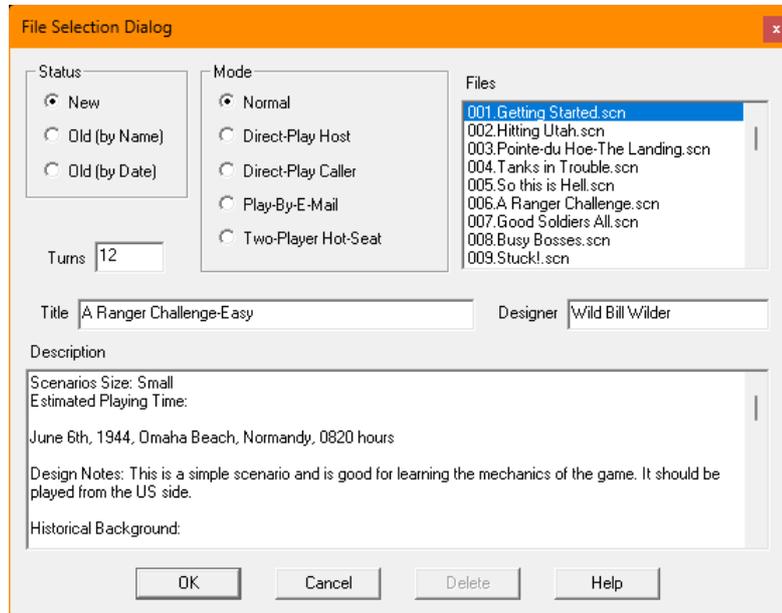


Going to War

By default, after the introduction the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. We'll start with the battle with the file name "001 Getting Started.scn" and the title "A Ranger Challenge - Easy."

In the list of files displayed by the File Selection Dialog, you will see that this is selected.



Notice that a short description of the battle appears at the bottom of the dialog along with historical and designer notes.

It's good to read the historical notes, as it lets you know what to expect. Although, not knowing can be fun too. Now click on the OK button.



Next, the A/I Selection Dialog will appear. Since we are going to play as the Americans, select Automatic with FOW (which means "Fog of War") in the German A/I group on the right-hand side of the dialog. This will cause the computer to play as the German side. The "fog of war" option makes the fighting for the Americans a little more difficult but is much more realistic. Later, you can also use this dialog to experiment with Optional Rules by clicking on the Rules button. For now, click on

the OK button.

The battlefield will be drawn on the screen and in the middle of the screen the Turn Dialog box will appear. This box will appear at the start of every turn and help you keep track of the turn and duration of the battle. Click anywhere on this box to close it.



Depending on what selections you have made in the Settings menu you will see your troops displayed on the map either as NATO Symbols, "Little Men" or "Heads", or if you have zoomed in to the 3d View, 3D men. All the illustrations in this document show how the game appears with the "Alternate Graphics" setting selected. Selecting that option might make this document easier to follow but you can choose whatever you prefer, and you can change your choice whenever you like.

After you close the Turn Dialog, some scenarios will also have a Command Report. This tells you how much Smoke your side has, whether there will be Unit Withdrawals. Withdrawals are set by the scenario designer to represent retreats or units being tasked elsewhere,

Your Forces

Now we find ourselves in battle. You are in command of 2 platoons of infantry from C Company, 2nd Ranger Battalion, led by Captain Ralph Goranson. In hex 21, 6.



Goranson and his men are just reaching Vierville after scaling the cliffs to get over the beach. We see we have eight stacks of units on the map. If you click on each one, you'll notice the bar at the bottom of the map change to list the various units in that hex. This is known as the Unit List Area. It displays the units in that hex, as well as information regarding what weapons they have, the status of the troops, and so on. It also tells you what type of terrain the unit is in, and other general information

regarding the hex itself. The thin bar below this shows information such as the Date, Time, Turn Number and Ground Conditions, Normal, Soft, Frozen etc.

