
The background of the cover art depicts a chaotic World War II battle scene. In the sky, numerous military aircraft, including bombers and fighters, are engaged in aerial combat. Below, soldiers in combat gear are visible, with one in the foreground holding a rifle with a bayonet. Explosions and smoke fill the ground, suggesting a tank battle or intense ground fighting. The overall color palette is dominated by the warm, hazy tones of a sunset or sunrise.

AXIS & ALLIES

A horizontal strip of flags representing the Axis and Allied powers, including the Union Jack, the Swastika, the American flag, the hammer and sickle, and the Japanese sun flag.

ATARI





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FIRST THINGS FIRST

THE README FILE

The *Axis & Allies*® CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Axis & Allies* directory found on your hard drive (usually C:\Program Files\Atari\Axis & Allies). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Axis & Allies, and then on the ReadMe file.

SYSTEM REQUIREMENTS

Operating System: Windows® 98SE/Me/2000/XP

Processor: Pentium® III 1.5 GHz
(Pentium® 4 2.0 GHz recommended)

Memory: 256 MB RAM (384 MB recommended)

Hard Disk Space: 1.4 GB Free

CD-ROM Drive: 8x Speed or faster

Video: 64 MB Windows® 98SE/Me/2000/XP-compatible SVGA with Hardware T&L video card* (128 MB Windows® 98SE/Me/2000/XP-compatible SVGA with Hardware T&L video card* recommended)

Sound: Windows® 98SE/Me/2000/XP-compatible sound card*

DirectX®: DirectX® version 9.0c (included) or higher

Modem: 56 Kbps/Cable/DSL modem for Internet play

* Indicates device should be compatible with DirectX® version 9.0c or higher.

SETUP AND INSTALLATION

1. Start Windows® 98SE/Me/2000/XP.
2. Insert the *Axis & Allies* CD-ROM Install Disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Axis & Allies* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Axis & Allies/Axis & Allies to start the game.

Note: You must have the *Axis & Allies* Play Disc in your CD-ROM drive to play.

INSTALLATION OF DIRECTX®

The *Axis & Allies* CD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

HOTKEYS

Units

Action	Control
Move	M
Attack	A
Run	R
Stop	S
Build	B
Repair	I
Guard	G
Explore	X
Bombard	B

Units, cont.

Action	Control
Rout	O
Attach	C
Detach / Disband	Delete
Group Behavior ON / OFF	V
Team Commands	T
Assault Formation	Q
Aggressive Formation	W
Column Formation	E

Buildings / Trucks

Action	Control
Pack / Unpack	P
Deploy	D
Deploy to Location	L
Research	R
Rally Point	F
Command All	A
Cancel	C
Sell	Delete

Air Commands

Action	Control
Air Attack	A
Air Recon	C
Escort ON / OFF	E

Team Commands

Action	Control
Select all Allied Sides	A
Select Sides 1-8	[1]-[8]
Team Attack	A
Team Defend	D
Team Explore	E

Team Commands, cont.

Action	Control
Team Build	B
Give Resources	R
Give Building	G
Request Resources	S
Request Building	Q
Chat	S
Report	T
Cancel	C

Additional Hotkeys

Action	Control
Objectives	F1
Technologies	F2
Message Log	F3
Politics	F4
Cycle Detached Regiments	F5
Cycle Engineers / Trucks	F6
Buddy Chat	F7
Cycle Selection	TAB (Shift-TAB for reverse)
Special Operation 1	Y
Special Operation 2	H
Special Operation 3	N
Special Operation 4	J

World War II

Action	Control
Attack	A
Move	M
End Turn	E
Purchase	P
History	H

SAVING AND LOADING

During gameplay, click on the Game Menu icon on the mini-map to pause the game and display a list of options (see “Mini-map” on page 24). To save your progress, select **Save**, enter a name for your saved game and then click on the **Save** button. To load an existing game, select **Load**, select a saved game and then click on the **Load** button. **Note:** You can also load a game via the Campaign, Custom or World War II game menus (see below).

THE GAME MENUS

SINGLE PLAYER

On the Main Menu, select **Single Player** to display the Single Player Menu where you can begin the official *Axis & Allies* Campaign, fight a Custom battlefield skirmish or wage a grand, strategic World War.



CAMPAIGN

Select **Campaign** to access the official *Axis & Allies* single-player campaign, a series of battles historically based on the Second World War. Choose either the **Axis** campaign or the **Allies** campaign, select a difficulty level and then click on **Play** to begin a new campaign. If you have already

completed a portion of the campaign, you can replay a mission by highlighting it and then clicking on **Play**.

CUSTOM

Select **Custom** to fight a single skirmish battle against the computer. You can choose an existing battle map, resume a saved game or generate a random map. You can also view a saved film of a completed game.



If you generate a random map, you must provide a few basic battlefield parameters. Use the box in the upper-left corner to select a theater of war and use the series of sliders in the upper-right corner to adjust basic terrain features. The dropdown above the terrain sliders enables you to choose the size of the map.

At the bottom right, use the boxes to set fog of war conditions (see "The Fog of War" on page 24), the experience level and the starting funds for each side. Adjust the City Control Ratio to set the percentage of a city that must be under one nation's control to achieve a city victory. When you are finished, click on **OK**.

Once you have chosen and configured your map, use the dropdown menu at the top of the screen to designate the number of players (human and computer). The **4v4**, **2v2v2** and similar options place groups of players onto teams. The **Free For All** option limits teams, forcing players to fight solo without alliances. Use the dropdown boxes to assign nations and generals to each player and then click on **Launch** when you are ready to start the game.



WORLD WAR II

Select **World War II** from the Single Player Menu if you want to wage war across the globe in a traditional turn-based fashion. Choose your nationality by selecting one of the five emblems across the top of the screen and then select the general who will command your forces

(see "World War II" on pages 16-23 for details).

MULTIPLAYER

The Multiplayer Menu lets you engage in battle with one or more friends. To join a game across a local network, select **LAN**. Or, choose **Internet** to play a game online. **Note:** You need to log on to GameSpy before you can join an Internet game. If you do not have a GameSpy ID,



click on **Register** and complete the registration process.

HOW TO PLAY *AXIS & ALLIES* IN GAMESPY ARCADE

GameSpy Arcade is a free online player-matching service. Use it to set up Multiplayer games over the Internet with your friends and anybody else who is searching for an opponent. Compete in an online Tournament against players near and far.

GameSpy Arcade is an independent gaming service run by GameSpy. Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Children under the age of 13 should check with their parents or guardian before registering.

GAMESPY ARCADE SYSTEM REQUIREMENTS

- GameSpy Arcade: Version 1.1 (included) or higher
- Internet Connection: 14.4 Kbps or higher
- Internet Service Provider (ISP)

GAMESPY ARCADE INSTALLATION

To install GameSpy Arcade:

1. Close all running programs.
2. Insert the *Axis & Allies* Install Disc into the CD-ROM drive.
3. When the AutoPlay screen appears, click on **Play**.
4. Follow the on-screen instructions.
5. After the game is installed, you are prompted to install GameSpy Arcade.
6. Follow the on-screen installation instructions.
7. GameSpy Arcade automatically launches after it is installed.
8. When GameSpy Arcade is launched, it locates the *Axis & Allies* game on your system.
9. Register your information and log in into GameSpy Arcade.
10. Find the *Axis & Allies* game under My Games. If you don't see it, scan for games in the file menu.

Launch GameSpy Arcade and Go to the *Axis & Allies* Game Room:

Click on the GameSpy Arcade link in your Start menu. When the software starts, you'll see a list of games and more along the left-hand side. Click on the *Axis & Allies* game button on the left to enter the *Axis & Allies* game room.

Find or Start an *Axis & Allies* Game Server: Once you're in the game room, you can meet or greet other players, find servers or create your own server. The top half of the application lists all of the available servers, including the number of people playing and your connection speed (measured by "ping" — the lower your ping, the better). Don't like any servers? Click on the **Create Room** button to start your own server and wait for people to sign up. (A clever server name usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a Game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players. When you're ready to play, click on the **Ready** button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. GameSpy Arcade fires up the *Axis & Allies* game and the fun begins!

