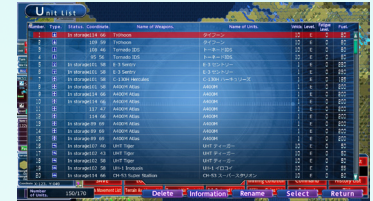
### Terrain Information

Check detailed information about terrain types in a chart form.



### Unit List

Check units of your faction in a list.



### Faction Information

On the faction information screen, you can check:

- The faction names participating in the battle
- Each faction's player
- Their status (if they have surrendered, for example)
- Their current and maximum war capital
- Their income,
- Their current number of buildings and units possessed and maximum number of units
- Their production roster
- BGM
- Whether they are eligible for an alliance or truce.

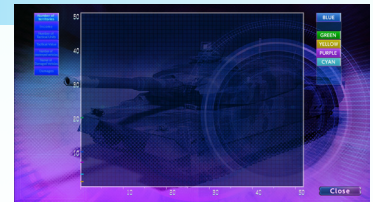
Under basic rules, the information about war capital, current income, current number of buildings possessed, and current number of units possessed for all factions except your own is kept secret.



### Status Table

The status table screen allows you to compare changes in each faction's power over the turns displayed in a line chart.

The horizontal axis shows the number of turns.





## Number of territories

This shows the total number of buildings controlled by each faction.

## Income

History of each faction's war capital income for each turn.

## Number of fighting units

The number of each faction's remaining units.

## Value of military power

Total value of each faction's remaining units.

## Number of destroyed units

The number of enemy units each faction has destroyed.

## Number of lost units

The number of each faction's lost units.

## Value of losses

Total value of each faction's lost units.

## Check Rules

Check the current rule settings. You cannot change rule settings here.

## Turn Commission

Sometimes giving orders to all units separately might bother you when the number of units gets too large.

In this case, you can give individual orders to key units only and execute execute "Turn Commission" so that the computer will automatically conduct actions for the rest of your units.

If you want to stop automatic conduct by the computer during turn commission, click when "Turn Commission" is displayed on the screen.

## SAVE

Open the SAVE screen.

## LOAD

Open the LOAD screen.

## SETTINGS

Open the environmental settings screen.

## Change Player

You can change who controls each faction.

Human players are in charge of factions set to "USER".

Computer players are in charge of factions set to "COMP".

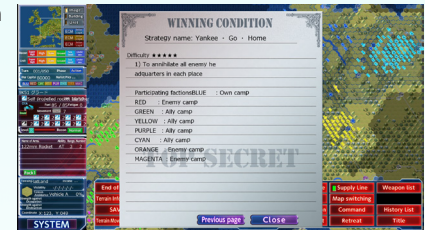


## Victory Conditions

Check the map's victory conditions. You cannot edit victory conditions here.

## Briefing

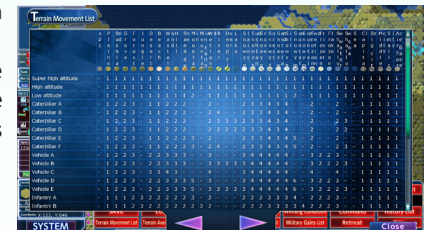
Check the map's mission briefing.



## Terrain Movement List

Open the terrain movement list that shows a list of movement consumption for each movement type on each terrain.

The higher the number, the more difficult it is to pass the terrain. If "-" is displayed, it is impossible to pass the terrain.



## ● Terrain Evasion List

Open the terrain evasion list to show a list of evasion bonuses units of each movement type can gain by staying on the terrain. The bigger the number, the higher evasion bonus they will get. Use this to your advantage.



## ● List of Terrain Usable for Transports

Open the list of terrain usable for transports. This shows a list of terrains where loading units in and out is possible.

“○” is displayed for terrain where loading and unloading is possible and “×” for terrain where it isn’t.

“Own side” means it is only possible in building terrain of your own or an allied faction.

Among them, “(Sky)” for helicopter carriers or landing ships means loading VTOLs and helicopters and “(Land)” means loading ground units. Please note, transportation aircraft can only load and unload ground units and depart only when stored in an airforce base or at an airport of your own or an allied faction. Equally, transport ships can only do so when staying in a navy base or a port you or an ally controls.



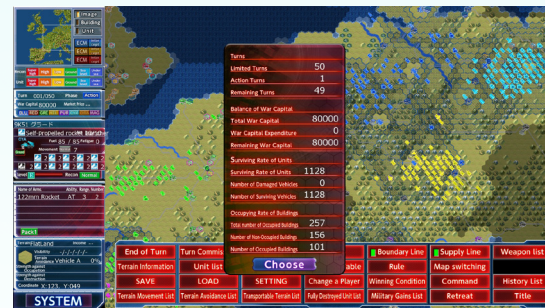
## ● Fully Destroyed Unit List

Units of your faction that were fully destroyed and have left the battlefield map are displayed in this list. Up to 100 units can be displayed at maximum.



## ● Battle Results List

The battle results list contains the number of days elapsed so far and the maximum number of days (the turn limit), your war capital balance, and the rates of surviving units and occupied buildings.



## ● Retreat

When you retreat, you lose the battle. You can salvage MY TROOPS left on the map, though.



## Gameplay

### Turns and Phases

This game plays similar to chess.

When two sides meet in battle, each of them takes actions alternately like white and black.

In a battle between five factions, for example **BLUE**, **RED**, **GREEN**, **YELLOW** and **PURPLE**, each of them takes actions in order.

The cycle repeats until a winner is decided.

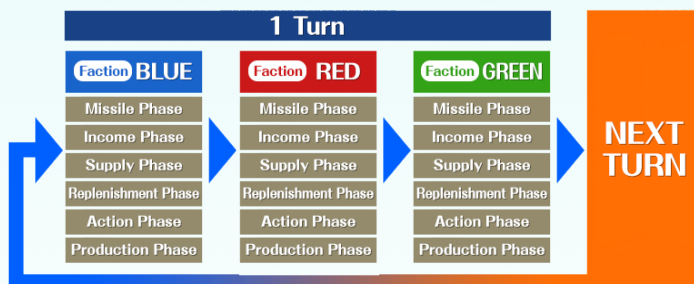
Each player's actions happen during their "turn".

Every turn is split into different "phases".

The 6 phases are: **Missile Phase** → **Income Phase** → **Supply Phase** → **Replenishment Phase** → **Action Phase** → **Production Phase**.

The chart below illustrates this.

While the turn limit usually depends on the map, there is a maximum turn limit of 999.



## Overview of Actions

### Action Phase

All faction's units perform military actions, such as movement, attacking, occupation and boarding, in the action phase.

Instruct a unit to move or attack by clicking it.

A unit can move, take any other action, or move and then perform a different action, or just do nothing during each action phase.

After performing any action other than moving, a unit's status will become "Done".

Done units cannot perform any more actions until next turn.

An "E" mark meaning "END" is displayed on the lower corner of units with the "Done" status.

Units marked with an "E" can still fight back when they are attacked, intercept enemy units, or be boarded (if they are transport units).

### Action Limitations

Various actions may be limited by the factors below.

#### Fuel and Ammunition Shortage

Units that ran out of fuel can no longer move.

Equally, when units run out of ammunition, they can no longer attack or counterattack.

#### Accumulation of Fatigue

Fatigue is accumulated when a unit goes through several battles.

When fatigue reaches its maximum value of 50, the fatigued unit cannot attack or counterattack.

If a unit does not battle for one turn, it recovers 10 points automatically in the next turn.



## Unit Selection and Action Palette

When giving an order to your units, the unit needs to be selected first. Follow the procedure below to select a unit.

After a unit is selected, its movement area is displayed while it waits for your order.

### Normal unit selection

If no other units are stacked on the same hex, simply click a target unit. Also, in case only one unit is stored in a building, simply click on that building hex.

### Unit selection on hexes with multiple units

When trying to select a specific unit on a hex with multiple units stacked on it, or from a building or transport unit in which multiple units are stored, a unit selection menu will pop up when clicking that hex.

Choose a unit from the list and select it by clicking again.



When a unit is selected, the game shows the hexes it can move to. Move it by selecting any hex within the movement area and clicking there. Also, when you decided where to move the unit, the command palette will be displayed.

The command palette contains buttons with different commands, grouped by categories.

Aim to conquer the battlefield map by using commands to occupy buildings or destroy enemy units.

Perform actions by clicking any button in the command palette.

The following actions can be found on the command palette, grouped as below.



### Attack

Use "Attack" to attack enemy units, "Fire Missile" to shoot ballistic and cruise missiles, "Self-destruction" to attack by letting a unit sacrifice itself, "Destroy" to destroy or bombard buildings, and "Exchange Arms" to switch weapons.

### Buildings

Use "Occupation" to occupy buildings, "Reconstruction" to recover a building's destruction resistance and "Storage" to store units in a building.

### Special

Use "Load" to load transport units, "Convert" to switch from vehicle form to stationary form, "Interference" to disable enemies' reconnaissance, "Parachute" to jump to the ground from flying transportation aircraft, "Bridge Construction" to build a temporary bridge, "Pillbox Construction" to build a pillbox, "Road" to lay a road, "Mine Removal" to remove land mines, "Minesweeping" to sweep sea mines, "Civilian Accommodation" to accommodate civilians, "Civilian Release" to release accommodated civilians, "Place Landmine" to lay landmines and "Place Seamine" to lay seamines.

### Units

Use "Merge" to merge two units into a squadron, "Split" to split a squadron into two separate units, or "Dissolve" to eliminate one of your own units or squadrons from the map.

## Action: Movement

Moving a unit on the battlefield map is called "Movement". Movement is the most basic of military actions and though it is unglamorous it is very important. Aside from simply moving, movement is often used in a combination with other actions, such as move and attack or move and load.

### ● Rules of "Movement"

#### Movement Power

When a unit moves, it consumes "Movement Power". In a squadron, all units consume movement power at the same time.

Basically, units with greater movement power can move farther in one move. Besides normal movement power, there is also "High Speed Movement Power". That enables a unit to move 1.4 times farther, but it consumes double the fuel.

Consumed movement power is refilled at the beginning of each turn, but unused power does not carry over.

#### Movement and Terrain Types

The amount of movement power consumed depends on the terrain a unit passes.

The unit's movement type is also relevant. Specific numbers for consumed movement power can be checked in the "Terrain Movement List".

The movement types among ground units are: "Caterpillar C", "Caterpillar D", "Caterpillar F", "Car B", and "Car E". "Hovercraft A" and "Hovercraft B" are amphibious units that can enter shallow water. "Infantry C" can temporarily enter shallow water, but only when getting on or off transportation units.

Ground units except infantry cannot use bridges, dams, and tunnels of enemy factions. The same goes for passing destroyed bridges, dams, and tunnels. Maritime (sea and underwater) units cannot enter any hexes containing bridges.

Bridges have set entrances and cannot be entered from any other directions.

There are no movement limitations due to terrain for aerial units with the movement types "Super High Altitude" and "High Altitude".

No unit can enter blank hexes. No unit can pass border lines that may not be crossed.

## Movement and Fuel

Each unit has its own fuel. Normally one point of fuel is consumed when one movement power is used.

When fuel becomes "0", the unit cannot move until it refuels.

Flying units that are not landed when their fuel runs out will crash.

They are destroyed and disappear from the battlefield.

Flying units also have to consume a quarter of a Movement Power per turn when they are not moving, in order to stay in the air.

They do not use any fuel though when stored at an airforce base, airport, or on a carrier ship.

Helicopters and VTOLs are regarded as landed when they are on a hex they could land on. For example, a helicopter on flat land or a road counts as landed and consumes no fuel for staying in the sky.

Possible landing sites say "Helicopter landing" or "VTOL landing" under "Terrain Information". You can also check this on the simple terrain list.

Fuel can be refilled during the supply phase when a unit is stored in a building where supply is possible, when it is located next to one of your own supply units, or while it is boarded on a transportation unit which has the ability to supply.

### One Unit per Hex and Altitude (Up to Three Units on the Ground)

Units cannot enter or pass hexes that already have a unit on the same altitude. (Up to 3 friendly units can stay on the same field on ground altitude. Aerial units can only pass through on different altitude levels.)

In addition, two or more units cannot occupy a hex in the same altitude at the end of their movement.

However, this limitation does not apply to units stored in buildings, loaded onto transport units, and units in different altitudes.

### Control Zone

Around every unit is a "Control Zone" which affects the movement of other units. The control zone appears on the 6 hexes around and the space above and below them.

If enemy units enter a control zone, they must end their movement immediately.

When a unit starts movement from within a control zone, it can move until it enters an enemy control zone again.

Units unable to attack have no control zone and do not hinder enemy movement.

### Possible Encounters

If a unit enters the control zone of an enemy that was out of vision before moving, it will be ambushed and attacked without being able to fight back. This will end movement, as described above.

The enemy unit can only attack if it has viable weapons and ammunition.

Once a unit is in vision, it can no longer ambush anyone until it disappears from the reconnaissance area and is encountered again.

### Encountering Minefields

When a unit enters a hex with an enemy land or sea minefield, the mines explode and damage the unit.

Its movement is temporarily stopped there.

Even when the location of a minefield is known before movement, it will still explode and stop movement when entered by a unit.

Unlike normally encountered battles, if a unit survives the explosion, the interrupted movement can be continued.

### Movement into Interception Areas

The interception area is similar to the control zone in that it can stop enemy movement, but it affects a wider area.

When a unit enters an enemy interception area while looking for foes, its movement is temporarily stopped and it is attacked by the enemy's interception weapons. (Normally these are long ranged weapons for indirect attacks).

Even if an enemy interception unit is within vision, any unit entering its interception area will still be intercepted.

If an area is covered by multiple interceptors, all of them will intercept enemies entering it.

Unlike encountered battles, if a unit survives the interception attack, it can keep moving afterwards.

If interception units run out of ammunition, they can no longer intercept and will not stop movement.

Ballistic and cruise missiles can also be intercepted while moving in the missile phase.

Normally, interception is automatically conducted both when intercepting and being intercepted.

However, if "Interception Confirmation" is set to "YES" in the environment settings, you have to confirm whether you want your unit to execute each interception.

You can also select the weapon for interception.

This setting is useful in order to avoid wasting ammunition by repeated interceptions.



## Action: Attack



With this action you can give your units the command to attack an enemy. There are three types of attacks.

### Attack

#### Direct Attack

- Attack enemy units located one hex away, or located above or below on the same hex. If the attacked unit can counterattack, it will do so automatically at the same time.
- Some weapons which are originally designed for indirect attacks from long distances can also be used for direct attacks.
- Each unit can only attack one enemy per turn.
- When attacking an enemy unit below you on the same hex, you can do so even if there is another unit in between. For example, a bomber in high sky altitude can drop bombs on a tank on the ground, even if there is a helicopter flying in low altitude in between.

#### Indirect Attack

- Attacking with long range shots against enemy units more than two hexes away is done with indirect attacks. If the targeted unit can counterattack, the attack will happen first. Then, surviving units will automatically perform a counterattack.
- Every indirect attack can only attack one enemy unit per turn.
- For indirect attacks with a torpedo, if there are islands in the way, the range will not be calculated using the direct distance, but also take bypasses around the topography into account. Torpedoes can only pass through hexes on the sea, in shallow waters, navy bases, ports, or bridges.
- “Failed shots” can rarely occur from indirect attacks. In that case, they will hit a different hex. Your own units can be damaged if they stand where the shot lands. Failed shots tend to occur less as the level of a unit gets higher. Also, in case of a failed shot, counterattacks do not occur.

