

How to control the game

Game controlling is very easy and handy. All you need is to use stylus (mouse) for Pocket PC and PC version. For smartphones you will use D-Pad (joystick) and some of cipher buttons.

How to control the game in Pocket PC & PC version

There are a few actions in main game screen (when a map is loaded): selecting and moving unit, attacking enemies and refueling/repairing/rearming. They are the most frequent actions in the game.

To select a unit, you should click it. After selecting you can give orders to it: move, attack, support other units in various ways and so on. As you can notice, there are two areas around the selected unit: one is normal and the other is reddish. Red color indicates positions that are beyond your range. The normal area indicates positions where you can move the unit.



Also normal areas indicates positions where enemy is standing. If you see the enemy without red mask when you can attack him. On the sample image we've selected infantry unit which can move in friendly tank (this tank can transport infantry) or attack hostile tank.

To do the action after unit selecting click to normal cell. If you'll click on enemy unit, our selected unit will attack him. If you'll click to friendly tank, our infantry will be loaded into one. For example if you've selected gas transport and then click to friendly unit, then this unit will be filled with fuel.

There are also some special actions: unload transports, climb and dive. Some units have ability to climb (interceptors, spy plane, etc.). In «climb» state they cannot be attacked with most of game units so it is their advantage. To make such action, click on our unit (but not release mouse/stylus) – you will see special button near the unit. Move you mouse/stylus to this button and release it (like a drag'n'drop in Windows). Unit will climb to high altitude. To place unit to normal height (for example, for refuelling) make the same operation.



Similar to «climb» ability is «dive». This ability are available to submarines. They can dive into water and none (excepting some ships) can hit them.

What about unloading transports and bases? It is very simple. Just click to base or transport and you will see its contents. Click to unit inside transport then click to «move» button and you will see known picture. Please note that some transports (to get into transport) require to make actions like in «dive»/«climb» case.

Alpha - Infantry

Light infantry. The main objective of the infantry is to capture enemy objects. Infantrymen can fight as landing troops - you can take infantry on board any transport.

Energy to build:	3
Materials to build:	2
Armor:	150
Move range:	4
Max fuel:	50
Sight range:	3
Max troopers in unit:	10
Where can move:	ground
Special abilities:	base capture
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
9mm minigun	1	1	270	8	ground

B.O.R. - Heavy infantry

Heavy infantry has enhanced protection and air-to-air missiles so it can be used not only to capture enemy bases, but also for effective defense.

Energy to build:	4
Materials to build:	2
Armor:	210
Move range:	3
Max fuel:	35
Sight range:	4
Max troopers in unit:	10
Where can move:	ground
Special abilities:	base capture
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Air rockets	1	1	500	2	air
20mm gun	1	1	310	8	ground

Hammer – Recon vehicle

A light reconnaissance vehicle is used to move quickly in the home front areas of the enemy, carry out reconnaissance and capture bases.

Energy to build:	4
Materials to build:	3
Armor:	130
Move range:	9
Max fuel:	40
Sight range:	5
Max troopers in unit:	10
Where can move:	ground
Special abilities:	base capture, move after fire
Jamming:	2



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
9mm minigun	1	1	280	6	ground

Delta – Jammer

A radio and electronic resistance station has extremely poor armor, but can generate static, which can be used to reduce the range of enemy radars.

Energy to build:	6
Materials to build:	4
Armor:	70
Move range:	7
Max fuel:	50
Sight range:	5
Max troopers in unit:	10
Where can move:	ground
Special abilities:	
Jamming:	3



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
9mm minigun	1	1	280	6	ground

Eagle Eye – Radar

Stationary radar with a large detection range. It has no protection means that is why it badly needs protection.

Energy to build:	-
Materials to build:	-
Armor:	300
Move range:	-
Max fuel:	-
Sight range:	10
Max troopers in unit:	5
Where can move:	ground
Special abilities:	
Jamming:	0



Goggle Eye – Mobile Radar

Mobile radar complex. Its detection range is a bit shorted than that of a stationary radar and its armor is very light.

Energy to build:	8
Materials to build:	6
Armor:	150
Move range:	4
Max fuel:	40
Sight range:	9
Max troopers in unit:	10
Where can move:	ground
Special abilities:	
Jamming:	0



BMP-3 – Combat vehicle

Armored troop carrier. It is used to support infantry on battlefields and also to quickly move landing troops. It has moderate armor and firepower, but good speed.