Problems? If you have problems using GameSpy Arcade, whether installing the program, registering it, or using it in conjunction with the *Axis & Allies* game, consult the GameSpy help pages, located at:

<http://www.gamespyarcade.com/support> or e-mail GameSpy by using the form located at: <http://support.gamespy.com>

Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

EDITOR

If you have finished all of the campaigns and shown your friends the meaning of the word *blitzkrieg*, you may want to check out the editor. With it you can create your own custom maps and battles for single-player or multiplayer games.



FILM

Each time you finish a battle, you have the option to save a film of the events that took place. Film is a valuable tool that enables you to examine winning strategies from all points of view.



OPTIONS

GAMEPLAY OPTIONS

Message Log Fade – Sets the speed at which messages sent from the game or other players disappear from the screen.

Maximum Message Lines – Controls the number of in-game message text lines that are displayed at once.

Camera Scroll Speed – Sets the speed at which the camera moves when you press the arrow keys or scroll past the edges of the screen using the mouse cursor.

Camera Zoom – Defines the camera zoom level at which you start the game.

Game Speed – Controls the game speed level.

Hotkey – Select from four Hotkey layouts.

Camera Rotation – Toggles camera rotation ON / OFF.

Tooltips – If you leave this option checked, you can identify most in-game buttons and icons by hovering your mouse cursor above them.

Confirmation Dialogs – Uncheck this to disable the "Are you sure?" dialogs when you take major actions in-game.

Engagement – Check this to receive notification when your company engages an enemy.

Audio Only – Check this to only receive an audio cue when your company engages an enemy.

Production – Check this to receive notification when a regiment or truck is deployed.

Damage Numbers – Check this to see how much damage your units are giving and receiving.

Supply Border – Check this to display the supply border zone by default.

Elapsed Game Time – Check this to display an on-screen counter of the elapsed game time.

VIDEO OPTIONS

Tracks – Check this box to have your units leave footprints.

Additional Terrain Details – Adds additional features to the terrain map.

High Quality Filtering – Smooths the terrain.

High Definition Terrain – Improves the overall appearance of the terrain map.

High Quality Object Fog – Disable this option to completely expose a unit or building when discovered in fog.

High Detail Textures – Improves texture details.

Decals – Displays the unit insignia associated with the commanding HQ.

Shadow Detail – Controls the quality of the shadows cast by units

AUDIO OPTIONS

Chat Notification – Check this box to hear an alert when a player sends a chat message.

Unit Acknowledgement – Uncheck this box to remove the verbal acknowledgement that your units respond with when you give them an order.

NETWORK OPTIONS

Report Game in Progress – The game remains listed while playing on the Internet (requires additional bandwidth).

Connection – Specify your network connection type for Internet play.

Nickname – Create a nickname for LAN games.

Different Version – Check this to show games from incompatible versions.



Different Room – Check this to show games hosted in different rooms.

Full – Check this to show full games.

In Progress – Check this to show games that have already begun.

Different Language – Check this to show games in different languages.

Automatic Server Refresh – Check this to turn on automatic server refreshing.

Chat – Check this to see all chat messages.

Buddy – Check this to see buddy messages.

Away – Check this to see away messages.

Room – Check this to see messages from different rooms.

Automatic Away (sec) – Sets how long you must be idle before being marked as away.

WORLD WAR II OPTIONS

Movement Arrows – Toggles display of possible moves (when you select an army).

Help Tips – Uncheck this to disable the help screens.

Quick AI Turns – Check this to make computer players move their units more rapidly.

Quick Resolve AI Battles – Automatically resolves battles involving computer opponents using the Quick Resolve option (see page 22).

Purchase Confirmation – Uncheck this to disable the purchase confirmation prompts.

CREDITS

Click here to see the people who brought you the *Axis & Allies* game.

UPDATE

Select this option to determine if there are any updates available for *Axis & Allies*. Use of this feature requires an active Internet connection.

QUIT

Exit the game and return to the Windows® desktop.



WORLD WAR II

Select **World War II** from the Single Player Menu to recreate the strategic decision making of the Second World War by guiding your armies across a map that encompasses the entire globe. If you wish to vanquish your enemy, you'll have to

bring a General's eye to the world-level machinations, as well as a commander's battle prowess to the frequent real-time combat. Your ultimate objective is to capture two of your enemy's capital cities, but you'll face staunch resistance from your adversaries, who will be attempting to accomplish the same feat themselves.

The World War II game is turn-based; you move your armies and conquer territories during your turn. When your turn is over, you watch your opponent's turn as they move their armies. Whenever two or more armies meet, the game enters into RTS (Real-Time Strategy) mode. Be aware that your decisions and movements on the world map will affect the units and capabilities that you retain in RTS mode.

THE BASICS

GETTING STARTED

Before you can begin a World War II game, you must choose a nation and a General. Your choice of nation decides which nations are your enemies and your allies and also the special units that you're able to build during combat. Your choice of general determines what special operations you're able to use during RTS battles.

THE WORLD MAP

There are two main aspects of the world map: territories and units.



TERRITORIES

The world map is divided into territories. Each territory can be controlled by only one nation at a time — if you want to take control of an enemy's territory, you must defeat the army that occupies it.

It is important to control as many territories as possible, because each territory you control contributes money to your cash reserves. The larger, more populous territories contribute the most money to your war chest each turn, so you should put extra effort into conquering them.

Click on a territory to display information about it, including its name, the amount of money it generates each turn and the nation that currently controls it. The nation name is color-coded: your country's name appears in green; ally names are blue; and hostile names are red.

Allied: Allied territories either belong to your nation or to a friendly nation. You can freely move your armies across these territories, although you won't gain control of an unoccupied territory that belongs to an ally if you leave an army there.

Hostile: Hostile territories belong to nations that are currently at war with you. You can take control of a hostile territory by entering it and leaving an army there for a turn (if there are no defending armies). If there are defending armies, you must defeat them before you can take control.

Independent: Independent territories aren't controlled by any of the warring nations. You can gain control of an independent nation by moving an army into it and leaving it there at the end of your turn.

Neutral: Neutral territories cannot be entered or conquered by any of the warring nations. Neutral territories are gray in color.

UNITS

There are two kinds of units that appear on the world map:

Capitals: Capitals represent each nation's capital city. Capitals cannot be moved, and they lend no special abilities to their territories or the armies that occupy them. However, capitals are key to victory in the World War II game. In order to win, you need to attack and conquer two of your opponent's capitals. If you are playing as the Axis, you need to conquer any two of the three Allied powers: Great Britain, Russia or the United States. If you are playing as one of the Allied nations, you need to conquer both Germany and Japan.

Armies: Armies are the building blocks of any successful military campaign. You must move your armies into enemy territory and vanquish the armies of your opponents if you wish to successfully win a World War.

MONEY

War is an expensive endeavor, and even the greatest generals won't go far if they can't pay their troops or afford to research new technologies. Every territory you control generates wealth for you during each turn. The amount of money in your war chest appears at the top of the world map, followed by your income in parentheses. At the beginning of your turn, an amount of money equal to your current income is added to your cash reserves; you can stockpile money across several turns if you need to save up for an expensive research item.

You can use money that you earned on the world map to field new armies, upgrade existing armies and research new technologies. However, your cash reserves on the world map are separate from your cash supplies in the RTS mode of the game.

THE TOOLBAR



The bottom third of the gameplay screen contains your toolbar.

Click on the computer icon in the bottom-left

corner of the toolbar, or press [Esc], to open the Options Menu, where you can adjust the game options, save or load a game, or return to the Main Menu.

The mini-map is adjacent to the Options Menu. The mini-map gives you an overview of the worldwide tactical situation, and also controls your view of the tactical map itself.

The information panel appears in the center of the toolbar. When you select an army or territory, stats about that army or territory appear on the information panel.



