

MARCHING
ORDERS

SUDDEN STRIKE
Arms for Victory



SUDDEN STRIKE

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INTRODUCTION

Sudden Strike III: Arms for Victory is the latest addition to the Sudden Strike Series. It focuses on the events taking place on some of the critical battlefields during World War II. You will be asked to command your troops in large scale battles against a determined and well armed enemy. You will have infantry, tanks, artillery, aircraft and naval forces at your command, all based on their original counterparts that fought in these engagements during World War II. Your enemy may have greater numbers, better supply lines, superior weapons or the advantage of terrain. You will have to devise a strategy that nullifies your opponent's strengths and exploits his weaknesses. Should you seek out his weak point and strike hard and fast with everything you command or do you adopt a cautious plan, attacking carefully across several fronts at once? Whatever your plan - You have to fight! You have to win!

QUICK START

After installation, click on the Sudden Strike III icon on your desktop. We recommend completing the tutorial before undertaking a campaign. To run it, please open the SINGLE PLAYER menu, choose the CUSTOM SCENARIO option and click on "Sudden Strike III Tutorial."

SYSTEM REQUIREMENTS

To avoid compatibility issues, we recommend updating your sound and video drivers to the latest version.

PC requirements	Minimal configuration	Recommended configuration
Operating system	Windows XP® Windows Vista®	Windows XP® Windows Vista®
DirectX version	DirectX 9.0c	
CPU	Athlon 3200+Pentium IV 2.8GHz	Athlon 3500+ Pentium IV 3.2GHz
Video card	Radeon 9800 GeForce 6600	Radeon X800 GeForce 6800
RAM	1GB	2GB
Hard disk	1GB	
Sound card	OpenAL-compatible	OpenAL-compatible, 5.1

INSTALLING THE GAME

Place the Sudden Strike III CD in your CD ROM drive. The installation program should start automatically.

If this is not the case, your CD ROM autoplay function has probably been deactivated. If so, the installation program may be started by double clicking the program Setup.exe on the Sudden Strike III CD.

Follow the on-screen instructions. When the installation has been completed, Sudden Strike III can be started by clicking on the icon on your desktop or from the Windows START menu.

Installing DirectX

To run, Sudden Strike III requires Microsoft DirectX 9.0c or higher. During the set-up process, the version of DirectX will be checked and, if there is an older version installed on your PC, you will be asked to update your current version. Please select "Yes" when the installation program asks you to update DirectX or otherwise the game may not function properly.

Copy protection

To function properly, the original CD of Sudden Strike III: Arms for Victory needs to be placed in your CD ROM drive while you play.

MAIN MENU

When running the game for the first time, you will be asked to create a player profile. Please enter a name and click the CREATE button.

SINGLE PLAYER

Select this menu if you would like to begin a campaign or custom scenario, choose another campaign or load a previously saved game.

MULTIPLAYER

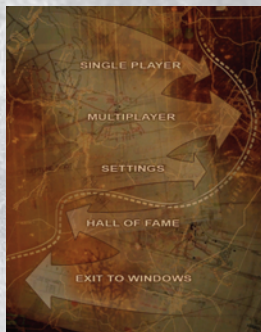
Select this menu to begin a LAN game or play on the Internet. You can create your own server or join a game. Please read the multiplayer section for more information.

SETTINGS

Select this to adjust the game settings.

HALL OF FAME

This menu allows you to view the statistics of completed campaigns, custom scenarios and multiplayer games. You also can learn about the authors of the game here.



EXIT TO WINDOWS

By selecting this option you can leave the game. You can close the application at any time by pressing Alt+F4.

You will see the version of your game in the top left corner of the screen. This is necessary if you contact customer support.

SINGLE PLAYER

There are five campaigns to choose from; each one contains some of the greatest battles of World War II.

NEW GAME

Select this menu to begin a campaign or a custom scenario. When you choose "CAMPAIGN" or "CUSTOM SCENARIO", a selection screen appears. On the left is a list of campaigns or custom scenarios, left-click on it to highlight an item. In the top right corner of the screen you will see the information about the currently highlighted campaign or scenario. Below to the right is a "START" button. Click on it to start the first mission of the highlighted campaign or custom scenario.

LOAD

Select this option in order to load a previously saved game. This will take you to the selection screen where you can select one of your saved games. Highlight a saved game then press the "LOAD" button in the lower right corner of the screen. In the top right corner of the screen you will see the information window regarding the selected saved game.

The game is saved automatically at the beginning of each mission.

Under the list of saved games you will find the "DELETE" button. This will delete the highlighted save game.

