

# HIDDEN & DANGEROUS

USER MANUAL  
ENGLISH

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## **INSTALLING THE GAME**

After inserting the CD into the drive, the installation of HIDDEN&DANGEROUS starts automatically. If your Autorun function on your drive has not been switched on, you can start the installation by double clicking on the SETUP program on the CD of the game.

\* Follow the instructions given to install the game correctly.

\*After installing the game, you can Uninstall it by using the UNINSTALL program found in the START MENU, under HIODEN&DANGEROUS.

\*We recommend the full installation of the game for optimal performance.

## **STARTING THE GAME**

Start the game by clicking on icon HIDDEN&DANGEROUS in START MENU. When starting the game for the first time the HARDWARE CONFIGURATION starts-up, it is necessary to set-up your game parameters. The best possible configuration is chosen automatically when starting the game for the first time. It can be confirmed by pressing the OK button. When starting the game for a second time, it is not necessary to do repeat this. Should you decide to set the parameters manually, read carefully the following instructions:

\*Triple buffering will speed-up the running on cards with 8Mb or more memory. Not applicable to 3DFX cards.

If your card has 6Mb or less memory, select item the Low detail textures to ensure the smooth running of the game.

If you decide to play at a higher resolution (1024x688, for instance), you should consider the fact that your card must have at least 8Mb memory.

## **GAME MENU**

In this menu all the possible game variations are displayed - choose any of them. After a short opening animation, all items in menu appear. Choose by moving the cursor arrow up/down along the items, or with mouse. The item chosen is shown enlarged and is off-set. Activated it by pressing the key ENTER or by clicking the left push button on the mouse. The meaning of individual items is explained in the following paragraph.

## **START GAME**

Choose this item when you wish to start the SINGLE PLAYER game.

## **SELECTING A GAME PROFILE**

In this game, an automatic system of storing the score and current state of the game is used. The file stored in this way is called PROFILE. There are several PROFILE files, in which the score and the state of the game can be stored, at your disposal. You can utilise this facility when several players use the computer, each playing his own game, independently of others. Each player starts his own PROFILE file in which he stores his own game without interfering in any way with the game of other players. When starting the game for the very first time, there is no PROFILE file in existence,

and the program automatically asks you the name of the first profile file. When you start playing the next time, this file is already available and containing the score of the game in the state as it was when you had left off. If you wish to continue playing the game stored in the existing PROFILE, select the file and press the ENTER. If you wish to start a new PROFILE file, select item ,< create new >" and write in the name of the new PROFILE file. Should you wish to delete any of stored PROFILE files, press the key DELETE and answer "YES" to the question put to you by computer.

**CAUTION!** By doing this you irretrievably lose the game stored in the deleted PROFILE.

\*PROFILE files store the score and the state of the game after each mission completed. It is, therefore, impossible to store the game during the course of a mission. The PROFILE file stores the final scores of all completed missions; this allows you to return to any completed mission and play the next mission with equipment acquired during previous missions. If you, for instance, realise during mission 6 that you have lost some important equipment in mission 3, you will have to play mission 3 all over again. You have to retrieve the necessary weaponry, and to play missions 4 and 5 in such a way that the change becomes apparent in mission 6.

## **CAMPAIGN SELECTION**

This menu offers you the choice of which campaign out of the available 6 you are going to play. Campaigns are revealed gradually, depending on the progress you have been making in your game. Therefore, only the first campaign is accessible during the first game. Inaccessible campaigns are depicted in black and white and there is no text displayed. Select the campaign by clicking the left mouse button. The next campaign becomes accessible only after the completion of all the previous campaign's missions. You can, of course, keep returning to campaigns completed and play your favourite missions again. By pressing "OK" you move into the next menu. You can return to previous menu by pressing "Back".

\*Each campaign contains an animated intro, which can be started by pressing Play intro. The intro can only be viewed if the campaign is accessible.

## **MISSION SELECT**

in this menu you can choose which campaign mission you are going to play. This menu functions in a similar way to the CAMPAIGN SELECTION. Only missions completed and the consecutive mission are accessible. If you complete a mission, the following one becomes accessible. There is info text for each mission, explaining the plot of the mission. The story line runs through all missions within one campaign. Move on to the next menu by pressing "OK". You can return to previous menu by pressing "Back".

\*You can return whenever you wish to any previous mission, because the automatic storing system always stores each mission you have completed. If you would like to find out what equipment is at your disposal after completing some of preceding missions, or what losses you have suffered, select the mission by pressing the left mouse button and choose ,Mission status". A display with all necessary information appears. To return back to Mission select menu, press ,Back".

## **SELECTING YOUR TEAM**

when Playing the first mission of a new campaign, Von will need to choose the soldiers for your team. Names of soldiers available are given in the column near the left boarder of the screen. You can page through the Soldiers list using the buttons situated along the upper and lower boarders of the screen. Near the upper border of the screen is a space for the names of the soldiers you have chosen. You can take up to 8 soldiers with you to one campaign. When you choose a soldier, mark him by clicking the left mouse button, his photo, short CV, and a window in which his skills are given, appear in the middle of the screen. If you are satisfied with his abilities and wish to have him on your team, press , Add a man to team". He is then added to the list of chosen soldiers. Continue until you have chosen all the soldiers that you need. However, choosing 8 soldiers is not conditional. If you decide to delete a soldier, mark him in the upper row by clicking the left mouse button on Remove a man from team". This button will appear in place of button, Add a man to team" Move onto the next menu by pressing button "OK. Return to previous menu by pressing button "Back".

If you prefer not to choose soldiers yourself, use the button , Auto set-up". The computer will choose at random 8 soldiers from the list of available soldiers.

\*You can add or delete soldiers by double-clicking with the mouse.

\* Strategy for choosing soldiers is described in a special chapter.

## **EQUIPMENT SELECTION**

To play the first campaign mission, you will need to select the weapons and equipment the soldiers are to carry into action. It is possible to choose suitable weapons by scrolling the column on the left-hand side. At the outset of the game you will only have at your disposal your Allies' arms. As you go through campaigns you will gain weapons captured from the enemy. By the last campaign, you should have collected quite an arsenal of weapons. The weapons selected for each campaign are arranged in a large window in the right hand-Side of the screen. Data about the weapons is displayed in a smaller window in the middle of the screen. Weapons are added into the large window by marking it with a click of the left mouse button and pressing button Add item". The weapon, with basic essential ammo will then appear in the large window. A small number appears under the weapon giving you info about the number of weapons and quantity of ammo carried. You can add other weapons by pressing button „Add item", and more ammunition by pressing "Add ammo". Your men can carry only a limited quantity of arms and ammunition. The progress indicator under the larger window Shows the load they are carrying. If you find during the process of choosing the weapons that you will not need certain items, mark it in the larger window with the right mouse button. Then use buttons Remove item" and Remove ammo". Proceed to the next menu by pressing OK. Return to the previous menu by pressing Back.

If you prefer the computer to select your weapons for you, press button auto set-up". The computer will choose optimal quantity of weapons.

It is necessary to have some special gadgets and equipment for carrying out some campaigns (time bombs .... ). Such special equipment is automatically added to the list when you use button Auto set-up". Naturally, Von can modify the list according to your needs.

\*You can also add or delete weapons by double-clicking the mouse.

\* Strategy for choosing weapons is described in a special chapter.

## **BRIEFING**

You will get all the necessary information concerning the mission via a written and audio briefing, taking place over a 3D map of the area. Important points are in red.

Firstly, you will receive a briefing on individual goals of the mission, some possible dangers will be pointed out to you, and lastly, you will get some suggestions as to the simplest way of going through the mission. It is entirely up to you in what order and in which way you are going to tackle the various tasks.

\*You can go back to the briefing whenever you wish during the play by pressing the key F1. \*Stop the briefing whenever you wish by pressing the key Esc.

## **SETTING-UP YOUR TEAM**

This is the menu you will work with most often. Before each mission you will have chosen 4 soldiers and their equipment. However, there are some limitations as far as the soldiers and equipment are concerned. If you lose any soldier during the course of a mission, you cannot reinforce your team with another until you have completed the campaign. Any weapon left behind in the battlefield is also lost. On the other hand, if you capture any enemy weapons, you may use them in following missions. There is a list of soldiers that you have chosen for the campaign in the upper row and if you mark any of them, the "Add a man to team" button will appear. Use this button to add another soldier to the four chosen for the mission. This list is on the left-hand side of the screen. If you wish to remove any soldier from the list, mark him by clicking the right mouse button and press button "Remove a man from team". Choose other soldiers in a similar fashion. You do not have to choose all four soldiers, if you do not wish to.

The next step is to equip your soldiers. When you click on the image of a chosen soldier, a column with information about the weapons this particular soldier is carrying appears on the right-hand side of the screen. Weapons at your units disposal are shown in the middle large window. Just as in previous menu, you can transfer, add or delete weapons or as you need. Each man is only able to carry so much; this limits the number of weapons he can be equipped with. The load is displayed on an indicator in the bottom right-hand side corner of the screen. Having chosen and equipped your men, you can proceed by pressing button "AK". You can return to previous menu by using button "Back".

If you prefer the computer to select your weapons for you, press button "Auto set-up".

If you wish to view any information about your men, mark him with the left mouse button and press button "Soldier info".

\*Strategy for selecting the correct men for a mission is described in a special chapter.

## **NETWORK OPTIONS**

You may start and set network play parameters in this menu. 2 - 4 players may play the network game as a co-operative team. It is necessary to set the parameters before starting the network game.

## **SETTINGS**

First step, it is necessary to set the type of connection.

### **MODEM CONNECTION FOR DIRECTPLAY**

Choose this connection for inter-linking via modem.

When using this type of connection, it is necessary to enter the telephone number, which is dialled when connection is being established. If you leave the column DATA blank, it signifies that you are waiting for a call from the other participant. Only two players can be connected when using this type of connection.

### **SERIAL CONNECTION FOR DIRECTPLAY**

Choose this connection when you are using a serial cable between two computers. With this type of connection, no data is entered, but before the computer establishes connection, a Windows window appears in which it is necessary to set the parameters of the connection. It is necessary to set identical parameters on both computers. This type of connection also allows only two to participate.

### **IPX CONNECTION FOR DIRECTPLAY**

This connection is available on LAN. It is not necessary to pre-set any parameters. The maximum number of Players that can be connected is 4.

### **INTERNET TCP/IP CONNECTION FOR DIRECTPLAY**

This connection is used for playing the game through the Internet. If you do not enter any parameter, this connection will also work on LAN. If you wish to play through the Internet, it is necessary to set up the Internet address and the port. This connection allows the participation of all 4 players.

\*if there are any other types of connections installed in the computer, these will automatically appear in selection of menus. It will be necessary to set up some parameters when using certain types; other types operate without parameters.

## **PLAYER'S NAME**

Enter the name under which you wish to Play in network game.

## **START NETWORK GAME**

Network game works on the principle of the founder (HOST) and logged-in players (JOIN). Before starting the game by pressing the button CONNECT, it is necessary to correctly set all the parameters (see previous chapter).