The screenshot shows the following components:

- Terrain Information Box:** Clear, Elevation 0m, Visibility 30m, 30h.
- Unit List:**
 - Unit 1: C Company, Cpt Goranson (A), Move 24, 100% Fire 3, M1 Carbine.
 - Unit 2: Bazooka Team, 2 Men, Morale A, Status 100%, Move 24, M-9 Bazooka.
 - Unit 3: RO Cpl Trabert, 1 Man, Morale A, Status 100%, Move 24, SCR-300 Walkie-Talkie.
- Status Bar:** 08:20 6 June 1944 American Turn, Turn 1 of 12, Normal Conditions.

Your Battleground

Take just a moment to look at your surroundings. As we click around the map, we notice that the pair of numbers in the lower right corner change.

These numbers are the hex coordinates and can be useful in determining where reinforcements will arrive. You can check what reinforcements you have by selecting **Scheduled** from the **Units** Menu. Sometimes you won't have any, there aren't any in this scenario.



From the Toolbar you can also select the "Roaming" Button, if you select this button as you move the cursor over the map this you will see: the hexes visible from each position, information about the terrain, units and coordinates. A useful feature for quickly getting a sense of what equipment you have and what you are facing. Left clicking anywhere on the map automatically deselects this mode. The keyboard shortcut for this is ctrl & Space bar, see the Quick Reference sheet for a comprehensive list of all toolbar buttons, hotkeys and keyboard shortcuts.

Your Objectives



So, what exactly are you trying to do in this battle? Your mission is to take the objectives. Your goal is to capture the German Objectives and hold them while keeping American casualties to a minimum. You gain points for capturing and holding the enemy Objectives and by killing the enemy. Some scenarios will have Exit Hexes. In these scenarios you can also gain points by moving your units into the Exit Hex and removing them from the map. Others have "Capture Objectives," which once taken, can't be retaken.

If you wish to find the objectives quickly, go to the **Info** menu at the top of the screen and select "Objectives." A box will open showing the location of all objectives. In this battle there are two of them. By clicking on an objective in the list, you will be taken directly to it. Now you know what you are attempting to achieve.

To the Attack!

To do something, we must first select which troops we want. You can do this either by clicking the stack you want and then using the Unit List to pick and choose which units you want to move, or conversely, you can just double click to select the whole stack. To make it easier for the player, Eagles Strike denotes stacks that have a leader with them with either a White or a Yellow bar on the top left-hand side of the counter. The Yellow bar denotes a junior leader, usually a team leader and a white bar denotes a more senior leader, perhaps a platoon commander or an even more high-ranking officer. As you can see, every stack has a leader with it in this scenario.

Also note that some units have a coloured bar on the lower left side of the counter, this indicates that the unit is carrying a specialised piece of equipment. In this scenario we have

three such units. In hex 19,5 we have a team with a pink bar, carrying a bazooka, in hex 20, 6 we have two specialist teams, one with an orange bar carrying a flame thrower and one with a blue bar carrying a heavy machine gun. And stacked with Captain Goranson in hex 21, 6 is another bazooka team. You can find a key to all the other coloured bars in the Quick reference sheet, accessible by pressing F1.



If we double click hex (18,5), we find we have selected Platoon Sergeant Geldon and a six-man squad.

Next to each of the Unit pictures in the Unit List area we see the type and number of weapons that that squad/leader has. We can see that Sgt Geldon has a M1 Carbine, while the squad with him as 3 M1 Garands, a M1 with a Grenade Launcher and a Thompson sub-machine gun. The squad also has a satchel charge to use for clearing bunkers and the like.



Finally, Note the terrain box. This gives you information about the terrain in the currently selected hex, In this example we see the terrain is a Village. In parentheses the letters “O” and “C” indicate specific characteristics of this terrain, these, and all other abbreviations you might see in the terrain information box, are described more fully in the Quick reference document. In this case the “O” is short for “Obstructed terrain”. In scenarios that contain paratroopers landing them in “Obstructed” terrain is likely to cause casualties. The abbreviation “C” is means the terrain is “Covered”. Covered terrain causes vehicles that assault into the terrain to be at particular risk of becoming immobilised. We can also see that the height of this terrain is 3m, the next value tells you the level of protection the terrain offers “6”, then the Elevation of the terrain above sea level “30m” and finally the visibility in the scenario measured in hexes.”30h”.

