

## Allied General

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(also Panzer General)

<X> = X Button  
<C> = Circle Button  
<S> = Square Button  
<T> = Triangle Button

<U> = Joy Pad Up  
<D> = Joy Pad Down  
<L> = Joy Pad Left  
<R> = Joy Pad Right

Here's an older game, but someone asked me for it. The Panzer General manual is virtually identical to the Allied General manual, except for city names, locations, start dates (Panzer General starts on September 1, 1939), and who you are fighting. These are old-style War strategy games that you just don't find any more.

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## Getting Started

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If you want to get a quick start, refer to the "Tutorial/Quick Start" section of the manual which begins on page 3. It provides a step-by-step battle plan to familiarize you with the menus and aspects of a Allied General scenario, and should help you win the first battle of the North Africa campaign. If, however, you prefer to familiarize yourself with the game as a whole, turn to the "Menus" and "Game Play" sections on pages 19, and 29, respectively.

## Game Controls

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This manual uses the word "button" to refer to two different things. One reference is to the NEXT, PREVIOUS, <X>, <C>, <S>, and <T> buttons on the game controller. The NEXT button is the R1 button on the front of the controller and the PREVIOUS button is the L1 button on the front of the controller.

- The <X> button controls units. Use the <X> button to move, shoot, and inspect your own and any enemy units that are visible.
- The <C> button takes you from the Tactical Map to menus where you can set preferences, issue commands, and is also used to accept choices and return to the game.
- The <S> button exits all menus without accepting any selections. On the Tactical Map, pressing the <S> button also releases the currently active unit. When used by itself, the <S> button returns to play from any menu.
- Holding down the <T> button while pressing the PREVIOUS button zooms in: the <T> button and NEXT buttons zoom out. Pressing a directional button while holding down the <T> button shifts the Strategic map that direction to enable you to view larger strategic maps.

Buttons also refer to the rectangular icons found on menus which control many of the game's preferences. They are operated by using the directional buttons to highlight them and pressing the <X> button. This is referred to in the rest of this manual as "pressing" that button.

## Saving or Restarting the Game

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The CD icon on the Options Menu is called the Load/Save/Quit button and is used for loading or saving games. Note: Only PlayStation systems equipped with memory cards will be able to save games. Pressing the SAVE button presents the Save Menu. There are four save positions, and the game will be saved using the name of the current scenario and the turn number. Once you have selected a save position, press the <X> button. Pressing the <S> button returns to the Options Menu without saving.

Holding down the Select button, and then pressing and holding down the Start button for two seconds abandons the game in progress and returns to the beginning of the game. Using these buttons in the opposite order, that is, pressing and holding down the Start button and then the Select button has the same effect, but prompts for confirmation that the game should be continued or abandoned.

## Tutorial/Quick Start

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This tutorial provides step-by-step suggestions to familiarize you quickly and easily with the basic menus, options, and units in the first scenario of the North Africa campaign.

From the Start Game Menu, your choices are: SCENARIO, CAMPAIGN, LOAD, or INFORMATION. Use the directional buttons to highlight the SCENARIO button, and press the <X> button to activate it.

### Setting Preferences

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The Set Scenario and Set Control menus appear when you press the Scenario button. The Set Control menu has a human control and computer control button for each side. The Set Scenario menu has buttons for changing the difficulty level, the scenario, Start to start playing, and Exit or <S> to quit without making any changes.

The difficulty level starts out on the EASY setting. Pressing the button next to this setting opens the Set Difficulty and Settings menus. The Set Difficulty menu can be set to EASY, MEDIUM, HARD, or CUSTOM. The CUSTOM setting gives you the chance to adjust the computer's "Artificial Intelligence" (AI) by choosing how much experience and prestige the computer is given during play. Activating the Enhanced AI setting alters the Allied General's AI by increasing the tendency for a computer player to retreat and take replacements rather than just standing by and slugging it out. In some circumstances, this may make the "Enhanced" player easier to defeat than the unenhanced version.

Later, if you play games between two human players or set the game up to play itself, a two panel screen appears where you can adjust prestige and experience for both sides.