The founder starts the game by selecting items CONNECT and HOST GAME in the menu. Selection consists of profile files with stored games of the HOST computer. After selecting a profile



file, „Waiting for other players" message appears. At this moment, the players on other computers select items CONNECT and JOIN (HOST NAME). As soon as at least one player logs in, command „Start the game" appears on the HOST computer and the Player on HOST computer can start the network game. When more players are expected to join in the game, the HOST player has to wait until the names of all the players wishing to play appear on the list. Once the HOST has started the network game by entering „Start the game", it becomes impossible for other players to join in.

\* Bear in mind that the maximum number of players is 4 (1 HOST and 3 JOIN)

\*If JOIN (HOST NAME) fails to appear after the HOST has started the HOST GAME, and „Waiting for other players" is displayed on the screen. Please check the setting of the network.

-if the JOIN players join a game and the name of their computer fails to appear in the list on the HOST computer, Please check the setting of the network.

## **NETWORK GAME RULES**

After the connection of all computers participating in the game, it is possible to commence the game. The game is controlled by the player on the HOST computer. He chooses the campaign and missions to be played. He also chooses the men and equipment for the campaigns, as well as the men and equipment for the missions. The HOST computer makes the selection but the menu is displayed on screens of other players' computers. They are unable to participate in selecting the items. The accessibility of the missions and campaigns is imported from the profile files of the HOST player. Profile files from a single player game may be used, just as the profile files with results achieved in network games may also be used in the single player game. If the network players wish to continue in the network game they had left previously, the same HOST computer has to start the game with the same profile file. After choosing the mission, the men and equipment, the Host player can start the play.

\*Beforehand, arrange with the HOST player, which mission you would like to play, and what equipment you would like to use.

\*If, during the period of HOST player's setting the parameters, you press any key, you will be able to type messages, you can then send them to all logged-in computers by pressing ENTER.

After starting the mission the computer will allocate the players the characters selected. If you want to change to a different character to the one the computer has chosen, you can change in the same way the single player game is done. Two players cannot control the same character. Should two players attempt to do so, the name of the player already in control of that character appears above his head. When less than the maximum number of players participate in the game, the computer controls the soldiers left, you can switch into them whenever you wish.

-Whenever any one of players calls the map or menu into effect the game interrupts play, it is interrupted for all participating players.

When aiming at your fellow soldiers using the ancillary sight, the sight turns red and soldier's name will appear above him.

If your character has been killed and there is no other characters available (Computer controlled), you can become a passive spectator and watch the remaining players.

Missions end with failure, the same conditions as in the single player mode.

During any mission it is possible to send messages to other players by pressing M

## **LOAD/SAVE MENU**

Should you need to take a break, you can save your game at any point whilst playing. Press ESC during play to choose from three options - Resume, Save, Quit. If you choose Resume you will return back to the game.

Choosing Save will save your game anywhere you want. Note you only have one save slot per mission and profile.

Should you want to load a game, go to the Mission selection menu. To play, simply click Load for the mission you want to return to.

If you choose Quit you will exit Hidden and Dangerous completely.

The network game works in the same way as in the single player game. But remember, only the host of the network game can save.

## **GAME OPTIONS**

### **CONTROLS**

This menu allows re-defining of all keys used in the game. Changes are realised by pointing at item required and by pressing ENTER. In place of original key, flicking exclamation Mark appears. By pressing the new key, you will assign it to a given item. Since there are more items than can be arranged on the screen, it is possible to scroll up and down, as necessary.

### **MOUSE SETUP**

In this menu, it is Possible to set the sensitivity of the mouse and to invert vertical axis.

### **SOUND SET-UP**

Set-up of volume of music and of in-game sounds.

### **CREDITS**

Roll the credits for the game.

### **EXIT**

The program Will ask, "Yes" or "No". If you confirm "Yes", you will return to your Desktop.

## **DEBRIEF MENU**

This is displayed after completing a mission. You will be given the result of your mission, the quantity of ammo used, and your losses. If the mission was a success, the next mission will become available to you. If you have finished the last mission in the campaign, the next campaign will become accessible.

## **STRATEGY FOR SELECTING YOUR MEN FOR A CAMPAIGN**

At the beginning of the game you have 40 men at your disposal. Each man has a mug shot, his own particular skills and personal history. These are the skills:

### **SHOOTING**

Gives info about the accuracy of his shooting. A soldier with 100 % value of SHOOTING always hits the target he is aiming at. It is useful to issue these soldiers with rifles equipped with telescopic sights, and use these men as snipers. Soldiers with lower percentage of accuracy shoot with some inaccuracy so it is better to equip them with automatic weapons

### **REACTION**

Gives info about the speed of his reactions. This characteristic is not apparent when you control the soldier directly. However, when the computer is controlling a soldier with higher values of REACTION, he reacts to enemy's fire much more readily.

### **STEALTH**

Soldiers with greater stealth can be heard with greater difficulty; and therefore have better chances to move undetected behind enemy lines.

### **STRENGTH**

This parameter determines the amount of equipment and weapons that the soldier is able to carry. The higher the value, the more he can carry.

### **ENDURANCE**

This parameter determines what injuries the soldier can endure. The higher the value, the more hits he can survive.

You are allowed to take 8 soldiers a campaign. A good marksman will definitely be very useful, because in most missions a sniper represents your best weapon. Really good snipers are rare in the game; if you lose one in a mission, it pays to play from the beginning again. Soldiers with an average shooting ability are suitable for providing cover and make strong adversaries when equipped with an automatic weapon. Soldiers able to carry heavy loads are useful as carriers of light machine guns and bazookas. The importance of being able to react quickly will become apparent once you send the soldier on the map against the enemy. If he has got an automatic weapon and enough ammunition, he will come out skirmish as the winner. While choosing a soldier, it is necessary to bear in mind that if you lose one of your soldiers, he is lost for duration of the mission. Missions become more difficult and demanding as the game progresses, so you should try to "save" the best soldiers for the final stages of the game. Let us remind you again that once you lose a soldier, he is lost forever!

## **CHOOSING WEAPONS AND EQUIPMENT FOR THE CAMPAIGN**

There are many types of weapons and equipment available in this game, each of them suitable for a different purpose. It is, however, possible to divide them into several categories;

### **SNIPER RIFLES**

Equipped with a telescopic sight of variable magnification. In the hands of an experienced sniper, this is a superior weapon.

### **SUBMACHINE GUNS**

An ideal basic weapon. Effective against groups of enemies and in interiors.

### **MACHINE GUNS**

The best weapon to be used when you are outnumbered. It can only be used while in lying position. This is its major disadvantage. It is a good idea to go into combat well supplied with ammunition.

### **BAZOOKAS**

This weapon is perfect for causing chaos, especially where there is high concentration of enemy hardware. It is the only weapon with which the infantryman can destroy enemy tanks. Its main disadvantage is its great weight.

### **HAND GRENADES**

There are two types of hand grenades used in this game. Time hand grenades explode 6 seconds after being hurled and are ideal for clearing interiors. Contact hand grenades explode on impact and are, therefore, more suitable for fighting in open terrain.

### **MINES**

Immediately after it has been laid, the safety catch is released. When the infantryman steps on this mine, he is a 'gonner'. Anti-tank mines reliably eliminate tanks and any other vehicles. It is fruitless to find an infantryman who had the bad luck of stepping on it.

### **PISTOL**

Suitable as a stand-by weapon, in case your soldier finds himself without any ammunition.

### **KNIFE**

If you manage to creep-up to an enemy soldier close enough, you can save some ammunition.

### **SIGNAL FLARE**

Illuminates surroundings with near-daylight. You can see your enemies as well as they can see you.

### **UNIFORMS**

If you use a disguise and wear enemy uniform, you won't be recognised. But everybody can slip-up, revealing himself.

## **EXPLOSIVES**

The goal of some missions is to destroy equipment. Charging with a timing device is very suitable for this purpose.

## **CAMERA**

It is not essential for carrying out any mission, but if you decide to use it, you will have a nice snap for your H&D root directory.

## **BINOCULARS**

Enable you to watch your enemy from great distance.

## **RADIO TRANSMITTER**

It is essential in some places. After switching it on, it starts transmitting a signal which the artillery can use for aiming the fire.

The combination of weapons can be very similar for every campaign. It definitely pays to take a submachine gun for each member of the team as this is the best all round weapon available. You have 4 men in the unit, it is wise to reckon that some submachine guns may be lost in the battlefield. It is also wise to have enough ammunition. Each soldier could fire about 100 - 130 rounds in the course of one mission. Another essential weapon is a sniper rifle as you can pick off the enemy safely, it also uses less ammunition. Light machine guns are useful in most of the missions, but it is necessary to keep in mind the high usage of ammunition (about 300 rounds for one mission). It also pays to take some hand grenades, as these are invaluable for clearing groups of soldiers and in interiors. Mines can also prove very useful in many missions. For skirmishes that take place at night you will need flares, and if you should come upon some heavy enemy weapons, several bazookas could be your only chance. Make sure to have a few pistols - just in case you need them in an emergency. Even though you can capture some equipment from the enemy, it is always better to have your own equipment in sufficient quantities.

\* All weapons available are described in a special chapter.

## **THE MISSION BRIEFING**

Follow very carefully the instructions given about the mission and your goal. Divide your men in such a way, that the loss of one of your men will not seriously effect the whole mission. Sometimes you can collect the weapons from your killed comrades, but this is not always possible, so do not count on it. If there is some enemy hardware in the mission, make sure that you are equipped with anti-tank mines and bazookas. Don't forget the machine guns; their firing capacity is often superior to submachine guns.

## **STRATEGY FOR SELECTING MEN AND WEAPONS**

When selecting your team and deciding which weapons to equip the men with, it pays to think very carefully what will be required. Try to capture as many weapons from enemies as possible - they will definitely be useful. When choosing your men, consider carefully the type of the mission they are to carry out. Think about the necessity to salvage all the weapons from the battlefield, otherwise you will find yourself very soon running out of equipment. Prior to action, carefully consider how

to use each and every man during the mission. A sniper needs one man to cover him during action. A machine-gunner will probably not carry any side weapon, therefore also requiring cover. Always make sure that your men have sufficient ammunition, otherwise they are of very little use. If the fighting is to take place in interiors, make sure each man is issued with at least two hand grenades. They will prove handy.

## VIEW OPTIONS

The game offers several viewing options.



### 1st Person View

This view gives you an impression that you actually see everything through the eyes of the soldier you are controlling. If you are holding a weapon in your hands, you will see through the sight of this weapon. By moving the mouse, you are looking around and are changing the direction in which the soldier is moving. This is an ideal view/sight for shooting.

You can choose from three types of different sights (F3). Basic selling displays realistic sights of weapon, while the simplified selling displays the cross of ancillary sights. If ancillary sights are switched on and YOU take a sight of your own soldier, the sights turn red and the name of the soldier appears. The last variant is a blank screen. In this case, weapon fires exactly at the centre.



### EXTERNAL VIEWS

In this case, you see your character from the rear and can follow his actions. There are two variations in the distance and three variations for the elevation of the camera. This view is an ideal for crawling and overcoming certain obstacles. It is also possible to shoot from this view, either by using an ancillary sight or without it.

If you place your ancillary sight over one of your own soldiers, the sights turn red and the name of the soldier appears.



The ancillary sight (F2) makes aiming from external view much easier. It points in the same direction as your weapon. It may happen that if you follow your soldier from the 1st person view the camera shows places in which it is impossible to shoot. This gives an impression that the sight is 'jumping'.

