

[Front Cover]

[Welcome To The Koei World]

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[left page will use same film of Allied soldiers and tank used in the SEGA manual.
Right facing page will have Introduction text]

INTRODUCTION TO OPERATION EUROPE

Operation Europe: Path to Victory, 1939-45 is an historical simulation on the European and North African battles of World War II. The game allows up to 2 players to role-play as Army Commanders for either the Axis or Allied forces. This game emphasizes the military aspects of the war and leaves diplomacy up to the politicians.

Six scenarios cover the entire war, each scenario representing a specific battle. The invasion of France, battles in North Africa, the great tank battles at Kursk,

the storming of Normandy, the Battle of the Bulge, and the Fight for Berlin are all simulated. Hundreds of historical figures and armaments add to the realism of this intense military strategy game.

Tanks, half-track armored personnel carriers, and land mines are all at your disposal for ground assaults. To support your efforts, you have bombers to raid enemy targets and transport planes to bolster supplies of paratroop battalions, food, fuel, and ammo.

You call the shots in this war. Follow the tactics of great commanders such as Patton, Zhucov and Rommel or blaze your own strategy. The choice is yours! Formulate your own PATH TO VICTORY!

Your Goal

In **Operation Europe: Path to Victory, 1939-45**, you play the role of an Army Commander of the Allies or the Axis. Your goal is to lead your troops to victory in battles by occupying enemy cities, while at the same time defending the cities you already control. Specific goals are set for each scenario to recreate the realism of the historical campaigns. Before you start a new game, read the victory conditions of the scenario you selected in **Scenarios**, on page xx.

Two Levels of Game Play: Strategy and Battle Modes

In **Operation Europe**, there are two levels of game play: Strategy Mode and Battle Mode.

Strategy Mode: You will maneuver your Regiments on the Field / Aerial Map and prepare them for battles. Under the **Tactics** command, give orders such as Attack, Defend, and Move to each Regiment. You may also request additional weapons and supplies, call for the re-organization of several Regiments, or even dispatch a Special Forces team.

Once an enemy Regiment is discovered, and one of your Regiments is adjacent to the enemy, battle will begin shortly. As soon as the fighting starts, the Battle Mode begins.

Battle Mode: The Battle Mode displays the Battle Map, an overhead perspective of a small battlefield area. Position your Battalions on the battlefield and then carry out the battle commands. Enemy and friendly maneuvers are animated on a variety of terrain. When the battle is over, the Strategy Display will reappear.

Army Structure

[Diagram of Army Structure]

ARMY

This is the largest grouping of army personnel. The Army Commander has command over all officers and soldiers within this group.

Army Headquarters (Army HQ): Army Headquarters is the command post for the entire Army. Positioning of all Army units is coordinated according to HQ tactics. Within Army Headquarters are the Chief of Operations, Chief of Intelligence, and the Army Commander. The Division where Army Headquarters is stationed is highlighted in gray. When the headquarters are moved, these commanders all transfer to the new position.

DIVISION

The Army is divided up into four Divisions. You may give direct orders to each Division or delegate your commanding authority to Division Commanders.

REGIMENT

This is a sub-grouping of Division. The Strategy Display will show these units on the map. The Army Commander will issue the **Tactics** commands for Regiments. There are four types of Regiments: Assault, Battle, Engineer, and Supply Regiment. Each Division can have up to four Battle Regiments, two Assault Regiments, one Engineer Regiment and one Supply Regiment to make up a maximum of eight Regiments.

BATTALION

This is a sub-grouping of Regiment. These units will be displayed upon the Battle Display. Battalions are grouped by their armaments. During battle, each of these units will be able to carry out their own operations.

QUICK PLAY

Installation and Mouse / Keyboard Information

A Reference Card is enclosed in the game package to provide you with the installation and technical information. The reference card also includes information on standard mouse and keyboard operations.

Starting a New Game

Before starting a new game, you must go through game setup. This process is divided into two parts: Scenario Setup and Officer Setup. In both steps, you may cancel your last selection at any time with a right mouse click (or ESC/0 key).

Scenario Setup

1. To start a new game, select NEW GAME from the opening menu.

NEW GAME

LOAD GAME

2. Read the scenario descriptions until you find one you want to play.

INVASION OF FRANCE

THE BATTLE FOR NORTH AFRICA

THE ARMORED BATTLE AT KURSK

D-DAY AT NORMANDY

THE BATTLE OF THE BULGE

THE BATTLE FOR BERLIN

3. Choose the number of players. Selecting DEMO MODE allows you to see a computer demonstration game.

DEMO MODE

ONE PLAYER

TWO PLAYERS

4. Select which side to play.

THE ALLIES

THE AXIS

5. Decide which map to use as a default map on the Strategy Display. For a beginner, the Field Map is recommended. You may change this setting later during game play with the **Game-Change Maps** command.

FIELD MAP

AERIAL MAP

6. Decide whether to view the Battle Display or not. CHOOSE AT BATTLE will allow you to decide whether to view the Battle Display at the outbreak of every battle. You may change this setting later during game play with **Game-Battle Screen**.

VIEW

DON'T VIEW

CHOOSE AT BATTLE

7. Select the level of difficulty.

VERY EASY

EASY

AVERAGE

HARD

VERY HARD

8. Review the setup summary. If everything is OK, answer YES and Officer Setup will begin. NO will allow you to restart the scenario setup.

Officer Setup

1. When the Officer Setup screen appears, you will first set officers' abilities. First, highlight an officer in the list and change his abilities by clicking the right mouse button (or ESC/O key). Continue to roll officers' abilities until you are satisfied with them. Click the left mouse button (or Enter) to finalize the abilities of all officers.

2. Select the officer you will play as the Army Commander. Then appoint six officers to the other commanding positions. Click the right mouse button if you want to cancel the last choice you entered.

3. When you have selected the seven commanders, you will be asked: Are you satisfied with your selections? NO will allow you to cancel your officer selection one by one. YES will prompt the next question: Use these generals? NO will cancel your entire officer selection. YES will show the last confirmation: Are you ready for battle? YES will start a new game with messages from your Supreme Commander. NO will allow you to go back to the beginning of the scenario setup.

Saving and Resuming a Game

To save the current game, select **Game-Save/Quit** when you are in Strategy Mode. Select one of 20 save slots for the current game. It is recommended that you regularly save your game.

To resume a previously saved game, select LOAD GAME during Scenario Setup. You may also quit the game you are playing and resume a saved game by selecting **Game-Save/Quit-Load/New Game**.

Example Play and Game Flow

Follow the example play outlined below while playing **Operation Europe** for the first time to learn the general flow of the game.

Scenario Setup

To start an example play, choose:

- THE BATTLE FOR BERLIN
- ONE PLAYER
- THE ALLIES
- FIELD MAP
- CHOOSE AT BATTLE
- VERY EASY

Select Commanders

Keep rolling abilities until each officer has high abilities in at least one area. Select officers based on their strengths for the commanding positions, as listed below. Officers who are not appointed in these positions still need high abilities as you may order them to replace Commanders who need rest during game play.

Army Commander: You will play this role. Each ability will influence war strategy results, but Leadership and Health are the most important strengths.

Chief of Operations / Chief of Intelligence: The Chief of Operations and Chief of Intelligence will greatly influence Special Forces and Air Force operations respectively. Officers for these positions should have high Leadership and Charm abilities.