You have the ability to choose advanced game options in the bottom-right corner of the toolbar. In most cases, three options are available:

Purchase: Click on **Purchase [P]** to open a new window where you can buy new armies or research new technologies, if you have the cash to pay for them.

History: Click on **History [H]** to open a window that shows the events of past turns, including troop movements, purchases, the outcomes of battles and similar events.

End Turn: Click on **End Turn [E]** to end your current turn and shift control of the world map to the other players.

Extra options become available when you select an army. These options are described below.

ARMIES

You won't win any battles in *Axis & Allies* with strong language or economic sanctions — you're going to need armies, and plenty of them, to defeat your opponents. These are the types of armies available to you on the world map:



The **Infantry Army** is represented by a soldier icon



The **Armored Army** is depicted by a tank icon



The **Mechanized Army** is depicted by a truck icon



An army upgraded with **Air Support** is depicted by an icon containing an airplane

Each of these armies corresponds to the level of technology available to you during a battle. For example, if you engage an enemy with an Infantry Army, the only military regiments that you can construct during the ensuing battle are infantry regiments; you cannot construct mechanized

or armored units. However, if you start a battle with an Armored Army, you can build tanks, mechanized units and infantry units during that battle.

Your Defensive Armies are automatically placed at the beginning of the war. They have the ability to create Infantry and Airborne Infantry, but they cannot move on the world map. Defensive Armies are depicted by gun emplacement icons.

Note: Defensive Armies are immobile, so do your best not to lose the ones that you start with.

MOVING ARMIES

When you click on an individual army on the world map, two options become available in the bottom-right corner of the toolbar: **Move [M]** and **Attack [A]**. At the same time, arrows appear around your army, indicating its movement options. Each army is capable of moving to one adjacent territory during each turn. You can move as many armies as you like per turn, but you can only participate in one battle during a turn.

To move an army, click on the army to select it, then right-click on the territory that you wish to move it to. If the territory belongs to one of your allies, or is undefended, then your army simply moves there. If the territory is occupied by a hostile army, then this movement is considered an attack, and a battle ensues (see "Battles" on pages 22-23).

If you move your army into an independent or undefended territory, then you take control of that territory at the beginning of your next turn.

BUYING ARMIES

You begin each World War II game with only a handful of armies. If you wish to invade and capture enemy territory, you must convert some of your extra wealth into additional armies. To do so, click on **Purchase [P]** in the bottom-right corner of the toolbar and select **Armies** from



the menu. Of course, the more advanced an army is, the more it costs. Purchased armies appear at your nation's capital; you cannot place them elsewhere on the world map.

UPGRADING ARMIES

In addition to buying armies, you can also spend your money to upgrade existing armies. If you select an army that is capable of being upgraded, a new row of icons appears in the bottom-right corner of the toolbar. Click on one of the available icons to upgrade the army and give it the ability to create more powerful units during RTS battles. By spending progressively larger amounts of money, you can upgrade an Infantry Army into a Mechanized Army or an Armored Army, or give the Infantry Army the ability to use Air Support.

When you convert an Infantry Army into a Mechanized Army, you give it the ability to build and use vehicles during RTS battles. If you upgrade an Infantry Army directly to an Armored Army, you also gain the ability to create Mechanized regiments during battles, since these are prerequisites for building Armored regiments (tanks).

Air Support is somewhat different than the other upgrades. If you upgrade an army with Air Support, it can build and use airplanes during RTS battles, but you won't gain either of the previous two upgrades in the process. For instance, if you to upgrade an Infantry Army with Air Support, you can build infantry and airfields during RTS battles, but you do not gain the ability to construct vehicles or tanks.



TECHNOLOGY

In addition to purchasing new armies or upgrading existing ones, you can also spend money to acquire new technologies. To purchase a technology, click on **Purchase [P]** and then click on the Technologies tab. A list of available technologies appear. Place your mouse

cursor above a technology to view more detailed information about what the technology does and which units it affects. Click on a technology to purchase it.

BATTLES

When the forces of two hostile nations meet in a territory on the world map, a battle occurs to decide which nation will gain control of that territory.

STARTING A BATTLE



In order for a battle to occur, two or more hostile armies must simultaneously occupy the contested territory. If it is your turn, you can attack a hostile nation by moving one or more of your armies into a hostile territory and clicking on **Start Battle** (which replaces your **End Turn** button). You can only start one

battle per turn, so analyze the entire map at the beginning of your turn to decide where to strike!

BATTLE TYPES



There are two types of battles that can occur in the World War II portion of *Axis & Allies*: a Quick Resolve battle or an RTS battle. Whenever two armies meet, you must choose which type of battle you wish to initiate.

If you choose the RTS battle, then you enter into a tactical simulation as

described in “The Battlefield” on pages 24-40. You have complete control over how you build your forces, and you can formulate a plan of attack to exacting specifications.

In Quick Resolve mode, the computer simulates the battle and determines the victor instantaneously. The game takes into account the number and type of armies involved, as well as any technologies that have been purchased by either side. This is the quickest way to get through a battle that you are sure to win. If both sides are evenly matched, however, you may be more likely to win if you attack manually via an RTS battle.

When two computer players attack each other, you may choose to

view either a Quick Resolve battle or an RTS battle. **Note:** You can select Quick Resolve as the default battle type for computer vs. computer combat by selecting the appropriate option in the Options Menu.

ARMIES AND BATTLES

The type and number of armies that you control on the world map has a direct impact on what you can do during an RTS battle. Your first consideration is the number of armies with which you attack or defend a territory. When an RTS battle begins, each army located in a territory grants you bonus income. Each additional army grants you a bonus amount to your starting money, providing you with a significantly better chance of winning.

Your second consideration is the type of armies that you have on the world map. During an RTS battle, you are only allowed to build units of the same type as the most advanced army you have in the territory that is being contested. If you only have an Infantry Army in a territory, you can only build infantry regiments during a battle in that territory. If you have an Infantry Army and a Mechanized Army, you can build infantry and mechanized units, and so on. Therefore, even if you have a large number of armies, you may still be defeated by an outnumbered foe with technologically advanced forces.

BATTLE RESULTS

The victor of a battle retains all of the armies he or she used in that battle, and gains or retains control of the territory in which the battle was fought.

If you move one or more armies into enemy territory, instigate a fight and then lose the ensuing battle, an army is destroyed. If you had more than one army in the fight, your remaining armies tuck their tails between their legs and retreat back to the territory from which they launched their assault. No territories change control in such an instance.

If you lose a battle that an enemy started by moving into your territory, then your weakest army is destroyed permanently, and the enemy gains control of the territory. If you have multiple armies in the territory, then your remaining armies attempt to retreat to the strongest friendly adjacent territory. If there are no adjacent friendly territories, then your armies are all destroyed permanently. Do not let the enemy encircle you!

THE BATTLEFIELD

THE INTERFACE



The RTS gameplay screen appears once a battle has begun. It is here that you build up your forces and carry out attacks on your enemies.

THE FOG OF WAR

Initially, the majority of the screen is covered with a gray fog — the fog of war — that obscures the location of your enemy's buildings and troops, but reveals terrain and city locations. If you move your armies into an area, the fog cover recedes, revealing the presence of enemies. Once your units leave an area, the area covers once again with gray fog. In some scenarios, the entire map may be covered with what is called black fog. This thick black fog fully blocks your view of the underlying terrain and cities. Once the black fog has been explored by a friendly regiment, it will not return.

You can adjust your view in the gameplay screen by dragging your mouse cursor to the edge of the screen, and you can zoom in and out with either the mouse wheel or the [Page Up] and [Page Down] keys. To rotate the view, you can either press the middle mouse button and move the mouse, or use the number pad [4] and [6] keys.

MINI-MAP

The mini-map appears in the lower-left corner and functions as a representation of the entire battlefield. The white outline represents that portion of the map currently displayed on the gameplay screen.

