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INSTALLING THE GAME

Before playing Shattered Union it must be installed onto your computer. To install the game just insert the first game disc into your computer's CD/DVD-ROM. If you have auto-play enabled then a window will open and you can select INSTALL from that menu to begin installation. Otherwise, navigate to the setup.exe file on the disc and run that executable to start installation. Simply follow the on-screen instructions through the install process to complete installation. Once the game is installed correctly on your machine you can start the game through the start menu, desktop icon, or by inserting the game disc into your CD/DVD-ROM drive.

PLAYING THE GAME

NEW

From this menu option you can begin a new game. You can choose from three game types: Campaign, Skirmish, and Multi-Player. Each of these game types will be discussed in detail following this section.

LOAD

By choosing the load option you can load a previously saved single player game. Campaign games will load into the campaign screen or the tactical battle depending on when they were saved. Once you have selected a game type you'll be able to choose the game you want from the current list of games to load. Remember that campaign games are always saved under campaign, even when they are saved from a tactical battle.



SKIRMISH

Skirmish mode allows you to jump head first into the action of the game. With the skirmish option you choose to play a tactical battle on a map of your choosing with options that you can set to your liking. You are able to change all of the following settings in the skirmish setup screen - Faction, Starting Money, Special Powers, Attacker/Defender, Opponent, Map, and Attack Direction. All of these settings can be changed by clicking on the arrow and other option buttons on the screen. To toggle who is attacking and defending, simply click on either the sword or the shield icon between the opponent names and the setting will flip.

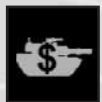


MANAGE UNITS

From here you can choose whether you would like to buy new units, sell or repair old units, or deploy your forces into battle. The deploy mode of this screen is only available in the campaign mode of the game. In any skirmish all available units are automatically selected to be deployed. The screen is divided into 3 main areas, the unit selector, unit detail window, and force pool. In order to change the function of the manage units screen between buying, selling/repairing, and deploying just click on the icons present to the left of the toggle switch.








BUYING UNITS



This is the default mode of the manage units screen. To buy a unit, click on the unit pictures on the upper left menu to rotate it to different units. The unit categories are described in more detail in the game reference section. Units are divided into the following categories:

 Infantry Units	 Light Armor	 Heavy Armor
 Anti-Air	 Artillery	 Helicopters
 Aircraft	 Single Use Units	 Scout Units

To the right of the unit selector you will see details about the current active unit in the selector. This information gives you the detailed unit statistics. The statistics with bars from top to bottom are:

 Vehicle Attack Strength	 Infantry Attack Strength
 Air Attack	 Defense Strength
 Collateral Damage	

The other icons in order from left to right are:

 Sight Range	 Attack Range
 Fuel	 Movement Range

To buy the selected unit, just click the Buy button in the right panel window. After a successful purchase you will see the new unit appear below in your force pool.

SELLING/REPAIRING UNITS



When in this mode you have the option of either selling or repairing a unit that is currently in your force pool. To repair or sell any unit, simply select it by clicking on the unit with your mouse and then press either the Sell or Repair buttons located in the right info panel. If you accidentally purchase a unit you can always return to this menu and sell back the unit at full cost as long as you do not leave the manage units screen after buying it. Keep in mind that the repair cost is determined by how damaged a unit currently is, so units will be cheaper to repair if they take light damage.

DEPLOYING UNITS *(Only in Campaign Mode)*



To select units to deploy into a tactical battle, use your mouse to click and select any unit from your force pool. This will lock the selected unit into the attack force. To remove a unit from the attack force, click them again. If you send no forces into a battle you will automatically lose the battle. Remember, forces that you allocate to the attack force will not be available to you for any defensive battles you fight in other territories on the same campaign turn. Managing your forces between offense and defense is a key element to any winning strategy.

ALL MODES

Once you are done purchasing, repairing, selling, or selecting units for deployment you can choose to return to the campaign screen if you were not preparing for a battle, or select to either auto deploy or manually deploy your units. Clicking the AUTO button will automatically deploy your units in a position the game feels is best, where clicking the MANUAL button will let you place all of your units onto the tactical map however you see fit.

TACTICAL BATTLES

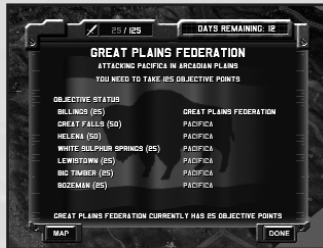
Tactical battles are fought to settle any and all disputes between warring factions over territories. When in tactical battle mode you are in direct control of your forces on the field of battle. Tactical battles are carried out in days. Each side will get one turn to give orders to units in its force, and once both sides have gone a new day will start. Tactical battles have a 14 Day limit, and at the end of the 14th

day if the attacker has not captured enough objective points to win the map he automatically loses. A player can also win a map by eliminating all of his opponent's units.

OBJECTIVE WINDOW

Info Mode

At the start of any tactical battle you will see the objective info window. This window can also be called up at any time in the tactical fight by clicking on the scenario briefing button and then the Info button on that screen. This window will give you specific details on what you must do in order to win the conflict. In the top left you will see the number of objective points you currently have, along with the number that the attacker must capture in order to win. In the top right you will see the current number of days remaining in the tactical battle.



