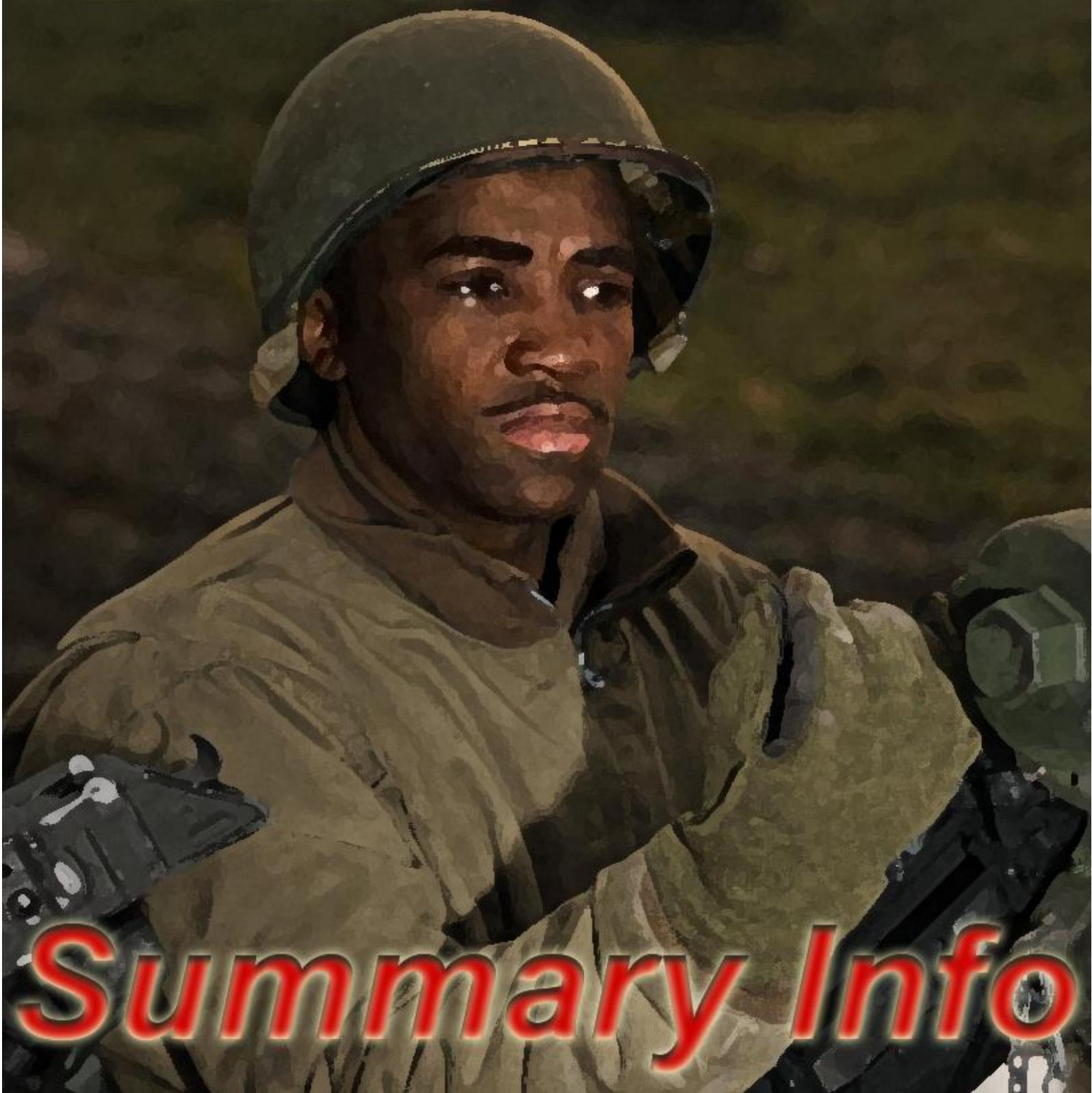


Squad Battles



Summary Info

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Please Note

Many of the values in these tables are set by the parameter data table file (PDT) these values can vary between games, and even between scenarios. The values used here are representative of typical values. The actual values for specific scenarios can be reviewed in game from the menu: "Help \ Parameter Data" or pressing F3.