#### Mega-Hex Attack

- A mega-hex attack is a long range type of indirect attack against enemy units placed 2 or more hexes away. These weapons can not attack adjacent enemy units. If the targeted unit can counterattack, the attack will happen first. Then, surviving units will automatically perform a counterattack.
- Mega-hex attacks will attack the hex the targeted unit is staying on and the 6 hexes around it simultaneously. The damage to the hexes around the center is smaller compared to the center. Be careful not to damage your own units with it.
- If there are multiple units in different altitudes at the target point of a mega-hex attack, only units on the same altitude as the target unit are attacked.
- Mega-hex attacks have a slight chance of misfiring and hitting the wrong hex. In that case, even friendly units can be damaged if they are at the landing point of the shot. Failed shots tend to occur less as the level of a unit gets higher. In case of a failed shot, counterattacks do not occur.
- Mega-hex attacks cannot be performed after movement.

## Factors Influencing a Battle

To gain an advantage in battle, you will have to consider topography, the height levels where your units are placed, effective means of attacking and counterattacking, and the levels of units.

### Effective Attacks and Accuracy

Weapons have nine different types of accuracy, depending on the target unit type. The types are as follows:

- Anti-"Super-High Altitude" targets planes in the super high altitude
- Anti-"Aerial" targets other planes
- Anti-"Helicopter"
- Anti-"Heavy Armor" targets heavily armored ground units
- Anti-"Light Armor" targets infantry and lightly armored ground units
- Anti-"Ship"
- Anti-"Submarine"
- Anti-"Ballistic Missile"
- Anti-"Cruise Missile"

When the accuracy rate is "0", it is not possible to attack this kind of target.

If the accuracy rate is too low, it will be very hard to hit a target.

The accuracy rate gets worse during turns at night.

Each weapon has a value for its number of attacks.

The higher this value is, the more often it will attack and thus make it easier to hit an enemy.

A weapon's firepower value determines how much damage it causes when it hits. Use your units and their weapons' strengths to counter enemy units. You can look up weapon features under "Weapon Information" (page69) in "Unit Detail Information".

### Seven Types of Evasion

Just like the attack types, units have seven types of evasion values (Defense Power): Anti-"Super-High Altitude", Anti-"High Altitude", Anti-"Low Altitude", Anti-"Ground (Heavy)", Anti-"Ground (Light)", Anti-"Sea" and Anti-"Submarine".

During battles, the evasion value exerts an effect depending on the altitude of the attacking counterpart. The higher the evasion is, the less likely it is to get hit by enemy shots.

### Terrain and Evasion

The terrain where an attacked unit is staying affects the unit's evasion. This is called terrain evasion rate.

The terrain evasion rate varies depending on the unit's movement type. The evasion rates for each terrain and movement type can be checked in the terrain avoidance list.

The higher the evasion, the more advantage the defensive side gets. Counterattacks are influenced by evasion, as well.

### Unit Level

The higher the level of a unit is, the higher are its attack and defense power - and thus its advantages in battles. It will also less frequently fail shots.

### Effects of Adjacent Friendly Units

If units of your own faction are adjacent to the target enemy unit (including multiple stacked ground units), the enemy's evasion is lowered against both direct and indirect attacks. The more of your units are adjacent to an enemy, the greater the effect.

### ECM Effects by Your Own and Allied Units

A unit which has the ECM (electronic countermeasures) evasion power can reduce the accuracy of weapons vulnerable to it.

ECM evasion is normally only effective for the unit using it, but some weapons feature more powerful ECM abilities. In that case, all of your own units inside the ECM area and on the same altitude as the unit with that ability are protected by the ECM effect.

### Critical Hits

Attacks have a small chance to land a critical hit. If a critical hit occurs, the unit's name flashes red in the real-fighting scene, and it will suffer greater damage than from a normal attack.

## Attack Limitations and Processing

### Fatigue and Ammunition Limitations

Enemies can only be attacked if your unit has an effective weapon and ammunition.

For example, a unit which does not have an anti-"Aerial" weapon

cannot attack planes. A unit which has an anti-“Ground” attack but no ammunition cannot attack lightly armored infantry. Also any unit whose fatigue has reached the maximum value of “50” can no longer attack.

### ● Not Attacking

It is the player’s choice whether to let a unit attack or not. Even if it moves right up to enemy units, it can avoid attacking on purpose and end its action.

### ● Decrease of Durability in Squadrons

The attack power of the squadron remains the same even when the durability of single units in it decreases, as long as none of its members are lost. If the number of units in a squadron is reduced by one or more of them getting destroyed, the attack power of the squadron gets lowered according to the number of losses.

### ● Counterattacks

An attacked unit can counterattack if the conditions for it attacking are met. However, it is unable to counterattack when ambushed or intercepted.

## Battle Processing and Attack Effects

When taking damage from an attack a unit loses durability according to the attack’s power. If its durability reaches 0, the unit is destroyed. If it was part of a squadron, its number of members is reduced accordingly. Lost units are removed from the battlefield map.

The fatigue level of units who attacked or counterattacked is increased.

Units who have attacked or counterattacked can gain experience. If they destroyed an enemy, they will receive more.

## Recovery of Durability and Units in Squadrons

Lost durability can be recovered by using “Repair” in the replenishment phase if the unit is standing at a point where this is possible.

A squadron’s lost units can also be recovered to some extent by using “Replenishment” at eligible points.

### Action: Fire Missile

“Fire Missile” is an action used to shoot ballistic or cruise missiles towards a specific point.

### ● Units able to fire missiles and their targets

“Fire Missile” can be used by ballistic missile vehicles, nuclear submarines, etc. that are in stationary form. Missile bases can also use this ability as they are buildings and as such always stationary.

With “Fire Missile” you can target enemy and neutral buildings within the range of the missile and terrain, except for sea hexes.

### ● Processing and Effects of “Fire Missile”

Once a unit uses the fire missile action, its turn is over. Missiles which have been shot this way fly over the battlefield map as a new unit during the missile phase. When they land, missiles damage whatever land units or buildings are standing on their point of impact.

Ballistic missile warheads fly in the super-high altitude and cruise missile warheads fly in low sky altitude. This means a unit in the same altitude cannot enter into a hex where a warhead is flying. Missile warheads can be intercepted and shot down by suitable interception weapons.

When a missile capable of a mega-hex attack lands on a building only the building at the landing point is damaged. Buildings around that hex are not damaged. When ground units are at the landing point, all units on the hexes around them are damaged according to the warhead’s firepower.

When a missile hits a building, its destruction resistance will decrease according to the warhead’s attack power. When it reaches “0” the building is destroyed and an “X” mark is displayed at the building’s hex on the battlefield map.

When a pillbox is destroyed, the site becomes wasteland. For a temporary bridge, only the terrain under it is left. As for a road, which does not have destruction resistance, it is destroyed immediately and disappears.

For units that are stored in building that is getting hit, their durability is damaged at the same ratio as that of the building. Units stored in a building when it gets destroyed are eliminated from the battlefield map.

If destroyed terrain is a dam, tunnel, bridge, or temporary bridge, the ground units on that terrain are also eliminated.

Units and missile bases that have performed the “Fire Missile” action cannot do so again for the next few turns, as careful preparation is required to shoot massive missiles. The number of turns until it can shoot again is displayed on the “Fire Missile” button on the action palette.

Firing missiles can give units experience.



## Action: Self-Destruction

"Self-Destruction" is an action which makes one of your own units attack by sacrificing itself.

### Units that can self-destruct and their targets

Only armed pick-ups and trucks with the "Self-Destruction" ability can use self-destruction. The only allowed targets are adjacent enemy ground units.

### Processing and effects of self-destruction

A unit that has performed self-destruction disappears from the battlefield map. If the self-destruction attack hits an enemy unit, the target's durability is decreased according to the explosive's firepower.

## Action: Destruction

"Destruction" is an action that some infantry units possess. When using it, the unit will try to sabotage or destroy buildings by using weapons like bombs.

### Units able to perform destruction and their targets

Only units carrying a weapon with the "Destruction" ability can use destruction. The only units who do not need a weapon to use this action are battle engineers, special units, North Korean special units and pioneers.

Since "Destruction" is a feature of certain weapons, be careful. If, for example, that weapon gets switched out, the unit can no longer use this ability.

Possible targets for destruction are neutral and enemy buildings, pillboxes, temporary bridges, or roads.

### Processing and effects of destruction

After a unit uses destruction, its turn ends. Each building has a preset destruction resistance depending on its size. Destruction is not completed until the destruction resistance reaches "0".

When targeted with a destruction action, the building's destruction resistance decreases according to the weapon's destruction attack power. As for the special units mentioned before, the amount of destruction resistance they can decrease with a destruction action depends on the strength of their squadron. This means it takes more turns to complete

destruction if a squadron has lost any members.

When its destruction resistance reaches "0", the building is destroyed and an "X" mark is displayed on its hex on the battlefield map. When a pillbox is destroyed the site becomes wasteland. For a temporary bridge, only the terrain under it is left. Roads do not have destruction resistance and will be destroyed by one destruction action and disappear. Units stored in a damaged building, are damaged equally to the building losing destruction resistance. Also, when the building is destroyed, units in it are eliminated from the battlefield map.

If the destroyed building is a dam, tunnel, bridge, or temporary bridge, ground units on that field - including the units that used the destruction action - are eliminated from the battlefield map. Except for these examples, it is not possible to damage multiple units in a building at the same time.

The destruction action increases the fatigue level of the unit using it. They can also gain experience.

## Action: Interference

"Interference" is an action to worsen the reconnaissance ability of enemy units in certain areas by using electronic weapons like ECM.

### Units able to interfere

Units carrying weapons with the "Interference" ability can interfere.

### Processing and effects of interference

Using the "Interference" ability ends that unit's turn. The ammunition of the ECM weapon, in this case representing the number of uses, goes down by 1. As for the interfered unit, an indicator displaying "Incapable" blinks on the "Reconnaissance" field on the unit selection information panel.

The reconnaissance area of the interfered unit is limited to one hex for one turn. Interference is ineffective against submarine units.

When the reconnaissance area of unit using the "Interception" ability is hindered by interference, it can still intercept.

If an enemy moves into the interception zone and is visible because of another friendly unit, the interceptor can attack it.

The same applies to indirect attacks.

Units which have used the interference action can gain experience.

## Action: Occupation

Occupying a neutral or enemy building has many benefits. Your war capital income increases. You can use secured sites for supply, replenishment, and repair. Your reconnaissance area expands, and you will capture any stored enemy units. The most important occupation targets are capitals or other buildings marked as part of the victory conditions.

### Units able to perform occupation and target buildings

Only neutral and enemy buildings can be targeted by occupation. Only units which have the "Occupation" ability can occupy buildings.

### Processing and effects of occupation

Occupation ends a unit's turn. Each building has a preset occupation resistance depending on its size. Occupation is not completed until the resistance reaches "0".

The amount of occupation resistance that can be decreased in one turn depends on the size of the squadron performing the occupation. This means it takes more turns to complete an occupation if a squadron has lost members.

When you take over a building, its occupation resistance is recovered to 100%. Additionally, occupation resistance reduced by enemy units can be restored by using your own unit's occupation ability.

You can take over units that are stored in an occupied building and use them as your own.

If multiple units are stored, the number of units you can take over is decided at random. You can not take over units if they would exceed the map's maximum amount of allowed units.

Infantry units can not be taken over. Occupying units can gain experience.

## Action: Reconstruct

"Reconstruct" is an action used to recover buildings with reduced destruction resistance or buildings destroyed by "Fire Missile" or "Destruction" to their original status.

### Units able to reconstruct and target buildings

"Reconstruct" can only be performed by battle engineers, special units, North Korean special units and pioneers with the "Reconstruct" ability.

Allowed targets for reconstruction are:

- Your own, allied and neutral destroyed buildings.
- Your own, allied and neutral buildings, pillboxes and temporary bridges whose destruction resistance has been reduced.

## Processing and effects of reconstruction

A reconstruction action ends the turn of the unit using it. The amount of destruction resistance that can be recovered depends on the size of the squadron performing the action. This means it takes more turns to complete a reconstruction if a squadron has lost any members.

For destroyed buildings, reconstruction will not be completed until its destruction resistance is back to its maximum value. After the completion of reconstruction, the building regains its original function. The faction owning the building does not change with the completion.

A unit which has performed repairs can gain experience.

## Action: Storage

With the "Storage" action units can enter your own or allied buildings in order to prepare for supplies, replenishment, repairs, or an arms exchange.

Like loading, storage is a rare exception in which multiple non-ground units can finish their action on the same hex in the same altitude.

### Storage locations and limits

The number of units that can be stored simultaneously is limited depending on the building type. The amount of storable units also depends on the unit's type. For more details, refer to "Buildings Storage Capacity" (page 74).

As a side note, when a transportation unit is stored while transporting other units, the number of units which are being transported is not counted towards the number of units stored.

### Processing and effects of storage

Storing a unit ends its turn. When a unit is stored, its icon disappears from the battlefield map and a "▽" mark is displayed on the building hex in which it is stored.

Fuel is not consumed during storage until the unit departs or takes off again.

If a building storing units gets occupied, the stored units can be taken over.

If destroyed, all stored units are eliminated.

## Action: Loading

"Loading" is an action where units are loaded onto a transportation unit. Transportation units are normally used to carry other units over long distances and drop them where they are needed.

Like storage, loading is a rare exception where multiple non-ground units can finish their action on the same hex in the same altitude.

## ● Units able to transport and load

There are 9 types of transportation units:

- Military transport aircraft
- Armoured personnel carriers
- Transport ships
- Transport helicopters
- Landing ships
- Aircraft carriers
- Infantry fighting vehicles
- Hovercraft
- Helicopter carriers

The unit types each one can load are limited.

There are also some attack helicopters and submarines that can load infantry. There are some battleships such as cruisers, destroyers, frigates and corvettes that can load a small number of helicopter units. Some can also load infantry. Information about which transportation units can load which unit types can be looked up in “Boarding Type” and “Loadable Units” on the “Unit Detail Information” table (page65). Loading actions can be performed between units which match in these categories. Transportation units can be boarded even if they have already used an action this turn.

## ● Loading Limit

Each transportation unit has a maximum loading capacity. If a transport unit carrying other units is loaded onto a bigger transport unit, the units the smaller transport is carrying do not count toward the bigger unit’s limit.

There are some transportation units which can only load squadrons of certain sizes or even single just single units, in addition to the total number of units they can load. For example, there are some cruisers that can load only a single helicopter. In this case, the cruiser cannot load a helicopter squadron with 4 or 10 members, even though they would be represented as one unit on the map.

## ● Loading Locations

In order to perform a loading action, a transportation unit needs to be either on certain terrain or in certain buildings of your own or allied factions.

The specific terrains where loading is possible can be looked up on the “Terrain usable for transports” screen.

## ● Departure/Unloading of Loaded Units

Like the loading action, in order for a loaded unit to depart or be unloaded, a transportation unit needs to be either on a specific terrain type or in a specific building of your own or allied factions. Terrain where departure or unloading is possible can be looked up on the “Terrain usable for transports” screen. Exceptions for unloading are units with the “Parachute” ability. When a transportation aircraft is loading this unit, they can jump off anytime while the plane is airborne and land on any terrain, where a parachute landing is possible.