If you have selected the “Separate Terrain Box” from the settings menu the terrain information box will look like the image below:



The separate terrain box shows a visual representation of the terrain in the selected hex next to the values described above. The number in the centre tells you the stacking level of the hex, in this case there are seven men in the hex.

If you **right** click in the Unit List Area and hold the button down, then the display will change to show you important information about the weapons.



Above we see the values of some characteristics of the weapons carried by this squad including:

- Reliability (Rel) Ranging from A (best) to F (worst).
- Range (Rng) Measured in hexes.
- Lethality (Leth) The ability of the weapon to cause casualties.
- Penetration (Pen) The ability of the weapon to penetrate protection.

Some weapons can fire multiple types of ordnance, such as smoke, canister, Armour Penetrating, High Explosive and so on.

There are five zoom levels available and accessible using the number keys 1-5 (not the keypad) three levels of zoom in the 2d view and two levels in 3d view.

These correspond to:

- 1 2d Zoom out
- 2 2d Normal
- 3 2d Zoom in
- 4 3d Normal
- 5 3d Zoom in



There is also a “Jump Map” which is most useful if you are playing on a large map, this gives you a limited overview of the whole map and the general disposition of the units that you are aware of. The Allies are displayed in Blue and axis in red, the yellow squares are victory hexes. The red outline denotes the area covered by the screen and the small red square shows the unit currently selected.





To check the LOS (Line of Sight) of a unit, start by selecting a hex, for example select the squad in hex (18,5). These men are currently in a Village and are adjacent to higher ground.

Then from the toolbar click on the “Visible Hexes button.” The darker hexes are out of the selected units Line of Sight (LOS), the lighter ones are within LOS.

As you can see from the terrain information box the visibility in this scenario should extend up to 30 hexes except where the terrain blocks LOS. In this example the fact that the unit is in an area of low ground and some intervening terrain features severely limits its LOS.



If you select the Reachable Hexes button or the hotkey "C", you will be shown the hexes this selected unit will be able to move up to. The shaded portions of the map are out of the range

of this unit this turn. You have enough Movement Points to reach the crossroads in (16,3). Movement points are listed in the Unit List Area to



the right of the unit picture. 2nd Squad has 24 Movement Points. To move, right click in the hex adjacent to the unit you have highlighted, and the unit will move there.

Conversely, you can "Hold and Drag" a unit by selecting it with your left mouse button, and while holding the button down, drag the cursor to the location that you want your unit to move to, and then releasing the button.

Do this with the Squad in (16,3). Notice how road movement is a lot cheaper in movement points (MPs) than moving through the grass. Once you've moved that unit, and hopefully not been shot at yet, we will make them "go to ground". This represents units seeking cover, laying prone and generally making themselves a small a target as possible. The advantage of going to ground is that you are in less danger of taking casualties. The disadvantage is that such an action slows down considerably your ability to move.



To toggle this mode, first select the units, and then click on the Toggle Ground button on the toolbar.

Once you do this you will notice that your units on the map are marked by a white stripe along the bottom. Also in the Unit List Area the words "On Ground" will be displayed on the units in this mode. Note that going from "On Ground" to standing will cost Movement Points.



Move the rest of your units but remember that they won't be able to move up an elevation level until the next turn, moving uphill one elevation level will cost them their entire movement allowance of 24 points.

North is to the top in this map, but this may vary by scenario. When moving pay close attention to your surroundings, LOS, and your Leaders. Make your way to the Objective and beware of danger every step of the way. Enemy troops may be waiting in the next hex or around the patch of trees. Sometimes you may not be aware of the enemy until you are ambushed.

