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1. INTRODUCTION

Military History™ Commander: Europe at War™ is a grand scale turn based wargame set during World War II. The game has been carefully designed to be easy to play yet hard to master. For ease of use the game has been designed to make use of the stylus throughout so you will not need to use the buttons at all to play the game.

1.1. MINIMUM SYSTEM REQUIREMENTS

To play Commander: Europe at War, your computer system must meet these requirements:

- Windows® 98/ME/2000/XP
- Intel Pentium 4, 1.4 GHz or fully compatible
- 512 MB RAM
- 300 MB of free space on hard drive
- Graphic card with the latest drivers

For maximum performance, your computer system must meet these requirements:

- Intel Pentium 4, 2 GHz or fully compatible
- 1 GB RAM

For multiplayer games, your computer system must meet these requirements:

- Internet (TCP/IP) or LAN (TCP/IP) play supported
- Internet play requires broadband connection and latest drivers
- LAN play requires network interface card with latest drivers

1.2. INSTALLATION PROCEDURES

Download and then run the Commander Installer. Double-click the Commander: Europe at War icon to play the game. Select your graphics options and then you will be taken to the main menu.

Please Note: Commanders Europe at War was developed in Java and as part of the installation it will install the Java Run Time environment to your machine, which it requires to run.

1.3. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game.



1.4. PRODUCT UPDATES

If you wish to be kept up to date with the release of patches and upgrades please register on the Slitherine forum at <http://www.slitherine.com>.

1.5. GAME FORUMS

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

1.6. TECHNICAL SUPPORT

Should you have a technical problem with the game, the best way to get help is to post a note in the Commander : Europe at War forum at <http://www.slitherine.com>. You'll then hear back from our personnel, or from one of the many helpful players of the game.

2. MAIN MENU



From the Main Menu, you have a number of options:

- *Start Game* lets you load a saved game or continue an existing game. There are 2 save slots so you can have up to 2 games in progress at a time. If you wish to overwrite a save slot, touch the delete icon at the bottom right of the save slot.
- *Options* lets you set the sound effects and music volume.
- *Credits*

3. NEW GAME SETUP

When starting a game there are a number of Basic and Advanced options, as follows:

3.1. BASIC OPTIONS

Side. You can play as either the Axis or Allies. Use the stylus to touch the side you wish to play as. The AI will control the other side.

Scenario. Use the arrows next to the date to change the starting date of your scenario, which range from Barbarossa in 1941 to D-Day in 1944.

Handicap/Difficulty Levels. Use the blue and green arrows to give an advantage to either axis or allied forces. This will affect the resources available, the income collected, and a number of other factors that all add up to making it easier for that side.



3.2. ADVANCED OPTIONS

By default, the Advanced Options are hidden, but you can display them by touching the 'Options' button. Advanced Options are as follows:

Fog of War. With Fog of War off, you will be able to see all enemy units and the enemy's production at any time. With Fog of War on, the map will be shrouded in a black fog that hides anything your troops are not aware of.

1945 End. With this option on the game will not end in 1945 and you can play as long as you like.

Random Research. With this option on there is a much higher random factor to research meaning the game will be less predictable and players have to adapt their strategies as events unfold.

Oil Consumption. With Oil Consumption off, you can move your units as often as you like with no penalty. With Oil Consumption on, every time you move a mechanised, air, or naval unit you will use up some of your oil supplies.

4. THE WAR MAP

The War Map spans from the USA in the west to the USSR in the east and from Scandinavia in the north to northern Africa in the south. Each hex has a terrain type such as open ground, forest, city, and more. Hexes can also contain a Resource or City.



4.1. SIDES AND NATIONALITY

There are two Sides in the game – Axis and Allies. The Allies are made up of 2 factions, the USSR and Western Allies. Each faction can have a number of countries

in it e.g. Britain, France and Poland are the Western Allies in 1939. Countries in the same faction will share their Oil Pool and Railroad Capacity, but each country stores production points separately. Nations have an allegiance and can either be Axis, Allied, Neutral, Pro Axis or Pro Allied.