Energy to build:	6
Materials to build:	6
Armor:	315
Move range:	6
Max fuel:	32
Sight range:	3
Max troopers in unit:	10
Where can move:	ground
Special abilities:	transport (Alpha, B.O.R)
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
100mm gun	1	1	480	6	ground, water
20mm gun	1	1	270	8	ground

T90-C – Main tank

Main combat tank. Its only purpose is to win superiority on land in a close combat. It has good armor and firepower. It also has anti-aircraft weapons.

Energy to build:	9
Materials to build:	8
Armor:	450
Move range:	4
Max fuel:	30
Sight range:	3
Max troopers in unit:	10
Where can move:	ground
Special abilities:	
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
125mm gun	1	1	560	6	ground, water
20mm gun	1	1	220	8	ground, air

Ferdinand – Assault tank

A storming tank or, in other words, a self-propelled gun has stronger armor and slightly more powerful weapons as compared to T-90C, which is why it is less mobile because it cannot attack right immediately after it moves.

Energy to build:	9
Materials to build:	8
Armor:	600
Move range:	5
Max fuel:	35
Sight range:	4
Max troopers in unit:	10
Where can move:	ground
Special abilities:	cannot fire after move
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
125mm gun	1	1	600	6	ground, water
30mm gun	1	1	270	8	ground

Cheetah – Anti-aircraft tank

A mobile anti-aircraft missile launcher is used against all types of air targets at long distances. It can also be used against land targets.

Energy to build:	10
Materials to build:	7
Armor:	300
Move range:	6
Max fuel:	32
Sight range:	5
Max troopers in unit:	10
Where can move:	ground
Special abilities:	
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Air rockets	2	5	440	6	air, high air
30mm gun	1	1	290	6	ground, air

Tor-M1 – Air Defense System

Stationary anti-aircraft complex. Great shooting characteristics and extremely low mobility.

Energy to build:	12
Materials to build:	5
Armor:	170
Move range:	1
Max fuel:	30
Sight range:	5
Max troopers in unit:	6
Where can move:	ground
Special abilities:	
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Air rockets	2	6	410	10	air, high air

Coyote – Rocket vehicle

A vehicle with light armor, but high speed. Its main advantage is the possibility to launch short-range missiles and leave the position of attack.

Energy to build:	6
Materials to build:	4
Armor:	120
Move range:	9
Max fuel:	60
Sight range:	5
Max troopers in unit:	10
Where can move:	ground
Special abilities:	move after fire
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Surf rockets	2	2	350	2	ground
9mm minigun	1	1	270	4	ground

Crusher – Howitzer

A heavy howitzer with poor mobility and armor, but with powerful and long-range weapons.

Energy to build:	10
Materials to build:	5
Armor:	120
Move range:	3
Max fuel:	44
Sight range:	1
Max troopers in unit:	10
Where can move:	ground
Special abilities:	cannot fire after move
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
152mm gun	2	5	500	8	ground, water

Smerch – MLRS (Multiple Launch Rocket System)

Volley-fire system for destroying any land and sea equipment at large distances. It has poor protection and medium mobility.

Energy to build:	11
Materials to build:	6
Armor:	140
Move range:	3
Max fuel:	38
Sight range:	2
Max troopers in unit:	10
Where can move:	ground
Special abilities:	cannot fire after move
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Surf rockets	3	5	575	8	ground, water

Sentry – Pillbox

A heavily armored artillery pillbox is usually built in the most dangerous places and where the enemy is most likely to get through. It can also shoot down air targets.

Energy to build:	-
Materials to build:	-
Armor:	450
Move range:	-
Max fuel:	-
Sight range:	3
Max troopers in unit:	6
Where can move:	ground
Special abilities:	
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
2x88mm gun	1	3	540	12	ground, water
30mm gun	1	1	290	12	ground, air

Paladin – Gun turret

Stationary artillery battery having a long shooting range and excellent protection. The only drawback is that it cannot take part in a close combat.

Energy to build:	-
Materials to build:	-
Armor:	580
Move range:	-
Max fuel:	-
Sight range:	3
Max troopers in unit:	10
Where can move:	ground
Special abilities:	
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
152mm gun	2	6	700	12	ground, water

Barrel – Gas transport

Supporting means of ground forces, whose only task - the supply of ground forces by fuel.

Energy to build:	5
Materials to build:	4
Armor:	90
Move range:	8
Max fuel:	85
Sight range:	2
Max troopers in unit:	10
Where can move:	ground
Special abilities:	refuel
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Fuel	-	-	-	250	ground

Charger – Munition transport

The vehicle for supporting troops whose only objective is to supply the troops with ammunition.

