

- Introduction
- Frequently Asked Questions
- Game Installation
- Running WinSPWW2
- Tuning Your Machine
- Playing WinSPWW2 -Tutorial
- Main Game Screen
- Playing a Single Battle
- Purchase Screen
- View Map Screen
- Formation Purchase
- Deployment Menu
- Deploying Units
- Main Map Window
- Artillery Bombardment
- Unit Info Screen
- Headquarters Screen
- Waypoints
- Company Details Screen
- Cross Attachment Screen
- Unit Roster
- Maps and Terrain Types
- Saving a game
- Game Ending
- Playing a Scenario
- Playing a Campaign
- Playing by EMAIL (PBEM )
- Playing Tournaments
- Preferences Screen
- Encyclopaedia Screen
- Mines and Field Engineering
- Game Play Notes
- Military Quotations
- Customising WinSPWW2
- Scenario Editor
- Map Editing Hot Keys
- Installing Third-party Scenarios
- User Campaign Editor
- WinSPWW2 Unit Classes
- Map Generator
- Historical Design Notes
- Development History
- Release History
- Credits and Information
- Disclaimer
- Distribution Notice
- Trademarks & Copyright Info
- TRANSLATIONS
- CD-Extended features



# WINSPWW2

( *Windows\_Steel Panthers\_World War Two* )

## Important links

[Discussion Group](#)

[Shrapnel Games winSPWW2 Website](#)

To Order the Extended version of the game either via Electronic Download or as a Safe Box Version , click [HERE](#)

To read about all the excellent additional features available in the enhanced (CD) version click [HERE](#)



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# GAME GUIDE

Last Updated March, 2019

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# Introduction

## What is WinSPWW2?

WinSPWW2 ( Windows, Steel Panthers, World War 2 ) is a combined arms tactical level World War 2 historical wargame derived from SSI's Steel Panthers: Modern Battles ( SP2 ) code. .

Its time frame covers 1930 to 1946. WinSPWW2 has 33 nation's forces available for historical or "what-if" experimental battles plus 3 "spare" nations for player development . The game uses hexagons and is an alternating turn based (I go you go or IGOUGO) design.

One unit playing piece represents one vehicle or gun, or an infantry section or squad of up to **19** men or a section of 1 to 4 support weapons. Therefore, 1 machine gun or mortar "piece" CAN represent 2 or 3 actual MG or mortars.

One game hexagon represents 50 metres of terrain.

One game move (player 1 turn plus player 2 turn) represents roughly 3 minutes of 'real time'.

Each Terrain level represents roughly 20 feet or 6 meters of elevation. Each of the ten units that make up one level of elevation represent roughly 24 inches or .6 of a meter each

For the full details of the developments over the original Steel Panthers 2 game, please refer to the [Development History](#) section.

## Using the Game Guide

This Game Guide has been reworked in 2015 to display on a wide screen monitor and as one continuous file so that normal browser search features can find any word or phrase in the entire main guide without changing pages and starting the search again as had been common in the past.

**HOWEVER**, if you have an older style monitor and / or are having trouble reading the text or it is showing scrollbars on your display you need to click on the "View" tab of you browser and adjust the "zoom" and "Text Size" until you find a combination that works for you on your computer. **For example** when I try to view the new guide on my old Dell running XP on a 1152x864 CRT monitor using the standard ( for me ) 100% Zoom with Medium text I get multiple scrollbars but when I adjust the Zoom to 80% and text to "Larger" the scroll bars mostly go away and the guide is easily readable. If you are viewing this on a **really** old monitor your best solution would be to **RIGHT CLICK** on left side of the guide in the area under the INDEX and when the sub headings list appears click on "open in new window". That will give you a guide without the index but the main text will use the entire width of your display making it easier to read and you will be able to search words and/or phrases in the entire main guide.

**Please note the following point when doing a search of the revised game guide.**

This guide primarily uses English ( UK, Canada ) spellings, with some exceptions, therefore, please remember when doing a search to use English spellings [e.g. 'armour', 'colour', 'ised' etc.] AS WELL AS American spellings [e.g. 'armor', 'color', 'ized' etc.] American designations will be used where American units are being discussed (e.g. armored cavalry).

Remember that your browser's 'Back' button will take you back to where you were previously, e.g. after jumping to a new section. (Please note that to link to any external URL link in this guide, you will require to be online at that time, as this HTML cannot start up the Windows Dial Up Connection - this is subject to your Windows setup on your own machine).

**PLEASE ALSO NOTE : It is very important for new players to read all of the information in the [RELEASE HISTORY](#) .** This section provides players with all the information regarding game changes that have been made for every release of the game and this, in many cases, supplements the information provided by the main guide. Changes made don't always make their way to the main game guide so if you cannot find info on some aspect of game play in the main guide chances are you will find it in the Release history section and if you still have a question PLEASE go to our [Discussion Group](#) . Another resource of information that is often overlooked is MOBHack Help . This provides an overview of OOB information relevant to game play

## Game Requirements

Windows 95,98, ME, Windows2000, XP, Vista, Windows 7 ,Windows 8 or Windows 10 with DirectX 5 or higher installed. **Any computer sold since the release of Windows XP should run the game acceptably.** Recommended minimum CPU would be a Pentium 2 of 500 MHz or better, DirectX 8.1 or better, and a video card (3D DirectX features are not used) with 32MB of on board video RAM. A basic Windows sound card will suffice for the MP3 sound .

Camo Workshop, as developers, **Highly recommend** the game be played in windowed desktop mode.. Full screen mode was provided as a legacy when we introduced the windows compatible versions but we feel that to be an outmoded way to run these games and for many people, they simply won't run in full screen mode but windowed mode runs perfectly. If you can get your game to run for you with your computer in full screen mode.....congratulations you are doing well ...but **Camo Workshop no longer supports full screen mode**



**However** for those of you that prefer the " full screen" experience while playing the game many players have found that a very simple & lightweight software, called "**Borderless Gaming**" has many of the

## Game Installation

This game is a complete stand-alone product. It is not a patch to be applied over any other SP series game.

Double click on the installation programme, this is an **Install Creator** scripted install. Read and follow the instructions presented to you by this programme. Also, ensure that you read any late breaking news in the readme.txt file which may be presented to you as an option by the installer.

### Windows Vista or Windows 7 installation

If you are running the game under Vista or Windows 7, install the game to a separate Games folder (directory), **DO NOT** install the game in the default Program Files folder (Vista or Windows 7 only -XP and earlier it is OK to install under Program Files). However you **will** need to remember this new path when installing any patches.

This new folder **must** be outside the "Program Files" hierarchy, in order to avoid Vista and later operating system's attempts to "manage" the game files in what it considers to be a "system" area.

The simplest way to do this would be to edit the default installation location line the installer uses by removing \Program files, so change this...

C:\Program Files\Shrapnel Games\The Camo Workshop\WinSPWW2

to this...

C:\Shrapnel Games\The Camo Workshop\WinSPWW2

However, you may be happier with something like

C:\Games\WinSPWW2

Use Windows Explorer to create this before running the installer, or the appropriate 'make new folder' control in the installer's navigation screen, as you prefer.

### Game Patch installation

.After installing the base package, you must then install each of the patches for the game in order. If you have used a different installation path that the default (Which Vista and Seven users must do), then remember to point the installer at the appropriate folder.

The patches can be found at

[http://www.shrapnelgames.com/Camo\\_Workshop/WW2/WW2\\_page.html](http://www.shrapnelgames.com/Camo_Workshop/WW2/WW2_page.html)

in the 'Downloads' section. We usually now release updates in March or April.

## Running WinSPWW2 from the GameOptions Programme

The default installation will place a shortcut for the GameOptions programmes on your desktop. We **HIGHLY** recommend starting the game via the GameOptions programme at all times.

This game will use a lot of Windows memory, so it is best if you run it on its own, bar any use of your browser to read the game manual. It wants "real RAM" and so it is best to start any other memory hogs after launching the game, should you wish to try say some word-processing or spreadsheet programme - start these after the game is launched.

Please also refer to the [Tuning Your Machine](#) section after reading through this section.

 **PLEASE READ THIS NOTE!** 

**Before attempting to play the game in WINDOWED MODE first ensure that you do not, repeat DO NOT have your windows task bar set to "Auto-Hide" mode.**

Right click your task bar, choose "properties" and **ensure that The Auto Hide check box is not checked!** Auto hide, if on, will confuse the game's calls to the windows system metrics routines, and a false result will be returned for the desktop size. As well, you should also **ONLY** run the taskbar from the bottom of your screen while playing in **WINDOWED MODE**. **DO NOT** run it from the side or top of the screen.

These are simple restrictions to make the game happy. **NO** autohide and **DO NOT** run a taskbar from the top or side of your screen.

These restrictions do not **DO NOT** apply to fullscreen mode

# Game Options Programme

The Game Options programme allows you to preset some of the more common game preferences and access to our utility programs

## Game Options, Tab 1 ( Main )



**Show Introduction-** Turns the start up splash screen on or off.

**Game Mode-**Sets up the game to start in as a Window or Full screen and to use Direct X or GDI. GDI may be useful in some windows emulators e.g. on Linux. Normally DirectX is recommended but testing has revealed that GDI works better when the game is run in Windowed mode with MS Vista or Windows 7 because If directx mode is chosen the Windows Aero system will still scramble the palette when you alt-tab to another programme and the game is minimised to the task bar. On restoring the game later the palette will be scrambled. However, with GDI mode, this problem does not occur, and so the GameOptions launcher now selects GDI mode for windowed game play and DirectX mode is disabled for Windowed mode when gameoptions finds Vista or Win7 on start up

**Screen/Window Size-** Set to 640x480 or 800x600. If you own the CD with the game enhancements you can additionally set the screen resolution to 1024x768, 1152x864, 1280x1024 and 1600x1280. The maximum game resolution is determined by your systems display resolution. If you have your monitor set to 1152x864 then that is the maximum size for the game as well. For CD ownersm a new setting named " Desktop" that , when set, automatically adjusts the game to fit the resolution your computer is currently set to and is particularly useful for widescreen monitors.

**Default battle pairing-** Choose your standard battle opponents here for when setting up a battle once the game starts.

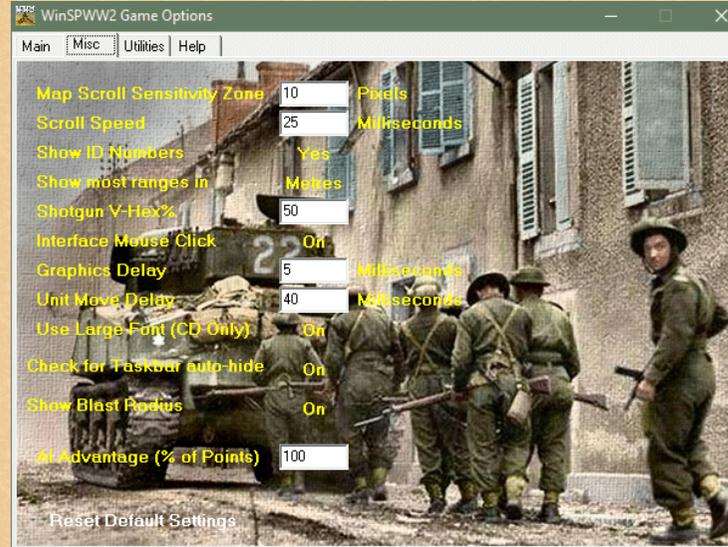
**Battle Date-** Presets the default battle date that appears for generated battles. Note that if the chosen date is out of range for the pair of nations selected then the game will choose a suitable default battle date which is in range for both. Click [HERE](#) for the list of nation availability dates.

**Windows Vista or greater / Windows XP or earlier-** Shows the operating system you have. This information is read and used by Gameoptions to determine the best way for it to run the game depending on what operating system you are using and if you are running windowed or fullscreen mode

**Play WinSPWW2-** Starts the game, closing the Options Programme, with the options as you have set up here.

**Exit-** Exits Game Options, saves the game settings you chose, but does not play the game.

## Game Options, Tab 2 ( Misc )



**Map Scroll Sensitivity Zone**- Sets how close to the edge of the map window the auto-scrolling starts to move the map. Set this to 0 if you do not like mouse map-edge scrolling. (NB - Mouse scrolling is not checked for in the edge portions of the map covered by the mini-map display).

**Scroll speed**- Sets how fast the scrolling works. Different machines and players will need different settings for optimal useage. 0 is scroll as fast as possible.

**Show ID Numbers**- Sets the game to show the unit and formation numbers in the game. Generally this is for OOB designers use, but it is very useful for reporting bugs to the design team, as you can then say "Unit 123 - Sherman V" which will point us to the exact unit in question, especially if there are several Sherman V's in that OOB.

**Show most ranges in**- Set the game to report ranges in Hexes, Yards or Metres.

**Shotgun V-Hex%**- Set's how often you will get the **The Camo Workshop** individual Victory hexes routine and how often the tradition 3 x 7 V hex clusters will appear

**Interface Mouse Click**- Turns ON or OFF the mouse sound F/X that are used when clicking on the various buttons etc in the game

These next two controls are critical to how the game runs and displays graphics. There is a huge range of different computer processors used to play the game as well as the number of operating systems can vary through a number of different versions of windows PLUS some players play the game on Macs and some use Linux so it is **VERY IMPORTANT** that players experiment with these controls once they have played a game or two using the default settings which we set up to work " good enough" for most but everyone's different



**Graphics Delay**- This adjusts the minimum wait between screen frames in Milliseconds ( zero is fastest ). Use larger numbers to slow down fast CPU's.

That is the basic advise we have given since adding the ability to change these settings. **Graphics Delay** controls how fast you see explosions or shots in the game...any **ACTION** in the game that is not unit movement is controlled here so if you think things are resolving too fast or too slow this is the control you want to adjust. If you play with fast artillery ON but find it's a bit too fast this is the control you want to adjust. On my machine setting that to 90 as an experiment slows fast arty down enough you could almost count the blast radius circles but if that is left at 90 for normal single shots hitting the target is far too slow to be practical.....but for fast arty on it's good. This control also affects how slow or fast an ATGM flies or a tank shot takes to run and how quickly and explosion takes to run it's cycle. Bombs or napalm slowed down with a high delay number shows every frame in the sequence so really high numbers are not recommended unless you have a lot of time to waste. Low numbers, for example 10 when used with blast radius OFF will show artillery resolutions almost as fast as having Fast Artillery ON but for example you cannot run fast artillery ON in a PBEM but with the graphics delay low, long bombardments need not be tedious but be warned when they are made too low they arrive at machinegun speed. This control works hand in hand with the **Animation Level** control in preferences. Animation Level controls how " detailed" the graphic sequences will be so if you have graphics delay set high but Animation Level set low everything will resolve slower but you might only see one mortar explosion for every three showing with blast radius on.



**Unit Move Delay**- This adjusts how long a unit "waits" on a hex in a multi hex move. If you feel the movement is too slow turn this number down. If you have a fast CPU and the units are moving too fast for your taste adjust this number higher.

If you like your units zippy then keep this number low, if you are the type of player who only moves one hex at a time it won't matter, but if you need to move a lot of units at their full movement and aren't concerned about enemy activity you might like playing with this set lower than default. Doubling the value will slow all movement to a very deliberate pace .

**It's important to experiment with these numbers as they affect how the game plays for you EVEN IF you have played for awile and like how it runs it's still worth trying variations as you may find you like something better than you have now.**

**Use Large Font (CD only)**- allows a slightly larger font to be used which makes for easier reading of the screen

**Check for taskbar auto-hide**- If set to ON the game will warn players that auto-hide is on and should be turned off in windowed mode. If set to OFF no warning will be given

**Show Blast Radius**- An external control to turn blast radius ON or OFF.

**AI Advantage ( % of Points )**- The Game Options launcher programme now allows CD game owners to easily edit the INI value for the **AIAdjustpercent variable** on the Misc Tab. Set at 100% for the default points, 120 to give the AI a 20% points advantage and so on. (Free game users can see this value but not edit it unless they manually do so in the INI file as described in the Game Guide section on AIAdjustpercent).

**Reset Default settings**- Resets all settings to "factory spec"

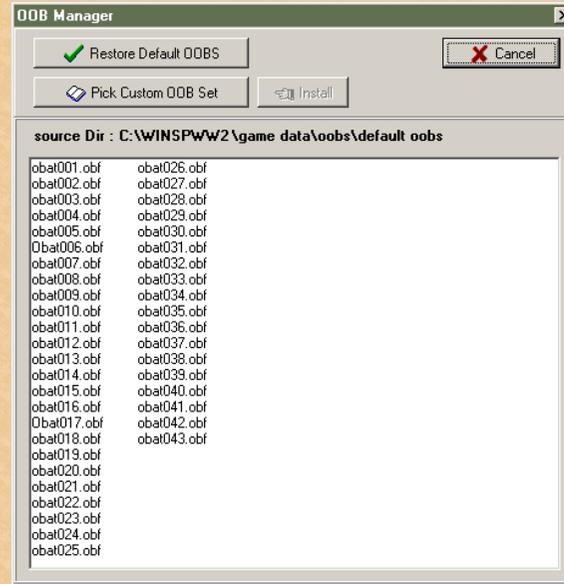
### GameOptions, Tab 3 ( Utilities )



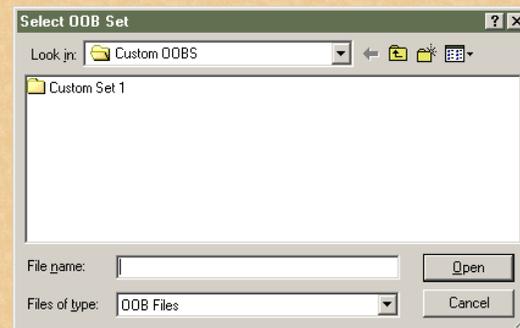
**PBEM Games** - Clicking on this opens the WinSPWW2\PBEM Games folder with Windows Explorer and allows PBEM players easy access to their PBEM files for zipping and sending to their opponents.

**Tournament Games** - Allows Tournament organizers easy access to the Tournament folder when sending out their games. This is only operational in the extend features CD version

**Manage OOB Sets** - This is a wonderful new feature for WinSPWW2 that allows players to store an infinite number of custom OOB sets and load them into the game anytime they want and be able to restore the default OOB's just as easily. It is no longer necessary to juggle custom OOB's that may come with a PBEM or Tournament game or even a special OOB for a scenario. The procedure is fast and simple. First click on "Manage OOB Sets and this screen will appear

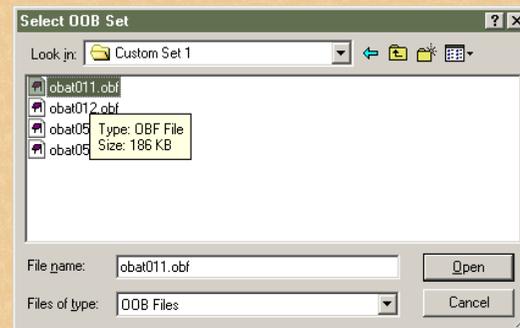


Next, click on the "Pick Custom OOB set" button and this screen will appear...

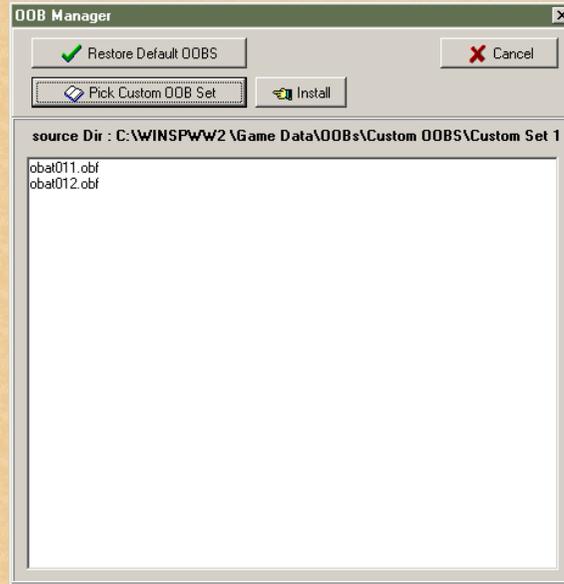


The game is issued with one folder as an example. The custom OOB's would be inside this or any other folder found under \Game Data\OOBs\Custom OOBs There are NO custom OOB's in there when you first open the game now but this is where you would create the folders to hold them.

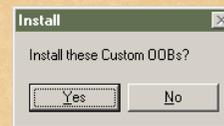
You do NOT need to make a complete set of OOBs. It can be as little as one OOB. This example below has four custom OOB's



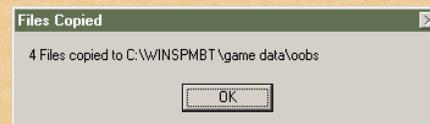
To load a custom set all you need to do is click on **ONE** of the OOBs then press the OPEN button. When you do this screen appears



Now press the INSTALL button and this screen will appear



Click on Yes and this screen will appear

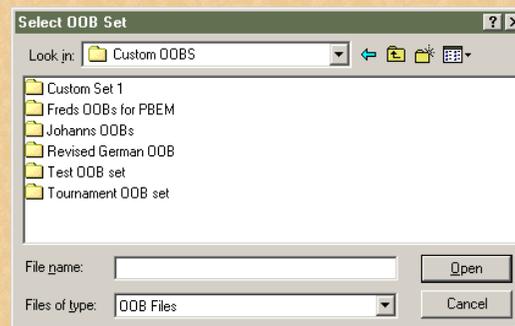


Your custom OOB's will now load when you start the game!

When you want to restore the default OOB's ( always a good idea when playing a scenario or campaign!) the procedure is quite simple.

Start up the OOB manager and when the screen loads click on the  button , answer Yes when the confirmation screen appears and all the default game OOB's will be reloaded.

You can add as many custom OOB folders as you can keep track of and name the folders whatever you like so you could have something like this after playing the game for awhile



There is no limit to the number of sets you can have on hand to load into the game and restoring the as-issued set is a button click away. You can edit the OOB's with MoBHack and save them with the SAVE AS button into the custom OOB folders. You can also run the cost calculator from the custom folders on individual OOB's. You **CANNOT** run batch calc on custom sets unless you do it from the main OOB folder. You can always restore the as-issued set afterwards as they are stored in another folder.

**NEVER** MoBHack the set of OOB's in the **DEFAULT OOB's** folder.

**ALWAYS** use the games set in the regular OOB folder as a starting point. Even if you feel the need to alter most or all of the OOB's for one reason or the other you should store them in a custom folder and load them into your game from there.

**MoBHack OOB editor** - Allows you access to our OOB editor. For more information on MoBHack please return to the GameOptions screen and click on the HELP tab then "MoBHack Help"

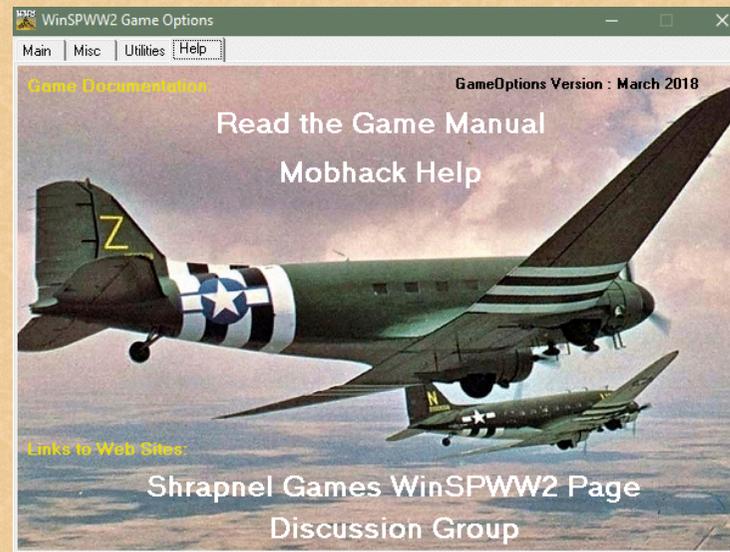
**OOB Cost Calculator** - Allows you to run the OOB cost calculator program . For more information on The OOB Cost Calculator please return to the GameOptions screen and click on the HELP tab then "MoBHack Help". When that help file appears click on "Running the Cost Calculator"

**Extended map editor** - Allows access to the new extended map editor with cut and paste capability only available as an extra feature on the CD. For more information on the new **Map Editor** click [HERE](#)

**ScenHack scenario Utility** - A utility for scenario maintenance that allows players to delete, move scenarios to another scenario slot (i.e. renumber), or to copy an existing scenario to another slot as well as providing extensive repair and editing functions for existing scenarios as an extra feature on the CD. For more information on **ScenHack** click [HERE](#)

**CampaignHack Campaign Utility** - Allows the conversion of existing DOS based campaigns to work with WinSPWW2 and allows the extraction of a campaigns scenarios into the scenario menu for alteration. Previous to this it was impossible to alter existing scenarios in a campaign without having the original scenarios in their original slots as an extra feature on the CD. For more information on **CampaignHack** click [HERE](#)

### GameOptions, Tab 4 ( Help)



**Game Documentation: Game Manual**- Start up the Game Guide from here

### Running The Programme Directly

You can of course run the programme by double clicking the desktop shortcut provided, or the actual EXE in the root folder. This bypasses the Game Options programme, and runs with the settings as currently set. If you have your settings exactly as you desire, this is the quick option.

### Tuning Your Machine



**Windows Vista and Seven**

Full-screen mode

Full-screen mode requires the use of a batch file which turns off the windows desktop and hence the Aero interface which interferes with the game's colour palette. The GameOptions launcher will **automatically** run the game using this batch (.CMD) file if it detects a windows Vista or later operating system.

Should the Windows desktop not be restored on exit from playing the game full-screen, press CTRL+ALT+ESC to bring up the Windows Task Manager. Start a new task "explorer.exe". Close Task Manager.

Note that under Windows Vista or greater, the ability to ALT+TAB out of the game as with Windows XP or earlier is no longer possible, although any programmes running when you started the batch file session may still be available - perhaps with palette reduced to 256 colour mode. In Vista or later, the batch file that runs the Full Screen game is designed to run the game exclusively. Should you require to work with other programmes (multi-task) while playing the game, then we recommend that CD owners play in "windowed mode" with desktop resolution.

#### **Windowed Mode**

The GameOptions launcher now automatically selects GDI mode when running in windowed mode in Vista or later operating systems. The game is fast enough in GDI mode, and no conflicts with the Aero interface will occur ( When DirectX is allowed palette problems can occur as Aero clashes with the 256 colour mode - even if the 256 colour "Compatibility Mode" setting is selected).

#### **Vista/Seven Compatibility mode switches**

These **are not** required to play the game due to the above mentioned batch file that automatically removes explorer during "full screen" mode, and use of GDI mode in "windowed" mode).

**Windows 8** does not need to run the batch file and GameOptions now detects that OS

The game wants as much real memory as possible, so for optimum performance, especially on lower end machines, try to run the game with as few other windows programmes running in the background as possible. Also, since many other programmes will fragment the main Windows memory, it is often a good idea to reboot the box and start the game as the first thing run. Do not run it in parallel with any other games! - only windows desktop type applications.

Screen Size is the first determinant of horsepower required. The larger the screen size you choose, the more pixels the CPU and graphics card have to push about. Especially with a lower end machine, you will have to find the screen size that suits your hardware's capability. The smaller the screen size you choose, the higher the performance you will get.

In **Full Screen mode**, only DirectX graphics are supported. The game will play in full screen mode using the resolution you specify. On regular CRT monitors, this is not a problem as the CRT will resize to fit, but on LCD type displays, the fixed pixels of these cannot resize. Different LCD type displays will handle resize requests differently. Some will play full screen modes at less than the native resolution in a "postage stamp" with black pixels to fill up to the native resolution. Some will interpolate the pixels to fit, which can make a fuzzy and/or stretched screen. Consult the user documentation of your LCD screen. In general it is best to choose the native screen resolution of your LCD screen. For those laptops which have non-standard display sizes outside the regular windows desktop sizes (e.g. 1450 pixels wide ) then try a resolution close to this, or avoid full screen mode and play in windowed mode.

Unlike many full screen DirectX games, we allow you to ALT-TAB out to the desktop from Full Screen DirectX mode. This is at your own risk of course!. However we have not noticed any real problems, except that sometimes on returning to the game you may get a "psychedelic" screen, as windows has destroyed the game palette. The cure for this is to go into a sub screen which disables and then re-enables the colour cycling. Thus if in the game screen, open the preferences screen and exit it and the game palette should be restored. This effect seems to be graphics card related. A few of our playtesters had this happen frequently, most had to really try to get it to happen and some never saw it. It also seems to be related to how many other programmes you had up and running either before you started the game, or tried to run while the game was ALT-TABBED to the task bar.

Full screen DirectX mode is the **fastest** graphics mode. There is no Windows desktop to worry about co-operating with. It will therefore likely be of most use to those users with older machines and/or graphics cards.

If you do not have the the CD version of the game, you can choose from the 640x480 or 800x600 full-screen modes only.

In **Windowed Mode**, the game will play in a fixed size window. The Window cannot be resized, due to the constraints of the graphics package used as the game core. The window will take up only as much of the desktop as is actually available after deducting the windows task bar. So if you have say a 1024 by 768 screen and select 1024 by 768 (or a larger size) then the window will take the full screen, barring the windows task bar, which will remain visible. If the window size is much smaller than the desktop, the game will play in a small fixed window.

In any case, you can minimise the game to the taskbar (sequences in play, such as enemy AI turns will **not** stop while the game is minimised - the game will be playing on. Use the replay feature, if desired, to see the result of the AI turn in detail. Can be handy to let the AI play while you handle some email ).

Windowed mode is the mode which is guaranteed to be "cuddly and friendly" towards the windows desktop, as opposed to full screen DirectX mode, where we do allow task switching with ALT\_TAB, but there cannot be guarantees. As it has to coexist with the windows desktop, it is somewhat slower than full screen mode. However, on modern machines there is likely not to be a noticeable difference. This is not a 3D shooter type game after all.

We offer 2 different graphics modes for Windowed mode. The Default is DirectX acceleration. Most Windows users will want to stick with this, as it is significantly faster than the Windows Graphics Device Interface (GDI). We also allow you to select the regular windows (slow!) GDI non accelerated mode. This may be handy for some situations where the DirectX drivers on your card are "flaky" perhaps, but mainly this mode is the only (as-is) support we give for non-DirectX systems. We see this as perhaps useful in non-Windows machines (Linux boxes perhaps?) which may have an emulation mode, but cannot handle DirectX calls. We have not tested the game on such emulators, and provide no warranty as to the fitness of this option.

There is no need of any external screen capture mode when using Windowed Mode. The normal Windows ALT-PRINTSCREEN will copy the window to the Windows paste buffer. Simply open up a normal paint programme (such as the supplied Microsoft utility) and select paste.

If you do not have the the CD version of the game, you can choose from the 640x480 or 800x600 windowed modes only.

**Map Scroll Sensitivity Zone** Is a value in pixels from the map edge where the mouse scrolling kicks in. This value is user selectable, as it is entirely up to you where you like your mouse scrolling to start from. Some folk like it very small in value (say 6 pixels) , others may prefer a large value. The edges of the map beside the mini map are not checked for mouse scrolling. Use 0 here if mouse initiated scrolling irritates you, and you want to rely only on pressing the mini-map to move around the battlefield. You may find you have different preferences for this if you play in different window sizes, and perhaps in full screen (In full screen, you may want say 1 or 2 pixels here, i.e. the mouse fully to the display edge).

**Scroll speed** is set in milliseconds (Unlike the previous game which used ticks which changed as CPU speed increased). We would suggest you try increments of 250 milliseconds (quarter second sized chunks) as you experiment to get this to your satisfaction. Again, you may find you want to change this to suit the current display type and size.

Where you are using windowed mode and the window is smaller than the desktop, you may want to move the mouse out of the game window to select another programme, on the desktop say. If you move the mouse too slowly, it may trigger an undesired scroll. To avoid this - simply move the mouse over the scrolling zone fast enough that the scroll is not initiated.



## Playing WinSPWW2

This game is a variant on SSI's Steel Panthers II. Game play is therefore similar, for any of you who have played an SSI Steel Panthers title before. However, WinSPWW2 is an extremely refined and extended product over the original baseline. Experienced SP players will do well to read through the notes provided, starting with the Main Screen section.

All players should at least read through the following tutorial. It is **HIGHLY** recommended you play this through, especially if you are new to the game.

# WINSPWW2 TUTORIAL

## Introduction

This Tutorial for WinSPWW2 is designed for players who are new to the Steel Panther's gaming system. It steps you through essential game play mechanics such as how to move, fire, and transport units, set up artillery bombardments, and call in airstrikes.

The WinSPWW2 Game Guide (GG), found in the Game Notes subdirectory of the installation folder, remains the primary source of detailed information about WinSPWW2. References to the Game Guide in this Tutorial will be made in *Italics*. We highly recommend that all players, including experienced grogs print it out and keep it near. New players using this Tutorial text should print it out in its entirety in order to follow along step by step while playing the Tutorial scenario.

WinSPWW2 is a very complex and detailed tactical war game, but learning the basics should be relatively easy and intuitive for most players regardless of their military knowledge or experience. Learning all of the many fine points and nuances of game play will take some time. We have found WinSPWW2 to be not only enjoyable, but also a rewarding learning experience. We hope that you will discover it to be equally enjoyable.

In addition to the tutorial scenario, many scenarios are appropriate for beginners. Here is a sample of relatively small and simple scenarios to get you started:

- 001-Organized Chaos, 8/39 Germany vs Poland
- 004-Graftrom's Raid, 3/40 Sweden vs Soviet Union
- 011-Gavrus, 6/44 Germany vs Great Britain
- 048-Seela's Pioneers, 8/43 Germany vs Soviet Union
- 062-The Plains Before the Rhine, 2/45 USA vs Germany
- 072-Sacrifice of the Few, 11/37 China vs Japan
- 099-The Viking's Castle, 1/45 Germany vs Soviet Union
- 113-Langemark at Narva, Day 1, 7/44 Germany vs Soviet Union
- 118-Market Garden Prelim, 9/44 USA vs Germany
- 267-Charge to Glory 9/39 Poland vs Germany
- 523-Becker's Battery, 6/44, Great Britain vs Germany
- 530-The Crossing, 9/43, Germany vs Russia
- 531-The Village, 9/43, Germany vs Russia
- 532-The Crossing Part II, 9/43, Germany vs Russia
- 533-The Village Part II, 9/43, Germany vs Russia
- 534-The Passing, 8/43, Germany vs Russia
- 535-Assault Ukraine, 3/44, Germany vs Russia
- 536-Hold Until Relieved, 11/43, Germany vs Russia
- 537-Assault Kursk, 7/43, Germany vs Russia
- 538-Hube's Pocket, 4/44, Germany vs Russia
- 539-Operation Kutzov, 8/43, Germany vs Russia
- 554-Chance Encounter: Mortain, 8/44, USA vs Germany
- 555-Higher Ground, 6/44, Great Britain vs Germany
- 616-Sherman Marches West, 6/44, Russia vs Germany
- 623-3rd RTR in the Rain, 5/40, Great Britain vs Germany
- 628-Kampfgruppe at Karachev, 7/43, Russia vs Germany
- 634-Short-Lived Offensive, 3/39, Slovak Republic vs Hungary
- 636-Jungle Fighters, 1/42, Japan vs ANZAC
- 638-Guryev's Headquarters, 10/42, Germany vs Russia
- 654-The Borders are Burning, 11/39, Russia vs Finland
- 673-Grebbe End, 5/40, Germany vs Belgium
- 685-Opening Fire, 9/39, Germany vs Poland
- 696-Taking the Left Tit, 5/44, USA vs Germany
- 707-Tankette Rampage, 3/36, Italy vs Ethiopia (Red)
- 717-Rude Mood, 5/44, Free French vs Germany
- 731-Chance Encounter, 2/41, Germany vs Great Britain
- 756-Break For Hungary, 11/43, Croatia (Germany) vs Yugoslavia
- 759-Hunters from the Sky, 3/45, USA vs Germany (small parachute drop).\*\* [advanced beginner](#) \*\*
- 760-Unlikely Allies, 11/45, Allies [India/Japan] vs Indonesia

## Starting the Tutorial

After game start up, you will already be presented with the Scenario List..

**Game Main Screen**



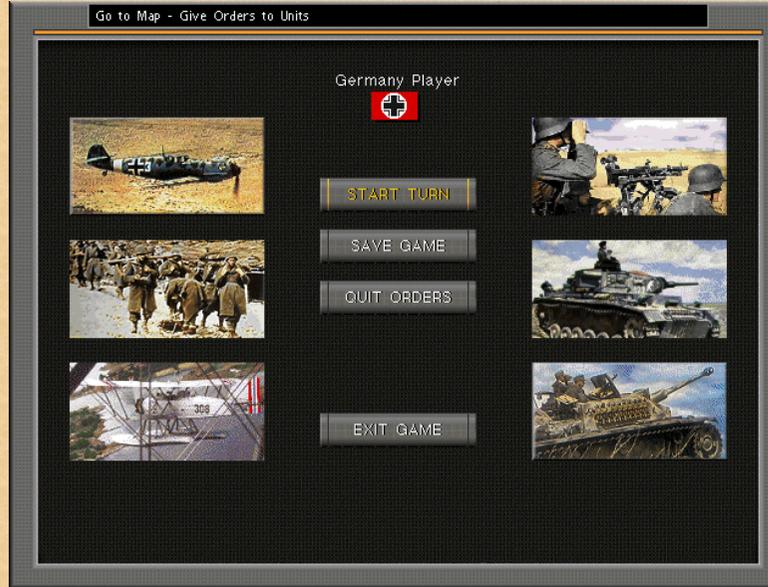
When the Intro ends you will be taken to the game's Main Screen with the Scenario List presented as the default selection. Left click on the first scenario, titled WinSPWW2 Tutorial and a brief description of the scenario will appear. Left click on Start and the Player Control Screen will appear. Here is where you can choose to set player 1 and 2 (Germany and Russia ) to either Human or Computer (AI) control. For the Tutorial, leave the selection at default with you as the Human Player 1 and the AI as the Player 2. Later if you want a challenge you can play again as the Human Player 2. Click Continue.

#### Player Control Screen



The next screen gives you the options of Start Turn, Save Game, Quit Orders (which means "End Turn") or Exit Game. Note that running your cursor over these buttons provides a brief description of their function on the message bar at the top of the screen. Click on Start Turn to get into the game.

#### Start Turn Screen



### The Tactical Screen

You now go to the Tactical Screen and your HQ Unit (which is you) is centred in the Battle Map Screen. The game first starts at max zoom-1 on the Tactical Map, so to better see what is going on lets zoom out a bit. Click on the magnifying glass button with the [-] or press the minus key on your keyboard. Do this 2 or three times and you'll have a better view of the Battle Map. The [+] button or + HotKey will allow you to zoom back in again.

The Tactical Screen is where most of the game is played. The actual playing area is composed of individual hexes, each hex approximating about 50 yards or meters. The hexes may or may not have visible borders depending on your in-game preferences (more on that later).

**Tactical Screen** (with hex borders on, movement outline on)



There are five main display sections on the Tactical Screen: The Battle Map which displays the battlefield terrain and units; the Unit Information Bar along the bottom of the screen; a mini-map in the bottom right corner that shows the overall battlefield; a set of 24 Tactical Control Buttons which you will use to provide "orders" to your units; a red message/information bar along the top of the screen. At various times, messages will also be displayed in the Unit Information Bar as well.

To see different portions of the Battle Map, move the mouse cursor arrow to the top of the Map screen to scroll up or to the right edge of the Map screen to scroll right and so on. Another way to quickly move to another location on the

map is to left click on that area within the mini-map in the corner. As you move your cursor over the map you will receive a description of each terrain hex tile on the red message bar at the top of the screen. This will tell you each hex's grid coordinates, relative elevation (an abstraction with no units such as feet or meters) and terrain type. As you move the cursor arrow over your units, the message bar will display the unit's roster number, its name and relative readiness status (more on this later).

Now take a moment to run your cursor arrow over the various buttons on the right of the screen.



Note that as you do, a brief explanation of each buttons function appears on the red message bar. Also, note that most of the buttons contain a letter or other symbol relating to equivalent "HotKeys" on your keyboard. During game play you can activate many functions or orders by either clicking on the appropriate button or stroking its corresponding HotKey. Actually, there are more HotKeys than there are buttons.

Move your cursor over the red question mark (?). The message says that this is the "go to the (in game) Help Screen". Left click it. This is the in game Help and the first screen displayed here is the "Game Help". The six buttons on the right will take you to five other in game help topics, identified when you run your cursor over them. Here on the Game Help Screen, you will find a detailed functional description of all of the HotKeys available during game play. As you will see later there are other times when different lists of HotKeys are used.... such as when you are designing your own scenario. Look over these HotKeys on the Game Notes page and remember that they are always available during game play via the Help button. Exit the Help and return to the Tactical Screen.

#### The Unit Information Bar

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A0> Headquarters      In Contact      SHOTS: 6:6:6      RANGE: 400 metres      Turn 1
Ready                  MOVES: 6 : 0
ENEMY SEEN: 0
Visibility 39
Length 10
    
```

During game play, the Unit Information Bar along the bottom of the screen displays the current active unit's (ie: unit selected) information as follows:

- The selected unit's formation designation number such as A0, A1, B0 etc. (Note: The scenario opens with the A0, Command HQ unit as the selected unit. Note that it's hex is outlined in red. To select other units in your force you can either left click on them in the map or scroll through them in sequential order by clicking on the Next (N) or Previous (P) buttons or HotKeys).
- The unit's name.
- The readiness/movement status such as Ready, Dug-in, Pinned, Retreating, Routed and unit speed if moving.
- ENEMY SEEN: indicates the number of visible enemy units.
- Shots: shows the number of times this unit may shoot during this turn. If there is more than one number then that unit has more than one type of weapon available. The number of shots for each weapon possessed by the unit is

listed in the order that units are listed on the Unit Information Screen. More on this later, click continue to return to the Tactical Screen.

- **MOVES:** shows the selected unit's number of movement points remaining this turn. Different terrain requires different numbers of movement points per hex of unit travel. If MOVES is not displayed then the unit may not move this turn. The second number, in blue reflects the units' movement range in water hexes.
- **RANGE:** shows the units attack range displayed in hexes, meters or yards (you select how you want the ranges reported to you in GameOptions start up screen from the Misc Tab). This range can either be the default max weapon range of the first weapon or a lower range that you can set with the Y Button / HotKey. If range is set to say 9 hexes (or 450 meters or yards) then this unit will automatically fire at any visible enemy that moves into range during the enemies turn. (this is called op-fire).
- **Altitude:** if the selected unit is a helicopter (Landed, Low or High).
- **Turn:** is the current turn number.
- **Visibility** is the farthest distance in hexes that any unit can see (due to time of day or weather conditions).
- **Length** is how many turns the current scenario lasts.

### Unit Information Screen

To get even more detailed information about a unit, select one of your Tiger tanks and right click on it to get its Unit Information screen. Here you will learn the unit's name, readiness status, CHQ Link (indicating whether or not the unit is in contact with it's leader), amount of suppression it has, weapon type(s), amount of ammunition available, experience, morale and leader information. Types of ammunition available include HE (High Explosive used against "soft" targets), AP (Armour Piercing Shells), SABOT (armour piercing, discarding sabot penetrators) and HEAT (High Explosive Anti-Tank). Also displayed is an armour diagram that indicates a unit's front, side, rear and top armour ratings for both the turret and hull sections. For much more information about the Unit Information Screen and its controls go [HERE](#).

Before continuing, select and the right-click on one each of your unit types to get a feel for their capabilities. You can read about these in more detail in [WinSPWW2 Unit Classes](#).

#### Unit Information Screen for the Tiger



#### Game Turns

Each scenario and campaign or Play By Email (PBEM) battle is made up of a number of turns, each turn equaling several minutes of real time. In one turn you get to move and fire all of your units and then your opponent gets to do the same. The Tutorial scenario has 10 turns. In each turn, both you and the AI opponent may receive incoming artillery fire (if appropriate) rally your units, load/unload transport vehicles, move and attack enemy units, receive enemy op-fire, and order up artillery fire missions, air strikes, recon flights and/or paratroop drops.

### Game Preferences

Now is a good time to change or set any game preferences and realism settings. Click the "Preferences" button on the bottom right of the Tactical Screen. This will bring up the Preferences screen. This is probably your first battle so these will be set at the "factory defaults". All realism settings will be on. For ease of play, you may want to turn the "Hex Grid" and "ID Tags" to ON. As you play the game, you can experiment with these values. They are all explained fully in the [preferences](#) section.

#### Preferences Screen



### Your Fighting Force

From the Tactical Screen press the Headquarters Menu button or H HotKey. On the right hand side of the screen, in green you will find the Unit Status List that lists the units in your battle force. They include:

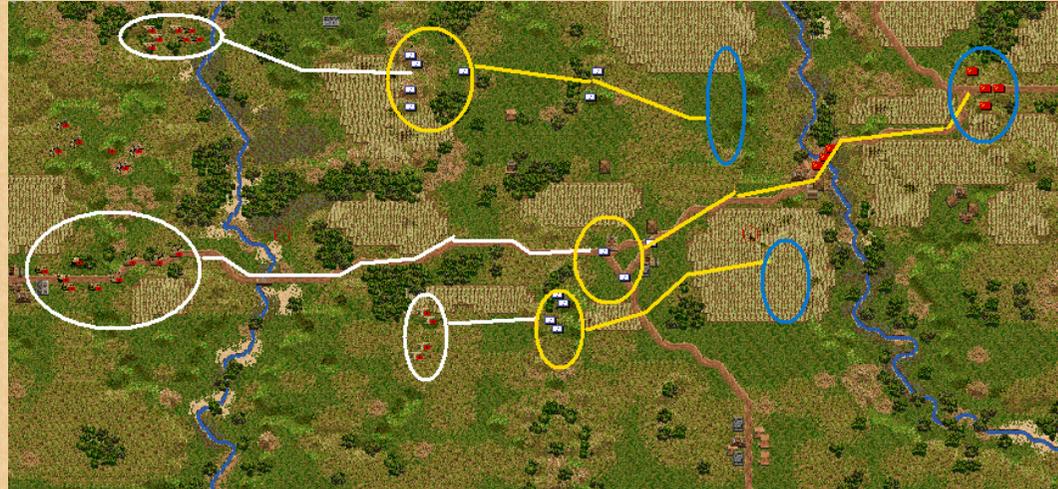
- A0 Kommandeur (Headquarters Squad – this is you!)
- B0-B3 Panzer IVh Platoon
- C0-C3 Panzer IVg Platoon
- D0-D3 Tiger Heavy Tank Platoon
- E0-E6 PanzerGrenadier Platoon w/Halftracks
- F0-F5 Scout (PzAufklaerer) Platoon w/Halftracks
- G0-G1 3.7cm FlaK 36 (Anti-Aircraft gun)
- H0-H2 12cm Mortar Battery
- I0 Kuebelwagon VB (Artillery Spotter)
- J0 Fiesler Storch (Spotter Aircraft)
- K0-K1 Ju 87D-8 Stuka ( Off-board )
- L0-L1 Ju 87G-1 Stuka ( Off-board )
- M0-M2 15cm Batterie (15cm Off-board Artillery Battery)
- N0-N1 Ammunition Supply

Note: The game guide contains an excellent glossary of military acronyms and terminology for several nationalities. Each unit with a "0" designator (A0, B0, C0 etc) is a leader who plays a vital role in rallying your troops and maintaining formation readiness (but note that casualties to your command units will cause another unit to take over the command functions of a formation). The "H", "C" or "P" letters in the left hand column of the Unit Status List indicate that this leader is in charge of a Headquarter, Company or Platoon formation. All new players should take a few moments to learn more about this and the other information and controls found on this screen in the [headquarters](#) screen].

### Your Plan

It never hurts to start a battle with a plan. In this battle you have been told the Soviet Union forces are also going to be advancing. You can safely assume they will try to capture the objective hexes not already under Soviet Union control. It will therefore be to your advantage to capture at least some of the unclaimed victory hexes as early as possible. This will force the enemy to attack you. You will be able to fire from a stationary and possibly unspotted position against his moving units, which will be much less accurate and more easily spotted. The zoomed out tactical map shows a rough plan to guide you during the game. Phase WHITE shows your starting positions and your movements during the first few turns to capture the left-most objective groups. Phase YELLOW shows how you hold those positions while the Soviet Union attacks, and advance when the attacks weaken. Phase BLUE shows the line of your victorious advance, with the main thrust in the center and supporting movements by two Panzer IV platoons. If all goes according to plan, you will occupy the blue circled areas at the end of the game. If you have a better plan in mind, go for it. Good Luck!

### **Battle plan**



White: Initial positions and movements during turns 1-3.

Yellow: hold positions turns 3-10, and second phase advance axis.

Blue: Final positions at game end.

### Your Turn One

Back to the Tactical Screen to finally play the game! Your units are spread out from top to bottom on the map, with the Kommandeur (A0) unit in the center. The Kommandeur starts out as the first selected unit when the Tactical Screen opens. You can cycle through all of your units by using the Next Unit (N) or Previous Unit (P) buttons or HotKeys. You can cycle through formation leaders by using the Next Formation Kommandeur button or "G" HotKey. From the Unit Status List or Unit Menu (clipboard icon button), if you click on any unit then you will be taken to that unit selected in the tactical Screen.

Moving your units: A selected unit is either in one of two display modes: either "view move radius" or "view LOS (Line of Sight visibility)". A red hex shaped border surrounds the currently selected unit. When a unit is first selected it displays lighter shaded hexes to show where it could move to given it's movement points available. Notice that the Kommandeur could move three hexes in any direction. This light area is the "move radius". To move the Kommandeur 3 hexes forward, just left click 3 hexes to the right of the Kommandeur. Now, right click on any hex on the hill just above the Kommandeur. The lightly shaded area now represents the field of vision that the Kommandeur has. Right click again about 10 hexes to the right of the Kommandeur. There is his field of vision in the direction of the reported enemy.

#### PLEASE NOTE

You may now reverse Vehicles in WinSPWW2 using the '8' key on your keyboard. Reversing uses 3 times the forwards move cost but allows you to keep your front armour pointed towards the enemy.

As the Kommandeur walked forward, he left his Sdkfz251/10 behind. To move that Sdkfz251/10 up into the same hex as the Kommandeur, select the Sdkfz251/10 by left clicking on it, the while holding down the shift key left click on the hex with the Kommandeur in it. The Sdkfz251/10 should move up and join the Kommandeur. Depressing the shift key allows units to move into the same hex as one another and must be used even when moving into a hex occupied by the enemy and/or a destroyed unit.

Find Panzer Platoon B southeast of the Kommandeur. Select and move each unit as far to the right as possible. Notice that movement in dusty terrain and good visibility produces dust trails. Notice also that as your tanks moved that their remaining movement points and shots remaining numbers became smaller.

Now find Panzer Platoon C and the mechanised scout platoon near the north edge of the map. You see that the PzAufklaerer units are in the same hex, but not loaded onto, the Sdkfz 250/1 halftracks. To load them onto a halftrack, first select a PzAufklaerer unit, click the "L" key or the "Load" button, then select the halftrack that was in the same hex (Note that if you have several units in a hex, it can be difficult to select the correct one. As you move the cursor, pay attention to the status info in the upper left of the screen.). The PzAufklaerer is now loaded onto the halftrack. If you select that halftrack, you can see the loaded units on the bottom of the status screen. Repeat the loading process unit all the PzAufklaerer units are loaded onto a halftrack.

Select one of the halftracks. Notice that it's move radius extends right of the stream. Let the cursor hover over the stream hexes and you'll notice that there is a ford in one hex, allowing faster movement across it and less chance of immobilization - but still a chance! You can further reduce the probability of getting immobilised by crossing at as slow a speed as possible. To accomplish this move the vehicles to the hex just left of the ford this turn (use the shift key to stack units). They can cross the stream at the ford next turn.

It is time to move the Panzer grenadiers and the Tiger Platoon. This time you will let each unit stay on the road for maximum movement. But first, you need to load all the Panzer grenadiers onto their Sdkfz251/1 halftracks (and you can load the Kommandeur onto his Sdkfz251/10). Repeat the load process you used for the PzAufklaerer in group F. Now move each halftrack along the road as far right as possible. Finally, move the Tiger platoon along the road behind the Panzer grenadiers.

If you happen to make a mistake and move a unit incorrectly, you may be able to use the cancel button to retrace your steps.  The Undo/Cancel button does NOT work if during your move you were fired on, you became immobilised, or you spotted OR WERE SPOTTED BY , an enemy unit. ( Remember, just because YOU didn't spot THEM does not mean THEY didn't spot YOU...and if you were spotted you cannot undo. These limitations are there to prevent cheating.

You have moved all the units you intend to on turn 1. There is no real advantage to be gained by moving any other units at this time. But before we end the turn, we will set up an air reconnaissance flight to get an idea of enemy dispositions. Although any "0" formation HQ unit with a radio can perform spotting with the exception of on map artillery units, you'll use the Kubelwagon VB for all spotting in this particular game because it makes all artillery calls faster, and allows you to adjust fire more quickly. So, left-click on the Kubelwagon VB, then click the Bombardment button or hit the "B" key. The bombardment screen opens. This is the interface through which you can perform the following actions through its 3 views:

- BOMBARDMENT VIEW: Assign artillery bombardment targets for on-map and off-map artillery units and tactical air strikes.
- SPOTTERS VIEW: Assign aircraft spotting runs
- AIRBORNE VIEW: Assign paratroop drops

Initial view **Bombardment menu**



Before we go on, you should know that the bombardment screen is much more difficult to describe than it is to use. The explanation is long-winded but once you've done it, the great interface will make it a breeze to use, and in most games, you'll review the bombardment screen every turn.

When the bombard screen first opens, it is set to the BOMBARD view by default. You can see which units you have available for plotting bombardments, which should be 3 120 mm mortars, 3 15cm Batterie, and 4 Stuka aircraft. Before doing anything else, click the "switch to" button in the lower right that should say SPOTTERS. This toggles the window to the Spotters view. You can see the Fiesler Storch aircraft there. Finally, click the lower right button again and it will toggle you to AIRBORNE view. You will not see any units available for plotting airborne drops.

## PLEASE NOTE

**As of WinSPWW2 version 6.0**, Artillery can no longer be plotted (including air transports and spotters) on turn 0, or 1 if the battle is a **meeting engagement** or you are the **delayer** or **defender**. A scenario designer can still plot artillery as he desires in his scenario, however. The AI may still plot fire as before. This is deliberate to penalise a human player who packs the approach roads. Note that the bombardment screen may still be entered to plot FDF gold spots, or toggle the blast radius display. The arty units just will not show up till post turn 1 if unavailable in the scenario for pre-game bombardment ***so you will not be able to plot the spotter aircraft or any bombardment in the tutorial scenario until turn 2***

For now, since you don't know where the enemy might be, you will not set up any bombardments. Click it twice more to take you back to the SPOTTERS view to plot the air reconnaissance mission.

The map on the left-hand pane has the same zoom and pan features of the main map. If you pan around the map, you'll notice several hexes containing a flashing yellow and orange circles with a number inside it (see below). These are pre-planned bombardment spots and were set up by the scenario author. When you plot a barrage, spotter, or airborne drop on one of these hexes, it has an especially quick response time.



Look at the first unit in the right pane, where the Fiesler Storch is listed. There are 4 buttons to the right of it. The button that looks like an Eye will take you to the unit details screen where you can view the unit status. The second button is the Spotting Mission button. You select this button to set up a spotting mission on the target hex. The red circle with the cross-bar is the cancel button. Clicking this will cancel the spotting mission for that unit. The Blue "plus" symbol is the Shift button. This allows you to shift the spotting run for the selected unit.

To plot a spotting run, pan the map in the left-hand pane until you see the bridge in the map. Click on the "hot spot" in the map. Then click on the "plan spotting run" button next to the Fiesler Storch. Look at the number on the far right of the row of buttons. This shows the turn delay. It will probably give you a number like 1.0. This means it will take place at the beginning of the next turn. If you want to start over, click the cancel mission button.

Now, since you don't want your spotter to get shot down before it reaches the target, check the aircraft approach direction. You don't want it to fly in over enemy lines. In the bottom right pane you'll see a button saying "Air Entry and Exit". When that is toggled to "Displayed", you'll see a set of arrows in the mini map in the bottom-right. These arrows show the aircraft entry and exit direction. Click on the buttons as shown in the image so that the aircraft will approach from the left and exit to the right.

Once you have plotted the spotting mission, click the exit button  at the bottom to exit the bombardment screen to take you back to the main screen.

### Ammo Resupply

Your Mortar teams are sitting beside an ammo supply .To resupply a unit that has run out of ammunition, move the unit next to the ammo carrier. Let the unit sit next to the ammo supply carrier for an entire turn. At the end of each turn, select the unit, right-click to get the unit information screen, and check the ammo supply. Resupply works based on a number of variables including suppression, and number of units resupplying at once. For a full description, read about ammo resupply [HERE](#)

### Save your Game

This is a good time to save the game. To save a game, click the SAVE button  which will take you to the Save screen. Click on an empty slot on the Save Game list. A new save game will appear on the left. The game name will be "T1 Nazi vs Sov, 8/43". This tells you it is Turn 1 of a battle between Nazi Germany vs the Soviet Union in August 1943. You can choose to type in a new name if you want, but let it default for now and hit the key. This will save the game, and take you back to the tactical screen.

Finally, on the tactical screen, click the Blue arrow , and type "Y" to confirm, to end the turn. You'll notice a pause as the enemy forces take \*their\* turn. You may experience an enemy bombardment at this time. Depending on how you moved, you may be spotted by enemy units, though it is unlikely this early in the game. During the AI turn, there is nothing you can do to influence events! You must wait until the AI move is complete.

### Turn Two

Your bombardment/spotting phase marks the beginning of your second turn. If all has gone according to plan, the spotter aircraft will make it's spotting run now. It will fly to it's designated spot, and will circle around that spot several times. In this case, because there is Soviet AAA present, it may get shot down. However, it will reveal valuable intelligence. Look for Soviet units marked in Red on the small inset map, and zoom for a closer view.

Some of the spotted Soviet Units.



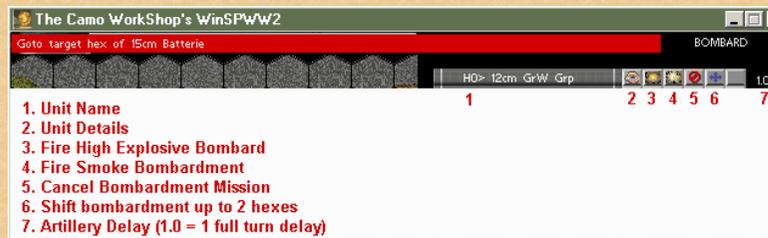
You continue the movements that you began on turn 1. Now you must start to be cautious. Some of the enemy tanks and self-propelled guns have been spotted. Formation E especially must be careful not to advance too rapidly. At the end of each unit's movement, click the "L" key or "LOAD" button to unload each unit. It's getting too dangerous to ride around mounted in the vehicles. Here are possible turn 2 positions for your forward formations.



At this point, you may or may not have any possible enemy targets on screen. Even if you do, it may be worthwhile to wait until next turn before firing. Because all your units have moved, any shots will have a severe penalty for a moving vehicle. So we'll wait until next turn.

Instead, go to the bombard screen by first selecting your Artillery Observer unit, then select the Bombard button or hit the "B" key as described earlier.

Look at the first unit in the right pane, a 12cm Grw Grp (120mm mortar). There are 5 buttons to the right of the unit. The button that looks like an Eye will take you to the unit details screen where you can, for example, see how much ammunition it has. The second button is the High Explosive bombardment button. You select this button to set up a fire mission on the target hex. If this button is blank, it means the selected unit cannot fire an HE fire mission. To the right of the HE button is the smoke button. Most artillery other than aircraft is able to fire Smoke bombardments. The red circle with the cross-bar is the cancel button. Clicking this will cancel the fire mission for that unit. The Blue "plus" symbol is the Shift Fire button. This allows you to shift fire for the selected unit.



Just like you previously assigned a target hex to the spotting aircraft, now select one hex –preferably a “hot spot” hex – and select one or more artillery units to bombard the hex by clicking the High Explosive button. For example, you could pick hex hotspot 9 on hex 68/29, and assign every artillery and air unit to that hex. Since it is approximately in the center of the spotted units, that would not be a bad strategy. You should see a delay of 1.0, meaning the artillery barrage will take place at the beginning of the next turn – turn 3.

If you want to shift the spotting mission from the original hex, click the shift button, and you'll see a blue circle appear on the map showing a 2-hex radius. You can click within this circle on the map to shift the artillery fire with minimal delay – usually less than one turn.

**Hint:** Always first click on the unit name before selecting one of the other buttons. If you don't, you may be changing the wrong unit.

*Although it is not relevant to this scenario, you can also assign bombardments during pre-game setup if playing a battle-generated game or a campaign game.*

You are now done, so click the End Turn button.

During the Soviet turn, Soviet units may fire on any of your units they can see. Or, your units might use Opportunity Fire, and shoot at any Soviet units that they have spotted. OP fire only takes place if an enemy unit moves OR shoots while in LOS of one of your units. OP fire does not always occur though, because it is effected by the suppression of the unit, whether it has any shots left, whether it has the right kind of ammo, and other factors. Hopefully, at the end of the Soviet turn you have not incurred any more casualties.

### Turn Three

Now your forces have really started to taste combat. In the south, several infantry units should be visible to your tanks on the hill. Select one tank from platoon C. In the status bar, note if there are any “Enemy Seen” indicated in the lower left. Keep selecting your tanks until one tank has at least one enemy seen. Then select the “T” key or hit the “Target” button. You will see a red line draw from the tank to the nearest enemy unit. ( this example shows targeting from a Halftrack to an armoured car )



Now click the “F” key or hit the “Fire” button. Your tank will shoot some or all of it's weapons at the unit. You can continue to fire until all the shots (or the ammo) are exhausted.

### Targeting an enemy unit using the " W " HotKey

The " W " HotKey allows a player to specify one weapon only to fire at an enemy unit. Let's assume you spot an enemy crew but do not want waste your main guns HE ( or HEAT ) ammo firing at them and would rather just use a

Machinegun. Using the " W " key you can easily specify only one of your weapons to fire assuming they have the range to do so.

To correctly utilize this feature follow these steps

If you have not fired at this unit yet select the "T" key or hit the "Target" button and when the unit you wish to fire at is targeted press the "T" key a second time. Pressing the "T" key a second time locks in the target. . Now press the "W" key and you will see a sub menu appear on screen that looks like this



Let's assume you wish to fire only your CMG at the crew. Press 2 on your keyboard and only the 7.92mm MG34 CMG will fire.

If you have already fired at the unit you do not need to go through the targeting sequence a second time as that target has already been locked in so just press W and you will again be able to select a single weapon to fire.

The "W" key allows you to select just one weapon to fire but let's assume you want to fire ALL your MG's at that crew but not your main armament. In this case RIGHT CLICK on your own unit, click on the main gun ( it will turn blue when out of service ) , press CONTINUE then target that crew and when you press the fire button all the weapons you have that are in range EXCEPT the main armament ( which you turned off ) will fire at that crew. When you are done DO NOT forget to turn the main armament back on otherwise if the enemy moves a tank in range on the next turn your vehicle will not be able to opfire with it's main gun

Continue to select targets with Tank Platoon C until you can no longer fire. In the north, move your scouts over the hill to cover, while in the center you should keep your vulnerable infantry in place, but move the Tiger tanks as far forward as possible.



Click the End Turn button to end your turn. During the Soviet movement phase your tanks will probably fire on several moving enemy squads and perhaps tanks. Pay attention to where any fire is coming from. Unspotted enemy units are good potential targets for your artillery fire. At the end of the Soviet turn, your artillery and air strikes will land in the area east of the crossroads. Unless it lands on previously spotted units, you won't know exactly how much damage it did. But it will make some pretty shell holes.

## Turn Four - Seven

First thing, take a look at some of the enemy units that should now be visible. Pan over to the field east of the cross-roads. Place the cursor over an enemy squad and you will see its status displayed in the left half of the top status window. In this case, the unit is Ready, and moving at 7mph. This tells you the unit moved last turn (making it more vulnerable to your fire), but it can still fire back at you. Units may be "Pinned" which cannot move and are less likely to fire back, "Retreating" or "Routed".



If you Right-click while the cursor is over this unit, you will see the enemy unit details. If you are not already familiar with a specific enemy unit type, it is always a good idea to check the details. You can see what weapons the unit has, how many men, etc. If it is a tank or other vehicle, it will also show you what its armor values are.



Pressing "I" will bring up this screen giving you more info on that unit.



Now as before, check each of your platoon formations. Let Panzer platoon C continue to defend the hill in the south and fire on any spotted enemy squads and tanks. The tiger platoon and panzer grenadiers should make a slow advance along the road, firing at any enemies that appear. The Tiger tanks will be almost invulnerable to any enemy tanks. In the north, Panzer platoon B should occupy the objectives and wait on the hilltops.

During the next few turns, Soviet tanks, armored cars, assault guns, and infantry will attack all of the objectives. Continue to play conservatively. If you need to move to a better firing position, click to move one hex at a time. Fire with your tanks at any spotted enemy units. Give a priority to other tanks and armored cars, and infantry that is moving.

When your units are being shot at by the enemy, they will tend to gain suppression. Remember that the suppression value is listed in bottom status screen. You can see this effect by checking the suppression before you fire on an enemy unit, and assuming you get some enemy return fire, it will usually increase. Since lower numbers are better, click the Rally button if your unit has gained several points of suppression. Reducing suppression will increase its chance to hit.

The Soviets have several types of AFVs in this battle. One of the most formidable is the SU-152. It has a large caliber gun (though with poor accuracy) and is more heavily armored than the accompanying SU-76 assault guns, BA-64 armored cars, and T-70 tanks. Whenever possible, use the Tiger tanks to shoot at these behemoths.

One more hint. Infantry – especially scouts – have better spotting ability than tanks. If tanks shoot at an enemy infantry squad and it “goes to ground” and disappears from view, then selecting a nearby infantry unit (causing it to be the “spotting” unit) will often cause the enemy unit to become visible again.

Review your artillery status at the end of each turn before clicking the “End Turn” button. Make sure that artillery is not drifting over your own units, and readjust if necessary. Remember that artillery barrages may drift, so do not place them too close to your own units.

### Turn Eight and Beyond

Unless you've had terrible luck, there should be large numbers of burning enemy tanks, and few or none of yours. If there was little activity during the Soviet portion of turn 7, it is now time to resume the advance. Remember that the northern and southern forces will advance due east and anchor your flank on the riverbanks. You Tigers and Panzer grenadiers will move along or parallel to the road, cross the bridge, and capture the remaining victory flags.

If you look along the road in the Soviet side, you may see some new reinforcements appear. These are T-34 tanks, and pose a real threat to all your tanks, even the Tigers if you let them get too close. So, advance all your units, but lead with the Tigers, and kill the T-34s while as far away from you as possible. You may encounter single enemy squads and tanks in the fields. The way to deal with them is to concentrate on one at a time, using overwhelming firepower on each one to destroy or rout it before moving on to the next.

You may suffer some casualties and tank losses to enemy artillery and air attack in addition to any losses from ground fire. Welcome to the war! Despite your losses, continue to push onward. By now, you should have parity in numbers and the Tigers give you a distinct advantage in firepower even over the SU-152 and T-34 tanks.

As you continue to move forward each turn, your tanks may come under fire of enemy anti-tank guns (ATGs) emplaced on the opposite bank of the river. These are small-caliber and the range is relatively long for those guns, but you may have a kill or immobilization from them among your PzIV tanks. You can either keep moving and try to spot and shoot the AT guns, retreat temporarily out of range, cover your advance with smoke, or hit the suspected anti-tank guns with your artillery.

### Battle Results Screen

When you finish the last turn (or possibly before, if you have already captured the objective hexes and destroyed the enemy HQ unit, and destroyed or routed 5-% or more of the enemy units) you will be presented with the Results screen (below ). Victory criteria are based completely on Victory hexes held at the end of the game, **and** the number of friendly and enemy units destroyed. A greater-than **8:1** margin is a “Decisive” victory. Between **8:1** and **2:1** is a “Marginal” Victory and if your result was between **2:1** and **1:2**, the result will be a draw. Here, the score of 5331 to 1091 which gives a Marginal Victory. These are, however, artificial lines. **Many scenarios are simply victories or defeats where if you have more points at the end than the AI... "You win".**

The buttons at the bottom of the screen allow you to see the situation at the end of the game. This is the FIRST and ONLY time you can view the enemy unit side.

### Battle Result Screen



In this case, the result of "Draw" is confirmed by the Message Screen where you are told how you performed in this battle. Note: These messages are generic for each battle type but can be customised in a User-Designed Campaign.



### Conclusion

We hope one lesson you learned from this "simple" scenario is the importance of combined arms and sound tactics. Throwing just tanks, or just infantry, at an opponent will usually meet with disaster. Artillery and airpower alone cannot occupy ground. You need to intelligently combine the armor, infantry, artillery, and airpower to defeat the enemy. The full game guide, which should be your next stop, has some excellent hints on tactics and descriptions of the various nationalities.

Click [HERE](#) for more hints on tactics in the GG.

Good hunting!



## Main Game Screen



<b>Saved Games including</b>	
<b>PBEM Saved Games and</b>	Press this button to get a list of your saved games for each type. Pressing the button will cycle through all three save menu options
<b>Tournament Save Games</b>	
<b>Scenarios</b>	Press to see the scenario list (default view on start)
<b>Campaigns</b>	This button will take you to the campaigns main screen
<b>Battle</b>	Build and play a one off battle to your specifications
<b>Editor</b>	This Button will take you to the scenario editor
<b>Preferences</b>	This takes you to the preferences screen where you can adjust game parameters

<b>Encyclopaedia</b>	Browse the equipment encyclopaedia
<b>Help</b>	Provides some basic in-game help
<b>Exit</b>	Terminates WinSPWW2
<b>Start</b>	Start playing the selected Scenario, saved game etc.

## Playing a one off battle



Select the 2 nationalities involved by clicking on the appropriate flag on either side of the dial (the green indicator will light to indicate which is current) and then click on the required nation's flag from the group on the top half of the screen.

**Battle date**, use to set the year and month of the battle. Note that some nation's flags will appear and disappear as time changes, or will change due to political circumstances (French flag to Free French for example). The game restricts the time frame to the lesser period of the 2 nationalities selected, so if you simply want to cycle through from 1930 to 1946, it is best to set **both** the initial countries to 2 available right from 1930 to 1946, for example UK or Germany or USA or Russia, **then** set the 2 'real' players **after** setting the battle date.

**Player 1** goes first, and is normally the human player when playing against the computer. Player is either human or computer (it is possible to play computer AI versus computer AI, if so, use the **space bar** to break into such a game at the next move end). A human versus human game assumes a Play By EMAIL (PBEM) game, but it is perfectly possible to play on the same PC versus a friend by this method (Hot Seat play). See PBEM games section. NB: A computer versus computer game will pit the AI to play both sides in a sort of "demonstration" game mode. If you start such an AI v AI game, simply press the space bar when you have seen enough, should you wish to terminate the game before the end, or to intervene. The game will halt at the next player break, then you can then choose to exit or break into the game and intervene as you like.

The **purchase** button determines whether the computer selects the force, or the human player does. Usually left at human for human players. You could of course set this to human for your AI opponent, should you wish to set this yourself for some reason (at a loss of any surprise element).

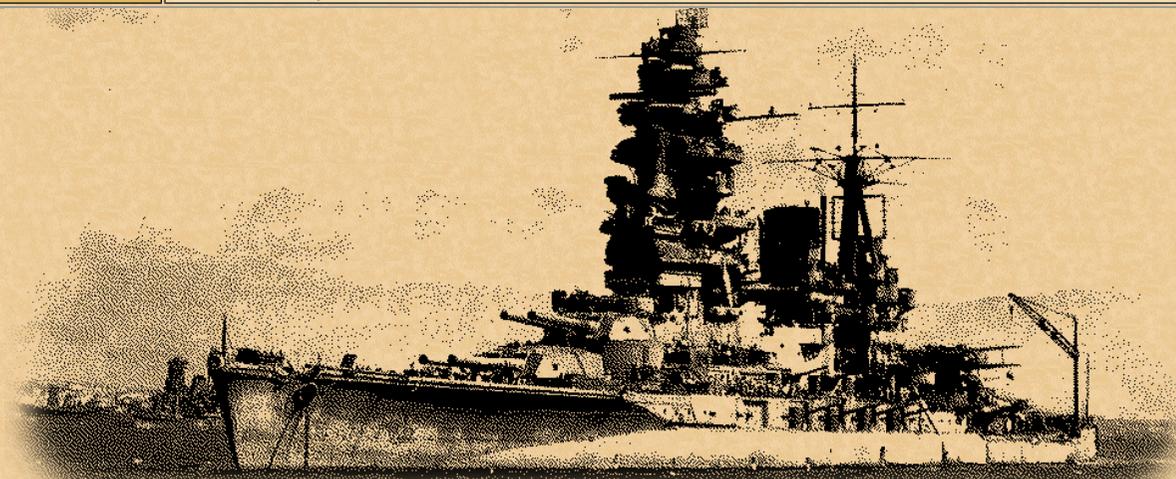
**Deploy**, selects whether the computer or the human deploys your forces at game start, again it is recommended that the human deploys his own troops. Note that if you take computer deployment, you may find troops deployed outside the legal areas for a human deploy. The auto deploy uses the AI deploy, and it is allowed this. Note that in a human plays human game (PBEM or on the same PC), setting human player 2 as 'computer purchase' does **not** work, player 2 will always be asked to manually buy his force. You can select human deploy here for an AI player, if perhaps you want to set up a specific situation (for testing purposes perhaps), again with a loss of any surprise element.

**Water Conditions**, this selector becomes visible if you select an **assault** type battle, and allows you to select the water conditions including river width where 0 is a sort of part dried up river bed.

The **Battle Arrow**. Click on the increments along the bottom to change the **battle type**. The default is the meeting engagement.

Battle Type	Description
Meeting Engagement	Both sides advance and try to take the various victory hexes on the map, dealing out casualties to the enemy whilst trying to reduce their own. Both sides get the same points to buy troops. Victory points per hex tend to be low, so points scored for destruction of units tends to be as equally important as taking objective hexes. 3 objectives deep in each sides own area are pointed relatively high, to reward a deep thrust into enemy territory if the shotgun type of victory hex assignment is used. NB- Victory hexes can overlap thus adding their value, there may not always be 21 visible.
	One side (depending on the direction of the battle arrow) is making a hasty attack against an enemy who is in a defensive posture, but has not yet had time to dig in and prepare static field defences.

<b>Advance vs. Delay</b>	<p>The attacker gets more points than the delaying player, but the victory hexes are in the defenders part of the map, and the defender gets a larger area to deploy inside.</p> <p>Victory hexes are more valuable than in the meeting engagement, so the attacker should focus on taking these whilst minimising his own casualties, destruction of enemy troops being regarded as a bonus. The delaying player wants to inflict maximum casualties on the attacker while remaining in possession of as many victory hexes as possible at game end, without losing too many troops in the process.</p>
<b>Assault vs. Defend</b>	<p>The attacker is making a formal assault on a prepared enemy position, the defender gets less points than in the delay, but is allowed to buy fortifications and field defences, mines and dragons teeth etc. All the defenders troops are dug in as well.</p> <p>Objectives are far more valuable than in the advance/delay battle.</p> <p>There are several assault sub-variations as set out below.</p>
<b>-Plain assault</b>	<p>This is played out on a normal battlefield. No special buttons have been pressed, but the <b>water conditions</b> setting for a random wide river can be used, this does NOT generate a river crossing (so no rafts are issued for example!), and is best left for a human versus human game only. The default assault battle type.</p>
<b>-River crossing assault</b>	<p>Use the <b>water conditions</b> button to select 'Wide river, North to South' and the assault becomes a river crossing.</p> <p>A wide river extends down the map centre, and any bridges are usually blown. The attacker needs to cross the river to get to the objective, and the defender gets to sink lots of rubber rafts. Usually a turkey shoot when the human plays the AI, it can be moderately difficult for a human playing against the AI, and a tough game to play human versus human. All attacker infantry squads carry a rubber raft, but you will as the attacker require to buy barge carriers (carry a barge each) to get vehicles across. Helicopters very useful to the attacker, and possibly to a defender who has a long front to cover (e.g. on a wider map).</p> <p>Note: there is a limit to the number of attacker units at about 400. This is intended to leave a "pool" of free units to generate rafts from. If the attacker has 400 units, he can only have a maximum of 100 infantry in the water in rafts (minus any deployed barges) at any one time. For example, if he had only 300, then he could have 200 active rafts.</p> <p>In WinSPMBT many APC's can swim, meaning the river is less of an obstacle than in WinSPWW2, but your AFV's will still need to be barged across so you will need to buy <b>BARGE CARRIERS</b> to do so.</p> <p>Barge Carriers already carry a barge when you buy them so you <b>do not</b> need to buy separate barges as there is no way to get them to the river without the Barge carriers. The only time you would buy a barge without the carrier vehicle is in Beach Assaults where you always start on the water</p>
<b>-Beach assault</b>	<p>Use the <b>water conditions</b> button to select 'Beach'. Half the map (the attacker's half!) will be ocean, and the attackers units will be deployed in amphibious transport. The attacker gets naval artillery support, not field artillery in this one. Note that there is a limit to the attacker's total number of units, as the transports require to be allocated from the total number of units available to him, about 350 units maximum.</p> <p>The attacker has to cross the water in transport and then fight over the beach to the objectives, and the defenders task naturally enough is to stop this process as bloodily as he can. The defender should try to sink as many incoming transports while still in the water as he can, using say pillboxes with large guns, or driving tanks to the water edge. He may also lay mines and so on to make the attacker's task more interesting.</p> <p>Similar to the water crossing in difficulty, the attacker should use smoke to mask his approach, the defender should plan to paste the unloading area of the beach with artillery. Again, against the AI, usually a shooting gallery for a human player, moderate difficulty for a human versus the AI, and perhaps quite challenging as a human versus human game. Helicopters very useful to the attacker.</p> <p>Once Thermal Imaging sights become common, this will likely be a 'turkey shoot' for the defender unless the area overlooking the beach is very highly saturated with high explosives!. Consider a narrow thrust in those conditions rather than a broad front approach. Find the weak spot and exploit it.</p>



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<b>Visibility</b>	This button selects the maximum visibility in hexes from 1 to 99. (In this game visibility covers both night and fog, rain etc.). Note low visibility (less than 40 hexes or so) means that air strikes are unlikely to be allocated, even if set to a positive number in the <a href="#">preferences</a> screen, as visibility is too low at the airfields for flying that day.
<b>Map</b>	Leave at <b>random</b> for a computer generated map, or <b>load</b> to use a map previously created in the game scenario editor and saved in a map save file (ensure that the map will be correct for the season etc. of the generated battle as this information (season) is <b>not</b> part of the map data, but comes from the scenario data, a 'white snow' map loaded into summer just means that you have white ordinary summer grass hexes, barring any special tiles like deep snow).
<b>Map Size</b>	Use to select a map size from the list for the random map generator. A loaded map will override the settings here. There are now 180 map sizes to choose from ranging from 20x20 hexes up to 200x160 hexes
<b>Preferences</b>	See the preferences section, but there you would set up things like aircraft availability, buy points etc. Understanding the game preferences is most helpful in generating battles.
<b>Continue</b>	Go on and set up the battle with the selected parameters.
<b>Exit</b>	Abandon this process, and go back to the game main screen

## Purchase Screen

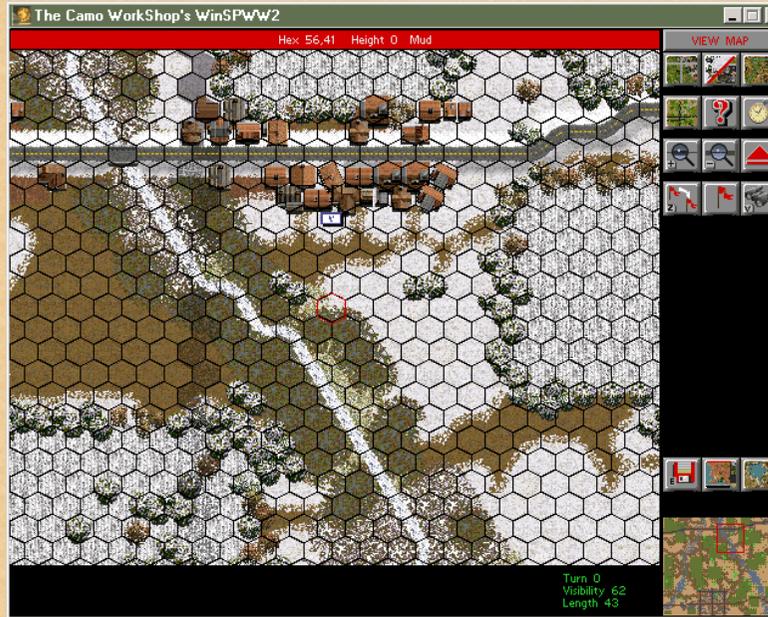


(Note that if you selected the computer to buy your units you will skip the purchase screens and go straight to [deployment](#))

<b>POINTS</b>	<p>The important bit, how much you have left to buy toys with. Player No 2's points depend on what player No 1 spent, and are multiplied or reduced depending on the battle type, if Player 1 is assaulting and spent 2000 points, then Player 2 will have rather less than 2000 buy points when it is his turn to purchase.</p> <p>Note, even if player 1 selected max points, but only spent 2000 of that, then that 2000 will be the basis of player two's point allocation and not the max points.</p> <p>Exception, if player 2's points are not set to XXX in the <a href="#">preferences</a> screen he will get the value set for player 2 in the preferences screen regardless of player 1's buy.</p>
<b>View map</b>	<p>Allows you to look at the map you are going to play over, and it is usually a good idea to look at the ground first before buying your troops. (A whole bucket load of expensive long range tank types who really want wide open fields of fire may be somewhat embarrassed if the battlefield is closed woodland and/or it is night time!).</p> <p>Map side is determined by the 2 sides involved. You will usually know your side by any victory hexes shown in your colours, or the oppositions. Game play is always left to right.</p>
<b>Encyclopaedia</b>	Look at the stats for the game units, useful info when buying things.
<b>Mission</b>	Tells you what you are going to do, and against whom just in case you forgot, or are player 2 in a PBEM game set up by somebody else.
<b>Max Points</b>	Make the maximum points available to buy troops, if you want this use it <b>before</b> buying anything as it goes away immediately something is purchased. Only available to player 1. (Remember, the player 2 opponents buy is based on what player 1 actually spends, not what was initially allocated)

<b>Repair Points</b>	When buying support troops in campaign battles other than the first one. If you have 1000 or more Repair points left, you now have the option to spend 1000 campaign repair points in order to purchase 750 Build points for support troops in this battle. The button will disappear once you have either less than 1000 repair points, or you have exceeded the maximum points allowance. The button replaces the generated battle "Max Points" and is titled "Use Repair Points". The help string is "Spend 1000 Campaign Repair Points (XXX remain) to gain 750 Build Points for support troops now" where XXX is the amount of repair points you have accumulated. It does not appear in the first battle of a campaign as you will not have gained any repair points at that point.
<b>Base Experience</b>	This tells you what your army's <i>average</i> experience level is, 70 is the basic level, more experienced troops will cost more and be more effective, less cost less, but perform less well. Set in Preferences, either user selected or based on a year by year national troop quality.
<b>Force value</b>	The <b>true</b> cost of your troops bought so far ( <b>not</b> the actual points spent), as there is variance around the selected average base level when a formation is created (actually bought), some of the bought troops will be much better than Base Experience and some rather less in the formations you have purchased. This indicates the true points value of your men, not the basic 'book' value you paid in points.
<b>Unit List</b>	The list of things you have bought so far, this grows as you buy things. To delete something you have bought, click on it in the Unit List and it goes away.  <b>Note</b> , it deletes by <i>platoon</i> , and the next unit bought will use that platoon slot. Deleting a platoon from under a company type HQ makes a 'short' company with less platoons under command. Any individually bought platoons go under the A0 unit's direct command (A Company, or the HQ Company in organisational terms). All company HQ are under A0, and their subordinates are under them for rallying purposes. In the deployment menu in turn 0 (set up) you can now <i>cross attach</i> platoons under different company HQ.  Note that the overall HQ unit (A0) cannot be deleted, this is <b>you!</b>
<b>COST</b>	At the top of the Unit List, How many points you have spent on buying the listed troops. This will not necessarily agree with Force Value! You pay 'book' price based on Base Experience (and any unit quality modifiers), when the bought formation is created, some of the troops will be better experience, some lesser around the mean of the Base Experience.
<b>ARMOUR</b>	View a list of the tank type units you can purchase, <b>NOTE</b> : some armies might have say soft skin AT units here, as they are considered part of the tank forces (like WW2 USA towed Tank Destroyers). Some may have armoured SP guns and Flak units here, it depends on the OB designer.
<b>ARTILLERY</b>	View a list of your artillery types, Off and on map artillery, forward observer teams, AAA, both towed and SPA, some SP AT units will be found here, AT guns and Naval Artillery etc.
<b>INFANTRY</b>	See what you have available in the grunt category. Some light infantry support weapons types may be available also in this section.
<b>MISC</b>	Oddments which do not fit elsewhere, APCs, trucks, some scouts, barge carriers, and most importantly, <b>aircraft</b> are found here when made available, except for integrated air transport + passenger formations, which appear on the Infantry page..
<b>ALLIES</b>	This takes you to a screen where you can change the troops nationality that you are buying to any other allowed nation at that point in time. From that point on, the troop choice is from that list, as and until you reset it back to your preferred main nationality.  <b>SET ALLIED</b> is the default, the troops bought will appear with their own national ID flag, and their leaders will be taken from that nation's leader table, not those of your main army.  You can elect to <b>SET CAPTURED</b> to use those troops as part of your force, but as captured items. They will display the same nationality flag as your main army, and their leaders and crews will be taken from your main army types and troop quality ratings, e.g. if you were German, and changed to Soviet, and bought some T34s after pressing <b>SET CAPTURED</b> , you will have T34 tanks, but with German ID tags crewed by Gefreiter Schmidt, rather than with Russian flags and crewed by Sterleit Romanov. As well as 'captured from the enemy', this can be useful for utilising Allied kit not in your OB but with your own nation's crew (and ID flag), rather than the provider nation's.  There is no restriction as to whom you can have as allies, so use this facility sensibly :-).  In order to return to your main army, say after a purchase of some captures or allies, just go back to the allies screen, press the flag of your main army, and select <b>SET ALLIED</b> .
<b>DONE</b>	Finished all purchases, go on to the next stage and <b>deploy</b> .
<b>Units</b>	Totals how many playing pieces you have bought.
<b>Mines</b>	If you are defending, totals how many mine buy points you have bought to build obstacles with later on in the deployment phase.
<b>Remaining Flights</b>	If you are allocated air support a total of the number of air formations (not individual aircraft!) you have available. Strike planes (Attack air, attack helo, spotter, bomber and SEAD plane) formations reduce the strike number by 1 per formation bought, number of planes in the formation is irrelevant. Strike formations are therefore limited usually to elements of 2 planes. Transport planes and helos do not decrement the strike points, but buy your attack air first (or ensure at least 1 strike point is remaining!) as once strike points is reduced to zero, transport plane formations are removed from the listing. Deleting a strike flight adds back the 1 air strike point it deducted.
<b>Formations</b>	The total number of formations (platoons) bought. Note that a company HQ is a formation, a company of HQ platoon and 4 platoons is 5 formations in total. Formation total is limited, so an army of 1 man sniper formations will tend to exhaust the maximum formation count long before it runs out of buy points.
<b>Formation List</b>	On the left of the screen is a list of formations of the type selected, Use the next and previous buttons if more than a page full of these are available. Pressing on one of these buttons brings up the Formation Purchase Screen. The current page and total number of pages is listed below the active button set.
<b>EXIT</b>	Abandon purchases, and go back to game main screen.

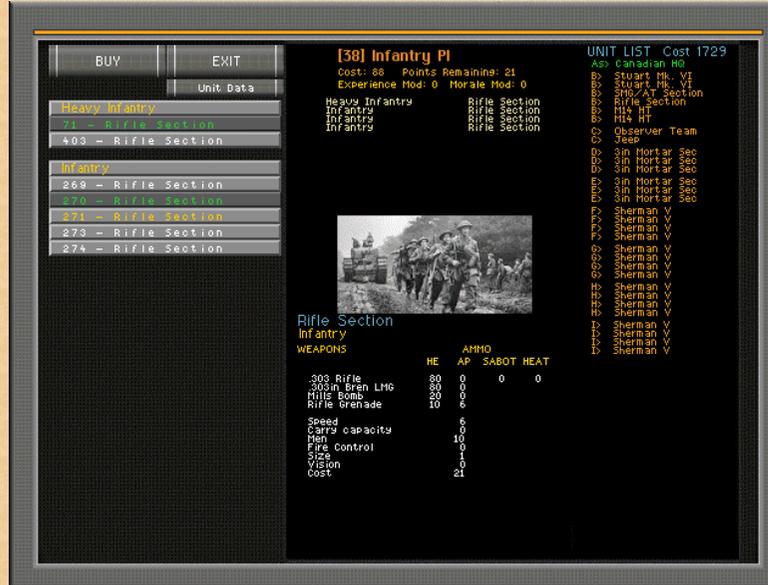
## View Map Screen



The View map screen allows players to have a look around at the map before playing but also includes a number of features that allow players to alter their battle conditions before starting play. The 15 buttons on this screen have the following functions ( described from top left to bottom right)

- Redraw the Map for the Current Opponents --use different battle location, and map, for these opponents and date
- Redraw Map for the Current Battle Location --use same battle location but a different version of that map
- Change Map ID --specifically change battle location to another one by indicating batloc ID number. These numbers can be found in the in-game Help file.
- Redraw V-Hexes without changing terrain -- This resorts the V hexes.
- Access the help screen
- Change Game Length --allows you to change the game length from 0 - 90 turns.
- Zoom in
- Zoom out
- EXIT the View Map screen
- Edit the Victory Objectives. --You can change the position of the Victory hexes with this function and place them anywhere you like.
- Make Victory hexes visible/invisible -- used to inspect the area under the V-Hexes
- Change Game Visibility --Allows you to change the game visibility from 0 - 90 hexes
- Save the map in the custom map folder
- Access the random map generator. Click [HERE](#) for detailed info on the Map Generator.
- Load a custom map from the custom map folder

## Formation Purchase Screen



Select the available units from the list on the left, unit data will be shown **only** if there is room (some larger companies need much more room in the central column to list their items). The formation's title is shown at the top centre, and its cost in buy points, and how many pennies you have left, if it costs more than the remainder, then only as much as can be bought will be added to the unit list.

Note the 2 fields, **Morale mod** and **Experience mod**. Some formations (like guards units) will have positive values in these fields, better morale than average or better general experience, or both. These are **elite** formations, and naturally enough, will cost you more than the same equipment if bought for a line formation. Some formations will have **negative** values in these fields, such as reserve units. These will be poorer quality than average, and so will cost you less money. These numbers are applied as variations on the current army Base Experience.

Units actually purchased will vary both above and below this benchmark figure (see Force value above). So an army with BE of 70, and an elite unit of +10 experience will be about 80 experience level.

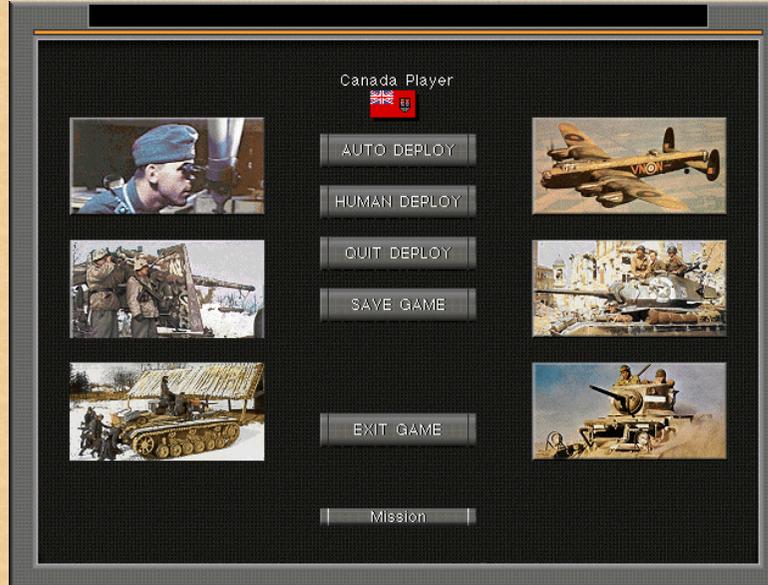
Aircraft when displayed may have a strafe number (S:N), this is the number of gun passes, a variable introduced for WW2 to allow aircraft with rifle calibre and .50 calibre MG to strafe, SP games only consider 20mm and above cannon rounds remaining for strafing, this overrides it for planes with small MG. Not required for planes with 20mm plus cannon, *but* some OOB designers may have entered the variable.

<b>BUY</b>	Buys the selected formation. Repeated presses of this key will buy duplicates.
<b>EXIT</b>	Returns you to the purchase screen.
<b>Information</b>	If present, additional information provided by the OB designer can be referenced.
<b>Unit Data</b>	Has detailed information about a units weapons and armour if any. Chlick <a href="#">HERE</a> for more information

#### Important note.

The game knows about 2 types of formation, companies and platoons. A company is a formation that can contain platoon type formations under its command, whereas a platoon is 'flat' and cannot have sub formations. Some OOB designers may have made formations they have *titled* 'platoon', but used a *company* type formation in order to have this allowed sub units which operate at distances from the HQ element, Recce units perhaps. Off map artillery is an example of the other way round, often a 'battalion' of artillery is 3 batteries in a platoon type formation. See the cross attachment section for more details.

## Deployment Main Menu



Once you press done, you will see this screen (unless you chose computer deploy in the main battle generator screen!).

Your nation is displayed (in case you save and come back later on) at the top of the screen.

<b>Auto deploy</b>	The computer drops your pieces on the board. <b>Not</b> available in a <b>Scripted Campaign</b> , as the start line for the human player is variable at the designer's whim in these.
<b>Human deploy</b>	This is the recommended deployment option for human players!, takes you to the pre game deployment screen.
<b>Quit deploy</b>	Hit this when finished deploying (the pre game deploy process comes back to this screen once you are done deploying). Continue on to the actual battle.
<b>Save game</b>	Save the game at this (deployment) point, this is usually a very good idea in case of mistakes, in fact it is a good idea to save the game before you deploy anything at all, just in case you make a complete hash of the set up, and need to start over. Also save (just after completing deployment) to a separate save, so you can then come back and replay from the start if you desire.

## Setting up and deploying your units

In turn 0 of a game (but not a scenario, where the scenario designer has deployed your troops for you as well as planning any pre game bombardment for you) you deploy the forces allocated to you inside your deployment area, and plan any pre game bombardment missions, as well as plotting your artillery quick reaction fire hexes or 'gold spots'.

Your forces will be laid out in a line along your side of the map. Pick up and place your troops as desired, however, note that paratroop transport planes get stripped off the map immediately at the end of the deployment turn, so be sure you load those paratroops who will be jumping, or they will just be walking to battle!

You may deploy from your map edge to the deployment line of darkened hexes.

### Please note

Occasionally a map may be produced that does not show the grey map edge completely around the map but shows it as normal terrain. Always treat the last full set of hexes bordering a map as if they were the standard grey map edges

Enter the bombardment screen to place artillery quick reaction fire points, you have up to 10 of these. Select a deployed quick reaction fire point a second time to delete it and then replace elsewhere if you change your mind.

Any artillery you plot here will drop in the initial turn, just after deployment (end of your turn 1 for some air missions, such as spotter planes or para drops). Note the delay key available for use when plotting pre game bombardment, you can delay the appearance of missions after the initial opportunity if desired, say if you want your para drop to arrive around turn 10. As many human players get into the habit of lining the roads in their deployment area with convoys of vehicles, in PBEM it is a good idea to liberally dose such obvious assembly areas with a deluge of artillery. The AI now also knows about this, so those of you new to WinSPWW2 or WinSPMBT from SP2 where the AI never fired a pre game bombardment on assembly areas - you were warned!

Plotting your level bomber and para or glider missions in this phase is a good idea as these can have long delays if called for in an impromptu manner. NB - if plotting a para assault, leave your HQ (or an artillery spotter) on the ground if you mount all troops into gliders or transports. Use him to plot the air drop zones and only then, mount him into his plane.

If you are the defender, use the mines key to lay any mines, dragons teeth and fire trenches you desire using the fortification points you spent in the purchase phase now, or they will be wasted!. Use the X key to show current dug in

states, troops do not get to dig in in some places, like marshland hexes, and moving a unit may leave a 'phantom' fortification behind, on deployment end the game will automatically 'press' this for you in any case, marrying the dug in graphics with units. Remember that infantry who enter a slit trench hex get the benefit, vehicles which move from their initial dug in place can reoccupy these once they wait one full turn as well, they can get cover if driven into a fire trench, at the risk of becoming stuck in that hex.

Do any cross attaching of platoons in this phase, or reassignment of individual units to other platoons, as **you cannot change the command structure after the deployment turn.**



Note that you can now unload barges and amphibious transports into the water in the deployment phase of an amphibious assault mission. This allows you to move your troops into the desired carriers pre-game, should you prefer to do this (cross-decking, in naval parlance). Remember to ensure that all are actually in a boat before you finish deployment, troops left in the ocean will drown!

Also note the set range button, this can be useful in the deployment phase, especially if you are the second player and do not want your ambushes to give away their positions if defending or delaying.

### Retreat / Rally Hex

New for WinSPWW2v2. These allow you to set a point for your troops to retreat towards. These can be set up for individual platoons or companies or the entire force. This new feature is accessed from the deploy screen or the main screen during game play and can be changed at any time



After pressing the "Rally Hex" button you will be brought to a sub-screen with the following buttons

The four rows of buttons perform the following functions



- Zoom in
- Zoom out
- Find the Retreat/Rally hex for the current formation



- Find the current formations HQ unit
- Find the Previous formations HQ unit
- Find the Next formations HQ unit



- Clear this formations Retreat/Rally hex
- Apply this Retreat/Rally hex to the entire Company
- Apply this Retreat/Rally hex to the entire Force



- Clear dark hexes
- Show all hexes visible to the Unit in all directions
- Exit this subcreen

When you enter this screen you will be placing the retreat/ rally hex for the HQ unit of whatever formation you were last working with in the main screen. You the Retreat/Rally hex simply by clicking on the map. You will automatically be applying that Retreat/Rally hex to that platoon. If you wish to apply this Retreat/Rally hex to the entire company or your whole force click on the appropriate button. If you want to place a Retreat/Rally hex for the next formation press the Next formation button. If you wish to select an entirely new formation simply press the red up arrow exit button and you will be taken to the main battle screen. Find the new formation you wish to set a Retreat/Rally hex for then press the "Rally Hex" button again an you will automatically be brought to that platoons leader. Click on the map where you want your Retreat/Rally hex for that unit to be then move on to the next formation.

These Retreat/Rally hexes can be changed anytime during the game and can be placed anywhere on the map. Please note: These points do not increase the rate at which units rally. The only provide a point which you can have your units retreat towards once they have entered a retreat or rout condition. Units that are in "retreat" mode may hang around that point for a turn or two. Units in route mode will not stop at the points. If they regain normal status they can be brought back into the game. If they still retain their retreat or rout status **they will then begin moving towards YOUR MAP EDGE**. Please also note that these retreat hexes **DO NOT** affect the direction units retreat when fired upon during combat. In those cases the units will initially still retreat in the tradition "east" or "west" direction the game has always used. These new points only affect the direction of retreat for units that would normally, in the old system, be retreating or routing towards your map edge.

These points were added primarily to allow scenario designer better control of the general retreat direction of troops and vehicles in scenarios that may not use the regular "East - West" map orientation but they can also be used in regular games or campaigns as well

### Range Set Screen



( HotKey: "Y" )

You can now set the range (in hexes **ONLY**) from this screen for both individual units and whole platoons. The default is **UNITS** so if all you want to set is the range of the unit you clicked on, press either the 0-9 buttons on your screen or the 0-9 buttons on your numeric keyboard. If you wish to set this range for the entire platoon first press the **UNITS** button and it when it changes to **FORM** enter your new range and all the units in that platoon will be set to your new firing range. You can quickly set the range to 1/4, 1/2, 3/4 or maximum range on the screen or by pressing the **RANGE** button on the screen you will see a blue bar appear at the bottom of the screen and you can enter any range you like as in the example below

You can now deploy units stacked in the same hex in the deploy phase, should you so desire. Select the unit to place, then shift-click the mouse pointer onto the hex containing another unit in which you wish to stack with.

**Special note about Scripted Campaigns and deployment**, remember that a unit moved to the far right or far left rows will **exit the map!** Scripted Campaign maps are generated from *scenario* maps, which allow you to set up in the 2 grey exit rows (free deployment), **remember** to move any troops you deploy there into the main map area on turn 1 or they will depart the battle!. (You can do this with on map forces in order to save them in really bad situations as well)

We have made the game preferences button available in the deployment phase as this can be handy sometimes.

The **Help** (? key HotKey) will list the deployment basic help, including HotKeys.

HotKeys:	
<b>A</b>	Deploy all of the current formation close by the current unit.
<b>B</b>	Go to the bombardment menu screen to plot artillery.
<b>C</b>	Clear dark hexes and smoke (e.g. those created by a V action)
<b>D</b>	Load all loadable units into the NEAREST available transport (not necessarily units own transport), or unload all currently loaded units from transports (prompt).
<b>E</b>	Entrench your units (Assault or Defence only, less types entrench for assaulter). NB, you cannot entrench in water type hexes, e.g. marshes.
<b>F</b>	Find (go to) the current unit if on the map.
<b>G</b>	Go to the next formation's HQ unit, i.e. cycle through formations.
<b>H</b>	Go to the Unit Status list menu.
<b>J</b>	Rejoins gun or vehicle crews unloaded from transport aircraft during deployment
<b>L</b>	Load/Unload unit onto/from a transport. Must be in the same hex to load unless beside a barge.
<b>M</b>	Toggle Map Text on or off (map text is only found on scenario maps or loaded maps)
<b>N</b>	Select the next unit. In regular games, only on-map units - in the scenario editor, off map units are allowed to be selected, so you may edit their characteristics
<b>P</b>	Select the previous unit, opposite to N key. NB - N and P keys do not move the map to centre on the unit - use F to centre the map if the unit is off the current map section.
<b>Q</b>	Quit deploying.
<b>S</b>	Save the game to disk.
<b>V</b>	Show the hexes visible to the current unit in the facing it is currently pointing at, turn the unit by right clicking on a <i>clear</i> hex, then use this key again, to look all round, if desired.
<b>W</b>	Assign individual unit to another formation. Note that support units can be assigned only to support formations, and campaign core units can only be assigned to other core formations. Support units cannot be assigned to core formations and vice versa. You cannot assign away the <b>commander</b> of a company or platoon!.
<b>X</b>	Allows the defender (in an assault/defence game) to deploy mines and dragons teeth etc., provided that he spent build points on mines in the purchase menu.
<b>Y</b>	Set the maximum fire range for the unit. Useful mainly for defenders who do not wish their troops to fire at long ranges and hence give away their positions too soon.
<b>?</b>	Call up help screen.
<b>- and +</b>	Unzoom or zoom the map.
<b>. (period)</b>	Set game length in turns, (Player No 1 in a PBEM game only) from the <b>VIEW MAP</b> screen only - NB do NOT go over 80, as the code uses high 90's numbers to indicate end-of-game internally. 80+ any possible game extensions in length will work OK, but generally recommended to keep under about 70 turns
<b>Space Bar</b>	Shows the current unit's information screen. (Adjust aircraft height here, rename leaders etc.).
<b>\</b>	Toggle the victory hex display on or off (e.g. to see what the terrain in the hex under the flag looks like)
<b>0 ( Zero )</b>	Accesses the Opfire filtering screen for holders of the extended CD version. Click <a href="#">HERE</a> for more details
<b>^</b>	Rally Point
<b>5</b>	Shows unit detail ( cd version only )
<b>}</b>	Unit view of all around LOS hexes
<b>. (period)</b>	Turns map hex grid on and off in the deployment and main game screens
<b>J</b>	Unit Clipboard
<b>8</b>	Reverses vehicles while keeping the vehicles front pointed towards the enemy. Reverse costs 3 times the value of going forwards into the hex.
<b>M</b>	Toggle Map Text on or off (map text is only found on scenario maps or loaded maps)
<b>N</b>	Select the next unit. In regular games, only on-map units - in the scenario editor, off map units are allowed to be selected, so you may edit their characteristics
<b>P</b>	Select the previous unit, opposite to N key. NB - N and P keys do not move the map to centre on the unit - use F to centre the map if the unit is off the current map section.
<b>Q</b>	Quit deploying.
<b>S</b>	Save the game to disk.
<b>V</b>	Show the hexes visible to the current unit in the facing it is currently pointing at, turn the unit by right clicking on a <i>clear</i> hex, then use this key again, to look all round, if desired.
<b>W</b>	Assign individual unit to another formation. Note that support units can be assigned only to support formations, and campaign core units can only be assigned to other core formations. Support units

	cannot be assigned to core formations and vice versa. You cannot assign away the <b>commander</b> of a company or platoon!.
<b>X</b>	Allows the defender (in an assault/defence game) to deploy mines and dragons teeth etc., provided that he spent build points on mines in the purchase menu.
<b>Y</b>	Set the maximum fire range for the unit. Useful mainly for defenders who do not wish their troops to fire at long ranges and hence give away their positions too soon.
<b>?</b>	Call up help screen.
<b>- and +</b>	Unzoom or zoom the map.
<b>. (period)</b>	Set game length in turns, (Player No 1 in a PBEM game only) from the <b>VIEW MAP</b> screen only - NB do NOT go over 80, as the code uses high 90's numbers to indicate end-of-game internally. 80+ any possible game extensions in length will work OK, but generally recommended to keep under about 70 turns
<b>Space Bar</b>	Shows the current unit's information screen. (Adjust aircraft height here, rename leaders etc.).
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<b>^</b>	Rally Point
<b>5</b>	Shows unit detail ( cd version only )
<b>}</b>	Unit view of all around LOS hexes
<b>. (period)</b>	Turns map hex grid on and off in the deployment and main game screens
<b>;</b> <small>NEW!</small>	Allows Unit ID tags to be changed ( <b>CD version of SPWW2 only</b> ) . The list of nation codes that can be used are at the end of the <b>CD features section</b> and the in game DEPLOY HELP file.
<b>[</b> <small>NEW!</small>	Pressing [ HotKey on your keyboard will show the victory hex values under the V hexes. Extended CD version only
<b>]</b> <small>NEW!</small>	Pressing ] HotKey on you keyboard will force V hexes to the top of all building rubble so they cannot be hidden by rubble. Extended CD version only
<b>8</b>	Reverses vehicles while keeping the vehicles front pointed towards the enemy. Reverse costs 3 times the value of going forwards into the hex.

HotKey info can also be found by pressing the **?** key while playing. Note that there can be some differences in HotKeys between deployment and actually playing the game

Note: it is in the deploy screen where you set out your 10 pre planned artillery quick reaction fire target hexes (gold spots), and also any artillery plotted now will fall in turn 0, i.e. as a pre-game bombardment (or later if you use the delay key). Any such artillery fires, when complete can of course be fired with minimal delays even if adjusted, later on, select the firing unit on the bombard menu in game, then hit the appropriate ammo button and the battery will aim at the last spot fired on. Therefore, any pre game bombardment is a prime candidate for say a creeping barrage, adjusting each mission minimally and avoiding long delays for impromptu fire requests later. Use the **B** key to go to the bombardments menu and set these up. Use the **B** key to plot your air drops here, if you have bought transport planes, once they have been loaded, and also you can now time your barrage or air drop missions,- [see Artillery Bombardment Screens, including Air Unit Handling](#)

**Note on loading and unloading** : Select the unit to be transported, hit 'L', and **then** click on the unit to load onto is the best method to use. You **can** select the transport and hit L, then point at the unit to load as a passenger **but** this only works for **one** (1) transported unit! (as if you hit L on a loaded transport, it will firstly unload all its passengers, L is also the **unload** key for transports, recall!). Therefore, select the unit to load, then L, then point at the intended transport, as this allows multiple passenger units on a single transport, assuming that the intended transport has the lift capacity. Also, in the deploy menu, there is no distance checking from the loader to the transport, unlike in the game itself. Thus, in the deploy phase *only*, you do not need to place the unit to be transported into the same hex as the transport (alongside for barges and rafts).

**WinSPMBT and WinSPWW2** introduce MAJOR changes to the way infantry and vehicles load and un-load. There is a MP penalty for both loading **and** unloading for **BOTH** vehicles **and** their passengers

- Unloaded passengers are already charged for unloading (transport movement value is added) there is a charge of 1 Movement Point to passengers if the transport move is zero, i.e. min charge 1 MP to get out.
- The Unloading vehicle is now charged 1/4 of its MP allowance to unload (whatever the passengers were).
- Loading counts number of men + load cost so a 7 man 40mm AA gun with 7 crew costs 10 MP. Passengers are charged 1/2 their MP on loading up.

This virtually eliminates the "train" effect where you could pass one infantry unit down a line of vehicles. It also means you need to revise the way you co-ordinate tanks and infantry carriers because now the carriers cannot hang back then charge across the open ground and dump the infantry right in the enemy positions quite like had been the case in the past. It also eliminates moving half way, getting out, having a look around then getting back in and charging into the attack. This change affects "tank riders" as well .

#### Load/Unload options

WinSPWW2 extends the options available for the load and unload side screen. A button is provided to load (unload) for this hex only. All units/transports of the same formation (platoon) in the current hex will load or unload (L key). Another button is provided for a platoon load/unload operation (D key). This applies to the entire platoon. To load, the infantry must be in the same hex as a transport, and there must be room, during game play. **In the deployment phase only, range from passenger to transport is ignored.** This is a very handy way to mount your mech inf platoons!

#### Cross Attaching Platoons



In the deployment turn, when you call up the company structure display, when selecting a platoon type formation (a platoon or a section formation class, not one merely with 'platoon' in its title, in other words, one which shows a 'P' in the HQ display page, not a 'C') you will be allowed to cross attach this platoon under a different company command group. Note that A0, your Battle Group commander, directly commands any independent platoons not currently under other company HQ commanders in his role as commander of the HQ company (A Company).

## Main Map Window



**Main Map Window**, where the game action occurs, this can be zoomed (+ and, keyboard keys). Move mouse to edges of the screen to scroll this window.

**Force Broken** text message, if this appears at the top of the button screen, your force has suffered 50% casualties, or 50% are in retreat or rout, or a combination. Your command is in a bad way, and when force morale is broken, morale and rally chances are reduced.

**Status window**, the black window at the bottom of the Main Map, shows the basic data for the selected unit, shots left, maximum range setting, remaining move points, and how many enemy seen. Also printed here is the current game turn and length of the game (funnily enough, we get lots of queries as to 'how to find the game length' or 'what turn it is', here is this information that many players seem to miss...). Game maximum visibility level is also displayed here in hexes.

**Info Window**, at the top, usually red background, is used to post informational messages. Note that the value of an objective hex is also displayed by hovering the mouse over it.

**Mini Map Window**, Bottom right, shows an overview of the map area. Click on this map to move the main map window focus. If the map size is greater than 80 hexes in Y (North/South) and 100 Hexes in X (East/West), then click on the top 1/4 of the mini map to move up, the bottom 1/4 to move it down, the left 1/4 of the mini map to move left, the right 1/4 to move it right

### NOTE

If you are viewing a map with a stream you may notice on the Mini map yellow flashing pixels at various parts of the stream. These are not "bugs" they are shallow fording points in the stream you can cross which have a greatly lessened chance of immobilizing your vehicle

**Button Window**, at the right hand side. Contains the game action buttons. Flag at the top tells you your nationality, and if an action replay is available from previous activity the LED beside the map turns green. If it is green, clicking it will run the replay. Not all game functions have buttons, and are provided or duplicated with HotKeys.

**Unit Communications Status**, On the unit information pane at the bottom of the screen, the unit's comms link status with its superior HQ is now noted. The selected unit shown is 'In Contact' and so will be able to be rallied by its HQ, however if it is out of contact (shown in red) then it can only be rallied by its own leader. Radio contact is OK, but the link is not 100% reliable!

**Water Speed**, Water speed in hexes is now shown in blue alongside normal movement points, as this avoids confusion when a unit with swim speed of say 4 hexes, and land speed of say 12 hexes 'stopped' in water, many users did not realise that swimming speed differs from normal. If swimming, points used for normal movement are considered first, so a unit running cross country 12 hexes to a river, with swim speed of 2 will not be able to cross as it has gone more than 2 hexes before meeting the water. It can move 2 hexes over the water obstacle next turn, provided that it does this as its first 2 MP expended. Units can ford some water hexes (-1 depth) at reduced rate, non swimming vehicles may however bog down. You may therefore be able to unload your assault barges in shallows in a beach assault without going right up to the water edge however the offloaded passengers may take some time to wade ashore!

HotKeys:	
<b>A</b>	Selects the ' <b>All Formation</b> ' mode. This is very useful if you wish to set the targeting range of an entire formation with the ' <b>Y</b> ' key OR if you wish to move an entire formation to a specific point but it is VERY important to remember that you <b>cannot</b> undo a group move so <b>Remember</b> to toggle this off after the ' <b>Y</b> ' operation, or the next time you try to move a unit, the entire formation will move simultaneously under AI control and you will be stuck with that move
<b>B</b>	Go to the bombardment menu screen to plot artillery and air strikes.
<b>D</b>	Fire unit's smoke dischargers, if fitted and ammo left.
<b>E</b>	Go to the Encyclopaedia.
<b>G</b>	Go to the next formation's HQ unit, i.e. cycle through formations.
<b>L</b>	Load/Unload unit onto/from a transport. (See note on this in deployment above).
<b>H</b>	Go to the roster (clipboard) menu.
<b>M and &lt;</b>	Toggle map text strings on or off (If a scenario designer has provided map text info)
<b>N,P</b>	Go to the <b>Next</b> or <b>Previous</b> on map unit.
<b>Q</b>	End turn (current situation is <b>autosaved</b> to slot No. 1 if this is not a PBEM game)
<b>R</b>	Rally the current unit, provided it is capable.
<b>S</b>	Save the game to disk.
<b>T</b>	Select targets from those available.
<b>U</b>	Clear dark hexes and smoke. (Toggles, hit twice to get smoke back after clearing dark hexes)
<b>W</b>	Select a single weapon to fire. (From submenu), ignored for close assaults.
<b>X</b>	Fire a smoke round at the target hex.
<b>Y</b>	Set the maximum fire range for the unit. Useful mainly for defenders who do not wish their troops to fire at long ranges and hence give away their positions too soon.
<b>Z</b>	Fires suppressive or area fire at a hex. There is no requirement for a target to be located there so it can be used to "shoot up" an area of the map, a tree line for example or any other areas you think may be harbouring hidden enemy troop concentrations. This can be used during the player turn by any unit with a direct LOS to the target hex but also, on map indirect fire artillery units such as mortars, SP guns and howitzers as well as tripod mounted machine guns have the ability to fire through smoke or over tree lines ( but NOT hills ) to engage targets out of their LOS. This gives weapons like MMG's and HMG's the ability to create a "beaten zone" of area fire out of their own LOS to harass enemy troop movements
<b>?</b>	Call up help screen.
<b>- or +</b>	Unzoom or zoom the map.
<b>&gt;</b>	Enable or disable the display of victory hexes.
<b>@</b>	For a vehicle or other crewed item, bail the crew out, mainly useful to rescue core crews in a campaign game.
<b>Spacebar</b>	Show the unit's information screen. (Here is where you set aircraft altitude, and rename leaders (click on the leaders name) etc. Also, click on a weapon and it toggles to red, and will not fire until toggled back on once again
<b>right click</b>	On an enemy unit to see basic information about it.
<b>8</b>	Reverses vehicles while keeping the vehicles front pointed towards the enemy. Reverse costs 3 times the value of going forwards into the hex.

For Loading and unloading, you **must** be in the **same hex as the transport**, unless it is a barge or raft which allow alongside loading, as they are typically in deep water.

Users often ask how to move a unit into the same hex as another. The answer is to firstly select the unit to be moved, then **shift-click** onto the hex with unit(s) in it which you want to move into.

Users often ask how to **turn a unit in place**, select the unit and right click in the desired direction on a clear hex and the visible hexes for that unit will also be highlighted. (Right clicking on an enemy unit will bring up the statistics for that unit, hence right click on an empty hex or one containing friends only to turn or inspect the visible hex region for a unit). Note that we have removed the old 'cheat' whereby if you right clicked on a hex containing an *unspotted* enemy unit, your unit 'refused to turn', thus giving you 'free' information you should not have had. (**Hint:** forts can turn in the deployment turn, use this to set up crossing fires from your pillboxes and bunkers in turn 0)

Note also that the end turn button is now **BLUE** and end **GAME** is in **RED** in regular games, campaigns and scenarios. In a PBEM game, the **Blue** button will **END YOUR TURN** and autosave it in your PBEM slot in for you to send it to your opponent. In a PBEM game the **RED** button allows you to save your turn for you to **FINISH LATER**

We have gone back to the SP1 method of reporting firing ranges as so many yards, (or indirect fire) rather than so many hexes, as a lot of users have asked for this feature to be restored. Also, many new users did not seem to realise that '20 hexes' is a **kilometer** in this game, 2 hexes are about the length of a football field, though the units seem to be alongside. The reporting in hexes, metres or yards can be set in **GameOptions** under the **MISC** tab. For long range SAM and Artillery, ranges of 200 hexes and above are an *abstraction* of long range, a field gun with range 203 outranges a field gun of 201 hexes range in counterbattery fires. What 201 actually means in terms of actual range is irrelevant. 200 to 255 is the available spread for artillery allowed to be off map units, LR SAM, Anti Radiation Missiles, other long range air missiles allowed stand-off attacks etc. The game will report a range in metres or yards if the ini file setting is not set to 'hexes'.

## Artillery Bombardment Screens, including Air Unit Handling

There have been major changes in the way aircraft are handled in WinSPWW2 as opposed to the way SP2 for example treated them.

All air units, barring the helicopter classes are now **off map units** no longer moved as on map units one hex at a time by the player under 100% human control. Aircraft now belong to the Air Force or higher commands than yours, so are not available in campaign cores or as upgrades. Aircraft missions are therefore now requested from the expanded off map bombardment menu.

Note that transport parachute missions, bomber missions and gliders require a lot of pre battle planning, therefore if you do not plot these in the deployment phase you will find that the delays are rather **long** (though in no way as long as they should be in real terms!). So plot these before the game start!



There is a new **Switch To:** button which is used to cycle through the various pages of the bombardment menu, there is no longer a single artillery page!

### Artillery Page

For **artillery**, **Air strikes** and the **Level Bomber** class to plot fire missions with.

### Plotting Fire Missions

See the Tutorial section on [Artillery](#).

### Spotter Page

Used to plot air observation plane missions. Set the binocular icon on the spot where you want the spotter plane to circle round, after setting the air entry and exit directions as required. Spotter planes enter after a short delay, as they are 'on call' and fly their mission at the start of your move, therefore any enemy units they spot will remain so during your move. They will fly to nearby the binocular symbol, then circle twice and fly off (if not killed). Note that if part of the circle takes them off map, that ends the current pass, so take care when plotting spotter missions near the map edges. Spotter planes remain available until they are shot down, or are damaged, or in some cases if enough AAA fire is received, they will "Return To Base" prematurely. Spotters will not fly before turn 1 of a game. Spotters are unarmed.

### Airborne Page

This page is where you plot any air transport paratroop drops or glider landings. Remember to set the air entry and exit directions to your requirements before plotting a Landing Zone marker, and to load the troops onto the planes *in the deployment turn 0* as well, as unloaded transports are useless! Airborne missions are plotted from turn 1 onwards.

### The Bombardment Delay Adjustment Buttons (+) and (-)

These 2 buttons will only appear on the pre game bombardment plot (Turn 0 of the game). They allow you to plot your artillery, air strikes, spotter planes, or airborne missions to come in on a turn *other* than turn 0 (1 for some air types).

For example, you may want to plot a large barrage of artillery onto a cross-roads that you think your enemy will reach on turn 3. To do this, hit the (+) key until delay is shown as turn 3 on the artillery page, then plot the appropriate batteries, which will now fall on that spot on turn 3, not turn 0 (with a small margin of error in timing e.g. for batteries with low experience).

Note: The delay modifier will apply to all missions of all types plotted after you increment it or decrement it. Therefore, for example, after plotting your turn 3 fire mission as outlined above, you may now want to plot some batteries for turn 1. If so, remember to hit the (-) key to reduce the delay back to 1 *before* plotting these missions.

This feature provides an important new tool for the scenario designer that allows for the creative use of fireplanning. One could, for example, reserve smoke screening until just the right moment before the attacking AI force needs it rather than firing on turn zero only.

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## Direct and General Artillery Support

**General Support** and **Direct Support** off-map artillery types have been added for off-map artillery purchase. **Direct Support** costs 75% of a full Under Command battery and **General Support** costs 50% of a full Under Command battery.

**Direct Support** is less responsive than normal arty, **General Support** even less so. The delay is longer for calls for fire, other than onto gold spots or as a pre game bombardment (their main use).

Shifting fires costs a little more for these type of batteries and they are less likely to be in radio contact as they are theoretically shared with other formations than yours. As well, they are less likely to fire counter battery fires if left idle. Strike air types may be bought in general or direct support mode if desired.

A button on the purchase menu cycles between artillery types. If **General Support** or **Direct Support** purchase is active, then only the appropriate formations are filtered to show on the arty page and the miscellaneous page (for strike air). Cycle this back to Under Command artillery to see the filtered-out formations again. **General Support** and **Direct Support** off-map artillery cannot be purchased for your core in a campaign

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### Artillery Priority Hexes

There have been changes to the way the artillery priority hexes are assigned. You no longer get 10 artillery priority hexes automatically. Here is the new system at a glance

- The are **NO** restrictions to the scenario designer in the scenario editor. There are still **10** available when designing scenarios
- In a **meeting engagement**, both sides get only **1** Artillery priority hex. It is assumed in a meeting engagement that the battlefield has not been surveyed but we will spot each side one in this case anyway
- If your mission is an **assault**, you get **5** to start
- If your mission is an **advance** (hasty attack) you get **3** to start
- If your mission is a **delay**, you get **2** to start
- if your mission is a **defend** you get **4** to start

We have not increased the number of priority hexes in the game. You will still get a maximum of 10 but you get an extra Artillery Priority hex for each FOO bought except in a meeting engagement which will still only give **one** priority hex no matter how many Artillery Observers you buy.

Here is an example of how this will work. Assume you are playing an Advance in any type of game but not a scenario. You will be given 3 priority hexes to start with and one for each Artillery Observer you buy so if you buy 2 more you will have 5 priority hexes to use. If you are playing the delay side of an advance you would start with 2 priority hexes to start with and one for each Artillery Observer you buy so if you buy 2 more you will have 4 priority hexes to use.

**Remember, in a meeting engagement you do NOT get an extra Priority Hex for any additional Artillery Observers.**

#### NOTE

**NONE** of this applies to the AI in any way.

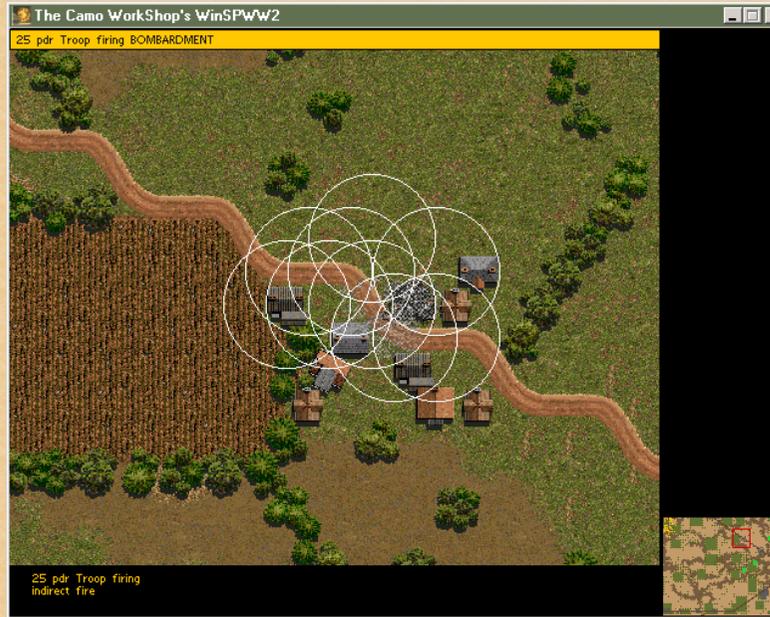
The AI uses the full delay for any artillery plotting and does not use priority hexes at all

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### Show Blast Radius

If you wish to view the maximum blast radius for aircraft and artillery weapons press "R" while in the bombardment plotting screen and you will see the maximum blast radius for each type of shell that lands during the game represented by a white circle. Press "R" again to turn this off. This is also available from the "Z" key ( area fire ) screen.

This screen shots shows the blast radius of a 25 Pounder Troop attack with the preferences set to " fast arty"



additionally, any **KNOWN** enemy units in the blast area that receive damage from the blast will be circled in yellow as shown here



This function is controlled by the following line in the **CamoGame.ini** file found in the WinSPWW2\Game Data folder