## **KEY COMMANDS AND CONTROLS:**

TAB, Shift + R B	Select soldier
1,2,3,4	Straight soldier selection
Cursor LEFT	Strafe left
Cursor RIGHT	Strafe right
Cursor UP	Move
Cursor DOWN	Move hack
Shift + cursor Up	Run
Shift + L/R	Faster strafe
Alt + cursor UP	Silent move
Ctrl	Fire prepare weapon / throw grenade
Shft+Ctrl	Low grenade throw
R	Reload magazine
x	Jump
A	Turn left Turn right
W's	Change pose
Mouse move	Turning around
Left mouse butt.	Fire / prepare weapon / throw grenade
U	Use gun, vehicle, light, climb ladder, Get item, Get inventory from dead soldiers
Right m. butt+move	Zoom +/- when aiming from sniper gun or looking through binoculars
Right mouse butt.	Rotate body
Middle mouse butt.	Change 1st and 3rd person view
C	Centre body
SPACE	Man Made
Home	Follow Me!
End	stop!
Page Up	Move on
Insert	Hey!
Page Down	Hold fire
Delete	Delete 1 <sup>st</sup> command on active soldier,

## **INVENTORY**

,	Change inventory
ENTER	Use item,,,/ free hands
ENTER held 3sec	Drop item

## **CAMERA CONTROL**

Backspace	Change elevation
-,=	Change distance

## **GAME CONTROL:**

F1	Replay, briefing
F2	Set on/off 3rd person aiming cross
F3	Set on/off 1st person aiming cross
F4	Send network," message

F10	Save screenshot
F11	View mission goals

## **USING YOUR INVENTORY**

There are many objects available in this game, each used in various ways and for various purposes:

### **WEAPONS**

#### **SNIPER RIFLES**

When you select the sniper rifle you must use the 1st person view, a telescopic sight will be projected on the screen when your soldier stops. You can control the zooming by right mouse clicking and moving the mouse back and forth, and fire by clicking the left button on the mouse. The accuracy of a soldier will be most apparent when he shoots the sniper rifle. If the level of his accuracy is high, the shot will almost always be in the Centre of the sight. Remember to constantly watch the ammo info displayed in the upper right-hand corner of the screen. \*You will find more details about shooting from the sniper rifle in a special chapter.

#### **SUBMACHINE GUNS**

When shooting from submachine guns, any view can be used. If you choose the first person view, use the sight of weapon to aim at the enemy. When looking through the external camera, aim with the ancillary sight. Most of submachine guns manufactured in times of WW II could not shoot just one single round; bear this in mind and remember that a single press of the trigger will let out a burst of shots. Use this when shooting at a group of enemies.

\*Keep a track on the ammunition in the magazine. Before charging into a room, make sure that you have enough ammunition. If you don't, re-fill the magazine.

#### **MACHINE GUNS**

This is the most powerful weapon. If you use the machine gun in an open space, you will find corpses hundreds of meters away. The disadvantages of this weapon are its weight and the fact that it can only be used when the soldier is lying down. Even if the soldier is standing prior to shooting, he will have to lie down before shooting the first shot. Position of your man is therefore very important.

\* You should assign one man to protect the machine gunner in case an attack comes from a different angle.

#### **BAZOOKAS**

This weapon is best used at short distances only. Use the sight and aim at vulnerable spots on the enemy's hardware. You might need two shots to destroy an object. This weapon cannot be used while lying because of the backlash the soldier might endure. When you wish to use this weapon, the first click will make it ready for firing and the sights will slide out. If you should move at this moment, the soldier will out the safety catch on again. If you have aimed successfully, the second pressing of the trigger will release the shot.



When shooting at a moving target bear in mind that the projectile needs a certain amount of time to reach the target. Estimate the speed and angle and aim slightly in front of the target.

## **FLARES**

Flares are ideal for surveying areas at night. After being fired, it flies up to 50 m and illuminates terrain with a whitish light. Your soldier will normally shoot it above his head; if you wish to shoot in a forward direction, the soldier has to bend forward. \*Using the flare allows you to see the enemy much better. However, it means that the Enemy will see you easily too.

## **PISTOL**

This is a back-up weapon which cannot be used while the soldier is running. If you are standing still and press the trigger, the soldier pulls out the gun and the sight appears. This gun stands no chance against automatic weapons of the enemy.

Its calibre makes pistol a very ineffective weapon. However, you can still kill the enemy with it and capture his equipment, provided you hit the right spot. Aim at his head,

## **HAND GRENADES AND EXPLOSIVES**

### **HAND GRENADES**

When hurling a hand grenade, you can regulate the length of the throw. If you keep the trigger pressed for a while an indicator showing the throwing power will appear. There are two types of hand grenades available. The hand grenade with a timing device is suitable for combat taking place in interiors; utilise the rebound off the wall.

The contact hand grenade is suitable for outside fighting and for providing cover, because it explodes immediately on impact.

\* The hand grenade is usually less effective than most of people would think. If you hurl it into a room, be cautious on the entry, as the enemy can be hiding under a table or behind a cupboard.

### **MINES**

Mines are most effective when used in larger numbers. However, if you expect enemy traffic in a certain area a smaller quantity of mines might prove to be very effective. When expecting enemy hardware, mine the probable access routes along which the enemy is expected to advance. To lay a mine, choose it from the inventory and then use it.

CAUTION! The safety pin on the mine is removed immediately after it has been laid on the ground, so it represents a threat to you and your soldiers.

### **EXPLOSIVES**

Used in a number of missions. Choose the most effective spot for laying the charge. Set the time delay of the explosion by using the Forward/ backward buttons for movement. Press use again and

the time remaining to detonation will start ticking off. The time remaining to detonation can be seen in the upper right corner of the screen.

Caution! This explosive is very powerful, with large blast radius effect. Keep a safe distance. You should also consider the possibility of chain-reaction explosions.

## **DISGUISES**

### **UNIFORMS**

If you succeed in getting hold of an enemy uniform or some civilian clothes, you can wear them and move about behind enemy lines undetected. This can be advantageous in many situations. However, every disguise is blown with time so it is necessary to avoid staying in the same place for too long.

\*Avoid using weapons when disguised if you don't wish to be discovered. A man wearing an enemy uniform but using an Allies' weapon is somewhat conspicuous!

## **MISCELLANEOUS**

### **KNIFE**

A useful silent weapon, provided you manage to get near enough to the enemy. Of course, it does not need any ammunition.

### **CAMERA**

You can take some nice screenshots whenever you feel like it. They are stored in the Hidden and Dangerous Root directory in PCX format.

### **RADIO TRANSMITTER**

Allows you to control firing of your supporting artillery. Transmitters are used for marking coastal targets that can be blasted by the Navy from a distance of up to 20 km. After planting the transmitter, the crew of the ship locates and aims at the exact position, until destroying the target. Naturally, the commando needs to get to a safe distance before the shooting commences, so a timed delay is necessary prior to the transmitter working.

### **BINOCULARS**

If the visibility is good and the enemies alert, they can discover you at a distance of 300 m. Therefore, proceed cautiously, carefully surveying the area, in order to discover any enemy.

## **USING WEAPONS AND OBJECTS FOUND IN MISSIONS**

There are plenty of objects to be found in missions. Some of them can even be captured and used later in following missions. There are several kinds of these objects: -

### **FIXED WEAPONS**

These are usually installed on vehicles or on guard towers. It is impossible to take them with you, if they are loaded you can use them. These fixed weapons are mostly modified versions of your machine guns or searchlights. In some missions, you may be able to control the cannon of an enemy tank. If you manage to eliminate the crew, approach the weapon from the back and press the USE

button. You will then be able to control the direction of shooting with the mouse and shoot by pressing the FIRE button. If Von wish to control a tank or a cannon, search the item until you find the correct spot, this will then allow you to use it.

Utilise as many weapons as You can - Save your ammunition. When fighting in vehicle garages, it is possible to use the weapons installed on cars.

## **VEHICLES**

You can use many vehicles found in the missions. Find the driver seat, then use the USE button . Provided you manage to get into the driver's seat, you can drive the vehicle (if there is enough fuel in it, that is). You can shoot and hurl the hand grenades from some places in some vehicles (back of a lorry). You can switch over into a member of the team riding on the vehicle, you will be able to drive the vehicle even though you are not switched directly into the driver. You can damage the vehicle if you hit something. It can even explode. It can also explode when the enemies are shooting at it and all your soldiers might perish in the explosion.

If you are being pursued by enemies in a vehicle and you manage to eliminate them without blowing the vehicle up, Von can use the captured vehicle.

If the vehicle has a weapon installed on it, you can use the weapon.

- \* Use to your advantage the fact that shots from handguns present no danger to armoured vehicles.
- \* Use vehicles for blocking the enemies' access route.
- \* Cause chaos in the enemies' car-park by blowing up some vehicles.
- \* You can even drive the vehicles into the interiors.

## **MISCELLANEOUS EQUIPMENT**

Look around carefully and search for enemy arsenal. You might be able to get hold of some weapons there. Other weapons may still be boxed. Look for boxes with hand grenades and panzerfausts (Bazooka's). To collect objects, stand next to the object you wish to Pick UP and press the button USE. If your man already carries too much, he will not be able to pick it up. In this case, Von can discard some unnecessary weapons or leave the object behind.

\*You can obtain quite a lot of equipment in this way; equipment which just might help you to accomplish the task set. While moving through the surroundings, keep your eyes open for things.

## **AQUIRE WEAPONS FROM FALLEN SOLDIERS**

It is possible to obtain weapons from soldiers lying dead on the battlefield. You can capture enemies' weapons, or you can salvage weapons of your fallen comrades. Stand next to the dead soldier and press the USE button. In place of your inventory, the inventory of the person being searched appears. Having chosen an item, press ENTER and the object will be transferred into your inventory. If you are over-loaded already, you will hear a rejection signal. Press USE button again to return to normal.

\*Always try not to leave your weapons behind on the battlefield. You have only a limited quantity of ammunition and weapons, so do make some time to search fallen soldiers for weapons.

## **DIALOGUE WITH CIVILIANS / CAPTIVES**

In some missions it is possible to talk with certain characters. The dialogue is automatically activated as soon as you approach them. Listen to it, for they might offer some important information.

\*Avoid shooting aimlessly. Don't shoot at civilians. They might pass on some important information to you.

## **CONTROLLING FELLOW SOLDIERS**

You have 4 fighters in each mission. You are able to directly control only one of them at a time. Other soldiers can carry out orders which are issued on a map, or in real time. How to control your soldiers using this map is described below.

## **SWITCHING BETWEEN SOLDIERS**

You can see the soldier you are controlling in the centre of the screen (provided you have not selected the 1st person view). In the lower part of the screen there are the icons, showing the state of all four lighters. The active soldier is offset. You can switch from soldier to soldier by hitting the TAB key, or Shift + Tab for a reverse selection. As soon as you change to a different soldier, the appropriate icon changes. Soldiers that have not been programmed guard their position and automatically defend themselves when attacked.