Map Mode

The map mode of the objective window lets you quickly survey the current field of battle. From this map you can gather many important pieces of information, such as the location and value of objectives, and the current location of your units and visible enemy units. By default this map is set to show all possible features as represented by the icons along the right of the screen. Starting with the top icon and descending down, they mean the following:

	Toggle All		Toggle Objective Flags		Toggle Deployment Zones
	Toggle Units		Toggle Feature Buildings		Toggle Airports
	Toggle Landmarks				

You can toggle displaying all of these options on and off by clicking on their icons. Use this ability to customize the map display in any way you see fit.

DEPLOYMENT PHASE

At the beginning of every tactical battle you will have to deploy your units. The area you can deploy your units in is highlighted in yellow, and you will see a cursor with a transparent image of a unit in the middle. The unit there represents what unit will be placed on the field of battle when you click there with your mouse. To deploy, move this cursor around the map and distribute your units as you see fit. To change the unit on your game cursor, press the [or] hotkeys. If for any reason you don't like the way a unit is positioned, just move the cursor back over it and click on it to pick up the unit. If you selected aircraft to deploy into battle you will not deploy these units individually, but instead have an airport unit that you can deploy that acts as a home base for all your aircraft. Once you are done placing all your units click the END TURN button to begin the battle.



TACTICAL INTERFACE

TOP ACTION BAR AND SPECIAL POWERS

At the top of the screen is the button panel that encompasses two icons and their respective bar meters. On the left of the screen you will see icons that represent your current selection of special powers. The three buttons to the left and right of these bars perform various functions. Starting on the left and moving right these buttons toggle the objective overlay, access your aircraft menu, select your next unit, open the objective map window, end your turn, and open the game menu.



The left icon is the battle status bar and contains a sword and shield icon and represents the current status of all the objectives in the battle. The attacker is signified by the sword and a red bar, the defender has a shield and a blue bar. The amount of red represents the number of objective points the attacker controls, and the amount of blue the defender. If this bar ever turns completely red, it means the attacker has captured all the objective points he needs to in order to win the battle. The defender must keep a close eye on this bar and never let that happen! The icon to the right of the battle status bar is the collateral damage meter. This bar keeps track of the amount of damage to the world that has been caused over the course of a battle. The more bridges, buildings, and landmarks that you blow up in the course of a conflict the more this bar will fill with red. The amount of destruction you cause in the campaign mode of the game will directly affect your political reputation and determine both your alignment and special powers. In skirmish mode this bar can be ignored.

UNIT INFO PANE



When a unit is selected you will see new information displayed in the bottom right of the screen. This is the unit info pane, and will provide you with quick reference to any unit's current ability scores and effects. All of the numbers here are usually amber and this denotes their normal value. Whenever these numbers are higher than normal they will be blue. When they are lower than normal the numbers will be red. The area in the unit info pane to the right of these numbers will let you know what might be affecting the statistics of your units. Whenever a special power or crate has increased or decreased your unit's stats, or your unit is being affected by terrain, you will see an icon here corresponding to what has been affected:

Unit Movement		Terrain Modifier	
Unit Sight Range		Unit Attack Range	
Unit Attack Power		Unit Defense	
Unit Hit Points			

These icons follow the same rules as the unit numbers, blue stands for a bonus, red for a penalty. Special powers that affect your units will also leave behind a persistent glow, glowing red if they penalize your unit and green if they improve it. A unit can have more than one glow on it at a time, and one with red and green glows means that it is under the effect of both a positive and negative power. In order to pull up a detailed unit window to further examine a unit's statistics or view things such as experience, after selecting a unit click on the ? that appears in the top right area of this pane.

UNIT HEALTH BAR/FIRING INDICATOR



The health bar starts green and changes colors based on the unit's current condition. If the health bar is ever red, the unit is close to death and in need of repairs. To repair a unit on the field of battle you have to use a special power or resupply the unit. Resupplying is covered later in this manual. Just to the left of the health bar, is a square. This square is a unit's firing indicator. If a unit has this next to the health bar, it means that the unit has not fired yet this turn, and can still be used to attack.

FOG OF WAR

Most of the tactical map will appear darkened to you. The darkened hexes are hexes that none of your units can currently see, and are obscured by the fog of war. While you can still see terrain and buildings under the fog, you cannot see enemy units, defensive structures, or airfields. The fog of war will also darken your units' movement overlays, letting you know when you're moving into un-scouted territory.

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SELECTING UNITS

To select one of your units, simply move your cursor over it and click with the left mouse button. As the cursor moves around and you select units, you will notice that it will change shape and color.

Yellow: current selection

Green: indicates that you can move to that hex or use a special power if one is selected

Blue: indicates another friendly unit you can select if one is already selected

White: you aren't allowed any actions

Red: means that you can attack that unit.

In order to deselect the currently selected unit click anywhere on the map with the right mouse button.

MOVEMENT

The yellow overlay that appears whenever you select a unit is your current move range. This will always let you know where you can and cannot go. Every unit in the game has a movement range that is modified by three factors, fuel, terrain type, and the enemy zone of control. A unit consumes one point of fuel for every movement point (MP) it spends. When a unit runs out of fuel the fuel number will blink to let you know that the unit must resupply before it can move again. Normally moving one hex will cost one MP, but the terrain type can increase or decrease this number. The last factor in movement is the enemy zone of control. Enemy units will effect the movement of units that try and pass by them, but not around them. This means forming a defensive wall is a sound tactic to halt an advance. Helicopters are unique, however, in that helicopters' movements are only blocked by and can only block other helicopters. It is important to remember that units can move after they attack as long as they still have movement points remaining. This tactic is crucial to any hit and run technique.



