

COLD WAR CONFLICTS

DAYS IN THE FIELD 1950 - 1973

TABLE OF CONTENTS

Installing the game.....	2	Bridges.....	11
Uninstall.....	2	Airfields.....	11
Starting the game.....	2	Oil tanks/tanks.....	11
Main Menu.....	2	Coastal defence ship.....	11
Gameplay controls.....	4	Air/Anti-tank radar station.....	11
Dealing with units.....	5	Artillery spotter.....	11
Game Menu.....	7	Dug in tanks.....	11
Missions.....	7	Military hospital.....	11
Scores Menu.....	7	Supply base for pioneers.....	11
Special game features.....	7	List of campaigns.....	12
Gameplay controls.....	8	The topic.....	12
Network game.....	8	1. Israel campaign.....	12
Special features.....	8	2. Egypt campaign.....	12
End of match.....	8	3. Korean campaign.....	12
The different types of units and their		4. American campaign.....	12
orders.....	8	Support.....	12
Infantry.....	8	Appendix - List of units	
Artillery.....	8	(belonging to countries).....	13
Trucks.....	9	Israel.....	13
Supply trucks/vehicles.....	9	Egypt.....	14
Jeeps.....	9	Syria.....	15
Motorcycles/tracked motorcycles.....	9	USA.....	15
Tanks.....	10	UNO.....	16
Air defences.....	10	North Korea.....	17
Launchers.....	10	China.....	17
Airplanes and helicopters.....	10	Soviet Union.....	18
Other objects and units.....	11	Others.....	18
Buildings.....	11		

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INSTALLING THE GAME

1. Place the CD in your CD-ROM drive and close it..
2. If your computer has Autoplay enabled, the installation program will start automatically. Otherwise you will have to start by double-clicking the program SETUP.EXE in the CD's main directory.
3. Follow the instructions in the install program.

Have fun!

UNINSTALLING THE GAME

If you wish to uninstall the game, use the Uninstall Option in **Start / Programs / GMX Media / Cold War Conflicts** or the uninstall routine in the Add/Remove Programs Control Panel.

STARTING THE GAME

To start **Cold War Conflicts (CWC)**, ensure the original CD is in the CD-ROM drive.

Launch **CWC** from **Start / Programs / GMX Media / Cold War Conflicts**.

After the introduction the Main Menu will appear. Here you can choose game mode, settings, replays etc. At the lower right you can find the current version number. (Important for Network Games!)

Control with mouse and keyboard.

Orders or single menu options can basically be executed by using the underlined letters. Click **Cancel** or **[ESC]** to get back to the previous menu..

MAIN MENU

In the following chapters you will find more information



about each game option in order of appearance.

SINGLEPLAYER

By clicking the button **Playername** you can change an already existing name or create a new one. Names you don't need any more can be marked in the playerlist and be deleted by pressing **Delete**. In order to prevent accidental deletion you will be asked if you really want to remove this name.

The following picture shows the Singleplayer menu:



Campaigns lets you choose between the Israel, Egypt, North Korea and USA campaigns.

By using the editor you can create your own campaigns which are selected in **Personal**.

To start a **Single Mission** choose the menu option of this name.

The current mission is marked in white and described on the right side of the screen.

The Minimap and the size of the map are also shown in this menu.

By clicking the **Start** button you will start the selected mission.

In the **Briefing Menu** you will learn the essentials of your mission and will be shown an extended map.

By clicking **Retry** you can read the briefing again from the beginning, clicking **Start** will start the mission. After the briefing has been completed you will be able to read the most important orders again by using the four buttons on the left.

Pause the briefing by pressing **Pause**.

Select your savgames in the **Load** menu and start them with **Load**.

Cancel or **[ESC]** will bring you back to the previous menu.

NETWORK GAME

The following picture shows the Network Game Menu:



Network Games are started here. You can also find all relevant data for the Network Game mode in this menu. Select the type of connection in the uppermost field by clicking left. Insert name/clan/url in the lower fields. If you want to change the singleplayer name (playername on the left), click **Playername**.

Like the Single Mission's menu, **Create** allows you to choose one of the Network Game maps. After picking a map you reach the menu Network Game Options, where you select the nation you want to play by clicking on the upper left field. You can find the different teams on the right side and the buttons for the colours in the upper right corner.

On the left side you can see the name of the map, the min-map and the number of players which are able to play on this map. In the playerlist you can find a description of the map.

***Note:** In the upper right corner you can find your IP-address. By telling your teammates your IP-address (usually dynamically created each time you connect to your Internet Service Provider), they can find you more quickly. You can also find teammates in chatrooms or game-servers.*

Short explanation of the options for multiplayer games:

- **Game speed:** sets the speed of the game
- **Period of inaction:** time that passes until the airships can be activated
- **Time of airship activation:** how long an airship must be kept until it belongs to the team
- **Permissible time without airships:** when this time is up, the team without an airship loses
- **Victory counter:** player or team who reaches this score first wins
- **Type of assessment:** decides if a single player or the whole team gets rated
- **Encoded saving:** encodes the savegame on the harddisk
- Players who joined the game are shown in the **Playerlist**. Unwelcome players can be ejected. The number of players can be decreased by closing individual slots.

Press **Ready** in order to change this button to Start. Start the game when all teammates are ready!

Join allows you to join hosted games. CWC will search until it finds a hosted game, if the host list is empty.