There are four buttons located on the mini-map that give you access to basic game functions (see next page):



The **Supply** button [Ctrl-S] toggles the supply border ON / OFF.

The **Chat** button [Return] opens up a chat window with which you can communicate with other players.



The **Game Menu** button [Esc] opens a menu through which you can load or save your game, adjust options or quit.

The **Pause** button [Pause] pauses the game.



COMMAND PANEL



The command panel appears in the lower-right corner. This panel contains a number of icons used for giving orders. The icons in the command panel vary based on what is currently selected in the gameplay screen.

Above the command panel are four buttons that open windows containing useful information and options:

The **Objectives** button [F1] displays the goals you must accomplish to complete your current mission.



The **Technologies** button [F2] displays a list of all of the technologies that are in effect for your army.

The **Message Log** button [F3] opens a record of all of the recent onscreen messages.



The **Politics** button [F4] provides you with basic information concerning the nations involved in the battle.

INFORMATION PANEL



The information panel appears between the mini-map and the command panel. Any time you select a unit or building in the

gameplay screen, important information about it appears in the information panel.

Along the bottom of the information panel you see a bar containing one or more symbols with numbers next to them. The symbols are a summary of how the selected object affects your economy.

Along the top of the information panel you may see one or more icons. These icons represent special conditions that apply to the selected unit or building. A unit's formation, special properties, bonuses and the effects of technologies appear in a row here. Hover your mouse cursor over any of these icons to view a popup description.

If you have a group of regiments selected, you see each regiment's banner displayed in the information panel. Below each banner you see a grouping of health bars for each unit within that regiment. The right side of the information panel includes three formation buttons.

You can view more information about an individual unit by selecting the unit's regiment and clicking on the unit's icon in the information panel. When you click on the unit's icon, the information panel changes to display unit stats. The attack and defense values for that unit appear, along with any special properties and abilities that the unit possesses.

STATS BAR



The stats bar is located above the information panel. It displays a summary of your nation's money, ammo, oil, unit limit, and building limit. Whenever you hover your mouse cursor over an item that affects your economy, a second stats bar pops up below the first. The second bar shows you what your economy will look like after you choose to activate the item in question.

OPERATIONS BAR & GROUP BAR



There are two icons in the upper-left corner of the gameplay screen. The first is the special operations bar. You can click on it to expand and collapse a set of icons for each of the special operations available to your general.

Click on any special operation that is not grayed out to use it. The icon then appears gray and the red bar beneath it begins to refill. When the bar is full, you can use the ability, provided you have the army experience to pay for it.

The group bar is located to the right of the special operations bar. Whenever you assign a group to a hotkey, it appears in the unit bar. As with the special operations bar, clicking on the icon will expand or collapse the entire group bar.

BASES

Your bases are the heart of your operations; it is from these buildings that you manage your economy, deploy troops, research advanced technologies and send out special air missions. A proper understanding of bases and their components is vital to your success.

DEPLOYING AND RELOCATING BASE BUILDINGS

The key to a successful military campaign is flexibility. Therefore, most of your buildings are not permanent structures. They can be collapsed, with their components loaded onto transport vehicles, and moved to more strategic locations in short order.

When a building is on transport vehicles, it can receive movement orders just like a regiment. Click on the **Unpack** icon [P] when you are ready to assemble your building. Move your mouse to the location where you want to assemble the building, click on a location on the landscape and the transports will move to that location and unpack. **Note:** If the building turns red, you are trying to place it somewhere that it cannot go. It may be too close to another building, on a mountain, in the water and so on.

If you want to move a building to a different location, just click on the **Pack** icon [P] and the building will return to the transport vehicles, ready to be moved to a new spot.

BASE BUILDINGS AND YOUR ECONOMY

In addition to deploying regiments, base buildings add money to your economy. Each base building produces a small quantity of money, which you can use to fund your army.

There is a limit to the quantity of buildings you can construct; this number appears on the stats bar.

TYPES OF BASE BUILDINGS

Each nation has unique units and architecture, but all of the buildings belong to one of the following categories (see next page):

CORPS HEADQUARTERS

The Corps HQ is the hub of your base. It is normally the only building deployed at the start of a battle and provides you with a starting economy. The Corps HQ serves as the origin for the rest of your base. All of the other buildings (except for Bunkers) deploy from it, and the most basic technologies can be researched there.



DIVISION HEADQUARTERS

Division Headquarters are the workhorses of your base; your regiments are recruited from them.

There are several types of Division Headquarters, each of which specializes in producing a specific type of regiment:

- **Infantry Division HQs** produce foot soldiers
- **Mechanized Division HQs** produce vehicle regiments
- **Armor Division HQs** produce tanks

Note: Depending on the scenario or the type of army you used in a World War II campaign, certain Division HQs and their associated regiments may not be available for deployment.



SUPPORT BUILDINGS

Support buildings don't do much on their own. Their purpose is to enhance other buildings. They do this, primarily, by allowing you to research additional technologies that make your units more effective. They also enable your Division HQs to produce more advanced units.



DEPOTS

There are three types of depots: Supply Depots, Oil Depots and Ammo Depots.

- Supply Depots expand your zone of supply and do not count against your building limit.
- Oil Depots supply your units with fuel and count as one against your building limit.
- Ammo Depots supply your units with ammunition and count as one against your building limit.

BUNKERS

Bunkers are special defensive buildings that are built by Engineers rather than deployed by vehicular transports. To build a bunker, select a regiment of Engineers and click on the **Build** icon in the command panel. Choose the type of bunker you wish to construct, and then place it as you would if you were unpacking a standard building. Your Engineers will then rush over and build the bunker at the location you specify.



CITIES

Cities are independent sets of structures that any nation can take control of, and they are not integral to bases. You take control of a city when your regiments (and no enemies) occupy its center. Cities give a significant boost to your economy and also expand your zone of supply.

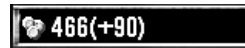
THE ECONOMY

RESOURCES

Armies aren't free — they require payment and supplies. There are three primary resources that support your troops in *Axis & Allies*: money, oil and ammo.

MONEY

Money is the only resource that is stockpiled. On your stats bar, you see two numbers, something like 466 (+90). The first of these two numbers is your reserve, your



stockpiled money. The second number is how much money you are earning every minute. When you pay to deploy new regiments or buildings, the monetary cost is deducted from your reserve.

While your per-minute money income can be negative, you can never have less than zero in your reserve. If, however, your reserve is at zero, and you have a negative income, things will start to go badly for you. For instance, any units that are in supply are supplied much more slowly than normal (units that are not in supply have their health slowly drain away until they disappear altogether). Also, you cannot construct new buildings or repair the ones you have when you have a negative income.

OIL, AMMO & UPKEEP

Oil and ammo are unit-support resources.



Oil and ammo are displayed in the stats bar alongside money. Note that these resources display only your per-minute income; oil and ammo are never stockpiled the way money is.

Whenever you deploy a unit or construct bunkers, they draw from your income of ammo and/or oil. This is known as upkeep. If, for instance, you have an oil income of +20 and deploy a heavy tank regiment that has an oil upkeep of -18 oil, your oil income drops down to +2 as long as that tank regiment exists. If you should use more resources than you bring in, the difference is deducted from your monetary income.

Buying extra supplies isn't cheap. One unit of ammo costs two units of money, and one unit of oil costs three units of money. If you have an oil income of +10 and build the same heavy tank regiment mentioned above (-18 oil upkeep), your oil income drops to -8 per minute. That -8 oil income would cost you -24 units of money per minute — an expensive problem indeed!

UNIT LIMIT

The next statistic you see in the stats bar is the unit limit.



The unit limit is a representation of how many troops your base's infrastructure can support. Your initial Corps HQ gives you a small unit limit — normally +3. That means that you can build a maximum of three regiments. As you add additional buildings, the unit limit increases to +20.

BUILDING LIMIT

The building limit is a representation of how many buildings your base's infrastructure can support.



