COMMAND OPS 2

Basic Guide

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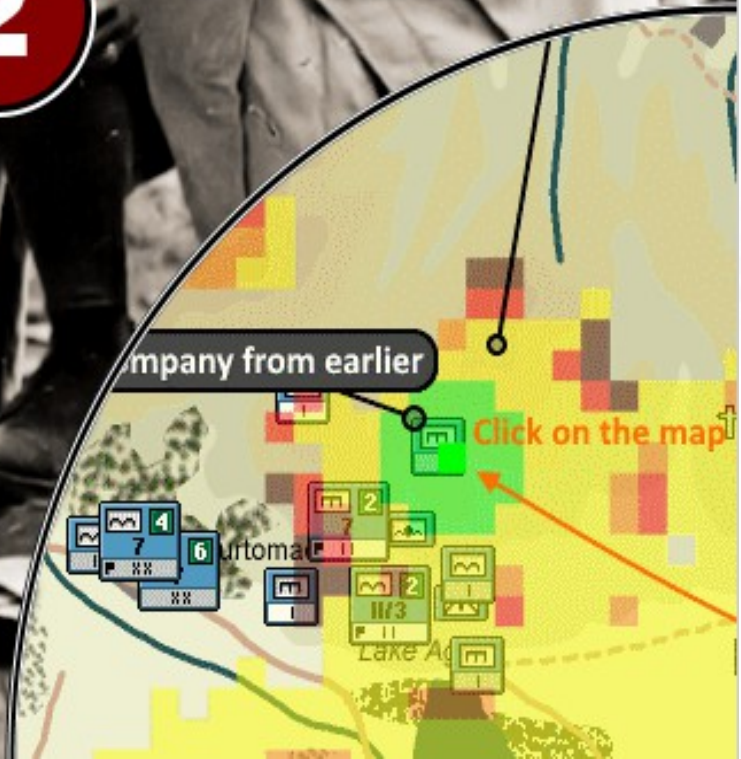

A Steam guide
by Bie

PANTHER GAMES

LOCK 'N LOAD PUBLISHING

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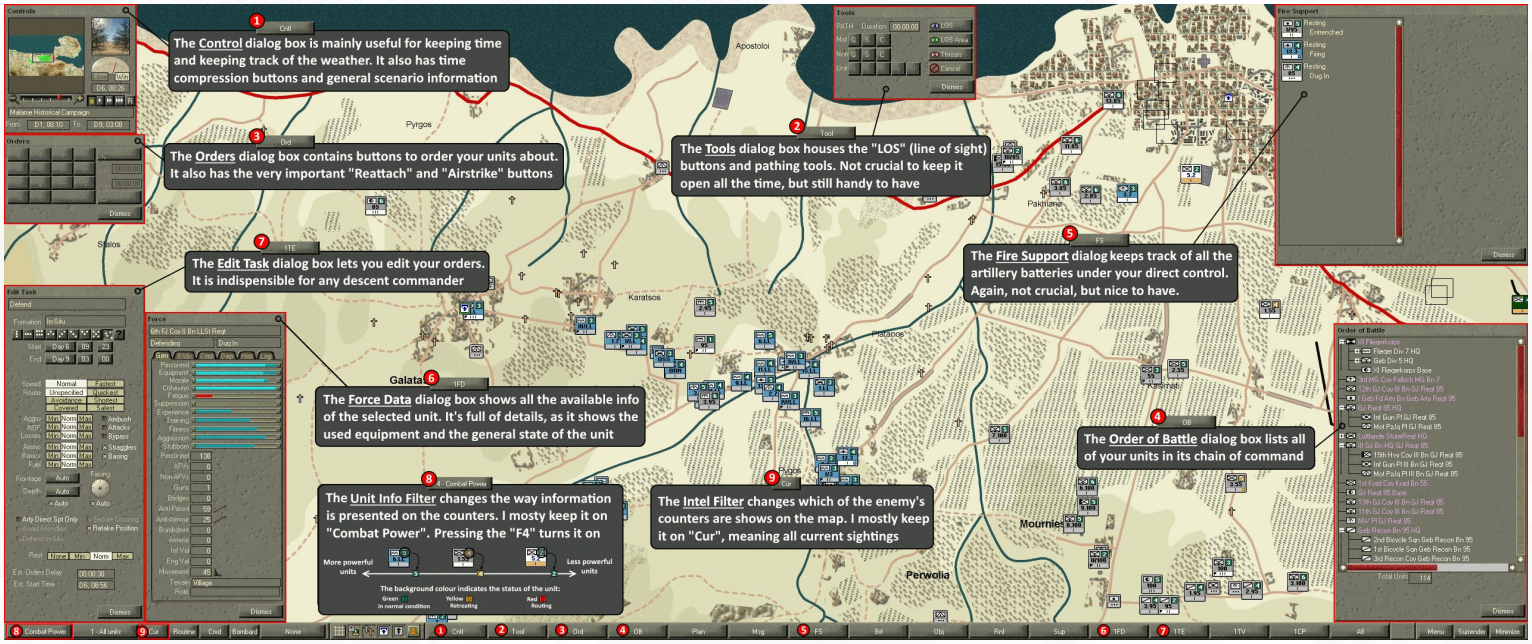
- Setting up your game -

To start off with I'm going to look at some assorted things like the general user interface and the counters on the map. Off we go then...

User interface:

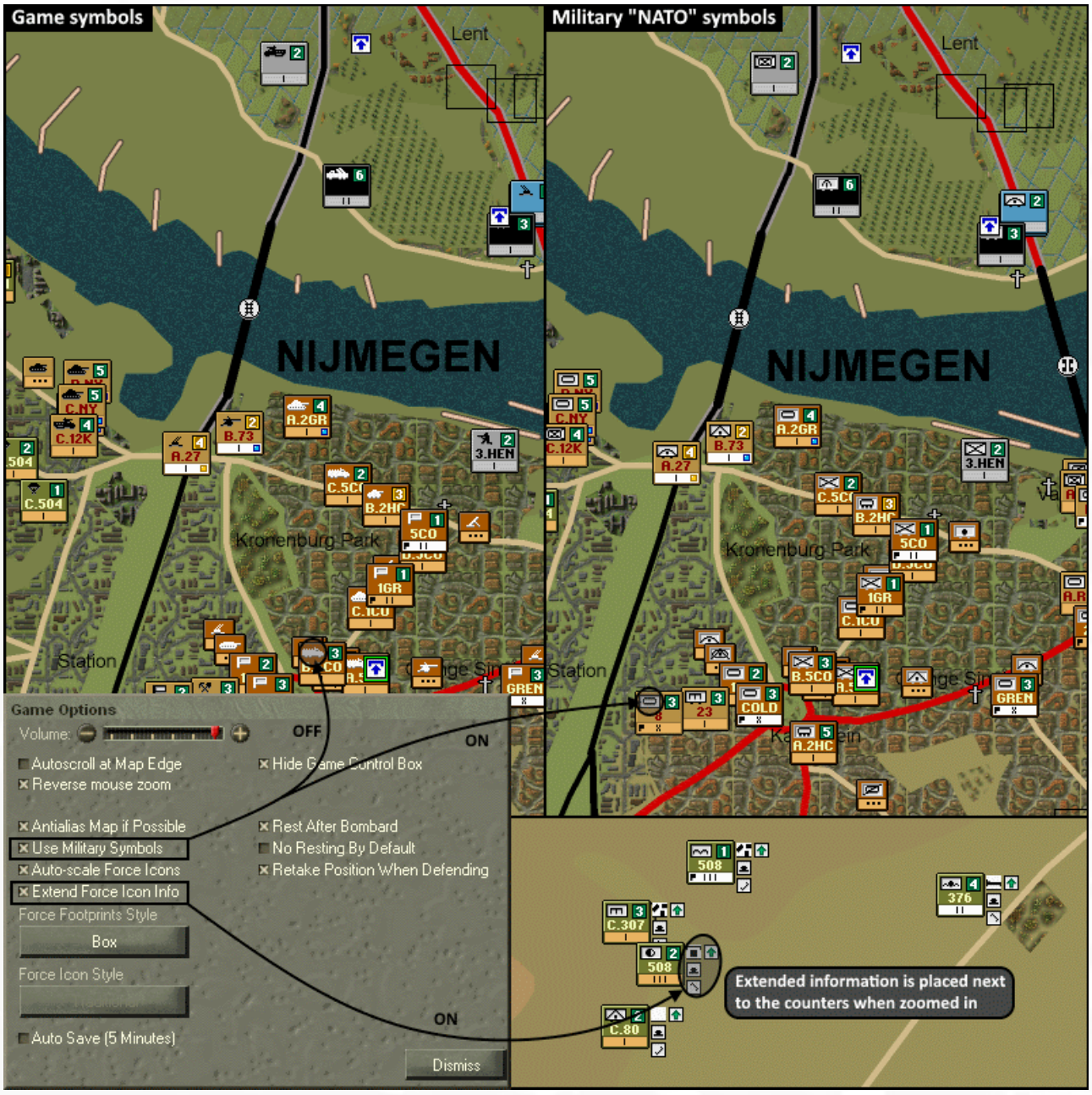
It might not look like it, but the UI is remarkably customizable. Every dialog box can be placed anywhere on the screen and in some cases multiple boxes of the same type can be opened up in order to compare units.



This screen is just an example of how I like to place my dialog boxes and set up my game in general.

When opening new dialog boxes, they all pop up in the top left corner. It is advisable to keep the boxes you frequently use open and in fixed places. Less frequented dialog boxes can still be opened up and closed at will ofcourse. Keeping your map tidy and structured will help you on your way to better understand the game. In the end deciding what to place where all comes down to personal taste. So, experiment and see what works for you.

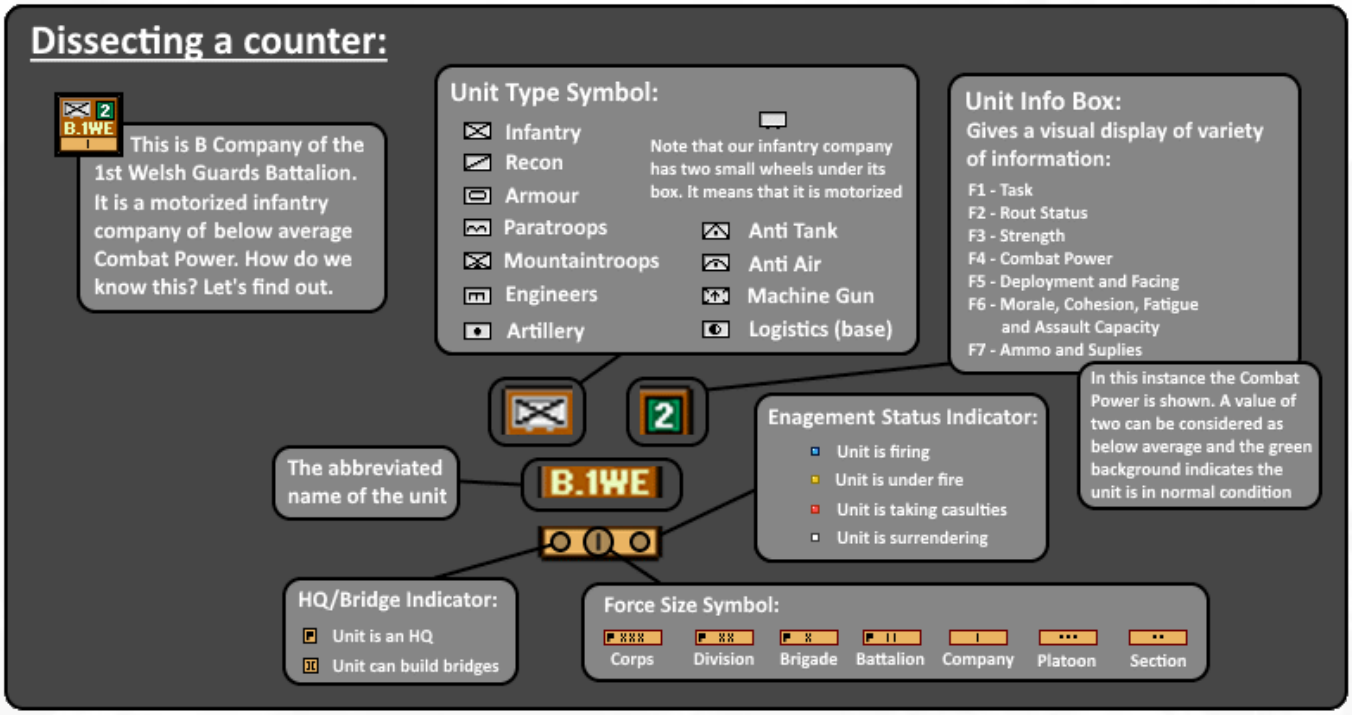
There are also a couple of options concerning how the game shows you its counters. This is how I set up my options for playing the game:



As you can see, I also turn on the Auto-scale option. Notice that when zoomed out smaller units like platoons will also be shown with smaller counters. If you zoom out enough, this will also happen with companies. And if you zoom out all the way only higher level HQ's will be shown in full. This is a handy feature to keep your map clear and uncluttered.

Counters:

Ah, the humble counter. A small package with a lot of information. To get a better grasp what is going on in the battlefield it is important to understand what you are looking at. With some familiarization you should be able to "read" them in an instant, leaving more time to focus on the bigger picture.