The national boundaries in 1939 determine which hexes are Core to a country. Conquered Cities and Resources do not generate as much Production as Cities and Resources on Core hexes.

4.2. TERRAIN AND ENTRENCHMENTS

Every hex has a Terrain Type. Terrain affects Movement, can give defensive bonuses, reduces the Effectiveness of Armoured units, and determines the maximum Entrenchment Level. Rivers only effect units that are traversing the hex side.

Entrenchments are created automatically by units that do not move. Each attack on a hex reduces the Entrenchment Level by 1, regardless of outcome.

4.3. PRODUCTION OVERVIEW

Resources		    					 September 1939		COMMANDER	
 Production Stored	60	0	0	0	0	0				
 Manpower Trained	858	350	643	378	620	1514				
 Oil Reserves	650	650	740	740	740	270				
 Railroad Capacity	2	2	2	2	2	2				
 Industrial Effort %	108	50	55	75	0	0				

When you have no units or hexes selected the top screen shows the Production Overview. Each major nation appears across the top with useful information, as follows:

- Production Stored.
- Manpower Trained.
- Oil Reserves.
- Railroad Capacity.
- War Effort %

4.4. CONTROL TABS

Across the top left of the bottom screen are 4 small control Tabs. Each tab has a selection of options

4.4.1. TAB 1 – NATIONAL POLIC



Statistics. This takes you to the statistics screen.



Research. This takes you to the unit research screen.



Declare War. This toggles the Political Mode, where you can declare war on other Countries.

4.4.2. TAB 2 – MILITARY



Repair unit. This toggles Repair Mode on or off; see Repairing for more details.



Upgrade unit. This toggles Upgrade Mode on or off; see Upgrading for more details.



Buy Units. This takes you to the unit production screen.



Force Pool. This opens the Force Pool Deployment Window.

4.4.3. TAB 3 – MAP TOOLS

- **Zoom Out**
- **Hide Units.** Toggle units on/off. This buttons shows and hides all units on the Main Map view.
- **Hide names.** Toggle names on/off. This button shows and hides all city and Resource names on the Main Map view.
- **World Map.** This gives an overview of the entire European Theatre of Operations. A number of control buttons at the bottom left let you view units, view resource centres or view the political map.

4.4.4. TAB 4 – GAME CONTROLS



End turn. This ends your current turn and passes control over the your opponent or the AI.



Options. Lets you adjust the music and sound effects volume.

Save & Exit. Exits to the main menu and saves your progress.

4.5. SAVING GAMES

Every time you end your turn the game autosaves your progress to your selected save slot. The game also autosaves when you exit the game so you can save progress part way through your turn.

4.6. UNIT PANEL

When you select one of your units, the top screen shows the Unit Panel. It shows

- Unit Type
- Unit Graphic
- Commander Image, if there is a commander with the unit.
- Experience. The Experience Level is shown by Nationality icons next to the unit.
- Units stats
 - » Nationality
 - » Strength
 - » Effectiveness
 - » Supply
 - » Movement
 - » Entrenchment Level



Underneath is shown detailed information about the unit's combat abilities, which will be covered later in the Units section.

4.7. TERRAIN PANEL

If you select an empty hex, or touch a unit that is already selected the top panel will show terrain info with details about its effects, such as Movement Cost, Vehicle Penalty, Attack Penalty, Armor Penalty, Air Defense Bonus, and Survivability Bonus.

5. RESOURCES

There are three resources in the game:

- Production points
- Manpower
- Oil

5.1. PRODUCTION POINTS

Every Major Country collects Production Points (PP) from the cities and resources they control each turn; these can be used or stored for later use. Each Country also has a Base Value it gets from the land it controls and this Base Value never changes.



PP are used for many different actions in the game, including purchasing new units, buying laboratories for research, repairing damaged units and more.

Every City and Resource on the map has a number next to it indicating the PP produced by that hex each turn.

5.2. MANPOWER

Every country also collects Manpower Points.

