COLD WAR BATTLES MANUAL

Thank you for purchasing Cold War Battles. This guide will tell you the key things you need to know to achieve victory over five decades of warfare.

ABOUT THE GAME.

Cold War Battles is designed to be easy to pick up and play. While things like transports, smoke, cover, terrain move costs, artillery and suppression are included and important they are not overwhelming. Whilst I personally love a good deep wargame that looks more like a spreadsheet at times, some folk find them intimidating and others simply do not have the time they would like to lose themselves in one. CWB is designed to be quick playing with most scenarios easily completed in a single session yet remains very rewarding when your under strength Infantry Battalion manages to scrape a close victory against a Motor Rifle Regiment supported by Recon and Armour Companies.

Graphics are not the be all and end all of wargames though, playability is and that will be the focus. Many Wargames pit the player as the attacker in every scenario as it is simply easier to make a computer opponent conduct a static defence. The computer player in CWB is already a capable attacker and will use infantry to advance on objectives, recon to scout ahead, armour to secure its flanks and artillery as needed. No computer opponent is perfect and creating a compelling one is one of the hardest things to do in games like this. I hope you will find it challenging. The computer player gets no special advantages, its unit stats are exactly the same as they would be if a player controlled them and it has to find and spot you in the same way you do it.

I went with roughly 500m hexes and counters that mainly represent Platoon / Troop sized units after initially deciding 250m. 500m means a little abstraction required with some weapon ranges but allows for more flexibility in manoeuvre. Scenarios have you commanding a force varying from a Company with maybe a support section or two all the way up to a battlegroup with say an infantry BN, a tank BN and a support company in tow. I chose this scale as many wargames tend to focus either on the tactical single vehicle level or the much larger regimental scale.

CWB is made by just myself, starting from nothing. It is not intended to compete with complex (And frankly expensive) Professional wargames with large teams, decent budgets and publisher backing. There are features present in those games which are deliberately missing from CWB either because they would over complicate it or because their implementation was not possible in the engine I made. That said, people had a great time with the demo and I hope that continues.

Chris.

GETTING STARTED.

On selecting a standard or campaign scenario the player will be presented with a short briefing on the Right hand side of the screen. This will tell you the year and approximate size of the scenario, The faction you will be leading and who you are up against.

The briefing text will explain what is required of you and may even give intel on the forces you face or tips on how to succeed. Below that will be a number of columns with counters in them.

In the example above we can see that we have a HQ Scorpion all on its own. In This case this is the Regiment's HQ and everything to the right is subordinate to it. The 2nd column Shows 3x Company HQ's with 9x Scimitar troops, 3x Striker Troops and 3x FV432 APCS loaded with Recce sections. This makes up 3 companies of the Recce Regiment with the regiments AT company represented to the right in a similar fashion. This makes up a complete UK Tracked

Reconnaissance Regiment circa 1983-89 (BAOR Recce regiments were a little different, as were the wheeled and Yeomnary regiments.) The format of these ORBAT's and briefings will vary a little due to space constraints but will always show all of the units at your disposal.

Clicking the "Begin" button will get you straight into the action at the start of turn 1 with your forces already deployed.

Notes:

Some level of abstraction has been required in creating the formations the player leads. Supporting units like signals detachments and so on have been mostly left out so players can concentrate on the fight. Some scenarios involve scratch forces or depleted formations so may not be instantly recognisable.

Campaigns are a series of sequential scenarios which unlock on a victory in the preceding scenario. They typically follow elements of a single Battalion or Brigade over 5 scenarios. Occasionally you may be presented with a binary choice on how to tackle the next mission. You can go back and play any unlocked scenario at any time.

IN BATTLE.

When the scenario begins you will be presented with the main map along with a stats bar on the left of the screen and a battle log in the central lower part of the screen.

The map can be zoomed in and out using the "+" and "-" keys on the keyboard and/or numeric keypad. Scrolling can be done via mouse, WASD or the arrow keys.

Units are selected by left clicking on them and move by right clicking a valid move hex, attacking is achieved by right clicking a highlighted target. A units move and attack ranges are shown in the stats panel (a full breakdown of the stats can be found in later pages) Enemies that or not in range, line of sight or cannot be targeted by the selected units weapons will not be highlighted and cannot be attacked.

Units can only move once and attack once (In any order) The exception being artillery units which can move OR attack. Units

that have moved AND attacked in a turn will have their counters greyed out to visualise this. Also units which have moved and cannot attack as there are no valid, spotted targets in range will have 'has attacked' set to true and be greyed out to assist the player in knowing which units can still act on a turn. Additionally the stats panel on the left indicates if a unit has moved and/or attacked.

