

TOAW IV USER INTERFACE

By Bob Cross

Assuming one has successfully installed and set up TOAW IV (including choosing a language), this start screen will appear upon running the game:



This article will detail the User Interface of TOAW IV, game operation, only (I'll have another article later on the Editor UI). So, after clicking on the "NEW GAME" button, this screen appears:



Note that the game starts out in the Tutorial Folder. Let's select a different one. The button on the left enables that choice. Clicking on it brings up the Select Theater dialog:



Select the "WW II – West Front" button to open that folder:



Before going any further, let's go over the "Advanced Game Options". Click on the "Game Options" button:



The Game Options Dialog appears. Note that the bottom three buttons are new for TOAW IV. These buttons affect both players equally. So, they may not be changed after the game starts if the game is a PBEM or PBEM++ game. After setting buttons as desired, click the check mark button.

The Player Options – Page One dialog appears:

SET ADVANCED PLAYER OPTIONS

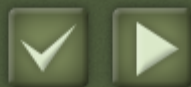
Player Options - Page 1

Air Staff Assistant	Off
Tool Tip Show (10-100000 msec)	100000
Tool Tip Hide (1-100)	1
Menu Show Delay (1-100)	0
Moving selects next unit	On
Detailed Combat Reports	On
Show PO Assist buttons.	On
Double click opens planner	On
Doublclick opens Group Composition	On

Allow Huge Map View	On
Support PNG Graphics	On
Movies	Off
Auto Save Large Movies	Off
JPEG quality (1-100)	100
Brightness Percent (0-1000)	0
Contrast Percent (0-1000)	0
Background Volume (1-100)	100
Effects Volume (1-100)	100

Programmed Opponent Options

Intelligence	Strong
Handicap/Cheat	None



This is about the same as the Player Options dialog from TOAW III. These buttons only affect the current player, so they may be changed at any time. The top buttons control the appearance of Tool Tips and the appearance of the Movement Menu. I've set it up above for the traditional method, with the Tool Tips basically turned off and the Movement Menu automatically appearing.

But TOAW IV has more options. Click on the right button at the bottom and page 2 appears:

SET ADVANCED PLAYER OPTIONS

Player Options - Page 2

Group Background Alpha (0-255)	255
Inner Background Alpha (0-255)	255
Outer Background Alpha (0-255)	255
Background is Opaque	On
SitRep Log	Off
TOAW Log	Off
Uberdude	Off
Unit PO Log	Off
PO Log	Off

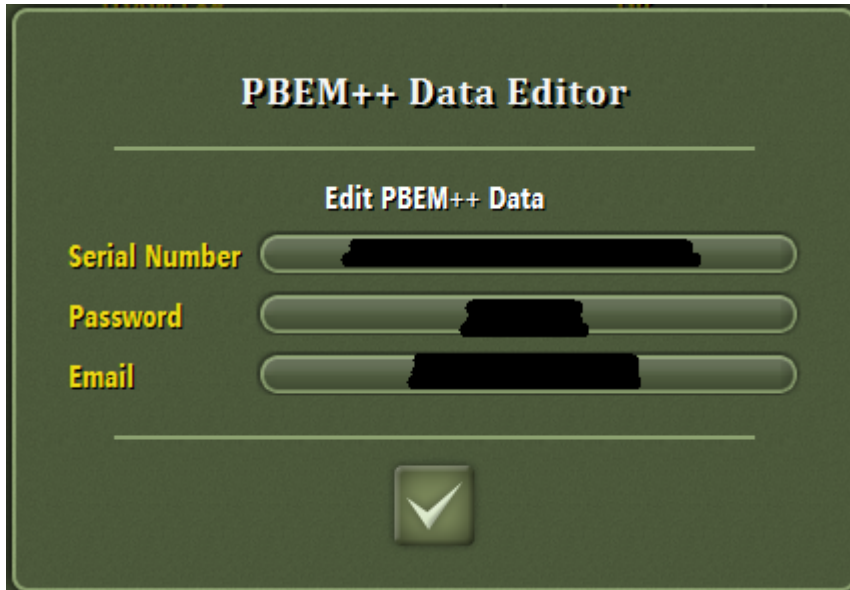
Allow Mousewheel Zoom	Off
No Update	Off
No Delay	Off
PO Random Seed	0
Animation Movement Timer	10
Animation Combat Timer	25

Additional Option Editors

PBEM++ Data Editor	Edit PBEM++ Data
DBR Colors Editor	Edit DBR Colors
Counter Values Editor	Edit Counter Values
Fonts Editor	Edit Fonts

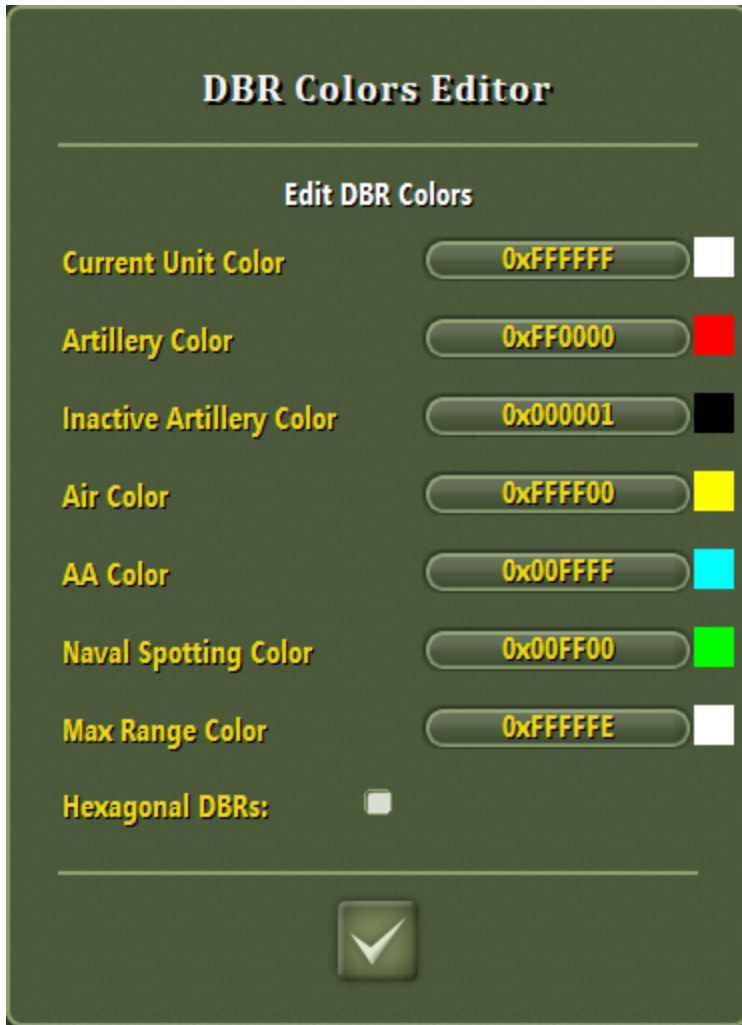


This page sets the Alpha and Opacity levels of dialogs and turns on various logs as desired. But at the bottom are buttons to invoke several Additional Option Editors. Click on the “Edit PBEM++ Data” button:

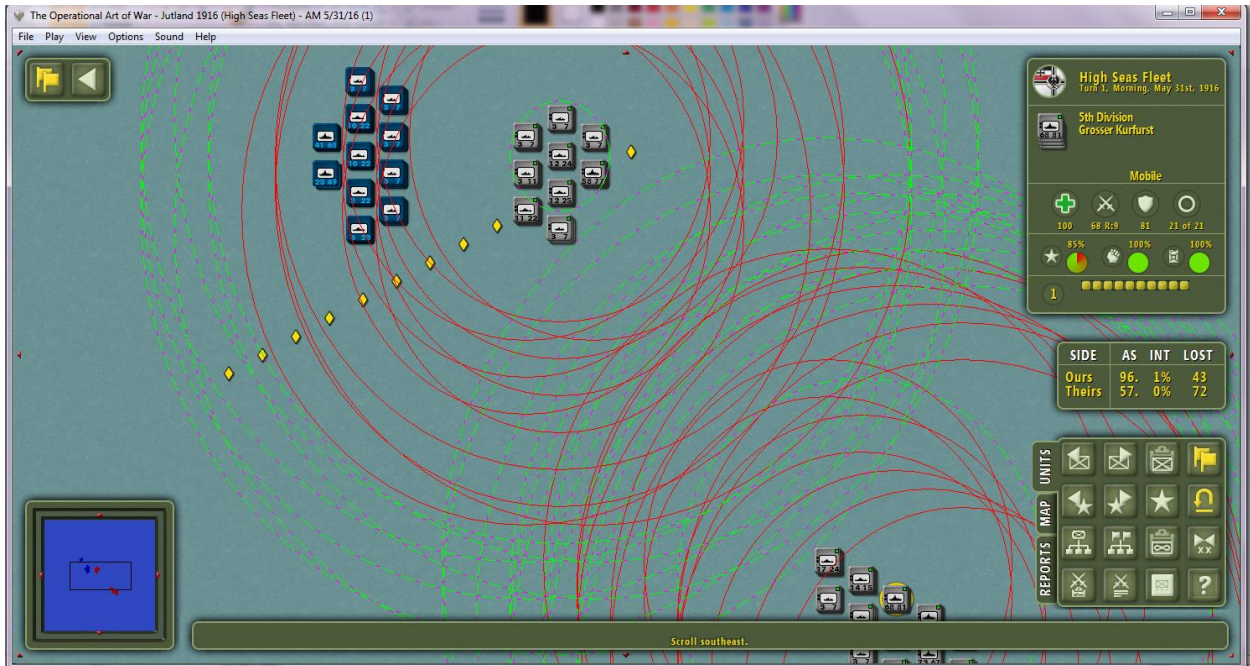


This dialog allows the user to set the parameters necessary to use PBEM++.

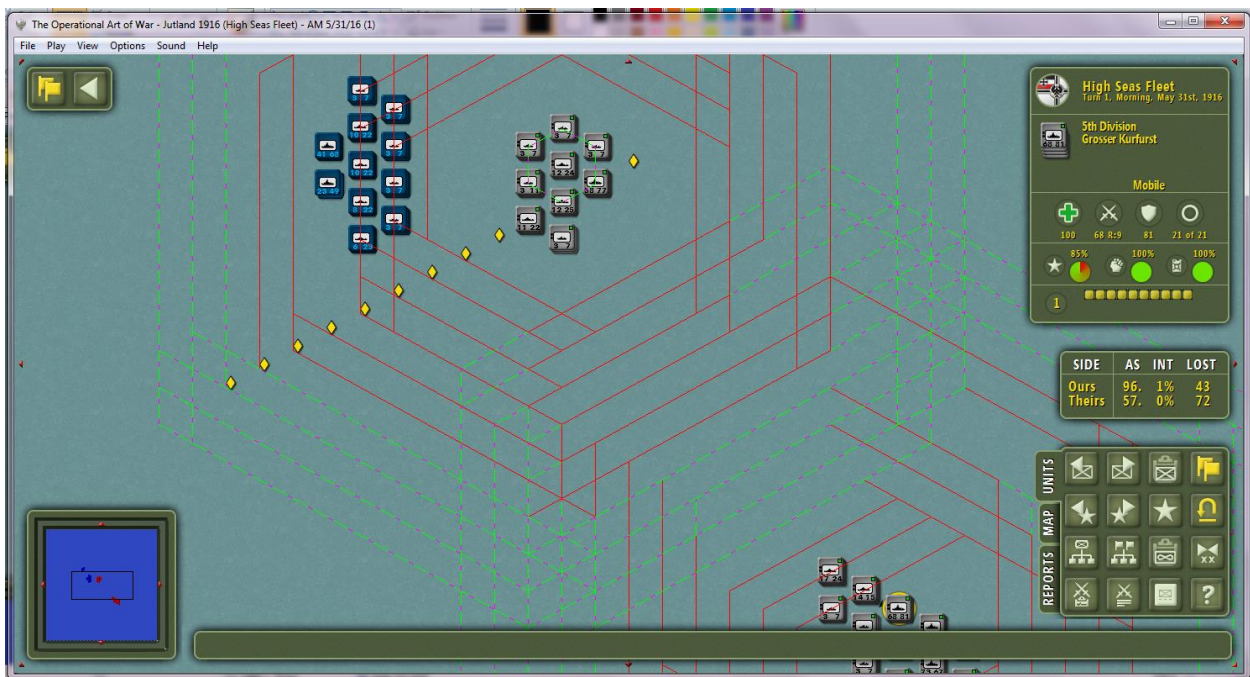
Next, invoke the "Edit DBR Colors" button:



The DBRs (Displayed Bombardment Range) are for various different ranges that can be displayed on the map. (The Unit Visibility button sets what DBRs are displayed). The dialog also controls whether such DBRs are circular or hexagonal. With the check box unchecked, the DBRs are circular:

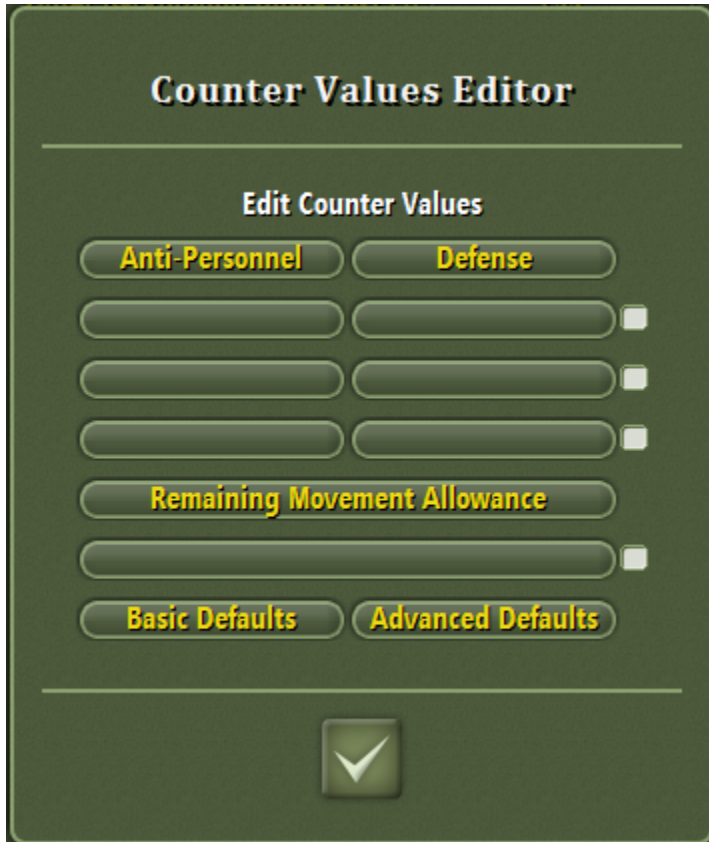


Veteran players should recall that this was how they appeared under TOAW III. This mode is best for telling where the DBR originates from. But the hexgrid imposes that the actual ranges are hexagonal in reality. So, there will be times when hexagonal DBRs are preferred:



In this mode, you can tell exactly how far DBRs extend. But the ranges tend to merge together so that it can be hard to tell what unit is creating which DBR if all DBRs are shown. That's why we've made both modes available via this Editor.

Now invoke the “Edit Counter Values” button:



Initially, it is set up with the “Basic Defaults” applied. This is the same as it was under TOAW III. There are only two options, Strengths and Movement. Strengths are AP and DF.

Click on the “Advanced Defaults” button:



Now there are six options that will be cycled through. The first and fifth options are the same as under the Basic Defaults. But now there are four new options: One stack option, a fording option, an engineering option, and a Unit Time Stamp option. Six options are the max that can be active, and two is the minimum. The check boxes can activate/deactivate four of the options.

Let's take a look at what the above options mean:



Here is a shot from my Soviet Union 1941 scenario. The units are displaying the first option of individual unit AP and DF. On the Button Panel, with the Unit Tab selected, on the third row, the fourth button cycles through the options. Clicking on it switches to the second option:



This is the Stack AP & DF display. This shot shows the cumulative AP and DF strengths in each stack. You can imagine the value to players that this view will have.

Click the button again to go to the third option:



This shows minor and major ferry values of individual units. This is useful for movement planning.

Click the button to go to the fourth option:



This shows Engineering and Rail Repair values of individual units. You can clearly see which units have engineering and rail repair capability.

Click again to go to the fifth option:



This is the Movement Remaining display – just as it was in TOAW III.

Finally, click one last time to go to the sixth option:



This is a new display that shows each unit's Time Stamp. You can imagine how useful this will be for combat planning. (Every unit is at zero in this display since no units have moved yet. As units move, the values increase until, when all movement allowance has been expended, the value will be 10. (Timestamp is the combat round that the unit is on). Note that it takes quite a number of clicks to go from the first option to the timestamp. However, right-clicking the button cycles in reverse. So a right-click can take you from the first option directly to the sixth one.

But users are not limited to the default values as far as strength displays are concerned (the first four options). On either of the buttons on the first four options, left-clicking on the button cycles through the strength options. But that can take quite a while to reach what you desire, since there are 44 options. A better choice is to right-click on the button. That brings up the Counter Values Menu:

Anti-Armor	Minor Fording	Stack Anti-Armor	Stack Minor Fording
Anti-Personnel	Major Fording	Stack Anti-Personnel	Stack Major Fording
AA High	Attack	Stack AA High	Stack Attack
AA Low	AA All	Stack AA Low	Stack AA All
Defense	Airmobile Lift	Stack Defense	Stack Airmobile Lift
Armor Defense	Support	Stack Armor Defense	Stack Support
Bombard	Traffic Control	Stack Bombard	Stack Traffic Control
Reconnaissance	Anti-Fortification	Stack Reconnaissance	Stack Anti-Fortification
Engineering	Bombardment Defense	Stack Engineering	Stack Bombardment Defense
Rail Repair	Nuclear	Stack Rail Repair	Stack Nuclear
AA Intercept	Defending Terrain Check	Stack AA Intercept	Stack Defending Terrain Check

Note that there are 22 individual unit options and the same options for the entire stack. Players will want to experiment with these values to find their most preferred set up.

There is one more Editor to examine. Click on the “Edit Fonts” button:

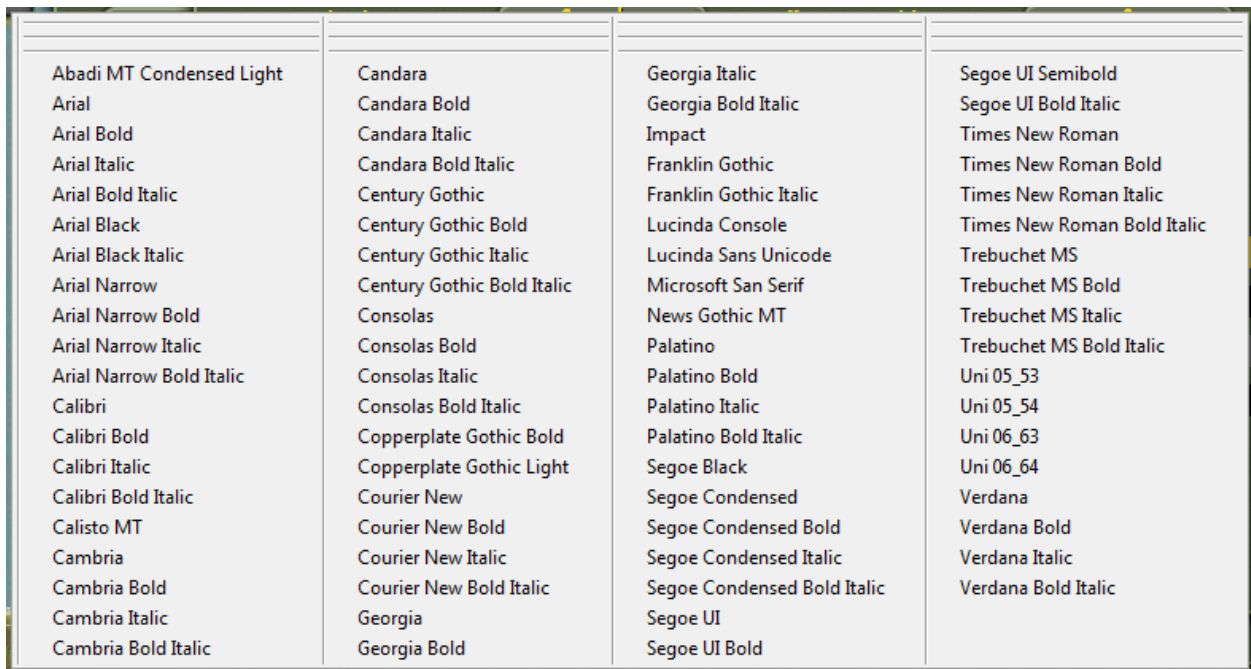


This Editor has buttons for editing each of the 39 fonts. If you are unclear what each font is used for, mousing over each button will show its use in the Info Panel.

Click on the first button (“Document Font”):



The "Font Editor" is invoked. The first button selects the Font Name. Left-clicking on that button allows the font name to be typed in. But a better option is to right-click. This brings up the Font Menu:



This is a list of all the fonts that either come with Windows or are included with TOAW IV. Obviously, this is a better way to set the font name, but if you have another source of fonts (for example, MS Office), there may be a font you want that isn't on this list. That is what the "type it in" option is for.

Other values are just numbers to enter. (Color codes are in hexadecimal). Note the two check boxes at the bottom. If the "Windows Font?" box is not checked, all values are blanked out, since they only apply to Windows fonts. If the "Background?" box is not checked, the "Background Color" button is disabled.

The exit button sets the changes. Exiting the "Fonts Editor" saves the changes to disk.

Now let's return to the "Select New Game" dialog.

With the "France 1944 Cobra" scenario selected, run that scenario via the "Check" button. Before the scenario is ready, there is a new dialog showing the designer's Advanced Rules preferences:

Designer Game Options Preferences

The designer has made the following Advanced Rules Preference Presets:

ADVANCED RULE	PREFERENCE	OVERRIDE
Command & Control	was set ON	<input type="checkbox"/>
Scenario Variability	was set ON	<input type="checkbox"/>
Fog of War	was set ON	<input type="checkbox"/>
Environment	was set ON	<input type="checkbox"/>
Active Disengagement	was set ON	<input type="checkbox"/>
No Borders	was set ON	<input type="checkbox"/>
High Supply	was set OFF	<input type="checkbox"/>
New Flanking Rules	was set ON	<input type="checkbox"/>
Advanced Rules	was set ON	<input type="checkbox"/>
New Turn Order Rules	was set ON	<input type="checkbox"/>
New Supply Rules	was set ON	<input type="checkbox"/>
New Bridge Rules	was set ON	<input type="checkbox"/>
New Mud and Snow Rules	was set ON	<input type="checkbox"/>

You may override any of the preferences you want.
But be aware that your opponent will receive an alert about any overrides you make.



Note that most of the Advanced Rules were set by the designer of this scenario. Setting them is optional, so most scenarios won't have this dialog. Note that the first player has the option to override any of the preferences – but if he does, the second player will be so notified. We won't override any of them.

The scenario is finally ready:



Note that there are six panels:

- “Show Panels Panel” in the upper left.
- “Micromap Panel” in the lower left.
- “Info Panel” in the lower center.
- “Unit Panel” in the upper right.
- “Air War Panel” in the center right.
- “Button Panel” in the lower right.

Let's examine the “Show Panels Panel” first. Note that it has two buttons. The first button cycles between “Normal View”, “Combat Review”, and “PO Mode”. (We'll cover those later). The second button toggles between showing only those two buttons and showing the rest of the panel. Clicking on it brings up the rest of the panel:



There are now six new buttons. Clicking on the first new button hides the Info Panel:



Clicking on the second button hides the Button Panel:



Clicking on the third button hides the Microview Panel:



Clicking on the fourth button hides the Air War Panel:



Finally, clicking on the fifth button hides the Unit Panel:



With all the panels off, the second button can be clicked again to close the second part of the Show Panels Panel:



This is the maximum amount of map area that can be made visible, with only the minimized Show Panels Panel blocking the view.

Restoring the rest of the Show Panels Panel, click on the last button:



This has converted the TOAW IV panels back to the TOAW III Control Panel mode – for those who prefer the old way. This may also be necessary for users with very small screens.



Reverting to the new panels, this shot shows that some of the panels can be dragged to other locations, as desired.

Let's take a closer look at the new Unit Panel:



There are five sections.

The top section shows the Force Flag Roundel, the Force Name, and the Turn number, followed by the Date.

The second section shows the Unit Stack that the cursor is over (or the Current Unit if it isn't over anything). The formation and unit name of the top unit is also shown. Deployment mode is at the bottom. Finally, any transport options (rail, ship, air, helicopter, disembark) is shown with a button if available.

The third section shows the Health, Combat Strength, Defense Strength, and Mobility.

The fourth section shows the Proficiency, Readiness, and Supply values with Pie Charts and percentages.

Finally, the fifth section shows the current combat round and the Progress Pane. The Progress Pane functions just like the old "Circle of Stars" used to – just taking up a lot less space.

Note that the second section's contents change as the cursor is moused over other stacks on the map:



Even over enemy stacks:



But this still leaves the display as a stack. It's hard to tell just what is in the hex.

Right-click inside the Unit Panel:



The display has changed to a “Group Composition” view. Now you can see what is inside each hex as you mouse over each one.



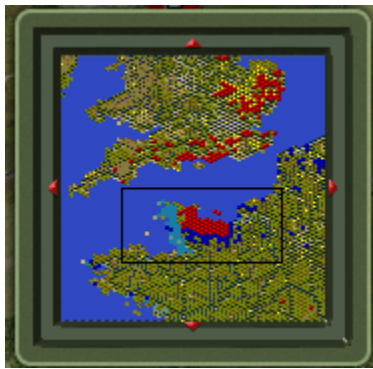
Even over enemy stacks!