RESUPPLY

Resupplying is a way for a unit to recover both hit points and fuel in a tactical battle. Units that run out of fuel must resupply before they can move again. Resupplying is easy and automatic, but can be stopped by your opponent. To resupply a unit, do not move or attack with that unit during your turn. If there is not an enemy next to your unit, then it will be resupplied at the end of your turn. Resupplying in cities is much faster than in the field of battle. A unit resupplying in a city will regain more hit points and 100% of its fuel. In the open, less hit points will be healed, and the unit will recover 50% of its total fuel amount.

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ATTACK

As you get closer to enemy units, you will notice targeting reticles appear over some of them to let you know that those units are now in your attack range. You can also manually check your unit's attack range by pressing the TAB key when you have a unit selected. If pressing TAB results in new windows showing up on the screen it means the unit is an engineer and you've opened their sub-menu. For more details on engineers please see the mine section below. Once you've moved to a spot within range, move your cursor to the enemy unit and click on them once the hex turns red to initiate an attack. The screen will fade and focus on the two units that are now doing combat. In a combat sequence the attacker will always fire first, followed by the defender who gets to retaliate if able. Units are limited to one attack per turn, which means that every attack after the first one against an enemy unit will not result in any retaliation. It's important to note that a unit must be able to attack to use up its retaliation, so if a unit with no air attack is bombed it will still fire if it's attacked by a ground unit that turn. To make a unit attack a ground hex, or fire into the fog of war you will have to force it to attack by bringing up the attack range overlay with TAB, selecting the hex you wish to attack, and clicking on it. While most units can see as far as they can shoot, artillery pieces in particular might have to shoot blind.



DAMAGE

The amount of damage dealt in a combat is relative, based on the difference between the attack strength of one unit versus the defense stat of the other. There is also a slight chance that a unit will score a critical hit, raising its attack strength to one much higher than its normal value. There is also always a chance that a unit can score a lucky hit on a target, dealing one point of damage, no matter how much higher the defense value is than the unit's weapon.

AIRCRAFT



Aircraft use a special menu, and operate outside of the normal realm of the tactical map. To bring up the aircraft menu, click on the Air Strike button in the top button panel. To select a unit from this menu, just click the pictures on the menu just like on the radial menu in the buy units screen. After any plane carries out its orders, it will fly back to its airport and refuel. A plane may only be used once per turn, but as long as they make it back safely they will be ready for action on the next turn. If for any reason your airfield is destroyed by enemy forces, you will lose all your aircraft in the battle. Bombers and fighters have two different functions in the game, and should be treated differently.

BOMBERS



Bombers are used to strike at unsuspecting enemy forces, preferably with little to no Anti-Aircraft (AA) defense in the area. When you select a bomber, your cursor will change to the attack mode, and you must select a hex or unit for the bomber to attack. Any AA defense around the area of the target will get a chance to shoot at the bomber before it can deliver its payload. An AA unit attacked directly though, will not get to fire until after the bombs are dropped. Enemy AA in the area that you can see, will display red radar cones that show you what area they can currently defend against. If you select a target within one of these cones, they will light up bright red to alert you of the danger of your currently targeted selection.

FIGHTERS



Fighters are used to defend against enemy planes, and to attack other air units such as fighters or helicopters. The large hex radius is the fighter's patrol zone. This patrol zone designates the total area that this fighter will defend against when placed in the selected hex. Any enemy planes that enter this patrol zone will be shot in the same manner that AA can defend against aircraft. A fighter will patrol for the entire turn of your enemy before flying back to the airport. In order for a fighter to successfully set up a patrol zone, the area must be totally clean of all AA. If the fighter happens to discover another fighter patrolling the same area, it will attempt to shoot down the enemy to gain control of the air space. In order to directly attack another enemy unit, just move the cursor over it. The patrol zone will go away and you will see a normal attack cursor over the selected unit.

AIRFIELDS



Airfields are a special unit that you can deploy on the map whenever you bring aircraft into a battle. You may select any location in your deployment zone for the airfield, but once it is placed it is a stationary unit and cannot move again. The airfield has many hit points, and can defend itself against aircraft well, but lacks power against the ground. If an airfield is destroyed, then all of the planes that the owner of the airfield brought into the battle are also destroyed.

SPECIAL POWERS



Special powers can swing the tide in almost any close battle, and once strong, can allow your forces to achieve the impossible. Your faction's current reputation will determine what special powers you have available to you in any given battle. In a skirmish game this value is set, and in the campaign this value is earned through your actions as described in

detail later. To access the special powers click on any of the icons on the left side of the tactical battle screen. If you're unsure of what a special power does, hover over it with the mouse cursor to see effects displayed at the bottom of the screen. If the power is lit, then it is ready for use currently. If a power is dimmed with a number over it, then that power isn't ready to use yet, but will be ready once it has charged-up or cooled-down as described below. Once you've found a power you would like to use, click on it to confirm your selection. This will make a cursor appear on the battlefield that represents the special power's area of effect. Whenever you find a legal target for the special power, the hexes will turn from white to green. Most special powers have a charge-up and cool-down time. The charge-up and cool-down time is the number of turns you must wait before the special power becomes active. This time is represented by the number that appears over the icons of the special powers.