In the example above the selected T-34 platoon has not moved or attacked. There are many hexes it could choose to move too as represented by the Teal circles and it has one valid target it can attack before moving. The number of targets it could attack would increase if it moved SW to get the TD platoon in range.

Generally a hex costs one movement point, some terrain has a higher cost and the visible move range takes this into account. In the above example you can see our T-34 platoon can only move 2 hexes South West despite having a move range of 3. This is due to the wooded hex having a move cost of 2.

Enemy units impose a 'zone of control' for 1 hex around them meaning you can end your turn adjacent to them but cannot move past them if every hex on route to your destination is adjacent to them. In the above picture, even if the T-34 had more move range it would not be able to place itself next to the 2/3 TD counter as it would need to pass by the Kurz first (Or finish it off before moving)

Notes:

Soft and hard weapon ranges for a selected units can also be shown visually by toggling the option on or off using "F2" for soft and "F3" for hard.

COMBAT.

Combat in CWB is a little more complex than it looks on the surface but understanding it will certainly give you an edge in the tougher scenarios. It also works somewhat differently to many other games but it does work, suits the intended flow of the game and folk find it fun. Here I will explain the broad sequence and then follow up with detail on the various things that can modify it.

Put simply when you right click to attack another unit, each of your counters sub unit will make an attack roll using either their hard or soft weapon depending on whether the target is hard (Vehicles mainly) or soft (Infantry, some soft skinned vehicles)

A troop of 4 Centurion Mk.3 tanks attacking a platoon of T-34 tanks with only ¾ tanks left running will make 4 attack rolls each with a 30% chance to hit as our units **hard accuracy** stat is 30. (Subject to modifiers, see below)

Each hit with a weapon whose **hard attack**(Or in other cases soft)value is equal to or greater than the targets **defence** will knock out 1 enemy sub unit unless the sub unit makes a successful save. Save chance is a percentage equal to a units **defence**. The results will be shown via a floating number above the target and in the battle log. Additionally the numbers on the targets counter will be adjusted to reflect losses.

If the attacker is in range of the defenders weapons then after the attack has concluded any remaining defender sub units will retaliate in the same way. (A unit can only retaliate against the 1st attack each turn)

T34 / 85 PLATOON

Type:	HARD
Class:	ARMOUR
Sub Units:	4 / 4
Defence:	8
Move Range:	3
Spotting:	4
Soft Attack:	0
Soft Range:	0
Soft Acc:	5
Soft Wep:	
Hard Attack:	12
Hard Range:	3
Hard Acc:	35
Hard Wep:	85mm Tank Gun
VP Value:	2
Has Moved:	No
Has Attacked:	No

When a unit is reduced to zero sub units it is knocked out, it's counter disappears and it's VP Value is awarded to the other the side. Knocking units out along with capturing VP's is how you get the victory points required for a win when the scenario ends.

A well planned attack on say enemy infantry holed up in a high cover victory hex would likely start by hoping to damage and suppress the target with artillery, followed up with your own infantry attacking directly. Consider using your your strongest units first to soak up any retaliatory fire.

Other things that will affect the outcome of combat are outlined on the next page.

Modifiers

The following situations have an impact on combat results as does suppression which is covered separately. Working to get the optimal combinations of these will have a measurable impact on your chances of success.

Stationary units: Unit which have not moved that turn prior to attacking receive a 5% additional accuracy buff. This is applied automatically when the attack is resolved and the unit may still move after firing (Unless the unit is artillery which can only move ***or*** fire)

In Command: Units adjacent to a HQ unit will have 5% additional accuracy. This is automatic and can be noticed by the accuracy stat value in the unit panel changing colour to Green. Additionally an "*" will appear on the lower third of the unit counter to denote that the unit is In Command.

Cover: Hovering over a hex displays the cover value of the hex as a Yellow number near the bottom edge. Cover reduces the accuracy of incoming attacks by the cover value.

Close range: **Hard Attack** and **Soft Attack** get + 1 added to their value if the target attacked is adjacent to them. This is mainly aimed at ensuring things like .50 MG's and small calibre autocannons can damage lightly armoured targets such as IFV's at close range but applies across the board.

