

WARGAME

AIRLAND  BATTLE



MANUAL

FOCUS
HOME INTERACTIVE


EUGEN
SYSTEMS

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BASICS

LAUNCHING THE GAME

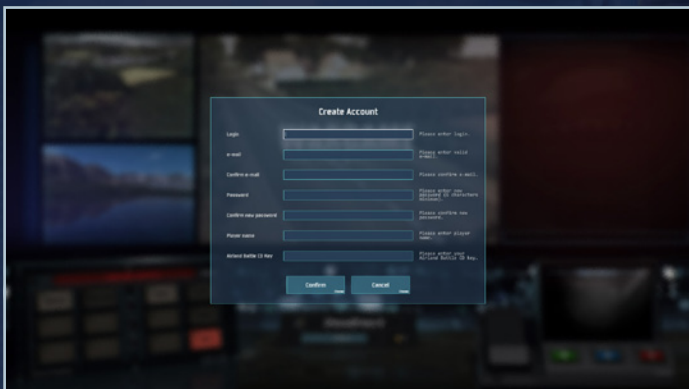
EUGEN.NET

When you start the game, you're asked to connect to Eugen.net game server. Eugen.net handles Wargame: AirLand Battle multiplayer system, as well as your friend list. You must be connected in order to play multiplayer games.

CREATE YOUR AIRLAND BATTLE PLAYER ACCOUNT

You'll have the choice to create a EugeNet account for AirLand Battle or to link your existing account from European Escalation.

- **For European Escalation Players:** If you have a EugeNet account from European Escalation, click on "Link account", then enter your login/password and the "AirLand Battle CD Key" provided by Steam
- If you don't have a EugeNet account, click on "New Account" and fill out the information as well as the "AirLand Battle CD Key" provided by Steam.



PROGRESSION IN THE GAME

PLAYER LEVEL

Your player level increases based on your progress in the single player campaign, on your successes in multiplayer mode and skirmish mode.



[Focus] Press R

LEVEL 2

UNDERSTANDING THE INTERFACE

SATELLITE VIEW (MULTIPLAYER MODE DESTRUCTION)



1. REMAINING DEPLOYMENT POINTS: These points may be used to call in for reinforcements. You receive additional points for every Command Zone controlled by your team.

2. MINIMAP: When zoomed in, the minimap allows you to keep an eye on the whole battlefield. Orders may be given to your units directly on the minimap.

3. TIME AND TEAM SCORES: Displays the score for each team and each player, and shows how long the battle has been raging.

4. COMMAND ZONES / OBJECTIVES ZONES: Take control of these zones for your team by sending a Command Unit (the Command Unit needs to stay still). Each zone grants your team a different amount of Deployment points over time, which is represented by the white number (the higher, the better). Each zone is also named by a call sign for easy coordination with your team. If both Sides have placed a Command Unit in the same Zone, the zone remains neutral. Depending on the game mode, the command zones behave differently.

5. ZONE UNDER CONTROL: Zones under your team's control are displayed in Sat View in the color of your team. A zone under control gives you reinforcement points.

6. REINFORCEMENTS ENTRIES: White arrows indicate possible entry points for reinforcements. In order to call for reinforcements, your team needs to seize control of a zone with an entry point. (If multiple entry points are under control, reinforcements will take the shortest path to reach the battlefield.) Long and thin arrows are entry points for planes, and short, wide arrows represent entry points for ground units. Be careful, if you don't control at least one entry point for planes, you don't have access to the airport panel. If you don't control at least one entry point for ground units, you don't have access to the deployment menu.

7. UNITS COMMAND PANEL: See below for more information

8. GAME PANEL: Here you can find the HQ and CHAT buttons, plus the new AIR COMM button, which allows you to send your planes to missions on the battlefield once the battle starts.

9. AIRPORT PANEL: You have 9 available spots for your planes. In this panel, you can see the status of your planes.

GROUND VIEW



Clever use of the landscape provides a substantial advantage over your opponent. Below is some information about the battlefield:

1. You can hide your units in Forests to benefit from heavy cover. Infantry units may also hide in buildings once you unload them from their vehicles.

2. Spotted but unidentified enemy units appear as black "ghosts". You can use your own personal knowledge to identify the units from their outlines.

3. Terrain has a strong impact on units' line of sight and shooting range. Clumps, shrub hedges, houses, and other elements of the landscape decrease and block the line of sight of units.

4. The type of terrain (crop fields, roads, forests, clumps...) has an impact on the units' speed. Be advised that units may momentarily get stuck in difficult terrain.

5. Your units. There can be different icons above your unit, providing you with useful information:

- Target icon indicates the unit is aiming/shooting at a target.
- Tool icon means a unit is damaged.
- Fuel icon shows the unit is running out of gas.
- Ammo icon indicates the unit is about to run out of ammunition. Use your supply vehicles (or FOB) to refill ammo and fuel, or to repair your units.

6. Roads can be used to move your units faster, with the "Move Fast" command (Press ";", +left click).

7. Unit Panel of the selected unit (see below for more info).

8. Units Commands Panel: give specific orders to your units.

DEPLOYING UNITS

DEPLOYMENT POINTS:

Deployment points are used to call up reinforcements in Single player and Multiplayer games. Each game unit has a point value, depending on its type and its experience. Use your deployment points to select your new troops, and place them on the battlefield. You can buy your units using the deployment panel shown below. The Units you can deploy have different ranks – higher ranked units are more efficient.



