

Squad Battles Main Program

Introduction

This help file covers the features and functionality of the Main Program of the **Squad Battles** series of games. All menus and dialogs associated with the Main Program are covered in this help file. For further information on the game system and editors, you should review the following help files:

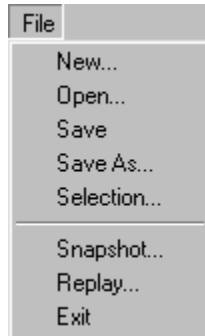
- [Squad Battles User Manual](#)
- [Scenario Editor](#)
- [Order Of Battle Editor](#)

This manual last updated: July 2, 2011

The Menus

File Menu

The **File Menu** is used to start new battles, save battles, and open existing battle files.



Selecting **New** will display a File Open dialog so that a new battle can be started from a Scenario file. Note that Scenario files have the extension `scn` by default.

Selecting **Open** will display a File Open dialog so that an existing battle can be opened. Note that Battle files have the extension `bt1` by default.

Selecting **Save** will cause the current battle to be saved to a Battle file. If the current battle does not already have a filename, you will be prompted with the File Save dialog to specify one. Note that the use of the **Auto Save** option from the Settings Menu greatly reduces the need to use this function.

Selecting **Save As** will display a File Save dialog so that a new filename can be specified for the current battle. Use this function if you want to avoid overwriting an existing Battle file.

Selecting **Selection** will display the [File Selection Dialog](#).

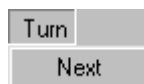
Selecting **Snapshot** allows you to save a copy of the current battle screen to a Windows™ **BMP** graphics file. You will be prompted for the name of the file.

Selecting **Replay** will display a File Open dialog so that a Replay file can be read and replayed. Replay files are created using the **Record Battle** option of the Mode Menu. By default Replay files have the extension `btr`.

Selecting **Exit** will close the main program. If the current battle is unsaved, you will be prompted to save it.

Turn Menu

The **Turn Menu** is used to advance the current battle to the next turn.



Selecting **Next** will advance the current battle to the next Turn. If the **Auto Save** option of the Settings Menu is set, then the battle will be saved before advancing the turn. If no filename has been specified for the current battle, this will also cause a File Save dialog to be

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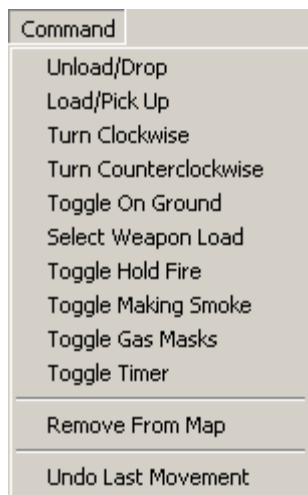
displayed so that this filename can be entered. Note that since the Auto Save option saves the battle before advancing the turn, it is possible to *back-up* to the previous turn by using **Open** from the File Menu and opening the Battle file after declining to save the current battle.

If you have any reinforcements that have arrived, but have not been placed, then advancing the turn will cause you to be prompted to place these reinforcements.

When playing Multi-Player Network play, only the Commander of each side can advance the turn. When any other player of that side selects Next, it will indicate that the player is ready to finish the turn by displaying the player name in red in the [Multi-Player Dialog](#).

Command Menu

The **Command Menu** is used to perform certain functions on units.



Selecting **Unload/Drop** will cause selected units to unload from vehicles and will cause selected weapons to be dropped by units.

Selecting **Load/Pick-Up** will cause selected units to load into selected vehicles and will cause selected weapons to be picked-up by selected units.

Selecting **Turn Clockwise** will turn the currently selected units clockwise.

Selecting **Turn Counterclockwise** will turn the currently selected units counterclockwise.

Selecting **Toggle On Ground** will change the Ground Mode of the currently selected units.

Selecting **Select Weapon Load** will display the [Weapon Load Dialog](#) so that the load associated with selected weapons can be specified.

Selecting **Toggle Hold Fire** will change the Hold Fire state of the currently selected units.

Selecting **Toggle Making Smoke** will toggle the state of Making Smoke for selected vehicles with that ability to make smoke while moving.

Selecting **Toggle Gas Masks** will toggle the state of wearing gas masks for the selected infantry units.

Selecting **Toggle Timer** will allow you to specify a timer value for weapons that use timers or will stop a timer that is running on the selected weapons.

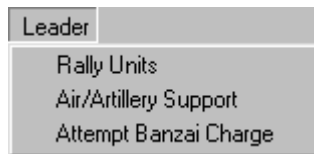
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Selecting **Remove From Map** will remove the selected units from the map. This can only be done from a boundary hex on the map. This function is most often used in conjunction with Exit Objectives.

Selecting **Undo Last Movement** will undo the last move made and return the units that were moved to their starting location. Note to avoid *information leaks*, this function is not available when Fog of War is in effect.

Leader Menu

The **Leader Menu** is used to leader functions such as calling support and rallying units.



Selecting **Rally Units** will cause the selected leaders to attempt to rally Pinned and Demoralized units under their command.

Selecting **Air/Artillery Support** will display the [Support Dialog](#) so that air and artillery support for the current scenario can be viewed and interacted with.

For certain nations in some games, the **Attempt Banzai Charge** option can be used to initiate a Banzai Charge using the currently selected leader. Depending on the game, this may be called a **Banzai Charge**, **Berserk Charge**, **Human Wave Charge**, or **Fanatical Charge**.

Units Menu

The **Units Menu** is used to view and place reinforcements and to view other data associated with the current scenario.



Selecting **Scheduled** displays the [Scheduled Dialog](#) which shows the reinforcements scheduled for the current battle.

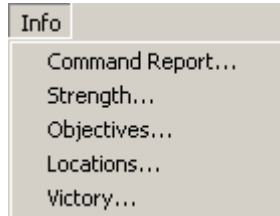
Selecting **Arrived** displays the [Arrived Dialog](#) so that units that have arrived as reinforcements can be placed on the map.

Selecting **Releases** displays the [Release Dialog](#) so that Releases of Fixed units can be viewed.

Selecting **Withdrawals** displays the [Withdrawal Dialog](#) so that any Withdrawals in the current scenario can be viewed.

Info Menu

The **Info Menu** is used to display summary information about the current scenario such as the strength of on-map units and the ownership of map objectives.



Select **Command Report** to display the last Command Report shown at the beginning of the turn.

Select **Strength** to display the [Strength Dialog](#). This will show the total strength of all on-map units in the current scenario.

Select **Objectives** to display the [Objectives Dialog](#) to see a complete list of all of the Objectives associated with the current scenario.

Select **Locations** to display the [Location Dialog](#). This displays a list of all the map locations.

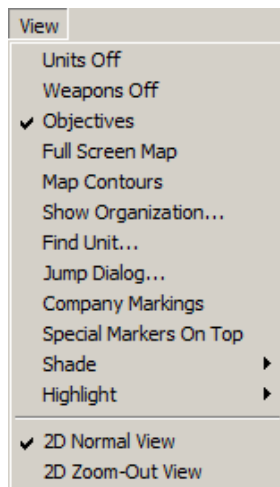
Selecting **Victory** displays the [Victory Dialog](#) showing the current Victory conditions.



In some games, Rolling Barrages are supported. When this is the case, then there is a menu selection that allows those barrages to be displayed.

View Menu

The **View Menu** is used to establish display settings such as the map display resolution and the display of various scenario on-map data such as objectives.



Select **Units Off** to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.

Select **Weapons Off** to hide discarded weapons that are on the map. Invoking this option the first time to change to an outline display for discarded weapons while invoking it a second time shows weapon picture with no counter behind it.

Select **Objectives** to toggle the display of Objectives on the main map and also on the Jump Dialog.

Select **Full Screen Map** to toggle the display of the Hex Info Area. When the Hex Info Area is hidden, more of the map is displayed.

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Select **Map Contours** to toggle the display of contours on the map that show elevation changes. This can be used to see elevation changes more clearly, especially in 3D graphics mode.

Select **Show Organization** to display the [Organization Dialog](#) in order to display organizations on the map.

Select **Find Unit** to display the [Find Unit Dialog](#). Using this dialog, you can find any leader or unit that is currently on the map.

Select **Jump Dialog** to display the [Jump Dialog](#) which enables you to quickly go to any location on the map.

Select **Company Markings** to toggle the display of color bars on each counter indicating the Company or other higher level organization the unit is associated with.

Select **Special Markers On Top** to toggle the display of special markers such as fortifications on top of the unit stack instead of underneath.

Select **Shade** to display the **Shade Submenu** described below.

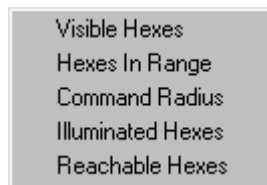
Select **Highlight** to display the **Highlight Submenu** described below.

Select **2D Normal View** (Hot Key 2) to display the map in normal size 2D graphics mode.

Select **2D Zoom-Out View** (Hot Key 1) to display the map in reduced size 2D graphics mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

The **Shade Submenu** allows hexes on the map to be shaded according to certain criteria. Selecting a mode that has already been selected turns that mode off.



Select **Visible Hexes** to shade all hexes that are not visible from the current Hot Spot hex. This option can also be invoked using the **Visible Hexes** button on the Toolbar.

Select **Hexes In Range** to shade all hexes that are outside of the range of the top selected weapon.

Select **Command Radius** to shade all hexes that are outside the Command Radius of the currently selected Leader.

Select **Illuminated Hexes** to shade all hexes that are not currently Illuminated through the use of Illumination loads

Select **Reachable Hexes** to shade all hexes that are beyond the movement range of the current selected unit. This option can also be invoked using the **Reachable Hexes** button on the Toolbar.

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The **Highlight Submenu** displays a list of unit types and status values that may be selected to Highlight certain units on the map. Selecting any of these modes turns off any other highlighting mode that has been set. Selecting a mode that has already been set turns that mode off.