Critical damage: All attacks have a flat 5% critical chance. If a subunit makes successful attack roll there is a 5% chance of the attack value doubling. This is to allow for those cases where a 30mm Cannon shell manages to knockout a T62 through the front or a munition that cannot pierce the armour of a target still manages to hit something critical like crew or tracks and knocks it out of action without actually destroying it. Whilst it is possible your Scimitar Troop could maybe knock out 1 the Warsaw Pact tanks ahead it is much more likely they will fail and draw severe retaliatory fire so it is not something I would suggest relying on often...

Blocked Retaliation: Attacks by artillery units do not attract retaliatory fire regardless of distance from the defender.

Notes:

Accuracy buffs do stack.

HQ units have a higher VP value, losing them is costly.

Suppression

Suppression fire is useful in many situations but especially so when it comes to removing units holding in heavy cover.

Here we want our British Infantry platoon to attack a GDR Company HQ which is sitting on a VP. We could just Right click and attack. 3 of our sections are still alive so we would get 3 attack rolls (All resolved at once) but the enemy which has not retaliated this turn would get 2 attacks in return.

Helpfully a couple of hexes South of our would be attackers is a 3" mortar platoon which can shell the target before the Infantry launch their attack.

The mortars not only knocked out half of the HQ they also suppressed the survivors as denoted by the 'S' on their counter.

Suppressed units cannot retaliate when attacked and suppression only lasts for the duration the attackers turn. Artillery attacks that hit but deal no damage can still cause suppression.

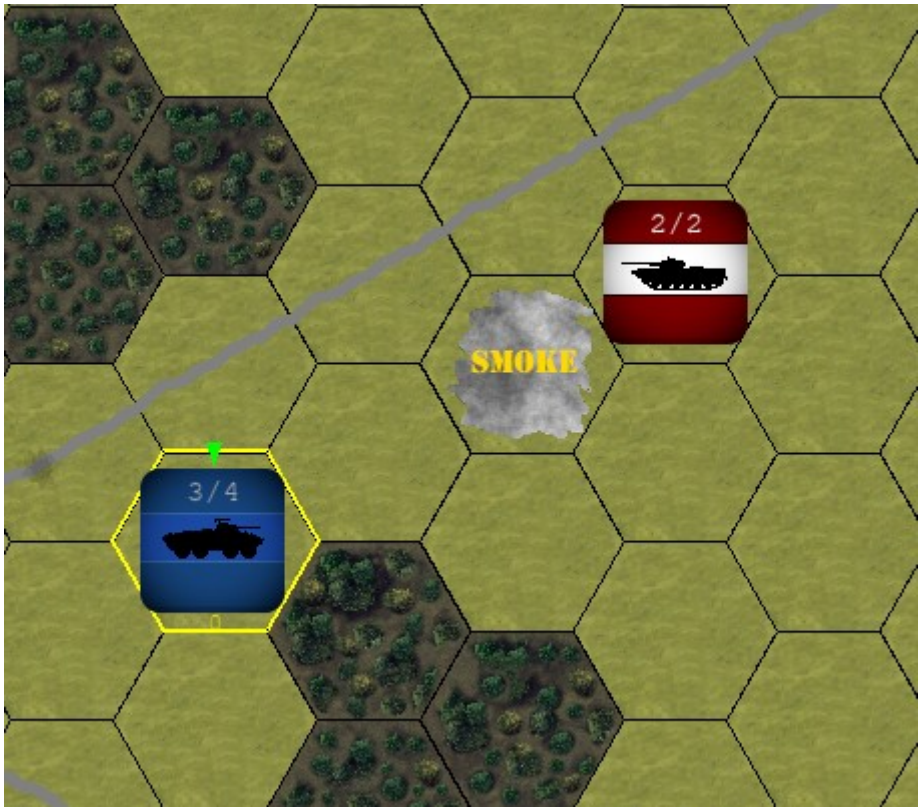
Artillery and smoke

Artillery attacks are initially worked out as above but do not draw immediate retaliatory attacks.

When Artillery of either side fires (Including mortars) **the firing unit becomes visible on the map to both players**. It's location remains visible until the firing unit relocates (Assuming it is not also spotted by another unit)

This gives the player and the computer opponent an opportunity for counter battery fire if they have artillery units of their own in reach. The computer player will base its decision on whether to undertake counter battery fire on a number of other factors including what other targets are available, which pose the highest threat and if it has sight of your HQ units or not. Keeping your artillery static and firing it every turn can be quite a risk.

Artillery units can also lay smoke screens. Pressing "B" with an artillery unit selected will (Assuming it has not moved or fired that turn) Highlight all hexes in range which the unit can fire smoke into. Right clicking the hex you want the smoke barrage to hit will make it happen and the firing unit will be treated as having moved and fired for that turn.