Whenever a unit is purchased or repaired, Manpower is used up, and each turn it slowly recovers. Manpower does not run out, but the more you recruit the worse those new recruits will get, as you have to recruit those normally too old or young to be drafted. Manpower is shown in the middle of the top bar with a man icon. You will be warned when man power levels are running low and you are likely to get poorer recruits.



5.3. OIL

Each country has a base Oil Production Value and then adds on three Oil Points for every Production Point generated at an Oil Field. Oil Fields are very rare and the Axis side will need to defend its reserves in Romania and look for opportunities to take oil from the Middle East or the Caucasus. A country's Industrial Capacity modifies this Oil Production up or down, so new industrial technologies can offer a vital few extra points of oil per turn.



Each unit type has its own Oil Consumption Level. Infantry Corps and Garrisons use no oil, but all other units use oil every time they move and then again every time they attack. If you have no oil remaining your Motorized units will not be able to move or attack!

5.4. WAR EFFORT

The War Effort % varies from country to country and generally rises as the war progresses. For example, the USA starts with 0% War Effort, meaning that they have no resources allocated until their War Effort % increases. Industrial Technologies can also be researched which increase the War Effort % of a nation.

The War Effort % affects PP and Oil Production. The War Effort % increases every quarter from September 1939 onward and there is also a one-time boost to output when a country enters the war.

5.5. CITIES, FORTRESSES, AND RESOURCES

Every Resource or City has a strength from 0-10. As combat rages in these hexes or strategic bombing raids are carried out, this strength is reduced. Each turn the City or Resource will attempt to repair itself, slowly recovering up to full strength.



5.6. CONVOYS

During World War II, convoys were a lifeline for both the United Kingdom and the USSR, supplying huge amounts of material to both. In Military History™ Commander: Europe at War™, these convoys actually appear on the War Map and can be attacked by Axis forces. Therefore, it is in the Allies' best interests to escort and defend these convoys as closely as possible.

A convoy is a naval unit that contains Production Points. The number displayed underneath the convoy is the number of Production Points it contains, so at a glance you can easily see which convoys are most important.

Convoys can be attacked and destroyed like any other unit. Convoys are automated and move to their destination ports before each Allied turn. When they arrive at their destination, they automatically unload their Production Points.



6. POLITICS AND WAR

At the start of the 1939 scenario, only a few Countries are actually involved in the war. Other Countries may enter the war by joining one Side or the other, or they may be dragged into the war if someone declares war on them.

You may only declare war on Countries that are not friendly to your Side. If a Side declares war on a Country, that Country automatically joins the other Side.

Although the USA and USSR are Major Countries, initially they are not in the war. Major Countries that are not in the war still collect Production Points and can spend them, but cannot move any troops until they join the war.

6.1. THE POLITICAL MAP



The Political Map shows an overview of the political situation. The top screens shows the map with each countries flag, while the bottom screens shows a list of nations you may declare war on. The color-coding is the same as the Mini-Map, so Axis Countries are light blue, Pro-Axis Countries are dark blue, and so on.

Your units may only enter the territory of Countries in your Faction or those you are at war with. You may only attack units you are at war with.

To declare war on a Country, touch its flag on the bottom screen.



6.2. CONQUERING AND SURRENDER

Most Countries have one capital, but the United Kingdom and the USSR each have two. When a Country loses all its Capitals, they surrender to the Country that occupied their capital.

6.3. VICHY FRANCE

When France surrenders a special event occurs. Mainland France is divided into occupied France (in the north) and Vichy France (in the south). Syria becomes controlled by the United Kingdom, and Algeria becomes an independent Neutral Country.

6.4. VICTORY CONDITIONS

Victory in Military History™ Commander: Europe at War™ is determined by the number of Capitals you hold when the war finishes in Summer 1945. However, if at any point a Side has no Capitals left under its control it immediately loses the game and their opponent gets a Major Victory.

The score is the number of enemy Major Country Capitals held (Berlin, Rome, London, Paris, Washington, and Moscow).

