CLOSE COMBAT
MODERN TACTICS™
GAME MANUAL

matrix games

CSO imtek

STRATEGY 3 TACTICS

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

THE RETURN OF CLASSIC CLOSE COMBAT...
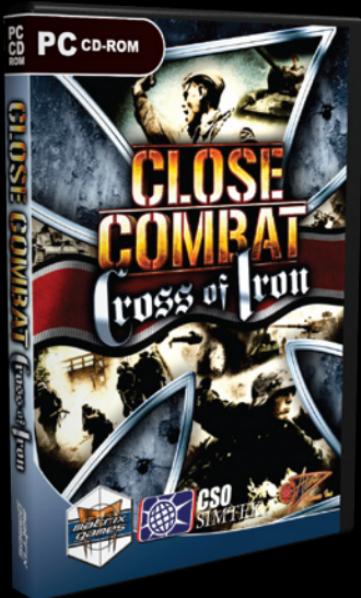
Based on the Atomic Games award winning Close Combat™ series of games. Close Combat™: Cross of Iron, brings back the award-winning classic in new epic battles of the Eastern Front of World War II.

Immerse yourself in the ultimate Close Combat™ release: Close Combat™: Cross of Iron for the PC. Take command of German or Soviet Battle Groups during WWII as you face the strength of the enemy war machine in a Grand Campaign giving you both the original and all new battles and operations that will test your tactical mettle.

improvements have been made to the AI to reduce some of the more inadequate performance issues, in particular with respect to vehicle pathing, the 'crawl of death', and Team and Unit morale and response in general. For example, it is much more risky to try and use Teams in isolation as the influence of Command Teams is more significant. You should find that you will need to play more cohesively than in the original release.

Crush the enemy and gain the respect of your troops as you lead them to ultimate victory in Close Combat™: Cross of Iron!

CONTENTS

Table of Contents

CLOSE COMBAT
MODERN TACTICS

NOTES:

....
....
....
....
....
....
....
....
....
....
....
....
....
....
....
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CLOSE COMBAT MODERN TACTICS™

Thank you for Purchasing Close Combat Modern Tactics™!

1.0 INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, insert the Close Combat Modern Tactics™™ CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.2 MINIMUM SYSTEM REQUIREMENTS

OS:	Windows 95/98/ME/2000/XP/Vista
Processor:	300Mhz processor or faster
RAM:	256mb
Video Card:	Video Card capable 1024 x 768 w/ 16 bpp or greater
Sound Card:	16-Bit DirectX 9 compatible sound Card
CD-ROM:	Yes
Hard Drive:	1.5GB Free
DirectX Version:	9.0c

1.3 RECOMMENDED SYSTEM REQUIREMENTS

OS:	Windows XP/Vista
Processor:	1.5Ghz or greater
RAM:	512mb (1GB for Windows Vista)
Video Card:	Video Card capable 1024 x 768 w/ 16 bpp or greater
Sound Card:	16-Bit DirectX 9 compatible sound Card
CD-ROM:	Yes
Hard Drive:	1.5GB Free
DirectX Version:	9.0c

1.4 UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the uninstall shortcut in the games Windows START menu folder to uninstall the game.

1.5 PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member account. When you're signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two step process:

- Sign Up for a Matrix Games Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.
- Register a New Game Purchase – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest downloads, including patches, for that particular title.

You can also access patches and updates via our "Games Section" (http://www.matrixgames.com/games/), once there select the game you wish to check updates for, then check the "downloads" link. Certain value content and additional downloads will be restricted to "Members Area" members. so it is always worth to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

1.6 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to http://www.matrixgames.com and click on the Forums hyperlink.

2.0 WELCOME

Immerse yourself in the Latest Close Combat release: Close Combat: Modern Tactics for the PC. Developed from the United States Marine Corps training simulation, Close Combat Marines, you take command of your Army or Opposition Forces' Battle Groups and engage in Head to Head Battle (with up to 5 players per side) using Modern Era weaponry and equipment on maps measuring 1km square to giant 4km x 1km maps (Downloadable). You face all the enemy can throw at you in a series of intense engagements that will test your tactical abilities! Air and artillery support are on-call but the objective can only be secured by Close Combat. You are in Command . You are in Control!

Good luck and thank you for purchasing Close Combat Modern Tactics™.
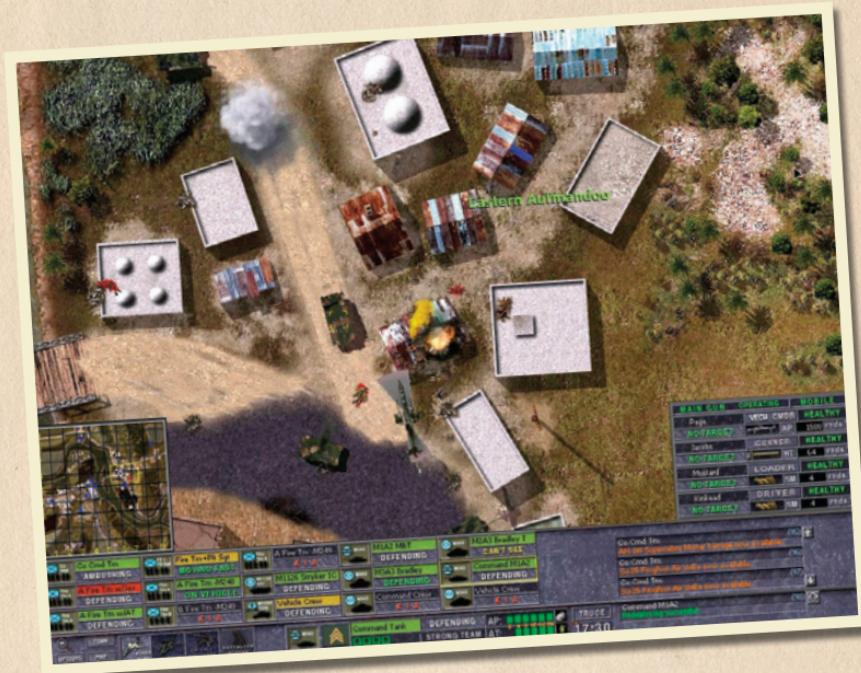
3.0 STARTING CLOSE COMBAT MODERN TACTICS

Double click the Close Combat Modern Tactics™ desktop icon or click the START button followed by Programs and then Close Combat Modern Tactics™ to launch the game.

Click through the splash screens to advance to the main screen.

4.0 MAIN SCREEN

4.1 COMMAND PANEL

Click the Command panel to open the Command Screen to play a CCMT instructional or user-created engagement. See Command Screen on page 4 for further information about using the Command Screen.

4.2 EDITOR PANEL

Click the Editor panel to open the CCMT Game Editor. The Editor is where user-created engagements are produced. See Scenario Editor page 43 for more information about using the CCMT Game Editor.

4.3 BOOT CAMP PANEL

Click the Boot Camp panel to open an interactive tutorial on playing Close Combat Modern Tactics™.

Boot Camp includes:

- Quick Tour; how to select troops, issue orders and adjust existing orders.
- Monitors and Toolbars; on how to review teams and soldiers before battle, monitor soldier status and call in support missions during battle.
- Viewing Terrain; scrolling the battle map and displaying terrain details.
- Infantry Tactics
- Armor Tactics

4.4 OPTIONS BUTTON

Click the Options button to open the CCMT Game Options menus.

4.5 CREDITS BUTTON

Click the credits button to view information on the developers of CCMT

4.6 EXIT SWITCH

Click the Exit switch to exit Close Combat Modern Tactics™. Alternatively, players can use the keyboard shortcut Alt+F4 to close CCMT. CCMT can be minimized to Windows taskbar using the Alt+Tab or Windows key shortcuts.

5.0 COMMAND SCREEN

5.1 ENGAGEMENTS

Click the switch to choose between the rosters of Instructional Engagements, User-Created Engagements and Saved Replays.There will be no User-Created Engagements available in the roster window until the player creates them in the CCMT Game Editor or downloads engagements created by other CCMT users and installs them to the Close Combat Modern Tactics/Games/Battles folder.

5.2 ENGAGEMENT SELECTION

Click the name of the Instructional Engagement or User-Created Engagement in the roster window to select the battle scenario to be played. Double-clicking the name of the engagement is the same as clicking the NEXT button and immediately advances the player to the Battlegroup Screen.

5.3 VIEW MAP

After selecting an engagement the battle map to be played may be previewed by clicking the VIEW MAP button.

Click the Back button to return to the Command Screen.

5.4 ARMY AND OPFOR

Click the toggle button to switch between playing the Army or OpFor force.

5. 5 MULTI OR SINGLE PLAYER

Click the MULTIPLAYER button to play CCMT online or on a LAN. See the Multiplayer Connection FAQ for further instructions. Click the SINGLE PLAYER button to play solo against the computer.

5.6 EXIT BUTTON

Click the EXIT button, or use the Alt+F4 shortcut to close CCMT.

5.7 DELETE TOGGLE

Click the Delete toggle button to remove the engagement selected in the roster window. WARNING! This will permanently delete the engagement from your computer.

5.8 MAIN BUTTON

Click the MAIN button to return to the Main Screen.

5.9 NEXT BUTTON

Click the NEXT button to advance to the Battlegroup Screen.

6.0 BATTLEGROUP SCREEN

6.1 TEAM SLOT

Up to 15 teams may be assigned to each player's Battle Group (BG). Teams in a BG occupy one 'slot' on the Battlegroup Screen. The team information in each BG slot consists of Team Type (Fire Team, Med MG Tm etc), the number of soldiers on that team, indicated by the green 'health' head icons, and the team's optional identification (A11, A41 etc). To display more information on about a team on the Battlegroup Screen, click within its 'slot' area to select that team.

6.2 FORCE MIX

CCMT engagement scenarios are created with a Force Mix of additional teams either locked and unavailable or unlocked and available in the Battlegroup Screen. If the scenario was created with a locked Force Mix option in the CCMT Game Editor then the Force Mix window on the left side of the screen will be empty. If the scenario's Force Mix option is 'unlocked' then two rosters of additional teams will be displayed in the window and available for 'requisition' into the player's BG. To add a team type from the Force Mix to a BG, double-click on the team type name in the Force Mix roster. To delete a team from the BG, double-click within its BG slot area.

6.3 INFANTRY/ARMOR BUTTON

To switch between the Infantry and Armor/Vehicle Force Mix Rosters, click the appropriate button to display that roster.

6.4 TEAM INFORMATION

The averages of the team's experience and morale are displayed when a team in a BG or Force Mix roster slot is selected by a left click on its 'slot'. These averages are color-coded in the background color of a team's Type name in its BG 'slot'.