Select **Spotted Units** to highlight units on the map which are current Spotted by enemy units.

Select **Fixed Units** to Highlight units on the map which are currently Fixed.

Select **Moved Units** to highlight units on the map that have Fired, Assaulted, Moved, or taken some other action using Movement Points, in the current turn.

Select **Target Units** to highlight enemy units that can be fired upon by the currently selected units.

Select **Organization** to highlight all units of the same organization as the top selected unit in the Hot Spot. For example, selecting an infantry unit in a Regiment and then choosing this Highlight option will cause all units in the same Regiment to be highlighted. Selecting a headquarters and then this option will cause all units under the command of the selected headquarters to be highlighted. Holding the **Alt** key while making this selection causes the next higher organization to be highlighted.

Select **Commanded Units** to highlight units that are under your command in Multi-Player Network play.

A/I Menu

The **A/I Menu** is used to control the Artificial Intelligence settings of the current battle.



Each side can be set to one of four possible A/I settings. Select **Manual** to turn off all A/I for a side. This mode is used if you want to perform all of the movement and combat for the side. Select **Automatic** to turn on the A/I for a side. In this mode, the computer will perform all movement and combat for that side. Select **Automatic with Fog-Of-War** to establish Automatic A/I with Fog-Of-War for a side. Under this selection, enemy units not

in your line-of-sight and other information about the enemy will not be displayed.

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Select **Fast A/I Processing** to toggle a mode where the A/I will play its turn at maximum speed with the sound turned off. This mode is equivalent to the F8 hot-key.

Select **Activate A/I** to activate A/I processing. This is used to resume A/I processing after a battle that was in the middle of an A/I controlled turn has been reopened. Note that attempting to advance the turning an A/I controlled turn will also cause the A/I to resume. This can also be used if you want the computer to perform firing operations automatically for you using all units that are capable of firing in the current turn.

Mode Menu

The **Mode Menu** is used to select special modes such as Network Play and Play-By-E-Mail (PBEM).



Select **Direct-Play Host** to initiate Network Play as the Host player. Select **Direct-Play Caller** to initiate Network Play as the Client player. See the section on Network Play in the User Manual for more information on this feature.

Select **Play by E-Mail** to place the main program in a mode for Play-By-E-Mail (PBEM). See the section on Play-By-E-Mail in the User Manual for more information on this feature.

Select **Two-Player Hot Seat** to place the main program in a mode where two people can play a game on the same computer with each playing under Fog of War. In this mode, the main program will prompt before changing sides so that the

appropriate person can take their place at the computer while the other looks away.

Select **Record Battle** to begin recording the turns of the current battle. You will be prompted with a File Save dialog to specify the filename of the recording. By default recorded battles are stored in files with the extension `btr`. After you are through recording a battle or portion of a battle, you can terminate the recording by reselecting the Record Battle option. Once you have recorded a battle, you can replay it by using the **Replay** feature of the File Menu. Note that when you replay a battle, the perspective of the replay is that of the opposing side. That is, if you replay a battle that has been played using Automatic A/I with Fog-Of-War, you will see the battle from the perspective of the computer player. A battle replay can be paused by pressing the **Escape** key and can be resumed by using the Restart Replay feature described below.

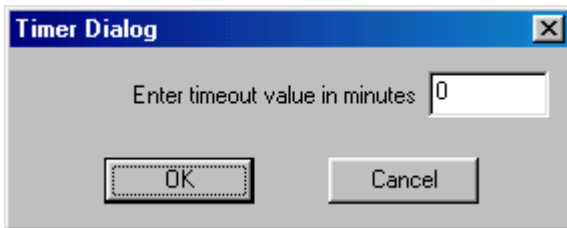
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Select **New Encryption Key** if you are the Caller in Network Play and you want to specify a new encryption key to be used for the current battle.

Select **Resync with Remote** if you are using Network Play and you suspect that the two computers have become out of sync with respect to the current battle. The player that chooses this option will cause their copy of the battle to be copied to the other computer. Note: since the current implementation of Network Play uses Microsoft's Direct Play technology, this feature should rarely be necessary.

Select **Restart Replay** to restart a battle replay that has been paused through the use of the **Escape** key.

Select **Communication Dialog** to redisplay the Comm Dialog if it has been closed.



If you are the Modem Host, then select **Set Multi-Player Timer** to display the Timer Dialog. This allows you to establish a timeout value during Network Play to ensure that everyone completes the turn in the specified number of minutes.

After the specified number of minutes, the turn will automatically be advanced. To disable this feature, set the timeout value to 0. While the timer is running, the timeout status will be displayed in the Status Bar. When the indicator is green ● there is still at least a minute left in the current turn. When the indicator turns yellow ● there is less than 1 minute left. The indicator will turn red ● when control passes to the other side. When the indicator turns orange ● there is less than 1 minute left in the opposing side's turn.

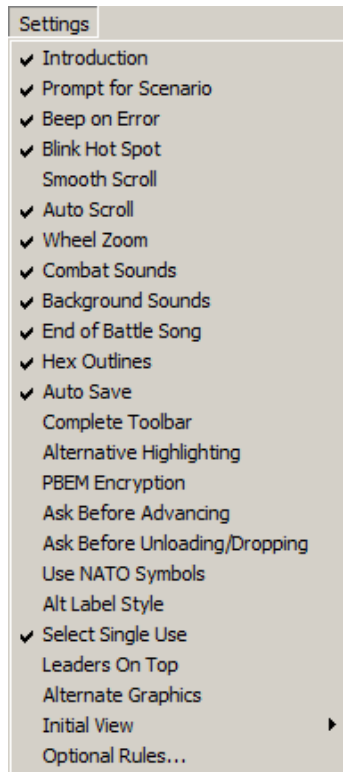
Select **Multi-Player Dialog...** to display the [Multi-Player Dialog](#). This is used to see who is participating in the current Network Play game and to see and change their current assignments.

Select **Scroll to View Enemy Action** to toggle the setting that causes the window to scroll whenever an enemy unit moves, fires, or melees. This feature is on by default, but automatically turned off whenever there is more than one enemy player in Network Play.

Settings Menu

The **Settings Menu** is used to select certain settings that are saved when the main program is exited and restored the next time the main program is run. These options are stored in the Windows Registry.

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Selecting the **Introduction** causes the main program to play the introduction including introduction video, and game cover art.

Selecting the **Prompt for Scenario** option causes the main program to prompt you for a new scenario using the [File Selection Dialog](#) when the main program is run.

Selecting the **Beep on Error** option causes the main program to generate a beeping sound whenever you perform an invalid operation.

Selecting the **Blink Hot Spot** option causes the red outline in the Hot Spot hex to blink.

Selecting the **Smooth Scroll** option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate resulting in faster operation.

Selecting the **Auto Scroll** option puts the map in a mode where moving the mouse cursor to any edge of the screen will automatically scroll the map in that direction. When this option is turned off, normal

Windows scroll bars are displayed when the map is larger than the screen area.

Selecting the **Wheel Zoom** option causes the map to zoom by using the mouse wheel.

Selecting the **Combat Sounds** option causes the main program to play sound effects during combat.

Selecting the **Background Sounds** option causes the main program to play background sounds during each player's turn.

Selecting the **Hex Outlines** option causes outlines to be drawn around the hexes.

Selecting the **Auto Save** option causes the main program to automatically save the current battle when the turn is advanced, except when the turn is under the control of Automatic A/I. Note that the battle is saved just prior to advancing the turn, so it is possible to reopen the battle file and restore the battle to the previous turn when the turn is inadvertently advanced.

Selecting the **Complete Toolbar** option causes the main program to display all available buttons in the toolbar regardless of screen resolution. Under lower screen resolutions, this will cause the toolbar to wrap thereby reducing the amount of space available to display the map.

Selecting the **Alternative Highlighting** option causes Highlighted units to be displayed with a white outline instead of the normal red or yellow outline.

Selecting the **PBEM Encryption** option causes the main program to prompt for and verify passwords associated with Play-By-E-Mail games.

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Selecting the **Ask Before Advancing** option causes the main program to prompt you before advancing the current turn. Use this option if you find yourself inadvertently advancing the turn by accident.

Selecting the **Ask Before Unloading/Dropping** option causes the main program to prompt you before unloading units or dropping weapons. Use this option if you find yourself accidentally unload or dropping.

Selecting the **Use NATO Symbols** option will cause infantry units to be drawn using NATO symbols in place of the soldier faces.

Selecting the **Alt Label Style** option will cause map labels to be displayed using an alternative style.

Selecting the **Select Single-Use** option will cause Single-Use Weapons to be selected by default. Unselecting this option means you will need to explicitly select Single Use Weapons before firing them.

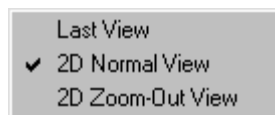
Selecting the **Leaders On Top** option will cause Leaders to be placed before Teams when they are moved into a hex.

Selecting the **Alternate Graphics** option will cause the program to use alternate graphics files if installed. These alternate graphics are installed as "Info/Alt/Units.bmp", "Map/Alt/2DUnits100.bmp", "Map/Alt/2DUnits50.bmp", and "<nation>/Alt/*.bmp" where <nation> is any nation represented in the game.

Selecting **Initial View** displays the Initial View Submenu described below.

Selecting **Optional Rules** causes the Optional Rules Dialog to be displayed so that Optional Rules for the current battle can be reviewed.

The **Initial View Submenu** is used to establish the initial map view that is displayed when the main program is run.



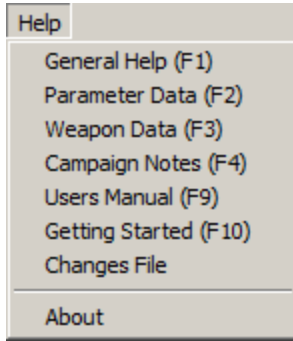
Selecting **Last View** causes the main program to come up in whatever map display mode it was last in.