The Enemy Reacts

Use care when proceeding and keep your eyes open. Although you were not ambushed this turn you must know that there will be a reception for you, as you get closer to the Objectives. Once you have moved all the units you desire, you will need to end your turn so the AI can make its moves.

To advance, click on the Next Turn button on the toolbar.



The German Turn Dialog will popup. Click anywhere on this dialog to close it. Depending on what the AI does during its turn, the time between your turns may vary. As in this case it is very short. No German units have come into view and our units have not come under fire...yet.

Now it's your turn again. Move Sgt Geldon and the squad you had at the crossroads towards the 20pt Objective in (15,0). Before you do this, however, remember to put them back on their feet or "unground" them. This enables them to move faster. Remember again that while moving in an upright state that you're more vulnerable to enemy fire. To compensate for this, try to keep them in cover by avoiding open hexes. Things like tree hexes, villages and so forth, where there is a protection value, makes it that much harder for the enemy to hit you on the move. It will slow you down, but preserving your units is more important than speed – you're going to need them.

Move the rest of your units up to the higher elevation level and remember you can put them to "ground" to avoid early casualties, the drawback is movement costs will then be higher. It's up to you how you set up the assault on the objectives, whether you want to go full out against one and then hit the other, or the try to take both at once. In my example, I have decided to make my main thrust against the 30-point Objective in hex 11,7.

If you are unsure whether all your units have been moved, or you just want to go to the next stack, hit the N hotkey. This is easier than hunting amongst the stacks for units that still have MP left. End the turn after making sure all your units have moved and are grounded.

When the German Turn Dialog comes up this time, depending on where your men are, you will notice that German units are starting to appear. The action might unfold quite quickly now as German troops start to maneuverer and, quite possibly open fire on you. This is what my move looked like, yours may look different depending on how you decided to tackle the objectives.



After the Germans move and fire, it's your turn again. Hopefully you made it through unscathed, but if not, not to worry.

The first thing to do after a turn like that is to have a look at what you are facing. In this case, because some German troops ran down a road in clear terrain, I could count their numbers, see what type of weapons they had. All of this is useful in determining at which unit I'm going to fire next. I fired at them and "Pinned" them indicated by the orange bars under the unit image, "Pinned" status is an indication that the unit has come under effective fire and has become disorganised as a result, these troops are looking for cover and will struggle to fight back effectively until they can be rallied, until then, these troops are will not fight so well and will be much more vulnerable in a close assault.

Perhaps the Germans were lucky and tagged one of your soldiers. Perhaps one of your squads was even "Pinned." Now your leaders come into play. Select a leader in the same hex as Pinned unit and then try to "Rally" them. You can do this by hitting the Rally icon.



The Moment of Truth

You will want to move your other units toward the objectives. Before you do, however, select the hex in which the enemy soldiers are in and then select the Visible Hexes button. This shows you what the enemy can see. Use this knowledge to plot a course where you outflank and surround the enemy units, while staying out of their sight.

But they shot at ME! And I want revenge! Well, first, make sure that you don't move your units too far; otherwise, they won't have enough Movement Points (MPs) to fire. Generally, a unit needs 1/3 of its Total MPs to fire.

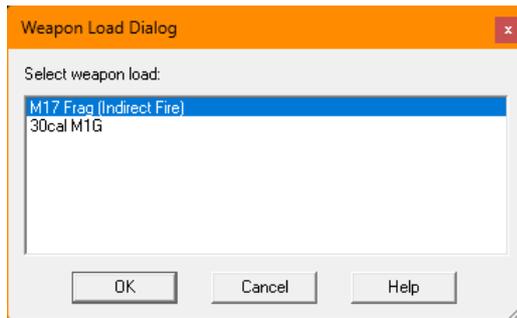
	<p>The Move/Fire Mode button on the toolbar toggles between Move and Fire Modes.</p>
	<p>When in Move mode the cursor will show four diverging arrows</p>
	<p>and when in Fire mode it will be a graticule.</p>

Most veterans of the series leave it in Move Mode and switch to Fire Mode by simply holding down the Ctrl Key. Letting up the Ctrl Key returns it to Move Mode. With a little practice, you'll become proficient at this.