Division Commanders: Review the Battalion composition of the four Divisions. For each Division, select an officer who has an especially high ability for the Battalion type which provides the strength of the Division. For example, for a Division with strong Tank Battalions, you should select an officer with a high ability for commanding Tank units.

Know Your Military Goal

When the Strategy Display appears, you will first see the Aerial Map, where blue squares indicate Allied cities and red squares indicate Axis cities. Review the initial balance of power. In your first command turn, select **INFO-Intelligence-Victory Conditions** to view the victory conditions for the scenario. In THE BATTLE FOR BERLIN, your goal as the Allied Army Commander is to occupy *Frankfurt an der Oder* and *Strausberg*.

Next, locate your two target cities on the map. On the Strategy Display, click the right mouse button once (ESC/O key) to activate the cross hair cursor on the Field Map. Scroll the map by clicking the white or gray frame of the map with the arrow cursor. Move the cross hair cursor over to red squares to find the two target enemy cities. Study the terrain and other important geographical features of the surrounding areas, such as roads, rivers, and bridges. Make a general plan as to how you will advance your troops to the target enemy cities.

It is recommended that you read **Scenarios** on page xx before you start a game. It will help you understand the victory conditions as well the historical background of the scenario you chose.

[Put the following paragraph in a box]

Once you start a new game, you should frequently save. In case you are defeated, you can always go back to a previously saved game.

Execute Strategy

Deploy Regiments

Using the **Tact** command, move several Regiments from each Division towards *Frankfurt an der Oder*. Then select **Pass** for 2 hours to let your units carry out their orders. Enemy units will soon be discovered. Keep at least one Regiment in your cities to defend them.

Use the **Tact** command again and issue **Attack** orders to several Battle Regiments to confront nearby enemy units.

[Put the following paragraph in a box]

Reinforcement Divisions: For Scenarios 3 to 6, one or two of your Divisions will not be deployed on the map at the beginning of the game. They will join the battle as reinforcements later in the scenario.

Find Out Enemy Info

Attempt to gather information about the enemy army and cities. Send Special Forces spies to infiltrate enemy-held cities and Regiments with the **Spfc-Recon** command. If successful, you will learn how large an enemy Regiment is, and how it is armed. If you discover that one of your cities is targeted for destruction, build up the strength of your city by transferring supplies and soldiers.

Battle Strategy

Always try to fight with both superior weaponry and a greater number of Regiments. If, at anytime, you see that you have no chance for victory, quickly withdraw your forces.

Position your heavy artillery units at a distance from the battle so that they are safe from attack, yet capable of executing long-range assaults. Use strong Battle units against weaker enemy units and try to keep vulnerable Engineer and Supply units away from the battle action. Gain battle experience by attacking enemy Engineer and Supply Regiments at the beginning of the game.

Call for Support

Bomb approaching Panzer units by using **Air-Air Strike**. This command requires good weather. Bombing will inflict great damage and can be effective in gaining an advantage in battle. With **Air-Paratroopers**, paratroop units will parachute to a specified target and carry out their battle mission.

Utilize your Special Forces (**Spfc**) in assault operations. Just before you attack with your battle units, send Special Forces to inflict damage or cause confusion.

Supply Your Regiments

As the Army Commander, it is essential to carefully monitor the supply of your Regiments and cities. Use a Supply Regiment or one of your cities to supply Regiments in short of materials. For more details, see **Supply Activities** on page xx.

Occupy Cities

Cities are important places for storing military supplies. By expanding your control of cities, your capability of supplying Regiments and cities will increase. This is an essential strategy.

Garrisons are a formidable presence in cities. A city can only be occupied after all Garrisons have been defeated. For more details, see **Roll of Cities** on page xx.

Defend Cities

Use Special Forces information to learn which of your cities the enemy is targeting for attack. For a city which is to be defended, you should use **Rqst** to supply materials and send additional troops to the city. Remember, requested materials may be in short supply and may be denied. In addition, send Battle Regiments in to help in the fight and lay mines along the enemy's course.

Seize Victory

With this game setting described above, it should not be difficult to occupy *Frankfurt an der Oder*. Advance your Regiments farther toward *Strausberg*, and attack and occupy enemy cities along the way. Your Division 4 will soon arrive and join your force along the northern border. Attack *Strausberg* with multiple

Regiments. As soon as you succeed in occupying Strausberg, you will achieve a victory.

Now it is your turn to try a more challenging level of difficulty or another scenario of your choice. You may enjoy the entire campaign sequence by starting from Scenario 1 and finishing with Scenario 6.

STRATEGY DISPLAY

[Strategy Display screen shot]

- 1 Strategy Command Menu
- 2 Date, Weather
- 3 Field Map
- 4 Army Commander Data
- 5 Army Data
- 6 Messages

The color blue is used for the Allies and yellow is used for the Axis. Color coding of unit icons on the map and names in data windows indicate connection with the Allies or Axis powers. Axis cities are marked with a red square.

Field Map and Aerial Map

[Screen shot of Field Map and Aerial Map]

There are two types of map views: Field and Aerial. You may switch between views by selecting **Game-Change Maps**. The Field Map displays a small area to the scale of 1:13,000, while the Aerial Map shows the entire battle area in the scale of 1:40,000. You are only able to scroll the Field Map. At the beginning of your command turn, the Field Map always shows the area where your Army Headquarters is located.

Viewing Information on the Map

The Field Map and The Aerial Map provide you with easy access to information on types of terrain, cities, and Regiments. With a single right-click of the mouse (or ESC/0 key), the cross hair cursor will be activated on the map. You can direct it to a desired terrain, city, or Regiment and view information. You will not be able to see enemy data unless you send in Special Forces and they succeed in reconnaissance (**Spfc-Recon**).

If you left-click on a friendly unit, **Tactics** Commands will appear. See **Access from the Field / Aerial Map** under **Tactics** for details. A right-click of the mouse will return you to the Strategy Display.

Scrolling the Field Map

To scroll the Field Map, right-click the mouse to activate the cross hair cursor. Then right-click within the white and gray frame of the map with the arrow cursor in the direction you want to scroll. You may hold down the mouse button to keep scrolling in the same direction.

Operations Data

Pay attention to the Army Data area in the Strategy Display as it will show information important to your mission. For example, while Request, Air Force, and Special Force operations are underway, status of the operations is displayed in this area when those commands are selected.

Time

Time is shown on the Strategy Display using the twenty-four hour military clock. Time passes by in 1 hour intervals. For the Army Commander, 1 hour passes for each command turn. The hours 22:00 to 04:00 (10 p.m.- 4 a.m.) are night hours, when the soldiers. If an action is requested during this time, soldier fatigue will usually increase.

Weather

There are six types of weather: Clear, Cloudy, Rain, Stormy, Snow, and Fog. In times of bad weather (any weather except Clear), Regiment movements will be slowed, your ability to detect enemy troops will be lowered, and Air Force operations will be either postponed or canceled.

STRATEGY COMMANDS

The Strategy Command Menu is located at the top of the Strategy Display. When you issue one of the following Strategy commands, your turn will automatically end and one hour will pass before you can issue the next command.

- Transfer
- Organize
- Request
- Air Force
- Special Forces

Other Strategy commands may be issued repeatedly. To end your turn, choose **Pass** and set the number of hours to let pass before your next turn.