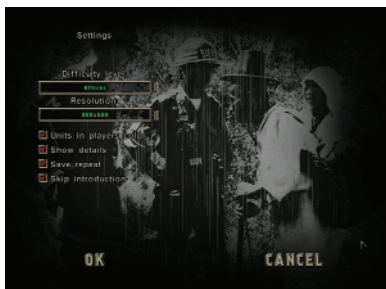
Enter an IP-address to accelerate this process or join a known game.

Select Network Game savegames in **Load** and start them by clicking the Load button.

While you are waiting you can chat by using the chat field. As long as you are chatting, keyboard shortcuts will not work.

***Note:** In order to start a Network Game session, all players must have the same game version. You can find the version number in the right lower corner of the Main Menu.*

OPTIONS



This is the menu for the basic settings of CWC.

- Set the **difficulty level** by right-clicking the level. Difficulty increases from Recruit to General, but does not affect the Network Game mode.
- **Resolution** can be changed in three steps by right-clicking. You can choose between 640x480, 800x600 and 1024x768.
- **Units in players colour** helps with quick finding of your units.
- **Show details** activates rain and fog in the game.
- **Save replay** saves a replay of the current singleplayer or network game. You can replay the saved games in the Main Menu and the option Replay. Activate this only when really needed!
- **Skip introduction** speeds up loading of the game by skipping the introduction video.

Save changes by clicking OK. Cancel changes by clicking Cancel or pressing [ESC].

SCORES

Here you can look at your scores for Single Missions and the Campaigns. Change from Single Missions to Campaigns in the upper left field. Clicking on a player's name will show you his score.

REPLAY

Watch saved replays in this menu. Choose Singleplayer or Network Game and click on the game you want to watch one more time. After you have started it, the game will run the same way as you played it before.

AUTHORS

Here you can find all who were directly or indirectly involved in the game and who are appreciated in the credits.

END

Quit game.

GAME CONTROL

The following picture shows CWC's main window:



When you started a mission or campaign and loading is complete, you will find yourself in the **main window** of CWC.

Finally the real play takes place here.

When your or your ally's units are shown on the map, their field of vision will be marked brightly. The area not yet explored is covered by the Fog of War. As soon as your units explore the map, it will disappear. Leaving the explored area will make the Fog of War return.

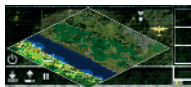
Using the arrow keys or the mouse you can scroll over the maps (map scrolls when the cursor reaches the edge of the screen).

It is also possible to mark up to eight important places on the map by pressing [Ctrl] [F1] to [Ctrl] [F8]. Use [F1] to [F8] to get the particular point centered on the screen. This will help you to jump to different places when you're in the battle. You can recognize your own units by the green status bar which shows their status. Neutral units are yellow, hostile red/pink.

MINIMAP

At the lower left you can find the **minimap**. The Fog of War is also shown there, your units are the green dots, the enemy the red ones if he has been detected. When your units are

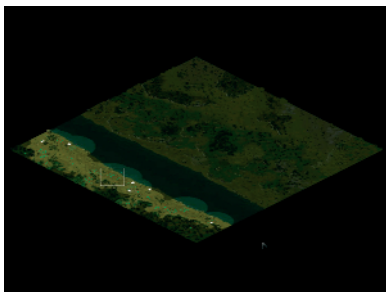
attacked, red circles appear around them on the minimap.



If you move the white field of view on the map with the mouse, you will see the map in the main window scrolling. That will help you to

change quickly to a new location, too. Leftclick on a point on the minimap and the map will jump there immediately. Select a unit, click right on the minimap and the unit will be sent to the chosen position.

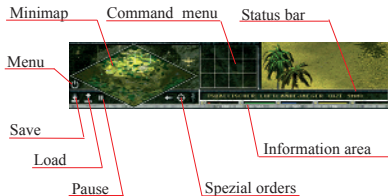
TACTICAL MAP



When you press [M], a tactical map will be shown instead of the normal map (only when activated by the creator of the mission). Units and Fog of War can be seen just as on the minimap. You cannot select units or give orders on the tactical map.

INFORMATION AND ORDERS AREA

The following picture shows the essential areas which allow a quick game control:



Information area

Here you get information about the currently selected unit.

- **EX (pink)** shows the unit's experience
Maximum: 1000. The higher the value the better the marksmanship and behaviour of the unit.
- **L (green)** shows the hitpoints/damage of the units. Colour ranges from red (about 10%) up to green (100%).
Soldiers can regenerate themselves up to a cer-

tain level. Medics can accelerate this process a great deal.

Light damage to vehicles can be fixed by the crews (automatically). To fix major damage you need a repair vehicle.

- **M (blue)** shows the units' morale. Default value is 500. The higher the value the higher the bonus given to your unit values. Near an officer the morale increases, without an officer units will lose value until they reach the neutral value.
- **A (yellow)** The first "A" is for available primary ammunition, the second for secondary. Beneath the number of possible shots is shown. Depending on the type of the weapon from 0 up to thousands. Reloading requires ammo boxes and supply vehicles.

Status bar

Here you can find information about the selected unit/units currently under your cursor.

Command menu

All available orders for the selected units are shown here. Click left to choose an action, after selecting an order the cursor will change its shape depending on the order.