You start the game with an amount of points to deploy your units. These points are based on the mission or the game setting. Note that unused deployment points are still available after the start of the game. You'll need to control Command Zones with a command unit in order to get additional Deployment Points. These points will let you call for reinforcements at any time of the game providing the command zone you (or anyone on your team) control has reinforcement entries.

UNITS PLACEMENT

Here is a step-by-step guide to deal with reinforcements:

- Left click on the Deployment points Icon (top left corner) to open the Deployment Menu.
- Left click on an icon to open the corresponding category.
- Left click to buy a unit and then left click on the ground to place it there.
- Right click cancels the purchase. Right click on the unit on the ground (during the deployment phase only) cancels the purchase and the placement of the unit. Right click also works for planes on the airport panel.
- By pressing ctrl while you left click on the deployment menu, you can select a full platoon of units (for example, 4 units of infantry instead of 1, or 2 helicopters instead of 1).
- By holding shift while placing units on the battlefield, you can clone this group thanks to left click and deploy the same group again.

UNIT ICON DISPLAY

You can change the display of the unit's icons, and the style of the labels in the game. In Options, go to GUI/HUD. Here, you can select several icon styles: RTS, NATO; as well as label styles: European Escalation, AirLand Battle, or create a custom style.

LINE OF SIGHT AND LINE OF FIRE

Fog of War isn't displayed in Wargame. Therefore you may move your camera anywhere on the battlefield to check out the landscape and prepare your strategies accordingly. However, you won't see enemy units until they are in the line of sight of one of your units.

Landscape elements have a huge impact on your unit's line of sight. Some elements, like buildings, will block it. Others, like hedges or clumps, decrease the quality of the unit's view.

We recommend you use Reconnaissance units in addition to other units to gain a better view of the battlefield. These units have better optics equipment that is able to more rapidly detect small or hidden enemy units.

In Wargame, modern radio communications are simulated, so an enemy detected by an allied unit will automatically be seen by the entire army.

Once an enemy is spotted, your unit automatically starts aiming. Moving the mouse cursor over the enemy will display the line of fire. This line is composed of 2 parts: the targeting icon and the line of sight.

Targeting icon: if the targeting icon is red, you can't shoot the enemy. A text will indicate the reason why the shot is not possible: invalid target (the weapons can't be used against this unit); out of range (the target is too far); no line of sight (something is blocking the view of the unit or of the line of fire), or inefficient (weapons can be used against the target but at this distance the penetration power is not big enough).

Line of sight: can be composed of 3 different parts:

- 1. White opaque line:** weapon in effective range. Can shoot and cause damage.
- 2. White transparent line:** your target is in your line of sight, but you are out of range.
- 3. White dotted line:** something is blocking the unit's view.



UNITS

UNIT PANEL

The Unit panel is displayed at the bottom center of the screen when the unit is selected. It sums up the detailed information you can find on the complete Unit Information Panel. On this example, an anti-tank missile launcher is selected:



1. NAME: name of the unit's commander.

2. RANK: Units gain experience through battle. Ranked units have better accuracy, faster reloading and aiming speed, higher capacity of detection and greater morale.

3. EXPERIENCE PROGRESS: displays the progress to the next rank.

4. CONDITION: represents the unit's condition. Full bar means the unit is in top condition. Once the bar is empty, the unit is destroyed.

5. STATUS: There are 5 Status that can possibly affect a Unit.

- Units react perfectly to orders when they are Calm.
- Under fire, they can stress and may start to be Worried, reducing slightly accuracy and reloading speed.
- When Panicked, accuracy and reloading speed is dramatically reduced.
- When Stunned, the unit is temporarily immobilized and incapable of reacting.
- Worst case scenario and the unit will Rout, in which case they will attempt to flee the battle. You can't give an order to a unit with the «Rout» status.

6. FUEL: Fuel capacity is displayed here. If a unit runs out of fuel, you need to supply it before it can move again.

7. UNIT MODEL: Name and type of the unit.

8. WEAPON 1: Displays the type of weapon, the remaining ammo and the caliber. Click the icon to switch OFF the weapon to prevent your unit to fire this weapon. Click again to switch the weapon back ON.

9. WEAPON 2: Same as for the weapon 1. A unit can have up to three weapons.

When your Units are dealing with some heavy trouble, a specific orange icon will display:



This icon indicates that your unit has received a critical hit. Some embarked systems may be temporarily or permanently damaged. The crew of vehicles can also get hit, making the unit unable to operate.



This icon indicates that your Unit is stressed. Stressed units are much less efficient in battle.



This icon indicates that your unit is Rout. This means that it will attempt to flee the battle and won't respond to your commands.






This icon indicates that your unit is running out of fuel. You need to refill its fuel tank to keep moving.
























UNIT INFORMATION PANEL

When you select a unit, you can press I to display useful and more detailed information on a specific unit. This panel is really useful as it allows you to see your units' strengths and weaknesses. It also gives you the same information about the enemy units in order to adapt your strategy accordingly. Learn how to counter each unit and you'll gain an incredible advantage over your opponent. When moving the cursor over an element of this panel, you have access to detailed information about this element.