SAVE

This menu is available when a mission is in progress, press Esc during a game to pause and access this menu. Type the name of the saved game into the input window at the top left corner of the screen. In the lower right corner you will find a "SAVE" button. Click on it to save the game under its current name.

REPLAY

In Sudden Strike III you can replay a previously recorded game. Highlight a recorded game in the list then click on the "LOAD" button in the lower right corner of the screen. Under the list of saved games you will find the "DELETE" button. This will delete the highlighted record.

MAIN MENU

This option will return you to the main menu. If there's a game in progress, you will be asked whether you would like to stop playing or not.

MULTIPLAYER

In the multiplayer menu you can create a new game or join an already existing game.

CREATING A GAME

Select the CREATE option to host a game. A list of available maps will appear. Highlight a map to see its description and preview. Double-click on the highlighted map or press the CREATE button in the bottom right corner of the screen to host the game. Others can now join you. When the teams are formed and everyone is ready, you will be able to start the game.

- *If you are hosting a game, you can get kick unwanted players.*

JOINING A GAME

Select JOIN to connect to a server. Wait a few seconds to view the servers on your local network. The time depends on the performance of your LAN. Sudden Strike III will look for game servers on your LAN and, if there are any, you will see the list of the games. Select a game from the list to read the information about it. If you would like to join the game, double-click on the highlighted game or press the JOIN button.

If you know the IP address of the server, enter it in the input field at the bottom of the screen and click on the JOIN button. The IP address must have four number groups, separated by dots, for example 192.168.0.1

It may be that the settings of your software/hardware firewall do not allow you to connect to a server located beyond the address space of your network (i.e. on the Internet). If you need to open ports, Sudden Strike III utilises the port 14816 (UDP).

PLAYING VIA GAMESPY

You can also take advantage of the GameSpy matchmaking service to host a game and find other players. You will find more about GameSpy at <http://www.gamespyarcade.com/> GameSpy and the "Powered By GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

THE MULTIPLAYER LOBBY

When you have hosted a game or joined a server, you will be taken to the multiplayer lobby. Here you will select a team and configure your colour and country to fight for.

All the players who have already joined the game (yourself included) are shown in this screen. Each player has to select a team (either the Blue team or the Red team), one of the eight colours, one of the five countries and then indicate they are ready.

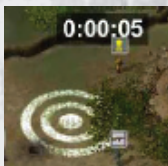
- *You can select from Germany, Japan, the UK, USA or the USSR. The reinforcements you will receive during the game depend on this choice.*
- *The colour of the player defines the initial location on the map and the place where reinforcements appear. If you would like to be dropped at a random location, select a question mark instead of a colour.*

THE CHAT WINDOW

In this window you can communicate with the other players waiting for the game to start. Type a message in the input line and hit Enter to send.

ARE YOU READY?

When you are ready, light a green indicator in the uppermost line (the one with your name). If you didn't select your colour & country, these will be assigned randomly. If you would like to change your colour or country, we recommend you turn off the 'ready' indicator (the game will commence only if all participants are ready).



Capturing a flag can give a team additional reinforcements (once or periodically) depending on the map. In some multiplayer levels varied reinforcements will be given for different combinations of flags, for example each single flag gives you a small squad of infantry but combined together they will give you a heavy tank platoon. Also, flags can provide a bonus such as an artillery strike or an air raid.

The flags are marked with circles on the 3D map. They are shown as animated target icons on the mini-map and strategic map. In the 'Objectives' screen each is represented as a coloured square.

- *To capture a flag, you must deploy your forces near it and keep at least one unit nearby. A timer will be shown and a countdown will start. When the countdown finishes, the flag is captured by your team and reinforcements should appear. Please note: when no friendly units occupy the flag, the timer resets.*
- *To take an enemy flag, eliminate all enemy units nearby and leave a few units to guard the flag while the countdown is in progress.*

You can send your party an alarm to warn them of danger. Open the chat box by hitting Enter, write your message and then click on the spot on the mini-map you wish to alert them to. The coordinates will be added to your message. Press Enter to confirm the message and your friends will see the mark on the mini-map. To move the camera to that spot, press Space. You must wait at least 15 seconds to send another message.

SETTINGS

PLAYER PROFILE

You can select, add or remove a player's profile. All your settings are placed in it, including saved games, screenshots etc.

SAVE REPLAY

When this option is on, the game will be recorded. Later you can replay it from the REPLAY menu. This does not save game progress.

SCREEN RESOLUTION

The game supports all resolutions from 800x600 to the maximum available on your PC. If you are using an LCD monitor, we recommend setting this to match the native resolution of your monitor to get the best visual results.