## ● Limitation List for Loading and Departure (Unloading)

| Transportation unit                | Transportable units | Loadable units                       | Terrain usable for loading and unloading |
|------------------------------------|---------------------|--------------------------------------|------------------------------------------|
| Transport aircraft                 | 1 ~ 3               | Infantry, some ground units          | Airforce base, airport (must be stored)  |
| Transport helicopter               | 1 ~ 2               | Infantry, light vehicles             | Some accessible terrain(cf. note1)       |
| Some attack helicopters(cf. note2) | 1                   | Infantry                             | Some accessible terrain (cf. note1)      |
| Infantry fighting vehicle          | 1                   | Infantry                             | Accessible terrain                       |
| Armoured transport vehicle         | 1 ~ 2               | Infantry                             | Accessible terrain                       |
| Aircraft carrier                   | 3 ~ 8               | Shipborne planes, VTOLs, helicopters | Accessible terrain                       |
| Helicopter carrier                 | 3 ~ 8               | VTOLs, helicopters(cf. note3)        | Accessible terrain(cf. note3)            |
| Landing ship                       | 3 ~ 8               | All ground units(cf. note4)          | Accessible terrain(cf. note4)            |
| Some battleships                   | 1 ~ 4               | Helicopters(cf. note5)               | Accessible terrain(cf. note 5)           |
| Hovercraft                         | 2 ~ 3               | All ground units                     | Some accessible terrain(cf. note6)       |
| Transport ship                     | 8                   | All ground units                     | Navy base, port (must be stored)         |

**Note1:** Helicopters can only load or unload units on flat terrain. Therefore, eligible terrain types are: flat land, desert, sand beach, snowfield, road, capital, big city, medium city, small city, urban district, airforce base, airport, and fortress.

**Note2:** MH-6 Little Bird and Mi-35 Hind fall under this category.

**Note3:** Some helicopter carriers can transport ground units. In that case, eligible terrain types for loading and unloading ground units are only navy bases and ports.

**Note4:** Some landing ships can load VTOL, helicopters, and hovercraft besides ground units. For those three unit types there are no terrain type limitations for loading and unloading. For ground units you have to use navy bases, ports, and shallow water.

**Note5:** Some cruisers, like the Jeanne d’Arc, can transport ground units. They can load and unload them when stored in navy bases or ports.

**Note6:** On the sea, loading and unloading is only possible in navy bases, ports, and in shallow water.

## ● Processing and Effects of Loading

Secondarily or thirdly loaded units can be switched around between loaded transport units. For example, when a big transport helicopter carrying infantry and a hovercraft carrying light vehicles are loaded onto a landing ship, the infantry can be moved to the hovercraft or the light vehicles can be loaded onto the helicopter. When the number of units in a squadron of transportation units is reduced during battle, the loaded units also get damaged accordingly.

When a transportation unit is destroyed and eliminated from the battlefield map, its loaded units are also eliminated.

Units on board of an aircraft carrier, helicopter carrier, or landing ship, can receive fuel, ammunition supply, or repairs during the next supply and replenishment phase. Units loaded on a hovercraft can only receive fuel and ammunition supplies. The “▽” mark is displayed on the upper side of a unit icon for a transport unit which has other units loaded.



## Action: Conversion

Units with the “Convert” ability cannot attack while in mobile form. They need to be in their stationary form in order to attack. Switching between forms is called “Conversion”.

This represents, for example, unloading equipment from a vehicle, bringing a missile into position, or conversely loading equipment back onto a truck.

### ● Damage and conversion

If a unit which can converse takes any damage, the damage remains even after changing forms. The remaining ammunition does not change, either.

### ● Processing and effects of conversion

Conversion ends a unit’s turn.

## Action: Arms Exchange

“Arms Exchange” is an action that allows units to exchange an equipped arms pack. For example, you can change a plane’s weapons from a setup to fight air units to an anti-ground arms pack.

### ● Units able to exchange arms and possible locations

Arms exchanges can only be performed when a unit is stored in a building where ammunition replenishment is available, when beside a supply unit with ammunition, or when it is loaded onto a transportation unit which can supply ammunition, at the beginning of the action phase or when ending its movement. If a unit possesses only 1 arms pack it cannot perform this action.

### ● Processing and effects of arms exchanges

An arms exchange may switch the loaded fuel and movement power. Changing arms packs consumes war capital according to the new packs contents. This action ends the unit’s turn.

## Action: Parachute

“Parachute” is an action that units with the corresponding ability can use to jump to the ground when loaded onto a transportation aircraft or helicopter.

### ● Units able to parachute and possible locations

Only some light ground units, parachute units, Special Forces and North Korean Special Forces can parachute.

Terrain for parachute landings can be looked up under “Parachute” on the “Terrain Information” screen. A “○” is displayed where parachute units can land, and an “×” where it is impossible.

### ● Processing and effects of parachuting

Parachuting ends a unit’s turn.

Parachuting units can land on the hex on which the transport unit is located, or on a neighboring one.

If you have units loaded onto a helicopter, they can move further if the helicopter lands and they get off that way instead of parachuting.

## Action: Supply/Replenish/Repair

Under the basic rules, these actions (supply, replenishment, and repair) are performed automatically, so no button is displayed on the action palette.

### Supply

“Supply” refills fuel and ammunition of a unit to its maximum if it is at an appropriate location during the supply phase.

### Replenishment

“Replenishment” recovers lost units of a squadron if it is at an appropriate location during the replenishment phase.

### Repair

“Repair” recovers the durability of vehicles damaged in battle if they are at an appropriate location during the replenishment phase.

### ● Locations where supply/replenishment/repair can be conducted

Each unit can receive fuel and ammunition supply if it is stored in a capital, big city, middle city, airforce base, airport, ground force base, factory, navy base, port, or fortress controlled by you or an ally at the beginning of the supply phase.

Small cities can only supply fuel. Supply resources for supply units and construction material for pioneers are handled in the same way as ammunition.

Each unit can receive replenishments and repairs if it is stored in a capital, airforce base, navy base, or ground force base under your control when the replenishment phase starts.

### ● Supplies from Supply Units

Units able to receive supplies from supply units have one of the following abilities: “Refuel (Airplane)”, “Refuel (Vehicle)”, and “Refuel (Ship)”. Units who can provide supplies have the ability “Supply”.

Units loaded onto an aircraft carrier, helicopter carrier, landing ship, or hovercraft can receive fuel and ammunition supply during the supply phase. On an aircraft carrier, they can also receive repairs during the replenishment phase. Airborne aircraft and VTOL can only receive fuel if they are beside a refueling aircraft during the supply phase.

VTOL and helicopter units can receive fuel and ammunition supply if they are landed beside a supply vehicle at the start of the supply phase.

Ground units and hovercraft can also receive fuel and ammunition if they are beside a supply vehicle at the start of the supply phase.

Maritime units can receive fuel and ammunition supply when they are next to a supply ship at the start of the supply phase.

The following chart shows all possible locations for supply, replenishments and repairs.

| Unit Type       | Supply Location                                                                                                                                                  | Replenishment/Repair Location                                      |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|
| Airplane        | Airforce base, airport; refueling aircraft (fuel only)                                                                                                           | Airforce base; airport (repair only)                               |
| Shipborne plane | Airforce base, airport, aircraft carrier; refueling aircraft (fuel only)                                                                                         | Airforce base; airport, aircraft carrier (repair only)             |
| VTOL            | Airforce base, airport, fortress, aircraft carrier, some helicopter carriers, some landing ships; supply vehicle; refueling aircraft (fuel only)                 |                                                                    |
| Helicopter      | Capital, big city (fuel only); airforce base, airport, fortress, aircraft carrier, helicopter carrier, some landing ships; supply vehicle                        | Airforce base; airport, aircraft carrier (repair only)             |
| Ground unit     | Capital, big city, middle city, ground force base, factory, fortress, some helicopter carriers, landing ship, hovercraft; supply vehicle; small city (fuel only) | Capital, ground force base; factory (repair only)                  |
| Hovercraft      | Capital, big city, middle city, ground force base, factory, navy base, port, some landing ships; supply vehicle                                                  | Capital, ground force base; factory, port, navy base (repair only) |
| Maritime unit   | Navy base, port; supply ship                                                                                                                                     | Navy base; port (repair only)                                      |

**Note:** The surveillance planes RQ-4A Global Hawk, RQ-1 Predator and RQ-5A Hunter, cannot receive supply from a refueling aircraft, because they are unmanned machines.

**Note:** Headquarters cannot receive supplies or be repaired.

### ● Supplies from Allied Factions

When stored in allied buildings, units can receive supplies, replenishment, and repairs. However, units cannot receive supplies from allied supply units.

### ● Limits and Effects of Supply, Replenishment and Repair

Refueling aircraft, supply vehicles, supply ships, aircraft carriers, helicopter carriers, landing ships, and hovercraft all carry a “Supply Resource”. This supply resource is consumed when other units receive supply.

The supply resource refills both fuel and ammunition. Supply units can not refill each other’s supply resource though.

Construction material and mines can only be supplied from buildings that can restore ammunition, but not from supply units.

Supplying units with fuel and ammunition costs war capital. One unit of fuel costs one unit of war capital. Ammunition prices are described in the “Ability: Supply” field of the “Weapon Information” table (cf. page 69). Replenishment and repairs consume war capital according to the price of the destroyed and damaged units, so pay attention when maintaining an expensive unit.

A supply unit that has supplied fuel or ammunition to other units can gain experience. Units that receive supplies cannot gain experience.

### Action: Bridge Construction

“Bridge Construction” is a special action used to construct a temporary bridge, a special terrain, over rivers. Rivers usually require a high amount of movement power, or, in the case of deep rivers, cannot be crossed by ground units at all.

### ● Rules of “Bridge Construction”

#### Eligible units and locations for constructing bridges

Only pioneers with the “Bridge Construction” ability can build bridges. Bridges can only be constructed on rivers, deep rivers and frozen rivers.

#### Processing and effects of bridge construction

Building a bridge ends the pioneer’s turn.

Bridge construction costs three construction materials.

A temporary bridge counts as a neutral facility, but unlike a normal bridge it cannot be occupied. Temporary bridges have a set destruction resistance.

Therefore, they can be the target of actions such as “Fire Missile” and

"Destruction". Also, as a temporary bridge is a neutral terrain, you can target it regardless of who constructed it.

When a temporary bridge's destruction resistance reaches "0" it is destroyed, removed from the battlefield map, and only the terrain under it is left. Ground units staying on a bridge when it is destroyed are eliminated, too. A unit with the "Reconstruct" ability can repair the temporary bridge when its destruction resistance got reduced.

Ground units can only enter hexes with bridges from their entrance points. Unlike normal bridges, maritime units cannot enter or pass fields with temporary bridges. A unit that has built a bridge can gain experience.

### Action: Pillbox Construction

"Pillbox Construction" is a special action used to build a pillbox, which is a special building that offers a defensive advantage.

#### Units able to construct pillboxes and eligible locations

Only pioneers with the "Pillbox Construction" ability can build pillboxes. Pillboxes can be constructed on the terrain types: flat land, bush, desert, sand beach, hill, snowfield, snowy bush, and snowy hill.

#### Processing and effects of pillbox construction

Building a pillbox ends the constructing unit's turn.

Constructing a pillbox costs two building materials.

Pillboxes have a destruction resistance. Therefore, they can be targeted by "Fire Missile" and "Destruction" actions. Pillboxes are not owned by any specific faction, no matter who built them.

Lost destruction resistance can be recovered with the "Reconstruct" action. When a pillbox's destruction resistance reaches "0", it is destroyed, removed from the battlefield map and the field becomes wasteland.

A unit that has constructed a pillbox can gain experience.

### Action: Lay a Road

"Lay a Road" is a special action used to build a road on terrain that consumes high amounts of movement power.

#### Units able to lay roads and eligible locations

Only pioneers with the "Lay a Road" ability can build roads. Terrain types on which roads can be constructed can be looked up in the "Road" field of the "Terrain Information" screen. A "○" means a road can be placed and an "×" means it is not possible.

#### Processing and effects of laying roads

Laying a road ends the unit's turn.

Building a road on a field uses up one construction material.

Even though roads do not possess destruction resistance, they can be targeted with "Fire Missile" and "Destruction" actions. When a road is destroyed the terrain under it goes back to what it was before.

A unit that has laid a road can gain experience.

### Action: Mine Removal

This action can be used to remove minefields on land.

#### Units able to remove mines and eligible locations

Only battle engineers or pioneer units with the "Mine Removal" ability can remove mines.

Normally, enemy minefields cannot be discovered until a unit moves beside them. The mine removal action can be used on all ground terrains other than buildings, regardless if there are mines or not. If there are no mines on the target hex, nothing will happen.

#### Processing and effects of mine removal

The mine removal action ends the turn of the unit using it.

A unit that has removed mines can gain experience.

### Action: Minesweeping

This action can be used to remove seamines.

#### Units able to minesweep and eligible locations

Only minesweeping ships with the appropriate ability can minesweep.

Normally, enemy sea minefields cannot be discovered until a unit moves beside them. The minesweeping action can be used on all sea terrains, regardless if there are sea mines or not. If there are no sea mines on the target hex, nothing will happen.

#### Processing and effects of minesweeping

Minesweeping ends the unit's turn.

A unit that used minesweeping can gain experience.



## Action: Place Landmine

A special action used to lay a landmine field, which is a special terrain.

### ● Units able to place landmines and eligible locations

Only battle engineers with the "Place Landmine" ability can lay landmines. Terrain types on which landmines can be placed can be checked in the "Land mine" field of the "Terrain Information" Screen. A "○" means landmines can be laid, and "×" means placement is impossible.

### ● Processing and effects of placing landmines

Placing a landmine ends the unit's turn. This action consumes one landmine resource. A unit that has placed a landmine can gain experience.

## Action: Place Seamine

A special action used to lay a seamine field, which is a special terrain.

### ● Units able to place seamines and eligible locations

Only a mine-laying vessel with the appropriate ability can lay seamines. Seamines can be placed in shallow water and on the sea.

### ● Processing and effects of placing seamines

Placing a seamine ends the unit's turn. This action consumes one seamine resource. A unit that has placed a seamine can gain experience.

## Action: Civilian Accommodation

This is an action used to load civilians or civilian vehicles onto a transportation unit. On some maps rescuing civilians is a victory condition, so you will have to use this action. In that case, the transport unit needs to transport the loaded civilians to a target hex, set in the victory conditions.

Like storage and loading, civilian accommodation is a rare exception where multiple units can finish their action on the same hex.

### ● Units able to use civilian accommodation

The 10 unit types that can accommodate civilians are:

- |                              |                              |                   |
|------------------------------|------------------------------|-------------------|
| - Transport aircraft         | - Armored personnel carriers | - Hovercraft      |
| - Some attack helicopters    | - Some battleships           | - Transport ships |
| - Transport helicopters      | - Some helicopter carriers   |                   |
| - Infantry fighting vehicles | - Landing ships              |                   |

Unlike the loading action, if a transport unit has already taken action this turn it cannot accommodate civilians.

Only civilians or civilian vehicles that are allied with you can be accommodated.

### ● Upper limit of civilian accommodation

Due to the loading weight limitations of transport units, there is an upper limit to the number of units that can be accommodated. The upper limit is the same as the loading limit.

### ● Locations for civilian accommodation

A transport unit needs to be on specific terrain when accommodating civilians. The rules basically follow those for loading. Additionally, the transportation unit needs to be beside the target civilians when accommodating them.

### ● Processing and effects of civilian accommodation

Civilian accommodation ends the turn of the unit using it.

When a transportation unit is damaged in battle, accommodated civilians or civilian vehicles are damaged at the same ratio.

A "▽" mark is displayed on the upper side of a transport unit's icon when it is carrying civilians or civilian vehicles.

The accommodated civilians automatically separate from the transportation unit once they reach the destination point of the victory condition.