Now let's look at the Air War Panel:

SIDE	AS	INT	LOST
Ours	106.	1%	39
Theirs	59.	0%	70

The Air War Panel is a permanent display of the contents of the Air Briefing. It gives each side's Air Superiority level, Interdiction level, and planes lost. Enemy planes lost are subject to fog-of-war as before. However, now the fog-of-war factor is fixed at the start of the turn and will not change every time the Air Briefing is displayed (this was a cheat that could be employed in earlier TOAW versions to figure out the fog-of-war factor and back it out to get true enemy losses).

Now let's look at the Microview Panel:



This is a condensed display of the map for the purpose of quick navigation around it. But, as in this case, even this level of condensation may not be enough to show the entire map. A new feature of TOAW IV, however, solves that. Double-click inside the Micromap:



This brings up the Jump Map. The Jump Map is the same scale as the micromap, but shows the entire map (if there is space on your screen). Now you can jump to anywhere on the map by clicking where desired inside the Jump Map. Of course, this map was only a little larger than the max area of the Micromap, so scrolling the micromap might have worked better. But, the bigger the map gets the more useful the Jump Map becomes.

Here's a shot from CFNA:



Now it's starting to get really useful.

And here's the Jump Map from World at War 1939-1945:



This one is so large that it even has to be scrolled to get to the entire map.

Finally, let's look at the Button Panel:



Note the three tabs on the left side. The buttons are in three sections. The above shot shows the Units section.

Click on the Map tab. The Map section is shown:




Note that the Execute and Undo buttons are repeated on each section.

Click on the Reports tab. The Reports section is shown:



Note that, again, the Execute and Undo buttons are repeated on each section.


Now let's look at the buttons themselves. Return to the Units tab. The first two buttons select the previous and next Units. The third button invokes the Unit Dialog:

















UNIT REPORT

AXIS 3rd Panzer Army, XXXIX Pz Corps

Ready for orders. (veteran, supplied, weight: 14246).
 Capabilities - attack: 30, defend: 29, movement: 12/12.
 Characteristics - proficiency: 89%, readiness: 100%, supply: 100%



	1077/1077 Heavy Rifle S...
	215/215 PzKpfw 35t
	285/285 SMG Squad
	125/340 PzKpfw 38t
	83/101 PzKpfw IIF
	66/66 SdKfz 222
	60/60 SdKfz 231-8
	179/179 Motorcycle Squad
	72/72 PzKpfw I
	176/176 Jeep
	88/88 Reconnaissance Ri...
	14/14 Panzerjäger I
	14/14 PzKpfw II (flame)
	120/120 105mm Gun

Strengths

Anti personnel	19
Anti armor	9
Anti air (high)	0
Anti air (low)	2
Defense	29
Artillery	8
Range	0

Special Abilities

Motorized Movement	
Reconnaissance	99%
Minor Ferry	46%
Major Ferry	46%

Transport Options


Board Train

Deployment

Defending

Orders Emphasis

Limit Losses



New features are the scroll bar on the equipment list and the Unit icon display. There is also a new button to call up the OOB Report. But there is another new feature when the unit is a ranged unit:



UNIT REPORT

AXIS AGN, Luftflotte 1 Bmr

Ready for orders. (veteran, supplied, weight: 380).
Capabilities - attack: 4, defend: 4, movement: 78/78.
Characteristics - proficiency: 100%, readiness: 100%, supply: 100%

Range **14**



 380/380 Ju-88 (early)

Strengths

Anti personnel	3
Anti armor	0
Anti air (high)	2
Anti air (low)	2
Defense	4
Artillery	4
Range	14

Special Abilities

- Air Movement
- Air Operations

Mission: **Combat Support** Orders Emphasis: **Limit Losses**



There is now a button to set the range. Clicking on that button:

UNIT REPORT

AXIS AGN, Luftflotte 1 Bmr

Ready for orders. (veteran, supplied, weight: 380).
 Capabilities - attack: 4, defend: 4, movement: 78/78.
 Characteristics - proficiency: 100%, readiness: 100%, supply: 100%

Range: 14

Please select a new unit range.

14 : -1

Strengths

- anti personnel 3
- anti armor 0
- anti air (high) 2
- anti air (low) 2
- defense 4
- artillery 4
- range 14

Special Abilities

- Air Movement
- Air Operations


Mission: **Combat Support**

Orders Emphasis: **Limit Losses**

The range can now be set by the player. A positive value sets the range to that specific value. A value of -1 sets the range to the default value (maximum).

The main purpose of this feature is to tailor bomber ranges to keep them within range of any fighter escorting units. But it can also be used to limit a unit with multiple ranged equipment to the minimum range. Finally, it can be used to enable a ranged unit to assault instead of bombard, by setting the value to zero.







There is one more new feature, illustrated from this shot from Kaiserschlacht 1918 (Mini):



UNIT REPORT

Germans III Corps, 1st/III Corps

Ready for orders. (veteran, supplied, weight: 1040).
 Capabilities - attack: 12, defend: 24, movement: 7/7.
 Characteristics - proficiency: 87%, readiness: 100%, supply: 100%

	480/480 Light Rifle Squad
	192/192 Rifle Squad
	192/192 Rifle Squad (Ea...
	171/171 Medium MG
	160/160 50mm Mortar
	8/8 Mounted Rifle Squad...

Strengths

Anti personnel	8
Anti armor	4
Anti air (high)	0
Anti air (low)	2
Defense	24
Artillery	0

Special Abilities







Foot Movement
 Reconnaissance 99%
 Mountain Operations
 Amphibious Operations
 Special Forces Operations

Deployment

Fortified

Orders Emphasis

Limit Losses

The designer can give a unit an “Alternate” icon. Here, the primary icon is the Special Forces icon (which gives a special ability to disengage automatically). But this unit also has an amphibious alternate icon (giving it a special ability to cross shallow water, marsh, and rivers, etc.). The two icons combine their special abilities. The primary icon is the one shown on the map. The alternate icon is only revealed in the Unit Report.

Finally, let’s look at the Unit Report for a naval unit:



UNIT REPORT

High Seas Fleet Scouting Grp I, Lutzow

Ready for orders. (veteran, supplied).
 Capabilities - attack: 57, defend: 77, movement: 17/23.
 Characteristics - proficiency: 85%, readiness: 100%, supply: 97%

Range

9



51 77



1/1 (90%) Derfflinger C...

Deployment

Mobile

Orders Emphasis

Ignore Losses








Strengths

Anti personnel	51
Anti armor	0
Anti air (high)	0
Anti air (low)	0
Defense	77
Artillery	51
Range	9

Special Abilities

Naval Movement
Artillery Operations

Note that this unit has 10% damage (Damage is shown as 100 – damage). If the damage was 50% or greater, the button color would change to silver (for a bit of chrome).

Click on the equipment button:

Derfflinger Class Battlecruiser


Germany - 1914

Anti Personnel Strength	556
Anti Armor Strength	0
Defense Strength (Active defender)	749
Bombardment range	20 kilometers (9 hexes)
Shell Weight	406 kgs

This is a large warship.


Anti Air Strength	0
Durability	124
Armor	242
Agility	84
Accuracy	124
Speed	8712 km/wk (28 knots)

This equipment has an anti-shipping capability 556



The Equipment Report pops up. Note the new features: Shell weight is now shown for all ranged equipment. And naval parameters (Durability, Armor, Agility, Accuracy, and Speed) are now shown for all naval equipment. Note that Speed is shown both in kilometers per week and in knots.

The first two buttons on the second row of buttons on the Units Tab select the previous and next formations. The third button invokes the Formation Report:



FORMATION REPORT

AXIS 3rd Panzer Army

Ready for orders.
 Support Scope : Force Support
 Characteristics - proficiency: 87%, supply: 100%


(Hoth)	Defending	Location 5,35	+ HQ	Strength 16, Move 12
900 Lehr Bde	Turn: 2	Enters: 0,37	+ [X]	[Strength 13, Move 12]
XXXIX Pz Corps	Defending	Location 6,35	+ [X]	Strength 59, Move 12
XXXIX Pz Cp Spt	Defending	Location 5,35	+ [RES]	Strength 32, Move 12
V Corps	Divided-3rd/V Corps,2nd/V Corps,1st/V Corps			
V Corps Spt	Divided-3rd/V Corps Spt,2nd/V Corps Spt,1st/V Cor...			
LVII Pzr Corps	Defending	Location 6,35	+ [X]	Strength 45, Move 12
LVII Pzr Cp Spt	Defending	Location 5,35	+ [RES]	Strength 24, Move 12
VI Corps	Divided-3rd/VI Corps,2nd/VI Corps,1st/VI Corps			
VI Corps Spt	Divided-3rd/VI Corps Spt,2nd/VI Corps Spt,1st/VI ...			
1st/V Corps	Defending	Location 6,35	+ [X]	Strength 15, Move 06
2nd/V Corps	Defending	Location 6,35	+ [X]	Strength 15, Move 06
3rd/V Corps	Turn: 2	Enters: 0,37	+ [X]	[Strength 15, Move 06]
1st/V Corps Spt	Defending	Location 5,35	+ [RES]	Strength 6, Move 05
2nd/V Corps Spt	Defending	Location 5,35	+ [RES]	Strength 6, Move 05
3rd/V Corps Spt	Turn: 2	Enters: 0,37	+ [RES]	[Strength 6, Move 05]
1st/VI Corps	Defending	Location 6,35	+ [X]	Strength 15, Move 06

General Orders

Attack

Orders Emphasis

Ignore Losses



There are several new buttons at the bottom. Two bring up the OOB – Units Report and the OOB – Formations Report. But the button on the left causes the formation to be moved by the PO. Actually, for that to take place, the button must be in “Hot” mode. It is shown here in “Safe” mode. To go to “Hot” mode, PO Mode must be invoked. Exit the dialog and refer back to the Show Panels Panel in the upper left:




Toggle the left button until PO Mode is shown.



Note that the units now have a purple band across their Unit Values. This indicates that they will be controlled by the PO upon PO Execute.

Now run the Formation Report:



FORMATION REPORT

AXIS 3rd Panzer Army

Ready for orders.
 Support Scope : Force Support
 Characteristics - proficiency: 87%, supply: 100%







(Hoth)	Defending	Location 5,35	+ HQ	Strength 16, Move 12
900 Lehr Bde	Turn: 2	Enters: 0,37	+ [HQ]	[Strength 13, Move 12]
XXXIX Pz Corps	Defending	Location 6,35	+ [HQ]	Strength 59, Move 12
XXXIX Pz Cp Spt	Defending	Location 5,35	+ [RES]	Strength 32, Move 12
V Corps	Divided-3rd/V Corps,2nd/V Corps,1st/V Corps			
V Corps Spt	Divided-3rd/V Corps Spt,2nd/V Corps Spt,1st/V Cor...			
LVII Pzr Corps	Defending	Location 6,35	+ [HQ]	Strength 45, Move 12
LVII Pzr Cp Spt	Defending	Location 5,35	+ [RES]	Strength 24, Move 12
VI Corps	Divided-3rd/VI Corps,2nd/VI Corps,1st/VI Corps			
VI Corps Spt	Divided-3rd/VI Corps Spt,2nd/VI Corps Spt,1st/VI ...			
1st/V Corps	Defending	Location 6,35	+ [HQ]	Strength 15, Move 06
2nd/V Corps	Defending	Location 6,35	+ [HQ]	Strength 15, Move 06
3rd/V Corps	Turn: 2	Enters: 0,37	+ [HQ]	[Strength 15, Move 06]
1st/V Corps Spt	Defending	Location 5,35	+ [RES]	Strength 6, Move 05
2nd/V Corps Spt	Defending	Location 5,35	+ [RES]	Strength 6, Move 05
3rd/V Corps Spt	Turn: 2	Enters: 0,37	+ [RES]	[Strength 6, Move 05]
1st/VI Corps	Defending	Location 6,35	+ [HQ]	Strength 15, Move 06

General Orders

Attack

Orders Emphasis

Ignore Losses

Note that the PO Move button is now shown in “Hot” mode. Clicking it will cause this formation to be moved by the PO.

Now go to the third row of the button panel and click the first button.