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GAME SPEED

You can adjust the speed of the game with this slider. This option is not available when a replay is being recorded.

GAMMA CORRECTION

This changes the brightness of the picture. Adjust this setting if the screen seems too dark or too bright.

GRAPHICS

Switches the level of graphical detail. You can choose “faster” (higher framerate at the cost of picture quality) or “better” (higher quality visuals at, possibly, a reduced framerate). If the game seems to run slow while playing, we recommend you change this setting for best performance (“faster”).

SCROLLING SPEED

Speeds up or slows down the camera movement and zooming speed.

DIFFICULTY LEVEL

This switch doesn't affect any missions in progress and should be adjusted before you start.

SOUND OPTIONS

You can adjust the levels of music, sound effects and voices. The game supports 5.1 OpenAL-compatible devices.

KEYBOARD SHORTCUTS

The keyboard shortcuts can be switched between **Classical RTS** or **Sudden Strike**. In the Sudden Strike mode, the “Q”, “W”, “E”, “R” keys are mapped to the first row of the order panel. In the Classical RTS mode, “A” is connected to Attack, “M” to Move and so on. Click APPLY to save the changes you have made.

PLAYING THE GAME

THE OBJECTIVES SCREEN

Before starting a mission, the Objectives screen will appear for a short briefing. It will introduce the mission objectives and strategic information provided by the High Command regarding the location of your troops and expected enemy forces.

The mission objectives are marked with numbers in squares. You can select an objective by clicking on it with the left mouse button and see the details in the window to the right.

To begin, click on the START button in the lower right corner of the screen. At any point during the game you can open the Objectives screen to check your objectives by pressing F9.

THE STRATEGIC MAP

To activate strategic mode, use the Tab key or the upper button found on the right side of the

mini-map. On the Strategic Map screen you can view the locations of your troops and visible enemy units, as well as strategic objects.

Some of the strategic objects can be controlled from the strategic map. Objects such as carriers, battleships, radars and airfields have special icons. Select the desired object with the left mouse button. A menu will appear on the right side of the screen. Most of the objects have two commands: Attack Ground and Cancel. To shell a location, select the Attack Ground command and click on the desired point with the left mouse button. A mark will appear and the strategic object will begin to operate. Click on the Cancel button if you want to stop the strike.

If you choose a carrier or airfield, a list of available planes (if any) will appear above the menu. To add a plane to the flight operations plan, click on a plane with the left mouse button. To remove a plane from the plan, use the right mouse button. When you are ready to launch an air strike, select the Take Off command and the planes will begin to take off one by one. Use the Cancel button to stop them.

Double click on an object to view it. The screen will switch to the 3D map and the camera will show the object.

- *Be mindful of the position of your own forces. It takes time for a plane to take off or for a gun tower to take aim. Within this period of time, some of your units could move into the target area and come under friendly fire.*

THE TACTICAL MAP

The tactical map, or mini-map window, is located at the bottom left of the screen. To move the camera to a location, just click on the desired point with the left mouse button. You can also order any selected troops to move or fire at the location by clicking on the mini-map with the right mouse button.

ORDERS

The Order panel is located at the bottom right of the screen. All the available orders are listed below. The keys mentioned in this section will work if the keyboard shortcuts in the Settings screen are set to Sudden Strike.

MOVE TO POINT (“Q”)



This order sends troops to the designated location. Having selected one or more units, right-click on the desired location on the 3D or mini-map.

- *The formation of your troops at the target location will copy their starting formation. To move the troops closer, hold down the Ctrl key while clicking with the right mouse button. This will regroup the units at the target location.*
- *The artillery can be ordered to move only a very short distance.*

ATTACK (“W”)



This command orders your troops to attack a certain enemy unit. Having selected one or more units, place the cursor over an enemy. The cursor should turn into a target icon. Right-click on the enemy to confirm the attack.

- *In some cases the cursor can turn into a target with yellow strokes. The outer strokes mean the range is too big for any of the selected units to shoot. The inner strokes indicate the target is in the dead zone.*

ASSAULT (“E”)



This command is similar to MOVE TO POINT. The difference is that your troops will stop moving once they see an enemy unit within range and attack it until it's destroyed. The troops will then continue advancing towards the target position.

ROTATE (“R”)



This command turns the selected units in the desired direction. It is always beneficial to have your units facing the enemy, they can start to attack much quicker.