Tactics (Tact)

Set operational orders for each Regiment. Regiments will not carry out orders until after you complete issuing your orders for the turn. There are two ways to access the Tactics Commands: from the Strategy Command Menu or from the Field / Aerial Map.

Access from the Strategy Menu

Select **Tact** on the Strategy Command Menu and select a Division. You will have the option to issue one Tactics command to the entire Division. You may select an order from Move, Pursue, Supply, or Rest. Other than for Rest, you must specify the target for the action.

If you choose not to give a Division-wide command, you will issue orders to Regiments individually. Select a Regiment from the list and select a Tactics command. The commands available for selection will differ depending on the type of Regiment you select.

Access from the Map

You cannot issue division-wide orders from the Field / Aerial Map. Activate the cross hair cursor with the right mouse click (or ESC/0 key). Move the cross hair cursor to one of your Regiments, and left-click on it (or hit Enter). A set of Tactics commands will appear.

[place in box]

Issuing Commands: When you select a command for a Regiment that has begun operations, the previous command will be canceled and the new command will take priority. After a Regiment completes a command, it will go into a waiting state. To halt a Regiment in action and have it wait at the current position, select **Move** and choose the current location as the target.

[end box]

Setting Missions for Delegated Divisions

If you have delegated command to your Division Commander using **Ofcr-Reassign**, you may set up to four missions for the Division Commander. To assign missions, go to the Tactics command and answer NO to the Division-wide command option. The mission assignment window will appear. Select one of the four "mission" areas, and set a mission by selecting a target. For example, selecting an enemy city gives the order to **Occupy**. There are three types of missions:

[make a following table]

Mission	Target	Action
Move	Any location other than a city	Move the Division to a specified location.
Occupy	Enemy City	Attack and occupy a target enemy city.
Defend	Friendly City	Defend one of your cities from the enemy.

There will be no priority of orders among the missions you set. Once Divisions complete their missions, they will wait at their target locations.

[Put the following paragraph in a box]

Giving Direct Orders to Delegated Divisions: Division-wide orders can be given to delegated Divisions from the Strategy Command Menu. You may also issue orders directly to individual Regiments of delegated Divisions, from the Map. As the Army Commander, your direct orders will take precedence over missions you may have previously assigned.

Battle and Assault Regiment Commands

Move

Move a Regiment from its current position (Pos) to a specified target location (Target).

Attack

Attack an enemy Regiment. When a Regiment under your direct command reaches its target, you will be asked to confirm the attack. If you give the okay, battle will begin. If your Regiment is not able to locate the enemy or destroyed, this command will end. For an explanation of battles, refer to **Commanding Battles** on page xx.

Destroy

Blow-up a bridge.

Pursue

Designate a friendly Regiment which will be followed and given support.

Occupy

Invade and occupy an enemy city. The target must be an enemy city.

Defend

Defend one of your cities from enemy attack. The target must be a friendly city.

Supply

Transfer supplies to, or receive supplies from, a Regiment or a city. When transferring from a city where a Regiment is stationed, select whether the transferred items will be taken from the Regiment or city supplies.

Rest

Select a place for your Regiment to rest. The Fatigue level of a Regiment will decrease, but too long of a rest may lower morale.

Engineer Regiment Commands

Move

Move a Regiment from its current position (Pos) to a specified target location (Target).

Bridge

Construct a bridge across a river.

Supply

Transfer supplies to, or receive supplies from, a Regiment or a city.

Mine

Lay mines or remove existing mines. Land mines cannot be placed in rivers, on bridges, or in cities.

Destroy

Blow-up a bridge.

Pursue

Designate a friendly Regiment which will be followed and given support.

Rest

Select a place for your Regiment to rest. The Fatigue level of a Regiment will decrease.

Supply Regiment Commands

Move

Move a Regiment from its current position (Pos) to a specified target location (Target).

Repair

Repair any armaments damaged in battle. When you make repairs in a city, you may repair Regiment or Garrison weapons.

Supply

Transfer supplies to, or receive supplies from, a Regiment or a city.

Pursue

Designate a friendly Regiment which will be followed and given support.

Rest

Select a place for your Regiment to rest. The Fatigue will decrease.

City

Adjust the supplies of Ammo, Fuel, and Food in your cities. Select a city and then set amounts for each supply which you want to store.

If the supply of an item which you designate to be stored in a certain city runs low, the item will be supplied by Supply Units. Likewise, when the city's supply of an item exceeds the target amount, portions of that item can be distributed from the city to Regiments.

Transfer (Tsfr)

Move the Army Commander and his headquarters to another Battalion.

If the Battalion which houses Army Headquarters becomes vulnerable due to previous attacks, you should immediately transfer to a new location. Transferring does require some time and orders cannot be issued until the transfer is complete.

Officer (Ofcr)

Reassign

Delegate command authority to a Division Commander and free up time so that you may concentrate on other Divisions. When you select a Division, note that the Commander (Cmdr) changes from Army to Division (Div) in the chart. To regain direct command, select this command again. You may set missions for the delegated Divisions with the **Tactics** command. See **Setting Missions for Delegated Divisions** on page xx.

Appoint

Promote idle officers to the positions of Division Commander or Chief of Operations / Intelligence. The new officer will relieve the previously assigned officer. You cannot appoint an officer while he is resting.

Rest

Give a reserve officer leave to rest for some time. The longer he rests, the more he will recover from fatigue. To rest an active officer, such as a Division Commander, you must first remove the officer from his position with the **Oofcr-Appoint** command. Be sure to rest officers when they return from battle.

Information (Info)

Operations

Have your Chief of Operations give you advice or report on the status of the battle.

Tactical Advice

Ask for suggestions on the current operations.

Regiment Status

View a report on the status of your Regiments.

Enemy Conditions

View a report on enemy maneuvers.

Tide of War

View a report on the status of the war.

Operation Hints

Ask for general advice on executing tactical operations.

Intelligence

Display a report from the Chief of Intelligence. For a more detailed explanation of data, see **Army Data** on page xx.

Divisions

Display the structure of your Army by Division, and select a Division you wish to view. You cannot view Reinforcement Divisions which are not yet deployed in the battle area.

Commanders

Display data on officers of both sides of the war.

Cities

Display information on friendly and enemy cities. Select a city name to learn of the city's supplies, Endurance Level, and Garrison.

[place in box]

Enemy Information: You can only get information on an enemy city or Regiment when one of your Special Forces units has succeeds in an infiltration mission. Send a Special Forces team to gather information with command **Spfc-Recon**. If they succeed, use **Info-Intelligence-Units** or **Info-Intelligence-Cities** to view enemy unit or city information.

Units

Display information on friendly and enemy Regiments and Battalions. Check the Number OK (# OK), Damage (Dmg) , Morale, Training (Trng), and Fatigue (Fatg) of each Battalion. The Division, Regiment, and Battalion units highlighted in gray house the Army Headquarters, Division Command Post, and Regiment Command Post, respectively. You will not be able to view information on regiments of reinforcement Divisions which are not yet deployed in the battle area.

Armaments

Display data on the armaments of both sides. Select armaments to view them.

Victory Conditions

Display victory conditions for the current scenario.

Organize (Orgz)

Reorganize Battalions and supplies of two adjoining Regiments. This command can only be used between adjoining Regiments of the same type. If you are adjacent to a city where both a Regiment and a Garrison are stationed, you must choose with which soldier group you will organize.