On this example, you'll see the Unit Information Panel for a M60A1:


40
M60A1 USMC



1


M68 [KE] [AoE] 105mm rounds x 40	M2 Browning 12,7mm rounds x 900	NO WEAPON
RANGE - GROUND  1925 m	RANGE - GROUND  1050 m	RANGE - GROUND  N/A
RANGE - HELICOPTERS  N/A	RANGE - HELICOPTERS  875 m	RANGE - HELICOPTERS  N/A
RANGE - AIRPLANES  N/A	RANGE - AIRPLANES  N/A	RANGE - AIRPLANES  N/A
ACCURACY  6	ACCURACY  3	ACCURACY  N/A
AP POWER  11	AP POWER  N/A	AP POWER  N/A
HE POWER  3	HE POWER  0.75	HE POWER  N/A
SUPPRESSION  121	SUPPRESSION  90	SUPPRESSION  N/A
RATE OF FIRE  7 r/m	RATE OF FIRE  500 r/m	RATE OF FIRE  N/A
ARMOR  <div> <div>9</div> <div>2</div> <div>4</div> </div>		4 <div> <div>FRONT</div> <div>SIDE</div> <div>BACK</div> <div>TOP</div> </div>
STRENGTH  10	ROAD SPEED  110 km/h	STABILIZER  None
SIZE  Big	STEALTH  Bad	YEAR  1975
OPTICS  Poor	FUEL CAPACITY  1500 L	TYPE  Marine
SPEED  50 km/h	AUTONOMY  500 km	

WARGAME

AIRLAND BATTLE

II

1- Weapons: Describe the weapons available on this Unit. You can have up to three weapons on a single Unit.

2- Weapons' ranges: Indicates the range of the weapons. On this example, we can see that the M68 has a range of 1925m against ground units, and the M2 Browning has a range of 1050m against ground units. Against helicopter, only the M2 Browning can be used, with a range of 875m. This Unit has only 2 weapons, and none of them is capable of dealing damage to airplanes.

3- Weapons' power: Here are all the information regarding:

Accuracy of the weapons

AP Power: damage done to armored enemy

HE power: damage done to non-armored enemy

Suppression: damage done to enemy's morale

Rate of Fire: number of rounds the unit can fire per minute

4- Armor: The unit's resistance to damage depending on where it get hits.

5- General Information:

Strength: The number of members in the squad or the amount of Hit points.

Size: The size of the unit. Big units can get hit more easily.

Optics: The better the optics, the more chance you have to detect enemy units.

Speed: The unit's off-road speed.

Road Speed: The unit's speed while on the road.

Stealth: The stealthier the Unit, the less chance you have to be detected by an enemy unit.

Fuel capacity: The amount of fuel needed to refill its fuel tank.

Autonomy: The autonomy of the unit in KM when the fuel tank is full.

Stabilizer: The better the stabilizer, the more accurate the unit will be while firing on the move.

Year: Year of production of the Unit.

Type: Type of combat groups the Unit belongs to.

The colors displayed on this Unit Information Panel follow this specific code:

Red: low characteristic

Orange: average characteristic

Green: good characteristic

Blue: excellent characteristic

UNIT CATEGORIES

Logistics [LOG]: Logistics group Supply and Command units. Command units are very important as they allow you to take control of command zones.

Reconnaissance [REC]: Reconnaissance units have superior optics and special training enabling them to spot hidden enemies.

Tanks [TNK]: Tanks are your main strike force, and often make up the core of a balanced army.

Infantry [INF]: Infantry units will join your command along with their land or air transport vehicle. Use the [UNLOAD] function to unload the infantry units from their vehicles.

Support [SUP]: Support combines artillery units and anti-air vehicles. They are very useful for supporting your primary fighting force from afar (artillery) and defending them from enemy air units.

Vehicles [VHC]: Vehicles combine lighter and faster vehicles. While they do not pack as much punch as most main battle tanks, their mobility and lower cost make up for it.

Helicopters [HEL]: Helicopters are extremely mobile, and offer a large line of sight. Some are specialized in ground attacks (gunships), anti-air, transport, etc.

Planes [AIR]: You buy planes like every other unit but you don't have to deploy them. When you buy planes, you can call them in for "missions" from the "Air Comm" menu, located at the bottom left of your screen.

PLANES MANAGEMENT

You can manage your planes thanks to the airport panel. On this panel, you can check all your planes and see their status. There are 3 main statuses for your planes:

- Available (the icon is in full color)
- In mission
- Being refueled (a gauge indicates the progression of the refueling)

AIRPORT PANEL



GAME PANEL



When a plane is destroyed, it is removed from your airport panel so you can buy a new one if you have more planes in your deck. You are limited to 9 planes in your airport panel.

When you send a plane on a "mission", the plane will arrive quickly from an entry point of the map. You can control it until it runs out of supply or is destroyed. A plane that returns to refill its supplies can be used later in the game; you just have to call it in again. To activate the "Follow cam" on your plane while in mission, double click on its icon in the airport panel.

INFANTRY MANAGEMENT


Infantry can take cover in buildings, offering significant protection. The infantry will take cover in a specific district, which will be highlighted in Blue. The vehicles remain outside.





Infantry units are really useful to hold position in buildings or in forest, as they can hide and benefit from heavy cover once you unload them.