Selecting **2D Normal View** or **2D Zoom-Out View** causes the main program to come up in that view.

Help Menu

The **Help Menu** is used to display various help and other information about the main program including this help file and copyright information.

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Select **General Help** to display this help file.

Select **Parameter Data** to display the [Parameter Data Dialog](#) which shows game values specific to the current scenario.

Select **Weapon Data** to display the [Weapon Data Dialog](#) which shows values for the various weapons, loads, and vehicles in the game.

Select **Campaign Notes** to display the notes on the campaign.

Select **User Manual** to display the User Manual.

Select **Getting Started** to display the Getting Started help file.

Select **Changes File** to display the file that shows the changes in the latest version of the software.

Select **About** to display various information about the Main Program such as version and copyright.

The Dialogs

Turn Dialog



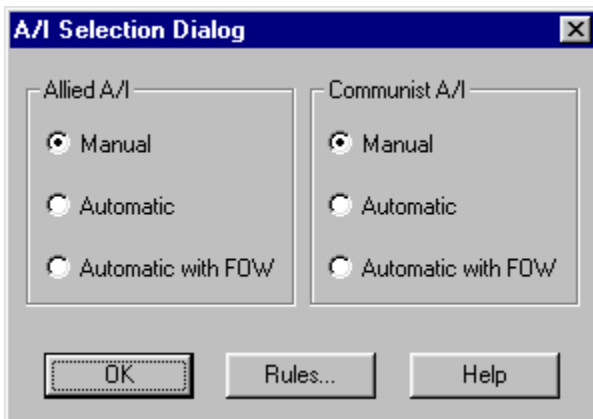
The **Turn Dialog** appears at the beginning of each turn. Clicking anywhere in the Turn Dialog with the left mouse button will close the dialog and start the turn. Clicking with the right mouse button will close the dialog and also cause the dialog to automatically close thereafter after a

short delay. Right clicking again will toggle this mode off.

The Turn Dialog reports the controlling side, current turn, and the total number of turns in the current battle.

A/I Selection Dialog

The **A/I Selection Dialog** is used to select the A/I settings for each side in a new battle and other values.



The A/I settings for the Allied and Axis sides correspond to the A/I settings described in the A/I Menu. Select **Rules** to display the Optional Rules Dialog so that the Optional Rules for the new battle can be established. Click on **OK** to begin the battle.

New Scenario Dialog

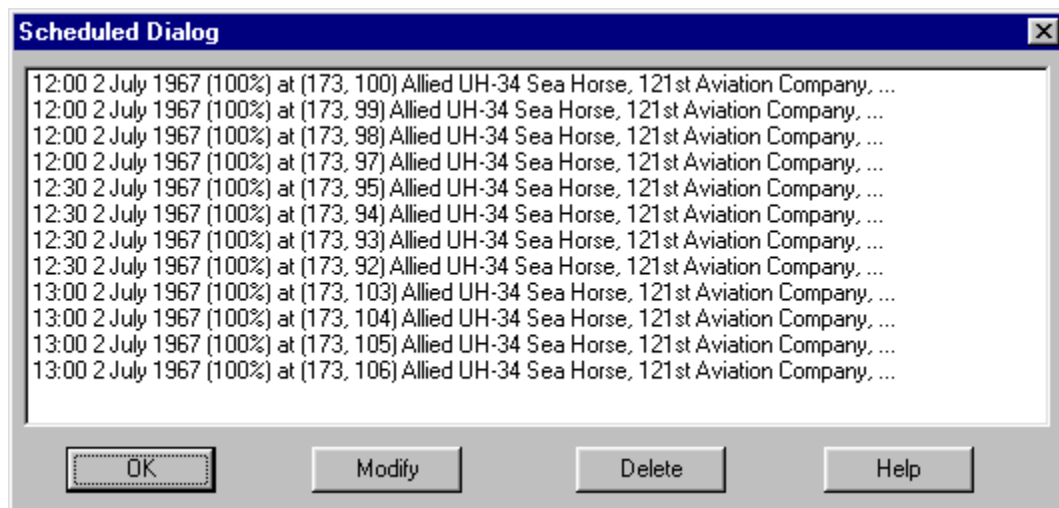
The **New Scenario Dialog** is used to establish starting conditions for two-player games such as Network Play and PBEM.



Select either side for the **Local Side**. The other player will be the other side in the battle. If desired, select the Fog of War option. The **Rules** button will display the Optional Rules Dialog. Click on **OK** to begin the battle.

Scheduled Dialog

The **Scheduled Dialog** can be used to view the reinforcements defined for the current scenario.



The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement entry has an arrival time, an arrival probability, and an arrival hex. Note if Fog of War is in effect, then the reinforcements of the opposing side are not shown. Further, the arrival probabilities of friendly reinforcements is not revealed. If the arrival probability is not 100%, then there is a chance the reinforcement will not arrive at the exact arrival time. At the arrival time, and on each subsequent turn if necessary, the arrival probability will be applied to the reinforcement until it is determined that the reinforcement has arrived. Clicking on a reinforcement scrolls the map to the arrival hex.

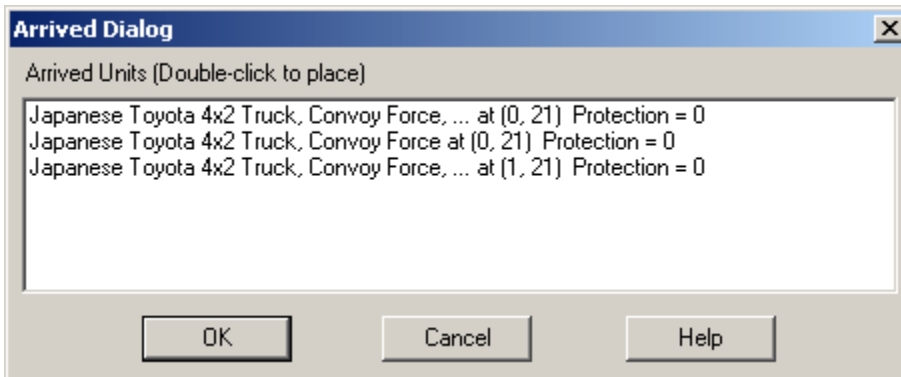
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Each reinforcement in general consists of several units. Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.



Arrived Dialog

The **Arrived Dialog** is used to display units that have arrived as reinforcements and to place these units on the map.



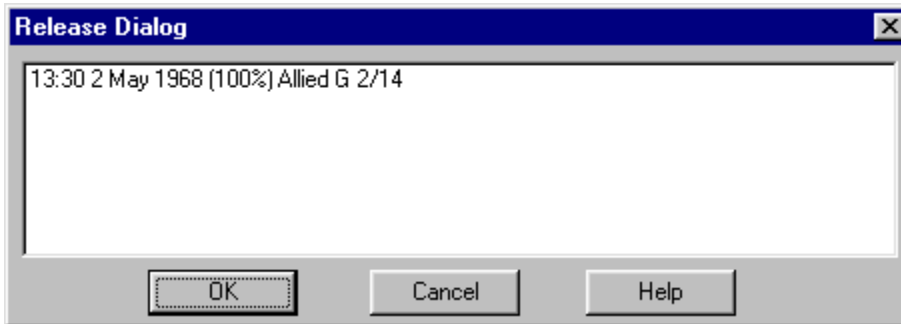
Selecting an entry in the list of arrived units and clicking **OK** will place the units on the map and close the dialog. Alternatively, double clicking on an entry will place the units on the map and keep the dialog open if there are more units to place.

Associated with each reinforcement entry is a **Protection Value**. This value determines if the reinforcement will be allowed to enter when the arrival hex is occupied by enemy units. If the value is non-zero, then the arrival is allowed, otherwise, the units are blocked from entering. If the arrival is allowed, then any enemy units in the hex are displaced. When the value is greater than one, enemy units within a distance of that value minus one will automatically be Broken by the arrival.

The Arrived Dialog is automatically displayed whenever there are units that have arrived that have not been placed and the turn has been advanced. Clicking **Cancel** will close the dialog and advance the turn.

Release Dialog

The **Release Dialog** is used to view Releases defined for Fixed units.

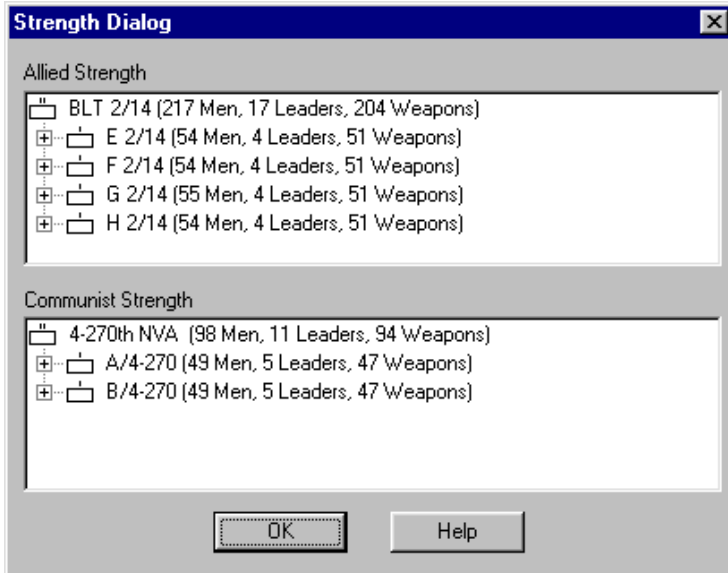


The **Release Dialog** displays a list of the Fixed unit releases in the current scenario. Each release shows a time, date, probability that the release will occur on that time and date, and the organization the release applies to. When the probability is followed by the letter **T**, it indicates that the release can also be triggered whenever a unit in the specified organization becomes Spotted. When an asterisk (*) precedes the release, it indicates that the release did not occur on the time and date specified. Selecting an entry in the list of Releases will Highlight the affected units on the map. Double clicking an entry or clicking **OK** will close the dialog and leave the units Highlighted. Clicking **Cancel** will close the dialog and remove the Highlighting.