When organizing Regiments, damaged armaments will be abandoned. Be sure to repair damaged armaments before organizing, in order to retain all weapons under your possession after reorganization.

Methods of Reorganization

1. Select **Orgz** for a list of all the Regiments that can be reorganized. Select the Regiment which you want to organize.
2. A list of adjoining Regiments (includes those diagonally adjacent) is displayed. Select one Regiment.

3. All Battalion types of the selected two Regiments will be displayed. Select either Regiment, and then select the Battalion type which should be assigned to the Regiment.
4. Enter the number of armaments for the selected Regiment. To cancel your selections of Battalions in the list on the right-hand side, simply left-click the mouse (or hit Enter) on the Battalions.
5. After all Battalion forces have been assigned, click the right mouse button (or hit ESC/0) and implement the reorganization.
6. Set the amount of supplies between the two Regiments. See page xx, **Supply Transfer Window**. Click the right mouse button to end the transfer.
7. Select a new command post for the reorganized Regiments.

[place in box]

Note: The maximum number of soldiers within a Battalion are: 999 for an Infantry Battalion and 99 for all other Battalions. Garrisons have a maximum as well, but during war you can continue to assign soldiers to the line of defense and all excess soldiers will be put in 'reserve'.

Request (Rqst)

To keep your army prepared at all times, you may have to make requests for the supplies or reinforcement troops. Plan ahead, your requests will take time to be filled.

A city's supply routes can be blocked when enemy units surround the city, and requested materials will not be able to be delivered. See **Blockage of Supply Pathways** on page xx.

You may also select this command to view the status of the operations that you have requested.

Supplies

Request additional supplies. You can receive supplies in only one of your friendly cities. You cannot make this request if you do not control any cities.

Battalions

Request an additional Battalion to reinforce one of your Regiments. The requested Battalion will be sent to one of your friendly cities. To incorporate the dispatched battalion into your Regiment, move a Regiment adjacent to the supplied city and use the **Orgz** Command. You cannot make this request if you do not control any cities.

Regiments

Request additional Regiments for service. Select a reinforcement Regiment and the type of Battalions: Infantry (Inf), Mechanized (Mech), Armored (Armr), or Artillery (Atry). Requests should be made in advance since many conditions can affect the time required for the reinforcement Regiment to arrive. Once this request has been confirmed, the Regiment will join the battle from an edge of the map.

[place in box]

Note: Your Army can hold a maximum of 128 Battalions. When the maximum is reached, you will not be able to reinforce or send paratroopers.

Air Force (Air)

Request support from the Air Force. If weather is bad, the airlift will be postponed until the it improves. If bad weather continues for the entire day, the operation will be canceled. Only one of each operation may be executed at a time.

Air Strike

Bomb enemy Regiments and cities. A bombing run can be executed in as little time as one hour after it's been requested. There are three possible air strikes:

- Carpet Bombing (10 - 20 bombers)
- Attack Sortie (5 - 10 bombers)
- Strafing Run (1 - 5 bombers)

Success will depend on which side has control of the skies. Your air force bombers may be shot down by enemy planes or anti-aircraft fire if the enemy has control of skies. Also, remember that your bomber planes will be more vulnerable to anti-aircraft fire when bombing an enemy city with a high Endurance Level.

Paratroopers

Paratroopers can land wherever you need reinforcements. A paratroop operation may be executed within 6 to 24 hours of request. Remember that you have a limited number of paratroopers to deploy in each scenario. Before you select this command, check the number of available paratroopers in the Army Data, on the Strategy Screen.

If one of your Regiments is positioned on the drop target, your paratroopers may land in the adjoining area. If enemy Regiments or land mines are in the area, your soldiers may suffer from injuries in the landing.

Requesting Paratroopers

1. Select an airborne Regiment.
2. Input the number of paratroopers for each Air Battalion.
3. Select the command post for the Regiment.
4. Select your paratrooper's drop target. Five types of terrain may be landed upon: roads, plains, hills, desert, and wasteland.
5. Set the starting time of the paratroop operation.

Cargo Drop

Transport supplies by cargo planes. An airlift can be executed within 1 to 24 hours of request. You set the drop target as well as the time when the operation will begin.

The drop target must be a friendly city or a location where one of your Regiments can receive the supplies at the time of the drop. It is the Army Commander's responsibility to arrange the receiving.

If a city or Battalion cannot hold all the incoming supplies, the excess will be destroyed.

Requesting A Cargo Drop

1. Set the amount of Ammo, Fuel, and Food to be supplied by air.
2. Select the drop site. The drop site can be on the following terrain: friendly city, road, plains, hill, desert, or wasteland.
3. Set the starting time for the operation.
4. The number of cargo planes to be used for the operation will be displayed and then preparations for the airlift may begin.

Special Forces (Spfc)

Send a Special Forces unit to infiltrate an enemy city or unit. The success of a special force operation is dependent upon the abilities of your Chief of Operations.

Reconnaissance (Recon)

Gather information on an enemy city or Regiment. If your Special Forces unit is able to infiltrate the enemy, you will be able to view enemy city or Regiment data with **Info-Intelligence-Cities** or **Units**.

Cut Lines

Cut the enemy's lines of communication from a city or Regiment. Adjoining Regiments and cities will immediately regain their communication in a short amount of time, while more isolated units will have to wait until repairs can be made. When a friendly Regiment moves next to the Regiment or City of which the communication was cut, the communication ability may be recovered temporarily.

[Flow chart of communication]

When communication lines are cut, Regiments will not be able to receive orders or information. If they are under your direct command, you will lose communication with them and they will disappear from the map. Orders issued before communication was cut, will continue to be followed.

Sabotage

Carry out sabotage activities against an enemy city. If successful, the Endurance Level and stock of supplies of the targeted city will decrease.

Raid

Raid an enemy city or Regiment. If successful, the enemy's Garrison and Regiment will suffer loss of armaments.

Assassinate

Assassinate the commanding leader of an enemy Regiment. If the commanding officer is assassinated, the battle ability of the Regiment will decrease. If you select the Regiment which houses the enemy's Army or Division Headquarters, the enemy Army Commander or Division Commander will be targeted.

[place in box]

Tip: Special Forces Unit's chance of success differs for each mission.

EASY

DIFFICULT

Recon > Cut Lines > Sabotage > Raid > Assassinate

Game Settings (Game)

Battle Screen

Decide whether to view or the Battle Display or not. You are also given this option at the outbreak of a battle.

Message Delay

Set the message display speed. There are 10 settings, with 1 being the shortest and 10 the longest. The default setting is 5.

Change Maps

Switch between the Aerial Map and Field Map views.

Set Music

Turn the game music and sound effects on or off.

Event Pictures

Event graphics can be turned on or off.

Save / Quit

Save Game

Save the current game. You may save up to 20 games. Select one of the 20 save slots to save your current game.

Load / New Game

Quit the current game and start a new game, or resume a previously saved game.

End Game

Quit the game.

Pass

End the current command turn. Decide how long you will let time pass until the next command turn, in one hour intervals, with 24 hours being the maximum.

CITIES AND SUPPLYING

The Role of Cities

Storing Materials

A city holds a strategic importance not only for offense and defense, but also as a supply base. Through **Rqst-Supplies**, materials will be sent to a specified city from commissioned units. You may also have supplies transported to a city by air with **Air-Cargo Drop**. Adjust the amount of supplies in each city by using the **City** command.