ORDER OF BATTLE - UNITS					
AXIS					
Unit	Formation	Location	Icon Type	Unit Info	
XXXIX Pz Corps	3rd Panzer Army	Location 6,35	+ Tank	Strength 59, Move 12	
XXXIX Pz Cp Spt	3rd Panzer Army	Location 5,35	+ Reserve	Strength 32, Move 12	
LVII Pzr Corps	3rd Panzer Army	Location 6,35	+ Tank	Strength 45, Move 12	
LVII Pzr Cp Spt	3rd Panzer Army	Location 5,35	+ Reserve	Strength 24, Move 12	
(Strauss)	9th Army	Location 4,35	+ Headquarters	Strength 20, Move 11	
VIII Corps	9th Army	Location 5,35	+ Infantry	Strength 47, Move 06	
VIII Corps Spt	9th Army	Location 4,34	+ Reserve	Strength 18, Move 05	
XX Corps	9th Army	Location 4,35	+ Infantry	Strength 32, Move 06	
XX Corps Spt	9th Army	Location 3,35	+ Reserve	Strength 13, Move 05	
XLII Corps	9th Army	Location 3,36	+ Infantry	Strength 46, Move 06	
XLII Corps Spt	9th Army	Location 2,35	+ Reserve	Strength 18, Move 05	
(von Kluge)	4th Army	Location 3,39	+ Headquarters	Strength 18, Move 10	
VII Corps	4th Army	Location 3,37	+ Infantry	Strength 48, Move 06	
VII Corps Spt	4th Army	Location 2,37	+ Reserve	Strength 19, Move 05	
XIII Corps	4th Army	Location 4,39	+ Infantry	Strength 48, Move 06	
XIII Corps Spt	4th Army	Location 3,40	+ Reserve	Strength 19, Move 05	
IX Corps	4th Army	Location 4,38	+ Infantry	Strength 46, Move 06	

185 units are in theater.

The OOB – Units Report is invoked. There are some new features: The Health Dot has been replaced with the Health Icon. The Unit Icon is included along with the Icon Type. There is now a scroll bar.

Next, click on the second button on that row:



ORDER OF BATTLE - FORMATIONS


AXIS

Formation	Location	Activation Turn	PO?	General Orders	Orders Emphasis
AGS	Location 4,41		<input checked="" type="checkbox"/>	Attack	Ignore Losses
AGS Rail Repair	Location 4,43		<input checked="" type="checkbox"/>	Independent	Minimize Losses
6th Army	Location 4,41		<input checked="" type="checkbox"/>	Attack	Ignore Losses
Hungary Exp Frc	Location 4,47		<input checked="" type="checkbox"/>	Defend	Ignore Losses
AGN Rail Repair	Location 5,33		<input checked="" type="checkbox"/>	Independent	Minimize Losses
16th Army	Location 5,33		<input checked="" type="checkbox"/>	Attack	Ignore Losses
4th Panzer Army	Location 5,33		<input checked="" type="checkbox"/>	Attack	Ignore Losses
AGC Rail Repair	Location 5,40		<input checked="" type="checkbox"/>	Independent	Minimize Losses
3rd Panzer Army	Location 5,35		<input checked="" type="checkbox"/>	Attack	Ignore Losses
11th Army	Location 7,50		<input checked="" type="checkbox"/>	Defend	Ignore Losses
Romanian AG	Location 7,57		<input checked="" type="checkbox"/>	Defend	Ignore Losses
RO 3rd Army	Location 7,49		<input checked="" type="checkbox"/>	Defend	Ignore Losses
Ploesti Refinery	Location 7,56		<input checked="" type="checkbox"/>	Defend	Ignore Losses
RO 4th Army	Location 9,54		<input checked="" type="checkbox"/>	Defend	Ignore Losses
FI Air Force	Location 11,22		<input checked="" type="checkbox"/>	Independent	Ignore Losses
Romanian Fleet	Location 11,57		<input checked="" type="checkbox"/>	Independent	Ignore Losses
Army in Norway	Location 14,7		<input checked="" type="checkbox"/>	Attack	Ignore Losses



38 formations are in theater.

The OOB – Formations dialog is invoked. This is a completely new dialog that was created specifically to aid in the control of the PO Assist feature. The check box controls whether the formation will be PO controlled. Click on the 3rd Panzer Army check box:



ORDER OF BATTLE - FORMATIONS

AXIS

Formation	Location	Activation Turn	PO?	General Orders	Orders Emphasis
AGS	Location 4,41		<input checked="" type="checkbox"/>	Attack	Ignore Losses
AGS Rail Repair	Location 4,43		<input checked="" type="checkbox"/>	Independent	Minimize Losses
6th Army	Location 4,41		<input checked="" type="checkbox"/>	Attack	Ignore Losses
Hungary Exp Frc	Location 4,47		<input checked="" type="checkbox"/>	Defend	Ignore Losses
AGN Rail Repair	Location 5,33		<input checked="" type="checkbox"/>	Independent	Minimize Losses
16th Army	Location 5,33		<input checked="" type="checkbox"/>	Attack	Ignore Losses
4th Panzer Army	Location 5,33		<input checked="" type="checkbox"/>	Attack	Ignore Losses
AGC Rail Repair	Location 5,40		<input checked="" type="checkbox"/>	Independent	Minimize Losses
3rd Panzer Army	Location 5,35		<input type="checkbox"/>	Manual	Ignore Losses
11th Army	Location 7,50		<input checked="" type="checkbox"/>	Defend	Ignore Losses
Romanian AG	Location 7,57		<input checked="" type="checkbox"/>	Defend	Ignore Losses
RO 3rd Army	Location 7,49		<input checked="" type="checkbox"/>	Defend	Ignore Losses
Ploesti Refinery	Location 7,56		<input checked="" type="checkbox"/>	Defend	Ignore Losses
RO 4th Army	Location 9,54		<input checked="" type="checkbox"/>	Defend	Ignore Losses
FI Air Force	Location 11,22		<input checked="" type="checkbox"/>	Independent	Ignore Losses
Romanian Fleet	Location 11,57		<input checked="" type="checkbox"/>	Independent	Ignore Losses
Army in Norway	Location 14,7		<input checked="" type="checkbox"/>	Attack	Ignore Losses



38 formations are in theater.

Note that that formation is now under Manual Orders. It will not be controlled by the PO upon PO Execute.

This can be seen on the map as well:



Note that that formation no longer has the purple stripe.

The third button on that row calls up the Air Unit Report:



AIR UNIT REPORT

AXIS

Unit	Mission	Location	Unit Info
FARR 2nd Grupel	Rest	Location 5,52	+ Strength 2, Range 25
FARR 6th Grupel	Rest	Location 7,57	+ Strength 2, Range 7
FARR 8th Grupel	Rest	Location 5,52	+ Strength 2, Range 6
FARR 9th Grupel	Rest	Location 7,57	+ Strength 2, Range 6
FI AF Bmr	Combat Support	Location 11,22	+ Strength 2, Range 17
FI AF Ftr	Air Superiority	Location 11,22	+ Strength 4, Range 11
Luftflotte 1 Bmr	Combat Support	Location 3,34	+ Strength 8, Range 14
Luftflotte 1 Ftr	Air Superiority	Location 3,34	+ Strength 4, Range 6
Luftflotte 2 Bmr	Combat Support	Location 2,39	+ Strength 15, Range 17
Luftflotte 2 Ftr	Air Superiority	Location 2,39	+ Strength 10, Range 9
Luftflotte 4 Bmr	Combat Support	Location 4,41	+ Strength 10, Range 17
Luftflotte 4 Ftr	Air Superiority	Location 4,41	+ Strength 8, Range 6
Luftflotte 5 Bmr	Combat Support	Location 14,7	+ Strength 2, Range 14
Luftflotte 5 Ftr	Air Superiority	Location 14,7	+ Strength 2, Range 9
MKL 1st Ezrel	Rest	Location 3,48	+ Strength 2, Range 6
MKL 3rd Ezrel	Rest	Location 3,48	+ Strength 2, Range 7
Ploesti Group	Rest	Location 7,56	+ Strength 2, Range 6



17 units are in theater.

New is the Health Icon replacing the Health Dot, and the Unit Icon. Also note that clicking on the column headings causes the list to be sorted by that heading:



AIR UNIT REPORT

AXIS

Unit	Mission	Location		Unit Info
FI AF Ftr	Air Superiority	Location 11,22	+	Strength 4, Range 11
Luftflotte 1 Ftr	Air Superiority	Location 3,34	+	Strength 4, Range 6
Luftflotte 2 Ftr	Air Superiority	Location 2,39	+	Strength 10, Range 9
Luftflotte 4 Ftr	Air Superiority	Location 4,41	+	Strength 8, Range 6
Luftflotte 5 Ftr	Air Superiority	Location 14,7	+	Strength 2, Range 9
FI AF Bmr	Combat Support	Location 11,22	+	Strength 2, Range 17
Luftflotte 1 Bmr	Combat Support	Location 3,34	+	Strength 8, Range 14
Luftflotte 2 Bmr	Combat Support	Location 2,39	+	Strength 15, Range 17
Luftflotte 4 Bmr	Combat Support	Location 4,41	+	Strength 10, Range 17
Luftflotte 5 Bmr	Combat Support	Location 14,7	+	Strength 2, Range 14
FARR 2nd Grupel	Rest	Location 5,52	+	Strength 2, Range 25
FARR 6th Grupel	Rest	Location 7,57	+	Strength 2, Range 7
FARR 8th Grupel	Rest	Location 5,52	+	Strength 2, Range 6
FARR 9th Grupel	Rest	Location 7,57	+	Strength 2, Range 6
MKL 1st Ezrel	Rest	Location 3,48	+	Strength 2, Range 6
MKL 3rd Ezrel	Rest	Location 3,48	+	Strength 2, Range 7
Ploesti Group	Rest	Location 7,56	+	Strength 2, Range 6



17 units are in theater.

Most dialogs have some sorting ability in this fashion.

The last button on this row has already been discussed back at the Counter Values Editor section. It cycles through the display of the Planned Combats, Combat Review, and Battlefield Timestamp displays. Generally, all three should be activated. But, they can cover Unit Values, so there will be times when you will want to toggle them off temporarily.

Finally, we come to the bottom row of buttons. The first one calls up the Planned Combats Dialog:

LITHUANIA *Daugavpils*

XXX 5 6 XXX

PLANNED COMBATS

AXIS

Location	Success Prediction	Loss Prediction	AR	Cooperation	Time Expended
8,31		Extremely Heavy	0		
6,37		Extremely Heavy	0		
6,44		Extremely Heavy	0		
4,37	Fair	Heavy	168		
4,36	Poor	Heavy	171		
5,36	Very Poor	Heavy	189		
5,39	Fair	Heavy	220		
4,44	Fair	Heavy	246		
7,35	Fair	Heavy	253		
7,33	Good	Heavy	257		
5,44	Poor	Heavy	271		
7,36	Good	Heavy	273		
6,39	Fair	Heavy	361		
5,43	Fair	Heavy	443		
6,32	Good	Heavy	456		

15 battles are planned.

AXIS
Turn 1, June 22nd, 1941
18th Army
1st/XXXVIII
Attack: 6,32

94 5+2 7 3 of 6
68% 90% 97%

1

SIDE	AS	INT	LOST
Ours	32.0%	0%	None
Theirs	0.0%	0%	None

UNITS MAP REPORTS

This is a new dialog that helps the player keep track of his coming combats. It makes it easy to tell what the predictions are, what the AR is, what the cooperation is, and if there are late combats. Note from the shot that late combats are reflected in the Progress Pane on the Unit Panel (just like on the Circle of Stars from earlier versions). Note also that I dragged the dialog to get it into the frame with the Unit Panel: Dialogs are now draggable.

Clicking on any of the buttons on the dialog brings up the Combat Planner for that combat. Click on the last combat's button:

Combat Planner

Plans for attack on location 6,32

Cooperation

x1.00

Time Expended

■■■■■

Support

Defender Support Est.:

0

Side	Assault AP	AT	Support AP	Soft DF	Armor DF	Net Odds
AXIS (Attacker):	45	18	0	80	8	4,414
SOVIETS (Defender):	14	5	0	17	1	to 1

Our Attack: 60+27
Our Defense: 88

Our losses will probably be heavy. (AR=456)
The probability of success is good.

Enemy Attack: 5+2?
Enemy Defense: 6?

The Combat Planner has a number of new features:

There is an overall Cooperation pane in the upper left corner, that shows the cooperation factor.

There is a Defender Support Estimate Pane in the lower right corner, that allows the player to insert his estimate of the expected support the defender will receive. (Fog of war prevents the game from providing this info, but player experience, especially from combats in the general area, will give him some insight into what this value is expected to be).

There is an escarpment pane in the lower left corner (not shown in this shot, since there are no escarpments).

Finally, there is a Net Odds pane. This section calculates the Net Odds based upon separating armor vs. AT and Soft vs. AP factors for each side, with the defender's values scaled by terrain factors. The Defender Support value is included in this calculation. The cooperation factor is not included (defender cooperation is unknown so neither is included to be consistent).

The older Attack and Defense values are still shown, but these are not scaled by terrain or separated into hard and soft factors. The predictions are as in earlier versions as well, also not so scaled or separated.