UNIT HANDLING

SELECTING

Select units by using the mouse. They have to be selected separately or you can drag a box around them by holding the left mouse button. All selected units show their status bar while the cursor changes to a green crosshair.

***Hint:** Double-click with the left mouse button on a unit and all units of the same type in your field of vision will be selected. Holding [Shift] and double-clicking will select all units of that type on the whole map.*

FORMING GROUPS

Forming groups can be very effective. Select units and assign them to a group by pressing [Ctrl] [0] to [Ctrl] [9]. By pressing the number key you can select a particular unit.

***Hint:** Double press a number key and the unit will be selected and centered on the main map.*

MOVE

Units can be led systematically. Select units and right-click on the position where they have to move to. The units will go or drive straight to this point.

***Hint:** To keep your troops as close as possible together, press [Ctrl] while right-clicking. The units will try to stay as close as possible to the selected position.*

The advantage: Units of the same type will also group together.

TRANSPORT OF UNITS AND CRATES

Infantry can travel inside trucks and other vehicles. Transport is possible if there are small boxes visible when vehicles are selected. The number of boxes shows how many units you can transport. Trucks can transport equipment (grenade launcher, MG, crates) instead of soldiers. Mark the units which you want to transport with the mouse and click right on the truck. Soldiers will board automatically. The truck will drive close to a crate to pick it up. In order to unload, click on the truck. The carried soldiers or crates will appear on the upper left. Right-clicking on them or pressing the Unload key [A] in the Command menu will unload them.

Landing craft can transport infantry, too. Drive as close as the shallows allow to the beach or shore to unload these boats. After unloading secure the shore immediately!

ORDERS



Depending on the units, select orders in the Command menu by using keys and/or the mouse. In the status bar of the Command menu the order will

appear and the shortcut will be shown.

The Command menu is divided into three rows of shortcuts (QWER, ASDF, ZXCVC). Depending on the selected unit the shortcuts give various orders.

The cursor will change its shape depending on the order (also when you give the order using the keyboard), so the different orders/the selected action will be shown immediately. The cursor changes from a simple arrow to a green crosshair in order to move a unit. Right-click to confirm the order.

There is for example *the red crosshair* (attack), *loading* for loading vehicles and repairing units and a blue cursor (airplanes, helicopters).

***Hint:** Memorise the shortcuts, so you can save precious time in a battle which can decide whether you win or lose. Don't forget to confirm the order by right-clicking.*

SPECIAL ORDERS

Hold position [G]. Units stay at their position. The arrow right under the minimap gets a red X.

Cease Fire [T]. Units do not shoot automatically any more. The crosshair right under the minimap gets a red X.

***Note:** Supply vehicles will not repair automatically any more!*

Kampf-/Marschiermodus bei Panzern und Aufrecht-/Kriechmodus bei der Infanterie [B]. Bei den Panzern schaut der Kommandant aus dem Panzer, sobald er beschossen wird, schließt er die Luke. Bei der Infanterie bedeutet der Combat mode/March mode for tanks [B] and Run mode/Crawl mode for infantry [B].

When the tank is in march mode the commander is looking out of the hatch. He will close the hatch when the tank comes under fire.

Crawl mode gives the infantry more protection and allows a

better aiming.

Regular distribution [B]. Soldiers in buildings will position themselves regularly through the whole building.

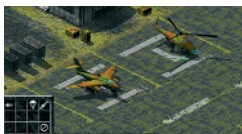
Move with equal speed [X]. Select different units and order equal marching speed so the vehicles move as fast as the infantry.

CHAIN OF COMMANDS

You can give a chain of commands by pressing [Shift]. Let a vehicle drive around a dangerous area, make several buildings be captured one after another by your infantry or hitch guns to trucks, get them transported to a certain position and removed again. The chain of commands will be executed in the same order as you gave them. Impossible orders get skipped and the next order will be executed.

Hint: Press [Pause] before you give a chain of commands (Singleplayer) in order to save time and get an advantage over your enemy. You can use all orders. When you press [Pause] again, the chain of commands will be executed.

AIRPLANES AND HELICOPTERS



Depending on the mission you can control your air force. The number of available forces is shown upper right of the minimap. The eye means reconnaissance, the bomb calls for bombers and the parachute para-troopers or cargo planes.

Move your cursor over the symbols in order to see the number of available units or flights.

Call up your air force this way: Click on the eye/bomb/parachute symbol and the command menu will change to air support. Now you can see the number of available squadrons.

Create waypoints to navigate your airplanes and helicopters to the location. There's mostly hostile air defence, too!

Mark the waypoints on the map by clicking and click the final green check to make your airplanes start.

Depending on the type of airplane or helicopter the number of waypoints can be different. Therefore you can explore a large area.

Click the icon in the command menu when you want to skip a waypoint because of flak.

There's one dropping zone for transport airplanes and up to three for bombers. Bombers always drop one third of their payload and then approach the dropping zone one more time! If you want to "control" a flying airplane/helicopter, press [Alt] while clicking on it. By using this you can make an airplane land on the airfield you want (blue cursor).

Note: Only pilots can control airplanes and helicopters!

Hint: Practise the control of your airplanes and helicopters, so you can react in "case of emergency".

SPIELMENÜ



Click [ESC] during the game and you get to the game menu. The following options will be available:

SAVE

Save the current mission. In this menu you can also delete savegames you don't need any more. Press **Cancel** to return to the game without saving. You will be notified whether the saving process has been successful.