6.5 WEAPONS

When teams are selected by clicking on their BG or Force Mix roster slot, the weapons that team carries are displayed in the lower right corner of the Battlegroup Screen. Clicking on these weapon icons in the battlegroup or Soldier Detail Screens plays the sound of that weapon being fired. Familiarity with the CCMT weapon sounds will improve player's situational awareness during battle.

6.6 RENAME

The RENAME button opens a pop-up window that allows the selected team to be assigned a player-created identification (e.g. A11, A41 etc). Type in a new team name then click OK. The new team ID is then displayed throughout the TDS.
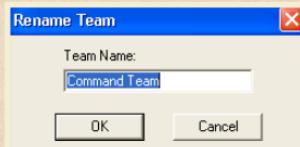
6.7 VIEW MAP

The VIEW MAP button opens the MAP DETAIL Screen. A reduced scale preview of the battle map shows the player's deployment zone[s] as non-shaded areas. The remainder of the battle map preview is darkened. The locations of Enemy deployment zones are not displayed.

6.8 ARMY/OPFOR

Click on the ARMY/OPFOR button to open the Soldier Details Screen. Players only have an ARMY or OPFOR button, corresponding to their assigned force.

1.) The upper left area on the Soldier Details Screen displays the team type icon, the team name or player-created identifier, the color-coded average of the team's experience and morale and the number of soldiers on the team.

2.) The soldier's name, rank, weapon and function within the team. Click the weapon icon to hear the sound of the weapon being firing.

3.) Bar graphs indicating the soldier's morale, leadership, intelligence, strength and experience. All of these attributes affect performance.

4.) Click the team icons, or use the scroll arrows, to view the Soldier Details Screens for the other teams in the player's BG.

5.) Click the BACK button to return to the Battlegroup Screen.

6.9 BACK BUTTON

Click on the BACK button to return to the Command Screen.

6.10 NEXT BUTTON

Click the NEXT button to advance to the Briefing Screen.

7.0 BRIEFING SCREEN
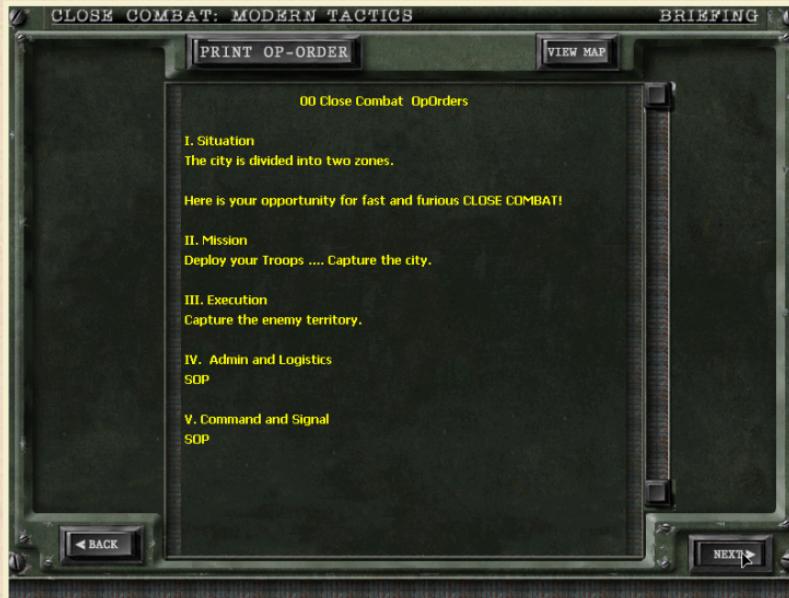
1.) The mission is detailed on the Briefing Screen. Players should pay particular attention to the tactical tasks specified for their own platoon or BG. User-created scenarios may or may not include Briefing Screen text although it is recommended that the scenario author indicate the mission objectives for each force.

2.) Use the scroll slider or scroll arrows to view the entire Briefing Screen text.

3.) Click the VIEW MAP button for a reduced scale preview of the battle map. The player's deployment zones are displayed as non-shaded areas on the battle map preview. The remainder of the battle map preview is shaded. Allied player and

Enemy player deployment zones are not displayed on the battle map preview.

4.) Click the PRINT OP ORDER button to open a standard printer options window. It is recommended that player's print the Briefing Screen text for ready reference during battle.

5.) Click the BACK button to return to the Battlegroup Screen.

6.) Click the NEXT button to advance to the Deployment Screen.

8.0 DEPLOYMENT SCREEN

8.1 In the Deployment Screen the player sees the unit deployment mode information window. Click anywhere on the Deployment Screen to close this window.

8.2 The player's deployment zone is indicated by the non-shaded portions of the battle map.

8.3 Neutral territory and Enemy deployment zones are indicated by the shaded portions of the battle map.

8.4 The player can reposition or issue pre-battle orders to his units on the Deployment Screen.

- Left click and drag units anywhere in the deployment zone to reposition them prior to battle. The 'shadow' of the team being repositioned remains in place outlined in yellow while a single soldier or vehicle shadow is being dragged under the cursor. When the cursor is in the desired position, release the left mouse button to relocate the team.
- Movement, fire, dig in and mount orders can be issued to units on the Deployment Screen. Units will execute the player's commands when the battle starts. The default status for units is 'Ambush' and remains so until the player issues that team a different order
- In some scenarios the player may have a 'lighted' Artillery Barrage Mission icon on the Deployment Screen. If so, the player can click the icon and then click the map to pre-plan one mission.

8.5 To switch to the Overview Map Screen click the magnifying glass icon (-). In Deployment, the Overview Map displays the player's BG units as NATO style icons on the entire Battle map. Units can be re-deployed and issued pre-battle commands on the Overview Map in the same manner as the Deployment Screen. The Overview Map also allows players to have the widest field of view when dragging out fire lines to check LOS.

- Click the magnifying glass icon (-) on the Deployment and Battle screens to open the Overview Map Screen (OVM). In deployment, the OVM indicates the player's deployment zones as non-shaded portions of the map. The player's units are depicted with NATO style icons. The player's units may be selected, re-deployed and issued commands on the OVM in the same manner as on the Deployment and Battle Screens.
- During battle, the OVM also displays spotted Enemy units as NATO icons. It is often useful to switch from the Deployment and Battle Screens to the OVM to get the 'big picture' as well as useful information on spotted enemy team types during battle.

8.6 The deployment timer starts running when the player clicks off the unit deployment mode information window.

- The deployment timer will start at 10, 5, 0 minutes, or a random choice of these 3 time periods, depending on the timer option chosen for the scenario in the CCMT Game Editor. When the deployment timer is set at 0 minutes, the battle begins immediately after all the player clicks off the unit deployment mode information window

8.7 When the player finishes deployment he can either wait for the deployment timer to expire or click the BEGIN button to start the battle.

9.0 BATTLE SCREEN

Battle begins when the BEGIN button is clicked or the Deployment Timer expires. The pop-up message "Prepare For Battle" is briefly displayed and three changes occur to the Deployment Screen when battle begins and it becomes the Battle Screen:

1.) The darkened map shading on the Deployment Screen indicating neutral or enemy territory, disappears

2.) The Deployment Timer becomes the Battle Timer if a time limit has been established for the engagement in the CCMT Game Editor. The Battle Timer alternates being displayed with the Force Morale indicator every two seconds during play.

3.) The BEGIN Button on the Deployment Screen becomes the TRUCE button on the Battle Screen.

10.0 SITUATIONAL AWARENESS

10.1 MONITORS

There are four monitors and a toolbar on the Deployment and battle Screens.

10.1.1 MAP MONITOR

The Map Monitor is displayed by clicking on the MAP button on the Battle toolbar, using the F6 keyboard shortcut or by clicking the Map Monitor checkbox under the Game Play tab on the Options Menu.

- The Map Monitor displays a reduced scale image of the entire battle map. Friendly units are indicated by blue dots. Any friendly selected unit is displayed on as a blue dot within a white outline. Enemy units are indicated by red dots.
- The rectangular yellow box within the Map Monitor shows the area of the battle map displayed on the Deployment or Battle Screens. Left click anywhere within the Map Monitor to center the Battle Screen display on that point of the battle map. If a friendly unit is beneath the Map Monitor, left clicking within the Map Monitor may instead select that team.
- Right click and drag to reposition [dock] the Map Monitor elsewhere on the Battle Screen. If a friendly unit is beneath the Map Monitor, right clicking may instead select that team and open its Orders Menu.

10.1.2 SOLDIER MONITOR

The Soldier Monitor is displayed when a team is selected and the Soldier Monitor has been enabled by using the F7 keyboard shortcut or the Options Menu checkbox. The Soldier Monitor displays information about the soldiers in the selected friendly unit. Each soldier within the team has a 'slot' of data on the Soldier Monitor.

- The top row of data includes the soldier's name, function, and physical status.

- The bottom row of Soldier Monitor data displays the soldier's action/morale status, weapon icon, ammo type and amount of ammo remaining. All of this data except for the

soldier's name is dynamic and is constantly updated during battle.

• When the player selects an infantry team by left or right clicking on one of its soldiers, all of the selected team's soldiers are outlined in yellow and the individual soldier sprite that was specifically selected is highlighted with a yellow box.

Additionally, the selected soldier's data 'slot' is outlined in yellow on the Soldier Monitor and his corresponding 'health head' is underlined in the team status area on the Battle toolbar.
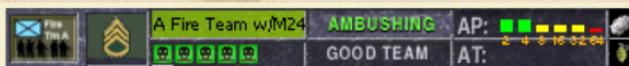
When the player selects a vehicle by left or right clicking on that unit, the selected vehicle is highlighted by a yellow selection box. The interior yellow box is centered over the vehicle leader's position.

10.1.3 TEAM MONITOR

The Team Monitor is displayed by clicking on the TEAM button on the Battle toolbar, clicking the scroll arrow to the immediate right of the Message Monitor, using the F5 keyboard shortcut or selecting the appropriate checkbox under the Game Play tab on the Options Menu. There are 15 'slots' on the Team Monitor available to display data on the maximum of 15 teams per player allowed in CCMT. Unused team 'slots' are left blank.

The Team Monitor displays 5 items of information about each friendly team:
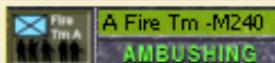
- team type icon
- team name [player-created or default]
- action/order status
- team cohesion
- color coding of action/order and cohesion

Situational Awareness

Color-coding in CCMT is based on the following categories:

       Green = Good
       Yellow = Fair
       Red = Poor
       Black = None

Color coding of the action/order status text is:

- Green text indicates that the team is following the player's last order.
- White text, as in the example above [DEFENDING], indicates that the teams is in a default order status.
- Red text indicates a team whose soldiers are all KIA or incapacitated.

The selected team's 'slot' on the Team Monitor is outlined in yellow. When a team is pointed to with the cursor, its Team Monitor 'slot' is highlighted in white.