## **REAL TIME COMMANDS**

In some cases, certain commands can be called to your soldiers directly whilst playing. This can be sufficient for most control purposes. There are 5 such functions Von can recall by using hot-keys, these are described in the chapter CONTROLLING THE SOLDIERS. The active soldier will call out the commands in a forward direction, all soldiers within the distance of 15 meters will hear him. These are the commands:

Follow me	Soldiers run in the same direction whilst covering each other
stop!	Soldiers halt and survey the surroundings
Move on!	Soldiers move slightly ahead of you.
Hey!	A soldier standing in the line of your fire moves out of the way
Hold the fire!	Everybody holds their fire and waits for you to start shooting

- "Follow me!" command can be used in a situation when you need to move the whole group somewhere else. While you are moving, the rest of soldiers are running in a loose formation behind Von. As soon as you stop, the soldiers take up wing positions (depending on their number) and cover your flanks.

- In some missions, Von will have to transfer friendly characters (prisoners, persons under protection. ) in order to be able to fulfil the goal of the mission. As it is not possible to control these persons directly, use command Follow me !

\*When you board a vehicle while leading a group of soldiers with command Follow me they will follow you and take all vacant places.

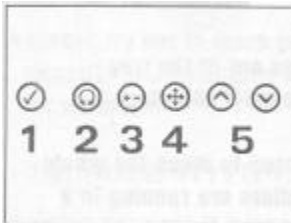
## **MAP MODE STRATEGY**

When co-ordination is very important, it is possible to program more complicated actions on the map. You may switch over to the map by pressing SPACE, the game stops, giving you have a Chance to plan and program the action without worry. In this chapter you will find out how to use the map, and how it can be useful to you.

## **CHANGING THE MAP VIEW**



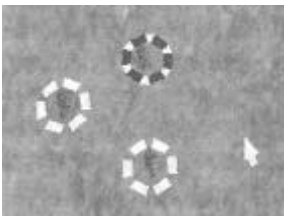
To be able to plan the action in detail, you will need to use the zoom on the map, as well as the map rotation. Clicking on the icons with the mouse controls the view of the map:



1. The first icon ends the map mode and returns into the game mode. Same as hitting the SPACE key
2. Use this icon to rotate the map. Keep the left mouse button depressed and move the mouse left or right.
3. This icon zooms the map in and out. Hold the left mouse button down and move up and down to zoom.
4. Press and hold the left mouse button on this icon to shift the map around the screen.
5. If there are any multiple-storey buildings in the game, you can switch from floor to floor by using this icon.

\*You can also control the map without using these icons. When in the map mode, you can move the map by pressing the right mouse button. When you press both buttons you can rotate the map, and zoom in.

## **MAP INFORMATION**



This map shows the position of your soldiers. Green circles indicate Allied soldiers. A rotating circle indicates that the soldier is active. A circle combined with black stripe indicates a dead soldier. You can switch between soldiers on the map by clicking directly on the soldier, or on his icon in the bottom part of the screen.

If you switch to another soldier, the map shifts and turns in the same direction as the soldier is facing.

The map also indicates the position of enemy troops, ringed in red. A red circle combined with a black stripe means that the enemy soldier is dead. Only enemy soldiers visible to your soldiers are visible on the map.

\*Use the map to establish who is shooting at you.

Positions of civilians are also indicated on the map (if they appear in a mission). The civilians are Shown in a blue colour.



This map makes orientation in the terrain much easier Follow the compass in the upper right-hand corner of the screen, It turns simultaneously with the map. Find the direction in which you need to follow and switch over to game mode.



This map also indicates positions of all hardware and stationary weapons on the scene.

## **PROGRAMMING THE SOLDIERS**

The main function of this map is to enable you to program major, time-synchronised actions for your men. The array of icons in the left part of the screen and a 4 time-bar in the bottom part of the screen serve this purpose. After you have issued a soldier with an order, the program will carry out an assessment of the time necessary for carrying out the order, the icon is then projected on the time-bar in distance corresponding with the duration of action. You can discard any icon by marking it with the mouse and pressing DELETE. You can shift the icons along the time-bar to synchronise the actions of soldiers. When you have programmed all the soldiers in desired way, you can leave the map mode and switch back to game. The soldiers will immediately carry out their orders.



If you decide to switch to a soldier during him carrying Out his program, the process is interrupted and you can control him directly. If you then switch to another soldier, the previous soldier will continue his original instructions.

There is no point in programming all 4 soldiers. During the game you always have to control one soldier at anytime.

## EXPLANATION OF MAP COMMANDS



### MOVE

After pressing this icon you have to determine the place where you want the soldier to proceed. A line is drawn pointing out the route he will take. YOU Can "Stack" several of such icons, one after the other. When carrying out the task, your soldier will be listening carefully for any suspicious sounds and survey his surroundings constantly for trouble. If he is ambushed or if he spots any enemy he will take the necessary action.



### FOLLOW

When issuing "FOLLOW ME!" during play your soldier will be assigned to follow another soldier. You can then click on whom the soldier is to follow. Use this in a situation when you want a soldier to follow the route of another one.

\*When determining whom the soldier is to follow, you can also use the icon in the bottom part of the map.



### USE

Point out the object the soldier is to use. If you point him to a fixed machine gun and click GUARD, he will commence firing with this machine gun at any enemy within range.



### USE INVENTORY

Instruct a soldier to use an object from his inventory. He can exchange his weapons, lay a mine or a time bomb.



### ATTACK

If you see an enemy on the map, you can command one of your soldiers to attack.



### GUARD

The Soldier holds his position, keeping watch in the direction you have indicated. As soon as he spots an enemy, he starts shooting.



### WAIT SIGNAL

If you need to co-ordinate an attack by your men, use icon Wall signal. As soon as a soldier comes across this message while carrying out a task, he halts and waits. Signal for continuing with action can be a real time command HEY! or a shot. When the soldier is attacked while waiting, he defends himself automatically.



STAND

Soldier stands up



KNEEL

Soldier kneels



LAY

Soldier lies down

\* When a soldier receives a command to move to another location, he starts moving in the same stance he was previously in, before he received the command. Bear this in mind when programming your soldiers.

## **CONCLUDING A MISSION**

The mission ends after you have fulfilled all the assigned tasks, or when you fail to carry out the key goal of the mission, or all your men are lost.

When you need to see the goals that are ahead of you, press the button assigned to displaying the goals of a mission (mission goals). The tasks to be met will be written in the upper part of the screen. Tasks fulfilled are shown in transparent mode. When all the tasks have been fulfilled, mission ends after a short while.

## **ACHIEVING A GOAL**

If you have carried out all the tasks of a mission successfully, and at least one of your soldiers has survived, the mission has been completed and the next mission or campaign will become accessible. Should you have lost 3 soldiers however, it would be worth considering starting all over again.

## **FAILURE**

When all the members of your team have perished, or the goal of the mission was destroyed, or some VIP killed, the mission ends with failure. In this case, the next mission will not become accessible to you.

## **DESCRIPTION OF THE OBJECTS AVAILABLE IN THE GAME**

This Chapter explains which objects you can use in the game.



## OBJECTS IN INVENTORY



military binoculars suitable for medium distance surveillance of enemy.  
Magnifying power: U Mass: 0,25 Kg



In several missions you come across locked doors. Find the key to unlock them.



Anti-tank mine - used mainly against armoured vehicles. Explosion is concentrated to Penetrate armour. Mass: 11 kg



Anti-infantry mine used for elimination of infantry. More dispersed explosion. Mass: 6 kg



A TNT based explosive or plastic explosive equipped with time detonator.  
Mass 1,5 Kg



A special medium sized camera for espionage use. SOE (Special Operations Executive) soldiers standard issue camera. Mass: 0,5 kg



System for radio homing, used by Navy and Airforce. Mass: 2 kg



Coding and decoding equipment. The Allies discovered and cracked this equipment before the start of the war, Without the key to the Code the equipment is quite useless. Aboard ships, they use to keep the key to the code on a special type of paper that dissolved in water, preventing the key falling into the wrong hands.

## WEAPONS



Colt 1911 is an ideal gun for officer use. Calibre: .45 Effective range: 40 M  
Magazine: 8 cartridges Mass: 1,2 kg



#### Sten gun

Submachine gun used by British Army. Calibre: 9mm  
Effective range: 160m Magazine: 32 cartridges Mass: 3,1 kg



#### MP 40

Submachine gun used by enemy paratroopers. Calibre: 9mm  
Effective range: 150m Magazine: 32 cartridges Mass: 4,10 kg



#### MP 44

German assault rifle designed for paratroopers. Calibre: 1,92  
Effective range: 700m Magazine: 35 cartridges Mass: 4,3 kg



#### Johnson M 41

Standard American ArMV rifle. Calibre: 0.30  
Effective range: 400M Magazine- 5 cartridges Mass: 4,75 kg



#### Lee Enfield Mk 4

One of the best sniping rifles. Calibre: 0,303  
Effective range: 800m Magazine: 5 cartridges Mass: 4,2 kg



#### K 98

Weapon used by enemy snipers. Calibre: 1,92mm  
Effective range: 1500m Magazine: 5 cartridges Mass: 5 kg



#### Bren gun

Light Machinegun. Modified type ZB 26.  
Calibre: 1,62 Effective range: 600m Magazine: 30 cartridges Mass: 8 kg



#### Browning

Light machine gun used by British Army. Calibre: 0,30  
Effective range: 1500m Magazine: ammunition belt Mass: 14 kg



#### MG 34

Standard German light machine-gun. Calibre: 1,92  
Effective range: 600m Magazine: 30 cartridges Mass: 8,5 kg



#### ZB 26

Czechoslovakian light machine gun.  
Calibre: 7,62 Effective range: 600m Magazine: 30 cartridges Mass: 9 kg



#### Panzerfaust

Enemy anti tank rocket launcher, based on a rocket with a chemical warhead. Mass: 8 kg



M1A1 Bazooka is the American anti tank weapon. Mass: 13 kg



Enemy hand grenade  
Also called by soldiers a 'Potato masher'.  
Mass: 1 kg



British hand grenade  
Mills' grenade dating from the twenties.  
Mass: 0,1 kg



Knife Fairbairn and Sykes Combat knife used by Commando units and SAS. Has been in use from 1939. Mass: 0,3 kg



Flare gun is used primary for lighting terrain at night. Can also he used for signalling.  
Mass 1 kg

## VEHCILES



WV 82 Kubelwagen 4 seat, 3 places to fire from U2 jeep Engine  
24hp/3000rpm, 4-cyl, 985cc Weight: 125 kg  
Maximal speed: 80 km/h



Sdkfz. 251  
2 seat, 1 place to fire from, 1 standing place -fixed machine gun  
Semi-caterpillar armoured transporter Engine 12011P/2000rpm, 8-CVI,  
11752CC Weight 9000 kg Maximal speed: 60 km/h



Opel Admiral  
4 seats cannot shoot when in this car.  
U2, 4-door limousine Engine: 75hp/3200rpm, 6-cvl 4-stroke OHV, 3626cc  
Weight: 1540kg Maximal speed: 132 km/h



Opel-Blitz 3,6-36S  
2 seats in the cabin, No shooting  
2 standing places in the back, Shooting possible from here. U2 3300 kg truck  
Engine: 68hp/2800rpm, 6-cvl, 3626cc Weight: 2500kg  
Maximal speed: 85 km/h