Energy to build:	6
Materials to build:	6
Armor:	350
Move range:	5
Max fuel:	32
Sight range:	3
Max troopers in unit:	10
Where can move:	ground
Special abilities:	reammo
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
9mm minigun	1	1	200	10	ground
Ammo	-	-	-	45	ground

Polaris – Medium range missile

A vehicle for delivering powerful warheads to large distances has very low mobility and poor armor so it needs a fire support vehicle.

Energy to build:	56
Materials to build:	34
Armor:	35
Move range:	1
Max fuel:	50
Sight range:	2
Max troopers in unit:	1
Where can move:	ground
Special abilities:	cannot fire after move
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Missile	6	20	9500	1	ground, water

Hind – Battle helicopter

Combat helicopter used to support troops with fire. It can also transport infantry.

Energy to build:	15
Materials to build:	12
Armor:	200
Move range:	6
Max fuel:	40
Sight range:	3
Max troopers in unit:	10
Where can move:	air
Special abilities:	transport (Alpha, B.O.R)
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Air-Surf rockets	1	1	400	4	ground, water
20mm gun	1	1	240	6	ground, water, air

Falcon – Fighter plane

Tactical fighter plane used to destroy low-flying air targets. It carries medium-range air-to-air missiles.

Energy to build:	17
Materials to build:	12
Armor:	180
Move range:	12
Max fuel:	34
Sight range:	4
Max troopers in unit:	10
Where can move:	air
Special abilities:	
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Air-Air rockets	1	2	350	2	air
Air-Air rockets	1	1	460	6	air
23mm gun	1	1	250	4	air

Thunderbolt – Attack plane

Main combat plane for attacking land and sea targets. It can also attack air targets.

Energy to build:	20
Materials to build:	15
Armor:	220
Move range:	9
Max fuel:	58
Sight range:	4
Max troopers in unit:	10
Where can move:	air
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Air-Surf rockets	1	1	500	4	ground, water
Air-Air rockets	1	1	350	2	air
500Kg bombs	1	1	300	4	ground, water
30mm gun	1	1	290	4	ground, air

Phantom – Attack plane

A torpedo bomber is used to destroy enemy ships and submarines. It can also attack land and air targets.

Energy to build:	24
Materials to build:	13
Armor:	260
Move range:	9
Max fuel:	45
Sight range:	4
Max troopers in unit:	10
Where can move:	air
Special abilities:	see u-boats
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Torpedoes	1	2	480	4	water
Deep charges	1	1	340	4	underwater
Air-Surf rockets	1	1	500	2	ground, water
30mm gun	1	1	290	4	ground, water, air

Foxhound – Interceptor

Having fast speed and powerful weapons, an interceptor can quickly and effectively destroy any air targets. At the same time, it cannot fly far away from its base or an aircraft refueler.

Energy to build:	14
Materials to build:	15
Armor:	240
Move range:	15
Max fuel:	28
Sight range:	5
Max troopers in unit:	10
Where can move:	air
Special abilities:	can climb
Jamming:	0



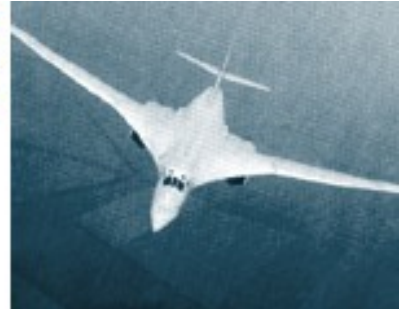
Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Air-Air rockets	1	1	550	2	air, high air
Air-Air rockets	1	3	640	1	air, high air

Blackjack – Strategic bomber

A strategic bomber can hit heavily armored targets at long distances with cruise missiles.

Energy to build:	40
Materials to build:	30
Armor:	250
Move range:	7
Max fuel:	90
Sight range:	5
Max troopers in unit:	8
Where can move:	air
Special abilities:	can climb, cannot fire after move
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Cruise missiles	2	5	700	4	ground, water

Neptune – Tanker plane

It is a aircraft refueller. Protect it or your planes will not be able to operate at long distances from their bases.

Energy to build:	24
Materials to build:	20
Armor:	185
Move range:	7
Max fuel:	85
Sight range:	4
Max troopers in unit:	10
Where can move:	air
Special abilities:	refuel
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
20mm gun	1	1	240	6	air
Fuel	-	-	-	380	air

Vigilant – Spy plane

A reconnaissance plane is used to support any types of troops. It has a long-range radar and can fly at a large height.