Here's a Combat Planner from CFNA that includes the escarpment pane:

Combat Planner

Plans for attack on location 144,83

Cooperation

x1.00

Losses x3: 3 5
Losses x2: 4

Time Expended

■■■

Defender Support Est.:

0

Support

Side	Assault AP	AT	Support AP	Soft DF	Armor DF	Net Odds
Axis (Attacker):	30	23	88	55	26	2,544
Commonwealth (Defender):	43	10	0	41	6	to 1

Our Attack: 118+23
Our Defense: 81

Our losses will probably be very heavy. (AR=47)
The probability of success is poor.

Enemy Attack: 36+9?
Enemy Defense: 42?

XX
◀
▶
▲
✓

Note that the combat had a major escarpment in the 3 and 5 hexsides (bottom and northwest), and a minor escarpment in the 4 hexside (southwest).

Note that planned combats are shown on the map with gold crossed swords:



Now let's execute the combats. Note that the Combat Reviews are indicated on the map via silver crossed swords. Also, any battlefield timestamps are shown on the map via bronze crossed swords:



Click the second button on the last row:

COMBAT RESULTS

AXIS - This Turn

Combat	Location	Type	Round	Duration	News	Battlefield Possession	Friendly Loss %	Enemy Loss %
1	6,44	bombardment	1	1	AXIS airfield attack		11%	91%
2	6,37	bombardment	1	2	AXIS airfield attack		18%	100%
3	8,31	bombardment	1	2	AXIS airfield attack		32%	44%
4	5,39	land	1	1	AXIS attack	SOVIETS	10%	56%
5	4,36	land	1	1	AXIS attack	AXIS	14%	45%
6	4,37	land	1	1	AXIS attack	AXIS	9%	97%
7	7,35	land	1	1	AXIS attack	AXIS	8%	95%
8	5,44	land	1	1	AXIS attack	AXIS	12%	97%
9	6,39	land	1	1	AXIS attack	AXIS	10%	98%
10	5,36	land	1	1	AXIS attack	Neither	6%	75%
11	7,36	land	1	1	AXIS attack	AXIS	9%	75%
12	4,44	land	1	1	AXIS attack	AXIS	9%	100%
13	5,43	land	1	1	AXIS attack	AXIS	5%	98%
14	7,33	land	1	1	AXIS attack	Neither	10%	98%
15	6,32	land	6	1	AXIS attack	AXIS	8%	73%

15 battles happened.

The Combat Results dialog is invoked. This is another new dialog. Note that it summarizes the combat results for a number of factors.

Note the effect of the new BTS rules: One combat lasted six rounds, but the game turn only advanced one round (see the Progress Pane on the Unit Panel).

Note that there are buttons on the bottom that allow switching sides and going back one turn. (So two turns of each side's combats are stored for review).

Finally, each button on the location column recalls the Combat Report for its combat. Click on the bottom combat's button:



Full Report

AXIS attack location 6,32.

AXIS attack location 6,32.

[R0, Blue, FC, FC]

Rounds(Start/Length/Total) : 6/1/6, Defenders broke off
AXIS advance on location 6,32.

AXIS approximate equipment and personnel losses - 8%
SOVIETS approximate equipment and personnel losses - 73%
15 assaults have been resolved.

AXIS AGN Rail Repair, AGN RR attacks [FC, R0].

AXIS 18th Army, XXVI Corps attacks [FC, R0].

AXIS 18th Army, I Corps attacks [FC, R0].

AXIS 4th Panzer Army, XLI Panzer Corps attacks [FC, R0].

AXIS 4th Panzer Army, 269th ID attacks [FC, R0].

AXIS 18th Army, 1st/XXXVIII attacks [FC, R5].

SOVIETS Northern Front, 3rd/8th Army defends [FC].

AXIS 4th Panzer Army, XLI Panzer Corps breaks off attack.

AXIS 18th Army, XXVI Corps breaks off attack.

AXIS 18th Army, I Corps breaks off attack.

AXIS 18th Army, 1st/XXXVIII breaks off attack.

AXIS 16th Army, II Corps supports the attack [FC, R0].

AXIS 4th Panzer Army, LVI Panzer Corps supports the attack [FC, R0].

AXIS 4th Panzer Army, Totenkopf MD supports the attack [FC, R0].

AXIS 4th Panzer Army, 290th ID attacks [FC, R0].

SOVIETS Northern Front, 3rd/8th Army retreats.

AXIS 4th Panzer Army, 269th ID advances.

AXIS AGN Rail Repair, AGN RR advances.



The Combat Report is invoked. The changes are in the number of lines shown per page, and there is now a scroll bar available if there are more than 34 lines in the report. The codes shown in the text are for the benefit of a new dialog – the Combat Chart. (Much more on that later). First, let's look at the Loss Report:

LOSS REPORT

AXIS

Icon	Equipment	Engaged	Disabled	Destroyed	Total Losses	Damage	Replacements
	Mounted Rifle Squad (Late)	71	4	7	11		Yes
	Motorcycle Squad	516	13	51	64		Yes
	Light Rifle Squad	261	16	52	68		Yes
	Rifle Squad	3095	150	465	615		Yes
	Heavy Rifle Squad	792					Yes
	SMG Squad	810	30	105	135		Yes
	Reconnaissance Rifle Team	138	2	6	8		Yes
	Engineer Squad	54	5	6	11		Yes
	Rail Repair Crew	400	1	9	10		Yes
	Ferry-Bridging Team	393	1	5	6		Yes
	Heavy MG	1156	2	18	20		Yes
	AT Rifle	717	4	6	10		Yes
	37mm AT Gun	533	3	10	13		Yes
	50mm AT Gun	215	1	5	6		Yes
	75mm Light Gun	160	1	6	7		Yes
	150mm Light Gun	82					Yes
	105mm Gun	371	1	5	6		Yes

New features are the Scroll Bar, the Damage column (used for naval combat results) and the Disabled and Destroyed columns. Note that combat losses always have returned a fraction of losses to the Replacement Pools (about 25% generally), unless the participants were unsupplied. But the combat report never distinguished such losses before. Now it does. "Disabled" losses are those that are returned to the pools. "Destroyed" losses are those that go to the dead pile. "Total" losses are the sum of the two.

Here's a loss report for an unsupplied defender:



LOSS REPORT

SOVIETS

Icon	Equipment	Engaged	Disabled	Destroyed	Total Losses	Damage Replacements
	Motorcycle Squad	46		46	46	No
	Light Rifle Squad	36		36	36	No
	Rifle Squad	716		716	716	No
	SMG Squad	253		253	253	No
	Ferry-Bridging Team	14		14	14	No
	Medium MG	254		247	247	Yes
	45mm AT Gun	108		105	105	Yes
	76mm AT Gun	16		16	16	Yes
	76mm Gun	26		26	26	Yes
	122mm Howitzer	45		43	43	Yes
	122mm Gun	12		12	12	Yes
	152mm Howitzer	32		32	32	Yes
	152mm Gun	24		24	24	Yes
	50mm Mortar	184		178	178	Yes
	82mm Mortar	122		118	118	Yes
	120mm Mortar	26		26	26	Yes
	BA-10 Armored Car	15		15	15	Yes







Note that there are no “Disabled”. All losses are “Destroyed”.

Now let’s look at the Combat Chart. Click on the Combat Chart button:

Combat Chart

AXIS attack location 6,32.

Coop	Unit	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	AGN Rail Repair, AGN RR						A	Adv			
	18th Army, XXVI Corps						A	BO			
	18th Army, I Corps						A	BO			
	4th Panzer Army, XLI Panzer Corps						A	BO			
	4th Panzer Army, 269th ID						A	Adv			
	18th Army, 1st/XXXVIII						A	BO			
	16th Army, II Corps						S/2				
	4th Panzer Army, LVI Panzer Corps						S/2				
	4th Panzer Army, Totenkopf MD						S/2				
	4th Panzer Army, 290th ID						A				
	Northern Front, 3rd/8th Army						D	R			

The attack was delayed 5 rounds and lasted 1 round, consuming a total of 6 rounds.
 AXIS advance on location 6,32.
 AXIS approximate equipment and personnel losses - 8%
 SOVIETS approximate equipment and personnel losses - 73%

Compare how much clearer this dialog is compared to the wall of text contained in the Combat Report. Clearly, units listed with the Blue color are from the blue side, red from the red side. It's clear which unit delayed the combat five rounds. It's clear which units attacked and which supported. It's clear which units advanced and which one retreated. It's clear which round(s) the combat took place and for how long.

Note the last button on the bottom. That is the "Legend" button. It calls up the Legend for the Combat Chart:

Combat Chart Legend

A = Assaulted
Adv = Assaulter advanced into the battlefield hex
B = Bombarded
BD = Bridge Destroyed
BLK = Blocked Retreat Path
BO = Broke Off - didn't continue combat into the next round
Br = Bridge Attacked
BS = Bridge Survived
D = Defended
E = Eliminated
Ent = Enters the battle (reserve movement)
Es = Escorted bombers
F = Airfield Attacked
Hld = Defender held the battlefield hex
I = Intercepted bombers
L = Limited Attacked
N = Nuclear Attacked
P = Port Attacked
R = Retreated
S = Supported Full Strength (Directly Assigned)
S/2 = Supported Half Strength (Cooperatively Joined)
Sbd = Was Subdivided
(xx) = xx Naval Damage incurred
! = Naval Damage included a Critical Hit
Red Text = Adverse Result
Green Text = Beneficial Result
White Name Text = subunit created in this combat
Gold/Silver/Black Cell under Coop = Full/Limited/None side/unit Cooperation
Red Cell = Red Side unit names
Blue Cell = Blue Side unit names
Very Dark Gray Cell = Rounds consumed in previous combat phases
Dark Gray Cell = Rounds wasted by late units
Gold Cell = Combat rounds expended this phase
Gray Cell = Rounds not used this phase



The Legend explains what the codes in the Chart mean.

Let's look at a naval example:



Full Report

High Seas Fleet sea attack location 150,148.

High Seas Fleet sea attack location 150,148.

[R0, Red, FC, FC]

Rounds(Start/Length/Total) : 1/3/3, Bombardment over

Grand Fleet approximate equipment and personnel losses - 0%

High Seas Fleet approximate equipment and personnel losses - 0%
1 assaults have been resolved.

Grand Fleet 1st BC Squadron, Lion defends [FC].

Grand Fleet 1st BC Squadron, Queen Mary defends [FC].

Grand Fleet 1st BC Squadron, Tiger defends [FC].

High Seas Fleet Scouting Grp I, Moltke bombards the target [FC, R0].

Grand Fleet 1st BC Squadron, Tiger defends [FC].

Grand Fleet 1st BC Squadron, Lion defends [FC].

Grand Fleet 1st BC Squadron, Princess Royal defends [FC].

Grand Fleet 1st BC Squadron, Queen Mary defends [FC].

Grand Fleet 1st BC Squadron, Tiger Naval Damage: (3).

Grand Fleet 1st BC Squadron, Lion Naval Damage: (1).

High Seas Fleet Scouting Grp I, Von der Tann bombards the target [FC, R0].

Grand Fleet 1st BC Squadron, Lion defends [FC].

Grand Fleet 1st BC Squadron, Princess Royal defends [FC].

Grand Fleet 1st BC Squadron, Tiger defends [FC].

Grand Fleet 1st BC Squadron, Queen Mary defends [FC].

Grand Fleet 1st BC Squadron, Princess Royal Naval Damage: (9).

Grand Fleet 1st BC Squadron, Queen Mary Naval Damage: (1).

Grand Fleet 1st BC Squadron, Lion bombards the target [FC, R0].

Grand Fleet 1st BC Squadron, Princess Royal bombards the target [FC, R0].

High Seas Fleet Scouting Grp I, Von der Tann defends [FC].

High Seas Fleet Scouting Grp I, Seydlitz defends [FC].

Grand Fleet 1st BC Squadron, Queen Mary bombards the target [FC, R0].

High Seas Fleet Scouting Grp I, Moltke defends [FC].

High Seas Fleet Scouting Grp I, Derfflinger defends [FC].

High Seas Fleet Scouting Grp I, Lutzow defends [FC].

High Seas Fleet Scouting Grp I, Moltke Naval Damage: (11).

Grand Fleet 1st BC Squadron, Tiger bombards the target [FC, R0].

High Seas Fleet Scouting Grp I, Von der Tann defends [FC].



Imagine trying to decode the above mass of text (and notice the scroll bar – there are about six pages of such text).

Here's the Loss Report:

LOSS REPORT

Grand Fleet

Icon	Equipment	Engaged	Disabled	Destroyed	Total Losses	Damage	Replacements
	 Tiger Class Battlecruiser	1				97	No
	 Lion Class Battlecruiser	3				209	No

Note that here is where the Damage column is used. But there were three Lion Class Battlecruisers engaged – which ones got the damage?



Now let's look at the Combat Chart for this battle:

Combat Chart

High Seas Fleet sea attack location 150,148.