```
;show or hide secondary blast areas 1=on, 0=off
```

```
ShowBlastCircles=0
```

This sets the blast radius circles to be always **OFF** at game start and the player can turn them **ON** by pressing the "R" key while in the bombardment or "Z" key windows. If you always wish to see the blast radius circles each time you start the game change that to read

```
ShowBlastCircles=1
```

It is important to remember that even though the blast area works in the game. Blast effects are reduced by the distance from the impact hex, and by the usual effects of dug-in status, being in cover etc. Cluster munitions are more evenly distributed over the blast area than an HE round, so range effect is reduced for them. Armoured vehicles more than 1 hex from the impact will tend to be suppressed by blast rather than be destroyed by fragments, except with cluster munitions.

### Air Transports And Gliders

Transport aircraft and gliders are shown on map in turn 0 pre game deployment, so that you can load the passengers into them. After deployment is finished, **they will be stripped off map**, therefore remember to load up the appropriate troops, or you will **not** be able to in the game!

Note that we have provided some **'ready made'** glider and Airborne units with the appropriate aircraft included, these will be shown on the purchase screen as say 'Para Co. [G]' or 'Para Co. [A]' where [G] stands for glider borne and [A] for Airborne, and perhaps [H] for helicopter transport.

Any infantry unit can be put into a transport plane and dropped by parachute, however **unless** the unit is a **proper** paratrooper class (*class type, not unit name*, like 'Para Inf-AT'), then expect horrible casualties on landing as these are not properly parachute trained troops.

When plotting Para drops, try to drop your men in **clear open hexes**, not in woods, on slopes, or in deep water for example or casualties will be bad. Gliders will also prefer to land in wide open spaces as well. Remember that gliders, transport planes (and level bombers) will drift 'off target' depending on troop quality (experience) and particularly in low visibility, less than 2 KM, 40 hexes, getting worse down to dark night or fog type conditions (2 or 3). gliders are more likely to have a rough landing in poor conditions, or to crash land, and also recall that smoke is treated as fog, landing gliders blind into smoke is not a bright idea! gliders do not like to land in minefields, and treat dragons teeth as anti glider obstacles, which are rather fatal to them.

Parachute dropper planes, and bombers make **one pass** and then "Return To Base", gliders are considered destroyed after landing. Transport planes which are shot down may manage to get some paratroops out the doors, and aborts due to damage may simply drop the troops as they exit. Transports with multiple Para squads will not always drop these all in one 'stick, there may be a 'hang up' and therefore a gap.

**Note** : Air transport formations **do not** reduce the number of available air strikes, *but you will need at least 1 available air strike to buy them*. Therefore if all your air transports 'disappear' it is likely because you bought all the air strikes you were allocated as fighter bomber, spotter or bomber missions, *delete* one of these, then your transport plane units should return, finally when done, re purchase that last air strike!.

### Summary of aircraft types:

**Fighter Bomber**, The default strike/attack aircraft. Able to use all air class weapons including stand-off missiles. Flies in, optionally releasing a long range missile from off map as a stand-off attack (and may be shot at before arriving by long range SAM, as a stand-off attack). Flies towards its target, tries to find an actual unit to attack, strafes and bombs this, and then flies off in the selected exit direction. Returns to base if damaged, or when it has run out of ammunition. can be armoured - if so, it is less vulnerable to small arms ammo, and light flak and smaller missiles than the regular planes.

**Air OP Aircraft**, A Small plane or RPV which enters in the entry direction, flies to its recce point, and then circles this while searching for enemy units, before flying off along the selected exit direction. Unarmed. Quicker reaction time when plotted than for strike planes. If the spotting circle takes it off map, the spotting run ends. NB - an RPV will have 1 (or more) "crew" as it is a unit, it needs crew, or is considered destroyed. Consider the "crew" of the RPV the "CPU" - as a flak hit which kills the "crew" will kill the plane even if the airframe is not damaged.

**Paratroop Transport, Transport Aircraft**, Large unarmed transport planes which fly in along the entry route and then drop paratroopers near the plotted DZ. They then fly off and return to base. If they exit the map before dropping the entire stick, they will tend to fly home with the undropped troops, so be careful when plotting too near the map edge!. If shot down, some paras may manage to jump out of the crashing plane.

**Glider**, an unpowered transport plane which flies to its designated landing zone and lands. Can be destroyed by crash landing on bad terrain, deep water etc. so try to plot the LZ in clear flat terrain.

**Level Bomber**. This class goes to the area selected and then offloads its bombload and goes home. It does not select individual enemy ground units to target, it is an area weapon. It flies at very high altitude, above some light SAM, and AAA. Bombers only use iron bombs, napalm/FAE or CB type weapons with range of 1 hex . In other words, used for area fire only. This is NOT a "precision" weapon, it's a big club that you must be careful of or you're liable to hurt your own side with it as well.

### Artillery Buttons

<b>Switch to</b>	This button switches the display in sequence from artillery units (including air strikes) to Spotter planes, to air transport (paratrooper) missions and then back
<b>Air entry and Exit</b>	This button shows the buttons to select air mission and egress buttons. Set this before plotting an air mission.
<b>Clear dark hexes</b>	Toggles smoke on and off.
<b>Target</b>	Available in the turn 0 (pre game bombardment). Use to set up to 10 priority target hexes. Select the desired hex, and then press this button. To remove a priority hex, select the priority hex target and press this button.
<b>Zoom in</b>	Zoom the map in one level per press
<b>Zoom out</b>	Zoom the map out one level per press
<b>Find Observer</b>	Moves the map to the spotting unit
<b>Exit Button</b>	Exits the bombardment menu
<b>+ Button</b>	Available in the pre game bombardment screen only. Adds a turn delay to all subsequently plotted missions, that if you press this twice, missions plotted will fall on turn 2, not turn 0. (The turn delay is shown at the top as Entry Delay (for planes) or Bombardment Turn for arty). Missions plotted on a priority target hex have a much reduced delay, and will scatter less even if the spotter has no LOS to the target hex.

<b>- Button</b>	Available in the pre game bombardment screen only. Opposite effect to the + Button.
<b>Blast Radius</b>	Available after the pre game bombardment. Toggles blast radius circles on or off.

### Fire Unit Listing

<b>Name</b>	The name of the unit is displayed here prefixed with its formation identifier.
<b>Eye Button</b>	Press for information on the fire unit
<b>Cancel button</b>	Press to cancel a plotted mission
<b>Smoke button</b>	If shown with a smoke symbol, use to plot a smoke fire mission. Select the target hex, then press this button.
<b>Bombardment button</b>	Shown as an HE button, Paratrooper button or AOP button, or greyed out if not available (e.g. all HE fired). Use to plot the basic bombardment mission (HE for artillery, para drop for transports, or recce mission for spotter planes). Select the target hex, then press this button.
<b>Cluster button</b>	Available for cluster missions, if ammo supplied. Use to plot a cluster munitions r minelet attack (MBT only). Select the target hex, then press this button.
<b>Adjust Fire button</b>	Use to adjust the impact hex of an already plotted. Artillery observers will have less delay added for an adjustment than the Battle Group HQ (if it is an HQ class unit, ability lost if changed to e.g. a tank), then more for other units.
<b>Delay</b>	Shows the delay in turns and fractions before the mission will arrive. Fractions up to 0.4 do not delay, 0.5 will delay to the next turn, and then deliver half a fire mission (for HE, smoke). Thus an HE mission with 1.5 delay will arrive in the second turn from calling, drop 1/2 the amount of HE, and will then drop the remaining 0.5 load in turn 3 from call

### Unit Information Screen



This is the screen that comes up when you select one of your units, and then hit the space bar.

**Green Text** on this screen can be changed by players. **Orange Text** for weapons and smoke projectors can be turned on and off. Armour text when clicked on will show the values for Steel or HEAT armour

At the top in green is the unit ID, formation letter (s) followed by the unit's number in that formation. Then the unit's actual name, you can click on this and change to whatever you want. (NB, the name is what is reported to the other player in PBEM games, e.g. when a hidden unit of yours fires, so creative use of this facility can provide misinformation!, hint: the reported firing weapon info stays the same, so rename to something with a similar weapon).

The '0' unit of a formation (platoon) is the commander, but in campaign cores, should the leader have been destroyed, a subordinate can take over, see the formation info screen and note the 'H' beside a unit for the HQ unit. A is the first formation, and A0 is the battle group commander, you!

Beside the name is a graphic representing his skill level, a set of 'corporals stripes' indicates that he is an average experience unit, sergeant stripes for veterans (80 experience) and USA type 'top sergeant' icon for elite units (100 experience).

In the columns below the unit name is some primary game information:

<b>Status</b>	Here shown as 'ready', can be retreating or routed or other nasties!
<b>CHQ Link</b>	<b>Absolutely vital</b> , so that superiors in the command chain can rally this unit, in addition to itself. Radio equipped units can operate anywhere, but the further from their leader unit they are (or if the leader has no radio, you need 2 to talk!) then there is a likelihood of not being in contact. Units without radios, (or whose radio is on the blink) which are over 5 hexes or so (250 yards) from a leader are usually out of contact, <b>not</b> good! Keep non radio units within 3-4 hexes of the unit commander.  Units not in command contact lose morale (and can gain suppression points), as well as losing the benefits of being rallied by higher formation leaders if required.
<b>Suppression</b>	How badly suppressed this unit is. Suppression reduces morale, and also operating ability (e.g. a suppressed unit finds it harder to spot and to hit targets, and it can reduce number of shots available). Suppression comes from enemy fire, being out of command control, or having routing friends nearby, friendly tanks exploding around you, and so on. Rallying can reduce suppression.
<b>Weapon info</b>	The weapons this unit has (damaged weapons will get a '-'), and the ammunition status for each. Note that only weapon slot 1 can have special ammunition like sabot. Range is the maximum range this weapon can reach in 50 metre hexes.  The weapon names are green, pressing a weapon name with the mouse toggles disabling (the name goes red) or re-enabling a particular weapon, should you want to hold ammo, say.
<b>Smoke Ammo</b>	Smoke ammo if available for the primary weapon, grenades for infantry types. If smoke dischargers are fitted, SD:NN is shown, with NN being the number of salvoes of smoke. If SD are fitted, pressing the green SD makes it red and vice versa. This allows you to instruct your vehicle <i>not</i> to fire its SD in reaction to incoming enemy fires, if you so desire!
<b>Experience</b>	This is one of the <b>most vital</b> variables in the entire game. It determines if you are 'green' cannon fodder, or an elite or veteran, who shoots more shots, and hits more often. 70 is about average.
<b>Morale</b>	Another key variable, this one affects rallying ability. 70 is about average.
<b>Damage</b>	For squads and crewed weapons, each point is 1 crew or squad member gone, for vehicles it is less related to crew size. Damage affects morale and therefore rally ability, can remove weapons, and damaged units tend to fire more slowly. Damage is <b>not</b> good news.
<b>Speed</b>	This is the unit's basic road speed in hexes, with any swim capacity shown as the second figure.
<b>Men</b>	Current crew size (after damage) or squad members left.
<b>Radio</b>	1 if you have one, 0 if not.
<b>Fire Control</b>	How good your optics etc. are, bigger is better. For comparison purposes in WinSPMBT values of 100 plus represent AA radars on AA type units, allowing engagement beyond visibility range at night or in smoke etc. so values that high are not used in a WW2 era game!
<b>Size</b>	Larger is easier to hit and to spot.
<b>Cost</b>	The value of this unit in game terms (buy and victory points)
<b>Vision</b>	If non-zero, the amount of hexes you can see in poor visibility. For comparison purposes in WinSPMBT values of 40 plus represent a thermal imager or a ground surveillance radar, these can see through smoke so values that high are not used in a WW2 era game!
<b>Range Finder</b>	This improves the units' chance to hit, bigger is better, but it is far more effective at the halt, i.e. you did not move in this turn or the last one. A value of 14 or more is a laser range finder.
<b>Carry Cost</b>	An indication how heavy this thing is, how difficult to transport.
<b>Carry Capacity</b> 	An indication of how much this unit can carry. XX means it can only carry troops, 1XX means it can carry crewed weapons ( guns, mortars etc ), 2XX vehicles.  Here is a more detailed explanation:  Vehicles and aircraft ( including landing craft and barges ) have <b>three</b> carry capacity ratings all built around the one byte code limit of 255  <b>1/</b> A unit that shows a carry capacity <b>up to</b> 99 can carry foot passengers ONLY. If that vehicle / aircraft / barge has a "load cost" capacity rating of 34 it can load up to 34 troops ( but NOT crewed guns and NOT vehicles )  <b>2/</b> If that vehicle / aircraft / barge has a three digit carry capacity starting with a 1 then it can carry crewed guns and troops ( but NOT vehicles)...so anything 1xx can carry men and guns up to the limit of xx. For example-- a unit with a 134 carry capacity can carry men AND guns (including mortars) up to the limit of 34 "load cost"...if it had a rating of 174 then it can carry up to 74 "load cost" including guns and mortars  <b>3/</b> If it has a carry capacity rating starting with a 2 UP TO 255 ( the largest number that can be entered) then it can carry vehicles, guns and men up to a limit of 255 "load cost" so to use the previous examples if a vehicle / aircraft / barge has a capacity rating of 234 then it can carry troops, guns AND vehicles up to the "load cost" limit of 34.
<b>Passenger</b>	List of any transported units.
<b>Turret Picture</b>	Lists the steel armour for the turret sides, top armour if this is a non turreted unit. If values are shown in red, this unit is open topped, hence quite vulnerable to artillery fires, and to close assaults by infantry. If a vehicle is open topped, even pistol shots can go through if a top hit is scored!
<b>Hull Picture</b>	Armour diagram for the vehicle hull, lower hull for non-turreted designs.
<b>Armour Type</b>	The label is <i>active</i> , it changes to yellow on selection with the mouse (see cursor in the above illustration). Press to cycle through the armour types, plain steel, anti HEAT (spaced etc.).

The unit leader's name is shown under the picture, pressing on this with the mouse lets you rename the leader, if desired. Also shown is his statistics:

<b>Rally</b>	An indicator as to how good this leader is at <i>rallying unhappy subordinates</i> , or himself. This number will reduce during a turn as rallies occur, and be set to zero for the rest of the turn if the rally attempt fails.
<b>Inf Command</b>	A reflection of how good this leader is at infantry related tasks.  If he is performing an infantry function, or is near a subordinate he can sometimes influence their or his actions depending on this value. If he successfully throws a 'skill roll' <b>and</b> has a higher value in some skill than the subordinate then the subordinate will use his higher value for that skill.  The other skills, armour, artillery etc, work in a similar fashion. Therefore, having skilled leaders very close by (within 3 to 5 hexes or so) is good in SP series games.  Low here, this guy is a tanker! (Note, in a mixed formation, if the leader is a tanker and the majority of the subordinates are infantry, he will not be able to help them much).
<b>Art Command</b>	How good this leader is at artillery related tasks, such as directing fires from a remote battery. A key variable for calling fires, naturally better for proper artillery units, or for artillery OP units. Again low as he is a tanker by trade.
<b>Arm Command</b>	This is high, as he is a armoured unit commander.
<b>Kills</b>	A tally of this unit's total kills, deleting an enemy unit is a kill, i.e. an entire squad, not 1 or 2 individuals.

If this unit is in a campaign core, these variables will tend to increase over time, or if the leader was destroyed, a new leader will be generated, or one of the subordinates will take over the formation command. Kills help experience to rise in a campaign, so it is worth 'bleeding' even those units which normally live in the rear, if you find the opportunity in a campaign for them maybe to go forwards and sweep up a few stray crews etc. The first 5 kills are the most valuable at raising initial experience. NB, firing your weapons at a real enemy is a major help to experience increases, as is being shot at 'for real'. Campaign core units switched to a new specialty keep their old statistics, so a tank traded to an SPA 105mm indirect piece is less good at that job till it has tried it for some time.

Air unit height is shown for planes, you alter altitude for these items on this screen, for on map air units (helicopters) Changing altitude costs MP, so you may not have enough to climb.

Press **continue** to exit this screen.

Press **information** to go to the class information screen. This shows the generic information for units of this type, default ammunition loads, weapon data etc. as seen in the relevant [encyclopaedia](#) entry.



**The Headquarters Screen (HQ Screen)**



This screen gives you an overview of your force composition. A button is listed for each formation, pressing this or selecting on the list of units on the right shows basic formation data in the white panel on the left hand side of the screen. A button allows you to put certain formation types under computer AI control, should you so wish, and another allows you to assign waypoints for this formation to follow, if subsequently set to computer AI control.

Ignoring organisation of your forces is a common beginners mistake. New players sometimes wonder why their units run away a lot, and when you examine their forces, they have individual squads off a platoon spread randomly over the map, often kilometres apart!

Remember that an SP hex is 50 metres, about half a football field. 20 hexes is a kilometre (about 1000 yards for the non-metric folks 😊). Units which have no radio will have to keep within 250 metres(yards) or so of their commander. Radios will work across the entire map, but are not 100% reliable. Remember that for radios to be useful communication aids that each party to the conversation requires a radio set!. (NB as time goes by in a campaign, your more experienced veterans will tend to pick up radios someone left lying about, even if radio chances are low for the unit in the OOB). Formation leaders get a higher chance of receiving a radio, as do artillery observers. In SP, radios can represent field telephones (in fortifications for example).

Keep your formations together, and keep your platoons close to their company HQ so that he can rally them if required. Consider moving the company HQ nearer to an ongoing battle to rally the troops better, or to provide leader skills to subordinates. Consider the same for the battle Group HQ unit as well as he can rally anyone else, or provide skill rating boosts to anyone else. Do not risk higher level HQ more than necessary, however.

### The Central Pane

<p><b>Formation Letter, Formation type</b></p>	<p>The formation ID letter(s) and its command type are listed at the top of the Central panel. A formation can be a company type (the battle group HQ, a Company or a Second Rate Company) or a platoon type ( A platoon or a section)</p> <p><b>H</b> is shown in <b>RED</b> on the RHS for the Battle Group Headquarters (BGHQ)</p> <p>or</p> <p><b>C</b> in <b>YELLOW</b> for a Company element.</p> <p><b>P</b> is shown in <b>BLUE</b> on the RHS panel alongside a platoon or section command element.</p> <p>Formation letters are assigned sequentially starting at A, so your BGHQ will always be formation A.</p> <p>Unit numbers are also assigned sequentially from 0, with the formation commander being assigned as the first unit, hence the 0 unit of a formation is usually the commander. This may change in a scenario, or in a campaign, or in any battle due to casualties. In a campaign, when a unit replaces a destroyed commander, it will become the new command unit, with a new ordinary unit replacing the previous commander. Therefore in campaign core forces the 0 unit will not always be the formation command.</p> <p>Whether or not this formation is under AI or human control is also noted here</p>
<p><b>React</b></p>	<p>The reaction turn is used in scenario design for AI forces. The smaller the reaction number, the quicker units will react to events on the map. The higher the number, the longer AI units will stay in place. For standard games it is ignored.</p>
<p><b>Leader Name</b></p>	<p>Leader's name and rank here. Higher ranks tend to be better at rallying their troops, and have better leadership ratings. Names and rank titles come from the name and leader text files set up for a nation.</p>
<p><b>CHQ Link</b></p>	<p>Denotes if a unit is in contact with its higher HQ by radio or voice contact, or is out of contact. Formations in contact with a higher HQ can have rallies made by that higher HQ, those out of contact must rely entirely on their own leaders rally ability. Voice contact is good to 4 or 5 hexes, 200 to 250 metres.</p> <p>Radio links do not work 100% of the time.</p>

<b>Rally</b>	The rally rating of that leader. Higher numbers are better. As rallies are done in a turn, this number will tend to decrease. Once a rally attempt fails this number will be set to zero for the remainder of the current turn, signifying that this leader cannot rally himself or subordinates any further this move. Leaders who are in retreat or rout states, can only rally themselves as and until they reach a better morale state. Individual units can only rally themselves, only leaders can rally their subordinates. Company HQ leaders can rally any leaders or units in their subordinated platoons. A0 can rally any troops in line of comms including company commanders.
<b>Leadership Ratings</b>	Leaders and units are rated for infantry, armour or artillery skills. These skill ratings can be used on subordinate troops, leaders close to and in contact with their own troops can replace or boost the subordinate unit's skill rating with their own, this tends to work best at 1 to 3 hexes in voice contact, not over the radio. This affects firing for example, or engineers removing mines.  Units with high artillery skill are better spotters, observed fire by these will tend to drift less, and the time delay will be less. Delays are modified by the skill at each end of the chain, a skilled artillery observer controlling a skilled artillery firing unit will have a much quicker response than a skilled artillery observer controlling a conscript artillery unit with poor artillery skill.
<b>Unit List</b>	The list of units in that platoon. Company level leaders can have command of an HQ platoon of units directly under their command as well as commanding subordinated platoons. These units treat the CHQ as their platoon leader for rally etc.
<b>Platoon Listing</b>	The platoons assigned under this company commander's command. Truncated list if too many are present to fully display, see the <a href="#">Show Company Details Button</a>
<b>Show Company Details Button</b>	Shows details of the platoon level formations under this company level commander's control. All platoons left under no particular company control will be brigaded under the battle group commander (A0) to form a headquarters company (A Company). See the section <a href="#">below</a> for more details.
<b>Show/Hide Formation ID's</b>	CD owners only Allows players to view all the units under a formations command. Click <a href="#">HERE</a> for more information
<b>Exit</b>	gets you out of the HQ Menu. [ <b>Escape</b> key is a HotKey for this]
<b>Force Value</b>	The value of your force, may vary from the buy points used as individual units will vary in stats on purchase (some high, some low) or in a campaign as experience is gained, or lost by destruction or severe damage requiring extensive repairs to a core unit, or if the unit changed type or class when new kit was issued.

#### LHS Info Panel

<b>Unit Name Button</b>	Pressing this button shows the formation data for it on the LHS pane. It also makes this formation's leader the currently selected unit on the map, which is handy for finding or reviewing your forces as the game map will centre on the unit last selected on exiting the HQ Screen.
<b>Waypoints Button</b>	Use to assign waypoints to this formation. Note that we have increased the waypoint count from 10 to 125. See the Waypoints section below.
<b>Toggle Control</b>	Use to change a formation between AI control or human control. Some artillery type units will not toggle control, but AI formations will assign these to fire missions if you leave them idle, and do not plot them yourself.

#### Right Hand Pane

This shows the details of the formations whose buttons are currently on the page. Shows a letter beside the leader unit showing his command level. Shows damage status for all units in formation. Use the next or previous buttons to scroll the listing. Click on a listed formation to make it the currently selected formation (show details in the LHS pane).

## Waypoints



We have increased waypoint count from 10 to 125 per formation.

Waypoints are normally of more use to a scenario designer than a human player, as only formations under AI control follow the waypoint list.

However, a human player can sometimes find limited usage of AI control, and waypoints, useful.

Waypoints are useful for plotting long approach marches, for example in a winter assault when your leg units have a long march ahead of them before contact can be expected. Use of waypoints to march your units across a tedious approach and into a forming up area where you will take over control. This can be useful to save a lot of tedious unit shuffling.

They also can be useful to move a reserve formation across the back of your area sometimes in defence or attack. Or to set up a unit to "patrol" an area.

### Waypoint usage

Toggle to computer control then set your waypoints for that formation

There are a few very important things to remember when setting waypoints

- 1] The AI will *GENERALLY* try to move your units over TWO waypoints and stop just before the third waypoint IF it has enough Movement points to cover that entire distance.
- 2] if you space the waypoints too far apart so that the AI is unable to fulfill all the requirements of 1] the AI will start the next turn by removing the next Waypoint from the route you have created then try to catch up to where it "should" be.
- 3] Do not spread the formation you are setting waypoints for all over the map !
- 4] **ANY** change to the formation structure of either side of a scenario **WILL CANCEL ALL** waypoints for both sides so waypoints must be the very last thing that is done. A change to even one unit of either side cancels ALL waypoints
- 5] When you initially set you waypoints the "first" waypoint to the game is the one right in front of your formation leader. When it moves, that first hex that will count as 1 waypoint crossed. However, tests have shown that the first turn does not always follow the "rules" so experiment on your own.
- 6] You can place more than one waypoint in a hex. The AI will "generally" count three waypoints per turn as "movement" so if you want a unit to stay in one place for a few turns before moving, a useful "rule of thumb" would be 3 waypoints per turn in one hex.
- 7] If enemy units are encountered along the route you have planned the AI **WILL** engage in combat rather than follow the waypoints. When the threat is over the formation will attempt to catch up.( See 2] above ). A long delay coupled with waypoints that are far apart may mean that your formation does not end up following the route you originally planned.

We are still finding out new things about the way waypoints are handled by the game so please experiment. We recently had a report that using waypoints spread three or four hexes apart using units with similar speeds worked very well when moving AI forces forward in a Scenario.

One thing to remember is that this system ensures that no two games will be exactly alike and this is a good thing as it keeps scenarios "fresh" longer when the same thing is not happening over and over.

For a very detailed discussion about waypoints and their use click [HERE](#)

## Show Company Details Screen



This screen shows the company organisation in more detail.

The company HQ platoon troops are shown at the top of the screen, with a button underneath for all platoons under the company's command.

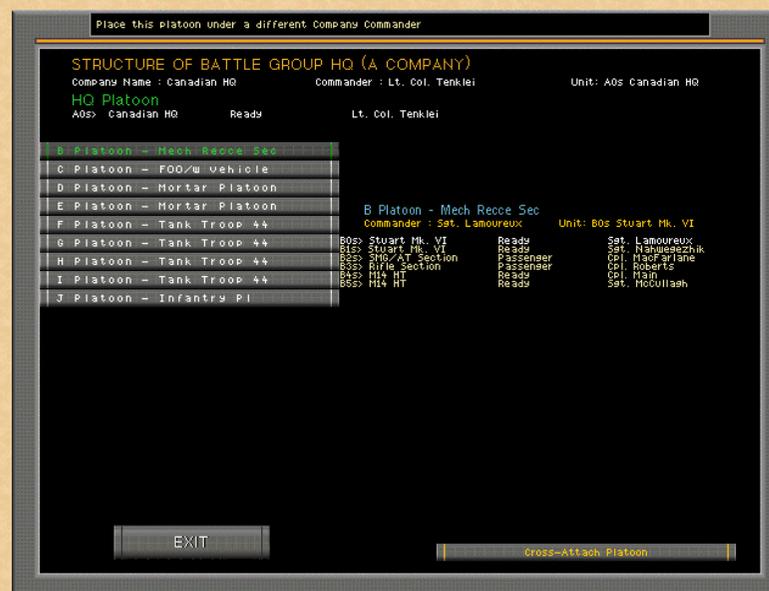
Use the platoon buttons to show the details of that platoon on the RHS of the screen.

Platoon HQ leader units are highlighted in white. Unit current status is shown in coloured highlighting, red for bad states!

Use the Exit button, or escape key to exit this screen.

The cross attachment button appears for any currently selected platoon which can be cross attached to another company commander if you so desire, but **only in game turn zero (deployment)**, hence, not in scenario games which are fought in the organisation as set up by the designer.

## Cross Attachment Screen



A list of available company HQ to which this platoon can be transferred (if any). Press the desired CHQ button to select as a target, then press the Assign to this CHQ button to transfer the currently selected platoon under command of the selected CHQ and automatically return to the company details screen.

Press the Exit button, or hit the escape key to exit without cross attaching the currently selected platoon.

Platoons that are part of your campaign core cannot be assigned under command of support troops CHQ, but support platoons can be attached to your core companies (for this battle only).

You cannot assign away the HQ platoon of a company.

Some Company designated formations (especially artillery) will be actually platoons for game purposes, but you may find some formations titled platoons that use a company structure, for example large recce platoons which need to operate widely spread in sub-units. These 'platoons' cannot be assigned under another company HQ as they are themselves companies in game terms, though their subordinate sections can be.

There is a limit of about 60 units in a formation in the OOB data, however this relates to the game build formation code (purchasing a company). You can cross attach any number of units under a company commander using this facility once actually inside the game.

Individual units can be also cross attached to other formations on the deployment turn zero as well, see the deployment screen for details. There is a limit of 10 items in a purchased platoon, but again, once inside the game you can attach individual units to a platoon beyond the 10 unit buy limitation, however it is highly not recommended as the platoon commander may have problems rallying that number of subunits if disaster happens!.

## Unit Roster

ID	Name	Status	Move	Shots	Sup	HE	AP	Dam	Exp	Mor
A 0 s	Canadian HQ	Ready	6	6:6	0	60	:0	0	71	78
B 0 s	25 pdr Troop	Ready	0	3:3	0	90	:0	0	73	76
B 1 s	25 pdr Troop	Ready	0	3:3	0	90	:0	0	74	76
C 0 s	Rifle Section	Ready	6	6:6	0	80	:0	0	67	78
C 1 s	Rifle Section	Ready	6	6:6	0	80	:0	0	70	69
D 0 s	3in Mortar Sec	Ready	3	3:5	0	40	:0	0	64	74
D 1 s	Vickers HMG Sec	Ready	4	6:6	0	90	:0	0	75	69
E 0 s	Rifle Section	Ready	6	6:6	0	80	:0	0	77	70
E 1 s	Rifle Section	Ready	6	6:6	0	80	:0	0	66	75
E 2 s	Rifle Section	Ready	6	6:6	0	80	:0	0	73	63
E 3 s	Rifle Section	Ready	6	6:6	0	80	:0	0	68	71
F 0 s	Rifle Section	Ready	6	6:6	0	80	:0	0	65	69
F 1 s	Rifle Section	Ready	6	6:6	0	80	:0	0	63	76
F 2 s	Rifle Section	Ready	6	6:6	0	80	:0	0	72	64
F 3 s	Rifle Section	Ready	6	6:6	0	80	:0	0	75	68
G 0 s	Rifle Section	Ready	6	6:6	0	80	:0	0	70	74
G 1 s	Rifle Section	Ready	6	6:6	0	80	:0	0	69	64
G 2 s	Rifle Section	Ready	6	6:6	0	80	:0	0	69	68
G 3 s	Rifle Section	Ready	6	6:6	0	80	:0	0	63	66
H 0 s	PIAT Team	Ready	6	3:5	0	0	:0	0	73	71
H 1 s	PIAT Team	Ready	6	3:5	0	0	:0	0	71	66
I 0 s	Rifle Section	Ready	6	6:6	0	80	:0	0	64	68
I 1 s	Rifle Section	Ready	6	6:6	0	80	:0	0	73	68
J 0 s	3in Mortar Sec	Ready	3	3:5	0	40	:0	0	74	68
J 1 s	Vickers HMG Sec	Ready	4	6:6	0	90	:0	0	67	65

This screen is available from game turn 1 onwards. It is used to show current details of all units. Press the unit button to jump directly to it on the game map. Only weapon 1's data is shown here. Red is generally bad news or off map, yellow for warning and white for OK with green for passengers. Destroyed units show their full points value, which will be credited to your opponent as part of the Victory Point Calculation at end game.

## Maps and Terrain Types

### Steel Panthers Maps

Please remember...WinSPWW2 is an entirely different game. **No** other SP series game's data will be usable here, you **cannot** move maps from SP2 over to the new 15 level, 200x160 hexes format.

### HOWEVER.....

**All WinSPWW2 and WinSPMBT maps are interchangeable.** Any WinSPWW2 map can be brought over to WinSPMBT and WinSPMBT maps can be used in WinSPWW2

### Terrain Types

<b>Impassable</b> 	Is impassable to vehicles, is very difficult for infantry types, less so for commandos, rangers. Represents either extremely rough terrain, or extremely steep and/or scree-covered slopes or cliffs (truly impassable terrain is not implementable, as it gives the AI path finding routines severe fits).
	Difficult going for vehicles and infantry, there is a high breakdown (sticking) possibility for vehicles, <b>especially</b> 2WD trucks. The code is set up to penalize for speed. If you

<p><b>Sand Dunes</b></p> 	<p>charge into a soft sand hex at the end of your movement allowance (and therefore at top speed) you will have a <b>MUCH</b> higher chance of bogging down than if you only move one or two hexes at the start of your turn.</p> <p><b>HINT:</b> Ignore the movement radius shown in Sand Dunes (aka Soft Sand). That tells you the <b>Maximum</b> number of hexes you can move <b>IF YOU'RE LUCKY!</b> You can move them all if you want to but if you do, chances are your luck will not hold out for long. Avoid Soft sand with 2WD trucks unless you're desperate and keep the speed of tracked and 4WD vehicles to under 1/2 of the movement radius shown and most times you will get through OK. This is a trap for the unwary and the hasty player. We could simple lower the sticking chance and the number of hexes allowed but this way we give the gamblers the chance to gamble and win....or lose. Soft Sand will also reduce artillery effects slightly .</p>
<p><b>Snowdrifts</b></p> 	<p>Ski troop types less affected by snowdrifts, but snowmobiles can get stuck in this type though at a lower chance than regular vehicles. Vehicle Immobilisations are much more likely, especially for wheeled vehicles. These are <b>deep</b> drifts that are true obstacles, not the stuff of that has blown over your driveway. (See <b>HINT</b> above regarding vehicles in Sand Dunes ) Deep Snow will also reduce artillery effects slightly</p>
<p><b>Trenches</b></p> 	<p>Fire Trenches provide cover (even if you moved) as for being dug in. Major obstacle to vehicles, which can be ditched trying to cross these, they are meant to represent wide fire trenches, not foxholes. Due to the ditching possibilities these can also be seem as a form of AT ditch.</p> <p>Ordinary foxholes protect only infantry, who will be counted as dug in if they start the move in such. The vehicle revetments and gun positions issued at the start of a battle can NOW be reoccupied.</p> <p>NB, Some forts and bunkers may have a carry capacity, and hence provide shelter for 'passengers'.</p>
<p><b>Hedgerows</b></p> 	<p>Represent major hedge obstacles with a substantial base, as in the Normandy Bocage, though also found elsewhere. A major obstacle to vehicles, which can be bogged down (stuck) crossing these. Good protection to stationary infantry, dug in infantry in these can be very difficult to shift!. Hedgerows can be made taller in the Map Editor by laying them again and again along the same track. Each application will raise the height of the hedgerow.</p>
<p><b>Paddy Fields</b></p> 	<p>Are treated similar to marshes. Flooded paddy fields are less bad going to amphibious vehicles, which are less likely to stick in them as well, but still not good vehicle terrain at all for these. Paddies are a serious obstacle for all ground units, and are best avoided as they are prime ambush terrain. You do not want to get caught out in the middle of a paddy. Paddies that are not flooded can be represented by Mud, Tall Grass or Dry Tall Grass terrain's, depending on the season and condition of the paddy. Paddy fields will also reduce artillery effects slightly .</p>
<p><b>Mud</b></p> 	<p>Mud is a serious obstacle to all, and vehicles have a high chance of being bogged down. This is not your minor mud puddle by the side of the road. This is thoroughly water-soaked ground due to flooding, heavy snow melt, torrential rains, monsoons and etc.. This is the stuff that stopped the Germans in the Soviet Union in WW2. Mud will also reduce artillery effects slightly</p>
<p><b>Volcanic sand</b></p> 	<p>Effects are similar to soft sand. Wheeled and track vehicles have an increased immobilisation chance. Although provided mainly for Iwo Jima in WW2, this terrain type has possibilities for usage as light scree elsewhere (collection of rocks, small stones and grit that accumulates at the foot of a cliff).</p>
<p><b>Railway Track</b></p> 	<p>Rail Track is not very good going for vehicles, but affects foot less so. Rail Track does negate the underlying terrain (mud, rough or marshland, say), so viewing a rail line as a poor quality road. As with roads, if damaged by shell holes, it is less good going than if undamaged.</p>
<p><b>Tram Lines</b></p> 	<p>Treated as paved roads, mainly cosmetic therefore to be used in city maps for flavour.</p>
<p><b>Clear Terrain</b></p> <p>Earth Types</p> 	



**Short Grass types**



Green Grassy Plain, Bare Earth, Grass type 2, Red Earth, Grass Type 3, Leaves, Yellow Sand Desert, Dry Grassy Plain, Red Sand Desert, Beach sand or Grey Sand Desert (all also known as "Clear") are not obstacles to Movement, per se, though the off-road movement cost is decidedly higher for some Classes of movement, such as the "Wheeled Class" (two-wheel drive vehicles).

**Ground Cover**



These terrains are relatively flat, but they are not considered flat as a billiard table either. There are plenty of minor ground fluctuations, tufts of grass, short ground cover, nooks or crannies for a determined trooper to hide behind and in.

**Sand Types**



**Snow**



Plain white snow terrain maps adds extra MP's to cross **all** terrain, including road movement cost.

**Roads**



Roads are metalled (grey) or Secondary (brown). In dust conditions (Visibility above 75, summer or desert terrain), travel over dirt roads produces dust more quickly than on metalled roads. Dirt roads need less vehicle movement through a hex to produce dust trails, the amount of vehicle movement through hexes for dust production is cumulative.

**Swamp**



Swamp, Frozen Swamp and Marsh Wetland hexes are not good going for any type, but especially for vehicles which can become stuck. Defending units cannot dig in here. Swamp will also reduce artillery effects slightly.



**Tall Grass**



Tall Grass and Dry Tall Grass provide some LOS blocking at a low level, some protection for infantry within such hexes. In jungle maps this can be rather tall, representing bamboo, elephant grass and the like. Can also be low-lying scrub of any kind.

Dark tall weeds / brush- Shrubland / Bushland terrain set representing late fall - winter dark coloured weeds and light bush /brush. This has the same effects on sighting and movement as other tall grass types

**Shell Holes**



Shell holes provide some cover, but increase movement costs in damaged hexes.

**Buildings**



Buildings provide cover, especially if of stone construction. Vehicles can drive through building hexes, but may become broken down as they collapse. Collapsing buildings may cause casualties to infantry etc, but a collapsed building (rubble) hex is quite good cover, again stone rubble is better.

**Trees**

**Mixed forest types**



Mixed forest Summer Trees , Autumn Trees and Winter Trees -- all Wooded hexes block LOS to varying degrees, provide good cover but cost more MP to traverse, especially for vehicles.

Dense Coniferous Forests. These represent dense stands of uncultivated evergreen pine / fir / spruce etc. and further reduce movement and visibility over and above standard mixed forest

**Coniferous Types**



**Orchards**



**Vineyards**

Orchards are lower height, lower density wooded areas, and block LOS less than regular woods. Can also be used for urban treed areas which are mostly cleared.



### Coconut plantations



Vineyards are low height, low density areas which block LOS similar to tall grass but because vineyards make extensive use of wire these slow movement for vehicles and hamper infantry movement  
Coconut plantations block LOS less than orchards as the obstructing foliage is higher up . Movement is slightly hampered

### Frozen Ground

Very light snow over frozen ground



Light snow



Light snow added . Both light snow and Very light snow / frozen ground represent two varying degrees of early snowfall covering frozen ground. Both are treated like clear terrain for movement and sighting purposes. Mainly cosmetic

### Water

Shallow Water



Deep Water



Full hexes of water can represent canals, lakes, wide rivers or the ocean.  
Shallow water's "height" is shown as -1, troops may wade through it at increased move cost, though non amphibious vehicles can move through shallow water but may become ditched trying this . Barges (landing craft) may offload in shallow water, though then the passengers will then have to wade ashore. Vehicles (and infantry types) with swim ability traverse water at 1 hex per swim point.

Deep water's "height" is shown as -3 . Troops and vehicles can only move on it if in boats or amphibious. The difference is slight visually in the game but it can be seen

### Bridges



Bridges negate the terrain below them, usually water obstacles. Stone bridges are tougher than wooden ones, needing hits from larger calibre artillery or bombs etc. Dropping a bridge segment kills any elements currently stacked on it (enemy or friendly). Rail bridges cost a bit more than road in terms of move cost. In some lesser developed areas dirt roads may cross water by fords rather than wooden bridges. Occasionally the wooden bridge or ford may have been washed out, with areas of swamp etc around the ford.

### Fields



All farm fields provide some low level LOS cover for infantry & etc, especially if standing wheat crops. Fields cost a few more move points to cross for vehicles. The types of fields are: Yellow Crops, Green Crops, Winter Field, Ploughed Field, Snow-Covered Field and Crop Stubble in Early/Late Winter.  
Bare Fields represent either freshly planted fields or freshly harvested ones and have no special movement of LOS restrictions



**Rough**



Rough terrain costs more MP to traverse, but provides excellent cover, especially for infantry. Represents broken or rock strewn terrain. You may find generated maps with dried up river beds, chiefly of rough but sometimes with marshy spots. Desert maps can have Wadis, wide areas or gullies filled with rough terrain. There are rough terrain tiles for each of the different soil types represented in the game.

**Paved**



Pavement, Stone cobblestones and Brick Cobblestones are found around buildings, also in city grids. Acts like road terrain. These three terrain types are **ONLY** available on ground level. They **CANNOT** be placed on hills

**Streams**



These represent drainage ditches or small linear water obstacles. Streams cost a lot of MP to cross, and are a ditching risk for vehicles. Streams may have muddy or marshy banks, such banks tend to be worse sticking risks. Streams may have more fordable parts, if you hover the mouse over a ford (-1 height river) it will tell you. Fords are deliberately not given a special terrain hex marker as they are generally difficult to find with exactitude on the ground. Movement cost is less through a ford, as is bogging down chance. Still, not a good idea to blast through at full speed!

**Slopes**



Slope hexes cost 1 MP to traverse over the base terrain type when moving to a higher level. No cost is incurred when moving to a lower level

**Fire**



Fires may start in some terrain types, this causes suppression especially to soft troops, and can cause casualties to infantry, guns etc. Large fires (e.g. caused by napalm or flame throwers) is worse than small fires.

**Wrecks**



Vehicle wrecks provide some LOS block, but they count like normal units to stacking costs, each unit or wreck in a traversed hex deducts 1 MP.

**Visibility**

If scenario visibility is high, then LOS can penetrate deeper into forests, grasslands, standing crops, light smoke and so forth. When visibility is high (above 75) in high summer months, or in desert or snow terrain, then vehicle movement can raise dust or disturbed snow trails. Low visibility under 10 or so hexes especially, affects air strike accuracy unless fitted with night vision, and causes more glider and paratroop landing accidents.

With all bad terrain, the faster the vehicle has traveled before hitting this, or the more MP expended whilst in such terrain, the greater the sticking chance.

Aircraft ignore underlying terrain, except when helicopters try to offload passengers in some hexes, woods and buildings.

Helicopters expend MP to climb or descend.

Paratroops landing in terrain other than flat or easy going types tend to suffer more landing accident casualties than normal. Trained paratroopers (proper Para Unit Classes) suffer less accidental casualties on landing in any terrain than ordinary non para trained troops. Troops air landing in deep water tend to drown, as do gliders landing in deep water. Gliders landing in obstacle type terrain tend to get smashed up, destroying themselves and passengers, try not to land gliders in woods, buildings and so on. Para and glider landing zones therefore should be plotted in large flat areas of open ground.

### Terrain, hills and LOS

Each level of hill in the game is broken down into 10 units. Ground level terrain that is "5" high is midway to being a level 1 hill. Level 1 terrain that reports as being "15" high is midway to being a level 2 hill etc, etc to the top level ( level 15 )

The game does not block LOS behind a "bump" in the map until it gets to be 4 higher than the base height for that level ( ground level would be 4, level 1 would be 14, level 2 would be 24 etc etc. ). It will allow you to see over and behind any "bump" 3 and under so any terrain 3 and under above the level you are on will offer neither cover nor concealment.

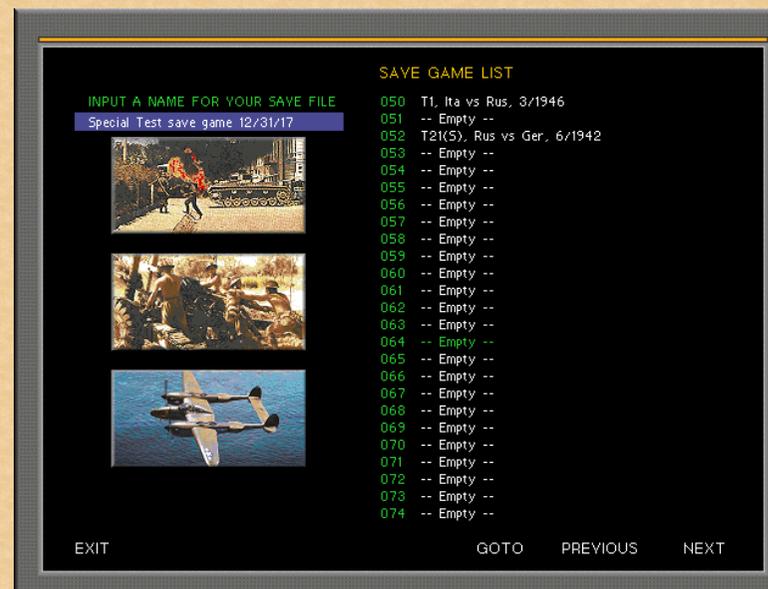
### For example.....

If a unit is at zero height directly behind a 4 high "bump" that is three hexes long , LOS will be blocked for 2 hexes behind the bump. If that 4 high bump is 4 hexes long, LOS will be blocked completely right across the map. If the bump is 5 high even one hex will totally block LOS.

We are currently considering that each unit of height roughly represents 24 inches or .6 meters. As a simple rule of thumb this would make each hill level represent roughly 20 feet or 6 meters of height

## Saving a Game and loading a Save game

If you partially play out a game you'll want to save it for later . Click on the save game button  and you will be brought to this screen

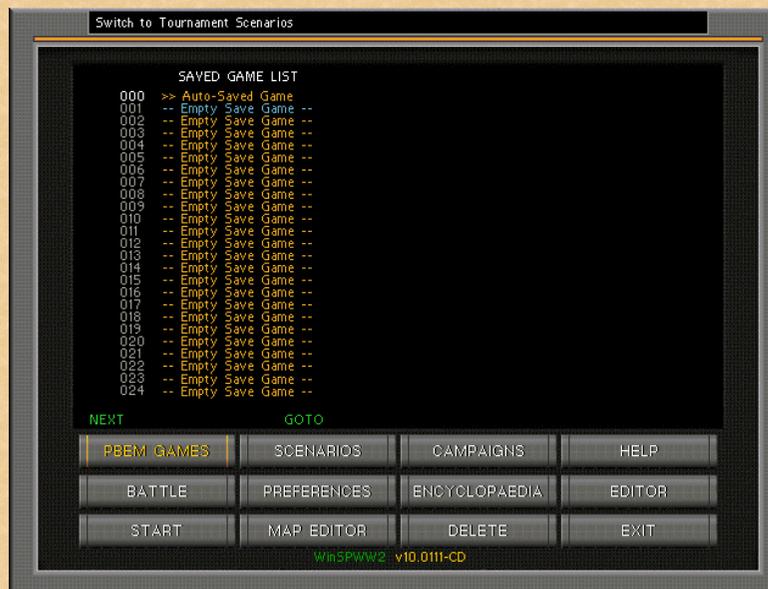


Pick a slot and click on it. You will see a red rectangle appear ( as above-- SaveGame-1 (empty) ) you can backspace to remove some or all of the text that appears and enter in your own name for your save.

Below is the central game screen. The first button you see on the left side of the screen is the Saved Games button. This is where you load the games you have saved. In WinSPWW2 this one button now servers three save game screens, each with a different purpose.



The first time you click on the Saved Games button from the Central screen you will see this:



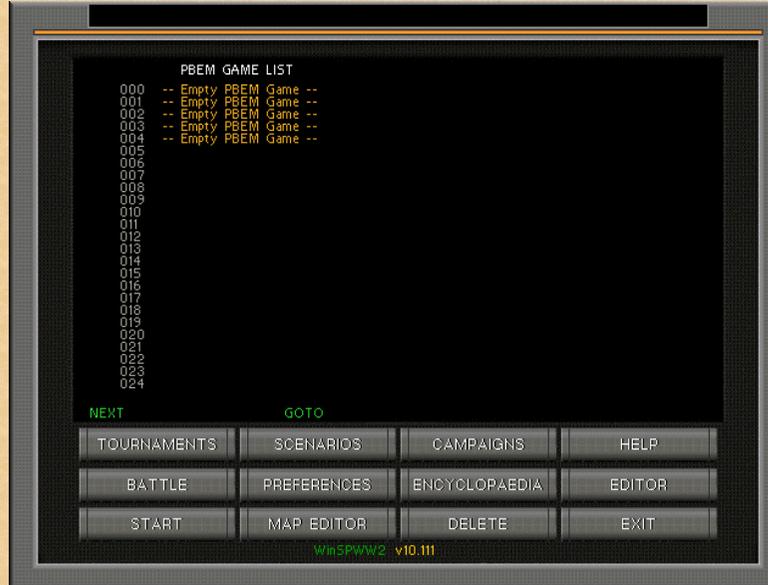
This is where you load the saved games of regular generated Battles, scenarios, campaigns or NON-Secure PBEM games .

**PLEASE NOTE**

Regular games are autosaved the the end of each turn in the 000 slot.

**PLEASE, do NOT deliberately save your games in that slot or they WILL be lost!**

If you click on the "PBEM GAMES" button you will see this screen with the regular free DL game



There are only five secure PBEM slots in the Regular game

This is where you load Secure PBEM games. All .Dat files saved here are encrypted to keep people from reading the contents of the .Dat file and thereby revealing the troops you have. Once you choose a save slot for secure PBEM, games are automatically saved to that slot after every turn

Click [HERE](#) to see the added features for this screen available in the CD version

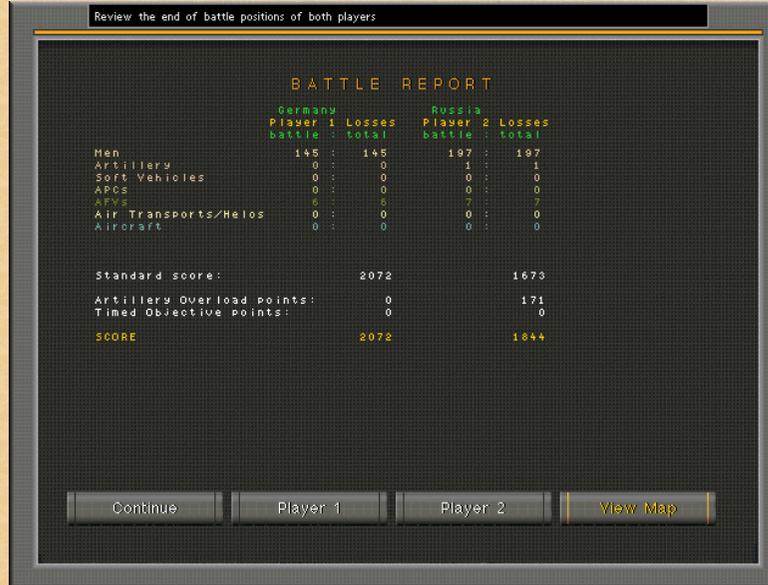
If you have the extended version of the game available on CD from Shrapnel Games you will see the button now reads "Tournaments".

Click [HERE](#) to see more information on the Tournaments screen

## Game Ending

The game ends at about the number of turns given for a game or scenario. Consider the number of game turns an **indicator** only, except for PBEM games and scenarios. The game will end early if one side is thoroughly routed, or completely destroyed, and the other side has gained all the victory hexes. The game (apart from PBEM games and scenarios) will end if the number of turns has been met, check the objectives held and grant victory, but it first makes an 'engagement check' to see if healthy forces of the enemy are reasonably close to any disputed hexes. If it decides the objective is in dispute, it can add extra turns onto the notional game length. This is an added feature, please do not write in reporting this as a bug, it is not, it is a design feature.

### End Game Map Review



The added features we have coded into the game require new reports on the End Game screen for the 2013 release.

Players will now see the standard score as well as how many points, if any, were accumulated for either artillery overload or time objective points and then they will see the total score in Gold which includes the totals of the standard score plus the artillery overload and/or time objective points.

The victory screen that appear at the very end of the game uses the total score to determine victory level but player could choose to simply record the standard score points to determine who won and by how much.

We have added an additional button to allow you to view the map as it stands at the end game, viewing both players' units.



"REVIEW" is shown at the top of the map, your opponent's units and minefields are all now displayed (note the mass of red symbols on the right of the mini map). You can select enemy units and view their stats, the next and previous

keys will cycle you through the scenarios, so if the German player always selects an American unit, it will cycle through the Americans as and until he re-selects another German unit.

If you open up a 'finished' save game you will be able to see the end game display, however if this is a PBEM game, please remember to zip up the game files and send to your opponent **before re-opening the save** game to gloat over it <G!>, as otherwise the game can 'forget' who was playing who for the purposes of the end game messages.

## Scoring ( winning and losing )

Your victory point score is calculated as: VP = (Total points from objectives) + (damage points scored on the enemy)

Your opponent gets the same calculation but obviously scores off your destroyed and damaged units, plus his victory hex points.

The 2 sets of VP are expressed as a ratio to determine victory. The victory result is then determined as follows

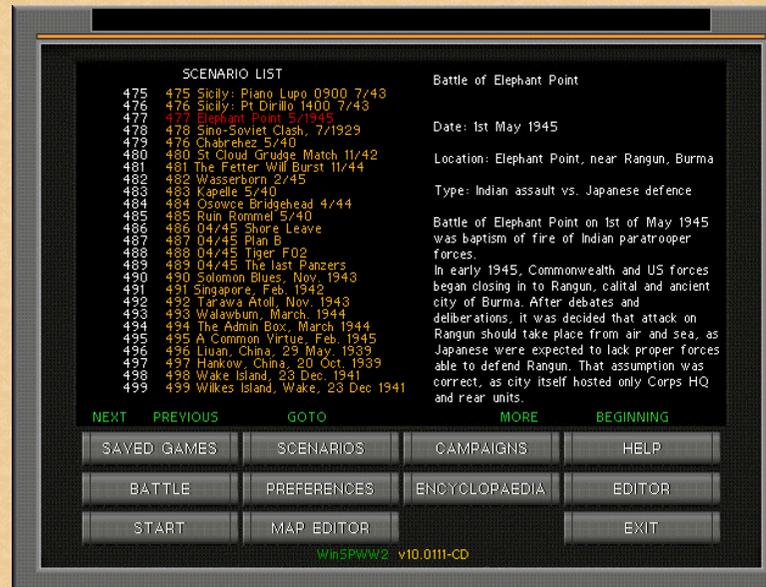
- **decisive victory** - your ratio of points is 8 times the enemy's or greater
- **minor victory** - your ratio of points is 2 times but less than 8 times the enemy's score
- **draw** - whenever either side scores less than 2 times against the other side.
- **minor loss** - your opponent scored a minor victory over you
- **decisive defeat** - your opponent scored a decisive victory over you

Please note that partially damaged units count, so if you do 23 points damage on a 100 point AFV, your score 23 for that damage.

The objective hexes are a bonus and are generally **NOT** the main source of victory points. They DO however help determine the early end of game in that a "broken" AI will tend to throw in the towel if you hold all of them.

Also please note that crews are shown as 0 value. This is for accounting purposes. They are worth the remaining value of their damaged vehicle. Crews are not "free scouts"! as losing the crew gifts any remaining points in the damaged unit they came from to your opponent.

## Playing a Scenario



A scenario is a pre made game, ready to play authored by someone else (it could be you!) in the Game Editor.

If you have not yet read how to play a normal game, refer to [In-Game Play](#) for how to play, and read all sections between there and here. Also, read the Tutorial section, and preferably, play through the tutorial scenario.

When you select the scenario page on the main menu (this is the default game entry) you will see a list of the available scenarios, there can be up to 999 of these, so use the next and previous buttons on the screen to scroll through them.

When a designer creates a scenario, he can produce an explanatory text for this, if so, it will be displayed to the right of the screen, and if there is a lot of text you will be able to scroll through the scenario description. Read this, as the scenario designer may have important information in there, for example he may have set the scenario up only to be played by one side as the human, the other always as the computer. Or he may have designed this scenario to be played between two humans, in this case the balance of the game will likely be poor if played with one side as the computer, as it has insufficient advantage over the human in terms of points, say. Or, he may have some suggestions as to which reality settings to use for this game, using different ones may destroy the scenario balance. (See the [preferences](#) screen for how to set preferences).

He may also note which version of the OOB files should be used, for example he may use a custom set. **Important note:** using different OOB files can have unpredictable effects!

The designer may also give you some hints as to how to achieve victory conditions, as the maker of a scenario can alter the victory points achieved for taking objectives, or even the game pieces themselves. For example in a convoy scenario, do not be surprised if the designer has made your trucks worth say 300 victory points each, and not the regular 3 or 4 points, for these items will in this case be items to keep preserved from loss.

The designer of the scenario makes all the decisions about forces available for all sides, their placement, reinforcements and so forth. He can edit individual game pieces as well. Do not be surprised if the game starts with a pre game bombardment that he has programmed in, both artillery and air strikes.

Note also that the scenario designer decides the type of battle, just because your mission in a scenario is an 'advance', the scenario designer may have deployed the AI forces dug in.

Your input here is to choose sides, unless the designer has stated for the human not to play one particular side, and then play through the situation the designer has made for you.

Scenarios are available in many places on the net, such as at the Wargamer [www.wargamer.com](http://www.wargamer.com) , or at the many other Steel Panthers and wargames sites available on the net, do a web search on 'Steel AND Panthers AND scenario' (read your search engine help to see how to do an AND search, otherwise you will get lots of sites on metallurgy!).

## Playing a Campaign

In a **campaign**, you select a starting core force of units, and command these, with the help of support forces, through a series of battles. As you progress, your core troops will gain experience, and you may be able to purchase better equipment for them as time progresses, and success brings you purchase points to repair or upgrade your veteran troops.

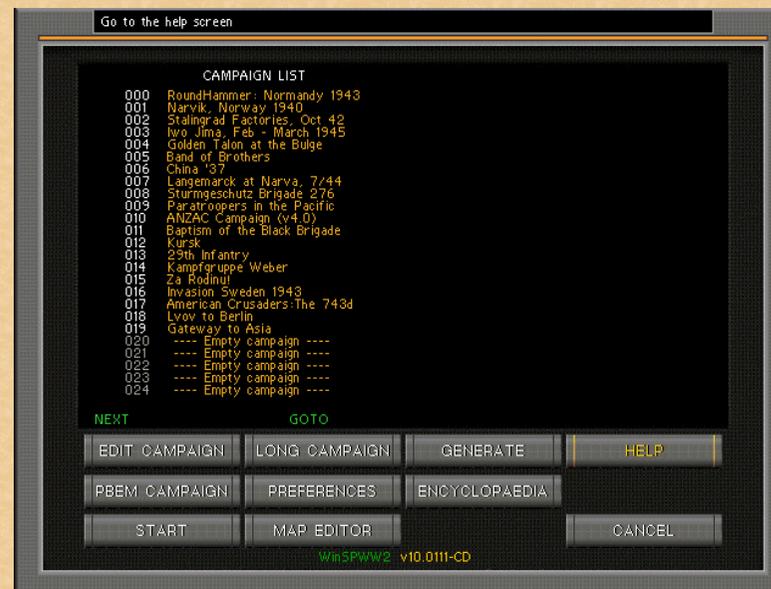
In WinSPWW2 there are now **4** campaign types.

A **PBEM campaign** .This allows two players to PBEM a 3 - 21 game campaign. This feature is only available on the CD version of the game. Click [HERE](#) for further details

The **campaign generator**. Here, you chose your nationality, up to 3 opponent nations, start time and number of battles, and terrain category. Although seemingly limited, this engine is good for a short campaign on a particular theme.

**User designed linked scenario campaigns**. Here a scenario designer links a series of scenario games to cover a specific campaign. In this game we provide a campaign editor, but unlike the one in SP3 , which was restricted to a dozen or so battles in a linear sequence, ours allows multiple campaign threads depending on the result of the last battle. Unlike in SP1 and SP2, where campaigns were written into the code, you can design campaigns of your own.

The **Long Campaign**. These are scripted in the code for 14 of the nations. Here, you select one particular WW2 participant nation, and take a force of soldiers through to the end of the war for that nation. You can advance the start date but not the war end date. The number of battles is a hint to the computer. If you use a large number of battles in the campaign the clock will advance by smaller increments, for example as a German player, you would see more battles in France and the Low Countries in 1940 if you selected say 250 battles over 50. You do not get to select the opposition in a long campaign, but you can select the battle front as the war progresses, for example if you wanted to participate in a more interesting area. The front selected determines the likely opponents. WW2 Long campaigns for Nationalist and Communist China and Free France have been added for WinSPWW2. The Pacific Front is covered and some nations are allowed to change between European Theatre and Pacific Theatre. Amphibious assaults are also implemented in the WW2 long campaign as are river crossings and also city maps so be prepared to Beach assault at Tarawa if you play USMC or cross the Meuse in France 1940 if playing as the Germans, or fight through Caen in Normandy if Canadian.



When you choose the campaigns button on the main screen the display changes to one as shown above.

**Encyclopaedia** will take you temporarily to the encyclopaedia screen.

**Help** will bring up the in game help text.

**Preferences** will take you to the preferences screen.

**Cancel** will return you to the main screen.

**Generate** will take you to the campaign generator screen

**Edit Campaign** will take you to the Scripted Campaign editor.

**Long Campaign** will take you to the Long Campaign screen

**PBEM Campaign** will take you to the PBEM Campaign screen if you have the CD version of the game

**Start** will run the selected user linked scenario campaign on the campaign list shown here. There can be up to 999 Scripted Campaigns in the list, these are linked scenario situations created by scenario designers, or yourself, via the campaign editor. Use the next and previous buttons to scroll the list. Explanatory text comes up in the centre of the screen.

### Generate Campaign



This screen generates an SP2 type random campaign where you select the nation you wish to play, time frame, approximate number of battles and up to 3 historical opponents. Select **Default Map** to use the **The Camo Workshop** generated battle locations for the appropriate opponent pairs, or one of the 'generic' terrain types if you wish say always to fight on the plains or in forests. Be careful not to use an enemy or friendly force beyond or before it historically appears. This generator does not perform much of a 'sanity check' as it is for what ifs or for fighting in a specific small sub section of the war, really, or to play 'what if' campaigns.

Player 2 will be your primary opponent, you will see more of that nation, less of player 3 and less battles against player 4. Player 2,3, and 4 can be the same or differ at your whim, but selecting out of area opponents will give you a ping pong type campaign where you may be say, fighting in North Africa one battle, and in SE Asia the next ( Britian with Germany and Japan together in your opponent list for example).

Default, you can select only a terrain type of a limited type, but this is **NOT** highly recommended as the **The Camo Workshop** battle location code is designed to generate different battle locations, for example, the USSR versus Germany 1941 and 1945 will produce historically appropriate locations for that time period

**PLEASE NOTE** 

The number of battles selected for the time available affects the 'jump' between battle dates, a selection of Germany vs. the UK with start of 1939 and end date 1945 with 10 battles, will have skips of almost a year between battles generally with the AI forces buying new up-to-date equipment each time but **your** core will have to upgrade antique kit from the buy points you earn every time so it is highly recommended that the number of battles be **at least** one or two per month especially during WW2 when tanks and Anti-tank improvements occurred on an almost montly basis. Another good idea for campaign generation is to chose one month then play 10 or 12 battles. With that type of campaign you won't have to worry about upgrading your equipment generally.

**Campaign Difficulty Level** setting. This toggles between various difficulty settings to allow you to set the campaign more to your liking, here it is set to **'harder'**, with a reduction in 10% to the amount of buy/repair points you will be allocated after a successful battle. (Does not apply to Scripted Campaigns as these are set by the designer of each such campaign)

Important Note, the date maxima and minima are 'locked' by the maximum and minimum date of the short timer nations, if any are selected as one of the 4 participants. For example, if one of the 4 is an OOB that stops in 1943, then the end date will not advance beyond 1943. The default pair of Germany and USSR are both 'long timer' OOBs, it is generally advisable to set your campaign time using 2 long timer nations so that all eras may be selected, and then, once you have determined the campaign date, select your opponents and player nation. National flags will turn on and off and change graphic as you change the date, if a flag is not present, you have gone beyond that short timer

### NEW in Version 1.1

The following line can be added to the CamoGame.ini if players wish to allow the AI to be given more or less points in a campaign

```
; Option to adjust the player 2 (AI) points allowed. 0 is ignored. 100 = 100% 200=doubled  
AIAdjustPercent=100;
```

This **MUST** be copied exactly as you see here ( two lines of code ) **and it must be the last line of the INI**. This **MUST** be copied using a text editor like NOTEPAD

If the variable is not in the INI, or is 0, it is treated as 100% so is you do not enter this the game behaves normally

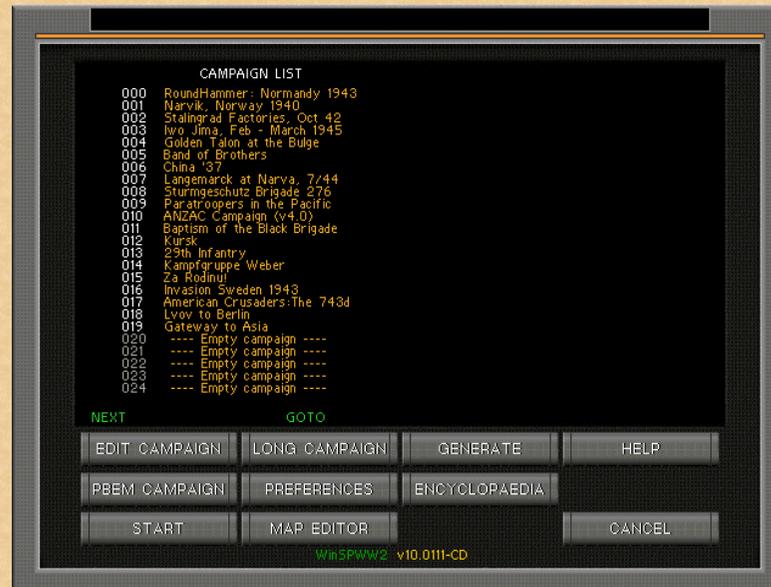
This allows campaign players the ability to adjust the AI force level by a percentage if they want. If it is set that to 125 you will get a 25% boost in the AI's points allocation, 50 and it is halved, 200 would be double the points for the AI This was prompted by a request by a player and this is to allow players such as him to make campaigns much harder if they so wish. This **ONLY** affects campaign games. It has no effect on regular battles.

### HOW EXPERIENCE IS GAINED IN CAMPAIGNS

You get time-based experience for surviving a battle. Kill experience makes experience tend to go up faster (esp first 5 kills) is all. Simply having hit a target helps experience gain, as does merely having fired weapons at an enemy in the previous campaign game. "Kills" are simply gravy in the experience check and not the only thing considered.

You get experience for calling in arty fire - and your arty skill will go up, so you call fires faster and it is definately worth having core FOOS. Buying them just after the A0 as B0 makes it easier to find on the units screen, or a quick "N" when it becomes your turn, to move from the A0 and plot.

### Playing Scripted Campaigns



Select the desired Scripted Campaign from the list on the left, then press **start**, just like playing a scenario battle. You have no input as to force or nation selection, just in buying your core. Note that the designer can write a 'locked' Scripted Campaign, where the upgrade and support and core points are not able to be overwritten by the user preferences you have set, he should make you aware of this fact in the campaign intro text that appears in the centre of the screen on selecting the campaign list item.

If the points are locked, this helps the designer to ensure that if he designed for say a 400 point core at the start, then users cannot ruin the campaign by deliberately starting with say a 2000 point core to have a 'cake walk' i.e. To deliberately wreck the campaign balance. (Since the scenario forces are fixed, unlike in the generated campaign games where the force is chosen per battle as a ratio of your core plus support troop points).

Note that the designer can write the messages on each exit condition for each battle, and introductory text for each scenario. Pay attention to these messages as they could convey useful information. Also note that in Scripted Campaigns, the victory points left remaining unspent at the campaign end may be part of the overall victory allocation as well as the number of decisive victories, drawn battles and so forth, to further reward skillful players who do not suffer massive losses that require massive repair, and who do not spend too much on upgrades or new forces. The scenario designer will note this in the introductory text for the campaign, if it applies.

### Playing Long Campaigns



Pressing continue will then provide the front selection screen. As you can see, at this time in the war, the Japanese campaign options include four different battle locations



After this, you will see the normal campaign menus, and at game end you will come back to this screen once more to choose for the next battle.

### Campaign Games, General Points

The repair and upgrade screen appears at the end of every completed battle, but it does not appear after special battles, counter attacks and so forth, which you must fight with your core in its battered condition, but special battles are better to win, your core troops gain more experience from these, and you get more buy points.



Now, in **The Camo Workshop** campaigns, you do not repair and upgrade your core forces at the end of the last battle unlike in SP1 and SP2, you upgrade and repair as part of the start process of the **new** battle. Thus, *unlike* before, you are buying kit which is in date for the battle, and not possibly having bought old stuff being transported forward in time with outdated stuff. (The WW2 long campaigns could jump over long inactive periods, e.g. Germany from France 40 to N Africa 41, less of a problem with the post war historic long campaigns, when implemented).

The repair screen has been upgraded. Your true force value is shown, remember that a veteran core force tiger 1 at say 110 experience will be worth *much* more than the book value of a tiger just bought at 70 experience points. The encyclopaedia points values are only valid for 70 experience crews!

The **time line** is shown on screen to give you an idea of when you are at in the war.

**Fix all**, fixes all units, as before, should you have enough repair points.

**Fix**, fixes units individually. Best used when you are high on casualties and low on repair points

**Change**, as before, but with enhancements. The upgrade paths for campaigns have been changed, and some troop types are allowed to 'cross over' the boundaries, unlike before. For example, a howitzer can become a SP gun, and an SP gun, being an armoured type, can be transformed to a tank. So a tank can become a SP gun, then an anti tank gun, should you so desire. Aircraft types are **not** allowed in cores. Helicopters are.

**Review**, this allows you to bring up the in game statistics screen for a unit so you can look at its data, and also change its leader's name and so on.

**Expand Core**, you can now spend repair points on buying new forces to expand your core. There is no longer any requirement to buy a load of cheap armoured cars or trucks etc, to hide in the rear and upgrade to 'real' combat units later. Buy a core that can contribute from battle 1, and add new recruits later.

**Map/Preferences**, Clicking this button allows you access to the preferences screen between games. This is where you can change the map size you are using if you find you want to play on a bigger or smaller map

**Encyclopaedia**, new, to let you refer to this in this phase. .

One point that needs explaining, when you change a unit it tends to **lose** several valuable experience points as this equipment is considered new to it. If you change a unit several times in one session, you have sent it away on far too many conversion courses, and it will be dazed and confused by all those instructors, so lose experience several times! Moral : only change a unit once in this screen, do not run around changing your mind, you will also lose the buy points as well. Remember that experience gain is **not linear** in campaigns, low experience goes up relatively quickly, but higher experience is hard won. It can therefore be a very bad thing to upgrade your best troops after each and every battle, as they may not have regained the points lost in upgrading for several battles to come. If you are unsure about which troop types can change over (and the path) - save a game and simply experiment here, then return. However, we find the expand core function has removed the old need to radically change say 20 odds jeeps bought at start up into WinSPWW2, as in the original system you were locked to only the originally bought unit numbers. It is usually easier to buy a new tank platoon, if you need tanks added to the core.

**Special campaign battles**, at the end of the game, you may be ordered to counterattack, and sometimes you are allowed to decline, sometimes you are not. Also, the enemy may counterattack you, and again you may not be given the option to avoid this. In a special battle, you do not get the opportunity to repair and upgrade, nor will you get as much support points. The gain in winning such a battle is that you get a larger handout of experience points and also build points at the successful conclusion of the special battle. The extra chance of experience can be vital if your core is mainly very high (100+) experience veterans, as these will usually progress upwards at a slower rate. But remember that you will have damaged units in play, you may wish to leave these 'cripples' on your base line perhaps so that they do not get wiped out, for example any rifle squads depleted down to 2 or 3 men, especially veterans.

**Air strikes and battle points in scenarios**, Air strike preference is totally ignored by all scenario games, and is determined internally, the air strike preference value is reset to XXX on starting any campaign type game (including continuing with a saved game). For non Scripted Campaign campaign games, the preferences buy points for player 1 are used as the total max buy for your initial core, and are then reset to XXX for both players before your support troop purchase in any campaign game set up. Therefore the AI buy is always in the correct ratio to the value of your core plus any support troops bought, you need not spend all the support points if you do not want to, for example in a defend scenario, every support point you spend will grant the AI 2.5 times the amount spent, a 200 point rifle company bought by you in support in the defence grants the computer 500 purchase points.

Scripted Campaign points are determined by the designer, he may 'lock down' the initial buy points, as well as determining the support points for and buy points rewarded for each battle scenario node. In a Scripted Campaign, air strike determination can be entirely decided by the designer, or left to use the normal determination.

**REMEMBER**--Experience is hard won, protect your experienced men and above all protect the commander! If the commander is killed ( That's **YOU** 😞 ) the campaign will end after the battle in which he is killed.

### Continuing a Campaign

You save campaigns in normal save game slots. Simply open up a previously saved Campaign Game to continue from where you left off.

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## Playing By EMAIL (PBEM), or Against Another Human

You can play another human player, either remotely (via EMAIL) or on the same PC ('head to head' or 'hot seat' play).

There are now **3** versions of PBEM, **secure** , **BASIC secure** and **unsecure**. The difference is that for a secure game, you **enter a security password**, and for an unsecure game, you do **not** enter a password. That is it, but a secure game has a few extra implications which we will touch upon later.

A secure game is used to play another person, usually remotely via an exchange of EMAIL, or is useful in a head to head game on the same PC if your friend and yourself need a 'no peek' game as the game is to be played over several visits to your place by your opponent. By using a password, the owner of the PC cannot sneak a look when his opponent has left.

An unsecured game, *without* a password, remember, is useful mainly for a local head to head session where the 2 players will be together through the entire session, e.g. a game done in one evening. Unsecured games can be sent via EMAIL as well, should you trust your opponent not to sneak a peek! An unsecured game can be saved in any of the regular game save slots. An unsecured game can be saved in several slots, should you so wish, just like a normal game against the AI. An unsecured game is similar to the original Steel Panthers II PBEM, where you can reload and replay turns to your heart's content, change preferences from the agreed settings and so forth. Unsecured games are really therefore only for use against someone you trust!

### PBEM pre-game negotiations

Both players should agree on the "rules" beforehand. These usually relate to informal agreements not to buy certain items, or to restrict the buy of some item or other. For example you both may agree not to buy any aircraft. Or only to buy a maximum of say 3 tubes of indirect artillery per company HQ bought. Or to not buy any snipers. Agree the use of the ALLIES or CAPTURED items and any limits on this feature. Or agree that anything goes.

Agree these things beforehand, or you may find yourself playing against an opponent who buys tons of artillery, some spotters, and hordes of infantry AT weapons and snipers or some other completely ahistorical and unbelievable mix.

Negotiate the 2 main opponents, the battle type, battle date, purchase point level, general visibility and general length of the battle. Player 1 will need to know this to set up the game.

### Secure PBEM pre-game negotiations

The main point to note here is that in a secure PBEM session, ( **BOTH regular AND Basic** ) both players must use the **exact same** secure PBEM game slot. Therefore as part of the pre-game negotiations both of you need to agree the save slot to be used. Note that the downloaded game has only the original 5 secure PBEM save game slots, so if either player only has the downloaded version then the number of slot choices is restricted.

A secure PBEM game also saves and enforces the mutually agreed **preferences** for the game session. Part of the pre-game negotiation should be what preferences settings you will be using.

A regular secure PBEM game also requires that the exact same OOB files be used by both players. A Basic secure PBEM does not. This is mentioned below, in more detail.

### Online PBEM Clubs

One of the strengths of WinSPWW2 and WinSPMBT is the ability to play a PBEM game against another human.

The following online clubs support PBEM and include WinSPWW2/WinSPMBT active ladders.

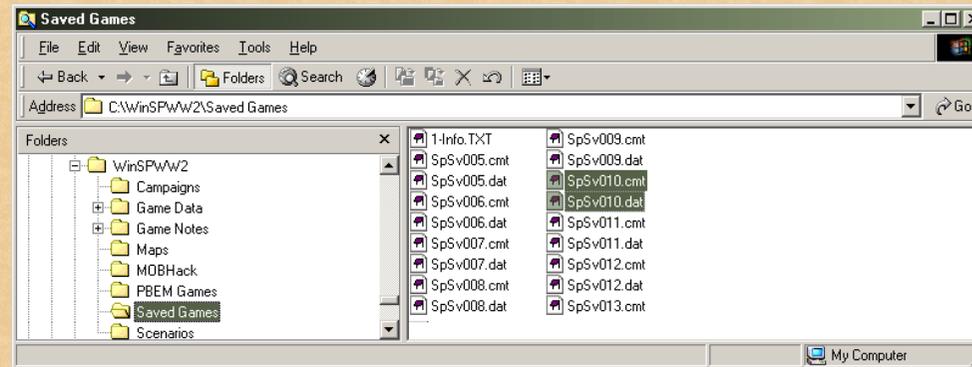
The Blitz Wargaming Club <http://www.theblitz.org/>

As well you can find players for winSPWW2 PBEM at our Forum at Shrapnel Games [HERE](#) under the "Opponents Wanted" section

### Transmission of Files to Your Opponent (Remote Games-Unsecured)

Non secure games are saved in the [WinSPWW2]\Saved Games folder. Secure games are stored in [WinSPWW2]\PBEM Games

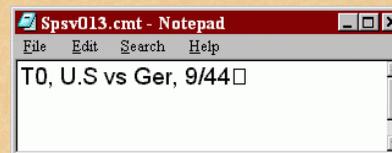
### Non Secure PBEM



Each game consists of 2 files, spsvNNN.dat, spsvNNN.cmt. These files **MUST** be transmitted to your opponent **as a group!**

It is best to open a windows explorer session and to navigate to the \save directory, ensure that you use 'view/arrange icons/by name', this will keep the files grouped together by filename, thus making your task of selecting the correct set of 3 easier.. Here we select game number 10 but, since the files are indexed from 0 (**zero**), this is the **11th** save game slot in the actual game, remember to **deduct** 1 from the number used by WinSPWW2. Ensure that explorer is set up to always show the extension of files as well.

Of course, it can be difficult to decide which game *is* the correct one, note that I have associated the cmt files with **notepad** using the normal windows procedure to do so. You can then simply open the **cmt** file by double clicking on it as it will contain the game title, **never edit this**, just look at it! (on the first time, if necessary, associate the cmt extension with Notepad in Windows when the program type dialogue comes up) Also, note that I have set explorer to show all extensions, not to hide these, again, normal windows stuff, see your windows help file if unsure.



These 2 files are what we transfer to the other player, however, these can be rather large, and so it is best to zip these up using **WINZIP**, ensure that both of you **use the same file compression utility**, whichever you choose (negotiate this between yourselves as part of your battle setup emails). Winzip comes on the front cover CD ROMS of most decent computer magazines usually under the utilities section. It is the premier zip package, also at [www.winzip.com](http://www.winzip.com). With winzip installed, there is a right mouse click extension to zip the files, select the 3, right click with mouse, select zip and enter a file name.

In case of crashes, it is a very good idea to keep **all** your zipped up moves for the entire game until it is completed, in case you find you require to retransmit a move to an opponent who has corrupted his move. Therefore, for each game it is useful to use a standardised zip file naming convention. I tend to use gamenameNNN.zip, where NNN is the move number, so DonUSAGE194400.zip would be my setup initial move, DonUSAGE194401.zip would be move number 1 after deployment and setup (the 0 move, remember!). I tend to put who I am playing, the 2 nations (player 1 on the left) and date in the name bit, to help tell the zips apart. I keep all the moves sent to me by my opponent as well to aid in any disaster recovery, as if I keep his then should he make a mistake (say he deleted one on his PC), I have the backup on mine. Once you have finished the game, then delete the zips.

### PBEM (or Head to Head) Procedure



Set up a generated battle the following way

This looks just like a normal battle versus a computer, but note that ALL the settings buttons are set to human player. (It is possible to set up with computer purchase etc, but in most human versus human play, both will want to buy and deploy without the computer's help). In any case, in a human plays human game, the setting for 'computer purchase' is *ignored* by the game for player number 2. So it really is best left at *human* for all of the 6 buttons.

For a **scenario** which one wants to play human versus human, just start the scenario and set both players as human, then continue as for a normal battle generator game, but there will be **no** purchase **or** deployment as this is already taken care of in the scenario design. You just exchange files for password (if secure) or start (if unsecure).

Player number 1 is responsible for setting the pre game settings, battle type, map size, number of turns, date and visibility and so on. In **especial**, he is responsible for setting up the **preferences** screen to what the 2 players have mutually agreed before the game. In a secure game, the in-game preferences will be updated to those for the PBEM game just loaded. You may therefore need to reset these if you want to play another game in the same session either manually, or by exiting and restarting. Unsecure games do not save the preferences settings, so the 2 players should take care to set these up properly, if they are different to what is normally set on the PC, before starting an unsecure PBEM game.

Player 1 now hits the **continue** button when he is satisfied with the set up parameters and continues to the normal buy screen where he now buys his troops and equipment. Once he has done this, he hits the **done** button in the purchase menu, just like for a game against the AI. However unlike a game against the computer, he now sees the password entry screen:



OK, this is where a secure and an unsecure game **diverge**.

**A)** For a **secure** game, you **enter a password** here. Press the password button, then type in your desired game password and press 'enter'. Once a Password has been entered a new button will appear. "Full Security" is the default and if that is what you want press **Continue** now. If, however, your wish to play your PBEM with the new BASIC PBEM Security then press this button once and it will change to read "Basic Security". If that is what you want press **Continue**. (The password will be shown in the box at the base of the screen, it may be a good idea to write this down in case you later forget it!). If you do not like the password or made an error - pressing **password** again lets you edit it.

For more information on BASIC security click [HERE](#)



**or B)** For an **unsecure** game, just press the **continue** button at this point and go on **without a password having been entered**.

It is this action by *player 1* which determines if the game will be **secure** or **unsecure**, if secure (player 1 entered a password) then player 2 will be presented with the password entry screen, if not, player 2 will **not** see the password entry screen.

Now, player 1 will see the save game screen.

If this is an **unsecure** game (you never entered a password, recall!), then you can use any of the normal save game, like a regular game. (Slot 1 is the **auto save** game slot, including non secured games. Do not save here! ). As an unsecure game, you can save later saves to any legal slot, just like regular games. Or even into another copy of WinSPWW2 on the same or a different computer. Unsecure games are regular save games stored in the normal [WinSPWW2]\Saved Games folder. Unsecure games operate just like normal games for saves and exits - you can exit out of the turn in mid-turn if you want to.

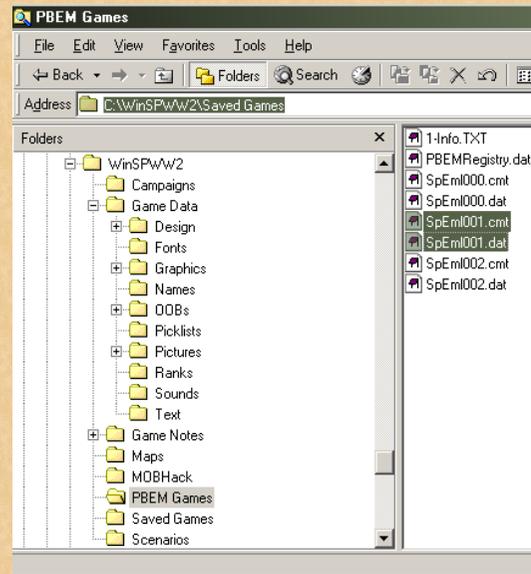


However, if this is a **secure** game (password was entered), then you will be provided with the save PBEM file menu at this point. Secured games encrypt the save game data, so your opponent cannot open this up in a hex editor and peek at things. In addition, secured games will autosave at the end of the game turn to that slot **only** (you have no choice to move a saved copy elsewhere), and also, the save game notes the **path** to the game as well, so **you cannot move a copy of your secure PBEM turn to another install of winSPMBT or winSPWW2----- it will not play.**

Secure games are saved in the [WinSPWW2]\PBEM Games directory, not in the regular save games folder. Also, when player 1 is saving the game for the first time, he MUST use the mutually-agreed save game slot number he negotiated with his opponent during the game set-up process. Recall that both players must use the exact same slot on their PCs.

NB - It is probably best to use a reasonably structured save game name such as perhaps "Eric (USA) v Fred (USSR ) 5/1978" when you save the game for the first time.

This example shows the files for the second PBEM save slot being selected ( remember, the slots are numbered from (0) ZERO and not (1)ONE.



One thing that confuses some folks with *secured* PBEM is that, when playing a secured PBEM game the normal 'exit game' button (the **RED** one that points upwards) is now used to save your secured PBEM game at that point, in order to come back and complete it later. Recall that you must use the same save slot, this will store your game at the current point in play. It is **not**, repeat **not** an "end game" button, just a **pause and save my turn** button! But, we have found that *some* users are confused by this and used this button to as they thought, finish the turn off, then bundled the files and sent these to their opponent, whereby his game choked on the files, naturally enough, as they are a save of the first player's current point in the game uncompleted, and he is still the active player, not the opponent he sent the partially completed move to.

The exit game button in a secure PBEM auto-saves your *secure* pbem game for you to come back later and complete. It knows which slot to use, so there is no save game dialogue here. There is a text message explaining this which will display, and you will have to press any key to continue, this was added to remind users that the game is not yet ready to send to the opponent (turn is incomplete).

You use the **BLUE end turn** button to end your turn. I will repeat this, you use the **BLUE end turn** button to end a PBEM game move. Please press the **BLUE** button at the bottom of the buttons to **COMPLETE your turn**. Don't send your part move save off (**RED** upwards pointed button) to the other player, he cannot play it! (if secure PBEM - if *unsecured*, you just sent your current turn in progress to your opponent to look at, as he *can* open it !)



In a remote game, player 1 now sends the two zipped up files to player 2, who places the zip file somewhere safe (remember to keep all the zips in case of need to reload) and unzips the files contained in this to his [WinSPWW2]\Saved Games or [WinSPWW2]\PBEM Games (if secure) directory under windows.

He then starts the game, and goes to the regular 'saved games' screen, if this is an unsecured game, or to the 'Saved PBEM' screen if it is a secure game. There he loads the appropriate save game, and continues with play. In the

setup, player 2 forces, is presented with the password screen (if a secure game, and then the end button (red button!) at the end of the deployment, the following happens:

If this is a **secure** game, the game is automatically saved in the appropriate slot in the [WinSPWW2]\PBEM Games folder with no user action required to select a save slot as this is already known. Player 2 now exits to windows, and zips up the 2 files for this game and transmits to player 1. **REMEMBER ALSO**, the secure encrypted game saves live in the [WinSPWW2]\PBEM Games directory, and **not**, repeat **not** in the [WinSPWW2]\Saved Games directory with all other game saves (including unsecured PBEM game saves)!

If this is an **unsecure** game, player 2 will see the normal save game menu screen, and can select any legal save slot. Player 2 now zips up the appropriate 2 files (as he can change the slot, he should remember which he used!) and transmits to player 1. In unsecure games, you must remember to save manually, unlike in secure games. When presented with your opponent's start screen, save and exit.

Player 1 now receives the zip file from player 2, unzips to his save (or email for secure games) directory and saves the zip file for backup purposes. He then starts the game, goes to the save games screen and selects the appropriate slot and starts the game. If a secure game, you get prompted for a password, if not, no password is asked for.

Player 1 now deploys and plays his first turn, on finishing his first turn (end turn, red, button!) he then zips the appropriate 3 files and transmits to player 2. This is now move 1, so he should name his zip file <name>001.zip. Remember to save all the zips in case you need to come back for disaster recovery!

Player 2 and player 1 now repeat the process of receiving, unzipping, playing, zipping and transmitting until the end of the game. (Though in PBEM games, often the 2 players decide at some point what the victory will be, and mutually end the game early with an agreed win or lose).

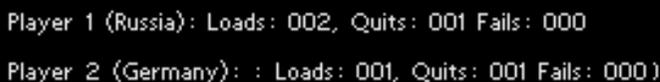
**Important point for secured games**, part of the anti cheat method is that *both* OOB files are checked to see if they have changed so your opponent cannot place an improved one in place with wonder weapons. This is for your protection against cheats, but what it means is that on **both** player's PCs the 2 OOB files **must not ever change during the lifetime of the game**. Any changed OOB file will result in a complaint about a corrupt OOB file from the security code. If you are playing a set of PBEM games, say for a competitive ladder, that use a set of modified OOB files, perhaps provided by the organiser, then it is best to install the entire game into a second directory and use this second copy of WinSPWW2 (with the appropriately changed OOB files) for the competition games. This is the best way to handle games with user OOB files, rather than say, trying to remember to load spob000 (original) to play 2 games, spob000 (competition) for 2 others, and spob000 (Fred's version) for the PBEM with Fred, who insists on his particular changed OOB set. If either side uses allies or captured stuff then these OOBs will need to be provided as well, so it is probably best if using modified OOBs in PBEM to transmit the entire OOB set for safety as you will have no knowledge that your opponent who is playing as Finland (for example) will be buying light tanks bought from the Russian OOB

**Head to Head**, is exactly as outlined above, but no file transfer is obviously needed as the same PC is being used. Player 2 just goes to the save game screen when required, as does player 1. But, after the initial deployment process, an unsecure head to head game on the same PC will not autosave, and will present the other player's start screen between moves, that is when you swap players. Save in unsecure is up to the current player. (**Remember**, player 2 goes to the **save game** list to open his first turn when playing on the same PC, some folks playing a scenario head to head were somewhat confused, as player 1 set up, then player 2 set up and saw player 1's start, because player 2 was trying to play the *scenario*, not the *saved game* generated by player 1, the game thought this was a brand new attempt to start this scenario!)

### PBEM Security Information

**During turn execution in secured PBEM games, press the 1 key to see statistics on how many loads, quits and FAILS of the game were done by both sides.** If you have a crash, and have to load the game turn again from the received zip, let your opponent know you had this problem, as the load counter will be increased and a FAIL number will appear. If the loads and quits are not equal, perhaps your opponent is having severe technical difficulties? ask him about this. However, you should also be aware that one reason for getting fail messages is he is playing out a turn over and over to get a better result. If you play someone who's games give fail messages regularly and seems to do no wrong while playing the game I would suggest you find a new opponent! Game crashes in WinSPWW2 are **VERY, VERY RARE**. The most likely reason for a FAIL number in this game now is your opponent is cheating. **IT IS** possible to get confused and extract an old turns zip file and this is one very good reason to extract the zip when you get it and NOT save it in the PBEM folder!!

#### Loads quits and Fails