7. UNITS

There are a wide variety of units available in Military History™ Commander: Europe at War™ and each has its own strengths and weaknesses. Units can either be deployed on the Map at the start of a Scenario or be deployed later from the Force Pool.

7.1. UNIT TYPES

Units are divided into types and this determines how they move, which attack value is used against them, and how combats are resolved. These types are:

Infantry – can move and occupy hexes. Use ground attack value against this unit.

Armor – can move and occupy hexes. Use ground attack value against this unit. Also apply the anti tank bonus when attacking this unit.

Air – air units can only move to hexes already controlled by their side. They can launch attacks on units a number of hexes away, and return to their hex after the attack. Use air attack values against this unit.

Naval – naval units can only go in sea hexes or ports. Use naval attack values against these units.

Subs – sub units can only go in sea hexes or ports. Use sub attack values against this unit.

7.2. UNIT ATTRIBUTES

Every unit is rated in a number of areas that determine its fighting ability. These are:

Ground Attack. How good the unit is at offensive maneuvers.

Ground Defense. This is used when defending against a ground unit.

Shock. This relates to aerial bombardment, artillery, and speed of attack. It reduces the defender's Effectiveness prior to the Fire Phase.

Anti-Tank Bonus. This is used against Armored units. It reduces their Survivability.

Air Attack. This is used against Air units.

Naval Attack. This is used against surface Naval units.

Sub Attack. This is used against Subs.

Strategic Attack. Used against Production and Resources

Movement. This is the number of Movement Points this unit receive each turn when fully supplied.

Attack Range. This is the number of hexes away the unit may strike an enemy unit. This applies to Air units only.

Land Spotting. How many hexes the unit can see on land to spot enemy units.

Naval Spotting. How many hexes the unit can spot at sea.

Quality. This determines how much Effectiveness the unit loses due to combat, how quickly it regains it afterwards, and its maximum Effectiveness.

Survivability. The higher this value, the less casualties a unit takes from combat.

Production Cost. The number of PP required to build the unit.

Manpower Cost. The amount of Manpower used up building the unit.

Oil Consumption. How many oil points are used for moving and attacking with this unit.

Build Time. How many turns it takes to construct this unit.

7.3. COMMANDERS

Commanders are a special type of unit that must be deployed to a unit and can be reassigned back to the Force Pool and on to another unit, but can never move on their own.

Each Commander has a Leadership Rating, which increases the maximum Effectiveness of all units within his Leadership Range.

In addition, some Commanders also have Ground Attack or Defense bonuses that give extra combat boosts.

8. UNIT ACTIONS

8.1. MOVEMENT

Units that are available to move will have their national icon flash. To select a unit that has not moved, touch it. To deselect the unit, touch the cross at the top right of the bottom screen. Once selected, all the possible destination hexes that the unit can move to and all the possible hexes it can attack are shown.

8.1.1. ZONE OF CONTROL

Land Units have a Zone of Control (ZOC) on adjacent land hexes. ZOCs can reduce enemy movement.

8.2. ATTACKING

Units may attack anything within their Attack Range. Most units can only attack enemy units they are adjacent to, but air units have higher ranges.

Ground units may not attack Naval units unless the Naval unit is in a Port. Naval units, except submarines, can attack ground units.

Ground and Naval units can attack, or move then attack. Air units may either attack or move, but may not do both.

8.2.1. AUTOMATIC ATTACKS

Interceptions. Fighter and Carrier units can intercept enemy air attacks, if the attack is made within their Attack Range.

Escorts. Fighter and Carrier units may escort Strategic and Tactical Bombers. If the enemy attempts to intercept, Fighter and Carrier units will automatically engage the interceptors, protecting the bombers.

8.2.2. STRATEGIC ATTACKS

Strategic Bombers have a special ability that allows them to directly attack the City or Resource even if it is occupied by an enemy unit.

8.3. REPAIRING UNITS

During combat, units become damaged. You may repair them up to their maximum strength of 10. To reinforce units, select repair from the Military Tab to enter repair mode.