Terrain Codes



The terrain code shows next to the terrain description. Several codes, may apply to a single hex. In the case above the hex is:

- K= Cratered
- X = Destroyed,
- C = Covered

K	Cratered.
X	Destroyed
I	Indirect fire is not possible from this hex
W	Hex may not be entered or exited by wheeled vehicles unless via a road hex side (infantry can enter the hex without restriction)
T	Hex may not be entered or exited by tracked vehicles unless via a road hex side (infantry can enter the hex without restriction)
V	Hex may not be entered by either Wheeled or Tracked Vehicles unless via a road hex side. (Infantry can enter the hex without restriction)
O	Terrain is obstructed and prevents landing by helicopters.
C	Covered terrain, generates a special Immobility test when vehicles assault into it.
NT	No Tunnel movement allowed

Whole Hex Terrain: Movement and Protection

Terrain Height

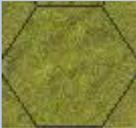
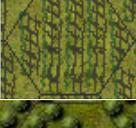
Movement Costs

Protection

Infantry

Wheeled

Tracked

		Terrain Height	Protection	Infantry	Wheeled	Tracked
Clear *Infantry derive their protection in clear terrain from the infantry protection parameter value usually set as 4		0	0*	6	6	6
Deep Water*		0	X	X	X	X
Field		0	0	8	12	8
Brush		0	0	8	12	8
Vineyard		0	0	12	24	24
Orchard		3	4	8	12	12
Trees		5	8	8	12	12

Whole Hex Terrain: Movement and Protection		Terrain Height	Movement Costs			
			Protection	Infantry	Wheeled	Tracked
Marsh*		0	0	18	X	X
Swamp		4	4	18	X	X
Jungle		6	10	18	X	X
Hard		0	0	6	6	6
Broken		1	8	8	X	X
Sand		0	0	8	24	12
Rough		1	8	12	X	X
Village		3	6	8	8	8
Town		4	12	8	24	24
City		5	24	8	X	X
Industrial		6	48	8	X	X
Rice Paddy		0	8	8	12	12
Shallow Water*		0	0	8	12	12
High Grass		2	0	8	12	8

*In snow or frozen conditions marsh or swamp terrain has the same movement cost as clear terrain and marsh, streams and all water hexes are not distinguishable from clear terrain.

Effect of Ground Conditions on Movement

	Normal	Soft	Mud	Snow & Frozen*
Infantry	100%	125%	200%	150%
Wheeled	100%	200%	400%	300%
Tracked	100%	150%	300%	200%

Linear Features: Movement and Protection

		Movement Cost			
		Protection	Infantry	Wheeled	Tracked
Trail Trails provide no benefit to movement in snow or frozen terrain, in these conditions the movement cost will be that of the underlying terrain. And Trails will not be visible		0	5	5	5
Secondary Road		0	4	4	4
Primary Road		0	3	3	3
Railway		8*	8	12	8
Stream		8	4	4	4
Gully		12	6	8	8
Craters**		2	3	3	3

*For railways protection is afforded only for fire coming from the hex sides crossed by the rail.

**Craters impose an additional movement cost to the underlying terrain

***In frozen & snow conditions Trails & Streams, are not visible. In these conditions the movement cost is the same as that of the underlying terrain.

Defensive Structures, Tunnels & Sewers		Protection	Notes
			Movement Costs are dependent on the underlying terrain and are not affected by defensive structures, excepting movement between interconnected trench hexes.
Improved		8	<ul style="list-style-type: none"> 50% protection to vehicles from owning side. No protection to vehicles from the opposing side 50% protection to infantry of opposing side
Trench		16	<ul style="list-style-type: none"> 50% protection to vehicles from owning side. No protection to vehicles from the opposing side 50% protection to infantry of opposing side movement between interconnected trench hexes has the same cost as clear terrain.
Breastwork		16	Only provide protection to the unit occupying the associated hex
Bunker		32	No protection to vehicles
Pillbox		64	No protection to vehicles
Cave		64	<ul style="list-style-type: none"> If a cave has a facing, then units in the cave hex cannot fire at, or be fired upon by, units outside of the covered arc. If an adjacent hex is higher than the cave, then the cave cannot be fire at or be fired upon by a unit occupying that hex. No protection to vehicles No protection to opponent units No retreat if occupying unit loses assault. Not affected by indirect fire
Tunnel		0	The notation "NT" in the hex information box of a tunnel hex means no tunnel movement is allowed in that scenario (determined by PDT value)
Sewer		0	

Hex Side Features: Movement & Protection		Protection	Movement Cost		
			Infantry	Wheeled	Tracked
Hedgerow*		24	12	X	12
Hedge		0	8	12	8
Tank Ditch		0	12	X	X
Dune		8	4	12	8
Embankment**		12	24	24	12
Dike		12	8	X	X
Escarpment**		24	12	X	X
Wall		16	4	24	12
Reef		0	X	X	X
High Wall		24	X	X	6
Cliff**		24	X	X	X
Fence		0	24	X	X

*Vehicles crossing Hedgerows become vulnerable. Firepower against them is doubled and armour is halved.