Clicking once on a Team Monitor 'slot' :

- selects that team
- outlines the team's soldiers in yellow
- places a yellow selection box on a vehicle
- shows the team name in blinking green and white text above the team
- displays the team's data in the team status area on the battle toolbar
- displays the team's soldier's data in the Soldier Monitor when it's enabled

Double-clicking on a Team Monitor 'slot', or clicking a second time on a previously selected 'slot' does all of the above and centers the Battle Screen on that team as well.

Players may left or right click and double-click on Team Monitor slots to select a team and center the battle map on that team.

Pointing the cursor to a team Monitor 'slot' outlines the corresponding team's soldier sprites in white, flashes the team name in alternating green and white text above the team on the battle map and displays that team's data within the team status area on the battle toolbar. If the team being pointed at on the Team Monitor is a vehicle it isn't outlined in white but its team name will flash in alternating green and white text on the battle map.

10.1.4 MESSAGE MONITOR

The minimized Message Monitor on the battle toolbar displays text information about actions taking place on the battle map. The last message received is displayed on the bottom Message Monitor 'slot'.

The Message Monitor can be expanded to show the preceding three messages, along with the Team Monitor by either :

- clicking on the TEAM button on the Battle toolbar
- clicking the scroll arrow to the right of the Message Monitor
- using the F5 keyboard shortcut
- or selecting the "Display Team Data" checkbox under the Game Play tab on the Options Menu
- Left or right clicking on an individual message :
- selects the team referred to by the message
- highlights the team with yellow soldier outlines, or
- highlights a vehicle with a yellow selection box
- flashes the selected team's name in alternating green and white text on the battle map.
- centers the Battle Screen on the selected team

Situational Awareness

10.2 BATTLE TOOLBAR

The Battle toolbar is always available on the Deployment, Battle and Overview Map Screens.
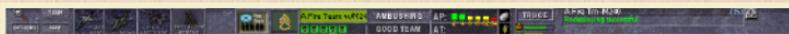
The different sections of the toolbar are explained from left to right:
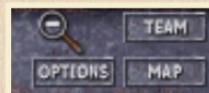
The left side of the Battle toolbar has buttons to access the Overview Map Screen, Options Menus, Team Monitor and Map Monitor.

If a support mission or missions for the player's force has been chosen in the CCMT Game Editor, at set moments during battle the four support mission buttons:

- Fixed Wing
- Rotary
- On-Call Artillery
- Battalion Mortar

The buttons will 'light' when that support becomes available to the player.

To use a support mission, left click a 'lighted' support mission button then left click on the map to target that mission. The targets of Fixed Wing and Rotary support missions are indicated by yellow marker smoke on the map. The targets of On-Call Artillery and Battalion Mortar missions are indicated by white marker smoke. When Support Missions become available the player is also informed of that fact by a voice cue and Message Monitor text describing the available mission. Support Missions need not be used immediately after becoming available. In fact, it is often the winning player that retains them for use at the most critical moments during battle.

When the support mission button is clicked the CCMT cursor changes from and arrow head to bomb and target reticule.

Left click on the map to target the mission with a marker round of yellow (Tac Air) or white (Barrage) smoke.

When a Fixed Wing or Rotary support mission is used, after a short delay, a fighter-bomber or attack helicopter unloads its ordinance in the vicinity of the yellow marker smoke.

When an On-Call Artillery or Battalion Mortar support mission is used, after a short delay, the rounds from those indirect fire weapons will begin to impact in the vicinity of the white marker smoke placed when the mission was clicked on the map. The final salvo of an indirect fire support mission is often indicated by a single round burst.

More than one of the same type of support mission may be allocated. Up to 99 of each of the four types of support missions may be allocated to an engagement in the CCMT Game Editor. If another of the same type of mission has been allocated, the next mission becomes available almost immediately after employing the initial mission. When it does so, the corresponding support mission button will 'light' and the appropriate voice and messages heard and seen.

On the left of the Team Status area of the Battle toolbar are displayed the team type icon and the team leader's rank.

The status area then splits into upper and lower display fields. The team type name is displayed in a panel color coded using the standard green/yellow/red/black code scheme, to represent team cohesion.

Below that are the 'health heads'. These icons represent the color-coded health or morale status of soldiers on the team. 'Health heads' correspond left to right to the Soldier data slots top to bottom on the Soldier Monitor. The selected soldier's 'health head' is underlined by white. 'Health heads' are color-coded as follows:

Green = Healthy
Yellow = Hurt
Orange = Incapacitated
Black = Panicked
White = Surrendered
Red = Dead

The next area of the Team Status display states the team's action status (Ambushing, Moving, Firing etc). Below that is a description of the team's overall warfighting quality.

The team's anti-personnel (AP) and anti-tank (AT) effectiveness is displayed by a series of color-coded bar graphs. The team's AP and AT effectiveness is rated at six ranges (20m, 40m, 80m, 160m, 320m, & 640m) using a modified reen/yellow/red/none color scheme.
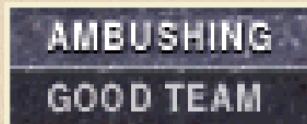
The icons on the right side of the Team Status area, shown enlarged, signify whether the team possesses smoke (top) or explosive or fragmentation grenades.
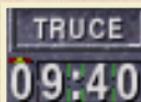
Click the TRUCE button to offer your opponent a ceasefire. If the opposing player also clicks his TRUCE button, the truce is accepted, the battle ends immediately and the game advances to the Details Screen where victory and defeat are assessed.

If the opponent refuses to accept a truce, battle continues. Players can retract their truce offer by clicking the TRUCE button a second time before their opponent accepts the truce.

During engagements where a time limit has been selected, the Battle Timer alternates display every two 'game' seconds with the Force Morale indicator. When the Battle Timer runs down to 00:00 the battle ends immediately.

The Force Morale indicators measure the effects of casualties and the stress of battle on the OpFor (yellow and red icon) and Army (green icon) force cohesion. The indicators diminish and change color from green to yellow to red as each force suffers the effects of battle on its cohesion.
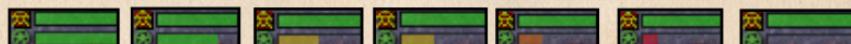
NOTE: WHEN THE "BATTLE ENDS WHEN: FORCE MORALE GETS TOO LOW" OPTION HAS BEEN SELECTED IN THE CCMT GAME EDITOR FOR USE IN AN ENGAGEMENT, THE BATTLE ENDS WHEN ONE SIDE'S FORCE MORALE INDICATOR GOES INTO THE RED. WHEN THIS IS THE CASE THERE MAY BE A VICTORY LOCATION CONTROL PENALTY IMPOSED ON THE SIDE THAT FORCE MORALE FAILURE CAUSED THE BATTLE TO END. THE VICTORY LOCATION PENALTY DEPENDS ON THE PROPORTION OF THE WINNING SIDE'S REMAINING FORCE MORALE TO THE LOSING SIDE'S.

11.0 ORDERS MENU

11.1 ISSUING ORDERS

Right clicking on a unit opens the pop-up Orders Menu which lists the orders that can be issued to that team. The orders are:

Not all orders are available to all teams at all times. Orders unavailable to a unit are shaded in gray.

Orders are issued by left clicking on one of the Orders Menu options. Right clicking on an empty area of the map cancels an order that has been selected but not issued. Left or Right clicking on an empty area of the map closes the Orders Menu.

Orders can also be issued to a unit by selecting the team and using one of the Orders menu keyboard shortcuts. These Order shortcuts are as follows :

Order	Key
MOVE	Z key
MOVE FAST	X key
MOVE COVERT	C key
FIRE	V key
SMOKE	B key
DEFEND	N key
AMBUSH	M key
MOUNT/DISMOUNT	K key
DIG IN	D key
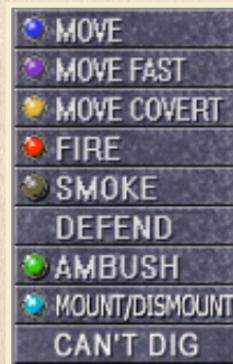
Units can be selected using a number of methods :

- Left clicking on a soldier or vehicle
- Left clicking and dragging selects all teams within the marquee box
- Right clicking on a soldier or vehicle
- Left or right clicking on a team slot in the Teams Monitor
- Left or right clicking on a message slot in the Message Monitor
- Left or right clicking on a team's Order 'dot'
- Using a unit selection hot key

Units can be 'bound' to the 1 through 0 selection hot keys on the top row of the keyboard by selecting the unit then pressing CTRL+# (where # is one of the 1 through 0 keys) to bind that unit or group of units to that particular selection hot key. Multiple units can be 'bound' to a selection hot key by group selecting them then using Ctrl+# to bind them to a particular hot key.

When infantry units are given a group movement order, the resulting movement dots are placed on the map in positions relative to the starting positions of the teams within the group.

11.1 GROUP SELECTION

Multiple units may be group selected in one of two ways :

1.) Selecting a unit then holding the Shift key down while clicking on additional units to select them.

2.) Another way to select multiple units is to left click on the map and drag out a selection marquee box. All friendly units entirely or partially within the selection box are selected when the mouse key is released. Orders may be issued to multiple units simultaneously by group selecting them, right clicking on one of the selected units to open the Orders Menu then issuing an available order to those units in the normal manner. Alternatively, group select the units then use an Orders hot key to issue the same order to the entire unit group.
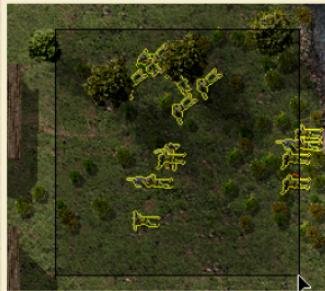
11.2 EXECUTING ORDERS

Player actions when issuing orders differ depending on the order.

The MOVE order is represented by a blue line stretching from the selected team being issued the order, to an invisible cursor. The white numbers at the end of the Move line measure the distance in meters from the team to that point on the map. Scroll the mouse and left click to place a blue Move dot on the map location intended as the team's destination.

11.3.1 MOVE

When the Move dot is placed the team will advance toward that point in a tactical manner. The team's rate of movement is affected by the terrain it crosses en route. Moving teams may initiate combat and assault if the opportunity presents. Moving teams are much more vulnerable to enemy fire than stationary teams or teams moving covertly.

When a moving team reaches its destination, the Move dot disappears and a voice cue and text message announce the completed movement. After carrying out the Move order the team assumes Defend status in the direction of its movement.

MOVE Orders can quickly be issued to teams by left clicking on the team and dragging out a blue Move line to the intended destination then left clicking on that map point.

11.3.2 MOVE FAST

The MOVE FAST order is represented by a purple line stretching from the selected team being issued the order, to an invisible cursor. The white numbers at the end of the Move Fast line measure the distance in meters from the team to that point on the map. Scroll the mouse and left click to place a purple Move Fast dot on the map location intended as the team's destination.