OBJECTIVES

As mentioned earlier, tactical battles are won and lost based off of objectives. Each map will have various objectives that vary by attack direction. You can always check on the location and status of map objectives by clicking on the show objectives button in the top button pane. This overlay will highlight all the hexes of objectives on the map so that they are easy to see. Objectives highlighted in blue belong to the defender, and those highlighted in red belong to the attacker. In order for a player to capture an objective he must be the only faction to have any units in all of the objective hexes at the end of the defender's turn. This means the attacker must hold off any of the defender's units that try to get into the objective on his turn. Any objective that has any defending units in it will be considered to be owned by the defender. Holding an objective does not require that a unit be left behind in the objective once it is captured. If no units are in an objective, however, it will be very easy for an opponent to roll in and capture it.



CRATES

While playing through the game you will notice large military crates that plummet from the sky to various places on the map. These crates are Russian Aid, and usually contain a bonus for one of your units or a new Russian unit, but not always, as some are traps set up by saboteurs.



MINES / ENGINEERS

Mines can be laid on any hex in the battlefield, and come in a variety of types. Engineer infantry types are the only units that can lay mines in the game, and can do so by accessing their sub-menu by pressing TAB. Engineers can only lay one mine per turn, and doing so will use up their attack. In addition to being able to lay mines, engineer units can also remove mines from the map by moving over them. Removing mines will cost MP for the engineers, but the mines will not explode, or cause any other ill effects. Below is a list of mines that engineers can lay, but some special mines can only be obtained through the use of special powers. Some of these more advanced mines cannot be disarmed.



Standard Mine: These mines are invisible to enemy units, and make the perfect trap. They are effective against all ground units except some of the heavier armored tanks.



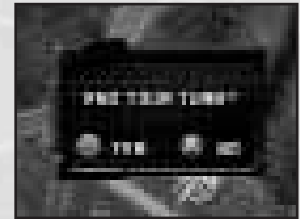
Dragon's Teeth: These mines can be seen by the enemy player. Dragon's teeth deal minor damage to vehicles and no damage to infantry. They can stop a vehicle dead in its tracks making them very effective roadblocks.



Barbed Wire: Barbed wire functions in the same way as dragon's teeth, but instead of being effective against vehicles it will damage and slow down infantry units. Barbed wire is also visible to the enemy player.

ENDING YOUR TURN

Once you have done all that you wish to, or can, accomplish with your units you have to end your turn for the game to proceed. To end your turn just click the End Turn button in the top button pane.



RESIGNING / SAVING / GAME MENU



If for any reason a tactical battle turns out to be hopeless, you always have the option of resigning the conflict and losing the battle. While in skirmish mode this means nothing different than losing normally, in the campaign this is a very valid method of preserving your units to fight another day. When you choose to resign, all units still alive will return to your unit pool for you to use next turn. If at any time during a skirmish you would like to save your game, this can also be done from this menu. To access this menu click the File Options button in the top button pane.

CAMPAIGN

The campaign mode of the game pits you against the other six factions involved in the war in the to struggle re-unite the USA. It plays out over the course of many tactical battles, and involves an entirely new strategic element.

NEW CAMPAIGN

After selecting this option you must select a faction and difficulty. By highlighting different faction territories you will see a display of the faction's name and flag, as well as its starting money and political reputation. Towards the bottom of the screen are eight feature icons. These features will give benefits to your faction in the form of extra income, reduced costs, and better damage or damage reduction. For more details, look at the game reference section later in the manual.



LOAD CAMPAIGN

After choosing this option, the Load Campaign screen will display. When you have decided which game you would like to load, highlight your choice and click the Load button to proceed with loading



CAMPAIGN MAP

In the campaign mode, the game is played from two major screens, the Campaign Map Screen and the previously discussed Tactical Battle Screen.

The campaign map screen provides you with all the information you need to make strategic war decisions. The icons at the bottom of this screen show the current number of feature buildings you control for each category in blue. When a territory is selected that does not belong to your faction, you will notice green bars that appear under the icons. The new bars represent what feature buildings you would control in total if you conquered the currently selected territory. It is important to note that if you destroy any of these feature buildings in battle you will lose their bonus. The green bars represent the total you could have if all feature buildings survive the



conflict. The location of these feature buildings is not the same from campaign to campaign, and their number and location are random across all of the territories.

To the right of the map you will see a territory info pane that displays information about the territory your mouse is currently over. Just below this information window you will see the option panel. From this panel you can click the buttons to enter the manage units screen, end your campaign turn, and access the in-game menu. The week indicator number is towards the bottom right of the screen. This number is provided for reference, because, unlike a tactical battle, the campaign has no set turn limit.



On the campaign map itself, the name of each territory appears over it when your mouse is over it. In addition to this, it is important to pay attention to the color the territory is outlined in. Red implies that this territory does not belong to you, is adjacent to a territory that you control, and can be attacked. A Yellow border means a territory you don't control, but is outside of your current attack range. White means that the location is currently under your faction's control.

TERRITORY DETAIL

This screen shows the details of any given territory, including one you already own. On the left is a map of the combat area of the chosen territory. This is the area of most interest within the territory, and where battles over the territory will be fought. Displayed on this map are the deployment zones, feature buildings, and other points of interest such as landmarks. You still have access to the option panel that exists on the campaign map, but in addition to the normal buttons there will be a button with a sword that you can click to attack the territory if possible. (This button only appears when you can launch an attack into a territory.)



ATTACKING

By selecting a territory adjacent to one of your own, you will have the option to deploy your units into battle. By attacking you will enter into a tactical battle. More details on this can be found in the tactical battle section. You can only attack once per campaign turn, so choose where you attack with caution. It is also critical to note that units you use to attack cannot be used to defend any of your other territories against attack in the same campaign turn. These units will be locked into the territory that they had attacked on your turn.