Strength Dialog

The **Strength Dialog** is used to display the total strengths of all on-map units.

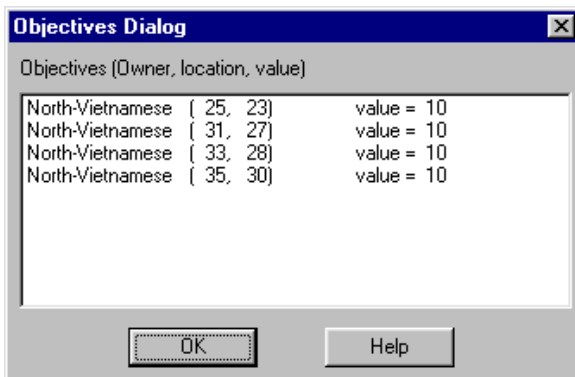
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The strengths of all units of each side are displayed by the various levels, Army, Division, Brigade, etc. that make up each side. The strengths are listed in terms of men, guns, vehicles, airplanes, and ships. The strength totals include all on-map units, all units scheduled to arrive as reinforcements, and all air support.

Objectives Dialog

The **Objectives Dialog** is used to display the current ownership and value of Objective Hexes.



Each Objective is listed together with its current owner, location, and value. Exit Objectives are shown with an **X** following their value. When Fog of War is in effect, the value of enemy Exit Objectives is displayed as **??**.

Victory Dialog

The **Victory Dialog** is used to view the current victory conditions.

The screenshot shows the 'Victory Dialog' window with the following fields:

- First Side: American
- Objective Points: 0
- Asymmetric Side: No Side
- American Losses:
 - Leader Losses: 0, Leader Point Loss: 0
 - Men Losses: 0, Men Point Loss: 0
 - Vehicle Losses: 0, Vehicle Point Loss: 0
 - Gun Losses: 0, Gun Point Loss: 0
 - Captures: 0, Capture Points: 0
- Enemy Losses:
 - Leader Losses: 0, Leader Point Loss: 0
 - Men Losses: 0, Men Point Loss: 0
 - Vehicle Losses: 0, Vehicle Point Loss: 0
 - Gun Losses: 0, Gun Point Loss: 0
 - Captures: 6, Capture Points: 60
- Victory Values:
 - Major Defeat: 0, Minor Defeat: 0
 - Minor Victory: 0, Major Victory: 0
- Total Points: -60
- Outcome: American Major Defeat
- Buttons: OK, Help

Each scenario has a **First Side** determined by the current scenario. Victory conditions are always calculated relative to that side resulting in a victory level for that side. The victory level for the other side is the opposite result. For example, if the Allied side is first and gets a Major Victory, then the other side suffers a Major Defeat, and so forth. The total number of **Objective Points** for the first side is displayed. In some scenarios, an **Asymmetric Side** is specified which modifies the victory calculation as described below.

For each side, the **Losses** of each side in terms of Leaders, Men, Vehicles, and Guns is listed together with the **Point Loss** corresponding to each type of loss. The Point Loss for each

member of a Team is 1, the Point Loss for each Leader is 2, and the Point Loss for each Gun is 3 times the number of crew. For vehicles, the Point Loss is based on the following:

- For helicopters and vehicles with an armor value of 48 or more, the Point Loss is 4 times the number of crew.
- For vehicles with an armor value of 24 or more, but less than 48, the Point Loss is 3 times the number of crew.
- For vehicles with an armor value of less than 24, the Point Loss is 2 times the number of crew.

Certain scenarios can involve the rescue of units or civilians that are capture by the opposing side. In the case the **Captures** field will show the number of men captured by the opposing side and **Capture Points** will show the points associated with those captures. In addition, if civilian units are successfully rescued and removed from the map via Exit Objectives, they will be scored in the Capture score of the owning side.

The point range associated with each victory level is displayed in the **Victory Values** field. The total points awarded to the First Side is based on the

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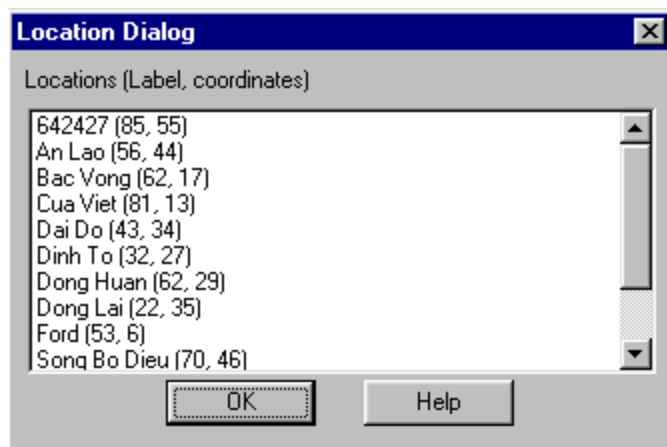
Objective Points held by that side, minus the Point Losses for that side, plus the Point Losses for the enemy side. This calculation results in the **Total Points** value. This value is compared to the Victory Values to determine the victory level. If the Total Points is less than the **Major Defeat** value, then the First Side suffers a Major Defeat. If the Total Points is greater than the Major Defeat value but less than the **Minor Defeat** value, then the First Side suffers a Minor Defeat. If the Total Points is greater than the Minor Defeat value but less than the **Minor Victory** level, then the battle has resulted in a Draw for both sides. If the Total Points is greater than the Minor Victory value, but less than the **Major Victory** level, then the First Side has won a Minor Victory. Finally, if the Total Points is greater than the Major Victory value, then the First Side has won a Major Victory.

When an **Asymmetric Side** is specified in the scenario, the victory scoring is modified as follows.

- Points awarded to the First Side for objectives are awarded cumulative for each turn. That is, once the first side holds an objective or exits from an objective, the points that are associated with that objective will be awarded to the first side cumulatively in each turn thereafter.
- Points associated with losses suffered by the Asymmetric Side are calculated cumulatively once they are suffered.
- Points associated with losses suffered by the opposite side to the Asymmetric Side are calculated as being the normal point loss times the number of turns in the scenario.

Location Dialog

The Location Dialog is used to display a list of all the map locations and to allow going directly to any of these locations.

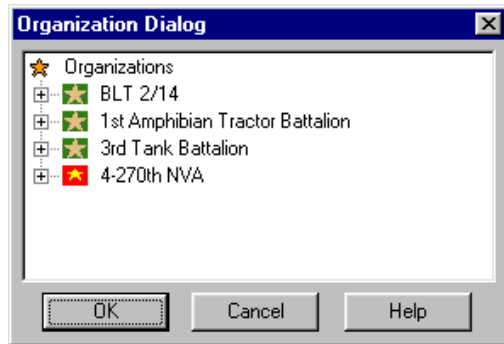


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Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

Organization Dialog

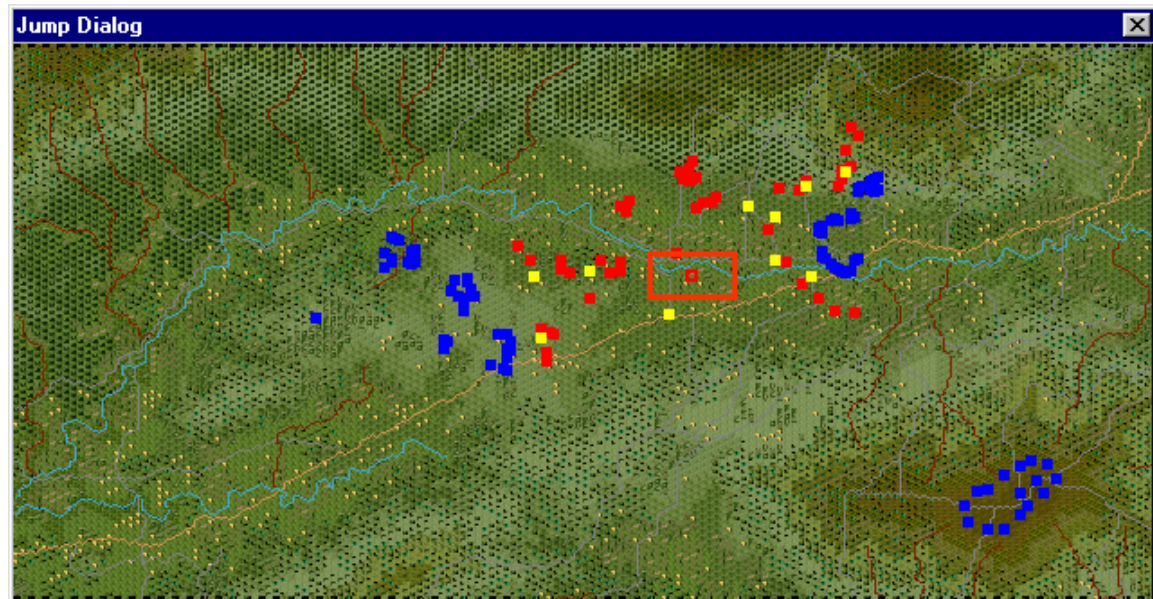
The **Organization Dialog** is used to highlight an organization on the map.



All organizations in the scenario Order of Battle are displayed in a Windows Tree Control. Selecting an organization causes the on-board units in that organization to be Highlighted. Clicking **OK** closes the dialog while keeping the organization highlighted on the map. Clicking **Cancel** closes the dialog and cancels the highlighting.

Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.