#### Mercedes

2 seats inside the cabin, no shooting 2 seats in the back, shooting possible U2  
3500 kg truck Engine: 60hp/2800 rpm, 6-cyl, 3600cc Weight: 2100kg  
Maximal speed: 15 km/h



#### BMW-R75

1 drivers seat, impossible to shoot from  
1 seat with the possibility to shoot from  
1 seat - fixed machine gun

#### Sidecar motorcycle

Engine: side-valve 26hp/4400rpm, 2-cyl ORV, 145cc, 4-stroke  
Weight: 410 kg (With Sidecar) Maximal speed: 92 km/h



#### Panzerkampfwagen IV

1 seat for the driver 1 seat - the gunner Supporting infantry tank  
Engine.. 300hp, Maybach HL 120 PRM Weight: 20 000 Kg  
Maximal speed: 42 Km/h



#### Panzerkampfwagen VI Tiger - SdKfz 181

1 seat - the driver  
1 seat - the gunner Heavy war tank  
Engine: 694hp, Maybach HL 230 P45 Weight: 56 900 Kg  
Maximal speed: 31 Km/h



#### Gunboat

1 place - the pilot 2 standing places to fire from  
1 standing place - fixed machine gun  
A modified river boat Weight: 3500 Kg Maximal speed: 15 Km



#### Avro LANCASTER

2 standing places, possible to fire from  
1 seat in the rear turret, impossible to fire from  
1 seat in the upper turret - fixed machine gun

#### Heavy bomber

Engines: four Rolls-Royce Merlin XXIV, 12 cylinders. V block, liquid-cooled engines of 1,620 hp each  
Maximal range: 4 010 km Maximal speed: Fully loaded - 462 km/h

## UNIFORMS



Camouflage uniform used for COMBAT OPERATIONS in Arctic or winter conditions.  
Mass: 2 Kg



Standard British SAS uniform. Other British Army Services use similar uniforms. Mass: 2 Kg



civilian - it is possible to use civilian disguise to move unnoticed through enemy territory. Mass: 2 Kg



Standard German uniform. Other German Army Services and SS use similar uniforms. Mass: 2 Kg

## **COMBAT MANUAL**

### **COMBAT IN THE OPEN COUNTRYSIDE,**

#### **LONG DISTANCE COMBAT**

Combat in open countryside and long distance combat have a lot in common. Passive reconnaissance is used in this type of combat, not full scale attacks on the enemy, but only selecting targets for weapons effective in long distance fighting (sniper rifle, machine gun). All attacks are usually concentrated at one or two target points, these should not be too far away from each other. Softening of the enemy positions is carried out by targeted (sniper) or non-targeted (machine guns or other weapons) fire. This fire may provoke enemy response; therefore it is important to provide cover for each member of the squad.

#### **MOVEMENT**

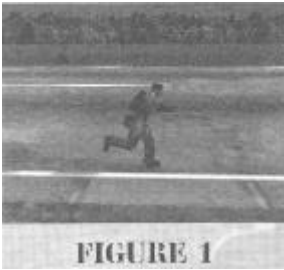
##### **TROOP POSTURE**

Movement in the upright position should be used only in the most urgent situations for fast crossing of short distances. This kind of movement should not be used without cover provided by other squad members.

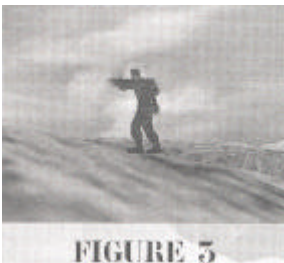
Movement in the crouched position can be used for fast and relatively safe progression in open countryside on the condition that other squad members provide cover.

Movement in the crawling position is the safest way of protecting yourself against enemy fire. The slow rate of progress is the only disadvantage. It is ideal for reconnaissance.

Movement in open terrain forces soldiers to minimise their silhouettes. Figure 1 indicates a soldier taking the wrong posture in the open countryside, but the soldier shown on Figure 2 has taken the correct stance



When moving from point to point the squad should move in a way that will hide them from enemy patrols. Try to utilise all, even small terrain obstacles between you and the enemy! The soldier in Figure 3 is incorrectly positioned, whereas the soldier in Figure 4 is correctly positioned during movement.



## **MOVEMENT OF THE TEAM RECONNAISSANCE**

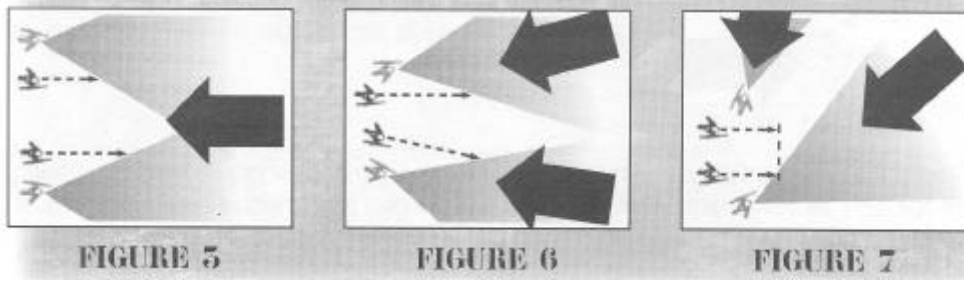
Reconnaissance in the open countryside is of the utmost importance. Enemy machine gun posts lie everywhere waiting for soldiers that are not careful. Squad members with the highest STEALTH levels should be selected as the reconnaissance patrol. The higher these levels are the lower the chance of him being discovered by the enemy. The reconnaissance soldier should move forward in stages, carefully surveying the terrain with the binoculars or the rifle telescopic sight as he goes. He should not engage in combat, unless acting as a sniper in part of a wider plan. In some areas it is necessary to provide cover for the reconnaissance soldier.

## **FORWARD FORMATION MOVEMENT**

Firing cover is necessary during any movement in open countryside. Figure 5 shows forward movement of the squad with cover being provided from one side by a machine gunner and by the other squad members.

If you are not sure which side the enemy will attack, choose the alternative shown at Figures 6 and 1. Red arrows indicate the direction where trouble is to be expected.

During movement try to be in control of the moving unit, If you have to respond to any sudden surprises, your squad is able to take cover and react to the enemy attack.



## LATERAL FORMATION MOVEMENT

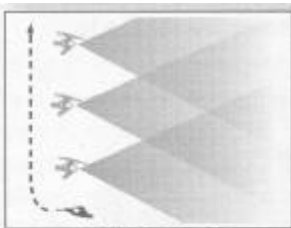


FIGURE 8

If you know the approximate position of the enemy and are sure there is no danger threatening you, you may use the alternative method indicated in Figure B. The first moving squad member takes the reconnaissance role here. The remaining squad members provide cover in the direction of anticipated enemy attack. It is recommended that you control the moving soldier in case of any unexpected occurrences.



FIGURE 9

If you suspect that your opponent could be ahead of you, use the alternative method indicated at Figure 9. In this case, it is necessary to allocate one team member to cover the advance of the other soldier

You can use these tactics for movement to both the right and the left. Where the terrain incline is steeper, you will travel slower. Remember, when being elevated you are in danger of being spotted easier.

## RETREAT

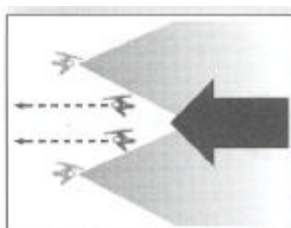


FIGURE 10

Should resistance be too strong, you may try to retreat and regroup. If you are under enemy attack from only one side, use the tactics indicated in Figure 10. A soldier armed with rifles and non-automatic weapons should retreat first, covered by fire from submachine guns and machine guns. Soldiers armed with automatic weapons should begin their retreat only after taking their supporting retreat positions.

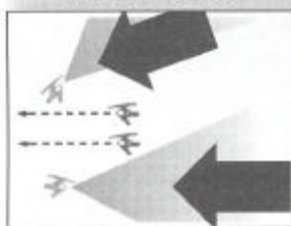


FIGURE 11

Should the enemy attack be from both sides, use the tactics indicated at Figure 11. Try to merge both attacks into one and eliminate them with fire from automatic weapons.

Should the enemy attack be directed from three directions, then you've been surrounded and have no other option than to try and find the best way to retreat under fire. Lots of luck!

## **FIRING**

### **WEAPONS EFFECTIVENESS**

Weapons and their use are described according to their usefulness in an area (i.e. the submachine gun is best for combat inside etc.)

### **SNIPING**

In long distance combat, a sniper represents a priceless help and fearsome opponent. He usually takes the role of the reconnaissance soldier, surveying the terrain for light infantry units. You should use him to soften the enemy positions, it is a good idea to allocate him at least one partner armed with automatic weapon. This is because a sniper rifle is not an ideal weapon for close combat. Your sniper should be the man with highest SHOOTING level in the squad. Control him personally, as this is the best way to select the required targets.

### **THE MACHINE GUNNER**

The machine gun is a fearsome weapon in experienced hands. Negatively, it is a relatively unwieldy weapon, hence it is absolutely necessary to protect it against attacks from the Sides.

If you are moving to an area that is obscured by fog, dark night etc, it is a good idea to shoot into the area ahead. This fire may not cause heavy losses to the enemy, but it will force him to squat down, decreasing your chance of being discovered. Discovering machine gun positions is the only problem with this manoeuvre.

### **THE RIFLEMAN**

The rifle is, despite its relatively low rate of fire, a fairly effective weapon in open countryside. It differs from the submachine gun in being more accurate and of larger calibre, allowing it to cause greater damage per shot.

### **THE SUBMACHINE GUN OR AUTOMATIC RIFLE**

Close range combat is best for the submachine gun, in long distance combat it suffers from its lack of accuracy. In open countryside the submachine gun is suitable for supporting roles (see attacking as a team - common situations) and for providing fire cover. The automatic rifle combines both the advantages of the submachine gun and the rifle, down to its high fire rate and good accuracy in firing at long distances, This type of weapon is suitable for the majority of combat situations.

### **THE PISTOL**

The pistol is only suitable as a reserve weapon when your ammunition is getting low. The low mass of the gun and its ammo are the only advantages of this weapon.



## ATTACKING AS A TEAM – COMMON SITUATIONS NEGOTIATING HIGH TERRAIN IN THE OPEN COUNTRYSIDE

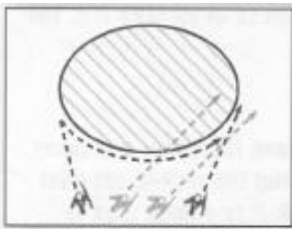


FIGURE 12

Large obstacles such as hills or large buildings can make progress through the terrain very difficult. Figure 12 indicates bypassing such an obstacle. First of all, reconnaissance men are sent to the left and right sides of the hill to survey the area (best equipped with binoculars and automatic weapons). Then the two remaining squad members approach one side of the hill and take up their firing position there. The reconnaissance man from the other side of the hill will be the last to get there.

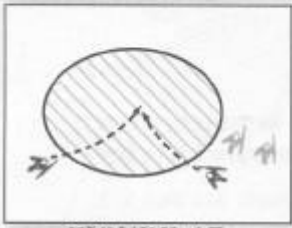


FIGURE 13

When trying to get your man to the top of the hill (e.g. your sniper) follow the instructions on Figure 13. Recall your reconnaissance man and allow him to move slowly towards the top together with another member of the squad providing cover. Proceed slowly, similar to the attacking of a hill plateau. Throw hand grenades on the top of the hill before you reach it.