Press **Exit** to return to the Set Scenario Menu. Once there, press the button next to **Sidi Barrani**. The Scenario Description menu appears offering the choice of six scenarios. The currently selected scenario is listed in the panel centered at the top of the menu. The scenario description is in the large box and the six other scenario choices are listed at the bottom of the menu. The **?** button in the lower right corner of the scenario description box opens a window with the scenario briefing.

From the Set Scenario menu press **Exit** to return to the Scenario Description menu. With the settings on **Easy** for difficulty and **Sidi Barrani** for the scenario, press the **Start** button to begin play.

Once chosen, the title screen of the scenario appears and displays the turn number, the date, the current weather, and the number of turns remaining.

Press any button to proceed beyond the title screen of the scenario and start your first turn. The Tactical Map, which represents the battlefield, appears in the main view. The game begins with the Unit Information preference turned on. As each unit is highlighted, important information is displayed in the corners of the screen. The lighter colored hexes are those visible to your troops. Your British units are green and ready for action.

## Game Turns

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Each scenario in Allied General is made up of a number of "turns". In each turn, you and your opponent are given a chance to perform many activities such as moving units, attacking enemy units, and resupplying units. When your turn is done and you have moved or given orders to all of your units, press the <C> button to open the Main Menu, then highlight and press the End button. Afterward, the enemy moves its units and completes its turn.

Highlight any Allied unit and press the <X> button to make it ready for orders. On the map the lighter colored hexes are the hexes that the selected unit can move to. The unit's statistics are shown in the corners of the screen. Be aware that an active unit cannot move to a hex occupied by another unit (unless one is an air unit and the other is a ground or naval unit).

Press the <S> button to drop the active unit without taking any action.

With the Unit Information preference on, highlight and activate other units to see their summary information. You may also use the highlight to view the statistics of visible enemy units. Press the Unit Information Mode button on the Unit Menu to turn this preference off.

For now, press the <S> button to drop a selected unit and press <C> to go to the Main Menu.

Notice that when you highlight a menu button, that button's function is displayed in the text display at the bottom of the menu. Use this feature to verify the function of menu buttons until you are familiar with them.

From the Main Menu, simply press the <C> button, or highlight and press the ? button, to go to the Options Menu. Then highlight and press Turn Weather On/Off button so your first game is unaffected by bad weather.

Note: If you find the going difficult, a tactic you can use versus the computer is to choose Hidden Units Off at the beginning of every turn, then switch it "on" before you end each turn. That way you get to see the enemy, but when the enemy moves, he can't see you! As you become a more accomplished general, however, you may feel that defeating your enemy on honorable terms is more appropriate and you may choose not to use this feature.

Press the <C> button to go to the Main Menu. You are now ready to begin the Sidi Barrani scenario.

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Remember that in Allied General...

- The <X> button activates units and controls the various choices that you can make for an active unit.
- The <C> button takes you from the Tactical Map to one of the many menus where you can set preferences and issue commands.
- The <T> button, pressed with the Previous or Next buttons, controls the zoom.
- The <S> button used by itself drops the currently active unit. The <S> button also returns to play from any menu without implementing any changes.

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## Battle Plan

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Although a variety of battle plans can be successful in Allied General scenarios, the following is a sound plan for Sidi Barrani, the first scenario of the North Africa campaign. The date is December 9, 1940 and your army's orders are to stop the Italian drive on Sidi Barrani. In ten turns your forces must capture the cities of Tobruk and Benghazi.

## View Strategic Map

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As the Allied General, it is always a good idea to start every battle by viewing the Strategic Map of the battle ground and formulating a battle plan. You can view the Strategic Map one of two ways. The first way is to switch to the Main Menu using the <C> button and press View Strategic Map button, or you can zoom out using the <T> and Next buttons, and then press the <T> button. A map appears which displays the entire battlefield: your Allied forces with gold stars. Axis units with black and white crosses, and your victory objectives outlined in gold. Green outlined hexes are objectives which you have already won and must hold throughout the battle. It may be necessary to use the directional buttons while pressing the <T> button to scroll around some of the larger campaign maps.

To view a portion of the map up close, press any button to return to the Tactical Map, or press the <T> button while pressing the Previous button to zoom in. To see the rest of the Tactical Map in this view, use the directional buttons to shift the map in the direction you want to move. The screen scrolls in that direction until the farthest edge of the map is reached.