Civilian units can be unloaded with the "Civilian Release" action, even if they have not reached their destination yet.

## Action: Civilian Release

The action used to unload civilians or civilian vehicles that are being transported via "Civilian Accommodation" on a transport unit is called "Civilian Release".

### ● Units able to release civilians

Only transportation units that are accommodating civilians can use civilian release.

### ● Locations for civilian release

A transportation unit needs to be on specific terrain to release civilians. This follows the normal rules for unloading units.

### ● Processing and effects of civilian release

Releasing civilians ends a unit's turn.

## Action: Merge

“Merge” is an action that allows units of the same type that are using the same weapons and stand next to each other to be merged into a squadron.

### ● Units that cannot merge

Units of different types cannot be merged.

Even units of the same type cannot merge, if they are equipped with different arms packs. Units whose squadron size limit is “1” cannot merge. Squadrons containing the maximum amount of possible units cannot be targeted by merge. When a unit cannot reach the unit it is supposed to merge with due to lacking fuel or movement power, it cannot be merged. Units with a victory condition label cannot be merged, either.

### ● Processing and effects of merging

When units are merged, their amounts of fuel, ammunition, and fatigue are averaged for the squadron they form. A merge can never make a squadron exceed its maximum amount of possible members. If two split units that were split from the same squadron are being merged back together, their maximum number of members will go back to what it was before the split. Even in that case, the merged squadron’s size never exceeds its original upper limit. If all members of a squadron get merged into another squadron and its unit number reaches “0”, it is removed from the battlefield map. When two units or squadrons are merged, the turns of both of them end. However, it is possible to merge a unit into one that has already taken an action this turn.

## Action: Split

“Split” is an action used to split a squadron into two independent units. Use it when you temporarily need additional units on the battlefield, for example to fill a gap in your front line.

### ● Units that cannot split

Squadrons whose number of members is “1” cannot split.

When a unit cannot reach the target terrain hex due to a lack of fuel or movement power, it cannot split, either. You cannot split units with a victory condition label attached. Units cannot be split if your maximum possible number of units on the map has been reached.

### ● Processing and effects of splitting

The level of a unit, fuel, ammunition and fatigue level remain the same after splitting.

You can not split off so many units from a squadron that its number would be “0”. You have to split off at least one unit to form a new one.

The target location of the split needs to be a terrain the unit can enter.

If a newly formed unit is placed inside the control zone of an undiscovered enemy unit as a result of the split, it will be ambushed, just as if it moved there regularly.

Equally, the unit could be intercepted when entering an interception area and damaged when split onto a minefield or seamine.

Splitting a unit ends its turn.

## Action: Dissolve

It is possible to eliminate unnecessary units from the battlefield map by using “Dissolve”.

You cannot undo this action, so be very careful with it.



## Abilities of Units



Units have a variety of abilities according to their capabilities. The "Unit Details Information" screen for each unit can be displayed by clicking on the unit icon in the unit information section left of the battlefield map. You can find the following information on the "Unit Details Information" screen:

### ① Unit name

This shows the names of units and mini icons that represent them.

### ② Unit category

Accuracy rates vary depending on the target unit category. Some weapons cannot attack units of certain categories. There are 9 unit categories:

- "Super high altitude"
- "Aerial"
- "Helicopters"
- "Heavy armor"
- "Light armor"
- "Ships"
- "Submarines"
- "Ballistic missile warheads"
- "Cruise missile warheads"

Among them, unlike other units, "Ballistic missile warheads" and "Cruise missile warheads" appear on the battlefield map only with the "Fire Missile" action.

### ③ Unit type

The type classifies units by their purpose and characteristics. Each unit type has a different icon. Below is a list of all unit types.

| Super high altitude and high altitude units |                                                                                                                                                                              |
|---------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Fighter aircraft                            | Good at anti-air warfare. Have some anti-ground attack power.                                                                                                                |
| Fighter-bomber                              | Multi-purpose plane that can be used for anti-air, anti-ground and anti-ship combat.                                                                                         |
| Attack aircraft                             | Plane with high anti-ground attack power. Not good at anti-air warfare.                                                                                                      |
| VTOL                                        | Vertical take-off and landing aircraft. They can be loaded onto aircraft carriers, some helicopter carriers and some landing ships.                                          |
| Bomber                                      | Big plane good at anti-building attacks with powerful bombs.                                                                                                                 |
| Electronic warfare aircraft                 | Your units within the ECM range have heightened defenses against enemy attacks. It can also interfere with the reconnaissance area of an enemy unit by using "Interference". |
| Airborne Early Warning                      | Mainly serve for scouting and watching out in the air with a wide radar view.                                                                                                |
| Reconnaissance aircraft                     | Plane with high speed. Good at scouting ground units.                                                                                                                        |
| Maritime patrol aircraft                    | Mainly serve for scouting and attacking submarines with a good view at submarine units.                                                                                      |
| Military transport aircraft                 | Capable of transporting up to three ground units of several types.                                                                                                           |
| Aerial refueling tanker                     | Flying tanker capable of supplying airborne planes with fuel.                                                                                                                |
| Airborne laser aircraft                     | Special airplane to intercept warheads of ballistic and cruise missiles.                                                                                                     |

### Low altitude units

|                                  |                                                                                          |
|----------------------------------|------------------------------------------------------------------------------------------|
| Attack helicopter                | Helicopter for anti-ground warfare. They come equipped with anti-tank missiles and more. |
| Transport helicopter             | Poorly armed, but suitable for shuttle transportation of infantry.                       |
| Armed reconnaissance helicopter  | Fairly well-armed helicopter. They conduct surveillance with their wide field of view.   |
| Anti-submarine patrol helicopter | Mainly serve for scouting and attacking submarines with a good view on submarine units   |



| Ground units                         |                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Main battle tank                     | Main unit for ground warfare, essential in maintaining the frontline.                                                                                                                                                                                                                                                                                                                            |
| Infantry fighting vehicle            | Relatively strongly armed and capable of transporting infantry.                                                                                                                                                                                                                                                                                                                                  |
| Armored personnel carrier            | Capable of transporting infantry, but not good at combat.                                                                                                                                                                                                                                                                                                                                        |
| Reconnaissance vehicle               | Most suitable for surveillance due to its high movement power and wide reconnaissance area.                                                                                                                                                                                                                                                                                                      |
| Tank destroyer                       | Capable of fighting against main battle tanks, but poor defensive capabilities.                                                                                                                                                                                                                                                                                                                  |
| Self-propelled artillery             | Attacks ground units indirectly with long ranged artillery shots. They are also capable of direct attacks.                                                                                                                                                                                                                                                                                       |
| Towable field artillery              | Use "Conversion" to turn it into a stationary artillery gun.                                                                                                                                                                                                                                                                                                                                     |
| Self-propelled rocket launcher       | Capable of mega-hex attacks with multiple rocket launchers. Can only perform indirect attacks                                                                                                                                                                                                                                                                                                    |
| Anti-ground missile vehicle          | Capable of long-ranged anti-ground missile attacks by using "Conversion".                                                                                                                                                                                                                                                                                                                        |
| Self-propelled anti-aircraft weapon  | They carry weapons that can attack both ground and air units.                                                                                                                                                                                                                                                                                                                                    |
| Anti-aircraft gun                    | Functions as stationary anti-air artillery after "Conversion".                                                                                                                                                                                                                                                                                                                                   |
| Self-propelled anti-aircraft missile | Can attack airplanes with short-ranged missiles.                                                                                                                                                                                                                                                                                                                                                 |
| Anti-aircraft missile vehicle        | Use "Conversion" to become able to fire long-ranged anti-air missiles.                                                                                                                                                                                                                                                                                                                           |
| Anti-ship missile vehicle            | After using "Conversion" they can fire long-ranged anti-ship missiles.                                                                                                                                                                                                                                                                                                                           |
| Ballistic missile vehicle            | Gain the "Fire Missile" ability after using "Conversion" to use long ranged ballistic missiles.                                                                                                                                                                                                                                                                                                  |
| Radar vehicle                        | Detect approaching airplanes or helicopters with a wide radar view.                                                                                                                                                                                                                                                                                                                              |
| Supply vehicle                       | Can supply fuel and ammunition to ground units, hovercrafts, helicopters and VTOL aircraft.                                                                                                                                                                                                                                                                                                      |
| Infantry                             | Comes in many variations with different abilities. For example, there are battle engineers that can destroy and repair buildings, or lay and remove land mines, parachute units that can jump off transportation planes, or even special units with destruction, repair and parachute abilities. Civilians also count as infantry units. All infantry except for civilians can occupy buildings. |
| Pioneers                             | These construction experts can destroy and repair buildings, build bridges, pillboxes and roads. They are the armies' engineers. Pioneers can also remove mines, however they cannot occupy buildings.                                                                                                                                                                                           |
| Headquarters                         | A faction's base on the battlefield and their strategic core. The headquarters cannot be moved.                                                                                                                                                                                                                                                                                                  |
| Hovercraft                           | Amphibious landing boat that can carry ground units. While it mainly moves on the sea, it counts as moving on ground altitude.                                                                                                                                                                                                                                                                   |

| Maritime units          |                                                                                                                                                       |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| Battleship              | Marine fortress. Some have cruise missiles.                                                                                                           |
| Cruiser                 | Big attack ship with superior anti-ship and anti-air ability.                                                                                         |
| Destroyer               | Mainly serve for escorting big ships with their great anti-air and anti-submarine capabilities.                                                       |
| Frigate                 | Small destroyer. It has slightly lower durability.                                                                                                    |
| Corvette                | Escort ship in the 1,000 ton class. Not suitable for fleet warfare.                                                                                   |
| High-speed missile boat | Attacks approaching ships with missiles.                                                                                                              |
| Aircraft carrier        | Can carry three to eight units of shipborne planes, helicopters, and VTOLs, depending on the size of the ship.                                        |
| Helicopter carrier      | Small aircraft carrier that can transport three to eight units of helicopters, VTOL and some others. Some helicopter carriers can carry ground units. |
| Landing ship            | Can transport multiple ground units and enter shallow water. Some landing ships can carry helicopters, VTOL and hovercraft.                           |
| Transport ship          | Can transport up to eight ground units between navy bases and ports.                                                                                  |
| Auxiliary ship          | Can supply fuel and ammunition to maritime and submarine units.                                                                                       |

| Submarine units    |                                                                                                                                                |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| Submarine          | Mainly used for anti-ship and anti-sub attacks. Some can also attack ground units.                                                             |
| Nuclear submarines | Big submarines that can fire ballistic and cruise missiles over a very long range. They can also be equipped with anti-ship and anti-sub arms. |

\* Warhead: Main body of a ballistic missile shot by "Fire Missile".

#### ④ Boarding type

Describes what kind of transporters the unit can be loaded onto. The unit also needs to be contained in the list of loadable units of the transporter.

There are 8 boarding types: "Shipborne aircraft", "VTOL", "Helicopter", "Heavy vehicle", "Car", "Light vehicle", "Infantry" and "Hovercraft".

Units without a boarding type cannot be transported.

#### ⑤ Movement type

This classifies units by their method of movement.

There are 24 movement types: "Super high altitude", "High altitude", "Low altitude", "Caterpillar A to F", "Car A to E", "Infantry A to C", "Sea A to C", "Submarine A to B", "Hovercraft A to B".

Movement type influences the consumption of movement power on different terrain and the terrain evasion rate.

#### ⑥ Squadron size

This shows the maximum amount of units that can be in a squadron.

Normally, the maximum amount of units that can be in a squadron is 10, but it can vary for some unit types.

For example, big transport planes, surveillance planes, ballistic missile vehicles, air defense radars, and ships usually have a squadron size limit of 1. Surveillance helicopters and maritime patrol aircraft have a limit of 4.

Units of a squadron that were lost in battle can be recovered with "Replenishment".

When the number of units reaches "0", the squadron is removed from the battlefield map.

#### ⑦ Price

This is the price of a squadron when produced with the maximum amount of units.

#### ⑧ Production

A "O" is displayed if this unit can be produced and "Impossible" if not. Also, when "Production Duration" is turned on, the number of turns required to complete the production is displayed here.

#### ⑨ Loadable units

This describes the boarding type and the number of units a transport unit can carry.

If there are multiple boarding types displayed, that many units can be loaded. If "Shipborne plane" is displayed in this field, it includes its subordinate types "VTOL" and "Helicopter".

In the same way, "VTOL" includes "Helicopter".

For ground units, "Heavy vehicle" includes its subordinate types "Car", "Light vehicle", and "Infantry". Also, "Car" includes "Light vehicle" and "Infantry", and "Light Vehicle" includes "Infantry".

The value on the right side of the boarding type shows the maximum number of units a squadron can have when loading it.

For example, an escort ship which can load one helicopter unit with a maximum squadron size of "1", one helicopter squadron containing one unit can be loaded, but a helicopter squadron formed by 10 units cannot be transported.

#### ⑩ Reconnaissance area

This describes the hex area the unit can see and in which it can discover enemies.

The number of hexes for the radius of the reconnaissance area is displayed for each of the six altitudes.

The area becomes smaller during turns at night time.

#### ⑪ Evasion rate

Describes how likely the unit can evade an attack when attacked by enemy units in the specific altitude.

The higher the value, the better its chance of evading attacks.

The "Ground" field contains two numbers. The left one represents the value when attacked by a weapon against heavy armor targets and the right one is for being attacked by weapons against light armor targets.

#### ⑫ Interception area

This describes the hex area in which a unit with the interception ability can intercept enemy units.

The interception area is displayed for each of the six altitudes.