## ATTACKING A HILL TOP PLATEAU

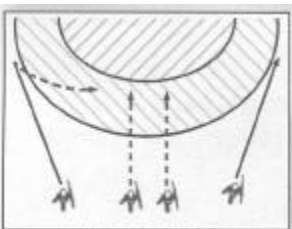


FIGURE 14

By "Plateau" we mean a flat area on top of a hill or other terrain obstacle. If you suspect that the enemy occupies it, proceed your attack according to Figure 14. First send two team members as reconnaissance to the foot of the hill (best equipped with binoculars and automatic weapons) and the remainder of the team following slightly behind. If the enemy notices you, try to get to the foot of the hill as fast as possible in order to get cover from enemy fire (see Figure 15). Before reaching the top of the hill, throw a hand grenade. Only after that, run up to the top with your soldiers.



FIGURE 15

Should there be a higher point than your target plateau in the vicinity, try to occupy it with a machine gun or sniper, it may help you to eliminate or weaken the enemy's defenses on the Plateau. But beware! Your enemy may do the same thing; watch out for enemy snipers located on top of any hills.

## ATTACKING FROM A PLANTEAU

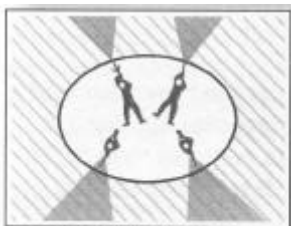


FIGURE 16

Once you have secured the plateau, you have an invaluable opportunity to eliminate any opponent located below you.

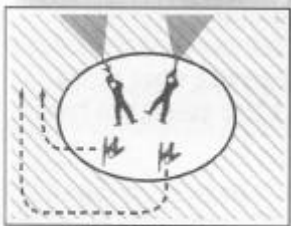


FIGURE 17

According to Figure 16, allocate one or two squad members to cover your rear and move your man carrying the machine gun to the edge of plateau. Quickly decide on which targets using binoculars or telescopic sight on your sniper's rifle and commence fire. It is very difficult to take cover against such an attack and providing you have the situation fully under control, you may try to launch a sortie with one or two team members (see Figure 11).

## LAYING TRAPS

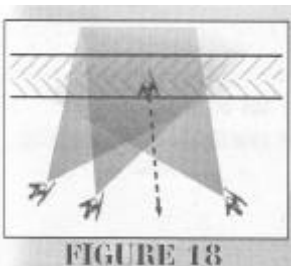


FIGURE 18

Some of the more aggressive opponents may try to find you when spoiled. Use this characteristic of the enemy to lay ambushes for them in the terrain, see Figure 18. The most important factor is to fire a short provocative burst from the edge of the terrain obstacle, then move back quickly to get out of the firing field of your own soldiers

## DIRECTION OF ENEMY FIRE

Determining Which direction the enemy fire is coming from may sometimes represent a difficult task. In a situation where you are attempting to retreat from enemy fire, it is useful to detect the direction from which the fire coming, using the tracer tracks (during the day) or flashes (at night). Both situations are shown at Figures number 19 and 20.



FIGURE 19



FIGURE 20

## **USING HAND GRENADES AND EXPLOSIVES HAND GRENADES**

The German assault hand grenades explode on impact and are recommended for long distance combat in the open countryside. British hand grenades are timed to explode, any unevenness in the terrain may cause the grenade to roll away from the target before it explodes. Specific uses of the hand grenades are described in section Firing by team - Standard situations.

## **MINES**

Effective use of mines is possible only in the open countryside when laying traps for tank units etc. However, laying mine fields may prove tricky should you forget where you laid them.

## **TIMED CHARGES**

This type of explosive is useful for the destruction of specific targets, therefore, it is not very suitable for direct combat.

## **BAZOOKAS AND PANZERFAUSTS**

These missile type weapons have a devastating effect not only on enemy armoured combat vehicles, but also on the enemy troops. Their relatively low accuracy and high weight are their only disadvantage

## **TIPS**

\*Never engage in individual combat when in open terrain. Co-operation of the whole team leads to success.

- Do not neglect using the binoculars for long range surveillance.
- Use supporting fire from automatic weapons.
- Provide cover for the rear of the group.
- None of the above standard situations provides all the answers. Improvise!

## **CLOSE RANGE COMBAT, STREET COMBAT**

Close range combat differs from the combat in the open countryside in that reconnaissance combined with the use of hand grenades, provoking fire and luring enemy soldiers into ambushes are all heavily used. Traps and various ambush points are commonly used around the intricate terrain. These aspects force soldiers to search for alternative ways to allow them to attack the enemy from the rear.

## **MOVEMENT**

### **TROOP POSTURE**

Movement in an upright position may be used only in the most urgent cases for fast crossing of short distances.

Movement in a crouched position in the streets of a town is relatively safe if other team members provide cover. Short distances are preferred.

Movement by crawling is the safest way to protect oneself against being spoiled and Put Under enemy fire. Slow progress is the only disadvantage. Soldiers in a laying position are vulnerable from attacks launched above (e.g. from a church lower). When looking around a corner, always do so lying down, this is because your head offers a smaller target than the whole NO.

## MOVING FORWARD

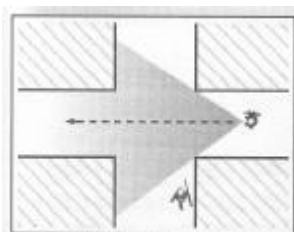


FIGURE 21

Always move forward along a wall in a crouched position. If you are in the middle of the street, lie down. When you are approaching an intersection, proceed according to Figure 21 and keep to the side of the street from where you are expecting any trouble. An unprepared enemy is less likely to notice you. Don't forget to check up the opposite arm of the intersection from time to time.



FIGURE 22

There are situations in the streets when it is necessary to run from one intersection to another. If you are alone, it may be a dangerous task. Proceed according to Figure 22. First of all, find out how far the enemies are in street marked A (see Chapter Reconnaissance). Should the enemy be too close, try to find another way to eliminate the enemy. The last variation is an extreme solution for a lone fighter. Should the enemy be quite far (50 m or more), an individual Soldier may attempt to run across the street.

Again, this is a very risky manoeuvre!

Sometimes the enemy will try to Pursue you, if so, it is advisable to wait a little after crossing the street and check behind. Other tactics in the streets are very limited, but it is possible - snipers, grenade throwing etc.

## MOVING AS A TEAM RECONNAISSANCE

In intricate streets you cannot operate without any reconnaissance. Reconnaissance in streets differs to the open countryside in that it is more aggressive and not limited to just surveying and monitoring targets. The reconnaissance Soldier should stay in continuous contact with his fellow men, they can help, should he get in trouble.

His first task is to find enemy positions not visible to his team where enemy snipers may be operating. It is necessary to evaluate these positions and establish where the enemy snipers may be aiming. Based on this information it is possible to designate positions where the squad could eliminate the snipers. If you are able to catch the enemy snipers unaware, try to eliminate them immediately. Remember! One forgotten enemy sniper represents at least one dead comrade!

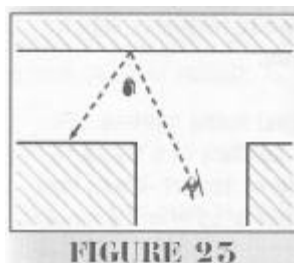


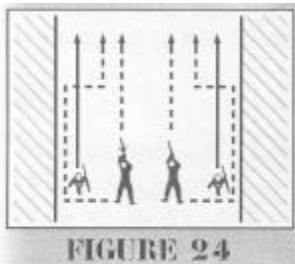
FIGURE 23

If you are not sure whether there is any enemy around the corner, see Figure 23. Throw a British hand grenade against the wall of the building opposite and then listen. If you hear any screams of injured enemy

soldiers, you have confirmation that there was someone behind that corner. If you don't hear anything, you cannot really be sure, but nobody will kill you from close range whilst they are crouched down protecting themselves against the explosion.

As soon as you get to an elevated position, immediately carry out reconnaissance of the vicinity. You always see more from higher positions, and the surrounding area may be suitable for a sniper position.

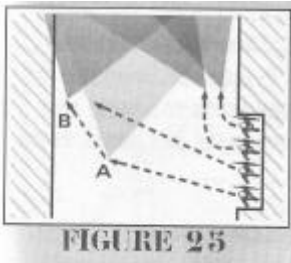
## FORWARD MOVEMENT FORMATION



It is definitely safer to move alongside buildings, the walls provide full side cover with street lamp posts providing partial cover against enemy fire. For movement through the streets use the instructions provided in Figure 24. A machine-gunner and a sniper lie in the middle of the street (both of them are effective for longer distances) and the men armed with submachine guns are moving alongside the buildings (they are effective for close distances). If there is a row of street lights, place your sniper and machine-gunner in the way that will allow them, in case of need, to take cover behind the street lamp posts.

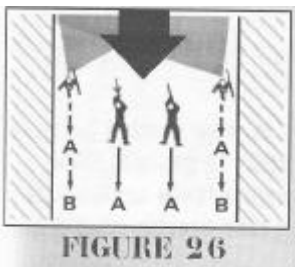
After your submachine gunners have taken their positions, move the other team members forward as close as possible to the walls alongside submachine gunners. When you are sure that there is no danger, you may move all your men forward. Don't forget to check the rear of your group occasionally.

## LATERAL MOVEMENT FORMATION



If your whole team are Pinned down by a wall, it is better to spread your men right across the street. see Figure 25. Start the manoeuvre by first moving the two members who will be able to provide fire cover for movement of the remainder of the team. Now carefully proceed with the third soldier moving into position at point A. Execute quick reconnaissance and continue to point B. Follow up by moving the remaining member of the team. You are now in a situation to forward movement formation.

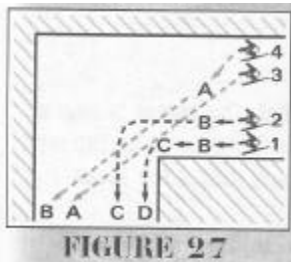
## RETREAT



Should you come across too stronger force it is possible to retreat. If being attacked from one side in narrow corridor or street where there is no chance to retreat, see Figure 26.

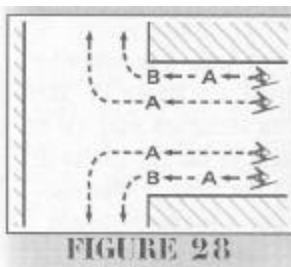
The large arrow indicates the direction of the enemy attack, Riflemen and soldiers armed with non-automatic weapons should be moved back first. Covered by submachine gun fire, they must take defensive positions and provide covering fire for the retreating submachine gunners. Because everything in The street combat happens at a substantially shorter

range than in the countryside, the submachine gunners have to move in phases. First move to point A and provide fire support to the remaining team members, and only then can they run to point B



Sometimes it is Possible to retreat around a corner. if this is so, see Figure 27. Firstly, Pull your Soldiers back to Point A under firing cover provided by the outer team members. Now comes the risky phase of the manoeuvre when you have to retreat with the remaining two soldiers to Point B. The soldier marked number 2 retreats first, followed under fire cover, by number 1. Should the enemy be pressing too hard, it is possible to retreat with both soldiers at the same time, but there is a risk of loss with this.