UNITS LABELS AND ICONS


Each unit has a specific label, which allows you to identify quickly what kind of unit you have on the battlefield, and what unit you are facing. Some labels are similar, but display an icon in one of the corners. These icons have a meaning. You can find the following icons in the game:

 Indicates a Command Unit

 Indicates a Supply Unit

 Indicates a Recon Unit

 Indicates an Elite Squad

 Indicates a Unit with Incendiary weapons

Here are some examples for these icons:



Recon Team: Infantry or jeep with a larger recon range than other units and able to identify located units more rapidly. Recon teams are also less conspicuous than line units.



Combat Engineers: Line Infantry carrying flamethrowers instead of anti-tank weapons. They are particularly effective against infantry.

Here are the different labels you can find in the game, sorted by categories. Each label indicates a specific kind of unit, with its own properties. Learning which label corresponds to which unit is an important step you'll have to take if you want to gain knowledge of the game. The labels presented here are new Labels designed for Wargame: AirLand Battle. At any time, you can switch to the original labels from European Escalation thanks to the menu (See part "Understanding the interface/ 4. Unit icon display").



FOB: A secured facility capable of storing large amounts of supplies. Can only be deployed during deployment phases.



Light Command Vehicle: Light unit used to efficiently take control of an area and collect reinforcement points, or to bring in reinforcements from the edge of the map for reinforcement zones. Must be stationary in order to control an area. (Also exists as "Recon", "Supply" and "Vehicle")



Armored Command Vehicle: Same as above, but usually with more armor and sometimes more weaponry. (Also exists as "Recon", "Supply" and "Vehicle")



Supply Vehicle: Trucks able to supply fuel and ammunition to combat units, to repair vehicle damage and to replace lost infantry. They never break down, but may be captured by the enemy.



Transport Helicopter: Helicopter designed to transport squadrons/infantry teams over battlefields. Must be grounded to load and unload troops.



Armored Personnel Carrier: A reasonably well-armored and lightly armed vehicle designed to transport squadrons/infantry teams within a close vicinity of where combat is taking place.



Support Vehicle: Designates several different types of vehicles. It often refers to heavy weaponry mounted on tracked/wheeled vehicles that allow them to follow the infantry they are supporting. Highly effective against infantry, but less so against armored vehicles.



Infantry Fighting Vehicle: An armored and generally well-armed vehicle designed to transport squadrons/infantry teams to the heart of combat and take part in the fight.



Anti-Aircraft Helicopter: Helicopter armed with either Strela or Stinger anti-aircraft missiles, specialized in combating other helicopters. (Also exists as a Recon Unit)



Riflemen: Line infantry armed with assault rifles and a lightweight anti-tank weapon, and sometimes even with ATGMs. (Also exists as a Recon Unit, Command Unit and Support Squad)



Attack Helicopter: Helicopter heavily armed with a combination of rockets, machine guns and/or anti-tank missiles, allowing them to engage pretty much any ground target. (Also exists as a Command Unit)



Tank Destroyer: Vehicle equipped exclusively with anti-tank weaponry. Formidable against armored vehicles, but tend to be vulnerable to other types of troops.



Anti-Tank Team: Dismounted or mounted infantry carrying exclusively anti-tank weaponry. Deadly against armored vehicles, but tend to be particularly vulnerable to other types of troops.



MBT (Main Battle Tank): Relatively heavy and well-armed combat tank designed for combating other armed vehicles.



Cavalry Tank: Light tank that tends to be faster than MBTs, although with much less armor. They are mostly used to support infantry, lead dangerous reconnaissance missions and harassment.



Anti-Aircraft Missile: Infantry armed with MANPADS or SAM vehicles. Engages anti-aircraft units only from a greater distance than bullet-based anti-aircraft armaments, however with slower firing and aiming rates.



Artillery: Vehicle capable of firing at great distances above obstacles, with high explosive power on impact. Artillery can fire without a line of sight on its target, and can correct its precision if an allied unit does have a line of sight on the target. Typically, artillery cannot fire below a minimum range, although some last-generation howitzers are capable of flat trajectory fire.



Mortar: Same as above, but gives up a good deal of range in favor of greater precision..



Multiple Rocket Launcher: Vehicle capable of firing a barrage of rockets at a high rate. Causes less damage than artillery, but more damage to enemy morale. Discharges very rapidly and requires a large amount of supply. Cannot fire below a minimum range.



Anti-Aircraft Artillery: Auto-cannon(s) with a high firing rate, capable of firing within a very short time span, although with less precision and damage. Capable of engaging ground targets.



Anti-Aircraft Artillery with RADAR: same as above but with RADAR detection.



SAM Artillery: Artillery firing Surface to Air Missiles, designed to suppress enemy aircrafts.



SAM Artillery with RADAR: same as above but with RADAR detection.



Air Superiority / Interceptor: Aircraft designed to engage enemy aircrafts. These aircrafts allow you to control the air warfare and air power over enemy forces.



SEAD: Aircraft designed to suppress the enemy air defenses, to make him vulnerable to air attacks.



Close Air Support: Aircraft designed to provide support to your ground units on the battlefield. These aircraft are useful to support your units while attacking enemy forces.



Ground Attack: Aircraft designed to perform strategic strikes on enemy's ground forces. Ground attack aircraft are either bombers or attack aircraft.



Multirole Combat Aircraft: Aircraft capable of both air defense and tactical strikes. Although it is a versatile aircraft, it is slightly less efficient in each role than an aircraft specifically designed for a role.