```
Player 1 (Russia): Loads: 002, Quits: 001 Fails: 000
Player 2 (Germany): : Loads: 001, Quits: 001 Fails: 000
```

( This will appear on the bottom left of your screen when the game loads. **You can press "1" anytime to review these numbers** )

**Loads** is incremented each time you start your turn - including restarting a saved off turn in progress. Quits is incremented each time you press "end turn" OR when you press the up-arrow key to save a game in progress to continue later. If you save off a game in progress many times, this count will increment that many times. So if your opponent comes back with a high number of loads and quits for one turn, he is likely to be someone who plays the game in small "nibbles".

Your opponent's count of loads and quits should be equal. In your current turn, *your* load count will be 1 greater than the quit count, as you have not yet ended your turn or saved off to finish later.

The **Quits** counter will be less than the load count for your opponent if his game was stopped in mid execution of the program for some reason - a crash, power failure or whatever.

There is a third total - for Load **Fails**. If the game is reloaded and the code thinks this is the case, then the load failure count will be incremented. The load failure counter is the best check on reloads by your opponent. An occasional reason for this happening is likely to be a technical glitch. However, if this is happening continually, perhaps he is making multiple reload attempts to replay his turn. ( a polite way of saying he's cheating)

A warning message is displayed if the game thought your opponent had a load failure. NB - this is not 100% reliable if you are playing a secure PBEM on the same machine as your opponent, in the same folder, due to file inconsistencies. If you really need total security to play secure PBEM against someone on the exact same PC, it is therefore best to install another copy of the game in a differently-named folder (or on another hard drive). You each play in separate installations, with different file paths, and so the game code will find it easier to detect inconsistencies. In this case you will need to copy the game files from one installation to the other on change of player.

#### PBEM Misc

NOTE: If you find that you cannot complete a move in one sitting in secure (passworded) games you can save off the game with the **RED up-arrow button**. You will be asked " Save this turn now and finish it later? Y/N " Press " Y " and you will be able to complete your turn at a more convenient time, starting where you have left off. Remember that this is **not** a game completed turn button, that is the **BLUE** button!, **do not send a part completed move to your opponent**, it will cause security violations. This **RED** button is to save for **you** to come back and complete your turn later when convenient, is all!

Should both players want to see the action replay of the artillery, **both** sides must have **set fast artillery to 'off'** in their preferences screens, or no artillery replay info will be saved for a PBEM game. *Both* players, not just one or the other, **both** must have this setting set to off to see the guns fire in replay. If one of you has it off, then both remember to set it on, it can sometimes take a move or so to get in synch, so ensure this setting is set before the game on both

player's PCs. Also, if the "fast artillery" control is ON you will NOT see any of the graphic animation's OR sound effects when you attack a hex with the " Z " key. ( This is also true in any kind of game or scenario, Z key is area (artillery fire). (In very large PBEM games, you may wish to set fast artillery on, as the artillery 'packets' compete with normal in game replay 'packets', you may go over the maximum limit, also, even if you do not overrun the replay buffer, switching fast artillery on can reduce the size of the data files you exchange, should you have problems with large files, e.g. if you use a European teleco which charges by the minute for connect time and/or you are on a slow dialup connection).

If your replay goes over the buffer size, that part onwards is lost. Replay is only of firing events, remember.

NB, for remote games, it is probably better to stick to a reasonable points value, remember that as games get bigger, the size of the save game data will expand in proportion, as the game replay is also stored, with up to 9 shots per piece, this gets big, quickly. It is the number of actual pieces that determines save game data size, not the points, 200 infantry squads will generate a much larger save game file than say 15 Tiger Tanks!

One last thing about PBEM: When the game ends, it will be with player 2. However, the result is phrased for player 1 so if player 2 did very well, he may be upset to find he has been "totally defeated". That is player ONE that has been totally defeated! If you were playing as the USSR. Player 2 gets the score, and can view the 2 force lists as per a normal game. The game ends THERE, the move is no use to player 1 if returned. Player 2 MUST write the scores down to report to player 1, and the result etc., this is the ONLY way player 1 finds out the result, as a written report from player 2.

PBEM or head to head secure games store the preferences set up by player 1 and overwrite the preferences on the received player's computer, this is deliberate. With unsecured games, you may need to remember to set the preferences to the agreed values before starting your turn.

One other thing about PBEM games that causes hiccups is that there is no replay of any pre-game artillery bombardment for player 1 due to the way that the turns are interleaved, the one player does see the replay, but then has his turn 1 which of course, overwrites the turn 0 replay buffer with his turn 1 actions. There are various work-arounds to this.

1) Accept the fact you will not see pre-game bombardment results if player 1

2) Both players agree not to do a pre-game bombardment

3) When plotting bombardments pre-game, use the delay button to plot the shot fall for turn 1, and NOT turn 0, as turn 1 IS in the normal game sequence.

### **PBEM End Game Review**

When the game ends, you will be able to review the map, as normal, however, for PBEM games now **immediately** after you exit the game, zip up your files as normal and **send to your opponent**, who can now review the end game data as well, **unlike before**. Once you exit the game, you can reopen its save game slot to review the end game, but before you do this, zip up the game files to send to your opponent for his end game review, or the end game video sequence can be put out of synch..

### **And Finally**

Most players learn the secure PBEM sequence by trial and error by jumping in and trying to play another person, without ever having looked into the PBEM procedures. This other person is quite likely also new to the process as well, and so there can be problems with 2 players trying out an unfamiliar process.

Because PBEM is a complex interaction, it is really best to familiarise yourself with the process **before** ever challenging another human to an actual play-off!

Simply play a secure PBEM against yourself "right hand" versus "left hand" on the same PC. Set the number of turns to some small number (say 3) when your "right hand" is setting up the game as player 1, to play your "left hand" as player 2. Go through the procedure, and as you are playing a throw-away test game against yourself if you make errors you simply learn from them and start over till you have the process down pat, without frustrating (or being frustrated by) another human player.

## **Basic secure PBEM**

BASIC secure PBEM works much the same as regular secure PBEM with the following exceptions

- OOB's are not checked to see if they are the same version
- Loads and saves are not checked and reported if they differ
- Basic security PBEM games **CAN** be played on two different machines by the same player so someone can play on their laptop by day and desktop in the evening

Basic PBEM security was designed for people who, for one reason or the other, cannot complete a PBEM game without something causing a game halt be it altered OOB's or trying to play on two different machines or any number of other reasons we can only guess at. **We HIGHLY recommend that if you have no problem playing regular secure PBEM to please continue doing so !** However, if all you want is password protection to prevent your opponent from "accidentally" peeking at your deployment or if you want ( or need ) to be able to play on two machines or if you simply trust your opponent NOT to cheat then BASIC security may be for you. The procedures to set up a basic secure game are quite simple. Follow the same steps as a regular secure PBEM but after you enter your password a new button will appear. The default is **FULL SECURITY**. If you press continue now you will get regular full security. If, however, you wish to play your PBEM with Basic security then press this button once and it will say **BASIC SECURITY**. Press Continue and follow the same steps choosing your PBEM slot as before. Basic PBEM security games have encrypted DAT files just as regular secure PBEM does so Basic security games have to be saved in the secure PBEM slots.

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## **Preferences Screen**



This game cannot be all things to all people. There are far too many differing opinions on what is 'realistic' and what makes a fun playable game. Satisfying one segment of gamers is sure to alienate another. Also, please define 'realistic', that is one of those 'how long is a piece of string' debates. To some folk, realism is micro details of millimetres of armour and exact slope angles, or how much extra water an Italian division needs to boil pasta (as factored in one actual cardboard wargame!), or the exact model of bolt action rifle carried. Generally, those who worry about micro details like armour angles and exact thickness in millimetres tend to be from the civilian 'armchair general' side of the fence. Those with real military experience tend to define realism in terms of command and control, and how much intelligence is given away for free, 'fog of war' factors. Military-experienced folk worry less about exact rifle type, and more about morale, training and leadership of their men. Armchair types worry about exact TO&E charts, and declare a game 'unrealistic' if the supplied formation is not to the exact field regs, and not at 100% strength. Military folk would be amazed to find a unit anywhere near 'paper' strength, and with all its vehicles present on the battlefield as 'runners' rather than being in the repair shop, broken down in a ditch on the approach march, or just plain lost or skiving!

During playtesting we encountered this on more than one occasion where some would say a game feature was too little, some would say too much and some would say it's just right. (We knew we had finally reached middle ground when 'angels on pin heads' type debates started).

When SSI originally released Steel Panthers 2 they included a Preferences Screen to allow the end user the ability to modify various elements of the game to suit individual tastes and abilities. We have noticed from our e-mails that many people quite simply do not understand the functions of this screen or how it can change the game to suit your particular style of play, or even that it exists, in some cases. We have had a multitude of "suggestions" ( or in a couple of cases "bug" reports!) for code changes that can actually be made simply by adjusting a control in Player preferences.

We have made the preferences screen available from more points in the game now, this is both because it can be handy to turn some things, for example- individual unit ID tags, on or off, but also, some end users may just notice the new buttons :-> !

Reality settings are **your** call, not another person's. Tweak these settings until you get the game performing the way **you** like it, should you find the default settings unrealistic, or too easy or too hard. Of course, in a PBEM game, you may find you may need to discuss these matters with your prospective opponent!

## General Preferences

<b>BATTLE FX ON/OFF</b>	This button allows you to turn the background battle FX on or off. If you do not want to listen to the Battle sounds during game play, set this control to OFF.
<b>SOUND FX</b>	Click the button ON to select the game sound effects, OFF to play in silence.
<b>HEX GRID</b>	Click the button to switch the Hex Grid overlay ON or OFF
<b>ANIMATION</b>	Click this button to turn ON or OFF animations like tracers, explosions or smoke.
<b>OBJECTIVE FLAGS</b>	Click this button ON or OFF to display the Victory Objectives flags. Usually you want this on all the time, but it can be useful to take the flags off to see the hexes terrain more clearly, then switch the flags back on.
<b>AI TANK HEAVY</b>	If set ON, the AI opponent will buy more tanks than normal. This was added to make those players happy that still consider this an "tank" game
<b>UNIT ID TAGS</b>	Click this button ON or OFF to display the small national flags beside each unit. This helps you identify who's who at higher zoom levels, and to spot which tanks are abandoned. Those more interested in realism often consider the ID flags to give away too much 'free' information, such as which tank is abandoned, or the flags may make you notice some riflemen hidden in smoke or dense terrain that you may not have noticed otherwise, and, therefore, play with this setting OFF. This is your call, as with all reality stuff.
<b>MOVE RADIUS</b>	Click this button ON or OFF to display (or not) the number of hexes a unit can move. The movement radius is shown in lighter hexes.
	Clicking this button <b>ON</b> shows any indirect fire as one explosion per unit/battery. Click this OFF to show each shot arriving one at a time.

 <b>FAST ARTILLERY</b>	<b>PLEASE NOTE :</b> When playing PBEM that <b>BOTH sides need this setting to OFF</b> to see the fall of artillery shots between moves on the action replay.
<b>SOUND VOLUME</b>	Click on the right side to increase the volume or click on the left side to decrease the volume.
 <b>ANIMATION LEVEL</b>	Click on the right side to increase the amount of animation displayed in the game and on the left side to decrease the amount of animation. The higher you have this set the more "detailed" the graphics will be....lower settings let the game skip graphic sequences to speed up the game. This dates back to the beginnings of Steel Panthers when the game had to run on early 1990's era DOS computers and a high animation level would slow the game too much. For modern machines we recommend this be set to full on and make any fine tuning adjustments with the <b>Graphics Delay</b> setting in GameOptions / Misc
<b>MESSAGE DELAY</b>	This controls how long messages are displayed on the screen. Click on the right side to increase the length of the time and on the left side to decrease the amount of time messages are shown for.
<b>HIDDEN FIRE</b>	This one is <b>very</b> important. When this control is ON and a unit that has not previously been spotted fires, its actual position is rarely revealed after it's first shot. This makes ambushes more effective and realistic. We have also changed the way a pinned or retreating unit actually spots. If you are fired at and become pinned there is now a chance that a previously spotted unit will disappear unless another of your units has also spotted the enemy unit, it's difficult to spot someone when you are face down in the dirt. If you set this control to OFF then once a unit fires its position will immediately be revealed. <b>Recommended Setting: ON</b> , except for absolute beginners.
<b>AUTO-RALLY</b>	When this button is ON the computer will attempt to rally any of your troops that are suppressed at the end of your turn and can do so. If you have this set to OFF then all rallying is your responsibility. <b>Recommended Setting: ON</b>

## Player Preferences

NOTE: These controls seem to be the most misunderstood and underused controls in the game. This is where you dial in what you feel suits your concept of game play and "reality". These controls allow you to alter settings and achieve the balance that suits you. Many people would like to leave these alone but these are the controls you need to use if the game 'feels' wrong to you. Right now our recommended setting for player preferences are the default settings but really, it is your decision to decide what works best for you. In addition, these are useful settings to use to adjust how the games AI plays, if you are new, then try lowering some of these values for the AI so as to have an easier time of it. If you are experienced, then try setting some values higher to get a 'tougher' computer opponent. The prime one to try for the AI opponent is the TROOP QUALITY setting. Set this 10 or more points above yours to give the AI better experienced troops which will spot better, shoot better, rally more often etc.

<b>SEARCHING</b>	This control's function has been misunderstood due to erroneous information in both the Steel Panthers 2 manual (where the control is called Spotting) and the Steel Panthers 3 manual. Both of these manuals state that this control adjusts the spotting accuracy for calling down artillery and air strikes. No, it does not. The primary effect on the game is to increase or decrease the range by which you spot other units on the map. In a series of tests involving advancing infantry in the desert with SEARCHING set to the default of 100% the advancing infantry was not spotted until turn 6 when it was 12 hexes away. With SEARCHING set to 250% the advancing infantry was first spotted on turn 4 and was 23 hexes away. With SEARCHING set to 30% the first unit was spotted advancing on turn 10 when it was only 4 hexes away. So, if you feel the units are being spotted too soon then turn this control DOWN. IF you feel the units are too difficult to spot then turn the control UP.
<b>HITTING</b>	This controls the direct fire accuracy. The default is 100%. If you feel that there are too few hits being scored then turn this up. If you feel that there are too many hits being made turn this down.
<b>ROUT/RALLY</b>	This controls how likely a unit is going to suffer morale loss and break and how easily they will rally. Once again the default is 100%. If you feel that the game causes units to break and run too easily then turn this up. If you feel that they stand and fight too long before retreating turn this down. To get a tougher AI opponent, try this setting at 10 or more points above yours.
 <b>TROOP QUALITY</b>	<p>This is used to override the default "Country Training" values we have built into the code. For this button to work you MUST have the COUNTRY TRAINING button in the REALISM PREFERENCE box OFF. When you see XXX in TROOP QUALITY that means you will get what we have determined best suits that particular country for that particular year. If you feel these are too high or too low then turn COUNTRY TRAINING OFF and pick a number you think works better.</p> <p>This is one of the <b>most important controls in the game</b>. Whenever you set this to a value, as you purchase troops their experience level is set to a number nearby the value you specify (a range spread around the value, but mainly below it). If you set it above the default 70, then your troops will cost you more buy points, and naturally if set under 70, you get cheaper units.</p> <p>Experience level is what determines whether the unit is anything from 'green' to 'veteran'. The troop quality level is shown when you select a unit on map . It is shown as a number, and also as the 'rank graphic'. Green troops have less experience, lower morale, lower rally numbers and other deleterious things apply, troops with low experience get less shots per move for one. Veterans naturally get better abilities to hit things, better morale values, better rally numbers, and at the very high levels, more shots per move. In a single battle this is important, but in a campaign game its vital, as your troops go through the campaign their experience gets better, so the survival of your 'core' troops is important for they will progress in experience. (They also will be 'pointed' more, losing a 120 experience veteran tank to the AI will give it more 'kill' victory points than a similar tank of 70 experience points. Also, the AI will get more buy points as you gain experience during the campaign, as your troops get more experience, their points value increases, and you will likely have upgraded the tanks as well, so double increase in value, more expensive tank with better crewmen).</p> <p>Remember that the points costs shown in the Encyclopaedia are based on the default 70 experience point level.</p>
<b>TANK TOUGHNESS</b>	This controls how resilient a tank is to damage once a hit is scored. The default is 100%. At 100% the numbers we have assigned to the armour of the tanks are used. If you feel that tanks are being knocked out too easily then turn this up. If you feel there are too few kills being scored then turn this down.
<b>INFANTRY TOUGHNESS</b>	This controls how resilient your infantry is. If you feel the infantry in the game is too easily killed then turn this up. If you feel they are too tough then turn this down.
<b>BATTLE POINTS</b>	This is a <b>very</b> important control! It controls the number of battle points issued in a game for the purposes of purchasing men and equipment. If you leave both sides to XXX the number of points is chosen randomly by the computer for Player 1 and player 2's points will become a ratio of Player 1's expended points. If you set Player 1's points to something other than XXX then Player 2's points will become a ratio of that number. Or you can set both sides to a specific number. If you do this and play the computer it will take all of the points you give it (one way to 'handicap' yourself as the human player). Also, when starting a campaign game, this value is what you get to buy your core with, if not set to XXX (unless the Scripted Campaign is a 'locked points' campaign where you cannot choose these factors). If you want to play PBEM with agreed points per side, <b>this</b> is the control to do so.

	If you set both sides to a specific number, then if player 1 does <b>not</b> use all his points, player 2 is <b>not</b> given a ratio depending on battle posture and the amount player 1 spent, he can happily spend right up to the given player 2 points, whatever player 1 did.
<b>AIR SORTIES</b>	This overrides the numbers we have placed in the code for the likelihood of airstrikes and the number of airstrikes assigned. If you do not want any airstrikes for one or both sides then set this to <b>ZERO</b> . If you want to specify how many airstrikes will be available to both sides then pick a number and enter it. If you want to take your chances then leave this set to XXX. An airstrike as far as this is concerned is <b>one</b> (1) air formation, a single spotter plane formation deducts one from this, as does a two plane strike element formation, or a multiple bomber formation. It is <b>not</b> a total of the number of planes allowed. It counts <b>formations</b> .  Important AI note, the SP series games were designed on the premise that only one side would have air strikes. (This was before this button was implemented in a later version of SP2) and therefore only one side would have AA. In WinSPWW2 air parity is allowed, it is quite possible that both sides may have a small number of strikes allocated. The WinSPWW2 AI pick list process will also buy AA units even if granted air strikes now, but at a lower rate than when it is bereft of supporting air.
<b>ARTY EFFECTIVENESS</b>	This controls how hard artillery hits targets, if you feel indirect fire is too ineffective, turn it up, and if you feel the default value is far too effective, turn it down from the default 100%.

## Realism Preferences

<b>BREAKDOWNS</b>	With this set to OFF you will be able to drive through buildings with tanks and APCs without the possibility of damage to the vehicle. You will be able to ford streams, mud, hedgerows, soft sand, snow drifts, trenches, and marshes without becoming stuck. If you set this to ON then there is a chance the vehicle will become trapped. It is really a vehicle sticking button, not as the title may suggest, a possibility of mechanical breakdowns due to poor maintenance. <b>Recommended Setting: OFF for random battles versus the AI. ON for everything else.</b>
<b>AMMO LIMIT</b>	ON sets the ammo loadout we have assigned to various units and vehicles. OFF gives you unlimited ammo. <b>Recommended Setting: ON</b> , except for beginners.
<b>COMMAND</b>	When this button is ON the normal command and control rules are in place, this effects things like rallying your troops. When OFF you are automatically given a permanent link to higher HQ and there are no penalties for not being in contact. <b>Recommended Setting: ON</b> , except for beginners.
<b>MORALE</b>	When this is ON the normal rules for unit and formation morale are in effect. If you set this to OFF the morale penalties are eliminated. <b>Recommended Setting: ON.</b>
<b>SPOTTERS</b>	When this button is ON only the formation HQ units (the "0" units) with a radio are capable of calling and spotting for indirect fire, and the specialist artillery observers. If you turn this control OFF then any unit can call and spot artillery. <b>Recommended Setting: ON.</b>
<b>OPFIRE ON TURN</b>	Units which manually turn to face a new hex <i>may</i> now draw enemy opfire if this setting is ON. This affects both infantry and vehicles at different ranges and there are random variables that make it unpredictable. In hex infantry movement <i>could possibly</i> attract opfire from enemy units up to 3 -5 hexes away and vehicles shifting hull or turrets around <i>could possibly</i> attract opfire from enemy units up to 10 hexes away. If you just want to "look around" to check your LOS use the } HotKey otherwise you risk drawing unwanted attention to your unit <i>if the enemy is close</i> . <b>Recommended Setting: ON.</b>
<b>MINES</b>	If this is set to OFF then mines will be disabled. If set to ON then Mines will behave normally. <b>Recommended Setting: ON.</b>
<b>COUNTRY TRAINING</b>	When this is ON the values we have in the code for troop quality will be in effect. If you wish to change this in the Player Preferences section then set this button to OFF. Recommended Setting: ON. However this one is a major personal preferences item. If you do not like the troop quality you get for a given nation and year, set it to OFF, or if you want to boost the AI's quality above yours, also set it OFF, then use the TROOP QUALITY selector(s), which are disabled if this is set ON.

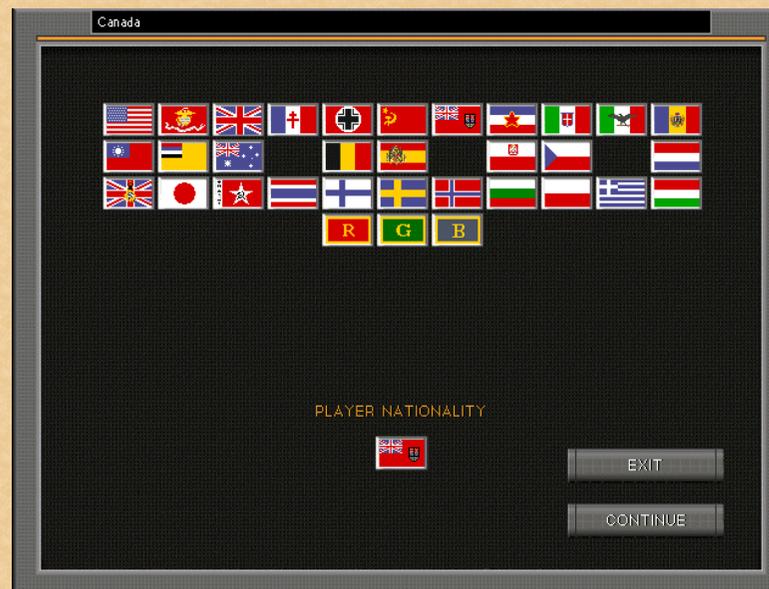


# Encyclopaedia Screen



This screen is used to inspect game unit data.

Select a new nation from those active at this date by pressing on the existing flag in the centre of the screen. You will be taken then to a screen with all the nations flags for that date. Select the nation you want then press the **CONTINUE** button.



You will be then taken back to the main encyclopaedia screen and a list of the available units is displayed on the right side of the screen. Hovering the mouse over each button will show the short data on the Left hand panel. Pressing the unit's button will show the full page data view for that unit.

The **EXIT** button will take you back out of this mode.

The **NEXT** and **PREVIOUS** buttons will cycle through the units available.

The **SORT** button is only available as an added extra on the CD. You can read about the functions of this button by clicking [HERE](#)

The blue line at the bottom of the page shows the **version information string** for the OB file loaded, this is very useful if you are in the habit of loading user edited OB data files, to ensure you have the correct one loaded, for example

for a PBEM game or a scenario requires a specific OB file set to be loaded.

The red backlit section at the top shows the unit name, and if as here the GameOptions "Show ID numbers" option is ON you will see the OB slot number for the unit. In the Israeli example two screen shots back, the Merkava 2b is showing the OB slot number as "60". This is very handy for debug purposes! Refer to the section on the GameOptions.exe if you are a OB designer and need this info. Regular users can ignore as the debug flag will normally be off.

Data items on this page, shown when the mouse is hovered over the unit's button are:

<b>Unit name</b> ('Type 2 "Ka-Mi' here)	
<b>OB slot number</b>	You must be running "Show ID Number" - **YES** in the Misc tab in the GameOptions screen that appears when you start the game to see these numbers
<b>Unit Type</b> ('Amphib Tank" here)	Refer to Appendix D for a list of classes
<b>Weapon List</b>	The 4 weapon slots contents, or '-' if none fitted in that slot
<b>Speed</b>	Shown as (Normal : Swim) in hexes
<b>Men</b>	Vehicle's crew or squad size
<b>Fire Control</b>	Refer to next page.
<b>Size</b>	0 is smallest (Snipers etc.) upwards. Bigger size equals easier to spot and to hit.
<b>Vision</b>	Night and poor visibility vision enhancement sights (hexes)
<b>Cost</b>	The book price for one of these, with average experience (70)
<b>Availability</b>	First month and year to last month and year available
<b>Armour Icons</b>	Top is turret (upper hull for non turreted), lower is hull armour versus normal AP shot, in CM (approximate) adjusted for slope.
<b>Icon</b>	The individual icon Number.

The second page shows more unit data,

### Unit information screen

If the OB designer has produced descriptive text for a unit, this is displayed under the unit picture.

**AYRE CIRD**  
Nuclear Tank

Weapon	ACC	KILL	PEN	HEAT	APCR	RANGE	WARHEAD
290mm Spigot	15	50:0	30:0	0	0	24:0	15
7.9mm Besa CMG	23	5:0	0:0	0	0	10:0	1

Ammo loadout:

Weapon	HE	AP	SABOT	HEAT	NOTES
290mm Spigot	6	0	0	0	
7.9mm Besa CMG	120	0	0	0	
7.9mm Besa BMG	120	0	0	0	

	F	S	R	T
Armour Hull (Steel)	10	8	6	2
Armour Turret (Steel)	12	10	8	2
Armour Hull (HEAT)	10	8	6	2
Armour Turret (HEAT)	12	10	8	2

Smoke Discharger shots 2  
Survivability 4  
Speed 200  
Men 200

Rate of Fire 100  
Vision 100  
Stabiliser 100  
Fire Control 100  
Range Finder 100  
Life Capacity 100  
Load Cost 100  
Size 100  
Cost (at exp=70) 116



Developed from experience gained from the Dieppe Raid, the Assault Vehicle Royal Engineers (AVRE) was a Churchill Mark III or IV equipped with a 290 mm (11 in) spigot mortar which throws the 40 lb (18 kg) demolition bomb with a 28-pound high-explosive warhead designed for the quick levelling of fortifications.

By the time of the invasion of France in June 1944, 180 AVREs had been converted. They were first deployed in Normandy by the 79th Armoured Division on D-Day and were extremely successful, serving until the end of the war.

This unit represents a Churchill AVRE with an early version of the Canadian Indestructible Roller Device (CIRD).

(Click on this screen or Press any key to exit)

### Unit information

<b>Weapon Name</b>	What this weapon is called
<b>ACC</b>	Accuracy, larger numbers are better
<b>Kill</b>	A two part number. The first value is for HE ammo and the second is for AP ammo and represents their effects on soft targets. Bigger is better. For example, a rifle would have an HE Kill of 1 and a 16 inch Naval gun shell would have a HE Kill of 71
	Another two part number. The first value represents the basic penetration of steel armour by a HE shell at any range and the second is for AP ammo at point blank range ( both are rated in

<b>PEN</b>	centimetres )
<b>HEAT</b>	Basic penetration of the High Explosive Anti Tank round at any range in centimetres
<b>APCR</b>	Basic AP penetration of the APCR ('sabot') round at the muzzle in centimetres. <a href="#">See note below.</a>
<b>Range</b>	Another two part number. The first number is the maximum fire range in hexes for all shells except sabot ammo. The second number USUALLY represents the sabot ammo range but for on map artillery that can fire indirect fire missions that "sabot" number can represent regular AP shot. An example of this would be the 25 pounder howitzer. That number can also represent the minimum range for weapons like ATGM if applicable
<b>Warhead</b>	The size of the shot. Larger HE shells inflict more damage to soft targets, larger AP ammo hits harder than a gun with same penetration, but smaller warhead, and larger shot size is more effective at longer ranges as it loses less energy than smaller shot. Larger HEAT ammo also can penetrate better than a weapon with the same basic HEAT penetration but smaller Warhead size.
<b>Ammo Loadout</b>	Number of rounds (bursts for smaller weapons) carried by this unit. Note that only the slot 1 weapon may be issued HEAT or sabot ammo. However, some weapons which appear further down the list with AP ammo, actually have HEAT ammo such as bazookas, but this is a special AP code only visible in Mobhack (222 penetration code).
<b>Armour listing</b>	
<b>(A)rmour</b>	Basic steel armour value listed in CM adjusted for slope (and extra can be added by the designer to represent say face hardened steel), Hull and turret <b>Front, Side, Rear and Top</b>
<b>(H)EAT Armour</b>	If the unit has spaced or special armour to defeat HEAT ammo, the increased values used when struck by HEAT plasma jets are listed here.
<b>Smoke Discharger</b>	If fitted, this is noted here, the number of salvos is listed after the smoke main gun ammo in the in-game info display in the form SD:N. SD can also represent the British 2 inch or US 60mm smoke mortars
<b>Survivability</b>	Applies to vehicles only. This number, if greater than zero, indicates both how well the vehicle will survive a penetrating hit but also how likely the crew is to survive and successfully bail out, or bail with less crew killed, when the vehicle is penetrated and destroyed. Larger is better with the maximum number being 6 in winSPWW2 and 7 in winSPMBT where MRAP vehicles are modeled. There is no effect on units that do not have bailing crew (squads, aircraft etc.) but will affect things like bunkers which are crewed
<b>Rate of fire</b>	Maximum number of shots the unit can fire from main weapons (MG are automatically calculated if not in slot #1), for a unit with maximum experience. Less experienced crews mean less shots available before moving, i.e. If a unit has ROF of 9, an experience 70 crew will typically get 6 shots allocated. Damage received reduces ROF, and small crews. Movement and current suppression state can reduce shots.
<b>Fire Control</b>	This variable acts a little like range finder, below, but not so much, in allowing the unit to engage with better to-hit percentages at longer ranges. High FC values will add to the crew experience, so can generate 1 more shot sometimes than if it were not there. Primary use of this variable is in engaging moving targets, but if you move, the effect is drastically reduced. Values of 100 up are used for AA fire control radars on AA capable units.
<b>Range Finder</b>	This variable represents better fire control optics, sights, and proper range finding gear such as optical range finders, or post WW2, ranging HMG, lasers, and ballistic computing equipment. Naturally enough a unit with RF can engage targets at longer ranges with better success than a unit with the same weapon, but less RF. 14 is typically used for a laser range Finder.
<b>Vision</b>	If fitted, enhanced night vision equipment, with a value of 40 or greater representing a Thermal Imager or a Ground Surveillance Radar (TI or GSR). If game visibility is say 3 hexes, and you have a vision capacity of 12, you can see 9 hexes further than unaided units, which can be vital and devastating. TI and GSR can see through smoke as well, another vital advantage when the opponent lacks this capability, and hence reflected in the points cost of any unit so equipped.
<b>Stabiliser</b>	If non zero, a stabiliser is fitted. A stabiliser allows a vehicle to move and keep target lock (the firing solution) on an already engaged target which is a great advantage, so long as the LOS between the firer and that target is not broken. Units with stabilisers can travel some distance with reduced self movement penalty to the to-hit values. Do not expect a stabiliser to help if running over rough terrain much though!
<b>Lift capacity</b>	Roughly, one man equals one lift point. However, some guns, mortar teams and so on cost more to lift (guns will have a '*' or '**' to indicate heavy weight).  Units with a <b>two digit</b> lift capacity can only carry infantry. For example, a Medium truck may have a LC of 26 which means it can carry up to 26 weight of infantry only.  Units with lift of 1XX can infantry and guns. For example a heavy truck may have a LC of 126 which means it can carry up to 26 weight of infantry AND guns.  Units with lift of 2XX can carry infantry, guns <b>and</b> vehicles. To follow the same pattern as above a unit ( a transport aircraft for example ) may have a 226 LC . This means it can any combination of infantry, guns and vehicles up to a total weight of 26
<b>Load cost</b>	This says something is heavier than average. 0 for squads means only the men are factored, but say a .50 MMG section with Load cost of 1, will cost roughly 12 lift points, and tanks with load cost in the 24 ton class, need barges to carry. A 57mm AT gun with load Cost of 2 requires a vehicle with a 1XX Lift Capacity, and a 3 inch AT gun with Load Cost 3 needs a fair sized truck to tow it.  (The best way to find out what carries what is by experience, set out a test game buy a full set of various transports and loads, and then experiment in the deploy phase to see what is allowed by loading and unloading the combinations, then exit the test game.)
<b>Size</b>	An indication of how easy the thing is to spot, and to hit. Smaller is sneakier, larger is more easily seen.
<b>Cost</b>	Buy cost, if experience is average 70, if less experienced crews then the unit costs less, and more experienced crews and hence more effective units naturally cost more.

## "SABOT"

NOTE: The 'sabot' round in WW2 was normally Armour Piercing Composite Rigid (APCR) Also known as HVAP, High Velocity Armour Piercing), but can also represent true sabot rounds like APDS (Armour Piercing

Discarding Sabot) where the sabot (=shoe) surrounding the sub calibre penetrator is dropped after exit from the muzzle, which improves drag coefficient , only Britain used true sabot (APDS) ammo in WW2.

The AP round can represent APDS ammo in some units, with the sabot round being used to represent some form of uprated shot in lesser supply, perhaps.

## Mines and Field Engineering



Mines, Dragons Teeth, Fire trenches and Barbed Wire are bought by the defender, if he pays for engineering points in his purchase set up.

All mines in SP series games are dual-purpose minefields (both anti personnel and AT mines are in the field).

All minefields are "hidden" minefields. SP ignores the Geneva convention which requires marked minefields( so there are no dummy minefields either 😊 . )

The more mine points spent on mining a hex, the more densely mined that hex will be, hence more dangerous to cross (more likelihood of standing on one).

The faster a unit has moved on entering a mined hex, the greater the chance of tripping a mine. So if you suspect mines, move SLOWLY. Engineers and engineer vehicles are better than other troops in detecting mines. If they enter a mined hex, you may well get an "Engineer detects minefield" message, rather than an explosion. The engineer unit is then stuck in the minefield, but it will clear this faster than ordinary troops.

- Dragons teeth represent anti-vehicle obstacles of a substantial nature (such as piles of logs perhaps), used as an anti vehicle barrier, or as road blocks etc. They are ONLY cleared by engineer types. They stop all (non-flying) vehicles, but are only an obstacle to foot troops.
- Barbed wire has been introduced for WinSPWW2 for defensive battles. It's bought in the same way and appears in the same menus as mines, dragons teeth and trenches. Wire CAN immobilize vehicles including tanks ( though it is rare, wire can foul running gear ) The effect is greater on wheeled vehicles. As a quick rule of thumb the lighter the vehicle the more chance it will be hung up by wire. Tanks can flatten wire, Engineer tanks can flatten and clear wire. Infantry can move through wire but only slowly. Typically you would move up to a wire hex and go no further that turn. The next turn you would enter the hex and go no further. The third turn you could move out but with a MP penalty so moving through wire is not a piece of cake Engineers and regular infantry clear wire just like they do mines. Engineers clear it by facing the wire hex and regular infantry have get in the hex to take it down ( and they are slower ). If the units trying to clear wire are under fire this slows things down just like mine clearing . "Flattening" wire is a random thing just like mines. How many mines in a Hex?? Well that just depends.....you'll know for sure when they are gone. The same idea applies to wire. When it's clear the graphic will disappear. Artillery does NOT remove wire. Everyone found that out 90 years ago. As well, entering wire can cause casualties and add suppression to infantry.



### TWO IMPORTANT POINTS REGARDING THE USE OF BARBED WIRE

1. Wire and mines cannot co-exist in the same hex. We are at the limit of some coding issues and the result of that is you cannot have both wire and mines in the same hex together so this isn't a "bug" . It's what we had to do to make this work.

- Large fire trenches can be bought and laid as part of the field defences. These shelter all ground troop types (even if they moved), including vehicles. They are a major obstacle to vehicle movement, and vehicles may get stuck in them, so this field defence can be used as an anti-tank ditch as well.

There are no bridging engineer assets modeled in WinSPWW2.

#### Notes

**1]** A "mine" is not "1 mine" but a random small number of mines. It is a symbol for a mined area and may be 2 mines or it may be 8 mines. ( or 3 or 5.....) If there are more than one "mine" symbols then there are PROBABLY more "mines" in that hex but if the random number generated hit's low for a three symbol cluster that hex MAY ONLY have three mines in it and if it hits high a 1 symbol mined area may have 8 mines. Those random numbers are there to eliminate the certainty of mine clearing.

**2]** Regular infantry squads will only clear mines if they are IN the minefield. Engineer units ( including mine clearing tanks ) will also clear mines from "outside" the field, if pointed at (facing) that hex.

**3]** Engineer infantry and vehicles clear mines faster than regular infantry. Because there are random numbers of mines and random numbers generated for mine clearing itself it is not possible to say definitively that "engineers clear mines 3x faster than infantry" because there are many factors built into the game to REMOVE the certainty that X action will take Y amount of time. If the unit removing mines moves that turn it can reduce the number of mines that can be removed on THAT turn. If they fire it slows down mine clearing. If they are fired on it slows down ( or halts altogether ) mine clearing. However, all things being equal the engineer type units WILL clear a given number of mines faster than a regular infantry unit.

**4]** Regular infantry, because they ONLY ( slowly ) clear mines from the hex they are in, can face in any direction while they do it. Engineer and mine clearing vehicles MUST face toward the hex they are the clearing mines from, if clearing from the hex alongside. If you face them away from a mined area or obstacle they will NOT clear it.

**5]** If there is a message ..... "XXX CLEARS 2 MINES " then 2 of the random number of mines in that mined area have been removed. When the message reads "XXX CLEARS A PATH THROUGH THE MINES" means all mines in that hex have been removed.

**6]** **Experience plays a very important part in how fast a unit will clear a mined area.** In one experiment, 4 engineer units with 30 experience and 4 engineer units with 120 experience were each placed in front of a mined hex. The expert units cleared their mined areas in 1-2 turns. The 4 green engineers took 7-9 turns to clear all four of their mined areas.

#### Notes on Deploying Mines in Scenarios

A design trick follows. Sometimes you will want minefields to be visible to both opponents. Basically, three things have to happen to make mines visible to both sides:

- 1) units have to be purchased as well as mines for the defender
- 2) the DONE button must be used to exit the Purchase Screen
- 3) the mines **\*\*MUST\*\*** be deployed before entering the attacking side's Purchase screen If the mines are re-deployed after entering the attacker's purchase screen, they will become invisible to the attacker until he finds them normally.

**NEW** for winSPWW2v4

A new "explosives" class added to the game that creates booby traps and demolition charges . Click [HERE](#) for more details



## Game Play Notes

This section is intended as a guide for new players. It is a mix of general tactics and techniques, and some game mechanics.

**"The battlefield is a scene of constant chaos. The winner will be the one who controls that chaos, both his own and the enemies.", Napoleon**

**"Chaos is inherent in all compounded things. Strive on with diligence.", Buddha : Last Words**

**"The way to avoid what is strong is to strike what is weak.", Sun Tzu**

One main point to note is the game scale, which is 50 metres (yards) per hex. That is half the average football field, and just because a tank or squad looks 'very close' that is just the scale of the unit icon. 2 units even in the same hex can be well over 30 yards (metres) apart, nowhere near point blank! Look at 2 tanks in adjacent hexes in the game, they *appear* to be 'side by side', however, place them about 10 hexes away from each other to see what the actual 1/1 scale of 2 vehicles 50 metres apart looks more like! 2 units in the same hex can be 50 yards apart, not necessarily at hand to hand combat ranges. Players often get confused since the vehicle scale and the ground scale differ.

In the SP series games, you are organised into units (called **formations** in this game) of **platoon** strength, or sub platoon **sections** of detached tanks or support weapons acting as a platoon for our purposes. The commander of this unit is the '**0**' unit of that formation (In campaign games if the original leader dies, this is not always the case, look for the 'H' telltale in the unit list screen). This leader provides rally opportunities for his subordinates but when 'command' is set to on in the preferences (and only absolute beginners turn this reality setting off!) then he must be **in contact** with his subordinate in order to command him. For units with a radio, this can be anywhere on the map. *Provided* the radio is working at that point in time. All radios have a chance not to be in contact, and so are never as reliable as voice range communications.

Some units (especially infantry) have no radios and must keep *voice contact*, this is only reliable to 3 or 4 hexes (200 metres). A common fault many players have is to spread their units in a platoon formation kilometres apart, they are then out of command control, and if they get a reverse, they will then tend to run away a lot. Therefore, keep your leaders closed up to the men as much as is possible,

**"A piece of spaghetti, like a military unit, must be lead from the front.", General George S. Patton**

Frontage for a leg infantry platoon (or tank platoon without radios) when advancing would be 150 to 200 metres (3 to 4 hexes), a tank platoon (with radios) might stretch to 400 to 500 metres (8 to 10 hexes). Keep to these sorts of frontages and you will be better off. Also, bar the Russians who tended to advance a complete company in a single line, platoons would tend to advance either '1 up' or '2 up' in UK parlance, though 2 up is normally kept for the assault.

With a typical UK platoon of 3 rifle sections ('squads' in the US) and the platoon HQ group, '1 up' means that the point section is at the tip of a triangle pointing at the enemy (the axis of advance of the platoon runs through this unit), the other 2 at the base of the triangle, sides of the triangle about 300 to 400 metres long, platoon HQ in the centre of the triangle, behind the point section. This is a good formation for the phase of the battle known as the 'Advance to Contact', as if the lead section comes under fire, the platoon commander, who is following behind, but not too close as to become involved in the fire fight has 2 uncommitted sections in reserve to bring up to the firing line, or outflank the enemy with as he sees fit. Also, the front section might put a 2 man patrol scouting 150 metres or so ahead of itself, these guys could come from the point section, but most likely from one of the held back sections in order not to reduce the strength of the point unit. (In SP terms, buy a patrol or scout unit as we cannot split sections)

### GAME PLAY HINT!!



***The most important about scouts is to use them as scouts NOT small attack sections !!!***

One tactic is to disable all the weapons so the scout unit cannot opfire and another technique is to set their range to 0 ( or sometimes 1 ) so they only fire when the enemy is almost on top of them. Scouts are not mini squads. It's not their main function to fight battles. A typical British rifle section on 1943 has 10 men and costs anywhere from 12-16 points. Fighting enemy infantry is THEIR job! . A typical British scout team for 1943 has four men and costs 20-34 points and scouting is THEIR job. You don't fight infantry battles with your infantry AAMG teams so DO NOT fight infantry battles with your scouts either. Their function is to SCOUT not fight. You really don't want your scout to reveal his presence to the enemy under any circumstances. The best thing that can happen to your scout is to be bypassed by the enemy and be left in the rear of the enemy lines !! THAT is when they are worth every point you spent on them.

2 up is the reverse of this with 2 sections out front, the platoon HQ behind the centre of these, and one section behind the platoon HQ as the reserve. This formation is the normal assault formation used to fight through an enemy position, more firepower to the front, but the platoon HQ and rear section available as reserves. In the actual formal assault, as opposed to more open battle, the platoon frontage would be 100 metres or so (2 hexes) but the platoon HQ would hang back 100 to 200 (2 to 4 hexes) metres from the front sections, the reserve section a similar distance behind the platoon HQ section.

Platoons are put together under the command of a **company**. This is an HQ unit (which is itself a platoon formation in game terms, but which cannot be cross attached), and the company commander, if in contact with platoon units, can also rally these if required. Organising yourself in companies, rather than buying lots of individual platoons, is therefore a good thing. Now that the game allows you to cross attach platoons in the deployment turn, you should utilise this to assign a reasonable company structure, lots of independent platoons under the A0 will have problems if many of them need rallying, as they have no company commander to provide rally before calling on A0.

Again, UK companies of 3 platoons tended to advance in a triangular formation of platoons '1 up' if advancing to contact, 2 up if fighting through a position. Distance between rifle platoons could be 300 to 500 metres (6 to 10 hexes). Company HQ again central to the triangle, any support weapons attached would be deployed as required where their weapons would give the best cover. Tank squadrons (companies in USA terms) would tend to have more troops (platoons in USA) and these tended to operate paired up, A troop would hold still to cover B troop advancing, then A troop would 'bound' through (or by) B troop's new position while B troop returned the favour by halting and providing covering fire (if required) but at least 'overwatch' (reaction fires in SP terms). Tank squadrons would therefore advance as a parallel set of moving paired troops, any spare troop(s) and the Squadron HQ following behind, at a distance close enough to provide support, but not get involved in the initial firefight when the front troops bounced the enemy.

Rifle sections in a rifle platoon would bound forward covered by the rest of the platoon at the halt as well.

This is what the military call 'fire and movement', where one (or more) stationary subunit covers the movement of another subunit, either by being ready to fire, or in an engagement, by actual fire. If the formation adds something a bit more 'fancy' to this mix, like using the fire and movement together to aid the placement of an assault (or flanking fire) sub unit off to an enemy flank, you then have 'fire and manoeuvre', where the fire and movement is used to gain

some form of positional advantage (usually to flank or rear) of the enemy, rather than merely closing straight at him.

Back to game detail, still on command and control here. Your commander must be in a fit state to rally subordinates, if he is retreating or worse, then he has **no** command influence, so you may need to rally him first! Also, before you do rally subordinates, check the commander's status, as if he fails a rally on a subordinate, that is all his rally chances gone for this turn, it can be embarrassing to have rallied all your men back to 'ready' status, and be about to move forwards to find the platoon (or company!) commander is 'pinned' because you forgot to rally him a little in the process. Do not just select units and hit the 'R' key is the motto really, look at all the subunits of a formation, and their current state and plan your rallying. Also note that rallying comes from the top down, hitting the R key on a squad will use the Company Commander's rally attempts then the Platoon Commander's before trying the squad sergeant's. This may not be what you wanted, again, think a bit before poking that R key. When a unit fails to rally itself or its subordinate, its rally chance statistic is set to 0 until next turn, this confused some end users who thought the unit was a hopeless rally case, no, zero just means that it has **failed** a rally attempt, and so cannot rally again this turn. The number returns at the beginning of the next move.

The **A0 unit represents you**, it is the Battle Group Commander. A0 can rally any subordinates in the chain of command if in contact, just like a company commander. You may therefore want to keep your HQ close to the main action, without exposing him to too much danger to add heart to the key part of the fight. If you buy too many independent platoon sized units, apart from their own platoon HQ units, then A0 will be the only source of rally (if in contact), and will soon run out of rallies, another good reason to buy companies as these have the company commander in the chain of command (and usually nearby) to provide rally opportunities. Marry up most independent platoons under any company commanders you have by cross attachment in the deployment turn, or AO will run out of rally fast.

I mentioned fire and movement up above, and the fact that the cover unit would be at the halt. In WW2, with primitive fire control equipment compared to today and no real stabilisation systems that were any benefit to moving tanks, firing from a halt as almost a necessity if you wanted to hit your target ( unless the gunner was very, VERY good. Balthazar 'Bobby' Woll, who was Michael Wittmann's gunner, could do this). Even with modern stabilisers firer movement severely penalises chances to hit, if you move too far. If you want to hit, especially at long ranges (over 1500 to 2000 metres, 30 to 40 hexes) then you should fire from the short halt (having moved the move before, not this one), and if you really want to hit, fire from the full halt (having been stationary the **entire** previous move **as well as** being stationary in the current move). In WinSPWW2, you are considered fully stationary only if you neither moved this turn, nor the previous game turn (in technical terms, if you expend >= half your MP in a previous turn, a 'moving fast' flag is set, you need to spend a complete turn not having expended half or more MP to reset this flag). Movement will also break any fire control solution you have made on the target ('target lock') unless you have a tank with a stabiliser, which can move whilst keeping target lock, so long as the LOS between the firer and the previously engaged target is not broken.

Charging to point blank range (1 hex or 0 hexes) can help, but do not expect some sort of 'gun to the head' shot, your chance will be better, but you will have movement deductions, and if the target tank itself was moving fast then the speed of his travel is taken account as well (even if the target appears to you to be 'in the same hex' for your entire move, if he was trundling along at 30 MPH at the end of his turn, he is still considered to be doing 30 MPH. If you closed on him at 20 MPH, then the speed difference calculates at 50 MPH, a fast passing shot even if at 'point blank'). Also, since movement takes fire opportunities (and vice versa), you could end up with but 1 or 2 shots at close range and end up stranded with no MP left, and your opponent can repeat the medicine on your tank.

However, if no enemy is expected, then you can operate a 'travelling overwatch' where the 2 units merely move relatively slowly, thus leaving some shots for opportunity fire if the enemy reveals himself. Leave full speed (half or more MP expended) travel for when out of contact with the enemy, as it severely reduces shots, and accuracy too and makes infantry more vulnerable to shell or direct fires. In combat, everybody slows down and becomes more cautious about movement.

This is especially true for your infantry, for, unlike vehicles, infantry travelling fast are more vulnerable than those at the halt (who are considered most protected, by taking use of the available cover, and going prone), or at least travelling prudently (1 hex or less). When needing to advance infantry under fire, or you expect at any point that hidden enemy will likely open up, do not move over 1 hex if you can possibly avoid this. Do not run around with your infantry at full speed when being indirectly shelled either, fast moving infantry is more vulnerable to HE fires. Slow down to 1 hex in shelling, if you must move at all. Moving 1 hex covers both a short quick dash, or a cautious creep, in game terms. In especial, note that troops who have just dismounted from a transport are considered to be bunched up, and moving fast, especially if the transport has moved a lot. An enemy burst which hits a squad dismounting in a hurry will tend to do a lot of damage, so it is best to dismount in a covered location from fire, and close in on foot with the APC providing close cover. Only do a charge and dismount into an area you can **guarantee** (as much as anyone can in warfare, brown stuff happens, in combat more so than in any other aspect of life) that there is no real enemy resistance! If your APC has smoke dischargers, consider using these before dismounting.

If you need to advance infantry under enemy fire, to close or to retire or whatever, then you should **first** use (hopefully) stationary squads (or better yet AFV in close support) to fire covering fire at all known enemy infantry and MG, in the hopes you will shut these down, before you move the squad. Even if you do not pin the enemy or worse, the added suppression all makes it more difficult for him to hit the squad(s) you later intend to move. Use the Z key to fire suppressive fires into hexes you suspect have unlocated enemy infantry in them, if you have shots to spare (it is not very effective). If you have MMG or HMG, then when advancing, wait till these are set up and ready, and try to keep them outside rifle range whilst using them to hose down any located enemy (or leave with some unexpended shots for opportunity fires on enemy firing in their turn).

Infantry do better at close quarters combat, 1 hex or hand grenade range, but the problem is getting them there when advancing, especially if the enemy infantry is dug in. Simply walking up to an enemy defence line tends not to work that well, as WW1 proved. To advance against an enemy line, you must gain fire superiority over him, 'winning the firefight', or use a small force to pin him while some others approach by an indirect route round a covered flank, say. Or use smoke as a form of human made cover. If your opponent is a human, surprising him can be very good as it can demoralise him (your human opponent), the AI is not subject to emotions. (Human players can be fooled too, try dropping smoke and artillery on a spot you do NOT intend to attack a human opponent at, and maybe a 'feint' probe to back the deception up, then once he is focused on the wrong location, come in from elsewhere with the main strength).

The British army uses a rule of 3 when it considers what can advance on what, if all is equal (in other words before you throw in massive doses of supporting artillery, and factor in a supporting platoon of tanks for example ). Thus a single enemy section (squad) is what a rifle platoon of 3 sections is expected to be able to take out, an enemy platoon therefore requires a company to remove, and an enemy company defending is a battalion level target.

So, to advance against 1 defending enemy squad, you will need roughly 3 of yours in the firing line pumping away at it (if this is a pure rifles versus rifles battle, 1 supporting tank in the mix, if the enemy has no effective AT helps the attack marvellously, this is what tanks are for in reality). However, assuming no support or little, form a firing line at about 400 metres (8 hexes) and start shooting, and inch 1 squad one or two hexes forwards at a time as the enemy allows, and repeat till the firing line has advanced 1 hex. Repeat this process until you have closed with the enemy squad and then assault it, or it runs away, or your troops all get pinned down if the enemy had a good battle and not you. If the enemy is isolated, perhaps fire on him with the base firing line whilst moving one section round his flank if there is cover to eventually close assault him with bayonet and grenades. With an enemy platoon in the defence, you will need a rifle company.

Consider a tank troop (platoon) about half a rifle company if it is acting in close support and there is no enemy AT defence, but only if the tanks keep their distance from the enemy, or they may get brewed up. In this case, dismounted infantry support is a must for your armour, and you should try not to approach your tanks or APC within about 4 hexes (200 metres) of healthy unsuppressed enemy riflemen equipped with AT launchers if you want to keep them healthy

In real life, for a platoon to eject 1 enemy squad from its position can be expected to take 20 to 30 minutes (10 to 15 turns), and an hour if it does not go too well. In WinSPWW2, this will not take quite as long.

It's important to remember that the main thing an APC brings to the infantry is increased mobility, and some protection against bullets and shell splinters. APC are not tanks, and if hit by serious AT weapons they will brew up and the passengers will be roasted. APC should try to advance via covered routes as much as possible, and if used for fire support, keep beyond effective enemy infantry hand held AT weapon ranges if possible (>5 hexes). APC are very useful in the defence if you use shoot and scoot tactics, firing on the advancing enemy and then breaking the contact and motoring off to a new position further back.

When defending or delaying, if your infantry have APC mobility then consider advancing into no-mans land in the initial phase of the battle and setting up ambushes there, if the terrain and/or visibility permits, then using delaying fall back tactics to win time, after all, time is the key thing in defending, try to slow the attacker down as far away from the objectives as possible. When attacking, use this mobility to avoid and bypass the defence as much as possible, try to get into the enemy rear and then fight your battle as a defence of the objectives you have now taken.

"There is one kind of thief whom the law does not strike at, and who steals what is most precious to men: time." , Napoleon.

"Go Sir, gallop and don't forget that the world was made in six days. You can ask me for anything but not time.", Napoleon.

"Time is everything. Five minutes makes the difference between victory and defeat.", Nelson.

Tanks should take out enemy MG positions and bunkers first if they can. This is of course what the tank was invented for in the first world war, and it is the same in AD2000. The tank's part of the job is firstly to neutralise the infantry killing weapons, while staying clear of the AT guns. The infantry side of the bargain is to neutralise the AT weapons like the Panzerfaust and the Bazooka. They also provide close cover for the tanks against infantry assaults. In close country, infantry should move first, and keep a hex in front of the close support tanks. Use artillery to plaster all suspected enemy long range AT weapon firing areas, or place smoke between these and your troops.

Tanks tend to attract fire. If you ever see pictures of infantry huddling close behind an AFV for its cover, then these are likely to be inexperienced troops (or conversely the experienced sort who know exactly when a tank is useful to use as cover, and exactly when to not go too close to the thing!). On the battlefield, tanks are very visible things, and everyone pops off at them. They also tend to draw indirect fires, which is a very good reason for supporting infantry not to bunch up close to the things. In SP terms, 'collateral damage' gets handed out to units in the same hex as a target, both extra suppression, and also casualties. It is therefore not a good idea for a squad to try to cohabit the same hex as another unit, especially an AFV. It is also not a good idea to stack squads on top of each other either. If a miss occurs, then there can be a near miss situation where the weapon 'sparkler' goes off in an adjacent hex to the intended target, and this causes collateral damage to any squad in that hex. Collateral damage is mostly on soft targets like trucks and squads, but the occasional hit may button up an AFV not directly targeted.

Pure tank units can do reasonably well in wide open desert or plains country, especially if enemy infantry obliges by moving around so they can be more easily spotted. However, tanks charging around where the infantry is waiting for them will tend to suffer, even a squad with hand grenades can manage to get on top of a tank and drop some where it hurts! Infantry with Panzerfaust type AT weapons can mince pure armoured units up for breakfast, especially in close terrain like cities and woods. The infantry will eventually break tank treads or shoot into weak spots, like into the top armour.

Even if you are a 'tankie' you will need some infantry about to help you out in the close stuff, and to help find infantry ambushes. A tank with an infantry squad spots better with the extra eyes provided by the riders, and if it does blunder into an ambush then the riders may be able to defuse the close assault, by acting as a form of 'reactive armour', but usually at a severe price to the riders, who are an easy target bunched together on top of an AFV. Any hit on the AFV, especially an artillery or aircraft strafing attack, is very unhealthy for the infantry dangling off it. Infantry are only given protection by proper APC type classes of vehicle, riding a tank or SP gun, they are outside waiting to be turned into 'people pate' by any stray HE round or MG burst.

Infantry is your main arm of decision, and artillery is the second. Armour is just self propelled close support or AT artillery, after all. Your tanks are there primarily to help the infantry take and hold their objectives, by removing any enemy armoured threat, then beating up the infantry killing weapons with main gun HE and MG fires. A tank with no main gun HE is an extremely limited item, as the British found out in the Second World War with no HE ammo issued for their earlier vehicles. This is especially the case if the enemy in question does not oblige by bringing armoured vehicles along to the party, and relies mainly on light infantry.

Armour however comes into its own as a weapon of exploitation. Tanks real targets are the soft and juicy rear echelon troops found deep in the rear of the enemy lines, after the armour has exploited a breach in the enemy defence to run riot as much as possible. Again, these tend to be soft targets, so any tank with no HE round is limited use, though HEAT and AP can kill soft vehicles. If your opponent allows you to loop an armoured force round his flank then you should utilise that opportunity to overrun his artillery lines, destroy his ammo dumps and trucks etc, before attacking into the objectives from the rear.

Mobility is a prime asset of armour, just like the horsed cavalry of olden days. Stationary horsed cavalry was useless cavalry, and in modern era, stationary tanks will tend to find themselves plastered by the enemy artillery, which in the later part of the era will have armour piercing bomblet type rounds as well.

If your enemy operates tanks which are significantly better than yours in the tank killing area then you should not plan to fight his tanks head to head with yours. Use other means, such as dropping large quantities of indirect fire on his armoured formations, both to get some effect on his tanks, but mainly to drive away the important pieces, his supporting infantry. Once his infantry has been separated from his tanks, they become vulnerable to close infantry assault from yours.. Cover him with smoke and close with engineers or AT equipped infantry, even squads with no decent AT capability can make tanks unhappy (retreat) with unsuccessful close assaults.

Meanwhile your lesser armour can utilise the indirect approach, most tanks have weak side armour, so manoeuvre or tempt him into defensive 'fire sacks' where you can engage him in the flank or rear, preferably at close quarters. . If your infantry assaults cause enemy tanks to flee, you will often find this opens his rear arcs to parting shots from your overwatching armour. If all else fails, pour lots of non penetrating shots onto him, this can cause his tank to run away, and if you get a disabling track hit, a crew with bad morale will often bail out when the tracks are shot away.

When planning a breakthrough assault, the Soviets use one gun tube per **metre** of frontage as their 'norm' for an effective level of artillery neutralisation of the enemy defences, and this would be over a front of 4 to 10 kilometres. That is 50 howitzers or mortars per WinSPWW2 hex! However, these 50 tubes would not all fire on the one target hex, as there would be a mix of fire blows on enemy positions and suspected positions or forming up areas, as well as a barrage on the front itself.

The British would consider a defending enemy rifle platoon a battery level target, that is 2 troops ( platoons), and would plan on at least 5 minutes, but more like 10 of fire before considering the target neutralised. Therefore, assuming the platoon is all inside the artillery battery's fire zone (say a 200 metre circle, 4 or 5 hexes) plan on one battery of 6 to 8 guns, firing for effect (ie on target!) for 3 to 6 turns or so to neutralise (not destroy, just neutralise, reduce in combat efficiency by 50-75%) the enemy before sending the infantry in to sweep the mess up. Of course, the assaulting infantry has to be able to get in within a move or so, so needs to be close to the falling shells. In war, safety distances are less than in peacetime, be prepared to take some 'friendly fire'. Naturally, mechanised infantry or tank riders can attack from further out, but will suffer if not all the enemy in the target area are neutralised (in game terms, pinned or worse). If the enemy is dug in, budget in a factor of 3, either 3 times as many guns (i.e. a British Artillery Regiment (battalion to other armies) of 3 batteries), or 3 times the time of fire preparation for the same result.

In other words, where artillery is concerned, quantity is what counts. Artillery is a brutal, club like weapon, and if you have it, lay it on thick if you want a useful effect. Dropping one SP howitzer on one spot and another on another spot 300 yards away, and so on, through an entire Sexton troop of 4, is only going to provide harassing levels of fire. If the target is worth shooting at, drop all 4 Sexton's on the same target hex. Mortar sections of 2 or 3 tubes are not therefore killing weapons, but can be useful especially if the fire is observed, to pin an individual squad, or annoy enemy AT teams.

In WinSPWW2, observed fire will drift less off target, Observed means the directing officer can see the impact hex, so try to have observers in the correct position to overwatch the fall of shot. Observer teams and FO vehicles also have shorter artillery delays when calling for fires, and their high skill in artillery means the scatter will be less than an armoured platoon commander would when controlling the fire.

**NEW for WinSPWW2 and WinSPMBT** is an improvement to the AI. It has been given the ability to target "events" exactly the same way as a human player has been able to. For example, when Barbed Wire or mines or Dragons teeth are cleared by the enemy the human player will be warned with a message telling him this has happened. In the past, the Human player could target artillery at those hexes to disrupt the AI's attempts to dismantle them. Now the AI can target it's artillery when **YOU** do this as well. Another example is infantry popping smoke. If you were playing the AI in the past and forced him to pop smoke you could then target that area with mortars or artillery knowing there were units in that area. Now the AI will as well. This applies to **any** smoke signature . In the past if the AI fired a on map howitzer at you the smoke trace from firing was visible after a few shots and you could target artillery on it's location. Now the AI will as well. This evens the playing field a bit more when playing the AI. If you can see it, the AI can now as well

**"The power of an air force is terrific when there is nothing to oppose it.", Winston Churchill: The Gathering storm, 1948.**

Just remember that planes are flying artillery, quantity is a big factor here as with tube artillery. Having a flight of 2 planes will not tend to tip the balance much, but 12 flights can be dangerous, especially if you bring them in in large wave style attacks to reduce AAA factors, do not use planes in penny packets except to annoy another human player, or to gain recon information from the pass.

Aircraft with cluster bomblet ammunition can be extremely devastating, provided you select the right sort of bunched up group target. Hold these in reserve till you identify a bunched target array, try not to waste them on individual targets surrounded by open space. All air strikes increase in lethality with little or no credible enemy AA weapons.

Use scout planes to nose around the battlefield and on map ground recce units to try to spot the enemy air defence locations. The best anti AA weapon is a tank overrunning its position, just like the best AA weapon is a tank parked on the enemy runway!.

Consider holding back your fixed wing air in a game till later on , when ground troops and artillery have reduced the AA threat for your air force.

If the enemy is weak in AA defences, you may have a field day with your planes.

**"Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat.", Sun Tzu**

**"A good plan violently executed now is better than a perfect plan executed next week.", George S. Patton, Jr.**

Your most effective weapon is **always** your battle plan. Any player with no plan, who just dumps things on the board and pushes them about is merely reacting to events, see what Sun Tzu had to say about that several thousand years BC in the quotation above!. A player who has a plan can impose his shaping of the battle onto anyone without one.

You **require** a plan, even a simple one like 'I will go around the left flank, then down the objective line', or you are putting yourself at a severe disadvantage even against the AI, which does have a rudimentary plan of its own.

**"Thus, what is of supreme importance in war is to attack the enemy's strategy.", Sun Tzu**

Attempting to ascertain the enemy's strategy, and then foiling this is a primary way to win especially against the human opponent, the AI has a very simplistic 'plan' if it can so be labeled at all !. A few units running loose in the human enemy's rear zones can cause severe distraction, with this perhaps dislocating some or all of his strategy, should he not have prepared a reserve for such an eventuality. Doing the unexpected to human players can put them in 'shock' which you can then exploit. A good ambush deployed forwards in 'no mans land' ahead of your front line in turns 1 or 2 when delaying or defending is good for this as many human opponents will consider that area 'free passage' and charge along at full speed in it.

**"Passivity is fatal to us. Our goal is to make the enemy passive.", Mao Tse-Tung**

Against a human player especially, try to impose your plan onto his, in order to make him reactive to your actions, in other words you get inside his "Decision Cycle". Being reactive instead of active is not good, the AI is a good example of a mainly reactive player. However players who defend by simply sitting dumbly in place and not manoeuvring will become passive even to the AI, which will start to gain advantage from this, by bypassing your positions, and ranging its artillery in onto your immobile forces.

Always keep a reserve of about 1/4 to 1/3 of your force held back and uncommitted, hopefully a reserve of mobile hard hitting stuff, this is a good tasking for tanks, especially fast 'cavalry' tanks like the Soviet ones. Use the reserve to exploit any gap your front line forces create, as a counter stroke to any unforeseen enemy action, to counter attack, or to flank around the main battle and come in from an undefended direction. Try not to commit the reserve too early in the battle, wait till the enemy is fully engaged and cannot easily move to counter it. If you do use the reserve, try to pull another formation back to create a new one. Against human opponents, invest in some cheap dismounted rifle units to provide security by guarding your rear area artillery and AA units from enemy para props, or fast forces running loose after outflanking your troops.

**"The general who wins the battle makes many calculations in his temple before the battle is fought. The general who loses makes but few calculations beforehand.", Sun Tzu**

Above all, never fall into the trap of under-rating the enemy in your mind, even the lowly AI can pull an occasional rabbit out of the hat. A human opponent may deliberately be playing dumb at game start, in order to lull you into a sense of superiority that he intends to take advantage of later. A human PBEM opponent is quite capable of playing a few battles against you in 'dumb' mode, simply in order to learn your style, without giving his own away. When playing in a competitive league or ladder, consider registering as a second 'persona' and playing this one as a 'newbie' against regular league players before the next ladder starts. Play at that level, to learn their styles, rather than to win. Use that knowledge when the league or ladder is started. Unfair?, recall Sun Tzu says that all war is based on deception. One person I knew playing SPWW2 PBEM would rename say his Nashorns as 'Tiger 2' as these both had 88 L71 guns, so when firing from a hidden location and still unspotted, false ID was given to his opponent!.

**"Despise the enemy strategically, but take him seriously tactically.", Mao Tse-Tung**

**"Pretend inferiority and encourage his arrogance.", Sun Tzu.**

#### **Beginner advice from Andy for players in a German campaign facing the Poles for the first time**

Polish sections are 19 men, ie twice the German section size. So they will hit harder, when they connect - especially as range declines under 500m.

However, the disadvantage to large infantry lumps is that you suppress 19 men at the one time, and they disperse at higher numbers. 19 man lumps are ideal mortar and MMG fodder...

1) Don't take them on with just riflemen alone if you can help it. If you do, then you will need to reckon on 2 German sections per Polish one to even things up.

2) You are probably doing the newbie thing of selecting one element and repeatedly firing it, and at the one target.

- Move from element to element and fire each one the once, at a different enemy target element. Thus any return fire has to swap targets, and so does not climb the fire control ladder - if you keep firing the same element, the enemy will range in quickly.

- Newbies probably try to kill, but suppression works best. Try to get all the visible enemy elements suppressed or worse first. That overloads the enemy rally ability whereas simply concentrating on the one target means he only has the one to rally.

- Once they have all been set into pinned or retreat status, then you can try for a few kills. Dont try to eliminate elements as it is best to reduce as many to 50% as possible first. Damaged sections have less shots, especially for the LMG and other heavier weapons, and are more difficult to rally.

- As you keep them pinned, and get several elements reduced to 50% or so then they will start to break and run eventually.

- Dont do "rallyitis". Your german sections can carry 5 or so S points with maybe only a loss of a shot. Reserve your rallies for any critical elements, e.g. one that received a kill and went to 20 S points and retreat status, say. (Newbies seem to have to try to waste rally opportunities on troops that really don't need it.)

3) As a German, do not take the Polish on at 50M range ambush in woods, without first stacking 2 German sections (or at least add a panzerknacker or scout to the section). That will even the odds up a bit, and provide 2 slaps to the advancing Polish lump(s). If the Poles get to 50M and fire back, 19 men blocks really do tear a chunk out of their enemy.

But the main rules for a fire-fight really are:

- When you spot a lump of enemy soft elements, call in your arty. Arty is the killer weapon on softies.

- Use your company MMG to suppress them (MMG have a blast sircle effect). Dont ever get your MMG teams within rifle range (500m).

- Always have your point men covered by the MMG teams. They are slow, so consider a light truck to shift them about.

- Use the blast effect of the MMG - target those portions of the advancing horde that you will cover several elements with the one blast circle. Play the MMG over the horde like a fire hose, as you want to suppress loads of elements rather than concentrating on murdering just the one team. Your ideal MMG target is the clump of 3-4 elements especially those in a stack.

- If you think enemy infantry will be coming at point X, then pre-plot your company mortars thereabouts. Don't wait for them to announce their arrival.

- Always have a section of 2/3 medium mortars assigned to each rifle coy, and only use these as dedicated support for that particular company's fire fights and advances.

- If you have tanks, or even a tin can armoured car with 1 MG, then wheel them up and use like HMG if the enemy infantry has no anti-tank support. A section of 2 panzer 1 working with each rifle coy in Poland and France as an anti-grunt fire department is good practice, just hide if there are any baddie tanks about till the P3s deal with them.

- Germans have access to heavy infantry with several direct fire 50mm mortars. These are rather useful against enemy lumps of infantry, if stacked.

- Use the riflemen to sweep up any remaining stragglers from the support weapons firing. But otherwise, I usually leave unfired so they have plenty of opportunity fire shots for use in the enemy phase. I usually only use self-fired rifle shots once the enemy infantry have been reduced to a running mob, or at least a cowering mass of 50% damaged elements.

Don't fight "fair" in other words...😁

[CLICK HERE](#) To read a letter from a British platoon commander in North Africa where he discusses German and British tactics

( *From the Intelligence Bulletin, August 1943* )

and

A report on Soviet armor tactics in the Battle of Berlin based on an article in the Red Army publication "Red Star",

(*from the Intelligence Bulletin, June 1946*)



## **VARIOUS MILITARY QUOTATIONS**

"It is a good thing for an uneducated man to read books of quotations", Winston Churchill: My Early Life (1930) ch. 9.

"Engines of war have long since reached their limits, and I see no further hope of any improvement in the art.", Frontinus, 90 AD

"Goddam it, you'll never get the Purple Heart hiding in a foxhole! Follow me" -- Henry P. Crowe

"The principles of war, not merely one principle, can be condensed into a single word--'concentration.' But for truth this needs to be amplified as the 'concentration of strength against weakness.' . . . Here we have a fundamental principle whose understanding may prevent the fundamental error (and the most common)--that of giving your opponent freedom and time to concentrate to meet your concentration.", Liddell Hart - The British Way in Warfare (1932)

"Choose the line (or course) of least expectation.

Exploit the line of least resistance.

Take a line of operations which offers alternative objectives.

Ensure that both plan and dispositions are elastic, or adaptable.

Don't lunge whilst your opponent can parry.

Don't renew an attack along the same line (or in the same form) after it has once failed.", Liddell Hart's maxims

"It is right to be taught, even by an enemy.", Ovid

"Adherence to dogmas has destroyed more armies and cost more battles than anything in war.", J. F. C. Fuller

"Every art has its rules and maxims. One must study them: theory facilitates practice. The lifetime of one man is not long enough to enable him to acquire perfect knowledge and experience. Theory helps to supplement it; it provides a youth with premature experience and makes him skilful also through the mistakes of others. In the profession of war the rules of the art are never violated without drawing punishment from the enemy, who is delighted to find us at fault.", Frederick the Great

"Man is the fundamental instrument in war; other instruments may change, but he remains relatively constant. . . . In spite of the advances in technology, the worth of the individual man is still decisive. The open order of combat accentuates his importance.", US Army Field Manual 100-5

"Man is the fundamental instrument in battle. Nothing can wisely be prescribed for an army . . . without exact knowledge of the fundamental instrument, man and his state of mind, his morale, at the instant of combat.", Ardant du Picq

"The human heart in the supreme moment of battle is the basic factor ", Ardant du Picq

"They fail to consider as a factor in the problem, man confronted by danger. Facts are incredibly different from all theories.", Ardant du Picq

"War is not an affair of chance. A great deal of knowledge, study, and meditation are necessary to conduct it well.", Frederick the Great

"The difference between the professional and the conscript-based army is that the former half-train their officers and then give them to a highly-trained sergeant to finish off officer training. The latter, lacking in long-service sergeants, train their officers to the point where they can train the sergeants.", N°113, August 1996, p.94. British Army Review

"No state has an inherent right to survive through conscript troops and in the long run no state ever has. Roman matrons used to say to their sons: "Come back with your shield or on it." Later on, this custom declined. So did Rome.", Robert Heinlein

"The patriot volunteer, fighting for country and his rights, makes the most reliable soldier on earth.", Stonewall Jackson

"It is impossible for Westerners to understand the force of the people's will to resist, and to continue to resist. The struggle of the people exceeds the imagination. It has astonished us too.", Pham Van Dong

"Men are seldom born brave but they acquire courage through training and discipline, a handful of men inured to war proceed to certain victory; while on the contrary numerous armies of raw and undisciplined troops are but multitudes of men dragged to the slaughter.", Vegetius (3rd c. AD)

"No plan survives contact with the enemy.", Field Marshal Helmuth von Moltke.

"[Blitzkrieg is] The art of concentrating strength at one point, forcing a breakthrough, rolling up and securing the flanks on either side, and then penetrating like lightning deep into his rear, before the enemy has time to react.", Erwin Rommel

"Tanks are easily identified, easily engaged, much-feared targets which attract all the fire on the battlefield. When all is said and done, a tank is a small steel box crammed with inflammable or explosive substances which is easily converted into a mobile crematorium for its highly skilled crew.", Brigadier Shelford Bidwell

"All action takes place, so to speak, in a kind of twilight, which like a fog or moonlight, often tends to make things seem grotesque and larger than they really are.", Carl von Clausewitz.

"Everything in war is simple, but the simplest thing is difficult. The difficulties accumulate and end by producing a kind of friction that is inconceivable unless one has experienced war.", Carl von Clausewitz.

"The difficulty of accurate recognition constitutes one of the most serious sources of friction in war... War has a way of masking the stage with scenery crudely daubed with fearsome apparitions.", Carl von Clausewitz.

"The military machine--the army and everything related to it-- is basically very simple and therefore seems easy to manage. But we should bear in mind that none of its components is of one piece: each piece is composed of individuals, every one of whom retains his potential of friction. ... A battalion is made up of individuals, the least important of whom may chance to delay things or somehow make them go wrong.", Carl von Clausewitz.

"Many intelligence reports in war are contradictory; even more are false, and most are uncertain.", Carl von Clausewitz.

"It is even better to act quickly and err than to hesitate until the time of action is past.", Carl von Clausewitz.

"The art of war consists, with a numerically inferior army, in always having larger forces than the enemy at the point which is to be attacked or defended. But this art can be learned neither from books nor from practice: it is an intuitive way of acting which properly constitutes the genius of war.", Napoleon

"Intuition is often crucial in combat, and survivors learn not to ignore it.", Col F.F. Parry, USMC (Ret.)

"Intuitive decision-making and mastering this profession are one in the same.", Lt. General Van Riper, USMC.

"The enemy resembles us. Therefore, he needs to be approached not as an assembly of 'targets' to be destroyed one by one; but as a living, intelligent entity capable of acting and reacting.", Martin Van Creveld

"The inevitable never happens. It is the unexpected, always.", Lord Keynes

"Nine-tenths of tactics are certain and taught in books: but the irrational tenth is like the kingfisher flashing across the pond and that is the test of generals. It can only be ensured by instinct, sharpened by thought practising the stroke so often at the crisis it is as natural as a reflex.", T.E. Lawrence: The Science of Guerrilla Warfare.

"No matter how enmeshed a commander becomes in the elaboration of his own thoughts, it is sometimes necessary to take the enemy into account.", Winston Churchill

"When the enemy advances, withdraw; when he stops, harass; when he tires, strike; when he retreats, pursue.", Mao Tse-Tung

"Hit hard, hit first, hit often.", Admiral Halsey

"If your bayonet breaks, strike with the stock. If the stock gives way, hit him with your fists. If your fists are hurt, bite him with your teeth", General Mikhail I. Dragomirov

"New weapons require new tactics. Never put new wine into old bottles.", Guderian

"Whether in attacking, counterattacking, or defensive tactics, the idea of attacking should remain central, to always keep the initiative.", Nguyen Giap

"In all honesty, we didn't achieve our main objective. As for making an impact on the United States, it had not been our intention-- but it turned out to be a fortunate result.", (General Tran Do, on the 1968 Tet Offensive)

"A piece of paper makes you an officer, a radio makes you a commander.", General Omar Bradley

"The common soldier's blood makes the general great." - Italian Proverb

"It takes 15,000 casualties to train a major general." - Marshall Ferdinand Foch

"The terms leadership and command are often used interchangeably, which does disservice to the understanding of each concept. Command is a functional process and, therefore, unemotional, calculating and analytical. Leadership on the other hand, is a lot like love, because it deals with personal relationships, and these must be lived to be developed. Command is not an art or personal style, but a military science and

process, a synergistic and cerebral application of equipment, tactics, weapons and men to achieve a defined military aim. Leadership, on the other hand, could be expressed as visibility and contact. A platoon commander is 95% leadership and 5% commander; he should really be called a platoon leader. A company commander is still highly visible and in direct man-contact, but he also has command tasks such as organising fire support, co-operating with tanks, controlling logistics, reporting to higher headquarters, etc. Let's say he is 50% leader and 50% commander. A battalion commander has restricted opportunity for direct leadership of men, but he is certainly a visible authority. Let's say he is 20% leader and 80% commander. Above this level, leadership is less than 5%.", Major-General N.G. Wilson-Smith, PPCLI (paraphrased)

"Ubi concordia, ibi victoria" [Where is the unity, there is the victory.], Roman proverb

"Never lose contact with the enemy! An objective, at junior combat level is usually a geographic feature that tactically is advantageous to own. In attack, when captured, it is not a resting place for tired, frightened soldiers. It is a base from which to exploit the success of the assault. By continuing movement toward the enemy, he is compelled to disclose his reserve defensive position and the pattern of his defensive fire. Such knowledge is essential to higher commanders if your initial success is to be exploited. If contact with the enemy is not maintained, a program of patrolling to find him must be developed and a long drawn-out and costly process that is. It was most apparent in Korea where "bug-outs" rather than "planned withdrawals" were the order of the day.", Colonel J.R. Stone, DSO and Bar, MC, CO of The Loyal Edmonton Regiment in World War II and CO of 2 PPCLI at Kapyong

"Never lead forth a soldier to a general engagement except when you see that he expects victory.", Vegetius

MESSAGE FROM THE DUKE OF WELLINGTON TO THE BRITISH FOREIGN OFFICE IN LONDON,- written from Central Spain, August 1812 "Gentlemen, Whilst marching from Portugal to a position which commands the approach to Madrid and the French forces, my officers have been diligently complying with your requests which have been sent by H.M. ship from London to Lisbon and thence by dispatch to our headquarters. We have enumerated our saddles, bridles, tents and tent poles, and all manner of sundry items for which His Majesty's Government holds me accountable. I have dispatched reports on the character, wit, and spleen of every officer. Each item and every farthing has been accounted for, with two regrettable exceptions for which I beg your indulgence. Unfortunately the sum of one shilling and ninepence remains unaccounted for in one infantry battalion's petty cash and there has been a hideous confusion as to the number of jars of raspberry jam issued to one cavalry regiment during a sandstorm in western Spain. This reprehensible carelessness may be related to the pressure of circumstance, since we are at war with France, a fact which may come as a bit of a surprise to you gentlemen in Whitehall. This brings me to my present purpose, which is to request elucidation of my instructions from His Majesty's Government so that I may better understand why I am dragging an army over these barren plains. I construe that perforce it must be one of two alternative duties, as given below. I shall pursue either one with the best of my ability, but I cannot do both: 1. To train an army of uniformed British clerks in Spain for the benefit of the accountants and copy-boys in London or perchance, 2. To see to it that the forces of Napoleon are driven out of Spain. Your most obedient servant Wellington"

"A risk is a chance you take; if it fails you can recover. A gamble is a chance taken; if it fails, recovery is impossible.", Field Marshall Erwin Rommel

"He, general or mere captain, who employs every one in the storming of a position can be sure of seeing it retaken by an organised counterattack of four men and a corporal.", Colonel Ardant du Picq

"Gentlemen, you may be sure that of the three courses open to the enemy, he will always choose the fourth.", Field Marshall Helmuth von Moltke to his staff

"Never interrupt the enemy when he is doing something wrong.", Erwin Rommel

"All right, they're on our left, they're on our right, they're in front of us, they're behind us... they can't get away this time" -- Lieutenant General Lewis B. "Chesty" Puller (when surrounded by 8 enemy divisions)

"What difference does it make if you have two tanks to my one, when you spread them out and let me smash them in detail?", Erwin Rommel, to a captured British officer in Libya, November 1941

"When the situation is obscure, attack.", Guderian

"Only study of the past can give us a sense of reality, and show us how the soldier will fight in the future", Ardant du Picq 1870.

"The study of history lies at the foundation of all sound military conclusions and practice", Alfred Thayer Mahan 1914.

"Theoretical knowledge is of no use if it is not supplemented by positive practice. You must train yourself to select terrain and make dispositions; you must reflect on this subject; and then theory, reduced to practice, makes all of these operations skilful and easy.", Frederick

"The important thing is to see the opportunity and to know how to use it.", de Saxe

"If we come to a minefield, our infantry attacks exactly as it were not there." - Marshal Georgi Zhukov

"Tactics, the evolutions, the science of the engineer and the artilleryman can be learned in treatises much like geometry, but the knowledge of the higher spheres of war is only acquired through the study of the wars and battles of the Great Captains and by experience. It has no precise, fixed rules. Everything depends on the character that nature has given to the general, on his qualities, on his faults, on the nature of the troops, on the range of weapons, on the season and on a thousand circumstances which are never the same.", Napoleon

"History is a catalogue of mistakes. It is our duty to profit by them.", Liddell Hart

"The purpose of history, is to learn how human beings react when exposed to the danger of wounds or death, and how high ranking individuals react when submitted to the onerous responsibility of conducting war or the preparations for war. The acquisition of knowledge concerning the dates or places on which certain events transpired is immaterial .", Patton

"History is a fable commonly agreed upon.", Napoleon.

"To learn that Napoleon in 1796 and 20,000 men beat combined forces of 30,000 by something called 'economy of force' or 'operating on interior lines' is a mere waste of time. If you can understand how a young, unknown man inspired a half-starved, ragged, rather Bolshie crowd; how he filled their bellies, how he out-marched, out-witted, out-bluffed, and defeated men who had studied war all their lives and waged it according to the text books of the time, you will have learnt something worth knowing.", Field Marshal Earl Wavell

"For heaven's sake don't treat the so-called principles of war as holy writ, like the Ten Commandments, to be learned by heart, and as having by their repetition some magic, like the incantations of savage priests. They are merely a set of common sense maxims, like 'cut your coat according to your cloth,' 'a rolling stone gathers no moss,' 'honesty is the best policy,' and so forth.", Field Marshal Earl Wavell

"Ut visum, quo diligentius assuefacti sumus, eo manus modo ordinata nunc est reordinanda. Senior cum essem censui nos rebus mutatis semper reordinandos. Atque mirabile visu est tantis processibus effectis secutum nihil iusti ac bene morati exercitus et cum perturbatione irrita." [We trained hard, but it seemed that every time we were beginning to form up into teams we would be reorganised. I was to learn later in life that we tend to meet any new situation by reorganising; and a wonderful method it can be for creating the illusion of progress while producing confusion, inefficiency and demoralisation.] Attr Petronius Arbitr, 210 B.C.



## Customising WinSPWW2

### A Word about OB Customising

The WinSPWW2 OB editor is Mobhack, and it is provided with the game. Please see the help files for that utility for details of producing custom OB files.

Mobhack lives in the Mobhack sub directory of your game.

Just remember the following about custom OB files:

- 1) In a PBEM game the 2 OBs must remain **identical** throughout the life of the PBEM game, therefore do NOT change OB files if you are playing someone in PBEM at that time.
- 2) Changing OB data can result in strange things happening in scenario games as these save all the game data **except** for weapons data, to which a reference to originating OB number and weapon number in that OB is stored. Therefore if you load a custom OB, and the OB designer decided to overwrite the K98 rifle with say a 105mm artillery piece, then all your German infantry will now tend to have 105mm howitzers. The OB designer can use weapons from other OBs than the 2 you thought he had used, so there can be these effects if you change an OB file you never thought had any relevance. (Say the OB designer loaded up USSR, and then issued some German squads with PPSH-41 SMG's..). OOB file changes to units can also have strange effects on any existing scenario. Scenarios are therefore best designed using the official **The Camo Workshop** OOBs only.
- 3) Changing OB data mid game can have the same effects on your saved games as 2 above.

Basically, change the OB files at some point where all your games are finished. Check any scenarios for odd weapons appearing, if so, contact the OB or Scenario designer, not **The Camo Workshop**, unless these are **The Camo Workshop** products!

You can now use the OOB manager in the **GameOptions Programme** to set up your game before starting a session that needs a particular OOB set - but it is up to you to remember to do this!

### Editable Player Files

A few enhancements have been made which will allow the player some flexibility in specific game areas.

### CamoGame.ini

This file stores all the info you set on the GameOption screen that appears when you click on the start game icon. It is not necessary nor recommended that this file be edited by hand

### LdrXX.dat files

These live in the \data\NAMES directory of your game. Each XX relates to the OB number. They contain the unit leader names table for each Spob. If deleted, a standard set is used, i.e. these tables override the defaults. The list of countries and their corresponding numbers can be found on the front page of the Mobhack editor.

If your name is Bloggs, you can now have unit leaders called Bloggs in the game.

They are straight text files delimited by a cr/lf as in Notepad. Leader name maximum character limit is 15, **do not** make these longer. Usually longer names will be truncated, but sometimes unpleasant side effects occur. So be careful with name length. **Do not use a word processor to edit**, use a proper text only editor like **notepad**, which will not fill the files with word processing format garbage extra characters!. If you live in a country which uses 'double byte' text, change to USA ASCII single byte. Do not use foreign characters like umlauts and cedillas. Be careful with punctuation marks like "&" as C may interpret these as string format characters.

You must **not** add a name to the end of the list. The program is set up to pick a name at random from a fixed number of names. Do not increase the number beyond what is already on the lists. If you wish to add your name to a particular country list you will need to overwrite an existing name. Do not **delete** a name either, as this will cause problems as well. There must be **exactly** 100 name 'lines' in the file, no more and no less.

#### RankXX.dat files

These live in the \data\RANKS directory of the game. The game uses the following series of ranks:

Private  
Corporal  
Lance Corporal  
Sergeant  
2nd Lt.,  
1st Lt.  
Captain  
Major  
Lt. Col.  
Colonel  
Brigadier General

But in an abbreviated format.

Again the XX relates to the mob number. If a RankXX.dat exists for a nation, then those names are used to replace the game defaults. There is no benefit from renaming a lower rank to a higher one. Limit is 8 characters per name.

NOTE: We have provided abbreviations of national ranks as best we can given the limitations of 8 characters. If you wish to go back to the original ranks used in the SP series, simply rename the file folder RANKS to XRANKS. The program will ignore these new lists and run off of the defaults written in the code. If at some point in the future you wish to use these new lists all you need do is remove the "X". As with the leaderXX files, there must be **exactly** eleven data lines or problems will occur. As with other text files, **Do not use a word processor to edit**. Do not use non USA ASCII characters such as Umlauts. Be careful with punctuation marks like "&" as C may interpret these as string format characters.

#### Other Text Files

In the data\text directory you will find encyclopaedia text files and the in game help files. These use the normal SP series format characters, see [scenario editing](#) section for the details. When making these, as with the Scenario introduction text, you will have to experiment with the text as it sometimes lays the text out quite oddly, practice makes perfect!.

etNNNIII.txt, the **encyclopaedia** text entries for each unit in OB NNN and unit slot number III. Note that the code is not very good at deciding the right side cut off for text on screens, so you will probably need to try several times until the right side cut-off is correct.

ftNNNIII.txt, the **formation information** text files that appear in the purchases screen, OB NNN and formation OB slot number III., NB leading zeros used to pad these items for both et and ft text file names. I.E. France is 006 for the NNN part of the file name, formation slot number 12 would be 012 for the III part.

HelpNNN.txt, the in game help screen files which come up in the game itself when the ? button or key is used. Help000.txt is the main help file, others cover other help sub topics by number.

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## Scenario Editor

The scenario editor is where you design scenarios for the end user to play. We will cover here the basics of scenario editing and design.

**Important note to scenario designers**, remember that any scenario you design should be with the human as player 1 (the one on the left in the picture below) and the AI (computer) player as player number 2 (on the right).

Basic scenario design process is to firstly design your map, this is the most important element of any scenario, and you should therefore make this element first, and above all, save it off separately from any other scenario work. Having the map saved off separately means that you can easily reuse this element for other scenarios using the same terrain, or simply to start over if the design was a wash out! Once happy with your map, then buy and deploy the required troops. Have an idea of what you want to do as well, research the scenario from historical documentation if it is a historically based one, rather than a 'what if'.



The main editor page is where you make some critical design decisions. Underneath it live the map editor, and the scenario deployment sub routines. As mentioned above, make your map first, and save it off somewhere safe well before you start dropping troops onto it to create a scenario.

One major point to consider at the outset is if you are designing a game where the player takes on the AI, or one where a human can play either side. In the former, the AI needs to be given consideration, and it will need to be given advantages of force size, or position, or more likely both. Or the game length can be reduced so the human must make a quick rush at it. Scenarios designed for the computer to play one side should **not** be played by the human as the other side, it will be a walk over for that player. Therefore, advise the player in your introductory text not to play the computer side. Scenarios designed for 2 humans to play will be usually very difficult for the AI to win, so again state up front that a scenario is designed for 2 humans to play each other head to head. A rare minority of scenarios can be playable by the AI as both sides, or give a human player a challenge if he plays the non-default set. In nearly all circumstances, the human player should be the player No 1 in a scenario, unless you are an experienced designer.

And we may as well take some time here to note some points about scenario purchase and design, your scenario will be reported to the end user as whatever mode it last was in (advance, say). this does not mean that you require to *edit* the scenario in that mode. For example you may want to set up a meeting engagement, but you need to entrench some units, or buy a pillbox. Fine, build the scenario as an assault, dig the defender in and buy pillboxes, then switch to a meeting engagement. Then buy the second player troops, or they may get the dug in status that you get as an assaulter in a regular battle! Changing the battle type in creative ways during the design can be a useful tool for the experienced designer. For example, to get rafts for a non assault battle. Or simply to get the user off on the wrong foot, dig the defenders in and tell the user it is a mere advance mission, he may not expect mines lying about then..

The **date** of the battle determines the 2 sides involved.

Note that it is perfectly possible to use a different date, should whatever you want not be available at that point, enter the desired date and buy troops at that point in time, then reset the date to the scenario date later. Only the **last** date used during the design process is the one reported by the scenario, so you could try a what if of 1940 French versus Germans with 1945 equipment, Just whizz the date to 1940, buy the required French kit, whizz the date to 1945 and buy the German stuff. Mainly this is of use in special circumstances for a scenario, the introduction dates of equipment in the OB files tend towards 'general service' dates, if you have a historical scenario where say some pre-production Tigers were used this is how to get them (and also to surprise the human player who may not expect to meet tigers before the 'encyclopaedia date' <G!>).

The map editor is reached via the **edit** button, but before you hop off and start editing, select the map size from the button on the left. (You can come back later, and select a larger map size, and then add stuff to the South part, or a smaller map size to 'crop' it into a narrower strip in the North, but it is better to start off with the correct size first to save hassles). You can save off the map separately from the scenario inside the map editing subroutine. Note that selecting the date and the opponent pairing will determine the map used for random maps from the normal **The Camo Workshop** selection, this ignores the climate of the map (desert, summer or winter).

The climate buttons determine the basic map colour, desert gives yellow tiles and desert features (like soft sand), summer is the regular green background (toggled to 'jungle' if you select the palm trees inside the map editor), and winter gives white tiles and access to the winter extra tiles such as snow drifts. Note that the editor does not care about dates regarding winter, you can make a winter map in august, should you so desire.

### \*\*\*IMPORTANT NOTE WHEN EDITING MAPS\*\*\*

The map generation code is a lot more complicated than in the past. There are now Arid, savannah, winter,fall an spring set ups in the code. **When building a map it is VERY important now to set the likely opponents for this map before editing.** If you are designing it for Western or Eastern Europe in April then set the date to April and pick two likely opponents and stick with those while you edit the map. If you change to Japan and USMC in June for another map then try to go back you will see some different terrain when you try to edit. This is all part of the random map code. The code knows what we've told it to place on map when Japan and USMC are the opponents and that **IS NOT** the terrain you want when you are building a map for Germany. Just remember to set the two opponents you expect to play on that map and you'll be OK

A BIG note to map designers is that the map will be **one** of these types **only**, **Summer**, **Jungle**, **Winter** or **Desert**, depending on what mode it was *last edited in*.

Why say this?, well some map designers go in and use say a green summer map, then come out to the main screen, flip to winter, and then go in and place a few white tiles for what they *think* will be a few patches of 'snow' on a green map for extra 'colour'. **Nope**, if they last edited the map in '**winter**' mode, as far as the game is concerned the map is **now entirely a winter map!** The colour of the basic clear terrain tiles has **no** in-game effect, the season of the map is a *global variable* which affects the **entire** map. Only the special 'feature' tiles (such as snow drifts or soft sand) have inbuilt special effects. 'Clear' terrain tiles do not. Any tile that gives out 'clear' when you hover the mouse over it is a 'basic' terrain tile, of the type of terrain you last edited the map in, so if you say started with a summer map, exit and changed to desert and laid some 'yellow' clear tiles, then exited again, changed to winter and laid some 'white' clear

tiles, this is now a winter map, and all the yellow, green and white 'clear' tiles will be basic snow (winter) terrain, because the last map edit mode was *winter*.

Select the visibility in hexes for the scenario with the **visibility** control.

Give the scenario location a name with the **NAME** button, this is NOT the scenario file name, it is the location name reported inside the game, like 'Sword Beach', 'St Lo', i.e. the geographical place name.

The **save** button here saves a scenario, a scenario is a map plus troops deployed. A scenario can be played, and a separately saved map can be used in battles.

The **Load** button by the maps loads a pre made map into the scenario.

The **Random** map button generates a random map using the **The Camo Workshop** map generation code, based on the 2 players involved and the date, but ignoring the climate, so a German vs French map generated as "Desert" would tend to look like a 'desert' France European map. If you want a desert map pick two nations with desert

The 2 main players are selected as for a normal battle. However unlike other battles, in the scenario editor, the map sides each use as home base is reported here, as this is very important stuff for scenario design. In scenarios we often need to be able to have the 2 sides fighting in a different direction. The side that you play from determines the retreat direction for routers, and where off map artillery comes from. If you just lay your troops as desired, but on opposite sides from the given, routers will run to the enemy and artillery will come from the wrong direction as well. Note that the directions are given in map terms, left and right, as there is no compass direction in any SP series game, Left side of the map can be North, South East or whatever you desire to call it. (Many players mistakenly think of the Right of the map as 'East' say, **not so**. Just a convenient convention which fits most cases. If you need North to be at the 'bottom' of your map, just design it that way, and note where North is in the scenario introductory text, you can even put the direction to North on the map with Map Text).

The **Map Sides** buttons are what allow you to exchange the default map sides, and it is a **very, very good idea indeed to set the map sides before you buy a single unit of either side** *should* you need to exchange sides. When you enter the editor for the first time the map buttons are 'free', press **Swap** to exchange sides. The map side buttons will then be put into '*locked*' state and the Swap button will be *hidden*. You can **unlock** the Swap button if required. Also note that loading a scenario into the editor will take the map sides you set up while editing that scenario, and place map sides into locked state. Just so you do not make a mistake. If you like the map side setup, then press **Lock** to lock the sides in, should the map sides be in free status.

### SCENARIO DESIGNERS PLEASE NOTE!!

It is **Highly recommended** that once you have decided which 2 main sides to use that you follow this procedure when initially purchasing the troops.

- - Enter the purchase screen for Payer 1 and immediately exit. This creates the HQ for player 1.
- - Now enter the purchase screen for Player 2 and also immediately exit. This creates the HQ for player 2.

ONLY once **BOTH HQs** are in place should you buy the remaining forces for each player.

*By doing this, you ensure that the first 2 HQ slots (which cannot be deleted) are at the very front of the (internal) formation list. Any subsequent deletions and re-insertions of troops can now be done in the assurance that any subordinate formations will not be inserted ahead of the HQs in the arrays, which causes a serious problem with command structure if this is allowed to occur.*

The **preferences** button allows you to set preferences as you desire. For scenario design, points are of course unlimited, you just buy the 2 sides regardless of any notional points values (But, the points values of the various units will be counted as part of the scoring process at game end!, some scenario designers have in the past placed some 'destroyed' tanks etc. as 'scenic effects', a 'destroyed' Panther on the map will still be about 40 victory points to the opposite side!, if you do not want this, remember to adjust the points value for such a creation to 0 in the deployment subroutine!). The end user will be able to override your preferences, should these be important for your design then put a recommended set into your scenario introduction text. What is effected here is basic troop quality, if you want this to be other than the default, set as desired before buying your troops as this will save time editing later. You can go through them all and individually change morale and experience, but if the default for a nation is say 60 experience at this point in the war, and you know in advance that you want an elite bunch with say about 80 experience, set this up here and most of the troops bought subsequently will be nearer what you want on purchase.

The **map editor** subroutine of the scenario editor is where you create maps



Generally, it is just a case of laying down tiles, but see above about the climate.

A couple of other game global variables require to be mentioned however that relate to **water borne scenarios**.

The first is the gBeach global variable, this one determines if it is a **beach assault**, and whether landing craft are auto bought for your troops. This requires to be set **before** you buy any troops, and it is determined by building a beach in the editor with the appropriate key. Simply drawing in a lot of 'lake' tiles will not suffice, you **must** use the map editor beach key to have a beach built, though after the game has put your beach down, feel free to edit whatever it placed on the map of course. If you set the gBeach variable then all the assaulting side's troops will have landing craft bought for them by the AI buy routine, and added to their formations. You can of course edit the AI bought craft later, should you so desire. The gBeach variable is also used by the game purchase routines to make naval artillery available for purchasing. It is quite possible, should you desire, to ignore the gBeach variable and just lay down water, however it is then up to you to buy trucks (say) and convert to landing craft manually, and to buy artillery and also convert these manually. Also see the '^' key below..

The Second Global water variable is the gWideRiver variable. This is used to indicate to the game that this is a **river crossing assault**, and that the assaulter's troops that qualify will be issued with rubber assault rafts. This is the only way to have squads issued with rafts and to be able to carry these, a separately bought raft will need a truck to move it, it cannot be placed on a squad. Once again, just laying a few lake hexes manually to create your own wide river will not do to tell the scenario it is this type. Use the 'convert all rivers to wide rivers' key. Now this key will convert all the rivers on the map to wide rivers, so it is not a brainy idea to use this at the end of map design, should there be a need for minor streams and so on. Do this at the start, lay a stream about where you want your wide river to be, then convert this stream to a wide river. Lay your normal streams later, and edit whatever the AI did to widen the initial river to suit your map. Should you need both sides to have rafts, after setting the wide river variable, buy side 1, with the battle dial set to assault for that side!, and their squads get rafts issued. Now, go back to the main screen, save the scenario!, and flick the battle dial to the other side, so it is the 'assaulting' player now and buy its required forces and they will have rafts as well, see the '^' key **below**.

Note that if you need **jungle** terrain, then edit a **summer** map, and first thing, toggle the palm trees icon to use palm trees, not European ones. Then jungle features arrive, paddy fields, high grass becomes tall jungle grass (or bamboo etc.).

There are 2 map design pages, use the '>' red button to toggle between pages. Some features will change depending on climate (such as winter snow drifts).

There are now 15 hill levels as opposed to the other SP series games, which had a mere 3 hill levels, but only 1 through 4 are there all the time on dedicated buttons, use the '+' Cycle Level key to cycle the max hill button, this starts at level 5, one press of '+' Cycle Level key and you get level 6 and so on, cycling back to level 5 after 15. This method saved a lot of extra terrain level buttons.

## Map Editing HotKeys

PAGE 1

CME= Custom Map Editor only

	DESERT	SUMMER	WINTER
<b>A</b>	Red rough / rice paddys(jungle)	Tilled field / Rice paddies(jungle)	Stubble fields
<b>B</b>	Concrete/Stone buildings	Concrete/Stone buildings	Concrete/Stone buildings
<b>C</b>	base clear terrain	base clear terrain	base clear terrain
<b>D</b>	secondary road	secondary road	secondary road
<b>E</b>	Save Map	Save Map	Save Map

F	red sand	wheat fields	light snow winter field
G	soft sand	tall grass	winter grass
H	wooden buildings	wooden buildings	wooden buildings
I	Add text to hex	Add text to hex	Add text to hex
J	switch to Jungle	switch to Jungle	switch to Jungle
K	cycle through level 5+ hills	cycle through level 5+ hills	cycle through level 5+ hills
L	Custom Map editor - Load map	Custom Map editor - Load map	Custom Map editor - Load map
M	Map Text ON / OFF	Map Text ON / OFF	Map Text ON / OFF
N	Switch from page 1 to 2	Switch from page 1 to 2	Switch from page 1 to 2
O	Orchard	Orchard	Orchard
P	Paved Road	Paved Road	Paved Road
Q	Quit editing	Quit editing	Quit editing
R	Desert Rough	Summer Rough	Winter Rough
S	Stream	Stream	Frozen Stream ( Dec, Jan, Feb )
T	trees	trees	trees
U	swamp	swamp	swamp
V	volcanic sand	green crops	snow drifts
W	water	water	Ice ( Dec, Jan, Feb )
X	Erase Map	Erase Map	Erase Map
Y	Impassable Terrain	Impassable Terrain	Impassable Terrain
Z	CME - Select an area of the map	CME - Select an area of the map	CME - Select an area of the map
1	NEW level 1 hill	NEW level 1 hill	NEW level 1 hill
2	NEW level 2 hill	NEW level 2 hill	NEW level 2 hill
3	NEW level 3 hill	NEW level 3 hill	NEW level 3 hill
4	NEW level 4 hill	NEW level 4 hill	NEW level 4 hill
5	NEW level 5+ hill	NEW level 5+ hill	NEW level 5+ hill
6	Set Terrain Fill Range	Set Terrain Fill Range	Set Terrain Fill Range
7	Fill Area with Current Terrain	Fill Area with Current Terrain	Fill Area with Current Terrain
8	Mud	Mud	Mud
9	Bare Earth/Arid Soil	Bare Earth/Arid Soil	Bare Earth/Arid Soil
0	~~~	~~~	~~~
!	CME - Remove damage	CME - Remove damage	CME - Remove damage
@	Custom Map editor - RESTORE	Custom Map editor - RESTORE	Custom Map editor - RESTORE
#	Clear all map text strings	Clear all map text strings	Clear all map text strings
\$	Change to Beach landing map	Change to Beach landing map	Change to Beach landing map
%	Do not use	Do not use	Do not use
^	Change to River crossing map	Change to River crossing map	Change to River crossing map
&	Do not use	Do not use	Do not use
*	Set hex height	Set hex height	Set hex height
(	~~~	~~~	~~~
)	~~~	~~~	~~~
—	Disable victory hexes	Victory hex display on/off	Victory hex display on/off
<	Set Obstacle height-CD only	Set Obstacle height-CD only	Set Obstacle height-CD only
>	Set Density of terrain-CD only	Set Density of terrain-CD only	Set Density of terrain-CD only
.	Turn hex grid on/off	Turn hex grid on/off	Turn hex grid on/off
\	CME-Goto the Map Generator	CME-Goto the Map Generator	CME-Goto the Map Generator
=	Generates a random map	Generates a random map	Generates a random map
,	Enter map region number	Enter map region number	Enter map region number
+	Map zoom in	Map zoom in	Map zoom in
-	Map zoom out	Map zoom out	Map zoom out
;	lock house	lock house	lock house
{	CME - restore map from undo	CME - restore map from undo	CME - restore map from undo

}	CME - restore map -> redo	CME - restore map -> redo	CME - restore map -> redo
:	CME- Saves map to the undo buffer	CME- Saves map to the undo buffer	CME- Saves map to the undo buffer
/	Special multi hex buildings	Special multi hex buildings	Special multi hex buildings
[	Beach Sand	Beach Sand	Beach Sand
space	CME- clears terrain data	CME- clears terrain data	CME- clears terrain data
]	CME - paste into map	CME - paste into map	CME - paste into map
~	CME - quick autosave	CME - quick autosave	CME - quick autosave

PAGE 2

	DESERT	SUMMER	WINTER
A	make beach L or R	make beach L or R	make beach L or R
B	grey cobblestones	grey cobblestones	grey cobblestones
C	contour base terrain	contour base terrain	contour base terrain
D	railway	railway	railway
E	Save Map	Save Map	Save Map
F	Grey sand	wheat fields	light snow winter field
G	ground cover/leaves	ground cover/leaves	ground cover/leaves
H	brick cobblestones	brick cobblestones	brick cobblestones
I	Beach Sand	Beach Sand	Beach Sand
J	red earth	red earth	red earth
K	cycle through level 5+ hills	cycle through level 5+ hills	cycle through level 5+ hills
L	Grass	Grass	Grass
M	Map Text ON / OFF	Map Text ON / OFF	Map Text ON / OFF
N	Switch from page 1 to 2	Switch from page 1 to 2	Switch from page 1 to 2
O	Convert streams to rivers	Convert streams to rivers	Convert streams to rivers
P	tramlines	tramlines	tramlines
Q	Quit editing	Quit editing	Quit editing
R	Grey Rough	Grey Rough	Grey Rough
S	Desert hedgerow	Summer hedgerow	Winter hedgerow
T	Grass	Grass	Grass
U	swamp	swamp	swamp
V	volcanic sand	green crops	snow drifts
W	trench	trench	trench
X	Erase Map	Erase Map	Erase Map
Y	pavement	pavement	pavement
Z	CME - Select an area of the map	CME - Select an area of the map	CME - Select an area of the map
1	NEW level 1 hill	NEW level 1 hill	NEW level 1 hill
2	NEW level 2 hill	NEW level 2 hill	NEW level 2 hill
3	NEW level 3 hill	NEW level 3 hill	NEW level 3 hill
4	NEW level 4 hill	NEW level 4 hill	NEW level 4 hill
5	NEW level 5+ hill	NEW level 5+ hill	NEW level 5+ hill
6	Custom Map editor -New Fill Range	Custom Map editor -New Fill Range	Custom Map editor -New Fill Range
7	Custom Map editor -Fill Area	Custom Map editor -Fill Area	Custom Map editor -Fill Area
8	Create a City Grid	Create a City Grid	Create a City Grid
9	Light Damage	Light Damage	Light Damage
0	Heavy Damage	Heavy Damage	Heavy Damage
!	Custom Map editor - Remove damage	Custom Map editor - Remove damage	Custom Map editor - Remove damage
@	Custom Map editor - RESTORE	Custom Map editor - RESTORE	Custom Map editor - RESTORE
#	Clear all map text strings	Clear all map text strings	Clear all map text strings
\$	Change to Beach landing map	Change to Beach landing map	Change to Beach landing map
%	<b>Do not use</b>	<b>Do not use</b>	<b>Do not use</b>
^	Change to River crossing map	Change to River crossing map	Change to River crossing map

&	Do not use	Do not use	Do not use
*	Set hex height	Set hex height	Set hex height
(	~~~	~~~	~~~
)	~~~	~~~	~~~
_	Disable victory hexes	Victory hex display on/off	Victory hex display on/off
<	Set Obstacle height	Set Obstacle height	Set Obstacle height
>	Set Density of terrain	Set Density of terrain	Set Density of terrain
.	Turn hex grid on/off	Turn hex grid on/off	Turn hex grid on/off
\	Goto the Map Generator-P2	Goto the Map Generator-P2	Goto the Map Generator-P2
=	Generates a random map	Generates a random map	Generates a random map
,	Enter map region number	Enter map region number	Enter map region number
+	Map zoom in	Map zoom in	Map zoom in
-	Map zoom out	Map zoom out	Map zoom out
;	lock house	lock house	lock house
{	CME - restore map from undo	CME - restore map from undo	CME - restore map from undo
}	CME - restore map -> redo	CME - restore map -> redo	CME - restore map -> redo
:	CME- Saves map to the undo buffer	CME- Saves map to the undo buffer	CME- Saves map to the undo buffer
/	~~~	~~~	~~~
[	~~~	~~~	~~~
space	CME- clears terrain data	CME- clears terrain data	CME- clears terrain data
]	CME - paste into map	CME - paste into map	CME - paste into map
~	CME - quick autosave	CME - quick autosave	CME - quick autosave

Further information ( from information above )

\$	<p>Use this to set or reset the <b>global beach variable</b> 'gBeach' of the map for beach assault missions (triggers purchase of landing craft, use of naval off map artillery etc). Very useful for folk who made a large water map and forgot to make it using the normal 'convert 1 side of the map to beach' key! use this key after you have loaded the map into the editor, and before you purchase any troops at all, or difficulties can occur. This section of code will check to see that this is an assault mission, and will prompt you if it is not, you can elect to not follow this advice, but non-assault beach scenarios can have strange results. The game is intended <b>only</b> for assaults when the beach flag is on, remember!</p> <p>Note that when you purchase the assault nation's troops you will be asked if you want to buy the landing craft for them, in some circumstances you may not want to do this (say for a batch of troops on an island, which the human player will ferry over as secondary waves, using the first wave's transport).</p> <p>Note also that before the landing craft are bought, the code will now try to load up any swimming or flying transport craft with troops, before it buys the landing craft, so it will load up any separately bought amtracks, DUKW or Dakotas you have purchased, unlike the original SP series games!</p>
^	<p>This works as for the global beach variable above, but applies to the <b>global Wide River</b> 'gWideRiver' map variable. In other words, use this to expressly set the wide river assault flag (infantry buy rafts), for example when you have a map where you want to put say a lot of small lakes, but do not want to use the 'convert all streams to wide rivers' flag for some reason. Again, the game will prompt you to make this an assault mission as this is the correct battle type for a river crossing. Also, use this key after you have loaded the map, but before you buy the troops, as usual.</p>
!	<p>This sets a start line for the human player 1 in <b>user generated campaigns only</b>. Player 1 gets to deploy up to this line, side depends on his base edge</p>
"NEW!"	<p><b>CD owners Only.</b> You can now flood fill areas of zero elevation with deep water using the " " key in the map editors. This was primarily added to be used with the <a href="#">Venhola map generator</a> but it can be used for hand made maps as well. For shoreline maps it saves a great deal of time but be aware that sometimes beach areas are recorded by Venhola as the same level as the water so those areas and any areas of shallow water you may want troops to wade through need to be added manually</p>

#### TIP

One easy way to build custom formations for your scenario is to create them in your OOB with MOBHack. You can then remove them after they have been bought for your scenario.

To the game, formations are just frameworks to hold units . Lets assume you want to build a specialised kampgruppe with a mix of equipment not found in the regular OOB you can build in in MOBHack and when it's bought for the scenario it will retain the name you gave it in MOBHack and all the units. That data is saved in the scenario and the scenario does not refer back to it after it's bought so custom formations can be deleted from MOBHack after use without affecting your scenario. Please remember---You CANNOT do this with UNITS.....only formations

## Scenario troop deployment and editing



OK, you have made and saved off your map. This is where you buy your troops and deploy them for the battle.

Purchase is as for normal battles, but points are unlimited, as the troops on the table are what you decide

Deployment is basically similar to normal battle deployment with loads of extra features added on

Placement of troops is pretty much standard, it is the editing that differs

The first thing you will want to do is to **place the victory hexes**, it does not matter which of the 2 sides you are editing when you do this. Use the edit victory objectives button, and lay your victory hexes where you want them to be, and what nationality they will start as. The big decision here is what points value to make them, victory points are part of the score, and what you grant here is relevant. Low values will mean VP for destroying units is most of the end game score (approximately half the value of a destroyed unit is given as VP, remember, and abandoned units are counted killed to the side which has most score and/or holds all the objectives). High victory hex points will tend to skew the end score towards holding of victory hexes, especially where the overall points values of the 2 forces are on the low side, less so if this is a monster 12000 points a side scenario. If you do not require all 21 victory hexes, simply leave some at 0 value, and stack these with other scored victory hexes. Never leave a victory hex with zero value out in the open as it were, unless you are an expert. Recall that on initial entry, the victory hexes will have zero values!, the AI will not steer to victory hexes worth nil points that much, this is a common complaint from some new scenario designers 'I laid out the victory hexes but the AI would not advance on them it just sat still', please give the victory hexes a VP value greater than zero, bar the unused ones that you stacked with a scored one should you need less than 21 locations. Do not leave any victory hexes on the grey map edges as this causes the AI to have fits, ensure all are on the playing surface. Also, ensure that there is some way that the AI especially, and the human player less so, has of getting to these. A victory hex in a lake hex will only be reachable by swimming, ensure the AI has such units, and several, as the first few may be killed. Better still, **always** place V hexes on terrain that any infantry or vehicle can reach. (Remember that even a stone bridge could be dropped, if a victory hex is on this it will probably now be in a lake hex, if it was crossing deep water, therefore now needing something which can swim to get at it, and if the AI has no swimmers it can have a case of fits! 😊)

### PLEASE NOTE

Ensure that you have deployed all 21 victory hexes on the scenario map, at 0 value and stacked under others if you need less than 21 objectives. In a delay or defence scenario, you should ensure that all the victory hexes are set to the delay or defend player's nationality. Experienced users can place neutral or attacker-held victory hexes ahead of the delaying or defending AI positions to trigger a counter-attack, but this is an advanced technique which will need fine tuning of your scenario, with the reaction turn variable for formations, to get right. **We repeat - ALL 21 victory hexes MUST be on the scenario map**, as these are used in AI decision making. Off map objectives may well result in AI troops exiting the map to try to take these !

We have added a new button to the victory hex placement window to clear the victory hexes down and/or set all of them to a common value. The first question will allow you to move all victory hexes to the 0,0 position, and the second allows you to allocate a value to all simultaneously.

The Victory hex placement 'shapes' your scenario, for both the layout of defenders, and the likely approaches of the attackers, especially moving AI troops. Get it right and you have the basis of a good scenario, get it wrong and you have started your design off on the wrong foot.

If this is an attack and defence game, then you probably want to lay the defence side out first. Then place the attackers where you want them, determined by the defence layout and your scenario requirements.

Note that in a scenario battle, the only pre registered artillery targets that the player will get are those you set up for him here, in the deployment phase. Be creative with these, if you place too many right on the other sides defended

locales, you will give the defence away! Place them 'near enough' to adjust to, and blame that on faulty intelligence staff work <G>. Also, you may really need only 2 or 3 gold spots, place the others at misleading places on the map, again to mask the AI deployment. If you do not place any pre registered gold spots, all artillery calls for impromptu fires will be at full delay. This may be what you actually require in your scenario, if so, do not grant any pre registered targets.

Any pre game bombardment you plan will also fall as well, with nothing the player can do to alter this. A scenario starts at the beginning of turn 1, the turn 0 artillery plot (including pre registered targets) is up to you, the scenario designer. See the section on the bombardment screen for the new information, e.g. about timed missions and aircraft deployment.

The normal **deployment HotKeys** are made available to you, with some additions we detail here.

<b>D</b>	Edit the current units data. Note that we have allowed access to the armour fields for all units, in case they need <i>correcting</i> . DO NOT add armour to unarmoured types, such as infantry or AT guns, as this will just cause odd things to happen in the game. An AT gun with a 1 front armour value does NOT have a gun shield, it will probably get shot up with AP, or other unpredictable results.
<b>O</b>	Toggle the objective hexes display on or off
<b>R</b>	Change the current unit to a different type. Generally speaking, if you need trucks, buy a truck unit, but in certain circumstances you may need to change a unit to something else. Buying a rifle company and then changing all the units to tanks is just plain silly :-), buy the correct formation type when you can. Also, changing type can cause problems sometimes, so you may need to check the unit over with the D key, and ensure things like armour are correct. In other words, this facility should not be abused.  Note, planes are artillery, and only planes can be changed to other planes, should you want a mixed flight, say as most end users expect the things to be in multiples of 2, a mixed flight of 2 different plane types can upset their count somewhat.. Be careful changing off map units to on map types, or vice versa, any on map unit of an off map formation will be a LONG way from its command unit, so will tend to be out of command control, and so not rally very well, amongst other things. Stick to changing off map gun types to other off map gun types and planes to other plane types, and you should be OK.
<b>Z</b>	Place and point objective hexes. (NB, objective hexes usually start with a value of 0, which the AI will naturally ignore. Many folk ask 'why does the AI not go for the objectives I placed in my scenario?', well, check that you remembered to assign them a positive value! :-> )
<b>.</b>	For a scenario this is how you enter the game (scenario) <b>length in turns, IMPORTANT!</b> , a scenario with a 0 length will end <i>very</i> abruptly!
<b>#</b>	Set reinforcement turn for this unit, at the current hex. Set reinforcement chance, this is a percentage chance of arrival per turn, NOT a one shot chance. Therefore a reinforcement with a 10 per cent chance which does not arrive on the due turn will test again on each subsequent turn after its due turn as and until it makes the chance roll or the game ends, whichever comes first.  Off map reinforcement units (air, artillery) will not arrive on map, but will be unavailable until they do arrive  (Exception, reinforcement batteries will fire <b>Counter Battery fires</b> , something the game scenario designers wanted to represent higher formation counter battery assets under Army etc control, not the player's to plot on map missions with, they belong to 'A General of Artillery', not to 'Lt Col Player!').  This facility could be useful to ensure, say, that the AI keeps its planes in reserve for a later phase of the game as a surprise strike (the human player may have decided that since he has seen no air activity for some time, that the AI has none..). Off map units includes gliders, if set as a reinforcement, their speed does not start to halve per turn until they are on the map.  Note that there are no restrictions to moving reinforcements about after setting them, but the thing if marked as a reinforcement will be <b>removed</b> from the game map at scenario start, and will use the location and facing it was in when you set it as a reinforcement.  Any non reinforcement units loaded as a passenger on a transport will automatically be given reinforcement status as passengers of that transport, so load your transport up and just set the carrier up as a reinforcement, no need to do each carried unit separately.  There are no restrictions as to arrival point, just do not use the grey hexes!, so your reinforcements could be paratroopers, or partisans appearing in the rear of the enemy. Or a massive flank march!
<b>9</b>	Toggle selected unit's auxiliary status, aux, fix or none. Do NOT use with anything carrying a passenger!!
<b>1</b>	"Select Human or Computer side" This button...  ... allows scenario designers to pre-set Player 2 as the Human player if that is the desired side for the human to play OR preset the game to Human vs Human if the scenario was designed to be PBEM

The **next** and **previous** keys have a major difference here, in that they allow you to choose off map units (including passengers), as you just might want to be able to edit their characteristics. Note that as you can see passengers, you will see things like 'M10, passenger M10' which you don't normally see as you cannot select passengers, worry not, this is how SP points to its internal linked list of passengers, these M10s will likely be on a amphibious barge. Normally hidden from you as passengers are in normal games, unelectable. **But**, to be safe, it is best **not** to edit any unit that is a passenger as the game could possibly lose track, unload passenger units, edit them, then replace.

### Auxiliary troops

These are introduced for Scripted Campaign scenarios mainly. Auxiliary troops are best seen as reinforcements given by you, the scenario designer to the player. Auxiliary troops will be added to the player's force, just like support troops, but they are additional to any support points allocated by you for this campaign node. They will appear on the list to be deployed as normal support troops if Aux status (placement hex is then irrelevant). Fixed auxiliary troops (status=fix) will remain in the hex and with the facing you design in the deployment phase, the user cannot move these troops in his deployment, they are useful for troops outside the normal deploy zone, or for critical units you do not want the player to mess with the deployment of, due to your scenario's design.

#### AUXILIARY TROOP NOTE

**[1] Auxiliary Troops cannot be used in the first battle of a Scripted Campaign, rather only in the second or subsequent battles.**

**[2] Fixed and auxiliary troops are NOT meant to be loaded with or as passengers! Please see the Q & A at the end for a work around for that desired loaded up truck convoy!**

## Notes on changing unit type and editing data

The **D** key and button, give you access to most of the statistics of units. You can add on a point of armour for some of your units, say to represent sandbags, layered on tracks, or logs, if desired. You can remove armour, say to have a unit without the anti bazooka side plates, or to represent a particular tank at a certain point which was known perhaps to have brittle armour. Whatever is required for your scenario. You can increase or decrease crew experience, moral, and play with the leadership values. You might want to increase the Range Finder and Fire Control values of some known elite unit, say Wittman's Tiger 1. Do not add armour to an infantry unit, gun or whatever, that is silly, but feel free to armour vehicles, say a truck with improvised plates. However, be aware that armouring some soft vehicles can cause unexpected results, so be prepared to test your changes as part of your scenario design process to ensure they work as intended.

A major field for the scenario designer to play with is the points cost. Recall that approximately half the cost of a destroyed unit is granted as part of the final score, so playing with this value can be most useful. For example, if the scenario is a convoy situation, you may want to make the convoy trucks worth 300 points or so, so that losing one will hurt the player's score. A particular pillbox may be the desired point of a commando raid to blow it up with satchel charges, if so, point it high so the destruction of the thing is the point, not any victory hex it is placed on, as a victory hex belong to whoever last walked into that hex. Then the commandos can destroy the thing and withdraw, without some enemy straggler flipping over the hex it is placed on after they depart.

Remember also that this editor when allocating ammo will allow sabot rounds even if there are none for weapon 1, no check is made. Only weapon 1 has HEAT or SABOT ammo (bar those with an internal 222 code, see Mobhack for details), and the smoke ammo is related to weapon 1. (Main weapon smoke ammo is editable for scenarios, but not in Mobhack, it is data generated inside the game, like the leader name and statistics, not from OB files).

Scenarios save most information, so that changed OOB formations and unit types tend not to cause too many problems since the original data is saved in the scenario. However, this is the original data, if all T34 are changed from say speed 21 to speed 18 in a new OOB version, the scenarios built with the old OOB will still have speed 21.

The main thing that can cause problems when OOB data is changed in a subsequent release, or by a user editing things inappropriately in Mobhack is weapons data changes, as weapon data is reloaded into a scenario from the appropriate OOB databases. A weapon change to remove say sabot from some gun can leave scenarios with units having a load of now completely useless sabot rounds. If an existing weapon OOB slot is overwritten with a completely new weapon then extremely weird things can happen to scenarios!. For example, changing the M16 rifle in the USA OOB to a new howitzer class will result in existing scenarios using USA troops having howitzers instead of rifles.

### Scenario Waypoints

We allow up to **125** waypoints per formation HQ now, the old limit was a mere 10. This gives you as the scenario designer a much richer tool for crafting the AI force reaction. Set up patrol paths, flanking moves and so forth using this facility. Refer to the section on [waypoints](#) for more detail.

### Making Your Scenario Introductory Text

No proper scenario is complete until you have made a text file which is the text that the user sees on selecting your scenario on the main game scenario page.

This file is a plain text file that you create in a text editor, such as notepad, not a word processor which stuffs a lot of extra nonsense into the data, a plain text only editor. It is called '**SpscnnNNN.txt**' and lives in the scen sub directory of the game. NNN is a 3 digit, leading zero number and is the same as the slot number you saved your scenario to, with 000 being the first slot and 999 the last.

It uses special characters to format. The code will wrap paragraphs, but is not very good at this, so it is best to manually place the CR/LF character yourself in text files. You will probably have to experiment a few times until the right hand side cut-offs appear exactly as you desire as the code is not very good at automatically wrapping the RHS of text strings correctly.

The '\*' (asterix) character is used to indicate an end of line CR/LF pair.

The '\_' (underscore) character is used to space titles etc, the underscores are not shown.

Generally, it is best to lay out your introductory text along the following lines:

SCENARIO TITLE*
*
Date: February 24, 1941* [use the long style, with month <b>spelled out</b> , some nations use dd/mm/yy format some use e.g. mm/dd/yy]
*
Battle Location: Somewhere*
*
Battle Type: ( for exampe ) Japan (Assault) vs Nationalist China (Defend)*
*
Historical overview section, if required. [Lay out the background here, as it applies to both sides. Leave nation specific stuff to the national briefs below]
*
nationality #1 MISSION STATEMENT*
[Lay out what is required for player 1 to play the scenario, intelligence briefing, what he is expected to do, any special conditions in this section]
*
nationality 2 MISSION STATEMENT (if required)*
[Lay out what is required for player 2 to play the scenario, intelligence briefing, what he is expected to do, any special conditions in this section]
[Normally, player 1 is the human player, and player 2 is the computer. This section is therefore only required if this scenario has been designed to be played either way, or as a human versus human scenario. If the computer side is not designed to be played by a human, say so here!]
*
Special notes*
* place any special requirements or recommendation's here, e.g., that this scenario is not designed to be played with a human as player 1, or suggested reality settings. (Even if you laid these out above, repeat, for



# Scripted Editor



The Camo Workshop Scripted Campaigns will utilise the first few slots on page, and advance downwards, so you may consider using higher campaign numbers for your own Scripted Campaigns.

In Steel panthers 3, you could link up to 12 scenarios in a strictly end to end linear succession to form a Scripted Campaign. In SP1 and SP2, there was no way at all to make a campaign of your own design.

As you may have gathered from looking at the above screen shot, the The Camo Workshop WinSPWW2 and WinSPMBT Scripted Campaigns allow a lot more flexibility than that! :-). We allow up to 999 scenario nodes in a Scripted Campaign, not 12.

Our campaigns are also **not linear**, the battle result is used to determine the next scenario node to play, hence our campaigns can be 'threaded'.

Scripted Campaign editing is not for the faint hearted, it is for experienced scenario designers only. The following is aimed at that target audience, and as a general guide, you will require to experiment to get your campaigns right, much more so than you would with scenario design.

This is a 'live menu' screen. Live menus have 'live text' whenever you put the mouse over the text, most of these text fields are in fact 'buttons'.

**Campaign Name**, click the campaign name field and enter a new one, default is 'A campaign with no name'.

**National Flag**, click the flag to change the player's nationality.

**Save**, Saves the campaign data

**Exit**, leaves without saving

**VICTORY** these fields are used to determine the campaign end result in victory points (VP) At the moment 3 VP for a decisive battle victory, 2 for a win, 1 for a draw. (SSI campaign default) [We may change these values if designers think say a 0 1 2 4 8 type sequence is better, in a later release]

**ML LEVEL** enter the VP score needed to be met to gain a marginal loss of the **entire campaign** (failure to meet this level is taken as a **decisive loss** of the campaign)

**== LEVEL** enter the VP to be met for a draw of the entire campaign

**MV LEVEL** enter the minimum VP score required to be met to win the campaign marginally

**DV** enter the VP level which if met or exceeded results in a decisive level of victory for the entire campaign.

As a rule of thumb, count along the 'straight path' through your campaign, and assign perhaps 2.5 to 2.8 points times the number of battles in a row, all at DV exit level to reach the campaign end. So if the quick path through your campaign was say 10 battles, then a VP level of maybe 25 to 28 (out of a possible 30 VP) would be a useful first approximation of the DV level needed to win the campaign decisively, and scale the rest from there, here at 1 point for a draw, perhaps 15 for that level, and the win, but not decisively about half way between the draw and the decisive level.

**BPR DIV** This stands for 'Build Points Remaining Divisor'. This field gives the designer the ability to reward a player who has a surplus of build points left over at campaign end with a bonus amount of VP. Only **unspent** Build Points left in the player's 'kitty' count to this total. A player who completes the campaign with unspent Buy Points may have had an easier or more successful run than someone who goes the same set route of battles, but has spent all his points as he went along, either in repairs or upgrades. This bonus therefore rewards the more prudent player (or perhaps the one who uses a smaller core force, and does not expand it much) or the one who completes more missions with

less loss, and hence less repairs required. If this field is left at 0, excess Build Points are ignored, only the basic VP are used to determine victory level. If, however this field is set to a positive number, then the amount of Build Points remaining will be divided by this number then the factor is added to the VP total for battles won. For example, entering 1000 here will add 1 VP per full 1000 remaining BP at end of campaign to the VP already gained for winning battles.

Scenario **Nodes** each **node** (battle location) has a set of fields:

The **Number**, At the left hand side, this denotes the node number, But it is also a LIVE FIELD. Pressing a node number field results in that number being entered as a selection, This number is then automatically pasted into any of the Exit fields you then left click on. This saves an awful lot of typing!, simply select node 123 by clicking its number field, then fill all the EXIT fields which need 123 in them. A note is placed at the foot of the screen showing the value of the current selection, for your information. Click on this field to clear the selection. A live field is also provided at the foot of the page with 1000 as a value, select this to enter a selection value of 1000, the terminator node number. 1000 in an Exit field of a node is the signal to end the campaign.

**Node 0 (the first one on the list) is the Start battle location for the campaign.**

Scenario Name, to the right of the Number field. Press this and If the scenario is 'No Scenario' then the list of available scenarios is displayed.

1) The scenario name appears at that battle node number

2) The original scenario is copied as a template, then it is saved off as a campaign scenario file, with a note displayed confirming this. (See campaign files later). Therefore you can reuse the one scenario several times at different node locations, **provided** that the dates are correct!!

The end user does **not** require the scenario file to be installed in his scenario directory, you will distribute the scenario data files which contain your nodes scenario data.

IF there is a **already** scenario name, then pressing again clears the name. (But does not delete the node files generated, you may need to manually delete these if not overwritten with new game data)

Scenario **Exit Branches**, there are 5 of these for each scenario battle node. From left to right, DL, go to this battle node if the battle was a decisive loss for the player ML, go here if the player lost marginally ==, go to this location if the battle resulted in a draw MV, goto this location if the player has won a marginal victory DV, goto this location if the player won a decisive victory NB, remember that 1000 is the magic number for termination of the entire campaign at that exit point.

These numbers act differently depending on whether or not a selection is 'live' (see Number above). If a selection is live, then the value of the current selection is automatically entered on pressing the exit link field, but if there is no selection currently live, you will be asked to manually enter the number.

**Build** for Node 0, this will be the initial buy points for the entire campaign, as node 0 is the **starting** battle. For subsequent nodes, this field is the repair/upgrade points received at the start of that battle. Leaving this field at 0 results in whatever game defaults are in use being used as the basis of calculating the build points for the battle or campaign (if node 0). Entering a positive number results in this amount of points being granted to the user as a maximum, i.e. this is a 'cap' to the number of points granted (if the user has set preferences to a lower level, or his core is small for example, so the game generates a lower number, he will get less than this. If the game generates a larger number, this cap value will be used). Entering a negative number results in what I call a 'locked points' campaign. The user is given this amount of points (returned to him as a *positive* value!) and this *overrides* any user set preferences (so if the game decided on say 49 points, but you had entered,55 the player gets 55 whatever the game thinks). Thus a value of,1200 for node 0 gives the player 1200 start points to buy his core, and a value of,123 for battle node 1 will result in him being granted 123 buy points on starting that scenario to build or repair with. This method gives the designer the most control, and removes the problem of someone say selecting 3000 points at the outset of a campaign you designed to start with say 600 points and so destroying your careful balance of battles. (You should mention if a campaign is 'locked' on the introductory text screen for it to notify the end user of the fact.)

**Support** This field controls the amount of support points granted for each battle to purchase non-core units. Again, leave at 0 to use game defaults, a positive number for your 'recommended' level which the user preferences can override, and a negative value to use as a *locked* value, which the end user will **not** be able to override.

**Flights** This field is used to determine the number of flights made available to player 1 (The human), player 2 (the computer's) flights are whatever you put into his force in the scenario design. -1 uses the current game preferences setting (XXX or whatever the user has entered), 0 is no planes at all, positive numbers allows that number of air strikes.

**Variable start lines** in Scripted Campaigns, when designing the scenario, you can enter a start line which deviates from the normal 25 or 50 of the default battles, use the '! ' key in the map editor to assign a start line for usage only in Scripted Campaign battles, and only for the human (player No 1). This allows the Scripted Campaign designer a latitude of freedom similar to a scenario set up.

Overall though, the best way to find out how the campaign system works is by making and experimenting with a few **small** test ones, even 2 battle ones. Only a foolish person would dive right in and try a 50 battle mega campaign as a starting point!

### Scripted Campaign Design

When using a scenario for a campaign, take care to note that the human player will ALWAYS be player number 1 (i.e. his flag is on the LEFT hand side when the scenario is in the editor).. This does not mean he plays on the left side remember! The player 1 forces for the scenario are REMOVED to be replaced with player bought forces. Player 2 forces will remain. Best to buy an HQ unit anyway for safety.

The name given to the scenario in the Scenario Editor, number of moves, and visibility etc. will all be used. **ABOVE ALL**, the scenario date will be used for the battle date!, do NOT use a 1939 scenario after a 1944 one, or you will warp back in time! Another date related item, certain nations will use different sides of the battlefield depending on opponent and date. If you use a scenario as a battle location where say the original designer has 'swapped sides' then you can end up with both sides having the same deployment side of the map! The key one that causes confusion is where a scenario was designed for one nation (say USA) as player #1, and you use a different nationality (say USSR) from the original scenario player #1 as the human player nation in the Scripted Campaign.

It is therefore best to test each scenario you intend to use in a 'test rig' campaign consisting of precisely 1 battle location, you can use this in succession, replacing the scenario with each of the set you plan to use. Load the scenario to test, save the test campaign and start it, you should quickly determine if it is one where the enemy is on the wrong map side at that date and time. You may need to redo the scenario.

You can reuse a scenario several times over, say if you place it on a different 'thread line' depending on earlier victory or loss situations in the scenario line of progression. If all the parameters stay the same, fine, just use it as it stands. However, you may need to adjust the battle date if the time line for the scenario differs in the new thread. Just load the scenario into the editor, change the date (you could change the name too!), and save in a scratch file, then use that scratch file in your Scripted Campaign.

It is **not** a very good idea to loop **backwards** in the campaign flow. This could create endless loops, and going back to battle 0 is not likely to be a good idea either. Probably the best idea is to lay down your 'decisive victory' main thread as the first sequence of battles, this will be the series of battles the end user plays should he win decisively in all battles to the campaign end. Use that as the backbone to your campaign design. Then, say, write a thread of battles from the marginal victory of battle 0, and lay this down after the main backbone thread. This thread may rejoin the main thread after a decisive victory, say.

You cannot easily enter (insert in between, rather) new nodes, so do not write a campaign 'on the fly' as you make it up, otherwise you will end up with a tangle of 'spaghetti code' which will be nigh on impossible to maintain. **Plan** your campaign, and write your battle flow as a proper flow chart on paper first. Also, there are 999 locations here, and most Scripted Campaigns will not use anywhere near that number, one idea would be to space your initial nodes apart say 3 or 4 lines, thus leaving space for last minute additions to be inserted later on, without as much grief. Any of you who ever programmed in one of those BASIC compilers which had no 'renumber' command in the editor will know why the default was to number lines with an interval of 10!

### Scripted Campaign Files

The campaign data is saved in the /scen directory in the format UCAMPNNN.DAT (Scripted Campaign 999 would therefore be Ucamp999.dat) Each battle file for each scenario is saved off in the form CNNNSXXX.DAT (Battle 1 for campaign 0 would therefore be C000s001.dat)

Note, once you have used the 'advance of the guards' scenario as a template in say node 123, the data will be saved off into a separate copy for the scenario, there is **no** need to supply 'advance of the guards' to the user (unless you really want to ). You have distributed it to the user as CNNNSXXX.DAT. If you need to use a particular scenario at different places in your campaign, just place it at each node as required, provided all details (especially the DATE!) will be exactly the same. If, however you need variants of the scenario (even just slightly different dates to fit the campaign 'chain') either, create as many clones and edit them in the editor as required, then link into the campaign in 1 campaign edit session, or just use the one, link and save in the campaign editor once, save the campaign and exit, edit the scenario details as required, exit and save from scenario editor and re enter the campaign editor and link the altered version. That decision is up to you. Also recall, in your scenarios written for campaigns, there will be no need to buy any troops or place them for player 1, bar the HQ say as a placeholder, for these will all be removed from the map in any case.

### Scripted Campaign Text Files

You can write an introductory text file for the scenario, which is displayed on selecting the campaign on the main game selection screen. Use a text editor like notepad to generate a file and save it with a filename of the format UcampNNN.txt, and that text will display when the user selects your campaign on the game menu. Ucamp0001.txt would therefore display for campaign slot 1 (recall these are indexed from zero!).

Do not use a word processor, and ensure your text is USA ASCII compliant (no umlauts, stuff like that).

For each scenario you can write both introductory text and exit text files. All take the form UCCCLNNN.txt where:

<b>CCC</b>	is the campaign number (000 to 999)
<b>L</b>	is the ID letter for the message text file for each of the following game events:
	<b>i</b> = the scenario introductory text message, played on entry to game
	<b>a</b> , the text displayed at end game if the user loses badly
	<b>b</b> , same, but user has merely lost
	<b>c</b> , text displayed if the battle is a draw
	<b>d</b> , congratulatory text on user winning the scenario
<b>e</b> , the text displayed if he won decisively	
<b>NNN</b>	is the battle node number (000 to 998)

The introductory text file for a scenario is displayed at the entry to the scenario, it is scrolling text, and I have tried a 25K file. The exit texts can be used to taunt or congratulate the user on his progress, and give campaign progress info etc. All the text files are **optional**, but really should be prepared for a professional campaign. If the intro texts are not provided or not found, no adverse effect. If the exit texts are not found or provided, the **default** SSI exit texts are used (Scendd.txt etc. from the /scen directory).

Note, use the SSI text formatting characters, as with any scenario introductory text:

<b>*</b>	is used for a CR/LF pair (new line or empty line) and are not displayed
<b>___ (underscores)</b>	are used to align (e.g. centre) text and are not displayed

### Distributing Your Scripted Campaign

Bundle up: UcampNNN.dat, UcampNNN.txt (if used), all the generated CNNNSXXX.DAT scenario files, and any UCCCLNNN.txt files you created. Wrap these up in a ZIP file, and instruct the user to extract to his \Campaigns directory.

Better yet, use some form of self extracting executable file installer, we have found that simple things like ZIP files, even PDF document files, confuse many less computer literate end users. Also, a decent install program will at least put the readme files in front of your end users eyes at least once, should you have readme files. Assume the end user will not read the readme files in any case, 90% will not, from our experience. Click [HERE](#) for a shareware install maker (which we used for this game ).

Note, if the end user has a campaign NNN installed already. In this case Your campaign will have to overwrite the existing one (you cannot simply rename the campaign files to a different slot number as with scenarios - the internal data files refer to the campaign ID (slot) number). In this case the user will have to extract whichever campaign NNN he wants to play from his ZIP archive.



## WinSPWW2 Unit Classes

Unit Class Names & Numbers, any special abilities

UnitClass 0=Fort	Stationary - can have turret if correct icons provided now
UnitClass 1=Infantry	Base infantry type, cloned by many others
UnitClass 2=Inf-AT	Base infantry AT weapon type
UnitClass 3=Cavalry	Infantry type, on horses
UnitClass 4=Machine Gun	Base MMG/HMG (tripod) type
UnitClass 5=Mortar	Fires indirect
UnitClass 6=AT Gun	Base AT gun type
UnitClass 7=Infantry Gun	Direct fire only
UnitClass 8=Flak	Fires at aircraft
UnitClass 9=Howitzer	Fires indirect
UnitClass 10=Off Map Artillery	offmap, fires indirect
UnitClass 11=Armoured Car	All terrain wheeled (default) armoured vehicle
UnitClass 12=Light Tank	Tank Clone
UnitClass 13=Medium Tank	Tracked AFV, basic armoured vehicle type
UnitClass 14=Heavy Tank	Tank Clone
UnitClass 15=Close Support Tank	Tank Clone, may have smoke shells in non command units
UnitClass 16=Infantry Support Gun	Now for direct fire type Infantry Gun only - use UnitClass 154 Infantry Howitzer for indirect IG firers
UnitClass 17=Flame Tank	Tank Clone
UnitClass 18=Assault Gun	Tank Clone
UnitClass 19=Tank Destroyer	Tank Clone
UnitClass 20=Engineer	Infantry clone, clears mines and Dragons Teeth
UnitClass 21=SP Artillery	Fires Indirect
UnitClass 22=SP Flak	Fires AAA

UnitClass 23=APC (Wheel)	Protects carried troops
UnitClass 24=APC (Halftrack)	Protects carried troops
UnitClass 25=APC (Track)	Protects carried troops
UnitClass 26=Utility Vehicle	soft skin
UnitClass 27=Medium Truck	soft skin
UnitClass 28=Heavy Truck	soft skin
UnitClass 29=Infantry AAMG	Fires AAA
UnitClass 30=Prototype Tank	Tank Clone. For all the "what if" tanks
UnitClass 31=Off Map Rocket Arty	Fires Indirect
UnitClass 32=Scout Vehicle	Armoured car type
UnitClass 33=Light Amphibian	Swims (if OB designer remembered)
UnitClass 34=Heavy Amphibian	Swims (if OB designer remembered), bought in beach assaults in some armies
UnitClass 35=Amphibian Tank	Swims (if OB designer remembered)
UnitClass 36=Mine Clearing Tank	Clears mines and DT
UnitClass 37=Engineer Tank	Clone of 36, Clears mines and DT
UnitClass 38=SP Mortar	Fires Indirect
UnitClass 39=SP Gun	Tank Clone
UnitClass 40=Heavy Infantry	Infantry clone
UnitClass 41=Landing Barge	Can be carried by barge carrier, default buy for beach assault transport
UnitClass 42=Assault Boat	Given 1 per rifle squad in river assault (only squads given a raft by the AI buy routines can carry a raft)
UnitClass 43=LCS	Barge type, fires Indirect
UnitClass 44=Aircraft	Strike plane type
UnitClass 45=Sniper	Size 0 gives extra hide and extra difficult to hit abilities. Extra inbuilt accuracy.
UnitClass 46=LCG	Barge type, fires direct
UnitClass 47=Glider	Was old SP2 transport helicopter. Speed halved per turn after arrival.
UnitClass 48=Barge Carrier	Comes loaded with one AI selected barge.
UnitClass 49=Motorcycle	Infantry type.
UnitClass 50 =Air OP Aircraft	Air type - was attack helicopter in SP2
UnitClass 51=Light Infantry	Infantry clone
UnitClass 52 =AT(Wheeled)	Wheeled vehicle AT type
UnitClass 53 = helicopter	Helicopter
UnitClass 54=Crew	special infantry type generated from destroyed tank, gun, or bunker.
UnitClass 55=HQ	Special infantry type used for A0, better artillery spotter than other 0 unit types
UnitClass 56=Ammo Carrier	<p>Replenishes ammunition expended. Both supplier and customer must be halted and in range for the supply unit (see below).</p> <p><b>AMMO CARRIER</b></p> <p>This can be anything including a normal ammo truck (even if armoured), 40 ammo supply points per move. Range 1 hex.</p> <p><b>AMMO CANISTER</b>, crew is 1 and speed must be 0, usually transportable, supplies small ammo only (to WH size 3), low supply points per move (20 ammo points) (Originally the ammo box icon for this was done only for a particular WinSPWW2 scenario using German paras (who only dropped armed with pistols), but left in for specialised scenario usage). Range 1 hex.</p> <p><b>AMMO DUMP</b>, 6 or more men, speed must be 0, loadcost&gt;49, an ammo dump supplies at lower rate (~1/2 rate) at 2 hexes range, full rate at 1 or less, has more supply per move (60 ammo points)</p> <p>NB, ammo units no longer supply points to an infinite number of 'customers' as in previous SP games, they supply one customer until it is topped off, then move on to the next. The order will be in unit list order (units further up the roster will be supplied first). You cannot cluster an entire company round 1 ammo truck and have all load equally any more.</p> <p>Ammo resupply is based on the <b>Warhead size</b> of the weapon, WH 1 rifle ammo gets more rounds resupplied than a size 10 missile for example.</p>

	When destroyed, ammo units may generate secondary explosions in their own and nearby hexes. These are effectively 1000lb bomb bursts.
UnitClass 57=FO Vehicle	Vehicle which acts as artillery observer
UnitClass 58=Scout	Infantry clone
UnitClass 59=Gun Tank	Tank Clone - was called 'command tank'
UnitClass 60=Cargo Plane	Air type which carries troops, drops paratroopers
UnitClass 61=Transport Aircraft	Air type which carries and drops paratroops
UnitClass 62=Bomber	Carpet bomber type
UnitClass 63=Art Observer	Infantry type with special artillery spotting and quick calling facility.
UnitClass 64=Medium Infantry	Infantry clone
UnitClass 65=LMG Section	Infantry clone
UnitClass 66=SMG Section	Infantry clone
UnitClass 67=Rifle Section	Infantry clone
UnitClass 68=Rifle Squad	Infantry clone
UnitClass 69=Mechanised Infantry	Infantry clone
UnitClass 70=Heavy Mech Infantry	Infantry clone
UnitClass 71=Medium Mech Infantry	Infantry clone
UnitClass 72=Light Mech Infantry	Infantry clone
UnitClass 73=Mech Support Squad	Infantry clone
UnitClass 74=Mech SMG Squad	Infantry clone
UnitClass 75=Irregulars	Infantry clone. Hand To Hand combat bonus.
UnitClass 76=Partisans	Infantry clone
UnitClass 77=Partisan Support	Infantry clone
UnitClass 78=Partisan Band	Infantry clone
UnitClass 79=Native Troops	Infantry clone. Hand To Hand combat bonus.
UnitClass 80=Partisan Scouts	Infantry clone
UnitClass 81=Mech Scouts	Infantry clone
UnitClass 82=Patrol	Infantry clone
UnitClass 83=Commandos	Infantry clone, less problems with impassable terrain crossing. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 84=Commando Support	Commando clone. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 85=Light Commando	Commando clone. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 86=Medium Commandos	Commando clone. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 87=Heavy Commandos	Commando clone. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 88=Commando Scouts	Commando clone. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 89=Guards Infantry	Infantry clone
UnitClass 90=Guards SMG Squad	Infantry clone
UnitClass 91=Light Guards Squad	Infantry clone
UnitClass 92=Medium Guards Squad	Infantry clone
UnitClass 93=Heavy Guards Squad	Infantry clone
UnitClass 94=Guards Scouts	Infantry clone
UnitClass 95=Guards Support Squad	Infantry clone
UnitClass 96=Paratroops	Infantry clone, will be able to jump out of planes with less casualties on landing than non-paratroopers
UnitClass 97=Paratroop Support	Paratroop clone. Hand To Hand combat bonus.
UnitClass 98=Para light Infantry	Paratroop clone. Hand To Hand combat bonus.
UnitClass 99=Para Medium Infantry	Paratroop clone. Hand To Hand combat bonus.
UnitClass 100=Para SMG Squad	Paratroop clone. Hand To Hand combat bonus.
UnitClass 101=Paratroop Scouts	Paratroop clone. Hand To Hand combat bonus.
UnitClass 102=Cruiser Tank	Tank Clone

UnitClass 103=Heavy Cruiser	Tank Clone (not a warship - what UK called Grants, 6 pdr Crusaders..)
UnitClass 104=CS Cruiser Tank	Close Support Tank clone.
UnitClass 105=Infantry Tank	Tank Clone
UnitClass 106=CS Infantry Tank	Close Support Tank clone.
UnitClass 107=Super Heavy Tank	Tank Clone
UnitClass 108=Heavy Armoured Car	Armoured car clone
UnitClass 109=Wagon	Truck type Clone
UnitClass 110=Marines	Infantry clone
UnitClass 111=Rangers	Commando clone. Hand To Hand combat bonus.
UnitClass 112=Marine Light Infantry	Infantry clone
UnitClass 113=Marine Support Squad	Infantry clone
UnitClass 114=Ranger Support Squad	Commando clone
UnitClass 115=Waffen SS Squad	Infantry clone
UnitClass 116=SS SMG Squad	Infantry clone
UnitClass 117=Legionnaires	Infantry clone. Hand To Hand combat bonus.
UnitClass 118=Legion SMG Squad	Infantry clone. Hand To Hand combat bonus.
UnitClass 119=Legion Support Wpns	Infantry clone
UnitClass 120=Lend-Lease Tank	Tank Clone
UnitClass 121=Tankette	Tank Clone
UnitClass 122=Support Tankette	Tank Clone
UnitClass 123=Cruiser Gun Tank	Tank Clone
UnitClass 124=Light Infantry Tank	Tank Clone
UnitClass 125=Gun APC (HalfTrack)	APC clone, protects passengers.
UnitClass 126=Gun APC (Wheeled)	Clone of 125, default move class is AT_Wheel
UnitClass 127=Gun APC (Tracked)	Clone of 125, default move class is Tracked. (125-127 report name as same in game)
UnitClass 128=Light SPAA Vehicle	Clone of 22
UnitClass 129=Tiger Plt CS Tank	Close Support Tank clone.
UnitClass 130=SP Infantry Gun	IG on SP chassis - same shorter min range cf SPA (21)
UnitClass 131=Cavalry Tank	Tank Clone
UnitClass 132=Light Cavalry Tank	Tank Clone
UnitClass 133=Light SP Mortar	Clone of 38.
UnitClass 134=DD Tank	Sherman DD only, uses different graphic in water, cannot fire in water, easy to sink by puncturing the canvas DD screen
UnitClass 135=Snorkel Tank	Uses snort icon in water, cannot fire when so, difficult to hit snort.
UnitClass 136=Improvised APC	APC clone, protects passengers.
UnitClass 137=SP Rocket Launcher	SP rocket launcher
UnitClass 138=Bicycle <span style="color:red">NEW</span>	Truck type Clone <span style="color:red">NEW</span> will not protect passengers.
UnitClass 139=Self Propelled Gun	Tank Clone
UnitClass 140=Pioneers	Engineer clone
UnitClass 141=Para Engineers	Paratroop clone, engineer abilities. Hand To Hand combat bonus.
UnitClass 142=Para Inf-AT	Inf-AT Clone, Paratrooper abilities. Hand To Hand combat bonus.
UnitClass 143=Para Sniper	Sniper Clone, Paratrooper abilities.
UnitClass 144=Para MG	MG Clone, Paratrooper abilities.
UnitClass 145=Commando Engineers	Commando clone, engineer abilities. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 146=Commando Inf-AT	Inf-AT Clone, Commando abilities. Hand To Hand combat bonus.Paratrooper abilities.
UnitClass 147=Commando Sniper	Sniper Clone, Commando abilities.Paratrooper abilities.
UnitClass 148=Lancers	Cavalry Clone, extra hand to hand bonus at range 0 over other cavalry, wagons
UnitClass 149=Cavalry Mounts	Cavalry Clone
UnitClass 150=Cavalry Scouts	Cavalry Clone
UnitClass 151=Rocket Launcher	On map artillery, fires rockets.

UnitClass 152=Heavy Mortar	Mortar Clone.
UnitClass 153=Light Mortar	Mortar Clone, minimum range halved.
UnitClass 154=Infantry Howitzer	On map artillery, use for indirect capable IG and mountain guns.
UnitClass 155=Heavy Artillery	Off Map Artillery clone.
UnitClass 156=Light Artillery	Off Map Artillery clone.
UnitClass 157=Light AT Gun	AT Gun clone.
UnitClass 158=Heavy AT Gun	AT Gun clone.
UnitClass 159=Captured Tank	Tank Clone
UnitClass 160=Reserve Infantry	Infantry clone
UnitClass 161=Reserve Sup't Squad	Infantry clone
UnitClass 162=Ski Troops	Infantry clone, snow terrain abilities.
UnitClass 163=Heavy Ski Troops	Ski Troops clone.
UnitClass 164=Ski Sniper	Sniper Clone, Ski abilities
UnitClass 165=Ski Inf-AT	Inf-AT Clone, Ski abilities
UnitClass 166=Ski Pioneers	Ski Troops clone, engineer abilities
UnitClass 167=Snow Vehicle	Truck type Clone, snow terrain abilities.
UnitClass 168=Ski Scouts	Ski Troops clone
UnitClass 169=Ski SMG Squad	Ski Troops clone
UnitClass170=Guards Engineers	Engineer Clone
UnitClass171=Marine Engineers	Engineer Clone
<b>UnitClass172=Bicycle Squad</b>	No longer used.. it is an infantry unitclass that accepts unit icons
UnitClass173=Para Mortar Team	Paratrooper direct fire light/medium mortar class
UnitClass174=Waffen SS Engineers	Engineer Clone
UnitClass175=Airborne Lt Tank	Special light tank, for hamilcar glider landing
UnitClass176=Ghurkas	Infantry class with good hand to hand (Kukri) skills
UnitClass177=Ghurka Hvy Section	For Platoon HQ etc in Ghurka formations
UnitClass178=Police	Infantry Clone
<b>UnitClass179=Hvy Bicycle Squad</b>	Clone of bicyclists -No longer used.. it is an infantry unitclass that accepts unit icons
UnitClass180=Artillery Prime Mover	Special type for heavy artillery prime transport
UnitClass181=AA Truck	as SPAA, but on soft truck
UnitClass182=Pack Animals	Implemented now in V5 - a cavalry (horse based) transport unit
UnitClass183=Light Truck	Same as light truck above, but assumed to be 4WD (mc=ATW)
UnitClass184=Airborne Field Howitzer	Special Artillery piece, for airborne unit usage
UnitClass185=Waffen SS Hvy Infantry	Infantry Clone
UnitClass186=Waffen SS Rifle Squad	Infantry Clone
UnitClass187=Motorcycle(Light Inf)	motorcycle clone
UnitClass188=Motorcycle(Heavy Inf)	motorcycle clone
UnitClass189=Militia	Infantry Clone
UnitClass190=Light Militia	Infantry Clone
UnitClass191=Heavy Militia	Infantry Clone
UnitClass192=Militia Support	Infantry Clone
UnitClass193= MG Unit	MMG/HMG (tripod) Clone <i>(Extra MG classes were required for e.g. individual MG units, or because some OB's had so many variations of MG numbers)</i>
UnitClass194=MG Section	MMG/HMG (tripod) Clone
UnitClass195=Engineer Support Squad	Engineer Clone
UnitClass196=Pack Howitzer	Howitzer clone
UnitClass197=Rivercraft	LCG clone
UnitClass198=Torpedo Boat	LCG clone
UnitClass199=Patrol Boat	LCG clone
UnitClass200=Mortar	Mortar clone

UnitClass201=Mortar	Mortar clone
UnitClass202=Mortar	Mortar clone
UnitClass203=Mtn Infantry Sqd	Ranger Clone
UnitClass204=Mtn Lt Infantry Sqd	Ranger Clone
UnitClass205=Mtn Hvy Infantry Sqd	Ranger Clone
UnitClass206=Mountain Infantry AT	Ranger Clone plus Infanry AT Clone
UnitClass207=Mtn Pioneer Squad	Ranger Clone plus Engineer Clone
UnitClass208=Mtn Scout	Ranger Clone plus Scout Clone
UnitClass209=Mtn Sniper	Ranger Clone plus Sniper Clone
UnitClass210=Mtn Forward Observer	Ranger Clone plus Forward Observer Clone
UnitClass211=Medium Cavalry	Cavalry Clone
UnitClass212=Para Forward Observer	Paratooper Clone plus Forward Observer Clone
UnitClass213=Marine Heavy Infantry	Infantry Clone
UnitClass214=Marine Scout	Scout Clone
UnitClass215=Marine Sniper	Sniper Clone
UnitClass216=Marine Forward Observer	Forward Observer Clone
UnitClass217=Marine Anti-Tank	Infantry Anti-Tank Clone
UnitClass218=Dismounted Cavalry	Infantry Clone
UnitClass219=Ranger Pioneer	Ranger Clone plus Engineer Clone
UnitClass220=Colonial Infantry	Infantry Clone
UnitClass221=Colonial Light Infantry	Infantry Clone
UnitClass222=Colonial Heavy Infantry	Infantry Clone
UnitClass223=Colonial Support Infantry	Infantry Clone
UnitClass224=Colonial Field Gun	Fires Indirect
UnitClass225=Colonial Scout	Scout Clone
UnitClass226=Marksman	Sniper Clone
UnitClass227=Colonial Cavalry	Cavalry Clone
UnitClass228=Demolition	This is a "Demolition" class that covers booby traps, Demolition Charge's etc. These explosive devices can self detonate when enemy units are nearby and, in the case of Demolition Charge's and Fougasse can be "command detonated" on the players turn who "owns" them, IF there is radio contact, by selecting the explosive charge then pressing "F". They can be defused / removed by Engineer units but because these do not represent "simple" mines the time required to take one out of the game varies even if the engineer unit is not under fire so patience is required. Sometimes it might only take a turn or two sometime 8 or 9 turns of longer ( as in real life ) If you do not have time for the "patience" approach and don't want to risk your troops they can be taken out with a well placed shot from a Sniper rifle. This is usually the preferred option because in this game there is no penalty for causing "collateral damage" so it's usually easier to simply detonate them with a Heavy sniper round from a distance NOTE that a "normal " sniper can also take out an Demolition Charge but it may take a few shots to do it. As well , a large radio-controlled Demolition Charge is useful for a pre-laid bridge demolition. One usually takes out a wooden bridge section but a player might want to stack 2 on a concrete bridge section to be sure and as well Demolition Charges in the vicinity of an explosion may detonate spontaneously so a "string" of them side by side may cause multiple explosions setting off other Demolition Charge's in sequence
UnitClass229=Colonial Lt Cavalry	Cavalry Clone
UnitClass230=Colonial Armoured Car	Armoured Car Clone
UnitClass231=Colonial Tank	Tank Clone
UnitClass232=Armoured Truck	Armoured Car Clone
UnitClass233=Machine Gun Section	Machine Gun Clone
UnitClass234=Partisan Squad	Infantry Clone
UnitClass235=Partisan Pioneer	Engineer Clone
UnitClass236=Militia Scout	Scout Clone
UnitClass237=Field Gun	Fires Indirect
UnitClass238=Anti-Tank Gun	Anti-Tank Gun Clone
UnitClass239=Light Ski Infantry	Ski Infantry Clone
UnitClass240=Light Armoured Car	Armoured Car Clone

UnitClass241=Machine Gun Team	Machine Gun Clone
UnitClass242=Mortar(Sub Type D)	Mortar Clone
UnitClass243=Ground Attack	Fighter Bomber Clone
UnitClass244=Reserved	Reserved for future use
UnitClass245=Ranger Lt Inf Squad	Ranger Clone
UnitClass246=Ranger Hvy Inf Squad	Ranger Clone
UnitClass247=Ranger Scout	Ranger Clone plus Scout Clone
UnitClass248=Ranger Sniper	Ranger Clone plus Sniper Clone
UnitClass249=Ranger Forward Observer	Ranger Clone plus Forward Observer Clone
UnitClass250=Mountain Pioneer Support	Ranger Clone plus Engineer Clone
UnitClass251=Native Scouts	Native Troops Clone plus Scout Clone
UnitClass252=APC	APC Clone
UnitClass253=Tank	Tank Clone
UnitClass254=Bunker	Fortifications Clone
UnitClass255=Heavy Glider	Glider Clone



Non technical types might ask why so many classes are just clones (copies) of base classes, well, it is mainly of use in designing formations. The multitude of new classes allows the OB designer to write far more realistic OB files. Note also that any 'elite' or 'poor quality' comes from the formation that is used to hold the units, not the class, a Guards squad has no inherent elite nature, this comes from the 2 fields shown in the formation purchase screen. OB designers, note that anything marked as unused or not yet implemented should **not** be used for custom OB files!.

## Map Generator screen



The map generator can be accessed from two places. If you are editing a map in the main game EDITOR press the ", " ( comma ) key shortcut and this message will appear at the bottom of your screen

Enter map region (0..249) or 500 for the Map Generator:

If you enter **500** the screen shown above will appear. The second place this can be accessed is from the **VIEW MAP SCREEN** by pressing this  button.

The random Map generator lets you utilise all the various random map generation variables to experiment with creating your own randomised maps. The map Generator takes its basic settings from the Scenario Map Editor, such as type of map (Winter, Summer etc) and type of trees (Jungle or normal), as well as whether or not to use paddy fields.

As well, the Map Generator will pick up whatever batloc ( Battle Location ) map variables of either :

**a]** the default maps for the two opponents you have set in the editor based on month and year or

**b]** the terrain values of the batloc number you enter using the ", " comma key When you enter 500 and the Map Generator appears you will see most of the numbers we use to generate a random map. Some of the numbers we use in the code can be modified by you in the editor.

The seasons are one example. Those can be adjusted in the editor before going into the Generator. If you enter map ID 119 as Summer in June it will pick up all the appropriate terrain features for a summer map in June. If you tried that same batloc number with the controls set to Winter in June you'll get a winter style map and the terrain tiles will be carried into the Generator so it is very important you familiarize yourself with all the new terrain features in the editor before doing too much with the Generator. Terrain can change quite a lot now from month to month even with the same "season" selected. Try starting in January with the "season" set to Summer then try it through every month of the year with Batloc 119. Now try the same batloc 119 with the season set to Winter and see how the maps change as you select successive months. Once you familiarize yourself with these changes understanding why the generator does what it does will be easier.

**NOTE#1** - On returning to the editor, some random map variables will be overwritten, so if you used , for example, SP Camo Map ID 44, went in here and then exited - use the comma key and 44 to ensure that the correct vars for 44 are reloaded if you want to continue using that ID for random maps in that editor session.

**NOTE#2** - There are many variables set into the code so that maps are not always generated the same over and over. An example of this are streams. Just because you enter a high number of streams in the Map Generator does NOT mean you will always get even one and if you enter a really high number what you will get will be a lot of swamps as streams and swamps are linked in the code

## KEYS

Help - Brings you to the in game Help screen (? Key). You can find all the information about the Map Generator here as well under the "Map Generator" button

Zoom in/Out - Zoom map in or out (+ or - Keys).

Save Map - Save your map to a disk file (HotKey = s).

Generate Key - create a new Random Map using the current variables (HotKey is g).

Quit Key - Return to the Scenario Map Editor (HotKey q).

HotKey "." - Toggles hex display on or off.

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## VARIABLES

- **Urbanisation**

This controls both the road network AND the buildings made on the map

0 - No roads or buildings (possible small village).

1 - Single earth road, some buidings.

2 - Several earth roads, more buildings.

3 - One paved left-Right road, and secondary Earth roads.

4 - Produces more villages especially at road crossings.

5 - Produces a town placed on the Left-Right Paved Road. A town is a few small city grids.

6 -8 City.

9 - City starts to use more Government type Buildings.

This control is handy if you have an autogenerated map that you like but you don't like the way the roads or towns are set down. All you need to do is select the batloc you like in the editor using the , ( comma ) key then hit the , ( comma ) key once again but this time select the editor using 500. The map variables that created the map you like will all be in place. All you need to do to remove the road and town net from that map by setting "Urbanisation" to zero and when you regenerate that map the roads will be removed. Press the black up arrow button and you will be returned to the editor and you can add whatever road/town net you prefer by hand.

NOTE! - it is NOT recommended to try numbers > 20 or so, unless you fancy a VERY long coffee break if you have a slow computer 😊.

- **Hill Density**

This variable determines the basic number of hills built. 0 means dead flat. Very large numbers can cause a long delay with a slow computer but can also create interesting maps as the hills try to merge into one another

- **Streams/Marsh**

This number determines how wet the map is. It controls number of streams, marshland, and lakes. As this number increases, these will do so too. NOTE: The controls here affect map swamps and lakes that are attached to streams. The other Marsh and Lake controls affect stand alone lakes and Marshes

- **Max Hill Height**

Determines the maximum Hill Height on the map. 0 will be rather flat, max is 15.

- **Hill Base Size**

This number (Which cannot be

<1) determines the basic base size of the hills made. 1 produces very sharply rising hills, larger numbers produce broader flatter hills. Very large numbers can cause delays with slow computers.>

- **Tree Level**

Controls the forestation level of the map. Produces both forests and tree-lines. 0 Means no forestation, larger numbers produce more forest.

- **Orchard Level**

Controls the number of orchards produced. 0 is no orchards.

- **Grass Level**

This controls how many grassy parts are laid on the map. Large numbers will tend to produce more grassy fields, if fields are not 0, **We recommend you experiment with this control and the fields controls as they are linked**

- **Rough Level**

This number controls how much rough terrain is laid on the map, both on flat areas and also on higher hills (>level 2 or 3).

- **Field Level**

This controls the number of fields which will be built. Fields can be grass, paddy, tilled, large patches of soft sand etc, Depending on map type. A high grass level number coupled to a high field level number will tend to produce more grass fields than planted. Entering 0 means a low field count, not none. **NOTE** - Note that SP Camo location ID 240 (used for e.g. Falklands and WW1 Western Front maps) will NEVER generate fields!. It is a special flattish map for

such special wastelands which the field making code returns from without action.

- **Mud Level**

This variable controls the building of mud patches and strips of mud on the map. Generally, only small numbers need be used here unless you want a very difficult map. - Note that when the "Mud" number is increased for desert maps you will get increasingly larger patches of "earth" appearing. Those earth patches are treated as clear terrain

- **River Trees**
- **River Marsh**
- **River Mud**
- **River Rough**

These control the building of edging trees, rough, mud or marsh alongside rivers. Generally, only very small numbers will be needed here, 1 is approximately a 1% chance of say a river being planted in a riverside hex NOTE -River Rough also controls whether or not WADIS are built INSTEAD OF Streams. If River Rough is >100 AND the Wide River and Beach variables are NOT set (as we do not want any giant wadis or landing barges stuck on rocks :-))! - 101 will give a 1% chance of a wadi being built instead of a river (if present) by the Wadi routine. If the Wadi routine is called, all rivers are converted to rough, and edged with rough as well, to produce a dried-out riverbed.

- **Road Code**

This is a road-building modifier flag. It is usually set to 0 for no effect.

0 - No effect.\*

1 - Bocage edge roads, IF on lower hill heights.

2 - Edge Paved roads with trees only.

3 - As 2, but rough terrain is placed under the trees as well.

4 - As 2, but does Earth roads as well.

5 - As 3, But includes Earth roads as well.

255 - A special override, which ensures that action 0 is done, overriding internal map generator codes.

- **Terrain Mod Code**

0 - No modifications

1 - Bocage edging round fields

2 - Paddy Bunds (Banked Edges) around paddy fields

3 - Edge all fields with trees

4 - All fields are earth banked edges, with trees

5 - Paved roads raised on embankments, sometimes earth roads as well, Occasional edging of fields with trees (primarily for Holland Maps)

6 - Used for Sicily, Italy, Europe. Occasionally apply edged fields to the map.

7 - WW1 or Stalingrad type shell-damaged map. Add many shell holes, blow all bridges etc.

- **Lakes Mod Code**

Zero is no lakes. A higher number gives bigger lakes

- **Marsh Mod Code**

Zero is no marshes. A higher number gives bigger marshes

- **Arid Mod Code**

This changes the base terrain to earth. One is Arid. Zero is no Arid. ***The effect can vary depending on the two opponents choosen.*** This control is NOT available when "Winter" is selected

- **Savannah Mod Code**

This changes the base terrain to yellow/brown grass. One is Savannah. Zero is no Savannah. ***The effect can vary depending on the two opponents choosen.*** This control is NOT available when "Winter" is selected

- **Season** This allows you to change any map to Desert(0) or Summer(1) or Winter(2) terrain.

Note that "Savannah" and "Arid" cannot both be on at the same time

Mastering the Map generator requires some practice but once mastered the Map Generator can help map or scenario designers can save a great deal of time when building maps and/or scenarios. It's also quite handy for the casual



## Frequently Asked Questions

### Is the number of times a unit reaction fires against an enemy who is firing or moving unlimited?

The number of certain shots is the number you leave it with at end turn. If you leave a unit with 6 shots free, then it has 6 free shots to take in opfire in the enemy turn.

However, if the enemy causes suppression or worse to your unit in his turn, then its number of shots will go down, or its chance of generating one (if 0) is diminished.

If you leave 0 shots, or it reduces to 0 during the enemy turn then unlike the original SSI code, our game will test to see if it generates a shot when needed. Likelihood of this depends on experience level (more is good), suppression level (more is bad), Morale (better is better), weapon size (smaller warhead is better).

Therefore - potential opfires from an enemy are in theory unlimited other than by ammo capacity, though in practice of course they are not.

This behaviour was introduced back in the MSDOS days, to stop the guys who used to tease out a Tiger's opfires with Jeeps, then send in the tanks once it stopped shooting back. In the old SSI code once he did not fire then it was guaranteed no further shots would come your way. Not so much, now. In our code the Tiger might just wake up and get a shot off at you. (And additionally it might not shoot at the 'bait' Jeeps much if at all, if it thinks those were not a threat).

In addition, assaults done in reaction to enemy armour now need sufficient movement points remaining - so don't charge your guys out to the end of a road with no MP left and expect to ambush a passing panzer! - leave at least 2MP.

So the answer to your question cannot be reduced to a single quantifiable number. It depends on many things. However it's best, should you think that a unit will need to fire lots of opfires to:

- not fire it in your turn, thus preserving maximum opportunities
- not move it either, ditto
- if its suppressed, then rally it up if you can.

Conversely, if attacking enemy and you want to reduce opfires, then get them suppressed before you move or fire.

- Your artillery now falls at the beginning of the turn, unlike the original code. So you have the benefit of any suppression done through your own turn - the enemy cannot "rally the barrage away" as in the original SSI code.
- Tripod mounted MGs are a good way of pinning enemy - they have a 1 hex blast radius and decent range. 50 cal have more range.
- Prior to assaulting a tank, have other riflemen than the prospective assaulter hose the target down with rifle and MG fire if it is not buttoned up, direct fire infantry mortars are good here. Wait till it shows as buttoned, then assault.

### What do the victory conditions represent ?

- **decisive victory** - your ratio of points is 8 times the enemy's or greater
- **minor victory** - your ratio of points is 2 times but less than 8 times the enemy's score
- **draw** - whenever either side scores less than 2 times against the other side.
- **minor loss** - your opponent scored a minor victory over you
- **decisive defeat** - your opponent scored a decisive victory over you

### Does a unit in a hex containing smoke gain a bonus to its ability to remain unspotted?

Smoke in the target hex is counted for spotting and will help a little bit in providing cover. Movement, firing and size would be more relevant factors.

### What is the minimum range for indirect artillery fire?

Artillery have a built-in minimum range, 20% of their max range and locked to a maximum of 20 hexes, minimum of 5. So only some very short range on-map infantry guns will tend to have a min range of 5-19 hexes in reality. (There has never been any distinction between guns, rockets, or howitzers as to min range in the game series).

It's not spelled out in any detail in any manuals since it is obvious from the fact that the "cannot fire" indicator is shown if you try to plot the gun on too close a target hex in the bombardment screen. Mousing over the red circle gives an explanatory message.

If you really need to fire indirect at close-in enemy targets - then issue mortars to your troops, not infantry guns.

### When using the higher resolutions the mini map is too small to see individual units clearly. Can this be made bigger ?

No. The mini map must fit a space common to all screen resolutions and a bigger mini map will not fit the space available at the lower resolutions. However The mini maps real function is primarily a way to get around the map quickly. The dots that represent units on both sides are there to indicate where your units are and where known units are. It is NOT there to give you an overview of your units. That's what zoom out with ID tags ON is for.

### I've installed the game and all the patches but I cannot save a PBEM game. Is this a bug ?

No. It's Microsoft's way of making "advancements". Vista and Win7 changed the way files are saved to anything in the Program files folder and that's where the game was put when we started working with Shrapnel games. Everything worked OK until Vista was released and even with that some versions of Vista didn't have a problem being in the program files folder.

If you have this problem the only solution is to re-install the game into your main drive ( usually C: ) and then when the game tries to save a DAT file Windows won't transport it someplace the game cannot find

How do I slow the game scroll speed?

See [GameOptions Programme](#)

**What is a Commando, What is a <insert Unit>**

See the [Unit classes](#) list of classes and special abilities etc.

**Why do generated battles and campaigns play unbalanced when I use a very small force?**

The AI has a **minimum** troop purchase that, due to built in variables, is anywhere from 150 to 250 points. That is the least amount the AI will buy. If you have a 200 point core in a campaign and are given a Human advance or assault the odds will end up being around 1:1 rather than the 2.5:1 they should be simply because the AI will not take less than it's minimum force, even if you have a minute core and omit to use the given support points. The AI **requires** a basic minimum to cover the defence (or it may end up holding the line with an HQ and a sniper!), and it needs a certain minimum to create a credible attacking force. We recommend that you play a campaign with a minimum of 450 to 500 points for your core. This allows the AI a fair number of troops and will provide you with a better game. You CAN play with less than a 300 to 350 point core but you MUST take the support points offered in a Human advance or assault or the AI will end up with a higher proportion of troops than they should have. 350 points should be the absolute minimum size for all campaign and generated battle games. Anything less WILL give you very challenging games in advance/assault, especially in MBT where vehicle cost is much heavier than in WinSPWW2. A WW2 Sherman would tend to cost 74 or so points. A M1A2 SEP Abrams is over 480 in MBT!

**What are those " \*\* "s I see when I hit an AFV?**

When a tank is hit and a penetration occurs it does not always cause an outright "kill". Occasionally, depending on the shell size/armour thickness ratio and the survivability rating of that vehicle, you may notice hit messages ending in \*\*. These are not new, they have always been in SP2 but it was not widely known that this indicates that damage is occurring to a vehicle. We have reworked the code to give more of these damage results under certain conditions. If you see these when your tank is hit you are taking critical damage and/or lost crewmen which affects the number of shots available and overall vehicle/crew performance. Damaging hits can also remove weapons, immobilise the vehicle and so forth (note that unlike the original SP series games, bringing up the information screen for an enemy AFV will **not** show you that, for example, the main gun has been destroyed for that vehicle!).

**In PBEM, I never see my opponent's artillery on the playback, just new craters.**

Unless BOTH of you have 'fast artillery' set to OFF then no history of the artillery barrages is saved in the PBEM file. Play PBEM with fast arty off, both of you, to see the shots and messages in the replay. And ensure you have animation turned on as well, or you will not see direct fire shots either. **Additionally**, any pre game bombardment in a PBEM (artillery plotted to drop in turn 0), only one side will be able to see the replay, because the game replay code is only set up to replay the **one** player's last turn, not "both players' last turns, saving a bit of turn 0 through your opponent's turn 1 and then adding that bit on at the front of the next replay". It is therefore best **not** to use any pre game (turn 0 arrival) artillery in a PBEM game, unless you are willing to sacrifice player 2 playback. Agree this as part of the pre game discussion with your PBEM opponent.

**My aircraft seem useless, and cannot hit things with guns/rockets.**

If you see the message "attacking hex" then your plane has not been able to establish LOS to the target hex. This is usually due to smoke and dust in the area, but sometimes it is because the target is tucked away behind a ridge for example. Try to target aircraft, especially if relying on direct fire weapons like rockets, onto targets well out in clear air, and preferably out in the open, on a flat plain as opposed to in a town, wood, or valley. Do not target artillery bombardments and planes on the same target area, this is a major failing of the AI. If you must hit a target in smoke, flames etc., Then try to use planes with bombs, napalm, or PTAB bomblets as these are area fire weapons. Still not as good as a clear attack, but better than random cannon strafing. Remember, very big bombs will kill infantry in the adjacent hexes as well (~1000lbs and more).

You will know if you got a good shot since the message will be 'attacking T-34' or similar and a percentage to hit is usually displayed on the yellow bar at the top of the screen.

Note that MBT aircraft, unlike WinSPWW2 planes, may have night vision sights, including Thermal Imagers, which may mitigate the smoke and poor visibility problems of WW2 aircraft that relied on the unaided eyeball Mk1.

To try out aircraft tactics it is best to set up a **test game**. Set up with both sides human player for everything, and give the side you are testing planes the advance, especially if you decide to let the AI run the targets, then it wont move! Go to the Preferences Menu and set up the air strikes item to at least one to ensure you can buy air. Then when setting up enter no passwords, and for the delaying (target) side, buy the sort of targets you want to test against. Set the target side up in interesting arrays, and its often best to set these up as preplanned bombardment targets ('gold spots') for the advancer to save time waiting for strikes to arrive. Now play the game; try out various plane types as desired on target types and arrays as desired. Because you are playing left hand vs. right hand, you can inspect the damage from the target's viewpoint. This method is also useful for testing out AA tactics and units as well. Or pretty much anything for that matter, before jumping off to a bulletin board, try a few experimental tests of your own. Many folk just do not seem to realise that they can in fact play both sides, so as to try things out.

**I bought a 90mm AA (AT) gun formation with trucks but they cannot pick them up.**

Some AT gun formations were provided with integral trucks, but the picker will let you choose any legitimate AT gun, howitzer or whatever. In this case there is usually a separate 'Heavy AT Gun/T' formation with 7.5 ton heavy trucks or similar. What can be picked up is a vexed question in SP. Look for the \*\* after some guns, read the manual.

But the best way to see what fits what is to set up a test game, buy one of about every type of transport and load item, and try it out in the set up phase of the game, then quit before playing. This is especially true of some things like say USA mech. Infantry. You should be able to fit most combinations in to the vehicles some way but do not buy 76mm AT guns for example. If offered mortars, you should stick to the correct 60mm sections, as 4.2 inch mortars are both ahistorical, and likely will not fit, or not leave room for that final bazooka team.

There is no real easy way to screen out inappropriate choices (though the new classes for V3.0 will help), learn by experimentation, do not plunge into a game and then find out what lifts what when it is really embarrassing.

**I cannot spend all my points and / or buy any more support troops in a campaign game.**

There is a limit to the number of units you can buy in total, this has been increased to 500 units per side in version 3.0, over about 130 before. In addition, there is a limit to the total number of formations (platoons formations, and a 1 man sniper formation is a platoon!, not companies). Also, in a beach assault you are limited to about 400 units, as the game needs space for the automatically bought landing craft, and in a river crossing assault, we have left about 90 free units to provide assault raft unit space for deployed infantry assault boats and deployed barges off barge carriers as these need to be created on deployment. In a campaign core, you can have 200 units now.

Once you reach either limit, you cannot buy any more units, even if you have a lot of surplus points. The formation limit means that it is best to buy in reasonable sized platoons of 4 or 5, not sections of 1 or 2. However, avoid things like the 10 tank Soviet 'Company in a Platoon' since when things start going bad for this unit, the leader is unlikely to be able to rally that many subordinates.

**There is an 8cm-mortar platoon and a 12cm mortar platoon, what is the difference?**

Usually, just the number of mortars (but with the new expanded mortar classes, the OB designer may have utilised these so the heavy mortars are in their own units, now). For example, 6 tubes in a German WW2 8cm platoon and 4

12cm tubes in, some one off each of the battalion company. Also, the designer may have provided formations using mortar section units (several mortars firing off the same baseplate) as well as individual mortars per unit type mortars.

### **The 'All Formation' key produces unusual results when I try to move a platoon.**

This button has never really worked since SP1. Do not bother with it. Its only use is when setting an entire formation's range with the 'Y' key. Select 'all', select any unit of the formation set the range, and all the formation uses the range setting. It saves a few extra clicks. Then remember to turn the all mode off before moving anything or you will get a rude surprise. That's the only practical use for the ALL key in SP. By all means try the all formation key a few times for fun in a scratch game, the results are often interesting, but not what you desired even on flat ground. Note that the button was removed, and only the 'A' HotKey remains.

### **I think artillery/infantry is too powerful/too weak**

See the section on 'The Preferences Screen'. Experiment with the values till it suits **your** idea of 'reality'.

### **How do I call a quick repeat artillery mission?**

Once the artillery unit has completed its mission it tends to keep its last x,y target location, unless it was manually cancelled, or was an aircraft. Go to the bombardment screen, and press the ID button for the unit. Do NOT click on the map, or you are calling a brand new mission in! press the HE icon (or smoke if that was what was wanted), and the symbol will appear at the last x,y location. Adjust if required, but the time will be much less than a new fire mission from scratch. This is how to do a 'creeping barrage', plot and fire, letting the battery finish, then call a repeat using this technique, and adjusting the line of fires forwards a bit.

### **How do I fire counter battery fires on enemy off map batteries?**

You (the player) do not, your gunners will attempt to locate off map batteries themselves, and allocate any units in range to CB fires.

For a battery to fire CB missions, it needs to be idle (not plotted to fire missions), it needs its crew quality to be good (better than 60 or so, and the higher the better), have HE ammo to hand, and to have equal or better range than the enemy battery in order to be able to reach the target. It also has to pass a chance roll. Off map artillery units range is shown as a number usually in the 200 series or more, 209 is longer range than say 205. Range information is found in the encyclopaedia entry for that battery.

### **How do I recrew my vehicle/Gun etc. ?**

Once the crew has stopped running away, walk them or transport them back to the same hex as the gun or vehicle they abandoned, and leave them there for a while. *Provided* their morale is good enough, and the item to be crewed is not too badly damaged, they will mount up. NB, the **original** crew for the abandoned unit is the **only** one which can recrew it.

### **How do I get things into the same hex as one containing another unit**

Whether friendly, enemy or wrecks, select the unit to be moved, then hold the SHIFT key and click into the target hex containing other units. (Enemy units in the target hex may object to this!). Barges will allow you to load from the hex alongside, otherwise units would have had to drive into deep water!.

### **How do I get an enemy squad to surrender?**

Enter the same hex as the retreating or routed squad, and blaze away, when approximately 2/3 of the crew is gone it will tend to surrender, depending on nationality and morale, though occasionally a squad will run away even from such a pinning attack.

Alternatively, provided you are shooting the unit up, and it cannot find a hex to retreat to, it may surrender, i.e. Typically it is surrounded by your units which have shots left AND are in good morale, an enemy squad may run into a hex containing a retreating unit of yours, or just may panic and enter an enemy held hex regardless. Note that rivers for example, can block retreat paths, as can minefields.

### **How do I turn a unit in place?**

Select the unit, then RIGHT click into a hex which is clear of wrecks, friendly or enemy units in the desired direction then the unit turns, and the unit LOS in that direction is shown by dark and light hexes. Use the clear dark function to remove the dark hexes. Some units like pillboxes cannot turn (other than when being placed in deployment) and barges and other watercraft need to be moved to turn, they cannot turn in place.

### **What is the LOS from this unit?**

Please refer to the question 'how do I turn a unit in place?' above.

### **How do I destroy a bridge?**

Use typically an engineer unit with satchel charges, anti tank mines (can represent hollow charge demolition munitions) or a Churchill or centurion AVRE with demolition gun fitted (165mm), and area fire onto the bridge hex. (Z key). It may take several attempts, especially for stone bridges. Very large artillery can destroy bridges, as can aircraft using large bombs if they drop these onto the bridge hex (bridges are valid aircraft target hexes, give a plane a bridge target hex and it will tend to attack that in preference to any bystanders). Generally, crater causing artillery (about 120mm up) is needed to drop wooden bridges, and 8 inch or greater artillery to have a chance on stone bridges.

When a bridge collapses, all units on that section are destroyed by falling into the river, and this can be very satisfying when you catch a massive traffic jam of the opposition's units on a rickety wood bridge with some 122mm...

### **How do I deploy a barge or raft?**

When beside the water, with some MP left, attempt to 'drive' the barge carrier into the water, or 'walk' the infantry squad into it (if it is carrying a raft!). A barge carrier will appear in the water or the squad will transform into a raft carrying itself and armed with the squad's primary infantry weapon. To unload, 'drive' the barge or boat onto the river bank or beach side. If in -1 depth water, barges can now unload into the water if desired.

### **What sort of forces and maps will the computer player pick?**

The AI pick list code is adaptive, and randomised in places. This gives a far richer AI force structure than in SP2 and SP3 where it got to the point that you could pretty much predict the AI force, given the points allocated.

WinSPWW2 AI pick will be affected by some or all of the following: Battle type (Different if assaulting than defending), points available, the battle date, the particular opponent (e.g. Russian AI pick vs. a NATO country will differ in structure from playing against Mujadeen), air strikes available, AI Tank Heavy switch setting, and sometimes the battle map (may de-emphasise long range ATGW in a city fight and buy more leg infantry and mortars, and less tanks

perhaps).

The best way to look at what the AI buys is to experiment with test game setups.

Select your points, air points if desired and the date and players and also battle type just like a normal battle generator battle with the following exceptions.

- 1) Set **Computer** as the player in both cases
- 2) Select **computer** buys forces for both sides
- 3) Set both sides to **human** deploy

Now hit continue. Select human deploy or computer deploy for side 1, and examine what was bought. [If you want to look at AI deployments - use auto deploy, repeat several times to see several alternate deployments]

Now exit this side's deployment and examine the second force as above.

Finally - in the second force, choose exit game, or you will get to watch an AI plays AI game!. If this happens - hit the space bar and the game will allow you to break in at the next end phase.

Repeat the process of examining AI picks at various dates and force levels as desired. When you have done this a large number of times for any opponent pairing, you should have a good idea of what to expect.

Also each battle will select a new map and these can be examined as well, as for many nation pairings we no longer limit you to but one battle location as with the old SP2 and SP3 games. Some of the possible maps can be quite rare as well, so you may need to run quite a few test games before seeing these.

#### **I've noticed that sometimes after my artillery bombardment my planned hex has moved away into another one. Why is this?**

This happens mainly if you do not have a clear LOS from the spotting unit to the target hex. Unspotted artillery is not nearly as accurate as it would be if the spotting unit has clear LOS to the target hex and can drift considerably from turn to turn. It also takes longer to move the target hex marker back on target when artillery is not spotted.. That change is noted at 10) [HERE](#)

#### **How do I reload ammo?**

See the write-up of UnitClass 56=Ammo Carrier in [WinSPWW2 Unit Classes](#).

Also, read through the tutorial scenario notes as use of these is taught there.

#### **I bought a bomber/transport/Spotter plane and cannot see it on the artillery plot?**

Click on the bombardment button and when the next screen appears look for the button under "Switch to:". Click on that to cycle through the choices offered That buttons cycles between "Bombard", "Airborne" and "Spotters".

#### **How many more points does the other player or AI get in the different battle types ?**

When battle points are set to XXX for player 2 the following applies to both the AI and another Human player and applies to all battle types in the game

If Player 1 is the defender and Player 2 the Attacker Player 2 will get 2.5 times Player 1's points so if you as Player 1 have 1000 points to defend with Player 2 , the attacker, would get around 2500 points

If Player 1 is delaying and Player 2 is advancing Player 2 will get 2 times Player 1's points so if you as Player 1 have 1000 points to delay with Player 2 , who is advancing, would get around 2000 points

A meeting engagement gives the same number of points to both players

If Player 1 is advancing and Player 2 is delaying Player 2 gets 50% of Player 1's points so if you as Player 1 have 1000 points to advance with Player 2 , who is delaying, would get around 500 points

If Player 1 is attacking and Player 2 is defending Player 2 gets roughly 40% of Player 1's points so if you as Player 1 have 1000 points to assault with then Player 2 , who is defending, would get around 400 points

#### **How do I delete a saved game ?**

There is no automatic way to delete a save game either in the regular save game folder or the PBEM folder. The simplest solution is to overwrite the old save game with a new one. This will clear all the old info out but if you do want to clean out the entire folder or just specific save games you first need to find your game files using My Computer. If you have installed the game in the default directory those files will be found in the Program files folder under "Shrapnel Games" and "The Camo Workshop". Select either WinSPWW2 or WinSPMBT for the "PBEM Games" folder or the "Saved Games" folder.

Click on those folders and in the case of PBEM Games you will see two files for each slot like this:

SpEml004.cmt  
SpEml004.dat

for regular save games those two files will look something like this

SpSv002.cmt  
SpSv002.dat

In the case of PBEM Games 004 represents data for slot 4 and in the case of the regular saved games these two files represent the data for slot 2. Deleting those files will permanently remove them from the games save game folder. The DAT file contains all the save game data and the CMT file contains the save slot title so you need to delete both files.

## "WHY HAS THE GAME BEEN PROGRAMMED WITH ALL KNOWING "BORG" AI ARTILLERY"

The original arty code for the SP games by SSI had some inbuilt advantages for the AI for its artillery routines.

1) When plotted arty was about to fall, the code would "teleport" the stonk to somewhere more useful, i.e. somewhere near a detected unit of yours. No matter where it had plotted it on the map.

2) Pre-game barrages were based on an "average" of your unit's actual positions, so most would fall somewhere useful to the AI. It was AFAIR an average of your actual deployment plot - so if you went for an "all South" deployment - a good deal of the AI arty automatically would fall down there.

ALL of that, I removed as soon as we got hold of the source code or as soon as we determined there was another AI inbuilt advantage. (Like the free troops the AI selected forces would be given on picking a random force).

So - the original code as delivered by SSI did have what the OP might have called "borg" artillery routines, but we did not in any way reinstate it - we removed it.

Our pre-game arty plots are based on an average of the entire deployment zone, with emphasis on roads (if the human is going to advance, it is where he tends to stack units), the front of the deployment area, and just in front of the deployment area (if advancing). Sometimes it will stonk up the rear of the deployment area in hopes of getting your arty park. But it is all random guessing, it no longer has intel about the human player's pre-game positioning.

In-game arty plotting now is affected by "AI Interest" - as described in the release history, as well as on units actually spotted. If you fire (or pop smoke, make dust trails, etc) from a position, the AI will test for "interest" and the more you fire from an area, the more likely it is to be interested (especially if it currently has free batteries to assign). That allows it to drop presents on the human player who does the "hill dance" - popping up from behind a ridge to snap shoot, but always ending out of LOS at end turn. Some fire events will be more interesting to the AI than others (ATGM and MRL are rather interesting forex) The AI will still use the old routines for plotting unassigned arty (Usually nearby to enemy or neutral V-Hexes) as well from time to time.

(NB - nearby an objective does not necessarily mean within 2-3 hexes. It can be a click or so short, long, sideways or whatever. It's a bell curve distribution. Then add the normal scatter for fall of unobserved shot. But don't be surprised if some arty lands "telepathically" on the platoon of tanks you had 750 metres north of a particular objective cluster and which you know have not yet revealed themselves. The target was not the platoon - it was the V-Hex cluster)

And as well - do not be surprised if your tank coy trundles up to a ridge and gets an "instant" barrage. Remember that arty takes time to arrive, and in this case the player calling "foul" has usually forgotten that 2-3 moves before, his recce bumbled over that hill in full view of the AI. The AI target was therefore the recce, and so if you are going to take a position - remember to allow for time of fall of any plotted AI presents, if you are going to move lead elements over that hill. Or better yet - do not telegraph it at all, and move the scout cars round the side of the to-be-defended hill !.

So - some of these stonks will be self-called by your activities, and some are just random guesswork.

But there are no more teleported stonks, and no more plotting with foreknowledge of your general location. Nor have there been, since 1999/2000 or so.

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## Historical Design Notes

### General Points

WinSPWW2 has both the month of introduction added as well as the Out of Service month. This is a major improvement over Steel Panthers 2, which only caused things to go in and out of service by the year. (To be fair, the month of introduction is far less critical in a Modern era game but it is essential for World War Two due to the rapid and important improvements made to armour and weapons throughout the course of the war.) Note that this applies to formations as well now, unlike earlier versions.

You will sometimes find duplicates of things - for example a Stug may be there twice, once as say an assault gun and once as a tank type. This is usually to let the player use that vehicle in 2 different formation types - e.g. in a regular Stug company, or as a replacement for tanks in a panzer company. Sometimes it is just mainly for the AI's benefit. This is because the SP formation type is based on unit class - there is no 'MBT or Stug' way of doing them other than duplicating unit types, or formations.

"This machine gun/mortar has 2/3 MGS or mortars". We reduced the hordes of little singleton MG and mortar units and combined these to form MG or mortar sections, not individual weapons, for most armies. Count the number of crewmen - it'll be 8-10 odds like a rifle squad. This cuts down the unit count. In addition the combined units are much more effective, and so expensive points wise. The Machine guns are either Medium MGS or Heavy water cooled MGS mounted on tripods or wheeled mounts. The LMGs are integrated into the normal infantry squads.

The horse and cart is available in some armies as a medium truck, or a heavy truck. It is mainly of use as a cheap gun shifter - do not try to take infantry into combat on them! ( Note: the code has been set up to provide a default "horse and wagon" sound F/X for any "truck" class with a speed set to 6 or less)

Some formations have plus (+) and (-) added to them. Those with a + usually in military speak means reinforced; those with a - then something is detached. In general this is the case, but I also use + to note for example batteries with extra ammo load outs. A rifle co (+) may have support weapons added from the battalion support co, or trucks, a (++) when seen often has the weapons with light trucks, or even more weapons than usual. Or an infantry company might be designated light or with a (-) this usually has the heavy weapons deleted. Best way to find out is to look, and compare with other units.

Snipers- The sniper, if used correctly by a thinking player is quite a pain to other human players. The chief thing to remember is to place them where there is cover to which they can retire (break LOS), and to break contact (LOS) when spotted or after a couple of shots - if located they do not last long, so plenty of scoot with your shoot. Then sneak up to (move slowly) another hiding position and engage. Better to sneak into a new fire position on one move, but not to fire until next move when stationary, so less detectable.

SMG range is only 150 yards - 3 hexes, which is an extreme maximum range for the ammunition they used, but it was decided that from a gaming perspective 3 hexes was better than 2. They are deadly at close quarters, but any SMG armed troops trying to fight rifle armed will pay a heavy price if the rifles can engage at over 150 yards - which is most places really. I tend to avoid SMG troops in campaign 'core' forces and only buy them as support if it is say, a city bash. But they can be useful as tank riders, so long as not then caught standing out in the open by someone with even an M1 carbine at range.

WW2 tripod mounted MGS now reach out a long way. The key to their use is to engage enemy infantry from long range - beyond rifle range. Or place them a few hexes behind the rifle line, and fire in support of the fire fights overhead of your grunts. They can be very nasty indeed if you place them carefully say behind a hill or building, and then engage from the flank while being protected by the obstacle. If the enemy has no tank force to engage the MGS with direct HE (so early British tanks can be ignored till close) open up with MMG at 20 hexes or so on any soft stuff you see. We hope to give MMGs some form of linear area fire effect into more than just the target hex later on, but this is still just an idea.

By the way - when setting up pillboxes and bunkers, you can actually turn them by right clicking (many people seem to forget this). Thus you can then set up nests of mutually supporting bunkers with crossfire. Or you can set one up behind blocking terrain to fire flank shots at passers by as with MGS above. This adjustment is available in the Deployment Phase only - but if your opponent is not aware of this little feature, it can be quite upsetting sometimes.

In WinSPWW2 AT guns are MUCH more dangerous than in SP1 (or SP3)- there they commonly fired 1 shot, were instantly detected and destroyed by moving tanks. NOT SO NOW! In WW2 the AT gun was a chief tank killer. The Germans in the Desert would often flaunt some panzer at over-keen British armoured cavalry units, who would then chase them, while the Germans retired through an AT gun ambush position. Exit British cruisers. Antitank guns in WinSPWW2 are for the most part set to size ZERO to better reflect that these things were easy to conceal and difficult to detect in battle, especially from a tank.

Unlike other SP series games, off map artillery is purchasable in all games. The AI will now buy off map artillery in non-assault missions, so you will need to think about counter battery. In general your guns must have the same, or better range than the opponent, and you get more counter battery fires if you leave the battery 'idle' than if you keep firing it. Also, better-experienced gunners fire more often and to better effect. BUT - the better-experienced batteries are the ones that you can plot with lower delays on map. So it is a case of swings and roundabouts - you will have to make the decision.

WinSPWW2 artillery is not cheap and deliberately so. It is quite effective now, and in any case unless the battle was an assault, then most armies would use about 1 battery per battalion in combat - so buying an entire artillery brigade of 9 batteries in a meeting engagement is now more prohibitive. If you have a force of 3-4 companies or so, budget for one battery if you want historicity. (For those of you who are new to military stuff - a battalion is a group of usually 3 to 4 companies)

Some of these off map 'batteries' come with 1 unit, some with 2. Why? Many armies used a 4-gun battery such as Germany. Others used 6 as a basis, so these nations come with 2 by 3 gun platoons to a battery. The British used an 8 gun organisation, so 2 troops (= platoon in UK artillery orgspeak, and cavalry as well. USA 'troops' are company-sized units) of 4 guns in a battery, though sometimes they used 6 for some heavies, and sometimes 4 gun extra heavy batteries.



## Country Descriptions



**Slovak Republic OOB001**

April 1939 - October 1943

This OOB covers the Slovakian army from it's inception in 1939 to October 1943 when it fought it's last real battles

On September 29, 1938 the Munich Agreement was signed by Germany, Italy, France, and Britain. The Czechoslovak government capitulated September 30 and agreed to abide by the agreement. On March 14, 1939, Slovakia declared its independence, calling itself the Slovak Republic.

Slovakia was the only Axis-Allied Nation to take part in the campaign against Poland. The German OHW requested the assistance of Slovakia for the German invasion of Poland in September of 1939. Although the Slovakian military was only six months old, two combat groups were created for the campaign in Poland. The first group was a brigade sized formation that consisted of six infantry battalions, two artillery battalions, and a company of combat engineers. The second group was a mobile formation that consisted of two battalions of combined cavalry and motorcycle recon troops along with nine motorised artillery batteries. The two combat groups saw fighting in the region of southern Poland.

Slovakia sent the Slovakian Expeditionary Army Group forward against the Russians four days after the Germans invaded Russia but the Slovak forces fell behind the massive German sweep across the Soviet Union mainly because of a general lack of mobile forces able to transport the 45,000 strong Slovak Army Group along side the German advance. As a result of the inability of the Slovak Army Group to keep up with the German advance, a mobile unit was created in July 1941 that would be capable of doing so. This was done by forming all the motorised units of the former Slovak Army Group into a single formation termed the Slovak Mobile Command, otherwise known as Brigade Pílfousek. This force consisted of a Motorised Infantry battalion, a tank battalion consisting of two tank companies, two Anti-Tank companies, a Weapons company, motorcycle company and a Motorised Engineer platoon

The Slovakian army underwent further re-organization in the months after the Invasion of Russia. At the beginning of August, 1941, the Slovak Army Group was pulled out of the lines to form two new units that would be better suited to the actions they would be taking part in. The best units of the former Slovak Army Group were now organised into two new divisions, the 1st Slovak (Mobile) Infantry Division (aka "Slovak Fast Division") and the 2nd Slovak (Security) Infantry Division. By the middle of September, 1941, the 1st Slovak (Mobile) Division was back at the front, this time near Kiev. After the fall of Kiev the Slovak Mobile Division was transferred to the reserves of Army Group South. In October the Mobile Division was a part of the 1.Panzer-Armee fighting on the eastern side of Dnieper River near the region of Golubowka and Pereshchino and later was involved in fighting around Maripol and Taganrog. During the winter of 1941-42 it held positions on the Mius River. In 1942 the Mobile Division took part in the German advance into the Caucasus Region where it played a vital role in the assault and capture of the vital Soviet city of Rostov.

After Stalingrad in the Winter of 1942/1943 the 1st Slovak (Mobile) Infantry Division was pulled back from the Caucasus region the Mobile Division was nearly encircled and trapped near Saratowskaya, but managed to escape. Remaining elements of the Mobile Division were airlifted out of the Kuban, but were forced to leave behind all their heavy equipment and weapons. The remaining units of Mobile Division was used to help cover the retreat of over the Sivash and Perkop land bridges. Finally, in the area around Melitopol, the Mobile Division was caught by a massive Soviet surprise attack that broke through the German lines and the Mobile Division was routed and over 2000 men were taken captive by the Soviets. Routed and destroyed, the Mobile Division was then pulled from the lines. Soon after, on November 1st, 1943, as a result of continued problems with desertion in the unit, the 2nd Slovak (Security) Infantry Division was disarmed and transferred to Ravenna, Italy to act as a construction brigade.

This ends the time period covered by the game. The last major combat action of the Slovak forces was the battle for Melitopol in the Ukraine in October 1943 and that is where we have ended this OOB. A new Mobile Division was created in the early part of 1944 but it was only a shadow of the former unit. The new formation was dubbed the "Tartarko Combat Group" , but it only had 12 officers, 13 NCOs, and 775 men and was sent to the region of the Crimea for defensive operations while the remainder of the Mobile Division was used in security operations behind the lines of Army Group South. In June of 1944, the Division was pulled from the lines a final time and disarmed. The remaining troops were formed into a construction brigade as a result of its continued unreliability in combat.



**Poland** OOB002

1930 to 1946

The expanded dates assume the expatriate Poles stay on the Allied side in a hypothetical WW3 with the USSR. The ex-patriot Poles were some of the best soldiers in the war.

The German-Polish campaign was not quite the walkover many believe it to be. It is worth remembering that no other country was invaded on two fronts by both Nazi Germany and Soviet Russia.

This MOB is focused on 1939, then the Polish remnants in France (assume most armour, aircraft, etc. there is French support units), then as a British ally for the rest of the war.

In 1938 or so, Poland had a dispute with Czechoslovakia and annexed some territory (Cieszyn) peacefully - but a nice "what-if" for a battle or two. There was quite a lot of early-war armour, and innovative designs - they had good engineers, but a limited industrial base, and not enough money.

The Polish forces are now faithfully represented in no less than four different guises - Polish Army of the 1930s, the Polish forces present during the French campaign in 1940, various Partisan factions, and the British-equipped forces that won lasting fame during the campaigns in Italy and North-western Europe.

The order of battle has been expanded and refined further with many new units and unit Icons added. Also WinSPWW2 introduces 19 men squads specifically for the Polish Army of the 1930s, and new database checking utilities were used to find and correct OOB errors



**Manchukuo** OOB003

After the Japanese invasion of Manchuria in 1931, Japan declared the area independent from China on February 18, 1932 as the Great Manchu State ( Manchukuo ).The Japanese installed Puyi, the last Chinese emperor of the Manchu Qing Dynasty, as chief executive in 1932, and in 1934 he became emperor of Manchukuo with the reign name of "Kang De" . The area was rich natural resources and developed a strong industrial base.

Prior to World War II, the Japanese colonised Manchukuo and used it as a base from which to invade China. In the summer of 1939 a border dispute between Manchukuo and Mongolia resulted in the Battle of Halhin Gol, when a combined Soviet/Mongolian force defeated the Japanese Kantogun and allied Manchukuoan troops. ( see scenario #74 "Xalxyn Gol 5/39" )However there had been a number of miscellaneous border conflicts in this region with the Soviets from prior to 1939 and they continued through to 1945.

On August 8, 1945 the Soviet Union declared war on Japan in accordance with the agreement at the Yalta Conference, and invaded Manchukuo from outer Manchuria in an operation called " August Storm ". During Soviet offensive the Army of Manchukuo, theoretically a two hundred thousand man force, well armed and trained along Japanese lines, performed poorly and whole units surrendered to the Soviets without firing a single bullet; there were even cases of armed riots and mutinies against Japanese forces. By this point in the war only the fanatics wanted to keep fighting and everyone else just wanted to go home.

About 30 Japanese Type 92 heavy armoured cars were in service as well as a number of improvised models built on Japanese truck chassis. Tracked armoured vehicles used by the Manchukuo Army included Renault NC27 light tanks, British made Carden-Lloyd MK VI tankettes and possibly a handful of Renault FT-17 light tanks left over from the Army of Marshal Chang Hsueh-liang who controlled the province of Manchuria until thrown out by the Japanese in 1931. The Manchukuoan Army received little in the way of new tanks from the Japanese until the last few years of its existence. In 1943 the Japanese Army "loaned" the Manchukuo Army 10 obsolete Type 94 tankettes which were used to form an Armoured Company.

From 1945 to 1948, Manchuria served as a base area for the People's Liberation Army in the Chinese Civil War against the Kuomintang. With Soviet encouragement, the Chinese Communists used Manchuria as a staging ground until

the end of the civil war in 1949. Many Manchukuo army and Japanese Kantogun personnels served with the communist troops during the Chinese Civil War against the Nationalist forces.



## Italian Social Republic ( *Repubblica Sociale Italiana*, **RSI**) OOB004

October 1943 - May 1945

After September 1943 the Germans began taking control of Italy and its army in the areas they controled. The Germans disarmed many of the Italian troops, executed some, and transported 615,000 to German labor camps. The Fascist element that was loyal to Mussolini remained loyal to the Germans and the new puppet Italian government.

The armed forces of the Italian Social Republic were raised on 28 October 1943. Many joined because they were loyal to Mussolini and the Fascist cause but in reality, most of those who joined did so to avoid the German labor camps.

The RSI armed forces were made up of a number of different parts. They were:

The National Republican Army or *Esercito Nazionale Repubblicano* (ENR) were made up of 4 divisions and smaller autonomous units that were organised from the Italians that had been interned by the Germans when Italy surrendered. This includes the 'Monterosa' Alpine, 'Italia' Bersaglieri, 'San Marco' Marine and 'Littorio' Infantry Divisions.

Then there was the Republican National Guard or *Guardia Nazionale Repubblicana* (GNR) which was formed as a new Fascist militia to replace the Black Shirt MSVN and were recruited from troops who remained loyal to Mussolini. These units were the primary anti-partisan security force. Later, a new organization had to be formed to support the GNR, called the "Black Brigades" or *Brigate Nerre*.

As well there was the "X-MAS" which was an entirely autonomous unit of the RSI forces raised by the commander of a pre-Armistice Italian Navy special attack unit, the 10th Anti-submarine Motorboat Flotilla (10 *Flottiglia Motoscafo Anti-Sommergibile*).

The Italian *Waffen-SS* was called by different names as it grew from a brigade to a full division by the end of the war, it was officially named the 29 *Waffen-Grenadier der SS* (Italienische Nr: 1). On Sept 24, 1943 Himmler authorised the recruitment of Italian ex-fascists into the *Waffen-SS* and began recruiting for an Italian Volunteer Legion among the 800,000 disarmed and 250,000 interned members of the former Italian army. In November 1943 the *Italienische Frewilligen Legion* was established after more than 15,000 Italians volunteered to join the *Waffen-SS*. The unit first engaged in anti-partisan operations in February 1944 and on March 17 1944 elements of the unit were sent to Anzio and first entered the fighting there. Of the SS but not actually part of the SS until the summer of 1944 after the unit had distinguished itself during the hard fighting at the Anzio Beachhead it then aquired full status as a *Waffen-SS* unit.

There were also a large number of small autonomous units were raised that only existed briefly and they include the *Ispettorato Speciale Polizia Antipartigiana* (ISPA) an Anti-partisan police unit. The "White Flame" or *Fiamme Bianche* which was a Boys of Fascists Youth movement. The *Sardegna Volunteers Battalion* which was a 500-man unit that operated near Yugoslavian border. The "Alpine Rifles" or *Moschettieri delle Alpi* which was composed of Ex-Alpini soldiers in the Aosta region. The "Appenine Hunters" or *Cacciatori degli Appennini* which was a major anti-partisan unit with 3 regiments, reportedly a strength approaching 1,000 men and finally a female Volunteer Corps or *Forces Auxillary Services*



## Japan OOB005



1930 to 1946

The expanded dates are to allow for an invasion of the home islands, and for it to take rather longer than the Allies would have thought. Assume the A-bomb was a 'fizzle' in that case. .

This was an infantry and not a tank army. It really was a threat to the Western Allies in 41 or so offensively. This was chiefly because the British empire forces had been drawn off to fight Nazi Germany, and the US Army at that time was a few garrisons in the Philippines and not much else even in the continental USA. And the white man of the time tended to think themselves incredibly superior over little yellow men who wore glasses. The Zero fighters and the Long Lance torpedo came as a rude shock, as did the tenacity of the Japanese soldier. Their brutality should not, for they had been demonstrating this in Korea and China for some considerable time already. The determination and bravery of the Japanese soldier combined with his beliefs that dying on the field of battle for his Emperor was considered an honour and being captured alive was a great dishonour was a bitter surprise to Allied troops. The tenacious fighting of the Japanese troops until death caused difficulties and delay to the Allied operations despite the considerable numerical and technical advantage they enjoyed in the last years of the WWII.

Japanese infantry was probably the best trained force on the world. The special night, and close combat training were generally received by every soldier and from 1941 the jungle training was also started. In other armies only special forces received such training. The army and the naval SNLF gained considerable experience in the several China conflicts. The Imperial Guards were an elite force. They fought in Malaya and later on in China. Some sub units were stationed on Betio, too. Japan had a Paratroop Division and later they began to organise Airborne troops. The Paratroops first saw action at Palembang in Sumatra.

Japanese tanks are simply hopeless against anybody other than the Chinese. We have allowed a few later types, but these were almost hand made, and if any were produced, not more than 50 or so. But a home islands assault would have met a few of these I suppose.

Japanese antitank weaponry is also limited. The long 47mm gun can kill Shermans from the flank, but the best weapon against tanks is infantry assault. This can be by 'special attack' (i.e. suicide) Tokkou, in which case lunge mines or satchel charges would be used. The Japanese also used glass gas grenades against tanks - a choking tear gas, or cyanide gas. Use of these would cause a crew bailout and these would then be dispatched. But these were rare. The 70mm infantry gun has a HEAT round later on, but is not much of a Sherman stopper, but Allied Grants and Stuarts were destroyed by such weapons. In 1944 the Japanese developed a 70mm rocket launcher which had good range and accuracy, but the penetrating power was lower than a Bazooka. About 3000 were built but they were reserved for the defence of the Japanese islands. Also they experimented with recoilless rifles but those were never produced.

The 75mm Type 90 Field Gun was pressed into ATG role in 1943, before then it has no AP ammo. It served well against even the Sherman tanks. Later the modified version, the Type 3 tank gun was built in the Chi-Nu. Beware, the Type 90 is not an ATG! It has the size of a howitzer!

The 50mm grenade dischargers, erroneously termed the 'Knee mortar' by some, broke the thigh of anyone so stupid as to try firing it that way! It also proved quite effective in AT work. There is a myth that Japan did not use mines. They certainly did, but did not have vast quantities, and concentrated on AT mines. But they preferred to use engineering obstacles such as tank traps. AT mines therefore tended to be placed manually on tanks by special attack squads.

Japanese planes early on were a rude surprise to the Allies, but this lead did not last long. However they still produced outstanding designs such as the Ki.45 Toryu with a 37mm and 20mm cannon in some variants, and the N1K2 Shiden-Kai with 4 20mm cannon. In late 1945 the first Japanese jet appeared, the Nakajima Kikka. Only prototypes did exist but by a hypothetical US invasion they would have been produced in limited numbers.

Japanese artillery was rare, but their mortars were always there and well handled. The 150mm Type 97 Heavy Mortar was built in limited numbers about 110 of them were built. The 32cm Spigot was a huge bomb launcher with a short barrel. They were employed at Hong-Kong and on the Philippines presumably against fortifications.

The bicycle units were raised in Indonesia and Indochina, where they utilised the fair road network of the colonial countries.

Japanese Ski units were stationed in Hokkaido and Manchuria. Combat records are unknown.

The rocket launcher is mainly for scenarios. These could be launched from tubes or simply off their sides on a ramp, but in some cases caused problems for the USMC.

The Japanese made great use of snipers; hence there is a sniper unit that is a team of 2 as opposed to the standard single man.

The Armoured Boat and the Gunboat are used in China to patrol the rivers. They have limited carry capacity to lift small groups of infantry. The Gunboat and the Armed Daihatsu were used to escort transports on the river. There were several types of Daihatsu. This one represents the variant used for amphibious landings.

The Ch-13 class Patrol Boat is a submarine hunter and escort vessel. It was also used for shore patrol and short range bombardments.

OB rewritten by Zoltán "Kazan" Zajonskovsky for version 4.0. with special thanks to Akira Takizawa (Taki).

V5--Pre-WWII has been expanded and WWII formations modified. The Indian National Army included for the Battle of India Campaign.

V6 -- Post-WWII hypothetical formations refined, more infantry options made available.

V7 -- New tank icons bring the Japanese armoured corps alive. The new icons appear in green, camo, desert pink, desert tan and dark olive-drab paint schemes historically matched to terrain and time period. New units included the Naval Chi-Ha medium tank sporting the (very) short 120mm naval gun. Armoured units have been expanded and refined according to new information. More bunker options. More sniper types, more captured equipment, more planes with a larger variety of loadouts, more Home Island choices for the hypothetical invasion of the home islands, more defensive choices for the Pacific Island battles. More formation choices for infantry, tanks and artillery, with expanded weapon variety.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors

 **France and Free France**  OOB006

1930 to 1946

This OOB originally focused on the 1940 campaign (but has been extensively rewritten in later versions; see also the Army of Liberation notes below for V 4.0 additions). Later it was designed as a sort-of Allied force, after Tunisia the Free French & repatriated Vichy followed US Army organisation

The 1940 French tanks look good on paper, but suffered from many poor design qualities. Chiefly a lack of radios and the use of single man turrets where the commander was also loader and gunner. So these tanks have low radio percentages, low ROF, and poor FC and RF. Still quite tough for the era though. The Somua was good enough for the Germans to keep on and use against the Allies in Normandy, and some were supplied to Italy.

Those with the 37mm L21 gun will have a hard time killing a Pz II unless they come within 400 yards or so - this Puteaux gun was developed in WW1 really to throw HE as infantry support. So H-35s will actually do rather well if they act together with leg grunts and concentrate on killing German infantry, smacking MG nests etc. The 37L21 uses 'sabot' AP ammo but only to give a short range AP round in SPWW2 game terms - panzer2 frontally at maybe 2-3 hexes, (100-150 metres) if lucky!.

The French 47mm long tank/AT gun is a very respectable German armour of the period to treat with respect. Do not get into tank duels at long range with anything armed with this gun. Unfortunately for France, they decided vast numbers of the smaller 25mm gun were a better investment than 47mms.

Mechanised infantry units are provided, but in reality these were very rare. The old WWI Renault models 17 and 18 may not have seen combat in 1940, but over 1600 of these were in deep reserve.

France really was not in a good state for the fight in terms of national morale, especially so after the outflanking of the Maginot Line, it is best to have their Troop Quality low, 65 or so if you are using 75 or 80 for Germany (1940 national characteristics reflect this). However some units were significantly better than average, so you may prefer to play against elites, such as De Gaulle's 4e DCR, or the excellent Colonial troops such as the Chasseurs Afriques.

V4 includes significant changes to the French Army of Liberation units and formations. They are now more comprehensive and accurate in terms of detail and use of French names.

What is not widely known is how effective the late-war French units were. The Army of Liberation was essentially composed of French colonial troops and was later reinforced with partisans who had been drafted into regular service. This force, known as the French First Army, fought with an élan second to none and conducted several campaigns against the Germans worthy of the name 'Blitzkrieg'. By the end of the war, the French had overrun the Black Forest and a fair portion of Bavaria -- lending the French First Army its motto: "Rhin et Danube".

The fascinating variety of late war French troops is present in V4, including Goumiers, Legionnaires, 'Choc' commandos, Alpine troops, and the poorly equipped metropolitan program troops of late 1944 and 1945.

In terms of organisation and equipment, the French AL units are very similar to US units of the same period, although there are small variations and some unique organisations like the Goums.

Combined arms teams can be easily purchased by buying "Cie Renforcee" formations. These are infantry companies bolstered with armour, engineer, artillery, and reconnaissance assets.

Unlike the French Army of 1940, the French AL did not suffer from significant morale or leadership problems. Many of the formations reflect the superior experience and morale of the colonial and elite units.

OB rewritten by Claus Bonnesen and Bill Wilson for version 4.0.

V5--Major revisions, new statistics for many weapons, many new/modified units, new airborne formations, new tanks, most formations revised, Pre-war & Free French & Post-war plus Colonial Forces have been expanded. The 1940 equipment has been significantly revised and new units such as armoured cars, anti-aircraft machine guns, and late war anti-aircraft trucks have been added. The discerning player will note the presence of captured Japanese tanks in French post-war equipment, as well as the heavy ARL-44 tank.

V6 -- Generally more variety and historical accuracy for the 1940 campaign, as well as the Free French & Vichy forces.

All Vichy forces have been removed and given their own OOB and WinSPWW2 new database checking utilities were used to find and correct OOB errors



**Great Britain** OOB007

1930 to 1946

This OB is mainly British Empire forces in the Western theatre. Therefore it subsumes some Imperial contingents - for example the South Africans, Australians in the Desert, and Indian Army forces seconded to the Desert. After all, in the first half of the war, while most of the native British soldiery were defending the home islands from a possible German invasion, the British Army in North Africa was 60%-80% colonial (depending on the time frame).

British rifle platoons had 1 AT weapon in platoon HQ, and a 2 inch mortar which is ignored since it was used to fire flares and smoke rounds, not HE. Neither are really modelled in SP. 2 inch HE was only ever brought forwards from reserve in places like Italy where WWI like trench systems were very close together - then it was used as a nuisance device in day to day trench tedium. Its only 'sights' were a white line painted down the tube. There was no LMG at platoon HQ, but in fact units usually scrounged extra LMG either from rear Supply Company's allocation, or from captures. The German MG42 was quite popular, there are photos of a carrier platoon in Tunisia where all 3 visible had both a 42 in the 'redoubt' and some Bren guns carried loose in the back. So British leg platoons are 1 'heavy' squad and 3 others. A Humans-only Platoon HQ Section is provided for those who like a 2-inch mortar as a 'grenade launcher'.

Mechanised units could carry an AT weapon per squad. (Note that in the UK 'Squad' is a drill parade term for an ad hoc collection of soldiers, the tactical formation is a 'section') So here they are all heavy infantry. Other than the carrier recce platoon in some infantry battalions, mech. infantry was rather uncommon until Normandy. Even if moved to the battlefield on lorries or APCs, British infantry fought on foot.

For some strange reason the UK branched off to have 2 tank types, infantry tanks to fight alongside the foot infantry and cruisers which acted independently and would have no need of infantry support. Most tank squadrons (companies) had 2 CS tanks in the HQ troop (platoon), with a 3.7-in. howitzer then the 3-in. howitzer, and finally a 3.7-in. (95mm) once more. Some regiments concentrated the CS tanks and used them like a direct fire artillery battery. These CS howitzers reach out to a respectable range now, as opposed to SP1 where they were a point blank weapon. So they can trouble 88mm guns, but if your opponent has sense he will remove the CS tanks as priority items.

The Valentine squadron is for those Valentines with 3 crew, not 4. British tank squadrons often adjusted the tank quantity to fit the personnel strength, not the other way around. So Grant squadrons would often drop one troop to provide the extra bodies for this tank type. Later on, it was common practice to add a long gun tank to a troop, making a 4-tank troop. Some units reduced their troop count and others did not. And of course some others preferred a separate Firefly troop. British Lt. Colonels had rather a lot of leeway as to how they ran their battalions. Despite the 'command tank' label, platoon commanders very quickly learned that the 17pdr armed tanks were the German's 'kill me quick' targets, so it was usually the troop sergeant who got this duty. That is why the tank is number 4 as well, so your opponent cannot single out your commanders for the chop first. (Old 'command tank' class is now relabelled as 'gun tank').

Armoured car units used a 3-vehicle troop in the beginning of the war, and then tended to use a 4-vehicle high/low mix of a scout car section of 2 and armoured car section of 2. However both types overlapped considerably, and seem to have been a question of the commander or his Brigadiers choice. Some squadrons added a 'heavy' section of 2 with a heavier gun - more for the HE than AT purposes, such as later 75mm armed AEC models, sometimes half-tracks were used instead for the fire support element.

Rifle companies usually had a 2-tube section from the battalion mortar platoon assigned and sometimes some MGS from the battalion support Weapons Company as well. Therefore there are several variant rifle companies available for you to play with.

AT guns were at one point removed from infantry battalions to be totally under RA control in centralised brigade AT batteries. Naturally the infantry objected somewhat to this and the experiment did not last long. The infantry got their 4 to 6 AT guns per battalion back, and the RA AT batteries stayed as well. These latter were the 17 pdr and SP-AT users, infantry battalions usually keeping the 6 pdr, even till the 1950s.

Artillery batteries are 8 guns, in 2 by 4 gun troops, but heavies are in a 4-gun battery with 2 by 2 gun troops. Off map Div. Arty is the entire Brigade allocation of guns, a 25pdr regiment with an added medium battery from Division. Unfortunately the picker usually makes a hash of this. (The new artillery sub classes help here!).

The carrier platoon is more of a reconnaissance and cavalry unit than a mechanised infantry unit, so some per battalion. Some early war light tank battalions had or even one per squadron. As with the rest of the British army there was no centrally-commanded 'doctrine', so some battalion commanders would just use the carriers as 'tin jeeps' to bring up hot rations and mail, and for the RSM etc. to run about in.

The Heavy Cruiser squadron is for Grants and 6 pdr Crusaders really, these were designated as such just at the end of the usage of the Infantry Tank/Cruiser designations was becoming obsolete.

Although Priests are provided, in fact by 45, and certainly post war the Sexton was the prime SPG, the 25pdr was a standard Army calibre, whereas the USA 105mm was a 'special item'.

The Matilda 40 squadron is for that period, in France. The number of Matilda 2s available was not great at that point. Most Matilda 1's were lost in France and the ones that were not were relegated to training so they were not used in the desert in 40. And once they had disappeared, Matilda 2 was just called 'Matilda'. The Matilda 1\* is the support version, some had a 0.5 inch mg instead of the rifle calibre

Centurion Mk1 arrived in Germany just too late to take part in WW2. It is there for the "what-if" 1946 UK vs. Germany, or the "what-if" WW3 vs. USSR. Centurion represents British tank thought from end war to the present day, firepower and protection is emphasised over speed.

This army's strength lies in its infantry and the Royal Artillery. Its tanks are not great, except in parts. The key to using this army is to using all the support arms to get your infantry close with the enemy. British infantry wants to get to close quarters and kill with the bayonet, not engage in pointless firefights.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



## Vichy France OOB008

July 1940 - April 1943

Vichy France was established after France surrendered to Germany in 1940 and took its name from the government's capital in Vichy, southeast of Paris. Vichy France was officially neutral in the war but it was essentially a Nazi puppet state

The state initially consisted of an unoccupied zone in Southern France and some French colonies. However Germany invaded the zone under Vichy control on November 11, 1942, in operation "Case Anton" after Admiral François Darlan signed an armistice with the Allies and took power in North Africa just after the "Torch" landings. However, even though Darlan was now technically on the side of the Allies he maintained the repressive Vichy system in North Africa including the maintenance of concentration camps in southern Algeria. After Darlan's assassination on December 24, 1942 he was replaced by General Henri Giraud who maintained the Vichy regime until the unification of French fighting forces and territories by the "Comité français de Libération nationale", and the taking of power by de Gaulle, who re-established democracy.

The OOB in the game ends when de Gaulle moved his headquarters to Algiers in May 1943 to become the joint head and then sole chairman of the Committee of National Liberation. From that point on, in game terms "Free France" represents all French forces. However, "Vichy" France lingered on as the "official" France until Oct 23, 1944 when the US, Britain and the Soviet Union formally recognised de Gaulle as the provisional government of France but aside from the "Milice française" (French Militia) which was a Nazi lead anti partisan paramilitary force created in 1943 there was no real "Vichy" military past May 1943.

However there were a number of land based conflicts that Vichy forces fought. In June 1941 a revolt in Iraq had to be put down by British forces and Luftwaffe aircraft used the French colony of Syria as a staging area to attempt to intervene in the fighting in Iraq. This highlighted Syria as a threat to British interests in the middle east and as a result the Australian 7th Division with British, Indian and Free French forces in support participated in an Allied invasion of Syria and Lebanon which resulted in the capture of Damascus on June 17 1941. Free French and British forces advancing into Lebanon and Syria from Palestine encounter strong resistance from Vichy forces at Litani on the 9th and 10th, at Kiswa on the 12th, at El Kuneitrah and Izra 15 th and 16th.

One other major operation against Vichy French territory took place using British and South African forces on Madagascar. It was feared that Japanese forces might use Madagascar as a base and thus cripple British trade and communications in the Indian Ocean. As a result, Madagascar was invaded 1942 and fell relatively quickly. ( see scenario #38 "The Rainbow Island" )

In November 1940 the Free French fought Vichy forces in Gabon at the Battle of Libreville. French General Marie Pierre Koenig's forces encountered heavy Vichy resistance during march on the city. Koenig's Free French legionnaires broke Vichy resistance at the aerodrome and Vichy forces surrendered

In January 1941. Thai forces with secret backing of the Japanese attack French troops in Cambodia . Fighting continued until May 9, 1941 when the Franco-Thai Peace Convention is signed after "mediation" by Japan. Thailand regained 54,000 sq. km of territory on the west bank of the Mekong ceded to Laos in 1904 and the Cambodian province of Battambang.

Vichy resistance to the "Torch" landings in French North Africa resulted in 556 Americans killed and 837 wounded as well as 300 British and 700 Free French soldiers killed between November 8 1942 when the landings began and November 11 1942 when fighting between Vichy and Allied troops ends

## Polish Communist LWP OOB009

May 1942 - 1946

During 1943 the Russians and Polish communists created another Polish Army in the USSR with a majority of Russian commanders and specialists.

The first unit to see combat was the 1st Tadeusz Kosciuszko Infantry Division and the 1st tank regiment of Gen. Z. Berling. These units first fought at Lenino on 12-13 October 1943. In July 1944, in the liberated part of Poland, the new alternative communist government was formed and this Russian backed Polish Army was named Ludowe Wojsko Polskie (**LWP** or Polish People's Army ) and the next units were recruited and mobilised in Poland.

In 1944-1945 the LWP consisted of 1st Army ( 1.AWP= 1. Armia Wojska Polskiego) assigned to the 1st Belarussian Front which fought at the Vistula bridgeheads 9-14 August 1944. On 14 September 1944 the 1.AWP units captured the right-bank Warsaw and some infantry units managed to cross Vistula to join the fighting on the west bank but they shared the fate of the insurgents, who surrendered on 2 October 1944. It wasn't until January 1945 that the 1.AWP took the remains of Warsaw. The 1.AWP also fought at Kolobrzeg (Kolberg), Gdansk (Danzig), the Oder crossings and finally, in April and May 1945 it fought in Battle for Berlin . The 2nd Army - 2.AWP (2. Armia Wojska Polskiego) was assigned to the 1st Ukrainian Front fighting at Wroclaw (Breslau) and Poznan (Posen) and also in Berlin as well and also took part in some of the liberation of Czechoslovakia.

The game OOB starts in May 1942 and represents Partisan forces up to July 1943 when the main "LWP" forces become available as well.

## Soviet Union OOB011



1930 to 1946

The expanded dates are for the hypothetical Allies vs. the USSR World War 3 scenario, or to invade the Japanese Northern islands.

Some of the companies are actually a platoon in game terms and all lumped in one formation. This is historically more realistic, and reflects the poor command and control of Soviet formations. There are also battalions provided which in SP terms are actually companies. These formations are also fragile for morale purposes, just one commander to try to rally himself and nine subordinates. Good formations for USSR 1941 then!

The T-34/76a model is defined as a heavy tank as it was only available in limited numbers in 40-41. Vast fleets of BT and T-26 were the chief tank forces then. Briefly! The Allied lend lease tanks are often classified as light tanks, these were usually deployed in quiet sectors as the Soviets did not think much of them. The only one they actually liked and asked for more of was the Vickers Valentine. The Lee/Grant earned the sobriquet 'the coffin for seven comrades'. Shermans were reasonably popular for exploitation usage - for their mechanical reliability, not their firepower.

Soviet light tanks (T-60 and T-70 for example) were not really much used for reconnaissance. They were mainly used for infantry close support in quiet sectors, freeing up the better tanks for elsewhere. When used alongside heavier stuff, they accompanied the SU-76 or KV series tanks in support of the infantry line. This is why their speed is not great, they were an auxiliary tank, which could be turned out in reasonable numbers by lesser engineering works (they used truck engines), not a speedy recce design. They usually only had 2 crewmen as well, so ROF is not great.

Early tank companies used the 7-tank organisation, later they were 10 tanks, but both coexisted. Also early on there were some independent tank platoons of heavies or T-34s added to units since the Soviets had read the wrong lessons from the Spanish Civil War, and broke their tanks up in penny packets rather than concentrating them in armoured formations.

The Soviet army is a mass army. Artillery is the Red God of War and has been since the days of the Tsars. Start with your artillery plan, and work from there. This army is one of the few that is not greatly troubled by German tank superiority, in fact at certain points this one has the superior armour This is the army that caused the German need for all these super tanks in any case! In addition, your medium tanks are noticeably faster than the opposition. Use this facility to make wide encirclements, or to shift your thrust rapidly from one point to another. Also recall that any Soviet tank is not fully dressed without its tank riders, so take SMG squads and use these in very close conjunction with the tanks, never more than a hex or 2 away if at all.

In the assault, by the end of the Great Patriotic War, the Soviet 'norms' for a breakthrough assault by an Army would be 200-300 guns, rocket launchers or mortars per kilometre of front. A kilometre is 20 hexes in SP. Tank and SPG density would be 70 to 85 per kilometre, and a rifle division's assault sector would be 1.2 to 2.5 kilometres. An Army level assault would be of this density across a 16 to 25 km frontage, and several armies of the Front would attack simultaneously on axes about 20 to 40 km apart.

Always buy hordes of riflemen, they are cheap and cheerful. Recall Stalin's dictum 'Quantity has a quality all of its own'. Where you would use a company in other armies, use a battalion. Advance this mob, with a few KV or other heavies in support behind a creeping barrage. Keep the barrage up continuously, just adjust the guns forward 2 or 3 hexes per shift (select the gun on the barrage dialogue, and hit the HE icon, it targets its last adjustment at low delay so there is not a long wait. Then use the Adjust Fire button to shift 2 or 3 hexes if required. This is how to do a 'creeping barrage' in SP without the lengthy delays. Think of it as a preplanned fire program). Be prepared to keep close behind your barrage, and accept some friendly fires. (The British term for this is 'leaning on the barrage' and like the Soviets, they were prepared to lose a few for the advantages gained arriving quickly on the position while the enemy is still naturalised by the bombardment).

This main force of infantry, heavy tanks and the accompanying barrage is your 'Hammer'. At the same time, use the fast tanks (BT or T-34) to outflank if you can and as deep as you can. This is the 'Sickle' of Soviet tactics. Once in the rear, the Sickle can become the anvil for the hammer, or itself drive forwards as the Hammer, the main force becoming the new Anvil. Either way, the idea is to get the enemy between a rock and a hard place. Part or all of the outflanking Sickle (and you can also double envelop if the German keeps his force too tightly concentrated. This is wonderful as it also helps with the artillery pounding!) once in the rear can break off and act as an Operational Manoeuvre Group. The task of this detachment is to sweep up the rear area soft targets, headquarters, supply, and above all artillery. Naturally, the entire Sickle force could perform this function before shifting its axis back into the rear of the enemy fighting positions.

The problem for the Soviets was that in the real world, it was difficult to synchronise their forces to this extent. Execution was often therefore less than the ideal. But SP has no real Command and Control rules (yet), so you as a human player are in pretty much total control.

V5--More ATG/Infantry/Howitzer guns (famous "Rat's Tail" added), expanded artillery, pre-WWII expanded, expanded horse formations (artillery, Cossacks). Also the naming scheme changed from the 'German' (e.g. T34/76a) to the Soviet Mode (e.g. T-34/76 M1940).

V6 -- Expanded the Partisan unit variety, expanded the armour available and tweaked availability dates, expanded the variety of infantry, including the Worker's Militia and the Penal Battalions. More tank destroyers and tank-hunter formations.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



US Army OOB012

1930-1946

Mech. infantry 1942 organisation - only take the 37mm AT gun here; the 3-inch won't fit with the rest of the troops (the new light AT gun class should help here). The 1943 organisation separated the AT guns, but again 37mm were common, and at most use 57mm. These units have a lot of firepower, but dismount strength is low, best used for the delay mission. They are also very good for shoot and scoot mobile defence or as exploitation troops. This was their historic role, they are not meant for, and USA doctrine did not see them as, assault troops. The M2 60mm MMC is the correct fire support half-track, not the 81mm (now in its own class to ensure that only this one is used). The M2 60mm MMC has a limited lift capacity. It represents firing the mortar from the vehicle, common practice, and hence no dismounted mortar is provided. As a SP-Mortar it can fire indirect. The M3-MG half-track has extra crew to service the additional MGS, so does not have quite as much lift as the regular half-track so this one and the mortar half-track usually carry the smaller teams.

The USA had a strange idea at this time, the UK was not alone here, they called it the tank destroyer doctrine. Basically, tanks were seen as infantry support and for use in exploitation of a breakthrough with the mechanised infantry. Their job was not to take on enemy tanks, and special formations of tank destroyers were provided to perform this task. This would have been fine if the Germans had played by the same rules, but funnily enough they did not wait around for the tank destroyers to turn up, and their tanks did not ignore the American tanks either. The TD doctrine was way ahead of its time really but it needed anti tank helos to properly implement the concept, though the Hellcat is getting towards what a TD should really be. Use the nippy Hellcat to work the flanks of German armour, try not to get into a head to head slugfest! The M10 really had few advantages, not much speed or armour wise, and once the 76mm gun was available on regular tanks, little point in it. The M36 with its 90mm gun is however a very good SP AT gun, but too slow for the proper TD concept of mobility. TD units had a large scouting element of armoured cars, the TDs were not supposed to take on the enemy armour during the breakthrough, but to engage them in ambush tactics once the enemy tanks had burst through the lines. AT guns were also parts of the TD units, but received low priority, mobile AT capability was seen as more use.

The drawback to the TD concept was that the main battle tank was not seen as needing much anti tank capability, hence the moderate 75mm on the Shermans. It took a lot of pressure from the troops at the front end to convince the supply end to produce 76mm gunned tanks. And they had to fight to get a decent heavy as well. The Pershing arriving just in time, but would have been rather useful 6 months or a year earlier, which it could have been if the production side had not had such power. The Jumbo Sherman was some help, but again it was an initiative of the front line troops over the production moguls. There was a limited 76mm gun field modification of this, maybe 20 to 30 total produced in field workshops. Please do not take fleets of this one. It's only made available to human players. A couple or three Pershings were field modified with extra bolt on armour cut from destroyed panthers but not provided here. Too few to justify, we will leave these for scenario designers to manufacture in the editor if required.

American artillery was about the best in the world. In fact the series had been designed in the early 20s, but severe financial budget shortages meant that the new 105mm, 155mm, and 8 inchers were only put into production in the nick of time. But the same basic pieces are still in service today, a tribute to the Westervelt Board, set up in 1918. Before 1940, the US Artillery Park was almost entirely old ex-French and British WW1 stock. The 1940 models are available a bit too early, but in game terms a Schneider 155 is similar to a modern 155, however in a later release I may revisit the pre war guns.

The other strength of the US Army was in its air support. Use your air and artillery assets to counter the German armour superiority. Use the mobile troops to sweep up the mess left after they have done their job! If you do not have air support, drop artillery and smoke on the German heavy tanks, and either take them with infantry assault or bazookas, or sneak round the side with something 76mm armed and hit the weaker armour Panthers can be taken through the side by the short 75mm if lucky. But without the air, you will have to use skilful manoeuvre to deal with German tanks; you will not do well in a head to head. Try to tempt them into close country or towns and deal with them at close quarters with combined arms, tanks and infantry together, engineers with flame-throwers and so forth. Try to remove the accompanying German infantry to make this task easier. Light tanks like the Stuart may not look very good with only a 37mm gun even in 1945, but in actual fact these are very useful to support the infantry. They deal with German scout cars and half-tracks rather well, and skilfully used can duel with the lighter German SP-guns like the Marders. They can kill a Panther with a close range up the kilt shot - but only try it if you are feeling very lucky..

Notes for Version 4.0:

There have been many detail changes to the US Army OOB. The most obvious is the use of machine gun sections in them. This change was done to more accurately represent machine gun distribution in US infantry and heavy weapons companies. For players wanting three MGs in a section, the 50/30-cal combo unit is still available.

A similar change was done to 60mm mortars for reasons of transport within certain formations and ease of formation purchase. The 60mm mortars are now represented as single tubes with the appropriate quantity included in the various formations.

Formations have been restructured to more accurately reflect assigned vehicles and equipment. Some more combined arms formations (company teams) have been added with a varying mix of equipment. Entire troops of mechanised cavalry may now be purchased.

There are more varieties of M4 medium tanks available. Check out their statistics prior to purchase as they are not all the same! Some will be more economical to purchase but will be made of weaker armour. The new sub classes of AT guns should help keep the 'wrong' ones (like 76mm) out of mech inf and similar formations!.

US Army OB author for V 4.0 : Bill Wilson

V5 --Pre-WWII redone & expanded, all war years expanded, post-war expanded, many new units & formations of all description. US forces of the 1930s now have greater detail, including early half-tracks. Late-war recoilless rifles have been added, as well as self-propelled artillery pieces like the M40 HMC and T66 truck-mounted rockets. Armored infantry units now come in two guises - mounted (with MGs on the half-tracks), or dismounted (without half-tracks and machine-guns being carried on the ground). This idea was contributed by a gentleman who served as a MG non-commissioned officer in an armored infantry battalion of the US 8th Armored Division. US engineering assets now include bulldozers.

V6 -- Continued to tweak availability dates and provide more varied kit for all war periods.

V7 -- Expanded and refined the pre-war selections in armour and artillery, as well as infantry and cavalry. Tweaked the late-war kit, and also the post-war weaponry. More variety in infantry and aircraft -- lots of new loadouts for planes.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



**USMC** OOB013

1930-1946

The best infantry the Americans had, and naturally enough these guys were in the Navy!

Unlike the US Army who in this period saw the rifleman as the lowest of the low (and assigned the lowest draft categories to rifle units, enlisted and officer), the USMC turned that idea on its head completely. Everybody in the Corps was first and foremost a rifleman, whether he was a gunner, a pilot or a bottle washer. As many Japanese who got into the rear area of USMC units found, attacking the caterers and clerks was **not** the winning proposition it might have been when fighting against other organisations! The Marines are, were, and always have been right up at the top of the list when it comes to fighting prowess, up there with the Gurkhas, Highlanders, Legionnaires et al. Their personnel guys were better aware of keeping up unit cohesion as well, so replacements would often return to their units after an absence due to injury or whatever. So they had a form of the rest of the world's 'regimental' system whereby you 'belonged' to some particular outfit, unlike the US Army where you were more of a commodity.

Morale and troop quality can be set quite high, but unfortunately your opponent is the Japanese in the main, and they should be high quality as well. Because they were part of the Navy, you get lots of carrier air support to play with, plus naval gunfire support and amphibious vehicles. There is a very pretty Devastator in the pre-war rig to play with! Some later squads have a flame-thrower or bazooka.

Fighting against the Japanese, anti armour is not high on the priority list; bazookas were mainly bunker busters. The 37mm gun has been redone with canister as a 'weapon slot' - this was a prime use for this weapon as close infantry support. There is no canister ammo in SP, so it has to be a separate 'weapon'. There are one man flame-thrower teams available as the 'Inf.-AT' class for those who want one.

Armour is scarce in an USMC force so your main strength is your riflemen. Historical TO&E for a Marine Division was one battalion of tanks throughout the War. This proportion would likely have grown if there had been fighting through the Japanese home islands. Some later tanks are provided for this scenario, but really you should stick to a few amphibians, flame-throwing tanks and the basic Stuarts and Sherman..

Remember that the USMC knew the value of the bomb and bayonet. They were more likely to go for the close assault than the US Army infantry who preferred to shoot the enemy off the objective if they could. USMC infantry doctrine is very similar to British. Fire is used to facilitate manoeuvre, and the point of manoeuvre is to get your men up close and personal to the enemy. This tends to settle the argument quickly, rather than wasting time in a pointless firefight.

V5--Some formations revised, some new units (recoilless rifles, pack howitzers). One very significant change is the addition of the late-war USMC rifle companies with organic MG platoon - very heavy firepower to meet entrenched and determined Japanese defenders. USMC flame-throwing tanks are now more accurately depicted, including the famous 'corkscrew and blowtorch' M4 POA-CWS-105-H5 which mounted a 105mm howitzer and a coaxial flame-thrower with a fuel capacity of no less than 290 gallons. USMC LVTs are now represented in more varieties, including a flame-throwing variant.

V6 -- More variety in infantry selection, including the Marine Paratroopers. More variety in weaponry, the Reising SMG and the Johnson LMG added, for example. Fire team units formations and formations added. The pre-war units rounded out a bit.

V7 -- Much more variety in troop selection, much more pre-war kit, obsolete kit and infantry selections for the early battles. This includes the 37mm infantry gun, 20mm anti-tank gun, the 1.1 inch AA gun, the Mk.I (Boyes) anti-tank rifle, and the F3F-2 Littlecat biplane -- just to name a few. Small unit Fire Support formations enhanced. Raider & Paratrooper formations enhanced, and airborne pack howitzers added.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



 **Chinese Communists** OOB014

1930-1946

When Sun Yat Sen declared the Republic of China on October 10, 1911, China embarked on 40 years of internal struggle and civil war. Warlords quickly took over sections of the country and ruled them as individual fiefdoms. In 1926, Chiang Kai Shek took control of the Kuomintang Party and the Army and he began a campaign to overthrow them. He was allied with the Communist Chinese until the conquest of Shanghai. By October 1928, the Communists and the Kuomintang were engaged in open warfare. From 1930 to 1934 the Kuomintang tried repeatedly to encircle Mao Zedong and his communists, driving them 6,000 miles to the Yen-an Province but he failed to destroy them.

With China embroiled in internal strife, Japan decided to advance on Manchuria in 1931. They easily conquered the province, installed Chinese Emperor Pu-Yi and renamed it Manchukuo. Chiang was caught between the communists and the Japanese, but focused on trying defeating his Chinese political rivals. In 1936 he was subjected to an abortive coup, which the Communists extricated him from in exchange for promises to fight the Japanese.

The Japanese attacked China on July 7, 1937 and Japanese troops and warships poured into China, attempting to occupy the five Western provinces and create another state like Manchukuo. They occupied Peking and Shanghai and in December 1937 they took Nanjing, the Kuomintang capital. Crowded with refugees, the Nationalists abandoned Nanjing to its fate at the hands of the Japanese. Over a period of six weeks, hundreds of thousands of Chinese were killed, women were raped, and the city sacked in what became known as the "Rape of Nanjing."

So, by 1939, as war started in Europe, China had been fighting a forgotten war for eight years. There had been more than 2 Million Chinese casualties as well as widespread disease and famine. The Japanese declared China conquered, but the reality was that neither side could gain an upper hand. Chiang distrusted the Communists, and sent his army against them as often as he attacked the Japanese.

The Chinese Communists drew up a program to fight the enemy on all fronts and prepare for a protracted war against the Japanese. This policy paved the way for anti-Japanese forces to penetrate deep behind enemy lines to mobilize the peasants and to launch guerrilla warfare. Anti-Japanese base areas and anti-Japanese governments were set up behind enemy lines. Armed forces and civilians in the base areas gradually became the main forces in fighting the Japanese.

However, the war turned into a stalemate and the armed forces and civilians behind enemy lines were engaged in a arduous struggle against the Japanese. This continued until 1945 when the Allied campaign against the Japanese culminated in the dropping of the Atomic bomb on the Japanese home islands and the Russia invasion of Manchuria broke the Japanese will to fight. It was Manchuria with captured Japanese equipment and an intact industrial base that allowed the Chinese communists to continue their fight against the Chinese Nationalist force and eventually win the civil war.

 **Australia and New Zealand** OOB015

1930-1946

This OB is mainly focussed on the Australian part of that pairing, the Kiwis being subsumed. Also focussed on the war with Japan, it is probably best to use the UK OB as a basis for desert fighting (or as allies providing the tanks).

AC1 Sentinel is a home produced tank with around 60 built, 50mm armour basis, 40mph, but governed to about 30mph. This was relegated to training roles, but one each of a 17 pdr and a twin 25 pdr version were made as prototypes. They are available to the human player only as a 'what-if'. They were put into production, as the UK could not guarantee tank supply. However in actuality the massive production facilities of the USA proved sufficient to cover their needs, mainly the Stuart and Grant models. It shows what a small country could produce, even with a limited industrial base.

Although there is armoured infantry, armoured cars etc., most of the fighting in New Guinea etc was an infantry affair, supported by Matildas in the main, along with Stuarts. Some Grants and a few Shermans became available later on. The Matilda Frog was a conversion using a flame-thrower instead of the 2 pdr.

You will also find the ANZAC A-20 has "Para-Frags" which were dropped from low flying aircraft and have much the same effect as the German SD-2 HE bomblets.

V5 -- New armour, air & naval units. New armour formations separately representative of Australia and New Zealand. Formation Information files to help choose correct armour for each Theatre of Operations, and also specific for Australia and New Zealand in those Theatres. Expanded Pacific Theatre formations. Expanded infantry formations. Citizen Military Force's formations added. Islander formations added. Independent Companies formation added..

V6 -- Australian Pacific forces enhanced and expanded. Availability dates tweaked thanks to Dallas Gavin.

For V7 -- Expanded New Zealand selections, including the New Zealand Home Front for hypothetical invasions of the New Zealand islands. Tweaked the Aussie CMF and the North African forces.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



Germany OOB016

1930 to 1946

The extra year is there to allow a what if the war lasted a bit longer phase, and so some of the more likely fancy projected kit that might have appeared, like the Panther II.

Early on the real tanks should be PzKw I and II's. Panzer III and IV numbers were very limited early on - you should fight France with many Skoda tanks and Panzer IIs as was the case in reality.

Germany was almost as entirely unprepared for WW2 as the allies; the German army and navy were working to a 1943 or 44 kick off. The annexing of Czechoslovakia meant they took over one of Europe's chief armament industries and coincidentally they nearly doubled their tank strength, taking the first Pz38(t) right off the end of the production line. Not to mention that the severe and chronic artillery shortage was somewhat alleviated.

The invasion of Poland got the German armed forces into a war footing before they were actually ready for the game. Germany never had enough to go around, so this army has to be one of the most kleptomaniac ones ever seen. It was always, in other than the key SS and Panzer divisions, an amazing polyglot mix of kit.

As with the kaleidoscope collection of weaponry, there were any number of TOE charts for German units, most of which were in reality pure central command wish lists. Darned few started off on the official footing - many had more - but well under strength was more the rule, especially for units at the front. There are 2 panzer companies - a 17 tank and a 14. Both organisations were in use by both the Heer and the Waffen SS. A HQ of 2 and 3 4 or 5 tank platoons.

Half-tracks - the heavy half-tracks with weapons are subclassed so only the one per platoon with 37mm or 28mm gun can be selected. The light half-track carries only a half squad, so is in the utility vehicle section- carry scouts or HQ units in these only.

There are SdKfz 251 half-tracks with box mounted rockets - one has flame rockets. (NOTE: These 251 Ht's with rockets have a MINIMUM and MAXIMUM range. If you find that they cannot be targeted you will have to move them until they can be fired. The acceptable indirect band is quite narrow.)

The Sturmteiger is SP-artillery, so it can fire indirect if desired, but slowly. They are better fired over open sights at close ranges.

The later 15cm sIG has a HEAT round - towed or tracked mounts. The 15cm gun is one of your best grunt-removers, and the USSR AI quite likes grunts (hint!).

Tanks with the NbW92 have multiple smoke dischargers. It could throw a HE grenade shower as well.

The Panther Uhu (Eagle Owl) has night fighting gear - in reality a receptor for IR light from a searchlight on a separate half-track, but beyond the SP game mechanics. Some later what-if tanks have IR as well, but the Uhu was pretty much the only real combat use of night aided vision.

Some later German planes have SD-2HE and SD-4AT bomblets. The SD-2 were 2kg anti-personal bombs and the SD-4 were 4kg hollow charge Antitank bombs carried in boxes mounted under the wing and dropped a hundred or so at a time. In SPWW2 the SD-2 have been set up to provide a high HE kill against infantry with very little effect on armour. The SD-4 has high HE penetration values against armour but very low HE kill so these will have little or no effect on infantry. Make sure you drop the correct bombs on the correct target. Remember: SD-2 HE for infantry, SD-4AT for tanks. The best uses for these is to wait until your opponent has bunched up then bring in the bomblet-carrying plane.

The amphibian tanks are added really for fun, for Sealion. In reality, they ran on the bottom on their tracks with an air float above. SP thinks they can swim and so fire, but then it does this for the DD tank as well. However, these could be a nasty surprise on a map with a lake or large river.

Early PzKw IV's are classed as close support tanks, same as Stugs. The Pz IV was the close support tank to Pz III and really only became the main battle tank when the PzKw III turret ring was too small for long 75mm cannon.

The 3-gun light flak section is really for battalion 20mm AA guns. The 2 gun section and 4 gun battery organisation is for medium flak - 37mm, and Vierlings.

German SPA has low ammo loads so if used you should consider ammunition carriers as well.

There is a what-if ATGM from June 1945 on. It is the only ATGM in the game

OB rewritten by Claus Bonnesen and Helge Bertram for version 4.0 .

V5-- Pre-WW2 and Late War have been expanded. Recoiless rifles have been added. Panzergrenadier formations have been revised. Luftwaffe ground troops, bicycle troops, police units & more have been added. More armour has been added, and existing armour modified to be a better historical representation. More air units added, more diverse defensive units added, and more commonly used captured equipment added

V6 - OB refined and several new units added. Formations revised, picklist tweaked.

V7 -- lots of new units, new weapons, new formations and new loadouts for planes. Proper Mountain troops and separate ski troops are now available. Expanded choices for the reserve, security, police, SS, Volksgrenadier, Volksturm

and Ost units are available. More variety in anti-tank weaponry. Much more variety in captured kit. More precision in formation organization. A near-complete set of vehicles in all their various colourful glory -- early war grey, late-war camo, desert tan and desert camo, winter white and winter camo. The vehicles will appear in the correct paint job in the correct time period. Special attention was given to the armoured vehicles. Soft-skinned trucks and such received some variety in paint, but not as much -- desert tan and winter white along with the standard German grey.

NOTE: the German flags in the 1930 - 1935 era of WinSPww2 reflect historical usage. The Weimar republic used the same flag design as Germany does now. When the Nazi's took power they did not immediately change the German flag to the Nazi party Hakenkreuzfahne but instead adopted the Black, White and Red Imperial banner that had been used between 1871 and 1918 **AND** the swastika flag as as co-national flags. In game terms from January 1930 until after the March 1933 elections the familiar Black, Red and Gold German flag appears in the game. In April 1933 the flag changes to the old imperial banner and then in September 1935 the swastika flag appears as the national flag.



**PLEASE NOTE:** The game defaults to the historical flags used by all nations during the Second World War.

HOWEVER ....

If you do not want to display the historic German Flag from WWII in this game for personal reasons or to satisfy the requirements of German Law then **\*\*COPY\*\*** the three .SHP files found in the folder WinSPWW2\Game\_Data\Graphics\German\_Cross into the WinSPWW2\Game Data\Graphics folder and the Swastika will be replaced by a plain cross 

If you wish to **RESTORE** the historic German Swastika Flag once again copy ( not move! ) the files from the folder WinSPWW2\Game\_Data\Graphics\Swastika Flags to WinSPWW2\Game\_Data\Graphics and this will restore the historic German Flag used in WW2

**PLEASE REMEMBER:** Do NOT "move" these files. **Copy them only.**

For WinSPWW2 new database checking utilities were used to find and correct OOB errors. A slightly expanded. selection of units.

For WinSPWW2v8 ( 2015 ) the German OOB is now full for weapons and units

 **India** OOB018

1930-1946

This covers the British Imperial forces from Palestine through India to Hong Kong. Its mainly for Slim's 'Forgotten Army', who actually inflicted more casualties to the Japanese than the entire USMC Pacific Island hopping campaign. XIV Army to be precise.

Soldiers of this army could have been British, (mainly) Indian, Chinese, Burmese, East or West African, Gurkha, Karen, Naga or Kachin, to name a few. Basically a British Army variant, it was poor off for equipment, mostly receiving obsolescent stuff. Most mediums would be Lee/Grants, and by 1945, a few Shermans. A battalion or so of Churchills was shipped out just too late for the war against Japan.

V5 --New air, infantry and armour units. Many new pre-war, post-war and early war units.

V6 -- New artillery and cavalry units, tweaked availability dates

V7 -- No more generic weaponry -- Mills Bombs, Hawkins Mines, etc. A slightly expanded. selection of units.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



### **Bulgaria** OOB019

1930-1946

This small nation is there for completeness. Post war it is there as a Soviet Ally for the WW3 "what-if". Mainly involved in the Balkans, this army is likely mainly to interest scenario designers.

About the only claim to fame for this nation in WW2 is that it managed the feat of being jointly at war with both the Allies and the Axis, if only for a short while!

V5 --completely redone, expanded to include 1930-1949, new armour, new infantry, new artillery, new planes.

V6 -- Special thanks to Dimitar Boykov for his contributions to enhance the date availability of units, formation organization and variety of units. Partisan forces added, and pre-war forces made more accurate.

For V7 Enhanced the Partisan forces, and fleshed out the late-war forces as well as the pre-war & post-war forces.



### **Yugoslavia** OOB020

1930-1946

This OB covers the Yugoslav nation, and then the various partisan factions of the area.

Yugoslavia entered the war in the spring of 1941 when it was invaded by German, Italian and Bulgarian forces. Hitler wanted to bail out Mussolini against Greece, and Yugoslavia, resistant to the use of its soil for German offensive operations against Greece, stood in the way. The Yugoslav army was defeated in 20 days, with light losses for the Axis. Thereafter, it was partitioned, and an armed resistance struggle continued until liberation by the Russians in 1944.

The Yugoslav army had a handful of purchased French tanks, including the FT-17, and the more modern R-35, which was a match for the German Pz II still in use at the time. After occupation had started, they relied mostly on captured Italian and German equipment. The use of German Armoured cars and Italian tankettes was truly rare, as vehicles were not suitable for a partisan campaign. After the war, Yugoslavia received considerable quantities of Soviet and some western equipment.

Updated for 4.0 by Boris Ajdukovic.

V5--Completely redone and expanded through all years 1930-1946, Royal/Communists/Cetniks/Ustase units and formations included, new tanks, infantry & planes.

V6 -- More variety added: Stuart funnies, Royal Army kit, all factions finetuned.

V7 -- Finetuned the selection and variety.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



### **Nationalist China** OOB021

1930-1946

Although the nationalist flag is used, this OOB also covers the Chinese Warlords ( The Communists have been given their own OOB).The expanded date range is set up to accommodate this hypothetical. The AI pick will default to Nationalist forces, so you will have to pick for the AI if you want the AI to have Warlord forces.

Early on, the Chinese warlords had a lot of equipment from German sources, and around 1937 weapons from the USSR. Later on, the Nationalist Chinese were supplied with Western gear. All used captured or abandoned Japanese hardware when available.

V5 -- China was completely redone and expanded through all years from 1930-1949, Communist/Warlord/KMT units and formations for all years, many new units, expanded artillery, armour, infantry and air, militia formations for all three factions.

V6 -- Expanded and enhanced the variety of obsolete kit available, as well as the new kit made available from Lend-Lease Flying the Hump from Burma into China.

V7 -- More pre-WWII variety for KMT, Communists and Warlords for their own struggles against each other and against the Japanese. KMT Commandos included.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors. Communist China split off into it's own OOB



### **Belgium** OOB027

1930-1946

The Belgian OB is primarily there to cover the battles of 1940, but has been expanded to cover the entire 1930 - 1946 period.

### 1930-1940 - Belgian Army:

Primarily an infantry army, the Belgians had by the late 1930s motorised their cavalry and parts of the heavy Corps artillery. The infantry divisions still relied primarily on horse and foot. The Chasseur Ardennais divisions relied on bicycle transport but their artillery were partly motorised

In the 1930s, the Belgian Army still operated the French FT-17 light tanks acquired shortly after World War I, but by 1935 they had been turned over to the Gendarmerie and were phased out of service from 1938. They have been retained in the Belgian OB until 6/40 as "Obsolete Tanks" on the assumption that some remained in storage until then. The replacement for the FT-17 was the French ACG-1, but only 12 were acquired in 1937/38. Instead, the Belgian Army relied on light tanks and tank-destroyers based on various Carden-Lloyd designs.

The T.15 was a light tank with a fully rotating turret mounting a Hotchkiss 13.2mm machine-gun and used for reconnaissance in the Cavalry and Ardennais divisions.

The T.13B2 was a tank-destroyer with a semi-rotating turret facing to the rear. The T.13B3 had a fully rotating turret and thus had all the characteristics of a light tank. Both vehicles were armed with a Belgian 47mm gun.

For motor transport, the Belgian Army relied on locally produced trucks with Ford and GMC as the primary suppliers. Sidecar Motorcycles came from the Belgian companies of FN, Gillet and Sarolea. FN also produced a vehicle unique to the Belgian Army, the FN Tricar, a 3-wheel utility vehicle found in many different versions, including an anti-aircraft version. Another unique vehicle was an armoured 1-ton Ford truck with 4-wheel drive courtesy of Marmon-Herrington.

In the mid 1930s, Belgium also acquired a number of small tracked "Utility Tractors" from Britain. These were among other things, used to tow the 47mm AT-guns.

In the artillery, the Belgian Army also relied heavily on domestic production, among which were a wheeled 76mm mortar and a 47mm anti-tank gun.

### 1940-1941 - Belgian Forces in Congo:

After the defeat in Europe, Force Publique of the Belgian Congo raised 3 battalions to fight against the Italians in Ethiopia and Sudan. These forces were not lavishly equipped and relied primarily on horse and foot for transport. We have retained some medium artillery, motor vehicles and light tanks for the Belgian Army of this period to give the player more options, but these items are probably not historical for the Belgian Forces in Congo.

The Belgian Forces were employed against the Italians and accepted the surrender of Italian forces in Gallo Sidano in July 1941. Other contingents served in Nigeria and Palestine.

### 1942-1945 - Belgian Forces operating from Britain:

Soon after the defeat in 1940, a small Belgian force was raised in Britain. Over the years, it grew to brigade strength and landed in Normandy in August 1944. Using British equipment, they had no armour, except some armoured cars, so we have included some British armour formations in the Belgian OB for this period.

Note also the Belgian Special forces in the form of Commando (Cdo) units representing the Belgian troop of 10th Inter-Allied Commando that fought in Italy in 1943, in Yugoslavia in 1944 and later in Western Europe. These units also represent the Belgian Parachute company of the British SAS that was dropped in Europe in 1944 making sabotage actions and doing reconnaissance for the invading allied forces during their drive through Northern France and Belgium.

As the allied forces approached Belgium, units of the Armee Secreté (AS) assisted and later formed the core of the so-called Fusilier units, locally raised militia that did guard duties in Belgium after the liberation but also became involved in the fighting, most notably in the Ardennes in the winter 1944/45. The Fusilier units served with all the allied forces in Belgium including Canadian, British and US.

### 1946 - Belgian Army:

Post-war Belgium units primarily armed with British equipment.

Version 4.0 rewrite by Claus Bonnesen, with special thanks to Bill Wilson and Bernard Bloock for data provided on Belgian forces.

V5-- Expanded colonial/Post-Occupation forces.

V6 -- Tweaked availability dates and added variety to infantry, et al.

V7 -- Finetuned the selections, revisited the Armour selections throughout all years and tweaked availability dates and unit ratings.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



**Netherlands** OOB028

1930-1946

This description Rewritten for the V5 revamp of the OOB.

Dutch armour at home consisted of 12 Landsverk (Swedish) L-180 and 12 L-181, called M36 and M38. The 12 M36 formed the 1e Eskadron Panserwagens, the M38s the 2e. 12 DAF PT3 armoured cars, termed M39 were just entering service. They may have been ready or captured part fitted out. They would likely have formed the 3e Eskadron. There were about 2 FT-17 and perhaps 5 Carden-Loyd Mk IV tankettes available - there is a special formation for these '2 FT-17/5 CL Max' - to remind you not to fleet buy the things. It is doubtful if these antiques were actually runners by that time, in any case. The tankettes were called Poema, Jaguar, Panter, Luipaard and Lynx, for the trivia mongers out there, their unit was called the 'Yellow Riders'. Dutch escapees fought with the British in both European and SE Asia, though her main contribution was in naval units of excellent quality.

In v5 the Netherlands has been redone to include the Netherlands East Indies forces (KNIL) from 1930 through 1949. The Home forces have also been further detailed through the entire period covered by SPWW2. Necessarily there are "gaps" in the Netherlands OOB when there are not many new units available. This is to reflect the actual events of World War II. Nevertheless, a Long Campaign with the Netherlands forces is possible. The Player just has to remain cognisant that is definitely a "What-If" situation where the premise is: what if you controlled a Netherlands Division\Battalion\Regiment that did not capitulate, and continued to fight aggressively throughout the War?

The Home forces were defeated in 5/40, and were involved mainly in air and naval operations from then until 6/44. New Home forces will become available slowly during this period, just as they were actually formed, organised and outfitted in Great Britain during the War. You, as Player, have them available as soon as they are organised even though many did not see action for quite some time, and some equipment that was assigned ended up being reassigned out before any historical combat took place.

The Netherlands East Indies forces (KNIL) capitulated in 3/42, though scattered colonial forces resisted throughout the war. These forces, like in the Home front, were mainly air and naval units. However, the KNIL did have some land-based units ready to fight throughout the War years -- Reserves, Militia and Volunteers for the most part. The KNIL also always had a small reserve force in the other Dutch colonial possessions. These other colonial reserves were small, and had outdated equipment, but they were there and are available to the Player in the form of machine gun, artillery and similar units. Even though certain units are always available throughout the War years, if playing a

Netherlands Long Campaign the Player must be aware of, and plan for, the lack of diverse reinforcements available for much of the War. This may mean the many Dutch vessels that kept supplies moving to all the Allied land troops in all Theatres. Luckily for the player the Dutch Marines are always available on both fronts. There were not unlimited amounts of Marines, but they did man the many Dutch vessels that kept supplies moving to all the Allied land troops in all Theatres.

Both the Home forces and the KNIL are continued to 1949. The Home forces are there for possible WWII What-If scenarios, and the KNIL forces are there for Indonesian War scenarios.

V6 -- Expanded variety and finetuned availability dates, especially for KNIL and post-War.

V7 -- Finetuned pre-War kit, KNIL kit and infantry selection.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



## Norway OOB029

1930-1946

This small nation was invaded in 1940. This OB covers the Norwegian army of that period, together with the Allied expeditionary force of French and British troops sent to aid them (disastrously). The latter included some Polish forces, but whether as part of the French or British contingents are unknown. It then covers the resistance to the Nazi occupation. The French sent two independent tank companies to the fighting. A special unit is allowed for the British - this is mainly for scenarios - HMS Warspite. The British Gladiators whom operated off a frozen lake are also included. Fleet Air Arm Skuas etc are not, as they were used primarily for anti shipping missions. The Hurricanes are not included either as they fought air-air only in this campaign.

Version 4.0. OB rewritten by Tony Engelsen and John Turesson with additional help from Arne Bowit, and a special thanks to Roger Mårtenson and his site at <http://hem.fyrlistorg.com/robertm/norge>

Following the end of the Norwegian campaign, the government-in-exile set up a training camp in Scotland with the purpose of building a force that would be ready for a future liberation of Norway. Called "Den Norske Brigaden i Skottland", it would eventually consist of 3 mountain infantry companies, one artillery battalion and one reconnaissance squadron. Other units included a parachute company, an SOE company and a troop with the 10th "Inter-Allied" Commando.

The resistance movement "Milorg" was formed in occupied Norway in order to conduct sabotage, gather intelligence and to operate behind enemy lines as partisans in case of an allied invasion. In 1945 it totalled 40000 men armed with weapons hidden away in 1940 or supplied by the British through parachute drops. A trawler has been included to simulate the SOE organised "Shetland Bus" which were used to ferry agents and saboteurs into the country.

The post-war army was organised with help from the British and used a lot of equipment supplied by them. However because of troubles during armament purchase negotiations, a large portion of the equipment left behind by the Germans which had not been destroyed by the allied disarmament committee was pressed into service as well, some of which were used for several decades.

Swedish weapons originating from the police units, pre-war Norwegian types and ex-German booty material from various nations were also put into use. Some vehicle types were supplied by the US army, which in the early '50s stepped in as the major supplier of arms and equipment. This gave the army of the late '40s and early '50s a very motley appearance which is represented through the very varied equipment available for purchase in the game.

V5 -- revised & expanded units and formations

V6 -- greatly expanded the occupation years with both partisan units and Free Norwegian units based elsewhere. From 1940 until the end of WWII, seven thousand Norwegian men and women served in The Norwegian Brigade in Scotland.

In addition to the Norwegian Brigade there was also the "Norwegian Company Iceland," the "The Jan Mayen Garrison," the "Norwegian Detachment No. 1 - South Georgia," and the "The Svalbard Garrison." All of those Free Norwegian Units can be simulated with the new units and formations added to this version.

V7 -- Finetuned the selection through all years.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors

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## Canada OOB030

1930-1946

More than one million Canadians served in uniform during WW2 out of a population of only 11.5 million. Canadian troops were sent to France in 1940 and were landed but quickly withdrawn once the true nature of the unfolding debacle was realised, following the tragedies of Hong Kong (December 1941) and Dieppe (August 1942), Canada's army distinguished itself in Sicily (July-August 1943), Italy (September 1943 to February 1945), and the invasion and campaign in Normandy (June 6 - August 22, 1944), and throughout the campaign to liberate northwest Europe until victory in May 1945. The RCAF also operated the Canada-based British Commonwealth Air Training Plan, which trained over 131,000 Commonwealth and Allied aircrew to carry the war into Germany and German-held territory.

This is a British OOB variant, with its own little peculiarities. The Ram tank was a Canadian design, based upon the US Lee/Grant. However the Canadians did away with the clumsy sponson of this tank and went for a turret. This design helped with the genesis of the M4 Sherman - a cross-fertilisation of ideas between the design teams. Ram production took longer to get going, and so the Shermans overtook the design. Few Ram gun tanks saw service beyond training but Ram AOP tanks were used in Normandy and beyond. However the greatest use for this tank was that the chassis was used as an APC ( the Kangaroo ), and also the basis for the Sexton SP 25 pounder, which was produced in some numbers. The Ram Badger was a flame-thrower version of the Ram Kangaroo. The Canadian wasp carrier flame variant typically carried an extra crewman over the British version, and usually a 2-inch mortar.

V5 -- revised & expanded units and formations

V6 -- expanded the pre-War and post-War selection, and enhanced the Wartime selection and variety.

V7 -- finetuned availability dates and special forces units. Added the Pathfinders for Normandy. Expanded the pre-War selection a little.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors

# WINSPWW2



## Greece OOB031

1930-1946

This small nation fought the Italians off so well that the Germans had to invade the Balkans to pull their allies fingers out of the fire. The resulting campaign diverted many German divisions from Barbarossa, and resulted in the destruction of the paratroops in a Pyrrhic victory in Crete. More importantly, it delayed the planned kick-off of Barbarossa. The Greek diversion just may have cost Germany the entire war, as they did not quite reach Moscow in '41 due to the early onset of an exceptionally harsh winter.

British allies (Valentines and Matildas) are provided for the German invasion. A lot of captured Italian kit is there as well, from the previous successes. The OB is then a resistance force till post war, when it can act as a Western Ally, likely against Yugoslavia, Bulgaria etc - in the hypothetical WW3 vs. the USSR.

V5 -- Greece, completely redone, Pre/Post War expanded, all war years expanded, revised infantry formations, desert forces, The Sacred Squadron has been added, 3 partisan groups & a post-war guerilla group added, marine forces expanded, naval units added, more of everything. Greece is now fully capable of being played in a long campaign in a historical aspect. The Greek desert forces are fully represented for those wishing to game the Greeks at El Alamein or other North African battles. The Greek partisan groups are also highlighted throughout the years from the fall of Greece through to the installation of the Royalist government, and then the government and guerilla forces through to the end of the Greek Civil War in 1949

V6 -- Finetuned availability dates throughout all years, added variety throughout all years.

V7 -- Finetuned availability dates, re-did the mountain troops to be regular mountain troops instead of ski troops.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors

## Republican Spain OOB032

1930-39

For all the attention paid to WWII, both in history and in wargames, proportionally little has been given to the civil war in Spain. Far from being a "local conflict", the Spanish Civil War could easily be called the opening salvo of WWII. Fuelled by the conflicting ideologies of Fascism and Communism, it brought volunteers from over forty nations to fight for their respective beliefs. France, Germany, Italy and the USSR all committed substantial troops, arms or material. The war became a testing-ground for new weapons and tactics that would be replayed in only a few short years. Over 700,000 combatants and civilians would lose their lives in the bitter struggle.

Many varied units are reflected in the kit. Infantry ranges from militia and special police units who were the early defenders of the Republic, to the EPR (Popular Army) and the international volunteers. Weapons will reflect modern antitank and infantry guns, and turn-of-the century trench mortars and machine guns. Aircraft include the R-Z "Natasha" biplane bomber and the Soviet-made I-15 "Chatos". The Republican forces will be mainly an infantry affair. Tanks and aircraft were always in short supply; ammunition for artillery pieces was very scarce. This is all reflected in increased unit cost, decreased unit sizes and low ammunition load outs. Combat on the offence or defence will be bloody and bludgeoning. It should provide you some distinct contrast to the mechanisation and manoeuvre tactics found in the other SP series games.

V5 ---completely redone, Pre-SCW years included, many new units, all new formation design, International & Militia & EPR & Guardia Asaltos & Guardia Civil & Cavalry & Carabinero & Mountain & Marine & Engineer & Gudari & Catalan formations, many new planes and artillery. Help is gratefully acknowledged from Jordi Zamarreño, Benito Vera, Jaime Miguel and all the guys and gals at the Spanish Civil War mail list -- this is for you all to enjoy.

V6 -- Finetuned availability dates and added variety.

V7 -- More finetuning of availability dates and variety of units and formations.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



## Nationalist Spain OOB033

1936-1946

This OB becomes available in July 1936, with the beginning of the mutiny of Spanish troops, which led to the Spanish Civil War. It also includes lot of Italian and some German kit, and some captured from the Republicans.

From October 1941 through October 1943 the Division Azul (Blue Division, aka the 250th Infantry Division) Spanish forces fighting in the USSR on the German side are represented, as well as homeland forces. Spanish volunteers formed a whole German Infantry Division and an aircraft squadron -- both represented in the OOB. It was finally retreated back to Spain when it became obvious that the Axis countries would lose the war. Many Spanish volunteers continued to fight within other German units, however.

The Spanish Nationalist Forces consisted mostly of infantry. The Blue Division was an infantry division, so the only available armour are the assault guns, tank destroyers and armoured cars that were assigned to them.

The Trubia was a domestically produced Spanish tankette, which was intended as a replacement of the FT-17 tanks bought from France after WW1. A few were used on both sides during the early phase of the Civil War. The Verdeja was a project to domestically develop a tank, using many parts of the T-26 tanks used by the Republicans. The reason was the inferiority of the tanks delivered by the Germans and Italians in comparison to the Soviet built tanks on the Republican side. Only a few prototypes of the Verdeja were built, although trials showed its superiority over the T-26 and BT-5.

The Camion Blindado is an armoured truck. Such vehicles were used on both sides during the Civil War, equipped with MGS and mortars and with firing ports for the transported riflemen.

The Regulares Marroqui (also known as Fuerzas Regulares Indígenas; Moroccan Regulars) were the best units available to the Spanish Nationalists during the Civil War. These units also represent the infantry of the Spanish Foreign Legion (Tercio de Extranjeros), which were elite units as well. The other infantry squads represent the units of the regular army, the Guardia Civil (a paramilitary police force) and the Guardia Asaltos (paramilitary police storm troops; most fought for the Republicans), as well as the Carlist Requetés and the Falangists. The equipment of the squads differs a lot.

Also available are Italian squads of the Corpo di Truppe Volontarie.

V5 -- completely redone, Post-SCW years expanded, all new formation design, CTV & Militia & Regulares & Legion & Guardia Asaltos & Guardia Civil & Carabinero & Mountain & Cavalry & Engineer & Requetés & Falangista & FET y JONS & Division Azul formations, many new planes and artillery. Help is gratefully acknowledged from Jordi Zamarreño, Benito Vera, Jaime Miguel and all the guys and gals at the Spanish Civil War mail list -- this is for you all to enjoy.

V6 -- Fine tuned availability dates and variety of weaponry. Fine tuned unit selection for Division Azul.

V7 -- Tweaked the selection and variety of units and formations.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



## Italy OOB034

1930-1946

The Italians have been completely redone (**V4**) to cover the country for the entire two decades. In the early thirties we have the forces gradually becoming more diverse as the Italians geared up for their colonial expansion in the mid-thirties. Italy was on the move much earlier than the other countries. The Italians had begun their military expansion even before the 1930's began, and this new OOB displays this. Italy also incorporated many modern methods of warfare earlier than other countries, and their composition in the early-to-mid 1930's shows this. However, fighting in Spain and East Africa expended their meagre resources before WWII even began, and they fell far behind in the arms race as they struggled to patch together their depleted armed forces. When World War II was in full swing, they were still recovering from their previous expenditures of men and equipment.

The Italian military during WWII was always hobbled by the lack of equipment, ammo and men. While they had a wide variety of equipment overall, most times and places found them with woefully small quantities of essential armaments. Very often they faced tank assaults with little else besides rifles and raw courage, with all proper anti-tank weapons somewhere other than where they needed to be. Even when they did have the proper weapons, they were beset by lack of ammo or other supplies (like water), or lack of leadership. Too often leaders who spoke the truth about the military situation were replaced by political appointees who had no idea of military strategy. The lack of good leadership played a crucial role in the many defeats Italy suffered.

The Italian tanks were a product of a 1930's strategy: the use of small, quick tankettes to exploit holes in the enemy line and harass the rear elements. The L Series of tanks were designed to fight infantry that had little anti-tank capability, they were never meant to fight other tanks. Unfortunately, they were very often called upon to do just that -- to predictable results. The M Series suffered from lack of resources, lack of time and too much corruption in the government and economic sectors. By the time they fielded an adequate M Series tank, the momentum of the war was all on the Allied side. The lack of resources kept their only P Series (heavy tank) tank construction continually delayed until it no longer mattered. The P26/40 was three years behind schedule, and Italy was a divided country by the time it fired its first shot.

Without a reliable tank to use, the Italian forces turned to their Semovente (self-propelled) series, and used every conceivable self-propelled vehicle in every possible role. Semoventes as tanks, tank destroyers, self-propelled artillery, assault guns -- any role they could possibly fill, they did. It was much the same for every other piece of military, and civilian, machinery as well.

Throughout the war years of 1939-1943 the incredible mix of old, new and cobbled together equipment is well represented in the game. A Human Player will have the opportunity to pick from a vast assortment of equipment and formations. These diverse units and formations adequately encompass the breadth of Italian military diversity, and will give the player an opportunity to experience the rise of the Italian Empire as well as its demise. However, the AI Player is necessarily restricted to a generic representation of the general forces at large. There are many unit types represented that were very rare, and widespread use of these would seriously skew the historical basis of the game. So the AI is restricted from using such items.

Italian forces are covered in-depth for the Colonial Period (Libya & Somalia), the East African Campaign (in its entirety), Spanish Civil War, the North African Campaign, the Balkan Campaign, the Eastern Front, and the Italian Campaign itself. Attention was also paid to other campaigns the Italians participated in, such as The Battle of Britain, France (1940 & 1944) Central Africa, the Middle East and the Far East. The Black Shirts (CCNN, Camice Nere, GGFF, Giovanni Fascisti, Brigata Nere) are here as well, their presence almost as ubiquitous as it was in actuality.

Post-surrender (1943-1945) forces are included also. The OOB has had the RSI (Repubblica Sociale Italiana) split off into their own OOB so the units included after the armistice in September 1943 include the co-belligerent forces that fought for the allies and against the Germans for the period approx September 1943 - March 1944 mostly with Italian weapons. Then, until September 1944 it became known as "Corpo italiano di liberazione" (C.I.L) and British equipment starts to become more prevalent. From September 1944 until the end of 1945 the Italian army was know as "Gruppi di combattimento" In December of 1943, the liberated Italian army was fighting alongside their new allies

against the Germans. Monte Lungo, Monte Cassino and the liberation of Rome were some of the many battles in which the Italians participated. Italian partisans also managed to sidetrack over 200,000 Germans due to their resistance. In the beginning of 1944, the 185th Nembo Autonomous Parachute Unit was employed on the Gustav line and was involved in heavy fighting against seasoned German Units. Some of the heavier engagements were at Mainarde, Monte Marrone and Monte San Michele.

It should be noted that immediately after the surrender was a time of chaos. Many Italians just wanted to end the fighting, but the war raged all around them with Italians fighting the Axis, Italians fighting the Allies, and Italians fighting Italians. All through 1944 and until the war ended in Spring of 1945, Italians fought on both sides of some of the most fierce fighting the war would see. From Monte Cassino to the streets of Rome, Genoa and Florence, Italian soldiers fought and died for both sides. The war did not end for Italy when she surrendered.

Post 1945 is included for WWII scenarios with the Italians as an Allied country. Some few German weapons are included into the 1946-49 period, but are there only to represent that the military would have used whatever equipment was still functional.

Italy suffered most from a lack of resources and a lack of military generalship. The Italian forces, as Rommel (and many others) said, were continually asked to perform tasks they were not equipped to do. The outcomes were inevitable, and in most cases do not reflect badly on the individual soldier. You will find that is true in the game as well. The Italian equipment during 1941-43 is not up to the tasks at hand. It will take good strategy and excellent tactics to win -- things the Italian commanders of the day rarely had in adequate supply.

Version 4.0 Italian OB author : Edward R. Mortimer, with special thanks to Umberto Comella.

V5 -- expanded Colonial formations, expanded pre-WWII formations, expanded desert units and formations. Help is gratefully acknowledged from Umberto Comella, Arturo F.Lorioli, John Moher, Alessandro Bonanni and all the guys at the Italianisti mail list.

V6 -- Finetuned availability dates and rarity factors.

V7 -- Continued finetuning availability dates and rarity factors. Expanded variety of units and tweaked formation composition.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors. RSI units split and placed into their own OOB



**Finland** OOB035

1930-1946

This small country in Scandinavia fought no less than three wars between 1939 and 1944.

In the Winter War 1939/40 the Finns successfully defended their independence against the vastly superior Soviet army.

From 1941 till 1944 they fought their own Continuation War against the USSR, but without being really allied with Germany.

After signing the armistice treaty with Russia, they had to fight once more, that time the Lapland War against the German troops in northern Finland.

The Finnish armour troops were mostly equipped with captured Soviet kit, and later in the Continuation War they also received German tanks and assault guns. However, the available tanks are usually only mediocre, and very expensive.

The infantry however is excellent, and later in the war they get quite well equipped.

The most numerous tanks in Finnish service was the T-26, many of them were captured from the Russians during the Winter War and the first phase of the Continuation War. The models marked with a (+) are former OT-130 and OT-133 flame tanks which had their flame-throwers removed and were instead equipped with a DT bow MG. The T-26e is an up-gunned Vickers 6 ton tank.

All T-26 tanks were removed from service in July 1944, but had to be put back into service as the Germans ceased to deliver AFVs to Finns. They were badly outdated at this time, but no better equipment was available.

The BT-42 is a Finnish modification of captured Soviet BT-5 and BT-7 tanks; the 45mm gun was replaced with 4.5-inch field gun. It was a very unsuccessful design. The T-34/76a (Model 1940) tanks in Finnish service were not equipped with the 76.2mm L-11 tank gun like their Russian counterparts, but with the slightly stronger 76.2mm F-34 gun.

In 1942, Finland bought six Swedish Landsverk Anti II AA-tanks. These vehicles were basically a 40mm Bofors AA-gun mounted in an open-topped turret on a m/36 tank hull. They were used quite successfully to repulse air attacks against the Finnish armour units.

The Panzer IV and StuG III in Finnish service differed a bit from the tanks used in German service, e.g. the StuGs had their sideskirts removed and instead had additional armour plates at the front hull and logs at the sides of the superstructure.

V4. Special thanks to Sami Korhonen and Henry Koskinen

V5-- expanded and revised artillery. Special thanks to Henry Koskinen and Sami Korhonen.

V5.5 -- Special thanks to Jarkko Vihavainen for fine tuning aid.

V6 -- More finetuning of availability dates pre-War, Winter War, Continuation War and post-War

V7 -- Continued finetuning of units, dates and rarity factors. Standardised artillery ammunition loadouts.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



**Sweden** OOB036

1930-1946

Sweden managed to keep out of the Second World War through appeasement and good luck. Iron ore and ball bearings were exported to Germany until 1944. One reason Germany did not attack Sweden was that in case of attack, the iron ore mines would probably have been demolished. The miners political views were leftist and in military terms, a mining company is one big demolition unit.

The Swedish arms industry in 1938 had some world class designs. The strv m/38 was the world's first operational tank with torsion bar suspension, welded armour and advanced optics as well there was the Bofors 40 and 75 mm AA guns. This was largely due to German involvement. Germans owned the Swedish tank manufacturer Landsverk and Krupp was a minority shareholder in Bofors.

For example, Krupp designed 88mm AA guns where built by Bofors for the Dutch navy in 1922. As German rearmament increased, the use of Sweden as a proxy diminished. And when the War started the last Germans left and Sweden was on her own regarding "intellectual capital" and raw materials.

The budding aircraft industry had similar problems with American engineers and know-how, the lack of modern Aircraft-engines hampered the Airforce for most of the war. To convert workshops producing small batches of arms into volume industries took half of the war and to convert civilian industry to arms manufacturing took the same time. However, by the time quantity production started, the arms themselves were obsolete. The notable exception was machine guns and mortars where Ericsson telecom and Atlas (drilling equipment) quickly managed to transfer their production.

Basically there were three major organisational changes of the army during the period: 1937, 1941 and 1943. The 1937 org. was ordered in 1925 to be completed in '37 and the 1940 org ordered in 1937. In reality the 1937 org. was not completed until 1940 when some regiments had already started to convert to the 1941 org.

In 1940 the plan for 1941 was decided and implementation started immediate. The army was expanded by 100 % in number of divisions, this was achieved by cutting down the number of men in each squad from 12 to 10 and deleting a rifle company in each battalion plus training approximate 40 000 conscripts that had not been trained during the thirties. While 1941 expansion was implemented a new organisation was planned for the army, the 43 org. calling for more modern weapons to increase units firepower. Different organisations existed in parallel. In the game a large number of formations availability overlaps. I have added the year of implementation as a suffix to the formation name i.e. "Rifle Plt 41" and "Rifle Plt 43"

Thanks to Richard Areskough, Tomas Roth, Torleif Olsson, Stig Fransson, Ingolfur Bjorgvinsson and not the least Leif Höglund. Whose photos and knowledge of Swedish fortifications was very helpful

V7 -- Finetuning of units and formations.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



Czechoslovakia OOB037

1930-1946

This nation was formed after WW1 and the break-up of the Austro-Hungarian Empire.

This area had been the main armaments production of the Empire - the Skoda works in particular. Skoda armaments appear all over Europe - artillery (the Italian 100mm and 149mm are license built Skodas) and tanks in particular. Between the wars Skoda cars were highly regarded, not the butt of jokes they are here in the UK. Czechoslovakian armour designs appear in lots of other armies, chiefly of course, in the German. The Bren gun is based on a Czechoslovakian design and the name is an amalgamation of Brno and Enfield. It is still regarded as one of the best light machine guns ever produced. The BESA was based on a Czechoslovakian design as well, its early problems being due to poor training, not the inherent design.

The take-over of this country was a shabby affair. The Munich agreement gave Hitler the part of the country that had all the major fortresses, so that when he decided to take the rest it was merely a formality. Germany then gained one of Europe's main armaments manufactures, and sufficient modern tanks to equip 2 or 3 panzer divisions. They took over large artillery park and a good small arms supply as well. They also gained some major truck manufacturers - Germany was always chronically short of trucks during the war.

Recall, before you try this one as a German player in 38, that only a very few Pz IV and Pz III tanks were actually around then. Perhaps 100-150 Pz III and 20-40 Pz IV, the bulk of the tank fleet would be Pz II and Pz I. You don't get the 35(t) and 38(t) - these are on the other side! Forget the JPz I as well - that potent little 47mm gun is the Czechoslovakian PUV vz 36.

The LT34 is an early Skoda design the Germans do not seem to have taken up on the capture of the country - perhaps they used it as a training tank or gun tractor? The LT35 is the 35(t) and the LT 38 is naturally the 38(t). The Germans actually took the first production LT38s off the end of the assembly line. The ST39 was a projected design, and seems to be based on the design work done for the Hungarian Turan, this tank would have had the potent 47mm tank gun. There were a few clapped out FT-17s, and some light tankettes. The Tancic 34 is a 'Bren' type light carrier - an APC unit representing 2 of these has been provided; though any real mechanised infantry units would be unlikely.

If fighting against a German AI opponent with this army you will have to ignore its buying of Czechoslovakian tanks. Just imagine that they have had to turn captured ones round like both sides used the T-26 in the Spanish Civil War.

The Czech OB now reflects the historical dissolution of the Czech Republic in March 1939. After 3/39, the OOB ends and does not start up again until January 1942 when partisan forces start to become available

From 11/43 on, Czech units and formations are those of the Czech forces fighting with the Soviet Union and those of the post-war Czech government. Naturally, these units and formations are equipped and organised like their Soviet sponsors. The post-war units include certain German aircraft and armoured vehicle types that were still produced in the immediate post-war period.

The heaviest Czech fortresses are only available for the period 1/30 to 3/39. These are assumed to have been dismantled by the Germans upon their occupation of the remnant of Czechoslovakia. Regular bunkers and pillboxes are available after 3/39.

Version 4.0 - OB rewritten by Bill Wilson and extended to cover 1949.

V5 -- expanded and revised Pre, During & Post War units and formations

V6 -- Finetuning of availability dates and selection of units.

V7 -- Armour availability, ratings and formations finetuned. More variety added to unit selection.

Slovak forces removed and given their own OOB and new database checking utilities were used to find and correct OOB errors

1930-1946

This OB was rebuilt for version 4.0 by Zoltán Zajonskovsky (Kazan).

Hungary regained its long lasted freedom from Austria after the WWI. The freedom became bitter as the peace treaties in Versailles decided to divide up the former Austrian Empire. In reality they divided up Hungary only to form allied countries against the communist Soviet Union. After a communist take-over in 1919 the government decided to resist the unjust punishment by force. After a desperate fight the Red Army was defeated. The Treaty was signed in the palace of Trianon and sealed the fate of Hungary for the 20th century.

Hungary had hardly recovered from the loss of more than two-third of the country the second war approached. The economic crisis was added to the poor financial situation. The rearmament proceeded in secrecy like in Germany but the monetary and industrial problems could not provide enough resources. The foreign companies took advantage of the desperate Hungarian needs and raised the prices. Also the purchases were also political due to the approach to Italy and Germany. Many misjudged purchases occurred especially with the poor quality Italian planes. In 1937 the rearmament proceeded unconcealed, and several national designs were started. Hungary purchased Swiss (Solothurn), Swedish (Madsen, Landsverk) and Czech weapons and licence agreements along with the revival of the local military production.

The German politics used the lost territories as a bait to lure Hungary into an alliance. The two Vienna Treaties were given back territories from Slovakia and Rumania. This led to an even stronger hostility with Rumania. Further territories were taken back from Serbia with the German attack on Yugoslavia. The prime minister committed a suicide after Great Britain had recalled its ambassador from Hungary. The country hopelessly drifted toward the Axis side. The Government was extorted with the territories to send troops against the Soviet Union and to declare war on the Allies. However the High Command and the Governor sent only minimal troops to the front and many officers did not believe in the German efforts. Hence the Hungarian war effort was only a show for Germany. The troops sent to the front were highly trained and had the best equipment thus reducing the losses for a doubtful cause. The production and purchase of new equipment went slowly and the troops received German equipment to equip the 2nd Army in 1942. The 2nd Army was destroyed by the Soviet counter attack in January 1943. The German forces left the Hungarians alone and fled in panic. The loss of over 100000 men was a disaster. The year 1943 was spent with refilling the losses and the few troops on the front served as occupation forces. The local residents were mostly friendly with the Hungarians as they were not cruel and despising with them. In 1944 the Government started negotiations with the Allies and the Soviets for a possible breaking of alliance with Germany. However the Front reached the country, and the Rumanians changed sides and attacked Hungary and the German forces. The Hungarian peace attempt was revealed and Germany occupied Hungary. The Nazis, the Arrowcross took over the command. With the loss of Budapest after a battle as brutal as the siege of Stalingrad the war ended for Hungary. The new government declared war on Germany and many officers surrendered to the Soviets to save their men. However, still many troops fought on the German side to avoid being captured by the Soviets and planned to surrender to the western powers.

The Royal Hungarian Army (Magyar Kiralyi Honvedseg) was a well-trained and well-led infantry force, yet it lacked modern equipment. At the onset of Operation Barbarossa, the Hungarians fielded only 100 light L3/33 tankettes and 38M Toldi. The elite "Rapid Corps", a mechanised cavalry division had such a shortage of trucks, that horse and wagon transport was needed to move men and material on the advance. This lack of modern weaponry would plague the Hungarians throughout the War. The German equipment received were mainly obsolete or used. Most of them were in poor condition. These "presents" were mainly given on the front to recover losses. However, the troops managed to show the best performance out of their poor equipment and fought bravely against the overwhelming odds

With a mixed bunch of guns the artillery showed good performance, although their mobility was degraded by the shortage of prime movers.

The armoured vehicles that Hungary produced were licence built and modified ones. The unit encyclopaedia texts detail each vehicle.

The OB includes Mountain troops, Paratroops and even Marines. These were the Royal River Forces or the River Guard. Also their ships are included. The River Guard was a division, but the actual number of troops were about 2000, a size of a brigade. Hungary had six large patrol boats, all but one (which was underwent reconstruction) are represented. It can be represented with the Sopron if needed. A K.u.K. Monitor is also included as a what if and for Yugoslavian or Rumanian use. There are description texts on each ship with details.

The troops designated with SZU are fought on the Soviet side against the Germans

The SS troops were either the Hungarian SS troops or the Waffen SS troops temporarily under Hungarian control.

The Nyilas(ok) are the Nazi Arrowcross units which were rather a police force from irregulars.

V5.5-- revised and expanded Pre-war units and formations

V6 -- finetuning of weapon ratings, unit selection and formation design.

V7 -- tweaked armour availability dates and variety of units.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors

1930-1946

The Romanian Army of the late 1930's had become a military mess. The soldiers were poorly trained and equipped. Their commanding officers, which mainly came from upper-class families, flaunted their social status, further effecting morale. In September 1939, the Romanian government asked German military advisors to restructure the Army. Within two months, Romania became an Axis ally and by June 1941, the Romanian Army had become an effective fighting force. In time, Romania would field the largest of the Axis-Minor armies.

This was mainly an infantry army, and chronically short of artillery, AT guns, and armour. Almost all the Romanian armour came from Germany or war-booty. The late-war T34 addition reflects Soviet allotments once the Romanians declared war on Germany in late-1944.

A few new aircraft variants have been added, and include the Romanian produced I.A.R. series, Hs 129, and the Bloch MB 152.

V5-- greatly expanded, revised and upgraded through all years from 1930-1946, many new units and formations of all description.

V6 - continued the expansion of the OOB, adding and finetuning units, weapons and formations.

V7 - Finetuning of units and formations, addition of true mountain troops.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



Thailand OOB041

1930-1946

This is a quick synopsis of the important events in Thai history between 1930-1946 that pertain to the SPWW2 game, and some notes on Thai units. Thailand involvement in WWII is not a hot topic in the West, so this background primer on Thai military history may make playing the Thai forces more enjoyable, because it will make their role in the region clearer.

### The 1930's

Siam was the only country in the region that was not conquered by the European colonial powers. It managed that by having a strong and progressive military. Siam designed its military around a combination of French & British models in the 1920's, but migrated completely to the Japanese model by the mid-1930's. Its armaments in the 1930's were mostly British, with some French and an increasing percentage of Japanese arms as the years progressed. The Thai Air Force and Tank Corps were among the first and finest of such formations in Asia. In fact, the Royal Thai Air Force separated from the Army very early on, and was a distinct entity by WWII. The Royal Thai Air Force has always been a source of pride for their military. The Thai ground forces were highly trained and disciplined. The Thai command staff was well educated in military strategy.

There was, however, a divisive distrust between the Army and the Navy which led to both arms of the service preparing to fight each other. As a result, the Army acquired amphibious tanks specifically to use against the Thai Navy should it revolt. On the other hand, the Navy kept the Thai Marines completely divorced from any Army influence. Co-operation between the two was not unusual when there was a common enemy, but otherwise they were at odds.

By the 1930s many Siamese, especially in the military and commercial classes, were growing discontented with royal rule. This was due in part to The Great Depression, and uncertainty in the political circles which manifested as sackings of officials. In June 1932, during the reign of King Prajadhipok, a small group of Siamese military and political leaders organised a successful revolt against the government, until then an absolute monarchy. The insurgents, led by Pridi Phanomyong and Colonel Phibun Songgram, proclaimed a constitutional monarchy on June 27. Royalist opposition was finally overcome in October 1933. It was at this time that the King's Own Infantry became only a Ceremonial Guards Unit, and not an active combat unit. It remains in the game as a formation simply for the "What-If" defence of Bangkok -- which is the only reason the King's Own Infantry would have seen action after the end of 1932 (this is not the case for the other King's Own units, all of which remained the elite of their respective combat units).

Though most Siamese accepted the new constitution, they were less than happy with Pridi's economic reform proposals. In March 1935, King Prajadhipok abdicated in favour of his nephew, Prince Ananda Mahidol; Phibun became effective dictator, moving towards alliance with militarist Japan. He saw the survival of Siamese independence in the face of colonial encroachments of Britain, France and the Netherlands resting in mutual co-operation with the other major Asian power -- Japan. Siam invalidated all of its treaties with foreign nations in November 1936. Under the provisions of new treaties negotiated in the following year, the government obtained complete autonomy over its internal and external affairs. In 1938 Phibun changed the country's official name from Siam to Thailand.

### World War II

With Japanese encouragement and support, Phibun's government made demands on France, beginning in 1940, for the return of the territory ceded in and after 1893. The dispute erupted into The Franco-Thai War of 1940-1941, and was settled, with Japanese mediation, in May 1941. By the terms of the settlement, Thailand received about 54,000 sq. km (21,000 sq. mi) of territory, including part of western Cambodia and all of Laos west of the Mekong River. However, Japan used its position of power to wrest land and concessions from the French in Indochina, and force the Thais to accept much less than they had wanted. As a result, Phibun distrusted Japan, but was unable to secure US, British or French help.

In the course of the 18 months prior to Pearl Harbour and the Invasion of Thailand, the relative strengths of the opponents, and their designs for Thailand, had been made abundantly clear to Phibun and the Thai government. Political missions to Britain and the USA failed completely -- neither Western power consented to aid Thailand in any way to resist Japan, instead pinning their hopes on Thailand alone engaging Japan in a war that would keep the Japanese occupied until the Allies had dealt with Germany. Realising his country was being used as a pawn and fodder, Phibun engaged the Japanese in dialogue designed to save his country from being devastated.

On December 8, 1941 (7 December across the dateline in the United States), a few hours after the Japanese attack on Pearl Harbour, Phibun ordered his armed forces to cease all resistance against the Japanese. The order came after several bloody skirmishes with Japanese troops, skirmishes that cost the Japanese many hundreds of soldiers at the loss of several dozen Thai police and military personnel.

A few hours after the Japanese invaded from the sea, the British LtCol H. D. Moorhead (16 Punjab and 5/14 Punjab) -- belatedly executing Operation Matador -- crossed into Thailand from Malaya at 3 PM on the same day and was resisted by "Siamese armed constabulary" forces and regular troops for the next few days until the column withdrew.

Thailand bowed to the inevitable, salvaging what it could, and concluded an agreement by which it maintained its sovereignty at the cost of unrestricted Japanese movement and access to facilities.

On 21 December, with the Prince of Wales and Repulse sunk and the Japanese army advancing on Singapore, a formal treaty was signed in Bangkok at the Temple of the Emerald Buddha. In exchange for territorial concessions in Burma and Malaya, Thai troops accompanied Japanese forces into the Shan States, and on 25 January 1942 Thailand declared war on the United States and Britain. From this point Japan became Thailand's major arms supplier.

On 10 May 1942 the Thai "Phayap" (Northern) Army (MajGen Seri Roengrit (2nd, 3rd, and 4th Divisions, total of approx. 35,000 men) "launched an offensive" into Burma. The Thai would have moved earlier, but the Japanese did not need their assistance and did not want to complicate their own plans. MajGen Roengrit engaged the withdrawing Chinese 93rd Army, and on 26 May captured Kengtung near the Sino-Burmese border.

Phibun's pro-Japanese government, however, was overthrown in July 1944, after economic crisis and attacks by resistance groups loyal to Pridi; Pridi took over, and under his leadership considerable sympathy for the Allied cause began to develop among the Thai people. But changing sides took time, especially with the Japanese garrisoned throughout Thailand. Thailand sent military expeditions into Burma during 1944 & 1945 on behalf of the Japanese.

Thailand concluded a treaty with Great Britain and India in January 1946, renouncing, among other things, its claims to Malayan territory obtained during the war. Diplomatic relations with the United States were resumed in the same month. In November 1946 Thailand reached an agreement with France providing for the return to France of the territory obtained in 1941. Thailand was admitted to the UN on December 15, 1946, becoming the 55th member. Meanwhile, on June 9, 1946, King Ananda Mahidol had died under mysterious circumstances. Pridi was falsely accused of regicide and driven into exile. A regency was appointed to rule during the minority of his brother and successor, King Rama IX.

### Domestic Instability

On November 9, 1947, a military junta led by Phibun seized control of the government. Except for a brief interlude early in 1948, Phibun thereafter retained control of the government until 1957. His regime, essentially a dictatorship, based its foreign policy on maintaining close relations with the United States and Britain. King Rama IX assumed the throne on May 5, 1950. After the outbreak of the Korean War in June 1950, Thailand assigned approximately 4,000 men to the UN forces.

### Notes on Thailand's Forces in SPWW2

Thailand needed a strong military to resist the European colonial powers, and they were strong enough militarily (and wily enough politically) to deter any open aggression against them. In fact, all during WWII the Allies refused to invade Thailand for fear of mobilising the Thai military. Even though Thailand sat directly astride some of the most important strategic land in the region, the Allies never directed an offensive against the Thai borders. Japan's use of Thailand as a transportation route seriously hampered all Allied efforts in the China-Burma theatre. Japan's fear of a strong Thailand demanding equal representation kept led Japan to keep Thailand simmering throughout the war as

"garrison country." Japan never fully trusted Thailand, and the use of the Thai military until it was too late.

Thailand's military was mobilised as an efficient force throughout the 1930's. They had a strong Air Force that was founded during World War I, and they embraced the new tank warfare doctrines very early in the 1930's. In fact, they were the first country to design and deploy an AA-Tank. Because of their strong Air Force, they saw a need for a strong air defence, and invested in many AA weapons.

Because they were not engaged in any major expenditures of military assets during the period of 1930-1949, they retained much of their old equipment throughout the entire period. As an example, they still had WWI biplanes in service as recon planes as late as the mid-1950's.

As the Japanese feared a strong Thailand, the Thai military was not allowed to modernise while under Japan's control. After WWII it took some time before the Thais were allowed to freely buy arms from the Western Powers (instead buying arms from China). Therefore, throughout the 1940's Thailand's military, which was so advanced for the 1930's, was saddled by obsolete equipment. As the years progress through the 1940's, Thailand, though their equipment remains stable and as numerous as it ever was, becomes relatively weaker when compared to the active participants of the War -- all of whom were engaged in a serious arms race. Some Japanese tanks and tankettes are included in this OOB, but they should not be purchased in large quantities -- one company maximum for any engagement. I have not found what the exact numbers of Japanese armour available to the Thais was, but it was probably around 100 total.

The Thais acquitted themselves very well in the Franco-Thai War, both on the ground and in the air. They were surprised on the water and dealt a severe blow in the Sea Battle of Koh Chang, but otherwise they had many more successes than setbacks -- losing no ground while gaining territory all along the front. When Japan invaded, Thai military and police forces fought back fiercely until the official call from the Thai government came down to stop fighting and allow the Japanese forces to traverse the country. The surrender was a political one, and not effected because of a military defeat. In fact, of all the places Japan invaded in December of 1941, only at Prachuap Khiri Khan in Thailand were they stopped. From 1942 through 1945 Japan sporadically sent Thai forces into Burma and to the Chinese border to engage British, Indian, US & Chinese forces. The Thais performed well in several engagements against all opponents, realising their objectives in every instance.

The Thai army in 1941 comprised 44 battalions (each known as a "khong phan") of infantry, 13 groups of artillery, 9 squadrons of cavalry and an equal number of motorcycle troops, six battalions of engineers, three companies of tanks, one AA regiment equipped with 40mm weapons and a group of three AA companies armed with Bofors 75's. The armoured force included 20 medium Armstrong 6-tonners, 35 light Ford tanks, a dozen or so Vickers tanks of various models, 12 Vickers armoured cars and sundry other armoured cars, tractors and other vehicles.

Other Thai equipment, supplied by a variety of nations, was similarly aged. When mobilised the army amounted to some 50,000 troops organised into six military regions containing five infantry divisions. The air force had about 500 combat pilots flying a variety of aircraft from around the world, but from 1942 onwards they had more aircraft from Japan than from other countries.

For WinSPWW2 new database checking utilities were used to find and correct OOB errors



These are blank OOBs for designers to create their own armies. See the User Nations section [Below](#).

RED Is now a BALKANS partisan OOB. The OOB is populated with representative units so that it is usable from the start. It picks mainly infantry with rare use of tank units later on. It could be used, for example to write a special OOB for one of the Yugoslavian partisan bands, or as a Communist opponent to Greek nationalists, or just used as a generic partisan opponent when such is required (RSI vs Italian Communist partisans perhaps).

BLUE Is now a "Middle European" Fantasy OOB. It is intended for end users to overwrite with their own data. It is populated with a set of make-believe units in order to be usable from the start.

GREEN Is also a "Middle European" Fantasy OOB. It is populated with slightly different start units from BLUE.

BLUE and GREEN could be used, for example, as "Draka" OOBs, or the pair could be used for a fantasy "What if" as opponents, with your favourite tanks and your opponents favourite stuff sourced from various source OOBs, or for OOBs that are identical for "Military Chess". It is up to the end user to decide what to do with these. They may also be useful for say, a South American pairing in the 30's perhaps.

**National availability dates listing:**

1 Slovak Republic 9/1939-10/1943	21 Nationalist China 1/1930 12/1946
2 Poland 1/1930 12/1946	27 Belgium 1/1930 12/1946
3 Manchukuo 3/1932 - 10/1945	28 Netherlands 1/1930 12/1946
4 Italian Social Republic 10/1943 - 5/1945	29 Norway 1/1930 12/1946
5 Japan 1/1930 12/1946	30 Canada 1/1930 12/1946
6 France 1/1930 12/1946	31 Greece 1/1930 12/1946
7 Great Britain 1/1930 12/1946	32 Spanish Republic 1/1930 5/1939
8 Vichy France 6/1940 - 4/1943	33 Spain 7/1936 12/1946
9 Poland (LWP) 5/1942 12/1946	34 Italy 1/1930 12/1946
11 Russia 1/1930 12/1946	35 Finland 1/1930 12/1946
12 USA 1/1930 12/1946	36 Sweden 1/1930 12/1946
13 USMC 1/1930 12/1946	37 Czechoslovakia 1/1930 3/1939 & 1/1942-12/1946
14 Chinese Communists 1/1930 12/1946	38 Hungary 1/1930 12/1946
15 Australia/New Zealand 1/1930 12/1946	39 Romania 1/1930 12/1946
16 Germany 1/1930 12/1946	40 Green
18 India 1/1930 12/1946	41 Thailand 1/1930 12/1946

# WINSPWW2 Development History

(Windows, Steel Panthers , World War 2)



**A general overview of what is new** for those of you who have never played SP since Steel Panthers 1 / Steel Panthers 2

The following is a general list of improvements in WinSPMBT and WinSPWW2 as compared with the original SSI post war wargame Steel Panthers II : Modern Battles (SP2), as some players will not have experienced the changes in the SP2 game engine.

The artillery routine was completely revised and these changes were carried into WinSPWW2 and WinSPMBT right from the start. Your artillery fire now lands at the end of the enemy player turn, as opposed to SP2 where it landed at the end of your turn, thus allowing your opponent to rally away the suppressive effects. You can now take advantage of your artillery's neutralising effects properly. This means predicting where the enemy will be when the shells arrive is a much more challenging procedure than has been the case in the past. You will no longer be able to simply shift fire a hex or two and have your artillery land right after you press the end turn button. This is a **MUCH** fairer system for both sides and better reflects "reality" where orders from the front lines had to be passed on to the gun troop commander who then passed the correction onto the gun crews who then adjusted their fire to new co-ordinates. This was not something done in a minute or two and this new system reflects that. The change takes a game or two to get used to but once you have played this way you will agree it is a better system than what was in place in the past. As well, guns that have high turn delay ( such as .05 ) will deliver fewer shells on target than if the delay was .00

Expanded map size. SP2 maps were limited to a maximum of 80 hexes height and 100 width. WinSPWW2 and WinSPMBT maps can now go from a minimum of 20 hexes wide and 20 hexes high to up 160 hexes wide and 200 hexes high. ALL maps are fully playable in generated, campaign, PBEM or scenario based games. All deployment routines for units and victory hexes have been re-written to accommodate every map size. Campaign players now have the added bonus of pre-selecting map size before every game to allow them to tailor map sizes to fit their campaign core size.

Area fire can now be directed through smoke at reduced effectiveness and accuracy

Enhanced secure Play By E-Mail mode, this makes cheating rather more difficult than the original SP games, where an opponent could simply re load the turn and replay it as much as desired before returning this to you. We provide a non secure PBEM mode for those who do not need the encrypted secure mode.

You can now play scenarios against a human opponent in PBEM or in hot seat mode (handled like PBEM, but on the same PC), not just being limited to the AI.

Availability dates work on month as well, SP2 availability dates were by the whole year only.

Expanded OOB files, WinSPMBT and WinSPWW2 can have 999 units, and 999 formations in its database, SP2 was very much smaller than this, the expanded OOB size allows designers to produce a much richer palette of forces for you to command.

Expanded maximum units in a game. SP2 was limited to around 200 units per side, and about 49 formations. In campaigns, core size maximum was about 100 units. In WinSPww2 and WinSPMBT you can have up to 500 units per side, in up to 200 formations, and cores of 200. Thus much larger battles are possible.

Expanded unit classes. SP2 was limited to about 40 unit classes, WinSPww2 and WinSPMBT have 255. This enables OOB designers to assemble much richer OOBs, and to handle mixed formations much better.

Expanded terrain types. We have added mud, impassable to vehicles terrain, orchards, hedgerows, fire trenches, volcanic sand, railway and tramway terrain tiles. Fire trenches may be bought and laid out by the defender similarly to mines, dragons teeth and much more.

Expanded terrain heights. SP2 was only capable of maps of 3 terrain height levels. WinSPww2 and WinSPMBT maps can have 15 levels, 5 times more. Truly mountainous maps can now be generated, for example in Afghanistan.

Enhanced terrain map generation routines. We have nearly tripled the number of variables used in computer map generation compared with the original SP2 code. WinSPMBT and WinSPWW2 maps can be custom tailored with for example, tree lined roads, paddy fields inside bund walls, or to generate urban sprawl or villages, and a new town type of map intermediate between the old full map city grid and the villages.

Parachute drops and Gliders can be used for air landing of troops.

Many new unit classes allow richer OOB designs. Some specialist infantry classes have additional abilities in close combat, or in crossing impassable terrain, or are trained paratroops.

Formations may have morale and training bonuses both positive for above average troops, or negative for less elite groupings. Appropriate points cost modifiers are made here, unlike SP2 which charged the same points for a tank whether crewed by experience 60 conscripts or by experience level 90 veterans.

The unit information screens now show much more data than before, when purchasing units, you get to see the full ammo loadout, whereas in SP2, you were often in the dark as to how many missiles a TOW jeep carried for example. New armour information lets you cycle through the 3 armour types for vehicles, steel, anti HEAT and ERA ( for WinSPMBT only ), with the ERA values being current reflections as to how many charges remain on a face. Informational text is made available for units, and also at the formation level.

New cross attachment code lets you reorganise your companies, platoons can be moved under command of different company commanders. In campaigns, you can attach support troops bought for this mission under your core troop companies for the current battle. You can still attach individual units as with previous SP games, but we now ensure that the command unit cannot be attached away, leaving a 'phantom commander' as was the case in older versions of SP games.

More information about your troops is now available in the new headquarters and company details screens, for example which platoons belong to B company.

In campaigns, you can use your repair points as buy points to expand your core force. Therefore you do not require to buy lots of cheap armoured cars and trucks at campaign start in order to change these into useful units later on as in older SP series games.

You can set up user or historic long campaign difficulty levels, either making it easier by granting yourself more repair points, or less so as you wish.

Air parity is allowed now, just because you have been granted a few air strikes does not automatically mean your opponent has none as was the case in other SP games, he may have a few, or even a few more than yourself. You will always have to guard against the air threat, unless the opponent is completely bereft of air.

All fixed wing assets are off map assets, only helicopters are under hex by hex player control.

Units with smoke dischargers can pop these in response to enemy incoming fires. Units when fired on from the flank will often turn to face the firer, thus presenting thicker armour and/or locating previously unspotted firers.

Infantry when fired on can hit the ground, and possibly take cover perhaps even breaking LOS. Infantry can suffer from tank panic and flee from AFV if not equipped with AT weapons.

When infantry fight in the same hex, melee combat may occur, and some troops such as commandos and paratroops are better at this form of close combat. Sometimes in close quarters combat, troops especially if low morale or experience may be panicked and hence produce less accurate fire than would normally be the case.

The AI is considerably enhanced as compared with the SP2 version. It is not as objective obsessed, and will attempt to flank your entire position as well as bypassing round strong points. It is somewhat more cautious than the 'tin lemmings' of SP2!. The AI uses an adaptive purchase routine which uses points remaining and chance die rolls in buying its forces thus you will find enemy forces bought by the AI more varied than in SP2. The AI no longer assumes that if it is granted air strikes that its opponent will have no aircraft, so it buys AA assets even in this situation. The AI will use opening barrages in non assault games now, and it will often target the roads inside the human deployment area as human players tended to get into the habit of forming a traffic jam here against the old SP2 AI, which did not fire such missions. The AI will often plot interdiction missions on approach roads, bridges and cross-roads in no mans land as well, unlike previously. It also now knows about the smoke hexes that indirect fire of on map artillery leaves in SP series games, so will counterbattery your on map artillery assets more than you may have experienced in SP2 games. You will therefore have to learn shoot and scoot artillery tactics. It will now sometimes launch a patrol into enemy territory when defending, to locate your approach, or launch a spoiling counter attack. When defending, the new AI knows about the old human trick of running an end run along the top or bottom map edges, where the old SP2 AI would often not lay mines. The new AI will often lay edge of map mines, sometimes several layers deep. It now lays random individual mines or groups of mines on road hexes in its defended zone, and on bridges these may be backed up with a barrier (represented by a dragon tooth hex). The new AI knows that defending forwards when defending a river crossing is a good idea, it wants to shoot up those vulnerable rubber rafts now!. It will lay dragons teeth when defending a beachhead as well in some cases. In WinSPMBT, it knows about helicopter transport, it will use these in all battle types, not just when assaulting you, and it will try to get into the rear of your half of the map sometimes, even in a meeting engagement. If these transport helos are well armed, it will use them to cause annoyance to you as well whilst ammo remains. It may begin the game with SEAD strikes on your AAA systems. It may hold reserves, especially of attack helicopters and desant airmobile units to launch into the battle later on, perhaps to retake some objectives when the human player has moved on from these.

Expanded tools for scenario designers. Troops may be designated as reinforcements which arrive later, and this mechanism can be used e.g. for pop-up partisan units in certain scenario types. You can change the map side of the 2 players from the default game assigned setup. Scenario designers can set the various water variables for river crossing and beach assault missions. In Scripted Campaigns, pre determined auxiliary troops can be granted to the player,

and if desired these can be in fixed positions which can not alter on his deployment. Scenario designers can now add descriptive label text to hexes on the scenario map. As we now allow 125 waypoints to be plotted instead of the 10 of SP2, scenario designers are free to be more creative in setting up AI movement on map, for say patrol paths.

We provide the Mobhack windows based data editor. This allows the skilled end user to adjust unit, weapon and formation data to his liking (but incautious use of this may affect scenarios). SP2 of course provided no such utility.

## History

Steel Panthers : World War 2 © (SPWW2) is the successor to SP Camo Workshop's original conversion of the Strategic Simulations Inc (SSI) 1950 to 1999 modern game Steel Panthers 2 to a World War 2 time frame known as **SP2WW2**. **SP2WW2** was released December 1998 was a patched SP2 executable with a set of new OOB data files, new unit icon artwork and new scenarios by "Wild Bill's Raiders"

**SP2WW2** was such an outstanding success that SSI made the source code for the original SP2 game available to SP Camo Workshop for further development in early 1999. Version 2.0 onwards are therefore complete games, not patches to SP2.

**DOS SPWW2 Version 2.0**, based on the modified SSI SP2 source code was released on the 55th D-Day anniversary, June 6 1999. Over 50,000 downloads of the game were made.

**DOS SPWW2 Version 2.07** was released a few weeks later mainly to sort out some bugs with the Play By Email (PBEM) security.

**DOS SPWW2 Version 2.2** was released at the end of 1999.

**DOS SPWW2 Version 2.2b** was released a few weeks later to fix a couple of minor bugs.

**DOS SPWW2 Version 3.0** released in July of 2000 was the biggest change so far.

**DOS SPWW2 Version 4.0** was released in January of 2001.

**DOS SPWW2 Version 5.0** was released in November 2001.

**DOS SPWW2 Version 5.5** was released in June 2002.

**DOS SPWW2 Version 5.6** was released in Dec 2002

**DOS SPWW2 Version 6.0** was released in July 2003

**DOS SPWW2 Version 6 Supplement** aka **v6.01** was released in August 2003

**DOS SPWW2 Version 7.0** was released in June 2004

**DOS SPWW2 Version 7.01** was released July 2004

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**WinSPww2 version 1.0** was released May 2006

**WinSPww2 version 1.1** was released July 2006

**WinSPww2 version 2.0** was released March 2007

**WinSPww2 version 2.5** was released May 2007

**WinSPww2 version 3.0** was released April 2008

**WinSPww2 version 3.5** was released December 2008

**WinSPww2 version 4.0** was released December 2009

**WinSPww2 version 4.25** was released April 2010 mainly to correct problems with the basic PBEM security

**WinSPww2 version 4.5** was released March 2011

**WinSPww2 version 5.0** was released March 2012

**WinSPww2 version 1.0 - version 5.0 Consolidation patch** was released December 2012

**WinSPww2 version 6.0** was released April 2013

**WinSPww2 version 7.0** was released March 2014

**WinSPww2 version 6.0 - version 8.0 Consolidation patch** was released March 2015

**WinSPww2 version 6.0 - version 8.1 Consolidation patch**--was released May 2015

**WinSPww2 version 6.0 - version 9.0 Consolidation patch**--was released April 2016

**WinSPww2 version version 9.0 - version 10.01** --was released March 2017

**WinSPww2 version version 9.0 - version 11.0 Consolidation patch** - released March 2018

**WinSPww2 version version 9.0 - version 12.0 Consolidation patch** --**the current version**, released **March 2019**



## Release History

This section provides information on the changes to the game made over the past number of years with the latest changes first and the oldest last.

This game is now in it's Twenty First year with the release of WinSPWW2v12 bringing the total number of versions/upgrades of the game released to 33

*As usual we remind everyone that on going secure PBEM games  
WILL fail when a new patch is applied while they are being played.*

### WinSPWW2 version 9.0 - 12.0 Consolidation patch - Released March 2019

( the 2019 patch updates any version of winSPWW2 ver 9.0 and up to [Version 12.0](#) )

255 New Scenarios  
116 Revised Scenarios  
8 New Campaigns  
8 Revised Campaigns  
20 New or Revised maps  
402 New or Revised OOB Photos  
36 Updated OOB files  
935 New or Revised vehicle / aircraft Icons  
304 New or Revised Encyclopaedia Text file  
1 revised sound file

- Campaign games – If your core force is extremely large, then the only way the AI will be able to have sufficient points is to be the delayer or defender. Therefore the human player will see more assault and advance missions in this case.
- Planes which crash off map should now show the entire points value for the aircraft, not the damage at the point it was shot down.
- Random games will generate fewer low visibility conditions than before.

- A code quirk, some might call it a bug, that allowed players, particularly PBEM players, the ability to Z-Fire or X- Smoke into a hex with on map artillery then go to the bombardment menu and get a 0.1 delay for a full bombardment has been eliminated. It is no longer possible to do that and a side benefit for some players, but perhaps not to the players who loved to do "recon by Z-fire", is that it is no longer possible to Z-fire into a hex then repeat, repeat, repeat using the F key. Every Z fire now needs to be done individually because after a Z-fire the process is now reset to zero after each Z-Fire so that hex cannot be used to circumvent the artillery bombardment routine delay.
- Vehicles will now show drop shadow on paved road. They didn't for years. Now they do.
- **14** scenarios that Don Lazov resurrected from old archives have been added and updated.
- A bug that has existed in the game back to before we started working on the code has been found and eliminated that affected paved road in particular when it was manually placed on a map but not when the map was auto-generated by the game. The bug, in slightly different forms, affected streams as well as hedgerows when placed on the map but then had sections removed and then added back in again, if the mapmaker did not place the terrain on either side of the gap then in some cases it would appear the terrain was there but the game recorded and treated that hex for sighting and movement as being whatever the underlying terrain was. This bug fix not only corrects that problem for any new maps made but also in pre-existing maps and scenarios where the problem was mostly confined to hand made maps that used paved road as before this release if a map maker placed a paved road in a 5 hex line there would be paved road showing in all five hexes but the last hex placed would show a road tile but it was not being recorded as a road and this means if a map maker added small sections of road to a map and each time started the next section after that last hex showing a road was being built with many breaks that could not be seen but anyone driving down that road you would not be getting the full road allowance as you would passing over sections of the underlying terrain even though it appeared to be a road. The bug did not cause a problem with secondary roads as secondary road code was slightly different, and still is, as it only placed a tile up to the last hex but not on it.

In the case of streams it was placing a "ford" on the map every time you started a stream which isn't such a problem as the roads but it was unintended and in Hedgerows it was not giving the proper density to the first hex in the line for sighting purposes. However all these little problems, that were not so "little" to fix, have been eliminated so now **WYSIWYG** and all old maps and scenarios will be automatically purged of these issues when using this new EXE.

- UnitClass Commandos now have the same parachute ability level as Paratroops so they suffer fewer casualties when landing.
- Aircraft will no longer strafe at extreme angles though they may still fire one or two hexes off the flight path
- Maps will now save crater damage again.
- Ammo containers can be loaded onto trucks.
- Fewer objective flags will be auto placed on mud hexes in generated battles.
- There is now a slightly higher chance of flaming wrecks blocking LOS.
- The Replay key Y / N will no longer play UNLESS Y or N is pressed. Formerly any key other than N set off the replay.
- Airstrikes set for specific in and out points in scenarios should now "follow orders" . The AI was sending them in at random directions as it would in a generated battle but they should now behave as the scenario designer set them .
- The formula for calculating aerial bomb ratings has been adjusted so the "little" ones are more effective and are not so much worthless wet firecrackers any longer.
- The AI will now occasionally select the twin-engine ground attack aircraft in the USA and USMC OOB that are set up in unitclass 243 Ground Attack when it picks aircraft for the P2 Computer playing as USA or USMC . Those are the A-26, B-26, P-38 etc aircraft.
- **Bicycle infantry units** ( *winSPWW2 only* ) are now handled differently. Bicycles and riders are now two units instead of one blended one. When riders dismount they change to normal infantry Icons and their bicycles are shown laying on the ground immobilized so bicycle riding units can get the same road speed bonus they used to get but without the unit size penalty they used to have. When they dismount, they can then fight as normal infantry with the same Movement as non bicycle infantry and when combat is done they can remount their bicycles once again and continue on until the next combat, Abandoned Bicycles can be used by any infantry Unit class in the same way as dedicated Bicycle troops do
- **CD owners Only.** ( *winSPWW2 only*--- **this function was not added to winSPMBT** ) There is a new feature that allows CD owners / scenario designers primarily, the ability to change the ID tags and Victory Hex Flags to either an existing OOB or from a set of tags and flags that have been added to the SHP files for nations not covered by a full OOB which allows scenario designers the ability to customize scenarios and simulate nations not covered by the normal game OOB's. That procedure is detailed in the CD section of this game guide.. [CLICK HERE](#)
- **CD owners Only-** As the result of code changes to the way the game displays terrain graphics there are now **8** game display levels. Three more than previous, each of those allow you to zoom in closer to units on the map. The base zoom level, the one you see when you first start up the game is Z4 and previous versions of the game also allowed you to zoom in 1.5X closer than Z4 using Z5 but the new zoom ins allow 2X closer than Z4 using Z6 and 3X closer than Z4 using Z7 and 4x closer than Z4 using Z8. How this will look to each gamer depends on what size your monitor screen is and what resolution it uses so in some cases with older , smaller monitors the greater zoom ins may not be as useful to you as they would someone with a large monitor that displays at very High resolutions.
- **CD owners Only-** There is now a Delete button for the scenarios page like the one for saved game.
- **CD owners Only-** There is now a GoTo button in the Campaign Editor scenario links page.
- **CD owners Only-**Pressing <SHIFT+3> ( the **#** Hotkey ) during your turn will turn your bombardment markers on and off so you can see where they are if you are advancing into your own barrage. It will also show which guns are targeting the hex
- **CD owners Only-**Pressing **[** on your keyboard will show the victory hex values under the V hexes.

This example shows both the Victory Hex values ( **V** ) on, and the bombardment markers with guns targeted ( **#** ) CD features



- **CD owners Only**-Pressing **V** on your keyboard will force V hexes to the top of all building rubble, as well as smoke and units, so they cannot be hidden in any way. Just remember when this is on it may hide units as well so it is intended for temporary use only.
- **CD owners Only**- Scenhacks "Nation" button will no longer switch the entire OOB from one nation to another only the ID tags now.
- **CD owners Only**- Scenhack now shows the Scenario number and they are no longer being added to the CMT file.
- **CD owners Only**- Setting visibility can now be done in 10's or ones. Low visibility games 7 and under show a red number, 8- 20 will show yellow numbers and anything greater than 20 shows in green. You will see two row of up/down arrows. The inner set changes by one and the outer set changes by 10's
- **CD owners Only**. You can now flood fill areas of zero elevation with deep water using the **"** key in both the in game map editor and the extended map editor. This was primarily added to be a map making support tool for use with the [Venhola map contours generator](#) but it can be used for hand made maps as well. For shoreline maps, it saves a great deal of time but be aware that sometimes beach areas are recorded by Venhola as the same level as the water so those areas and any areas of shallow water you may want troops to wade through will need to be added manually.
- **CD owners Only**. There is a new "find text" function in the **Scenhack** utility that allows players to search through all scenario description text files to find specific text references. Once the search is run this new feature will provide a list of the scenarios in order, that match the search inquiry, **For example**, perhaps Arnhem or D-Day or Berlin is entered and all the scenarios with that word or phrase used in the scenario description file will be listed. You can then click on the one that interests you and you will be taken to the **"Scenario Fixer"** tab and read the scenario description by clicking on the **Scenario** button. It can also be **very** handy for finding scenarios created by a specific designer. Simply enter the name and it will provide a list of any scenario that has that designers name on it. As well, scenhack now allows **SQL's** database queries to be saved and loaded from a new folder placed in the game named 'SQL'. The usage of these functions is explained on the CD features / Scenhack section at the end of the game guide [HERE](#)
- **CD owners Only**. There is a new **Units In Hex** feature for the Full CD game that allows you to select the unit you want easily when you have multiple units in a hex.

*If for example you have four units in a hex and you own the CD version you will see this to the right of the screen*



*The top unit shown is the one you clicked on and is the "active" unit that you can move or fire or whatever you want to do but lets assume you want to use the observer team to call artillery, Click on that unit and the list will re-order and change.*



Now the Observer team is the unit you have direct control over in that hex and if you wanted to select one of the rifle sections just pick the one you want and it will appear at the top of the list and that is the one you have control of.

### WinSPWW2 version 9.0 - 11.0 Consolidation patch - Released March 2018

(the 2018 patch updates **any** version of winSPWW2 **ver 9.0 and up** to **Version 11.0**)

- 36 New Scenarios
- 20 Revised Scenarios
- 1 New Campaign
- 10 Revised Campaigns
- 102 New or Revised maps
- 501 New or Revised OOB Photos
- 20 New or Revised Game Interface Photos
- 36 Updated OOB files
- 422 New or Revised vehicle/ aircraft Icons
- 1007 New or Revised Text file
- 4 new or revised sound files
- 95 New or Revised Game Guide Photos / Graphics

1/ Secure PBEM is once again Secure. At some point in the past the code that checked for installation path had been commented out. We became aware of this when a player reported his opponents seem to have far too much foreknowledge of events and in testing we discovered that is was indeed possible to have two installations of a PBEM game and both would load secure PBEM moves allowing unscrupulous players the chance to preview play the turn on their mirror game as a "scouting" game then play the actual turn on their set up game. **This loophole in the security code is now closed.** If attempted the game in the mirror copy will refuse to load. The game has been returned to what we claimed it would do in the game guide.....*"you cannot move a copy of your secure PBEM turn to another install of winSPMBT or winSPWW2 ....it will not play. "*

2/ Load cost info for Anti Tank Guns, Field Guns and Mortars now reports the combined true load cost of the **Gun + Crew** so, for example, a gun or mortar with a load cost of 2 for the weapon and a crew of 8 will now show the true load cost for that unit as **10**.

3/ In the Purchase Screen, Anti Tank Guns, Field Guns and Mortars that are combined with transport units will now ONLY show the vehicles capable of transporting the gun selected so in a formation that might have a wide range of gun/mortar choices coupled with a wide range of towing vehicles to choose from players can now be confident that the combination of gun and towing vehicles they choose will indeed tow the gun selected. You no longer have to manually check the carry capacity of a vehicle then add up the carry cost of the gun and it's crew. The game will only offer gun / towing vehicles that will work together.

4/ In MOBHack, what used to be the "Weight" data entry field is now \*correctly\* labelled for it's actual function .....the Load Cost for that particular unit.

5/ Campaign Cores are now limited to **24000 points**. We had to limit points to prevent situations that had been reported many times where players had allowed their core and support to get so large that the AI could not buy enough units to mount a proper advance or attack battle.

6/ Under some circumstances there were guns that would not fire AP rounds at targets that required AP rounds but use HE instead. That tangled bit of code has been sorted out and the problem eliminated.

7/ Under some circumstances the AI would turn your own guns on you. We have not noticed a repeat of that phenomena since a small bit of code was changed.

9/ Cultivated fields have been removed from viewing in the mini map. They served no real purpose and just cluttered up the mini map.... However, rice paddies still show up as they can be hazards to vehicles and can be used as a point of reference.

10/ All GameOptions and MOBHack screens have been checked for erroneous mouse over messages and corrected.

11/ Under some conditions foxholes were not being cleared when units were moved and re-dug-in during deployment and in the editor. We believe this to be corrected now.

12/ Maps may now have TXT files associated with them so map makers can now explain and "sign" their work. These text files can be manually added to the **Maps folder** named the same way as the map except with the ".txt"

extension. There are examples in the patch to use as guidelines and the process has been streamlined. All that needs to be remembered is to end a paragraph with a ' \* ' and use the same to leave a space between paragraphs. Map text length is not restricted.

**13/ MOBHack now allows unit and formation information text files to be edited directly from MOBHack.** As with maps all that needs to be remembered is to end a paragraph with a ' \* ' and use the same to leave a space between paragraphs.

- UNIT information should be restricted to roughly 150 characters or three medium length paragraphs.
- FORMATION information can as long as needed as formation Information references a separate screen whereas Unit information does not.

**14/** The Campaign "blank screen Review Unit bug" should now be eliminated.

**15/** The blast radius circle now displays as two pixels wide making it easier to see on some terrain combinations.

**16/** In the custom map editor, the EXIT button has been moved to the bottom of the screen to prevent accidentally exiting the editor and losing your work.

**17/** April is now a "spring transition" month so the ground may have green vegetation but the trees are bare of leaves. Previously the game visually went from late winter in March to full summer foliage in April.

**18/** "Rough slope" messages were being generated on roads. This has been corrected.

**19/** The "Information" button that appeared when you right-clicked on a unit has been renamed the more correct "Unit Data"

**20/** Fires from burning wrecks NO LONGER always obscures vision through the hex. A random variable has been added to smoke from wrecked vehicles that will sometimes allow LOS vision through that hex so unlike in the past, being behind a burning wreck no longer guarantees you are out of LOS. It also means that you can no longer be safe from return fire from units that had been following the tank you just knocked out.

This is an example from early testing. The dark hexes show what the game previously obscured because of smoke from burning wrecks



And this is the same battle with the new code which gives a rough idea of the code change.



21/ In game drop shadow around units has been increased. We have gone from what might be described as an "early Afternoon Shadow" to a "Late Afternoon shadow " .



This change defines units a bit better on the map

22/ An AAMG (or autocannon) in slot #4 is no longer treated as a fixed bow weapon. AAMG and autocannon in any slot is now treated as having 360 degree traverse.

23/ Both game guides and MoBHack Helps have had many updated screen graphics added.

24/ **CD owners Only**. In the main game screen and deployment screens, pressing **the middle mouse button** will centre the map on the currently selected unit and also simultaneously highlight all of the visible hexes from it.

25/ New load failure messages detail if it is a gun or vehicle class that was too large to fit a transport rather than just the generic "full" message.

26/ AAA hits on armoured aircraft were screening out most of the damage from the small warheads . AAA fire that hits a target aircraft now has a higher chance of doing damage.

27/ **For CD owners only** .The following menus now include a **GOTO** feature added .

- Save games List
- PBEM games List
- Tournament games List
- Scenarios List
- Campaign List
- Load and Save Custom Map List in the Main Game and the Custom Editor

Simply press **GOTO** , enter the slot number you want and then press enter and the screen will update to that position. This addition to the code saves a lot of mouse clicking.

28/ **For CD owners only**. The extended map editor now allows you to strip all terrain from the map , leaving only the contours with one press of a button. This does a bit more than flood filling the map with base terrain that followed contours did.

29/ When making bombing runs aircraft icons will now appear to be above the smoke generated by bombing and not appearing to fly through or under it.

30/ A secondary benefit to 29/ above. Any map text will now appear above any smoke generated by any event that creates smoke.

31/ Graphic changes..... There have been alterations made to the smoke and flame graphics that are displayed when tanks are knocked out.

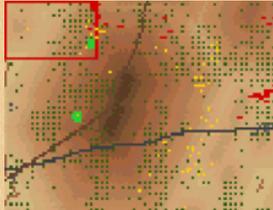
32/ **For CD owners only**. The functionality of the mini maps has been greatly expanded. The original purpose of the mini maps was to show a general overview of unit positions and allow players to quickly move the focus of the area they were playing by simply clicking on a new area on the mini map. This had more of a purpose in the original game where map sizes and screen resolution were fixed. As we expanded the size of maps and number of screen resolutions available and eventually set up the game to play at desktop resolution the mini map became less and less used as it's size shrank with the increase in resolution but now we have added code to help make it worthwhile once again.

The mini map can now be expanded to show the entire map by right clicking on it with the mouse *if the map is larger than 100 hexes wide and 80 hexes high* so it can now be expanded to show an entire large map up to 160 hexes wide and 200 hexes high.

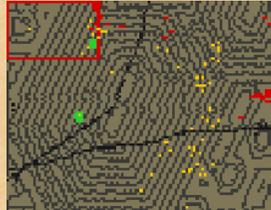
As well a second, simplified view of the map can be generated by pressing **the middle mouse button** of your mouse on the mini map. This **"RadarMini"** view shows the main map , roads, contour lines and streams/ water rather than the coloured graduated terrain of the old style MiniMap. It's background colour is darker than the standard MiniMap to allow players a higher contrast between the friendly and enemy units, and the Victory Hex locations and is there to give players an alternative overview. The old mini gives a better quick glance overview of terrain height whereas the **"RadarMini"** gives a clearer overview of friendly and known enemy unit positions. Both types of maps can be viewed small or large if the map is large enough and all four types allow players to left click anywhere on the mini and that will change the position of the main map allowing players to view unit positons and move to new areas of the map with one left click on the mouse.

2x normal size for ease of comparison

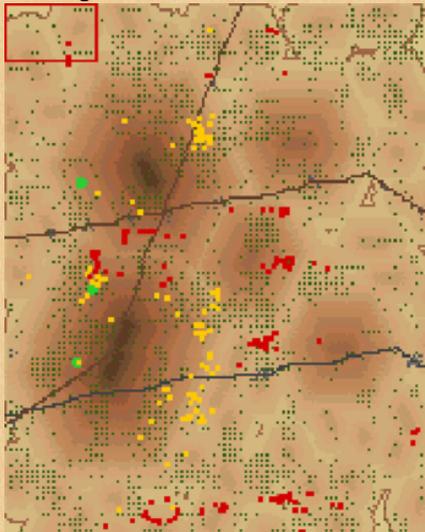
**Standard MiniMap**



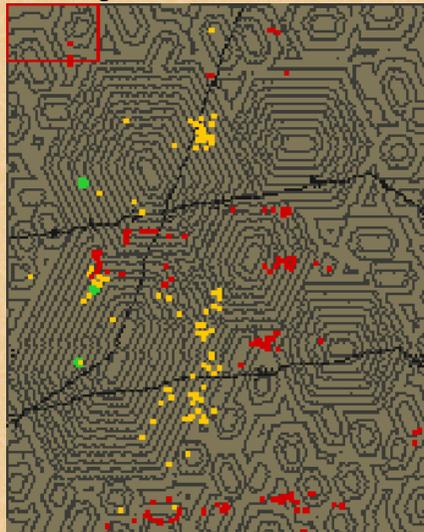
**NEW RadarMini**



**NEW BigMini**



**NEW BigRadarMini**



**33/** The Information screen in the game encyclopaedia which is also the screen you see when you click on one of your units then press UNIT DATA, now includes a joined hull+ turret Icon , if it's a two piece Icon, a single piece Icon will show normally as a single Icon, at the bottom left of the screen at 1.5 x normal size for aircraft, 2x normal size for vehicles.



34/ The **Armour Slope Calculator** and the **Armour Penetration Calculator** can now be accessed directly from the GameOptions Utilities screen.

35/ The Scenario, save game, load map and Help screens have all been redone in the " Flat Screen" style of the Edit Campaign screen with more room for information especially the Help screen that now allows text right across the width of the window

36/ The date changing button in the WW2 game editor has been made a single stage process. **PLEASE NOTE** that in the event that no battles were historically fought between two nations that DID have combat against one another the dates will automatically advance to the first date they did come into conflict. This is usually more noticable in the early part of WW2 between the fall of France and the start of the North African Campaign.

37/ Manchurian battle location are now correctly grasslands rather than barren desert.

38/ The WW2 **USA** and **USMC** OOB needed to have aircraft split into single engine and twin engine formation due to code limitations in displaying more than 23 available in any particular time period. This is the best solution overall. Twin engined aircraft are now found in the "CAS Twin Engine" formation using the " Ground Attack" unitclass and the regular Air Strike / Close Air Supt. formations uses single engine aircraft from the " Fighter-Bomber" unitclass. This change allows all aircraft available late war to show in the purchase menu.

39/ There are new world globe graphics used in the long campaign " Choose Front" selection screen.

40/ A :Show Blast Radius" ON/OFF control has been added to GameOptions Misc.

41/**For CD owners only**.Ongoing regular battles and scenarios ( but NOT PBEM or Campaign games ) can now be saved " As Scenarios" in the scenario folder from the battle window by pressing the "Scenario Save" button that has been added. This allows players and scenario designers an easy-to-use way to save a regular game as a scenario without having to manually rename and transfer them from the save game folder to the scenario folder. This will allow "battle in progress" scenarios to be made much easier as a designer could play out a turn or two saving the game as a scenario until just the right one is found.

#### WinSPWW2 version 10.01 - Released March 2017

- 20 New Scenarios
- 17 Revised Scenarios
- 2 Revised Campaigns
- 4 New maps
- 134 New or Revised Photos
- 36 Updated OOB files
- 73 New or Revised vehicle/ aircraft Icons
- 135 New or Revised Icon and Terrain Graphic files
- 3 Revised Text file
- 71 campaign text files
- 7 new or revised sound files
- 10 revised terrain sets
- 7 new terrain sets
- Upgraded **Cost Calculator**

There was a bug showing when off map batteries that were due to arrive later as reinforcements but the scenario designer had programmed them to fire in turn 0 pre-game bombardment that caused phantom fire missions. This has been fixed. Off map artillery that are plotted to fire before they arrive now properly clear down the illegal fire mission instead.

A bug whereby the early end of battle routine in a PBEM campaign was not engaging correctly and games that should have ended went on even when there was no enemy activity has been fixed.

Map sizes now increment/decrements by 5 hex increments, not 10 as before giving players more control over map size

The "phantom crews" bug in long campaigns has been fixed

A bug where the wrong observer may be used as the basis for scatter when the observer was retreating or worse was fixed.

The function to recombine split off crew with their vehicles (usually caused by loading the vehicle onto a cargo plane and then unloading again) had been inadvertently removed from the code. The "j" key functionality is restored to the deployment screen so if you have loaded a vehicle into a heavy air transport aircraft for a para drop. You can now unload it during the deployment phase for whatever reason and you can now re-join the crew and vehicle by pressing 'j' ( for "join" ). Previously you had no choice but to leave it behind. This is really not an issue for the time period winSPWW2 covers as there are no aircraft that can carry and paradrop vehicles but this puts both games in sync

A scenario info button to the game play screen, this is helpful if you have forgotten what battle you were fighting or need to know the scenario battle location ( batloc # ) once the game is underway. Previously there was no way to know which map your battle was on after the game had commenced. Helpful if you like the map and want to generate a similar one again using the same batloc #.

**Units which manually turn to face a new hex may now draw opfire.** This affects both infantry and vehicles at different ranges and there are random variables we tossed in to make in unpredictable but **generally** ( and the randoms we added **really do** mean "**generally**" ) **in hex** infantry movement *could possibly* attract opfire from enemy units **up to** 3 -5 hexes away (*generally...*). Vehicles shifting hull or turrets around could attract opfire from enemy units **up to** 10 hexes away ( and *maybe* a bit more... ). And all that depends on the enemy's training , morale, suppression level, vision rating and battle visibility etc. AS WELL AS your units training , morale, suppression level, visibility etc.. This new game feature was originally intended to stop players from turning their tanks in place to present their heaviest armour towards the most likely threat without attracting enemy attention. That was expanded to include swinging the turret as obviously that kind of movement *if spotted by the enemy* would naturally draw fire in a real battle situation and then that was expanded to include infantry as well. The bottom line is if you just want to "look around" to check your LOS use the } HotKey (Unit View) otherwise you risk drawing unwanted attention to your unit .

There were very rare cases when palm trees were generated on winter maps and we \*think\* this is now fixed . It was more an issue in winSPMBT where there are a lot of "re-cycled" batlocs but safety code has been added to both games "just in case"

54 pages of OOB suggestions were integrated into the game OOB's

### **Info on revised terrains for 2017**

After a hiatus of many years we added more terrain and revised to varying degrees some of the old ones. All terrain will show up on generated maps at one time or another but this year only CD owners will have access to edit the new terrain and we have added new way to edit them into maps

Here's a list of revised terrain. The list of new terrains are in the New for CD holders section below

- Summer trees are totally redone and more have been added to the base set
- Ground level grass
- Beach Sand has been totally redone ground level and hills
- Autumn trees have been reworked a bit so they aren't as colourful
- Winter trees have been reworked a bit as well. Not as much as the summer set but they have had a touch up
- Summer, Autumn and Winter orchards have been reworked to make them a bit denser than before.
- What was "winter grass" in the game is now "very light snow" because there is a new "light snow" set ( see below )
- Short dry grass set has been totally redone ground level and hills
- Impassible terrain has been totally redone ground level and hills
- The green crop set has been totally redone ground level and hills

### **NEW for the extended CD version holders only**

- The DLLs that Scenhack uses to sort scenarios have been included with this patch for the vast majority of players who don't have Borland Paradox installed on their Hard Drives for over a decade (and why we forgot everyone else needs them too 😊)
- CD / extended version holders will now get a warning message if they try to enter a building hex with a vehicle. You are now asked to confirm that you *really* want to do that. This is to stop you from inadvertently immobilising yourself as most cases involving building entry with vehicles is the result of a too long movement call through an urban built up area. The feature will also display on rough+slope combinations if you have travelled 3 or more hexes and thus are in danger of sticking. It's just a "friendly reminder."

- We have added a new Formation sorting routine to the premium game. Over all the years these games have been developed, unit classes have expanded as required, but there was no logical order to the expansion as they were added on a need-it-now basis so the different infantry, armour and artillery unit classes that were used to build formations were spread all over the 256 unit class slots available and this meant that in some cases when buying formations you had to search through multiple pages of formations to find the ones you wanted. The new routine in place for CD holders only helps group unit types together and in a more intuitive and logical way. The caveat to that is that when sorting formations by unit class the unit class of the formation is still determined by the first unit in the formation and there is really no getting around that.

For example. with this new routine if you go into the artillery page you will generally find that Forward observers are the first formations listed then generally if there is consistency to the first unit in the formation you will find the light mortars, then the medium mortars then the heavy mortars then the AT guns, then the Hvy AT guns through field guns into rocket formations, off map guns and finally AA guns. Again...its all determined by the first unit in the formation but in the past ( and the free game will still use the original method ) you may have had a one type of infantry company with unitclass #1 infantry as the first unit but the second type of infantry company may have had a unitclass # 64 Medium Infantry unit leading to in some cases a dogs breakfast of the sort order. A good example of that was the winSPMBT Russian OOB in the years that the T-55 and T-62 unitclass #13" medium" tanks were active along with the T-64 and up unitclass #59 "MBT" formations but the lower end Mediums were on page one and the higher end MBT's were on page 2. With this they are all grouped on page one and we think this will help bring a bit more order to the game

- A new button has been added to the main screen that allows access to the premium map editor from inside the game.

### **Info on new terrains added for 2017**

- There is a new "scrub grass" ground and hills set in dark brown tones for ground and hill levels that would be useful on maps between November and March but also as an accent on any map type. In the map editor this can be accessed from the "add short grass" button which is on page 2 of the editor to the right of the add trench button. You will be prompted to " Press 1 for regular grass, 2 for scrub grass "
- There is a new bare field ground and hills set that represents either a freshly planted field or a freshly harvested one. These are also handy as a base for any orchard type. In the map editor this can be accessed from the green crop button. You will be prompted "Press 1 for Crops, 2 for Tilled "
- There is a new "light snow" ground and hills set that will show up in the game in place of the old "winter grass" which is now called " very light snow". The new "light snow" is used by the game as a base tile over which winter trees are placed. It can be accessed only on winter maps from the button on page one directly under trees. You will be prompted "Press 1 for light snow, 2 for very light snow"
- There are now pure coniferous sets for summer and winter and those will be auto-generated on maps. These represent "old growth" pine forests and have additional movement and sighting restrictions above regular mixed forests. This can be accessed from the Trees button and you will be prompted "Press 1 for mixed Trees, 2 for Pines "
- There are also new vineyards and coconut plantations/ groves for use in map making and these are also placed in small amounts on game generated maps. In the map editor this can be accessed from the Orchards button and you will be prompted "Press 1 for orchard, 2 for Vineyard, 3 for Coconut Grove "
- Deep water has been added ( ground level only naturally ). It is a very subtle change as it had to be . The water animation palette is fixed and not very big which limited my options and after two failed experiments I settled on what we have now as a compromise but as I said....it's subtle but sometimes subtle is best. The game palette was tweaked a bit to brighten up water....it's a bit more " Mediterranean" or "South Pacific" blue now.....a little less " dreary November " grey-blue.

We have also added an exciting new way to apply terrain to the map

Previous to this release the "Fill range" and "Fill" functions in the map editor were mainly used to flood and entire map with a base terrain that would follow the contours already on the map. If you tried to fill less area it placed whatever terrain you chose to use as a giant Hex shape block of terrain that was virtually useless for making maps so as a general rule anyone making a map avoided that control unless they were "skinning" and entire map. We have added a new dimension to the fill range controls that expands it's usefulness 10 fold or more

Now when pressing "Fill range" Extended game ( CD ) owners will see the following prompts:

First you will see "**New Fill Range:** " and you can enter any number you like. 255 will fill and entire map but you can choose any amount . After entering the number of hexes you wish to place your terrain onto the map, this new message will appear: "**Enter 0 for Block fill, or 1-90 for a Splatter Effect** ". "0 for Block fill" will give you what this feature has always given... a solid mass of terrain but entering 1-90 for a Splatter Effect controls what percentage is covered in the area you selected. Enter a high number and it will fill to that amount, Enter a low number and you have a much finer control over how much is placed on the map allowing you to build terrain gradually. It can almost be thought of as a spray gun. It is very useful when building up a forested area or when starting a map off after building the hill contours if you want to blend different types of grass.

**AS WELL** we have changed the old SSI function of "right clicking" the mouse to add 7 hex clusters of terrain to the map at a time. Left clicking the mouse button will still give you single hex fine control but now right clicking the mouse utilizes the same function as fill range so whatever range and density you have set you can now add by clicking the right mouse button. If you want to use it the "traditional" way simply set the range to 2 and 0 for Block fill and it will behave as it always has but now you can set whatever range you want to control the size of the fill but you can also adjust the splatter effect which GREATLY enhances the usefulness of the tool soadding terrain becomes quick and easy reducing the time it use to take to hand build a map by many hours.

This new tool has many uses but one thing you really want to avoid is mixing contrasting terrains together too much. A little is OK but it really depends on what you are mixing as too much is very distracting and can totally camouflage any contours on the map. What it's ideal for is blending similar colour densities together or placing forest. you can also use it to place hills but even a fast computer will take a few seconds to compute everything and place it on on a full sized map so be patient at first as slower computers may take a little longer to complete the command. We are after all, asking a 20 year old game to do a lot more than it used to but it will with sometimes spectacular results. I help design the feature and I'm still finding new ways to use it. We look forward to seeing the maps players design with this new feature.

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### **WinSPWW2 version 9.0 Consolidation patch - Released April 2016**

- 6** New Scenarios
- 12** Revised Scenarios
- 3** New Campaigns
- 22** New or Revised maps
- 463** New or Revised Photos
- 407** New or Revised vehicle/ aircraft Icons
- 36** Updated OOB files with a new R&D OOB

42 Revised Icon Graphic files  
2 New or Revised Text files  
Upgraded **GameOptions**  
Upgraded **SCENHack**

The game will now detect if Taskbar autohide is on when running in windowed mode and warn the player that this may cause problems . The game will now post an error message if in windowed mode if it finds auto-hide ON. Players have the option to ignore this or cancel out of game to fix auto-hide. To turn the check ON or OFF there is new line added to GameOptions in the MISC tab.

The Y key Range menu hot-keys now work properly.

Ground-Attack planes were being incorrectly costed in the calculator - now fixed, they should cost the same as a normal fighter-bomber.

There was a bug where if you loaded a game after an AI assault or advance. The old programmed fire block was not being cleared down, leading to odd behaviour (either your or the AI batteries would use the old data sometimes), requiring you to press the "clear programme" key to stop this happening for you to return the batteries to your control. This has been corrected and now works as intended

Autocannon firing indirect fire now use the correct explosion graphic, rather than the small single explosion.

Indirect artillery which is not located now produce less smoke, thus being less likely to give their position away.

Using Z fire ( area fire ) if enemy units are 30 hexes away or less away has a slightly increased chance per shot fired of the firing unit being spotted. So there is now a potential penalty for indiscriminate Z fire use

**53 pages** of suggested OOB changes and/or corrections have been reviewed , researched and applied to the game along with a number of changes we made to enhance OOB accuracy and / or completeness

### ***NEW for the extended CD version holders only***

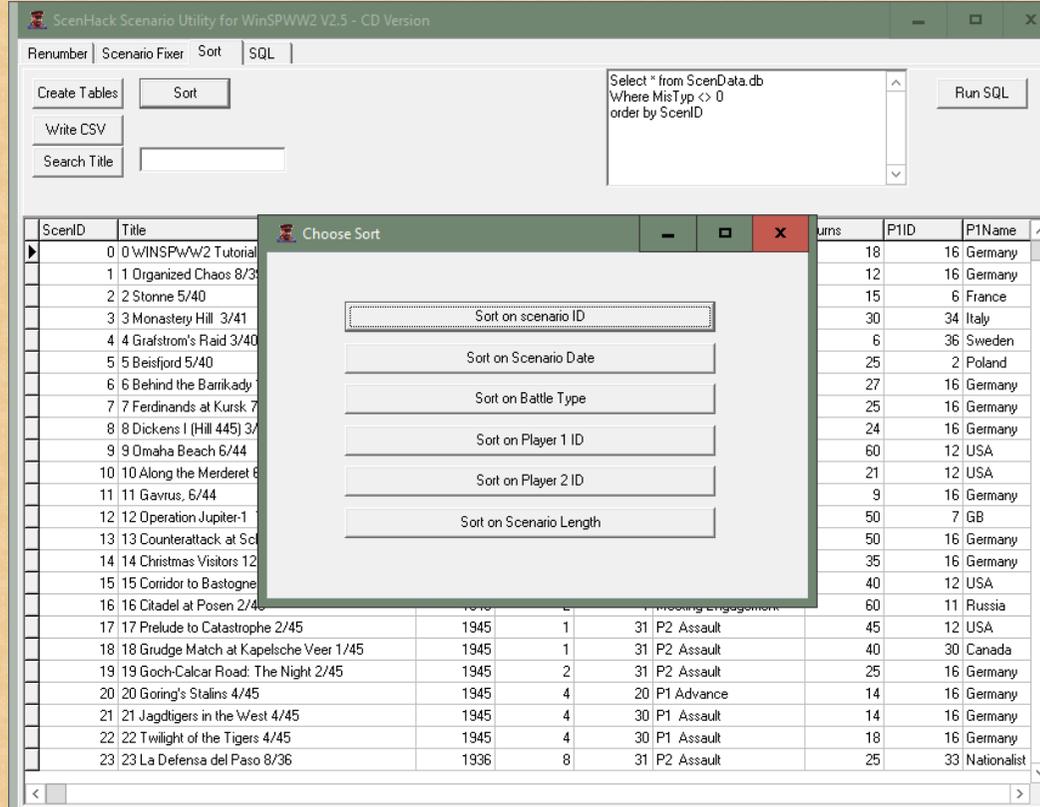
Additional new status information is now shown at the bottom of the screen. If the status is pinned, the status line is yellow, if retreat or worse, it is red. If suppressed more than 1, that is highlighted in yellow and Damage is now shown. In green if 0, otherwise in red.