UNLOAD PASSENGERS / UNLOAD CARGO / DETACH THE GUN (“A”)



This command is only available for transportation like trucks or APCs. If there are passengers inside the transportation and a gun is attached to it, the first UNLOAD command will detach the gun and the second will unload the passengers. To unload a certain crew member or passenger, click on his portrait which is shown just above the status line.

- *The crew cannot be unloaded while passengers remain in the vehicle.*
- *This command also unloads the garrison from houses.*
- *This command takes effect immediately and cannot be used as part of a command queue.*

ATTACK GROUND (“S”)



This command comes in useful when shelling groups of enemy units and entrenched infantry in particular. Having selected one or more units, place the cursor over an enemy and double-right click on it.

- *This is the default command for howitzers, mortars and field guns.*

SCATTER (“D”)



This command disbands a tight formation of infantry. We recommend you use this command when trying to hide an infantry squad in the woods or in a village.

- *This command takes effect immediately and cannot be used as part of a command queue.*

SUPPLY / REFUEL (“F”)



This command designates a certain vehicle which should be resupplied or refueled.

- *In most cases supply vehicles and tankers successfully act on their own and will seek out nearby units to resupply.*

USE BINOCULARS OR TELESCOPE (“Z”)



Some infantry units in Sudden Strike III, such as officers and snipers, have binoculars or scopes. By using binoculars or a scope, you can extend the field of view in the desired direction.

LAY A MINE (“Z”)



Use this command when setting up mine fields.

SEARCH FOR MINES / DEFUSE MINES (“X”)



Use this command once to search for mines. To defuse the mines, if any, use this command again.

HEAL (“C”)



Use this command to heal the wounded soldiers manually. Injuries to the most valuable units, such as officers or specialists, should be attended to as a priority.

- In most cases the medic will seek out nearby units that need to be healed.

REPAIR A VEHICLE (“C”)



Use this command to repair damaged vehicles manually.

- In most cases the mechanic will seek out nearby units that need to be repaired.

STOP / CANCEL (“V”)



This cancels the units orders and stops the unit.

FIX A BRIDGE / FIX RAILS (“C”)



Having selected a sapper, place the cursor over a destroyed bridge or broken rails.

The cursor will turn into a hammer. Right-click to confirm the command.

THE VEHICLE STATUS DIAGRAM



This diagram appears just above the command panel on the right hand side of the screen. To show it, place the cursor over any vehicle or artillery piece. The diagram shows the level of damage to all parts of a vehicle or gun, crew or gun squad and armament.

BONUSES

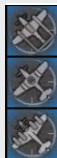
In some missions you are given bonuses. These are the icons that appear in the upper left corner of the screen. Place the cursor over one of these icons to see what it is, you will see a short description of the bonus at the bottom of the screen. To use it, left-click on the icon then right-click on the target location. To cancel, left-click on the icon again.

Artillery Strike



This bonus calls an artillery strike on a certain point on the map. In a few seconds, 10 shells will hit the target. This is useful against tight formations of enemy units.

Planes



Planes can either be scout aircraft, attack planes or bombers. Before sending the planes, make sure there are no air defences close by or your planes will be at risk.

Designate a target for the Navy



When you have big ships under your command, you can use this bonus to shell a location. A white animated cross and the message "TARGET DESIGNATED" should appear at the target location. Ships will shell the point for 1 minute.

Message



Click on the envelope icon and a message box will open.

THE GAME CONTROLS

CAMERA MOVEMENT

You can move the camera in several different ways:

- *by moving the cursor to the edge of the screen*
- *using the cursor keys (arrows)*
- *double-left clicking on the desired spot on the mini-map*
- *holding down the Ctrl key together with the left mouse button and dragging the screen*
- *recalling one of the saved camera locations you have assigned to one of the F5, F6, F7 or F8 keys*

To zoom, roll the mouse wheel. To change the angle of view, press the mouse wheel and move the mouse to incline the camera.

To move the camera to the place where your units were last attacked, press Space.

To save the current camera location into one of the four slots, use Ctrl+F5 to Ctrl+F8.

KEYBOARD SHORTCUTS

To get help on keyboard shortcuts when playing, hit F1.

The table below contains the default shortcuts.