ARMY EXPERIENCE

Army experience appears in the upper-left corner of the operations bar. It is separate from the experience earned by individual regiments. Although both are earned by engaging in combat, army experience is used to pay for the use of special operations.



ARMIES & COMBAT

Building an effective base may impress your enemy, but it won't slow them down when their tanks start rolling. For that you need an army.

UNITS & REGIMENTS

Units are the individual soldiers, tanks and vehicles that make up your forces. Each unit has unique abilities, costs, strengths and weaknesses which, when added together, define the nature of your army.

Each unit is made up of a number of statistics, properties and abilities. You can access these statistics by selecting a unit and looking at the information panel.



- The Attack value is an indication of how effective a unit is at damaging enemies. If you hover your cursor over the **Attack Value** icon, you can see additional useful information, such as the unit's Rate of Fire and whether its attack can damage other units near its target.
- The Defense value is how resistant your unit is to being damaged.
- Special abilities, such as the ability to repair buildings, are represented by icons below the attack and damage values.

Some units have unique properties. For example, a tank is especially resistant to small arms fire, more so than its defensive rating would suggest. Special unit properties appear as icons along the top of the information panel. Hover your cursor over any of them to get more information on what they do. Here you can also acquire details about modifiers brought on by special conditions, such as formations or terrain.

You do not command individual units in *Axis & Allies*. Instead, you command groups of units called regiments. A regiment is a group of between two and eight units.

The units in a regiment may be identical, such as an Infantry Regiment with eight Infantry. They may also consist of different types, such as a Mechanized Infantry Regiment with three Infantry, two Machine Gun Infantry, one Light Tank and two Halftracks.

To build a regiment, select a structure capable of deploying it (normally a Division HQ) and click on the **Deploy** icon [D]. The command panel changes to show an icon for each type of regiment. Each type is composed of a number of units chosen for a specific purpose, such as anti-tank or anti-air. If an icon is gray, you lack the support building necessary to build that particular regiment (the popup description of the grayed-out icon tells you what you need to build in order to access that regiment). Once you have chosen the regiment you wish to deploy, click on its icon and the structure starts building it.



After a few seconds, the first unit of your new regiment appears. At first, you see only the one unit; selecting it shows you that the images of the remaining units in that regiment are grayed out. As you watch, the health bar below the first gray image starts to fill up. When it is full, that unit appears and joins the regiment, after which the next gray unit's bar starts to fill. This process continues as long as your new regiment is in supply (see "Healing & Supply" on page 37), until the regiment is complete.

GIVING BASIC ORDERS

Once you have a regiment under your command, you need to give it some orders. Five basic orders appear on the command bar: Move, Attack, Run, Stop and Guard.



Click on **Move** [M] and then on an open space in on battlefield screen to instruct your regiment to move to that location. You can also right-click on your destination to have the selected regiment move there.



Click on **Attack [A]** and then on an enemy unit or structure to instruct your regiment to attack that enemy, and chase them if they run. Like using the Move command, right-clicking on an enemy will also issue an Attack order.



Run [R] is a variation of the **Move** order. It puts your regiment temporarily into Column formation, allowing it to move quickly while avoiding the enemy rather than attacking. When the regiment reaches its destination, it returns to its previous formation. You can also hold down the **[Alt]** key and right-click to automatically issue a run command



Stop [S] tells a regiment to stop what it's doing.



Guard [G] tells a regiment to stay close to a unit or location, attacking any enemies that come near.

TERRAIN & FORMATIONS

Knowing how to move your units across your base is all well and good, but the wise commander knows that the road to victory isn't nicely paved; it is blocked with forests, jungles and mountains.

If your regiments are in difficult terrain, their movement may be slowed. They may also be affected by additional benefits or penalties. Jungle, for example, greatly limits movement speed. It also creates big defensive penalties for vehicles while giving huge defensive bonuses for infantry. Any terrain bonuses or penalties are summarized in the information panel while the affected regiment is selected.

Seasoned troops on the move don't just mill around; they march in formations designed to give them an advantage. When you have a regiment selected, you see three icons on the right side of the information panel.

These are the formations available to that regiment. They are **Assault [Q]** (the default formation for a new regiment), **Aggressive [W]** and **Column [E]**. Click on a formation button to place your regiment into that formation.

Each formation affects either your combat efficiency or maximum speed (or both). It is important to choose the correct formation for your needs. Faster formations typically have lower attack efficiency, meaning they are useful for moving quickly. However, slower formations are more adept at combat.

Formation also determines a regiment's behavior when it encounters an enemy. When in Assault or Aggressive formation, a regiment is aggressive and will attack enemies on sight. When in Column formation, a regiment uses more passive behavior, generally ignoring any nearby enemies.



The distinctions between formations are important; if you want to move a tank regiment through an enemy base to attack an enemy regiment on the other side, you must put it in Column formation or else it will stop and destroy every building on the way. When you get to your target, you want to place it back in Assault formation, or it will suffer a hefty penalty while fighting the enemy.

COMBAT EFFICIENCY

When you have one or more regiments selected, you see a red bar over their banners in the information panel. This is their combat efficiency, a general measure of how effective they will be in combat. If the bars are full, they are 100% effective; if they are half full, they are 50% effective. If you change their formation and give them an order, you see the bar slowly begin to change until its combat efficiency reaches the level associated with the new formation (see next page). The bar changes slowly, not instantaneously. You must take the speed of this change into account when deciding when to launch an attack.

Formation	Combat Efficiency	Speed	Behavior
Assault	+0	-25%	Aggressive
Aggressive	-25%	+0	Aggressive
Column	-50%	+25%	Passive

ENTRENCHMENT

Troops waiting for the enemy don't just sit around; they choose the best positions, dig foxholes and pile up sandbags. If a regiment is left in one spot for long enough, it becomes entrenched. You can identify an entrenched unit by the sandbags that appear around its banner. Entrenched units gain a various combat bonuses and are therefore adept at holding key defensive positions.

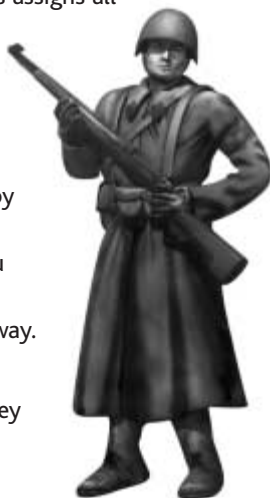
GROUPS & DIVISIONS

Commanding a dozen regiments during the heat of battle can be a daunting task. To make it easier, you can select and group up to six regiments at the same time and give them orders simultaneously. To select and group multiple regiments, click on an open area, hold down the left mouse button and drag a box around all of the regiments you wish to include. You can also manually add or remove regiments by holding down **[Shift]** or **[Ctrl]** and clicking on a regiment.

Once you have selected a group, you can save it by holding down **[Ctrl]** and pressing any of the keyboard number keys. This assigns all of the regiments in that group to that number key, allowing you to reselect that group by pressing that number key. When you assign a group to a number key in this way, that group appears in the unit bar at the top of the screen.

Note: You can add groups to the unit bar directly by right-clicking in an empty square, and can select them by clicking on their portraits in the bar. If you like, you can also assign individual regiments and buildings to hotkeys and the unit bar in the same way.

Regiments in a group are a bunch of individual regiments grouped together. When given orders, they



move and fight independently, each in its own separate formation. Slower regiments are left behind, and weaker regiments end up face-to-face with the enemy, just as if it were alone. If you want a group to act together, select them and click on the **Group Behavior** icon **[V]** to form them into a division. A division works like a single giant regiment. If placed in Assault formation, each regiment takes up that formation, and the entire division forms a single, larger Assault formation, putting weaker regiments to the rear and stronger ones to the front. A division moves and fights together, giving it an advantage over grouped units acting separately. Click on the **Group Behavior** icon again to can separate a division back into a group.

HEALING & SUPPLY

Each unit has a certain amount of health. When a unit is hit in combat, it loses a portion of this health; if it loses all health, the unit dies.