When the Move Fast dot is placed the team will advance toward that point as rapidly as possible. The team's rate of movement is affected by the terrain it crosses en route. Moving teams may initiate combat and assault if the opportunity presents. Teams moving fast are more vulnerable to enemy fire than moving teams.

When a team moving fast reaches its destination, the Move Fast dot disappears and a voice cue and text message announce the completed movement. After carrying out the Move Fast order the team assumes Defend status in the direction of its movement

11.3.3 MOVE COVERT

The MOVE COVERT order is represented by a yellow line stretching from the selected team being issued the order, to an invisible cursor. The white numbers at the end of the Move Covert line measure the distance in meters from the team to that point on the map. Scroll the mouse and left click to place a yellow Move Covert dot on the map location intended as the team's destination. When the Move Covert

dot is placed the team will advance toward that point as cautiously as possible. The team's rate of movement, literally a crawl, is affected by the terrain it crosses enroute.

Teams moving covertly do not initiate combat or assault if the opportunity presents. Teams moving covertly are more vulnerable to enemy fire than stationary teams. When a team moving covertly reaches its destination, the Move Covert dot disappears and a voice cue and text message announce the completed movement. After carrying out the Move Covert order the team assumes Ambush status in the direction of its movement.

11.3.4 ADDITIONAL EXECUTION OPTIONS

If the player changes his mind and decides not to issue a movement or fire order, the order can be cancelled either by right clicking on the map or pressing the Backspace key.

Once issued, movement orders are displayed as blue, purple or yellow dots on the battle map. The player can adjust these orders by clicking on the dot and dragging it to a new map location. When a dot is clicked, the corresponding movement line is displayed between the moving team and movement dot.

11.3.5 VEHICLES

Vehicles obeying a movement order may take a circuitous path to their destination. Players are advised to monitor and manage their vehicle movements with increased attention. Vehicles are not stealthy and may be spotted by the opposing force outside of its LOS due to the vehicle's inherent noise.

Vehicles moving covertly do so at maximum watchfulness and slowest speed.

A moving vehicle is slightly faster and somewhat less observant.

A vehicle moving fast turns to face its destination and moves at maximum speed and with minimum tactical awareness. Moving vehicles and vehicles moving covertly may attempt to maintain their original facing.

A vehicle facing the enemy can be ordered to 'back up' using the Move or Move Covert orders. It may sometimes be necessary to use the Defend or Ambush arcs to face the vehicle in the intended direction of travel before issuing a movement order.

11.3.6 ESTABLISHING WAYPOINTS

WAYPOINTS are multiple movement orders created by selecting the team, issuing the team a movement order and holding down the Shift key while clicking on the battle map to set intermediate checkpoints and a final destination. The team then moves to its destination by way of the sequential points. Once issued, any of the waypoint dots can be clicked and dragged to adjust their positions and alter the moving team's path. A maximum of 20 waypoints may be plotted when issuing a movement order.
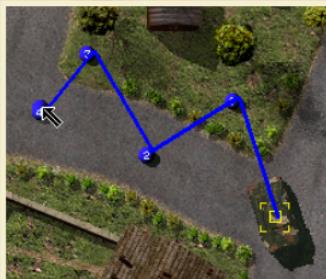
11.4 FIRE COMMAND

The **FIRE** order is represented by a green and/or red line stretching from the selected team being issued the order to an invisible cursor. The colored number at the end of the Fire line measures the distance in meters from the team to that point on the map. A black distance number indicates the range is either within the minimum safe range or beyond maximum weapon range. A yellow distance number indicates the target is outside effective range and the weapon performance of the firing team will be decreased. Scroll the mouse and left click to place a red direct Fire dot on an enemy unit or orange area Fire dot on a map location to make a unit or area of the map the firing team's target.
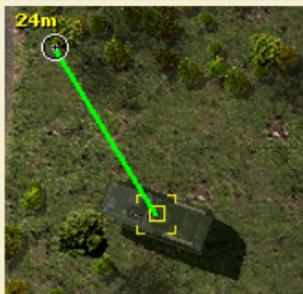
When the end of a Fire line is placed over an AP or AT target, the invisible cursor becomes a color-coded target reticule. The color of the reticule indicates the chance that a shot fired by the team would kill the target.

These color-coded kill percentages are as follows:

- Green 100-60%
- Yellow 59-30%
- Red   29-10%
- Black 9-0%

11.5 LINE OF SIGHT

The color of the Fire line indicates whether the team has Line Of Sight [LOS] to that target or point on the map. A bright green Fire line signifies the team has a clear LOS and its fire won't be affected. A dark green Fire line signifies the team's LOS is hindered by an intervening obstruction and its fire will be adversely affected. A hindered Fire/LOS line means that any fire by the team will be calculated as area rather than direct fire. A red Fire line indicates the team's LOS is completely obstructed and teams other than indirect fire mortar units will not be responding to a Fire order where LOS is blocked. If this is the case then a white distance number is displayed along the Fire line measuring the distance from the team to the LOS obstruction.

11.6 SMOKE

The **SMOKE** order creates a man-made LOS hindrance. Enemy units observed through Smoke are harder to detect, and if detected, impossible to target directly. Smoke has approximately the same effect on spotting and firing that a partial obstruction by foliage causes – direct fire at a target obscured by smoke is resolved as area fire even when a red direct Fire dot has been placed on the enemy target.
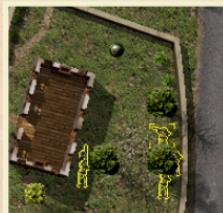
The **SMOKE** order is represented by a standard green and or red Fire/LOS line. Left clicking the Smoke order on the map places a gray Smoke order dot at that location. Except for mortars, a unit must have LOS to its target to fire Smoke. Mortar units are capable of indirect fire and can place Smoke rounds anywhere on the battle map. Infantry can throw Smoke grenades a maximum of 30 meters, 15 meters if the soldiers throwing smoke are in the prone position.
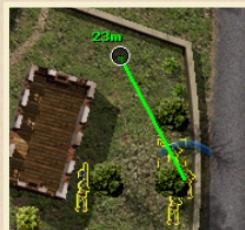
Units on both the OpFor and ARMY forces are equipped with smoke firing capability. Many vehicles on both forces are equipped with smoke dischargers and will often fire smoke on their own initiative for self-protection when threatened by enemy fire. Units that don't have a Smoke order capability or have expended their supply of Smoke ammo have the Smoke order option grayed out and displayed on the Orders Menu reading as 'Can't Smoke'.

The tactical effects of Smoke last for approximately 2 minutes of game time. Smoke effects can persist for a short time even after the smoke plume graphic has disappeared. Smoke rounds are inaccurate, particularly so in the case of mortars firing Smoke rounds.

It may be necessary to reposition the Smoke order dot to achieve the desired smoke coverage on the battle map. Smoke has the same LOS and Fire effects on enemy and friendly units, including the team placing the smoke.

11.7 DEFEND

The **DEFEND** order is represented by a blue Defend arc. The Defend order causes a unit to seek whatever cover it can locate in the immediate area, face itself in the direction of the Defend arc and to fire at high percentage enemy targets of opportunity. Defending units will engage enemy units outside the Defend arc only when those targets are closer.

Adjusting a team's Defend arc is a useful method of repositioning that unit to face another direction. This can be particularly helpful in the Deployment Screen as the only way to force infantry and vehicles to align themselves in the direction desired by the player.

To adjust a team's Defend arc, left click on the blue arc and drag the arc to one of the eight available directions [N, NE, E, SE, S, SW, W or NW] within the Defend arc circle, then left click again to set the Defend arc in its adjusted direction.

Defend is the default action status for vehicles.

11.8 AMBUSH

The **AMBUSH** order is represented by a green Ambush arc. The Ambush order cause a unit to go prone, seek cover in the immediate area, face itself in the direction of the Ambush arc and to engage enemy targets when they approach within 30 meters.

Adjusting a team's Ambush arc is another useful method of repositioning that unit to face another direction. This can be particularly helpful in the Deployment Screen as the only way to force infantry and vehicles to align themselves in the direction desired by the player.

To adjust a team's Ambush arc, left click on the green arc and drag the arc to one of the eight available directions [N, NE, E, SE, S, SW, W or NW] within the Ambush arc circle, then left click again to set the Ambush arc in its adjusted direction. Ambush is the default action status for infantry.

11.9 MOUNTING AND DISMOUNTING

The **MOUNT** order is represented by a blue line and green dot. Mount/Dismount involves two teams – a passenger infantry unit and its mount vehicle. Only infantry teams may be issued Mount orders and only mounted vehicles may be issued Dismount orders.

Left click to place a green Mount dot on an eligible vehicle. The infantry unit then moves to mount the chosen vehicle. The vehicle may slightly adjust its position in preparation for mounting. Do not cancel or

change a Mount order until it has been completed or the vehicle will lose its passenger carrying capability.

When a vehicle is mounted, the letter 'M' blinks in white and orange above the vehicle. When the vehicle is pointed at with the cursor, the vehicle team name and the team names of all passenger infantry units are displayed in white above the vehicle. When a vehicle is mounted it's Soldier Monitor 'slots' are expanded to include the soldier data for all passengers.

The maximum passenger limit varies by vehicle. A vehicle capable of carrying passengers is limited to four teams, such that the number of soldiers does not exceed the passenger limit.

When a mounted vehicle is issued the Dismount order, its passenger infantry units are immediately placed on the map approximately 12 meters from the dismounted vehicle. Dismount orders may be issued to moving vehicles which will stop to unload all passenger infantry.

Multiple infantry teams may be issued concurrent Mount orders to the same vehicle to the limit of its passenger capacity. The passenger capacity for all vehicles varies, but all vehicles have a 4 team maximum.

Passenger units are not capable of Fire while mounted – only the mount vehicle's organic weapons are used when a mounted vehicle is issued a Fire order. Players should be careful when issuing Mount orders where more than one vehicle is in proximity because the infantry may get confused and mount the wrong vehicle, generally one that is nearer than the intended mount vehicle.