Embankments, Escarpments and Cliffs only provide protection to the unit **within the hex they are placed on the edge of. In each case illustrated above the protection is only afforded to the hex in the UPPER part of the image.

Obstacles and Mines

Wire		<ul style="list-style-type: none"> • Infantry become pinned automatically. • Horses may not enter. • No effect on leaders or vehicles
Barriers		<ul style="list-style-type: none"> • Wheeled and tracked vehicles may not enter. • No effect on infantry or horses
Booby Trap		<ul style="list-style-type: none"> • If tripped always causes one casualty to infantry • Can be tripped by vehicles but will cause no damage
Anti-personnel mine		<ul style="list-style-type: none"> • If tripped by Infantry entering hex in ground mode will always cause 1 casualty • If tripped by infantry not in ground mode will cause between 1-5 casualties • If tripped by soft vehicles will be immobilised no effect on hard vehicles
Tank mine		<ul style="list-style-type: none"> • No effect on infantry • Will destroy soft vehicle and unload any passengers. • Hard vehicles will be immobilised
Teller Mine		<ul style="list-style-type: none"> • Function as Tank mines when in water hexes, otherwise have no effect. Always visible
Flame Mine		<ul style="list-style-type: none"> • Combine the damage effects of both AP and Tank Mines

Weapon Types



Specialised weapon types are indicated by the symbol after the Fire Value.
In the case above the * represents an indirect fire weapon

-	Single use.
*	Indirect fire.
&	Lethality doubled against vehicles, bunkers, and Pillboxes.
^	Can only fire in the direction the vehicle is facing.
!	Anti-Air Only
@	Guided Missile
X	Suicide weapon
+	Sniper
#	Detection Device
+++	Inspirational weapon (Displayed in place of a fire value)

Unit Status

Effects of Unit Status

Disrupted



- Movement costs are doubled.
- Attack at 1/2 Strength in assaults.
- Defend at 1/2 Strength if assaulted.
- Fire value is at 50%
- Cannot operate remote controls.
- Sniper weapons lose their advantages and are treated as normal weapons.

Pinned



- Movement costs are doubled.
- Unable to attack in assaults.
- Defend at 1/4 Strength if assaulted.
- Fire Value is at 50%
- Must remain in "ground" mode.
- Cannot move closer to an enemy unit.
- Will become demoralised if moves.
- Cannot operate remote controls.
- Sniper weapons lose their advantages and are treated as normal weapons.

Demoralised



- Movement costs are normal.
- Cannot move closer to an enemy unit.
- Unable to attack in assaults.
- Defend at 1/8 Strength if assaulted.
- Fire Value is at 25%
- Cannot operate remote controls.
- Sniper weapons lose their advantages and are treated as normal weapons.

Toolbar Icons and Hotkeys

Hot Key	Icon	Function	Group
Ctrl key		Move/fire mode	All
N		Select N ext stack	All
P		Select P revious stack	All
Ctrl – Space		Roaming mode	All
J		Open J ump map dialog	All
Alt – ;		Activate AI	All
Ctrl – Shift – S		S ave battle	All
F5		Slow the speed of the A/I processing within the current phase	All
F6		Return A/I processing to normal speed within the current phase	All
F7		Increase the speed of the A/I processing within the current phase	All
F8		Put the A/I in the highest possible processing mode within the current phase	All
Alt – Space		Pause Replay or A/I turn (toggle)	All
Ctrl – N		N ext turn	All
Ctrl – D		Unload/ D rop units	Unit
Ctrl – P		Load/ P ick Up units	Unit
Ctrl – G		Toggle on G round mode	Unit
Ctrl – L		Turn L eft	Unit
Ctrl – R		Turn R ight	Unit
Ctrl – X		Remove From Map (eX it)	Unit
Ctrl – W		Select W eapon load	Combat
Ctrl – F		Toggle hold F ire	Combat
Ctrl – S		Toggle making S moke	Combat
Ctrl – M		Toggle gas M asks	Combat
Ctrl – T		Toggle weapon timer	Combat
Ctrl – Y		Rall Y Units	Combat
Ctrl – B		Artillery/air support dialog (B ombard)	Combat
Ctrl – C		Attempt human wave C harge	Combat
Alt – N		Open arrived dialog (N EW units)	Report
Alt – G		Open strength dialog	Report
Alt – Y		Open victor Y Dialog	Report
Alt – K		Open last command dialog	Report