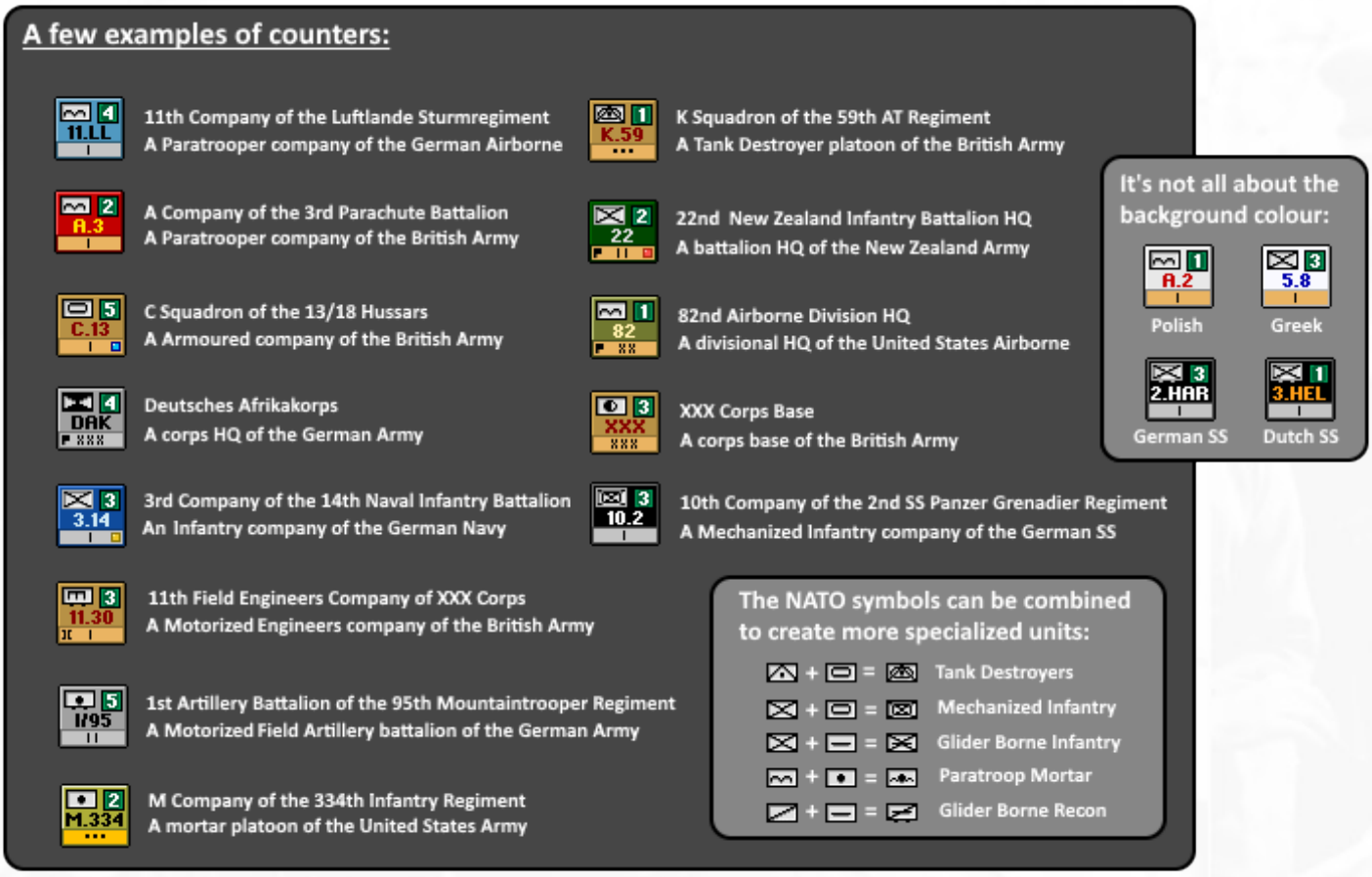


Counters have specific background and text colours. They not only indicate what country the counter belongs to, in some cases it shows which branch or service it is from. In some scenarios it is possible you'll have different coloured counters at your disposal.

Generally for the mayor nations the following colour sheme is applied:

- British Army: **Light brown** background and **dark red** text
- German Army: **Grey** background and **black** text
- United States Army: **Olive** background and **black** text

Different services and branches of these nations will have their own colour code though. As evident in the next example.



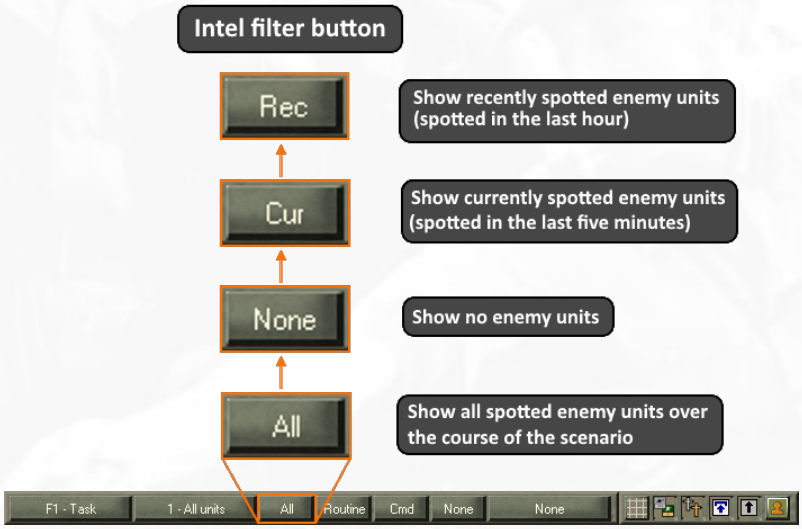
Notice the unit Type Symbols for K Squadron and the 10th Company. Both have the Armour symbol, but K Squad has an AT symbol mixed with it and 10th Company an infantry symbol. It is a refinement of the basic symbols from above, resulting in an Armoured AT platoon and an Armoured Infantry company. There are quite a bit of units type symbols then. I've limited myself to showing the most used ones ingame. Check out the manual for a more detailed list. -

- Finding the enemy - Intel and Line of Sight -

Central to any conflict is the fact that two sides are opposing eachother. In order to come out on top, you'll need to actually find out where the enemy is and who you're fighting.

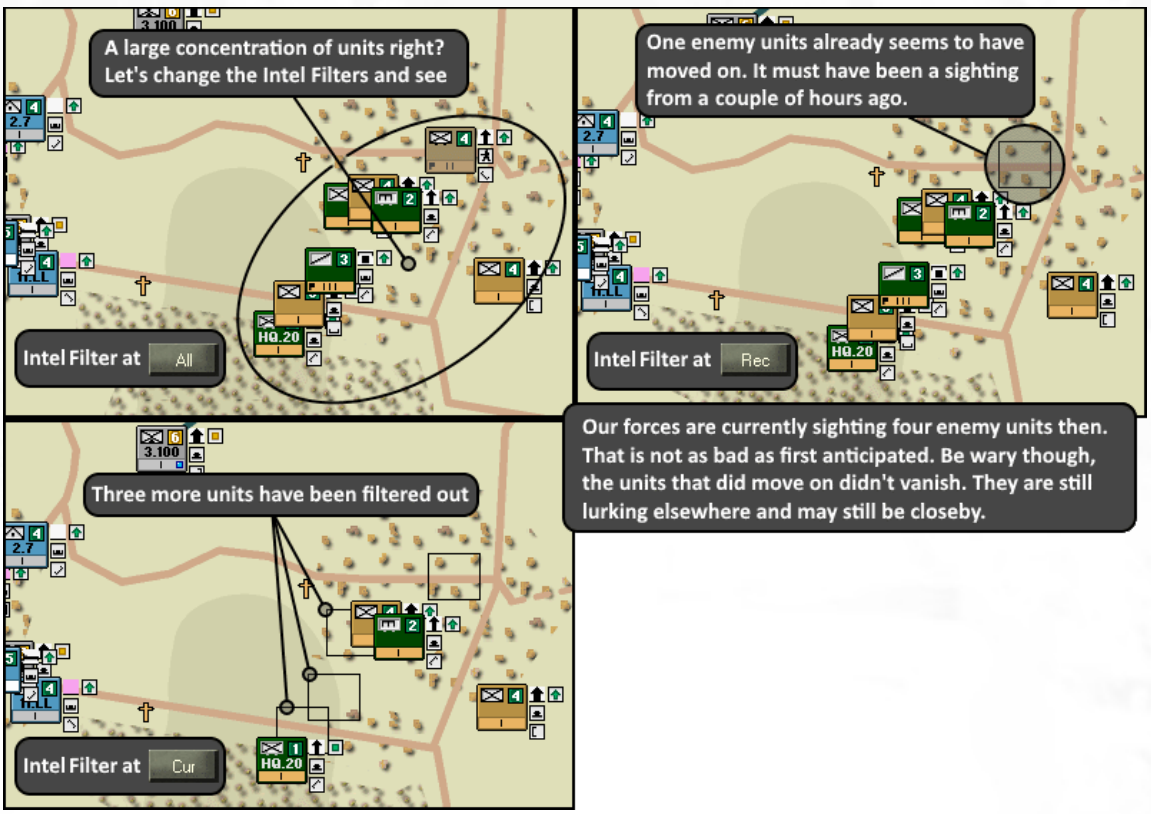
Intel Reports:

Command Ops 2 doesn't have fog of war. Emerging troops are shown as intel reports. If an enemy unit gets spotted it gets put on the map. If your units keep contact its position will constantly be updated. Once the enemy unit goes out of sight, the game keeps the last known location of that unit on the map, leaving its counter at that location.

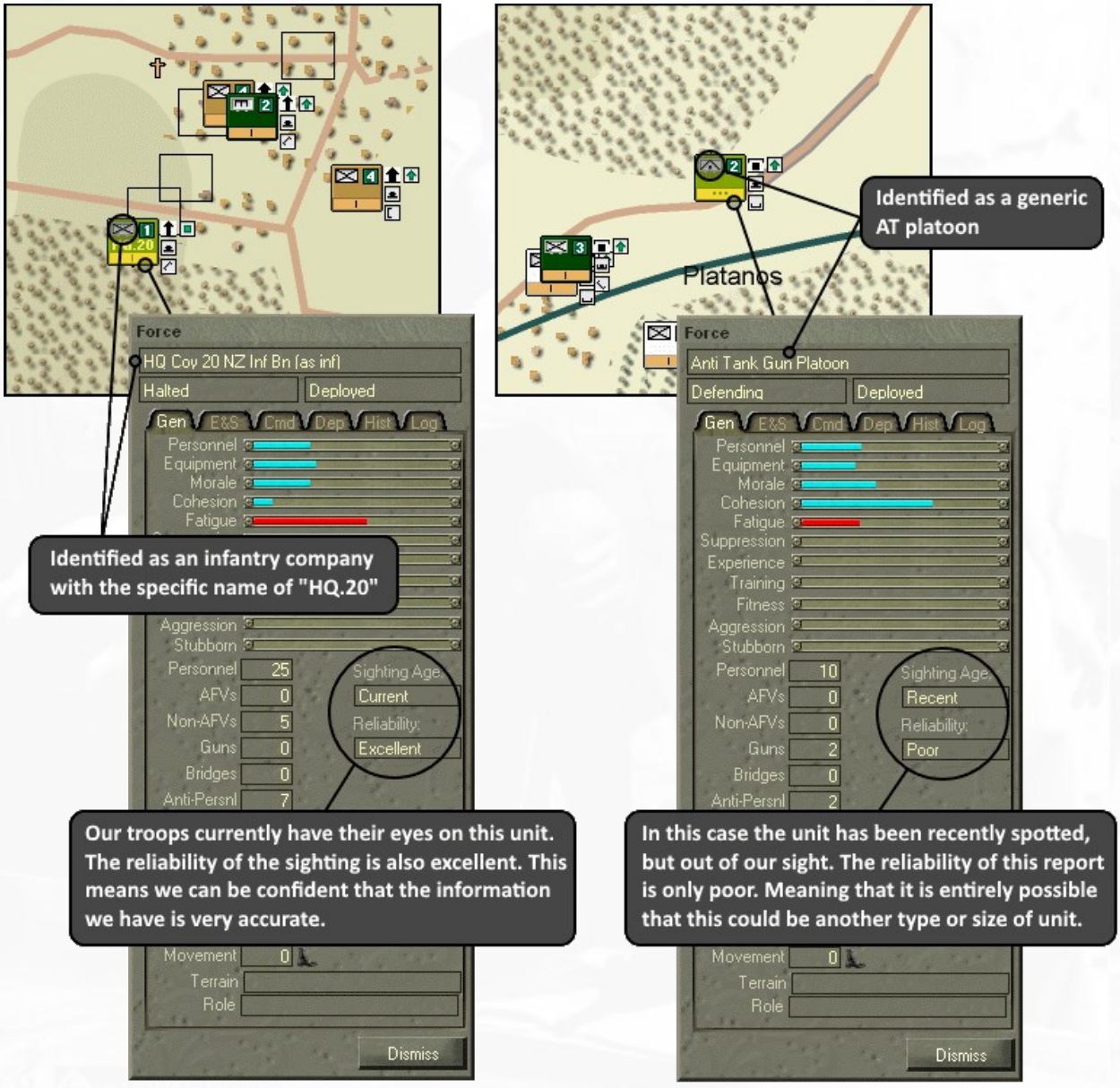


In the taskbar at the bottom of the map you can cycle through some filter settings.

The use of the Intel Filter button will quickly let you get a clear grasp on what units are present and what units have moved on.



Knowing the location of the enemy is one thing, knowing who they are is another. Let's take another look at those enemy units from earlier. Notice that one counter has a name: "HQ.20". This means that our forces have such a good view on it that have completely identified it. In this case the information about its position and composition will be very accurate. Other counters have no name, but still might be identified quite well, just not good enough to specifically say which unit it is. The reliability depends on the weather and how far away your units are in relation to the enemy units. It is entirely possible that a unit gets vaguely spotted and gets identified as an armoured car company. But when getting closer your troops get a better look at it and it might turn out to be a unit of heavy tanks.