Garrison

A Garrison can often be found protecting a city from a Encampment. These forces will defend a city when it is attacked. When an Army unit and a Garrison are both stationed in a city, the Garrison will participate in a battle independently from the Army command.

If an enemy Regiment is able to get into the city and the entire Garrison in the city has been destroyed, the city will be considered occupied by the attacking Regiment. However, the entire Garrison is not always dispatched at once. In these times, several attacks will be necessary before victory can be won.

The soldiers of Garrisons can be transferred into the Army itself. To do this, select **Orgz** and then select an adjoining Battalion with which the Garrison will join.

Endurance Level

Each city has its a certain level of defensive ability, or Endurance. When a city is attacked, Endurance will decrease, but Battalions will not suffer any damage until Endurance is reduced to 0. When a city is not being attacked, it will regain its Endurance. Check the Endurance Level of your cities by using the **Info-Intelligence-Cities** command. The current level of endurance will be shown along with the maximum possible level.

Supply Activities

Supplying is an administrative task that should be managed carefully. For example, even if you are winning battles, you will inevitably run into trouble with a shortage of materials. You should try to assure clear access to supply routes.

Types of Supply Materials

Ammo, Fuel, and Food are the three types of supply materials.

[Make a table]

Material	Use	Effect of a Shortage
Ammo	[icon] To fire weapons	Can't fight battles.

	during battle	Morale will decrease.
Fuel	[icon] To fuel vehicles	Vehicles won't be able to move. Morale will decrease.
Food	[icon] Food for soldiers	Fatigue will increase. Morale will decrease.

Supply Transfer Window

[Supply Transfer Window] [Keyboard operation diagram]

1. Ammo
2. Fuel
3. Food
4. Transfer Button

When supply materials are transferred between two Regiments, or a Regiment and a city, the Supply Transfer Window will appear. The amount of each supply item is displayed under each Regiment or city name. Below the supply amount, the current percentage of maximum storage capacity is shown (This percentage is not a representation of how the supply material is divided between the two Regiments).

There are two steps to transfer materials. First, select a supply icon: Ammo, Fuel, or Food. Second, click on one of the six red transfer buttons (or use the keybad). The triangle on the buttons indicate the direction of transfer. You can easily transfer supplies in units of 100, 10, and 1 by using these buttons.

To switch between transferring supplies, make sure you highlight the item icon before inputting numbers with the red transfer buttons. When all the amounts are adjusted, click the right mouse (or hit Enter) to finish the transfer operation.

Methods of Supplying

Materials can be supplied from a city, Regiment, or from the military supply base. Supply units or cargo transports are utilized for carrying the materials.

• Supplying Regiments from Cities

Move a Regiment to one of your cities and get supplies from the city by using the **Tact-Supply** command. While moving may take some time, you can supply an ample amount of materials this way.

• Supplying Regiments from Supply Units

Using a Supply Unit, you can transport goods from a city to one of your Regiments. One danger: your Supply Unit may be attacked en route. In the beginning of a scenario, Supply Units have already been provided with materials.

• Supplying to City

There are three ways to supply materials to a friendly city. (1) The **City** command will allow you to set target amount to be maintained in each city. If the city's supply is short, your regiments will bring in supplies. (2) The **Rqst-Supplies** command requests supplies from your military supply base, which is not seen in the game, to a friendly city. A large amount of materials can be sent, but you will not be able to specify the amount. (3) With the **Air-Cargo Drop** command, cargo planes will transport materials from your military supply base and airdrop on a specified city. Although supplies can be transported quickly this way, the amount which can be transported is limited. Transport planes will be able to fly only during clear or cloudy weather.

Supply Routes

Materials and arms will be transported from the military supply base to your cities via supply routes, which are not shown on the map. The supply route of each Army runs through areas where the army has the control at the beginning of each scenario. For example, in Scenario 6, THE BATTLE FOR BERLIN, the Allies' supply route is in the east side of Germany. Always make sure that your supply routes are protected to secure easy access to supplies.

Obstructed Supply Routes

If one of your cities is surrounded by enemy forces, the enemy will have cut supply routes to and from the city. The city will not be able to receive materials and arms from the military supply base unless an airlift operation is executed.

On the other hand, you can use this same strategy for your benefit when attacking an enemy city. By surrounding an enemy city and blocking the enemy's supply routes, you can cut off their supplies and eventually capture the city.

[place in box]

Tip: Periodically increase city supplies. Supplies will be needed to replenish incoming Regiments and to strengthen the defensive capability.

COMMANDING BATTLES

Start of Battle

Conditions of Involvement in Battle

Once one of your Regiments has attacked an enemy, or is attacked by an enemy, a battle will start. You will issue Battle Commands to your Battalions if the following conditions are all met:

1. You, the Army Commander, have the direct command over the Regiment.
2. You select to command the Regiment in this battle.
3. You have chosen to view the battle display.

If you selected the option of not viewing the battle display, only the results of battle will be displayed. If you take command of the Regiment, your abilities as the Army Commander will influence the battle strategy and its effectiveness.

The Division Commander will issue battle commands to his Regiments if you have delegated command to him or if you have selected not to take direct command over the battle forces. You will not be able to issue orders in these circumstances, but you can watch the Division Commander fight on the Battle Display. The abilities of the Division Commander will influence the battle.

Regiments Able To Fight

Besides the Regiment which attacked, or was attacked, Regiments in adjoining areas (including those diagonally adjoining) may also participate in the battle. Regiments which were not prepared for an engagement before the battle started cannot receive your orders in the battlefield for several turns until their preparations are complete. Regiments ready for battle are indicated with a Ready-to-Attack marker on the Main Map (See Regiment Status Marker on page xx).

Victory Conditions in Battle

Your goal is to defeat the enemy Regiment within 10 battle turns.

Victory for Attacking Side

- The targeted Regiment is either totally destroyed or has fled from the battleground.

It is not necessary to destroy other Regiments. However, when a city is attacked, the Garrison must be also destroyed or be forced to withdraw before victory can be called.

Victory for Defending Side

- The entire attacking Regiment is destroyed or forced to flee.

Stalemate Conditions

- Neither side has fulfilled victory conditions within 10 turns.
- During an attack on a city, the attacking side has fulfilled its victory conditions, yet some Garrison members still remain in reserve.

[place in box]

Note: Although it may appear as if you have fulfilled the victory conditions, a stalemate may occur if there are enemy Battalions which have not been discovered.

BATTLE DISPLAY

The Strategy Screen will change to the Battle Display when you attack an enemy Regiment or city, or when you are attacked. Battalion actions and damages will be displayed as well.

[Battle Display screen shot]

1. Date, Weather, Battle Location
2. Armament Data
3. Battalion Data
4. Battle Map
5. Battle Commands

Allied units are displayed in blue and Axis units are displayed in red. You may turn off the display of the number of soldiers or armaments for each Battalions by pressing the right mouse button (or space bar). Press the right button (or space bar) again to re-display the number.

If the battle is in a city, the sum of the numbers on Encampments indicate the endurance level of the city.

Battle Flow

[Battle Flow Chart]

Selecting Commander and Battle View

Decide whether you, the Army Commander, or the Division commander will direct battle orders. If you have selected **Choose At Battle** for the Battle Display, decide whether you will view the battle or not. If you have chosen not to view the Battle Display, the battle result will be quickly decided and displayed.