### 13 Unit features

Below are the 29 types of special abilities and features a unit can possess:

| Unit features    |                                                                                                                                                                                                                                                                                                                                                                                   |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Nighttime        | This shows how much the size of the reconnaissance area decreases and the accuracy is lowered during nighttime.                                                                                                                                                                                                                                                                   |
| Stealth          | This ability allows a unit to stay hidden, even within the enemies' reconnaissance area, until an enemy unit gets close to it. It can not be intercepted unless it is discovered by enemies. This ability has 9 levels (1 to 9 hexes). "1" means it will not be discovered until an enemy moves right beside it.                                                                  |
| Hiding           | This ability allows a unit to not be discovered by enemies as long as it is in "Grove", "Forest", "Jungle", "Mountain", "Mountain range", "Snowy grove", "Snowy forest", "Snowy mountain", or "Snowy mountain range" until an enemy unit moves close enough to it. This ability has 9 levels (1 to 9 hexes). "1" means it is not discovered until an enemy comes right beside it. |
| Diving           | A unique ability of submarines that allows them not to be discovered until an enemy comes close to it, even within an enemy's reconnaissance area. There are 9 grades (1 to 9 hexes) in this ability. "1" means it will not be discovered until an enemy moves right beside it.                                                                                                   |
| Armor            | Ground units have either heavy or light armor. These influence the hit rates of incoming attacks differently.                                                                                                                                                                                                                                                                     |
| Loading          | This unit can load and transport other units.                                                                                                                                                                                                                                                                                                                                     |
| Landing          | This describes whether a maritime unit can load and unload ground units in shallow water terrain, and not just marine bases and ports.                                                                                                                                                                                                                                            |
| Interception     | If a unit has this ability, it can intercept enemies that enter its interception range.                                                                                                                                                                                                                                                                                           |
| ECM              | Whenever a friendly unit within the range of an ECM unit is attacked by an enemy with a weapon that is influenced by ECM, that enemy's accuracy is lowered. This ability has 9 levels (1 to 9 hexes), and the radius of the ECM affected area becomes larger when the level is greater.                                                                                           |
| Interference     | This unit can use the "Interference" action against enemies to reduce their reconnaissance area.                                                                                                                                                                                                                                                                                  |
| Fire Missile     | The unit can shoot ballistic or cruise missiles.                                                                                                                                                                                                                                                                                                                                  |
| Self-Destruction | The unit can use a self-destruction attack against enemy ground units.                                                                                                                                                                                                                                                                                                            |
| Conversion       | A unit can switch between stationary and vehicle form by using "Conversion".                                                                                                                                                                                                                                                                                                      |
| Parachute        | This unit can parachute to the ground when loaded onto an airborne transport plane.                                                                                                                                                                                                                                                                                               |
| Supply           | The unit can replenish fuel and ammunition of units beside it and units it is carrying.                                                                                                                                                                                                                                                                                           |
| Occupation       | This unit can occupy enemy and neutral buildings.                                                                                                                                                                                                                                                                                                                                 |
| Reconstruct      | The unit can reconstruct destroyed buildings or buildings and special terrain whose destruction resistance was reduced.                                                                                                                                                                                                                                                           |

|                      |                                                                                                                                           |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Destruction          | "Destruction" can be used against enemy and neutral buildings, pillboxes, temporary bridges and roads.                                    |
| Reinforcement        | With the "Reinforcement" action, the maximum destruction resistance of buildings, pillboxes, and temporary bridges can be increased.      |
| Bridge Construction  | A unit can construct bridges over rivers, deep rivers or frozen rivers.                                                                   |
| Pillbox Construction | A unit can perform "Pillbox Construction" on flat land, bush, desert, sand beach, hill, snowfield, snowy bushland, or snowy hill terrain. |
| Lay a Road           | This unit can build a road on specific terrain.                                                                                           |
| Place Landmine       | A unit can place landmines on specific terrain.                                                                                           |
| Place Seamine        | A unit can place seamines in shallow water and sea terrain.                                                                               |
| Mine Removal         | The unit can perform "Mine Removal" on landmine fields.                                                                                   |
| Minesweeping         | The unit can perform "Minesweeping" on seamine fields.                                                                                    |
| Refuel (Airplane)    | This unit can be refueled when flying next to an airplane with the supply ability.                                                        |
| Refuel (Vehicle)     | This unit can receive fuel and ammunition from a ground unit with the supply ability on an adjacent hex.                                  |
| Refuel (Ship)        | This unit can receive fuel and ammunition from a ship with the supply ability on an adjacent hex.                                         |

### 14 Movement power consumption

Each terrain hex displays the movement power consumed when passing through it.

It is impossible to enter terrain on which "-" is displayed.

### 15 Arms packs

Brief information of the arms packs the unit can equip is displayed here.

Click on any arms pack from 1 to 4 to switch between them.

The information of the selected arms pack will be displayed correspondingly.



## ● 16 Arms names

A list of the names of weapons a unit is equipped with. Weapons displayed in gray mean they are not included in the equipped arms pack.

| Arms names                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Shot Frequency            | The number of times the weapon fires in one attack.<br>The higher a weapon's shot frequency, the more often it has a chance to hit.                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Ammunition                | This is the number of ammunition the unit carries when equipped with the selected arms pack.                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Durability                | This is the maximum durability per unit when equipped with the selected arms pack.<br>When it reaches "0", the unit is lost. Durability can be recovered with repairs.                                                                                                                                                                                                                                                                                                                                                                                   |
| Fuel                      | The maximum fuel when equipped with the selected arms pack.<br>Fuel is consumed when the unit moves.<br>Super high, high and low altitude units consume a quarter of fuel for normal movement power to stay in the sky even when they don't move unless they are loaded onto another unit or stored inside a building.<br>Fuel can be recovered to its maximum value via supply.<br>Units with the unit type "Helicopter" or "VTOL" are regarded as landed when they are flying on specific terrain hexes and do not consume fuel when staying in place. |
| Normal Movement Power     | The value of how far a unit can move normally in one turn when equipped with the selected arms pack. Normally a unit can move the same number of hexes as its movement power, but some terrains require extra power and thus the number of hexes it can move decreases.                                                                                                                                                                                                                                                                                  |
| High Speed Movement Power | High Speed Movement Power is applied when moving further with high speed. It enables a unit to move 1.4 times farther but consumes double the fuel. Not used in basic rules.                                                                                                                                                                                                                                                                                                                                                                             |
| ECM Evasion Power         | ECM evasion power when equipped with the selected arms pack. The greater the ECM evasion power, the more it will reduce the accuracy of enemy missile attacks that are influenced by ECM.                                                                                                                                                                                                                                                                                                                                                                |

## ● 17 Weapon information

The performance of equippable weapons is displayed here. Weapons displayed in the bright bar are included in the currently selected arms pack.

| Weapon information    |                                                                                                                                                                                                                                                                                                                                                                      |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Name                  | Name of the weapon                                                                                                                                                                                                                                                                                                                                                   |
| Firepower             | This is the basic attack power of the weapon. The higher the value, the more damage it will deal to its target.                                                                                                                                                                                                                                                      |
| Range                 | This determines from how many hexes away the weapon can attack an enemy.                                                                                                                                                                                                                                                                                             |
| Accuracy              | This shows the weapon's accuracy against each target category: "Super high altitude", "Aerial", "Helicopters", "Heavy Armor", "Light Armor", "Ships", "Submarines", "Ballistic missile warhead" and "Cruise missile warhead".<br>The greater the value, the higher the accuracy.<br>When the accuracy is "0" the weapon cannot be used against that target category. |
| Ability: Features     | Features of weapons are indicated by abbreviations.<br>"AT": a weapon used to attack.<br>"CO": a weapon used for counterattacking.<br>"AC": the weapon can be used for both attacking and counterattacking.<br>"E": the weapon is affected by enemy ECM evasion power and will have its accuracy reduced by it.                                                      |
| Ability: Attack       | These abbreviations indicate if a weapon attacks directly or indirectly.<br>"DR": the weapon can only be used if the unit is right beside an enemy.<br>"IN": this weapon can only be used for indirect attacks.<br>"DI": the weapon can be used for both direct and indirect attacks.                                                                                |
| Ability: Movement     | If a "○" is displayed, the weapon can be used after movement.                                                                                                                                                                                                                                                                                                        |
| Ability: Mega         | If a "○" is displayed, the weapon can perform mega-hex attacks.                                                                                                                                                                                                                                                                                                      |
| Ability: Destruction  | This describes how much damage the weapon will do against buildings' destruction resistance when using the "Destruction" ability.<br>If the field is empty ("-"), the weapon cannot be used for destroying buildings.                                                                                                                                                |
| Ability: Fire Missile | This shows how much damage the weapon will deal to buildings' destruction resistance when using the "Fire Missile" ability.<br>If the field is empty ("-"), the weapon cannot fire missiles.                                                                                                                                                                         |
| Ability: Supply       | This describes how much war capital it costs to refill one unit of this weapon's ammunition.                                                                                                                                                                                                                                                                         |



# Battlefield Map Outline

## Hexes and Terrain

Each battlefield map is composed of hexagons, or more shortly "hexes". In chess, for example, you move your pieces on squared fields. In this game you move your units on hexagons instead. Maps come in sizes of 48, 64, 128, or 256 hexes both vertically and horizontally. Every hex contains a certain terrain type.

### Terrain Types

Hexes contain unique terrain, such as mountains, flat land or sea. There is also terrain with buildings, such as cities, ports and bases.

### Reconnaissance Area

Terrain displayed in a darkened color indicates that it is outside of the "Reconnaissance Area".

#### What is the Reconnaissance Area?

Each unit has a vision range, representing the area it can scout with its radar or by whichever other means.

Each faction's buildings reveal their surroundings in a certain area, too.

In this game, all these areas are defined as "Reconnaissance Area".

If any enemy unit enters your reconnaissance area, its icon is displayed on the battlefield map as its existence is detected.

The reconnaissance area varies between day- and nighttime turns.

## Terrain Altitudes

The battlefield map's terrain has different layers of altitude. For example, "flat land" terrain is on the "ground" altitude. Above ground altitude, there are layers for each of the aerial altitudes, "low altitude", "high altitude" and "super high altitude". For maritime terrain, the lowest altitude is "submarine". Above that comes the "sea" altitude.

Above them, there are the layers of "ground", "low altitude", "high altitude" and "super high altitude" just as on land.

Usually, surveillance planes and ballistic missile warheads move in "super high altitude", units like attack aircraft move in "high altitude", helicopters and cruise missile warheads move only in "low

"altitude", ground units like tanks and amphibious units move on the "ground" altitude, maritime units like ships move only on "sea" altitude, and submarines move only in the "submarine" altitude.

"Shallow water", "navy base", "port", and "bridge" hexes are located in the boundary of sea and ground. On them, "sea", "submarine" and "ground" altitude exist in the same hex.

This means the port, for example, makes up part of the hex, while the "rest of it is covered by water. Both naval and ground units can access these fields. "Shallow water" terrain works similarly.

There is no ground surface on this terrain, but some amphibious units can move on it.

"Mountains" and "Snowed mountains" are another kind of special terrain. As they reach high altitudes, units in "Low Altitude" cannot move through them. On the other hand, there are some ground units able to move up mountains.

|                     |                                                    |
|---------------------|----------------------------------------------------|
| Super high altitude | Surveillance planes and ballistic missile warheads |
| High altitude       | Units like attack aircraft                         |
| Low altitude        | Helicopters and cruise missile warheads            |
| Ground              | Ground units like tanks and amphibious units       |
| Sea                 | Maritime units like ships                          |
| Submarine           | Submarines                                         |

Normal and snowy mountains

## Movement Limitations for Terrain Types and Altitudes

The movement of units is restricted by terrain types and altitudes. For example, ships cannot enter forest terrain, since that is on the "Ground" altitude. Tanks move shorter distances when passing forest terrain compared to open fields.

This is because movement power consumption differs depending on the terrain.

The consumption is also influenced by the unit's movement type.

If movement consumption for a hex is displayed as "-", the selected unit cannot enter it. No unit can enter blank terrain.

## Stacking Units

Usually only one unit can stay on one hex at the same altitude.

For example, when an attack aircraft unit is staying in high altitude over a big city, no other bomber units can enter this hex in the same altitude, regardless of whether they are enemies or on your side.

Only at ground altitude up to three ground units can stay on the same hex in the same altitude at the same time. Otherwise, multiple units can only stay in the same hex as another unit if they are in a different altitude.

For example, a helicopter unit can stay in the low altitude of the big city mentioned above where a plane is staying in high altitude.

Likewise, a tank could enter it on ground altitude.

This way, several units can stay on the same hex.

In this situation, units that are staying in layers on one hex are called "Stack".

## Terrain Evasion Rate

The chance of a unit evading attacks is affected by the terrain in which it is located. For example, ground units have a higher evasion rate in forests because they are harder to hit there, surrounded by many obstacles. Therefore it will take less damage.

This effect is called "Terrain Evasion Rate".

The rate differs depending on the movement type of the unit.

The evasion rate for each terrain per movement type is displayed in the "Terrain Evasion List" screen.

The terrain evasion rate of the terrain a unit is currently staying on can be confirmed in the "Terrain Avoidance" field of the "Select Terrain Information" panel that is displayed when selecting that unit.

Information such as "Caterpillar A" or "Sea B" displayed in "Terrain Evasion" field shows the unit's movement type. The percentage displayed beside it is the terrain evasion rate of the unit on that terrain.

The higher the value, the more likely it will avoid incoming attacks.

Terrain evasion rate is not applied for units with the movement types "super high altitude", "high altitude", "low altitude", "hovercraft A", "hovercraft B", "sea A", "sea B", "sea C", "sea A", "sea B".

## Terrain Limitations for Parachuting

Units with the "Parachute" can jump off transport planes and helicopters. However, the transporting unit needs to be flying over terrain where

parachuting is possible. Possible locations for parachuting can be checked in the "Parachute" field on the "Terrain Information" screen. Transported units can only parachute when their transporter is on a hex marked with "○".

## Terrain Landing Limitations

Helicopters and VTOL are considered to be landed when located in the sky over certain terrain hexes, and consume no fuel for staying in the air.

In addition, because they are landed, they can receive ammunition and fuel from supply vehicles. Possible landing points can be confirmed on the "Helicopter landing" and "VTOL landing" fields on the "Terrain Information" screen. These units are regarded as landed only when on a position with a "○" or on a building controlled by your faction.

## Building Terrain

Building terrain plays an especially important role. There are 19 types of building terrain: capital, big city, middle city, small city, airforce base, airport, ground force base, factory, navy base, port, radar base, missile base, fortress, laboratory, nuclear power plant, oil field, dam, tunnel, and bridge.

Buildings are either neutral or belong to a faction.

Neutral buildings are grey; those belonging to a faction are displayed in its color. Ground units other than infantry cannot enter enemy bridges, dams or tunnels. To pass through a bridge or tunnel occupied by an enemy unit, you have to use the occupation action with an infantry unit first, in order to take them over for yourself.

Also, maritime units cannot pass through under an enemy bridge.

Unlike normal bridges, temporary bridges are special terrain that can be newly constructed on the battlefield map by a unit with the "Bridge Construction" ability. Other terrain that can be constructed during the game, such as pillboxes and roads, is special terrain and does not count as building.

## Income from Building Terrain

You are able to gain war capital from every city you possess in each income phase. War capital you don't use will be saved at the end of your turn. Unit production, supply, replenishment and repairs all consume war capital. The amount of war capital income from each terrain can also be checked on the "Terrain Information" screen.

Income amounts are as follows:

| Income amounts |      |
|----------------|------|
| Capital        | 2500 |
| Big city       | 1200 |
| Middle city    | 800  |
| Small city     | 500  |
| Oil field      | 800  |

## Building Storage Capacity

Units can be stored in some of your own and allied buildings. A “▽” mark is displayed in the upper corner of the building’s hex if a unit is stored in it. The maximum numbers and types of units that can be stored are listed below.

| Building Storage Capacity |                                                                                                |
|---------------------------|------------------------------------------------------------------------------------------------|
| Capital                   | 6 units (low altitude units, ground units including hovercraft)                                |
| Big city                  | 4 units (low altitude units, ground units including hovercraft)                                |
| Middle city               | 3 units (ground units including hovercraft)                                                    |
| Small city                | 2 units (ground units except hovercraft)                                                       |
| Airforce base             | 6 units (super high altitude units, high altitude units including VTOL and low altitude units) |
| Airport                   | 4 units (super high altitude units, high altitude units including VTOL and low altitude units) |
| Ground force base         | 6 units (ground units including hovercraft)                                                    |
| Factory                   | 4 units (ground units including hovercraft)                                                    |
| Navy base                 | 6 units (hovercraft and maritime units)                                                        |
| Port                      | 4 units (hovercraft and maritime units)                                                        |
| Fortress                  | 4 units (VTOL units, low altitude units, and ground units except hovercraft)                   |
| Tunnel                    | 4 units (ground units except hovercraft)                                                       |

## Using Buildings for Supply/Replenishment/Repair

At your own and allied capitals, airforce bases, ground force bases and navy bases, it is possible to replenish and repair units while they are stored. You can supply units with fuel and ammunition in almost all of your own buildings. The only exceptions are radar bases, missile bases, laboratories, nuclear power plants, oil fields, dams, tunnels, and bridges.

## Reconnaissance Area of Buildings

Buildings have a vision range in which they can see enemy units. This is almost the same as the reconnaissance area of units. It will reveal more of the map and possible hidden enemies.

The visible area of each terrain can be looked up in the “Visibility” field of the “Terrain Information” screen.