Unidentified Unit: This label will be displayed whenever you spot an enemy unit which can be seen but not identified.

TUTORIALS

In the Solo Mode, you can find the "Tutorials" Menu. Tutorials in Wargame: AirLand Battle consist of five missions dedicated to the basics of the game. These five missions are designed to help you understand progressively how the game works and to teach you the objectives of the game. It is recommended to play the tutorials before starting the campaign or trying multiplayer games.

CAMPAIGN MODE

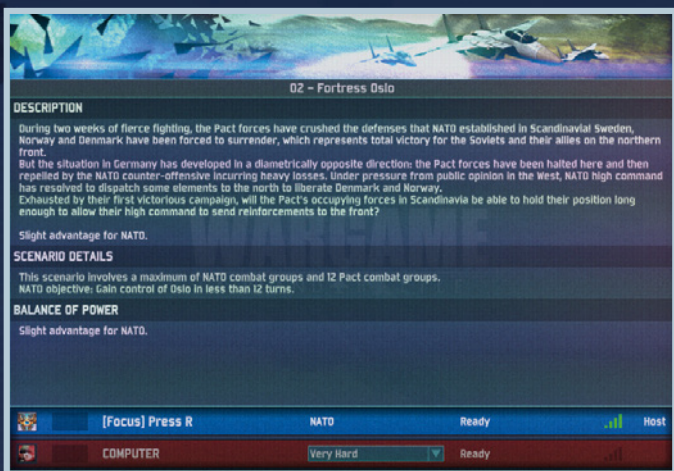
The campaign mode is designed to be played either solo against the AI, or against a friend.

PLAYING THE CAMPAIGN

In Wargame: AirLand Battle, you can choose between 4 different campaigns, depending on the time you want to spend on the campaign and the difficulty level you expect from the AI. The AI will behave differently in each game, in order to provide a unique experience every time you play a campaign.

Each campaign has specific objectives. Read carefully the briefing in the lobby before you start the game. It indicates the maximum units available for each side, the balance of power and the conditions to achieve to be victorious. Two of the campaigns allow you to play for PACT, the two others for NATO.

Campaigns are played both on a Strategic and a Tactical aspect. These two aspects are complementary and create a link between the turn-based phase and the real-time battles.



02 - Fortress Oslo

DESCRIPTION

During two weeks of fierce fighting, the Pact forces have crushed the defenses that NATO established in Scandinavian Sweden, Norway and Denmark have been forced to surrender, which represents total victory for the Soviets and their allies on the northern front.

But the situation in Germany has developed in a diametrically opposite direction: the Pact forces have been halted here and then repelled by the NATO counter-offensive incurring heavy losses. Under pressure from public opinion in the west, NATO high command has resolved to dispatch some elements to the north to liberate Denmark and Norway.

Exhausted by their first victorious campaign, will the Pact's occupying forces in Scandinavia be able to hold their position long enough to allow their high command to send reinforcements to the front?





Slight advantage for NATO.

SCENARIO DETAILS

This scenario involves a maximum of NATO combat groups and 12 Pact combat groups.
NATO objective: gain control of Oslo in less than 12 turns.

BALANCE OF POWER

Slight advantage for NATO.

	[Focus] Press R	NATO	Ready		Host
	COMPUTER	Very Hard	Ready		

USING THE STRATEGIC MAP

When you start a campaign, you can see a Strategic map. This map is divided into zones. The goal of the campaign is either to take control of the enemy's zones, or to resist the enemy's invasion. The first phase of the campaign is a turn-based phase. You have some Battle Groups (BG) under your command. A Battle Group works like a Deck, except that lost units will be lost for the rest of the campaign. Select your Battle Groups and move them on the map using roads. On the upper left side of your screen, you'll find your political points that work pretty much like the deployment points in a battle. You can use these points to either call reinforcements, or launch a strategic strike. Those strikes have powerful effects and should be used wisely.

The Strikes are divided into three main categories:

- **Intelligence:** This kind of strikes allows you to launch recon operations. The effect of this strike is immediate.
- **Tactical Strikes:** Those tactical Strikes aim at weakening enemy forces. They have a specific duration and apply to a specific area.
- **Security:** Those Strikes are designed to protect you from enemy's Tactical Strikes. They have a specific duration.



Once you have given all of your orders, select "Send Orders" to execute them. If your orders involve a battle, a new window opens. In this window, you'll have two options: fight or retreat. By selecting fight, you'll enter the battle and fight in real-time.

This is where the strategic aspect of the campaign (position on the map and use of your Battle Groups) meets the tactical aspect of the fights. The entry points you hold at the beginning of the fight depend on the roads you control on the strategic map. And if the battle goes on for more than one turn, you keep control of the zones which were under your control at the end of the previous turn. If you drop a Battle Group in a zone under enemy control on the Strategic map (Parachutists or Marines), this Battle Group will automatically be placed in a zone in the middle of the tactical map once the fight starts. You'll then have either to take control of a road or to hold position till reinforcements come.

When your turn is over, the AI will start moving its units on the map, too. The campaign goes on until you achieve the objective of the campaign or until you fail.

BATTLE GROUPS

Managing your Battle Groups is a crucial aspect of the Campaign. Battle Groups are defined by 2 major characteristics: Morale and Initiative.