The visible on-map units are displayed on the reduced map using blue squares for Allied units and red squares for Axis units. Minefields that are currently visible are shown on the map as small gray rectangles. The visible portion of

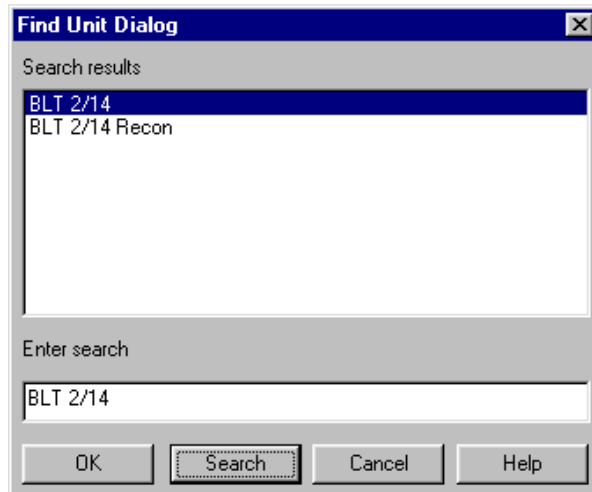
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the map is shown using a red rectangle. The current Hot Spot hex is shown as a red outline square.

- When the Objectives option of the View Menu is set, then Objectives are shown as yellow squares. Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.
- When an organization is Highlighted on the map, then an oval is drawn on the Jump Dialog showing the approximate extent of that organization.

Find Unit Dialog

The **Find Unit Dialog** can be used to find any given unit or organization that is on the map.



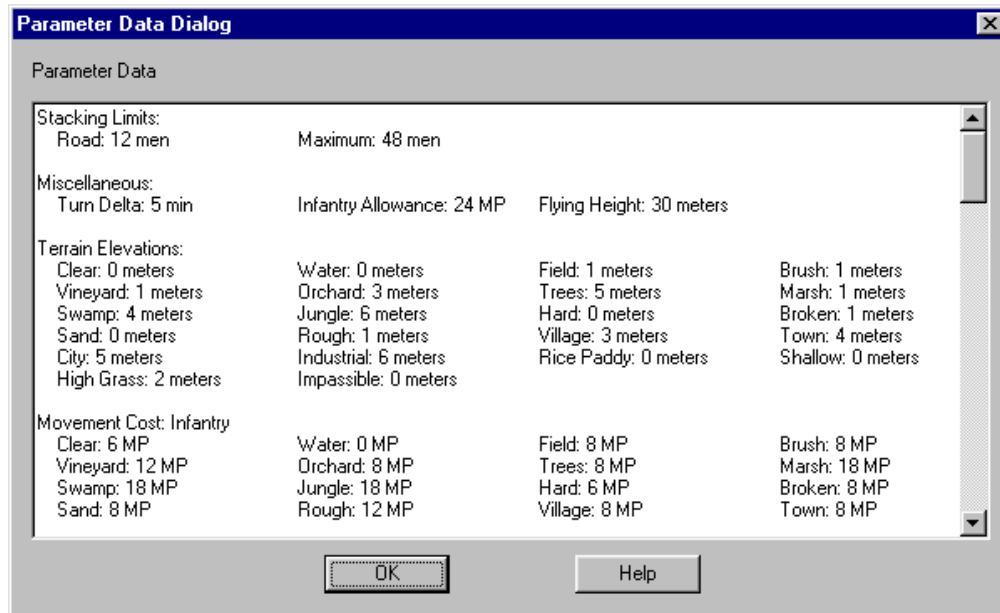
Enter the name to be searched for in the **Enter search** field. Note: the search is case-sensitive so you must enter your name with the proper capitalization (Marine not marine for example). If you are confident that your search will produce a single result, you can hit return after typing the search name. Otherwise, click on the **Search** button. This will display a list of results in the **Search results** list. Select the result you want and click on **OK**, or double click on the

result you want, to close the dialog and find the result. In the case of an organization, the organization will be Highlighted on the map. In the case of an individual unit, the map will be scrolled to the unit's location on the map.

Parameter Data Dialog

The **Parameter Data Dialog** displays the Parameter Data associated with the current scenario.

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The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

The Parameter Data values are:

Stacking Limits

Road: the maximum number of men, or equivalent in men, that can move using Road Movement.

Maximum: the maximum number of men, or equivalent in men, that can stack in a single hex.

Miscellaneous

Turn Length: the length of a turn in minutes.

Infantry Allowance: the movement points allocated to an infantry unit (Team or Leader) in each turn.

Smoke Height: the height in meters of smoke.

Flying Height: the height above ground of a flying helicopter.

Rest (for each side): the average recovery of effectiveness an inactive unit can receive per turn.

Gas Spread: the percentage chance that gas in a given hex will spread to an adjacent hex per player turn.

Terrain Elevations

For each terrain type, the elevation of that type in meters.

Movement Cost: by Unit Class

For each Unit Class, these values give the movement costs in points for each terrain type. The movement costs are divided into two groups: those for hex terrain and those for hexsides. When the movement cost for a particular hex terrain is given as 0, such as for Water, then it indicates that the unit cannot move into that terrain. The movement cost for a given hexside is the additional cost that hexside adds to the normal movement cost. When the movement cost for a particular hexside is given as -1, such as for Cliffs, then it indicates that the unit cannot move through that hexside.

Movement Modifier: by Unit Class

For each Unit Class, these values give the percentage modifier applied to movement by units of the given class under the given ground conditions.

Movement Costs

Elevation Cost: the additional movement cost applied when moving from one hex to a hex of higher elevation.

From Ground Cost: the additional movement cost applied when changing from Ground Mode.

Flying Move Cost: the movement cost per hex for a flying helicopter or glider.

Naval Move Cost: the movement cost per hex for a boat moving through the water.

Cratered Move Cost: the additional movement cost for moving into a hex that has been Cratered.

Tunnel Move Cost: the movement cost to move from one tunnel or sewer hex to another per hex of distance between them.

Move Immobile Factor: the probability applied per movement factor cost of a vehicle becoming immobile.

Combat Values

The **Fire Low Loss Value** and the **Fire High Loss Value** are used to resolve combat losses due to fire as described in the User Manual.

The **Attack Low Loss Value** and the **Attack High Loss Value** are used to resolve combat losses to the attacker in an assault.

The **Defend Low Loss Value** and the **Defend High Loss Value** are used to determine combat losses to the defender in an assault.

Infantry Assault Value: the default assault value given to assaulting infantry.

Hard Vehicle Armor Value: the default protection value given to a hard vehicle in an assault.

Vehicle Infantry Value: the men equivalent of a vehicle assigned to it in for purposes of loss calculation.

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Immobile Probability: the probability used to determine a vehicle becoming Immobile as a result of combat.

Vehicle Fire Factor: used to scale fire against vehicles as part of the Combat Results calculation.

Jungle Indirect Fire: determines if Indirect Fire is possible from non-Destroyed Jungle hexes.

Basic Protection Values

Infantry Protection: the default Protection Value given to Infantry units.

Elevation Protection: the increase in protection per 10 meters given to units that are fired upon from lower elevations.

Cratered Protection: the additional protection given to units in Cratered hexes that do not have fortifications or caves.

Improved Protection: the additional protection given to units in Improved Positions.

Trench Protection: the additional protection given to units in Trench Positions.

Bunker Protection: the additional protection given to units in Bunker Positions.

Pillbox Protection: the additional protection given to units in Pillbox Positions.

Breastwork Protection: the additional protection given to units behind Breastworks.

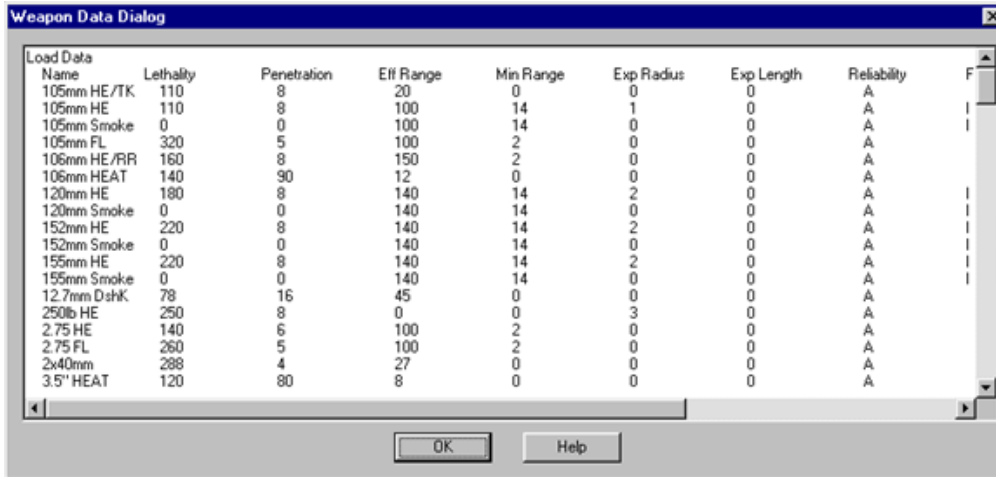
Terrain Protection Values

There are two groups of Terrain Protection Values, one for terrain types and the other for hexside values. For terrain types, the protection value is the additional protection given to a unit in that terrain. For hexside values, the protection value is the additional protection given to a unit that is behind that hexside. The hexside protection value does not apply when the firing unit is flying or at a higher elevation than the target unit.

Weapon Data Dialog

The **Weapon Data Dialog** displays data associated with weapons, vehicles, and weapon loads.