```
Eto SturmPlo(1flam) In Contact SHOTS: 3-1:1-1 RANGE: 500 metres Turn 12  
Pinned_Dug_In MOVES: - - - SUPPRESSION: 17 DAMAGE: 2 Visibility 41  
ENEMY SEEN: 0 Length 45
```

Scenhack has a new SQL sort facility. This will allow extended game/ CD holders to sort scenarios by the follow methods

- **Scenario ID** - ( the current default sort )
- **Scenario date** - creates a list of all the scenarios in the game sorted easiest to latest. Handy for anyone interested in specific events like Marken Garden related seanarios as you can now find where all the scenarios are that are dated September 1944 ( for example )
- **Battle type** - if you are only looking for assault scenarios for example this is will give you a list with all battle types grouped together
- **Player 1 ID** - if you are looking for all scenarios with Poland ( for example ) as player 1the list will order all scenarios by player 1 nation ID
- **Player 2 ID** - as above but the list will be ordered with the priority being Player 2.... If you want to find all the scenarios Great Britian is the opponent the answer is now one click away
- **Scenario length** - If, for example, you only have time for a short game and don't want to spend an hour of more looking through every scenario to find one for you to play with one click a list will be provided of all scenarios in the game ordered by length from shortest to longest

As well you can search for a scenario title



**ADDITIONALLY**---- The AI pathfinding routines have been tweaked in the extended CD version . For obvious reasons I won't go into detail about what was done except to say the AI will now be less likely to think roads are wonderful things to advance down

**WinSPWW2 version 8.1 Upgrade patch ( released as WinSPWW2 version 6.0 - version 8.1 Consolidation patch ) May 2015**

- Crews and passengers would not bail from destroyed units unless they were on a lake hex. This has been corrected and now crews and passengers bail out correctly in all terrain types.
- Two Luftwaffe infantry units had the wrong photos assigned. This has been corrected with new photos
- New unit Cost Calculator
- Revised Russian Pe-2 Icon along with new Winter and Desert ( Southern Front ) versions
- 2 Revised Icon files
- 7 new or revised Photos
- Revised Japanese Leader Names
- A full set of recalculated OOB's

**WinSPWW2 version 8.0 Upgrade patch ( released as WinSPWW2 version 6.0 - version 8.0 Consolidation patch ) April 2015**

- 10 New Scenarios
- 27 Revised Scenarios
- 3 Revised Campaigns
- 5 Revised Campaign files
- 9 New or Revised maps
- 1,568 New or Revised Photos
- 92 New or Revised vehicle/ aircraft Icons
- 36 Updated OOB files
- 40 Revised Icon Graphic files

## 109 New or Revised Text files Upgraded **Cost Calculator**

Cheap Direct support / General support artillery bug fixed. If Player 1 bought Direct support or General support artillery and then immediately let the AI purchase it's units that would trip a code flag and the AI would purchase it's units at a reduced cost. This has been corrected

Ice edited into a map was reporting as being "tramlines". This has been corrected

A Campaign wide river bug has been corrected.

Hotkey to exit game was x, which unfortunately was the same as another pre-existing hotkey. The game exit Hotkey is now ' / ' ( below ' ? ' )

A bug with secure PBEM games losing any Opfire filters or plotted artillery barrages has been corrected.

A large number of game screens have been revamped to give the text more contrast on screen therefore making them easier to read.

Scenario designers can now edit icon and photo numbers that display in a scenario with the in game scenario editor in winSPMBT using the Miscellaneous button. WinSPWW2 already had the ability for icon change but now has photos added as well. Additionally, owners of the Extended version of the game can use the CLONE feature to mass edit Icon and / or Photo changes into a scenario. This allows scenario designers the ability use variations for a particular unit if they exist in the graphics folder. The list and Icon numbers for all units in the game can be found in the Game Data / Design folder but photos you'll need to use MOBHack to find. This particular feature is useful for creating parked aircraft from other units like like Jeeps and trucks. The scenario designer can then add the appropriate photo number they found using MOBHack

There have been a number of code changes to the way the game handles units in shallow water. Shallow water was added to generated beach maps not long after we issued the windows versions of both games and shallow water was shown as different than deep water on the mini map and along shores on the main map for the past few years but there had been no further update to that until this year. Vehicles and troops could traverse shallow water at a greatly reduced rate of speed but when tanks or barges etc. were destroyed they were removed from the map as if sunk in deep water. This is no longer the case. Any boat, barge and any land unit that would show as a wreck on land will now show as a wreck in shallow water and surviving passengers and crew will bail out. So no longer will a DD tank that had entered shallow water be "sunk" with all hands if knocked out heading towards shore in shallow water. Normal tanks that are unloaded in shallow water and knocked out while wading towards shore will now show as a wreck and possibly eject surviving crew just as if they were on land. LVT's will eject crew and passengers if any survive the attack that knocked out their vehicle. This adds an additional level of realism to the game during beach assaults.

Additionally, scenario designers can now directly edit in Shallow water when creating maps. Now, when the water button is pressed in either the in game or extended map editor, you will be asked "Press 1 for -3 deep water or Press 2 for -1 shallow water "..... -3 deep water being the standard "water" available previously in all versions of Steel Panthers. This new feature works with all the normal game editing features so you can left click for a single hex or right click for a single hex and the six hexes around that point or you can set the range fill feature. You will NOT see a change in the main map water tiles. Shallow water is identified by passing the cursor over a hex OR by looking at the mini map which has shown shallow water on maps for a number of years. Future updates MAY include shallow water tiles but nothing has been planned in that regard yet. A LOT of code work would be involved in that change.

The Long Campaign set up screen has been revamped

17 pages of suggested OOB changes and/or corrections have been reviewed , researched and applied to the game along with a number of changes we made to enhance OOB accuracy and / or completeness

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## WinSPWW2 version 7.0 Upgrade patch

- 12 New Scenarios
- 63 Revised Scenarios
- 2 New Campaigns
- 6 Revised Campaigns
- 40 Revised Campaign files
- 1 New Map
- 1 New Sound file
- 1,250 New or revised Photos
- 67 New or Revised vehicle/ aircraft Icons
- 36 Updated OOB files
- 12 Revised Icon Graphic files
- 10 New or Revised Text files
- Upgraded **Game Options**
- Upgraded **MOBHack**
- Upgraded **Cost Calculator**
- Upgraded **ScenHack**
- Upgraded **Camo Map Editor**

We have added a programmed barrage option for owners of the extended features version. This new feature is only available as a pre first turn set-up option so is only available when the player is advancing or assaulting . It can be set up to start at any time from initial bombardment to the limit of the turns set for that battle. Programming is easy. Assume for this example you want to set up an pre game bombardment with any number of guns that would deliver artillery just in front of a planned advance. You would choose the hex you want to start the bombardment just as you normally would then , once that was done you would advance the Artillery bombardment turn button ( the one with the large + ) to the next turn you wanted bombardment from that gun to land. It could be the next turn or it could be any number of turns in advance. When you click on the map for the next bombardment hex the first one you placed will disappear but be assured it has not been lost. You can continue on for as many turns as the guns have ammo for and it can be used by scenario designers as well. The AI will sometimes use this feature in the attack and assault in the extended features version.

Please note that once a pre-planned bombardment has been set it cannot be stopped until complete, and **any guns assigned on a programmed task are not available to the player until their part of any programme is complete**

**but the entire programme may be cancelled by pressing the "cancel Programme" button on the bombardment screen.** This button is provided to free game users as well, since they may want to do so in a scenario with an advanced programme that was made by a CD owner. The cancel bombardment button is also the only way to clear any programme you are creating (in the setup turn 0 of an advance or assault, or in the scenario editor) - it's all or nothing. Therefore plan your programme and plot it with care as this is the only way to cure a mistake!.

All 15 levels of terrain are now represented by different colours on the mini map. Previously only the first 10 levels were with level 11-15 the same colour as level 10

MOBHack has been improved to work with most of the commonly used integrated database checks. For example, if you select "Unit Checks" and " Find units "\*" and you, for example, clicked on 01- Infantry you would see a message to the right that reads " Searching for Units of class 1 Infantry" and under that would be a list of units that use that unit class. In the past you would then have to open MOBHack manually and scroll to the unit you were interested in. Now you can click on that unit in the database and it will automatically set MOBHack to that unit ( or formation if you select formation checks..... the tabs marked with an asterix ( \* ) will do this

MOBHack now has a "paste icons only" check box to allow pasting of only the 3 icon fields from the paste buffer.

Units of class 180 Artillery Prime Mover will now offer crew protection if the front armour is >0

A bug was fixed in the AAA reaction fires routines if weapon 1 is turned off or damaged. This mainly affected dual gun/SAM systems in MBT

AAA gun accuracy has been reduced at long ranges (>50% range) Non specialist AAA units with warhead 1 weapons ( AAMGs ) are also less effective (at ranges >5. Specialists with radar control are not particularly effected (>85% range).

Full map editor functionality is now made available on the "View Map" Screen, for any desired tailored tweaks of a randomly generated map for the extended features version only.

A larger text option has been included for the extended features version only. This uses a new font we developed for many of the screens that makes them easier to read in many cases. This new feature can be switched on or off through GameOptions / Misc and needs to be turned on manually by the player. The spin off effect of this was many screens needed slight adjustments to allow both the old and new font to work equally well which lead to further adjustments that balance text display better in either mode

General support and direct support artillery now have a bit more delay when adjusting fire due to the longer communications delay with their HQs

Rifle fire base hit chance has been reduced slightly at ranges of 6+ hexes and Self-Loading Rifle type weapons chance to hit has been increased slightly. SMG to-hit chance at 2 hexes or less has been increased slightly. This code was already in WW2 is now applied to MBT as well. An "assault rifle" is treated as an SMG at 2 hexes or less, and as an SLR at 3+ hexes. In addition, sections with more than 13 men have an additional to-hit based on the excess remaining men over 13 for any infantry prime class weapons. This code was also already in WW2, but is now applied to MBT as well. None of the above apply to indirect fires - only to aimed direct fires. In these examples a "Rifle" is an Infantry primary class (weapon class 1) weapon with a HEKILL =1 and a range >4. An SLR is a Infantry primary weapon class (weapon class 1) with HEKILL>1 and range >3. An "Assault Rifle" is an Infantry primary weapon with HEKILL of 3+ and range 5+ and a SMG is a Infantry primary weapon with HEKILL of 5 or more and range <4 hexes.

The Italian Long Campaign end date has been extended to 9/43 with Germany added as a possible opponent in that last month. The Balkans option now runs from 10/40 to 4/41. During the time period 10/40-3/41 the "Balkan" opponent is Greece and in 4/41 it is Yugoslavia. Eastern Front is now available only from 9/41 to 5/43.

AAA was withholding fire till targets were close and if % to hit was under 10%. This has been adjusted so they fire more freely at such targets now.

128 pages of suggested OOB changes and/or corrections have been reviewed , researched and applied to the game along with a number of changes we made to enhance OOB accuracy and / or completeness. A number of OOB's have had extensive work done and all game scenarios and campaigns have been corrected keeping them in sync with the new OOB's

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### WinSPWW2 version 6.0 Upgrade patch

- 7 New Scenarios
- 45 Revised Scenarios
- 1 New Campaign
- 5 Revised Campaigns
- 15 Revised Campaign files
- 7 New Maps
- 1 New Sound file
- 154 New or revised Photos
- 76 New or Revised vehicle/ aircraft Icons
- 36 Updated OOB files
- 27 Revised Icon Graphic files
- 5 New or Revised Text files
- Upgraded **SHPEdit**
- Upgraded **MOBHack**
- Upgraded **Cost Calculator**
- Upgraded **ScenHack**
- Upgraded **Camo Map Editor**

**Artillery overload** has been added. Over-spending on artillery will now credit your opponent with extra Victory Points as a penalty for doing so. When the artillery value of a force exceeds a specified amount ( see below ) the arty percentage on the purchase screen is shown in yellow as a warning that you have entered artillery overload. If this happens an amount of the overload is allocated to your opponent as Victory points, specifically 50% of the excess amount of points spent on extra artillery. (Hover your mouse over the Artillery Mode change button to see what free VP you have granted to your opponent should the percentage value go yellow due to artillery overload.)

In an assault your artillery points spend is unlimited. The advancing side in an advance/delay can have **30%** of his points as artillery before overload applies. In a meeting engagement, both sides are allowed **20%** of total points as artillery. All others are limited to **15%** of total points to be spent on artillery before overload penalty.

Campaign cores do not limit artillery bought, but if you overload on it then you may well be handing points to the enemy especially when defending. Air units or ADA do not count as artillery points, only mortars, howitzers etc. that can fire indirectly. Ammo resupply units **do** count as artillery points, as they are a human use only unit against the AI. Artillery overload points are reported at the end of the first turn, and also on the totals screen at end game.

**Artillery** can no longer be plotted (including air transports and spotters) on turn 0, or 1 if the battle is a meeting engagement or you are the delayer or defender. A scenario designer can still plot artillery as he desires in his scenario, however. The AI may still plot fire as before. This is deliberate to penalise a human player who packs the approach roads. Note that the bombardment screen may still be entered to plot PDF gold spots, or toggle the blast radius display. The arty units just will not show up till post turn 1 if unavailable in the scenario for pre-game bombardment

**Windows 8** changes have been made to the Game Options launcher programme. The Game Option programme should now report "Windows 8 or higher" if you are playing in Windows 8. In Win8 the windows Vista and 7 batch command file used to remove the aero interface in full-screen mode is not run as it is no longer needed in the newer version of Windows.

Vehicles which have moved are less likely to turn in response to enemy fires the further they have travelled, especially non-turreted or those turreted vehicles which have exceed their stabiliser value in hexes moved. Turreted vehicles which have moved too far to turn the hull to face may still turn the turret to face the enemy firer, however.

Germany late in the war as well as USSR and Finland will now buy demolitions in the delay or defence, especially in city maps.

The US Army WW2 LC now starts later, avoiding the Aleutian campaign now - in Torch (user has option to choose Pacific if desired of course). Torch battle locations were also fixed, and the Vichy French opponent is valid now. The first LC battle in Torch will tend to be an amphibious assault versus Vichy France. If you want to avoid than then advance the start month by 1 to avoid the tussles with Vichy and go straight to Germany as the opponent in Tunisia. The Aleutians are now only available for generated battles at the appropriate date.

Unit Class 206 was Mountain Support. It is now Mountain Infantry AT as that was what it was mainly being used for and it now uses the Inf-AT graphic.

HMG's (50 cal and 14.5s) at 300m or less firing HE ammo are slightly more effective in AP penetration value.

Vehicles will no longer spin and face to the right when firing at enemy in their own hex

Vehicle smoke dischargers now make 1 "chuff" sound and deploy all 3 smoke bursts simultaneously (no sequence of 3 separate firings and noise sequences as before).

Infantry popping smoke when pulling back or treating now do so at full smoke value, rather than the partial screen they laid previously.

Buttoned vehicle movement cost is increased by 1 per hex.

AAMG's are now reduced further than other weapons if suppressed, but they will longer go straight to 0 shots if suppressed.

AFV suppression effects are now reduced. Only AAMG shots are reduced by being buttoned. (An "AFV" is considered a vehicle with hull steel armour of 1 or more all round for this piece of code).

Cultivated fields now cost one MP per hex more to traverse, so are no longer the same as clear terrain.

A weapon Sound Byte has been added to the weapons data in Mobhack. It overrides any sound entered in the unit field and will make adding new sounds for weapons much easier than having to apply them to each unit.

Infantry assaults now require 2 free MP. If there is insufficient MP the unit fires at the tank instead of close assaulting. As well, a failed infantry assault on armour can now result in casualties to the assaulting infantry element.

A new Movement Class for snowmobiles (8) has been added. This makes any unit given that M/C move as the snowmobile unit class currently does over snow.

A hit on a vehicle which does not have protected passengers (soft vehicle, non-APC AFV) does not now always cause a dismount event with attendant possible casualties. It will now force a dismount only 70% of the time.

Map vision algorithm changes have been made. The game is now more likely to produce both high (70-80 hex visibility) sunny days and also some night (1-4 hex) visibility conditions. Rooster trails of dust from moving vehicles in deserts and dry summer conditions etc. have been adjusted upwards by 10 hexes to allow for the higher typical visibility ( above 75 now ). (Previously the game tended to produce too many low visibility days of 20-40 hexes maximum visibility, i.e. an overcast day).

Woods and orchard hexes now cost 2 MP more for vehicles to traverse. Vehicular travel through woods was too easy before.

The victory hex placement routine will now try to avoid houses as well as lake and impassable terrain when placing tiles. This is chiefly to avoid the AI disabling vehicles by crashing into houses.

The delayer now gets 36% of the advancing sides points (was 40% before).

Blast circles are now shown in green on winter maps as that is more visible on a white background.

New game screen borders and backgrounds have been added. We have found the new background helps make the screen text easier to read.

X/Y hex co-ordinates now show all the time. Previously the map co-ordinates disappeared as soon as you moused over a unit, which in many cases, was exactly when you needed to know what hex a unit was in.

The Map editing shortcuts have all been redone and the shortcut key has been added to the text description that appears at the top of the map. Some shortcuts keys are the same as they always have been but many are changed. All changes are noted in the game guide and in the text files that can be called up for in game help.

26 pages of suggested OOB changes and/or corrections have been reviewed, researched and applied to the game along with a number of changes we made to enhance OOB accuracy and / or completeness

### **New Full (CD) Game only Features:**

We have expanded the information displayed when you pass the mouse cursor over a hex for the CD version of the game. Previously, the only information about a hex was Height and the terrain types in it. The new display includes ground height, obstacle height , total height and Terrain Density displayed like this :

- **Ground Height / Obstacle Height / (Combined Height) Density XX**

And might look something like this in the game for trees

- **Height 1/18/(19) Density 26**

Ground Height and Obstacle Height are self explanatory but Terrain Density , while being an old concept for the game, it will be a new one to most players. Terrain Density or just "Density" for short is a value the game uses to determine how solid or transparent a bit of terrain is. For example, trees block Line of Sight (LOS) to the next hex when they are greater than >30 density. If they are under 31 LOS is deemed not fully blocked and you can see into the hexes beyond that hex.

Density is cumulative for purposes of LOS. A hex with trees that have a density rating of 20 will not block LOS to the hex beyond it but if that hex has trees that are also have a density rating of 20, LOS will be blocked beyond that hex. Theoretically you could have a number of sparsely treed hexes in a row before LOS would be blocked but typically in the game the maximum would be two but please note those two hexes do NOT have to be adjacent. The game has worked this way since SP1 was first released, we are just displaying to players for the first time.

While Ground Height and Obstacle Height might be self explanatory, how the game utilizes them together with Density requires some explanation.

- Ground terrain ALWAYS blocks LOS 100% and it blocks LOS when it is more than 3 "units" of height above the level your unit is on. For example, if your unit is standing on a hex that is base ground level ( i.e. zero elevation ) that units LOS will be blocked by ground that is 4 units or greater high.
- Obstacle Height combined with density also blocks LOS and once again it is cumulative. For this I will use tall grass as a general example. Tall grass is 2 units high and has an average density in the game of 10. If the ground the grass is on plus the grass itself is greater than a total of 4 units high LOS will be blocked when enough density is accumulated to do so. In some cases this might take quite a number of hexes to achieve if the terrain between each >3 units of total height hexes are <4 units of height high
- Each "unit" of height in the game is now considered to be roughly 24 inches ( 61 cm ) so each 10 unit level of elevation in the game represents roughly 20 feet ( 6 meters )

The game now **defaults** to showing the formation IDs. This saves pressing the 5 key to turn the feature on each time you start the game. The 5 key can still be used to toggle the feature off and on if so desired.

The Game Options launcher programme now allows you to easily edit the INI value for the **AIAdjustpercent variable** on the Misc Tab. Set at 100% for the default points, 120 to give the AI a 20% points advantage and so on. (Free game users can see this value but not edit it unless they manually do so in the INI file as described in the Game Guide section on AIAdjustpercent).

Non-vehicle units with 2 or more MP remaining can now **voluntarily take cover** to break enemy line of sight at a cost of 2MP by pressing the ' C ' key. Taking cover especially if close to the enemy is **not a guarantee that they will break LOS**.

A **delete** button has been added to the main screen options to allow the deletion of no longer needed save games.

A facility to **change all units of a type** in the campaign rebuild screen has been added. Set the button to change all and the change from one type to another will be for all such units in the core. For example, select one of your T34/76 and change it to a IS-2 after toggling the change all mode. All your T34/76 will now be changed to IS-2 provided you have sufficient repair points. NB - if some tanks are same name, but different Unit Classes (e.g. centurion (CS MBT unit class) and centurion (MBT unit class), only the ones of the selected unit class will change.

In the deployment only, a new button is added to the Formation Menu to allow the **fixing of the formation leader**. If the platoon leader has been moved to a unit other than the 0 index, he will be exchanged back into place with that other leader. This is chiefly useful for repairing platoons in long campaigns. It is a manual and not an automatic function since some people will probably like the current leader assignment.

**General Support** and **Direct Support** off-map artillery types have been added for off-map artillery purchase. **Direct Support** costs 75% of a full Under Command battery and **General Support** costs 50% of a full Under Command battery.

**Direct Support** is less responsive than normal arty, **General Support** even less so. The delay is longer for calls for fire, other than onto gold spots or as a pre game bombardment (their main use).

Shifting fires costs a little more for these type of batteries and they are less likely to be in radio contact as they are theoretically shared with other formations than yours. As well, they are less likely to fire counter battery fires if left idle. Strike air types may be bought in general or direct support mode if desired.

A button on the purchase menu cycles between artillery types. If **General Support** or **Direct Support** purchase is active, then only the appropriate formations are filtered to show on the arty page and the miscellaneous page (for strike air). Cycle this back to Under Command artillery to see the filtered-out formations again. **General Support** and **Direct Support** off-map artillery cannot be purchased for your core in a campaign

**Timed objectives** have been introduced.

A button has been added to cycle through the possible values and then back to no timed objectives. The values start at 3 and increment to 30 then reset to 0. The button is available at game set-up in the battle and campaign generators and in the scenario editor.

- In a meeting engagement the victory hexes start accumulating a timed score from turn 3 onwards.
- In an advance mission, the defender gets timed scores from ¼ of the game length onwards. In an advance the attacker wants to clear the enemy as fast as he can.
- In an assault, the defender gets the standard victory hex score credited from the halfway point onwards, and double from the three-quarter point on. Scoring this way allows the attacker some time to clear defensive obstacles etc.

The attacker does not get any timed hex score credit. He removes any potential future score from the defender by taking the victory hex as early as he can.

Scenarios can be built with timed objectives, this includes those built into Scripted Campaigns but these will only be of use for full CD game owners.

The last turn and accumulated scores for timed victory hexes are reported at the end turn phase once they have started to be credited for the battle type. The total is also now reported on the end game score sheet.

The standard 7 hex cluster of "non-shotgunned" victory hexes will now be spread about in a wider "splatter" pattern approximately 1/3 of the time rather than being in the traditional tight cluster. This produces a more open objective cluster that may need more than a scout car to take and also defend than the "normal" close clusters do but less than the "shotgun" type clusters.

The standard roster button has been added to the deployment menu.

The display of wrecks in the game map can now be toggled on and off as with Victory Hexes in order to allow a less cluttered view of the map if needed. The "[ ]" key (above the "\" key ( That is the Victory Hex toggle on/off shortcut on a US/UK keyboard) is assigned to the function.

Obstacle height and density can now be adjusted in the map editor and extended map using the ' < ' key to adjust Obstacle height and the ' > ' key to adjust Obstacle density. This will be of use to map and scenario designers who wish to create sparsely treed hexes or areas of really tall grass or underbrush. We had planned to allow adjustment to building height ( to block LOS ) but the house code is more deeply entwined with other aspects of the code than trees or grass and we ran out of time this time around to test changes properly. We hope to have it implemented next year along with the ability to adjust the ground height under buildings so troops in them will have the ability to overlook the surrounding terrain.

## WinSPWW2 version 1.0-5.0 Consolidation patch

Combines all of the previous patches into one. No new work added

## WinSPWW2 version 5.0 Upgrade patch

10 New Scenarios  
58 Revised Scenarios  
2 New Campaigns  
6 Revised Campaigns  
22 Revised Campaign files  
5 New Maps  
2 New Sound files  
88 New or revised Photos  
9 New or Revised vehicle/ aircraft Icons  
36 Updated OOB files  
2 Revised Icon Graphic files  
2 New or Revised Text files  
Upgraded **SHPEdit**  
Upgraded **Cost Calculator**  
Upgraded **MOBHack** and **MOBHack Help** file

Snipers can now target and destroy IED's or demolition charges. However, it is not a "one shot, one kill" type of thing and the heavy anti-material rifles work best.

Problems with close range Z fire scattering too far have been resolved. Firing at 3 hexes or less, even blind fire with no LOS, will not scatter onto the firing unit.

Destroyed or damaged core units now do not add back their full cost if their core formation is deleted. They will only return their cost minus the damage inflicted. Previously, if your core unit was worth 250 points for example and it was totally destroyed (0) or damaged (-110 damage points for example) then deleting the formation gave you back the \*full undamaged value\* of 250. This gave you "Free money" for destroyed or damaged units. With the current code, you will get 0 points returned if your formation is completely destroyed and any damage points will be deducted if it is just damaged

The code routine that calculates the number of turns in a game has been re-worked and now the game takes better account of wide (X) and high (Y) maps with extra turns added for large maps, and some deducted from smaller with added turns now given for attack and assault battles

A bug in the main code for regular and campaign games that affected defend battles for players with very large cores has been corrected. In the past if the core was near the maximum there would not be enough points available to assault a force that size. Now, if the core is too large to allow the proper ratio of attacker/ defender in a defend battle defend battles will be rejected and the game will select a different battle type so players with large cores especially in campaigns where they have added to their core force and increased their overall morale and experience levels to the point there were not enough points or unit's/ formations available to attack them with may never see a defend battle. What had been happening was when the core value became too high it broke through the maximum value allowed and wrapped around upon itself creating very small attack forces for the AI

Both games OOBs have been checked and standardised for the following items for ALL units in ALL OOBs in BOTH games

- **Infantry size.** ALL foot units that are NOT scouts are size zero if they are 4 men or under . Scout units are size zero at 6 men and under. The rest are size 1
- **Hand grenades** have been standardised at 2 grenades per man for regular line infantry, 3 grenades per man for elite or specialist infantry like Paratroops and 1 grenade per man for second rate units like militia or partisans
- **Infantry rifle and LMG ammo** has been standardised to a scheme mechanically determined by code, not whim and has been applied to all applicable units. If, for example, Nation A has a section with 9 men it , every other 9 man section will have the same rifle and LMG ammo. Elite or second-rate classes may have a few more or less than a regular.
- **Infantry speed** checks were made for cavalry =speed 12 , bicycles=speed 9 and infantry limited to 6 movement points max if not a scout . Swim speed checks were done for infantry with all reset to 0 except for a very few specialist frogmen which are now swimspeed =1. Cavalry was standardised at swimspeed=1
- **Survivability**- This field has been zeroed for any Infantry , off-map artillery, or aircraft and helicopter classes that may have had a rating applied over the years for units in these classes do not use this rating.
- **Heat armour**- If HEAT armour was less than steel for any facing the error was corrected .

MOBHack has had more selective items added to the cut and paste section . Previously there was " Paste armour suite only" and " Paste as target Nation" to that we have added. All of these were added to streamline the process of ensuring a unit used by one nation, and the same unit used by another, stay the same where it is applicable to be so.

- **"Keep target unit dates"** -This allows you to copy a unit's data from one OOB and paste it into another existing unit and maintain the in service dates for the target unit
- **"Keep target unit weapons"** -This allows you to copy a unit's data from one OOB and paste it into another existing unit and maintain the weapon slots used for the target unit. Frequently, the same weapons use different weapons slots in different OOBs and this allows you to maintain the existing weapons used by the old unit
- **"Keep target unit Icons"** - This allows you to copy a unit's data from one OOB and paste it into another existing unit and maintain the Icons used by the target unit. Many vehicles have unique Icons used by different nations even if its just tan Icons used by desert Nations and green Icons by the others.
- **"Keep target unit UnitClass"**- This allows you to copy a unit's data from one OOB and paste it into another existing unit and maintain the UnitClass for the target unit. For example, a tank may be "MBT" class in one OOB and "Medium tank" in another. When faced with dozens of changes made to dozens of units in dozens of OOBs this comes in handy

These additions greatly helped speed up the process of standardizing or changing units and can be used in combination EXCEPT for " Paste armour suite only" which **must be used alone**

A revised copy of the OOB CostCalculator has been issued that includes lower cost changes to two unitclasses used in winSPWW2 that were missed last year

All 150mm-155mm standard arty now has the same ROF. It had been 4 for some and 5 for others but that range is all 5 ROF for that calibre now. All towed artillery, both on map and off map, has had ammo loads standardised by calibre so all nations using the same sized gun get the same amount of ammo with smaller caliber's having more ammo than larger calibre but now, all will be the same instead of one unit in on nation having 40 rounds for one unit and another unit with a similar calibre in the same OOB with 50 rounds and the same gun in a different OOB having 35. As well, all (+) double ammo loaded, on and off map artillery units, have been removed from both games as those formations unfairly cheapened artillery.

A number of issues raised on the forums regarding OOB issues have been addressed. The list only ran to 14 pages this time but included corrections to German Shurtzen HEAT turret rear ratings that should have matched the side ratings, the Pzkw IVF Vorpanzer has been added as well as a new Icon to represent it, Bren Carriers were starting too early and this has been corrected as well as the formations that used them.

"Boyes" ATR's have been renamed to the more correct "Boys", ATR have had, where applicable, their warhead size lowered to 1 from the 2 we had selected for ATR's over a decade ago but had gradually been changed for some and not others. ATR's are now more properly harassing weapons rather than tank killers.

A number of Anti-tank weapons had HE ammo instead of the more correct AP ammo where HEAT was involved and these have been changed and are but a few samples of the OOB work done

### WinSPWW2 version 4.5 Upgrade patch

12 New Scenarios  
7 Updated Scenarios  
1 Revised Campaign  
2 Revised Campaign files  
1 New Terrain type ( Desert Houses )  
208 New or revised Photos  
28 New or Revised vehicle/ aircraft Icons  
36 Updated OOB files  
10 Revised Icon Graphic files  
4 New or Revised Text files  
Upgraded **Cost Calculator**  
Upgraded **MOBHack, MOBHack.INI** and **MOBHack Help** file  
Upgraded **ScenHack**  
Upgraded **Camo Map Editor**  
Upgraded **Game Options**

( the 4.5 upgrade patch contains all of the 4.25 upgrade patch files)

1/ Guns or vehicles loaded onto their transport planes in the game have their crews split off when loaded so they are dropped separately. Previously there was no way to rejoin them during the deployment phase. New code has been added so that in the deployment phase only, if you unload one of these units from a TRANSPORT AIRCRAFT, the crews will be re-united with their gun or vehicle by pressing ' J '.

2/ All Anti Tank gun unit classes have had their cost reduced by approximately 25%

3/ The GameOptions program will now auto-detect if your operating system is Windows XP or earlier or Vista / Win7 and any future OS Microsoft may release. If it finds you are running an operating system newer than Windows XP it will automatically run a command line that shuts windows explorer down briefly then restarts it ONLY IF you have the game set to run in FULL SCREEN MODE.

4/ There was a minor bug that allowed artillery falling on map in some cases to affect off map units. This has been corrected

5/ HQ's, scout classes, Forward Observers and ammo vehicles will now withhold opfire if they have not been fired on so these units will no longer give away their position prematurely. This makes scouts , for example, much more likely to be bypassed than in the past

6/ Anti Tank guns and flak units will also withhold fire on moving infantry and some soft vehicles as well but will not let the enemy get as close as Scouts etc.. This is an improvement on past code that tended to allow opfire from Anti Tank guns and flak units at moving infantry from long ranges when they should have stayed concealed.

7/ Non FLAK units in the delay or defence will not fire AAA weapons except if the fighter bombers are very close in the first 12 or so turns . This stops " recce by spotting AAMG fires "" , if you put strike planes in as a pre-game deployment to find the enemy layout. Those units with AAMGs WILL fire at paratrooper carrying aircraft and gliders normally, however.

8/ There was a small section of code missing from the pre-game deployment screen (L)oad and (U)nload ALL UNITS routine where the (ESC)ape key did not allow you to change your mind but loaded or unloaded all units when the (ESC)ape key was selected. This has been corrected and the (ESC)ape function now allows you to back out of that situation

9/ Units on water that were destroyed were not being credited as kills. Now Corrected

10/ There is new min range code for artillery based on 1/5th of the units range with 5 hexes being the absolute minimum on map artillery units will target indirect, up to 20 hexes minimum. An on map gun , for example, with a 90 hex range would be able to target units a minimum of 18 hexes from the gun. All guns with a range greater than 100 hexes will only be able to fire at targets greater than 20 hexes from their location on the map. Mortar units on the other hand will have their minimum ranges determined by their sabot range with the absolute minimum mortars can target indirect now being 2 hexes

11/ The PBEM long campaign was not supposed to have special battles, but a bug was allowing these through. The campaign loop now clears down the special battle flag in the correct place and these will no longer show up in PBEM campaigns.

12/ Widescreen support has been added to the game for CD owners. This will allow you to run the game at the same resolution as your normal desktop. If a player wanted to use a resolution OTHER than the current windows desktop mode (e.g. to run the game in 1024x768 full screen, with the desktop set to say 1280x1024 ) then he would need to set the windows desktop to the desired size before starting the game. (Click on desktop, settings, choose required windows mode).

13/ The game code has been altered to make it much more windows friendly when it comes to CPU usage. In the past the game wanted all the resources it could have all the time including that time you were away from the keyboard

making a cup of coffee or thinking about what you would do next. Now, the CPU usage will drop considerably when the game is waiting for input from the human player. It still requires all the CPU usage it can handle when the AI is moving but once it is the human players turn many players with high end computers will notice their machine is not working nearly as hard as it used to be and the effects are more obvious the newer and faster your computer is

14/ There were numerous minor unit , weapon and formation changes made to the OOBs .

15 / The Italian long Campaign code was checking for a max year of 1944 as a start date since that fit VJ and VE days both being beyond that date. However, it took no account of the 1943 Italian surrender date so you could set an Italian campaign to a start date that was later than it's end date. This has been corrected

16 / There have been a number of new Romanian Vs Russians battle locations added to the game. A Romanian player should set up a regular campaign with Russia as the 3 possible opponents. Start date is 6/1941 and end date for the new battle locations is 8/1944. This replaces the previous generic Southern Russian and caucuses battle locations.

17 / The variety of battle locations for the Spanish versus a Russian opponent from 10/1941 to 10/1943 have been fleshed out somewhat, rather than the previous generic USSR locations. 10/41 to 8/42 is the Volkhov River Front, Novgorod and 9/1942 to 10/1943 is the Neva River Front, Leningrad for example.

18 / A new terrain set has been added to the game that will place single hex desert houses when desert maps are called for on all auto-generated maps. For scenario design purposes either house type can be placed on maps simply by switching between desert and summer .

19 / Smoke was not being replenished in some cases in Campaigns. Now corrected.

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### WinSPWW2 version 4.25 mini upgrade patch

4 Revised Scenarios and 2 revised scenario text files

10 New or revised photos

1 New Icon

36 Updated OOB files

2 Revised Graphic files

1) The code was reworked to correct erroneous error messages appearing when playing basic security PBEM. This was the main reason for issuing the patch but we included work we had done in other areas of the game as well and had planned to hold for a later release

2) Various OOB corrections including:

- Nimbus MC added to Blue OOB
- M24 chaffee front turret armour set to 4 in all OOBs
- Russian 152mm arty re-organised with corrected photos and stats
- Boyes AT rifles range increased to 13 giving them more correct penetration at various ranges
- Bazooka and Panzerschreck accuracy reduced to 4 and now match accuracy values in winSPMBT and better reflect their actual performance

3) Further corrections to ensure all units and weapons of the same type have the same ratings from OOB to OOB

4) New infantry flame graphics added

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### WinSPWW2 version 4.0 upgrade patch

22 New Scenarios

52 Revised Scenarios

6 Revised Campaigns including the ANZAC Campaign

96 New photos

29 New or Revised vehicle/ aircraft Icons

40 New or revised Text files

36 Updated OOB files

4 Updated sound files

17 Revised Graphic files

Upgraded ScenHack

Upgraded MOBHack

Upgraded Cost Calculator

ArmourCalc

APCalc

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1) There has been a new "explosives" class added to the game. In WW2 there are three types of units added to each OOB

**Booby traps**

These represent any type of anti personnel weapon typically built from small explosive charges or bundles of hand grenades. They may occasionally damage an armoured vehicle or destroy a truck

### **Demolition Charges**

A charge powerful enough to bring down a concrete / steel bridge but also used to bring down buildings on advancing troops in defensive battles. They could also be used as "roadside bombs" or IED type weapons

### **Fougasse**

Fougasse was typically a mixture of gasoline and oil with an explosive igniter. In Britain during WWII fougasse was usually a 40-gallon drum dug into the roadside and camouflaged at a location such as a corner where vehicles would need to slow down. The Russians first used 'Fougasse flame throwers' in the defences around Moscow in 1941 and in the defence at Stalingrad. They were remote-controlled cans with nozzles designed to be embedded in the ground and set off from a distance and they were the basis for a German copy that showed up in Italy. Those weapons were buried with a fixed direction discharge tube and integrated with conventional landmines and barbed wire in defence works. Weapons of this type were widely used in the Korean and Vietnam wars as well as other conflicts and are well known to combat engineers

**NOTE 1:** These units are set up as one per formation maximum to curb overuse. They cannot be moved so must be placed during the deployment phase of the game.

**NOTE 2:** These explosive devices can self detonate when enemy units are nearby and, in the case of Demolition Charges and Fougasse can be "command detonated" on the players turn who "owns" them, **IF** there is radio contact, by selecting the explosive charge then pressing "F"

- 2) Buildings that collapse into rubble for any reason will now cause casualties to anyone in the building with more potential damage if the building is stone. Previous to this there was no test in the code for such casualties.
- 3) Engineer type vehicles that deliberately rubble a building will show markedly less chance sticking when "bulldozing" buildings than regular tanks do.
- 4) Mobhack would now retain the nation when "Paste as target nation" box was selected when copying formations from one nation to another.
- 5) When tanks turn their hulls to face an enemy firing they no longer turn the hulls directly 90 degrees which generally increases their chance of survival by increasing the angle of attack for the shell.
- 6) Passengers who dismount into a hex with mines will now be tested to see if they set off a mine. Previously the only test was for the vehicle when it entered the hex. This change also applies to any passengers unloading from a helicopter or a helicopter landing in a minefield.
- 7) All OOBs have had every unit and formation trimmed back to 12/46 where the OOB still existed in 1946. All OOBs have been checked for units that started before 1930 and the few that were found have been corrected to 1930. All OOBs that started or ended between 1930 and 1946 such as The Slovak Republic, Italian RSI, Polish LWP and both Spanish OOBs have had their start and end dates adjusted to their actual in and out of service dates used by the game code for all units and formations that strayed before or after those dates. Any unit with a start date after 12/46 was removed. This was a holdover from the original version of the game that allowed game play to 1949. There were 86 units that started after 1946 so were wasting space in the OOBs and there were 4851 units with end dates after 12/46 which made for "messy" OOBs.
- 8) There was an extensive comb though of the weapons list was done to corrected deviant and erroneous entries. All weapons of one type should now have the same stats in every OOB they are listed
- 9) Japanese infantry units may now disperse but at a 50% chance compared to all other nationalities. This speeds up the game and eliminates the need to hunt down 1 man squads.
- 10) MOBHack now shows template units used by formations as underlined in the units section and in the formation section the total number of men in a formation is now reported up to a limit of 255.
- 11) After a campaign river crossing, your core infantry will no longer be permanently assigned an inflatable raft.
- 12) When playing PBEM in basic security mode the game will now simply warn players if the OOBs differ from the original without aborting the game. 13) More historical battle locations for Canada in Normandy onwards in NW Europe have been added, such as "Le Mesnil Patry", "Orne Valley", "Quesnay Wood", "Scheldt estuary", "Hochwald forest", Sonsbeck (town), and Gronigen (city).
- 14) In campaigns it is no longer possible to change a dead unit and retain that dead units experience and morale for the new unit.
- 15) Smoke is now more readily available for non x0 armoured vehicles. In the past some formations contained support units who's purpose was to provide this service but they had no smoke rounds due to code restrictions. These restrictions have now been removed.
- 16) The code has been adjusted so that the V hexes , both cluster and "shotgun", are more evenly distributed to both sides
- 17) Experience and Morale are now presented in the same order on all screens
- 18) Occasionally the last reported page of formations in the purchase menu would turn up blank. This has been corrected. The code was producing an extra page every 25 formations instead of at 26.

19) The ratings for HEAT protection of German Shurtzen has been increased from 6 to 10 based on new information found in a post war British tests.

20) Two of our game development programs have been included with this patch and can both be found in the main winSPWW2 folder. ArmourCalc is a very straightforward program. Enter the armour thickness and angle and press calculate and the answer is displayed in the Result box. The second program is named APCalc and is a bit more involved. At the top of the screen is a "Select OOB" box where each nation can be picked. APCalc reads the weapons data in each OOB and displays the potential armour penetration at various range increments for AP and Sabot. HE and HEAT have only one result as they are not affected by range. There is also a "Best" results box for each type which will give you the best possible result from 1000 calculations. Re-sampling CAN give a different result sometimes, depending on the influence of the random factors the game uses to calculate penetration. Help files for both can be found in the main game folder along with the programs

21) The ANZAC Campaign has been added to the patch. It and five other campaigns contain corrections made due to OOB upgrades as do a number of scenarios.

22) There were numerous minor unit, weapon and formation changes made to the OOBs.

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### WinSPWW2 version 3.5 upgrade patch

**9** New Scenarios

**5** Revised Scenarios

**8** New maps

**6** New or revised photos

**2** Revised Icons

**36** Updated OOB files

**2** Revised Graphic files

**3686** new Icon spots added

Upgraded Cost Calculator

Upgraded MOBHack

Upgraded Extended Map Editor

1) Fixed old "W" key bug where weapon ( 1 ) could not be fired when using the "W" ( weapons ) Key to fire only 1 weapon

2) PBEM Campaign bug where smoke was not being given to core troops after the first turn is fixed

3) AIAdjust percent INI modifier will now affect the buy of AI played forces in any battle type

4) A bug in special battles that was carrying beach assaults over into the next battle has been corrected

5) On map Arty command units have been removed from the list of units able to act as spotters. They can no longer call indirect artillery missions which was allowing an arty cheat that existed back to SP2

6) ANZAC WW2 Long Campaign now starts 1/41 in the Western Desert, rather than the old earlier date. That was the first Australian action (6th Div, Bardia) in WW2.

7) Scenario 312 fixed and now has V hexes. Scenario 5 revised to make it more playable. Scenario 354 has been redone.

8) A small bug where vehicles that automatically used their smoke dischargers would not be able to move has been fixed

9) A small bug fixed for generated and PBEM campaigns, where it was possible, if the campaign was set to run in the same year, to set an end month that was earlier than the start month. The game would not run time backwards but it would only run the latest month

10) The delay for adjusting the fall of shot for both on and off map artillery landing out of the observing units line of sight has been increased and in most cases now means only one adjustment can be made without delaying the next fall of shot an extra turn.

11) European WW2 Long Campaigns will now end in May 1945 instead of April 1945. This month is used for special situations e.g. the battle for Berlin

12) More Eastern Front WW2 locations have been added. There is no longer one set battle location for every month in the East Front campaign, many alternatives have been provided.

13) Landed gliders are no longer automatically destroyed, but are now treated as abandoned vehicles.

14) A bug with all units of a side being destroyed leading to screen flicker has been fixed.

15) A Bug with all units of a side being destroyed but the game did not end even if all objectives taken has been fixed.

16) Problems with the AI counter attacking early in the delay or defence has been corrected.

17) Changes have been made to the code so that if your vehicle kicks up dust due to movement then you can no longer undo that vehicle's action. (Note that this also applies for partial smoke that does not generate a smoke graphic in the hex).

18) A PBEM campaign bug existed where on 3 failed attempts at entering the password a PBEM campaign ended the turn (and saved off the files) instead of aborting. Now the player is returned correctly to the main menu.

19) In Campaigns, core formations were able to cross-attach to non core formations. This has been corrected. You cannot now attach a core unit to a support formation.

20) A bug existed in PBEM Campaign Games where the turn 0 artillery was replayed before player 1 was asked for his password allowing player 2 to watch this turn on his machine has been fixed. Player 1 must enter his password in order to see the turn 0 bombardment. Player 2 cannot now run this turn.

21) A bug in PBEM Campaign Games has been fixed that showed the units of player 2 to player 1 during the pre-game ( turn 0 ) bombardment

22) A bug in PBEM Campaign Games where any unspotted player 2 units caused to retreat by the turn 0 bombardment were shown to player 1 was fixed.

23) There was a bug in the WW2 code for guns with range >100 and AP that caused problems with the cost calculator. Now fixed

24) A new feature for CD holders only allows players to check the location on the map of the other units in a formation with a hotkey. Click [HERE](#) for more information

25) Off map artillery will now have a chance of losing radio contact and when they do they will not appear in the bombard menu. However, if a fire mission has been plotted and you lose contact the turn before the fire mission is scheduled to go in the fire mission will go in as scheduled but because it dropped off the bombard menu just before it did you will not be able to cancel it or shift fire.

26) "Tank Rider" passengers now have a greater chance of more casualties if caught on the tank when they are fired on.

27) Crewed weapons such as AT guns, howitzers and mortars when loaded onto a paratroop transport for air dropping now split into the crew and uncrewed weapon . They drop separately and you must now reunite the surviving crew and the unmanned weapon before being able to use it. This change also applies to vehicles but there are no "air droppable" vehicles , or transports capable of dropping them, in WinSPWW2 and very few crewed guns or mortars in droppable para formations so this change will mostly impact WinSPMBT rather than WinSPWW2.

28) Numerous small OOB corrections.



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### WinSPWW2 version 3 upgrade patch

14 New Scenarios

34 Revised Scenarios

13 New and Revised maps

39 New photos

27 New or Revised vehicle/ aircraft Icons

36 Updated OOB Files

2 Revised campaign files

9 Revised Graphic files

Upgraded Cost Calculator

Upgraded MOBHack

Upgraded ScenHack

- 1) The OOB changes mainly centre around correcting discrepancies between some weapons and the units in the various OOBs that use them. All OOBs were then put through the cost calculator once again to ensure uniformity
- 2) Previously radios were given to almost every platoon leader and section leader no matter what the radio codes in the OOBs were set to . This has changed in both WinSPMBT and WinSPWW2. Now every company, platoon and section reads the radio codes and if the OOBs are set up with low radio chance then that's what you'll see in the game. The main HQ unit will always get a radios. This change affects two things mainly. 1) Calling for artillery will not be as easy as it once was and 2) units from a formation will not be able to wander far from their "0" unit lead. If they do it becomes harder to rally. This is no different that the way the game has played in the past but in the past most units had radios. Now there are fewer units that do especially in the WW2 and just post WW2 era. One example would be snipers. Snipers in the game have acted as scouts, Forward observers and snipers. There are far fewer snipers in this version of the game that have radio contact with artillery. We expect that this change will take some players who were used to picking almost any command unit as a Forward observer a bit of time to get used to . The effect is far less in the game on "modern" era armies
- 3) You will see a further addition to the HQ menu. You will now see ' R ' or ' \* ' in the HQ menu list of units. The leaders with the R have a radio and as always in SP only leaders ( the x0 ) with radios can call arty so if you see a x4 unit with a radio it doesn't mean he can contact the artillery only leaders can do that. That aspect of the game has not changed but this change makes finding he leaders with the radios easier. As well these are colour coded and match the messages you would see at the bottom of the battle screen when you click on a unit. A white ' R ' or ' \* ' means " in contact" and all that means is they have C&C link to their immediate superior. A yellow ' R ' or ' \* ' means there is radio contact and a red ' R ' or ' \* ' means the unit is out of contact with it's immediate superior. All of this is handy to know at a glance. If you are playing with a nation that has few radios you'll probably want to be careful where you put them. This allows you to find them without having to check every leader in the game
- 4) A further change has been made to the "Passenger" report you see in the main battle screen at the bottom left of the screen.  
  
Previously the unit named there would be the last unit loaded onto or into whatever is carrying them. Nice if you only have one unit loaded but useless if there are more than one. The only way to know for sure what you had loaded was to check the information screen and then all units loaded would be listed but in a game clicking on a APC and seeing "sniper" wasn't that informative when you might have three scout teams and a sniper loaded. This is all less of an issue when loading tanks or halftracks but it has always been a problem with large capacity transports like landing barges or helicopter and even though you might know what's loaded in you never really knew how many more units you could load except by trial and error  
  
This has been changed.Now, on the main battle screens your passengers are listed something like this  
  
LOADED: 10 ( of 13 )  
  
When dealing with infantry this tells you that you have 10 men loaded into or onto a vehicle that has a 13 man capacity. You no longer have to guess. For vehicles loaded into units like landing barges the game reads the carry cost of that vehicle so a tank in a landing barge might be reported as something like: LOADED: 30 ( of 50 ). Now you know exactly how many other points you can put in. Large helicopters are handled the same way.
- 5) The move cost for infantry (foot class) has been increased by 1 for wooden and stone buildings. Buildings will no longer be treated like open terrain
- 6) Units will only charged a movement penalty on entering a slope hex from a lower altitude so travel down hill is no longer penalised.
- 7)In assault battles a bit of code that had previously been added so landing barges etc could call arty in beach assaults was allowing any unit with a radio to call arty in a beach assault. This has been corrected .
- 8) Bug found in MOBHack where deleting unused weapons would also delete weapons that are still being used. Now fixed.
- 9) Units in retreat or route can no longer use a radio to contact artillery
- 10) The enemy passengers loaded in or on a vehicle was reported on the info screen you get when right clicking on a unit. This has been removed.
- 11) A text overrun bug that would intermittently show up on the HQ menu screen after purchasing has finally been squashed for good ( we hope.... )
- 12) There was a bug we traced back to the original code that was cancelling out the full effect to Multiple MG's on aircraft and only calculating for one gun. Now fixed.
- 13) PBEM Campaigns have been added to the game for CD holders. You can read more on this by clicking [HERE](#)
- 14) In some cases enemy bunkers could attempt to fire at targets outside their weapons arc which triggered an opfire event by friendly units. This has now been fixed.
- 15) A rare bug where crews carried as passengers could turn into enemy crews has been fixed.
- 16) Bulgaria was showing up as an opponent of Russia during campaigns. This has been corrected
- 17) Ranger and Mountain Forward Observers did not have the artillery spotting bonus. Now fixed
- 18) Changes to water depth were not being saved. Now fixed. The scenario #49 "Stark and Bitter Hours now has the correct water depth between the coral reef and shore.
- 19) HEAT ammo previously could sometimes overpenetrate it's nominal penetration value to a significant amount and this could give some weapons abilities that they did not have in reality. The code has been adjusted so this is far less likely to occur.
- 20) Level Bombers were not always dropping all their bombs. Now fixed
- 21) One infantry class was missed in the code that restricted their ability to throw smoke to one hex. Now fixed

22) WW2 Long Campaign bug fixed. AI was buying mines etc in LC when it had to defend but was not deploying them.

23) The Japanese long campaign code was set up too passively in the early Chinese fighting. There were far too many "defend" battles for the Japanese. Now changed. They will be more aggressive than in the past and there will be more advance and assault battles

24) The special battle text files that appear when playing campaigns were missing and have been included in this upgrade.

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### WinSPww2 version 2.5 upgrade patch

36 Updated OOB Files

Upgraded ScenHack

1] There was a problem in the game campaign code, that affected only some players, which would prevent them from deleting a campaign core formation after purchase. Now Fixed

2] There was a bug in ScenHack that would prevent users from loading scenarios made with version 2.0. Now fixed

3] The OOB changes mainly centre around correcting discrepancies between some weapons and the units in the various OOBs that use them. All OOBs were then put through the cost calculator once again to ensure uniformity

4] The code has been changed so that smoke is restricted to 60mm - 159mm calibre artillery and mortars. Although there would be a few exceptions to this rule in reality this covers the vast majority of historical cases . Rockets do not have smoke rounds with the exception of the German Nebelwerfer 41 15cm rockets. Smoke has also been removed from all naval calibres.

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### WinSPww2 version 2.0 upgrade patch

13 Additional Scenarios

11 Updated Scenarios

15 New Maps

14 Updated Leader Name File

29 Updated Ranks File

75 New or Revised vehicle/ aircraft Icons

145 New photos

36 Updated OOB Files

Upgraded Cost calculator

Upgraded CamoMapEditor

Upgraded MOBHack

Upgraded ScenHack

Upgraded CampaignHack

1) The game no longer automatically issues 10 artillery priority hexes per side except for scenario design. Priority hexes are issued based on the type of battle and the number of Forward Observers and the equipment the forward observers have available. Click [HERE](#) for more info.

2) Retreat/Rally hexes have been added to the game. Click [HERE](#) for more info.

2) Opfire filtering has been added as a bonus for players owning the CD version of the game. Click [HERE](#) for more info.

4) HEAT ammo now has a secondary HE ability. Units with HEAT ammo can fire HEAT/HE at 66% if the effect of the regular HE round for that weapon. Units will reserve the last 4 HEAT rounds for anti-tank purposes, and are more reluctant to fire HEAT/HE against soft units in the reaction fire in the opponent's turn unless at 1-2 hexes or so. ( in close combat you throw everything into the fight ). HEAT/HE cannot be area fired (Z-Key) nor does it have effects in the surrounding hexes like regular HE might, for larger warhead sizes.

5) All HE ammo has been removed from Panzerfaust type weapons that had them added in to simulate the change mentioned above.

6] A "View All" key has been added to the game to show all hexes currently visible to your unit and saves clicking in all 6 directions.

7) Maximum game points has been increased from 50,000 points to 65,000 points. Previous versions of the game allowed 65,000 points only in one specific case. We now allow the 65,000 maximum in all cases.

8) Infantry and vehicles may now enter -1 water hexes. Previous to this change they could enter -1 hexes but only if they are classed as "land". There are sticking penalties for vehicles moving through these water hexes similar to swamp or mud. Infantry move one hex per turn. The game will now also accept entering -1 into a water hex with the map editor and the change will stick. Previous to this it would not.

9) Formations that showed more than two pages of units would occasionally show the "Next" and "First" buttons overlapping the unit info. Now fixed.

10) Hex info was not being shown in the bombardment screen after the unit info screen was accessed. Now fixed

11) The Nationalist and Communist Chinese LC were giving 100% of their battles against Japan. This has now been fixed so that they will now fight each other AND the Japanese and from 5/45 till 12/46 the Nationalist and Communist Chinese are the only opponents for each other and for the Nationalists there is small chance to fight themselves (i.e.warlords)

12) Bug fixed in Long campaigns were the AI was not buying mines etc for the AI defender.

Plus many other small tweaks and adjustments.

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### WinSPww2 version 1.1

#### The following changes were made to the game after it's initial release and are included in the V1.1 upgrade/Patch

There were some problems with reinforcement units not having the same entry turn as their APC - fixed. Passengers now have their reinforcement turn set to same as vehicle.

Artillery effectiveness against armour was too high and the following changes have been made to the code

1. Only units in the shell explosion hex will receive top hits (except cluster munitions)
2. Penetration in the blast circle outside the shell explosion hex has been reduced for shell splinters (except cluster munitions)
3. Armoured units may now suffer a suppression-only hit (hit by shell splinters message)
4. HE penetration on armour now needs more overpenetration to be certain of a penetration effect. If equal, 25% will go through, if overpenetration of 6, 90%
5. More chance of immobilisations (track hits) rather than kills especially if the shell size is small

Short range effects in infantry combat was a bit too high and the following changes have been made to the code

1. The bonus effect for fire at 50m reduced, and takes more consideration of firer suppression
2. The bonus for being unspotted (ambush fire at short range) has been reduced and takes more consideration of firer suppression level
3. The panic fire chance at 50 metres takes more consideration of suppression to the firer

The net result of these changes are a more give-and-take firefight

An Optional AI force level adjustment for Campaign games has been added An INI file variable has been added (optional) for users to use to boost (or even reduce!) AI points in campaign games . Information regarding this variable can be found in the WinSPWW2\Game Data folder in the file "Campaign AI Point Adjustments.txt" **OR** by clicking [HERE](#)

The coding for Smoke shells in campaign game upgrades was wrong and has been fixed. In campaign battles beyond the first, units will have correct smoke shell loads.

Anti tank gun reaction fire adjustment changes--In reaction fire, ATG (and FLAK) are now more oriented to vehicle/armoured targets and infantry less so, especially beyond 500m range. A players Anti-tank gun will now tend to reserve fire for vehicle/armour targets and not pop off at infantry especially if not yet spotted.

Arid maps Changes--Arid maps (e.g. Tunisia) used in V1 was being treated as a summer map, so not using the desert icons. Desert icons are now used (if they have them) by units in Arid maps.

Turn length Changes--As WW2 tends to use marching infantry, default battle length has been increased a bit to allow for this.

Barge Changes-- Barges were creating a new barge in the barge carrier when save games were re-loaded. Fixed. One one barge per barge carrier now.

The cost of units has increased. In some cases more than others. Generally the change has been slightly upwards but heavier tanks now cost more. For example. A KV-1 in Ver1 cost 91 points in MOBHack and now costs 112 points ( the game cost will vary due to experience and moral modifiers ) A IS-II that cost 93 points in V1 now costs 126 points. A Koenigstiger in ver1 was 156 points and now costs 214 points in v1.1. As a result all scripted campaigns have had their points allotment altered and new versions of those files are included with the patch as are a complete set of OOBs which also contain a number of tweaks and changes based on suggestions or problems found after the game was released

8 new PIC's

2 revised sound FX

3 new Icons

2 revised scenarios and 13 new ones have been added bringing the total number of scenarios in the game to 345

When "clone all" was selected in the scenario editor where the cloned units had weapons deleted ("-"), the game initialisation code was wrongly loading the template weapons for all the cloned units if the scenario was reloaded in the scenario editor, or when the scenario was played as a game. FIXED. The cloned units will now retain their weapon changes

Anti Tank Rifles were working a bit too efficiently in the game and their effects on armour have been toned down somewhat. Expect more \*\* damage reports than outright kills now

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### WinSPWW2 version 1.0

#### Many of the following points will be new to anyone familiar with SPWW2 but they are shared additions with WinSPMBT.

Conversion of the old MSDOS game engine to Microsoft Windows.

Complete removal of all the old problematical MSDOS sound, mouse and graphics problems.

Optional DirectX or Windows GDI based graphics.

Option to use DirectX Full screen mode, or operate in a window on the desktop.

Windows-compliant sound and mouse routines.

Game size is no longer restricted to merely 640 by 480 pixels. User can choose from 640x480, 800x600, and in the enhanced CD version 1024x768, 1152x864, 1280x1024 and 1600x1200 modes.

Completely re-organised game screens

Arid and Savannah type terrains added to the map generator. They replace many maps that used to be desert but really shouldn't have been

New zoom-in level added

#### 10 NEW terrains added

- Bare Earth (Arid Soil)
- Red Earth
- Brick Cobblestones
- Stone Cobblestones
- Beach Sand
- Sparse Grass
- Grass ( variant )
- Leaves ( Forest Groundcover )
- Autumn trees ( October )
- Autumn Orchards ( October )

The Map Autogenerating routine has been upgraded to use the 10 new Terrain types

12 Terrain tile sets totally re-done

- Green Grass
  - Rough
  - High grass
  - Snow
  - Soft Sand
  - Desert Rough
  - Sand
  - Paved Roads
  - Pavement
  - Winter light snow
  - Winter Snow Drifts
  - Mud
- 
- Revised Game palette
  - Railways will now occasionally be generated on maps
  - Barbed wire added for defensive battles. The AI will place Wire when it defends
  - Loading and unloading of passengers now costs Movement points for both the vehicle AND the passenger units
  - Custom OOBs can now be easily loaded and the default set of OOBs can just as easily be restored
  - AI may now target any smoke signatures with artillery
  - Vehicles may now reverse while keeping the vehicles front pointed towards the enemy

#### Items specific to WinSPww2

- 63 New Scenarios
- 60 New Maps
- Over 275 new photos added.
- Six new nations added ( Slovak Republic, Manchukuo, Italian Social Republic, Vichy France, Polish Communists (LWP), Chinese Communists)
- Over 500 New and Revised Vehicle/Aircraft Icons
- Infantry squads will now display up to 19 men ( was 13 )
- Full WW2 scripted Long Campaigns added for France, Chinese Nationalists, Chinese Communists

The game's AI opfire and reaction fire routine has been re-written to make it more selective in targeting based on the weapon firing , target type and range.

**A retire function for APCs/Halftracks/carriers and trucks has been added** . Unarmed APCs/Halftracks/carriers or trucks with no passengers will retire 1km ( approx 20 hexes ) after dropping off their passengers. For armed APC/Halftracks/carriers etc. they will retire a few hexes (if any MP left of course!), then turn and face enemy. If they are close to the enemy and have sufficient MP they will occasionally reverse instead.

**A new load up function for APC and trucks under AI control has been added** . The game will now cycle through all APCs/Halftracks/carriers and trucks . If the carrier is unloaded and not within 20 hexes of enemy (at start) and it can move and is not retreating etc it will look for a target infantry unit or team to pick up (within a 1 km or 20 hexe range of the carrier). The target infantry/team must itself **not** be within 20 hexes of enemy. On the first pass the APC only looks for grunts of its platoon. On pass 2 it will look for any unloaded infantry or team (this allows trucks or APCs in a MISC platoon purchase etc to get in on the action) if the carrier decides there is a target infantry unit or team it motors towards it, and if it gets to the location of the passenger it loads it up

Plus dozens of other small tweaks, bug fixes and adjustments to game play such as.....

- A button has been added to the artillery menu to access the blast circles routine
- fix to spotter planes (direction 6 was broken)
- delete last formation - properly relinking subordinate formations to HQ (A0) if co HQ is deleted
- delete core formations now allowed (on the expand core screen of the core upgrade menu)
- German and Italian WW2 Long Campaign for taly and N Africa - allow Indians as opponents
- base morale now shown on purchase screen
- maps - ability to set battle location and access to the map generator with added buttons in the map editor (inc extended CD map editor)
- Included waypoint mechanism to linked scenarios.
- New properties for rough terrain.
- Minor modification for Z fire triggering AI OP fire.
- Fix on Preference bug (pbem).
- New code for AI APC vehicles.
- New Waypoint technique.
- "Z" ( area ) fire will now draw reaction fire
- Modified path-finding code (extended).
- Option to delete Core force units and refund the cost.
- Modified the Bicycle class and added the snow benefits to the light Ski class
- A new set of ID flags with their positioning lowered
- New ScenHack program
- New CampaignHack program
- New CostCalculator program
- The batloc was not being displayed in campaigns, if the default loc was not being used - fixed
- The game was putting severely crippled vehicles on map. Now fixed to immobilize severely crippled core vehicles (damage >= 1/2 cost).
- There was some tinkering with UK/Ger batlocs in North Africa in 1941 - should not go to Crete in LC.
- A campaign marginal victory gets min of 300 points, a decisive 500 (for smaller cores), before difficulty adjustment.
- When displaying the entry/exit hexes of air units in the bombardment screen, zooming in or out will cause them to disappear from view. And reappear when you move the cursor over them."----FIXED
- The "generate Campaign" screen had problems with some of the buttons...FIXED
- The games costing routine in the mainscreen was only incrementing cost at 90+ morale, and had a minor bug as well. FIXED
- Rough will now cause disablements on ROUGH+SLOPE hexes. It will NOT disable on regular flat rough terrain
- Wagons are now treated like cavalry and not trucks

and many more..

#### A special note regarding the scenarios in WinSPww2v1

The scenarios included with **WinSPww2v1** that were designed for earlier DOS Version of the game have been checked, rechecked, adjusted and tweaked in a number of ways. Quite a few man hours have gone into this and all the scenarios released with this game should play as they were originally designed to be played ( or even better! 😊). We have also revised the OOBs in the Windows version to eliminate many of the old, unused entries and because many of the older scenarios still used them it meant we had to go in an buy new units to replace the ones that were removed. As well, we found when we converted to Windows that some of the scenarios using Germany still had some info dating back to when Germany was OOB00. This too has been corrected and these scenario corrections extend to all the scenarios that were used to build the Scripted Campaigns in the game. In the case of campaigns, not only have the scenarios that make them up been revised but also the point structure to ensure players can purchase what we suggest you can purchase for the campaign

**AS A RESULT** of these changes and the conversion to Windows players who download scenarios from various places on the Internet that carry scenarios for SPWW2 **\*\*MAY\*\*** find the older ones are "broken" in WinSPww2 and will require upgrading either by the original scenario designer or the player themselves. The changes we added to the game to make it better made this unavoidable and we apologize for any inconvenience this may cause but we hope this inspires people to upgrade and re-issue their old scenarios for this new version of the game.

#### Some notes on the new AI "Artillery Interest" routines.

Previously, the AI arty routines targeted those troops which were spotted in its own phase and would then fall-back to the routines to beat up objectives, or approach roads etc. Thus you could do the "hill dance" of moving up from behind a ridgeline, firing and popping back down, drawing only normal return op-fire while exposed but ending your move out of LOS, so the AI would not assign arty on these units. The new AI artillery interest routine is linked to events which the human player is told about during game play, but which previously the AI was ignorant of. Basically - anything which generates a message that your human opponent (in a PBEM) could use against you, the AI now knows about as well. The AI artillery interest routine takes events which the human player would spot, and assigns a chance for the AI to assign available artillery to the general area of this event. Trigger events include flipping an objective hex, making direct fire smoke, making smoke from dust trails from vehicle movement, direct fire events (including direct area fire with the Z key), normal on-map artillery firing indirect fires (which generate smoke in the hex), and engineering clearance operations. All things reported to a human opponent, and now available for the AI to assign delivery of a few "presents" to as well, just as your human PBEM opponent would.

Also previously the AI was a bit reluctant to plot its on-map artillery assets, usually mortars. Often, a mortar unit with 60 or so original rounds would end the game with perhaps 45 or so rounds remaining. There is now a routine to check

for possible mortar (includes all on map arty including say SP-MRL) targets, with the AI focussing on detected enemy units close to objective hexes as the prime search criteria. The on map arty assignment also tends to fall-back on enemy held objectives if nothing better is located, so it then drops searching fires around these. Thus, "camping out" near objective hexes will be somewhat more interesting for the human player!.

### Addition features of the enhanced CD version only

( for more information on the added features available on the extended CD version click [HERE](#) )

- Cut and paste Map editor
- Secure Tournament play
- 640x480, 800x600, 1024x768, 1152x864, 1280x1024 and 1600x1200 windowed and full screen modes.
- 250 Secure PBEM save slots
- Encyclopaedia Sorting functions
- ScenHack scenario editor for WinSPWW2
- CampaignHack campaign editor for WinSPWW2

### What was new in SPww2 DOS Version 7.01

All OOBs Updated  
1 Updated Campaign  
26 New & Updated Maps  
1 Updated Scenario  
12 New Scenarios  
151 New LBMs  
7 Updated Sound Files  
52 New Unit & Formation texts  
1 Updated Help Text  
2 Updated Rank files  
3 Updated Leader files

-Victory hexes can now be edited onto the maps by hand from the view map screen for generated battles, PBEM games and campaigns

-During the deployment phase the AI opponent would opfire during deployment if you did something that triggered opfire-- like unloading in LOS - FIXED

-In PBEM games a player could spot the enemy during deploy on smaller maps. -FIXED

-Auto deployed barges sometimes ended up deployed on land - FIXED

-Units unloaded during beach assault set ups had been programmed to drown at the end of the first turn after deployment in beach assaults but they could still fire at beach targets while unloaded during the first turn then reload into Landing craft and continue to the beach. FIXED. Units left out of landing craft will " drown" at the start of the first turn now

-Random seeming game crashes mostly affecting XP users have been eliminated.

-SABOT range added to indirect fire artillery was also acting as the minimum indirect fire range- FIXED. On-map artillery now has a 20 hex minimum range for all guns. This is unchanged from before but now Sabot range does not affect that minimum

-Revised Game palette

-80 new single hex houses have been added (40 originals removed). This doubles the number previously available. In addition, 12 wooden multihex buildings and 12 stone multihex buildings have been redone for the SUPP. These additions had been planned for the next full release but we decided to add what we had done so far to these supplements. This is a Work in Progress and we plan to have all the buildings redone for the next release plus many new additions.

### What was new in DOS Version 7

Completely new set of larger format OOBs (Order of Battle files) with thousands of changes and additions. New format OOBs can now hold 999 Units and 999 Formations. An additional 55 Unit Classes have been added as well. The OOBs have been extensively researched and availability dates, ammunition loadouts and formation design has been finetuned throughout. New units and new formations adorn many of the OOBs. You can get many of the particulars in the [Country Descriptions](#) section, but we leave some things for you to find out as you play the game.

Many tweaks and adjustments to the code & AI picklists have been made to fine tune & refine gameplay

**735** New Pictures (LBMs)  
**383** New or Revised vehicle/ aircraft Icons  
**13** New terrain features  
**237** New Scenarios  
**83** New Maps

**39** New Text files  
**64** New Sounds

Many minor tweaks to existing scenarios to have them utilize the new features available.

Minor tweaks to several existing maps & duplicate maps removed.

One new Campaign: Paratroopers in the Pacific. This campaign is based on the history of the American 503rd Parachute Infantry Regiment. You will start off as the commander of Item Company, 3rd Battalion, 503rd PIR.

New "Player\_SPWW2\_Scenario.xls" file listing all scenarios, maps, and campaigns in the Game Notes folder.

All Scenarios and Maps are now numbered in the game selection screen, and maps also have their size listed.

The map code auto-generator has been extensively enhanced and the coded routines greatly embellished.

13 totally new terrain features have been added, as well as 4 old terrain types being completely revised. Transition months between seasons are now more accurately detailed and varied in terrain. As well, the transition between terrain types adjacent to each other has been refined.

The 13 new terrain types are Ice, Frozen Streams, Marsh, Ploughed Field, Red Sand, Red Sand Rough, Grey Sand, Grey Sand Rough, Arid/Fall Grass, Arid/Fall High Grass, Winter Crop Field, Mid-Winter Snow Field, and Bare Winter/Late Fall Trees

The 4 completely revised terrain types are Green Crops, Yellow Crops, Rice Paddies and Early Winter Fields.

A map generator that allows maps to be auto created using 19 different variables has been added, and is accessible from the Map Editor as well as the Battle and Campaign Unit Purchase screens so that you can customize your maps before each battle to further enhance your gameplay. You can even Save the maps you design on the fly, or load previously saved map -- even from the View Map screen of the Purchase Units section!

Maps can now be created as small as 20x20 (1 kilometer square) and can be expanded in 10 hex increments (half kilometers) separately in both the X and Y axis up to 200x160 hexes (10 kilometers by 8 kilometers).

A number of important changes have been made to the "View Map" screen of the Deploy menu for generated battles and PBEM (all changes detailed within the Game Guide)

- • Redraw the Map for the Current Opponents (use different battle location for these opponents and date)
- • Redraw Map for the Current Battle Location (use same battle location)
- • Change Map ID (specifically change battle location to another one by indicating batloc ID number)
- • Redraw V-Hexes without changing terrain
- • Change Game Length

MOBHack will now allow entering different Icon numbers for summer, winter and desert terrain and the game code has been revised so these will show up in the game at the appropriate times. A near-complete set of German and Russian Winter camo vehicles have been added to the game and a near-complete set of German and British Desert vehicle Icons have been created for the Western Desert. As well, German vehicles will for the most part, show up in Grey before the spring of 1943 during "summer" months. We will expand the number of units with winter and desert icons in future versions. As a result of this change, icon-makers will notice that they no longer have to build a parallel set of desert icons in a special and separate desert SHP file. All the icons can be entered into the the same SHP file, and there is no longer a switchover to different SHP files for desert terrain.

In defend battles the Defender can not only place trenches, but remove them once placed in order to achieve a special effect. Laying & Removing trenches is used to simulate previous defensive engineering efforts to remove trees, bulldoze rough areas and otherwise improve Line-Of-Sight and strengthen the defenses because when a trench is removed the hex (in most cases) becomes Clear Terrain. Trenches can be laid and removed anywhere on the Defender's half of the map. Trenches laid in Water terrain will create a small island to put the trench on.. Trenches can also be placed on the attackers side of the map to simulate forward area anti-tank trenches or the previous front lines. Trenches cannot be removed once placed on the opponents side of the map because doing so gives the Defender too much control over the terrain and tilts the play balance in favour of the defender.

Victory Hex Point allotments can now be reduced down to 5 points and up to 250 points in 5 point increments. Victory Hexes worth less than 50 points will be ignored by the AI, and can be used by scenario designers to develop special battlefield situations and tweak AI and Player movement.

Automatic weapon and autocannon ratings have been revised and refined based on new formulas that have been extensively researched in order to bring more realism to combat tactics, strategies and results. As well, ammunition loadouts of autocannons have been researched and an appropriate number of "shots" have been assigned instead of the generic loadouts of previous versions (which was actually much too generous). Each in-game "shot" is the equivalent of short bursts. The new loadouts and weapon ratings illustrate how quickly autocannons eat up ammunition and also how deadly they are. Many auto-cannon armed vehicles do not carry much ammunition, and have high rates of fire, so they have to choose their shots carefully. The importance of the secondary weapons of these vehicles in the antipersonnel role is now much more apparent because of the ammunition limitations of the auto-cannon.

Autocannons with the proper traverse and elevation ranges can now engage slow, low-flying aircraft just like in SPMBT.

Tank ammunition loadouts fine-tuned according to new data uncovered.

Grenades, rifle-grenades, infantry bombs, anti-tank grenades, infantry anti-tank mines and other anti-tank explosive devices have been extensively researched and have replaced the generic representations in most instances. Where the generic representations still exist (because of lack of credible information) they have been revised in relation to all the new information uncovered on these weapons.

Vehicle Dust Trails have been revised to begin appearing in desert terrain and summer months at higher Visibility settings than previously.

A new Map Editing feature whereby you can add "Clear Terrain" (Grassy Plain) to a hex, and still keep the height contours of the existing map. You no longer have to add Clear Terrain to a contoured section of the map by removing all the terrain features of the hex, including height. If you move to the second page of map editing buttons you will note that when you pass the cursor over the "Clear Terrain" button on that page it reveals that it will "Add clear terrain to hex following the contours of the existing map." The "Clear Terrain" button on the first page remains the same as it always was-- it clears all terrain and all height from the hex.

Armament loadouts of planes have been revised and varied loadouts created for use in different mission types. A huge effort was made to review the weapons loads on fixed wing aircraft (many thanks to Jakub Jaraczewski). Many

different air-to-ground rockets were identified and established as weapons in the game. These were matched to aircraft of the appropriate nationality and period. As an example, a player will encounter Typhoons in 1944 that fire 60-Pounder Rocket Projectiles and P-38 Lightnings loaded with M-8 4.5-inch rockets. A parallel effort was made to identify the characteristics of the aircraft cannon and their ammunition loads. Thus, players with an eye to detail will appreciate the use of "20mm Hispano" instead of the old generic "20mm-cannon." This detailed approach highlights the different capabilities of same caliber weapons from different countries, such as the 20mm Hispano used by Great Britain and the 20mm Mk.2 used by the USA. Even the differences between two same caliber cannons used by the same country, Nazi Germany's 20mm MG-151 and 20mm MG-FF, are evident.

New armor values and penetration ratings for some weapons. Many armor ratings were reviewed, as were the capabilities of key anti-armor weapons in the games. This resulted in a few subtle changes that enhance the dynamics of tank combat in the game.

Changes to Range Finder ratings. After extensive research some range finder ratings have been increased to better reflect the capabilities of the actual sights and range finders. This is another subtle change for SPWW2 that enhances the combat dynamic.

Standardization of cannon rates of fire. To a large degree, the rates of fire of tank guns, anti-tank guns, and artillery pieces have been standardised. This corrects the problem of like weapons having different ROFs from OOB to OOB.

A "Player's Info" text file included in the Data/Design folder to help modders build new OOBs using the same basic rules that we do, and also to give an insight on how the game works.

Amphibian movement in rice paddies was revised.

The Boats Get Stuck Under Bridges Bug has finally been eradicated. Now boats can ply the waters under bridges, but their icons will appear on top of the bridge solely for ease of locating. If the boat icons are allowed to go under the bridges, they can become hidden from view very easily and the Player might lose track of his units. So we have made the icon appear above the bridge -- but it is simply a matter of visuals, and the boat does not add movement costs for traversing the bridge or otherwise exhibit any adverse effects in the game. For all game purposes the boat is under the bridge and in the water.

The code controlling troops dismounting from APCs and other vehicles was tweaked to allow more realistic engagement by opponent forces that are in LOS of the dismount.

Frequency of fords in streams was revised, and fords are made to flash yellow on the mini-map for easy identification. The chance of getting stuck at fords was also revised downward a little.

Road code finetuned.

Many small code tweaks to finetune the frequency of various results.

### **What was New in DOS Version 6.01 SUPPLEMENT**

Completely new set of OOBs with numerous changes and additions

A new Cost calculator with the following corrections:

- - changes to ERA costs ( applicable to SPMBT only )
- - changes to flame weapons costings (long range flame weapons increased)
- - EW cost changes (+) ( applicable to SPMBT only )
- - off map and on map HE shell costs were reversed - fixed
- - sabot ammo was using the AP range, not sabot range- fixed
- - off map planes with missiles were using off map HE costs which were too high- fixed

11 revised and 24 new scenarios

27 new or revised Icons ( 12 revised SHP files )

17 new text files

Revised MOBHack help file

9 new PIC's

Many tweaks and adjustments to the code including:

- -helicopters could not unload on a bridge on lake hexes - fixed
- -other units on a bridge on a lake hex could not unload passengers - fixed
- -mine points rolling over to a very high number for dragon teeth buy when 0 fortification buy points- fixed
- -reinforcement mortars off map fired if under AI control - fixed
- -bomber aircraft were not dropping the last cluster bomb - fixed
- -on-map howitzers with HEAT ammo when firing indirect used HEAT if they hit an armoured target - fixed
- -some small maps caused a crash - was due to the random trees placement code not being changed to allow for map X and Y changes -fixed
- -mortar ROF was decided to be too high - reduced. Mortar ROF is ROF+1 if warhead<4
- -indirect artillery was using the direct fire graphic when attacking armoured targets, causing the incorrect graphic and or a shot to appear from -1,-1 to target - fixed.
- -Artillery indirect fire circle size tightened up slightly
- - helos were not taking damage correctly, now fixed.
- -Ammo units - boosted load of weapons with warhead size <4
- -road bridges over lake hexes were reporting as rail bridges if any rail bridge present on map - fixed
- -In Scripted Campaigns, if the map size was > 100 in width, the non fixed troops were deployed on column 98 still. Fixed.
- -Infantry speeds in MPH sometimes went down on 3rd hex moved - fixed.

-Vehicles which were reported correctly as dug-in on the deploy turn or in scenario editor were losing dug in status in turn 1 onwards.-Fixed.

Infantry were not being charged for soft sand - now +1 MP is charged for moving in a hex with soft sand.

### What was New for Version 6.0

Numerous tweaks and adjustments to the code, AI picklists and OOBs have been made to fine tune gameplay

New MOBHack Database checking utilities and OOB Price Calculator

ALL units have been re-priced with the new calculator (which can be found in the "Cost Calculator" folder )

30 New Scenarios and two new campaigns ( Langemarck at Narva and Stug Brigade 276 ) . Included with the new scenarios is a Beginners tutorial in the first slot.

Over 375 hicle/ aircraft Icons

New MOBHack Database checking utilities and OOB Price Calculator

ALL units have been re-priced with the new calculator (which can be found in the "Cost Calculator" folder )

Max Points now 20,000 ( was 12,000 )

A bug has been fixed where if a formation had non aircraft in slot 1, planes could be added in subsequent sections and this would then fool the air selection code and allow either unlimited planes or to add such formations to cores.

The surrender option has been removed in PBEM games as this proved to be a cheat in PBEM..

Mines were not able to be laid on the RHS of larger maps - now fixed as well, mines are now deployable in the UC if bought.

AI Picklists for all nations have been completely checked ( 14,991 lines of code !! ) and corrected and enhanced where necessary. All Nations should now field a correct mix of troops in all battle types

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### What was New for DOS Version 5.6

The game now allows 135 map sizes. Maps can now go from a minimum of 20 hexes wide and 40 hexes high to up 160 hexes wide and 200 hexes high. All maps are fully playable in generated, campaign, PBEM or scenario based games. AI deployment routines for units and victory hexes have been re-written to accommodate every map size. Campaign players now have the added bonus of pre-selecting map size before every game to allow them to tailor map sizes to fit their campaign core size.

Area fire can now be targeted through smoke filled hexes. No longer will smoke act as a barrier to fire however, accuracy and effectiveness is far less than aimed fire against a clear hex but this new system works quite well for harassing advancing enemy infantry.

Using direct HE fire, all units in the target hex now receive splash damage while in direct fire by HE weapons. This includes the original target if missed, but the shell still lands in the target unit's hex. (The original code ignored the original target if a miss was scored). This slightly increases HE effect in direct fire.

The retreat code has been altered to give more realistic retreat paths in most situations

Points changes made in the editor will now "stick"

A new "Infantry colour" has been added to the game. It is used for China, Czechoslovakia, Belgium and "Red".

All OOBs extensively upgraded. Our Player Community was the origin of many OOB tweaks. While we may not respond to every issue raised on the message boards, we do read and research every bit of information and opinion that the games generate.

A new pricing formula has been used for all units.

New ammo loadouts for all non-vehicular mortars, howitzers and naval guns have been implemented to smooth out inconsistencies between OOBs that resulted in unfair advantages/disadvantages for some countries.

A bug in the computer purchased forces points values was found and eliminated. The troops were bought at the correct cost but the units point value field was left the basic OOB book value rather than the adjusted cost for + or - experience/moral. Any forces bought by the AI or human player using the computer buy routines will now reflect the correct cost adjustment for Experience and Morale rating.

Campaign core force points values had remained at the original purchase cost throughout the campaign thus not properly reflecting their changes in Experience and Morale over time. This bug has now been isolated and eliminated. Core forces will be shown at purchase book value for their template formation at the beginning of their first battle but will be individually priced at the end of their first battle depending on their true individual Experience and Morale rating. As they further progress through the campaign they will gain value as they gain experience and moral.

There was a bug whereby campaign core forces morale jumped to the 80's after their first battle. This has been eliminated, and therefore core forces morale will now properly improve with successful battles

The internal routines that calculated points value variance from the default 70 produced very skewed results when the difference was 10 or more points either way. The formula was revised to a flatter range.

Many other minor tweaks and adjustments to the code.

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### What was New for DOS Version 5.5

**Cross attachment of Platoons** feature from SPMBT has been added to SPWW2.

We have increased **waypoint** count from 10 to 125 per formation.

A fix has been applied to a Scripted Scripted Campaign barge loading bug.

The infantry pull back code has been revised. Infantry will tend to pull back a bit quicker now.

A bug where the cost for experience was not being given back on dropping a formation in the buy screen has been fixed.

A bug with close-assaulting infantry going to 250+ men has been fixed.

A bug with land troops with swim speed "swimming" over bridges has been fixed.

Ammo resupply from ammo dumps has been extended out to two hexes.

"Battle Sounds" with "Music ON" has been re-introduced to the game.

Smoke dischargers can be activate/deactivate on the unit screen.

63 new scenarios and 3 additional campaigns added.

### What was New for DOS Version 5.0

The Order Of Battle (OOB) Files have been given a complete overhaul - see the individual nationalitie's entry in the [Historical Design Notes](#) section for details as there is too much to list here.

The AP penetration and accuracy formulas have all been revised and updated in V5. These are based on real life gun performance studies, penetration graphs and tables. We feel these new formulas accurately reflect the capabilities of WW2 era guns and ammunition. SP2 and SPWW2 have always calculated the angle of the firing unit to the target and the targets orientation to the firer so as to effectively increase the defensive armour value by the horizontal impact angle. That, coupled with these new formulas, gives highly accurate tank vs. tank combat results.

A new pricing formula for Armour that gives each tank a value based on overall capability is included. This formula uses data for gun penetration, accuracy, tank speed, vision, range finder, fire control systems and armour that gives a much more fair pricing structure than was the case in the past. The system works by taking the data from the OOBs and inputting those values into a program which writes the new values to the OOBs . Each component of a tank is assessed, and then the resulting points are all added together to give a final point value. The formula does not give any cheats. It is strictly linear. No rarity bonuses are involved.

A new pricing formula for infantry units that assigns points based on weapons carried.

A new pricing formula for artillery and guns that assigns costs based on Warhead size, range, HE kill and number of shells.

Revised HE values for tanks, mortars, artillery. These values are based on a number of different studies of High explosive shells and their effects on men and machines.

Trenches can now be purchased and placed in defend battles in the same manner as mines and Dragons teeth. You now purchase points for "Mines/DT/Trenches". Points are used for every section of trench you place on the map. Those points can be used for any combination of Mines, Dragons teeth or trenches.

LOS visibility through trees has been revised and now will occasionally allow LOS through two treed hexes.

The " sticking" code has been revised to give more realistic results for vehicles in mud and streams. Vehicles attempting to enter buildings will cost many more MP's than previous versions. This greatly increases the chance if immobilisation in mud and streams. Players that find this a bit too "realistic" are advised to play with **Breakdowns** OFF in the [preferences](#).

"Fords" have been added to generated streams. This is a place that vehicles can cross a stream with a much reduced chance of immobilisation. These can be found by hovering the cursor over a stream hex. If it is a fording place, it will indicate that at the top of the screen

Many of the picklists have been revised which gives the AI side much more varied and less predictable picks.

The surrender code has been revised to allow more surrendering than was common in previous versions.

The Campaign core force is now expandable during the long campaign. You can use your repair points to add new recruits and expand your core.

"Auxiliary" troops are now available to scenario designers for Scripted Campaign battles. Auxiliaries are a fixed increment of troops made available to the player by the scenario designer and come in 2 types, "free" which are treated exactly like your own troops which you can position as desired in your deployment area, and "fixed" - these are for the scenario designer to place as required for the scenario, and the user cannot change their initial locations. though they may be placed outside your deployment zone.

Smoke dischargers may now be toggled on and off like ordinary weapons, to allow the user to stop his troops firing these in reaction to enemy incoming fires, if desired.

The AI tank heavy preference switch has been changed to buy even more tanks for those who want to play with non-historical armour force levels. The effects of the tank heavy AI preference are more noticeable above 3000 purchase points. However, for traditionally tank 'light' armies such as the Japanese, do NOT expect to see the AI purchase vast fleets of AFV's.

Those weapons using the '222' HEAT code (mainly infantry AT weapons) will now correctly report 'HEAT' ammo, not AP, and use the HEAT code properly for penetration etc.

The old SP bug where radar controlled AAA (an AA gun or SPAA with FC of 100+) could target ground targets through smoke and darkness as if they had Thermal Imaging sights is now cured. Radar AAA will only count these bonuses vs. flying targets.

Air **parity** can now occur, the old SP premise that if you were offered aircraft, then the opponent has no air strikes, is gone. In rare circumstances he may have air strikes available as well, possibly more than you are allocated. Players will therefore have to consider flak purchases even if they have been granted air strikes.

Units in trenches and pillboxes get extra morale bonuses. Pillboxes give higher bonuses than trenches but units in both types of fortification will now be MUCH less likely to retreat from them than was the case in the past. Even units that have reached "rout" status are much more likely to stay in their trench or bunker rather than retreat out of the safety these fortifications provide. Units in trenches and foxholes are much more likely to endure artillery bombardment

than those units not dug in.

The artillery routine has been completely revised in DOS Version 5.0. Your artillery fire will now arrive at the end of your OPPONENTS turn rather than at the end of your turn. This means predicting where the enemy will be when the shells arrive is a much more challenging procedure than has been the case in the past. You will no longer be able to simply shift fire a hex or two and have your artillery land right after you press the end turn button. This is a MUCH fairer system for both sides and better reflects "reality" where orders from the front lines had to be passed on to the gun troop commander who then passed the correction onto the gun crews who then adjusted their fire to new co-ordinates. This was not something done in a minute or two and this new system reflects that. The change takes a game or two to get used to but once you have played this way you will agree it is a better system than what was in place in the past. As well, guns that have high turn delay ( such as .05 ) will deliver fewer shells on target than if the delay was .00

The ROF for rocket units has been revised so that whatever ROF number is put into the OOBs is the number of rockets that will launch in one turn. This eliminates the problem where small rocket launchers ( such as a Nebelwerfer 42 with only 5 "tubes" ) may have fired too many rockets in one turn or rocket launchers capable of mass launching ( such as the Canadian Land mattress with 32 rails ) were penalised with too few rockets launched. We have also expanded the types of rockets that were available in the OOBs so you will find the static German Wurfgerat and the early Soviet heavy rockets fired from static frames in the OOBs now. All rocket units are provided with two "firings" worth of rockets

Artillery has the greatest effect on troops that have been or are, moving. Stationary troops or those in cover will suffer less and those in dugouts or trenches even less. Moving across open ground through an artillery "beaten zone" is NOT healthy for your troops but troops in dugouts or trenches will endure the exact same barrage with little effect. Assaulting a trench now means you must have artillery falling almost in front of your own troops as they go in. Your artillery observers, in good LOS, are even more important than before as they are best at keeping your guns "on target". Units in trenches may not retreat as quickly as if they were in the open but they still acquire suppression ( they just recover much quicker ) This is why your infantry MUST attack the trenches soon after the barrage lifts otherwise the enemy is give the chance to rally and recover which negates all the benefit of your bombardment. This is what the British mean when they say they are "leaning into" the barrage. If you have armoured infantry or "tankriders" so much the better as these units can stay back further from the actual barrage then move in quickly with their mechanised infantry and take the trench while the enemy is still dazed from the bombardment

Smaller maps will now tend to used for tiny points campaign cores - previously the minimum size was 500, but some users want to play campaigns with very small initial core values.

New Railway Terrain tiles have been added for scenario designers. This includes "regular" railway track as well as tram lines/streetcar track for cities

Some maps, such as those for the generated "Stalingrad" and "Caen" battles, will now have pre-existing damage and cratering.

We only had one significant bug in DOS Version 4, the Spanish LC bug and it is fixed in this release (as it was in 4.x on the Computer Games Magazine CD but not all users got the CD on the magazine).

Over 200 new unit Icons added.

Over 1100 new photos added.

Over 1000 text files are now in the game to provide unit and formation information.

31 new scenarios and one new campaign ( more on the way ! ). This means DOS Version 5 will contain a total of 105 scenarios and four Scripted Campaigns

#### **What was New for DOS Version 4.0**

New WW2 long campaigns for Poland, USMC, Japan, India, ANZAC

Pacific Front is available as a WW2 long Campaign Theatre, some nations are allowed to transfer between European and Pacific (e.g. ANZAC, USA, GB).

Amphibious assaults have been stabilised and so reintroduced to the WW2 Long Campaign.

- In addition, the code will now attempt to load things onto any existing 'floaters' and 'fliers' before auto buying landing craft to simplify user deployment.

River crossing assaults have been returned to the WW2 and generated campaigns.

Battle Locations will generate city battles at times where appropriate (e.g. Canadians in Caen area)

WW2 LC has some scripted areas which may appear (e.g. Meuse river crossing for Germans in France 1940)

Major changes to aircraft

- Helicopters are back, and are now the only on map air type.
- All other air units are offmap assets
- Transports drop paratroopers, who use parachutes
- Level bomber class introduced

Gliders start on map, to pick up troops, then are removed and come in as a programmed air drop.

Transports are like gliders, but the troops deploy by parachute.

Level bombers go to the target area and then offload their bombs, they do not dive on individual tanks, nor can they use direct fire weapons like cannons or rockets.

Introduced the ability to change the turn of a pre game bombardment mission from the default 0.

Introduced new Black Volcanic sand terrain type - mainly for Iwo Jima

Iwo Jima linked campaign added.

DD and Snorkel Tanks - DD tanks and snorkel tanks show a different graphic when afloat, and cannot fire (both are effectively underwater!). Snorkel tanks less easy to spot, but find spotting very hard. DD tanks have spotting ability reduced. Snorkel tanks difficult targets when swimming. DD tanks can be sunk when swimming (the apron collapses).

Campaign Difficulty modifier - very easy to very hard, allows user to set difficulty as desired in the WW2 Long Campaign and the Generated Campaign. (Not the Scripted Campaign, as this is set by the designer).

In Contact/Out of Contact - Coloured status line added to unit information for this very important data.

Vehicle Dust Trails - high speed, or high quantity of vehicle movement in a hex in certain weather conditions will lead to dust trails rising above moving vehicles. High visibility conditions in Desert, high visibility and high summer months in Green and Jungle may give rise to 'rooster trails' potential conditions.

Hull gun equipped vehicles will tend to turn to face e.g. in reaction fire - Grants, Char B etc were previously handicapped as only the turret would turn to face.

At short ranges, AI tanks will often turn to bring bow MG to bear on an infantry target.

Infantry can hit the deck, and if successful, take cover, from fire. Hitting the deck makes them more difficult targets, and a good skill roll may break the firer's chain of fire, and a skill check may allow them to break LOS by finding cover as well. A successful taking of cover can reduce suppression. Infantry which are forced to pull back from fire will now sometimes turn and take a pot-shot back at their tormentors, especially if of high morale and/or experience.

Poor morale and/or poor training level infantry, especially those which have no viable or ineffective AT weapons may retreat in 'tank panic' either when attempting to close assault a passing AFV, or when such arrives in the next or same hex. Bigger, heavier armoured AFV tend to cause more consternation than tin-plated open top recce vehicles. Japanese are not greatly subject to tank panic.

Water movement allowance is shown in blue, alongside the normal MP allowance.

Game ranges can be displayed in hexes, yards or metres, by an INI file setting.

Surrender option - mainly for PBEM games - introduced, ending the game at that point with a massive points bonus to your opponent.

End of game map review feature - roam the map, viewing your and your enemy's troops at the end of play.

PBEM end game - now, after the game ends, zip your files and send to your opponent, who will unlike before, be able to review the end game data, and as above, the map.

Skilled AT shots allowed to hit vulnerable areas. Very experienced shooters, at close ranges, can generate additional AP over the 'book' value to simulate a skilled aimed shot to a weaker area such as say a vision block, or if insufficient penetration is available, they can direct the shot to hopefully gain a disabling track hit. Very dependant on firer skill, but there to simulate say, skilled German tankers versus French Char B in 1940, or KV later, or Allied tank crews bouncing a shot off the bottom of the panther front glacis down through the driver's hatch.

Hand to hand melee bonuses for some troop types, and certain nations renowned for hand to hand combat ('firing' at range 0, i.e. in the same hex as the enemy). Lancer cavalry have good HH bonus, and an additional bonus against enemy non-lance cavalry. Irregulars, Commando classes, Paratrooper classes, Ghurkas and Legionaries are enhanced for melee combat. Japanese and Australians are enhanced for HH combat, US Marines and UK infantry less so.

Scenario editing enhancements - more control over the global beach and wide river variables, and the ability to easily clear the victory hexes down and/or set all to a common points value in one operation.

Scripted Campaign Editor - designer can now edit the number of flights made available to the human player.

Companies can be bigger - changes to 60 from 40 maximum units in a company.

New integrated glider and Transport aircraft equipped infantry units have been produced, these save you having to calculate the appropriate 'lift' of aircraft required or to buy separate transport plane units. These units are air units, so are only presented when air units are made available to you.

The SP Camo 'shotgun' victory hexes will now appear in delay or defend missions, at 60% of the frequency allocated to the meeting engagement battle in the INI file setting.

In random battles, where the user does not use a specified saved map, then the objective hexes are labelled and the value of each objective is shown as part of the text label.

Several cases of the original legacy code addressing illegal memory addresses, or returning out of range values from functions (usually negative values where positives only were expected) etc. have been tracked down and eliminated. This makes the game noticeably much more stable than before. Many playtesters report that they can for example download from the Internet in the background, do email and, in my case as the programmer, run the Borland C++ Builder development suite, and also alt-tab in and out of a running game session, without requiring to reboot the machine to play SPWW2. SPWW2 runs fine in a DOS window on Windows 95, Windows 98, Windows ME, and one of our playtesters uses OS/2

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### What was New for DOS Version 3.0

SPWW2 V3 allows you to choose from **nine** map sizes to a maximum of 100x200 hexes. All other Steel Panthers based games offer three map sizes to a maximum of 100x80 hexes. This change allows you to play a game on a simulated battlefield of up to 50 square Kilometres! - map sizes: 40x100, 60x100, 80x100, 100x100, 120x100, 140x100, 160x100, 180x100, 200x100.

SPWW2 V3 now gives you up to **fifteen** levels of terrain to work with. All other Steel Panthers based games allow only three elevations above ground level.

SPWW2 V3 now allows each player to command up to 500 units. The previous limit for SPWW2 was 200. The maximum number of formations per side has been increased to 200, it was about 50 before.

SPWW2 V3 has removed many of the previous terrain editing restrictions in the original SP games. Now, every terrain feature except swamp and pavement can be edited into any level on a map. Cultivated fields and multi-hex buildings can be placed on any level. This new feature is not simply restricted to hand made maps and scenarios.

Computer generated maps will now use 24 variables when creating a map. Previous SP map generation routines used only 10 variables and only 6 of those actually caused changes to the maps. As a result, you will be presented with MUCH more interesting computer generated maps than ever before.

AI map deployment has been completely overhauled and the computer set up has been made much more challenging than in the previous versions of the game.

There have been an additional 20 terrain tile SHP file SETS added to the game so as to allow old features such as crops to be edited onto higher elevations. We have added numerous new functional terrain features such as Snowdrifts, Light snow, Rice paddies, Mud, Orchards, Impassable Terrain, Hedgerows, and Trenches.

Snowdrifts, mud, soft sand, rice paddies, hedgerows and crossing of trenches are liable to cause vehicles to stick, mud being the worst, soft sand and snow drifts less so.

Terrain descriptive text can now be added on scenario maps.

Elevations can be changed right on the map being edited so if you wish to place a small elevation change in a map to break up LOS, that can now be done.

SPWW2 V3 now has over 237 unique battle locations built into it. With the increased number of map variables the code uses you will now see computer generated maps that could only have been hand made before. ( And with the added elevations and new terrain could never have been made before ) For example; Hedgerows are auto generated in Normandy maps, Raised dike roads in Holland, Pacific maps will have rice paddies and raised rice paddy bunds. Streams create valleys across the map now rather than run up and down hillsides. Cultivated fields may be bordered by trees and the fields themselves are much more realistically generated than in the past. You will find maps that contain rolling hills covered in high grass or deep ravines that cut across flat plateaux.

We have added over 100 new unit classes to the SPOBS Many of these have special characteristics such as ski troops which move faster than regular infantry in snow terrain. There are now 169 unit classes in SPWW2 V3. Listed in MM

We have added new code modifiers to the Orders of Battle which allow us to create formations with increased or decreased battle experience and morale. This has allowed us to create Elite and sub standard formations which gives us much greater freedom to create more historically accurate formations for the game. More units and formations may be added to the Orders of Battle in the future, as will battalion command formations.

Appropriate points are now charged depending on the national characteristics when that option is selected. If your base experience for that year is above 70, you will be charged more points, if less, your troops will cost less. Contrast this to previous SP versions where some nations received a free bonus and others such as the French in 1940 were paying full cost for less capable units. Elite units such as SS will now cost over and above the national base cost, but less capable units like Volksturm will cost below the national average.

There is a severe bug in the original river assault code when more than a certain number of assault troops have rafts added, which will cause a memory leak and overwrite your preferences before eventually causing a crash. We will fix this later, but for now please limit river assaults to scenario games only, or where small numbers of assault troops are used.

Campaign core is 100 units as per SP1 this should be half max (200), also the 125 given before was over the max of 120 units allowed for a beach assault. We will further address this issue in DOS Version 3.0 when we increase the number of units and formations available in the game.

Campaign support points values have been changed based on the real value of your troops points (adjusted for experience etc.), and battle type. No more 350 support points for every battle. Assault support points can now be 800 or so. A bottom end cap allows a decent support base for small cores, and a top end cap is used to limit elite cores from simply wiping the floor with the AI.

## PBEM

The main problem with PBEM is the user unfriendly nature of the process. We intend to address that later, but for now a few minor changes have been made which we hope may help avoid user errors, the commonest form of PBEM problem.

The 'exit' button is removed from the password screen, as if one exits the game during this phase, the game data is corrupted. Also added (hopefully) more meaningful help strings on the password entry scheme when you hover your mouse over the buttons. NB - when setting up a secure PBEM game, as player No 2 - when you get your initial turn and open it to purchase your forces, do not under ANY circumstances exit from the purchase screen - go through the entire process and enter your password, then save the game. Any exit between the initial load by player 2 for purchase and before the entry of the password and subsequent exit to the deployment screen (the one with the 'AUTO DEPLOY', 'HUMAN DEPLOY' buttons with a red bar asking for password entry at the top) - will totally trash the game as the security 'keys' are not set up until the password is entered and the game is initially saved between the password entry screen and that deployment scheme. So do not exit in the middle of buying troops, unless you are player 1 and wish to abandon this game entirely.

I have added (hopefully) more meaningful error messages when security warnings arise than the previous 'programmer geek speak' with lots of exclamation marks (!!!).

"Security violation - Corrupt saved game file" Something dreadfully wrong has gone wrong with the PBEM data file.

"Security violation - Executable corrupt - Reinstall Game" Maybe someone was poking new values into the .Exe?.

"Security alert - Player 1 MOB file not found" "Security alert - Player 2 MOB file not found" The game was unable to find the required mob - did you delete it somehow?.

"Security alert - Player 2 MOB file corrupt" "Security alert - Player 1 MOB file corrupt" You MUST play the PBEM game right through with the **identical** pair of mobs in place on BOTH player's PCs. This one means that one of the mobs has changed, or if you are player 2 and this is the first move - player 1 and you have different mobs, so ask him to send you his or otherwise resolve this issue. The likeliest reason for this is somebody loaded their mobs into Mobhack or another editor during the game. NO mob changes are allowed during the **lifetime** of the PBEM game on **both** player's PCs so do any mob hacking in a different installation of the game than the one you play PBEM on.

"Security alert - Player 1 has already played this turn?" "Security alert - Player 2 has already played this turn?" This means you are most likely trying to reopen a move you have completed, and have either not yet sent to your opponent, or have done so and not received the reply back yet. This error - trying to open a played move - does not corrupt the PBEM data any longer.

"Security violation - Cause unknown" Well - if you get that one, I am equally baffled as well!

NOTE - the 'unable to load mobxxx' error will sometimes be seen when attempting to load a saved game of any type - but especially a PBEM game - which was unreadable or corrupt in some manner. It is most often seen when a move from a different version of SPWW2 is sent over. PBEM games are NOT able to be transferred between different versions of the executable. Regular save games are (but will not be when we go over to 400 a side), and scenarios are as well. We hope to provide a scenario conversion utility when we change to 800 units maximum in a later version.

## Battle Locations

Also known as "batlocs." There are 248 standard battle locations available to the battle map generator, and these are used in specific dates and opponent pairings. Some of these produce city terrain - e.g. USSR vs Germany in December of 42 will give you Stalingrad, Canada vs Germany in 12/43 will have you fighting in the town of Ortona in Italy. Countries should now take the "correct" map side in the main, but still a few may need ironing out. In addition to the standard locations, the game can 'synthesize' appropriate batlocs in certain situations by taking an existing batloc type that fits the terrain and renaming it to be appropriate to the current opponents.

## Other Items

Soviet 'horde' extra points bonus removed. Soviets use normal points values multipliers. They no longer get 50% on top of the agreed points level.

Japanese infantry will now pull back but after taking higher casualties than other nations, and they will no longer stay pinned and be slaughtered. Japanese will retreat where others rout. Japanese will not rout, so will rally faster after a setback. Japanese scout planes will retreat on damage like other scout planes, not sit still in 'permanent retreat'.

The 1 hex to-hit bonus is based on experience and pin state, and is slightly reduced if firer moved. (NB - for those who wonder why they cannot hit at 1 hex - target speed is a factor, as is your speed - so if the target did 30 mph, and you charged up to him at 30 mph - there is a 60 mph speed difference that being at 1 hex helps, but does not remove completely !)

Civil wars - if both sides are the same nation, player 2 uses a different flag for victory hexes and ID tags. This does not apply to the encyclopaedia, or the turn indicator flag at RHS of the screen, it is there to help you tell things apart on the battlefield is all, and you will both be called 'USA'. Civil war is good for human vs human 'chess' play - where both forces are drawn from the same toolkit, and so the difference is more down to pure generalship.

Landed gliders now convert class to a truck type - so are far easier to shoot up on the ground. As air units before - even when landed - they were very difficult to hit even at 1 hex landed beside you. This problem still exists for spotter planes when landed, as they have to be able to take off again - but will be fixed in a future release.

Russians and Australians are now less likely to surrender, more likely to fight on or retire. We will be expanding the list of national characteristics in DOS Version 3.0.

The A0 units will no longer be placed on transport when "auto deploy" is used. This increases the life expectancy of the AI's commanding officer considerably. Trucks will now pick up, as will jeeps etc. In the AI's or "auto" deploy. Trucks and APC's will pick up MG teams - tanks will not use them as riders. Snipers will not be picked up as AI tank riders.

In snow, there is a possibility of vision being further reduced to represent snowstorms etc.

The main page uses buttons, not the dial. All menu screen graphics have been upgraded as well.

Infantry, on becoming pinned, are now classed as stationary targets, i.e. not as moving at the speed they were before the pinning fire was received.

Rifle and MG suppression on AFVs has been reduced, small arms hits from under 3 hexes may still retreat or rout AFVs, but long range small arms fire is merely an annoyance now.

A hit by a shell fired in indirect fire will now throw any tank riders off a tank with possible casualties, just like direct fire.

Close assault code is nearer original SSI's spec code, modified slightly. Both sides of the assault can take more suppression, infantry squads who fail an assault can be spotted, infantry AT will occasionally fire, infantry who move and then assault are severely handicapped. (Note that the movement includes transport movement, so charging riders in a HT 12 hexes and then offloading to assault a target is less of a reliable tactic now).

The number of smoke grenades issued to infantry has been reduced

The chance of bridges not being blown in a river crossing slightly - still very rare

Several artillery types (e.g. SP ARTY) were classed as armour, so did not get artillery command ratings - now they do.

Moving infantry is now much more vulnerable, especially out in the open. Try not to move over 1 hex if under fire - and passengers count the vehicle speed when debussing, to represent being tightly packed on exit. Just debussed infantry are therefore highly vulnerable if caught at that point.

When fighting versus infantry at 1 hex or less, units which fail a test based on current morale, experience and suppression will 'panic' and have reduced to hit chances occasionally - this is done on a line by line basis. Units which panic badly can have suppression added to them. This allows good quality troops to close with poor quality and/or shaken infantry at 1 hex with a reasonable chance - previously the 1 hex bonuses tended to favour the defender far too much, even if severely pinned.

## Bugs Squashed

Heavily damaged squads being able to rally to Ready, but unable to move is fixed.

Too many secondary weapons were being removed when damage was received - less now, so depleted squads should have a shot of LMG, AT weapon or hand grenade at move start - though movement will reduce this as will suppression.

Landed gliders now become a 'truck' type - so are reasonably easy to shoot up, as they are no longer classed as 'aircraft targets'.

There was a bug that was giving very low leader rally ratings when the user preferences for 'national settings' was unselected. This has been fixed.

An annoying bug/cheat has been removed whereby if you right clicked on a hex which had hidden enemy units in it, your unit did NOT turn and this gave away the fact there were enemy units there.

An annoying bug/cheat where the hit locations of unspotted armour was reported by artillery shells has been removed. Unspotted vehicles now behave the same as infantry - only if destroyed will you be informed.

Found out why the close assault code sometimes crashed the PC in weird situations as well - squashed. The annoying bug where off map crews etc. shot up your off map batteries has been addressed.

A bug has been fixed where the AI random map generator would place buildings on rough terrain, this was an illegal placement. Side effect of this is that you now are not allowed to place buildings on rough in the scenario editor, nor does the scenario editor allow you to place buildings in lake hexes any more.

Vehicles should no longer eject 2 crews on occasions

Vehicles no longer 'explode' when crew bail out with low morale.

Removed a bug where shooters at infantry were getting suppression reduced.

Wrong protection factors etc. were being used for HE and artillery fire for FO vehicles and a few others..

Artillery, rifle and MG fires now more effective, and trucks will be destroyed by indirect fire HE. There was a bug where stationary vehicles were classed as moving when firing - accuracy is now better for stationary firers.

Invisible buildings - in cities etc. - this seems to be related to some building graphics not covering the required area, we have found one major culprit and replaced that graphic. There will likely be more to track down.

### **What was introduced in DOS Version 2.0**

SPWW2 is essentially a new game. Although it is an offshoot of our earlier work, SP2WW2, the two games are not totally compatible. Steel Panthers:WW2 is meant to replace SP2WW2. This is a general overview of the changes made to create SPWW2 and does not include the dozens of "Nuts and Bolts" changes made to help improve the game.

Security for PBEM games: The changes include

- 1) Normal scenarios may now be played as password-protected email games.
- 2) Passwords have been encrypted.
- 3) The number of times each player has loaded and exited a game is recorded and can be displayed by his opponent.
- 4) All email games are autosaved when the user exits the game.
- 5) The user cannot unzip the game, play it and then unzip it again, to improve his score.
- 6) The user cannot install a second copy of the executable and use one for test playing.
- 7) No saved email game can be edited in any version of the executable.
- 8) Both players in an email game must use identical MOB files, throughout the game - i.e. any change of the MOB is detected as a security violation.

Combat System Enhancements:

- 1) Moving a unit now reduces available shots and shooting reduces available movement points. A unit can lose up to ½ of its shots or movement, this way. The losses are interactive. You will no longer be able to charge in, fire all your shots, then run for cover. Infantry transported in a vehicle will also lose shots depending as to how much the transport moved.
- 2) Movement TO HIT penalties have been removed, but all units except for aircraft and vehicles with gun stabilisers now lose target acquisition when they move.
- 3) Units now gain back some shots at the end of the turn to use for opportunity fire during the enemy movement phase. Up until now, if you fired all your shots, you have nothing left for opportunity fire, which allowed your opponent the chance to charge in and fire point-blank. This amount is randomised, and based on unit experience as well.
- 4) Indirect fire against AFVs has been made less lethal and more suppressive. The AFV should get hit less often and when hit, less should be track hits. The vehicle will take more suppression, however and crews may bail out and run, especially if the tracks are broken and the vehicle is immobilised
- 5) The delay for indirect fire has been increased. In the past, units who self-targeted received no delay penalty. The penalties now range from +1 turn to +3 turns. This will make pre-registered locations and artillery spotters more important in the game.
- 6) The artillery fall of shot spread has been modified. It is generally a more narrow spread than it used to be depending upon the accuracy of the ordinance being fired. Some shots still can fall quite wide of the intended impact point, especially if the spotter has no LOS to the impact point so calling in artillery 'danger close' to your own forces is still quite risky.
- 7) Infantry are now MUCH harder to spot, especially by vehicles or when moving slowly in good cover. Buttoned up, turretless vehicles are the worst at spotting. Size zero, sniper class units of high experience are the hardest to spot. Since infantry is now harder to spot and harder to hit you will notice that firing on infantry will produce fewer kills and more suppression than you may be used to.
- 8) Japanese units will no longer surrender, retreat or rout.
- 9) The USMC will no longer surrender.
- 10) Infantry can now only throw smoke grenades one hex.
- 11) Unit weapons ROF calculation was enhanced. The ROF now considers the size of the round, number of crewmen, unit ROF and crew experience.
- 12) Terrain defensive values were enhanced. All terrain, other than clear, now offers some protection. So, units will take fewer casualties and rout out of stone buildings less often.
- 13) Infantry units can now close assault more effectively. Attacks may now also be on the side or rear armour.
- 14) Computer opponent set up is now less predictable. They may set up near the right or left edges of the map or near both or neither. This way, the player will have to plan to protect his flanks. This has also been set up to be unpredictable. You will not always see the same units doing the same thing with each game. In particular, when advancing versus an AI force, you can no longer assume the top and bottom edges of the map are free of defenders. AI reserve formations will often be there - the old 'form a column and crawl along the map edge' human vs. AI tactic is now extremely risky. Be prepared to be in the middle of a concentric ring of closing AI formations once taking an objective.
- 15) The ROF for artillery using indirect fire has been increased.
- 16) Stacking limits have been removed. Press the keyboard SHIFT key to enter a hex that already contains another unit
- 17) Units moving through hexes that already contain other infantry, vehicles, bunkers, wrecks etc. Will have one movement point subtracted for every unit which is already in the hex. This is in addition to all movement penalties

imposed for the terrain. For example, a tank moving through a hex that already contains four infantry units and two wrecks will lose an additional 6 movement points on top of the cost of the terrain in that hex.

### **General Changes and Enhancements to SPWW2v2:**

- 1) Leader leadership and morale values were converted to WW II levels.
- 2) Unit experience and moral values were converted to WW II levels.
- 3) Counter battery values were converted to WW II levels.
- 4) Air superiority values were converted to WW II levels.
- 5) Dates were changed to appropriate period and will now run from 1910 to 1949. For Ver 2.0 we have only supplied MOB's that generally go back as far as 1930, more usually 1935. Future releases or updates MAY extend back further
- 6) Battles will now take place in generally appropriate geographic locations. We have tried to make non-historical battles occur somewhere believable, rather than just being in the desert, as was the case before.
- 7) A number of enhancements were made to the scenario editor, including the ability to place grass and sand dunes on hills.
- 8) The ability to change the side where each force begins the game when creating scenarios was added.
- 9) A cargo aircraft class of unit was added. Taking off costs half the planes movement points and climbing costs 10 movement points. Landing costs all remaining movement points.
- 10) The glider class of unit was redefined and enhanced. This speed of this class is halved each turn, until it must land. Once landed, it may not take off again nor will it rout off map if fired upon.
- 11) The ability to assign individual sound files to unit movement and weapons was added. Note that this will require the KobHack for SPWW2 editor. This editor is deliberately not being released publicly at this time, for further explanation, see below.
- 12) Several new sound files were added that are unique to specific weapons.
- 13) A leg artillery forward observer class has been added with enhanced spotting ability.
- 14) Month of UNIT availability and out of service month has been added. NB - formation availability has not been addressed yet due to lack of time. Some formations will appear without a corresponding troop type.
- 15) Players with very fast computers can now adjust the map scrolling speed with a hotkey (SEE: HOTKEYS, at the end of these notes).
- 16) The AI will now pick up and carry infantry on tanks in the same manner it did in Steel Panthers 1. As well, if you press the " Load infantry onto nearest vehicle" button in the deploy screen the infantry will load onto your tanks if they have the carrying capacity to do so.
- 17) There are now over 200 NEW icons in SPWW2 over and above the standard WWII set found in Steel Panthers 1 or the WWII section of Steel Panthers 3. Added to this are dozens of vehicle icons that have been redone and enhanced. There is also a new set of menu screens, Control buttons, reworked Terrain Icons and a completely new set of factory buildings. You will also notice that many of the flat roofed buildings have been replaced with peaked roof structures.

### **Artillery Changes**

- 1) You will need larger guns than before to create craters, and to drop bridges.
- 2) Artillery effects on armour are now mainly morale effects - artillery will break up armoured assaults, but by making tanks button up and possibly retreat rather than by destroying them.
- 3) This does not mean that artillery, even mortars, cannot kill tanks. However it's more likely that a track hit will occur, and the crew will bail out if moral is poor. If you want to actually kill tanks, then go for 6 inch (150mm) or larger guns.
- 4) Artillery is primarily an anti infantry weapon, but it does this more by morale strikes than by kills. Artillery kills over time - do not expect one salvo to remove a squad.

### **Infantry Changes**

All small arms will suppress more than they kill. We made infantry harder to spot, which in turn makes them harder to hit which makes them harder to kill. When troops are pinned they are facedown in the dirt and even harder to spot which in turn makes them harder to hit and kill. So as a result there are fewer kills and more suppression in SPWW2 and infantry will more likely retreat to someplace safe and rally then re-enter battle rather than be slaughtered at the first few shots.

Note that sometimes when infantry become pinned, then the LOS is recalculated and can be broken due to the squad having now hit the dirt. So you can have the situation of firing a shot and then no longer having a LOS to the target. The same is true for your own squads that are fired on. When they hit the dirt, their spotting ability is reduced. Infantry is deadly against unsupported armour. If you run a tank down a road without infantry in support the tank WILL die if it bumps into enemy infantry. If you plan to move through territory held by enemy infantry then you had best slow down your tanks, dismount your infantry and move them together to advance. The infantry should advance a hex or two in front of your tanks so the armour can provide direct support should the infantry bump into something nasty. You CAN use tank riders to (hopefully) disrupt close assaults, but these guys will tend to pay the price for acting as a form of 'reactive armour' if you suspect infantry - dismount the squads and let THEM find the ambush. They spot better on foot in any case!

If you STRONGLY suspect an ambush at a particular point - dust it off with artillery, then scout with dismounts, with the tanks supporting them. Don't blunder into infantry zones - at least drop a barrage, and then follow up close behind this. Artillery is the best cure for infestations of infantry and AT guns you have.



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## Credits and Information

ORIGINAL SP SERIES DESIGN AND PROGRAMMING  
BY  
Gary Grigsby, Keith Brors and SSI

*This section lists everyone who has contributed to this game in one form or another from the latest version all the way back to the very first game released December 1998.*

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**WinSPWW2 Version 12 ( Released as version 9.0 - 12.0 Consolidation patch - March 2019 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand , Don Lazov, Tom Chartoff

ICON DESIGN : Don Goodbrand

OOB Photos: Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Don Goodbrand, Marcin Kaluza, Don Lazov, Jose Logroño, Ulf Lundstrom, Tobias Sorger and from the scenarios Don Lazov resurrected from old achives-- C. B. Blackard, David Bussy, Ulf Lundstrom and Mike Torrance.

A very special **Thank You** to Don Lazov who along with Tom Chartoff's help. resurrected and updated a large number of older scenarios that otherwise would have been lost.

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to **all** the contributors on the game forum who have helped make the OOBs, and the game, better.

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**WinSPWW2 Version 11 ( Released as version 9.0 - 11.0 Consolidation patch - March 2018 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand , Joe Reiger ( US Prototype tanks)

OOB Photos: Don Goodbrand

\*Known\* MAP DESIGNERS: Chris Ireland, Marcin Kaluza

\***PLEASE NOTE:** many map makers are unknown as few "sign" their work and until this release there were no txt files for information about the location the map represents or the designer who created it so I can only add the names of the designers I know contributed maps . Many maps added this year came from "The Blitz" map archive so we apologize to anyone who's name I missed crediting but with our new text feature you can now add a text file to the fill in details of the maps you may have made and we will endeavor to get those in to any future updates. Our intent was to give these maps a wider audience, not to avoid crediting their authours.

SCENARIO or CAMPAIGN DESIGN : Don Goodbrand, Marcin Kaluza, Jose Logroño, Ulf Lundstrom, Tobias Sorger

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better.

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**WinSPWW2 Version 10.01 ( Released March 2017 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand ( Mario Freudemann AT gun Icons )

OOB Photos: Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Marcin Kaluza, Ulf Lundstrom, Tobias Sorger

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better.

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**WinSPWW2 Version 9.0 ( Released April 2016 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

OOB Photos: Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Christian Basener, Ulf Lundström, Tobias Sorger

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better.

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#### **WinSPWW2 Version 8.0 (and 8.1 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand, G. Olson, Ulf Lundstrom

ICON DESIGN : Don Goodbrand

OOB Photos: Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Marcin Kaluza, Ulf Lundstrom, Tomas Volka

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better.

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#### **WinSPWW2 Version 7.0**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

OOB Photos: Don Goodbrand and Boris Blazina, Michal Derela, Tero Mustalahti

SCENARIO or CAMPAIGN DESIGN : Daniel Keifer, Hugues Lejeune, Tobias Sorger

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better. Special thank you to Boris Blazina, Michal Derela and Tero Mustalahti

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#### **WinSPWW2 Version 6.0**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Christopher W. Berry, Blazej Ciepluch, Andy Gailey, Tobias Sorger.

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS :Many thanks to all the contributors on the game forum who have helped make the OOBs, and the game, better.

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#### **WinSPWW2 Version 5.0**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

SCENARIO or CAMPAIGN DESIGN : Christian Basener, Cam Murdoch, Brian Price, Tobias Sorger.

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Thanks to all the contributors on the game forums.

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#### **WinSPWW2 Version 4.5**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

SCENARIO DESIGN : Ulf Lundström

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Thanks to all the contributors on the game forums.

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#### **WinSPWW2 Version 4.0 ( and v4.25 )**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Andy Gailey, Don Goodbrand

ICON DESIGN : Don Goodbrand

SCENARIO DESIGN : Blazej Ciepluch, Christian Basener, Christopher W. Berry, Ulf Lundström

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

OOB CONTRIBUTORS : Thanks to all the contributors on the game forums and a special thanks to John Pryor ( "Imp" ) for the work he did in providing the spreadsheets highlighting the errors and inconsistencies in the weapons database for winSPWW2 and winSPMBT.

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#### **WinSPWW2 Version 3.5**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Pyros Lambert, Remco Leenhouts, Ulf Lundström, Mike Torrance, Jason Young

ICON DESIGN : Don Goodbrand

SCENARIO DESIGN : Andy Gailey, Ulf Lundström

MAP DESIGN and Corrections: Ulf Lundström

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

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#### **WinSPWW2 Version 3.0**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Maciej Czerkas, Pyros Lambert, Remco Leenhouts, Ulf Lundström, Artúr Székely-Takács, Mike Torrance, Jason Young

ICON DESIGN : Don Goodbrand

SCENARIO DESIGN : Ulf Lundström, Daniel Toftemar

MAP DESIGN and Corrections: Ulf Lundström, Blazej Ciepluch, Marek Tucan

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

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#### **WinSPWW2 Version 2.0 and V2.5**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK and UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Maciej Czerkas, Pyros Lambert, Remco Leenhouts, Ulf Lundström, Artúr Székely-Takács, Mike Torrance, Jason Young

ICON DESIGN : Don Goodbrand

TERRAIN TILE ART: Don Goodbrand

SCENARIO DESIGN : Ulf Lundström

MAP DESIGN: Ulf Lundström, Simon Whitton

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

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### **WinSPWW2 Version 1.0 and V1.1**

PRODUCERS: Andy Gailey, Don Goodbrand

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK PROGRAMMING: Andy Gailey.

UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: Boris Ajdukovic, C. B. Blackard, Claus Bonnesen, Maciej Czerkas, Tom DeShetler, Peter Dunn, Pyros Lambert, Remco Leenhouts, Ulf Lundström, Artúr Székely-Takács, Mike Torrance, Jason Young

ICON DESIGN : Blazej Ciepluch, Don Goodbrand

TERRAIN TILE ART: Don Goodbrand

SCENARIO DESIGN : C. B. Blackard, Blazej Ciepluch, Pyros Lambert, Ulf Lundström, Cam Murdoch (v1.1)

MAP DESIGN: Blazej Ciepluch, Chris Ireland, Pyros Lambert, Ulf Lundström

OOB CONTRIBUTORS AND CONSULTANTS: Blazej Ciepluch, Andy Gailey, Don Goodbrand and our Playtesters

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

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### **SPWW2 DOS Version 7.0 and v7.01** (names are in alphabetical order for v7 and v7.01)

PRODUCERS: Andy Gailey, Don Goodbrand & **SP Camo** (Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer, Bill Wilson).

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand & **SP Camo** (Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer, Bill Wilson).

GAME PROGRAMMING: Andy Gailey and Don Goodbrand.

MOBHACK PROGRAMMING: Andy Gailey.

UTILITY APPLICATIONS PROGRAMMING: Andy Gailey.

PLAYTESTING: **SP Camo** (Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer, Bill Wilson).

OOB DESIGN and CO-ORDINATION: Edward R. Mortimer.

WEAPON DESIGN and CO-ORDINATION: Bill Wilson.

ICON DESIGN and CO-ORDINATION: Don Goodbrand, Fernando Giorlando and Edward R. Mortimer.

SCENARIO DESIGN and CO-ORDINATION: Doug McBratney.

CAMPAIGN DESIGN and CO-ORDINATION: Doug McBratney.

MAP DESIGN and CO-ORDINATION: Doug McBratney.

LBM DESIGN and CO-ORDINATION: Tony Engelsen.

TEXT FILE DESIGN and CO-ORDINATION: Boris Ajdukovic.

INTERNET FORUM and EMAIL GROUP CO-ORDINATION: Miguel Guasch Aparicio.

SOUND CO-ORDINATION: Edward R. Mortimer.

INTERNET FORUM REPRESENTATIVE: Miguel Guasch Aparicio.

ADDITIONAL DESIGN: Don Goodbrand, Andy Gailey, **SP Camo** (Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer, Bill Wilson), and suggestions from the Player Community.

RESEARCH AND OOB DATA DEVELOPMENT: **SP Camo** (Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer, Bill Wilson), Don Goodbrand and Andy Gailey.

OOB CONTRIBUTORS AND CONSULTANTS: Alessandro Bonanni, Blazej Ciepluch, Andy Gailey, Antonio Giubergia, Don Goodbrand, Jakub Jaraczewski, Sven Kessen, Maxim G. Yegorov, Jaime Miguel, Jim Nutter, Rahman Setiawan, Rami Sihvo, John Turesson, Eurico Viegas, Jordi Zamareño and with special thanks to The SPCamo Yahoo! listmembers for ongoing discussion, support and research.

ICON ART: Blazej Ciepluch, Fernando Giorlando, Don Goodbrand, Edward R. Mortimer and Joe Rieger

TERRAIN TILE ART: Don Goodbrand

LBM ART: Blazej Ciepluch, Tony Engelsen, Fernando Giorlando, Don Goodbrand, Miguel Guasch Aparicio, Richard Hopkins, Jakub Jaraczewski, James Martin, Edward R. Mortimer and Magnus Rosander,.

OTHER ART and GRAPHICS: Don Goodbrand and Edward R Mortimer

SCENARIO AND CAMPAIGN DESIGNERS: C.B. Blackard, Frank Kontowicz, Don Lazov, Ulf Lundström , Doug McBratney, von Rom and Bill Wilson.

MAP DESIGNERS: Boris Ajdukovic, Steve Fields, Sven Kessen, Doug McBratney and Edward R Mortimer,

TEXT FILES: Boris Ajdukovic, Blazej Ciepluch, Tony Engelsen, Don Goodbrand, James E. Martin Jr., Doug McBratney, Edward R. Mortimer, Felix Schulz, Eurico Viegas and Bill Wilson,

SOUND F/X EDITING: Alessandro Bonanni, Scott Littleton and Edward R. Mortimer.

GAME MANUAL AND DOCUMENTATION: Don Goodbrand and Edward R. Mortimer.

GAME MANUAL HTML DESIGN AND GRAPHICS: Don Goodbrand and Edward R. Mortimer.

BEGINNERS TUTORIAL: Douglas McBratney.

GAME CONSULTANTS: Don Goodbrand and Andy Gailey.

HISTORICAL CONSULTANTS: Dimitar Boikov, Dallas Gavin, Jakub Jaraczewski, Don Lazov, Jim Nutter, Maxim G. Yegorov, Felix Schulz, Akira Taki and all the SPCamo Yahoo! Listmembers.

**SPCamo PLAYTESTERS:**( SPWW2 & SPMBT ) Boris Ajdukovic, Jake Cornmesser, Tony Engelsen, Fernando Giorlando, Miguel Guasch Aparicio, Doug McBratney, Edward R. Mortimer and Bill Wilson

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### **SPWW2 DOS Version 6.0 ( and Supplement 6.01)**

PRODUCERS: Don Goodbrand, Andy Gailey.

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand, and the Playtesters.

OOB DESIGN and QA CO-ORDINATION: Andy Gailey, Don Goodbrand

ADDITIONAL DESIGN: The Playtesters, and end user's suggestions.

PROGRAMMING: Andy Gailey, Don Goodbrand.

RESEARCH AND OOB DATA DEVELOPMENT: Edward R. Mortimer, Bill Wilson, Boris Ajdukovic, John Turesson, Andy Gailey, Don Goodbrand, Dick (Boomer) Burleigh.

ADDITIONAL OOB CONTRIBUTORS : Dimitar Boykov for his contributions to the Bulgarian OOB and special thanks to the SPCAMO Yahoo listmembers for ongoing discussion, support and research.

MOBHACK OB DATA EDITOR & COST CALCULATOR PROGRAMMING: Andy Gailey.

ART AND GRAPHICS: Don Goodbrand, Joe Rieger, Fernando Giorlando.

SPCAMO PLAYTESTERS:( SPWW2 & SPMBT ) Andy Gailey, Don Goodbrand, Edward R Mortimer, Bill Wilson , John Turesson, Helge Bertram, Dick (Boomer) Burleigh, C B Blackard, Boris Ajdukovic, Tony Engelsen, Claus Bonnesen, Douglas McBratney, Ken Sharman and Dale Hight.

SCENARIO DESIGN CO-ORDINATION: Dick (Boomer) Burleigh, Edward R. Mortimer.

SCENARIO AND CAMPAIGN DESIGNERS: C.B. Blackard, Bill Wilson, Douglas McBratney, Edward R Mortimer, Edin Kapic, Halstein Sjolie, Luigi Variale, Ulf Lundstrom plus additional scenarios were provided for the Supplement by Don Lazov

MAP DESIGNERS: Edward R. Mortimer, Boris Ajdukovic.

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

GAME MANUAL HTML DESIGN AND GRAPHICS: Don Goodbrand, Andy Gailey.

BEGINNERS TUTORIAL: Douglas McBratney and Dick (Boomer) Burleigh

CONSULTANT: Dale Hight.

INTERNET FILE DISTRIBUTION SUPPORT: Dave Roberts

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### **SPWW2 DOS Version 5.6**

PRODUCERS: Don Goodbrand, Andy Gailey.

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand, and the Playtesters.

ADDITIONAL DESIGN: The Playtesters, and end user's suggestions.

PROGRAMMING: Andy Gailey, Don Goodbrand.

RESEARCH AND MOB DATA DEVELOPMENT: Edward R. Mortimer, Bill Wilson, Boris Ajdukovic, Zoltán "Kazan" Zajonskovsky, Tony Englesen, John Turesson, Andy Gailey, Don Goodbrand, Claus Bonnesen, Helge Bertram, Dick (Boomer) Burleigh , C B Blackard, Nick Hyle, Dale Hight, Ken Sharman plus special contributors as noted in the Historical Notes section.

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey.

ART AND GRAPHICS: Don Goodbrand

SPCAMO PLAYTESTERS:( SPWW2 & SPMBT ) Andy Gailey, Don Goodbrand, Edward R Mortimer, Bill Wilson , John Turesson, Helge Bertram, Ken Sharman, Dick (Boomer) Burleigh , C B Blackard, Dale Hight, Zoltán Zajonskovsky , Nick Hyle, Boris Ajdukovic, Tony Engelsen, William Hutchison and Claus Bonnesen

OOB DESIGN CO-ORDINATION: Edward R. Mortimer

ADDITIONAL OOB CONTRIBUTORS: Jake Cornmesser, Doug McBratney, Alessandro Bonnani and Ondrej Jares.

SCENARIO AND CAMPAIGN DESIGNERS: C.B. Blackard

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

GAME MANUAL HTML DESIGN Andy Gailey

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Wargamer

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### **SPWW2 DOS Version 5 and 5.5**

PRODUCERS: Don Goodbrand, Andy Gailey.

DESIGN AND DEVELOPMENT: Andy Gailey, Don Goodbrand, and the Playtesters.

ADDITIONAL DESIGN: The Playtesters, and end user's suggestions.

PROGRAMMING: Andy Gailey, Don Goodbrand.

RESEARCH AND MOB DATA DEVELOPMENT: Edward R. Mortimer, Bill Wilson, Boris Ajdukovic, Zoltán "Kazan" Zajonskovsky, Vincent Roiron, Tony Englesen, John Turesson, Andy Gailey, Don Goodbrand, Claus Bonnesen, Helge Bertram, Dick (Boomer) Burleigh , C B Blackard, Nick Hyle, James Quinn, Dale Hight, Ken Sharman plus special contributors as noted in the Historical Notes section.

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey.

ART AND GRAPHICS: Don Goodbrand, Zoltán "Kazan" Zajonskovsky (Japan, Hungary), Edward R. Mortimer ( Italy and Spain ) Joe Reiger (v5.5)

VIDEO DESIGN AND LAYOUT: Don Goodbrand.

SPCAMO PLAYTESTERS: Andy Gailey, Don Goodbrand, Claus Bonnesen, John Turesson, Helge Bertram, Bill Wilson , Ken Sharman, Dick (Boomer) Burleigh , C B Blackard, Dale Hight, Edward R Mortimer, Zoltán "Kazan" Zajonskovsky , Nick Hyle, Boris Ajdukovic, Tony Engelsen, James Quinn, Vincent Roiron.

SCENARIO DESIGN CO-ORDINATION: Bill Wilson

OOB DESIGN CO-ORDINATION: Edward R. Mortimer

SCENARIO AND CAMPAIGN DESIGNERS: C.B. Blackard, Dick (Boomer) Burleigh, , John Turesson, James Quinn

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

GAME MANUAL HTML DESIGN Andy Gailey

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Wargamer

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#### **SPWW2 DOS Version 4**

PRODUCERS: Don Goodbrand, Andy Gailey

DESIGN AND DEVELOPMENT: Don Goodbrand, Andy Gailey, and the Playtesters

ADDITIONAL DESIGN: The Playtesters, and end user's suggestions

PROGRAMMING: Andy Gailey, Don Goodbrand

RESEARCH AND MOB DATA DEVELOPMENT: Andy Gailey, Don Goodbrand, Claus Bonnesen, John Turesson, Helge Bertram, Bill Wilson, Edward R. Mortimer, Zoltán "Kazan" Zajonskovsky, Boris Ajdukovic, Nick Hyle, plus special contributors as noted in the [Historical Notes](#) section.

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey

ART AND GRAPHICS: Don Goodbrand, Zoltán "Kazan" Zajonskovsky (Japan, Hungary)

VIDEO DESIGN AND LAYOUT: Don Goodbrand

PLAYTESTERS: Andy Gailey, Don Goodbrand, Claus Bonnesen, John Turesson, Helge Bertram, Bill Wilson , Ken Sharman, Dick (Boomer) Burleigh , C B Blackard, Dale Hight, Marc Bellizzi, Edward R Mortimer, Zoltán "Kazan" Zajonskovsky , Nick Hyle, Boris Ajdukovic

SCENARIO DESIGN CO-ORDINATION: Bill Wilson

SCENARIO AND CAMPAIGN DESIGNERS: Boris Ajdukovic, C.B. Blackard, Claus Bonnesen, Dick (Boomer) Burleigh, Andy Gailey (Amiens), Dale Hight (Amiens,) Ed Mortimer, Bill Wilson, Zoltán "Kazan" Zajonskovsky

GAME MANUAL AND DOCUMENTATION: Andy Gailey.

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Wargamer

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#### **SPWW2 DOS Version 3**

PRODUCERS: Don Goodbrand, Andy Gailey

DESIGN AND DEVELOPMENT: Don Goodbrand, Andy Gailey, and the playtesters

ADDITIONAL DESIGN: The playtesters, and end user's suggestions

PROGRAMMING: Andy Gailey, Don Goodbrand

RESEARCH AND MOB DATA DEVELOPMENT: Andy Gailey, Don Goodbrand, Claus Bonnesen, Swedish OB by John Turesson, Helge Bertram, Bill Wilson, Philippe Sacr (French army data)

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey

ART AND GRAPHICS: Don Goodbrand

VIDEO DESIGN AND LAYOUT: Don Goodbrand

PLAYTESTERS: Andy Gailey, Don Goodbrand, Claus Bonnesen, John Turesson, Helge Bertram, Bill Wilson, Ken Sharman, Dick Burleigh , C B Blackard, Dale Hight, Marc Bellizzi, John Malcolm

SCENARIO DESIGN CO-ORDINATION: Marc Bellizzi

SCENARIO AND CAMPAIGN DESIGNERS: Marc Bellizzi, Dick Burleigh , C B Blackard, John Turesson, Helge Bertram, Bill Wilson, Claus Bonnesen

GAME MANUAL AND DOCUMENTATION: Andy Gailey. Original HTML framework for the manual provided by Shaun at Imaging Systems UK International.

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Gamers Net

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### **SPWW2 DOS Version 2.2**

PRODUCERS: Don Goodbrand, Andy Gailey

DESIGN AND DEVELOPMENT: Don Goodbrand, Andy Gailey, Maik Ehrhardt

ADDITIONAL DESIGN: The playtesters, and end user's suggestions

PROGRAMMING: Andy Gailey, Don Goodbrand

RESEARCH AND MOB DATA DEVELOPMENT: Andy Gailey, Don Goodbrand, Maik Ehrhardt

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey

ART AND GRAPHICS: Don Goodbrand

PLAYTESTERS: Andy Gailey, Don Goodbrand, Maik Ehrhardt

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Gamers Net

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### **SPWW2 DOS Version 2.0**

EXECUTIVE PRODUCER: David Heath

PRODUCER: Don Goodbrand

DESIGN AND DEVELOPMENT: Don Goodbrand, Andy Gailey, Nick Papp, Maik Ehrhardt and Piero Angeli

ADDITIONAL DESIGN AND DEVELOPMENT: Wild Bill Wilder, Michael Wood, Playtester's and end user's inputs

PROGRAM SPECIFICATION AND DESIGN: by SP Camo Workshop

PROGRAMMING: Michael Wood

OB DATA DEVELOPMENT CO-ORDINATOR: Andy Gailey

RESEARCH AND MOB DATA DEVELOPMENT: Andy Gailey, Don Goodbrand, Nick Papp, Maik Ehrhardt and Piero Angeli

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey

ART AND GRAPHICS: Don Goodbrand

CONTRIBUTORS OF ADDITIONAL PHOTOS, SOUND AND MOB DATA: Darwin Barnes, Davor Popovic, Pentti Perttula, Frank Donati, Akira Takizawa, Yrjö Hakkarainen, Valery Zhigarev, Gene Duque, Jarkko Vihavainen, Georges Ostermann.

MUSIC COMPOSED BY: Derek Boain

VIDEO DESIGN AND LAYOUT: Joe Osborne, Michael Wood

PLAYTEST CO-ORDINATION: Maik Ehrhardt

PLAYTESTERS: Andy Gailey, Don Goodbrand, Nick Papp, Piero Angeli, Wild Bill Wilder, Jim Faletti, Darwin Barnes, Marc Bellizzi, Bryan Melvin, Pentti Perttula, Louie Marsh, Davor Popovic, Nick Papp, Gordon Kennedy, Mark Mitchell, Dick Reece, David Heath, Eric Johnson, Massimo Rocca, Hans Gaschler, Guy DeYoung, Chris Massey and Paul Vebber

SCENARIO DESIGN CO-ORDINATION: Wild Bill Wilder

SCENARIO DESIGNERS: Wild Bill Wilder, Jim Faletti, Darwin Barnes, Marc Bellizzi, Bryan Melvin, Pentti Perttula, Louie Marsh, Davor Popovic, Nick Papp, Gordon Kennedy, Mark d Mitchell and Dick Reece

GAME MANUAL AND DOCUMENTATION: Andy Gailey, Don Goodbrand, Nick Papp

CONSULTANT: Dale Hight

WEB SITE PROVIDED BY: The Gamers Net

SPECIAL THANKS: Brigham Hausman, Joel Billings, Gary Grigsby and Keith Brors and all our families.

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## SP2WW2

PRODUCER: Don Goodbrand

DESIGN AND DEVELOPMENT: Don Goodbrand, Andy Gailey, Nick Papp, Maik Ehrhardt and Piero Angeli

PROGRAMMING: Don Goodbrand, Nick Papp

OB DATA DEVELOPMENT CO-ORDINATOR: Andy Gailey

RESEARCH AND MOB DATA DEVELOPMENT: Andy Gailey, Don Goodbrand, Nick Papp, Maik Ehrhardt and Piero Angeli

MOBHACK OB DATA EDITOR PROGRAMMING: Andy Gailey

ART AND GRAPHICS: Don Goodbrand, Piero Angeli and Nick Papp

PLAYTEST CO-ORDINATION: Maik Ehrhardt

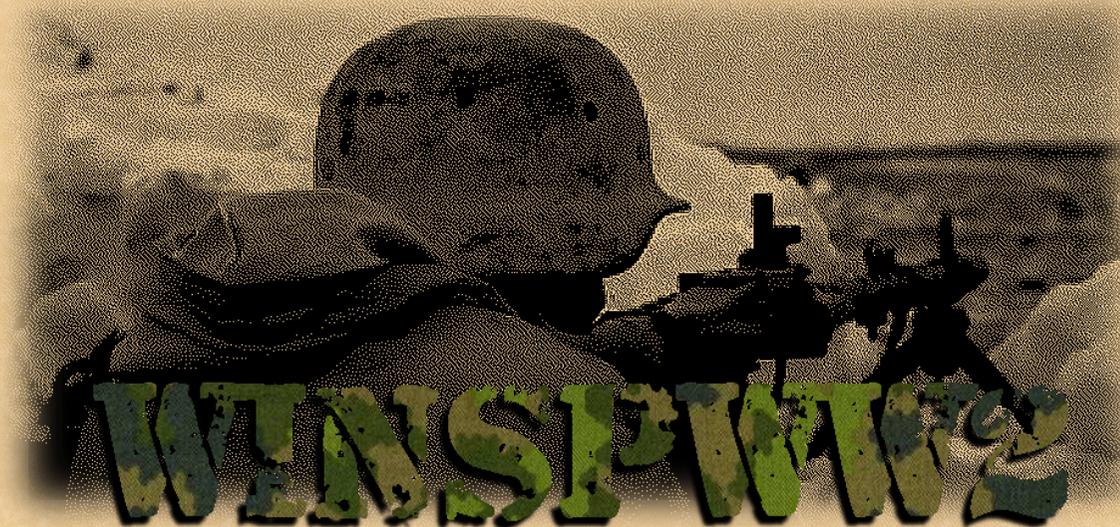
PLAYTESTERS: Andy Gailey, Don Goodbrand, Nick Papp, Maik Ehrhardt, Piero Angeli, Wild Bill's Raiders

SCENARIO DESIGN: Wild Bill's Raiders

WEB SITE PROVIDED BY: The Gamers Net

**A VERY SPECIAL THANKS** goes to **Fred Chlanda** who's **SHPEdit** program first allowed Steel Panthers Icons to be edited and put back into the SHP files.

**Without Freds SHPEdit to get things started, NONE of this would have happened.**



## ON LINE HELP

First thing to do is to read this manual **thoroughly**, try using your browser's search utility to look for a word, if you cannot find what you require from the links in the left pane. See the section on [using the guide](#) at the start of the document..

If you have questions, register at the WinSPWW2 group at [HERE](#). Look through all the message traffic, as your question is quite likely to have already been covered, if not, then post a message and someone will try to help you out.

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## CD - Extended Features



These additional Game Features are only available on the extended CD version available from Shrapnel Games

To Order the Extended version of the game either via Electronic Download or as a Safe Box Version , click [HERE](#)

# Display settings

The regular game allows you to play in **640x480** or **800x600** screen resolution in both full screen and windowed mode.

The additional extended features on the CD allow you to set the screen resolution to **1024x768**, **1152x864**, **1280x1024** and **1600x1280**. The maximum game resolution is determined by your systems display resolution. If you have your monitor set to 1152x864 then that is the maximum size for the game as well.

When **v5.5** was released **DESKTOP widescreen support was added to the game for CD owners**. This allows players to run the game at the same resolution as your normal desktop. If a player wanted to use a resolution OTHER than the current windows desktop mode (e.g. to run the game in 1024x768 full screen, with the desktop set to say 1280x1024 ) then he would need to set the windows desktop to the desired size before starting the game. (Click on desktop, settings, choose required windows mode).

---

## PBEM Tournaments

The PBEM tournament feature supplied with the extended CD version game is intended to allow a tournament organiser to set up a scenario for competitive play amongst a group of players. The scenario is encrypted, and a password is set for the second player. Therefore, neither player can open the tournament scenario in the scenario editor to see the setup, and the password provided for player 2 prevents player 1 from continuing the scenario as player 2 and thus seeing his deployment.

Tournament scenario games are also useful for any situation where 2 players want to play a PBEM game which a third party has set up, and which they have no editor access to - a "blind" game.

### The tournament organiser creates a tournament scenario by following the following procedure

- Open the scenario editor and Load the scenario you have created for your tournament just as if you were going to edit it
- Once the scenario is loaded into the editor you will see the "Map Size" **SWAP** button has changed to **TOURNEY**.



- Click on the **TOURNEY** button and you will be brought to the "Tournament Scenario Save List". Enter the scenario into any empty slot and press ENTER on your keyboard. This initiates the encryption process.
- You will then be brought to a screen titled "Setting P2 Initial Password" and asked for an **initial password** (IP) for player 2. The save game process will abort if this is not supplied (Hit the Escape key to abort the initial Password screen). It is the **TOURNAMENT ORGANIZERS RESPONSIBILITY TO ENTER THIS PASSWORD AND PASS IT ON TO PLAYER 2!!!** Once the password has been entered press **CONTINUE** . Once the game is saved to a slot, the tournament organiser should exit the scenario editor, as this process may affect some scenario global variables. If he wishes to edit scenarios, once he has used the tournament game set up process, he should quit the game and restart for safety.
- Tournament game scenarios are saved in the \tournaments folder under the game main folder. The organiser can use the **TOURNAMENT GAMES** button on the **UTILITIES** tab of GameOptions to zip up the DAT and CMT files for the tournament game and send it to all player **ones** in the tournament. To all his player **twos**, he will send an email which details the initial password they will be using when they receive their first turn from their opposing player one. **Player twos should not get the tournament scenario**, or they will be able to see player one's set-up as the player one set up is not password protected as for player 2.

### This completes the Tournament Organizers section. The game is now in the hands of Player 1

On receiving the files for the tournament game, the player ones should unzip to their own \tournaments folder. They should then contact their respective player 2 opponents and negotiate which PBEM game save game slot to use in the forthcoming competition battle, if not already done so. Once he has this information, each player one can start the tournament scenario. Each player one should ensure that his preferences are set to those detailed by the competition organiser (if he has done so) or to that agreed with his player 2 opponent. To find the game, press the saved games button to cycle to the tournament scenarios folder, then locate the appropriate scenario. Select it and press start. Player one will enter the password of his choice (tournament scenarios must be password protected secure PBEM games), and when the opportunity to save comes, he saves it in the agreed secure PBEM game slot. (He has no further use for the tournament scenario at this point, unless he is playing against multiple opponents etc.). Player one now sends the secure PBEM game DAT and CMT file set to his opposing player two for him to continue. As the game is now a normal secure PBEM, he will find the files in the \PBEM Games folder under the main game folder.

Player 2 now gets the files from his opposing player 1. He unzips the files to the \PBEM Games folder and loads the game from the EMAIL GAMES page (press save games button to cycle to this page as usual). he should have the initial password supplied by the tournament organiser to hand, as it is required to pass the forthcoming stage!. Player 2 now loads the game. He will be prompted for the IP which the tournament organiser entered when he set up the secured tournament scenario. Once he has successfully entered this, he is then prompted for his **OWN** new password of his **OWN** choice. **What follows is very important to remember >>>** Player 2's **ONLY** use the password supplied by the Tournament organizer to open this ONE screen so they can set **THEIR OWN PASSWORD**. Player 2's **DO NOT** use the initial password for anything else. On pressing continue, the game will be automatically saved to the proper PBEM game save slot. Player 2 now passes the files back to Player 1 for the next stage of the process . From here the game proceeds exactly as for a normal game scenario being played PBEM.

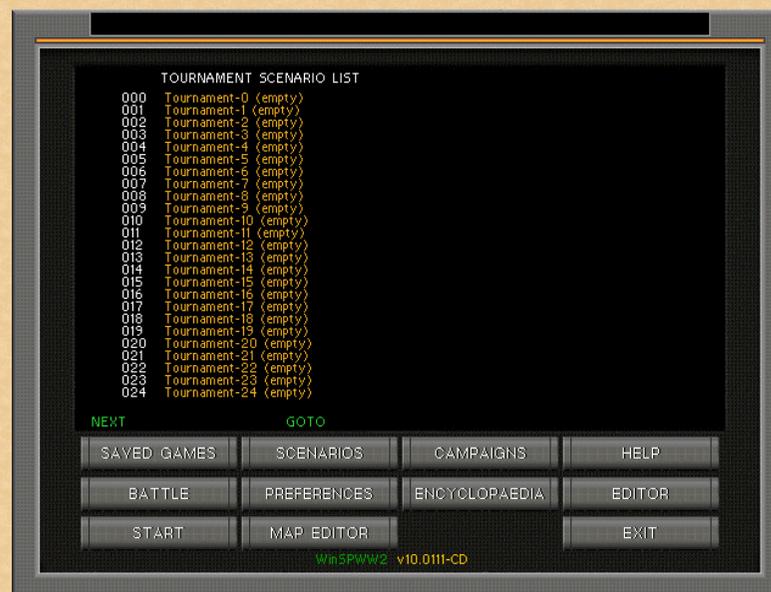
Note to tournament organisers: As there are plenty of save slots for tournament scenarios, each organisation should probably mark off a block as theirs. (Say 50-75 is bigwargamers.com's traditional set of slots). It'll make it easier for

players to find the scenarios, for one thing!. Remember that secured tournament scenarios are loaded back into the scenario editor (they are secured), so don't lose the original scenario!. **Remember to ensure that all prospective players have the full CD extended version of the game, as those with only the free download will not be able to participate in the competition.**

Note to players: The only fixed slot is the one that the original "template" tournament scenario as dispatched to you by the tournament organiser. Player one can save the game to any secure PBEM slot of the 250 on hand on setting up the game. The scenario is encrypted, so will not load into your scenario editor - there is no point in taking a peek! 😊

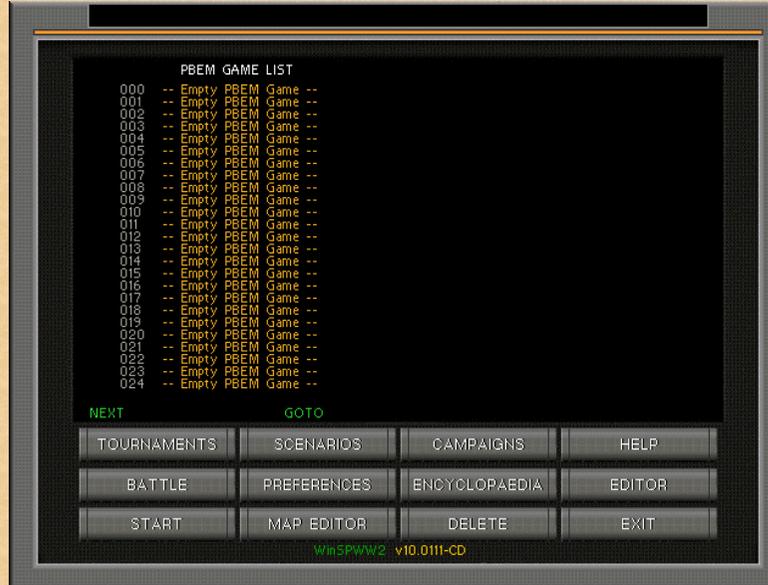
## Tournament Save games Screen

Tournament saved games are used when setting up tournament scenarios. You can read about tournament games by clicking [HERE](#)



## PBEM save slots available in the CD

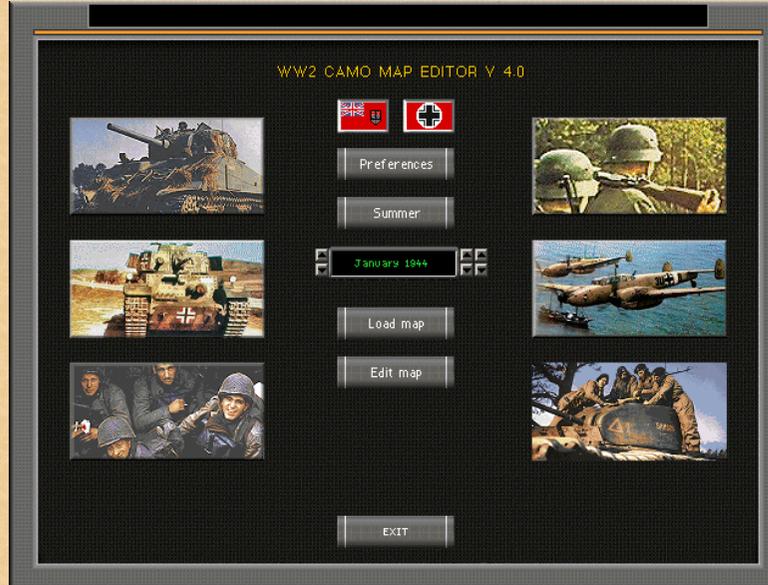
There are **250** Secure PBEM saves slots ( numbered starting with 000 ) in the extended version of the game. This is up from 5 in the regular version of the game



# The Camo Workshops Map Editor

This new map editing tool allows map editing in ways only dreamed of in the past!

At start up you will see....



Two **Nations flag buttons** - Selects two opposing nations . This works with the RND MAP button and the MAP LOC button. You don't NEED to set this up when building a map unless you plan to do some random map generating at some point

**Preferences** - gives access to the same game preferences screens we use in the game and allows you to set the map dimensions

**Summer/winter/desert button** - same as the editor in the game now. It allows you to pre-select the terrain type

**Date Dial** - Self explanatory. It is needed to set up some of the fall and spring terrain so it's always best to set it for the month you want before starting a map

**Load Map button** - Allows access to the custom map files

**Edit map button** - Gets you into the editor

**Exit button** - Exits the editor

Select a custom map if you like or just press Edit Map

You are now in a screen that looks pretty much what you are used to in the game scenario map editor.

( The screen shot below is just a section of the actual screen)



None of the actual map editing buttons is different than in the game. If you need info on these click [HERE](#). There new buttons and what they do is as follows:

**Help-** Will bring up a new Map editor help text screen

**Snapshot-** Shortcut Key ":" (colon)- Now we get into the new stuff. This allows you to save an image of the map IN MEMORY for use later. Further down I'll detail how that can be used. A snapshot is essentially a copy of the entire map saved off into your own private clipboard. Use when loading another map to grab a part of the new map, take a snapshot, load the new map and copy a chunk of that, then hit Restore, you are back at your original map, with a section of the second map ready to paste in the normal clipboard.

**Restore-** This button will only appear AFTER you take a snap shot. This allows you to restore your map to the time you took the Snapshot.

**Undo-** Shortcut Key "(" (left round bracket) - There are 12 undos. You no longer have to rebuild a map section if you make a mistake. If you place a terrain and then decide you don't like it..... no problem...press undo and it goes away. This is not just used for single terrain . If you place a stream from one corner of the map to the other corner then don't like it ..... no problem...press undo and it will go away. The same applies to Roads or Railways, hedges or trenches. This is set up so once you get to 12 terrain placements the 13th will overwrite the first ( and the 14th will overwrite ..and become--- the second undo ) so it's a constant loop. It does take a bit of getting used to but this is mainly there to give map makers a little wiggle room to make mistakes and correct them

**Redo-** Shortcut Key ")" (right round bracket) - Try placing 6 bits of terrain on a map then press Undo 6 times and they will go away. Press REDO 6 times right after that and they will re-appear. This is a undo for the undo<g>

**Load Map-** Shortcut Key "L" - This allows you to load pre-existing custom map while editing another map. That is also explained below

**Select-** Shortcut Key "Z" - Now the fun begins. This is the start of the cut and paste routine. It may be easier at the start to load one of the maps you are familiar with and play with that or just build something quick on a blank map if you like. Once you have a map with something to cut and paste press SELECT and a new screen will appear.

( The screen shot below is just a section of the actual screen)



**Mark** - Shortcut Key "A" - This sets the first x/y co-ordinate for the cut-and-paste routine. Go to the map and for this test select a smallish 10x10 hex area. Click the cursor on the map in the upper left part of the area you want to cut out then AFTER you have clicked on that point of the map Press MARK. You will see that hex go dark. Now pick the LOWER RIGHT point of the cut out area you want and click on the map at that point then press...

**SET** - Shortcut Key "S" - You will see the entire zone you selected turn dark as in the example above. Now press.....

**Copy** -Shortcut Key "C" - You have now copied that section of the map. When you press **copy** you will see a message appear ( depending on how long you have your message delay set for), then you will be returned to the main editing page.

That message tells you if the X or Y co-ordinate was even or odd. Roads, streams, trenches etc etc etc. NEED their X and Y co-ordinates to be the same even/even, odd/even/ even/odd, odd/odd paste point as their cut point otherwise the road/trench/stream etc looks like exploded spaghetti. It is a factor of the hex mapping system used by maps, especially for vertical roads which can be offset from the hex the graphic appears in. There are safeties built in that prevent you from pasting the copied section in the wrong place but you need to be aware of the issue. If you try to paste it into the wrong place the editor will shift it to the nearest point that DOES match the paste X/Y even/odd scheme.

I digress..... You now have a section copied and you want to paste it someplace. If you read the message it may have told you the X co-ordinate was odd and the Y was even. Again.. this is NOT critical. The editor will fix it if you do paste it wrong so for now find another spot you want to paste this section. Click on the desired target location with the cursor and the hex will highlight in red. IF this IS the hex you want to paste to now press **PASTE**. A message will appear on the lower left of the screen. Paste Here? Y/N. If this is where you want it press Y. IF the spot you pressed was out of sync with the X/Y Odd/Even offsets it will tell you which was out and it will select the next closest point that DOES match the clipboard section's X/Y Odd/Even offset. After a few tries, you will get the hang of how the offsets work, and where to select the original cut or copied section from and where it is valid to paste these sections to.

That completes your cut and paste. If you don't like where it went....press UNDO and it will go away. There were other buttons on that Mark and Set Select screen..

**CUT**- Shortcut Key "V" - Use this to REMOVE a section of map to the clipboard and replace it's selected area with base terrain

**STOP**- Shortcut Key "Q" - Stops the process of cut and paste and takes you back to the main screen

**ZAP**- Shortcut Key "Z" - Clears ALL terrain from the selected section and replaces it with the base terrain for whatever season you selected on the first page. It is a CUT without the copy of the selected terrain to the clipboard, if say you want to clear a zone, but not lose what is currently in the clipboard.

**DAMAGE** - Shortcut Key "P" - On this page this button removes all damage from the selected area (including any stray infantry fire trenches or vehicle revetments that may be left over if this was a scenario map)

**ALL**- lets you select the entire map. This can be handy when selecting a small map to paste into a new larger map.

Now back to the main screen where there are a few buttons left to explain

( The screen shot below is just a section of the actual screen)



**PASTE.** Shortcut Key "~" (tilde) - A message will appear on the lower left of the screen. Paste Here? Y/N. If this is where you want it press Y. IF the spot you pressed was out of sync with the X/Y Odd/Even offsets it will tell you which was out and it will select the next closest point that DOES match the cut's X/Y Odd/Even offset. After a few tries, you will get the hang of how the offsets work, and where to select the original cut or copied section from and where it is valid to paste these sections to.

**Clr Cursor** (Clear Cursor ) Shortcut Key " " (space bar) - Allows you to "wash your brush" of whatever terrain you had been using so you can click on the map without placing whatever terrain you had been working with. In other words it returns your cursor to a selection item and not a terrain placement tool.

**-DAMAGE.** Shortcut Key "!" (exclamation mark) -Removes ALL damage from everywhere on the map. This can take some time - there is a progress meter to let you know the progress.

**RND MAP-** generates a random map for the two nations you have selected based on climate and month

**MAP LOC-** Allows you to call up a Battle location OR the Random map generator

**QUICKSAVE-** Allows you to save your map quickly in slot 999. If you have been working with the editor as you read through this email you will have noticed that the maps are already being Autosaved in slot 999 every five minutes. This gives you a quick way to save the map without needing to go through the full save screen process.

There are ways to use this that may not be obvious until you play with it a bit. For example. If you are building a map but want to use features from three other maps. **NO problem.**

- 1] from your new base map press Load map
- 2]Copy the section from the new map you want to paste into the new map
- 3]Press UNDO three times..this brings you back to your new base map
- 4]Pick a point on the base map then press PASTE and the section of the old map is now pasted to your base map. If you are happy with that press SNAPSHOT to save the new map in memory and press Quicksave to save it in Slot 999 ( or use the red save button and save it wherever you like)

This way you can cut and paste from as many maps as you like

You can also trim maps to fit. Where there is a big empty area on one side of the map the "active" area of that map can be cut out and pasted to an empty map in about 15 seconds. You CAN use the grey border hexes as Mark and Set points if you like.

**Note on Damage removal.** Destroyed bridges will not be restored, you will have to rebuild them manually. Buildings can be a problem as when these are destroyed, the associated building markers are removed. The repair damage code looks for particular building icons and tries to rebuild from that information. It may well have problems on multiple hex buildings. You should mouse over your building after a damage repair, to ensure that they report as stone or wooden buildings as expected, and are not reporting as rough as well. Any such problem cases would need to be bulldozed manually and rebuilt.

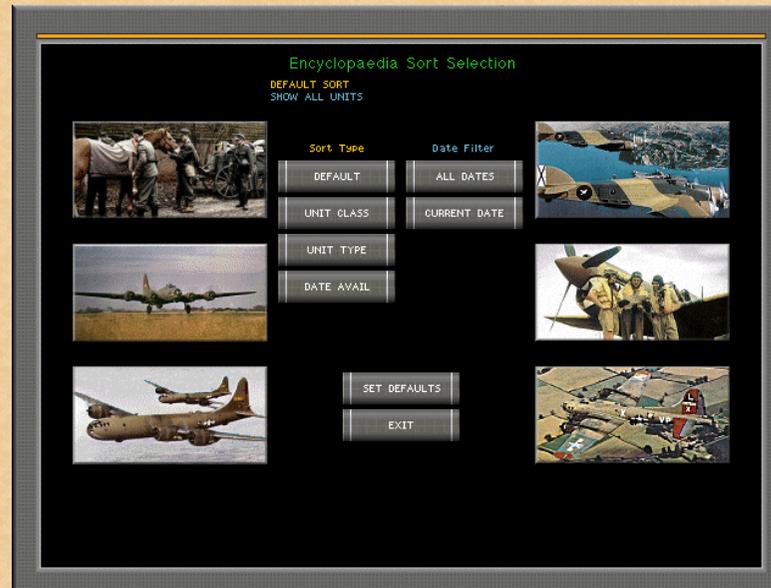
## NOTE!

The map editor takes it's cue to load either full screen or windowed from the setting on the front page of Gameoptions but it runs at a **MINIMUM** of 1024x768 in either mode

# Encyclopaedia Sort Screen

The Encyclopaedia Sort screen is only available on the CD as an extra bonus.

This screen allows you to sort the Encyclopaedia data in several view modes. When you click on the "SORT" button this screen will appear



## SORT TYPES

There are four ways to sort

**DEFAULT** sorts in the order the units are entered into the OOB database from first to last. This is the normal view of units in the game.

**UNIT CLASS** sorts all units from the lowest to the highest unit class number, with each unit of that class then sorted by OOB slot number, lowest first. This means any "Fortifications" ( Unit Class 0 ) will appear grouped first on the list with any "Mortar(Sub Type D) ( Unit Class 255 ) you may have in that nations OOB , last . You can see the list of Unit Classes by clicking [HERE](#)

**UNIT TYPE** sorts the units by Type. This is a bit different than sorting by CLASS and it can be a bit confusing until you are used to it. It's based on internal game code and nothing you can see with Mobhack for example. Each Unit Class is assigned a corresponding Unit Type in the code. The unit types, in order of appearance are:

- AFVS
- APCS
- GUNS
- INFANTRY
- TEAMS
- TRUCKS
- BATTERIES

AFV classes are the "tanks" - MBT, light tanks, armoured cars etc. APC classes are the wheeled, tracked and half-track APC, Mine Proof AVF and so forth. Infantry are most riflemen, snipers, commandos and so on. Teams are MGs and so forth. Trucks are soft skinned transport. Guns are on-map artillery assets. Batteries are off map artillery classes, and also the game classes ship and barge types as such. Fortifications are considered an AFV type, as are aircraft and helicopters.

Each class is then sub-sorted on Unit class, with each unit class then sorted on OOB slot number, lowest first. This view is probably the most useful, as it groups like categories of units together.

**DATE AVAILABLE-** This sorts your units from the earliest to latest with the first ones being units that are in continuous service from 1946 and the last ones, in many cases, units that have not entered service as yet

## DATE FILTER

There are two ways to filter information

**ALL DATES** allows you to see everything in the OOB from the first in service year to the last. This is the default game view.

**CURRENT DATE** allows you to see units that are available for the current scenario date. When playing a game this is the current battle date, and when in the scenario editor it is the date you have entered for the scenario's date. **NB** - When on the main game screen, it is usually the default battle date you set in the Game Options programme, sometimes the date of the last battle played. In this case, should you want to examine "what is available for OOB X at date D" then it is best to go into the scenario editor and set the desired date D and OOB X, then press the **BUY** button and then select the Encyclopaedia button that appears on that page and set the sort. You now have the set of troops available to X at battle date D. Exit to the scenario editor front screen to change the date then re-enter buy mode to view the set available at that new date.

**SORT TYPES** and **DATE FILTER** are used together so If you want to sort all the OOB entries by unit class and only view the ones available for the date you have set in your battle you can. This is handy to use if you want to see quickly see what your opponent could possibly have bought for the battle you are fighting. What tanks does he have to choose from in June 1978? No problem sort by Type and current date and only those models available for that month and year will show up

**SET DEFAULTS** resets the standard encyclopedia view (Default sort and all availability dates)

**EXIT** - accept changes and exits

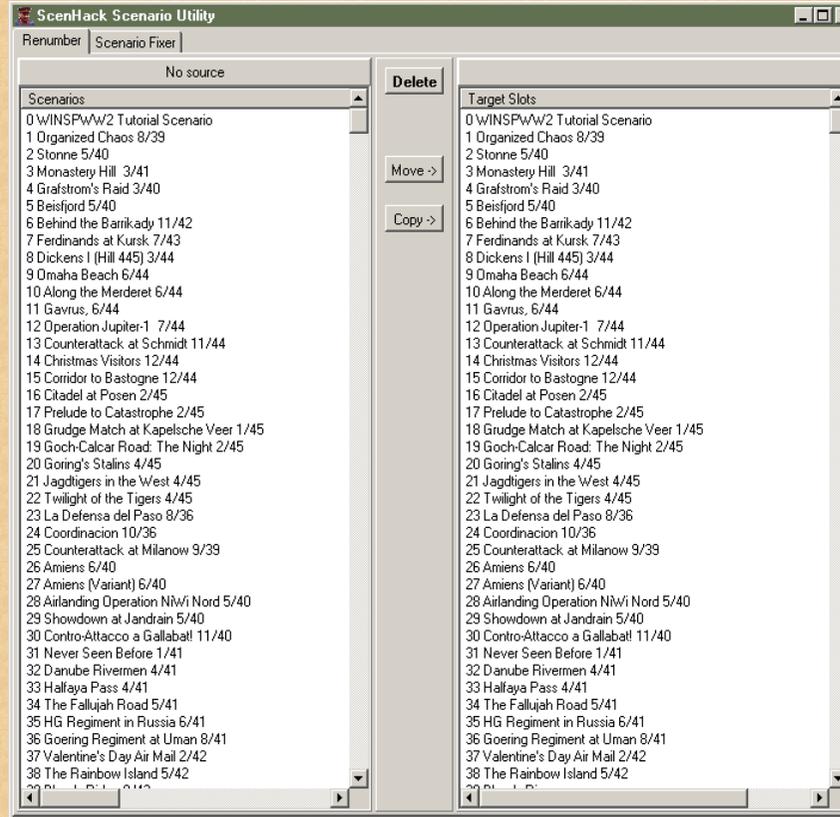


## SCENHACK

A utility for WinSPWW2 scenario maintenance.

### Renumber Tab

Provides functions to delete, move scenarios to another scenario slot (i.e. renumber), or to copy an existing scenario to another slot. Source Scenario is selected on the left panel. This is all that is required for a delete operation. For copy or move operations, you must now select a Target slot in the right hand side panel. Now select the operations button in the centre (move or copy). **NB** - Using an existing scenario slot will result in the overwriting of the existing scenario!



### Scenario Fixer Tab

Provides repair and editing functions for existing scenarios. First you need to load a scenario, by highlighting its name in the list and then double-clicking it or pressing the Load button. Main scenario data is now loaded in the grid. Columns with a "\*" are available to edit in the grid. (The grid will allow others to be edited, but these columns without a \* will NOT be saved). NB - descriptions of these fields values and use can be found in the Mobbhack help file, and some in the main Game Guide.

Scenario Fixer

Load 296 The Simmering Cauldron 6/44

260 Panzer Company Albrecht 1/42  
 261 Op Chariot: St. Nazaire 3/42  
 262 Pegasus Bridge 6/44  
 263 Firefight at St. Gilles 7/44  
 264 Villebaudon Ridge 7/44  
 265 Panthers at Lejini 10/44  
 266 Fronteinsatz 2/45  
 267 Charge to Glory 9/39  
 268 Retreat from Pommernstellung 2/45  
 269 Westerplatte: Crew of Death 9/39  
 270 Battle of Mokra 9/39  
 271 Cavalry vs Cavalry 9/39  
 272 Assault on Gora Kamienska 9/39

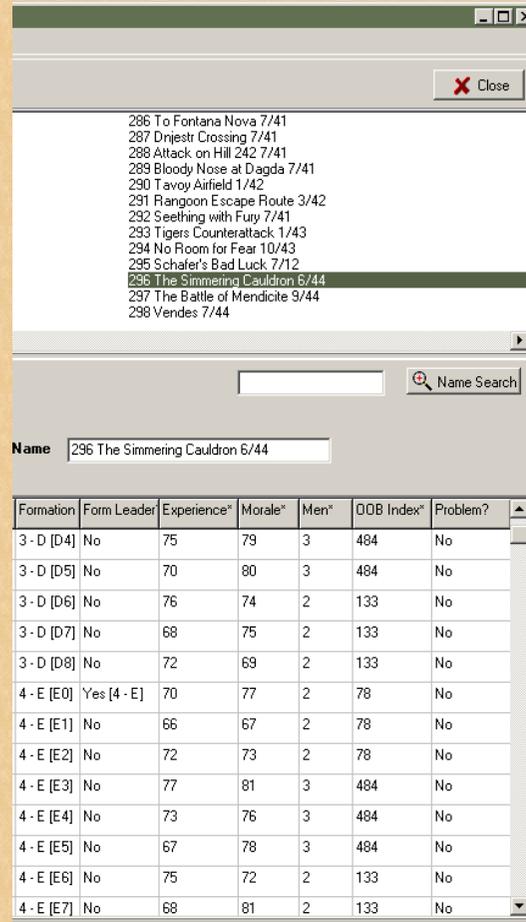
273 Across the Narew 9/39  
 274 Hold the Panzers 9/39  
 275 Even the Bravest 9/39  
 276 Chasseurs Ardennais 5/40  
 277 Collision of Armour 5/40  
 278 A Hard and Bitter Day 5/40  
 279 French Thermopylae 5/40  
 280 Counterattack of 121 RIM 5/40  
 281 The Trial of Sommauthe 6/40  
 282 With Something to Prove 6/41  
 283 Crossing the Pruth 7/41  
 284 Tanks before Zaicani 7/41  
 285 The Brawl of Bratuseni 7/41

Scenario Report Nation 1 GB Length: 34  
 296 The Simmering Cauldron 6/44 Nation 2 Germany  
 Battle Date 06/1944

Nation Rename Scenario Formations Icon Search  
 Ratings Change Save

| Unit | Name*        | Player | OOB* | Nation | Changed? | Auxiliary? | id tag* | Icon* | Desert Icon* | Winter Icon* |
|------|--------------|--------|------|--------|----------|------------|---------|-------|--------------|--------------|
| 13   | LMG Team     | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 14   | LMG Team     | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 15   | Bren Carrier | 0      | 7    | GB     | No       | No         | 7       | 117   | 3201         | 3202         |
| 16   | Bren Carrier | 0      | 7    | GB     | No       | No         | 7       | 117   | 3201         | 3202         |
| 17   | Bren Carrier | 0      | 7    | GB     | No       | No         | 7       | 117   | 3201         | 3202         |
| 18   | PIAT Team    | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 19   | PIAT Team    | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 20   | PIAT Team    | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 21   | LMG Team     | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 22   | LMG Team     | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 23   | LMG Team     | 0      | 7    | GB     | No       | No         | 7       | 0     | 0            | 0            |
| 24   | Bren Carrier | 0      | 7    | GB     | No       | No         | 7       | 117   | 3201         | 3202         |
| 25   | Bren Carrier | 0      | 7    | GB     | No       | No         | 7       | 117   | 3201         | 3202         |

- UNIT - The Unit slot ID within the game.
- Name\* - The name of the unit. Editable. Usual SP string rules apply (Strictly USA ASCII, no umlauts or cidillas or other local language features, or the game may crash). -INACTIVE- for slots not used in the scenario.
- Player - 0 (player 1) or 1 (player 2).
- OOB\* - Which OOB the unit came from (may differ from the player oob e.g for captured units). Editable.
- Nation - Informative text of player 0 or 1's nationality.
- Changed? - If edited in the scenario editor (anything, whether weapons or even the name - it is no longer a stock OOB database item) this flag is set.
- Auxiliary? - Is this unit set as an AUX unit in this scenario.
- Id Tag\* - nationality of the unit's ID tag. Editable.
- Icon, Desert Icon and Winter Icon. - The 3 icon types, usually you are only interested in changing the one for the scenario weather.



- Formation - Information. Gives formation number for that side, and the ID letter(s).
- Form Leader - Information. If a formation leader - gives the sides formation number and letter, otherwise says no.
- Experience\* - Unit Experience. Editable.
- Morale\* - Unit Morale. Editable.
- Men\* - Number of men in unit (crew). Editable.
- OOB Index.- Handy when you need to find the unit with MOBHack
- Problem? -Highlights that a **\*POTENTIAL\*** problem has been found

## Buttons

**Nation.** Re nationalisation button. Brings up a dialogue box which allows you to re nationalise units of nation X to new nation Y, and check boxes to apply this to the unit ID tags and any Victory hexes which were assigned the nation X flag.

**Rename.** Dialogue to change unit names from any target string to a new string.

**Scenario.** Dialogue that allows you to:

- - Change location name string
- - Edit scenario length
- - Change player map sides
- - Change scenario date
- - Change Scenario visibility
- - Provides a memo component which allows you to edit the scenario text. (usual formatting rules apply - see game manual for details). The Save Scen Text does precisely that - i.e this save is independent of the main SAVE button, since the scenario text is a separate file.

Press OK to accept changes, cancel to drop them (any saved scenario text is unaffected)

**Formations.**

Brings up a dialogue dealing with leaders and formations.

**Formations Tab** -Shows both sides formation numbers and names, and their level. Level can be set individually (select from the drop down combo, the press the green tick mark to save), or as a batch operation via the "update checked to level" button. To use this button first check off the check boxe(s) you want to apply the operation to in the list, then select the desired level, and finally press the "Update checked to level" button.

The update level is mainly of use in old scenarios where company's, batallion HQ etc may all be marked as level 0 platoons.

### Leaders Tab

Shows unit leaders. Unit leaders can be formation leaders as well. Columns with a \* are editable (saved by save routine)

- Active? - is this leader slot active.
- \*Name - Leader name.
- Nat ID - nationality number of the leader .
- Nat Name - Name of that nation
- \*Rank - Editable. Rank level.
- \*Rally - Rally level. Editable.
- \*Inf CMD - Infantry command rating. Editable.
- \*Arm Cmd -Armour command rating. Editable.
- \*Art Cmd - Artillery command rating. Editable.
- \*Kills - Kill count. Decorative item in scenarios. Editable.
- Unit ID - Which unit this leader commands.
- Associated Unit - the name of that unit.
- Unit Morale - the unit's morale.
- Unit Exp. - The unit's experience.
- Re nationalise button - change all leaders of nation X to nation Y.

### TIP

Scenario designers who create a scenario that uses SS troops from the German OOB can change those units to use to abbreviated SS ranks using Scenhack. There are a number of scenarios that already use use this feature, a good example is 53 Villers-Bocage

To make this change open the scenario with ScenHack and click on the **Formations** button then click on the **Leaders** button . If you wish to change all German units in your scenario to SS ranks, simply click the **Renationalise** button and change all the Nation ID 16 **LEADERS** to Nation 0. NOTE... make this change with the LEADERS ONLY...do NOT renationalise the entire scenario! The Leader info is where the ranks are taken from and nation 0, which is no longer used in SPWW2, contains an SS rank DAT file. If you have a mixture of Army and SS troops you will need to identify which units you want the SS ranks to appear with and change each leader individually.

**Icon Search button.** Brings up a dialogue to search for icon numbers used by units - lists these in the message pane.

Replace tab - allows bulk replacement of all icons with a new icon number, with filtering on icon, winter icon, and desert icon slots. Unckeck desert icons, and any that column is not searched/replaced against.

Ratings button brings up a ratings dialogue. This allows you to assign a spread of values for each of the key ratings or just a sub set.

1. select the nationality of the leaders to modify.
2. tick or untick the various ratings you are interested in. Only ticked items will be processed
3. now for each of the items, Select low and high value ratings if you want a random number in that range to be applied OR untick the "use XX range" tick mark to use the low value as a FIXED value to apply.

OK - apply these values

CANCEL - quit

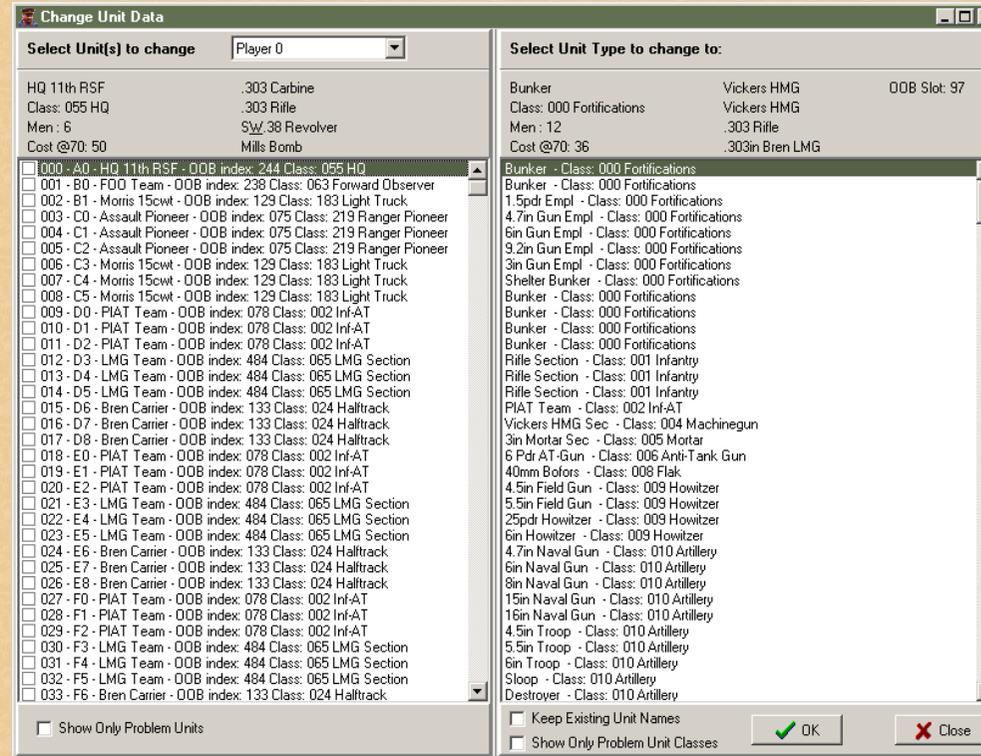
Save - save modified scenario data (confirmation yes/no).

### Application (window) icons:

- Minimise button - minimise application
- Maximise button - expand to screen size
- Exit Button - close application.

## Change Button

Brings up this screen

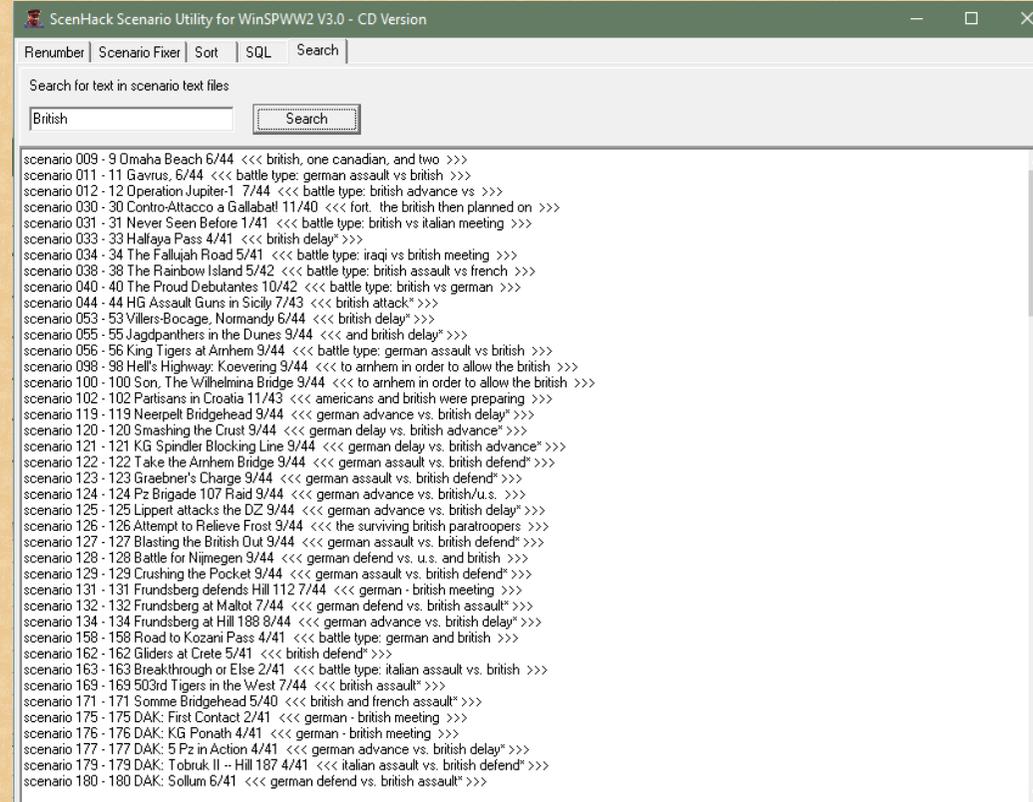


which will list every unit on both sides of a scenario. This screen is useful if a problem unit has been found or if you wish to change a unit. There are check boxes at the bottom

- Show only Problem units - Blanks out all the rest of the units to make finding the ones with the problem easier
- Show only problem unit classes - Lists all units from the same unit class as the problem unit
- Keep existing unit names- Handy if the name has been edited to a historical unit name and you wish to keep that name

**New features added 2019**

**The Search tab**



The new Search text files feature allows players the ability to find specific text references in the Scenario description text files. In the example above we used British and any scenario that uses "British" in any part of their scenario description will be shown listed in order of scenario number with the name of the scenario, it's slot number in the game and a brief snippet of text related to the search string entered.

Once the list is completed you can click on one that seems to relate to what you are interested in and scenhack will take you to the Scenario you clicked on in search in the Scenario Fixer screen. Once there you can click on the Scenario button and that will show you the complete text of that scenario. If that isn't what you were looking for you can click on the Search tab again and it will take you back to your original list and you can choose another or further refine your search using a different search word or phrase but be aware the more specific your search becomes the smaller number of results that will be displayed generally

### The SQL Tab

ScenHack Scenario Utility for WinSPWW2 V3.0 - CD Version

Renumber | Scenario Fixer | Sort | SQL | Search

Make Tables | Run SQL | Write CSV | Load SQL | Save SQL