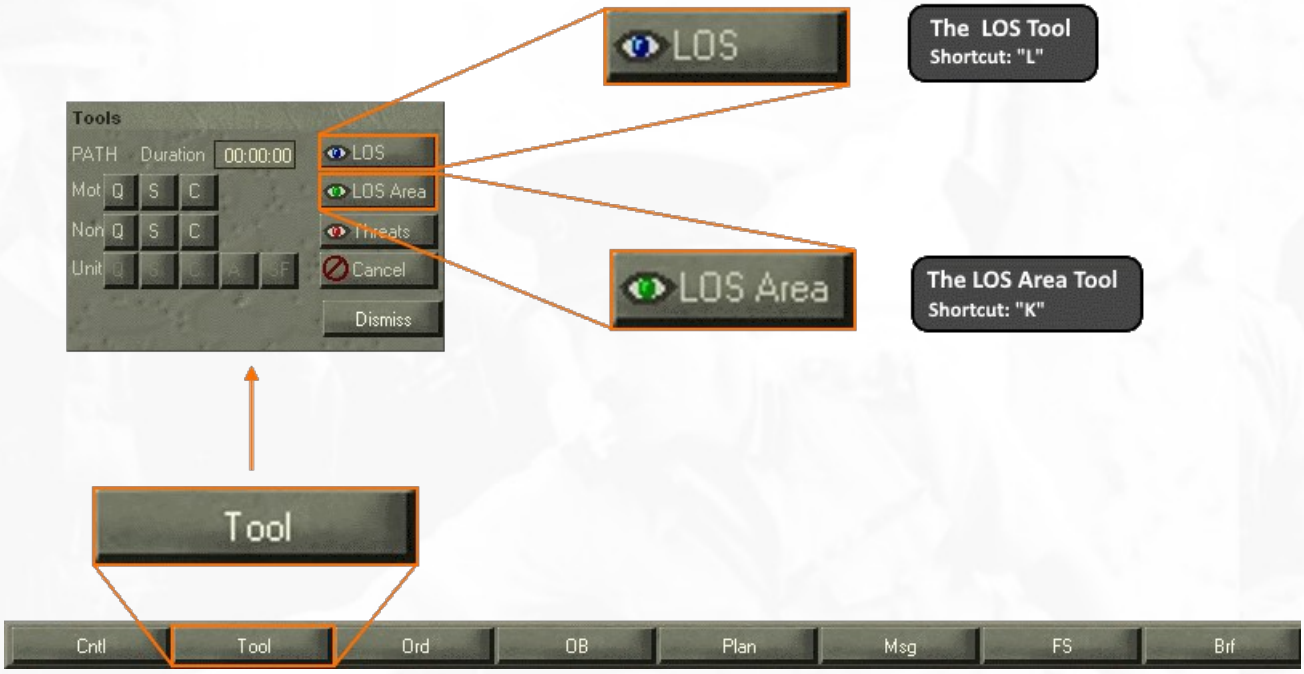


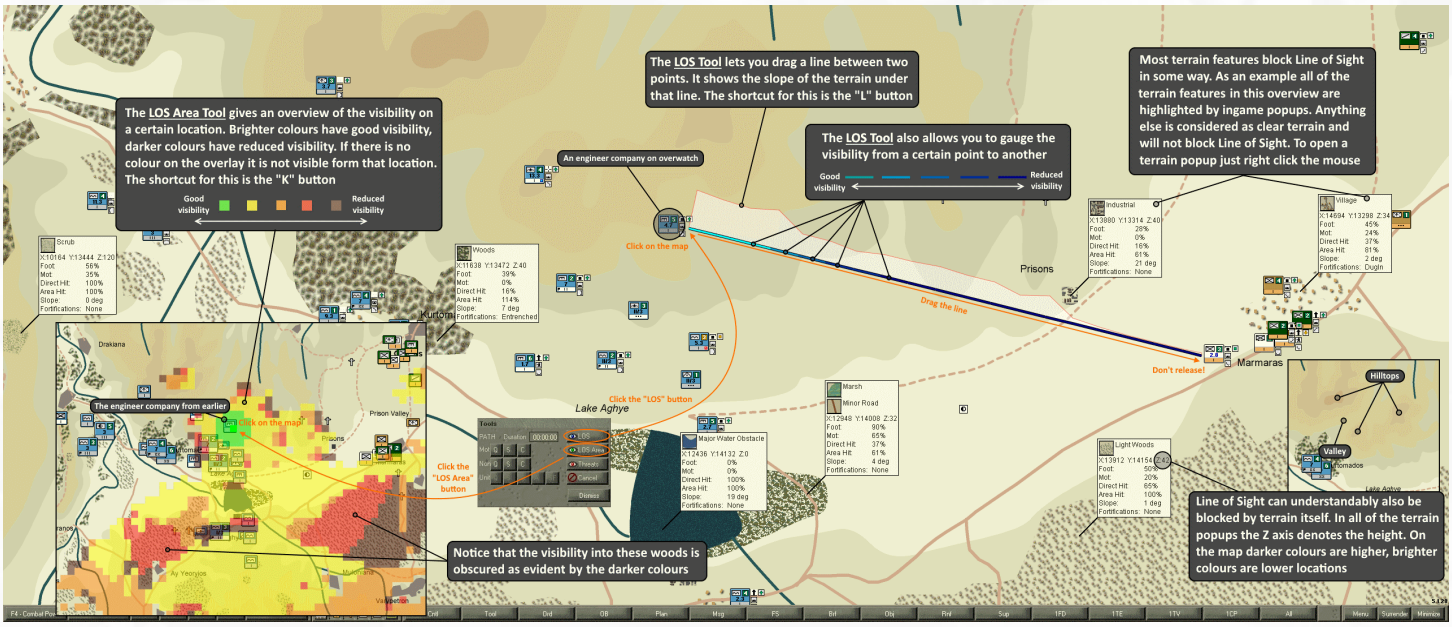
Once your units get close enough to an Intel Report two things might happen. First the enemy unit is spotted again in the vicinity and the position of its counter will be updated. Or the unit is nowhere to be seen, at which point the counter will be removed from the map.

Bottom line is: Be wary of basing your plans on vague and old Intel Reports!

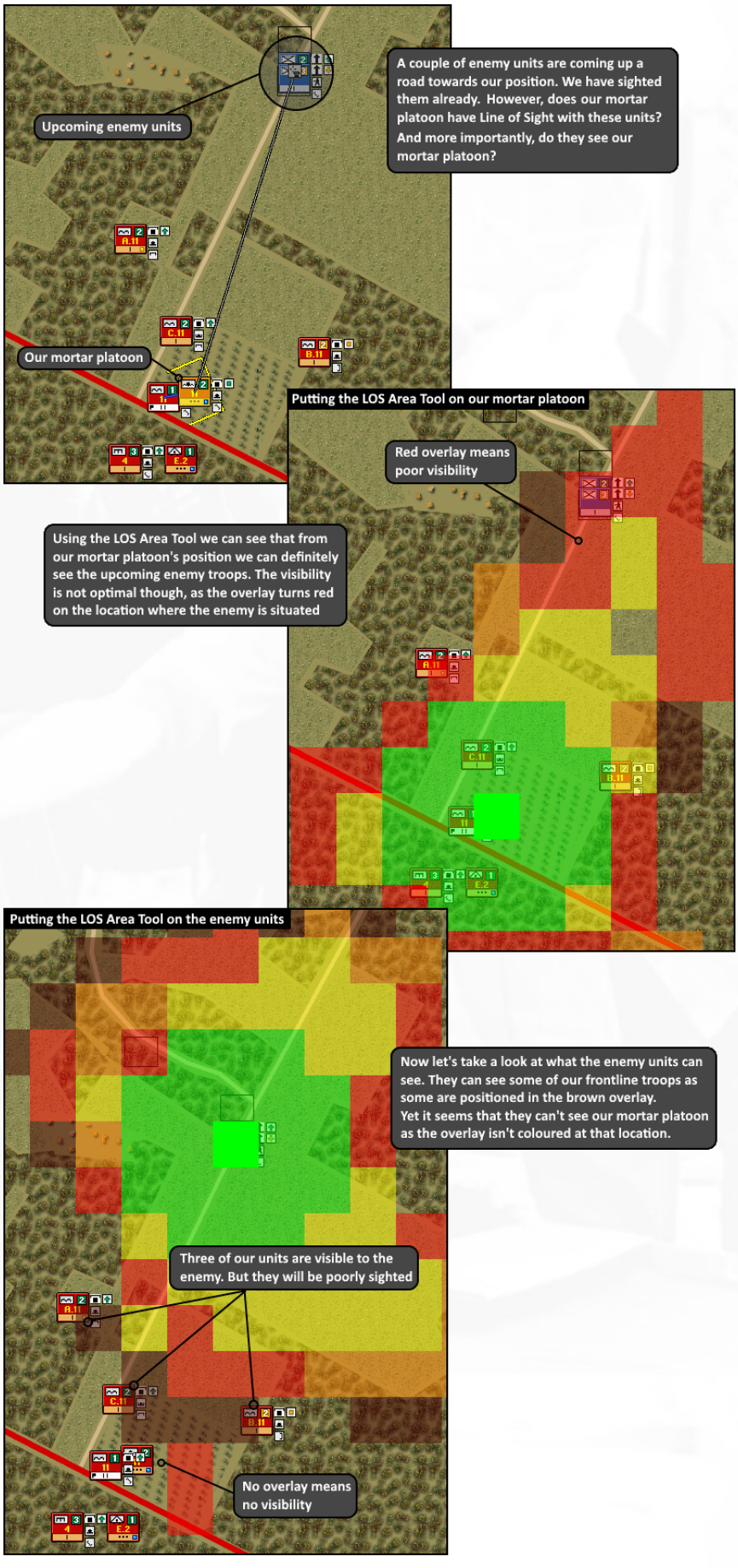
Line of Sight:

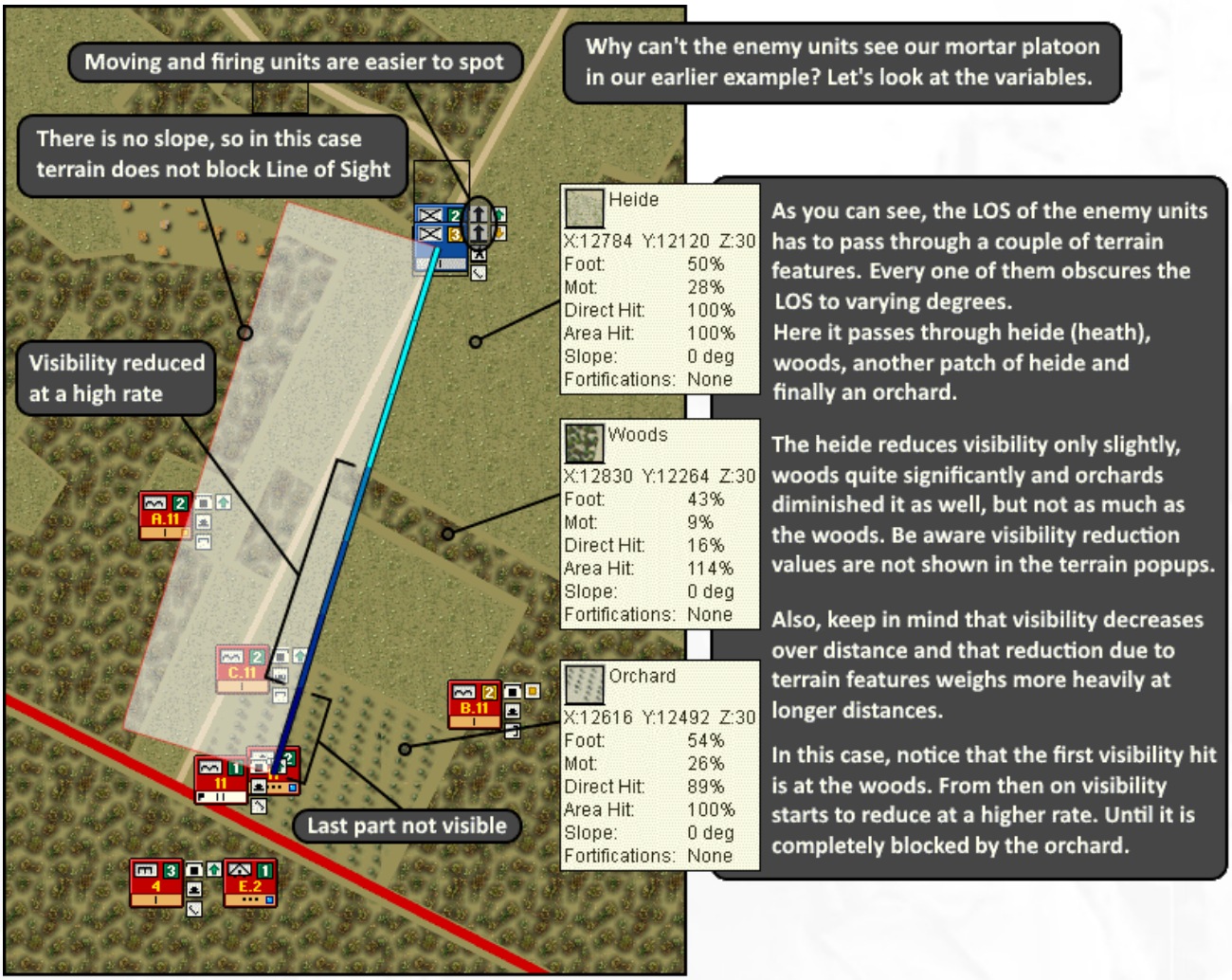
On to Line of Sight as it is something closely tied to spotting the enemy and recieving Intel Reports. In Command Ops sight degrades over distance and is affected by weather as well as terrain features like woods and urban areas. The LOS tools can be found in the Tools dialog box. There are two ways of measuring visibility, namely the LOS Tool itself and the LOS Area Tool.





The difference is obvious. One tool uses a line, the other uses an overlay. Most of the time I prefer the LOS Area Tool as it gives a nice overview of the overal visibility of a position. I'll explain this in more detail in the following example.