When you select a regiment, a green bar appears beneath each unit. The green bar represents the amount of health that a unit has remaining. You can view health numerically by hovering your cursor over a unit's icon in the information panel.

Don't be too concerned about a few casualties. As long as one member of a regiment survives, the entire regiment can be brought back to full strength.

Note: Only attached regiments can heal and resupply.

ZONE OF SUPPLY

A circular area known as the zone of supply encompasses each major base building and Supply Depot. You can view the zone of supply by clicking on the associated icon near the mini-map. Any attached regiment within this area is in supply. While in supply, attached units within a regiment regain lost health, one by one, and units that were lost in action are replaced with new units at no cost. Resupplying units is preferable to replacing entire regiments for one simple reason: replacement regiments come as Recruits with zero experience. The bonuses granted to more experienced regiments make it worthwhile to retreat badly beaten regiments back to the nearest base rather than letting them be wiped out and replaced.

If enemies come close to a building that provides a zone of supply, then the zone of supply deactivates until the enemy is forced back. It is hard to conduct business when bullets are flying through the walls!

MORALE

Nobody likes being shot at. When soldiers are in dangerous or unpleasant situations, they tend to become discouraged and frightened. If they are kept in these situations for too long without a rest, they might very well run from the enemy at their next encounter.

Every regiment has a morale rating, displayed onscreen as the blue bar below the company banner. There are some things that will cause this morale to decrease. Simply being in combat causes a slow drain, and having a unit within the regiment killed can cause a significant drop in morale. There are also some factors that will cause a regiment's morale to increase, such as time away from combat or killing an enemy. There are a great many more things that can cause a regiment's morale to rise and drop during a battle, and those factors are different for every type or regiment.

A commander must be aware of the risks of allowing his regiments' morale to fall too low. Select a regiment and look at the blue morale bar under its banner in the information panel. The vertical line in the morale bar indicates the regiment's breaking point. When the morale of a regiment drops below its breaking point, the regiment will rout. When a regiment routs, it assumes column formation and moves away from its enemies. You have no control over it until it has stopped on its own — and the regiment is as likely to run deeper into trouble as it is toward safety.

EXPERIENCE

As your troops engage in battles, they progress from being raw recruits to acting as grizzled veterans; this is represented by the experience level of a regiment. Experience is a numerical representation of how much a regiment has learned and can be viewed by hovering your cursor over the **Experience** icon while a regiment is selected.

When a regiment gains a certain amount of experience, they advance to the next level, becoming more effective combatants. Regiments start out as recruits, and there are



three additional levels of experience that they can earn as they progress through the battle:

EXPERIENCE LEVELS

Level	Exp. Needed	Symbol
Recruit	0	(no symbol)
Regular	150	Single chevron
Veteran	350	Two chevrons
Elite	600	First sergeant

GENERALS & SPECIAL OPERATIONS

A single general, chosen from a set of four available to each nation, leads every army. Each general has four trademark special operations, based on historical exploits, that you can use during the game to give your side an edge or to weaken your enemies. Expand the special operations bar on the upper left of the gameplay screen to access these functions. Each special operation has a cost in army experience that you must pay each time you use it.

ALLIES

There are a number of positive effects you gain by having allies. The biggest benefit is that allies can use each other's zones of supply. This means that your regiments can resupply at an ally's base, Supply Depot or city. Map visibility is also shared amongst allies, both on the gameplay screen and on the mini-map.

At the bottom-left of the command panel is the **Team Commands** icon [T]. Clicking on this icon causes two or more additional icons to appear in the command panel. The first is the **Allied Team Commands** icon [A], which you use to communicate with all of your allies at once. Click on this icon to display four icons along the top of the command panel, which allow you to coordinate actions with your allies by placing a variety of flares. Flares are signals that appear on both your allies' mini-maps and on their gameplay screens to request a specific action. At the bottom of the Allied Team Commands panel is the



Report icon [T]. Click on **Report** to show your allies the information displayed in your stats bar.

If you look again in the command panel after clicking on the **Team Commands** icon, you see that, in addition to the **Allied Team Commands** icon, you have an icon for each individual ally. Clicking on one of these icons allows you to communicate directly with that ally.

In addition to the flare icons, you have a set of four tribute icons. The first two icons allow you to give your ally money, units or buildings. The second two icons allow you to request a particular tribute from an ally.

Note: Not all units and buildings can be given as tribute.

ARMIES AND GENERALS

UNITS

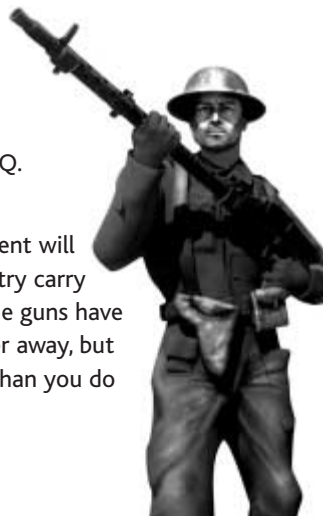
Most units are constructed at your various HQs. Since the military technology available to each nation in *Axis & Allies* is roughly similar, each nation will draw on a common pool of units in their battle for world dominance. However, one nation may have a better implementation of an individual unit than does another. For instance, the tanks of Germany were widely feared on the battlefield. Therefore, you should expect German tanks in the game to be more powerful than British tanks, for example. Each nation also has one or two special units that are exclusive to that nation. See the "Nations and Generals" section on pages 46-52 for information on these.

INFANTRY UNITS

Infantry units are built at an Infantry Division HQ.

INFANTRY

Soldiers win wars, and your basic infantry regiment will serve you well in any kind of engagement. Infantry carry either rifles or machine guns. Units with machine guns have a more powerful attack and can fire from further away, but you have fewer of these in any given regiment than you do rifle-wielding soldiers.



ANTI-TANK INFANTRY

This specialized infantry unit is designed to take out enemy tanks with its shoulder-mounted rocket launcher.

MORTAR INFANTRY

Mortar infantry units take up the rear in Artillery Infantry regiments. They benefit from any technology that benefits artillery units and can Bombard the enemy.

OFFICER

Officers are responsible for leading infantry regiments into battle and for keeping morale high during firefights.

ENGINEER

Engineers are responsible for repairing damaged structures within your base. They can also build bunkers and other defensive structures.

PARATROOPER

Paratroopers can be deployed from airfields or from aircraft carriers to locations behind enemy lines. They are in most respects identical to infantry, except that they don't possess the grenade attack of normal rank-and-file soldiers.

PARATROOPER OFFICER

A paratrooper officer is at the head of every air infantry regiment.

MECHANIZED UNITS

Your mechanized regiments consist mostly of halftracks. The armored halftracks of World War II can be used in a wide variety of ways, including as armored personnel carriers and as mobile flak cannons. Mechanized units are built at a Mechanized Division HQ.



HALFTRACK

Most mechanized regiments contain at least one or two normal halftracks. These are particularly well-suited for quickly dispatching infantry units.

ANTI-AIRCRAFT HALFTRACK

This mobile flak cannon is the core ingredient in the mechanized anti-air regiment, and constitutes the anti-air component in AA infantry and tank regiments. These units can't fire at ground targets, so keep them protected.

ARTILLERY HALFTRACK

This self-propelled artillery piece can fire on a target from a great distance.

ARMORED CAR

The armored car is the command unit for mechanized regiments.

ARMORED UNITS

Although tanks were used in World War I, it wasn't until the World War II that they became an integral part of each combatant's armed forces. Over 200,000 tanks were produced for that conflict, mostly by Germany, Great Britain, Russia and the United States. In *Axis & Allies*, tanks are produced at your Armored Division HQ.

LIGHT TANK

This tank isn't the most powerful armored unit on the battlefield, but it is more than enough to compete with most infantry or mechanized units. Light tanks consume the fewest resources. In addition to a normal light tank regiment, you can also build a more expensive mechanized armor regiment, which includes a pair of halftracks.