## Divide and Conquer

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As an Allied General you have been trained to move directly in order to capture your objectives with armored spearheads, surround slow-moving enemy defenders, and crush them with your following infantry and artillery. Your battle plan therefore focuses on organizing your forces into flexible, combined-arms battlegroups, each aimed at a specific objective. Enemy forces in non-crucial sectors can be ignored or dispatched with small detachments.



In this battle, your most effective plan is to begin with an attack on the Italian troops surrounding Tobruk. Afterwards, send one spearhead containing most of your forces west along the coast, while a small mechanized force crosses the desert and attacks Benghazi from the south.

In later scenarios, other cities may earn you additional prestige but cost more than they are worth if they delay the seizure of the objectives you have been ordered to take within the time you have been given.

The battle plans for each battlegroup and their turn-by-turn implementation are described below.

- Bombard enemy artillery and anti-tank units prior to assaulting them with infantry. Use armoured units to counterattack any armor that the enemy attack with, and to take advantage of retreating enemy units. Avoid attacking the fortified hexes in and around Tobruk until the artillery has softened it up first.

- Once the Italians are on the run, detach your fastest tank, the 84th GB MkIII A13 (possibly supported by one half-track mounted infantry unit), to circle around to the south and attack Benghazi from behind.

- The rest of your forces, consisting of the 4th GB Matilda, another tank that should be purchased in the first turn, any of the infantry that has transport capability, and all of the remaining artillery, should proceed towards Benghazi at their best pace.

Capturing Tobruk is very important because it provides you with a large quantity of prestige. Destroying enemy units also gains prestige, but not in the same quantities. Your first goal should be the capture of Tobruk.

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Prestige Points

Prestige rather than money is the medium of exchange in Allied General. Prestige points represent the influence you have earned with the high command by taking and holding cities, destroying enemy units, and winning battles as quickly and decisively as possible. In the same manner, however, losing cities, losing units, and losing battles costs you prestige.

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## Turn 1

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Your orders are to bombard the 8th Italian 75mm Gun unit with your artillery units, then assault the 3rd and 8th infantry, and 7th 47mm Anti-Tank Gun (ATG) with infantry units. Use your artillery to soften up entrenched enemy units before committing the ground troops.

Beware of cities defended by infantry with artillery adjacent to them. The artillery can support the infantry by shooting at your units as they attack the infantry. This is why you should try to attack and destroy, drive away, or at least weaken the artillery unit before assaulting the city of Tobruk. This should not be hard since artillery units are vulnerable to attacks by tanks and infantry.

In this scenario, it is best to lead attacks versus enemy infantry and artillery units in clear terrain with tanks first and follow up with infantry.

## Attack

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Highlight and press <X> on one of the artillery units to activate it. A red hex border marks the currently active unit. To attack, move the highlight over an enemy unit. If at this time you are concerned about which enemy units are appropriate to attack, the highlight becomes a set of red cross-hairs when over enemy units which are appropriate targets. The expected losses appear to either side of the potential target. The number under the star is the projected losses for the Allied force (your unit), and the number under the eagle icon is the losses projected for the Axis unit. Keep in mind that these are projected losses; they may not be the same in actual battle! When the cross-hairs are over the 8th 75mm Gun, press the <X> button to bombard it. Because this is an artillery attack, only the target suffers casualties. When you engage with infantry or armor, both sides can take casualties.

As the shells fall, unit losses are indicated on the unit strength flag underneath each unit. Use the other artillery unit to attack the 8th 75mm Gun, then attack again by moving the 1st GB Infantry 39 adjacent to it.

## Movement

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Each unit has a movement point allowance per turn that is spent as it moves. The number of movement points it costs to enter each hex depends on the terrain entered. It takes a unit's full turn to enter a river hex except where there is a bridge. The hexes to which a selected unit can move are lighter colored. In Allied General, most units can both move and attack in their turn. For this scenario, you need to know that tanks and infantry can attack either before or after moving, but artillery can only attack before moving.

Highlight and press <X> on the 1st GB Inf. 39 unit to activate it for movement. A red hex border marks the currently active unit. Move the highlight and press the <X> button when you reach the hex you want to move to, which should be next to the 8th 75mm Gun. Move the highlight over the Italian artillery unit and press the <X> button to attack. As before, the losses are displayed on the strength flags attached to each unit.