KEY	ACTION
F1	Help
F2	Quick save
F3	Quick load
Ctrl+F5 - Ctrl+F8	Save camera location
F5 - F8	Restore camera location
F9	Objectives screen
F10	Strategic map
Ctrl+0 - Ctrl+9	Assign units to a group
0 - 9	Recall a group
0 - 9, double hit	Move camera to a group
Comma	Hold move (AI movement on/off)
Full stop	Hold fire (AI firing on/off)
/	Cycle behaviour
`	Mini-map mode

KEY	ACTION
Space	Camera to place of attack
Alt	Show unit icons
CapsLock	Turn on unit icons
Enter	Open chat / /confirm msg
BackSpace	Transfer troops to an ally
Tab	Toggle strategic screen
Hold #	Show score
Numpad +/-	Game speed
Shift	Queue order
Q, W, E, R, A, S, D, F, Z, X, C, V	Keys are mapped to the respective slots on the Command panel
Y, U, I, O, P	Select specialists
Pause	Pause
Print Screen	Take a Screenshot

COMMANDING THE TROOPS

To issue a command, you always do the three following steps:

1. Select the troops.
2. Give a command.
3. Confirm your command with a right-click*

* Some orders, like SCATTER or CANCEL, take effect immediately and do not need to be confirmed.

Step 1: Select the troops

The selected troops have a selection bar above them (which is also called a “health bar”).

To select the troops, do one of the following:

1. Hold down the left mouse button and drag the cursor to draw a box around the units you want to select.
2. Place the cursor over a unit (tank, soldier etc.) and left-click. (Hold down shift to add units to the current selection).
3. Recall a previously assigned group by hitting a number key (0-9).
4. Double-left click to select all units of the same type that are visible (i.e. double-click a rifleman and all riflemen on-screen will be selected).
5. Hold down the Ctrl key and double-left click to select all units of the same class that are visible (i.e. double-click a rifleman and all soldiers on-screen will be selected).

To assign troops to a group, hold down the Ctrl key and press a number key (0-9). A small number will appear near each unit in the group. You can recall the group later by pressing this number. To view the group on the 3D map, press the number twice.

Step 2: Issue a command

You can give a context sensitive command by selecting the troops and placing the cursor over an object or location. If the cursor changes, it means the context sensitive command is available.

To issue a context command, confirm it with a right-click on the 3D map or mini-map.

If you would like to issue a certain command, you can select it by clicking on the corresponding icon on the Commands panel or pressing the matching key (see ORDERS section). You need to confirm the command with a right-click.

Step 3: Confirm your command






To confirm your command, you need to right-click on the desired object or location.

When the command is confirmed and accepted, you can see a small animated circle on the 3D map and mini-map.

- *If you want to issue a sequence of commands (command queue), hold down the Shift key while confirming the commands. While holding the Shift key, you can see the queue of commands on the 3D map.*

THE HEALTH BAR

The health bar indicator consists of 5 colour stripes, shown above the selected unit. The stripes indicate the following parameters:

-  • The bottom stripe shows the health. The stripe is green if the units' health is between 50% and 100%, yellow if it's between 33% and 50% and red if less than 33%.
-  • The orange stripe represents fuel. Vehicles can't move without fuel. When a unit is low on fuel, it gives a warning. When the fuel tank is empty, the unit cannot move and its icon flashes.
-  • The magenta stripe shows the experience points of the unit. Read more about this parameter in the GAME SYSTEM chapter.
-  • The upper yellow stripe represents the primary ammunition (used for the main gun or weapon). When a unit is out of primary ammunition, its icon flashes.
-  • The lower yellow stripe represents the secondary ammunition (such as grenades for soldiers and machine gun ammunition for tanks).

You also can view the status of a unit that isn't selected by placing the cursor over it. All of the 5 parameters are shown in the status line at the bottom of the screen.

ICONS

Each type of unit in the game has its own icon. To view the icons, hold down the Alt key. To turn them on/off, press Caps Lock. Soldiers have square icons, vehicles have triangular icons.

- *Red indicates artillery, be it a regular field gun, howitzer, air defence or self-propelled gun.*
- *Orange indicates supply vehicles and tankers.*
- *Cyan indicates transport ships, trucks and APCs.*
- *Green indicates tanks and armoured vehicles.*

TROOPS AND ARMAMENT

INFANTRY

This is the basic fighting unit in the game. Soldiers can occupy houses and trenches, carry out reconnaissance, drive various vehicles, repair objects and form gun squads.

They break down into the following types:

RIFLEMEN, SNIPERS, SUBMACHINE AND MACHINE GUNNERS



These soldiers are equipped with firearms and grenades. They can eliminate enemy infantry and lightly armoured vehicles. Sometimes they can destroy enemy tanks within reach of their grenades. Riflemen and snipers have a longer range than machine gunners. Submachinegunners have the shortest range, but good moving speed and rate of fire.



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OFFICER



Officers are equipped with binoculars. It helps them to observe the surroundings. When attacking, be sure to send a surveillance patrol, consisting of an officer and a few soldiers. The officer can use their binoculars, while the rest of the squad can protect him.