The following vehicles may mount up to four teams such that the indicated number of passengers is not exceeded:

Vehicle	Pass.	Vehicle	Pass.
M3A2 Bradley CFV	2	M2A2 Bradley IFV	7
M1130 Stryker CV	2	M1126 Stryker ICV (.50cal)	9
M1044 HMMWV(.50 Cal)	2	M1126 Stryker ICV (Mk19 AGL)	9
M1044 HMMWV(Mk 19)	2	BMP-3	10

Vehicle	Pass.	Vehicle	Pass.
M1046 HMMWV (TOW)	2	BMP-2	10
Insurgent Car	3	BMP-1	10
Technical Car	3	BTR-80	10
Insurgent Pickup	4	BTR-70	10
Technical Pickup	4	BTR-60	10
M1038 HMMWV	6	M113A4 APC	13
Special Opns (M240)	6	5-Ton Truck	17
Special Opns (M2HB)	6	5-Ton Truck (M2HB)	17
Special Opns (Mk 19)	6	5-Ton Truck (M240B)	17

11.10 DIG IN

The **DIG IN** order causes infantry teams to dig entrenchments. It takes about 5 game minutes from the time the Dig In order is issued until the team finishes its fighting position. The Dig In order is only available to infantry teams occupying suitable terrain such as grass, dirt etc. If a unit's Dig In order is interrupted for any reason, that unit must be issued a new Dig In order and spend another 5 game minutes to complete the order and finish digging it's fighting position. The dug in terrain feature will display itself as a 'Newly Dug Trench' when its location is right-clicked on the battle map. Trenches offer more cover and concealment than the surrounding open terrain to infantry teams that occupy them. Teams digging in will quickly become fatigued.

12.0 COMMAND AND MORALE

Every unit has a leader who commands the subordinate soldiers in his unit during battle. Infantry team leaders are indicated by a color-coded Command circle under their screen image. Certain units are designated as Command teams. Command teams improve the effectiveness and morale of all player units within a Command team's radius of command influence.

Command, Morale & Combat

12.1 COMMAND INFLUENCE

The Command radius for all of the player's units is displayed by pressing the Space Bar on the keyboard. The color of a unit leader's Command circle will correspond to the color of his Command radius circle. The color of the Command radius indicates the overall leadership quality and range of unit commanders

Command influence is color-coded as follows :

- Green = High
- Yellow = Medium
- Red = Low
- Black = Very Low

12.2 MORALE

Aside from effective command, players can improve soldier morale by successfully ambushing the enemy. Infantry teams that destroy enemy tanks also get a morale boost. Moving a team with reduced morale out of enemy LOS and Fire also helps increase soldier morale.

As the battle progresses, soldiers may lose morale.

Receiving enemy fire, friendly leader and enlisted casualties or being heavily outnumbered by enemies in close proximity reduce a soldier's morale.

Eventually a soldier may panic, retreat from the battle or even surrender to the enemy. Soldiers that become broken will rally after a period of time. Broken soldiers outside the Command influence radius of a leader will take longer to rally.

12.3 SEPARATION

Sometimes soldiers get separated from their units during movement or if they become broken. Separated soldiers will use their own initiative to rejoin their units. This process can be expedited by moving that team closer to the separated soldier. The presence of effective commanders assists in keeping soldiers from becoming separated from their units as well as in reuniting separated soldiers with their units.

13.0 BATTLE MAP

The map scale is 10 pixels equal 2 meters. The battle map graphic is coded as a certain type of terrain on an invisible 2x2 meter grid. Every 2x2m [10x10 pixel] area of the map has a specific terrain type and elevation value.

Type: Crops, Elevation: 9.5 Meters, Cover: Poor

13.1 TERRAIN

Right click and drag the cursor on the map to display the terrain data including type, elevation and the cover value it offers in the lower left corner of the Battle Screen.

To scroll around the Battle Screen use the game cursor to 'bump' the edge of the screen corresponding to the desired direction of view – e.g. to view an unseen portion of the battle map to the right, 'bump' the right edge of the screen.

Alternatively, the Battle Screen can be scrolled N, E, S & W by using the directional arrow keys or N, NE, E, SE, S, SW, W & NW by using the number pad on the keyboard. The easiest method to change the area of the map viewed on the Battle Screen is to click within the Map Monitor to reposition the screen.

Hills and other elevated areas of the map are indicated by darkened shading on the Battle map graphic. Units on hills generally have a wider field of view and can see over lower obstacles. Units moving uphill do so more slowly than units moving downhill. Because of their height, hills block LOS from one lower elevation, through the hill to another lower elevation. It is suggested that players familiarize themselves with the terrain they will be fighting on by making a right click and drag reconnaissance' of the CCMT battle maps.
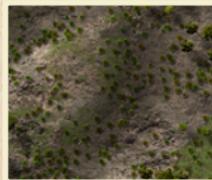
Trees offer a good deal of concealment and cover to infantry teams that occupy forested locations although mortar fire into trees causes airbursts which multiply the

effectiveness of indirect fire. Tree trunks will block Fire and LOS. The foliage surrounding trees will hinder Fire and LOS. Treetop graphics can be removed from the map for better Battle Screen visibility using the Ctrl+T shortcut, however doing so does not eliminate the effects that trees have on Fire and LOS. Removing the treetop graphics only allows the player to see units on the map more easily.

Most water terrain on the battle maps is the shallow type that can be traversed at reduced speeds by both infantry and vehicle teams. However, wise players will right click and drag on water terrain to verify its depth if they are unsure whether a water obstacle can be forded. Deep Water cannot be crossed by any vehicle or infantry teams except by doing so across a bridge.

Water offers no concealment or cover which makes it a good tactic to cross water terrain only when sure your teams are out of enemy lines of sight and fire. Smoke rounds are extinguished and ineffective when they impact in water. Try to place smoke rounds on the banks of the water terrain when it is necessary to make a water crossing under enemy observation.
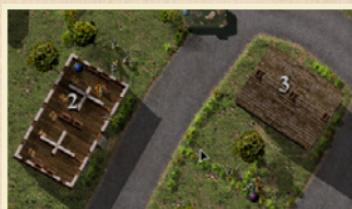
Building roofs provide cover from mortar fire and building walls provide concealment and cover from other types of enemy fire. Multi-story buildings are indicated as such by a white numeral on their roof or interior which specifies the number of 4 meter levels in that building. Only infantry teams may enter buildings. When a friendly team enters a building the roof graphic is replaced by an interior graphic. Opposing players only see the building roof graphic while a team remains unspotted in that building. If the team is spotted that team is displayed to opponents as being on top of the building's rooftop graphic.

An infantry team in a building is assumed to occupy the highest level of that building. Teams in multi-level buildings will have wider fields of LOS and Fire but so too will enemy teams trying to spot or shoot at the team in a taller building.

Stone buildings offer better cover than wood buildings. On a few CCMT maps there are bunkers built with reinforced concrete that offer more protection than stone buildings.

Rubble and Debris offer good concealment and cover but teams move through this type of terrain more slowly. Portions of multi-story building that become rubble during battle collapse to ground level. Teams that occupy rubble in a multi-story building are also considered to be at ground level. Rubble portions of buildings have no roof and are
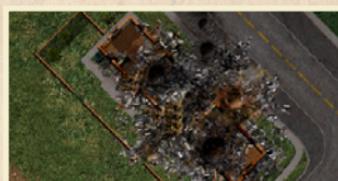
more exposed to mortar fire. Rubble, debris and vehicle wrecks are randomly placed on the battle map prior to play. The location of this randomly placed terrain will be different each time that map is used.

Roads offer a trade-off in battle. Moving on a road is faster than moving cross-country but roads, being flat and open, offer little in the way of concealment or cover to teams using them. Roads may be either paved or dirt.

Several CCMT battle maps feature snow terrain. Snow offers little concealment or cover and slows units that move across it. Vehicles in particular tend to become bogged down. Infantry teams become fatigued more easily in snow than they would if the same terrain were without snow. Infantry teams that occupy snow terrain can be issued Dig In orders.

Flammable is a type of terrain that is explosive when weapons fire, especially high explosives, impacts in close proximity. Flammable terrain can only be detected by right clicking on the battle map. Units should avoid occupying locations near this type of terrain. Enemy units in or around flammable terrain can be effectively damaged by firing at that terrain. Flammable terrain can be neutralized by detonating it with weapon fire prior to locating friendly units nearby.

Type: Flammable, Elevation: 2.5 Meters, Cover: Great

14.0 FORCES

14.1 VEHICLES

Vehicles are sometimes difficult to maneuver. Wheeled vehicles may not be able to navigate the same terrain as tracked vehicles. Players employing vehicles within their force should pay close attention to vehicle performance and may need to adjust a vehicle's action and order status frequently to achieve that team's objectives. Vehicles are often vital to overall force cohesion. Soft-skinned or light vehicles should be protected from enemy fire accordingly during battle. Keep in mind that vehicles have a hard time spotting enemy infantry, especially in close terrain. Also, that moving vehicles may be spotted by the assumed noise they make, even when the enemy doesn't have LOS to the vehicle. Surviving vehicle crew will abandon badly damaged or destroyed vehicles. The bailed-out crew will hide in the best available cover in the vicinity of its damaged vehicle. The crew will assume Ambush posture and engage approaching enemy units. Players can issue orders to surviving vehicle crews to move them to safety or use them in other tactical ways. Note that vehicle crews have limited fire power and may have low morale.

14.2 SOLDIERS

Soldiers are the heart and soul of CCMT. The Close Combat game system uses a ground-breaking model that tracks individual soldier psychology, intellect, experience, leadership and physical status throughout the battle. CCMT soldiers will not always instantly and robotically follow a player's every order. The soldier will often react to game events in manner similar to the way real soldiers react in combat. Take care of your CCMT soldiers so they can attain of the mission objectives. Winning victory but losing 3 KIA and having 5 good men incapacitated is not often the best result possible.

The Soldier Monitor provides the most detailed information about the soldiers in CCMT. The pre- and post-battle Details Screens are also an excellent source of information about your troops. Note that some soldiers carry secondary weapons, grenades and even knives. Soldiers will use these weapons on their own initiative when events warrant. The soldier health/morale states on the Soldier Monitor are as follows :

HEALTHY - The soldier has normal health and morale
INJURED - The soldier is hurt and acting at reduced effectiveness
INCAPACITATED - The soldier is badly wounded and ineffective
DEAD - The soldier has been killed
WINDED - Soldier is tired, acting at reduced effectiveness and needs rest
FATIGUED - Soldier is exhausted, cant function and needs rest immediately
PANICKED - Soldier is scared and acting with much diminished efficiency
BROKEN - Soldier refuses orders and prepares to retreat from battle
ROUTED - The soldier is deserting in the face of the enemy
SUPPRESSED - The soldier is taking cover but returning fire
PINNED - Soldier is taking cover under heavy fire and firing intermittently
COWERING - Soldier is frozen and hiding and fires only occasionally
STUNNED - Soldier is momentarily dazed by an explosion and ineffective

15.0 END OF BATTLE

15.1 CAUSES

Battles can end in one of four ways:

TRUCE - when one side clicks the Truce button then the other side clicks theirs
TIMER - when the battle clock reaches 00:00 if a time limit was set for the battle
FORCE MORALE - when a side's Force Morale indicator goes red, if set for a battle
ELIMINATION - when one side's entire force has been KIA or Incapacitated

16.0 DEBRIEF SCREEN

16.1 BATTLE RESULTS

When the battle ends the Battle Screen advances to the Debrief Screen. The Debrief Screen describes, displays and assesses the outcome of the battle. Here it is determined whether the player achieved victory, draw or defeat.