If you have chosen to take direct commands and view the battle display, you will be able to issue commands for each Battalion.

Positioning Battalions

When the Battle Display appears, the attacking side will position its Battalions first. The terrain where you may place your units will be marked with circles. To place units, select a Battalion, then select a marked position. You may select positions or have the computer place them by clicking the right mouse button (or pressing ESC/0) at any time during positioning.

[Put the following paragraph in box]

Discovering Enemy Battalions: Enemy Regiments that you haven't discovered on the Map will not appear on the Battle Display until your Battalions are adjacent to them. The chance of discovering such enemy forces depends on the Battalion's ability to Search (See the table of **Battalion Types** on page xx).

Inputting Commands

After all Battalions have been positioned on the battlefield, the battle begins. You may issue commands repeatedly within 10 turns. To issue Battle Commands, select a Battalion, and the Battle Command Menu will pop up. Then select a command for the Battalion, and a target. Press the right mouse button (or ESC/0 key) to execute the command.

After commands for both sides have been inputted, Battalion operations begin. The speed at which a Battalion fulfills its mission is determined by the types of armaments it carries and commanders abilities. Some Battalions will be able to attack multiple times in a turn.

Battalions will follow their orders until they fulfill their objective. To give new orders to your Battalions, hold down the left mouse button (or return key) at any time to interrupt the battle. Select a Battalion and input a new command.

Following Battle

Position Changes

After the attacking side has achieved victory, Regiment positions will change on the map. The attacking Regiment will move to the place where its target Regiment or city was located. Defeated Regiments will move in the direction of withdrawal.

If the attacking side fulfills the victory conditions, the attackers will occupy the defending city. You may also occupy a city, without battle, if no enemy Regiment or Garrison is stationed there.

Restoring Regiment Strength

Immediately following battle you should use the **Tact** command to **Supply** or **Repair** those Regiments which have lost large amounts of materials or arms. To reinforce a weakened Regiment, select **Orgz** to recruit Battalions from other Regiments. You may also use **Rqst-Battalions** or **Regiments** to request additional reinforcement units.

Any Regiment which actively participated in the battle is sure to have a high fatigue level. Use **Tact-Rest** to lower the fatigue of Regiments in a safe place.

Protect Newly Occupied Cities

Successful occupation of a city will inevitably include the destruction of a large number of materials as well as a weakened Endurance Level. As the new controller of a city, you should build up its strength by asking for materials and armaments with **RQST**.

Commander in Destroyed Battalion

When the Army or Division Headquarters Battalion is destroyed, the Army or Division Commander in charge will move to another Battalion. A commander in poor Health or seriously wounded will be more vulnerable in action. If the Army Commander dies, the game ends.

If a Division Commander is eliminated, a new leader will be selected. As a result of the change, the battle abilities of the Division will fall considerably.

BATTLE COMMANDS

MOVE

Move to a selected terrain which is not occupied by another unit. A Battalion ordered to move will follow the shortest path to its destination. The amount of time required to move may differ depending on the Battalion type and experience, fatigue, and the type of terrain which must be traversed (See **Main Terrain Map** on page xx). There are certain types of terrain which can be traversed only by certain types of Battalions. After a Battalion has reached its destination, it will place itself in a defensive mode.

ATTACK

Attack a targeted enemy Battalion or Garrison. A Battalion assigned this command will move until it comes within range of its target and then begin the attack.

The time required for an attack is affected by the Battalion type, morale, and the fatigue level. The command will end after you have either destroyed a targeted Battalion or reduced the Endurance Level of a targeted city to zero. When your

Battalion destroys its target, your Battalion's task will be to defend the territory you occupy.

BLITZ

Rush a targeted Battalion or Garrison and attack when you are within range. Target either an enemy Battalion or type of terrain. If you are able to destroy the targeted Battalion, or when you reach the targeted terrain, your Battalion will stop all movement. From the target position, the selected Battalion will place itself in a defensive mode.

DEFEND

Wait for enemy Battalions to come within range and then launch your attack. This order stays active until you change it with another command.

RETREAT

Give up your fight and retreat. After selecting this command, select a retreating point from those areas marked with circles. A retreating Battalion will follow the shortest path to its retreating point. A retreated Battalion will disappear from the map.

When You Can't Retreat

A Battalion will not be able to retreat when its Regiment suffers from lack of fuel. A Battalion will also be unable to select a retreating point if the area adjoining a retreating point, outside the battlefield, is:

- Occupied by another Regiment
- A terrain through which the Battalion cannot traverse
- An enemy city
- Embedded with land mines.
- The edge of the map.

TERRAIN DATA

Main Map Terrain

Terrain	Icon	Speed	Paradrop	Airdrop
City	[icon]	A	x	B
Plains	[icon]	B	B	B

Road	[icon]	A	B	B
Bridge	[icon]	A	x	x
River	[icon]	x	x	x
Forest	[icon]	C	x	x
Hill	[icon]	C	B	B
Sea	[icon]	x	x	x
Wasteland	[icon]	C	B	B
Swamp	[icon]	x	x	x
Desert	[icon]	C	B	B
Land mine	[icon]	x	x	x

[facing page]

A<----->C x : impassable

Excellent Poor

Remarks

[next to city] Your city: Supply station for your Regiments.

Enemy city: Target for occupation.

[next to bridge] Can be destroyed by Regiments.

[next to river] Only infantry Regiments may cross. Engineer units can construct bridges.

[next to land mine] Undiscovered land mines are not displayed. Engineer units can search for enemy land mines.

[place in box]

Note: Terrain markers may look slightly different under the snow cover of winter months. This is evident during the Battle of the Bulge scenario.

Battle Map Terrain

Terrain	Icon	Speed	Defense	Note
Building	[icon]	x	B	Found in a city. Only Infantry may enter.
Warehouse	[icon]	x	B	Stores city supplies. Only Infantry may enter.
Encampment	[icon]	x	A	Location of Garrison in a city. Only Infantry and Artillery may enter.

Plains	[icon]	B	D	
Road	[icon]	A	D	
Bridge	[icon]	A	D	
River	[icon]	x	D	Only Infantry may cross.
Forest	[icon]	C	B	
Hill	[icon]	C	C	
Wasteland	[icon]	C	C	
Swamp	[icon]	C	D	
Desert	[icon]	C	D	

A<----->D x : impassable

Excellent Poor

[Put the following paragraph in box]

Note: Battalions in buildings, warehouses, and Encampments will not be seen in the Battle Display.

MILITARY DATA

Army

Army Data

Tanks, Armor, Mech, Arty . . .

Combined number of soldiers or armaments in each type of Battalion in your four Divisions.

Fuel, Ammo, Food (1 - 100%)

The current amount of supply items in your Army. 100% is the maximum capacity of Army supply storage.

Land (1 - 100%)

Control of the land in the battle area.

Air (1 - 100%)

Control of the skies in the battle area.

Cities

The number of cities under your control in the battle area.

Bombers and Cargo Planes (Bmbrs and Cargo)

The number of bombers and cargo planes available to your Army from the Air Force. When you request support from the Air Force, such as in an Air Strike or Cargo Drop, these planes will be dispatched and the number of available aircraft will decrease. Dispatched planes will return to the Air Force base upon completion of missions. However, some planes may be lost in enemy anti-aircraft fire.

Paratroopers (Paratp)

The number of Paratroopers available to join your troops as reinforcements.