MEDIC



Medics can administer first aid to the wounded. Unfortunately, unlike a mobile hospital, a single medic cannot help a large number of wounded soldiers.

CREW



Only crew and mechanics can drive vehicles.

MECHANIC



Mechanics can drive or repair any vehicle.

ANTI-TANK UNIT



Equipped with an anti-tank rifle or a rocket launcher, these soldiers are very useful against armoured vehicles. Rocket launchers cause a lot of damage but the smoke from the launcher can give away the unit's position. Anti-Tank rifles are good against light and medium tanks. The weight of the weapon reduces the agility and speed of these units.

SAPPER



Sappers, also referred to as engineers, can set/defuse mines and repair bridges and railroads.

MARINES



Marines are tougher and more agile than other soldiers.

FLAMETHROWER



Flamethrowers cause considerable damage to the enemy, but have a very short range of fire. They are especially good at clearing trenches, but you have to get close first.

ARTILLERY

Various types of artillery in the game carry out different tasks. Anti-tank artillery is good when fighting against armoured troops, long-range artillery is good for pounding enemy defences and self-propelled guns are useful to support assaulting tanks.

AIR DEFENCE



Anti-aircraft gun mounts and mobile AA guns. Primarily they protect against aircraft but these powerful and rapid firing guns are also very good when it comes to engaging tanks. The disadvantage of big AA guns is their weight which does not allow the gun squad to move the gun without the help of a truck.

FIELD GUNS



These guns can shoot using either a direct or ballistic path to stop a tank, or to get rid of entrenched infantry.

HOWITZERS



Howitzers fire shells only along a ballistic path. A massive bombardment can make the enemy panic, eliminating a group of units in a few seconds. On the other hand, they use so much ammunition that you may have to set up an ammunition depot nearby. Howitzers have a minimum range, inside which they cannot fire; this means they cannot defend themselves against any enemies in their 'dead zone'.

MORTARS



Mortars are useful for attacking the enemy within medium range on rugged terrain.

ROCKET LAUNCHERS



These can be devastating. The intensity of fire means they can destroy a large number of enemy units in a very short space of time. The problem is that a rocket launcher uses even more ammunition than a howitzer! You will need to keep them well supplied to maintain their effectiveness.

SELF-PROPELLED GUNS



SPGs are more agile than tanks and have better firepower. They usually have an open fighting compartment and are equipped with thinner armour than tanks of the same class.

NAVAL AND COASTAL ARTILLERY



These are paired or triple guns of large calibre, mounted under the thickest armour. Their firepower is amazing. They are very tough but the disadvantage here is that coastal turrets are static, and the ships themselves represent very good targets for the enemy.

TRANSPORTATION TRUCKS AND APCS

To increase the mobility of your infantry, it is recommended you use trucks and APCs when moving infantry squads. Trucks and some APCs can also tow a gun. To attach a gun, make sure there is enough space for the gun squad in the truck.

ARMoured CARS, JEEPS AND MOTORCYCLES



Use these vehicles to carry out reconnaissance. When the enemy has been located, fall back at once. Jeeps and armoured cars are useful for destroying ammunition depots and supply vehicles to the enemy's rear and carrying out raids.

SUPPLY VEHICLES



Use supply vehicles to provide ammunition where it is needed. Take precautionary measures to keep the supply trucks and tankers out of the enemy's reach because they can destroy units nearby if they explode. Supply vehicles can unload the ammunition to provide a depot near a gun. In this case the gun will be able to load the ammunition directly from the depot. Likewise, the tankers can unload the fuel to form depots.

TANKS



The combination of mobility, armour and firepower make tanks irreplaceable in assault. Repair your vehicles promptly and don't forget the wounded crew. Place experienced crew in tanks as this will give you a better rate and accuracy of fire.

- *Light tanks are best for reconnaissance, because they are very mobile but are vulnerable to grenades and Anti-Tank rifles.*
- *Medium tanks are all-purpose*
- *Heavy tanks are slow. Use them to ambush the enemy.*

SHIPS

The naval operations play an important role in Sudden Strike III. Most of the campaigns start with a beach landing and reinforcements are provided from sea. The big ships are controlled from the strategic map.

BOATS



These boats are used to land the troops at the coast, they cannot be controlled directly.

TRANSPORT SHIPS



Reinforcements also can be brought by the transport ships. Some ships can dock in ports, others can land to unload the cargo directly on the beach.

BATTLESHIPS



Support from a battleship or naval group can affect the outcome of a ground operation. Such vessels can be destroyed but only with a massive bombardment or several air attacks.