Some weapons are capable of firing more than one load, an example of this is in Sergeant Kennedy's squad, the 1st Section /2/C, although any rifle squad equipped with an M1 w/GL (M1 with Grenade Launcher) will do.



Select one of these units and choose the "Select Load" button from the menu. This will bring up a the "Weapon Load" dialog box.



We can see here two possible loads are available for the rifle; One is an M17 Fragmentation Grenade an indirect fire weapon, meaning it can fire over obstacles to hexes that might be out of direct sight, and the other is a standard 30cal rifle round.

Now the M17 grenade is selected. Depending on the situation you will want to select the appropriate loadout. Whatever load is selected now will remain

selected throughout the entire scenario until you change it again.

To fire hold down the ctrl key and set the cross hairs on a German unit and then right click.

Since FOW is on, enemy casualties will not be readily apparent. I could check to see if I caused any casualties by selecting the enemy unit, but only if it is in open terrain. Once done, I hit N again to find any unit that haven't moved, and then hit Next Turn.

What happens though when those pesky Germans just won't die? Well, it's time for an assault. An assault occurs when you attempt to move into a hex containing German troops. It's resolved automatically and winning it depends on a few things like the Morale of your units, the types of weapons you have and so forth. Basically, you don't want to be assaulting with a mortar and its crew – but a hint would be to assault those German Machine Gun nests – MGs are not that great in close combat, and your Garands and Thompsons are very good for a bit of "up close" action.

Now you have the basics of the game. As you play, you will find many other features such as off-map artillery, air support and a ton of other features that have been included to make your wargaming experience more realistic and challenging.

Remember that you learn by doing, not so much by reading, when it comes to playing the game. The more you play, the more adept you become as a commander. Many of the things we have mentioned here will become second nature to you. They better – your men depend on you!

When the scenario is over the Command Report will pop up with a message that the time limit is up.

Clicking OK will then bring up the Victory Dialog. This box will show you the losses for both sides, the points awarded for Objectives captured, the Victory Values, Total Points scored and the Outcome. In this example the Americans scored 47 Total Points. This is a pretty good result and scores them a major victory. Although you may not score a victory your first try, you are sure to improve with time.

You can display the Victory Dialog at any time during the scenario from the Info/Victory menu item. This will allow you to follow your progress, but do not be alarmed to see that your side is losing, particularly in the early part of a scenario. Often the winning side is not determined until the last couple of turns and you have plenty of time to accomplish your mission.

Feel free to save this battle and come back to it later if you want to do more exploring at this point. Whatever battle file you save can be displayed by selecting the "Old (by name)" or "Old (by date)" button in the top left corner of the File Selection Dialog.

Good Hunting!

For more detailed information see the main manual.

Good Luck with it, and we of the Eagles Strike development team hope you have as much fun playing the game as we did in making it.

Well, don't just sit here gawking! Get to it Soldier!

The screenshot shows a 'Victory Dialog' window with the following data:

Category	Item	Value
First Side	American	Objective Points: 30
	Asymmetric Side	No Side
American Losses	Leader Losses	3
	Men Losses	14
	Vehicle Losses	0
	Gun Losses	0
	Captures	0
	Leader Point Loss	6
Men Point Loss	14	
Vehicle Point Loss	0	
Gun Point Loss	0	
Capture Points	0	
German Losses	Leader Losses	4
	Men Losses	29
	Vehicle Losses	0
	Gun Losses	0
	Captures	0
	Leader Point Loss	8
Men Point Loss	29	
Vehicle Point Loss	0	
Gun Point Loss	0	
Capture Points	0	
Victory Values	Major Defeat	10
	Minor Defeat	20
	Minor Victory	30
	Major Victory	40
Total Points	47	Outcome: American Major Victory

Buttons: OK, Help