Upcoming enemy units
A couple of enemy units are coming up a road towards our position. We have sighted them already. However, does our mortar platoon have Line of Sight with these units? And more importantly, do they see our mortar platoon?
Our mortar platoon
Putting the LOS Area Tool on our mortar platoon
Red overlay means poor visibility
Using the LOS Area Tool we can see that from our mortar platoon's position we can definitely see the upcoming enemy troops. The visibility is not optimal though, as the overlay turns red on the location where the enemy is situated
Putting the LOS Area Tool on the enemy units
Now let's take a look at what the enemy units can see. They can see some of our frontline troops as some are positioned in the brown overlay.
Yet it seems that they can't see our mortar platoon as the overlay isn't coloured at that location.
Three of our units are visible to the enemy. But they will be poorly sighted
No overlay means no visibility



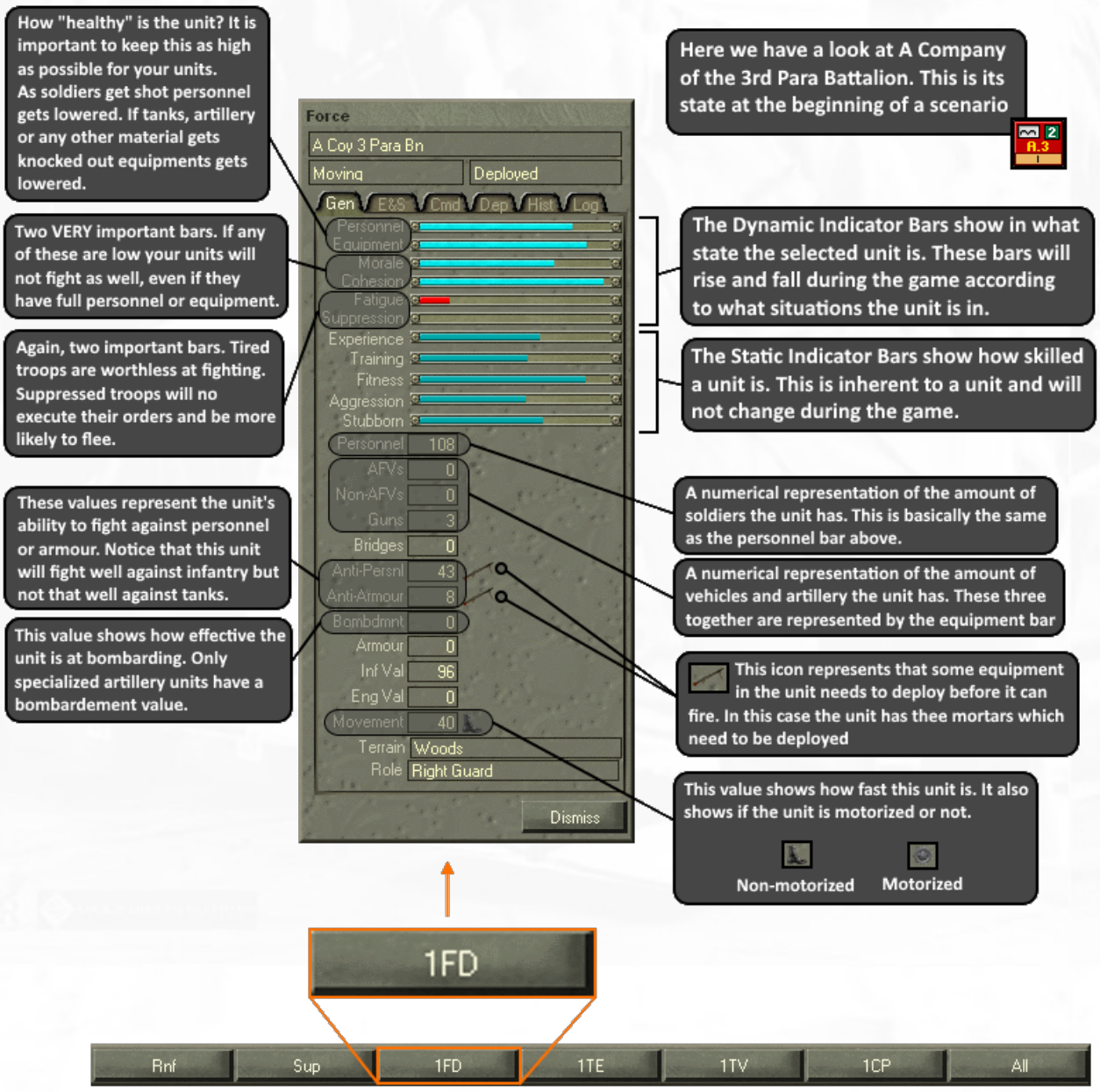
Simply put: Looking out of woods doesn't obstruct your view as much as looking into them. As you can see, Command Ops 2 emulates this very well.

- Fighting the enemy – Units and orders -

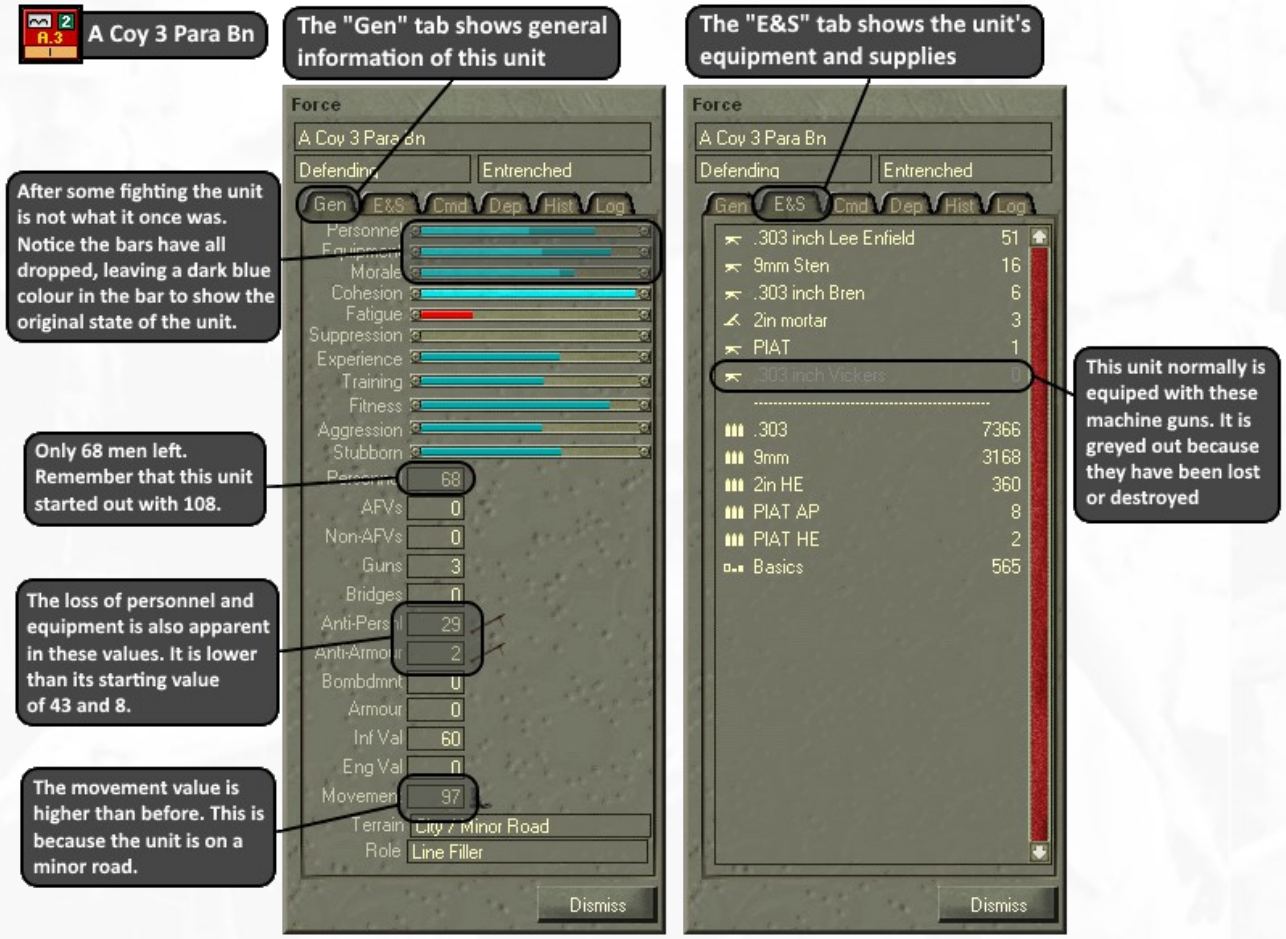
Now that we can see the enemy and have identified his forces. Let's take a closer look at our own troops and delve deeper into what we have at our disposal.

The Force dialog:

To start off with we click on a unit on the map and then click on the "1FD" button on the taskbar. The Force dialog box will open up, giving us all the information we need about the selected unit. Keeping the Forces dialog box opened up while selecting other units will allow you to quickly get a look at their stats as the dialog box will automatically refresh each time a new unit is selected.



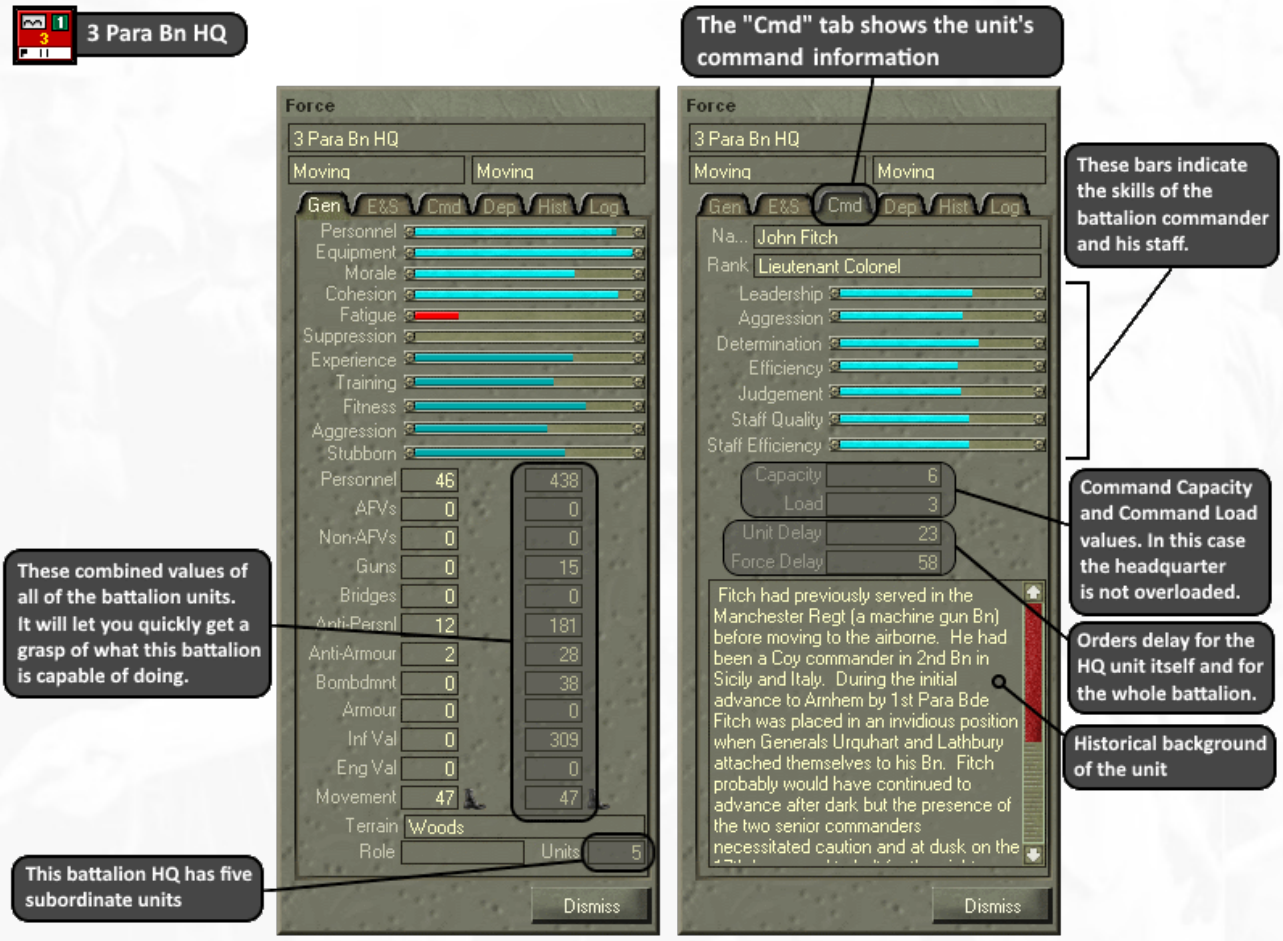
Notice that the Force dialog box itself has a couple of tabs. Clicking these will give you even more information. Default the "Gen" (General) tab is open. It will give you a nice overview of the unit and its capabilities. The "E&S" (Equipment and Supplies) tab shows in detail what equipment a unit has. It is useful to keep track of what is still left of your equipment, especially if you are commanding Mechanized or Armoured companies.