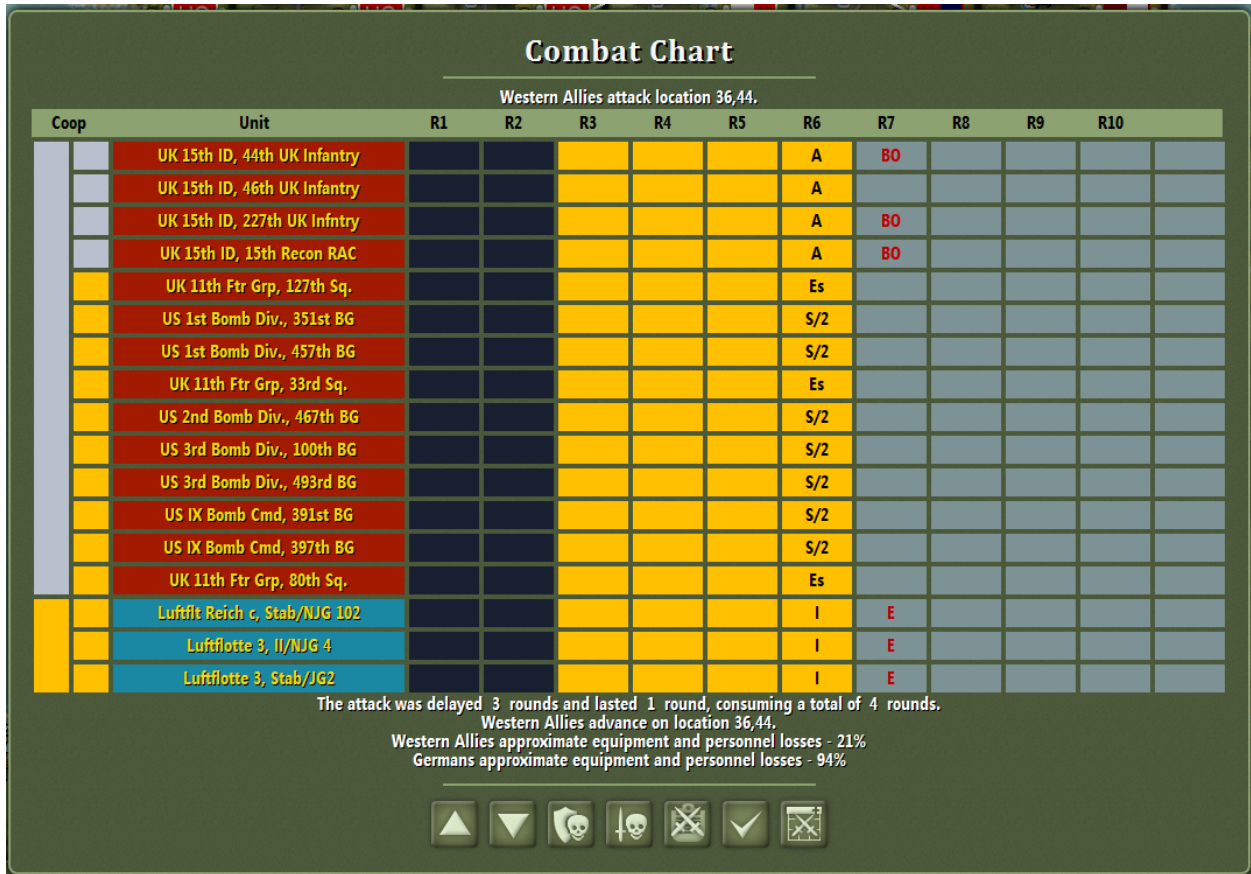
Coop	Unit	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	Scouting Grp I, Lutzow	B (1)	B (9)	B							
	Scouting Grp I, Derfflinger	B (5)	B	B							
	Scouting Grp I, Seydlitz	B (15)	B	B							
	Scouting Grp I, Moltke	B	B (1)	B (11)							
	Scouting Grp I, Von der Tann	B (1)	B (1)	B							
	1st BC Squadron, Lion	D (84!)	D (7)	D (8)							
	1st BC Squadron, Princess Royal	D (54!)	D (10)	D (10)							
	1st BC Squadron, Tiger	D (9)	D (85!)	D (3)							
	1st BC Squadron, Queen Mary	D (29)	D (6)	D (1)							

The attack was delayed 0 rounds and lasted 3 rounds, consuming a total of 3 rounds.
 High Seas Fleet approximate equipment and personnel losses - 0%
 Grand Fleet approximate equipment and personnel losses - 0%

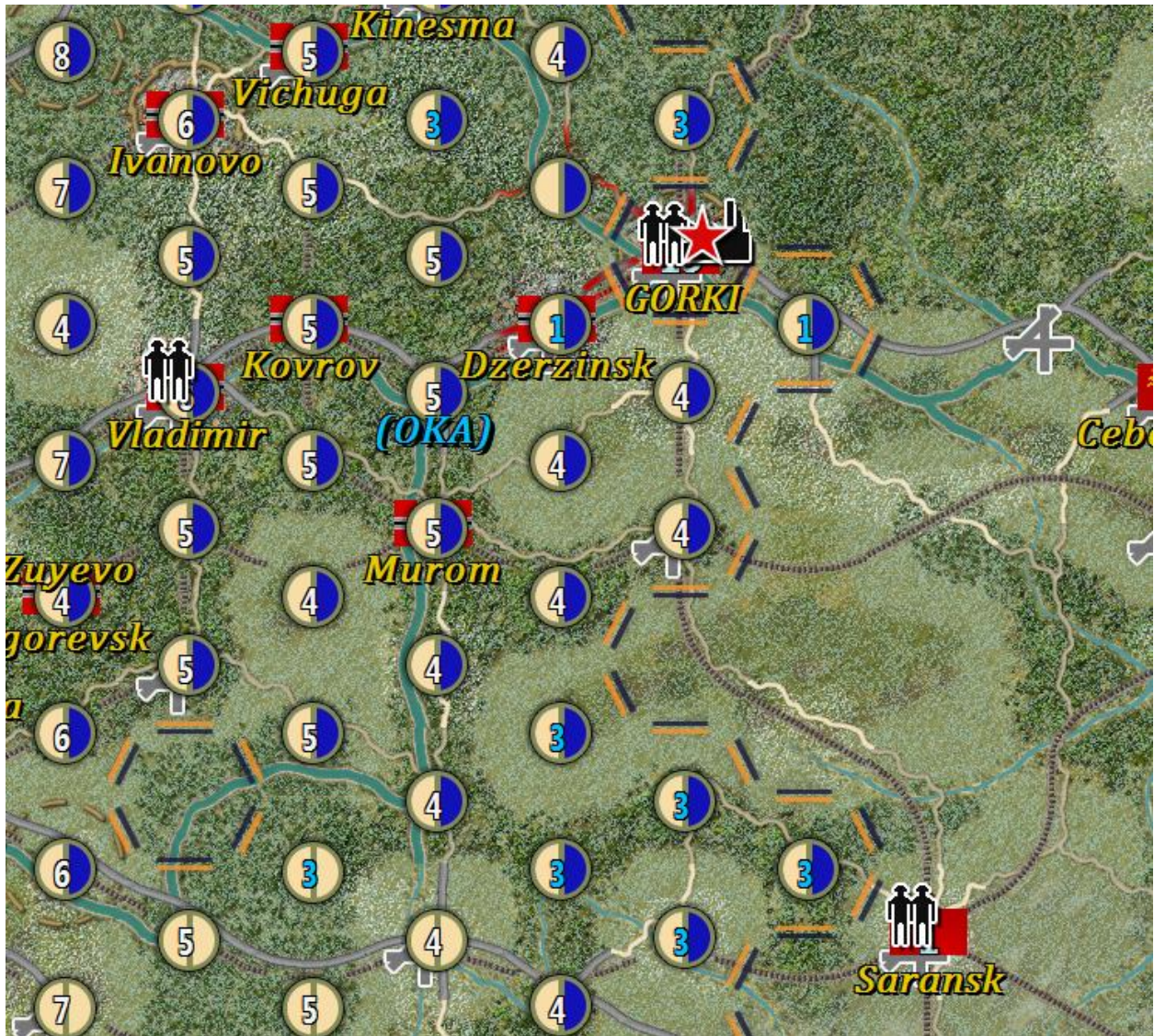
Much clearer! Note that the damage each vessel has received is clearly shown. You can even tell when critical hits occurred (the !).

Here's one more Combat Chart that shows its page system. The chart has a maximum of 17 units per page. If there are more than 17 units per chart, then the chart is broken up into pages. The up and down buttons added allow stepping by line with left-clicks and stepping by page with right-clicks.



The cooperation of the combat is shown in the first column, while individual unit cooperation is shown in the second column (so you can tell which units accounted for any cooperation issue). And you can see how the Very Dark Gray cell color shows rounds that had been expended in previous combat phases.

Now let's change the Button Panel's tab to the Map Tab. The first button is the Supply view button. Click on it to change to the Supply Trace Display:



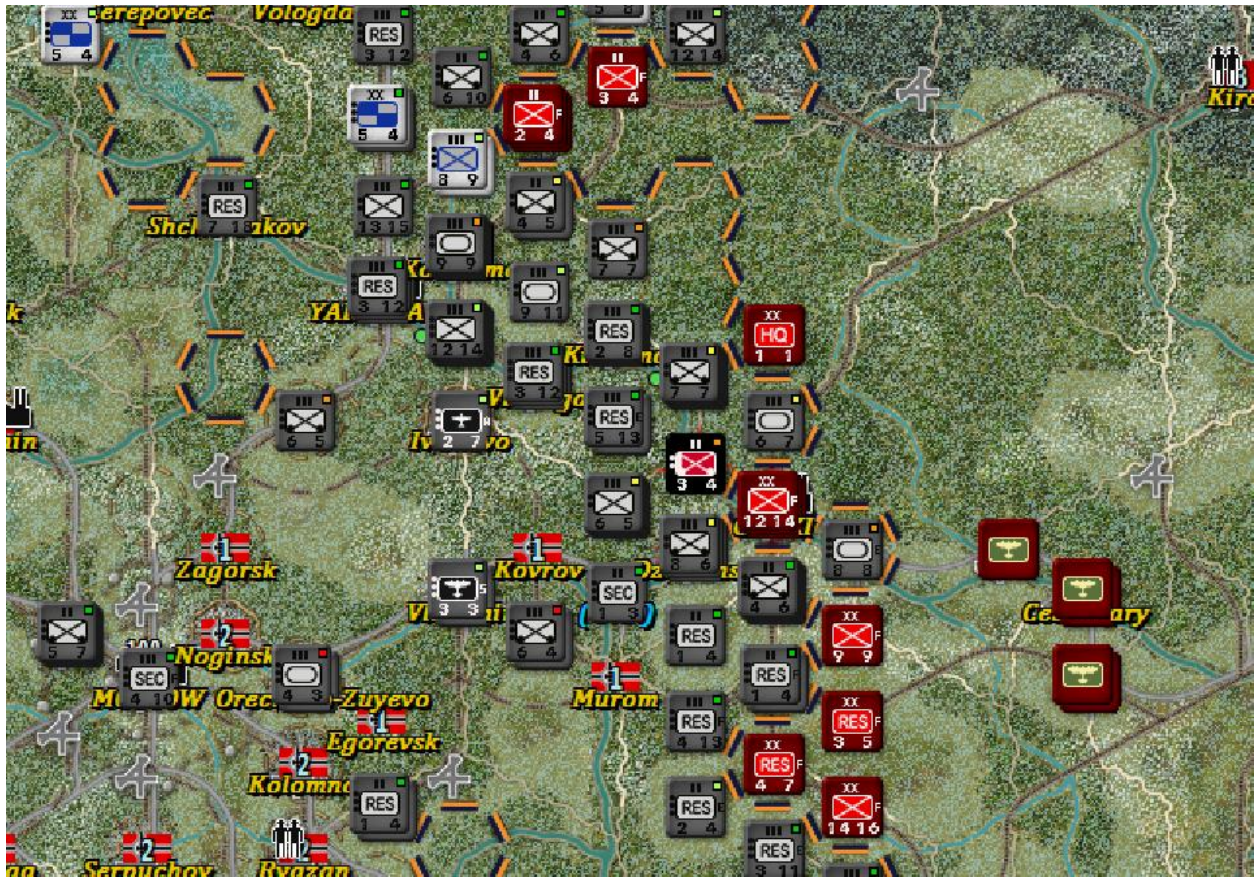
This is the same as in earlier versions of TOAW, except for the font color: Now, if the location is overextended, the font color is blue. In this scenario, any location with less than four location supply is overextended.

The rest of the buttons work as before, except for the Battle Visibility button, which has already been discussed above. But note the bottom row of buttons. The last two buttons change the map scale up or down. (That's an improvement over earlier versions where only two levels could be toggled by one button). But new is the Y-Zoom. This is a graphical zoom level.