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The screenshot shows a window titled "Weapon Data Dialog" with a table of weapon load data. The table has columns for Name, Lethality, Penetration, Eff Range, Min Range, Exp Radius, Exp Length, and Reliability. The data is as follows:

Name	Lethality	Penetration	Eff Range	Min Range	Exp Radius	Exp Length	Reliability
105mm HE/TK	110	8	20	0	0	0	A
105mm HE	110	8	100	14	1	0	A
105mm Smoke	0	0	100	14	0	0	A
105mm FL	320	5	100	2	0	0	A
106mm HE/RR	160	8	150	2	0	0	A
106mm HEAT	140	90	12	0	0	0	A
120mm HE	180	8	140	14	2	0	A
120mm Smoke	0	0	140	14	0	0	A
152mm HE	220	8	140	14	2	0	A
152mm Smoke	0	0	140	14	0	0	A
155mm HE	220	8	140	14	2	0	A
155mm Smoke	0	0	140	14	0	0	A
12.7mm DshK	78	16	45	0	0	0	A
250lb HE	250	8	0	0	3	0	A
2.75 HE	140	6	100	2	0	0	A
2.75 FL	260	5	100	2	0	0	A
2x40mm	288	4	27	0	0	0	A
3.5" HEAT	120	80	8	0	0	0	A

The **Weapon Data Dialog** has three areas of display.

In the **Load Data**, information about various weapon loads is displayed including:

- Lethality – the lethality of the load.
- Penetration – the penetration value of the load.
- Eff Range – the maximum effective range.
- Min Range – the minimum range.
- Exp Radius – the effective explosive radius. All units within this distance of the target location will be affected.
- Exp Length – in the case of directional weapons such as Napalm, this indicates the number of hexes affected from the target location.
- Reliability – the reliability of the load.
- Flags – indicating capabilities.

In the **Weapon Data**, information about various weapons is displayed including:

- Assault – the value of the weapon when used in an assault.
- Reliability – the reliability of the weapon.
- Crew – the crew requirements for the weapon.
- Flags – flags indicating weapon abilities.
- Loads – a list of valid loads for this weapon.

In the **Vehicle Data**, information about various vehicles is displayed including:

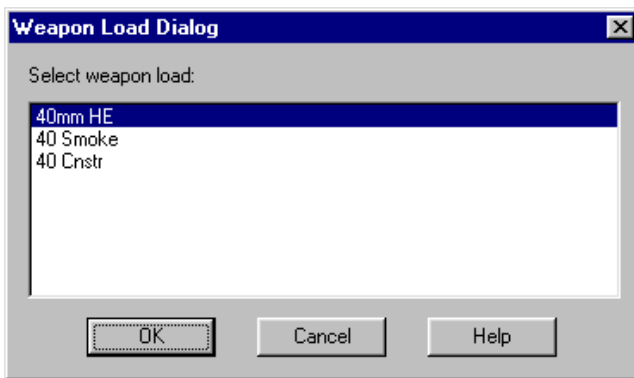
- Armor – the armor protection of the vehicle.
- Crew – the number of crew in the vehicle.
- Speed – the movement allowance of the vehicle per turn.

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- Capacity – the number of men that can be carried by the vehicle.
- Stacking – the men-equivalent of the vehicle for stacking purposes.
- Reliability – the reliability of the vehicle in terms of breaking down.
- Flags – various flags that indicate vehicle capabilities.
- Weapons – a list of weapons carried on-board the vehicle.

Weapon Load Dialog

The **Weapon Load Dialog** allows the load currently associated with a weapon to be changed.



The **Weapon Load Dialog** lists all of the valid loads for the currently selected weapon. Selecting from the list and clicking on OK selects that load for the weapon.

There are some suffixes that appear based on the type of load:

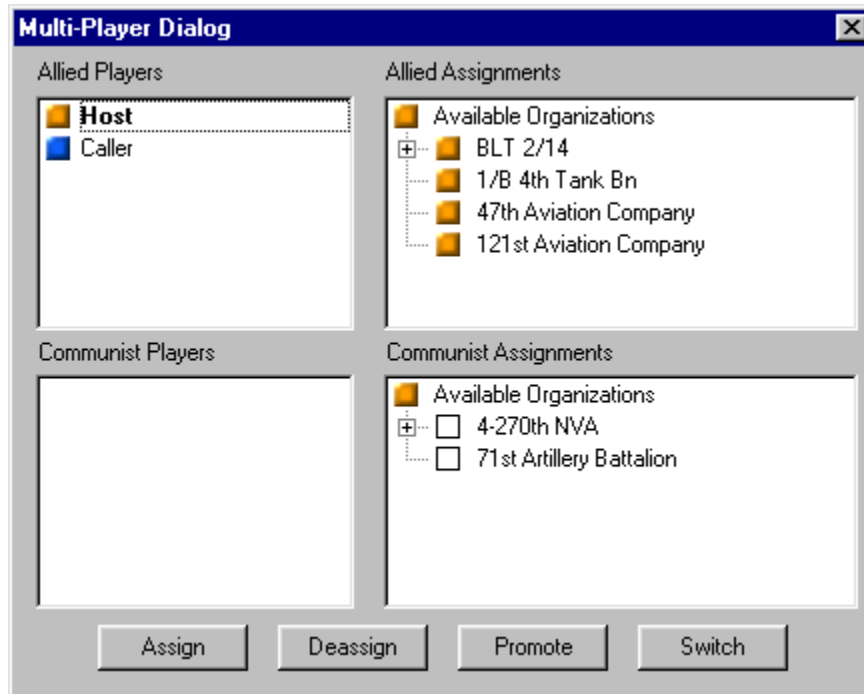
- (Smoke) indicates that the load produces Smoke.
- (Illum) indicates that the load produces Illumination.

If a load name is preceded by an "X", then it indicates that the load is not valid in the current scenario because of either the Smoke or Illumination Limit for that side.

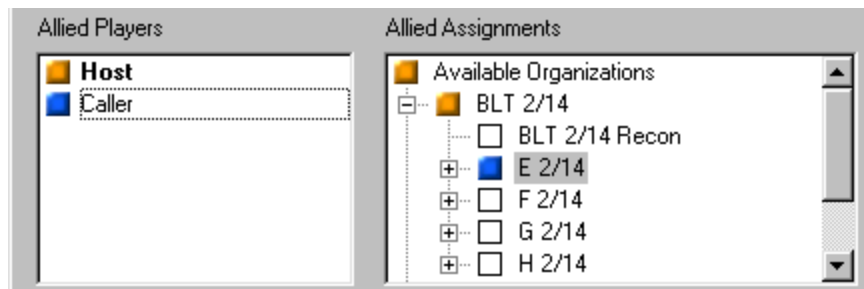
Multi-Player Dialog

The **Multi-Player Dialog** is used to display the players that are currently participating in a Network Play game and their assignments.

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The dialog shows a list of players on each side of the current battle. Next to each list is a display of that side's organizations (when Fog-Of-War is in effect, you will not see the other side's organizations). At the bottom of the dialog are four buttons used to manipulate the player lists and the assignments (Note: only the Modem host will have all four buttons enabled). The top player on each side is the **Commander** of that side. The Commander is responsible for making org assignments for the other players on their side and for advancing the turn. By default, the Commander is in control of all units on that side.



The Commander can assign other players specific organizations by selecting the player from the list, selecting the organization from the organization display, and clicking the **Assign** button. The player's color will appear next to the selected organization. This indicates that the player has control of every unit in that organization and in any sub-organization of that organization. The Commander can remove an assignment by selecting the organization and clicking the **Deassign** button.

The Modem Host can promote a player from either side to be Commander by selecting the player and clicking the **Promote** button. The Modem Host can

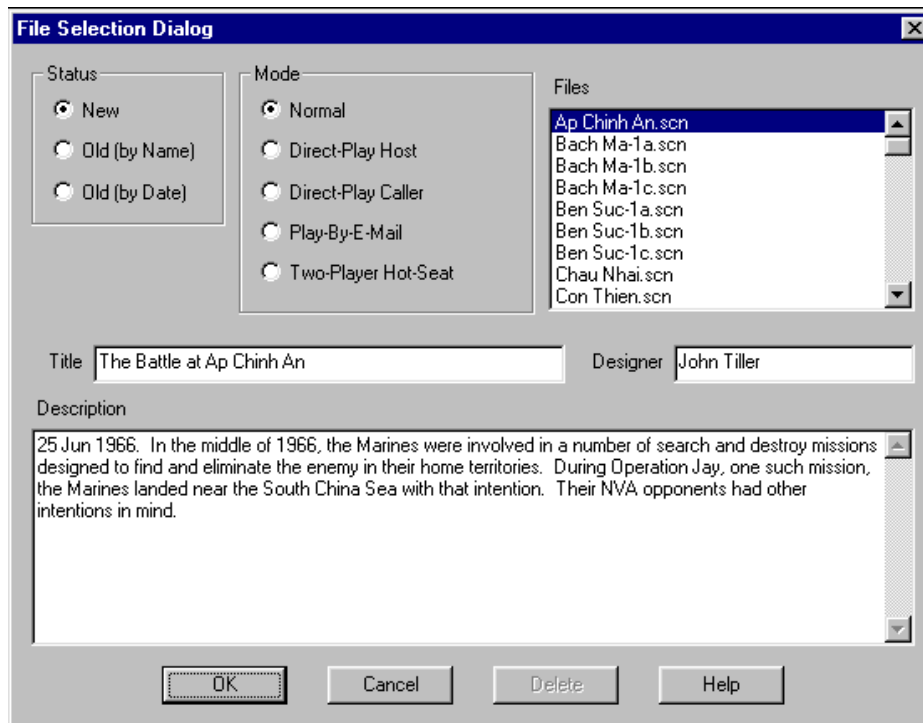
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also switch the side of any player by selecting the player and clicking the **Switch** button.

Only the Commander can advance the turn and place reinforcements. When any other player from a side selects Next Turn, it causes their name to be displayed in red in the player list indicating they are ready to advance the turn.

File Selection Dialog

The **File Selection Dialog** is displayed when the main program is run if the Prompt for Scenario Option has been selected (see the Settings Menu).



The **File Selection Dialog** allows you to select the mode of play and associated game file.

- Select **New** to show the list of all scenarios.
- Select **Old (by Name)** to show a list of previous battles sorted by filename.
- Select **Old (by Date)** to show a list of previous battles sorted by date with the most recent files listed first.