When moving a unit, and before selecting another unit to be moved, you can cancel your move by immediately pressing the Abort Move button on the Unit Menu. In effect, Abort Move returns the status of your unit to the pre-order phase, and it can still move, resupply, etc. This is useful in case you change your mind about that unit's move or wish to move another unit first.

Keep in mind that once a unit has moved and you activate another unit, you cannot go back except to look at unit statistics.

## Follow Through

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Attack the 6th IT AB40 scout car with the 4th GB Matilda, then follow up with the 84th Mk III A13. With its superior mobility this is also the unit that should be used for the southern thrust, so move it as far west as possible when following up against the scout car, but don't break contact. The remainder of the infantry should be used to attack the 7th IT 47mm ATG and the 3rd Inf. in Tobruk if possible. It is important to have units remain adjacent to enemy units that have been damaged but not destroyed. This forces the enemy unit to choose between moving the unit and providing partial replacements - or no replacements if enough of your units are adjacent.

## Purchase New Units

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To ensure success, you should purchase another tank unit. This purchase can be made using your influence with high command in the form of "Prestige Points."

Press the Purchase Unit button from the Main Menu and the Purchase Type menu appears. The Purchase Type menu displays unit classes available with a green light and units which are above the cost of your current prestige points are indicated by a red light. Press the Tank button to see the available tank class units.

The Purchase Screen shows the unit name, the type of unit, up to four available types of tank units, the statistics of the currently selected unit type, and buttons to scroll through the various units of that type. The cost for the unit is the figure with the "\$" sign next to it in the Defense column at the top of the screen. The total number of units which are available is shown in the upper right corner. The ? button next to the prestige point total opens the Glossary, where information about this unit type can be found.

When you press the button which represents the Matilda II unit, the unit's statistics appear in the table at the top right corner of the screen. This unit (more become available in the future) costs 156 prestige points. There are four other rectangular buttons:

- The top button displays the class of unit currently being viewed; in other words, if the current unit type is tank, the button reads TANK. Pressing this button, however, changes to the next class of unit listed on the Purchase Type menu.

- TRANSPORT - Switches to show the available types of transport, if available or necessary, including statistics and costs.

- PURCHASE - Deducts the unit's cost from your prestige points and exits to the Tactical Map so you can deploy the unit.

- EXIT - Returns to the Tactical Map without making a purchase.

If transport is available for a unit, a green light appears next to the Transport button. If you were purchasing an artillery or infantry unit, there would be two choices of transport for your unit this early in the war: either the 3-ton Lorry transport, or the Bren Carrier half-tracked transport. You would highlight one or the other and press <X> to choose it and view its statistics. The new total cost for both the unit and the transport appears in the "Cost" box above the statistics.

Press the Purchase button to confirm the purchase of the Matilda II. if you want to cancel a purchase before placing the unit on the map, press the <S> button. Note: Once a unit has been deployed, there is no going back!

The units you purchase must be placed in or adjacent to friendly cities; captured cities where there is no adjacent hex occupied by an enemy unit, can also be used for recruitment. Your new tank unit must be placed next to the city of Sadi Barrani. Move the highlight to one of these hexes and press <X> to place the unit.

From the Main Menu, press the End button, and answer Yes to confirm the end of your turn.

## Turn 2

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Your attacks in Turn 1 should have placed you in position to attack and capture the city of Tobruk. After you do so, mount on transports those units able to do so, for the drive on Benghazi. The artillery should switch targets to the 74th 47mm ATG unless the 8th 75mm Gun is still in range. The 84th MkIII A13 should pursue the 6th AB40 scout car, or proceed west if the Italian unit has been destroyed. The infantry should complete the assault on Tobruk, while the two Matilda units move around the city towards the coast road.

## Mount onto Transport

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After firing the 3rd 25 Pdr artillery unit at any remaining targets around Tobruk, but before selecting another unit, it should be loaded onto transports in order to keep up with the advance.

To load the artillery unit into its transport, start with the artillery unit highlighted. Press the <X> button to activate the unit, then press the <C> button to open the Unit Menu. The Mount button has a truck with a two-ended arrow pointing at it. Press the Mount button. Once the unit is mounted, the unit icon changes to its transport type, in this case a truck. The number of lighter colored hexes increase, which indicates the mounted unit's movement range.