The Morale of a Battle Group represents its resistance. The victory points when you face a Battle Group are calculated thanks to this formula: $VP = 500 * BG \text{ Morale}$. The higher your Morale, the harder it is for your opponent to win. If the Morale of a BG falls to 1, it cannot retreat anymore and will be destroyed if it routs.

The Initiative of a Battle Group decides of the deployment points available at the start of a tactical battle. The deployment points available for a BG are calculated thanks to this formula: $DP = 500 + 250 * Initiative$. The higher the Initiative, the more units you can deploy at the start of a battle.

A Battle Group can also rout if it suffers a Total Defeat or if you give order to retreat. When a BG routs, it will be automatically destroyed if it is attacked by another BG.

This is the Information Panel of a Battle Group:

40 1 st 1 NTRY BRIGADE	
6 — 2 3 4 — 310	
INFANTRY	96
FUSILIERS	72
+ FV432	5
ATGM MILAN	8
LAAD BLOWPIPE	8
+ PINZGAUER	
LAAD JAVELIN	8
Recon	50
GREEN JACKET [-00-]	20
+ FV103 SPARTAN	
FV721 FOX [-00-]	8
FV101 SCORPION 00	18
GAZELLE AH.1 [-00-]	4
LOGISTICS	34
FOB	4
★ FV105 SULTAN	8
★ CMD CHIEFTAIN Mk.10	4
ALVIS STALWART	16
CHINOOK HC.1	2
SUPPORT	30
FV432(M)	12
FV433 ABBOT	12

- 1- Name of the Battle Group
- 2- Morale of the BG
- 3- Initiative of the BG
- 4- Amount of units available in this BG
- 5- List of units in this BG

MULTIPLAYER CAMPAIGN

You can play the campaign against a friend. To do so, you need to be connected to Eugen.net game server. Then, select "Multi" on the main menu. You can now enter the "Online Campaign" mode. In the lobby, you can invite a friend. Once you're in the game, if a player leaves, the game is saved and paused. You'll have to launch the game again from the "Saved games" menu to continue the battle with the same opponent.

SKIRMISH MODE

Wargame: AirLand Battle includes a Skirmish mode that lets you play against the AI from 1v1 to 4v4.

It is possible to choose the AI level in order to set the difficulty of the game. The game conditions are the same as in multiplayer, except that you can only play against the AI.

This mode allows you to develop strategies, test your decks, and gain experience with the maps.

The Skirmish mode is available from the SOLO menu, and you don't need to be connected to Eugen.net server to play it.

Once you access the Skirmish menu, you'll find the same options as for a multiplayer game. The conditions of victory and defeat are also the same as in multiplayer.

MULTIPLAYER MODE

Wargame: AirLand Battle allows you to play against other players all around the world. You need to be connected to Eugen.net game server to play multiplayer games. Friendly games are possible in order to take part in a short and fun skirmish between friends, but competition is also very present, supported with official rankings calculated through an Elo system.

JOIN/CREATE A GAME

To play a multiplayer game, click on the "Multi" button on the panel at the bottom left of your screen. You'll see a list of multiplayer sessions that are waiting for players. In order to join the game, select a session and click on the "Join" button on the bottom of the panel.

If you want to host a game, click on "Create" to host the game.

Host game

Game type

I vs I

Game visibility

Public

Game name

[[Focus] Press R's Game

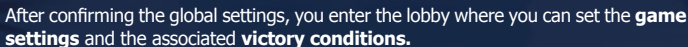
Create

Choose

Cancel

Choose

- **Game type:** Select the number of players you would like to play with. Note that you can change the settings afterward.
- **Game visibility:** If you select "Private", players will not see the session on the multiplayer menu and therefore cannot join you. You have to invite your friends to join the game.
- **Game name:** Enter the name of your game.



You can also choose the type of camp in the opposition option:

- **NATO:** All players will play with NATO.
- **PACT:** All players will play with PACT.
- **Confrontation:** Players can choose NATO or PACT.

Before launching the game, make sure you have selected the right army deck and that all players are ready to play.

OBJECTIVES

While creating a multiplayer game, you can set the game's victory requirements:

- **Destruction:** In this mode, the goal is to be the first to obtain the victory points earned by destroying enemy units. You win victory points by destroying your opponent's units. The number of victory points you win depends on the value of the units you destroyed. Once a player achieves the required number of victory points, the game is over.
- **Economy:** The victory condition is achieved by gathering reinforcement points.

THE DIFFERENT STAGES OF THE GAME

When you start a multiplayer game in Wargame: Airland Battle, you will face two different phases: the deployment phase and the battle phase.

- **Deployment phase:** in this phase you deploy your units on the battlefield thanks to your reinforcement points. When a player presses the "launch battle" button, a 2-minute timer starts. At the end of these 2 minutes, or if each player has pressed "launch battle", the deployment phase ends.
- **Battle phase:** in this phase you can freely move your units, take control of the different command zones and call for reinforcements. This is the real-time strategy phase.

DECKS

At the start of a multiplayer game, each player must deploy his units, thereby making up the army he will use to confront his enemy/enemies. The Army Deck is a selection of units from which you can choose for the deployment phase or for reinforcements. As the game includes more than 800 different units, this Deck system makes it easier to manage reinforcements and allows you to create your own army. To create a Deck, press the "Deck" button in the main menu. You can create your own decks or see existing decks. When you create your deck, you are given an amount of activation points. Each type of unit costs a specific amount of activation points to be added to your deck.