Select one of the given play modes such as **Normal** for play against the computer. Finally, select one of the displayed files either by double clicking on the filename, or selecting the filename and clicking on OK. Note: when Direct Play Caller is selected, no files are displayed since file selection is the responsibility of the Direct Play Host in this case.

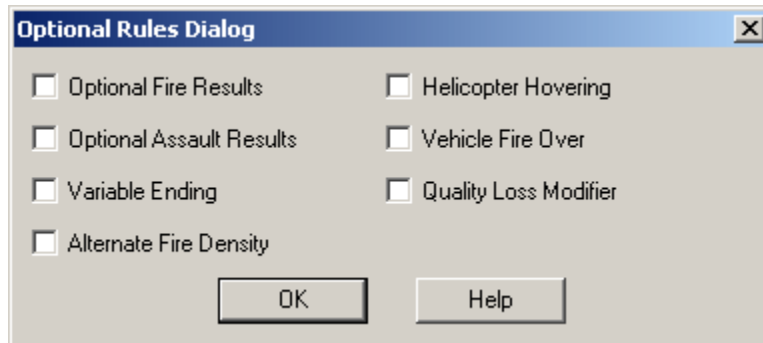
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Select **Delete** after you have selected to list Old files to delete the selected file.

When you select an entry in the File Selection Dialog associated with the scenario filename **scenario.scn**, the program will look for a corresponding sound file by the name **scenario.wav**. If it finds it, the program will play this sound file. For compatibility with other sound files in the game, the scenario sound file should be a stereo 16-bit 22,050 Hz sound file.

Optional Rules Dialog

The **Optional Rules Dialog** is used to view and select the Optional Rules for a new battle. Optional Rules can be set at the beginning of a battle, but not changed once the battle has started. The Optional Rules selected in the Optional Rules Dialog are saved and become the subsequent default for new battles.



Optional Fire Results – when this rule is selected, each fire result is calculated as the average of two normal fire results. This has the effect of reducing the variation in results.

Optional Assault Results – when this rule is selected, each assault result is calculated as the average of two normal assault results. This has the effect of reducing the variation in results.

Variable Ending – when this rule is selected, it is possible for a scenario to continue past the specified last turn. For each 10 turns, or fraction of 10 turns, of the original scenario, the duration can be extended up to one additional turn.

Alternate Fire Density – when this rule is selected, an alternate density calculation is done in resolving fire effects so that it is not as hard to kill units with only a few men.

Helicopter Hovering – when this rule is selected, helicopters can enter the state of Hovering by performing certain actions. In this state, they are more vulnerable to enemy fire. More information on this rule can be found in the User Manual under Hovering in the section on Movement.

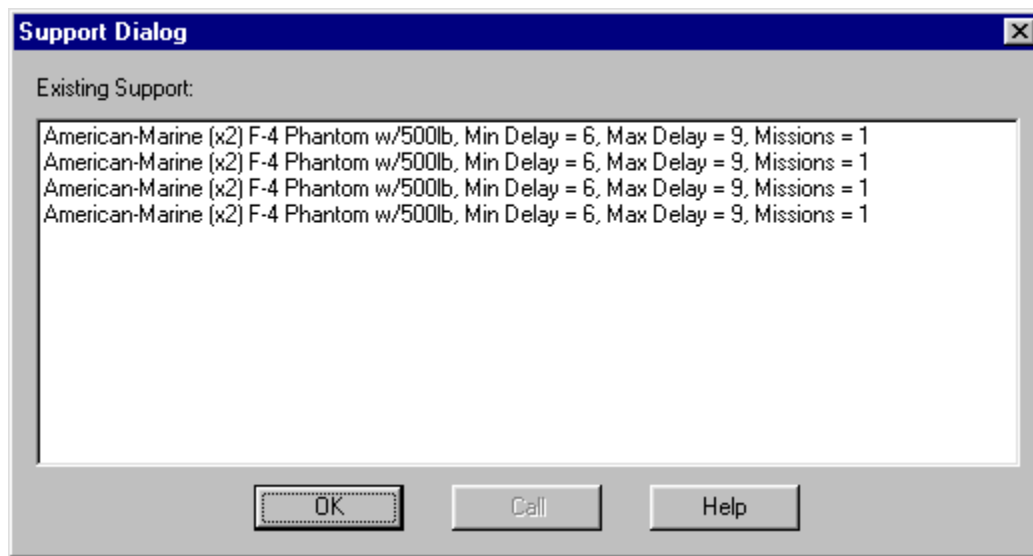
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Vehicle Fire Over – when this rule is selected, it is possible for Vehicles to fire over On Ground units of the same side. For more information, see the section on Firing in the User Manual.

Quality Loss Modifier – when this rule is selected, then casualty and effectiveness losses for the target unit are modified as described in the User Manual in the section on Combat Results.

Support Dialog

The **Support Dialog** is used to view and interact with air and artillery support available in the current scenario.



The **Supply Dialog** lists all of the available support for the current side. Next to each entry is the status of the support:

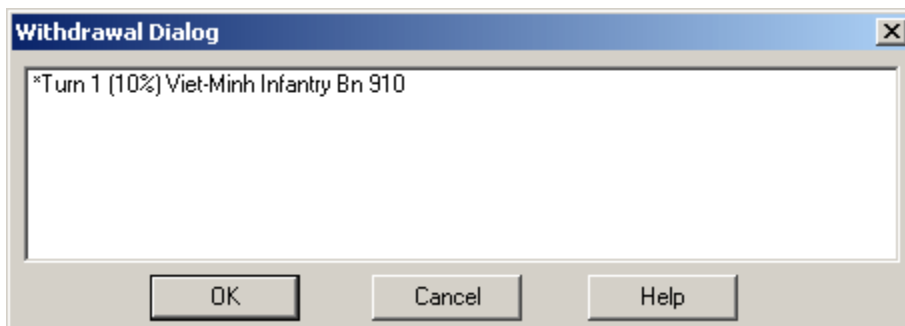
- (Blank) – the support is available to Call.
- CALLED – the support has been called and you are waiting for it to become available.
- AVAILABLE – the support is now available and can be targeted.

When an available support entry has been selected and the Target button clicked, the Targeting Dialog will be displayed.

Withdrawal Dialog

The **Withdrawal Dialog** displays a list of any Withdrawals defined for the current scenario.

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The Withdrawal Dialog lists the Withdrawals associated with the current scenario, the turn they first become effective, the probability of them occurring, and the organization they affect. Selecting an entry in the list will Highlight the affected organization on the map. A star (*) before an entry means that the withdrawal has not yet been triggered based on the probability. When the scenario is played against a FOW opponent, the probability value is shown as **. Double-clicking an entry will close the dialog.

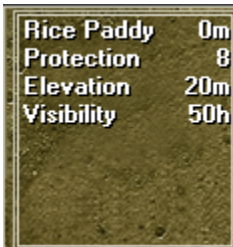
Other Features

Hex Info Area

The **Hex Info Area** displays a list of the units in the Hot Spot hex and information about the terrain in that hex. The Hex Info Area is displayed on the bottom of the screen.

Terrain Information

The **Terrain Box** at the end of the unit list displays information about the current Hot Spot hex. The first line of the display describes the type of terrain (in this case **Rice Paddy**). On that same line is the height of the terrain in meters. If the terrain provides a protection benefit, then that is displayed on the next line as a **Protection** value. The next line of the text area shows the **Elevation** of the current hex in meters. The next line of the text area shows the current **Visibility** in hexes.



Rice Paddy	0m
Protection	8
Elevation	20m
Visibility	50h

The hex may be defined as being **IMPASSIBLE**. In this case, it has been defined to be out of bounds for movement in the current scenario.

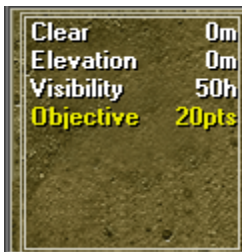
Certain codes may follow the terrain description that identifies specific features of that terrain:

- **K** – The Terrain is Cratered.
- **X** – The terrain is Destroyed.
- **I** – Indirect Fire is not possible from this hex.
- **W** – The hex may not be entered by Wheeled Vehicles not using road movement.
- **T** – The hex may not be entered by Tracked Vehicles not using road movement.
- **V** – The hex may not be entered by either Wheeled or Tracked Vehicles not using road movement.
- **O** – The terrain is Obstructed and prevents landing by helicopters.
- **C** – The terrain is Covered and generates a special Immobile test when vehicles assault into it.

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When the current Hot Spot is an Objective hex, then the Objective value of the hex is also shown.

- Unknown Normal Objective hexes will have the word **Hidden** on this line.
- Exit Objective hexes will have the word **Exit** on this line if they are known and **Escape** if they are unknown.
- Capture Objective hexes will have the word **Capture** on this line if they are known or **Cache** if they are unknown. If the Objective has not yet been captured, then the value will appear in square brackets (as in [value]). Once the Objective is captured, the value will appear normally.
- Collateral Objective hexes will have the word **Collateral** if they are known or **Hiding** if they are unknown.

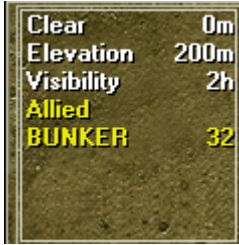


Clear	0m
Elevation	0m
Visibility	50h
Objective	20pts

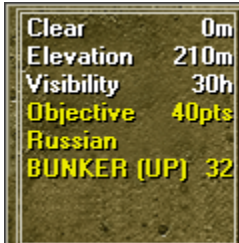
When the current Hot Spot hex contains Mines or Fortifications, then this is also displayed in the Terrain Box. The owner of the mines or fortifications is noted just before the entry. The various types here are:

- **BOOBY TRAP** – booby-traps and other single detonation devices.
- **AP MINE** – anti-personnel mines.
- **TANK MINE** – anti-tank mines capable of causing damage to vehicles.
- **TELLER MINE** – a specific beach mine that only works when under water and is otherwise visible.
- **IMPROVED** – foxholes, spiderholes, and other individual protection locations.
- **TRENCH** – extensive below-ground protection.
- **BUNKER** – fortifications with overhead protection.
- **PILLBOX** – fortifications made of hardened material such as concrete.
- **CAVE** – fortifications made from naturally occurring caves.
- **GRAPPLING** - grappling hooks that can be used to cross Cliff hexsides.
- **SEWER** – contains an opening to an underground sewer that can be used for Tunnel Movement.
- **CRATERED** - hex has been cratered by fire but does not contain any fortification or cave.