DEFENDING

When one of the other factions is taking its turn, you might come under attack and have to defend one of your territories. You can see where your opponents are attacking on the campaign map by the blinking territories. If for any reason you don't want to defend a territory you can always resign the battle by choosing none of your units to deploy. Defending works just like attacking, in that any units used to defend a territory will be locked into that territory and can only defend that location until the start of your next turn. Although you can only attack once on your turn, you might have to defend several times against different opponents.

Defensive Units

Although you cannot move or buy most units while defending, you can buy single-use units. These units are intended for defensive situations, and you can always buy them regardless of whose turn it might be. Remember that as single-use units they will only last you for one turn, not one week, and any of them you buy that you do not use in a tactical battle will be lost. While you may attack only once each turn, you may be forced to defend once for each other faction currently in the game. As factions are eliminated, the number of times you can be attacked also decreases. You can only be attacked in your territories that border with an opposing faction.

CAMPAIGN PROGRESSION

The campaign game is played in campaign weeks. A campaign week is comprised of an individual turn for each of the seven game factions. On your faction's individual turn you can choose to perform any of the following actions:

- Make one attack from your territory into an adjacent enemy territory.
- Buy new units to add to your forces.
- Repair units that were previously damaged.
- Sell units from your current forces to get more money.
- End your turn. This is necessary to progress the campaign week.

In order to continue the campaign you must end your turn once you have done everything. When it is no longer your turn you can only defend against an invading army.

POLITICAL REPUTATION



Political reputation plays a large role in the campaign mode of the game. Towards the top of the campaign map screen you will see a bar that progresses from red to green; this is your political reputation bar. At the beginning of a campaign everyone starts in the middle of the bar, and is considered to be neutral in the eyes of everyone else. As you progress through the campaign, your actions will influence the opinion of others and cause your location, as marked by the blue box, to move up or down on this bar. The farther to the left on the bar, the more evil and tyrannical your methods are considered. The farther to the right, the more people see your actions as just and righteous. The ranking you hold on this bar effects what special powers you are able to use in a tactical map, and the number of partisans that will join to fight either with or against you in a conflict.

AFFECTING POLITICAL REPUTATION



Your actions in tactical battles will sway your political reputation the most. The world keeps a close eye on the amount of destruction done in a battle, mostly by you but also by your opponent. The collateral damage bar in the tactical battle screen is a good quick reference to how you are faring in the minds of others in the current battle. The less red in the bar, the better people see you. The more things that are damaged or destroyed and units that are killed, the more red will appear and fill the bar, pushing your political reputation towards evil. Landmarks are crucial in this, and destroying a landmark can ruin even a good reputation, while making sure it doesn't come to harm can on the flip side greatly improve it. The less damage you do, and more battles you can win without destroying mass number of units, the more your political reputation will rise to good.

SPECIAL POWERS



At the beginning of a campaign you will always start in the neutral position, and have access to only three special powers that are relatively weak. The farther you stray from neutral, the more special powers you will get, and the more devastating or helpful they will become. The most special powers you can ever have at one time is five. Evil powers focus on mass destruction and increasing damage, where good powers try to minimize collateral damage, and can heal or protect units. Each faction has a unique set of special powers, and experimentation is the quickest way to find out which you like most. Again, in skirmish mode you can simply set your political reputation to whatever you desire in order to receive the special powers that you like.

PARTISANS

Faction armies are not the only combatants that can appear on a tactical map in the campaign mode of the game. Each territory has a chance to give partisan units to either faction in a battle depending on their political reputation. The better, or more green, a faction's reputation the more units they will receive in the battle. Any faction has a chance to get partisans as well if their political reputation is higher than that of the faction currently holding the territory, no matter how low it might currently be. The partisans are often willing to pick the lesser of two evils if the choice comes down to that. Partisan units are not very strong, but they can prove to be very useful tools in combat if used correctly. These units are not part of the skirmish mode.

UNIT EXPERIENCE

As your units fight battles throughout the campaign they gain experience. The more battles a unit takes part in and survives the more experience they receive, which will eventually cause them to gain a new rank. Each new rank provides additional hit points to that unit. There are two experience ranks, experienced (two bars) and veteran (star). These ranks are displayed to the right of the unit's health bar.

PERSISTENT DAMAGE

The destruction caused to cities and other areas of the country in your march towards reuniting the US does not go away once you leave a tactical map. Each location will remain just as damaged and war torn as the last time you left it, and perhaps even more so if it became a hot spot for other competing factions.

WINNING / LOSING THE CAMPAIGN

The goal of the single player campaign is to unite the states again as a single nation by conquering all 24 territories. There is no week limit to the campaign, so you have as long as you need to accomplish this goal. The campaign will be over and your faction defeated should you ever lose all of your territories.

SAVING / RESIGNING / GAME MENU

Whenever you would like to save your progress in a campaign, you can do so from either the campaign map screen or a tactical battle. Just press the START button to bring up the in-game menu and choose save from the options there

MULTIPLAYER

HOT-SEAT

Setting up a multiplayer for hot-seat mode follows the exact same steps as setting up a single-player skirmish game. Just continue on through the skirmish setup as normal, and a tactical battle will begin once things are complete.