The battle result is assessed in the upper left panel on the Debrief Screen. The results include Total, Major or Minor Victories, Draw, and Total, Major or Minor Defeat.

16.2 VICTORY LOCATIONS

An overview map of the battlefield depicts which hidden victory locations are controlled by which force.

- Green and white star icons represent victory locations controlled by the Army.
- Red and yellow icons represent victory locations controlled by the OpFor.
- Split Army/OpFor icons represent victory locations controlled by neither force.

16.3 RESULTS

The results of the battle are described in the area of the Debrief Screen beneath the Victory and overview map panels.

16.4 SAVE REPLAY

Allows the player to save a copy of the battle.

NOTE: BATTLES CAN BE SAVED ONLY BY A SINGLE (SOLO) PLAYER, OR THE HOST OF A MULTIPLAYER BATTLE. THE BATTLE FILES ARE SAVED TO THE \GAMES\SAVE FOLDER. THESE FILES CAN BE TRANSFERRED TO OTHER PLAYERS VIA EMAIL OR OTHER FILE TRANSFER PROTOCOL TO VIEW THE BATTLE.

16.5 PLAY REPLAY

Starts the Replay recording of the battle. The viewer may scroll the battle map, change game options, select teams and view team and soldier information in the game monitors. The viewer cannot issue orders or influence the progress of the replayed battle in any way.

16.6 DETAILS

The **DETAILS button** replaces the battle results description with a chart of the casualties suffered by each force. In many cases, the number of casualties inflicted and incurred will be the truest measure of victory or defeat.

	KILLED	INCAPACITATED	PRISONER		KILLED	INCAPACITATED	PRISONER
LEADERS:	6	6	0	LEADERS:	7	9	1
INFANTRY:	25	25	3	INFANTRY:	21	32	2
	DESTROYED	DAMAGED	CAPTURED		DESTROYED	DAMAGED	CAPTURED
ARMOR:	0	0	0	ARMOR:	0	0	0
VEHICLES:	0	0	0	VEHICLES:	0	0	0
GUNS:	0	0	0	GUNS:	0	0	0

16.7 FORCES
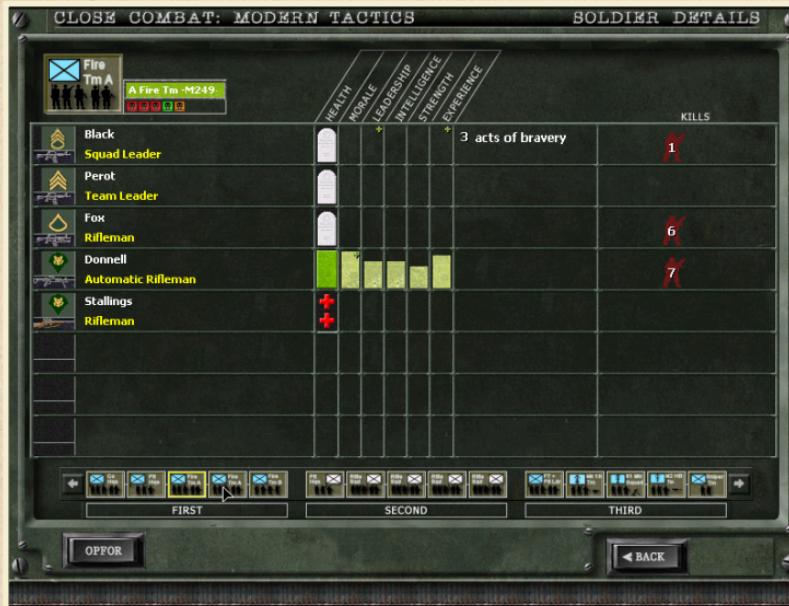
The **ARMY button**, or **OPFOR button** if the player controlled the bad guys, advances the Debrief Screen to the Soldier Details Screen. The post-battle Soldier Details Screen is similar to the pre-battle Soldier Details Screen except it displays battle results including the physical and psychological effects of battle on soldiers; infantry and gun and vehicle 'kills' on a per team basis.

16.8 NEXT

The NEXT button returns the player to the Command Screen.

17.0 SCENARIO EDITOR

Clicking the Editor panel on the Main Screen opens the first of three screens in the CCMT Game Editor. The Editor is where the player can make or modify User-Created Engagements. These engagements then become available for selection on the Command Screen and battle.

17.1 MAP SELECTION

The window on the right side of the Map Selection Screen displays a roster of the available CCMT maps. Click the scroll slider or scroll arrows to see the entire list. Click on a map name to select that map on which to edit a battle.

The window on the left side of the Map Selection Screen displays a preview of the selected battle map.

17.1.1 LOAD ENGAGEMENT

The **LOAD ENGAGEMENT button** opens a pop-up Load Scenarios window containing a roster of existing User-Created Engagements residing in the CCMT/Games/Battles folder. The Load Scenarios window won't display if that folder doesn't contain any engagements. Close Combat Moder Tactics comes with all the supplied scenarios ready to edit.

17.1.2 FOG OF WAR

There are two **FOG OF WAR** option **buttons**:

SEE ENEMY ALWAYS - allows both forces to always see opposing units on the battle map regardless of LOS.
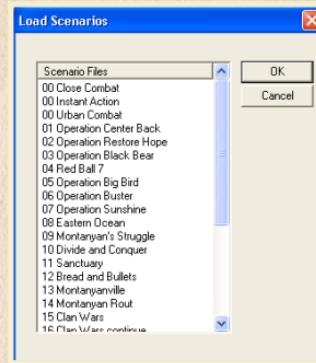
SEE ENEMY IN ALLIED LOS - allows players to see enemy units spotted by allied player units as well as enemy units spotted by the player's own teams.

17.1.3 PRE-BATTLE TIME

The Pre-Battle Setup Time option allows a choice of Deployment Screen timer values ranging from None to Random. The Random Deployment timer option causes a different random time limit of 0, 5 or 10 minutes to be used each time the engagement is played. The battle begins automatically when the Deployment timer expires at 00:00.

17.1.4 FORCE MORALE

The 'Battle Ends When: Force Morale Gets Too Low' option causes the engagement to end when one side's Force Morale indicator gets low and goes into the red.

17.1.5 BATTLE ENDS

The 'Battle Ends When: Time Expires In' option allows a time limit to be established for the engagement being edited. The available battle timer values are: No Limit, 10, 20, 30 and 40 minutes.

17.1.6 MAIN

The MAIN button returns the player to the Main Screen.

17.1.7 NEXT

The NEXT button advances the Map Selection Screen to the Map Info Screen.

17.2 MAP INFO

17.2.1 SELECTOR BUTTON

Click the selector button to choose between specifying various locations on the battle map.

Except for Neutral Deployment, each type of location that can be specified on the battle map is represented by a different symbol.

When the Victory Location option is selected, those locations are clicked one at a time onto the map. When a Victory Location has been specified it appears as an empty red outline around a single square on the map grid.

When the Army Deployment option is selected, the Army deployment zones are specified by either clicking a single square on the map grid or clicking and dragging to specify multiple deployments zones.

When the Army Deployment zones have been specified on the map they are represented by a blue square with a white numeral on a black background. The numeral indicates which of the 3 possible Army platoons can occupy those zones on the Deployment Screen. The specification of the 5 possible deployment zones is switched between the ARMY platoons by clicking the appropriate checkboxes. Note. An engagement MUST specify deployment zones for all 5 Army and all 5 OpFor platoons.

When the Neutral Deployment option is selected, click or click and drag on the map grid to change previously placed deployment zones back to neutral territory.

When the OpFor Deployment option is selected, the OpFor deployment zones are specified by either clicking a single square on the map grid or clicking and dragging to specify multiple deployments zones. When the OpFor Deployment zones have been specified on the map they are represented by a red square with a white numeral on a black background. The numeral indicates which of the 5 possible OpFor platoons can occupy those zones on the Deployment Screen. The specification of the 5 possible deployment zones is switched between the OpFor platoons by clicking the appropriate checkboxes .

When the Map Labels option is selected, click on the map grid to open the Add Map Label window. Type the place name to be displayed at that location on the map in the Enter Label field and click OK. The chosen place name is then displayed on the battle map when the edited engagement is played.
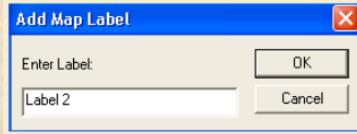
When Map Labels have been specified on the map grid they are represented by solid red squares containing the letter 'L'.

17.2.2 MAP

The window on the left side of the Map Info Screen displays a reduced scale image of the battle map with a 40x40 grid dividing the map into 24 meter increments. Victory Locations, Deployment Zones and Map Labels are specified by clicking on this map grid.

17.2.3 CLEAR MAP DATA

Clicking the **CLEAR button** removes previously specified map data.

17.2.4 PLATOON CHECK BOXES

The Platoon checkboxes are clicked to change the Army and OpFor deployment specification between the 3 available platoons on each force. For example - when the Army Deployment option is selected and the '2' platoon checkbox is clicked, click or click and drag on the map grid to specify the deployment location zones for the 2nd Army platoon.

17.2.5 FORCE TOGGLE

The **ARMY/OPFOR toggle button** is clicked to change which force's On-Call Support missions are specified by the support mission dial controls described below.

17.2.6 SUPPORT

The Available On-Call Support mission dials determine how many of each support mission type - Fixed Wing, Rotary, On-Call Artillery or Battalion Mortars – each force will receive during battle. A maximum of 99 missions for each type of support may be allocated to each force.

17.2.7 SUPPORT AVAILABILITY

The Start dials determine how many minutes into battle each type of support mission will become available. 0 means that mission type is available within the first minute of battle. 10 would mean that mission type doesn't become available until 10 minutes into battle.

17.2.8 PRE-PLANNED FIRE SUPPORT

The **PRE-PLANNED ARTILLERY button** makes one On-Call Artillery support mission available to that force in the Deployment Screen. When this option is selected the On-Call Artillery button on the Battle toolbar is lighted and available to be targeted on the map during deployment.

17.2.9 EDITING THE OPERATIONS ORDER

The **EDIT OP ORDER button** opens a window where the operation order for the engagement being edited is written. The Op Order is displayed on the Briefing Screen during play. Good engagements require a well-written, detailed Op Order.

17.30 BACK BUTTON

Clicking the BACK button returns the player to the Main Screen.