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Bunkers, Pillboxes and Caves may also be assigned a Facing. When this is the case, then the Facing value is indicated by a code as follows: UP = Up, UR = Up-Right, DR = Down-Right, DN = Down, DL = Down-Left, UL = Up-Left.



Alternative Terrain Information

When you right-click in the Unit List area, the Terrain Box display changes to show you alternative information. The number in the center of the displayed hexagon is the total stacking in the current hex, in men equivalent. When that number is followed by an "X", it means that the current stacking is in excess of the Road Movement Parameter Data value. Around the sides of the hexagon are shown the name of the hexsides that are about the current hex.



Unit Information

The Hex Info area is filled with **Unit Box** displays. The number of these depends on your screen resolution. For an individual Team, the unit box displays:

- The strength of the unit in men.
- Current morale rating.
- Effectiveness as a percentage.
- Remaining movement points.
- If the unit is in Ground Mode, it will display **On Ground**.

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A smaller display is used to show leader information. In this case, the movement points remaining are shown, and On Ground if in Ground Mode.



In the case of an individual weapon, a small box is shown indicating the effectiveness of the weapon, the number of times it can fire, and at the bottom, the number of weapons of that type represented by this display.



Alternative Unit Information

Clicking on a Unit Box with the right mouse button causes a list to be displayed showing the organizations above the unit up to the top of the command structure in the current order of battle. When an organization name is shown in yellow, it indicates that the organization has been Highlighted.



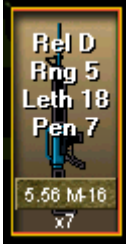
Alternative Weapon Information

Clicking on a Weapon Box with the right mouse button causes alternative information about the weapon to be displayed including:

- **Rel** – the reliability of the weapon from A (best) to F (worst).

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- **Rng** – the range of the weapon in hexes.
- **Leth** – the lethality of the weapon.
- **Pen** – the penetration value of the weapon.
- The current load being fired by the weapon.



A vehicle is shown with a wide box display and shows the number of crewmen, the current morale rating of the crew, the effectiveness of the crew and vehicle, and the remaining movement points. The facing of the vehicle within the hex is displayed as a yellow arrow.



Any weapons associated with a vehicle are displayed immediately to the right of the vehicle and have the same values and display that normal weapon boxes do.



When a vehicle is capable of carrying men, the remaining capacity of the vehicle is displayed.

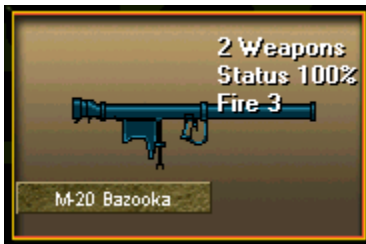


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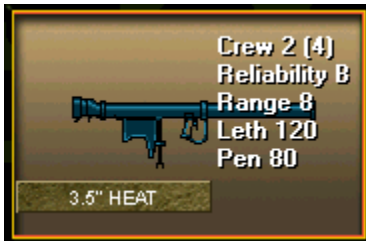
By default, helicopter vehicles are considering flying. When they are in Ground Mode, they are considered on the ground and are indicated as such.



Some weapons are crew served and are shown using a large display. The information displayed includes the number of weapons of that type, the effectiveness of the weapons, and the number of times they can fire in that turn.



In the case of crew served weapons, right-clicking on the display shows additional information including the crew requirements per weapon and, in parentheses, the total crew requirement for the unit as a whole.



When there are more units in the Hot Spot hex than can be displayed in the available Unit Boxes, then scroll arrows that appear after the list of units can be used to scroll the Unit Boxes. When the left or top arrow is displayed in full color, there are units to the left or top of the displayed units and when the right or bottom arrow is displayed in full color, there are units to the right or bottom of the displayed units. In addition, the numbers which appear associated with each scroll arrow indicate the number of hidden units in the corresponding direction.

If you hold down the mouse button while clicking on one of the scroll arrows, then the program will automatically scroll the unit list until you let up.

Toolbar

The main program has a **Toolbar** at the top of the main program window just under the Menu Bar. Note: depending on your screen resolution, only some of these buttons may be displayed on your screen. You need a screen width of at least 1024 before all of the buttons are displayed unless you have selected the **Complete Toolbar** Option. Note that most all of these buttons implement a menu selection and the command may be issued as a menu selection when the button is not displayed.



Mode – toggles the main program between Move Mode and Fire Mode .



New – start a new battle.



Open - opens an existing battle file.



Save - save current battle under existing filename or prompt for filename if none.



Next – advance game to next turn.



Ground – toggle Ground Mode of selected units.



Unload – unload units from selected vehicles, or drop weapons from selected units.



Load – load units into selected vehicles, or pickup weapons using selected units.



Counterclockwise – turn selected vehicles counterclockwise.



Clockwise – turn selected vehicles clockwise.

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Select Load – display the Weapon Load Dialog so that the load for the selected weapons can be specified



Rally – attempt to rally Pinned and Demoralized units using the selected Leader.



Support – display the Support Dialog so that support for the current scenario can be viewed.



Arrived Units – display Arrived Dialog.



A/I – activate A/I processing for either the computer-controlled player, or use it in your turn to have the computer fire all capable units.



Zoom-In – increase map display scale.



Zoom-Out – decrease map display scale.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.



Company Markings – display units with Company Markings.



Units – toggle the display of units on the map.



Objectives – toggle the display of Objectives on the map.



Visible Hexes – toggle the display of hexes visible from the current Hot Spot hex.



Reachable Hexes – toggle the display of hexes within the movement range of the selected unit.



Contours – toggle the display of elevation contours on the map.

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Full-Screen – toggle the display of the full screen map display.



Jump Dialog – display the Jump Dialog.



Next Stack – advance the Hot Spot hex to the next stack to be considered in the current turn. If you hold down the **Alt** key when invoking this function, it will advance the Hot Spot to the next unit that has not been active and select it.



Highlight Fixed – highlight Fixed units on the map.



Highlight Spotted – highlight units on the map that are spotted by enemy units.



Highlight Used – highlight units on the map that have used Movement Points in the current turn.



Highlight Target – highlight enemy units that can be fired upon by the currently selected units.



Highlight Organization - highlight all units in the same organization as the top selected unit. Holding the **Alt** key while pressing this button causes the next higher organization to be highlighted.



General Help - display this help file.

Status Bar

The **Status Bar** is located at the bottom the main window and displays status information about the current battle.

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The Status Bar typically displays the current turn and date information together with the hex coordinates of the Hot Spot. If the current turn is being played using A/I, then **A/I Control** will appear with the turn and date information. If you are playing a two-player game, then **Local Control** will be displayed in the

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Status Bar when the current turn is under your control, and **Remote Control** will be displayed when the current turn is under the control of your opponent.

If you make an error during play, the main program will beep (depending on the setting in the Settings Menu) and the error message will be displayed in the Status Bar. Otherwise, as you move the mouse cursor over Toolbar buttons and menu items, short descriptions of those commands will appear in the Status Bar.

Hot Keys

The following Hot Keys are supported in the main program. Note that these Hot Keys are defined as command accelerators of the main program main window and therefore the main window must have the keyboard focus for these to work (that is, the main window must have a highlighted title bar).

Shift Key - display the on-map labels while this key is pressed.

F1 - invoke General Help (display this help file).

F2 – display Parameter Data values.

F3 – display Weapon Data Dialog values.

F4 – display Campaign Notes help file.

F5 – reduce the speed of A/I processing.

F6 – return the speed of A/I processing to the default.

F7 – increase the speed of A/I processing.

F8 – set A/I processing at maximum speed. This is equivalent to the Fast A/I Processing mode in the A/I Menu.

F9 – display the User Manual help file.

F10 – display the Getting Started help file.

A - open Support Dialog.

B – attempt a Banzai Charge using the currently selected Japanese leader.

C – shade Reachable Hexes .

F - toggle Hold Fire for selected units.

G – highlight potential target units.

H – shade hexes outside of range of currently selected weapon.

I – shade hexes that are outside of current Illumination.

J - opens the Jump Dialog .

L – turn selected units counterclockwise.

M – display the Arrived Dialog.

N – advance hot spot to next stack that hasn't moved, or when used with Control (Ctrl) key, advance to next stack that can fire.

O – highlight units of same organization as selected units.

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R – turn selected units clockwise.

S – shade hexes not visible from current Hot Spot.

V – display Company Markings on units.

X – remove selected units from map (must be done from boundary hex).

Z – toggle fullscreen mode.

1 - display the map in Zoom-Out 2D mode.

2 - display the map in Normal 2D mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

Keypad 0 - change the ground mode of the selected units.

Keypad 1 - move the selected units down and to the left one hex.

Keypad 2 - move the selected units down one hex.

Keypad 3 - move the selected units down and to the right one hex.

Keypad 4 - turn the selected units counterclockwise.

Keypad 6 - turn the selected units clockwise.

Keypad 7 - move the selected units up and to the left one hex.

Keypad 8 - move the selected units up one hex.

Keypad 9 - move the selected units up and to the right one hex.

ESC Key – terminates processing under the following conditions

- When the program is running under A/I Control, pressing the Esc key halts the processing.
- When the program is running a PBEM or standard replay, pressing the Esc key terminates the replay.