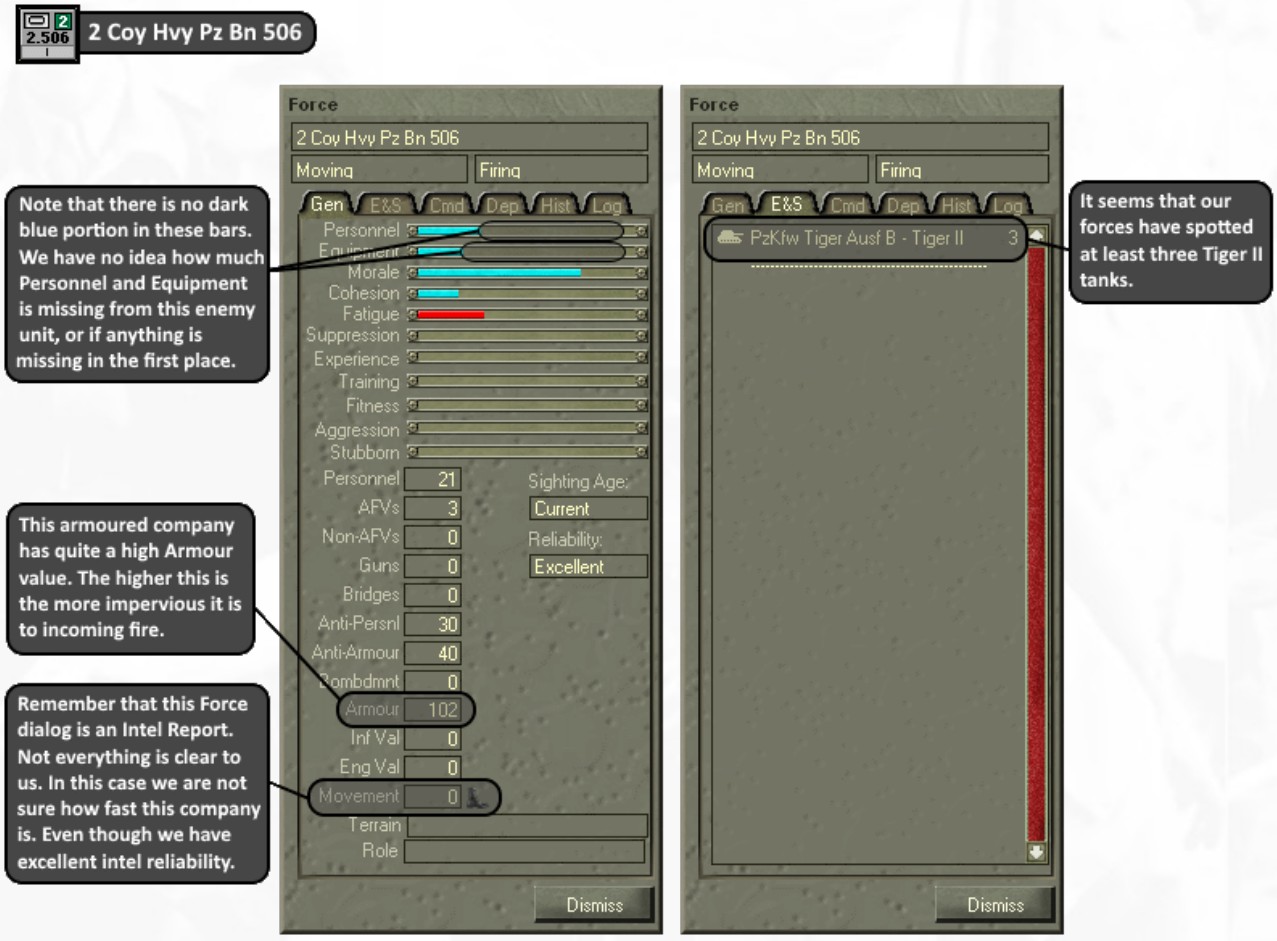
All in all A Company 3 Parachute Battalion in our example above has seen better days, but it is still in decent fighting shape. Morale is still quite high and cohesion is excellent. Its Vickers machineguns might have been destroyed but the rest of its equipment is in good working order.

Note that the company is equiped with three mortars, yet it does not have a bombardement value in the General tab. This is because these mortars are solely used within the company. The unit will use them during the engagement of the enemy but you can't explicitely order it to bombard as it is not a desgingated artillery unit.

Now let's turn our attention to A Company's battalion HQ. Clicking on an HQ unit and looking at its state in the Force dialog box is basically the same as any other unit. It does show a bit more information about its command though.



As a last example let's take a look at an intel report of an enemy armoured company. In this example we take a look at the 2nd Company of the 506th Heavy Panzer Battalion. Note that the Dynamic Indicator Bars are quite low. This company must have taken a beating as Personnel, Equipment and Cohesion are all low. Morale on the other hand is still very high, so watch out as this unit might still be surpirsingly effective. Also note that none of the bars have any dark blue parts. As this is an enemy unit we are not sure what the normal capacity of this unit is. Hence no dark blue bars.



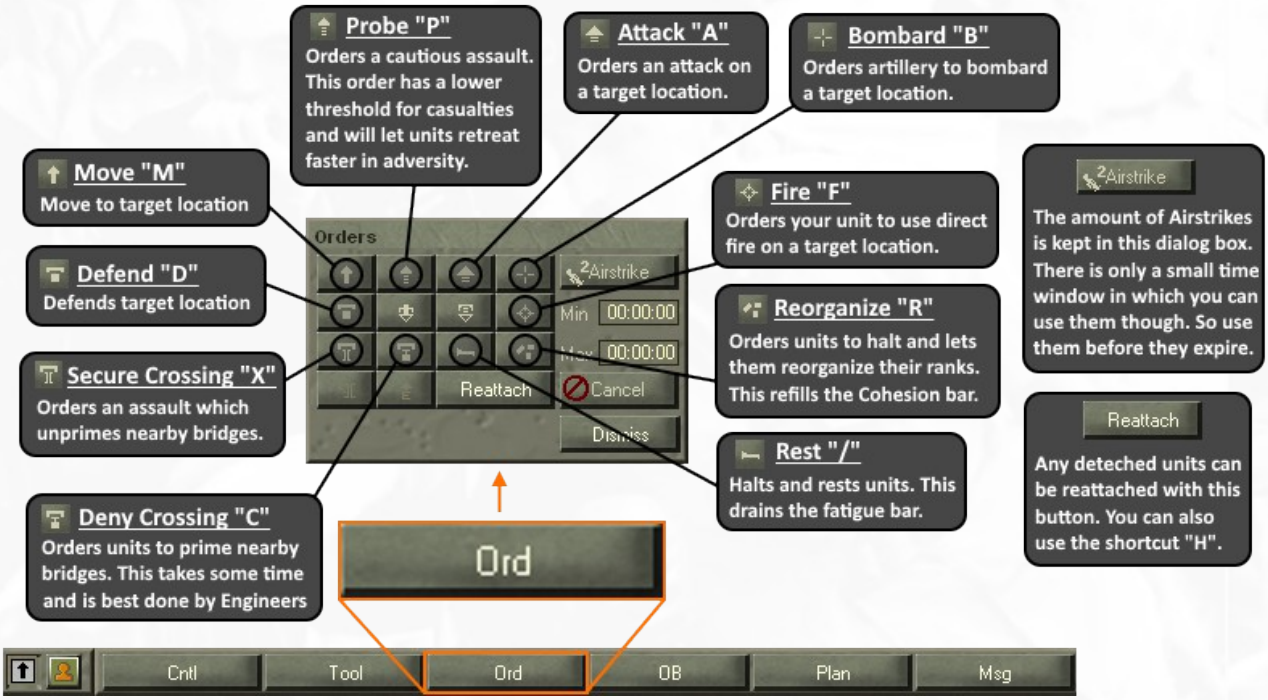
Much as is the case with your own units, you can check the Equipment and Supplies tab of enemy units. Here will be shown what kind of equipment your forces have spotted, or thought to have spotted as this might not always be correct. In this example the Intel Report is probably quite accurate as intel is rated as Excellent. As you can see above our forces have spotted three Tiger II tanks, so caution is still advised! To get a complete picture of the effectiveness of an enemy company it is also important to take a look at its equipment, especially when dealing with armoured companies.

In the end if you want to have any chance in defeating your opponent you have to keep your units in fighting shape as best as you can. The trick is keeping your Dynamic Indicator Bars in good order, while disrupting them for the enemy's side. Easier said than done though, but with enough familiarization and practice you'll get there I'm sure.

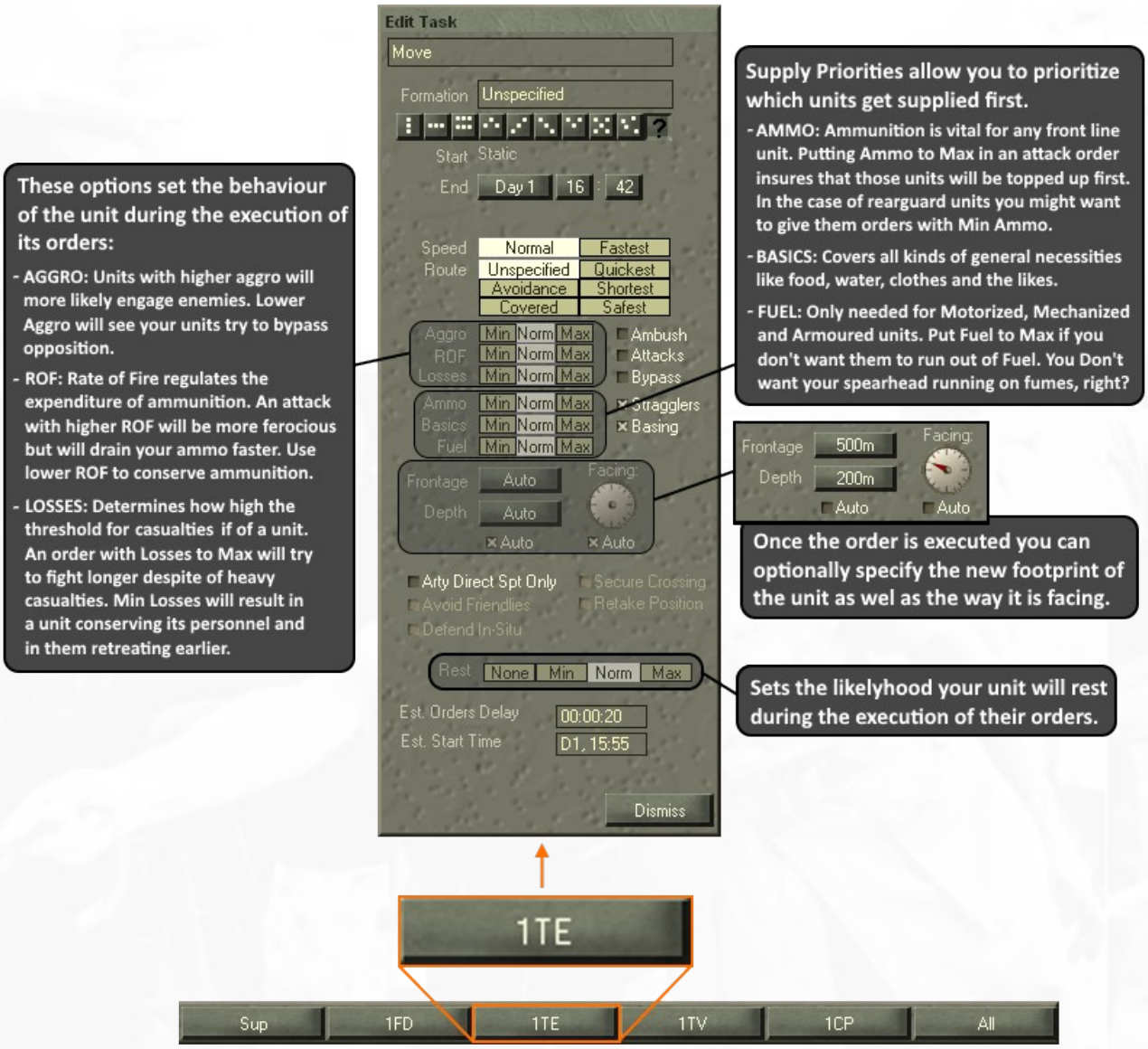
Orders:

How can we exploit all this new knowledge? Simple, we should displace or destroy the enemy's units. And we do this by giving our own units orders. Giving orders allows us to manipulate the flow on the battlefield, to hopefully sway the tides of war to our advantage. Wheter things go our way is largely dependent on giving correct orders.

Orders are given through the Orders dialog box. Just click on the "Ord" button on the taskbar and It will pop up. Each order can be given through shortcut, but it is alway nice to have the dialog box tucked away somewhere.