In repair mode any units that can be repaired will flash. Touch the unit to repair it. The higher the Supply Level, the more you can repair. If a unit is out of supply, it cannot be repaired. Naval units can only repair when in a Port hex. When you touch a unit the cost of repairing it is shown on the top screen.



8.4. UPGRADING UNITS

As new technologies are discovered they are automatically included in any new units, but those already built must be upgraded. To upgrade units, touch Upgrade on the Military Tab. To exit upgrade mode click the X at the top right of the bottom screen.

While in Upgrade mode every unit is shown with X/Y numbers over it. The number shows your current upgrade level out of its maximum level. Units may only upgrade if they have not already performed an action and if they are not in an enemy ZOC. Units must be in supply to upgrade. Naval units must be in Port to upgrade.

8.5. RAILROAD MOVES

Rail movement allows you to strategically redeploy units around the map. To use rail movement, the unit must not be adjacent to an enemy unit and must have medium supply level or higher. You may only move to a city, or fortress with an unbroken connection of friendly hexes.



8.6. TRANSPORTATION LOOPS

Transportation Loops are connections between two points of the map that cannot be moved through normally. There are two loops – the Suez Canal, linking the Red and Mediterranean Seas, and the other is around Africa linking the Atlantic with the Red Sea. Only the owner of Port Said in Egypt can use the Suez Transportation Loop.

8.7. NAVAL TRANSPORT

Ground units may load on to transports at a friendly port if they start the turn adjacent to the port. When loaded they may then make a naval move. Loading on to ship costs Production Points. You do not build transports, they are automatically allocated when your troops board a ship.

To unload from a transport you must start your turn next to an unoccupied and non-neutral land hex. Click the Unload button and then select which hex to offload to. Landing units from transports reduces their Effectiveness.

9. COMBAT

Combat is split in to two phases, the Shock Phase and Fire Phase. Combat modifiers from the unit's effectiveness and terrain dramatically effect the results of any combat.

9.1. SHOCK PHASE

This occurs before the Fire Phase. During the Shock Phase the attacker uses their Shock value to make a Shock Attack, disrupting the defender before they can fire back.

9.2. FIRE PHASE

After the Shock Phase is the Fire Phase. The defender fires first in the Fire Phase. Once the defender has fired, the attacker gets a chance to attack back with any remaining Strength Points.

9.3. EFFECTIVENESS

The Effectiveness of a unit takes in to account many factors. It is the major determinant when calculating the results of a combat and also affects the chance of units retreating from combat.

The maximum Effectiveness of a unit depends on Supply, Quality, Organization and Leadership. If a unit loses Effectiveness, it will regain a percentage of it each until it reaches its maximum Effectiveness.

9.4. EXPERIENCE

Every time a unit fights, it gains Experience Points. Over time these build up and the unit will gain an Experience Level. Each experience level gives the unit a bonus to its Quality or Survivability.

As replacements are recruited, the Experience Level of the unit may be reduced, which will cause bonuses to be lost.



9.5. COMBAT ODDS



When you have a target selected the bar on the bottom screen shows details about any combat modifiers from terrain or entrenchments and gives a rough estimate of the ratio of attack casualties to defender. These values are only a rough guide and random factors can greatly modify the results.

9.6. RETREATS

In ground combat there is a chance the defender will be forced to retreat. The retreat chance increases as the unit's Effectiveness drops and the amount of Effectiveness lost during the attack increases. Units never retreat from Cities or Fortresses.

9.7. EXPLOITATION MOVEMENT

A ground unit that attacked and either destroyed or forced the defender to retreat from its hex has the option to make an Exploitation Move in to the vacated hex.

9.8. SUBMARINE SURPRISE ATTACKS

If a unit is trying to enter a hex containing a hidden sub, the submarine surfaces and attacks the moving unit. The sub will then be visible to the enemy until it moves away.

10. SUPPLY

Supply is a very important part of Commander; Europe at War. It represents vital materials needed to keep armies functioning, such as food and ammunition.