CARRIERS



The carriers can be controlled from the strategic map. Besides the planes on the flight deck, there are more aircraft in the hangar. Select the desired number of planes and send them wherever necessary. When the flight plan is fulfilled, the planes will return to land on the carrier.

TRAINS



Trains bring reinforcements. If the railway is damaged, it will be necessary to bring in the sappers to carry out repairs.

PLANES



In Sudden Strike III there are three types of the planes. These are scouts, attack planes and bombers. The planes can take off from an airfield or carrier (they also can be sent from outside the map.) When sending a plane, make sure it will not be hit by the enemy air defences.



OTHER OBJECTS

BUILDINGS, PILLBOXES, BLINDAGES



Any building can be occupied by infantry. Select your soldiers, place the cursor over the building (the cursor will change) and right-click on it. If a building contains enemy troops, your soldiers can try and storm it.

RADAR POST



Radar posts warn you of enemy aircraft or vessels. The radar is a concrete fortification with an aerial on top of it. Command your soldiers to occupy it and the radar will begin working. An orange sector should appear on the strategic map. It indicates the working zone of the radar post. If aircraft or vessels appear in the zone, you will be warned by a voice and a loud siren.

AIRFIELD

Planes can be based on an airfield. If you have planes available, to launch them, go to the strategic map and select the airfield (please see the STRATEGIC MAP section).

AMMUNITION DEPOTS



Use the ammunition boxes and depots to supply your troops. If your units are out of ammunition but located near the depots, you can supply your units directly. To do so, select the units, place the cursor over a depot and right-click on it. Troops will approach the box and begin reloading. If the troops are located too far away from the depots, you may be better using a supply truck to transfer the ammunition boxes and supply your units. The ammunition boxes can be unloaded from a supply truck using the UNLOAD CARGO command to form a new depot.

FUEL DEPOTS



Use the fuel depots to refuel. The fuel barrels and tankers operate the same way as ammunition depots and supply vehicles.

THE GAME SYSTEM

UNIT PARAMETERS

Some of a unit's stats can be inspected via the vehicle status diagram (armour, crew, state of weapons) or the status line at the bottom of the screen (health, primary and secondary ammunition, experience, fuel). Some parameters cannot be inspected visually but have a direct effect on the units (field of view, speed of movement etc.).

HEALTH

This is the most important value. It is represented by the uppermost stripe of the health bar. If the health of a vehicle drops below the critical level of 10%, the crew will abandon it. Soldiers will also hit the ground and stay low when their health is critical (although this depends on behaviour).

AI BEHAVIOR

In Sudden Strike III there's a new way of controlling troops through their behaviour; aggressive, defensive or cautious.

- *Aggressive behaviour forces a unit to approach as close to the enemy as possible. Reducing the distance helps to cause more damage to the target, but also increases the risk of being hit. Aggressive soldiers do not lie prone when hurt.*
- *Cautious behavior makes your units fire from the maximum distance - increasing their chances to survive the attack. Soldiers lie prone if there are enemies in visible range.*
- *Defensive behaviour is a compromise between aggressive and cautious. When they have no orders, they will automatically carry out standing orders. They will try to take cover in trenches, occupy the buildings, take abandoned vehicles and guns etc. Soldiers do not try to occupy trenches in when in aggressive mode. Special soldiers, like mechanics, snipers, medics and officers, do not try to occupy guns without a direct command.*

If a mechanic has occupied a building and a broken tank appears nearby, the mechanic will leave the building to fix the vehicle if there are no enemies in sight.

By changing the behaviour of a vehicle, you change the behaviour of its crew and passengers.

- *Supply vehicles in aggressive mode supply troops at the maximum distance. Switching behaviour to cautious makes them work at a smaller range.*

ARMOUR AND STRUCTURE

The amount of damage received by a vehicle per hit depends on its armour. The rule for causing maximum damage is very simple: attack the weakest point of the enemy unit with the biggest possible calibre. When firing along a direct path, try to get as close to the enemy as possible. The shorter the shooting distance, the more damage will be caused to the target. Note: no damage is caused by shooting with a small calibre weapon against very thick armour.

Each vehicle or gun consists of several parts. When these parts are hit, a certain penalty is applied. The damages are shown in the vehicle status diagram. Damaged parts gradually change colour from green to red.

- *Broken tracks or chassis immobilizes the vehicle.*
- *A damaged engine bursts into flames and the vehicle loses one health point per second.*
- *If a gun is hit from rear, the gun squad can be killed or severely wounded without destroying the gun.*
- *Hitting the cab of a truck will wound the driver.*

CREW AND GUN SQUADS

It is necessary to have enough crew for vehicles and guns to operate. Having less crew than necessary slows down the shooting speed and sometimes makes it impossible to fire at all.