Regiment

Regiment Types

The graphic icon of each Regiment represents the Battalion where the Regiment command is located. The Division to which a Regiment belongs is shown in the first digit of the Regiment number. For example, Regiment 41 is in Division 4.

Assault and Battle Regiments

These are the fighting units which are relied upon during battle. These units may contain tanks, infantry, artillery and armored vehicles. Each Battle Regiment may have up to six Battalions, while each Assault Regiment may have up to four Battalions.

[icon] Tanks / Self-propelled Artillery

[icon] Infantry

[icon] Mechanized Infantry

[icon] Armored Infantry

[icon] Heavy Artillery / Anti-tank Guns

Engineer Regiments

The main tasks of Engineer Regiments are building bridges and laying and removing mines. Up to four Engineer Battalions may be assigned to an Engineer Unit.

[icon] Engineer

Supply Regiments

Supply Regiments are responsible for supplies and repairs. A Supply Regiment may hold a total of four Supply and Repair Battalions.

[icon] Supply

[icon] Repair

Regiment Status Markers

During certain activities, Regiment graphic icons on the Main Map will change to indicate the status of the Regiments. Ready-to-Attack and Ready-to-Defend markers will appear beneath Regiment icons.

[Put the following list in two columns]

[icon] Ready to Attack

[icon] Ready to Defend

[icon] Laying Mines

[icon] Removing Mines

[icon] Constructing a Bridge

[icon] Preparing to Blow Up a Bridge

[icon] Supplying Materials

[icon] Repairing Armaments

[icon] Resting

Regiment Data

Regiment data may be displayed with the two commands **Tact** and **Info-Intelligence-Units**.

Position (Pos), Target, Orders

Coordinates of Regiment's current position (Pos), destination (Target), and its current orders.

Fuel, Ammo, Food (All in %)

Percentage of materials currently held by the Regiment.

Battalion

Battalion Types

Use **Info-Intelligence-Units** to display a Regiment list and then select a specific Regiment to view.

[screen shot with Battalion data]

Number OK (# OK)

Number of active soldiers in infantry units, and number of working armaments in tank and artillery units. When this number falls to zero, a Battalion is destroyed.

Damage (Dmg)

Number of damaged armaments. Damaged cannot be used in battle.

Morale (Max: 99)

Soldier morale level. A Battalion with a high Morale will fight aggressively during battle. Morale rises after a victory and decreases after a loss. Shortage of supplies will also cause Morale to drop.

Training (Trng) (Max: 99)

Soldier training level. Training will rise after each battle. High training level will increase a Battalion's strength in battle.

Fatigue (Fatg) (Max: 99)

Soldier fatigue level. A high Fatigue level will decrease a Battalion's battle ability. A Fatigue level of 99 means that the Battalion is so tired that it is impossible to move. Fatigue will increase when moving or fighting and will increase even more substantially if these actions are carried out during the evening hours (22:00 to 05:00). A shortage in food will increase fatigue. Resting will lower fatigue.

Armaments

There are 130 different armaments in **Operation Europe**. Display capabilities and strengths of each Battalion's armaments with **Info-Intelligence-Armaments**.

[insert screen shot with Battalion Data, but crop screen shot and only show info in box at bottom: AT, AP, etc.]

Armaments Data

Nationality

Country which uses the armament.

AP (Anti-Persons)

Ability to attack infantry soldiers or unarmored Battalions.

AT (Anti-Tank)

Ability to attack tanks, self-propelled artillery or armored Battalions.

Armor

Defense against enemy attack.

Speed

Speed at which an armament can move across plains.

Move Range (Move R)

Cruising range with a full fuel supply. For infantry Battalions which do not require fuel, Move Range is always indicated as "0".

Gun Range (Gun R)

Range of attack. Gun range is calculated per one space of terrain on the Battle Display. Therefore, armaments with a gun range of 1 may only attack enemy Battalions in adjoining areas.

Officers

Officer Positions

Army Commander

You role-play as Army Commander with command over all officers and soldiers in the game. The Army Commander may hold direct command over all four Divisions or may delegate authority to a Division Commander. The Army Commander can always give direct orders to Regiments of delegated Divisions.

Chief of Operations

This person is in charge of planning war strategy and is stationed in the Army Headquarters. The abilities of this person affect the operations of Special Forces units.

Chief of Intelligence

This person is in charge of gathering intelligence and is stationed in the Army Headquarters. The abilities of this person affect the operations of Air Forces units.

Division Commander

This person is in charge of all Regiments in his Division post. A Division Commander should have a high ability for the Strategy type of units which he commands.

Officer Data

Display the officer data with **Info-Intelligence-Commanders**. Officers' abilities levels influence the army personnel in their command and the success of military operations in which they are involved.

Nationality (Nation)

Country affiliation of the officer.

Leadership (Max: 99)

Ability of the officer to command the Army or a Division.

Charm (Max: 99)

Persuasiveness of command.

Bravery (Max: 99)

Courage in battle.

Health (Max: 99)

A Commander's Health decreases when the Regiment where his headquarters are located executes commands or when he takes direct commands in battle.

Infantry, Artillery, Tank (Max: 99)

Officer's ability to command each type of Battalion.

Experience (Max: 99)

Officer's battle experience. Each victory will increase experience. Infantry, Artillery, and Tank abilities will increase in increments as Experience grows. However, the increase will be gradual.

Command

Command post to which the officer is assigned.

Status (Stat)

Status of the officer. If the officer is resting, it will be shown in this column.

Cities

View the condition of cities and their storage of supplies. Display this information with the command **Info-Intelligence-Cities**. Select a city from the list of cities you control to view Garrison information.

City Data

Ammo, Fuel, Food

City's supply of these materials.

Endurance Level (Endrc)

City's ability to withstand an attack. The present level and maximum level are displayed. A high Endurance Level indicates strong defensive abilities. Bombings and attacks will lower a city's endurance; however, this level can be slowly rebuilt up to its maximum after an attack. See **Endurance Level** on page xx.

Garrison

Garrisons contain local people united to serve your cause. You can view the Battalion Types, Number OK, and Damage condition of Garrison soldiers located in the city.

STRATEGY HINTS

Protect Your Headquarters

The defeat of the Army Commander (You) indicates the end of the game. Therefore, it is essential that your position is protected. You should assign the Army Commander and the other personnel of the Army Headquarters to a strong Battalion.

In a battle, the Battalion which maintains the headquarters should only be used in situations where you are sure to win. If, for some reason, the Battalion which contains the Army Headquarters weakens, use the **Tsfr** command to transfer the headquarters to a different Battalion.

Avoiding Land Mines

If land mines surround your units, and your Regiments have been given orders to reach a target beyond the mines, you must clear a path for safe movement.

Find one of your Engineer units, and move that Regiment to a land mine with the command **Tact-Mine**. Depending on the Regiment's distance from the target area and the unit's fatigue level, the Engineer unit will remove the land mine. Without Engineer units you will not be able to continue to advance

Damaged Armaments

After a battle, it is likely that some armaments will be damaged. This will decrease your fighting potential. To regain your fighting strength, send a Repair Unit to the Regiment with damaged arms and make repairs.

Make repairs before you organize any Battalions. Otherwise, damaged arms will be abandoned when you are organizing.