LOAD

Load a savegame of a mission. In this menu you can also delete savegames you don't need any more. Press **Cancel** to resume the game without loading.

SOUND

Here you can control the volume of effects, music and voice output. Stereo channels can be changed here, too.

GRAPHICS

Adjust the brightness of the map and of the order interface and the delay of messages.

SPEED

Control the speed of scrolling over the map (mouse and keyboard) and the game speed.

MISSION TASK

Read the mission tasks.

QUIT

Menu for quitting game:

- RESTART MISSION
- EXIT TO WINDOWS
- EXIT TO MENU
- CANCEL

You will be asked if you really want to QUIT / RESTART.

RESUME GAME

Return to the game.

MISSIONS

When the mission is either complete or impossible to be completed, the mission will be terminated. The Mission Window complete with the result of the mission will appear: Victory, defeat or draw.

To quit the mission now, click **Quit** and get to the score menu. To continue the mission, click **Continue**.

SCORE MENU



After having quit or completed the mission, you will get to the score menu. Here you can see and analyse the game statistics. Click on the results of other players who have played the same mission on this PC before to look at their statistics.

In case of playing a campaign click **Continue** [F] to get to the next mission (only when the previous mission is complete).

Retry the mission by clicking **Repeat** [W].

Click **End** if you want to quit the game.

Note: : Clicking **End** will quit the game without saving. Click **Continue** [F] to start the next mission and save by pressing [F11] or by clicking **Save** in the game menu.

SPECIAL GAME FEATURES

There are three types of landscape: water, ground and shallows. Depending on the unit a particular landscape type may not be able to be crossed. Vision will be affected by weather like rain or fog.

Neutral units on the map (yellow status bar) can be recruited by one of your officers. Place the officer close to the neutral unit for some time and it will join you. Send infantry to empty vehicles or guns to capture them.

KEY MAPPINGS

The following list shows shortcuts which haven't been explained yet and which are important during a game.

[Tab] show units in the centre of the map

[.] view reinforcements which have been sent to the player
[Space] show last event
[F9] show mission tasks
[F10] quit game
[F11] save game
[F12] load savegame

NETWORK GAME

Your **Task** is to destroy all hostile units independent of your own score. The winner is the player who possesses units at the end.

If a certain score has been set, the player who reaches this score first wins.

Reinforcements depend on the captured airships/groups of airships (unlike singleplayer missions). A group of airships consists of all airships of the same colour. Airships are the coloured points on the map. Move the cursor over such a point and all airships of the same group will get highlighted in a white rectangle. In order to see what kind of reinforcement the airship brings, hold [Alt] and left-click on it.

Place some of your units near an airship to **capture** it. **Time of airship activation** means the time your units must stay near an airship to capture it. You set this time when you are creating a network game.

COUNTDOWN

When a player hasn't captured an airship, a countdown will appear in the upper left corner. The team or the player will lose when the **permissible time without airships** is up.

SPECIAL FEATURES

During the game you can send messages to your team members and your enemies. Press [Enter] and type the text for your team in the text entry box. Pressing [Enter] again will send the text message. You can also show your team a point on the map by pressing [Enter] and clicking on the map at the position you wish to highlight. An expanding circle will appear.

Press [Shift] and [Enter] at the same time and you can send your message to all participants in the game. If you want to send a message only to your enemies, click [Alt] and [Enter] the same time. Send your message by pressing [Enter] one more time.

If you want to give units to a teammate, select the units and press [Backspace]. The cursor will become yellow as soon as it gets near to any unit of your team member. Now right-click to give the selected units to your teammate.

Press [.] to view reinforcements. (Also works in singleplayer missions.)

END OF THE MATCH

When the mission is complete, you will see the Score Menu for the Network Game where all the scores achieved are shown. View a detailed list by clicking on **Statistics**.

Now you will see all of your own shots depending on the type of units. By clicking on **Statistics** one more time you can see all hostile shots. After clicking on it once more the Score Menu will appear again.

Click Quit to get back to the Main Menu.

THE DIFFERENT TYPES OF UNITS AND THEIR ORDERS

INFANTRY

There are various types of infantry which are armed in different ways. You can view their armaments in the list of units.

Here is an overview of the orders:

[Q] Move	[W] Attack	[E] Assault	[R] Lay an antitank mine
[A] Defuse mines	[S] Use binoculars	[D] Cover	[F] Fall out
[Z] Lay delayed action mines/Heal units	[X] Move with equal speed	[C] Lay antipersonnel mine	[V] Stop

Not every infantry soldier can execute all orders!

ARTILLERY

Guns must be manned by up to two soldiers. Some can be pulled by only one or two soldiers, but most of them only by a truck. When there's only one soldier operating the gun, the rate of fire will decrease.

Anti-tank gun (AT) [direct fire]

Range/Rate of fire depends on calibre.

Mobile air defence (AA) [indirect fire]

like AT, also used for air defence and fast rotation. Fires in volleys.

Light howitzer [direct and indirect fire (ballistic)]

Long range in indirect mode. In direct mode a higher rate of fire.

Heavy howitzer [direct fire]

Low rate of fire, very long range, large radius of damage.

Coastal artillery [indirect fire]

Extreme range, extremely large radius of damage, very low rate of fire, Holds little ammunition.

Heavy mortar [indirect fire]

Long range, medium rate of fire.