```
SELECT P1Name, P2Name, sYear, COUNT(sYear) AS Total
FROM ScenData.db
WHERE P1Name = "Japan"
GROUP BY sYear, P1Name, P2Name
```

| P1Name | P2Name            | sYear | Total |
|--------|-------------------|-------|-------|
| Japan  | Nationalist China | 1932  | 1     |
| Japan  | Green             | 1936  | 2     |
| Japan  | Nationalist China | 1937  | 2     |
| Japan  | Nationalist China | 1938  | 1     |
| Japan  | Russia            | 1938  | 3     |
| Japan  | Nationalist China | 1939  | 3     |
| Japan  | Russia            | 1939  | 1     |
| Japan  | Nationalist China | 1940  | 1     |
| Japan  | Vichy France      | 1940  | 1     |
| Japan  | India             | 1941  | 1     |
| Japan  | Thai              | 1941  | 1     |
| Japan  | USA               | 1941  | 1     |
| Japan  | USMC              | 1941  | 1     |
| Japan  | ANZAC             | 1942  | 3     |
| Japan  | Belgium           | 1942  | 1     |
| Japan  | GB                | 1942  | 3     |
| Japan  | India             | 1942  | 1     |
| Japan  | Netherlands       | 1942  | 3     |
| Japan  | USA               | 1942  | 1     |
| Japan  | USMC              | 1942  | 3     |
| Japan  | GB                | 1943  | 1     |
| Japan  | USMC              | 1943  | 3     |
| Japan  | India             | 1944  | 1     |
| Japan  | Nationalist China | 1944  | 1     |
| Japan  | USA               | 1944  | 1     |

The SQL tab is not new for 2019 but it has been expanded to allow players with knowledge of how to write SQL ( Structured Query Language ) the ability to both save any they write in a new folder in the game named SQL but also the ability to load those saved SQL's so they do not have to be re-written every time. We have included a few sample SQL's with both games in the SQL folder to be used as guides/examples and may be all you need to get started. SQL query's may not interest the average player but with the increase in the number of scenarios in the game it allows anyone with the knowledge of how they work to fine tune inquiries to zero in on specific scenarios that may interest you. However, the average player may find the basic searches offered by the Sort tab to be all they need but if you want to learn more about using SQL's this would be a place to start <http://www.sqlcourse.com/intro.html>

There is included with the 2019 patch a general SQL inquiry that searches for "shermans" as an example of titled : **Template SQL example with all data fields.SQL**  
 This SQL includes all the fields of data that is gathered by a search using that SQL screen