If there are any forward areas that are protected by friendly units, move the truck mounted artillery on up. Units in transports do not have high defensive capabilities. It is necessary to dismount artillery units first before using their ranged attack, avoid leaving mounted units where they can be easily attacked.

Duplicate this process with the 83rd 25 Pdr artillery unit after firing it.

Note: In later scenarios, if you want to purchase a transport for an infantry or artillery unit, you must move the unit into a friendly city hex and choose Upgrade from the unit menu on the following turn.

#### Go to Unit

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If you find that you are forgetting which units have moved and which have now, press the Go To Unit button on the Main Menu. A display shows units which have moved with a red light and units which are ready for orders with a green light. If the Unit Information Mode is on, the words "Ready" or "Moved" will appear in the upper left corner when you activate a unit to indicate that the unit has or has not moved. The ? button next to the Prestige Point display opens the Glossary, where information about this unit type can be found.

If you have not captured Tobruk, repeat the attack next turn.

After you have moved all of your units, press <C> to open the Main Menu, press the End button and answer Yes to confirm the end of your turn.

#### Turn 3 - 4

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Continue to move tank units northwest along the coast towards Benghazi as well as south and west around the mountains. Attack enemy artillery and armored vehicles with your tanks, as these can do serious damage to your infantry as they follow behind. Leave an infantry unit which has suffered the most behind in or next to Tobruk as a garrison and replace its losses. Have any units that have gone along the southern route approach Benghazi carefully to avoid being ambushed.

You do not have the movement for the northern force to make it all the way around to Benghazi until the end of Turn 4, and it is important to place units carefully along the coast to avoid blocking the path of the slower units.

Pace yourself and resist the urge to launch a premature attack on Benghazi. First, clear away any enemy units near the city which might interfere with your attack, then bombard the city with your artillery while your infantry move into position to attack.

## Replacements

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You may have suffered serious casualties in some units up to this point. It is good practice to promptly reinforce units with low strengths by highlighting them and pressing the Replacements button on the Unit Menu. A unit can receive replacements only if it does not take any other action during the turn (except mounting or dismounting). Units which have fallen below 8 strength points should receive replacements. Strengthening your infantry before the assault on Benghazi may delay the attack, but it gives you more time to drive away nearby enemy units and allows you to deploy your artillery in range of the city to commence bombardment. Keep in mind that enemy units adjacent to the unit that is getting replacements reduce or even prevent the replacements from arriving.

Once the unit has been supplied, the view returns to the Tactical Map with that unit still active. Press Next to drop that unit and activate the next one. Remember that providing any unit with supplies, replacements or elite replacements ends that unit's turn.

## The Southern Thrust

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Use your tank unit to attack enemy units you have spotted, particularly artillery and other tanks. Because infantry units are vulnerable when mounted, even in Bren Carriers, Dismount them at the beginning of the turn and advance them towards Benghazi on foot (if you have sent any along).

## Dismount

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Activate an artillery transport and press Dismount from the Unit Menu. Place the highlight over Benghazi and red cross-hairs appear. Even if the casualties the artillery can inflict are minimal, when you attack the city the entrenchment level of the defending Italian infantry is weakened. Since the artillery is making a ranged attack, it suffers no risk of losses by bombarding. Fire by pressing the <X> button. After shooting, you can choose to move the artillery one hex while remaining deployed or Mount the artillery to move it to another location. Remember that units mounted in trucks or half-tracks fight poorly. Do not move the artillery next to Benghazi even if you can, since it may block your other units and it can bombard just as well from 3 hexes away. If you choose not to mount the artillery unit, press the Next button to end its turn.



## Turn 5

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By now the tank unit you have sent around to the south should be able to see all the units around Benghazi and has probably engaged one or more of them. Continue to advance along the coast with the bulk of your forces until your artillery transports are within 3 hexes of Benghazi masked by tanks or infantry

## Supply Units

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Be aware that tank units and units with transport can run out of fuel and all units can run out of ammo. To avoid this, units can use their turn to resupply by highlighting them and pressing Supply Unit on the Unit Menu. Units cannot resupply when adjacent to enemy units, unless in a city, airfield, or port. Units that receive Replacements are automatically resupplied at the same time.