Internet Game (Using GameSpy)

SKIRMISH SETUP

See "Read Me" file on CD for details

LAN Game

Use this option to play against other people who are located on the same LAN as your computer. After you select LAN from the menu, you will be brought to a lobby screen and asked to enter a name. After you have entered a name you will automatically join the lobby. From the lobby you can see a list of all the current games and choose one from this list to join. This list will show you who is hosting the game, how many people are in it currently, the map being played, and other info. To the right of the list window you will see another list, but this one will have all the names of the people currently in the lobby with you. You can also refresh the list or host your own match. Once you join a game or host your own, you will be placed into the skirmish setup screen much like the one in the single player skirmish mode, except that it includes ready lights for each player. Once both players have toggled their ready lights, you will be placed into the manage units screen, and finally into the tactical battle.

OPTIONS

You can choose options to get to the game settings menu. From the settings menu you can change the game options to better fit your preferences. The options that you can choose from are:

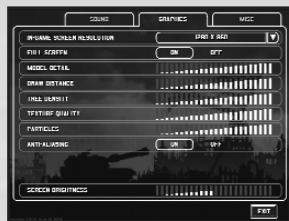
- Sound
- Graphics
- Hex Grid Display
- Camera Style
- Etc.

If you have any questions or wonder what settings will relate to in the game, just look at the bottom of the screen for hover help that will elaborate on all of the various game settings and what they can or can't help you do to improve your game-play experience.

The Extras category consists of a group of useful and or interesting materials concerning the game. The game's current readme can always be accessed through here, as well as the game credits and websites that relate to the game.

Exit

Choose this option from the main menu to exit out of the game and return to your desktop.



FACTION DETAILS

There are seven main factions in the game. Below is some information about each of these factions, including the territories they begin with and their turn order place in the campaign mode of the game.

NEW ENGLAND ALLIANCE



The New England Alliance is made up from parts of the former states of New York, New Jersey, Pennsylvania, Ohio, Maine, Vermont, Connecticut, Rhode Island, Massachusetts and New Hampshire. Members of the New England Alliance are driven and feel a strong sense of purpose in this war. Though only comprised of three territories, the NEA has one of the highest population densities in America. Before the secession, New Englanders felt that they were not given a representative voice.

Starting Territories: New York, Northern New England, Ohio Valley

Turn Order: 1st

THE CONFEDERACY



Comprised of a confederation of the former states of Virginia, North Carolina, South Carolina, Georgia, Alabama, Florida, Louisiana, Mississippi, Tennessee and Kentucky, the Confederacy sees the war as an attack on tradition and the acts of the other factions as treasonous. Other factions see confederates as backwards or stubborn. In fact, the Confederacy is quite progressive and other than geography it has little in common with the confederates of the first civil war.

Starting Territories: The Carolinas, The Cumberlands, Greater Florida, Mississippi Delta States

Turn Order: 2nd

GREAT PLAINS FEDERATION



The Great Plains Federation is made up of all, or parts of, the former states of Michigan, Illinois, Indiana, Ohio, Missouri, Wisconsin, Minnesota, Iowa, Kansas, Nebraska, South Dakota, and North Dakota. Midwesterners are usually seen as ultra conservative dirt farmers with a stubborn streak a mile wide. Members of the Federation are still generally more tolerated and tolerant than any other faction, as they often are familiar with or were previous members of some other faction.

Starting Territories: Central Heartland, Dakotas, Great Lakes Territory, Great Plains

Turn Order: 3rd

REPUBLIC OF TEXAS



One might argue that the Republic of Texas was just one excuse away from existing since the formation of Texas itself. The Republic is made up of parts of the former states of Texas, New Mexico, Oklahoma, Arkansas and Missouri. Though regarded as beer swilling cowboys, and gun toting rabble, Texans are also known to live by nonsense rules and take a dim view of traitors and bureaucrats. Texans are ferociously independent and live just one step away from anarchy.

Starting Territories: New Mexico Territory, North Texas, Oklahoma Grasslands, Southern Texas

Turn Order: 4th

CALIFORNIA COMMONWEALTH



The California Commonwealth is made up primarily of the former states of California, Nevada, Arizona and Utah. Although the faction is wealthy in natural resources, most of the population centers are on the Pacific coast. Typically, others see members of the California Commonwealth as shallow but with an eye for color. The

reality is they are also creative and resourceful. Most members of the California Commonwealth see the war as a battle against restriction and oppression.

Starting Territories: Arizona Territory, The Great Basin, Northern California, Southern California

Turn Order: 5th

PACIFICA



Pacifica is made up of the former states of Washington, Oregon, Montana, Idaho, Wyoming and Colorado. The Pacifica faction came into being as a last resort when refugees from San Francisco were forced from their homes by Californian militia. The realization that there was nowhere to turn forced the region to form a defensive

pact. Often classified as tree hugging technophiles with a weak grasp of reality, the reality is that Pacificans see the war as a fight against aggression.

Starting Territories: Arcadian Plains, Central Cascades, Northern Cascades, Southeastern Arcadia

Turn Order: 6th

EUROPEAN UNION



The European Union peacekeeping force currently resides in a single territory made up of the former states of Maryland, Delaware and parts of Virginia, West Virginia and New Jersey. After open hostilities broke out, the war compounded the growing instability in the world due to the loss of such a large and prolific market. The EU voted

to re-establish the union of states to prevent the spreading chaos. American resentment has grown since the EU decided to expand its role in the war.