```
select distinct
ScenNum,
sTitle,
Unit,
uName,
nation,
oobindex,
uclass,
Player,
uClassName,
icon,
DesertIcon,
WinterIcon,
Auxiliary,
Changed,
problem
from sData
where ( LOWER(uName) like "%sherman%")
order by ScenNum
```

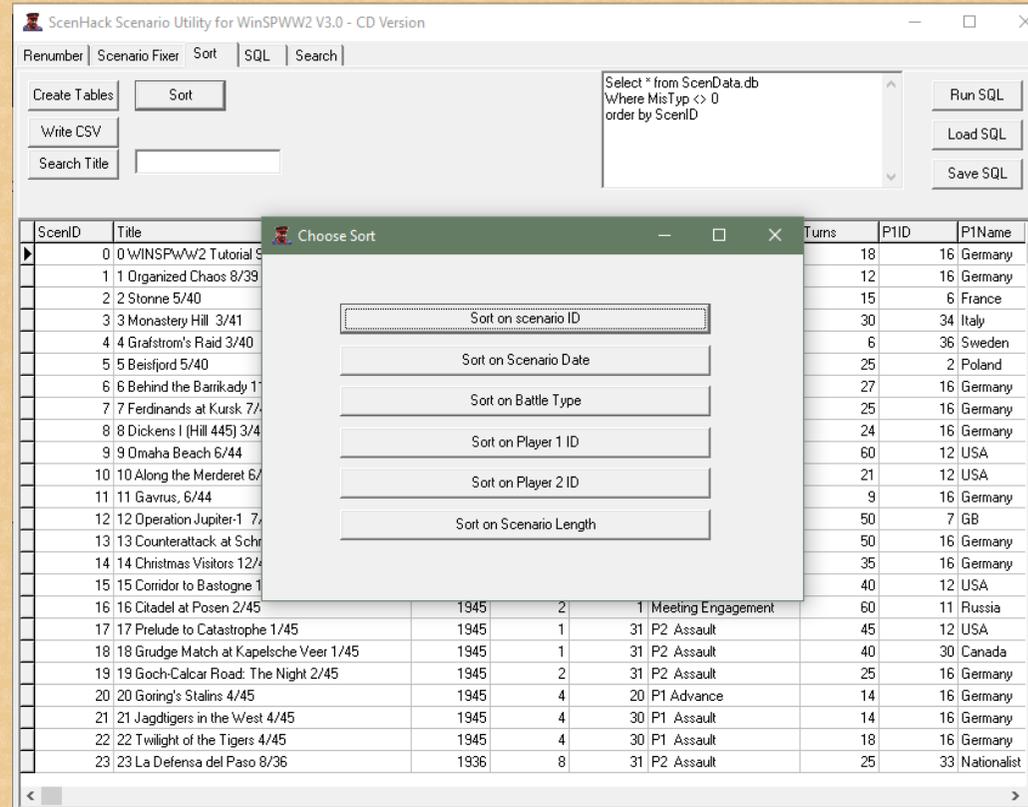
By using ( LOWER(uName) you can search for names without having to use capitols in the exact way they are actually used which is handy when you need to find "SdKfz" you can type in all lowercase as 'sdkfz'

Just remember when making a list, all different data fields **need to end with a comma except the last one** and also an SQL as above can also be written...