The value in the “Visibility” field shows, starting from the left, the visible area for super high altitude, high altitude, low altitude, ground, sea and submarine level.

## Occupation and Destruction Resistance

Buildings have set values for their occupation and destruction resistance.

### ● Occupation Resistance

Occupation resistance gets reduced with the “Occupation” action. A building is occupied when it reaches “0”. Ownership of the building will go over to the unit which has occupied it. Occupation resistance is reset to 100% when the owner changes. It can also be recovered by using the “Occupation” action of the owning faction’s units.

### ● Destruction Resistance

Destruction resistance is reduced when a building is damaged by a “Destruction” action or from being hit with a missile, and a building is destroyed when it reaches “0”. Functions of the destroyed building, such as granting vision, income, storage, and being used for supply, replenishment, and repair, are lost. Destroyed buildings are displayed with an “X” mark on the battlefield map. Only bridges visually show a destroyed bridge.

The destruction resistance of destroyed buildings can be recovered with the “Reconstruction” action. The lost functionality will be restored when the reconstruction is completed.

## Buildings Launching Missiles

At a missile base, it is possible to launch ballistic missile warheads against buildings and units. To do this select a missile base just as you would select a unit and choose a target for the missile. Each missile base is equipped with a limited amount of warheads which cannot be restocked once fired. The number of warheads is displayed in the upper corner of the building hex. When there are no remaining warheads the display disappears.

## Special Terrain

Apart from buildings, there are also special terrain types such as pillboxes, roads, temporary bridges, land- and sea-minefields.

### ● Pillbox

A pillbox is a structure suitable for defense and can be built with the “Pillbox Construction” ability. Pillboxes have a set destruction resistance. When it reaches “0” due to destruction actions or missile attacks, the pillbox is removed from the battlefield map and its hex turns into wasteland.



### ● Road

Roads are a terrain type that can be constructed with the “Lay a road” ability. Almost all ground units can go farther by moving on roads. Roads do not have destruction resistance. They will be instantly destroyed by “Destruction” actions and missiles. In that case, the road is removed and only the terrain under it remains.

### ● Temporary Bridge

A temporary bridge can be constructed with the “Bridge Construction” ability. Unlike normal bridges, temporary bridges always count as neutral and cannot be occupied. Maritime units cannot pass through under temporary bridges. Temporary bridges have a set destruction resistance. When it reaches “0”, the temporary bridge is removed and only the terrain under it remains.

### ● Land /Sea Minefield

These terrain types can be created with the “Place Landmine” or “Place Seamine” abilities. Normally minefields cannot be discovered by enemy factions, until a unit moves beside it. Once a minefield was discovered it will remain unveiled even if the hex is no longer in the reconnaissance area. When any units (no matter from which faction) enter a hex with a minefield, the mines explode and the unit gets damaged. Minefields will only damage ground units (landmines), or units on the “Sea” altitude (seamines). Once a minefield has exploded, it disappears from the battlefield map and only the terrain under it remains. Only some minefields stay until they explode multiple times. A minefield can be removed safely with the “Mine Removal” or “Minesweeping” ability.

### Terrain Label

A “Terrain Label” is something like a sticky note attached to buildings, terrain, or units on the battlefield map. On labeled buildings, terrain and units, different information is displayed. There are two kinds of labels as listed below.

### ● Terrain Label

Especially important sites on a map have labels showing their names.

### ● Victory Condition Label

This label is attached to buildings or units that are part of the map’s victory conditions. The victory condition label is displayed between “★” marks. This type of label cannot be seen if the unit is outside of your reconnaissance area. When you cannot see a victory condition label, try to go scouting for it actively.

### Boundary Line

A boundary line is a borderline that divides the areas controlled by each faction on the battlefield map. Boundary lines belong to the factions participating in battle, or show the borders of neutral countries who do not field any units. There are three kinds of boundary lines with different functionality.

### ● Display Only

A boundary line whose purpose is only to display borders between factions or neutral countries. Normally the line is displayed as one bold single line in the faction’s color. These borders can be crossed without any limitations.

### ● Uncrossable Border

These boundary lines are displayed as a bold double line in the faction’s color. This line cannot be crossed, not even by units of the faction that controls it.

### ● Crossable Border

This boundary line is displayed by one bold and one thin line in a faction’s color. Normally, a faction this boundary line belongs to has a truce with another faction.

#### Truce

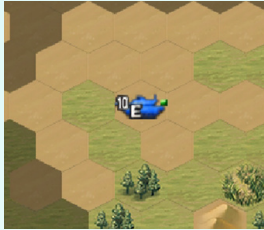
A truce is like a lax alliance. A faction with whom you have a truce will not take hostile actions against you unless you cross its borders or attack or occupy them.

If you cross the border or take an attack or occupy action against them even once, it is regarded as an attack against that faction, breaking the truce. The relationship with the faction becomes hostile.

## Unit Icon

On the battlefield map, units are displayed as icons representing their types in their faction's color.

Various statuses are displayed on the unit icon.



### Unit type

Unit icons show each unit's type.

### Show squadron size

On the left side of the unit icon, the current number of units in a squadron is displayed.

When the number of units in a squadron is reduced in battle, the displayed number is also decreased.

If it reaches "0", the unit will be removed from the battlefield map.

### Loading display

A "▽" mark is displayed in the upper corner of a unit icon when it is transporting other units.

### Altitude display

The altitude in which the unit is moving is displayed in different colors by a small "■" mark at the right side of a unit icon.

| Altitude display    |        |           |            |
|---------------------|--------|-----------|------------|
| Super high altitude | red    | Ground    | green      |
| High altitude       | orange | Sea       | light blue |
| Low altitude        | yellow | Submarine | navy       |

### Stack display

If multiple units are stacked in different altitudes of the same hex, multiple "■" marks representing the altitudes in which units are located are displayed in a line on the right side of the unit icon.

In this case, only the icon of the unit in the highest altitude is displayed.

When more than two ground units are stacked, the number of units stacked is displayed as "×2" or "×3" below the altitude mark.

## Special Ability Display

Around units with the "ECM" and "Interception" ability, hexes indicating the affected area of the abilities are displayed.

### The ECM area

As for the ECM area, hexes in semitransparent green are for your side, and hexes in semitransparent yellow are shown for enemies.

### The interception area

The interception area is shown with hexes in semitransparent blue for your side and in semitransparent red for enemies.



## Automatic Movement

An "A" for AUTO is displayed on the lower corner of icons of units with an automatic movement target set, who have not yet taken action this turn.

## End of Actions

An "E", which stands for "END", is displayed on the lower corner of a unit's icon if it has taken an action this turn and is now in the "Done" status.

When multiple ground units are stacked and one or some of them have not taken action, the "E" is displayed in orange.

## Simple Unit List

The simple unit list is displayed when you place the cursor is on a unit icon.

On this list, unit types, mini icons and names of units on that hex are displayed in a list for each altitude.

Units that are stored in buildings or loaded onto transport units are not displayed here.





## Unit Production & Deployment

Among all the battlefield maps, there are some in which you fight units that are already deployed before the battle starts and others, in which you produce units in your base and send them out from there.

In addition to producing troops, in some cases you can deploy units on the battlefield map directly.

Production and deployment of units can be done in the production phase.

### Production

To place new units onto the battlefield map, you need to produce them first.

Open the production screen by clicking on a capital, airforce base, ground force base or navy base you control in the production phase.

Units produced in the production phase cannot act until the next turn's action phase.



### Production Locations

You can only produce in specific buildings of your own faction.

Buildings where you can produce units and unit types you can produce there are as follows:

|                    |                                                                                                                                                                                                                                                                        |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Capital:           | Ground units including hovercraft                                                                                                                                                                                                                                      |
| Airforce base:     | Super high altitude units excluding missile warheads, high altitude units and low altitude units. Depending on the building settings during map creation, there are some cases where you can produce only one type of flying units: super high, high, or low altitude. |
| Ground force base: | Ground units including hovercraft.                                                                                                                                                                                                                                     |
| Navy base:         | Sea and submarine units. Depending on the building settings during map creation, there are some cases where you can produce only either of them.                                                                                                                       |

It is not possible to produce units when there is appropriate production building on the battlefield map.

For example, if there is no navy base, it is impossible to produce ships.

### Production Number Limitations

The number of units a faction can possess must not exceed the limit preset in the map settings. The limit can be set to up to 250 units per faction at maximum. When the number of units has reached the upper limit and you wish to produce another unit, delete unnecessary units with the "Dissolve" action and continue production. Produced units are stored in the production buildings. When the maximum number of units that can be stored in the building is reached, it cannot produce any more units.

When a production building is destroyed it cannot be used for production anymore. It is not possible to produce a new headquarters, civilians, and civilian vehicles. Newly produced units are treated as if they have taken action in that turn and cannot act until the next turn.

### Production Delegation

When the production phase begins while using turn commission, you will be asked for confirmation about whether you want to produce units manually. By selecting "No", you can delegate production to the computer, too. In this case, the computer will try to balance the production of unit types so that the ratio between ground, sea and air set for the map will be matched as close as possible.

### Rules of Production

#### Only units included in the production roster can be produced.

Units that can be produced during the game are limited to those specified in each map's settings.

#### War Capital

Production requires war capital to pay for the unit's costs.

If you do not possess sufficient funds, you cannot produce new units.

#### Market Price

Depending on the "Market Price" rule settings, production prices fluctuate each turn.



## Deployment

Placing units on the battlefield map that have not been produced is called deployment.

In NEO MASTER COMBAT MODE, you cannot produce units on the map. You play the game by deploying units you have produced between maps or that have survived the previous map. On campaign maps in FREE MODE you also play the game by deploying units you have kept from the previous map.

You can keep your favorite units and use them as “MY TROOPS” in FREE MODE. Deployment is used to place MY TROOPS on the battlefield map, too.



### Rules of Deployment

#### Deployment Terrain

Units can be deployed in the same buildings in which they could be produced. In some maps, there are some cases where you can deploy units on open terrain hexes. They are displayed with white frames.

#### Deployment Limitations

It is not possible to deploy units on terrain they cannot enter.

When the maximum number of units on the map has been reached, it is not possible to deploy any more.

#### Consumption of War Capital

To deploy units, war capital according to the unit's level is required.

#### Deploying units that cannot be produced

It is possible to deploy units that are not included in your faction's production roster.



## MY TROOPS

In FREE MODE, you are able to save surviving units after you clear a map and have your favorites gather experience over several battlefield maps. They are called MY TROOPS. For my troops an “M” mark is displayed on the lower part of the unit icon to distinguish them from normal units on the battlefield map. Additionally, the unit's name is displayed in blue in the unit list, unit information panel and simple unit list. MY TROOPS cannot use the “Merge” or “Dissolve” actions. Once you place MY TROOPS on the battlefield map, you have to either win in the map or choose “Retreat” in order to save them as MY TROOPS again. MY TROOPS can be registered after the battlefield report screen which is displayed after you clear a map.



### Confirming MY TROOPS and Purchasing Units

On the title screen, select [FREE MODE]→[MY TROOPS] in order to confirm your troops, buy new units, and reinforce them.

Buying units here consumes points. Points required to purchase units can be gained by clearing maps in FREE MODE.







## Victory Conditions

### Varying Victory Conditions

In this game, victory is decided by fulfilling the map's victory conditions. If you cannot fulfill them within the turn limit you will lose the game.

#### ● Victory Condition Types

There are the following victory condition types:

##### Annihilation of enemy units

When all the units of an enemy faction have been destroyed, you win the game.

##### Occupation of enemy capitals

If the enemies have capitals on the battlefield map, victory is achieved when all of them are occupied.

##### Occupation of buildings

If a building has a victory condition label, the game is won, depending on the settings, when one or all of those buildings are occupied.

##### Destruction of units

If there are units marked with a victory condition label, you win, depending on the settings, when one or all of those units are destroyed. The headquarters, even though it counts as a unit, cannot move, but if the label is on a unit that can move, it moves with it accordingly.

##### Transportation of units

In case the transportation victory condition label is attached to civilian units, the game is a win when at least the target number of units is transported to the goal points defined in the settings.

##### Complex victory conditions

There are complex victory conditions that mix the three types above: "Occupation of buildings", "Destruction of units", and "Transportation of units". There are cases where it is possible to win by fulfilling one of the conditions, and others where all conditions must be fulfilled.

##### Winning by turn limit

In addition to the conditions above, if victory by turn limit is set, you will win as long as you are not defeated within a certain number of turns.

### Defeated Factions

Factions whose capital has been occupied, who lost all units, too many buildings or units with a victory condition label are defeated. When a faction is defeated, its capital is downgraded to a big city and all of its units are removed from the map. When all factions controlled by human players are defeated, the mission is failed and the game is over.

Human players can also voluntarily choose defeat by surrendering.

#### ● Draws

The game ends in a draw when no faction can fulfill the victory conditions within the turn limit and the turn limit result is set to draw.

#### ● Victory/Defeat/Draw in Campaigns

In campaigns consisting of multiple maps there are some cases where the next map you play becomes different depending on whether the last map ended in a victory, defeat, or draw.

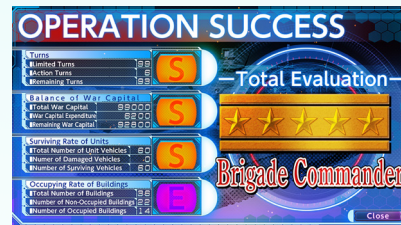
### "Battlefield Report" Dialogue

No matter the result, when the game ends, the battlefield report screen, showing the battle's results, will be displayed.

The battlefield report screen shows:

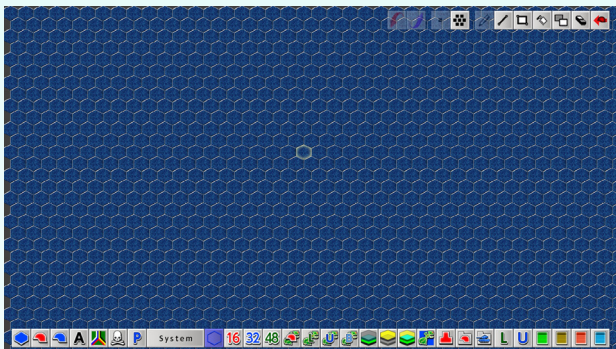
- Each faction's status
- The timelines of...
  - Possessed territory
  - War capital income
  - Military power
    - (the sum of controlled units)
  - Number of destroyed units
  - Number of damaged units
- Military power value (the total price of all controlled units)
- Value of damages (the value of damage dealt to units)

When you win the map, your performance in four categories will be rated: the number of turns needed to win, your balance of war capital, the survival rate of your units, and the occupation rate of buildings. The ratings go E→D→C→B→A→S, with S being the highest. You will receive a rank according to your rating, from Lieutenant→Captain→Lieutenant Colonel→Colonel→Brigadier General→Major General, with Major General being the highest.



## MAP EDITOR

The MAP EDITOR is a tool to create original maps. This game includes a lot of maps already, but you can build even more with the MAP EDITOR. In the MAP EDITOR you can modify existing maps as well as create original ones.



## SYSTEM Menu

### Create a New Map

In order to create a new map click "Create a new map" in the SYSTEM menu. Then, a  $64 \times 64$  hex map consisting of "Sea" terrain is displayed. You can change the map size later.

### Open Map

When loading a finished or work in progress map, click "Open Map" in the SYSTEM menu.

### Open Legacy Map

You can open maps from older Daisenryaku titles. However, all units and victory condition labels placed on the map will be deleted.

### Saving Work in Progress

When saving a work in progress map, click "Work in Progress" in the SYSTEM menu. In a work in progress save file, incomplete maps can be saved even if they are not playable in the game yet.