First, here's a shot with no Y-Zoom:

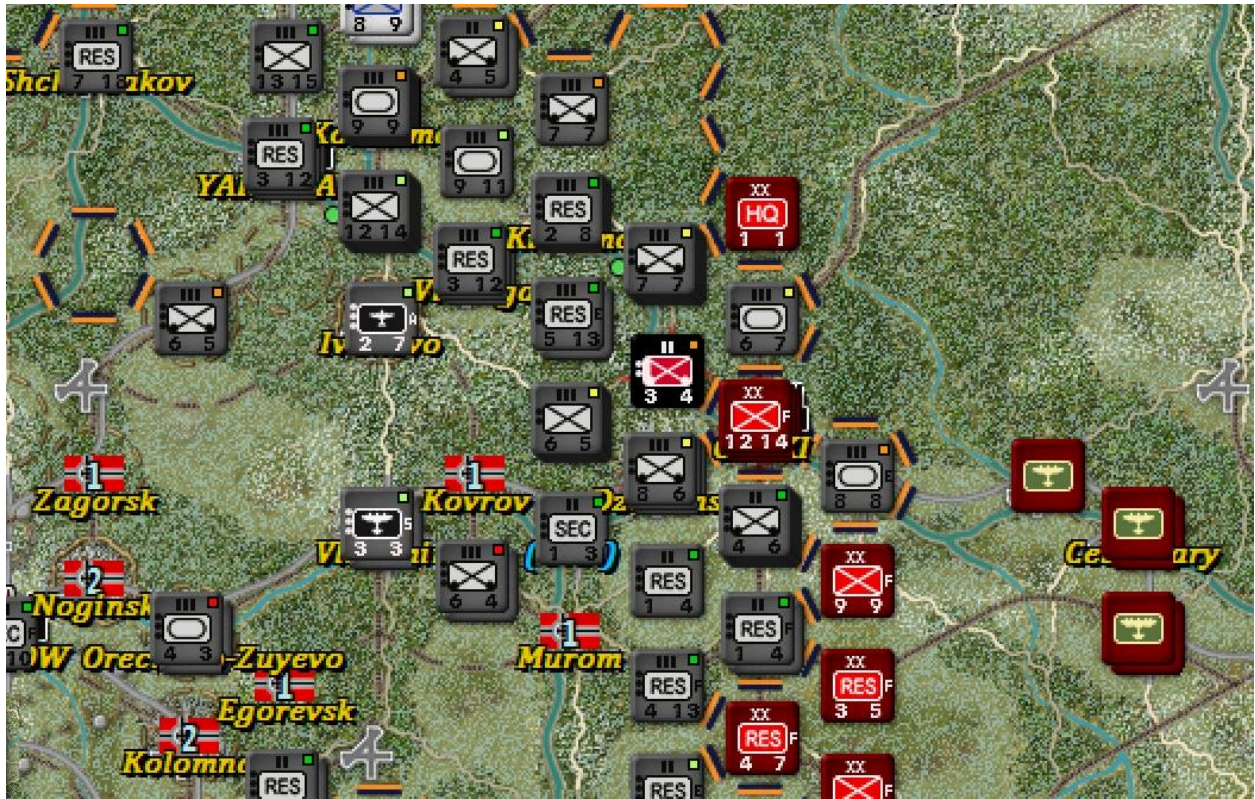


Clicking five times on the Down Y-Zoom gives this view:



Note that, while this provides some fine zoom control, but since it is done graphically there is some pixelization that occurs.

Clicking five more times reaches the max Y-Zoom:



This is about the same scale as shifting the map scale up one level to Huge. (So there are ten Y-Zoom steps between each map scale level.)

Now let's tab to the final button panel – the Reports tab.

The first button is for the Situation Report. Click on that:

SITUATION BRIEFING

Calendar

Current Player: AXIS.
This is turn 23 (November 23rd, 1941).
This game should end on turn 29 (January 4th, 1942).
Approximate turns remaining: 7.

Force

Our overall force proficiency is 90%
Our force supply stockpile level is 29.
Supply enhancement due to force transport asset sharing is 8.
Enemy interdiction reduces our supply capability by 0%
Our effective supply capability is 35.

Special Weapons

Our forces are not using chemicals.
Enemy forces are not using chemicals.
Our forces are not using nuclear weapons.
Enemy forces are not using nuclear weapons.

Theater

Our theater reconnaissance capability is 5%
Our air transport capacity is 0/0.
Our sea transport capacity is 0/0.
Our rail transport capacity is 18163/20000.

Victory

Enemy held objectives value: 253, Enemy loss penalty: 366.
Friendly held objectives value: 747, Friendly loss penalty: 72.
Net victory point award: -143.
Our victory level is 645 of 1000. This is an overwhelming victory.



This is about the same as under TOAW III. However, note that there is now a button to expand the report. Click on that button:

SITUATION BRIEFING

Calendar

Current Player: AXIS.
This is turn 23 (November 23rd, 1941).
This game should end on turn 29 (January 4th, 1942).
Approximate turns remaining: 7.
Turn Interval: Full-Week.

Game

Hexscale: 50km/hex
Climate Area: Northern
Attrition Divider: 2
Max Rounds Per Battle: 3
AAA Lethality Scalar: 100%
Engineering Build Rate Scalar: 100%
Hex Conversion Cost Scalar: 100%
Entrenchment Rate Scalar: 100%
Combat Density Penalty Scalar: 100%
Readiness Cost of Movement Scalar: 100%
Supply Cost of Movement Scalar: 100%
Divisor of Improved Road Movement Cost: 1
Naval Attrition Divider: 10
Event Variable Value: 0



There is now much more information available. But the report is now on three pages. This is the first page. Note that items that are at their default values are shown in a slightly smaller font, to alert players to the items that are not default. Note the “Down” button – to revert to the condensed version of the report.

Here is the second page:

SITUATION BRIEFING

Force

Our overall force proficiency is 90%.
Our force supply stockpile level is 29.
Supply enhancement due to force transport asset sharing is 8.
Enemy interdiction reduces our supply capability by 0%.
Our effective supply capability is 35.
Our force supply radius is 3.
Our force precision guided weapons level is 20%.
Our force air refueling multiplier is 0.
Our force NBC combat proficiency is 50%.
Our force night combat proficiency is 33%.
Our force electronic support level is 33%.
Our force communication level is 100%.
Our force pestilence level is 0%.
Our force loss intolerance level is 100%.
Our force movement bias level is 78%.
Our force ZOC cost is 100%.
Our force overextended supply threshold is 4.
Our force naval critical hit scalar is 10.
Our force RFC scalar is 10.

Special Weapons

Our forces are not using chemicals.
Enemy forces are not using chemicals.
Our forces are not using nuclear weapons.
Enemy forces are not using nuclear weapons.



Still more new information. Click the right button again:

SITUATION BRIEFING

Theater

Our theater reconnaissance capability is 5%

Our air transport capacity is 0/0.

Our sea transport capacity is 0/0.

Our rail transport capacity is 18163/20000.

Our rail destruction chance is 100%.

Our auto rail repair chance is 0.

Our guerrilla percentage is 0%.

Our air shock level is 100%.

Their air shock level is 100%.

Our shock level is 95%.

Their shock level is 100%.

Victory

Enemy held objectives value: 253, Enemy loss penalty: 366.

Friendly held objectives value: 747, Friendly loss penalty: 72.

Net victory point award: -143.

Our victory level is 645 of 1000. This is an overwhelming victory.

Victory Level Boundaries:

Total on-map objectives are 1000.

Draw when less than or equal to 200.

Marginal victory when greater than 200.

Significant victory when greater than 400.

Overwhelming victory when greater than 600.



Much more new information is available here.

The second button is the Scenario Briefing:

SCENARIO BRIEFING

Soviet Union 1941 Mobile Variant

"OPERATION BARBAROSSA"
Mobile Variant
Version 1

Designer: Bob Cross
crossr11@att.net

TOAW-3 ver.3.5

:: Both sides PO programmed ::

Date: June 22, 1941
Location: Eastern Europe
(Latitude 40N to 70N)
(Top Longitude 5E to 70E)
(Bottom Longitude 23E to 52E)
Map scale: 50km per hex
Time scale: whole-week turns



This is unchanged from TOAW III.

The third button is the Weather Briefing:

WEATHER BRIEFING

Weather zone 1

Weather: Overcast, frozen 3, light precipitation.
Precipitation and cloud cover should clear next turn.

Weather zone 2

Weather: Overcast, frozen 2, light precipitation.
A weather front is bringing cooler weather.
Precipitation and cloud cover should increase next turn.

Weather zone 3

Weather: Overcast, cold, heavy precipitation.
A weather front will bring cooler weather.



Weather zone 1

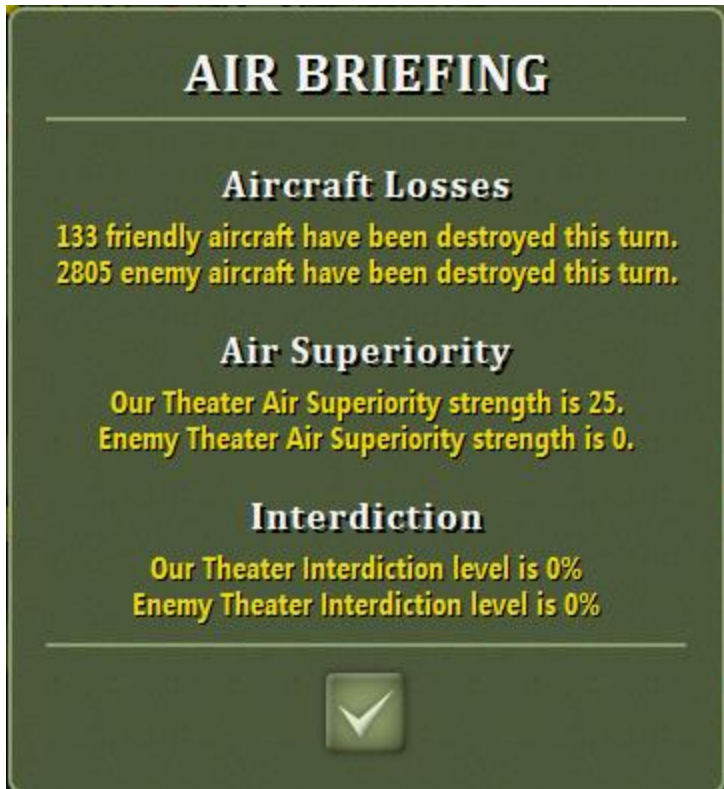
Weather zone 2

Weather zone 3



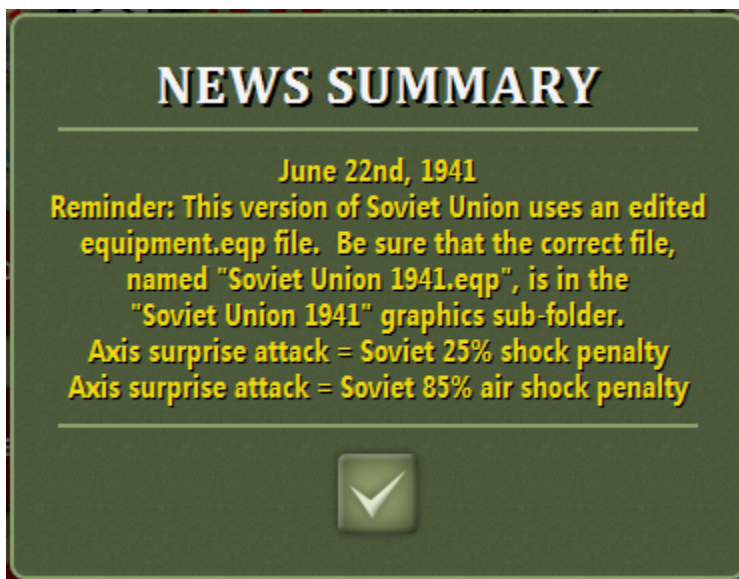
This is also unchanged from TOAW III.

The first button of the second row is the Air Briefing:



This is unchanged from TOAW III except for the part about the Fog-of-War factor being fixed each turn. Note that the Air War Panel has the same information in condensed form.

The second button is the News Report:



This is unchanged from TOAW III.

The third button is the Inventory:

Available Systems		On Hand	Rate	Turns	Assigned	Lost
	Military Police Squad	0	1	1+	337	0
	Mounted Rifle Squad (Late)	35	11	1+	971	84
	Motorcycle Squad	190	54	1+	4924	511
	Light Rifle Squad	101	128	1+	32481	283
	Rifle Squad	1360	326	1+	29865	3414
	Heavy Rifle Squad	409	72	1+	6955	1212
	SMG Squad	395	87	1+	8146	1033
	Reconnaissance Rifle Team	58	16	1+	1633	176
	AT team	0	3	1+	306	0
	Engineer Squad	17	27	1+	7812	52
	Rail Repair Crew	29	4	1+	1162	9
	Ferry-Bridging Team	47	18	1+	5151	43
	Medium MG	0	30	1+	2652	0
	Heavy MG	132	184	1+	14871	145
	AT Rifle	89	125	1+	9416	77

The only changes are the scroll bar and the sorting ability of the column headings.