Grenade launcher and stationary MG [only one man necessary]

The Grenade launcher is like a mortar, but has a shorter range. MGs have average range, high rate of fire and high damage against infantry. They cannot be towed by trucks, they must be loaded into the truck, and can not be transported by soldiers!

Gun crew can reload the guns themselves by using nearby crates. Air targets will be targeted independently if the gun is able to attack air targets (AA).

[Q] Move	[W] Attack	[E]	[R] Rotate
[A] Unload/Dismount	[S] Long range fire	[D]	[F]
[Z]	[X]	[C]	[V] Stopp

TRUCKS

[Q] Move	[W]	[E]	[R]
[A] Unload	[S]	[D]	[F]
[Z]	[X]	[C]	[V] Stopp

Trucks can pull guns, but work also as transports and ambulances. The quantity of cargo they can transport is dependent on their type and will be shown by the small boxes under the vehicle.

Tow a gun and the crew will get on the truck, too. If there's not enough space, two other soldiers will get out. Unmanned guns cannot be towed.

SUPPLY TRUCKS/VEHICLES

Supply trucks/vehicles are needed for:

- reloading
- repairing vehicles
- building sand/stone barriers and anti-tank obstacles
- building barbed wire barricades
- repairing bridges
- building pontoon bridges
- repairing railway lines
- repairing airfields

[Q] Move	[W] Repair/ Reload	[E] Repair airfield	[R] Build barricades
[A] Tank blockade	[S] Pontoon bridge	[D] Repair bridge	[F]
[Z]	[X]	[C]	[V] Stopp

Supply trucks will arm and repair independently (if these orders haven't been disabled). [R] is for different types of barricades.

JEEPS

Small, mostly open, off road vehicle driven by a powerful engine and four-wheel drive. Can transport a different number of soldiers who can shoot with rifles or MG out of the vehicle. They're not able to transport guns.

[Q] Move	[W] Attack	[E] Assault	[R]
[A]	[S]	[D]	[F]
[Z] Unload	[X]	[C]	[V] Stopp

MOTORCYCLES/TRACKED MOTORCYCLES

Light and very fast vehicles armed with rifles, they cannot transport soldiers,

Unlike other vehicles there's also no crew!

[Q] Move	[W] Attack	[E] Assault	[R] Rotate
[A]	[S]	[D]	[F]
[Z]	[X]	[C]	[V] Stopp

TANKS

Armoured self-propelled gun with rotating turret.

The armour plating is different: in front it is mostly heavier than behind or from the sides. Some tanks are able to transport infantry. The commander can look out of the hatch.

Tank destroyers have, unlike normal tanks, no rotating turret. Armoured cars have mostly smaller calibre weapons and no turret. You can view the armaments in the list of all units.

Here is an overview of all orders:

[Q] Move	[W] Attack	[E] Assault	[R] Rotate
[A] Unload	[S]	[D]	[F]
[Z]	[X] Equal speed	[C]	[V] Stopp

MOBILE AIR DEFENCE

[Q] Move	[W] Attack	[E] Assault	[R] Rotate
[A] Unload	[S]	[D]	[F]
[Z]	[X]	[C]	[V] Stopp

Same attributes as tanks, but cannot transport infantry and don't have a turret.

MISSILE DEFENCE

[Q] Move	[W]	[E]	[R]
[A]	[S] Long range fire	[D]	[F]
[Z]	[X]	[C]	[V] Stopp

Launchers fire at long range. They volley because of the lack of targeted precision and this compensates for the low hit rate. Damage is relatively high.

AIRPLANES/HELICOPTERS

Airplanes and helicopters must be manned by pilots first, before they can take off. The airfield has to be undamaged, too, or they can neither take off nor land. Aircraft will explode when they hit an obstacle. When there are more than two air fields on the map you can choose one of them where you want to land your aircraft. That requires an intact airfield and a hangar where you can fuel.

Note: : Each airplane/helicopter has its own fuel limit, so they are not able to stay for an unlimited time in the air. You will be warned when fuel reaches a critical value and it's impossible to land. Your aircraft will crash when their fuel is empty! So keep your air fields clean and beware of obstructions.

Notes on orders:

Stopp:	Aircraft return to the air field.
Patrol:	Flies over one area and attacks all hostile units in it.
Bomb:	Drops bombs on a selected location.
Jump:	Drops paratroopers or infantry (in helicopters) on the selected position.

OTHER OBJECTS OR UNITS

BUILDINGS

Your infantry can capture most of the buildings (bunkers, houses etc). Use this to your advantage because hiding in buildings will increase the protection of your units. You can distribute your soldiers in multi-levelled buildings. In the upper floors you have a higher visual range but worse protection. Your soldiers are still better protected in bunkers, but will have a decreased view. When you send your soldiers into buildings which have been captured by the enemy, they will automatically free one floor after another. Succeed and the building is yours, fail and it will still belong to the enemy.

BRIDGES



repair bridges by sending your supply vehicles there.

Bridges can be destroyed when attacked, so be careful when you cross them. Your units will get destroyed, too, if the damage to the bridge is too high. You can

OIL TANKS/TANKS



Explosive tanks which explode under fire. Your units can be destroyed if they are too close to the explosion.

AIR FIELDS

You can only land on airfields/helicopter bases when they are undamaged. If an airfield is damaged or has craters, you have to repair them with your supply vehicle first.