Soldier number 4 retreats behind the corner last. At that moment retreat soldiers number 1 and 2 to Point C. The remaining soldier then retreats behind the corner.



Another retreating Method is to retreat to both arms of the T- Junction. see Figure 28. Using this method, move the whole team to the edge of the intersection. Then recall your soldiers that are further away from the T-junction, followed by the rest of the team. Should the enemy press too hard, you may retreat the whole team simultaneously, but again, there is a high risk of loss.

## **WEAPON EFFECTIVENESS**

Weapons and their uses are listed according to their usefulness in a given area (i.e. the Submachine gun is best for combat in interiors etc.)

### **THE SUBMACHINE GUN OR AUTOMATIC RIFLE**

A Submachine gun or automatic rifle is a very affective weapon in town combat because the combat is usually fought at such short distances. It is advisable to equip at least three members of the team with submachine guns for street combat (even specialists, such as the sniper). Soldiers equipped with these weapons can then provide covering fire.

### **THE MACHINE GUNNER**

The machine gun is suitable for use in long streets as heavy fire support but proves a bit clumsy for fighting in small lanes. Mostly it is recommended for support fire only. The long period of time required for setting it up is its only disadvantage

### **SNIPER**

Sniping is ideal for assaults, traps and ambushes in town combat. The sniper is also a priceless asset in eliminating enemy snipers. The sniper in your team must be the man with the highest SHOOTING level. Try to control him personally and select the most important targets.

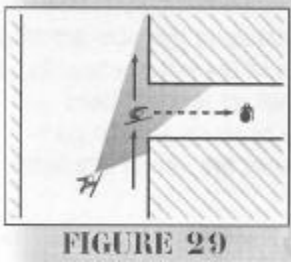
### **THE RIFLEMAN**

The rifle is not very useful for short-range combat. Low rate-of-fire and the small magazine put the rifle in a disadvantageous position against the submachine gun.

## THE PISTOL

The pistol is suitable only as a reserve weapon when the ammunition is getting low. The low mass of the gun and its ammo is the only advantages of this weapon.

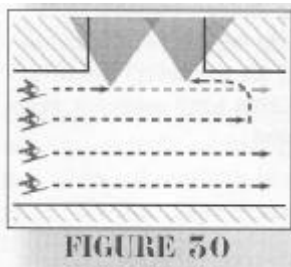
## ATTACKING AS A TEAM – COMMON SITUATIONS MOVING PAST NARROW SIDE STREETS



Enemy soldiers may be hiding in narrow side streets leading to main avenues. For this reason it is very important to be careful when moving past such a street junction. Figure 29 indicates how to make a survey of such a street. One commando member covers the entry into the lane while the second one quickly side steps to the middle of the lane, firing bursts or throwing hand grenades. Then move to the other side of the lane. Never stop or retreat to your original starting Point. Any hanging around might cost you a team member. Side stepping passed the lane may be substituted

with sideways rollouts or somersaults.

## MOVING PAST INTERSECTIONS



Moving through an ordinary intersection may present a difficult obstacle under combat conditions. It is a manoeuvre that can require a great deal of co-ordination. When passing through a T-shaped intersection, Figure 30 provides instructions how you might go about it. Start by placing a submachine gunner or machine gunner at the mouth of the street and follow that up by a quick run by the rest of the team to the other side of the street. Once on the other side of the street, pick a soldier to lie down at the other corner to provide fire cover for your last soldier.

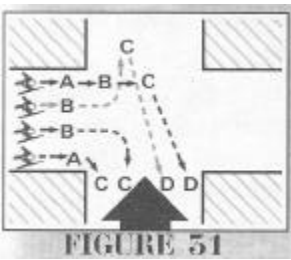
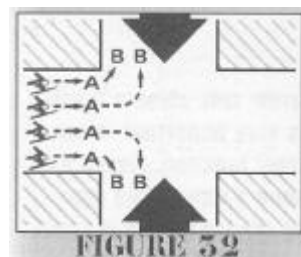


Figure 31 describes a situation where an enemy attack may come from one side. Start by moving two soldiers to point A, they should have a good view of the opposite streets. The second phase is to move one soldier up the street and follow up the arm of the intersection on which the enemy resistance is believed to be. The inside team members move simultaneously to points marked B. In the following phase, the soldiers closer to the enemy fire a burst into the street and lie down. The remaining members of the team provide cover from points marked C. In the last phase, the remaining soldiers will move to position D



Should there be the likelihood of any enemy being round both arms of the intersection, first consider whether different routes are available in the area. If there is no other way, you may try a risky alternative consisting of two-man groups moving simultaneously to both arms of the intersection. See Figure 32. Start with moving your soldiers into positions where they can see directly into the opposite arms of intersection (points A). Then simultaneously fire bursts into both arms of the intersection (points B).

Throwing a British hand grenade in the arm of intersection may be added to all these movements, as described in the chapter Reconnaissance.

## **ATTACKING BARRICADES**

Barricades and roadblocks are often used in towns. Overcoming such an obstacle, defended by a dedicated garrison, may prove to be an almost an impossible task. It is recommended to fire at the barricade with a machine gun or rifle before commencing any attack, follow up with moving very carefully forward. Even if the defenders seem to be eliminated, there may be more. To make sure, throw two to three hand grenades over the barricade, eliminating any remaining defenders hiding behind.

## **USING HAND GRENADES AND EXPLOSIVES –**

### **GRENADES**

German assault hand grenades (for direct attack etc.) and British timed hand grenades (for throwing with rebound etc.) are both recommended in short range combat in the streets of towns.

### **MINES**

Mines are not very useful in the short-range combat of streets and towns.

### **TIMED CHARGES**

This kind of explosive is only suitable for the destruction of specific targets and therefore not very useful for direct combat. Static tanks and armoured vehicles are an exception to this.

### **BAZOOKAS AND PANZERFAUSTS**

These missile weapons have devastating effects not only on enemy armoured vehicles, but also on the troops. These weapons prove to be effective when used against street barricades. The relatively low accuracy and high weight are their only disadvantages.

### **TIPS**

If you decide to take individual action, always plan well and don't forget the remaining members of the team. Only the co-operation of the whole team will lead you to success.

\*Never neglect reconnaissance, conduct a thorough search of locations where snipers could be hiding.

- Use supporting fire from automatic weapons.
- Provide cover for the rear of the group.
- None of the standard situations provide all the answers! Improvise!

### **COMBAT IN INTERIORS**

Combat in interiors resembles that of street fighting. It is completely dominated by the use of automatic weapons and hand grenades. Reconnaissance is made very difficult due to the many hiding places available to the enemy. The close conditions make soldiers vary the tempo of the



combat between wild shoot-outs and careful surveillance to the satisfying use of explosives. This all makes combat in interiors an extremely dangerous affair.

## MOVEMENT

### TROOP POSTURE

Movement in an upright position is difficult in the interior for the same reasons as mentioned before when standing. The main advantage of this movement is the ability to start moving fast. Negatively, you will make yourself a larger target for the enemy.

The Crouching position is relatively safe in narrow corridors even without cover by other team members. The only serious danger is in the large halls where slow movement will give the enemy more time to see you. Despite this, it remains the safest and most effective way to move in interiors. Crawling movement is the safest way to avoid being discovered by the enemy. However, it is not suitable for interiors because of the slow pace and low agility of the crawling soldier. Nevertheless, it is possible to use it for some situations (see attacking as a team - common situations).

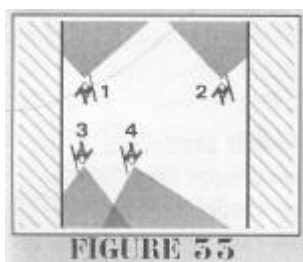
### MOVING FORWARD

Always move alongside walls in a crouching position. Larger spaces should be crossed by running. Remember, there may be the enemy waiting behind every corner, so stop before each turn and survey what lies ahead (see Chapter Team movement - Reconnaissance). Other obstacles that require the soldier's attention are stairs. Overcoming of this obstacle is described in Chapter Team movement - Reconnaissance - Standard situation.

### MOVING AS A TEAM RECONNAISSANCE

Reconnaissance in interiors is closely tied to a combat activity. You will find more on this in chapter: Attacking as a team- common situations - Reconnaissance

### MOVING FORWARD



Moving the team forward is limited BY having such narrow space, it is impossible to have any type of squad formation. Therefore, it is useful to divide the team in two equal groups. The first group watches ahead and the second group the rear (Fig. 33). One soldier (No. 4) in the second group should be standing in a position where he is able to support the head group with his covering fire should it become necessary.



Follow Fig 34 when advancing. First, move soldier 1, if you wish to cover his movement turn soldier number 4 to face the front. Now shift soldier 2 and quickly after this number 4. It is possible to cover number 4 by turning number 2 around so he is facing the rear. Lastly, shift number 3 into the space between numbers 1 and 4. .

Mostly, you will have two soldiers moving along a passage. Both of them will be aiming forward but from time to time check the rear. When advancing, take turns to cover each other.

## **MOVING IN LARGE HALLS**

Similar rules apply for movement in large halls. It is very important to move along the sides and keep watch of all the entrances through which the enemies might approach. You will find more on this in chapter Close range combat - street combat.

## **RETREAT**

Should the opposition be too strong, YOU might try to retreat. Any attempt at retreating in buildings is complicated due to being in a cramped space. Retreat along the walls, with covering fire coming from the middle of passage.

Another variation is to retreat along one wall while one member of the team, positioned by the opposite wall, provides the cover.

During the retreat the cover fire provided must be from an automatic weapon (submachine gun, machine gun etc.). When there is a heavy concentration of enemy soldiers, it is useful to throw a timed hand grenade just before you start retreating. An attacker will definitely be unpleasantly surprised at what he finds instead of you. Don't ever do this with a German hand grenade though.

## **FIRING**

### **WEAPON EFFECTIVENESS**

#### **THE SUBMACHINE OR AUTOMATIC RIFLE**

Exchanges in interiors are dominated by submachine guns to the same extent as the sniper rifles dominate the long distance combat. The advantages of a submachine gun are its high rate of fire, its magazine with a large capacity and the speed and easiness with which this weapon can be manipulated making it a devastating weapon in shootouts. Always be sure to have the magazine re-loaded even after the most minor encounters with the enemy. There can be nothing worse than running out of ammunition during a shootout and having to re-load.

#### **THE MACHINE GUNNER**

In spite of its awkwardness, the Machine gun can prove to be a very effective weapon in interior combat. It is mainly suitable for providing cover or for creating a stationary firing position. It is not suitable for a swift attack or defence.

#### **PISTOL**

As opposed to other situations, the pistol can be used relatively effectively in interior encounters.

#### **THE RIFLEMAN**

The rifle is a somewhat unsuitable weapon for interiors. Due to its low rate of fire and small magazine, it is really only a supporting type of weapon.

## SNIPING

Sniping is limited to a great extent by the narrow field of vision, if you choose to use a sniper in interiors, make sure to assign to him to at least one guard with an automatic weapon.