Here are some screenshots that will help you create your decks and build your own army. Overview of the Deck creation:



- 1- The name of your deck.
- 2- The amount of activation points already used/The amount of activation points allowed.
- 3- The amount of activation points spent in this category.
- 4- The cost to add a new unit in this category.
- 5- Units already in your deck.

Selecting the units:



- 1- The category of units selected.
- 2- The name of your Deck
- 3- The amount of activation points already used/The amount of activation points allowed.
- 4- Units already added to your deck. You can remove them by using the "delete" command.
- 5- The available ranks of the selected unit. They have the same cost but not the same availability.
- 6- The units you can add to your deck.

The Deck system allows you to create specific decks with bonuses. For example, National Decks will allow you to select prototype units and will give you more activation points.

CREATE A DECK

FACTION	NATO	
DECK NAME		
NATIONAL DECK	US	
	Prototype units unlocked + 2 activation points You are restrained to selected nationality	
TYPE	Marine	
	+ 1 XP for units of type 'INFANTRY' + 1 XP for units of type 'PLANE' You are restrained to selected type of units -6 slots available for unit type 'RECON'	
ERA	Category C (before 1975)	
	+ 80% Availability for all units You are restrained to selected period	
Create	Cancel bonus	Cancel
Choose	Choose	Choose

Decks are separated for NATO and PACT. Mixing NATO and PACT units is not possible. When you start the game, you have access to Starter decks. Starter decks are displayed in white and cannot be removed nor edited, but you can make a copy in order to customize your own version. The Army Decks offer you different categories and values of units. While keeping in mind the number of command points you defined at the beginning of the game, select the units with which you want to face your opponent and place them on the map.

CONTROLS

CAMERA CONTROLS

Moving the camera:

- **WASD or arrows** > Move the camera
- **Mouse wheel** > Zoom in/out
- **Keep the mouse wheel pressed down** > Rotate the camera in any direction.
- **Left click on the minimap** > Move the camera to the selected spot.

MAIN COMMANDS

Basic Commands:

- **Select a unit / multiple units:** left click on the unit, or lasso over multiple units to select one or more units.
- **Move:** when a unit is selected, right click on the ground/minimap.
- **Attack:** when a unit is selected, right click on an enemy unit.
- **Shift (held down):** queue up orders

Unit Groups:

- **Create a group:** when multiple units are selected, press Ctrl + 1 to 9.
- **Select a group:** when you have set up groups, press 1 to 9

COMMANDS PANEL

[Note] These commands are executed by a left click

- **Move and Attack:** Press "Q". The unit moves to the selected location, but whenever it runs into an enemy within firing range, it will stop and engage it.
- **Move Fast:** Press ";". The unit takes the fastest route possible by taking roads, to the selected location. It will not stop and fight if it encounters an enemy unit.
- **Fire on Position:** Press T. The selected unit(s) will shoot with applicable weapons on the selected position. Particularly useful for artillery or barrage attacks.
- **Stop:** Press E. Selected units stop and forget their current orders.

ADVANCED COMMANDS

To use those commands you have to open the Menu "Display Formations" on the lower right side of the screen.

Unit Squad:

- **Regroup units:** To group units of the same type, select one of the units, press "R", then left click on another unit. A squad is instantly created. Doing a left click on the ground after clicking on Regroup will give the order for the units to group together at that location. The units must be close enough to regroup.
- **Split units:** While a squad is selected, hold X and left click on the ground to split your squad into small squads of 1 unit. If you hold X and then click on the label of the squad, the unit breaks away from the squad and becomes its own squad. You can also use the Split button from the interface.
- **Spread units:** While a squad is selected, you can use the command "Spread" to keep distance between your units. If you have selected more than one squad, the squads will spread and you can repeat this command as many times as you want.

Transport:

- **Load an infantry unit:** Either select the infantry and then click on transport, or vice-versa. Both units come together and the infantry gets into the transport.
- **Unload an infantry unit:** While the transport is selected, hold U and click on the infantry unit to instantly unload it at the location where the transport is. You can also use the Unload button in the interface.

Other:

- **Activate/deactivate weapons:** When a unit is selected, click on a weapon's icon to activate or deactivate it.
- **Multiple selection interface:** When several units are selected, use the multiple selection interface and click on the unit's icon to select one in particular. If the selection takes up several "pages," use the "Previous" and "Next" buttons to go back and forth through all selected units.
- **Select/Remove units in the multiple selection interface:** Shift + left click in the interface deletes units from the multiple selection.
- **Ctrl + left click** on a unit's icon keeps every unit of the same type selected.

TIPS

Here are a few tips to help you build your army and use your units on the battlefield.

ARMY COMPOSITION

- Try to have a balanced army. You need to be able to face any kind of situation. Be sure to have anti-air (AA) units to face helicopters and planes, and recon units to see what your opponent is doing.
- Recon units are often essential in an army, as they give vision for all your units on the map.
- Be patient and set up defenses to protect your Command Vehicles and the zones you control.
- Don't spend all your reinforcement points unnecessarily. You may need to buy units if you have to deal with an unexpected attack, or if you want to adapt to your opponent's army.