The number of crew members in a vehicle or gun is shown in the vehicle status diagram in the form of small stars. The armament of the vehicle is also shown there.

- *If a weapon's colour is green, this means it has enough crew to shoot at maximum speed.*
- *Yellow means a slower speed.*
- *Red means there is not enough crew to shoot, or they have run out of ammunition.*

FIELD OF VIEW

In most cases the outcome of a fight depends on the field of view. Officers and snipers have the best field of view when using binoculars. The rest of the infantry has a smaller field of view. The lighter the vehicle, the better field of view it has. Heavy tanks and SPGs have the worst field of view and should always be accompanied by infantry to provide support.

SPEED OF MOVEMENT

The speed of your troops depends on the type of terrain they are passing over. The best possible choice for any unit is a road. Tracked vehicles move with good speed on grass and sand, while dirt or swampy ground slows down wheeled vehicles substantially.

When moving over a short distance, the type of terrain is not taken into account and your troops select the shortest path. Travelling over a longer distance will make them select the fastest path, where the type of terrain is taken into account.

EXPERIENCE

Experience is a very important parameter. It has an effect on the field of vision, damage caused to the target, speed of reloading and shooting accuracy. Experience is gained:

- when firing
- when sustaining damage
- when supplying, healing or repairing
- when destroying the enemy

When a vehicle is hit, the experience for this damage is divided between its crew.

USEFUL HINTS

DON'T FORGET TO CARRY OUT RECONNAISSANCE

- Reconnoitre before you start anything. This is the basic rule of Sudden Strike. Reconnoitre before you move troops or shell a location.
- Use light armour, jeeps and single soldiers and snipers to explore the surroundings.
- Leave some units in buildings. The higher a building is, the better the field of view.
- Try to cover your infantry in the woods or behind objects. It will make it harder for them to be killed.

TANKS AND INFANTRY

- Always use tanks together with infantry. If all the soldiers are killed, order a crew member to leave the tank.

FIGHTING ENTRENCHED INFANTRY

- Command tanks and guns to **ATTACK GROUND** when fighting entrenched infantry.

USE ABANDONED VEHICLES

- If you see an abandoned vehicle, command a crew unit to occupy it and drive it away from the front line for repairs. Refuel it and resupply it for the new crew.
- If an abandoned vehicle is not of any interest for you, destroy it to get extra experience points for your troops. When leaving a broken tank on the battlefield, unload the crew and destroy the vehicle. Do not let it fall into enemy hands.

MOVE OR CARRY OUT ASSAULT?

- There are two commands which resemble one another. **MOVE TO POINT** makes troops move faster, while **ASSAULT** mode causes them to stop each time they see the enemy. Never use **MOVE TO POINT** if you expect to be ambushed.

WHY DO MY TROOPS NOT CARRY OUT MY COMMANDS?

- Give your units more time. The bigger and heavier the tank is, the more time it requires to make a manoeuvre. You should get a voice message if your forces can't fulfill a command.

FOR HARDCORE PLAYERS

To switch behaviour, use the button which is located to the left of the command panel.

- *Left-click to change behaviour from cautious through aggressive to defensive.*
- *Right-click to cycle behaviour from cautious through defensive to aggressive.*
- *If the button indicates a mixed mode, left-click to turn the selected troops to cautious mode or right-click to make them aggressive.*

TAKE TOTAL CONTROL

- *If you do not want some units to act on their own, use the HOLD FIRE and HOLD MOVE buttons. However, troops with held fire and movement are totally helpless.*

BOXES AND BARRELS

- *When an ammunition box or fuel barrel is hit, they explode with a shock wave. Use this when enemy units are spotted near ammunition or fuel depots.*

HELP AND SUPPORT

THE SUDDEN STRIKE WEB SITE

If you have any problems installing or running the game, you should check the SYSTEM REQUIREMENTS. If the hardware complies, please view the FAQ section of the Sudden Strike Web Site at <http://www.suddenstrike.com/>

E-MAIL SUPPORT

If the FAQ section does not help, please send an e-mail to:
ss3support@suddenstrike.com.



assign to group recall group



save location recall location



Q, W, E, R match slots on the grid. Note Q is mapped to "Move", W to "Attack" and so on



order to stick together



drag camera



add order to queue



add unit to selection

behavior



strategical/tactical mode



show icons



zoom camera, push to rotate and move

select units or orders



confirm selected order

www.suddenstrike.com

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