17.31 NEXT BUTTON

Clicking the NEXT button advances the Map Info Screen to the Force Mix Screen.
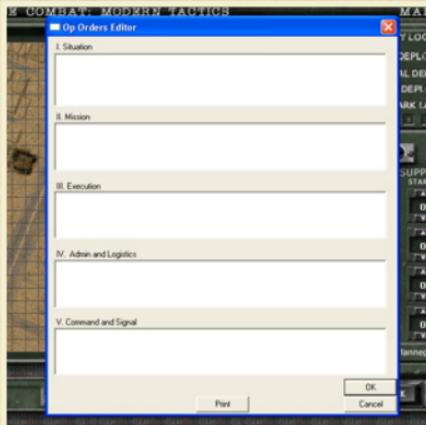
17.4 FORCE MIX

The Force Mix Screen is almost identical to the Battlegroup Screen except there are three additional functions on the Force Mix Screen:

1.) The LOCK FORCE MIX checkbox determines whether players can customize their battlegroup TO&E or whether the engagement must be played only with the units specified in the CCMT Game Editor when the engagement was created.

2.) The ARMY PLATOON 1 2 3 4 5 checkboxes determine which teams are added to which Army platoon battlegroups. For example, when box 3 is checked, the Force Mix Screen displays the roster of 15 available battlegroup 'slots' for the ARMY 3rd platoon.

3.) The OPFOR PLATOON 1 2 3 4 5 checkboxes determine which teams are added to which OpFor platoon battlegroups. For example, when box 2 is checked, the Force Mix Screen displays the roster of 15 available battlegroup 'slots' for the OpFor 2nd platoon.

17.41 SAVING CREATED SCENARIO

Clicking the NEXT button on the Force Mix screen opens the Save Scenario window. Type a name and description for the edited engagement and click OK to save it. The new engagement is then available for play in the roster of User-Created Engagements.

Save Scenario file

Battle/Operation Name:

Battle/Operation Description:

OK   Cancel
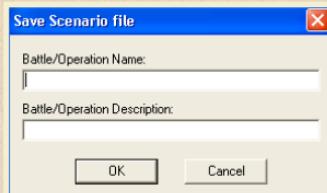
18.0 MULTI-PLAYER

18.1 CONNECTION

NOTE: A CONNECTION TO THE INTERNET OR LAN IS REQUIRED.

Coordination For Internet connections use Instant Messaging, Email, Websites, Fax, VOIP or Telephone to arrange online multiplayer CCMT sessions. Two to ten players can connect over the internet, or by LAN, to play CCMT. One player must act as HOST and communicate his IP address to the JOINER players. It is recommended that the player with the fastest upload connection speed act as HOST. In general, cable modem internet service has faster upload speed than DSL which is faster than dial-up internet connections.

18.2 IP ADDRESS

The HOST player can determine his external IP address by several methods. Windows 2000/XP users can click the START button, click RUN, type -- cmd – in the RUN window and click OK. Then in the command line [DOS] window type – ipconfig – and press the Enter key. Windows 98/ME users click Start, type – winipcfg – in the Run window, and then click OK.

- There are web sites such as whatismyip.com and checkip.org that will display the user's current external IP address. Additionally, there are freeware applications such as Get My IP Address and IP Address Monster that will display the user's external IP address.
- One of the easiest ways for the HOST player to determine his current external IP address is to start CCMT, click the Multiplayer button on the Command Screen, then click the HOST button on the Multiplayer Screen. The Host's IP address will then be displayed in the lower left of the screen, to the right of the Search button.
- It is important for a HOST player who accesses the Internet via a LAN, from behind a router or through a proxy server, to provide the JOINER players with his external gateway IP address. In such cases, when the HOST uses the CCMT Multiplayer Screen to determine his IP address there will often be two IP addresses shown, the local IP address followed by the external or gateway IP address. It is the HOST external

gateway IP address that must be provided to JOINER players.

18.3 FIREWALLS

Firewalls, Routers, Proxy Servers and Virtual Private Networks can interfere with multiplayer CCMT internet connections. Refer to the corresponding user manuals for these types of hardware and software if you are experiencing difficulty establishing multiplayer CCMT internet connections. Websites such as HomeNetHelp.com offer further guidance in understanding and configuring Firewalls, Routers, Proxy Servers, Virtual Private Networks as well as solutions such as port forwarding and DMZ that may be required to enable multiplayer CCMT internet connections.

CCMT uses the following ports in addition to DirectPlay ports:

47624 TCP; 2300-2400 TCP and UDP

18.4 START

All players start Close Combat Modern Tactics™

18.5 OPTIONS

At the Main Screen, use the F8 function key to open the Close Combat Modern Tactics™ Options display. Use the Options menu to set OpFor language preference [Russian or English], scroll speed [Fast, Medium or Slow] and screen resolution [changes to which require CCMT be restarted].

It is recommended that one of the Team Icon and Soldier Outline options be chosen. Using Team Icons and Soldier Outlines assists in identifying which infantry and vehicle teams are yours since players see only their own Team Icons and Soldier Outlines.

It is suggested that players select the 'Show Cover' Icons and Outlines for use on the Deployment Screen, then use the F8 key or Options button on the Battle Toolbar to switch the Icons and Outlines option to 'Show Suppression' before beginning the battle.

Click OK to close the Close Combat Modern Tactics™ Options menu.

18.6 COMMAND

Click the COMMAND panel on the main CCMT screen to enter the Command Screen.

18.61 ENGAGEMENT SELECTION 1

The HOST player clicks on the knob to select between the rosters of Instructional or User-Created Engagements shown in the top center window.

18.62 ENGAGEMENT SELECTION 2

The HOST then clicks on one of the Instructional or User-Created Engagements to select it for use in the multiplayer CCMT battle.

18.63 CHOOSE MULTIPLAYER

All players click on the MULTI-PLAYER button.

18.64 HOST CHOOSES SIDE

The ARMY/OPFOR toggle switch determines which force the HOST will initially be assigned to. The HOST force assignment can also be changed on the Multiplayer Screen.

18.65 PREVIEW BATTLE MAP

After selecting an Engagement the HOST can preview the battle map for that scenario by clicking on the VIEW MAP button.

18.66 MULTIPLAYER SCREEN

All players individually click the NEXT button to advance to the Multiplayer Screen.

18.7 HOST

18.71 AUTO SEARCH

After entering the Multiplayer Screen the HOST waits for the Sub-net auto-search - 'Searching for available games…' - to run. Auto- search for a LAN game occurs every time a player enters the Multiplayer Screen. When the auto-search has completed, the Host player clicks the HOST button. The HOST button then changes color from gray to red and the voice cue 'Waiting For Connection' will be heard.

18.72 DISPLAYED ENGAGEMENT

The selected engagement name is displayed.

18.73 HOST NAME

The HOST player's screen name is displayed at in red the top of the player roster.

18.74 HOSTS IP ADDRESS

The HOST player's IP address is displayed. Two IP addresses are displayed when the HOST player's computer is behind a router. The first IP is the HOST computer's local IP address. The second IP is the external address JOINER players SEARCH for to establish a multiplayer CCMT internet connection

18.8 JOINER/CLIENT

Close Combat

Enter Host's IP Address.
Leave blank to search subnet.

10.1.1.6

OK   Cancel

18.81 AUTO SEARCH

After entering the Multiplayer Screen the Joiner Player(s) wait for the LAN auto-search ('Searching for available games…') to run. Again, auto- search for a LAN game occurs every time the player enters the Multiplayer Screen. When the auto-search has completed, the JOINER player clicks the SEARCH button.

18.82 IP ADDRESS

The Search window will pop-up and the JOINER player(s) will type in the HOST player's IP address. In example above the JOINER player(s) would type – 51.201.137.188 – HOST IP addresses can also be pasted in using 'Paste' from the right-click context menu or the standard CTRL+V keyboard shortcut to 'Paste'.

     IT IS RECOMMENDED THAT JOINER PLAYERS MAKE WRITTEN NOTE OF THE HOST IP ADDRESS TO AVOID MISTAKE OR LAPSE OF MEMORY.

The last IP address entered into the Search window is saved and 'remembered' in the Search window as long as CCMT is running, either maximized in its full window or minimized to the taskbar. This avoids the necessity of typing in the same HOST IP address in the event the HOST isn't found by Search, an established connection is broken or when another engagement is to be played.

If you are using a LAN connection do not type in an address, just click OK.

18.83 SEARCHING FOR GAMES

After typing in the HOST IP address the JOINER player[s] click OK. The Search function will then seek for the HOST player's offered engagement displaying the message 'Searching for available games' for approximately 5 seconds as it does so.

18.9 TROUBLE SHOOTING INTERNET CONNECTION

```
D:\Documents and Settings\Administrator>ping 10.1.1.5

Pinging 10.1.1.5 with 32 bytes of data:

Reply from 10.1.1.5: bytes=32 time<1ms TTL=128
Reply from 10.1.1.5: bytes=32 time<1ms TTL=128
Reply from 10.1.1.5: bytes=32 time<1ms TTL=128
Reply from 10.1.1.5: bytes=32 time<1ms TTL=128

Ping statistics for 10.1.1.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

If the HOST isn't found by the Search function, repeat steps 1-3 above, with the exception that the HOST IP will be saved in the Search window, so it isn't necessary to re-type the IP address.

If repeated Search attempts fail to display the HOST selected engagement in the first 'slot' of the game roster window (#/#, Host Handle, Scenario Name) the JOINER player(s) should

```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

D:\Documents and Settings\Administrator>tracert 76.134.138.26

Tracing route to c-76-104-138-20.hsd1.wa.comcast.net [76.104.138.20]
over a maximum of 30 hops:

  1    <1 ms    <1 ms    <1 ms  10.1.1.1
  2    15 ms    14 ms    14 ms  nexthop.msw.ii.net [203.55.231.88]
  3    15 ms    15 ms    15 ms  gi2-2.syd-ult-hdr1.ii.net [203.215.16.18]
  4    15 ms    15 ms    15 ms  te0-15-0-0.syd-ult-core1.ii.net [203.215.20.30]
  5    15 ms    15 ms    15 ms  202.139.19.33
  6   17% ms   17% ms   17% ms  203.208.148.89
  7   17% ms   17% ms   17% ms  te-4-2.car2.SanJose1.Level3.net [4.79.42.229]
  8   17% ms   17% ms   17% ms  vlan89.csw3.SanJose1.Level3.net [4.68.18.190]
  9   17% ms   17% ms  100 ms  ae-81-81.ebr1.SanJose1.Level3.net [4.69.134.201
 10  199 ms   198 ms   198 ms  ae-3.ebr1.Seattle1.Level3.net [4.69.132.58]
 11  192 ms   193 ms   192 ms  ae-11-51.car1.Seattle1.Level3.net [4.68.105.2]
 12  194 ms   194 ms   195 ms  68.86.90.213
 13  194 ms   194 ms   194 ms  te-9-2-ar02.seattle.wa.seattle.comcast.net [68.
.90.214]
 14  195 ms      *      195 ms  te-0-1-ar02.burien.wa.seattle.comcast.net [68.8
96.133]
 15  194 ms   195 ms   195 ms  te-9-1-ur01.burien.wa.seattle.comcast.net [68.8
96.126]