COASTAL DEFENCE SHIP



Other units (cannon, MG, soldiers etc.) can be stored on board. It has four damage levels and can be repaired.

AIR-/ANTI-TANK RADAR STATION

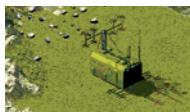


Air defence radar station with a radar aerial which searches for targets, increases the experience of pursuit planes and of you and your allies' air defence artillery. The Anti-tank

radar station fulfills the same task for anti-tank artillery.

With this facility you can explore targets even over a long distance.

ARTILLERY SPOTTER



Artillery spotter is the unit which controls and corrects the aim of long distance artillery.

DUG IN TANKS



Immobile, dug in unit with increased armour and firepower.

MILITARY HOSPITAL



Building with a red cross and inscription in the particular national language which provides medical facilities for soldiers. Available for each nation.

Has two damage levels and cannot be repaired.

SUPPLY BASE FOR PIONEERS



Building with inscription in the appropriate national language which repairs and arms units. Available for each nation. Has two damage levels and cannot be repaired.

CAMPAIGN LISTING

THE TOPIC

"Cold War Conflicts" is based on the historical events of four fierce conflicts which took place during the Cold War. The four campaigns deal with events beginning in 1950 and ending in 1973.

The **Israeli campaign** deals with the events of the second Arab-Israeli War of 1956. The participants in this conflict shown in the game are Israel and Egypt.

The **Egypt campaign** reflects the period of the third Arab-Israeli War in 1973. The participants in this conflict are Israel, Egypt, Syria and the USSR.

The **North Korean campaign** covers the first part of the Korean War during the fifties. The participants in this conflict are North Korea, the USA, England (UNO), China and the USSR.

The American campaign covers the second part of the Korean War during the fifties. The participants in this conflict are North Korea, the USA, England (UNO), China and the USSR.

You can find a short introduction to the four campaigns in the following passages.

***Advice:** The Israeli and the Egypt campaigns are partly non-linear. This means that in some missions, you are able to continue to the next mission in spite of the fact that you have lost the mission. If that happens, the mission briefing will point out the failure and you will have decreased strike power, because you will be short of support or get fewer units.*

1. ISRAEL CAMPAIGN

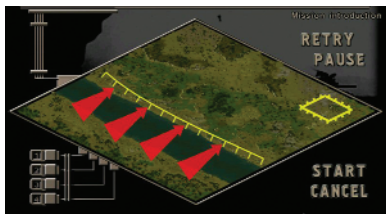
1. Landing at Mittla pass
2. Defence of the bridgehead
3. Neutralization of Air Defences at Mittla
4. Assault on the pass
5. Landing at the Thor built-up area
6. Capture of Thor
7. Surveillance of the avenues of approach
8. Capture of Sharm-Ash-Sheikh fortress



2. EGYPT CAMPAIGN

1. Crossing of the Suez channel
2. Tank battle
3. Assault on the Golan Heights

4. Action in Galilea
5. Mission of deterrence
6. Defence of the Golan Heights



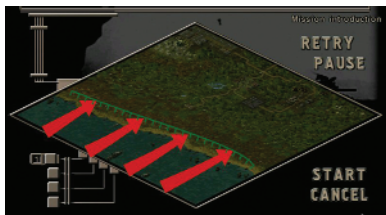
3. KOREAN CAMPAIGN

1. Raid
2. Defence of the bridgehead
3. Final attack
4. Defence of Incheon
5. Penetration of blockade



4. AMERICAN CAMPAIGN

1. Assault on the coast
2. Capture of the airfield
3. Cleansing
4. Blockade of the border
5. Chinese surprise



SUPPORT

Check <http://www.cwc-game.com> for support.

APPENDIX - LIST OF UNITS (BELONGING TO COUNTRIES)

ISRAEL

Air force

Interceptor (cannons and rockets).....	Mirage-III
Ground attack plane (cannons and anti-tank rockets).....	Ouragan
Fighter (cannons).....	Mystere
Fighter (cannons).....	Mustang P51
Reconnaissance plane.....	Mustang PE51
Bomber (2x250kg high explosive bombs).....	Vaoutour
Bomber (2x450kg incendiary bombs).....	Vaoutour
Battlefield transport plane.....	Arava
Battlefield transport helicopter (vertical take-off).....	WhirlWind
Battlefield transport plane.....	Dakota

Armoured personnel carrier

Armoured personnel carrier (tracked)	M113 (12.7mm)
Armoured personnel carrier (half-tracked).....	M3 (7.62mm)

Artillery

Recoilless gun.....	Wombat L6
Field howitzer.....	25P (87.6mm)
Field howitzer.....	M50 (155mm)
Anti-tank gun.....	M5 (76mm)
Mortar.....	120 mm
Mortar.....	82 mm
Heavy MG.....	Browning (12.7mm)
Heavy MG.....	MG34 (7.92mm)

Truck

Truck.....	Studebaker US-6
Ambulance truck.....	Studebaker US-6
Reconnaissance truck.....	GAZ-66
Jeep.....	Willis
Ambulance jeep.....	Willis med.