To be in supply you must be connected to a Supply Source. Two hexes are considered connected if they have an unbroken land route between them where all the tiles are controlled by their side. You cannot trace supply through neutral countries or across water hexes.

10.1. SUPPLY SOURCES & EFFECTS

Capitals are the best source of supply, but Cities, Ports, Fortresses also provide supply. Naval units may also act as a supply source if adjacent to a ground unit. Supply decreases with distance from the supply source.

Units with low supply can move less. Units with no supply have very restricted movement and suffer effectiveness penalties each turn.

Naval units are always in full supply. Air units are able to fly in the basics to supply themselves so always have a minimum of low supply.

11. VISIBILITY AND FOG OF WAR

In the game set up screen it is possible to turn the Fog of War (FoW) option on. With FoW, areas of the map which you cannot see will be covered in a dark shroud. Enemy units in the shroud will not be displayed and you will see no information on enemy Resources and Manpower.

Every unit has a Spotting Range for land and sea, which is the number of hexes it can 'see.' As you move your units around the shroud will be revealed. Naval units will only reveal the shroud at the start and end of their moves; when patrolling, and do not patrol while on route.

Submarines are special and are always hidden, even if the hex they are in is not in the shroud. This means with FoW turned off, submarines are still invisible. Submarines only become visible if they attack an enemy unit. Once revealed, a submarine stays visible until it has moved.

12. PURCHASING UNITS

You can purchase new units and recruit Commanders from the Production Screen. Each Country recruits their own troops and commanders. The flag at the top left of the bottom screen shows which Country you are currently controlling; the arrows allow you to cycle to other countries on that Side. Select the unit type you wish to view by touching it and touch it again to confirm the purchase. Notice it appear in the production queue at the bottom of the screen.



12.1. PRODUCTION QUEUE AND FORCE POOL

Some units are ready immediately, while others take a number of turns to be produced. When construction is complete the units are marked as “Ready” and added to the Force Pool.

The Force Pool button is in the Military Tab. When viewing the force pool you are shown a list of units available for deployment. Select the unit you wish to deploy and click on the map to deploy it.

Troops may only be deployed in national core hexes and must be



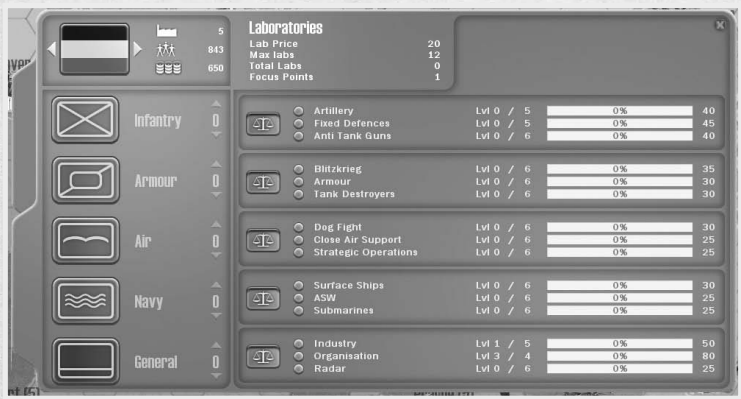
in or adjacent to a City, or for Naval units, a Port. US troops may not deploy in the United Kingdom and vice versa.

You may deploy one unit per City or Port per turn. You may deploy as many units as you can fit next to your Capital.

Commanders can only be deployed to units owned by that nation, and only to units that have not yet moved.

13. RESEARCH

Major Countries can improve their economy and units by conducting Research. You will be notified of any new discoveries in the Turn Summary. Technologies only benefit the country that researched them. Minor allied nations are given access to older equipment available to their faction leader, so Romania and Bulgaria would get lower tech German tanks.



The bottom screen shows the flag of the nation you are currently controlling. Use the arrows to change the selected nation. It also shows an overview of research and how many laboratories you have in each research area.

The top screen shows info on each research area such as your current tech level, progress towards the next tech level and research cost of that technology.