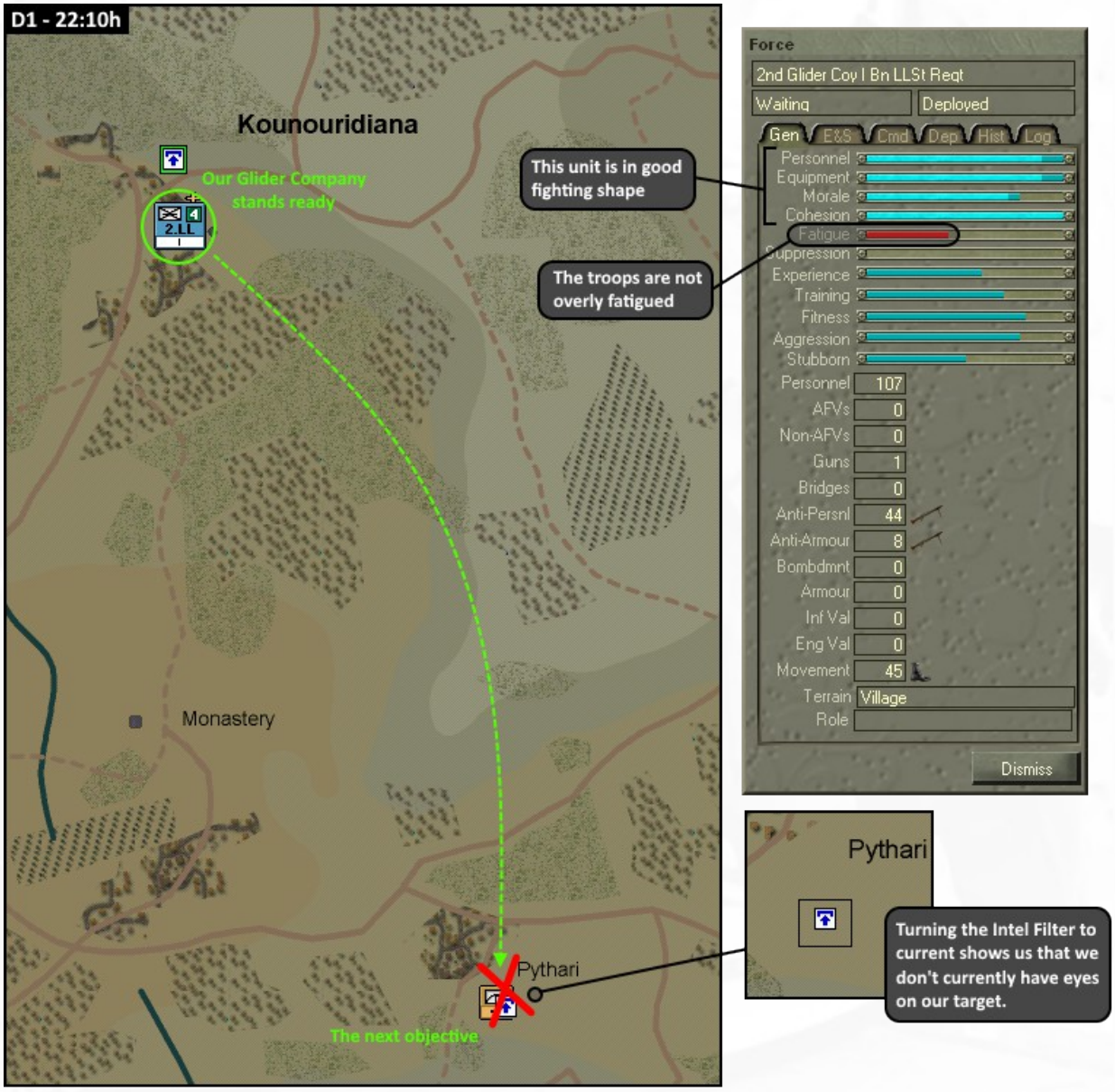
Notice that two orders are greyed out in the Orders dialog box. Those are the Construct Bridge and Exit orders. They are both only usefull in very rare and specific cases. The two middle orders which I didn't highlight are the Delay and Withdraw orders. I rarely use them and won't go into any detail with them in this guide.

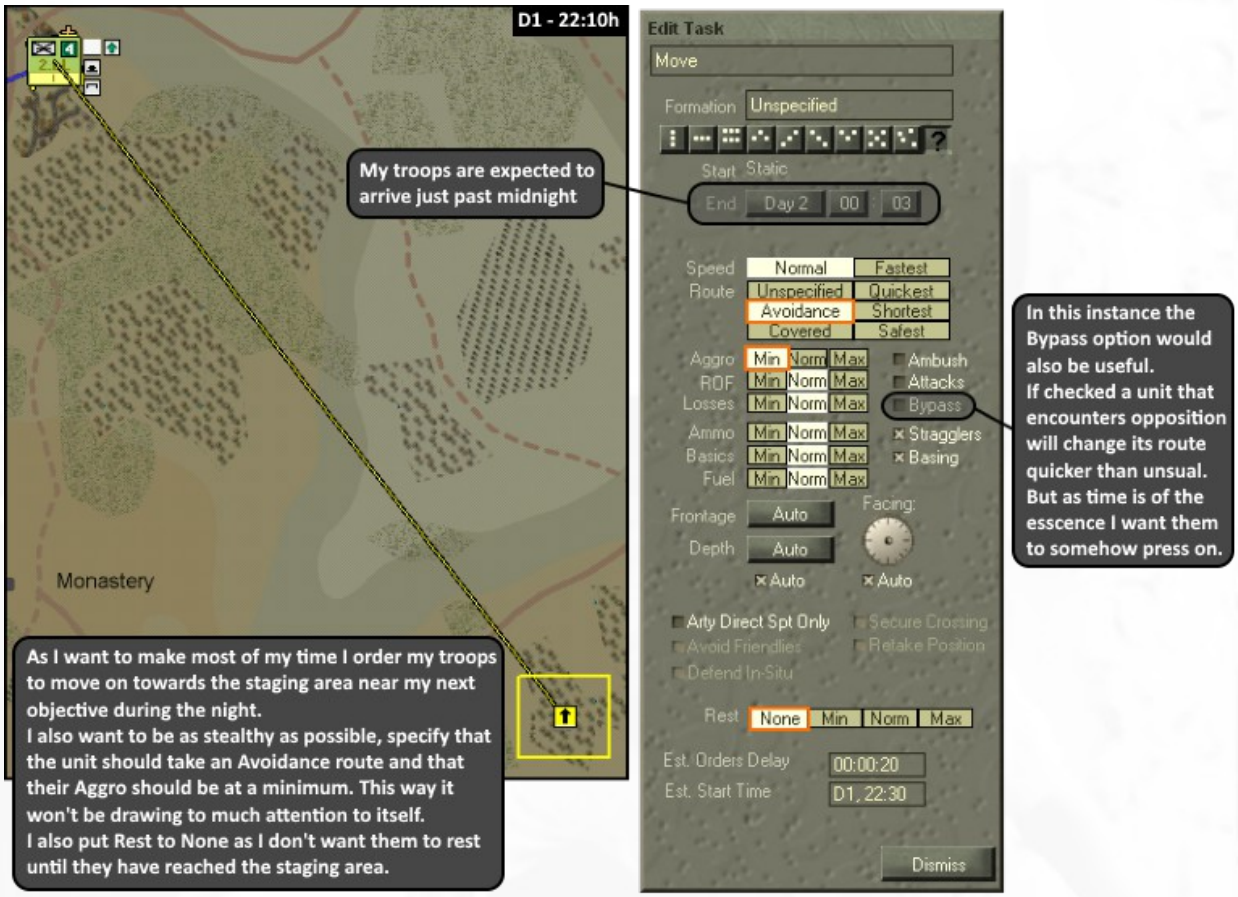

These options set the behaviour of the unit during the execution of its orders:
- AGGRO: Units with higher aggro will more likely engage enemies. Lower Aggro will see your units try to bypass opposition.
- ROF: Rate of Fire regulates the expenditure of ammunition. An attack with higher ROF will be more ferocious but will drain your ammo faster. Use lower ROF to conserve ammunition.
- LOSSES: Determines how high the threshold for casualties if of a unit. An order with Losses to Max will try to fight longer despite of heavy casualties. Min Losses will result in a unit conserving its personnel and in them retreating earlier.
Edit Task
Move
Formation
Unspecified
Start
Static
End
Day 1
16
42
Speed
Normal
Fastest
Route
Unspecified
Quickest
Avoidance
Shortest
Covered
Safest
Aggro
ROF
Losses
Min
Norm
Max
Ambush
Attacks
Bypass
Ammo
Basics
Fuel
Stragglers
Basing
Frontage
Depth
Auto
Facing:
Arty Direct Spt Only
Avoid Friendlies
Defend In-Situ
Secure Crossing
Retake Position
Rest
None
Min
Norm
Max
Est. Orders Delay
00:00:20
Est. Start Time
D1, 15:55
Dismiss
Supply Priorities allow you to prioritize which units get supplied first.
- AMMO: Ammunition is vital for any front line unit. Putting Ammo to Max in an attack order insures that those units will be topped up first. In the case of rearguard units you might want to give them orders with Min Ammo.
- BASICS: Covers all kinds of general necessities like food, water, clothes and the likes.
- FUEL: Only needed for Motorized, Mechanized and Armoured units. Put Fuel to Max if you don't want them to run out of Fuel. You Don't want your spearhead running on fumes, right?
Frontage
500m
Depth
200m
Facing:
Auto
Once the order is executed you can optionally specify the new footprint of the unit as wel as the way it is facing.
Sets the likelyhood your unit will rest during the execution of their orders.
1TE
Sup
1FD
1TE
1TV
1CP
All

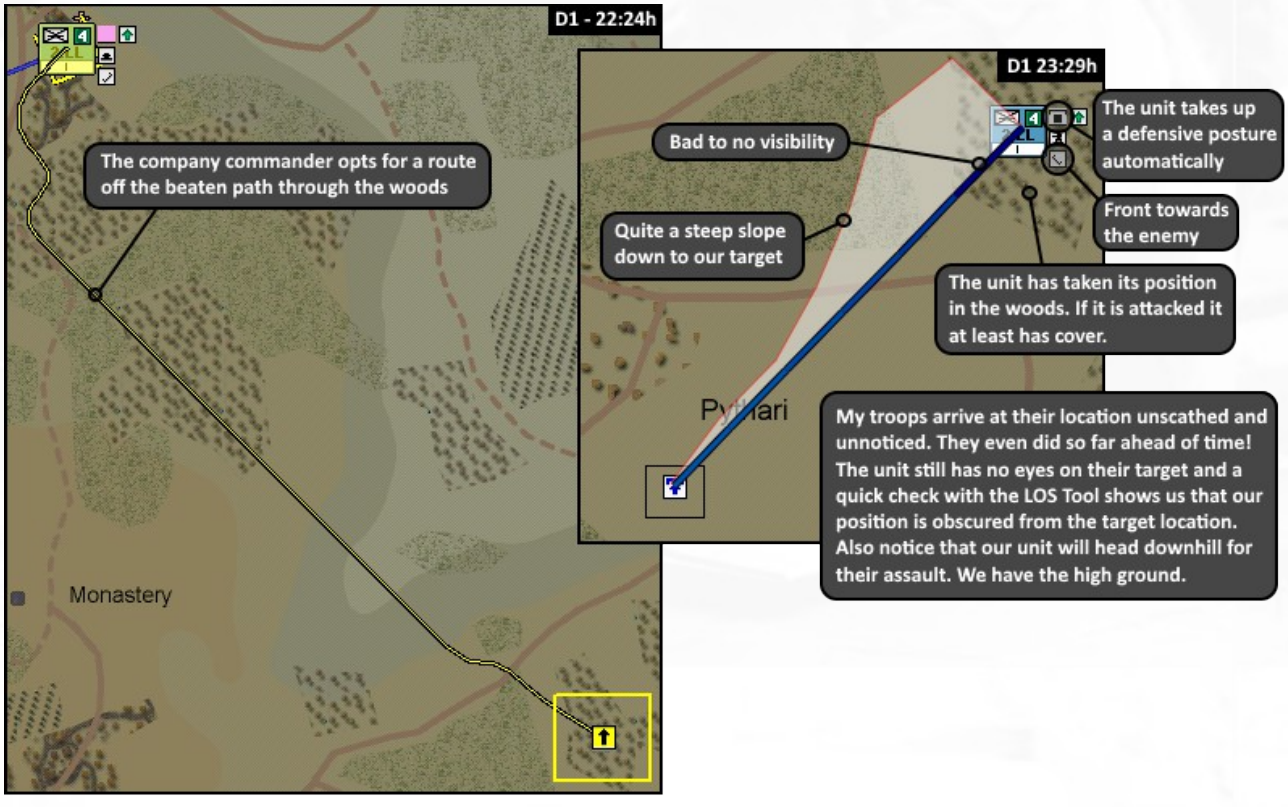
- Translating orders to the battlefield -

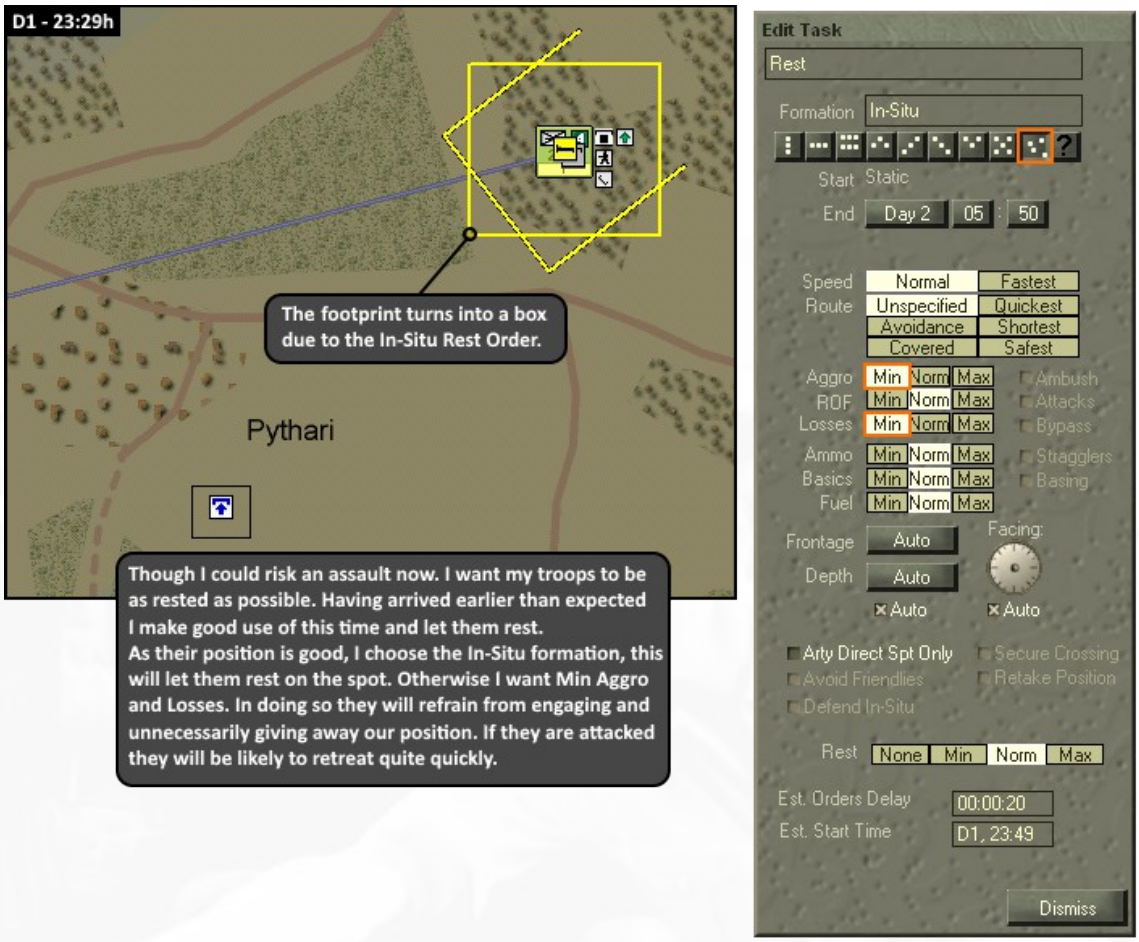
First example: Night-time assault on an AA Battery:

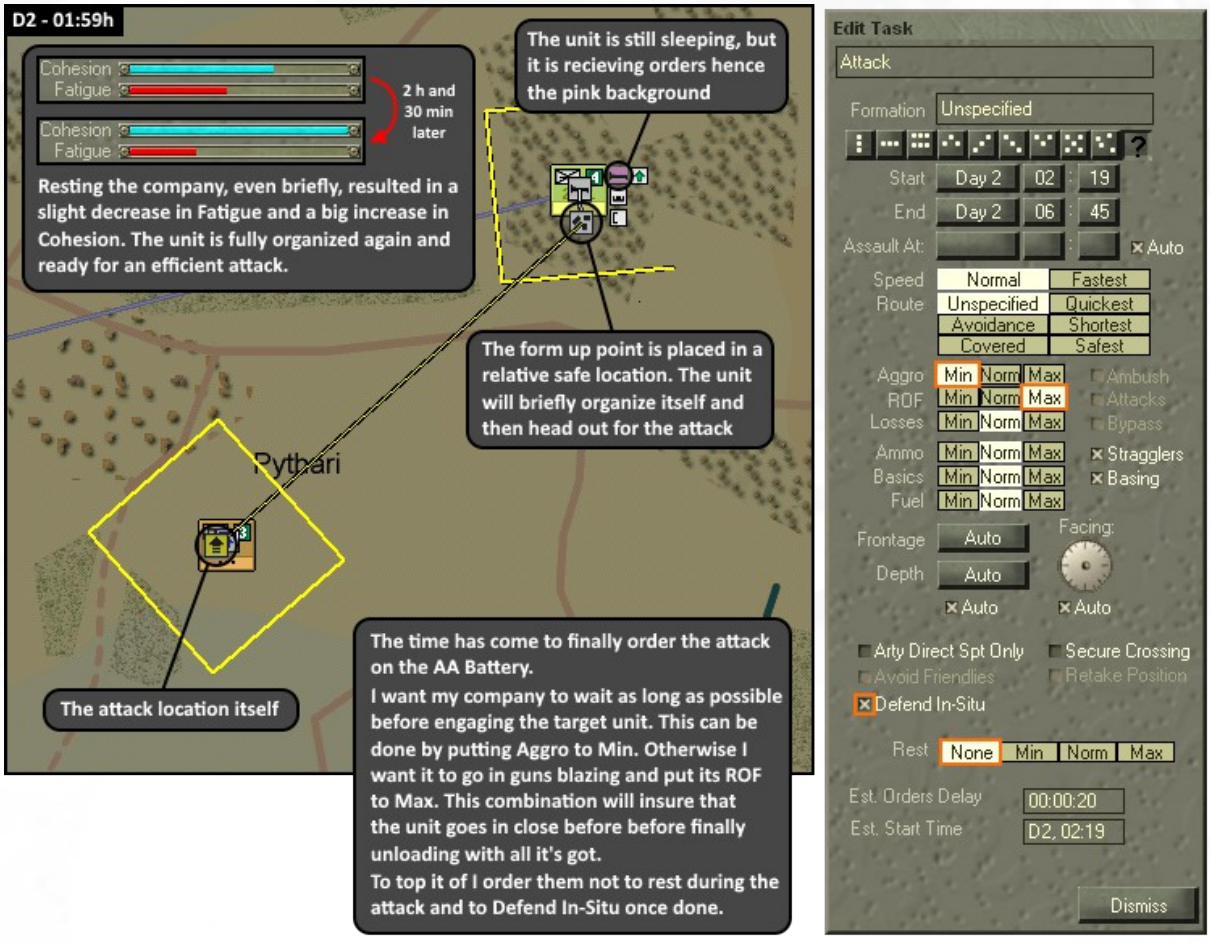
German Forces have invaded Crete. You have command of a Glider Borne company that is tasked with the elimination of a couple of British AA Batteries. The unit is operating deep in enemy territory and can't count on any reinforcements. At the end of the first day though the company has already eliminated one emplacement. The rest is still to follow.

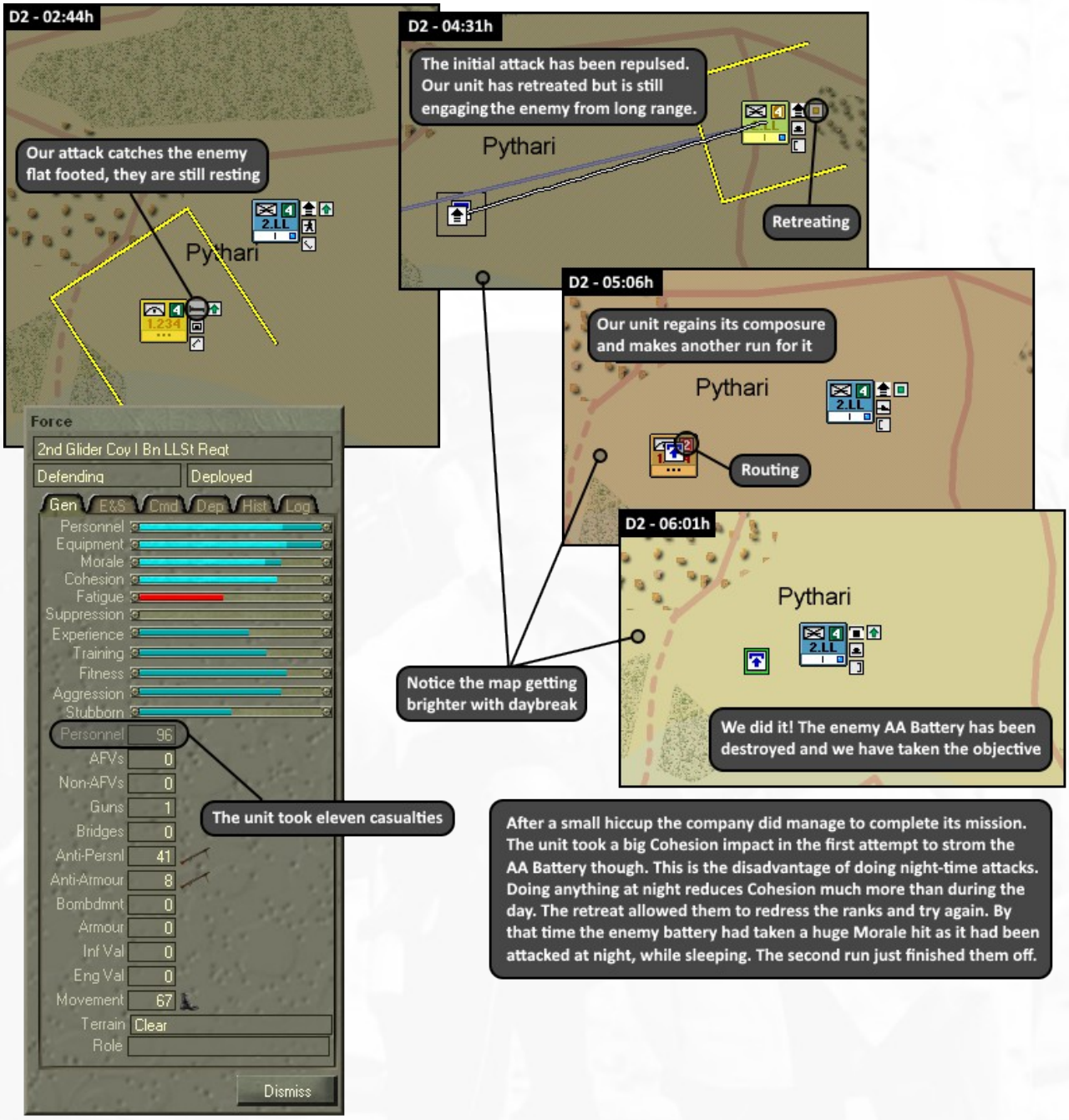



D1 - 22:10h
My troops are expected to arrive just past midnight
Monastery
As I want to make most of my time I order my troops to move on towards the staging area near my next objective during the night.
I also want to be as stealthy as possible, specify that the unit should take an Avoidance route and that their Aggro should be at a minimum. This way it won't be drawing to much attention to itself.
I also put Rest to None as I don't want them to rest until they have reached the staging area.
Edit Task
Move
Formation Unspecified
Start Static
End Day 2 00 03
Speed Normal Fastest
Route Unspecified Quickest
Avoidance Shortest
Covered Safest
Aggro Min Norm Max
ROF Min Norm Max
Losses Min Norm Max
Ammo Min Norm Max
Basics Min Norm Max
Fuel Min Norm Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage Auto
Depth Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Avoid Friendlies
Defend In-Situ
Secure Crossing
Retake Position
Rest None Min Norm Max
Est. Orders Delay 00:00:20
Est. Start Time D1, 22:30
Dismiss
In this instance the Bypass option would also be useful.
If checked a unit that encounters opposition will change its route quicker than unsual.
But as time is of the esscence I want them to somehow press on.


D1 - 22:24h
The company commander opts for a route off the beaten path through the woods
Monastery
D1 23:29h
Bad to no visibility
Quite a steep slope down to our target
The unit takes up a defensive posture automatically
Front towards the enemy
The unit has taken its position in the woods. If it is attacked it at least has cover.
My troops arrive at their location unscathed and unnoticed. They even did so far ahead of time!
The unit still has no eyes on their target and a quick check with the LOS Tool shows us that our position is obscured from the target location.
Also notice that our unit will head downhill for their assault. We have the high ground.


D1 - 23:29h
The footprint turns into a box due to the In-Situ Rest Order.
Pythari
Though I could risk an assault now. I want my troops to be as rested as possible. Having arrived earlier than expected I make good use of this time and let them rest.
As their position is good, I choose the In-Situ formation, this will let them rest on the spot. Otherwise I want Min Aggro and Losses. In doing so they will refrain from engaging and unnecessarily giving away our position. If they are attacked they will be likely to retreat quite quickly.
Edit Task
Rest
Formation In-Situ
Start Static
End Day 2 05 : 50
Speed Normal Fastest
Route Unspecified Quickest
Avoidance Shortest
Covered Safest
Aggro Min Norm Max
ROF Min Norm Max
Losses Min Norm Max
Ammo Min Norm Max
Basics Min Norm Max
Fuel Min Norm Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage Auto
Depth Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Secure Crossing
Avoid Friendlies
Retake Position
Defend In-Situ
Rest None Min Norm Max
Est. Orders Delay 00:00:20
Est. Start Time D1, 23:49
Dismiss