Toolbar Icons and Hotkeys

Hot Key	Icon	Function	Group
Alt – O		Open o bjectives dialog	Report
Mouse wheel Up		Zoom-in	Map
Mouse wheel Down		Zoom-out	Map
Keyboard \		Full Screen Map (toggle)	Map
Keyboard `		Show Location Labels (toggle)	Map
Keyboard –		Show Objectives (toggle)	Map
Keyboard]		Show Map Slopes (toggle)	Map
Keyboard [	Show Map Contours (toggle)	Map
Keyboard ‘		Show Special Markers on Top (toggle)	Map
Alt – \		Open find unit dialog	Map
Y		Show Company Markings (identif Y) (toggle)	Map
Z		Turn Units Off (Z ero) (toggle)	Map
W		Turn W eapons Off (toggle)	Map
V		Shade V isible Hexes (toggle)	Unit
H		Shade Reachable H exes (toggle)	Unit
C		Shade C ommand Range (toggle)	Unit
X		Shade ma X imum Range (toggle)	Unit
I		Shade I lluminated Hexes (toggle)	Unit
F		Highlight F ixed Units (toggle)	Highlight
M		Highlight Units using M ovement Points (toggle)	Highlight
S		Highlight S potted Units (toggle)	Highlight
T		Highlight T arget Units (toggle)	Highlight
B		Highlight Human Wave Units (B erserk) (toggle)	Highlight
Q		Highlight Organization (head Q uarters) (toggle)	Highlight

Hotkeys Not Accessible From the Toolbar

Hotkey	Function
Alt – A	Open A /i menu
Alt – C	Open C ommand menu
Alt – F	Open F ile menu
Alt – F5	Slow the speed of the a/i processing for the a/i turn
Alt – F6	Return a/i processing to normal speed for the a/i turn
Alt – F7	Increase the speed of the a/i processing for the a/i turn
Alt – F8	Put the a/i in the highest possible processing mode for the a/i turn
Alt – H	Open H elp menu
Alt – I	Open info menu
Alt – J	Open releases dialog (J oin)
Alt – L	Open L ocation dialog
Alt – M	Open M ode menu
Alt – Q	Open organization dialog (head Q uarters)
Alt – S	Open S ettings menu
Alt – T	Open T urn menu
Alt – U	Open U nits menu
Alt – V	Open V iew menu
Alt – X	Open withdrawals dialog (eX it)
Alt – Z	Open scheduled dialog
Ctrl – Alt – F6	Return a/i processing to normal speed for all turn modes
Ctrl – F5	Slow the speed of the a/i processing for the replay
Ctrl – F6	Return a/i processing to normal speed for the replay
Ctrl – F7	Increase the speed of the a/i processing for the replay
Ctrl – F8	Put the a/i in the highest possible processing mode for the replay
Ctrl – U	U ndo last movement
Esc key	Halts a/i processing during a/i turns and replays
F1	Display main program help file
F10	Display getting started file
F2	Display user manual
F3	Display parameter data

Hotkeys Not Accessible From the Toolbar

Hotkey	Function
F4	Display weapon data
F9	Display campaign notes
K	Highlight commanded units (network play only) (toggle)
Keyboard 1	Display the map in 2d zoom-out view
Keyboard 2	Display the map in 2d normal view
Keyboard 3	Display the map in 2d zoom-in view
Keyboard 4	Display the map in 3d zoom-out view
Keyboard 5	Display the map in 3d normal view
Number Pad 0	Toggle on ground mode for the selected units
Number Pad 1	Move the selected units down and to the left one hex
Number Pad 2	Move the selected units down one hex
Number Pad 3	Move the selected units down and to the right one hex
Number Pad 4	Turn the selected units counterclockwise
Number Pad 6	Turn the selected units clockwise
Number Pad 7	Move the selected units up and to the left one hex
Number Pad 8	Move the selected units up one hex
Number Pad 9	Move the selected units up and to the right one hex