### Save as Normal Map

To save the map you created as normal map, select [Save as normal map]. The map will be playable in Free Mode. If there are scenario-settings set up in the map while work-in-progress, a confirmation message will be displayed, asking if you want to delete that and save. When saving a map, the game automatically checks for inconsistencies, missing information, etc., and will display when it finds something. In that case, you cannot save the map file unless you correct the deficiencies.

### Save as Scenario Map

To save the map including scenario-settings, select [Save as scenario map]. The saved map will be playable in Free Mode. When saving a map, the game automatically checks for inconsistencies, missing information, etc., and if it finds something will display this. In that case, you cannot save the map file unless you correct the deficiencies.

### Change Map Size

When creating a new map, it will start at a size of  $64 \times 64$  hexes. To change it, click "Change Map Size" in the SYSTEM menu. Select "Width" and "Height" respectively from the sizes "48", "64", "128" or "256" hexes. Then, choose a reference point from which to change the size. You can create maps in various sizes, for example a vertically long map (48 hexes wide and 256 hexes high), or whatever else you want by combining the available sizes.

\* Be careful when changing the size of a work in progress map. If you switch to a smaller size, some terrain that has already been deployed may be deleted. When changing to a larger size, the expanded parts are going to be sea terrain.



## ● Open Template

You can use .bmp, .jpg, or .jpeg files as underlying templates for maps.

## ● Create New Campaign

You can create campaigns consisting of multiple maps that have to be cleared in order.

For creating a campaign, you should prepare multiple (up to 50) normal or scenario maps in advance and save them.

After preparing the necessary maps, open the "Create New Campaign" menu and display "Edit Campaign" and "Map Link Diagram".

The latter is for displaying and checking the link status of all maps registered in the campaign in a tree-diagram.

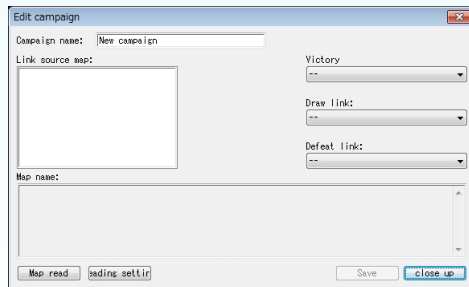
At the top of the "Edit Campaign" dialog, you can enter the "Campaign name" (up to 32 characters long).

You can click the "Header settings" button to open a dialog, in which you can change the character and background of the header that will display the campaign map name when starting a new game.

When you click the "Load Map" button at the bottom of the dialog, you can select a map you prepared and open it.

When the map is loaded, a thumbnail of it will be displayed at the center of the window and the map's name and description text on the bottom.

You can select a "victory link", "draw link", and "defeat link" for the map and choose how to proceed depending on how the game ends.



## End

The campaign ends after the selected result.

## Ending

After the selected result, the "ending" set up for the scenario will be displayed.

## Retry

This setting lets you play the map again after the selected result happens.

## Next map

With this setting, the game will proceed with the next map after the selected result. A "Map specification" screen will be displayed, in which you can select the next map.

When the linked map is loaded, it will be displayed in the "Edit Campaign" dialog. The previous map will show in the "Link source map" column on the left side of the upper dialog box. Also, the link structure of the registered maps will be displayed in the map link tree diagram.

Keep adding new maps this way to complete your campaign.

- \* If you want to display a source map instead of the currently displayed one, double-click its name in the "Link source map" column.
- \* You can open any registered campaign map this way when multiple ones are registered.
- \* If you want to replace a map, open it in the "Edit Campaign" dialog and click the "Load Map" button at the bottom.
- \* If you want to delete a registered map, open the link source map of the map you want to delete, change the link and cut it off. When you are finished registering all maps for your campaign, click the "Save" button. The "Save as Campaign" dialog will be displayed. Save your campaign under any name.

## ● Edit Campaign

Edit a saved campaign. This functions the same way as creating a new campaign.

## Map Settings

A variety of parameters affecting the whole map can be preset. These are the map settings. In order to change them, click “Map Settings” in the SYSTEM menu. In FREE MODE, some options can be changed in the “Map Settings List” (Cf. page 00) at the beginning of the map and some factors can be modified in the “Modify Map Settings” (Cf. page13). Here, options that can only be set with the MAP EDITOR will be explained.



### Map Name

Map names can have up to 40 characters. This name is displayed in the map list. The character and background style of the map name displayed can be modified in “Index Settings”.

### Turn Number Limit

The maximum amount of turns of that map can be set to any number between “1” and “999”.

### Difficulty

“Difficulty” indicates how difficult the map is and can be selected from six levels, ranging from “☆☆☆☆☆” (the easiest) to “★★★★★” (the most difficult). Please note: these categories are based on the subjective view of the map’s creator. They do not change any game rules.

### Income from Buildings

Set whether you can gain war capital from your buildings each turn.

### Day and Night Settings

Usually there are only day turns, but you can also choose night only or activate a day and night cycle. When “Day and Night” is selected, you can choose the number of turns it takes to switch from day to night and back in the “Day and night turns” field. Select whether the first turn is day or night in the “Beginning time” field. During night turns, units have a smaller reconnaissance area and reduced accuracy. The amount of reduction can be checked in the “Night” field in the unit details. The vision area of buildings remains the same at night.

### Civilians

Choose if you want one faction to be civilians. There can still only be a total of 8 factions on the map, including these civilians.

- \* The civilian faction must be allied with at least one other faction. In the “Alliance” column, check the field with the color of the faction you want to make the civilians allied with. A faction allied with civilians can use “Civilian Accommodation” and “Civilian Release” actions on their units. Opposing factions that are not allied can attack civilian units to eliminate them.
- \* Civilians take actions such as movement in the civilian phase. They are controlled by the computer.

## Unit Deployment around Capital or Headquarters

Select whether it is possible to deploy units such as MY TROOPS within 8 hexes around the capital or headquarters and directly onto them.

## Battle Participants

Choose controllers for each of the up to eight colored factions. Choose “USER” for human players, “COMP” if the computer controls it, or “EMPTY” if the faction is not participating in this battle. All factions are set to “EMPTY” when a new map is created. When set to “EMPTY”, other categories cannot be edited.

## Faction Names

Each of the participating factions can be given an optional name. It can be up to 16 characters long. Initially, the factions’ names are set to their colors.

## Type

For each participating faction, a unit production roster must be assigned. You can select production rosters from the preexisting 60 rosters and the ones you edited.

## War Capital

Set the amount of war capital the faction will own at the start of the game. It can be any number between 0 and 99999999.

## Maximum Capital

Set the maximum amount of war capital the faction can possess during the game to a value between 0 and 99999999.

## Unit Limit

Set the maximum number of units the faction can possess to a number between 0 and 999.

If more than this amount of units were to be placed during map creation, an alert is displayed and you can no longer deploy new units.

For civilian factions, the maximum number of units is fixed at 200.



## Production

You can edit this only when “Production” and “Production Limit” are set to “Yes” in the rule settings. Set the maximum number of units each faction can produce to any value from 1 to 999.

If a faction reaches the production limit during the game, it can no longer produce units.

## BGM

Select which background music plays when during the faction’s action phase.

## Behavior

The behavior of computer players can be set to one of the three following types.

|             |                                                                                                                                             |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| Aggressive: | This AI will use offensive strategies and advance boldly, attacking units and occupying buildings. It will also attack factions in a truce. |
| Defensive:  | This AI will think defensively and reinforce its position against enemy attacks.                                                            |
| Balanced:   | The AI will balance offense and defense depending on the circumstances. Depending on the situation it might attack a faction in a truce.    |

## Production Ratio

This regulates the ratio of air, ground, and maritime units a computer player will produce.

There are four preset ratios: air-, ground-, and maritime-combat focused, as well as a balanced ratio.

When selecting “Custom”, you can choose the ratio freely by selecting percentages for air, ground and maritime units.

## Alliances

You can form alliances between factions by checkmarking the matching fields of the faction’s colors in the “Alliance” category. All eight factions can be in alliances. But only up to four factions can be in the same one.

## Truces

It is possible to set up truces between factions by checkmarking the matching fields of the faction’s colors in the “Truce” category. All eight factions can have truces. But only up to four factions can be in the same one.

## Briefing Settings

You can add briefing texts at the beginning and end of scenario maps. These are not available in normal maps.

## Briefing Settings

### Show Briefing

You can select whether to display a briefing at the start of the game. The text and image of the briefing have to be entered for each page.

### Pages

Specify which page to edit. A text must be entered for each page.

### Briefing Image

Click on the box at the top of the dialog to display the briefing screen dialog settings. You can select a .bmp file to display on top of the briefing screen. The image will be scaled to size 600x240. You can set different images for each page.

### Headline

You can enter a heading that will be displayed on all pages. The maximum length is 22 characters.

### Text

The text body can have up to 600 characters.

### Preview

You can check previews of the briefing, mission instructions and victory condition screens. Use [Next] and [Back] and switch screens and click [Start] to leave the preview.

\* You can also check the preview from [Edit] -> [Briefing Preview].

## Mission Instructions and Victory Condition Settings

### Display Mission Instructions

You can select whether to show the “Mission Instructions” screen at the beginning of the game. Additionally, you can also choose the display style between [Page] view and the [Scrolling] method.

### Mission Instruction Subheading

You can enter a subheading to be displayed on the “Mission Instructions” screen. The maximum length is 40 characters.

### Text

The text for mission instructions can be up to 4800 characters long. For this text you can also use symbols, such as periods or commas.

### Victory Conditions

The text describing the victory conditions can be up to 560 letters long. Be careful not to contradict the actual victory conditions set up in the map.

### Participating Factions

Describe the factions participating in this battle using up to 900 characters. Make sure to actually describe what is set up for the map.

### Preview

This works the same way as for the briefing screen.

## Ending Settings

### Show Ending

When checked, the ending screen will be displayed when finishing this scenario map. Image and text body for the ending screen must be input for each page.

\* The settings for the ending screen work the same as those for briefings. With the [Ending] button you can preview just the ending screen.

## Rule Settings

Rules applied for each map (Cf. page17) can be preliminarily set up in the map data.

You can choose between “Beginner rules”, “Intermediate Rules” and “Advanced rules”, or up to 20 original, player-created rulesets.

When selecting a playermade ruleset, its contents are embedded in the map data.

It is also possible to embed original rule settings made specifically for a map. In that case, select “Custom” and manually edit each rule category.

If there are already units deployed on a work in progress map, it is impossible to switch rules that would change them.

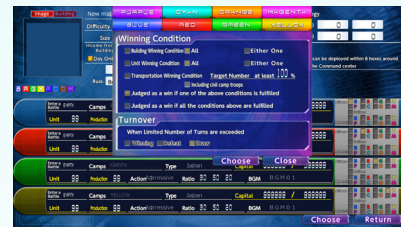
## Setting up Victory Conditions and Mission Briefings

Normally, the game is won when all enemy capitals have been occupied or all enemy units were destroyed. However, more specific victory conditions can be set up by using labels on units or buildings.

To set a victory condition, first open the “Victory Condition Settings” dialogue at the bottom part of the “Map Settings”.

Then set up victory conditions for each faction by clicking their corresponding tabs.

It is not possible to change the conditions for factions set to “EMPTY”.



## Building Victory Conditions

If this is checked, you can place victory condition labels on other faction's buildings. Then, if you select “All”, the victory condition will only be fulfilled when the faction has occupied all labeled buildings. Selecting “Either One” means the game is won if one of these buildings was occupied.

## Unit Victory Conditions

It is possible to activate victory condition labels on other faction's units with this setting. Again, selecting “All” means all labeled units must be destroyed in order to win. Selecting “Either One” means the game is won if one of these units is destroyed.

## Transportation Victory Conditions

If this is checked, you can label units of your own faction as part of the victory conditions.

This is a special victory condition whose goal is to move or transport a specific unit to a transportation target point.

The percentage of labeled units that have to be transported to the target can be entered in the "Target number" field.

This means individual units, not squadrons.

For example, if you label three squadrons of special units with ten members each as victory condition and the percentage to 20%, the victory condition will be fulfilled if at least 6 members of one of those squadrons arrive at the target point.

If three squadrons survive, but their total number of members is down to five, the game is lost.

If you wish to transport units of civilian factions to the target point, check the "Include civilian units" box.

There is a transportation target point for each faction with this victory condition.

Labeled units that have arrived at their target destination will be removed from the map automatically.

When a squadron of labeled units reaches the target point, only the amount of units needed to fulfill the condition will be removed.

A faction is defeated if too many labeled units are destroyed before the transport victory condition has been fulfilled.

## Single Victory Condition

If you check this box, fulfilling one condition will end in a victory, even if multiple conditions have been set.

## Multiple Victory Conditions

If this box is checked, all set victory conditions must be fulfilled in order to win the game.

## Turn Limit

Select whether the game ends in a win, defeat, or draw when the turn limit is reached before enough victory conditions have been fulfilled.

## Turn Progress Events

When you want to display an event after a certain number of turns have passed in the game, use "Turn Progress Event Settings".

Here, you can enter what to display during which turn and in which phase.

## Annihilation Event

If you want to display an event when a specific faction is annihilated during the game, use the "Annihilation Event Settings" menu.

You can set what to display in that case.

## Automatic Movement

You can set advanced navigational routes to move troops that are deployed during the game.

## Arranging Unit Numbers

When you are placing and deleting troops, unit numbers can get lost. In this case, if you use [Arrange Unit Numbers], the missing numbers are automatically filled and updated.

## Check Map

Make sure there are not problems with the map. (For example, if faction RED controls a building, but is not entered as a participating faction, the map cannot be saved.)

\* The map can only be saved as work-in-progress.

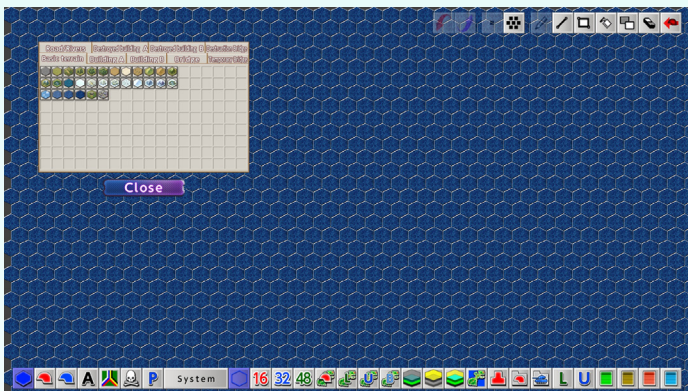
## MAP EDITOR Basic Controls

In the MAP EDITOR, you can create maps by arranging a variety of elements such as terrain, units, reinforcements, labels, boundary lines, land/seamines and unit deployment areas.

You can select any element by clicking on its icon at the bottom part of the screen.

### Terrain Placement

Select terrain you want to place.



### Terrain Name List







### ● Unit deployment area

Define the unit deployment area in which you can deploy units like MY TROOPS.

### ● SYSTEM menu

Display SYSTEM menu.

### ● Display or hide hex frames

Switch whether to display or hide hex frames. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Switch display range

Switch the display range of the map. 16 (large range display) 32 (medium range display) 48 (small range display).

### ● Display or hide units

Switch whether to display or hide deployed units. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Display or hide terrain labels

Switch whether to display or hide terrain labels. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Display or hide victory condition labels

Switch whether to display or hide victory condition labels. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Display or hide boundary lines

Switch whether to display or hide boundary lines. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Toggle display

This switches the display method between "Template only", "Map only" and "Display as watermark".