Energy to build:	34
Materials to build:	24
Armor:	195
Move range:	8
Max fuel:	65
Sight range:	10
Max troopers in unit:	10
Where can move:	air
Special abilities:	can climb
Jamming:	0



Sting – Missile boat

Missile boat with high speed for reconnaissance purposes. It carries a number of missiles that can be successfully used against large ships.

Energy to build:	20
Materials to build:	18
Armor:	250
Move range:	8
Max fuel:	60
Sight range:	4
Max troopers in unit:	10
Where can move:	shallow water, water, deep water
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Harpoon rockets	1	3	500	2	water
50mm gun	1	1	355	10	ground, water

Intrepid – Destroyer

Destroyer used to kill submarines in the first place. And also to support the main attacking navy forces.

Energy to build:	35
Materials to build:	40
Armor:	300
Move range:	6
Max fuel:	70
Sight range:	5
Max troopers in unit:	10
Where can move:	shallow water, water, deep water
Special abilities:	see u-boats
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Harpoon rockets	1	3	500	2	water
2x88mm gun	1	2	450	8	ground, water
30mm gun	1	1	300	6	ground, water, air
Deep charge	1	1	390	4	underwater

Ticonderoga – Rocket cruiser

Medium-size warship - missile cruiser. Its main firepower is cruise missiles that can hit targets both at sea and on ground at large distance.

Energy to build:	70
Materials to build:	70
Armor:	550
Move range:	5
Max fuel:	50
Sight range:	4
Max troopers in unit:	10
Where can move:	water, deep water
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Cruise rockets	4	6	650	6	ground, water
Harpoon rockets	1	3	500	8	water
2x88mm gun	1	2	450	10	ground, water
20mm gun	1	1	270	16	air

Annihilator – Battleship

The most powerful ship in the Navy. It carries heavy armor and very powerful weapons. It needs protection against submarines.

Energy to build:	90
Materials to build:	140
Armor:	950
Move range:	4
Max fuel:	100
Sight range:	5
Max troopers in unit:	8
Where can move:	water, deep water
Special abilities:	can't fire after move
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
3x406mm gun	3	8	800	10	ground, water
Cruise rockets	4	6	600	12	ground, water
2x88mm gun	1	3	300	20	ground, water
30mm gun	1	2	270	20	ground, water, air

Shark – Hunter submarine

The Shark submarines are used to search for and destroy enemy submarines and ships. It is visible only for ships and airplanes - submarine hunters.

Energy to build:	50
Materials to build:	35
Armor:	300
Move range:	6
Max fuel:	120
Sight range:	4
Max troopers in unit:	10
Where can move:	water, deep water
Special abilities:	see u-boats, can dive, move after fire
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Torpedoes	1	2	470	6	water, underwater

Whale – Attack submarine

The Whale submarines are used to attack ground and water targets far from its base. Submarine carries powerful ballistic missiles and torpedoes.

Energy to build:	80
Materials to build:	55
Armor:	420
Move range:	5
Max fuel:	120
Sight range:	5
Max troopers in unit:	8
Where can move:	water, deep water
Special abilities:	see u-boats, can dive, fire after move
Jamming:	1



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Ballistic missiles	5	11	990	4	ground, water
Torpedoes	1	2	510	6	water, underwater
Materials	-	-	-	20	water

Wasp – Aircraft carrier

An aircraft carrier is used to support navy units from the air. It carries aircraft and supplies airplanes and ships with fuel and weapons.

Energy to build:	130
Materials to build:	110
Armor:	500
Move range:	5
Max fuel:	80
Sight range:	4
Max troopers in unit:	10
Where can move:	water, deep water
Special abilities:	transport (Hind, Falcon, Thunderbolt, Phantom, Alpha, B.O.R), reammo, refuel
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
Surf-Air rockets	2	5	460	20	air, high air
50mm gun	1	3	350	18	ground, water, air
Ammo	-	-	-	60	water, air
Fuel	-	-	-	980	water, air

Atlas – Repair & transport ship

Support ship. It can carry military vehicles and also repair and refill ships. It has light armor - make sure you pay enough attention to its protection.

Energy to build:	50
Materials to build:	50
Armor:	210
Move range:	4
Max fuel:	90
Sight range:	3
Max troopers in unit:	5
Where can move:	water, deep water
Special abilities:	transport (Alpha, B.O.R, BMP-3, Hammer, Charger, Smerch, T-90C, Crusher, Barrel, Coyote, Delta), reammo, refuel, repair
Jamming:	0



Weapons:

Name	Min range	Max range	Power	Max ammo	Targets
30mm gun	1	1	350	6	water, air
Ammo	-	-	-	60	ground, water
Fuel	-	-	-	990	ground, water
Materials	-	-	-	20	water