Trace complete.
```

attempt to contact the HOST to see if he is experiencing any problems. If repeated attempts to establish a multiplayer CCMT internet connection should fail then the players should re-examine their firewall, router or proxy server settings.

Instant messaging [IM] programs such as MSN Messenger, ICQ and AIM facilitate communication and coordination between players. It is usually necessary that all players use the same IM program In addition to online networking resources such as those linked above, players experiencing difficulty establishing multiplayer CCMT connections can use the Windows 'ping' and 'tracert' command line utilities to verify the communication status of the internet connection.

A large number of hops, packet loss, millisecond (ms) values above 750, and 'Request Timed Out' responses indicate internet connection problems with the intermediate internet servers and routers between HOST and JOINERS.

18.10 JOINER/CLIENT SCREEN

18.11 GAME ROSTER

When the JOINER search finds the HOST engagement scenario it is displayed in the top slot of the games roster. The #/# column indicates how many players have already connected (e.g. 2/6 would indicate the HOST and one other JOINER were already connected).

- The 'Host Handle' column displays the Host's chosen nickname. The 'Scenario Name' column shows the name of the engagement scenario the HOST has selected.

18.11.1 JOIN

To connect to the HOST the JOINER clicks the JOIN button. When the JOINER does so his button turns red and both the HOST and JOINER hear the voice cue "Connection Established". At the same time.

18.11.2 SCENARION NAME

The scenario name is displayed again on the JOINER screen.

18.11.3 CLIENT NAME

The JOINER/Client default handle is displayed in red on the player roster.

18.11.4 IP ADDRESS

The JOINER IP address is displayed on the lower left of his Multiplayer screen.

18.11.5 CHAT BUTTON

The CHAT button appears in the lower left corner on both the HOST and JOINER player's screens.

18. 2 CHANGING NET NAMES

1.) When the NAME button on the Multiplayer Screen 'lights' to become available, click it to open the CCMT Net Name popup window. The HOST player's NAME button becomes available after he clicks the HOST button on the Multiplayer Screen. JOINER player's NAME buttons become available after they establish a multiplayer connection to the HOST.

2.) Type a new player name.
3.) Click OK.
4.) The new player name will appear in red on the player roster.

18.3 CHAT FEATURE

When the first multiplayer CCMT connection is established, the HOST and JOINER CHAT button will appear in the lower left corner of the Multiplayer Screen. As each subsequent JOINER establishes a connection to the HOST, their CHAT buttons will also appear. CHAT allows players to communicate by typing and sending text messages while they are connected in multiplayer CCMT.
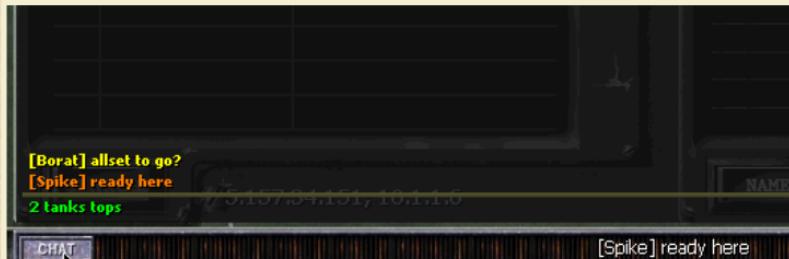
1.) To open the CHAT message window in the Multiplayer, Battlegroup, Soldier Details, Briefing, and Map Details screens either click the CHAT button or press the Enter key. Use the keyboard to type a message, which

will appear in bright green in lower part of the CHAT window.

2.) Press the Enter key on the keyboard to send the message to all other connected players. The message is displayed beside your player name at the bottom of a running log of player CHAT messages. The CHAT window also displays player activity in the pre-battle screens (e.g. 'Devil Dog has entered the Briefing screen')

3.) Use the scroll slider or scroll arrows to view previous CHAT messages in the log, and then return to the current messages.

4.) The most current CHAT message will always be displayed beside the sender's player name in the mini-CHAT window at the bottom of the Multiplayer, Battlegroup, Soldier Details, Briefing, and Map Details screens. To close an open CHAT window, press the Enter key when there is no green message text to be sent.

CHAT functions differently on the Deployment, Battle and Overview Map screens. To type and send a CHAT message, press the Enter key to open a small black text input window immediately above the Toolbar…

…or Team Monitor…

Use the keyboard to type a message. Bright green typed message text will be displayed in the mini-CHAT window. Press the Enter key again to send the message to all players. The mini-CHAT window closes after a message is sent. CHAT messages sent in the Deployment, Battle and Overview Map screens are displayed along the left edge of the screen for approximately 7 seconds…

After clicking the BEGIN button, players may not be able to use CHAT until all players advance to the Battle Screen. It is recommended that players use CHAT to notify the group of their intention to BEGIN before clicking the BEGIN button.

[Borat] good luck man

[Neil] you're gonna need it

[Borat] thanks

18.4 DISCONNECT

1.) Clicking the BACK button displays a popup window that allows any player to break the multiplayer CCMT internet connection. Clicking OK in this confirmation window breaks the connection and returns all players to the default Multiplayer Screen. Clicking the Cancel button closes the window without breaking the connection.

2.) Clicking the Disconnect button also displays a popup window that allows any player to break the multiplayer CCMT internet connection. Clicking OK in this confirmation window breaks the connection and returns all players to the default Multiplayer Screen. Clicking the Cancel button closes the window without breaking the connection.

3. If the multiplayer CCMT internet connection is broken for any reason, the players who didn't break the connection will hear the voice cue "Connection aborted" and

see a warning message in a pop-up window informing them that the connection was broken. Clicking OK on this message window will return those players to the default Multiplayer screen. Connections can be broken by circumstances beyond player control. In the event of a broken connection it is suggested that players have an established plan to either reconnect or regroup using Instant Messaging.

18.5 HOST ASSIGNS POSITIONS

1.) The HOST player only assigns JOINER players to the ARMY or OpFor forces. Player assignments can be pre-arranged or, after connecting, decided by the players using CHAT. One player on each force must be chosen as the CMDR (commander). The HOST player must be one of the two player CMDRs. To change his initial force assignment the HOST must click off his CMDR 'check', click off the force icon, click in the opposing force icon then click the CMDR check back on. Changes to JOINER player force assignments are made similarly – a JOINER player's force icon and CMDR 'check' must be clicked off before changes to those can be made.

2.) When the agreed upon player force assignments have been made, players click the READY button.

3.) A player's ready status is indicated by the change in the color of his player name from red to green.

4.) When all players are ready, indicated by green player names, the HOST player's NEXT button will 'light'. When the HOST clicks NEXT the CCMT multiplayer group advances to the Battlegroup screen. JOINERS see the progress bar "Receiving Game Data".

NOTE: PLATOONS 1, 2, 3, 4 AND 5 ON THE ARMY AND OPFOR FORCES ARE ASSIGNED TO PLAYERS IN THE ORDER IN WHICH THEY CONNECTED AND THEIR PLAYER NAMES APPEAR ON THE PLAYER ROSTER. THE HOST WILL ALWAYS BE ASSIGNED TO THE 1ST PLATOON IN THE ARMY OR OPFOR FORCE. IF THE FIRST JOINER IS ON

THE FORCE THE HOST, THAT JOINER WILL BE AUTOMATICALLY ASSIGNED TO THE 1ST PLATOON IN THAT FORCE. IF THE FIRST PLAYER TO JOIN IS ON THE SAME FORCE AS THE HOST HE WILL BE AUTOMATICALLY ASSIGNED TO THE 2ND PLATOON ON THAT FORCE.

Example:

PLAYER	FORCE	CMDR	PLT
HOST	ARMY	CMDR	1PLT
JOINER#1	ARMY		2PLT
JOINER#2	OPFOR		1PLT
JOINER#3	OPFOR		2PLT
JOINER#4	ARMY		3PLT
JOINER#5	OPFOR	CMDR	3PLT
JOINER#6	ARMY		4PLT
JOINER#7	OPFOR		4PLT
JOINER#8	OPFOR		5PLT
JOINER#9	ARMY		5PLT

If it is intended that certain players be assigned to certain forces and/or platoons then arrangements should be made before connecting for players to use the #/# indicator in the top left of the Games Roster on the Multiplayer Screen to determine when each player should click their JOIN button to connect. Multiple player/force combinations are possible: 1, 2, 3,4 and 5 Army players versus 1, 2, 3,4 and 5 OpFor players – e.g. 1 vs 3; 5 vs 2; 3 vs 4 etc.

Only the CMDR players control the Support Missions (Tac Air and Attack Helo, Artillery and Mortar Barrage). If the Force Morale scenario option was checked in the Scenario Editor and the CMDR player's Force Morale (FM) drops below the cohesion threshold, the CMDR player goes into Observer Status, indicated as such at the top of his Battle Screen, and can no longer issue commands, only reposition fire and movement 'dots' and place Support Missions.

When all Game Data is received all players proceed to the Battlegroup Screen.

From this screen you proceed as per section 10.0 Battlegroup screen.

19.0 INDEX

A

B

C

D

E

F

G

H

I

J

CLOSE COMBAT MODERN TACTICS

20. CREDITS

ATOMIC GAMES INC. (licensed from)

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OUR STRENGTH
We thank God for giving us the ability and strength to complete this project and follow our dream.

We also like to thank our families and friends for giving us their non-stop love and support during this project.

NOTES:

A DESPERATE STRUGGLE..

Winter, 1942 - Germany's 6th Army is surrounded and trapped in Stalingrad. Their supplies are short, their mobility limited, and Soviet attacks probe their lines on a daily basis. In a desperate and ill-conceived plan, Germany would attempt to rescue the 6th Army by advancing seventy-five miles in the winter starting with only two Panzer Divisions. With time, weather, and terrain against them they would engage the enemy with little or no intelligence on enemy forces in a vain attempt to save their comrades.

Meanwhile, Soviet patience and operational success had created the first major defeat for the German Army in the encirclement of Stalingrad. The Soviet Generals now look to complete their operational victory through the death of 6th Army and exploit it with a major second offensive aimed at cutting off and destroying an entire German Army Group.

Welcome to the setting of Panzer Command: Operation Winter Storm, a new 3D tactical wargame which combines a historical campaign with highly detailed models of both units and terrain and realistic gameplay.

Drive forward into the frozen steppes as Germany in a race against time as you attempt to rescue the 6th Army or as the Soviet forces throw back the German attack and seal 6th Army's fate.

Panzer Command doesn't just look pretty, it plays pretty too. It is a simultaneous turn based game with each turn lasting 80 seconds, split into two phases. Position, movement, and line of sight are recalculated every millisecond to bring a high level of realism to the battlefield. Terrain is calculated every meter and influences tactics in all respects. A variety of historical armored vehicles and infantry units are modeled, with a focus on the forces of the 6th Panzer Division and the 7th Tank Corps.