```
select distinct  
ScenNum,sTitle,Unit,uName,nation,oobindex,uclass,Player,uClassName,icon,DesertIcon,WinterIcon,Auxiliary,Changed,problem  
from sData  
where ( LOWER(uName) like "%sherman%")  
order by ScenNum
```

Please also NOTE that to use the ability built into this that allows you to click on a result and be taken to that scenario in the Scenario Fixer screen the **ScenNum** field **must** be present , otherwise you **will** get an error if you click on a result line and it tries to open the appropriate scenario file.

### The Sort Tab



The sort tab is another feature of Scenhack that is not new for 2019 but it does have added features but first we need to explain the basic sort features. There are six basic sort inquiries as seen in the example above. When you select one and click on the button the Choose sort menu will disappear and a list will be created. When that list is created you will see the window at the upper right has changed as well. What you see there is the SQL that button was "programmed" to use and anyone with SQL knowledge can then further refine that search using that window then clicking on Run SQL. Clicking on any scenario that appears on that list will bring you to the Scenario fixer tab and while there clicking on the scenario button will show you the scenario description write up for that scenario. The SQL window in the sort screen does the same job as the SQL screen just as an added convenience to players with SQL usage knowledge.

**Please note** that the Sort SQL uses a different table from the SQL tab, and the key field here is **ScenID** which must be present to allow you to click on a result line and open the scenario you want to look at feature to operate properly.

### Important to remember

If you make any changes or add new scenarios you need to press the "Make tables" or "Create Tables" buttons so scenhack can find what you are looking for !

# CAMPAIGNHACK

Provides Scripted Campaign management functions for WinSPWW2.

Red X - exits programme.

This programme is implemented as a Tool Window - so cannot be resized or minimised.

## Convert DOS Campaigns Tab

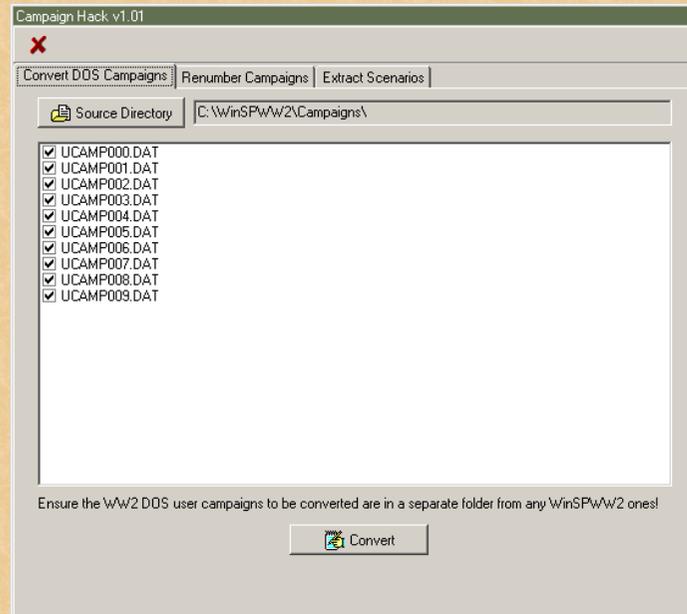
( NOTE this was an early function of the program that is no longer used but left in "just in case" an old campaign surfaces )

Navigate to the directory containing the DOS SPWW2 campaign(s) to convert. if any found, these will be listed in the CheckListBox control. Tick off those you want to convert, then press the CONVERT button.

### NOTE!

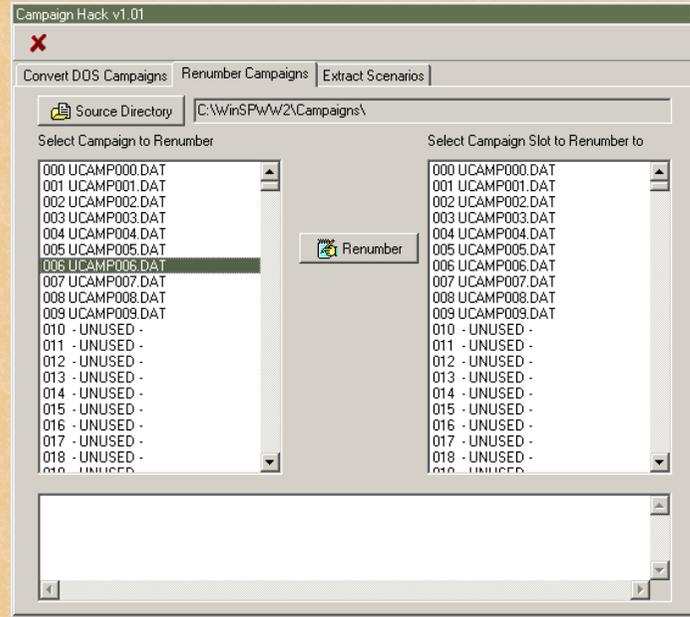
This utility does **NOT** have any way of telling if campaigns are in DOS or Windows format, so always ensure that **ONLY** DOS SPWW2 campaigns are in the target folder.

This is the **ONLY** tab which works on DOS SPWW2 Campaigns, Do not use the other tabs on un-converted scenarios!



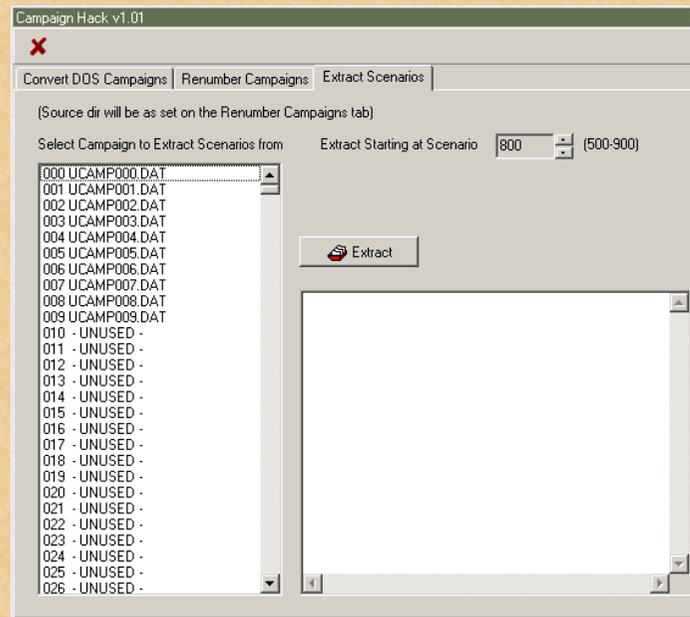
## Renumber Campaigns Tab.

Navigate to the directory containing the campaign to renumber. Any found are listed on the LHS column. Select a target slot number in the RHS column, and press RENUMBER. Campaign is now renumbered (i.e. moved) to the new campaign slot.



### Extract Scenarios Tab

Utility to extract the constituent scenarios from a campaign. Select the target campaign on the LHS column. Now, select the start scenario number to extract to, or leave at the default scenario slot of 800. Extracted scenarios will be written to this lot in ascending order. Press EXTRACT to start the process.



# OP-FIRE FILTERING

Allows players to preset the type of targets they wish their units to engage



You get to this with the Y key or by pressing the "Set Firing range" button  or by pressing the 0 (zero) key.

Once that screen appears press FILTR button ...

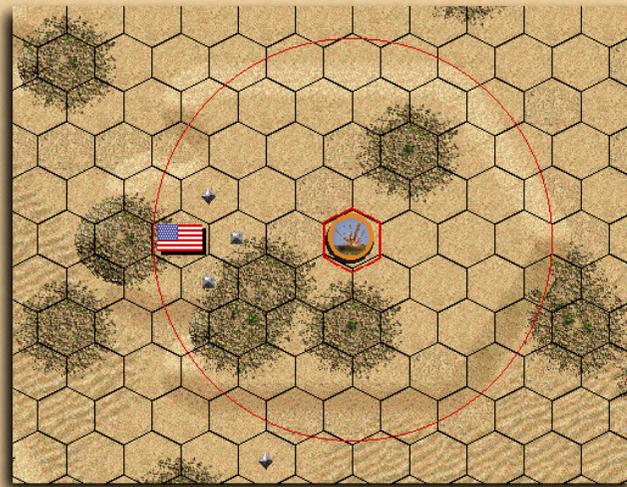


.....and the opfire filtering screen will appear. If you are in the deploy screen and normal map screen the "0" ( ZERO) key will get you directly to the filtering screen without need to go through Y key screen. When you exit the opfire screen you will be brought back to the main menu NOT back to the Y screen

**A unit has TWO op-fire hexes!**

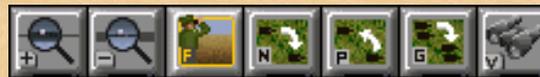
- 1) the normal circle based on unit's position
- 2) an **OVERWATCH** hex which is displaced elsewhere and can have separated filtering . If these overlap the regular (#1) opfire will have priority.

**An example of an OPfire hex**

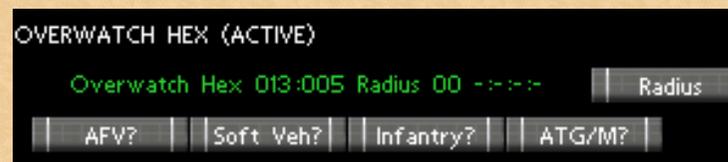


The cursor will be shown as a cross hair if the hex is in LOS, or blank if not . An additional new feature can be found by pressing the "Unit View" button. This allows you to see every hex visible to that unit on the entire map without having to search 360 degrees with the unit. Click on the "Find Opfire overwatch hex "button ( the binoculars ) and the overwatch hex is displayed as an arty bombard symbol with the radius of interest as a red circle around that.

**Button row 1:** zoom in map, zoom out map, find unit, next unit, prev unit, next formation and find unit's overwatch hex on map



### Overwatch hex block



The button is used to change the radius (-1 to clear overwatch hex) buttons for interest - if these are ON, targets in the circle will be engaged

- AFV ? (which will use the front armour limits )
- Soft skin ?
- Infantry ?
- ATGM ?

Information for each button is displayed at the top of the screen in the red bar when active.



### Range from current unit Hex

#### RANGES FROM CURRENT UNIT HEX

|                               |     |
|-------------------------------|-----|
| Steel Armour Front MAX        | 255 |
| Steel Armour Front MIN        | 012 |
| Armour Engagement Range       | 026 |
| Infantry Engagement Range     | 010 |
| Soft Vehicle Engagement Range | 010 |
| ATG/ATGM Engagement Range     | 060 |
| AAA Weapons Hold              | Yes |

- **Steel armour front max** - press to set the upper limit of steel front to engage (**NOTE** The maximum **must** be set before the minimum if both are zero)
- **Steel armour front min** - press to input number of the minimum armour to engage
- **Armour engagement range** ( in Hexes ) -This is like the Y key but just for armour meeting the above filter category.
- **Infantry Engagement range** - separate range for infantry. ( in Hexes )
- **Soft vehicle engagement range** - separate range for trucks etc. ( in Hexes )
- **ATG and ATGM** - separate range for ATG and ATGM. ATGM-carrying units are also included here even if a soft vehicle or infantry, plus the ATGun unit class ( in Hexes )
- **AAA Weapons Hold** -Allow a unit to engage an Air unit or not. This is a simple Yes or no button

3 ( red ) load buttons -  These are used to load one of three different filtering set ups and are read from an INI file

3 ( blue ) save buttons -  These allow players to save a filtering protocol in the INI file, overriding one of the 3 default settings.

#### "Clear Dark" and "Unit View" buttons



**Clear Dark** - Clears any darkened hexes on the map. Useful after using the new Unit View button

**Unit View** - Shows every hex the unit you have selected can see on the map. Very handy for checking all around LOS.

#### Bottom button row: "action" buttons



- **Clear filter** - clears filter status of unit but **NOT** any ranges etc that have been set that a player may want to keep those for the next unit
- **Apply to this unit (saluting man)** - use these values for this unit and set op-fire filter flag ON
- **Clipboard button** - use these op-fire filter settings for the entire platoon.
- **Red up arrow button** - exits the screen

#### PLEASE NOTE

If you are using the DL version of the game the only "action" buttons that are active are the "Clear Filter" and the "Exit" button. The "Clear Filter" button is active to allow DL version players the ability to clear any opfire filtering (if they so desire )that may be added to a scenario by scenario designers in the future. When using the DL version the opfire settings can be set but they cannot be saved so they will not be applied to your units.

# PBEM CAMPAIGN

Plays like a normal campaign but for two players. Press the Campaigns button in the main menu and if you have the CD version you will see a "PBEM Campaign" button active. This allows for 3 to 21 battles with start and end dates just like a regular campaign. Player 1 begins by choosing his core force in the same manner as a regular campaign but when you are done choosing your core the game will ask for a password. Once that is entered you will see that "Basic Security" is chosen and is in fact the only security mode available for PBEM campaigns. Pressing "Continue" will bring player 1 to a new screen that prompts you to choose a PBEM save slot. These are the same save slots you would use for regular PBEM games.

When the files are sent to Player 2 and he opens them he will be prompted to choose a password. Once that is done and he presses "Continue" he will be able to choose his core force. Once that is done and he presses "Done" the game will be autosaved in the same save slot player 1 originally choose for this game and player 2 will be prompted to send player 1 the files.

Once the files are returned to Player 1 and he opens them he will be asked for his password. Once that is entered he will be able to choose his support forces. Once that is done and Player 1 presses Done he will be prompted for a password and once that is done he will be able to deploy his forces. Pressing "Quit Deploy" will autosave the game.

Once the files have been sent to Player 2 he will be prompted to enter his password and then player 2 can select his support troops. Once that is done he will be asked again for his password. Once that is done he can deploy his troops and once he has deployed his troops pressing "Quit Deploy" will autosave the game.

When the files have been sent back to Player 1 he can begin playing in the same manner as any regular PBEM game

When the game ends a PBEM Campaign Summary screen will appear that looks like this



Unlike in a regular campaign against the AI, in the PBEM campaign each player has an individual score and points are scored even for a loss. Here is the point structure

- **Decisive Victory - 5 points**
- **Marginal Victory - 4 points**
- **Draw - 3 points**
- **Marginal Defeat - 2 points**
- **Decisive Defeat - 1 point**

In addition, unlike in the regular campaign the loss of your headquarters does not lead to the termination of your campaign, nor are there any special battles, and also you will not be able to view the end game map and inspect your opponent's forces as that would give you too much intel on your opponents core force.

After viewing this screen and pressing "Continue" you will be able to rebuild your damaged forces . Once done press continue and the game will be autosaved. Send those files to your opponent and he will see the battle report screen and then the PBEM Campaign Summary screen and once he presses Continue he will be prompted for a password and then he will be able to rebuild his core . Once that is done he can begin picking is support force for the next battle.

#### PLEASE NOTE

The first 3 battles in a PBEM Campaign will always be meeting engagements. This allows for the standard 3 battle limit to be used for a fair and open competition (all 3 battles will be on an even playing field). Battles subsequent to the 3rd will be the

# Show/Hide Formation ID's

WinSPWW2v3.5

Allows players to view all the units under a formations command ( B0, C0, D0 etc ) either by pressing the "Show/Hide Formation IDs" button in the HQ menu or by pressing the ' 5 ' key on your keyboard. Press once for on and again to turn this off. It allows players to see at a glance where all the troops under the direct command of a x0 are located



In the example above the B0 unit is a company commander ( B0 - CO ) and it's direct subordinate unit is B1. The actual selected platoon of this company is shown in Yellow. The platoon commander ( E0 - PL ) will slowly flash gold/yellow to indicate it's status as leader and the other units under it's command will be shown in regular solid Yellow ( E1, E2, E3, E4 ), The unit at the top without ID at this time is the Battalion commander ( A0 ). Had that been selected it would show as ( A0 - BN ) and any units directly under its command would show up as well. In some cases quite a number of units come under the A0's direct command and these are shown

**New** for 2013 -- The game now defaults to showing the formation IDs. This saves pressing the 5 key to turn the feature on each time you start the game. The 5 key can still be used to toggle the feature off and on if so desired.

## Extended Game (CD) only Features for 2013

We have expanded the information displayed when you pass the mouse cursor over a hex for the CD version of the game. Previously, the only information about a hex was Height and the terrain types in it. The new display includes ground height, obstacle height , total height and Terrain Density displayed like this :

Ground Height / Obstacle Height / (Combined Height) Density XX

Hex 43,79 Height 1/14/(15) Density 27 Trees Leaves

So the above example tells you the ground level is 1 unit high and the trees are 14 units high so the combined height of the ground and obstacles in that hex above base ground level ( zero ) is 15 units high and the trees have a density of 27 which means you can see through them into the hex behind.

Ground Height and Obstacle Height are self explanatory but Terrain Density , while being an old concept for the game, it will be a new one to most players. Terrain Density or just "Density" for short is a value the game uses to

determine how solid or transparent a bit of terrain is. For example, trees block Line of Sight (LOS) to the next hex when they are greater than >30 density. If they are under 31 LOS is deemed not fully blocked and you can see into the hexes beyond that hex.

Density is cumulative for purposes of LOS. A hex with trees that have a density rating of 20 will not block LOS to the hex beyond it but if that hex has trees that are also have a density rating of 20, LOS will be blocked beyond that hex. Theoretically you could have a number of sparsely treed hexes in a row before LOS would be blocked but typically in the game the maximum would be two but please note those two hexes do NOT have to be adjacent. The game has worked this way since SP1 was first released, we are just displaying to players for the first time.

While Ground Height and Obstacle Height might be self explanatory, how the game utilizes them together with Density requires some explanation.

Ground terrain ALWAYS blocks LOS 100% and it blocks LOS when it is more than 3 "units" of height above the level your unit is on. For example, if your unit is standing on a hex that is base ground level ( i.e. zero elevation ) that units LOS will be blocked by ground that is 4 units or greater high.

Obstacle Height combined with density also blocks LOS and once again it is cumulative. For this I will use tall grass as a general example. Tall grass is 2 units high and has an average density in the game of 10. If the ground the grass is on plus the grass itself is greater than a total of 4 units high LOS will be blocked when enough density is accumulated to do so. In some cases this might take quite a number of hexes to achieve if the terrain between each >3 units of total height hexes are <4 units of height high

Each "unit" of height in the game is now considered to be roughly 24 inches ( 61 cm ) so each 10 unit level of elevation in the game represents roughly 20 feet ( 6 meters )

## **Game Options for 2013**

The Game Options launcher programme now allows you to easily edit the INI value for the AIAdjustpercent variable on the Misc Tab. Set at 100% for the default points, 120 to give the AI a 20% points advantage and so on. (Free game users can see this value but not edit it unless they manually do so in the INI file as described in the Game Guide section on AIAdjustpercent).

## **Take Cover ! for 2013**

Non-vehicle units with 2 or more MP remaining can now voluntarily take cover to break enemy line of sight at a cost of 2MP by pressing the ' C ' key. Taking cover especially if close to the enemy is not a guarantee that they will break LOS.

## **Delete button for 2013**

A delete button has been added to the main screen options to allow the deletion of no longer needed save games.

## **Change all units for 2013**

A facility to change all units of a type in the campaign rebuild screen has been added. Set the button to change all and the change from one type to another will be for all such units in the core. For example, select one of your T34/76 and change it to a IS-2 after toggling the change all mode. All your T34/76 will now be changed to IS-2 provided you have sufficient repair points. NB - if some tanks are same name, but different Unit Classes (e.g. centurion (CS MBT unit class) and centurion (MBT unit class), only the ones of the selected unit class will change.

## **Formation Menu for 2013**

In the deployment only, a new button is added to the Formation Menu to allow the fixing of the formation leader. If the platoon leader has been moved to a unit other than the 0 index, he will be exchanged back into place with that other leader. This is chiefly useful for repairing platoons in long campaigns. It is a manual and not an automatic function since some people will probably like the current leader assignment.

## **General Support and Direct Support off-map artillery for 2013**

General Support and Direct Support off-map artillery types have been added for off-map artillery purchase.

Direct Support is less responsive than normal arty, General Support even less so. The delay is longer for calls for fire, other than onto gold spots or as a pre game bombardment (their main use). Shifting fires costs a little more for these type of batteries and they are less likely to be in radio contact as they are theoretically shared with other formations than yours. As well, they are less likely to fire counter battery fires if left idle. Strike air types may be bought in general or direct support mode if desired.

Direct Support costs 75% of a full Under Command battery and General Support costs 50% of a full Under Command battery.

A button on the purchase menu cycles between artillery types. If General Support or Direct Support purchase is active, then only the appropriate formations are filtered to show on the arty page and the miscellaneous page (for strike air). Cycle this back to Under Command artillery to see the filtered-out formations again. General Support and Direct Support off-map artillery cannot be purchased for your core in a campaign

## **Timed objectives for 2013**

Timed objectives have been introduced.

A button has been added to cycle through the possible values and then back to no timed objectives. The values start at 3 and increment to 30 then reset to 0. The button is available at game set-up in the battle and campaign generators and in the scenario editor.

In a meeting engagement the victory hexes start accumulating a timed score from turn 3 onwards.

In an advance mission, the defender gets timed scores from ¼ of the game length onwards. In an advance the attacker wants to clear the enemy as fast as he can.

In an assault, the defender gets the standard victory hex score credited from the halfway point onwards, and double from the three-quarter point on. Scoring this way allows the attacker some time to clear defensive obstacles etc.

The attacker does not get any timed hex score credit. He removes any potential future score from the defender by taking the victory hex as early as he can. Scenarios can be built with timed objectives, this includes those built into Scripted Campaigns but these will only be of use for full CD game owners. The last turn and accumulated scores for timed victory hexes are reported at the end turn phase once they have started to be credited for the battle type. The total is also now reported on the end game score sheet.

## Victory Hexes for 2013

The standard 7 hex cluster of "non-shotgunned" victory hexes will now be spread about in a wider "splatter" pattern approximately 1/3 of the time rather than being in the traditional tight cluster. This produces a more open objective cluster that may need more than a scout car to take and also defend than the "normal" close clusters do but less than the "shotgun" type clusters.

## Roster button for 2013

The standard roster button has been added to the deployment menu.

## wreck display- ON/OFF for 2013

The display of wrecks in the game map can now be toggled on and off as with Victory Hexes in order to allow a less cluttered view of the map if needed. The "I" key (above the "\" key ( That is the Victory Hex toggle on/off shortcut on a US/UK keyboard) is assigned to the function.

## Obstacle height and density editing for 2013

Obstacle height and density can now be adjusted in the map editor and extended map using the ' < ' key to adjust Obstacle height and the ' > ' key to adjust Obstacle density. This will be of use to map and scenario designers who wish to create sparsely treed hexes or areas of really tall grass or underbrush. We had planned to allow adjustment to building height ( to block LOS ) but the house code is more deeply entwined with other aspects of the code than trees or grass and we ran out of time this year to make and test the changes properly. We hope to have it implemented next year along with the ability to adjust the building code to allow the ground under buildings to be raised up so troops in them have the ability to overlook the surrounding terrain.

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# Extended Game (CD) only Features for 2014

## Programmed barrage 2014

We have added a programmed barrage option for owners of the extended features version. This new feature is only available as a pre first turn set-up option so is only available when the player is advancing or assaulting . It can be set up to start at any time from initial bombardment to the limit of the turns set for that battle. Programming is easy. Assume for this example you want to set up a pre game bombardment with any number of guns that would deliver artillery just in front of a planned advance. You would choose the hex you want to start the bombardment just as you normally would then , once that was done you would advance the Artillery bombardment turn button ( the one with the large + ) to the next turn you wanted bombardment from that gun to land. It could be the next turn or it could be any number of turns in advance. When you click on the map for the next bombardment hex the first one you placed will disappear but be assured it has not been lost. You can continue on for as many turns as the guns have ammo for and it can be used by scenario designers as well. The AI will sometimes use this feature in the attack and assault in the extended features version.

Please note that once a pre-planned bombardment has been set it cannot be stopped until complete, and **any guns assigned on a programmed task are not available to the player until their part of any programme is complete but the entire programme may be cancelled by pressing the "cancel Programme" button on the bombardment screen.** This button is provided to free game users as well, since they may want to do so in a scenario with an advanced programme that was made by a CD owner. The cancel bombardment button is also the only way to clear any programme you are creating (in the setup turn 0 of an advance or assault, or in the scenario editor) - it's all or nothing. Therefore plan your programme and plot it with care as this is the only way to cure a mistake.

## Map editing in the "View Map" Screen 2014

Full map editor functionality is now made available on the "View Map" Screen, for any desired tailored tweaks of a randomly generated map for the extended features version only.

## Larger text option 2014

A larger text option has been included for the extended features version only. This uses a new font we developed for many of the screens that makes them easier to read in many cases. This new feature can be switched on or off through GameOptions / Misc . The spin off effect of this was many screens needed slight adjustments to allow both the old and new font to work equally well which lead to further adjustments that balance text display better in either mode.

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# Extended Game (CD) only Feature for 2015

## Cloning Icons and photos in scenarios 2015

Icons and photos can now be changed for scenarios in the in-game editor using the Miscellaneous button and cloned to similar units using the Cloning feature

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# Extended Game (CD) only Features for 2016

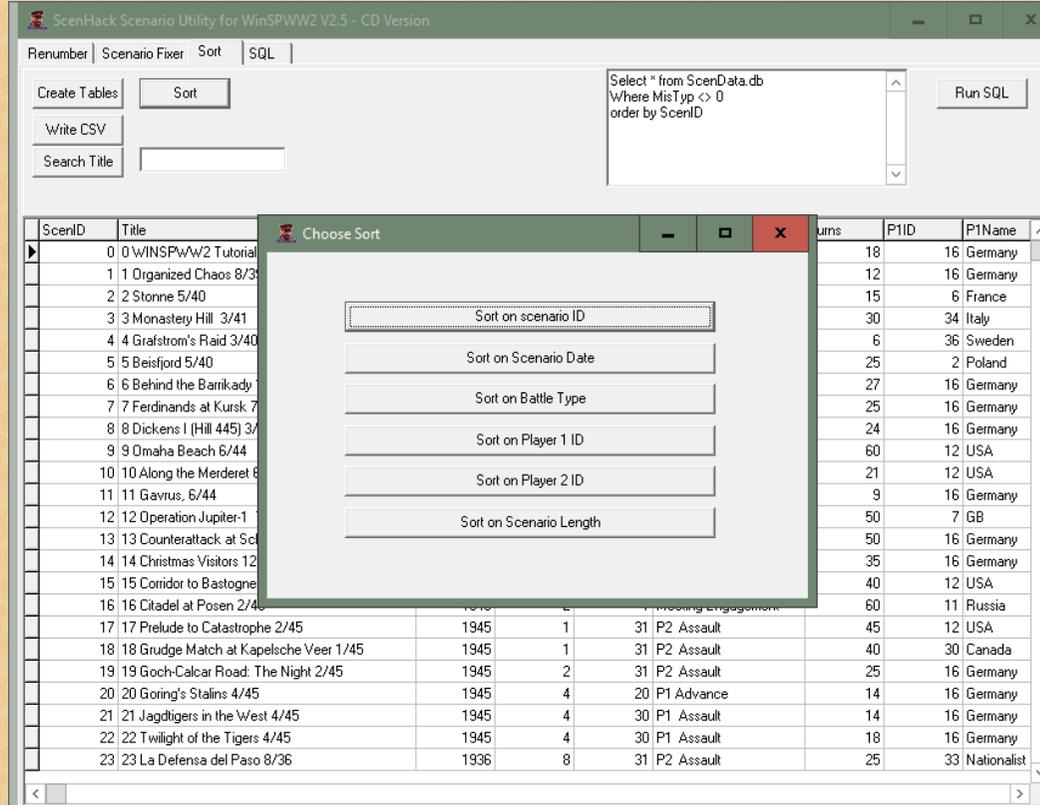
Additional new status information is now shown at the bottom of the screen. If the status is pinned, the status line is yellow, if retreat or worse, it is red. If suppressed more than 1, that is highlighted in yellow and Damage is now shown. In green if 0, otherwise in red.