MEDIUM TANK

Medium tanks require more resources than light tanks, but offer more power in return.



HEAVY TANK

If you can afford the massive resource drain, there simply isn't a better all-purpose regiment than one consisting of heavy tanks.

ARTILLERY TANK

The armored variant of self-propelled artillery can inflict heavy punishment on enemy structures and units from behind the main line of battle.

COMMAND TANK

Every regiment must have a commander, and tank regiments are no exception.

AIR UNITS

FIGHTER

Fighter planes run escort for bombers, attack other planes or strafe ground or naval targets.

BOMBER

When you need to pulverize ground or naval targets, bombers are the unit of choice. While they're expensive to use, they're guaranteed to leave a lasting impression with each bombing run.

NAVAL UNITS

AIRCRAFT CARRIER

Aircraft carriers are essentially mobile, water-bound airfields. You will want to protect your carriers, though, as they are vulnerable to attack by enemy planes.

BATTLESHIP

Battleships have the most offensive capability of any unit in the game, with four main cannons capable of firing simultaneously, but it's impossible for them to fire on targets that are too far inland.



STRUCTURES

If you wish to successfully conquer your enemies, you'll need to make use of quite a few different structures throughout your battles.

CORPS HQ

Your corps HQ is the center of your military command structure. It can research general-application technologies, deploy Supply Depots and construct headquarters for each branch of your armed forces. **Builds:** Infantry Division HQ, Mechanized Division HQ, Armored Division HQ, Airfield, Airborne Division HQ, Engineer Brigade, Motor Pool, Artillery Brigade, Ammo Depot, Oil Depot, Supply Depot

INFANTRY DIVISION HQ

All of your infantry regiments are constructed at your Infantry Division HQ. **Builds:** Infantry Regiment, Anti-Tank Infantry Regiment, Recon Infantry Regiment, Artillery Infantry Regiment, Engineer Regiment

MECHANIZED DIVISION HQ

If you want to build a halftrack, you first need to construct a Mechanized Division HQ. **Builds:** Halftrack Regiment, Anti-Air Halftrack Regiment, Anti-Tank Halftrack Regiment, Artillery Halftrack Regiment, Mechanized Infantry Regiment

ARMORED DIVISION HQ

The Armored Division HQ is the source of your expensive — but powerful — tank regiments. **Builds:** Light Tank Regiment, Medium Tank Regiment, Heavy Tank Regiment, Artillery Tank Regiment, Armored Infantry Regiment

AIRBORNE DIVISION HQ

The Airborne Division HQ provides you with paratroopers. Paratroopers can be utilized as both ground troops and troops transported via aircraft.



AIRFIELD

An Airfield continually resupplies itself with a stock of fighters and bombers, which reside within the Airfield itself. Fighters automatically defend the Airfield if it's attacked, or can be sent on Air Recon missions into enemy territory. Bombers can be sent out on Air Strikes (bombing runs), with a fighter escort if you have fighters available. You are required to pay for each individual Air Recon or Air Strike that you call, so you will need many Division HQs if you plan to make heavy use of air support.

ENGINEER BRIGADE

The Engineer Brigade structure doesn't construct anything by itself, but you are required to have one before you can build some of the game's more advanced units. It also hosts some of the more basic researchable technologies. **Required For:** Anti-Air Halftrack, Engineer

MOTOR POOL

Like the Engineer Brigade, the Motor Pool doesn't construct anything, but you need to have one if you want to build better units or research vehicle-related technologies. **Required For:** Anti-Tank Infantry, Medium Tank, Heavy Tank

ARTILLERY BRIGADE

The last of the three research facilities that you need, the Artillery Brigade allows you to build the game's most powerful units and research a variety of tank-related technologies. **Required For:** Mortar Infantry, Artillery Halftrack, Artillery Tank. **Note:** Mortar Infantry are placed at the rear of Artillery Infantry and cannot be deployed alone.

SUPPLY DEPOT

Supply Depots expand your zone of supply. Supply Depots do not count toward your building limit.

OIL DEPOT

Oil depots produce fuel for your units. Each Oil Depot counts as one building toward your building cap.

AMMO DEPOT

Ammo depots produce ammo for your units. Each Ammo Depot counts as one building toward your building cap.

NATIONS AND GENERALS

UNITED STATES

GENERAL PATTON



Patton was one of the most flamboyant generals of World War II. He helped invade French North Africa in 1942, commanded the 3rd Army during the invasion of France, and relieved the 101st Airborne Division that had been surrounded at Bastogne during the Battle of the Bulge.

GENERAL EISENHOWER



Dwight D. Eisenhower was the Supreme Allied Commander during post-Overlord World War II, responsible for the broadest strokes of military policy and troop movements. He later became the Supreme Commander of the Combined Land Forces of NATO after the war, and later become President of the United States.

GENERAL ARNOLD



General Harry "Hap" Arnold was named Chief of the Army Air Forces in 1941, and oversaw the implementation of avionic technology and strategy for the U.S. air forces. He was one of only five men ever to hold the rank of General of the Army (five-star general), and is the only man ever to be a General of the Air Force.

ADMIRAL NIMITZ



Chester William Nimitz rose through the ranks of the navy, having served mainly in submarines during his early career, to become a full Admiral in 1941 and Fleet Admiral (five-star admiral) in 1945. During the war, he commanded the US Pacific Fleet, and accepted Japan's formal surrender aboard the USS *Missouri* in 1945.

USA SPECIAL UNITS AND REGIMENTS

ASSAULT INFANTRY

Assault infantry are armed with rifle grenades, making them more effective against hardened targets than regular infantry.

FLAMETHROWER INFANTRY

Flamethrower units must get fairly close to their targets in order to effectively use their weapons. They deal much more damage than normal infantry units, and reduce target morale.

MARINES

Marines are resilient combatants deployed from American battleships.

GREAT BRITAIN

FIELD MARSHAL MONTGOMERY



Bernard Law Montgomery, after commanding the 8th Army in North Africa and playing a role in the invasion of Sicily and Italy, returned to Europe as the commander-in-chief of the ground forces during D-Day. After the war, he served as the Chief of the Imperial General Staff and as deputy supreme commander of NATO forces in Europe.

MAJOR GENERAL WINGATE



Maj. General Wingate served in the Sudan and Palestine before the war. In Burma in 1942, he helped organize groups of jungle-trained troops, drawn from the British, Burmese, and Gurkha forces, which were to be supplied by air and dropped behind enemy lines.

ADMIRAL MOUNTBATTEN



Mountbatten, great grandson of Queen Victoria, was chief of Combined Operations Command in 1942, and helped organize the preparations for D-Day. In 1943 he became supreme commander for the troops in southeastern Asia, where he repelled the Japanese invasion into India and re-conquered Burma.

He accepted the Japanese surrender in Singapore. After the war, he became the last Viceroy of India before that nation's independence, and went on to become First Sea Lord and chief of Britain's defense staff.

FIELD MARSHAL WAVELL



Archibald Wavell's first engagement in the war was as the commander of the Middle Eastern forces in 1939. Although he defeated the Italians in North Africa, he wasn't able to replicate the feat against Rommel. He later became Viceroy of India in 1941, and helped organize the defense against the Japanese invasion of the colony.

GREAT BRITAIN SPECIAL UNITS AND REGIMENTS

FLAME TANK

This modified M4 Sherman is capable of spitting out flames at its target at very short range.

HEAVY INFANTRY REGIMENT

A regiment of heavy infantry is equipped with more heavy weapons than a standard infantry regiment.

SAS COMMANDOS

These are highly trained, commando regiments that work for the department of Special Air Services (SAS). They are effective at making quick strikes to vulnerable targets behind enemy lines.

RUSSIA

MARSHAL ZHUKOV



One of the Soviet Union's most celebrated commanders, Georgiy Zhukov lifted the siege of Moscow, organized a successful counter-offensive at Stalingrad, and helped push the Germans out of Russia. He was the victor in the fierce competition between Soviet generals to please Stalin by capturing Berlin, and later became the commander of the Soviet zone of post-war Germany.