Starting Territories: Eastern Shenandoah

Turn Order: 7th

UNIT INFORMATION

LEGEND



US Forces



EU Forces



Russian Forces

GROUND UNITS

























INFANTRY



A staple of modern warfare, infantry continues to prove to be a highly versatile and affordable combat unit. While slow on the ground, infantry units can make the most out of any defensive cover, compensating for their lack of heavy armor. Engineer units have the unique ability to place and remove mines and other obstacles to hinder the progression of enemy units, making them a valuable asset in any defensive and most offensive maneuvers. Used correctly infantry and prove to be a strong force on the field of battle, but tactics must be used to overcome their weak defense, slow movement, and short attack ranges.

*LIGHT INFANTRY

Though an infantry unit type, all light infantry units are single-use units, and are categorized in game under the single-use category. They are listed here as they are an infantry unit and share all the attributes of other infantry.

 MILITIA (LIGHT INFANTRY)* 	 ENGINEER (ENGINEER) 	 HEAVY INFANTRY (HEAVY INFANTRY) 
 COMMANDOS (COMMANDOS) 	 PEACEKEEPERS (LIGHT INFANTRY)* 	 EU HEAVY INFANTRY (HEAVY INFANTRY) 
 EU COMMANDOS (COMMANDOS) 	 SAPPER (ENGINEER) 	 SYMPATHIZERS (LIGHT INFANTRY)* 
 GUARDS INFANTRY (HEAVY INFANTRY) 	 SPETZNAS (COMMANDOS) 	 PIONEER (ENGINEER) 

LIGHT ARMOR



While lacking the heavy armor of a main battle tank, light armor can prove to be a very effect and affordable tool on the field of battle. Most light armor can still manage to pack a punch, especially against infantry. Its higher move rate can also make them versatile scouts that are able to withstand coming under fire. They are not as expensive as many specialty units, giving them more usability and versatility than other vehicles.

 M8 (M8-AGS) 	 SHERIDAN (M551) 	 LAV (LAV-AT) 
 AMX 30 (AMX30B2) 	 VEXTRA (GIAT 8X8 105) 	

HEAVY ARMOR



Few military vehicles are as well known as main battle tanks. Often showcasing the latest and greatest in ground military warfare, these vehicles are outfitted with the most advanced armor and weapon systems. They are designed to both devastate enemy vehicles, and withstand strong attacks. These vehicles are often slow due to their heavy protection and armaments. What they lack in speed, they more than make up for in firepower and defense on the field of battle. Being advanced units, heavy armor units also carry a premium price tag, but when used wisely are well worth the investment.

 M60 (M60A3) 	 ABRAMS (M1A3) 	 FCS BRAGG (LHM114D-MBT) 
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FCS HOOD
(XMS58PPC-MBT)



FCS JACKSON
(EM14NES-MBT)



FCS LEE
(FEWS1-MBT)



FCS STUART
(MMASGAU8-MBT)



CHALLENGER I
(MBT-1)



LEOPARD II
(MBT-2A5)



EU GOLIATH
(RGSM320-MBT)



T-55
(T-55)



T-90
(T-90)



ANTI-AIR (AA)



The only answer on the ground to air superiority, anti-air units are one of the essential units to field in any battle. Although they usually have little to no attack power against other ground units, no other ground vehicle can hope to provide the kind of defensive and offensive firepower in the air.

They are weakly armored, favoring mobility over damage protection, and should be placed in defensible positions. Each AA unit will provide a defensive coverage area against all aircraft equal to its attack range. They can also be used effectively against helicopters, but due to their light armor such engagements need to be weighed with caution.



AVENGER
(M998 SVML)



CHAPARRAL
(M730A2)



VULCAN
(M163A2)



GEPARD
(FlakPz-1-A2)



TRIDON
(40mm VSHORAD)



SHILKA
(ZSU-23-4)



ARTILLERY: The champions of long range combat, artillery units provide vital support to front line forces. While especially effective against infantry, artillery can prove to be troublesome to all but the most heavily armored ground vehicles as well. They have short sight ranges, however, and will need other units to scout for them if they are to operate at maximum efficiency. The long range of artillery does not come free, and these units cannot attack any unit in a hex adjacent to their own. This, combined with light armor, means any good strategy will never put them on the front line of battle. With average movement ranges, these units can also be effective at firing and then moving back behind the cover of allied forces.



BIG TOM
(M107)



CRUSADER
(CRUSADER)



MERL
(M270A1)



PALADIN
(M109)



FCS GRANT
(SIEGE400-SPH)



PzH 2000
(PzH2000)



ZUZANA
(ShKH155)



SMERCH
(9A 52-2)



SINGLE-USE / DEFENSIVE



















Single-use units are usually stationary structures that are primarily used to defend objectives. Light infantry are the one exception to this rule, and they can be found in the infantry section. The two most useful aspects of single-use units is that they are the only unit type that can be bought on defense, and since they can only be used once are very cheap given their statistics. These units are of almost no value on offense due to poor or no movement at all, but can prove to be excellent additions to defense maneuvers given the varied abilities of these units to provide strong ground, air, and distance support.

 155mm M777 (M777)	 BUNKER (BUNKER)	 DEFENSE TOWER (AIR DEFENSE TOWER)
		
 FH 105mm (FH 105)	 FH 155mm (FH 155-1)	 EU BUNKER (BUNKER)
		
 EU DEFENSE TOWER (AIR DEFENSE TOWER)	 M-46 130mm FIELD GUN (M-46)	 RU BUNKER (BUNKER)
		
 RU DEFENSE TOWER (AIR DEFENSE TOWER)		
		

SCOUT UNITS



While most vehicles in war focus on firepower or defensive abilities, scout units focus on providing forward reconnaissance with high mobility and sight ranges. The tradeoff for this mobility comes in the way of both defense and firepower, however, and these units often prove to be too fragile for most combat situations. Though armored enough to survive low caliber weapons, these units best defense is to use their high movement range to try and reach defensible positions, or one behind the allied front line. When it comes to expanding your sight range in order to spot for artillery or special powers, however, scout units are well worth their low prices.