```
E1> SturmPio(flam) In Contact SHOTS: 3:1:1:1 RANGE: 500 metres Turn 12
Pinned,Dug In MOVES: - : - SUPPRESSION: 17 DAMAGE: 2 Visibility 41
ENEMY SEEN: 0 Length 45
```

Scenhack has a new SQL sort facility. This will allow extended game/ CD holders to sort scenarios by the follow methods

- **Scenario ID** - ( the current default sort )
- **Scenario date** - creates a list of all the scenarios in the game sorted earliest to latest. Handy for anyone interested in specific events like Marken Garden related seanarios as you can now find where all the scenarios are that are dated September 1944 ( for example )
- **Battle type** - if you are only looking for assault scenarios for example this is will give you a list with all battle types grouped together
- **Player 1 ID** - if you are looking for all scenarios with Poland ( for example ) as player 1the list will order all scenarios by player 1 nation ID
- **Player 2 ID** - as above but the list will be ordered with the priority being Player 2.... If you want to find all the scenarios Great Britian is the opponent the answer is now one click away
- **Scenario length** - If, for example, you only have time for a short game and don't want to spend an hour of more looking through every scenario to find one for you to play with one click a list will be provided of all scenarios in the game ordered by length from shortest to longest

As well you can search for a scenario title



**PLEASE NOTE:**

When you press the **Sort** tab for the first time the game creates information tables based on what you have in your scenario folder. Not everyone will have the same info as not everyone only has the stock scenarios in their Scenarios folder so players need to be aware that during the reading phase that usually takes under a minute, any extra scenarios that may have been created or modified will also be added to this list so remember this is not just a list of the standard as released game scenarios but every scenario in your scenario folder. Players should also remember that this reading of scenario data **ONLY** occurs when you first press the SORT tab.....any new scenarios you add after that will not be automatically read into the list so as you add new scenarios you will need to remember to press the **CREATE TABLES** button to get those scenarios into the data base

Pressing the **WRITE CSV** button a "Save As" screen will appear and you will be able to save a printable CSV record of this information

Pressing **SEARCH TITLE** will produce a list of all scenarios with a key word.....for example of you recall a scenario you played had the word "hill" in the title.... a search for "hill" will produce a list with all the scenarios with "hill" in the title.

You will also see a **RUN SQL** button. That allows players to further refine their search using the data headers. For example the default for search title is ORDER BY Scenid and the list will be produced in scenario ID order but if you wanted to create the list by year you would change "ORDER BY Scenid" to ORDER BY syear and the list would show scenarios by the year they are representing

## Extended Game (CD) only Features for 2017

- CD / extended version holders will now get a warning message if they try to enter a building hex with a vehicle. You are now asked to confirm that you *really* want to do that. This is to stop you from inadvertently immobilising yourself as most cases involving building entry with vehicles is the result of a too long movement call through an urban built up area. The feature will also display on rough+slope combinations if you have travelled 3 or more hexes and thus are in danger of sticking. It's just a "friendly reminder."
- SAM and AAA will tend to save shots on low-probability to hit shots. Especially against Spotters (inc UAV) with less than about a 20% chance, other fliers at about 10%. AAA guns will hold fire at longer ranges (>1 KM) if to hit is under about 10% and wait for a better shot. This applies only to CD owners.
- We have introduced a new Formation sorting routine for the premium game. Over all the years these games have been developed, unit classes have expanded as required, but there was no logical order to the expansion as they were added on a need-it-now basis so the different infantry, armour and artillery unit classes that were used to build formations were spread all over the 256 unit class slots available and this meant that in some cases when

buying formations by unit class the unit class of the formation is still determined by the first unit in the formation and there is really no getting around that.

For example. with this new routine if you go into the artillery page you will generally find that Forward observers are the first formations listed then generally if there is consistency to the first unit in the formation you will find the light mortars, then the medium mortars then the heavy mortars then the AT guns, then the Hvy AT guns through field guns into rocket formations, off map guns and finally AA guns. Again...its all determined by the first unit in the formation but in the past ( and the free game will still use the original method ) you may have had a one type of infantry company with unitclass #1 infantry as the first unit but the second type of infantry company may have had a unitclass # 64 Medium Infantry unit leading to in some cases a dogs breakfast of the sort order. A good example of that was the winSPMBT Russian OOB in the years that the T-55 and T-62 unitclass #13" medium" tanks were active along with the T-64 and up unitclass #59 "MBT" formations but the lower end Mediums were on page one and the higher end MBT's were on page 2. With this they are all grouped on page one and we think this will help bring a bit more order to the game

- A new button has been added to the main screen that allows access to the premium map editor from inside the game
- Seven new terrain types have been added and we have also added an exciting new way to apply terrain to the map for owners of the extended game

Previous to this release the "Fill range" and "Fill" functions in the map editor were mainly used to flood and entire map with a base terrain that would follow the contours already on the map. If you tried to fill less area it placed whatever terrain you chose to use as a giant Hex shape block of terrain that was virtually useless for making maps so as a general rule anyone making a map avoided that control unless they were "skinning" and entire map. We have added a new dimension to the fill range controls that expands it's usefulness 10 fold or more

Now when pressing "Fill range" Extended game ( CD ) owners will see the following prompts:

First you will see "**New Fill Range:** " and you can enter any number you like. 255 will fill and entire map but you can choose any amount . After entering the number of hexes you wish to place your terrain onto the map, this new message will appear: "**Enter 0 for Block fill, or 1-90 for a Splatter Effect** ". "0 for Block fill" will give you what this feature has always given... a solid mass of terrain but entering 1-90 for a Splatter Effect controls what percentage is covered in the area you selected. Enter a high number and it will fill to that amount, Enter a low number and you have a much finer control over how much is placed on the map allowing you to build terrain gradually. It can almost be thought of as a spray gun. It is very useful when building up a forested area or when starting a map off after building the hill contours if you want to blend different types of grass.

**AS WELL** we have changed the old SSI function of "right clicking" the mouse to add 7 hex clusters of terrain to the map at a time. Left clicking the mouse button will still give you single hex fine control but now right clicking the mouse utilizes the same function as fill range so whatever range and density you have set you can now add by clicking the right mouse button. If you want to use it the "traditional" way simply set the range to 2 and 0 for Block fill and it will behave as it always has but now you can set whatever range you want to control the size of the fill but you can also adjust the splatter effect which GREATLY enhances the usefulness of the tool so adding terrain becomes quick and easy reducing the time it use to take to hand build a map by many hours.

This new tool has many uses but one thing you really want to avoid is mixing contrasting terrains together too much. A little is OK but it really depends on what you are mixing as too much is very distracting and can totally camouflage any contours on the map. What it's ideal for is blending similar colour densities together or placing forest. you can also use it to place hills but even a fast computer will take a few seconds to compute everything and place it on a full sized map so be patient at first as slower computers may take a little longer to complete the command. We are after all, asking a 20 year old game to do a lot more than it used to but it will with sometimes spectacular results. I help design the feature and I'm still finding new ways to use it. We look forward to seeing the maps players design with this new feature.

## Extended Game (CD) only Features for 2018

**CD owners Only.** In the main game screen and deployment screens, pressing **the middle mouse button** will centre the map on the currently selected unit and also simultaneously highlight all of the visible hexes from it.

**For CD owners only** .The following menus now include a **GOTO** feature added .

- Save games List
- PBEM games List
- Tournament games List
- Scenarios List
- Campaign List
- Load and Save Custom Map List in the Main Game and the Custom Editor

**For CD owners only.** The extended map editor now allows you to strip all terrain from the map , leaving only the contours with one press of a button. This does a bit more than flood filling the map with base terrain that followed contours did.

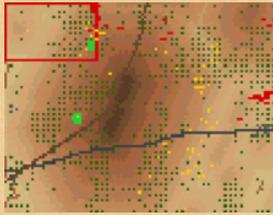
**For CD owners only.** The functionality of the mini maps has been greatly expanded. The original purpose of the mini maps was to show a general overview of unit positions and allow players to quickly move the focus of the area they were playing by simply clicking on a new area on the mini map. This had more of a purpose in the original game where map sizes and screen resolution were fixed. As we expanded the size of maps and number of screen resolutions available and eventually set up the game to play at desktop resolution the mini map became less and less used as it's size shrank with the increase in resolution but now we have added code to help make it worthwhile once again.

The mini map can now be expanded to show the entire map by right clicking on it with the mouse **if the map is larger than 100 hexes wide and 80 hexes high** so it can now be expanded to show an entire large map up to 160 hexes wide and 200 hexes high.

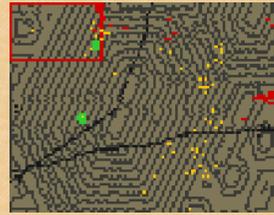
As well a second, simplified view of the map can be generated by pressing **the middle mouse button** of your mouse on the mini map. This "**RadarMini**" view shows the main map , roads, contour lines and streams/ water rather than the coloured graduated terrain of the old style MiniMap. It's background colour is darker than the standard MiniMap to allow players a higher contrast between the friendly and enemy units, and the Victory Hex locations and is there to give players an alternative overview. The old mini gives a better quick glance overview of terrain height whereas the "**RadarMini**" gives a clearer overview of friendly and known enemy unit positions. Both types of maps can be viewed small or large if the map is large enough and all four types allow players to left click anywhere on the mini and that will change the position of the main map allowing players to view unit positons and move to new areas of the map with one left click on the mouse.

2x normal size for ease of comparison

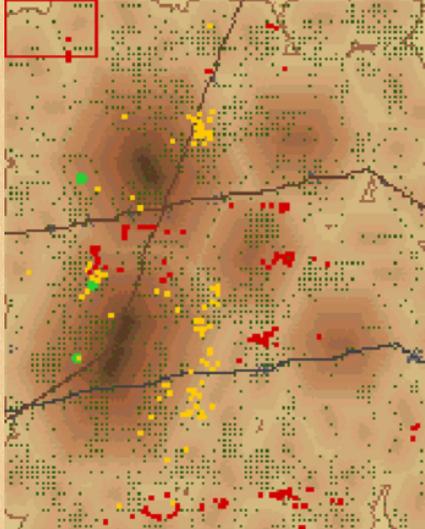
Standard MiniMap



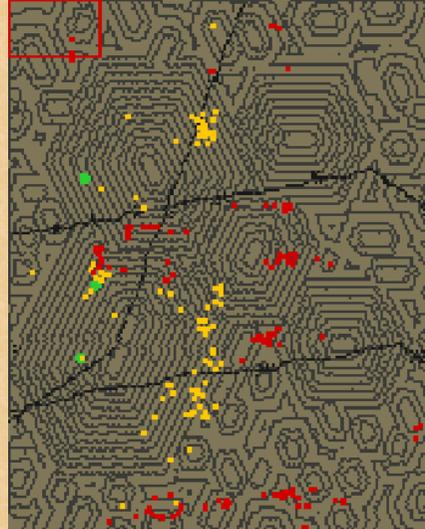
**NEW** RadarMini



**NEW** BigMini



**NEW** **NEW!** BigRadarMini



**For CD owners only.** Ongoing regular battles and scenarios ( but NOT PBEM or Campaign games ) can now be saved " As Scenarios" in the scenario folder from the battle window by pressing the "Scenario Save" button that has been added. This allows players and scenario designers an easy-to-use way to save a regular game as a scenario without having to manually rename and transfer them from the save game folder to the scenario folder. This will allow "battle in progress" scenarios to be made much easier as a designer could play out a turn or two saving the game as a scenario until just the right one is found.

## Extended Game (CD) only Features for 2019

- **CD owners Only**- There are now **8** game display levels. Three more than previous each of those allow you to zoom in on units on the map. The base zoom level, the one you see when you first start up the game is Z4 and previous versions of the game also allowed you to zoom in 1.5X closer than Z4 using Z5 but the new zoom ins allow 2X closer than Z4 using Z6 and 3X closer than Z4 using Z7 and 4x closer than Z4 using Z8. How this will look to each gamer depends on what size your monitor screen is and what resolution it uses so in some cases with older , smaller monitors the greater zoom ins may not be as useful to you as they would someone with a large monitor that displays at very High resolutions.
- **CD owners Only**- There is a Delete button for the scenarios page like the one for saved game.
- **CD owners Only**- There is now a GoTo button in the Campaign Editor.
- **CD owners Only**-Pressing <SHIFT+3> ( the **#** Hotkey ) during your turn will turn your bombardment markers on and off so you can see where they are if you are advancing into your own barrage. It will also show which guns are targeting the hex
- **CD owners Only**-Pressing **[** on your keyboard will show the victory hex values under the V hexes.
- **CD owners Only**-Pressing **]** on you keyboard will force V hexes to the top of all building rubble so they cannot be hidden by said rubble.

- **CD owners Only**- Scenhacks "Nation" button will no longer switch the entire OOB from one nation..... just the ID tags now.

- **CD owners Only**- Scenhack now shows the Scenario number and they are no longer being added to the CMT file.

- **CD owners Only**- Setting visibility can now be done in 10's or ones . Low visibility games 7 and under show a red number, 8- 20 will show yellow numbers and anything greater than 20 shows in green. You will see two row of up/down arrows. The inner set changes by one and the outer set changed by 10's

- **CD owners Only**. There is a new "find text" function in the **Scenhack** utility that allows players to search through all scenario description text files to find specific text references. Once the search is run this new feature will provide a list of the scenarios in order, that match the search inquiry, **For example**, perhaps Arnhem or D-Day or Berlin is entered and all the scenarios with that word or phrase used in the scenario descition file will be listed. You can then click on the one that interests you and you will be taken to the "**Scenario Fixer**" tab and read the scenario description by clicking on the **Scenario** button. It can also be **very** handy for finding scenarios created by a specific designer. Simply enter the name and it will provide a list of any scenario that has that designers name on it. As well, scenhack now allows **SQL**'s database queries to be saved and loaded from a new folder placed in the game named 'SQL". The usage of these functions is explained on the CD features / Scenhack section at the end of the game guide [READ MORE HERE](#)

- **CD owners Only**.There is a new **Units In Hex** feature for the Full CD game that allows you to select the unit you want easily....

If for example you have four units in a hex and you own the CD version you will see this to the right of the screen



The top unit shown is the one you clicked on and is the "active" unit that you can move or fire or whatever you want to do but lets assume you want to use the observer team to call artillery, Click on that unit and the list will re-order and change.



Now the Observer team is the unit you have direct control over in that hex and if you wanted to select one of the rifle sections just pick the one you want and it will appear at the top of the list and that is the one you have control of

- **CD owners Only**. You can now flood fill areas of zero elevation with deep water using the " " key in the map editors. This was primarily added to be used with the [Venhola map contours generator](#) but it can be used for hand made maps as well. For shoreline maps it saves a great deal of time but be aware that sometimes beach areas are recorded by Venhola as the same level as the water so those areas and any areas of shallow water you may want troops to wade through need to be added manually

- **CD owners Only**. ([winSPWW2 only--- this function was not added to winSPMBT](#)) There is a new feature that allows CD owners-- but **primarily CD owning scenario designers** , the ability to change the ID tags and Victory Hex Flags to either an existing OOB or from a set of tags and victory hex flags that have been added to the graphic files for nations not covered by a full OOB which allows scenario designers the ability to customize scenarios and tag troops to some nations not covered by the normal game OOB's.

Pressing the **;** key during the **deployment phase** for your units will allow you to change the ID tag of your unit (or units) to one on the list below. This change will work during deployment in a scenario, which is the main reason it was added, but also during deployment in a generated battle or campaign and in a campaign they will carry over from one battle to the next. As stated earlier, this was mainly added for fine tuning scenarios to allow scenario designers the opportunity to represent nations not covered by the regular OOB's rather than using the generic Red / Blue / Green ID tags and Victory hex ID's. This change only applies while playing the game or scenario so the Red, Green or Blue nation will need to be set before starting the scenario as these changes do not extend to the nation flag buttons

Additionally in Scenarios when in the " Edit Victory Hexes " screen that same **;** key will allow you to change the nations Victory hex marker for either side ( PLEASE NOTE: it is **not recommended** that Neutral Victory hex flags be changed to a nations flag ). In both the case of the ID tags and the Victory Hex flags after changing one unit or flag you will be asked if you want to change all units / Nations Victory hex flags to this new one with a Y/N response allowing you to change potentially hundreds of units to the new ID with one press of Y ( **Further Note: any Key press but Y will be treated as an N including pressing Enter** )

An addition feature of this change is that V hexes will change to the nation the unit that takes them is ID'd to. The game knows which side the units are on so all points are assigned to the side these re-tagged units are on but **PLEASE NOTE** this will NOT apply to V hexes tagged to a different nation on the same side the new ID tags are on... So if you tag units to represent Filipino troops in a battle they are allied with US forces and the Victory hexes for that player are set to the US side the Filipino troops will not "switch " a US Victory Hex flag if they pass over it, only a neutral or Enemy Victory Hex flag will change when the re-tagged Filipino troops take them and also the Victory hexes will change if a re-tagged unit changes it even when ID tags are set to OFF in preferences.

One further note to scenario designers: Please remember that when changing All Victory hex flags to a new nation it will only do that when you are deploying for that side so if you have a scenario set up P1 German and P2 Brazil and you are deploying on the German side you cannot change all Victory Hex flags to Brazilian when you are deploying as the German player

This is the list of ID tags that owners of the CD game can change for generated battles if they so desire but the feature was mainly added to allow experienced scenario designers the ability to show Non Game nation ID tags and Victory hexes in scenarios which allows scenario designers the ability to change either all the troops in a scenario to a non OOB nation or, for example, if you built a scenario for a battle between Japan and the USA in the Philippines but wanted to show some Philippine troops you could selectively change those ID tags and an added bonus of this change is if those troops take a Vhex that Vhex will change to match the ID tag of the troops taking it though points will be awarded to whichever player those altered troops were fighting for  
Because this game has evolved over 2 decades some ID tags and Nation flags are not applicable to be used in the time period this game covers and those ones will be noted as being NOT SPWW2 APPLICABLE and as well the original intent was to add some new ones to the end of the file and only allow those ones to be changed but the plan evolved and this is why this is now set up the way it is.

## This is the entire list of 124

**PLEASE NOTE The game will use 105 ( the black "rebel" flag ) if you enter a number greater than 124**

- Entering 1 will get you the Slovak flag but so does entering 45 -RECOMMEND use 45
- Entering 2 will get you the Polish flag with Eagle
- Entering 3 will get you the Manchukuo Flag
- Entering 4 will get you the RSI ( Italian Social Republic )
- Entering 5 will get you the Flag of Japan
- Entering 6 will get you the Flag of France with the Cross of Lorraine but ONLY from 7/40-6/44 -- outside of those dates you will get the normal Flag of France
- Entering 7 will get you the Flag of Great Britain
- Entering 6 will get you the Flag of France
- Entering 9 will get you the plain red and white flag of Poland used by LWP
- Entering 10 will get you a plain Yellow Victory Hex flag but entering 10 for ID tags gets you Iran
- Entering 11 will get you the Russian Communist flag
- Entering 12 will get you the flag of the United States of America
- Entering 13 will get you the flag of the USMC
- Entering 14 will get you the flag of Chinese Communists pre 1949
- Entering 15 will get you the flag for New Zealand / Australia ( ANZAC)
- Entering 16 will get you the Swastika flag for Nazi Germany in the standard files or a cross in the 'German Cross' option
- Entering 17 \_NOT SPWW2 APPLICABLE
- Entering 18 will get you the flag for British Imperial India
- Entering 19 or 103 will get you Bulgaria but 103 is recommended
- Entering 20 will get you the flag for Yugoslavia depending on the year set in the game it will either be plain Blue / White / Red or with a red star
- Entering 21 will get you the flag for Nationalist China
- Entering 22 \_NOT SPWW2 APPLICABLE
- Entering 23 will get you the flag for Viet Minh
- Entering 24 will get you the early Spanish Nationalist flag
- Entering 25 \_NOT SPWW2 APPLICABLE
- Entering 26 will get you the Neutral V hex flag **but it is not recommended you use this UNLESS** it is set in game as a Neutral V Hex
- Entering 27 will get you the Flag of Belgium
- Entering 28 will get you the Flag of Netherlands
- Entering 29 will get you the Flag of Norway
- Entering 30 or 104 will get you the Flag of Canada but 104 is recommended
- Entering 31 will get you the Flag of Greece
- Entering 32 will get you the flag of the Spanish Republic depending on the year you have set it will either be red/yellow/red or red/yellow/ purple after April 1931
- Entering 33 will get you the flag of Nationalist Spain depending on the year you have set in the editor it will change or not change to NS if you have the editor set to before July 1936
- Entering 34 will get you the flag of Italy
- Entering 35 will get you the flag of Finland as will entering 65
- Entering 36 will get you the flag of Sweden as will entering 66

- Entering 37 will get you the flag of Czechoslovakia
- Entering 38 will get you the flag of Hungary
- Entering 39 will get you the flag of Romania
- Entering 40 will get you the Green flag
- Entering 41 will get you the flag of Thailand as will 54
- Entering 42 will get you the Blue Flag as will pressing 44
- Entering 43 will get you the Red Flag
- Entering 44 -- see 42 above
- Entering 45 will get you the Slovak Republic flag
- Entering 46 will get you Belarus --NOT SPWW2 APPLICABLE
- Entering 47 will get you the flag of Brazil as will 108 but 47 is Recommended
- Entering 48 will get you the flag of Cuba --NOT SPWW2 APPLICABLE
- Entering 49 will get you a white/ blue / red flag that could be used for Slovenia
- Entering 50 will get you a Slovakian flag --NOT SPWW2 APPLICABLE
- Entering 51 will get you the black rebel flag as will entering 105 - Recommended
- Entering 52 will get you a Spanish flag
- Entering 53 will get you the Swiss Flag
- Entering 54 will get you the flag of Thailand ( as will 41 )
- Entering 55 will get you the Albanian Flag
- Entering 56 will get you the Angola Flag --NOT SPWW2 APPLICABLE
- Entering 57 will get you the modern Bosnian Flag --NOT SPWW2 APPLICABLE
- Entering 58 will get you the flag of Cambodia --NOT SPWW2 APPLICABLE
- Entering 59 will get you the flag of Chile -NOT SPWW2 APPLICABLE
- Entering 60 will get you the flag of Croatia
- Entering 61 will get you the flag of Nigeria -NOT SPWW2 APPLICABLE
- Entering 62 will get you the flag of Burma 1974-2010 -NOT SPWW2 APPLICABLE
- Entering 63 will get you the modern flag of Ethiopia -NOT SPWW2 APPLICABLE
- Entering 64 will get you the flag of Saudi Arabia -NOT SPWW2 APPLICABLE
- Entering 65 will get you the flag of Finland as will 35
- Entering 66 will get you the flag of Sweden as will 36
- Entering 67 will get you the flag of Laos -NOT SPWW2 APPLICABLE
- Entering 68 will get you the flag of Lebanon -NOT SPWW2 APPLICABLE
- Entering 69 will get you a plain green flag
- Entering 70 will get you the flag of Macedonia
- Entering 71 will get you the flag of Chechnya -NOT SPWW2 APPLICABLE
- Entering 72 will get you the flag of Indonesia as will 121... 72 is recommended
- Entering 73 will get you the Viet Cong flag -NOT SPWW2 APPLICABLE
- Entering 74 will get you the flag of Portugal
- Entering 75 will get you the Modern flag of Slovenia -NOT SPWW2 APPLICABLE
- Entering 76 will get you the Modern flag of South Africa -NOT SPWW2 APPLICABLE
- Entering 77 will get you the flag of South Yemen -NOT SPWW2 APPLICABLE
- Entering 78 will get you the flag of Yemen -NOT SPWW2 APPLICABLE
- Entering 79 will get you the flag of Eritrea -NOT SPWW2 APPLICABLE
- Entering 80 will get you the Modern flag of Ukraine -NOT SPWW2 APPLICABLE
- Entering 81 will get you the flag of the UN -NOT SPWW2 APPLICABLE
- Entering 82 will get you the Modern flag of Zimbabwe -NOT SPWW2 APPLICABLE
- Entering 83 will get you the later Modern flag of Yemen -NOT SPWW2 APPLICABLE
- Entering 84 will get you a flag of Mozambique-NOT SPWW2 APPLICABLE
- Entering 85 will get you a Yellow/black/red flag -NOT SPWW2 APPLICABLE
- Entering 86 will get you the flag of Argentina -NOT SPWW2 APPLICABLE
- Entering 87 will get you the Modern flag of Laos -NOT SPWW2 APPLICABLE
- Entering 88 will get you the flag of Nicaragua -NOT SPWW2 APPLICABLE
- Entering 89 will get you the flag of Peru -NOT SPWW2 APPLICABLE
- Entering 90 will get you a later flag of Rhodesia -NOT SPWW2 APPLICABLE
- Entering 91 will get you a later flag of Rhodesia -NOT SPWW2 APPLICABLE
- Entering 92 will get you a flag of that **could be used for Rhodesian forces in WW2**
- Entering 93 will get you a later flag of Rhodesia -NOT SPWW2 APPLICABLE
- Entering 94 will get you a very late flag of Rhodesia -NOT SPWW2 APPLICABLE
- Entering 95 will get you a flag of Afghanistan
- Entering 96 will get you a Later flag of Afghanistan -NOT SPWW2 APPLICABLE
- Entering 97 will get you a Later flag of Afghanistan -NOT SPWW2 APPLICABLE
- Entering 98 will get you a Later flag of Afghanistan -NOT SPWW2 APPLICABLE
- Entering 99 will get you a Later flag of Afghanistan -NOT SPWW2 APPLICABLE
- Entering 100 will get you the flag of occupied Serbia in WW2
- Entering 101 will get you the flag of ZZW - Zydowski Zwiazek Wojskowy= Jewish Military Union
- Entering 102 will get you the flag of ZOB - Zydowska Organizacja Bojowa =Jewish Combat Organization
- Entering 103 - Bulgaria
- Entering 104 - Canada

- Entering 105 - Black Flag / Rebel
- Entering 106 - Allied Forces WW2
- Entering 107 - Asturias
- Entering 108 - Brazil - as will entering 47 and 47 is recommended
- Entering 109 - Chinese Warlord
- Entering 110 - Croatia
- Entering 111 - Burma
- Entering 112 - Ethiopia
- Entering 113 - Kuban Cossacks
- Entering 114 - Latvia
- Entering 115 - Mongolian Peoples Republic
- Entering 116 - Philippines
- Entering 117 - Polish Underground
- Entering 118 - UPA (Ukrainian Insurgent Army)
- Entering 119 - South Africa
- Entering 120 - Ireland
- Entering 121 - Indonesia as will 72 and 72 is recommended
- Entering 122 - Bolivia
- Entering 123 - Paraguay
- Entering 124 - Waffen SS



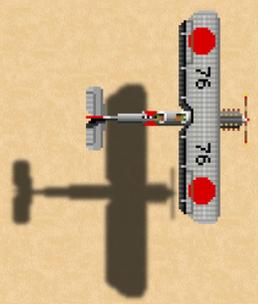
**PLEASE REMEMBER:** 

*it is **NOT RECOMMENDED** that neutral Victory Hex flags be changed. ONLY change actual nation Victory Hex flags and **DO NOT** change a nation Victory Hex flags to a Neutral one using this method..*

**PLEASE ALSO NOTE:** This list is included in the in game help files at the end of the **DEPLOY HELP** file for quick reference



# WINSPAWN2



 CAMO WORKSHOP 