Running Out of Supplies

Utilize your Supply units to carry the needed materials to cities and Regiments. When available supplies are low on the battlefield, you should request that supplies be airdropped to a city. Transport by air is quick, but the amount which may be carried is limited. Make sure that one of your Regiments is waiting at the drop target to receive the supplies. Once the cargo is dropped, then you may distribute materials on the ground with Supply units.

Use Bridges to Your Advantage

Bridges are narrow and allow for only one Regiment to pass at a time, so use bridges to attack your enemies one by one. Also, blow up bridges to delay the enemy and to gain time to reinforce your Regiments and cities.

SCENARIOS

The six scenarios of the game follow the chronology of the War in Europe and North Africa. Each scenario is a battle with specific conditions for victory. You are provided with goals such as the occupation or defense of certain cities. Remember: if your goal is to defend cities, you must hold on to the designated cities until the last day of the scenario. If you are attacking to occupy, you must successfully occupy enemy cities by the last day of the scenario. If two victory conditions are listed, you will only need to fulfill one of them.

In addition to specific victory conditions, the following conditions apply to all scenarios:

- You will be victorious if you destroy all enemy forces.
- You will suffer defeat if you, as the Army Commander, are killed in action or assassinated.

SCENARIO 1

INVASION OF FRANCE

May 10 - June 22, 1940

Allied Victory Conditions

- Defend Sedan
- Defend San Michel and Rethel

Axis Victory Conditions

- Occupy Sedan and San Michel
- Occupy Sedan and Rethel

In September 1939, World War II broke out when, in response to Germany's invasion of Poland, England and France declared war. No real fighting occurred for a time, but in April 1940, the German army invaded Norway and Sweden.

The British-French armies had been expecting an attack and gathered their Strategy forces in northern Belgium. But the Germans circumvented the attack and began operations in the Ardennes of southern Belgium. The Ardennes was a hilly, wooded region thought to be impassable to German tanks, so British-French forces did not make preparations to defend this area.

On May 10, Germany began an invasion of Holland and Belgium, but this was merely a feint. In fact, the Strategy force of the Panzer divisions were advancing into Northern France, an area unsuspected by the Allies.

Scenario 2

THE BATTLE FOR NORTH AFRICA

May 26 - July 5, 1942

Allied Victory Conditions

- Defend Tobruk and Sidi Rezegh
- Defend Tobruk and Belhamed

Axis Victory Conditions

- Occupy Tobruk
- Occupy Sidi Rezegh and Belhamed

In June 1940, Italy joined the Axis powers witnessing Germany's victories. Later in September, the Italians invaded British-occupied Egypt from their own holdings in Libya. But the British crushed the Italians, counter-attacked, and pushed them back onto Libyan land.

In February 1941, General Rommel led the Deutsche Afrika Korps to the North African front. Boasting an overwhelming strength, Rommel rapidly drove the British forces back to the city of Tobruk, near the Egyptian border. The British quickly fortified Tobruk and were able to withstand a fierce attack by the Germans. Subsequently, the confrontation between the two sides came to a standstill.

On May 26, 1942, the German army once again began its advance, circling around the British, and attacked Tobruk at its flanks. The Germans took Tobruk and pressed on into Egypt. General Rommel's goal was to push the British off the continent.

SCENARIO 3

THE ARMORED BATTLE AT KURSK

July 5 - September 5, 1943

Allied Victory Conditions

- Defend Belgorod
- Defend Oboyan and Prokhoravka

Axis Victory Conditions

- Occupy Belgorod and Oboyan
- Occupy Belgorod and Prokhoravka

In June 1941, Germany violated the German-Russian Non-aggression Pact and plunged into a series of battles with Russia. The German army believed it would gain control of Russia within a few weeks, but it met with unexpected resistance and the fight became prolonged.

In August 1942, the German army began an offensive against Stalingrad, but they were defeated after months of bitter struggle. Germany suffered terrible losses. During the winter of this year, the Red Army turned the tables and retaliated against the Germans.

In May of 1943, in an effort to recover their advantage, the Germans prepared to mount a surprise attack on the Soviet salient near Kursk. However, Hitler delayed the operation with his demands for more new tanks.

On July 5, the new tanks were all deployed and the attack on Kursk finally began. By this time, however, the Red Army had time to build up tough fortifications at Kursk. From a well-prepared defensive position, fortified with armored divisions, the Germans lay in waiting. Thus began one of the largest tank battles in history.

SCENARIO 4

D-DAY AT NORMANDY

June 6 - August 19, 1944

Allied Victory Conditions

- Defend or occupy one of the cities of Caen, Bayeux, or St. Lo
- Defend two of the cities out of Vierville, Arromanches, Courseulles, or Riva Bella

Axis Victory Conditions

- Defend Caen, Bayeux, and St. Lo, and occupy three of the cities of Vierville, Arromanches, Courseulles, or Riva Bella

In 1944, after a successful invasion of Italy, the Allies planned to continue with a landing at Normandy in northern France. They called the campaign 'Operation Overlord.' The Germans had predicted such an attack and prepared by building coastal fortifications in their defense. Major defense strongholds were created in the Pas de Calais area, the closest point to Britain, on which they thought the Allies would land. Another protective measure was the defensive line known as the 'Atlantic Wall', which was built along the coast facing the English Channel.

In the early hours of June 6, the Allies began landing at various points along the beaches of Normandy. The Germans fought fiercely in some areas, but overall the landing was a success. The Allies began to advance toward the interior of France.

The battle in this scenario begins immediately after the landing of the Allied forces on the coast of Normandy.

SCENARIO 5

THE BATTLE OF THE BULGE

December 16, 1944 - January 21, 1945

Allied Victory Conditions

- Defend Bastogne

Axis Victory Conditions

- Occupy Bastogne

After the successful landing at Normandy, the Allies liberated Paris and drove the front back into German territory. Caught in a pincer attack with the Red Army in the East and the British-American army in the West, Germany faced its worst predicament since the beginning of the war.

The Germans prepared one final, major operation in an effort to recover its superiority. This operation was a reprise of the 1940 German invasion of France. The plan was to break through the Ardennes, destroy Allied supply bases, and split the overextended Allied front.

On December 16, 1944, the German army launched an all-out attack known as the Battle of the Bulge.

SCENARIO 6

THE BATTLE FOR BERLIN

April 16 - May 16, 1945

Allied Victory Conditions

- Occupy Frankfurt an der Oder and Strausberg

Axis Victory Conditions

- Defend Frankfurt an der Oder
- Defend Strausberg

After checking the German counter-offensive in the Ardennes, the Allied forces began driving into the German homeland. At the same time, the Red Army was pressing in quickly from the East. By early 1945, they were only 40 miles away from Berlin. The war was drawing to a close and there was no doubt that Germany would lose.

Early on April 16, 1945, the fully prepared Red Army began an all-out attack on Germans. The Russians had amassed a powerful force of 150 divisions, while the Germans had only 30 divisions to protect their capital. The situation was hopeless for Germany.

The battle in this scenario starts near the last line of German defense just east of Berlin, between the desperate German army and Russian forces advancing on the capital of the Third Reich.

Bibliography

Following is a list of references used in creating **Operation Europe: Path to Victory, 1939-1945**. We invite you to explore other aspects of World War II through reading.

[Text to be supplied]

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[Follow the format in the Genghis Khan II PC manual. Put this section in one page. Use different font from the manual text.]

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KOEI Corporation

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Burlingame, CA 94010

Attn: User Support

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