Engineer vehicle

Engineer vehicle.....	Morris
Engineer tank (defuse mines).....	VCG
Engineer tank (sand berm).....	VCG-S
Engineer tank (stone barricade).....	VCG-F

Anti-aircraft

Armoured Self-propelled Anti-Aircraft gun.....	M-163 Vulcan (20mm)
Anti-Aircraft gun.....	TCM-20 (20mm)

Tank, Armoured Self-propelled Artillery

Light tank.....	AMX-13 (75mm)
Battle tank.....	Centurion-M5 (105mm)
Battle tank.....	Patton-M48 (90mm)
Tank.....	Sherman-5 (85mm)
Tank.....	Super-Sherman (105mm)
Battle tank.....	M60 (105mm)
Armoured Self-propelled gun.....	Priest-M7 (105mm)
Armoured Self-propelled gun.....	L33 (155mm)
Armoured Self-propelled Howitzer.....	105 mm
Armoured Self-propelled Howitzer.....	M107 (175mm)

Infantry

Crew.....	(UZI MP)
Pilot.....	(UZI MP)
SMG Gunner.....	(Sten SMG, grenade)
MG Gunner.....	(Bren)

Officer.....	(UZI MP)
Rifleman.....	(FN rifle)
Anti-tank infantry.....	(Bazooka)
60mm Mortar	
Special forces:	
- Air landing infantry (UZI MP)	
- Air landing officer (UZI MP)	
- (Sten, flare gun)	
Sniper.....	(F1 rifle)
Medic.....	(FN rifle)
Engineer.....	(UZI MP)

EGYPT

Air force

Fighter (cannons).....	MIG 15
Interceptor (cannons and rockets).....	MIG 17
Ground attack plane (cannons and anti-tank rockets).....	MIG 17C
Ground attack plane (cannons and anti-tank rockets).....	Meteor
Battlefield transport plane.....	AN-12
Assault helicopter (vertical take-off).....	MI-4A
Anti-tank helicopter (vertical take-off).....	MI-4B
Reconnaissance helicopter (vertical take-off).....	MI-4R

Armoured personnel carrier

Armoured personnel carrier (wheeled).....	BTR-152 (7.62mm)
Armoured personnel carrier (wheeled).....	BTR-60 (14.5mm)

Artillery

Anti-tank gun.....	ZIS-3 (76.2 mm)
Heavy Anti-tank gun.....	M-46 (130 mm)
Field howitzer.....	D-1 (152.4 mm)
Heavy Anti-tank gun.....	D-30 (122 mm)
Mortar.....	160 mm
Mortar.....	82 mm
Heavy MG.....	7.62 mm
Field rocket launcher.....	BM-16 (16x122 mm)

Truck

Truck.....	ZIS-150
Ambulance truck.....	ZIS-150
Truck.....	GAZ-66
Reconnaissance jeep.....	Willis .med
Jeep	

Engineer vehicle

Engineer vehicle.....	ZIS-150G
Engineer vehicle (sand berm).....	ZIS-150GS
Engineer vehicle (stone barricade).....	ZIS-150GF
Engineer tank (defuse mines).....	T76G
Engineer tank (stone barricade).....	T76GF

Anti-aircraft

Armoured Self-propelled Anti-Aircraft gun.....	ZSU 23-4M Shilka (4x23mm)
Armoured Self-propelled Anti-Aircraft rocket launcher.....	PZRK Strela 1M (4x120mm)
Anti-Aircraft gun.....	52-K (85mm)

Tank, Armoured Self-propelled Artillery

Battle tank.....	T-55 (105mm)
Battle tank.....	T-54 (100mm)
Battle tank.....	T-62 (115mm)
Light tank.....	PT-76 (76.2mm)
Tank.....	T-34-85 (85mm)
Heavy tank.....	IS-3 (122mm)
Armoured Self-propelled gun.....	SU-100 (100mm)

Infantry

SMG Gunner.....	(AK-47, grenade)
MG Gunner.....	(RPK)
60mm Mortar	
Officer.....	(TT pistol)
Rifleman.....	(AKM)
Pilot.....	(AK-47)
Crew.....	(AK-47)
Engineer.....	(AK-47)
Marine.....	(AK-47)
Medic.....	(AKM)
Anti-tank infantry.....	(PTRD)

SYRIA

Air force

Bomber (2x250kg high explosive bombs).....	IL-28
Bomber (2x450kg incendiary bombs).....	IL-28a

Tank, Armoured Self-propelled Artillery

Light tank.....	Pzkw38(t) (37mm)
Tank.....	T-34/85 (85mm)
Armoured Self-propelled gun.....	StuG40G (75mm)
Armoured Self-propelled gun.....	Archer (76.2mm)

Artillery

Anti-tank gun.....	D-44 (85mm)
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Anti-aircraft

Anti-Aircraft gun.....	45mm
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Truck

Command Jeep (Anti-tank MG).....	(12.7mm)
Command Jeep (Tank destroyer).....	(37mm)

Infantry

SMG Gunner.....	(AK-47, grenade)
MG Gunner.....	(RPK)
60mm Mortar	
Officer.....	(TT pistol)
Rifleman.....	(AKM)
Pilot.....	(AK-47)
Crew.....	(AK-47)
Engineer.....	(AK-47)
Medic.....	(AKM)
Anti-tank infantry.....	(RPG)

USA

Air force

Bomber (2x250kg high explosive bombs).....	B-26
Bomber (2x450kg incendiary bombs).....	B-26b
Fighter.....	Mustang P51
Interceptor (cannons and rockets).....	Sabre
Ground attack plane (cannons and anti-tank rockets).....	Sabre
Battlefield transport plane.....	C-47
Reconnaissance helicopter (vertical take-off).....	BELL-OH