## ATTACKING AS A TEAM – COMMON SITUATIONS RECONNAISSANCE



Reconnaissance often sees you using "wild" shooting, or hurling hand grenades into places you wish to search. Remember that the enemy may be hiding around every corner and you should, therefore, advance cautiously.

When moving about in interiors, the leading question is, I wonder Who is hiding around the next corner It would be to your advantage to take heed of the advice as described in Figures 36, 37, and 38.

In Fig. 36 you can see how to safely negotiate around the L-shaped corner. Enter the alley very quickly (side stepping), preferably, you should only peep in. Fire a round from your sub machine gun or throw a hand grenade and then retreat. Quickly reload your sub machine gun and look down the alley again. Instead of side stepping you can use a somersault.

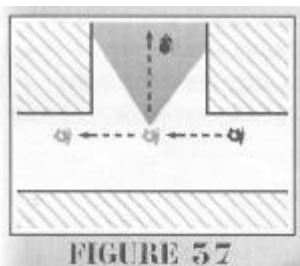
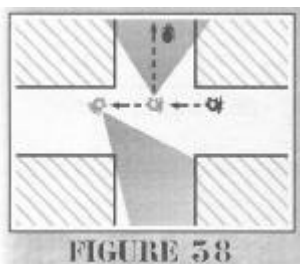
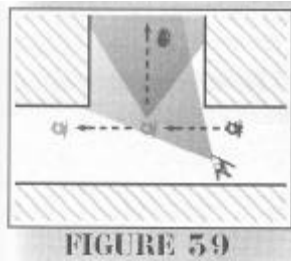


Illustration 36 shows how to do reconnaissance in corridors with a T-junction. Quickly side-step into the corridor, let a round off from your submachine gun or hurl in a hand grenade, then retreat to the opposite side of the passage. Quickly reload your weapon and peep into the passage again. Instead of sidestepping, you can do a somersault.



This illustration shows how to negotiate a junction between two passages. Start the manoeuvre with a quick sidestep into the passage, or better - only a look in, fire a round from your submachine gun or throw a hand grenade in and retreat. Turn around to the other side. Quickly reload your weapon, wait a moment and then peep again into the passage. Instead of sidestep, you can use somersault.

## MOVING PAST NARROW SIDE STREETS



if there are enemy in the street similar to the one shown in Fig. 39, advancing your team could jeopardise them. Proceed in the following manner. First, place one, of your team in such a position that he can see into the alley from the side, then with another soldier, sidestep and fire a round from a submachine gun or throw a hand grenade in. Continue to the other side. Don't stop to return!

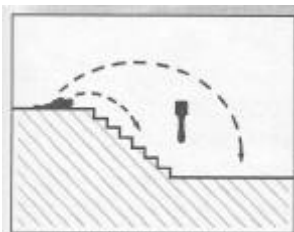
## ENTERING AND EXITING ROOMS



There can be various surprises lurking in rooms. When entering a room, apply the method as described previously in Moving past a narrow street. After the explosion of the hand grenade, one soldier runs into the room and sprays it with a round from a submachine gun, as shown in Fig. 40. Then quickly step aside to make way for the next member of the team. The size of the room and number of enemies present determine the number of your men running into the room.

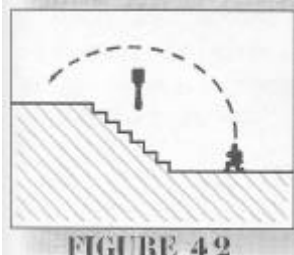
If possible, exit rooms into passages that you have already cleared. If you have to enter passages that have not been searched yet, throw a hand grenade in first. it will also serve you well to study The plan of the building and try to find alternative ways.

## MOVING UP AND DOWN THE STAIRS



Staircases are the only obstacles in interiors, you can safely use a German hand grenade. Move very slowly to the edge of the stairs and throw the hand grenade on either the stairs or the landing (Fig. 41).

Don't stick your head out! After the explosion, creep carefully to the edge accompanied by two members of the team (to provide cover).



The same method as in [Fig.42] applies for going up the stairs. Don't ever throw hand grenades onto the stairs though. In case of emergency, you can use British hand grenades equipped with a timing device, but be careful as they could roll down the stairs!

## **USING HAND GRENADES AND EXPLOSIVES**

### **HAND GRENADES**

During lights in interiors use only British hand grenades, except for some specific situations. Use the bounce off the walls to throw the hand grenade around corners.

### **MINES**

Mines are not very effective in interiors. It is possible to create various traps, but, as the skirmishes take place very fast, mines are not really the best way of eliminating the enemies.

### **TIMED CHARGES**

This type of explosive is suitable for destroying specific targets, not for direct fighting.

### **BAZOOKAS AND PANZERFAUSTS**

If you're not one hundred percent sure of what you are doing, don't use these weapons in interiors!!!

### **TIPS**

\*Before going on individual jaunts, plan precisely and don't forget the rest of your team.... Only co-operation with the other members of the team will lead to success.

- Submachine guns and hand grenades dominate the fighting in interiors.
- Provide cover for the rear of the group.
- None of standard situations are all-round fixes. Improvise!

## **USING VEHICLES IN COMBAT**

Vehicles give the team a great advantage when fighting the enemy. The only disadvantage is the concentration of your men in one place. This exposes the soldiers to great risk of being eliminated when an accident happens or when the vehicle is hit by enemy fire. This risk is less when the team uses armoured hardware.

### **NON ARMoured VEHICLES**

Using non-armoured vehicles in combat is very limited as enemy infantry can easily destroy these. Use non-armoured vehicles only for transfer. The usage of vehicles and the co-ordination with reconnaissance is described in the chapter Using Vehicles in combat- Armoured vehicles.

### **PASSENGER AUTOMOBILE**

Used only for transfer.

### **JEEPS**

It is possible to use jeeps as a light gun post. They are fast but very vulnerable.

### **MOTORCYCLES AND SIDECARS**

It is possible to use it as a light gun post. Motorcycles are lost but they are very vulnerable. There is a very effective machine gun installed on it.

## LORRY

If you have to fight from a lorry, shoot from the back of it. It is relatively slow and is very vulnerable.

## ARMoured VEHICLES

Armoured vehicles cannot be easily damaged by fire from infantry weapons; they can prove to be very useful in accomplishing tasks.

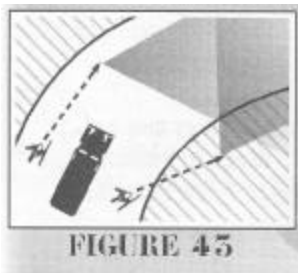
## ARMoured TRANSPORTER

A well-armoured transporter protects two members of the team adequately and partially protects the other two men against enemy fire. Moreover, the transporter is equipped with a heavy machine gun providing the team with very welcomed supporting fire. It can only be eliminated by heavy weapons (bazookas, tank etc.). You will find more information in Combat Strategy against Enemy Vehicles and Armoured Equipment.

## TANKS

As with the armoured transporter, the tank is also resistant to infantry weapons fire and some newer types even survive fire from heavy weapons. Controlling the gun turret is relatively simple, but steering the tank requires practice and knowledge of the machine.

## RECONNAISSANCE IN VEHICLE



The most common obstacle is a corner. Even around the smallest of curves there can be a tank lurking, waiting for you, or a soldier with panzerfaust. See Fig. 43. First place a Soldier on the outer side of the curve and send another one through the terrain. If it is impossible to proceed through the terrain, advance along the inner side of the turn, walking on the road. The other soldier should be equipped with infantry anti-tank weapon ( bazooka, panzerfaust ).

## ATTACKING WITH ARMoured TRANSPORTER



See Fig. 44. Choose two soldiers from the squad, equip at least one of them with an anti-tank weapon. Advance forward, widening the gap as you progress. Meanwhile, the transporters machine gunner is searching for infantry targets, covered by one infantryman. The Anti-tank soldier can then destroy any tank he sees. If you can, attack enemy crews in the process of boarding the tanks. A tank without a crew is a mere heap of expensive scrap metal.

## TIPS

\*Don't get in the way of your own vehicle. It hurts!

- Don't forget to use reconnaissance.
- Use options and advice given in these chapters.
- If you decide to go into action alone, plan it Precisely and don't forget that you are a team. Only good co-operation of the team will lead you to achieving your goal.
- Use weapons installed on vehicles.
- Provide cover for your rear at all times.

None of the methods that are mentioned in common situations are fool proof. Improvise!

## **COMBAT STRATEGY AGAINST ENEMY VECHICLES AND ARMoured EQUIPMENT**

Vehicles and armoured equipment can cause you a lot of trouble. A few rounds from infantry weapons are usually sufficient to eliminate non-armoured vehicles, but with armoured vehicles and tanks it is necessary to carry out some affective counter meas- ures.

### **ANTI-VEHICLE WEAPONS INFANTRY WEAPONS**

Infantry weapons such as rifles and submachine guns are very effective when used against non-armoured vehicles, hut they are quite useless against armoured vehicles.

### **SPECIAL ANTI-TANK WEAPONS**

Specialised anti-tank weapons are heavy and unsuitable for fighting enemy troops, but they are exactly what you need to catch a Tiger!

### **BAZOOKAS**

The bazooka is a reloadable anti-tank system. It is not a very precise weapon, hut it's your best friend when fighting enemy tanks.

### **PANZERFAUSTS**

This is a one shot anti-tank system. It is not a very precise weapon, but again, it'll do the trick when needed. It is also lighter than a bazooka.

### **ANTI-TANK MINIES**

These are cumbersome but effective weapons against tanks. There is more information on the use of mines in the combat manual. Lay at least two mines in the way of the tank to be sure of a hit.

### **NON-ARMoured VECHICLES**

These are easy to steal for your men. The only exception is the armed motorcycle.

### **PASSENGER AUTOMOBIL, JEEPS, LORRIES**

Any weapon can eliminate these vehicles. Dangers come from the explosion of the fuel lank and being captured by the enemy.

## MOTORCYCLES AND SIDECARS

If you let the machine gun installed on the motorbike shoot first it could cause trouble for your squad. Eliminate the crew immediately after "eyeballing " it.

## ARMOURED VEHCICLES

These Vehicles are very well protected. Their destruction by infantry is a very tricky task

## ARMOURED TRANSPORTERS

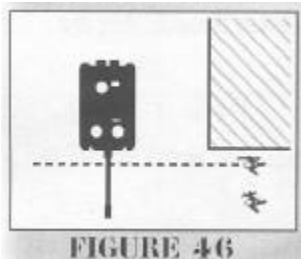
Infantry weapons cannot harm the crew of armoured transporter. It is good idea to use a sniper to eliminate the vulnerable machine gunner on top. Then use a man armed with an anti-tank weapon to destroy the vehicle itself.

## TANKS



Infantry weapons cannot damage tanks. They also prove quite difficult to be destroyed with specialised weapons too. A method is described in this chapter - Common situations. Fig. 45 shows the weak spots on a tank (coloured grey).

## HOW TO DESTROY A TANK



Place your soldiers as shown in Fig. 46. Place a soldier equipped with a bazooka behind an obstacle in terrain and assign him one guard armed with submachine gun. As soon as the tank crosses the line marked on the sketch, fire a deadly shot to its side.

## TIPS

\*Handle anti-tank weapons with care - they are very dangerous and can have very unpleasant effects.

\*Cover your rear at all times.