The first button of the third row is the Expected Reinforcement Report:



EXPECTED REINFORCEMENTS

AXIS

Turn	Date	Location	Unit	Formation	Icon Type	Unit Info
13	9/14/41	0,34	XL Pz Corps Spt	4th Panzer Army	Reserve	[Strength 18, Move 12]
16	10/5/41	0,34	2nd/XXXVIII	18th Army	Reserve	[Strength 6, Move 05]
16	10/5/41	0,34	2nd/XXXVIII	18th Army	Infantry	[Strength 15, Move 06]
17	10/12/41	0,34	3rd/L Corps	AGN	Infantry	[Strength 15, Move 06]
17	10/12/41	0,34	3rd/L Corps Spt	AGN	Reserve	[Strength 6, Move 05]
18	10/19/41	3,46	SL Exp Corps	Slovak Exp Force	(Withdraws)	Strength 31, Move 05
18	10/19/41	2,46	SL Exp Corps Spt	Slovak Exp Force	(Withdraws)	Strength 12, Move 04
20	11/2/41	0,34	3rd/XXXVIII	18th Army	Reserve	[Strength 6, Move 05]
20	11/2/41	0,34	3rd/XXXVIII	18th Army	Infantry	[Strength 15, Move 06]
21	11/9/41	14,19	FI RR	FI Rail Repair	(Withdraws)	Strength 5, Move 00
22	11/16/41	6,32	AGN RR	AGN Rail Repair	(Withdraws)	Strength 3, Move 00
22	11/16/41	0,34	215th ID	18th Army	Infantry	[Strength 21, Move 05]
22	11/16/41	4,47	HU Mobile Cp Spt	Hungary Exp Frc	(Withdraws)	Strength 9, Move 11
23	11/23/41	5,40	AGC RR	AGC Rail Repair	(Withdraws)	Strength 5, Move 00
24	11/30/41	4,43	AGS RR	AGS Rail Repair	(Withdraws)	Strength 5, Move 00
25	12/7/41	0,46	Slovak MD	Slovak Exp Force	Motor Infantry	[Strength 19, Move 12]



Note the scroll bar, health icon, and unit icon. Note that the Unit Info of units that aren't on the map yet are shown bracketed, to help ID those units.

The second button is the Recent Reinforcements Report:



RECENT REINFORCEMENTS AND WITHDRAWALS

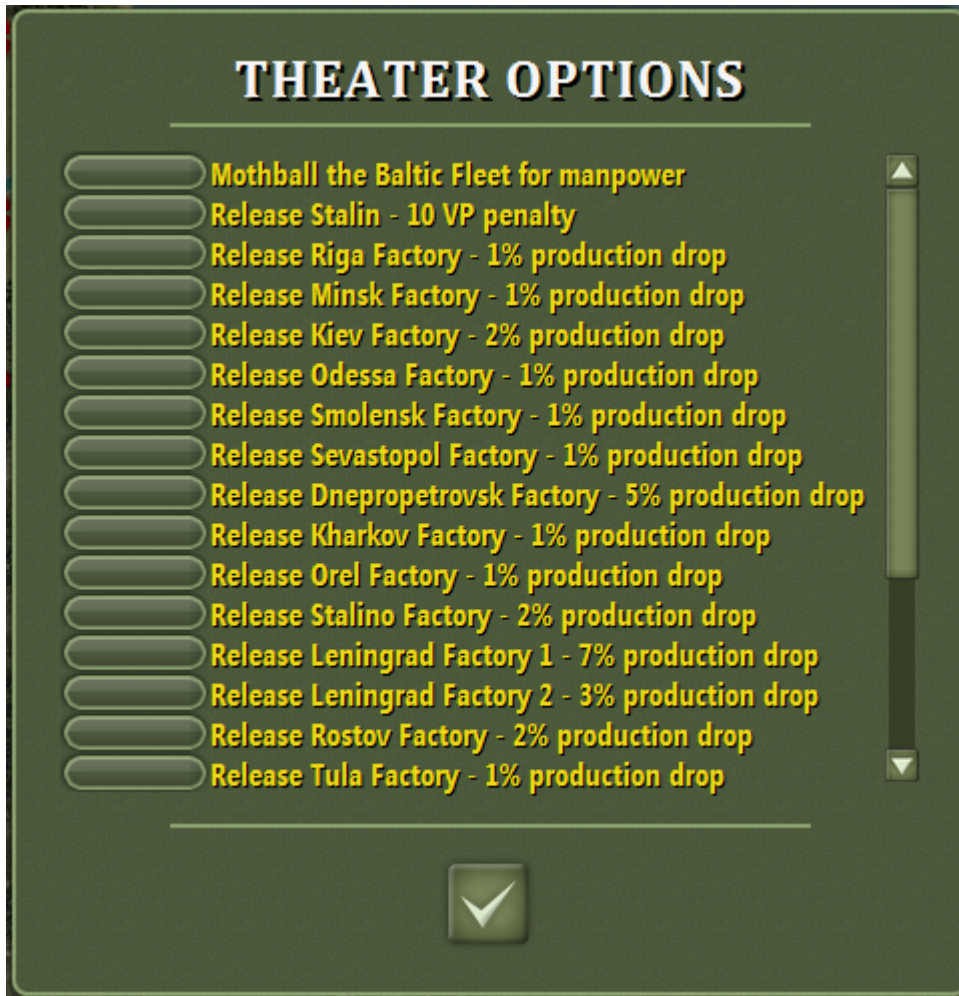
AXIS

Unit	Mission	Location	Icon Type	Unit Info
1st/L Corps	Mobile	Location 0,34	  Infantry	Strength 15, Move 06
1st/L Corps Spt	Mobile	Location 0,34	  Reserve	Strength 6, Move 05
2nd Army Res	Mobile	Location 0,39	  Infantry	Strength 46, Move 05
2nd Army Res Spt	Mobile	Location 0,39	  Reserve	Strength 16, Move 05
2nd/L Corps	Mobile	Location 0,34	  Infantry	Strength 15, Move 06
2nd/L Corps Spt	Mobile	Location 0,34	  Reserve	Strength 6, Move 05
2nd/LIII Corps	Mobile	Location 0,37	  Reserve	Strength 6, Move 05
2nd/LIII Corps	Mobile	Location 0,37	  Infantry	Strength 15, Move 06
3rd/V Corps	Mobile	Location 0,37	  Infantry	Strength 15, Move 06
3rd/V Corps Spt	Mobile	Location 0,37	  Reserve	Strength 6, Move 05
3rd/VI Corps	Mobile	Location 0,37	  Infantry	Strength 15, Move 06
3rd/VI Corps Spt	Mobile	Location 0,37	  Reserve	Strength 6, Move 05
60th MD	Mobile	Location 0,34	  Motor Infantry	Strength 20, Move 12
900 Lehr Bde	Mobile	Location 0,37	  Motor Infantry	Strength 13, Move 12
(von Weichs)	Mobile	Location 0,39	  Headquarters	Strength 7, Move 07
LI Corps	Mobile	Location 0,43	  Infantry	Strength 46, Move 06
LI Corps Spt	Mobile	Location 0,43	  Reserve	Strength 18, Move 05



The health icon is new, as is the unit icon and strength info. Note the scroll bar.

The third button calls up the Theater Option report:



This now has a scroll bar and the limit of options displayable at one time has been increased from 16 to 64.

The fourth button on this row toggles the Unit Panel display mode (from stack to group composition and back). This is the same as right-clicking in the Unit Panel.

The bottom row of buttons control the PO Assist operation. They turn on/off the display of one or all formation objectives, toggle PO Mode, and execute PO moves.

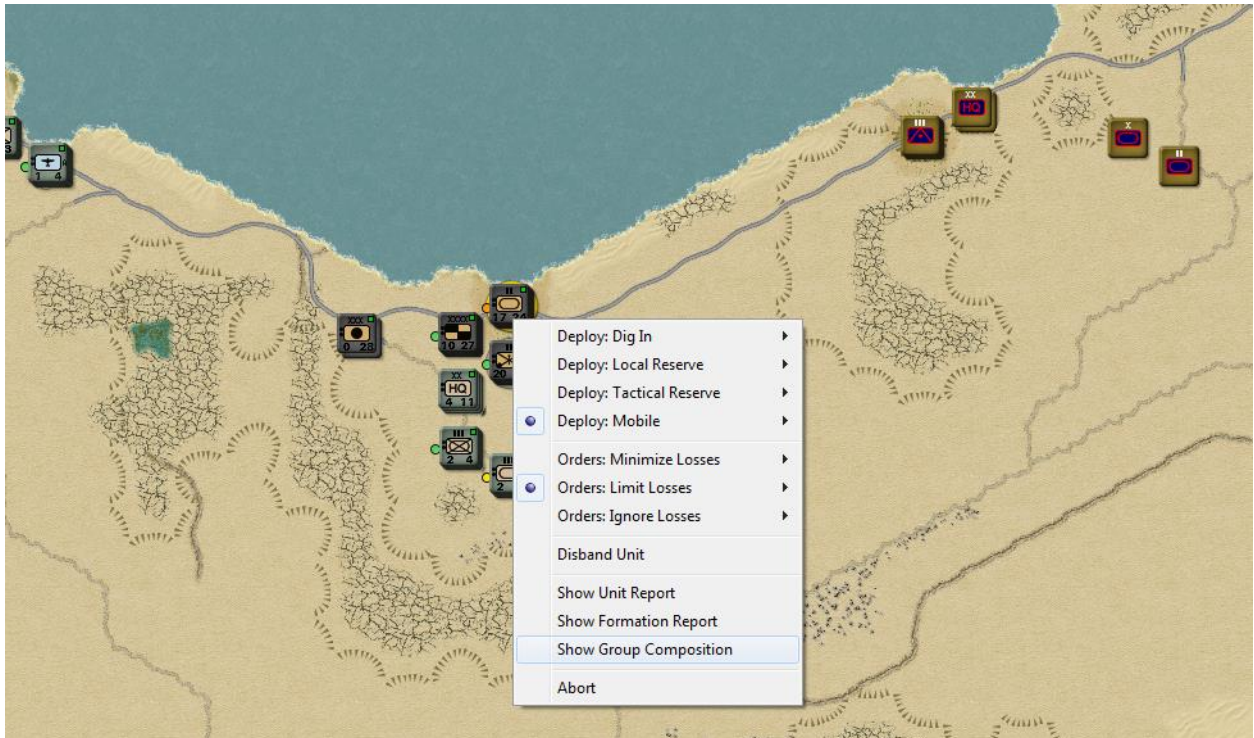
Finally, let's look at the popup dialogs.

First, the movement popup:

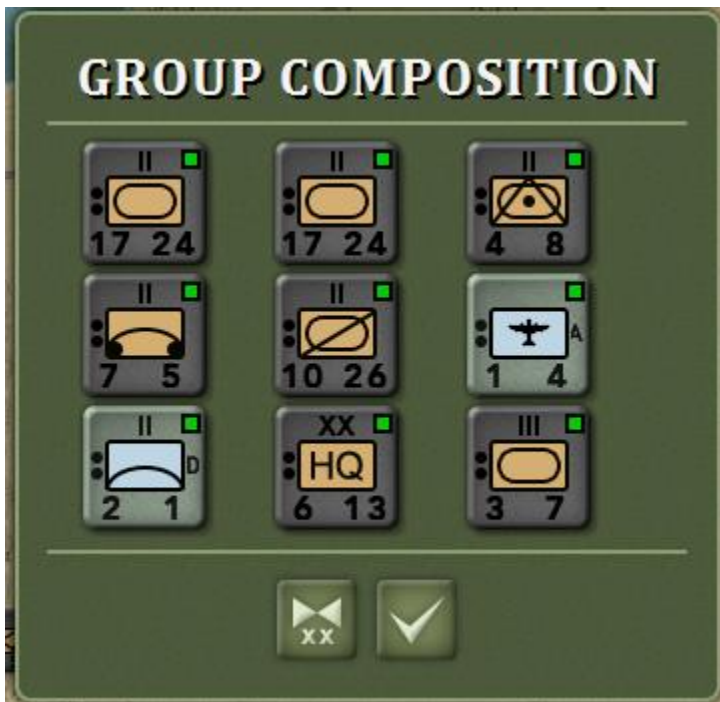


Note that to get the movement popup, you may have to hold the mouse button down for a short delay, depending upon what you have set the Menu Delay to in the Player Options. Here, I've set no delay, so the menu comes up immediately.

Also note that this scenario has a value of 2 for the Improved Road Motorized Movement Divisor. That means that motorized units pay only $\frac{1}{2}$ MP for each improved road hex entered.



The popup that results from right-clicking a stack can have many options, depending upon what is possible in the terrain (rail damage, rail repair, bridge damage, bridge repair, board plane, ship, train, helicopter, etc.). Here, one thing not yet seen is the Group Composition:



Note the dialog now uses huge counters and there is no 3D graphic. Otherwise, the entire popup is unchanged from TOAW III.

That covers the game UI. Next I'll detail the Editor UI.