MOVING ON THE BATTLEFIELD

- Use your recon units before moving to avoid ambushes.
- Use the "Fast Move" command to get far more quickly to a target destination, using the main roads. But be careful of enemy ambushes as your supply trucks could be captured and your other units destroyed.
- Your units move faster when they use the infrastructures of the game like roads and highways. When you move in the fields, your units might encounter problems with the environment (mud, forests, and mountains).
- The environment affects your units. Forests offer cover, but reduce your movement speed. Infantry units can also hide in villages and urban areas. Make sure to choose wisely where you move your units.

FIGHTING

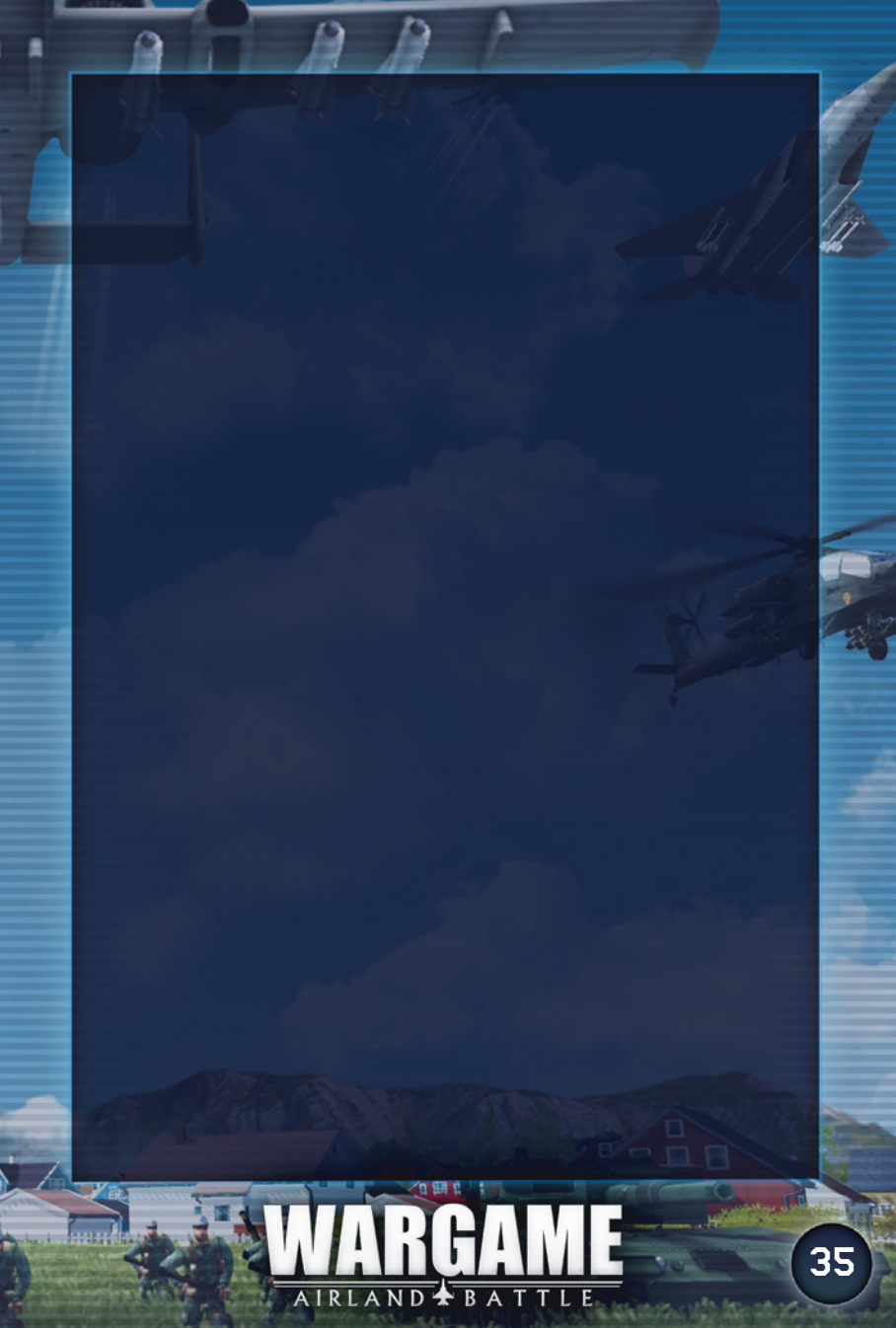
- Always try to figure out the position of enemy units on the map thanks to recon units. Use cover to hide your units. Units last longer when under cover and can sometimes shoot without being seen.
- You can unload your infantry units in urban areas so they can hide in buildings; or unload them in forests so they can ambush passing enemies.

- Infantry units are useful to defend positions if they are under heavy cover.
- Take into account the Morale of your enemy. Use artillery to panic enemy units and make them less efficient in fights.

MANAGING YOUR ARMY

- Always keep in mind that you need to provide ammunition and fuel to your units. Logistic units might not be really useful in fights, but they are essential to support your army.
- Don't forget that your planes have to come to your base between each mission. Use them wisely to develop their full potential.
- When your supplies are empty, you can send them back to your FOB to refill them. Only then can they return to supply your units on the battlefield.

Cover your reinforcement lines. A unit entering the battlefield can easily be ambushed.



WARGAME

AIRLAND  BATTLE

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