GENERAL CHUIKOV



Before the Soviet Union's entry into World War II, Vasily Chuikov was an advisor of Chiang Kai-Shek's in China, but in 1942 he was recalled to lead the 62nd Russian Army in Stalingrad. Over one million people died during the 200 days of fighting in the city, but eventually the Russians managed to break the siege, encircle the German troops, and force their surrender. Chuikov later participated in the capture of Berlin.

MARSHAL KONEV



Ivan Konev participated throughout the war on the eastern front. He counter-attacked the German forces as they pushed into Russia in 1941, helped push them back from Moscow, and eventually led the first Soviet army to reach German soil. During the post-war period, he became Commander-in-Chief of the Soviet ground forces, First Deputy Minister of Defense, and Commander-in-Chief of the Warsaw Pact armed forces.

MARSHAL ROKOSSOVSKI



Konstantin Rokossovski helped to defend Moscow, participated in the defense of Stalingrad, helped to recapture the cities of Orel and Warsaw, and led the charge for Berlin. After the war, he became a military advisor in Poland, serving as minister of defense.

RUSSIA SPECIAL UNITS AND REGIMENTS

CONSCRIPT

Conscripts are similar to Infantry, except that they're cheaper to build, consume fewer resources, and don't possess grenade attacks.

ROCKET TRUCK

Rocket Trucks can rapidly fire multiple rockets at a target, but require a long reload time.

SNIPERS

A good Russian sniper will take out an enemy soldier with a single shot. Snipers excel at tearing apart enemy infantry.

GERMANY

FIELD MARSHAL ROMMEL



Erwin Rommel, popularly known as the “Desert Fox,” achieved his greatest successes in World War II as a commander of the Afrika Korps in northern Africa. After being forced to retreat by Montgomery’s 8th Army, he backed the plot to assassinate Hitler, and committed suicide after it failed.

FIELD MARSHAL MANSTEIN



Erich von Manstein proved himself to be a genius of military command and planning in World War II. He first distinguished himself by planning the successful invasion of France, for which he earned the Knight’s Cross. He later became one of the most able commanders in the failed invasion of Russia, and managed to complete most of his objectives, despite

heavy losses. After the retreat from Russia, Manstein stepped up his criticism of Hitler’s policies and was eventually relieved of command in 1944.

FIELD MARSHAL KESSELRING



Albert Kesselring was one of the most notable commanders of Germany’s air forces during World War II, commanding an air fleet in the Battle of Britain, and also supported Barbarossa in Russia and Rommel’s operations in North Africa. His last command was spent in a largely successful twenty-month defense of Italy.

FIELD MARSHAL RUNDSTEDT



Field Marshall Rundstedt helped to direct some of Nazi Germany’s earliest military actions, including the invasions of Poland and France. He was subject to Hitler’s capriciousness more than once, having been replaced or relieved of command on three separate occasions after having differences of opinion with Germany’s dictator.

GERMANY SPECIAL UNITS AND REGIMENTS

GOLIATH B1

Experimentation with remote-controlled weapons has led to the development of the Goliath B1. The Goliath is essentially a mobile bomb, capable of destroying vehicles and bunkers.

KING TIGER

A regiment of King Tigers consume more resources than any other regiment in the game, but they outclass all others.

JAPAN

VICE ADMIRAL MIKAWA



Gunichi Mikawa commanded Japan’s 8th Fleet in the central and southern Pacific from 1942 onwards, and was responsible for one of the United States Navy’s worst defeats ever at the Battle of Savo Island, just a month after accepting his new post.

ADMIRAL YAMAMOTO



Although he was initially opposed to attacking the United States, Isoroku Yamamoto was the commander of Japan’s Command Fleet before the Pacific War erupted, and was responsible for the planning of the attack on Pearl Harbor and most other major operations. Due to superior American intelligence, Yamamoto’s planned invasion of Midway

went disastrously wrong, costing the Japanese four aircraft carriers and signaling the beginning of the end of Japanese naval influence in the Pacific. In 1943, American intelligence learned that a convoy of airplanes would be escorting Yamamoto on an inspection tour; sixteen P-38 fighters were sent to intercept the convoy, and were successful in shooting down Yamamoto’s plane.

GENERAL KURIBAYASHI



Tadamichi Kuribayashi was responsible for the defense of Iwo Jima. Having had the importance of the island impressed upon him in a personal audience with the Emperor of Japan, Kuribayashi instructed his men to kill ten American soldiers apiece. Despite being desperately outnumbered by the end of the invasion, and being asked numerous

times to surrender, Kuribayashi and his men refused. Out of 20,000 Japanese defenders of the island, ninety-five percent were killed, including Kuribayashi.

ADMIRAL NAGUMO



Chuichi Nagumo was the commander of Japan's carrier striking force during World War II, and executed both the successful Pearl Harbor attack and

the failed invasion of Midway. He died by his own hand during the final days of the defense of Saipan.

JAPAN SPECIAL UNITS AND REGIMENTS

BANZAI INFANTRY

Banzai Infantry are capable of performing powerful suicide attacks.

SNIPERS

Japanese soldiers have honed their sniping skills in the dense Pacific jungles. These special commandos are known for their brutal hit-and-run tactics against enemy infantry.

TANKETTE

Although Japan isn't capable of building Heavy Tank regiments, they can research and build Tankettes. These tanks might not pack a mighty punch, but they are cheaper than other tank regiments.



SPECIAL OPERATIONS

Armored Resupply: Provides supply to targeted armor regiments.

Assembly Line: Requisitions parts to increase the health of your vehicles.

Atomic Bomb: Atomic Bomb deals a large amount of damage to the target area.

Banzai Charge: Makes your units go temporarily berserk, giving them a boost to morale and attack value.

Blitzkrieg: Increases speed and attack value of a group of targeted tanks.

British Sabotage: Drops a British saboteur to sabotage an enemy's supply chain.

Carpet Bombing: Sends a wave of long range bombers to carpet bomb an area under enemy control.

Code Breaker: When placed on the map, this radio tower will temporarily reveal all nearby enemy units.

Communist Zeal: Temporarily increases speed, attack, and defense values of all targeted infantry.

Corps Reorganization: Deploys a new Corps to provide supply and resources.

Demoralization: Instills the enemy with fear, lowering both their morale and attack.

Double the Guard: Targeted buildings are granted an attack bonus.

Economic Aid: Summons an aircraft to provide temporary economic relief.

Espionage: Targets an enemy building to reveal the enemy's current economic status and steal money.

Fighting Spirit: Targeted units are granted a boost in morale, defense and speed.



Forced March: Greatly increases a unit's speed, but also decreases health and morale.

Industrial Sabotage: Target enemy depot is destroyed through sabotage.

Infantry Resupply: Provides supply to targeted infantry regiments.

Kamikaze: Orders a plane to crash into target location, causing massive damage.

Lend Lease: Provides a small amount of money.

Maskirovka: Deploys a regiment of fake tanks to confuse and demoralize the enemy.

Mechanized Advance: Temporarily increases speed, attack and defense values for all targeted halftracks.

Mechanized Resupply: Provides supply to targeted mechanized regiments.

Panzer Hohle: Deploys a regiment of fake tanks to confuse and demoralize the enemy.

Propaganda War: Saps enemy units of their will to fight, decreasing morale.

Radar Scan: Reveals all enemy locations on the mini-map for a short time.

Rapid Deployment: Requisitions equipment to temporarily reduce all deployment costs.

Russian Sabotage: Drops a Russian saboteur to disrupt the enemy's supply operations.

Sand Bagging: Targeted buildings are granted a defense bonus against enemy attacks.

Secret Agent: Parachutes an secret agent to spy on the enemy.

Smoke Barrage: Lays down a smokescreen that reduces the rate of fire of any nearby enemy units.

Supply Drop: Summons an aircraft to drop a Supply Depot.

V Weapons: Sends a rocket strike to target location, resulting in massive damage.

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