Armoured personnel carrier

Armoured personnel carrier (half-tracked).....	M3 (7.62mm)
Armoured personnel carrier (wheeled).....	Greyhound (37mm)

Artillery

Field gun.....	M3A1 (37mm)
Field howitzer.....	M1A1 (75mm)
Heavy field howitzer.....	M59 (203mm)

Mortar.....	82mm
Heavy MG.....	Browning (12.7mm)

Truck

Truck.....	Studebaker US6
Ambulance truck.....	Studebaker US6
Truck.....	MACK NR
Jeep.....	Willis

Engineer vehicle

Engineer vehicle.....	M4
Engineer vehicle (sand berm).....	M4

Anti-aircraft

Armoured Self-propelled Anti-Aircraft gun.....	M-24 (4x12.7mm)
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Tank

Battle tank.....	Patton M-46 (90mm)
Heavy tank.....	Pershing (90mm)
Light tank.....	Chaffee (75mm)
Tank.....	Sherman-5 (76mm)

Infantry

SMG Gunner.....	(Thompson, grenade)
MG Gunner.....	(M1918A2)
Officer.....	(Colt)
Rifleman.....	(M1 Garand)
Pilot.....	(Colt)
Crew.....	(Thompson)
Anti-tank infantry.....	(Bazooka)
Marine.....	(Thompson)
Engineer.....	(M1 Garand)
Medic.....	(M1 Garand)
Sniper.....	(Sniper)

Mechanized infantry (motorbike) (Anti-tank)

UNO

Air force

Ground attack plane (cannons and anti-tank rockets).....	Meteor
Battlefield transport helicopter (vertical take-off).....	ArmyMule

Armoured personnel carrier

Armoured personnel carrier (full-tracked).....	Universal
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Tank

Battle tank.....	Centurion M-3 (83.4mm)
Flamethrower tank.....	Churchill (75mm)
Light tank.....	Cromwell (75mm)

Truck

Truck.....	Bedford
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Anti-aircraft

FLAK.....	A-14 (76mm)
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Engineer vehicle

Engineer vehicle.....	Morris C-8
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Artillery

Anti-tank gun.....	17p (76.2mm)
Field howitzer.....	25p (87.6mm)
Heavy MG.....	Bren (7.92mm)
Mortar.....	160mm

Infantry

Rifleman.....	(Lee Enfield-Rifle)
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Pilot.....	(Sten)
Crew.....	(Sten)
Engineer.....	(Lee Enfield-Rifle)
Officer.....	(Colt)
Medic.....	(Lee Enfield-Rifle)
Sniper.....	

KOREA

Air force

Fighter.....	LA-9
Reconnaissance plane.....	LA-9r
Ground attack plane (cannons and anti-tank rockets).....	IL-2

Armoured personnel carrier

Armoured personnel carrier (wheeled).....	BA-11 (45mm)
Armoured personnel carrier (wheeled).....	BA-64 (7.62mm)

Artillery

Mortar.....	160mm
Mortar.....	82mm
Anti-tank gun.....	ZIS-3 (76.2mm)
Anti-tank gun.....	D-44 (85mm)
Heavy MG.....	MAXIM

Engineer vehicle

Engineer tank (defuse mines).....	T76G
Engineer tank (stone barricade).....	T76G

Truck

Truck.....	ZIS-150
Ambulance truck.....	ZIS-150
Jeep.....	GAZ-67

Tank, Armoured Self-propelled Artillery

Tank.....	T-34-85 (85mm)
Heavy tank.....	IS-2 (122mm)
Armoured Self-propelled gun.....	SU-76 (76mm)

Anti-aircraft

Anti-Aircraft gun.....	52-K (85mm)
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Infantry

SMG Gunner.....	(AK-47, grenade)
MG Gunner.....	(RPK)
Officer.....	(TT pistol)
Rifleman.....	(SKS-rifle)
Pilot.....	(AK-47)
Crew.....	(AK-47)
Engineer.....	(AK-47)
Medic.....	(SKS-rifle)
Anti-tank infantry.....	(PTRD)
Sniper.....	
Mechanized infantry (motorbike).....	(7.62mm)
Light Mechanized infantry (motorbike)	(7.62mm)
Mechanized infantry (motorbike).....	(flamethrower)

CHINA

Air force

Fighter.....	YAK-9
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Armoured personnel carrier

Armoured personnel carrier (wheeled).....	BA-11 (45mm)
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Artillery

Field gun.....	76mm
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Infantry

Officer.....	(TT)
Rifleman.....	(SKS)
Pilot.....	(TT)
Crew.....	(AK-47)
Engineer.....	(AK-47)
Medic.....	(SKS)
Sniper.....	

USSR

Air force

Fighter (cannons).....	MIG-15
Interceptor (cannons and rockets).....	MIG-15
Battlefield transport plane.....	IL-12

Infantry

Instructor.....	(AK-47)
Instructor.....	(TT)
Pilot.....	(AK-47)

OTHERS

Naval gun.....	76mm
Naval gun.....	85mm
Naval gun.....	105mm
Naval anti-aircraft gun.....	20mm
Coastal gun.....	122 mm

Partisan / Peasant (4 different units)

