

Strength

Strength refers to the number of troops in a unit. Each point of Strength equals 100 soldiers. Note: A unit's Strength does not represent its true potential.

Experience

Experience is represented by a number between 20 and 99. The higher a unit's Experience number is, the better it will perform in combat.

Condition

Condition indicates the physical readiness of your troops from zero to 100%. Every time a unit moves, attacks, or defends it will lose Condition points.

Supply

A unit's Supply level represents its ability to recover lost Condition. Supply is displayed as a percentile ranging from 0% (unsupplied) to 100% (fully supplied).

Entrenchment

Every ground unit has the ability to fortify its positions. A mobile defense is Entrenchment level 0 and fully dug-in is an Entrenchment level of 5.

Thresholds

Threshold settings determine how vigorously a unit will fight. Units with high settings will fight harder, depending on the quality of the unit.

| | Name | Str | Exp | Cnd |
|--|-----------------|-----|-----|-----|
|  | •7th Mechanized | 111 | 75 | 89 |
|  | •14th Armored | 149 | 76 | 94 |
|  | 13th Armored | 149 | 76 | 94 |

| |
|--------------|
| Clear Orders |
| Destination |
| Follow |
| Alert |
| Entrench |
| Bombard |
| Sleep |
| Wake |

Option Click Pop-Up

This feature allows you to view all units in a stack. Hold down the Option key when clicking to see the icon, name, Strength, Experience, and Condition of each unit in the hex. Units that have a "•" before their name have already been issued an order or movement path.

Command Pop-Up

Hold down the Command key and click on a unit to bring up a pop-up list of possible orders for that unit. Select the order you want, then release the mouse button to issue it.



Plotting Moves

To plot a movement path for a unit, just click, the cursor will change to a "Ghost", then drag a path for the unit to follow. Use the Ghost, not the original, when continuing an existing path.



Stack Orders

If you hold down the shift key while issuing a command to unit, the Order or movement path you select will be given to the entire stack at once.



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| <u>Order</u> | <u>Hot Key</u> | <u>Icon</u> |
|---------------------|----------------|---|
| Alert | A |  |
| Entrench | E |  |
| Follow | F |  |
| Bombard | B |  |
| Destination | D |  |
| Relocate | R |  |
| Patrol | P |  |
| Air Strike | X |  |
| Bomb City | C |  |
| Air Drop | Z |  |
| Nuke | N |  |
| Sleep/Wake | S/W |  |
| Training | |  |
| Out of Supply | |  |
| Radioactive | |  |

Unit Types

| | |
|--|-------------|
|  | Guards |
|  | Armored |
|  | Mechanized |
|  | Infantry |
|  | Marines |
|  | Rangers |
|  | Garrison |
|  | Airborne |
|  | Mech Air |
|  | Artillery |
|  | Flak |
|  | Fighter |
|  | Ftr. Bomber |
|  | Med. Bomber |
|  | Hvy. Bomber |
|  | Airbase |
|  | Air Trans. |
|  | Nav Trans. |

Hex Types

| | |
|---|-------------|
|  | City |
|  | Capital |
|  | Grass |
|  | Forest |
|  | Mountain |
|  | Desert |
|  | Beach |
|  | Swamp |
|  | Road |
|  | River |
|  | Shallow Sea |
|  | Deep Sea |

| | | | | | | | | | |
|--|---------|---|----------|---|---------|---|-------|---|-------|
|  | Player1 |  | Player 2 |  | Neutral |  | Ghost |  | Stack |
|--|---------|---|----------|---|---------|---|-------|---|-------|

Combat Report Icons

| | | | | | |
|---|---------------|---|----------|---|--------------------|
|  | Air Strike |  | Air Drop |  | Infantry Attack |
|  | Bomb City |  | City |  | Armor Attack |
|  | Patrol |  | Nuke |  | Amphibious Assault |
|  | Intercept |  | Flak |  | Naval Transport |
|  | Air Transport |  | Bombard | | |