### ● Display or hide minimap

Switch whether to display or hide the minimap. (This just displays them in the map editor; the setting will not apply to the finished map.)

### ● Building Information

Open a list of the buildings.

### ● Personal unit list

Open a list of your own units.

### ● Total unit list

Open a list of all units.

### ● Terrain label list

Open a list of terrain labels.

### ● Unit label list

Open a list of unit labels.

### ● Terrain information

Open a list containing terrain information.

### ● Terrain movement list

Open the terrain movement list.

### ● Terrain evasion list

Open the terrain evasion list.

### ● Terrain usable for transports

Open a list showing terrain usable for transports.

## Placement Tool

Use the placement tool to place selected items on to the map. Initially, "Pen" is selected.

### Pen

Click on any hex to paint it.

### Line

Hold left-click and drag to arrange a line. Release the mouse button to paint the line. Cancel the arrangement by right-clicking.

### Box

Hold left-click and drag to create a box shape that will be painted on release. Cancel the placement by right-clicking.

### Fill

Fill out an area consisting of the same terrain.

### Copy

Hold left-click on a hex and drag the cursor to show a grey box shape starting from that point. Click again to choose and copy that area. After that, click again where you want to paste the copy at. Cancel by right-clicking.

### Eraser

Click to delete placed elements such as terrain and units. In the case of terrain, rivers and roads will be removed.

### Unit Movement

Click on a hex containing units. It will be displayed in a transparent white. Click again on a different point to move the unit there.

## Control Menu

Use the control menu to change the operation method or the thickness of the pen. Choose elements in the control menu by clicking on them.

### Undo/Redo

#### Undo

Undo your last action.

#### Redo

Redo the last action undone by "Undo".

### Types of pens

#### Single Hex Pen

Paint one hex at a time.

#### Mega Hex Pen

This thicker pen can draw on 7 hexes at the same time, one in the center and the 6 surrounding it.

## Special Terrain

### Capitals and production buildings

A capital for each faction must be selected. (Instead of a capital, this can also be a headquarters unit.) If you want a faction to be able to produce units during the battle, you have to place terrain containing buildings that can produce the desired unit types. For example, even if there is sea terrain with ports, a faction cannot produce ships without navy bases.

### Navy bases, ports, bridges, and temporary bridges

According to the alignments of coastlines on the map, 4 types of hex graphics are prepared for both navy bases and ports.

As for bridges, 9 types of hex graphics are prepared for each type according to the direction of the river flow and in order to make it possible to arrange irregular-shaped bridges. Remember that ground units can only enter bridges from their entrances during the game.

Temporary bridges can only be constructed on river, deep river and frozen river terrain. As a side note, if rivers under temporary bridges are deleted, the bridges also disappear.

Graphics for different directions are prepared for destroyed navy bases, ports and bridges, too.

### Roads, rivers, deep rivers and frozen rivers

These terrain types, even if a different placement tool or pen is selected, will always be drawn as a single hex line. As roads and rivers are not independent terrain by themselves, they are arranged on different terrain layers.

### Missile bases

While in terrain placement, you can display the ballistic missile settings by right-clicking on a missile base.

In "Missile Type" you can set up ballistic missiles for the base's "Fire Missile" ability.

You can even select ballistic missiles that are not in that faction's production roster.

In "Number of Missiles" you can set the number of warheads from "0" to "10". "Launching Interval" defines the number of turns it takes until you can fire the next missile from "0" to "255".

If turn interval is set to "0", you can launch multiple missiles in one turn.

### Blank terrain

Blank terrain is a special terrain type. Units cannot enter this terrain. By taking advantage of this feature, it is possible to make parts of the map a no-entry area. You can even arrange it to create maps with non-standard sizes or shapes.

## Unit Settings

When selecting unit deployment, display "Unit Settings" by right-clicking on a hex with units on it.

### Unit names

You can give optional names to deployed units (up to 32 characters long). Initially, units are named after what they are.

### Number of squadron members

Change the number of units deployed in a squadron.

### Experience

Set the initial experience of a deployed unit from "0" to "250".

"Lv", the level of the unit, changes according to its experience from  $E \rightarrow D \rightarrow C \rightarrow B \rightarrow A \rightarrow \star$ .

### Victory condition labels on units

Set victory condition labels on deployed units.

#### Transportation victory condition

If you select "Add transporting this unit to victory conditions", it will get a transportation victory condition label.

In that case, you also have to enter coordinates of the transportation target point in "Target coordinate (x,y)". If this victory condition is set up, you also have to set the number of units needed to fulfill it in the "Target number" field in the victory condition settings. Transportation victory condition labels can only be attached to units of a human player or civilians.

#### Victory condition units

Unit victory condition labels can be attached by selecting "Add annihilation of this unit to victory conditions" in the "Victory condition" field.

When this label is attached to an enemy unit, the victory condition is fulfilled by destroying that unit. When it is attached to one of your own units, you will be defeated if the unit gets destroyed.



## Setting Events

You can setup events for deployed troops.

An event is a function that displays images and text when certain conditions are triggered during the game.

To enter the “Unit event settings”, check [Set Event] and click the [Set] button. Here, you can choose three different conditions as triggers: [Unit destroyed], [Successful transportation] and [Attacked].

When [Use image] is checked, an image will be displayed when an event occurs.

For the image, choose a .bmp file from the “Event image bitmap setting” dialog box displayed when you click the image box at the top of the dialog box.

The image size is 280x240 pixels.

Different sized images will be scaled to fix this ratio.

[Title] allows you to enter a title for the the event using up to 36 characters.

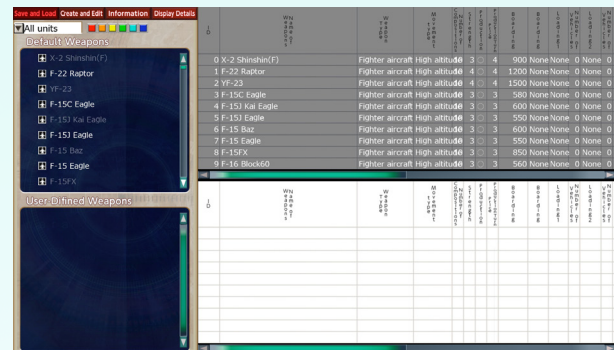
Below that, you can enter a text of up to 900 characters.

In addition to unit events, events can also be set for the ends of turns, annihilation of factions, appearance of reinforcement units, and occupying buildings with a terrain label.

## UNIT EDITOR

The UNIT EDITOR is a tool to create original units.

Even though this game already contains a wide variety of units, you can create even more new ones using this UNIT EDITOR.



## Original Unit Images

You can use original images in the unit editor.

If you have unit images prepared in the folder below, named “g20001”, “g20002” and so on, you can add them to the list in the game.

In the installation folder, go to  
[fsroot] > [spec\_win] > [user\_picture] > [weapon]

- \* The recommended size for unit images is 480x240 or less.
- \* While it is possible to use larger images, they might slow down parts of the game.
- \* Unit images have to be in the .png format.
- \* The file names should start with “g20001”, “g20002”, “g20003” and so on.
- \* There are dummy images included. Feel free to use them for reference.



## SYSTEM Menu

The SYSTEM menu has several functions for creating original units.

### ● Save and Load

#### Save Unit Data

Save unit data.

### ● Create and Edit

#### Create Unit

Open the unit creation screen.

#### Create Weapon

Open the weapon creation screen.

#### Edit Weapon

Modify original weapons you have created.

### ● Information

#### Terrain Information

Open terrain information list.

#### Terrain Movement List

Open terrain movement list.

#### Terrain Avoidance List

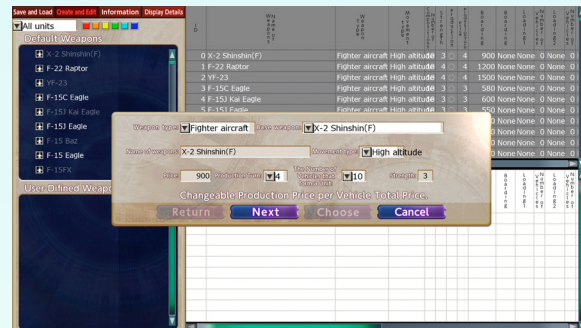
Open terrain evasion list.

#### Terrain Usable for Transports

Open the list of terrain usable for transports.

## Create Unit

Open the unit creation screen by clicking on its button in the SYSTEM menu. Create original units by selecting existing ones to be used as basis and changing their stats to your liking. You can switch through editor pages with the button on the bottom.



### ● Unit Type

Select the unit type of your custom unit.

### ● Base Unit

Select a unit to be used as the base for your creation. The units you can select depend on the unit type. If you depend on the unit type. If you have already created any other custom units, you can select those as basis, too.

### ● Unit Name

Enter a name for your unit.

### ● Movement Type

Select the movement type. Available movement types depend on the unit type.

### ● Price

Set the production costs of your unit.

### ● Production Duration

Select the number of turns required to produce your unit.

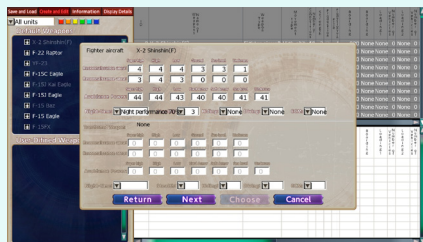
### ● Squadron Size

Select the number of members a squadron of your unit has.

### ● Durability

Enter your unit's durability.

On the next page, you can edit the items listed below.



### ● Reconnaissance Area

Enter your unit's reconnaissance area for each of the six different altitude levels.

### ● Interception Area

Define your unit's interception area for each of the six different altitude levels.

### ● Evasion

Enter the unit's evasion rate against all types of attacks.

### ● Nighttime

Select how your unit performs during nighttime.  
If this is set to 100%, it will perform 100% as it would during the day.  
Otherwise its accuracy and vision range will decrease accordingly.

### ● Stealth

Select if your unit can use the the stealth ability.

### ● Hiding

Select if your unit can use the hiding ability.

### ● Diving

Select if your unit can use the diving ability.

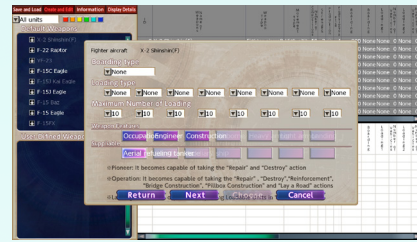
### ● ECM

Select the ECM area of effect of your unit.

### ● Conversion

If the original unit had the conversion ability, for example if it was a towable field gun, edit its performance after conversion here.

On the next page you can change the items below.



### ● Boarding Type

Change the boarding type in case the original unit could board other units.

### ● Loading Type

Select which and how many units in what squadron sizes can be loaded onto this unit, in case the basis was a transport unit. You can set it to be able to load up to 8 units.

### ● Unit Features

Set the unit features of your creation.

#### ● Occupation

The unit can use "Occupation" against buildings.

#### ● Engineer

Your unit can use the "Reconstruct" and "Destroy" actions on buildings.

#### ● Pioneer

The unit will be able to use the "Bridge Construction", "Pillbox Construction" and "Lay a Road" actions, as well as the "Reconstruct" and "Destroy" actions.

#### ● Parachute

The unit can parachute out of transport aircraft.

#### ● Heavy or Light Armor

If it is a ground unit, select whether it has heavy or light armor.

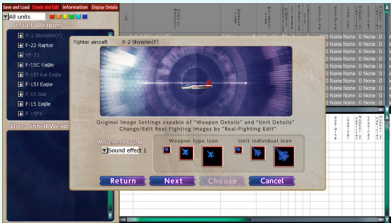
#### ● Landing

Your unit can use the "Landing" action.

### ● Can be Supplied

Select whether your unit can receive supplies from applicable units.

On the next page, you can change the items below.



Unit Graphic

Select the graphic for your unit.

Movement Sound

Select the movement sound for your unit.

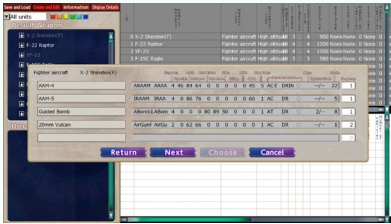
Unit Category Icon

Select your unit's category icon.

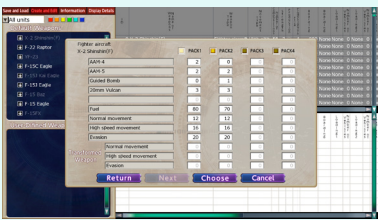
Unit Icon

Select the unit icon for your custom unit.

On the next page, choose which weapon your unit is equipped with, and the number of attacks it can do with it per turn.  
5 weapons can be selected at maximum.



On the final page, set up arms packs for your unit.



Complete the creation of your new unit by clicking on "Save".

Number Beside Arms

The number displayed at the right side of the weapon shows the number of times it can be used. This can be set up for each arms pack. This is not ammunition. A machinegun, for example, will use multiple rounds of ammunition with each shot.

Fuel

Set the fuel consumption for each arms pack your original unit can be equipped with.

Normal Movement

Setup the unit's normal movement power for each arms pack.

High Speed Movement

Setup the unit's high speed movement for each arms pack.

ECM Evasion

Choose the ECM evasion power for each arms pack.

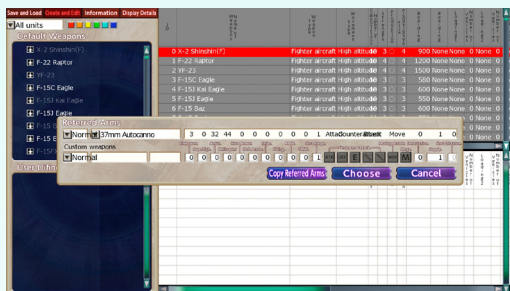


## Weapon Creation

Click on weapon creation in the SYSTEM menu to open the editor for creating original weapons.

You can use weapons you have created for your custom units.

Just like when creating custom units, you create custom weapons by choosing an existing weapon as basis and changing its stats.



### Reference Weapon

An existing weapon you use as basis for your creation.

In order to select a reference weapon, choose a weapon type and select a weapon by name.

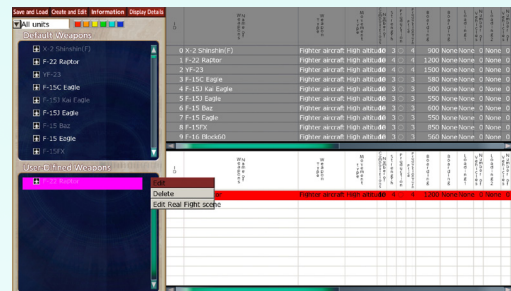
### Create New Weapon

Create original weapons by editing several categories.

Copy the base weapon by clicking on "Copy reference weapon" at the bottom.

## Edit Original Weapon

You can edit original weapons by clicking on them in the weapon editor screen.



### Edit

Re-edit a custom weapon.

### Delete

Delete a custom weapon.

### Edit Real Fighting

Edit Real Fighting scenes for the custom weapon.

## Edit Real Fighting

In this screen you can edit Real Fighting scenes for your custom weapon.



Edit the Real Fighting scenes for each weapon.

Click the weapon you want to edit and select an animation.

You can choose the launch position for each weapon by entering coordinates for them.

## ROSTER EDITOR

In the ROSTER EDITOR, create your own production rosters by matching your favorite weapons.

You can include custom units you created with the UNIT EDITOR in custom rosters.



## RULE EDITOR

In the RULE EDITOR, you can edit a map's rules before playing it.

Editing rules works the same way as on the rule settings screen (cf. page17).