 BRADLEY (M2)	 HUMVEE (M998)	 STRYKER (M1126)
		
 MARDER (MARDER 1A3)	 PANDUR (PANDUR)	 VBL-I (VBL-I)
		
 BTR-90 (BTR-90)	 VODNIK (GAZ-39371)	
		

PARTISANS

While a recruited and well trained army is by far the best force to have on a battlefield, some volunteer support from the local populace can always be of use. Partisan units are by no means a powerhouse on the battlefield, but they can provide useful services like scouting or defending captured objectives. These units are very close to scout units in statistics, but are even cheaper since they are

a result of reputation and not purchased. Partisans will never become part of your battle force, and even if they survive the tactical battle disappear and are not added to your force pool.

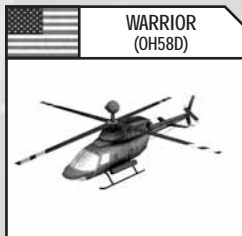


AIR UNITS

HELICOPTERS



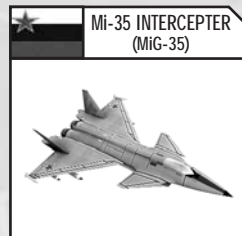
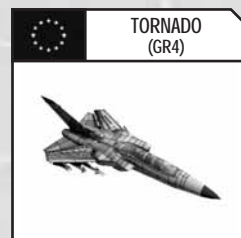
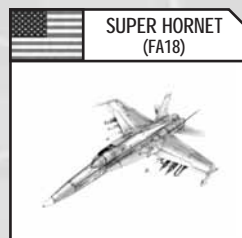
Helicopters combine the high mobility of a scout unit with the firepower of a main battle tank. Helicopters can move over any kind of terrain without penalty, and don't have to worry about any other ground obstacles such as mines. Helicopters usually excel in attacking ground targets and are very weak to air units, although the Super Cobra breaks this paradigm. The armor on most helicopters is light regardless, and they need to stay clear of ground AA units as well. With a high price tag, it would also be advisable to provide these units with defense against fighters as well. By exercising some care, helicopters can prove to be one of the most versatile and effective units on the battlefield.



FIGHTERS



Fighter units can provide broad area air defense for your forces, and serve as very effective direct attack units against other air units. Fighters follow the special engagement rules as described in the previous aircraft section. While fighters can attack helicopters without much concern, attacking other fighters is always a risky affair since they also have such strong air attack abilities. Given the high price and general fragility of fighters, it would be wise to use them with discretion.

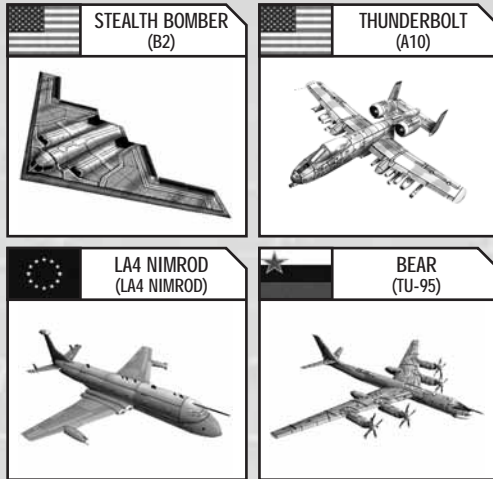


BOMBERS



Where fighters can rule the sky, bombers can decimate any opponent that exists on the ground. With massive attack strength against ground targets and an unlimited range, bombers are the pinnacle of air to ground combat. Bombers share the same fragile nature as fighters, as well as the high cost. This means that just as much, if not more, care should be taken when sending them out on missions. Although bombers can attack hexes they cannot see, this venture is an extremely risky one at best. By using your





ground forces to clear out enemy AA you can expose his force to your bombers and use them to the utmost effectiveness.







GAME REFERENCE

In this section you will find many in-game icons and symbols explained for quick reference. If by any chance you don't happen to see something explained here, you will find much more in depth coverage of skirmish and campaign components in the main part of the manual.

Territory Feature Icons

ICON	DESCRIPTION	GAME EFFECT
	This represents the presence of a bank within the territory.	+5% to Total Income
	This represents the presence of an aircraft hanger in the territory.	-5% to Aircraft Cost
	This represents the presence of a military base in the territory.	-5% to Infantry Cost
	This represents the presence of an automotive plant in the territory.	-5% to Land Vehicle Cost

ICON	DESCRIPTION	GAME EFFECT
	This represents the presence of a research lab in the territory.	+5% to Damage Dealt
	This represents the presence of a steel mill in the territory.	-5% to Received Damage
	This represents the presence of an oil refinery in the territory.	+5% Total Fuel Per Unit
	This represents the presence of a maintenance factory in the territory.	-5% to Repair Cost

Unit Information Icons

	Vehicle Attack Strength
	Infantry Attack Strength
	Air Attack Strength
	Defense
	Collateral Damage
	Sight Range
	Attack Range
	Fuel
	Movement Range

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