## Turn 6 - 10

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This turn or next should see the liberation of Benghazi, since you should now be able to bombard the city before having a tank or infantry unit press home the assault. As soon as a unit enters Benghazi and another unit is selected (thus ending the first unit's turn) the scenario ends.

## After The Battle

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## Save or Exit

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After the battle you may inspect the battlefield before choosing to Save or Exit your game. Don't worry if your first experience in the Sidi Barrani scenario ended with an Axis victory. Allied General is designed to be thought-provoking and challenging - there is more than one approach to victory. War is often as much a battle against time and terrain as it is against the enemy, and the best-laid plans can be defeated by bad weather, rugged defense, or just plain bad luck.

You know the basics of playing Allied General. The interface is highly intuitive and you may wish to simply continue playing. Read through the manual for more detailed information about the game mechanics and for tactical advice.

## Tactics Checklist

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Remember the following tactics in any scenario you play:

- When a unit attacks, it uses one unit of ammo. When it's out of ammo, it can't attack and must resupply (when not adjacent to an enemy unit)
- Cities secondary to your battle objectives should only be attacked if they are in the direct path of your units. On the other hand, in later scenarios, risking units to capture other cities gains you more prestige points.
- All units have movement points which are expended as the unit moves. Each hex costs a number of movement points, based on the type of terrain. When you activate a unit, the lighter colored hexes are where the unit may legally move. When you move land units across rivers without using roads or crossings, all movement points for those units are used.
- Check you units' ammo frequently, and if low, resupply.
- Pull weakened units out of the front line positions and replace them whenever possible.
- Mount units which have transport whenever possible, but be sure armored protection is close by. A unit can only embark on a naval transport at a port or coastal city. Only infantry, light artillery, and light anti-tank units may use air transports. Embarking or disembarking into an adjacent land square, air transport can only disembark at airports, and paratroopers can disembark on any unoccupied land hex. Disembarking ends that unit's turn.
- Replacements, Disband, Upgrade, and Elite Replacements orders can only be given at the beginning of the unit's turn. When these options are chosen the unit's turn ends.
- Abort Move returns a unit to pre-order status, and cannot be used after the unit has acted by attacking, resupplying, receiving replacements, or by moving adjacent to hidden enemy units. If you press the Next button after moving a unit, it ends that unit's turn.
- Keep in mind that in the second battle of the North Africa campaign (the battle of El Agheila), aircraft units are available and are necessary for an allied success.
- You may need to sacrifice some units strength to achieve your goals. This is especially important when attacking enemy units with high entrenchment levels. Even though the attack may not be effective, the enemy entrenchment level lowers at least one point, and becomes more vulnerable.
- The enemy cannot place new units around its cities if you have a unit adjacent to the city.

## Starting A New Game

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### Start Game Menu

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The Start Game menu gives you a choice to begin a single Scenario, start a Campaign, Load a saved game or view Information. For information about starting a scenario, see page 3.

### Starting a Campaign Game

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Campaign games are made up of a series of scenarios which represent the operations conducted over a period of time during World War II. You begin with a group of core units which are carried over from scenario to scenario, and are also given command over other units that headquarters has made available. You can supplement those forces with units purchased using prestige points which become part of your core force.

### Choosing a Campaign

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The Campaign button on the Start Game menu opens the Campaign Selection menu. Highlighting and pressing OKAY starts the campaign, while pressing the Exit button returns you to the Start Game menu.

### Information

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The Information Button opens a menu offering four new choices: Glossary, Help, Victory Rating, and Campaign History. Glossary entries contain useful information regarding specific unit types. The Victory Rating shows your top ten scores for scenarios you have won.

The Campaign History shows the results of your most recently completed campaign. Note: The Victory Rating and Campaign History options will only function on PlayStations equipped with memory cards. Help displays designers notes, tips for play and any important details that couldn't make it into this manual.

There are three basic menus in Allied General: The Main Menu, the Options Menu, and the Unit Menu. The following menu options are available on each menu as buttons. These buttons change based on the active unit and what options are available.. Unavailable options appear pressed-down and cannot be used. Note: Buttons which are referred to as "toggles" do not return to the Tactical Map even though they may make a change to it. Pressing the Exit or <S> button returns you to the Tactical Map.