Above we can see a smoke screen has be laid between or our recce unit and the enemies.

A Quick LOS check with "F1" verifies we can no longer see through or target through the smoke although in this case the enemy unit is still spotted from another unit.

Smoke is most useful is situations like screening armour moving in the open from enemy ATGM's. Using smoke means the artillery unit which fires it is unavailable for a fire for effect barrage that turn and will of course become visible to the enemy. Smoke is situational but a powerful tool in the right circumstances.

Merging depleted units

Units that have sustained losses can be reformed from adjacent units which are also depleted. Only identical units can reform in this way.

To achieve this simply select a depleted unit for instance a 2/4 infantry platoon which has at least one other depleted unit adjacent to it and press "M". The unit will draw reinforcements from whichever adjacent unit it thinks is most appropriate.

The total number of subunits cannot exceed the existing maximum so this will not work with a 2/4 unit next to a ¾ unit. The donor unit will also be destroyed with its VP value being awarded to the opposing side. The newly reinforced unit will not be able to take any further action that turn.

The ability to reform units was implemented after demo feedback but only makes sense in certain situations for instance when you need as strong a unit as possible to hold a VP hex. Players should bear in mind that whilst a 3/3 unit could attack and potentially lose all of its sub units to retaliatory fire a 2/3 unit would carry the same risk but a neighbouring 1/3 unit attacking the same target afterwards would not suffer retaliation.

In the right circumstances however this can help and the computer player is capable of making the same decision.

TRANSPORT

Many units in CWB such as infantry fighting vehicles and armoured personal carriers are capable of transporting infantry around the map rapidly. Most scenarios have infantry units beginning in their transports.

Units that currently have troops loaded will display a "+" symbol on their counter as in the above image. The status will also display on the units stats panel.

To get your troops out of their wagon and into the action simply press "U" to enter unloading mode and then right click on one of the indicated hexes.

In this case right clicking the river will simply do nothing as it is not a passable hex.

Loading onto a transport is similar. With an Infantry unit adjacent to transports press "L" to enter loading mode then right click the transport.

EXIT HEX

One or two scenarios may have an exit hex. Moving a unit onto the exit hex will remove it from play and award its VP Value to the player.

Retreating all units may not be enough by itself to secure victory.

LOADING AND SAVING

The 'Save and quit' button in battle will as you can imagine save the current battle in the state it is in and return you to the main menu.

The resume button in the scenarios menu will load your last saved scenario battle whilst in the campaign menu it will load your last saved campaign battle.

Only one campaign and one scenario can be saved at any time currently. Campaign missions unlock permanently on achieving victory in the preceding mission.

RANDOM BATTLES

Selecting the Random Battle option will load a semi-random scenario from a limited pool of maps and formations before randomly assigning the player side. This means sometimes the result may not be a balanced scenario.

Formations and nations that would likely never have faced each other often find themselves doing so in random battles. Named single and campaign scenarios do not show up in random battle mode although their maps will.

Random Battles can occur in all theatres.

Most battles will be meeting engagements.

This is designed to be something extra for players who have completed all of the main scenarios. The number of variations is limited but will increase over time (Around 50-60 at time of writing)

KEYBOARD COMMANDS

F1 – Toggle unit line of sight

F2 – Toggle unit soft weapon range

F3 – Toggle unit hard weapon range

F11 – Toggle event log display, also the mouse wheel will scroll through events.

U – Enter unloading mode (Loaded transports only)

L – Enter loading mode (Infantry only)

B – Enter smoke bombardment mode (Artillery only)

M – Merge units

\+ – Map zoom in

\- – Map zoom out

Backspace – Reset camera. The camera returns to its default zoom and starting position.

UNIT BROWSER

Accessible from the main menu the unit browser allows the player to examine the stats of the game units, sometimes with a little history or random fact thrown in.

Nations / factions can be selected by clicking on their flag along the top of the screen whilst clicking a unit counter will display that units information.

Note some nations have their units merged into one tab such as Arab nations and Angolan / Cuba factions. No slight is intended and for the Arab Countries it simply makes sense as a good portion of the units are identical as are their counters.

HAVE FUN

That covers the important mechanics, I am sure you will learn for yourself what tactics work best. The most important thing now is to have fun.

Thanks for reading, playing and indeed buying Cold War Battles. Your support is appreciated as is all feedback.

Chris.

Dull Legal Info

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