Touching a research icon on the bottom screen gives you a list of 3 options. These are the components of that research area. You can focus research on one of these areas by touching the check box to the left of its name or get details on the benefits of that research area by selecting the name. The details show the units that benefit from that technology and what those benefits are. You can use the up and down arrows to scroll through the entire technology tree.

By focusing research you are increasing the chance of a breakthrough in that area at the expense of the other 2 areas of that technology.

13.1. RESEARCH LABS

Purchase or sell labs by using the left and right arrows next to the research area icons. The cost of buying a Lab increases each time you buy a Lab, and sold but only at 50% of their cost.

13.2. TECHNOLOGIES

There are 15 Technologies in the game, split among the 5 research areas. They are as follows:

13.2.1. INFANTRY

Infantry Weapons – Increases the Ground Attack and Shock Attack values of Infantry.

Fixed Defenses – Increases Ground Defense and Survivability values of Infantry.

Anti Tank Guns – Increases the Anti-Tank bonus of Infantry.

13.2.2. ARMOUR

Blitzkrieg – Increases the Ground Attack and Shock Attack values of Armor units.

Armor – Increases Ground Defense and Survivability values of Armor units.

Tank Destroyers – Increases the Anti-Tank bonus of Armor units.

13.2.3. AIR

Dog Fight – Increases the Air Combat and Survivability values of Air units.

Close Air Support – Increases the Ground Attack and Naval Attack values of Air units.

Strategic Operations – Increases the Movement, Range, Spotting, and Strategic Attack values of Air units.

13.2.4. NAVAL

Surface Ships – Increases the Naval Combat and Survivability values of Naval units

ASW – Increases the Sub Combat values of Naval units

Submarines – Increases the Naval Combat and Survivability values of Submarines.

13.2.5. GENERAL

Industry – Increases by a percentage the Oil and Production Points received per turn

Organization – Increases Effectiveness values

Radar – Increase Survivability values, Production Resources and Air Combat values of some units, and Resources.

14. TURN SUMMARY

At the start of your turn you'll see a summary of your production and any technology breakthroughs from the previous turn.

15. SPECIAL EVENTS

15.1. USSR WINTER EVENT

Every winter, units occupying USSR core hexes will suffer a winter penalty causing a sudden drop in Effectiveness. The winter may start at any time between October to February. The first year causes the greatest penalty as this was the most severe winter of the war and neither side was totally prepared for it. The Axis suffers a greater penalty as they were less prepared than the USSR.

15.2. PARTISANS

Each turn there is a chance partisans will appear in occupied hexes. They are more likely to appear in remote areas away from cities.

16. STATISTICS

The Statistics screen lets you review the current situation. You can see the casualty counts on each side, the number of units each nation controls, industrial output, and more.

Casualties				
	S	A	+	↓
	10,060	416	2499	2926
	0	0	0	0
	0	0	0	798
	0	0	0	266
	0	0	0	0
	0	0	0	0
Return To Map				

17. IN-GAME OPTIONS

The in-game options allow you to save your game, end the game and return to the Main Menu, quit to desktop, and change a number of visual and audio settings.

You can play in a window, turn the hex grid on or off, turn ToolTips on or off, use darker tinting for sides to make it clearer who owns what, and turn counters on or off. (Counters are alternative unit icons, displayed like NATO unit symbols.)



18. MODDING SCRIPTS

Most of the data files in Military History™ Commander: Europe at War™ are set up to be easily modded.

If this is something you are into, feel free to play around, but make sure you back up your game first!

The scripts are located in the data folder of Military History™ Commander: Europe at War™. When playing multiplayer games, you must ensure that all machines are using the same modified scripts or the game will become corrupt and go out of synch.

For the English version, the scripts are

unit_eng.txt – Unit script

leader_eng.txt – Commander script

technology_eng.txt – Technology script

terrain_eng.txt – Terrain modifiers script

general.txt – Script that affects all aspects of the game



19. HELP & ADVICE

If you need any gameplay or technical advice on Commander – Europe at War please come to our forums at <http://www.slitherine.com> where our active community will be more than happy to help.

20. LEGAL

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