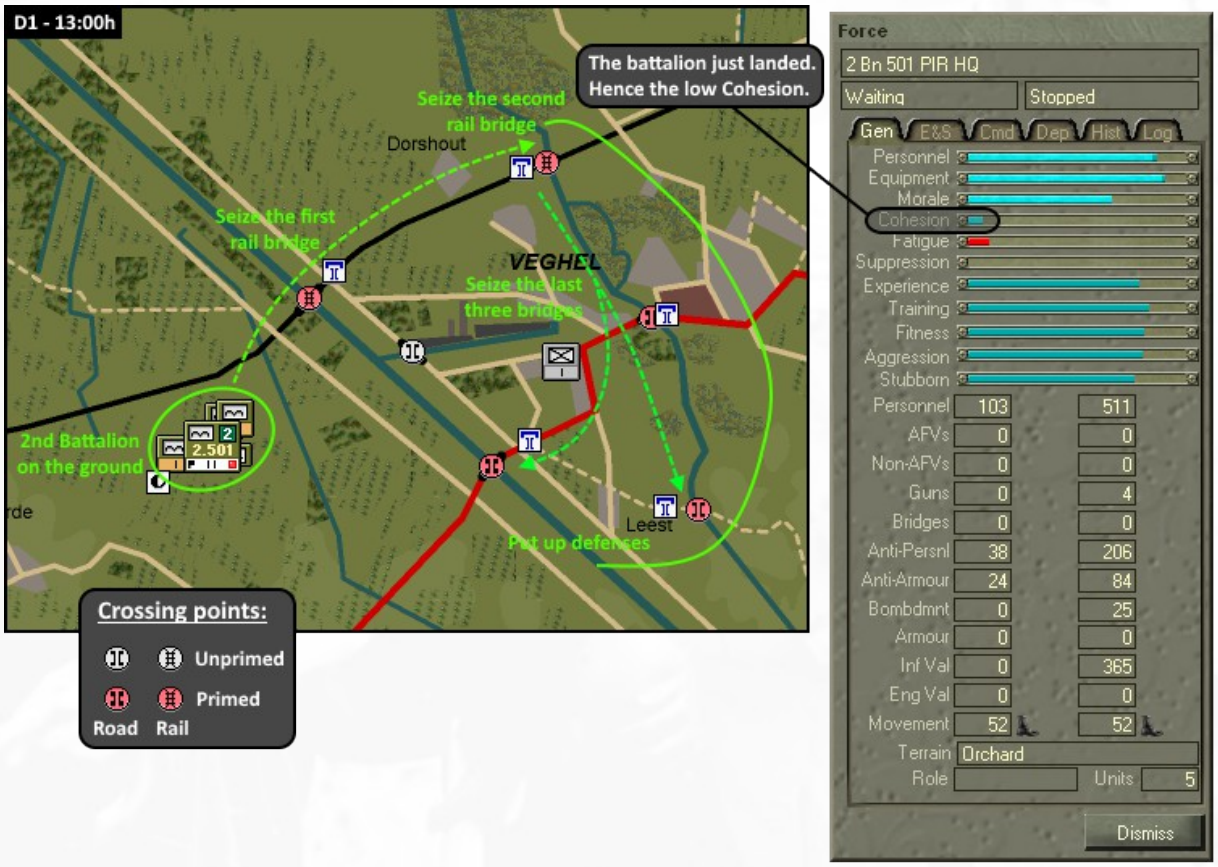

D2 - 01:59h
Cohesion
Fatigue
2 h and 30 min later
Cohesion
Fatigue
Resting the company, even briefly, resulted in a slight decrease in Fatigue and a big increase in Cohesion. The unit is fully organized again and ready for an efficient attack.
The unit is still sleeping, but it is recieving orders hence the pink background
The form up point is placed in a relative safe location. The unit will briefly organize itself and then head out for the attack
Pythari
The attack location itself
The time has come to finally order the attack on the AA Battery.
I want my company to wait as long as possible before engaging the target unit. This can be done by putting Aggro to Min. Otherwise I want it to go in guns blazing and put its ROF to Max. This combination will insure that the unit goes in close before before finally unloading with all it's got.
To top it of I order them not to rest during the attack and to Defend In-Situ once done.
Edit Task
Attack
Formation Unspecified
Start Day 2 02 : 19
End Day 2 06 : 45
Assault At: Auto
Speed Normal Fastest
Route Unspecified Quickest
Avoidance Shortest
Covered Safest
Aggro Min Norm Max
ROF Min Norm Max
Losses Min Norm Max
Ammo Min Norm Max
Basics Min Norm Max
Fuel Min Norm Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage Auto
Depth Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Secure Crossing
Avoid Friendlies
Retake Position
Defend In-Situ
Rest None Min Norm Max
Est. Orders Delay 00:00:20
Est. Start Time D2, 02:19
Dismiss

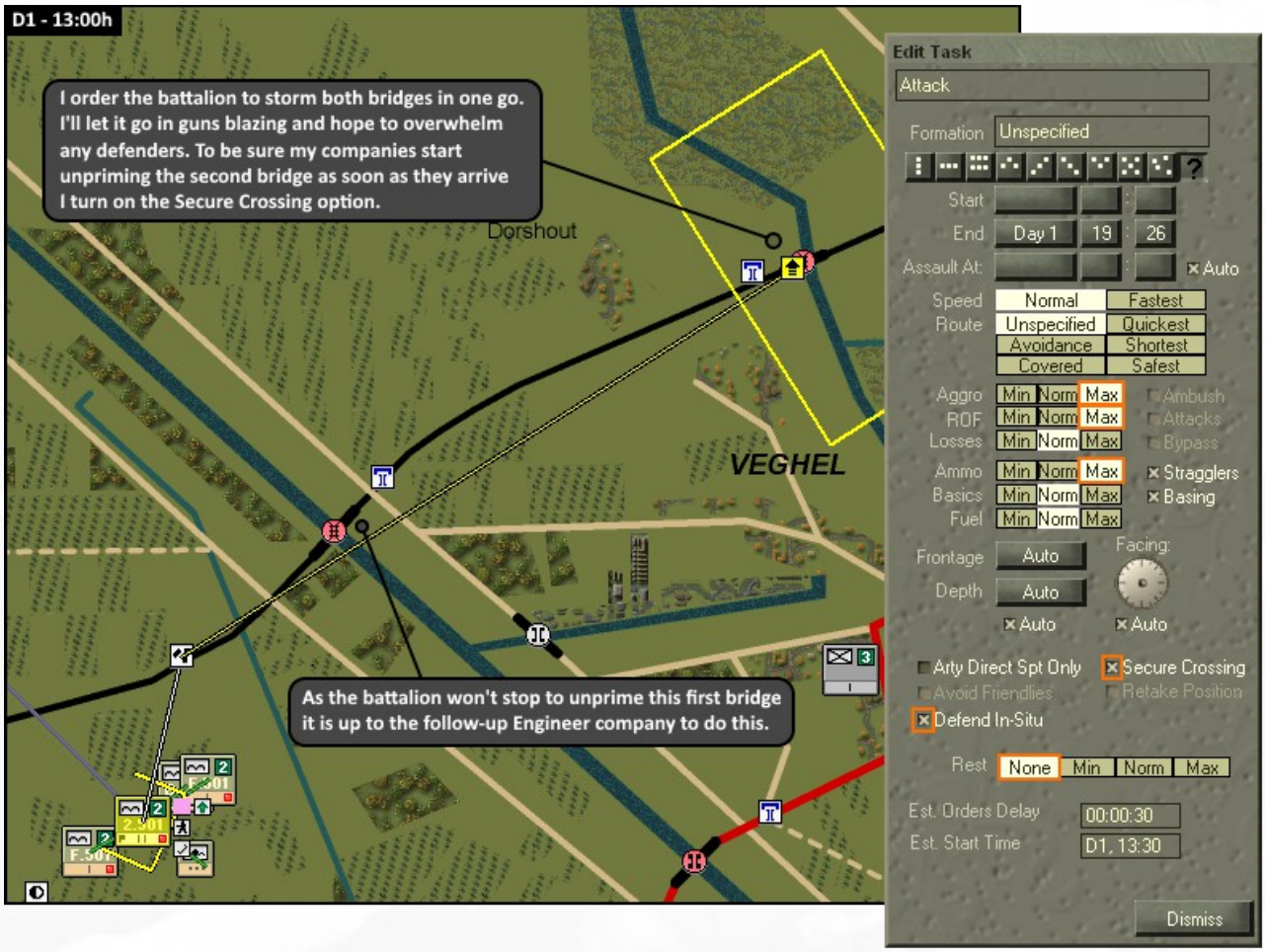


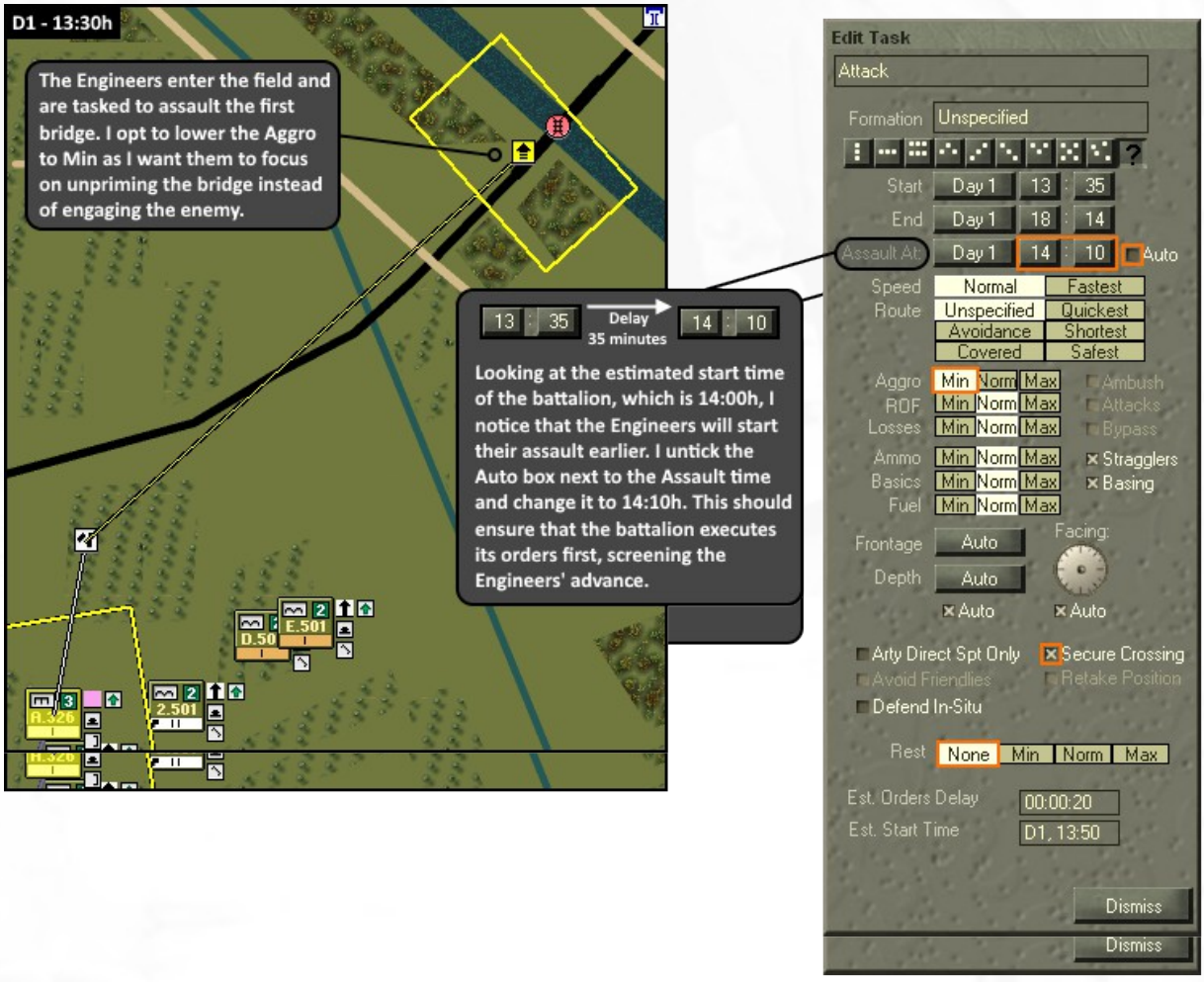
As you can see, even a seemingly simple attack can be quite involving and complex. On to the next example.

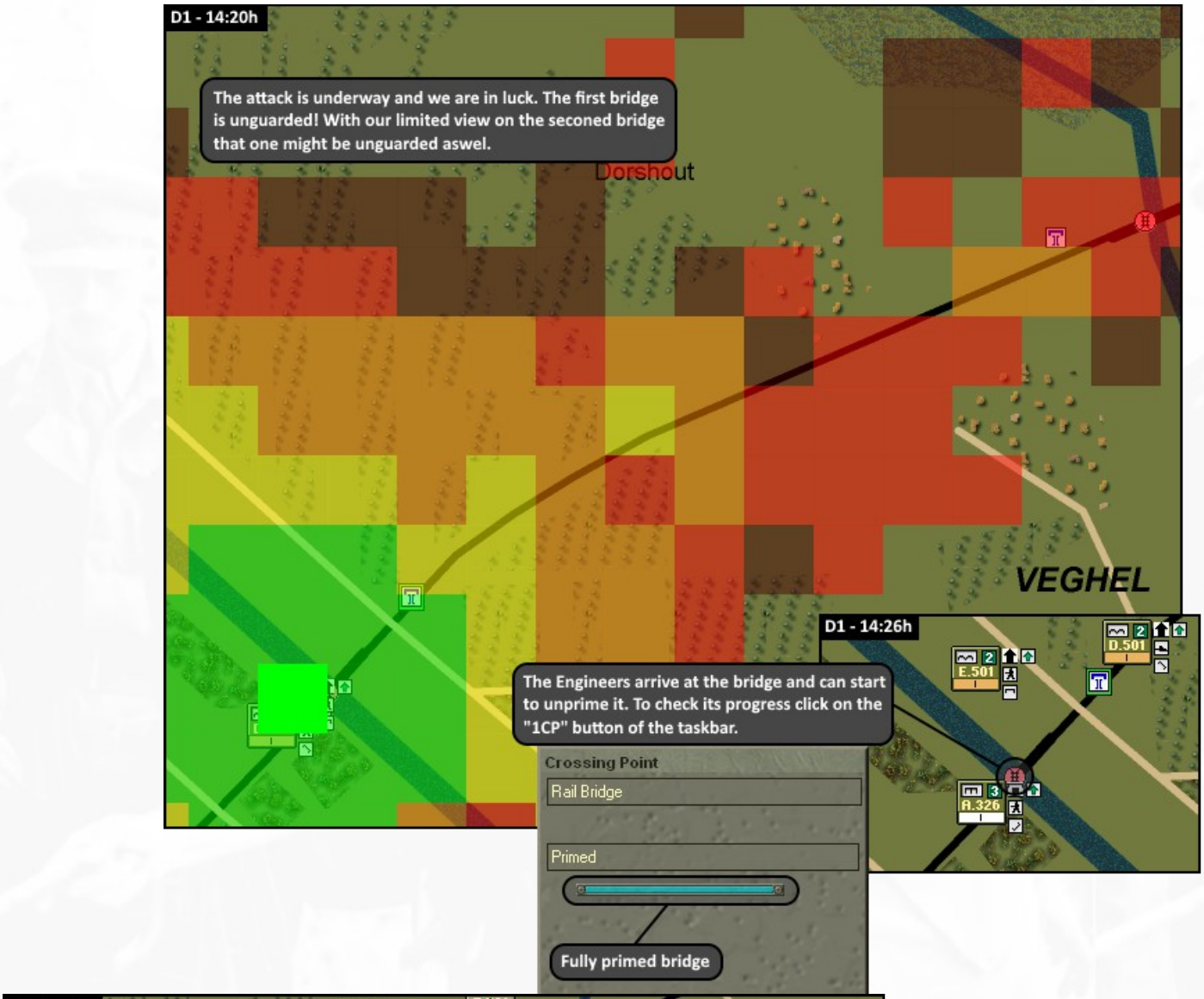
Second example: Capturing and unpriming a bridge:

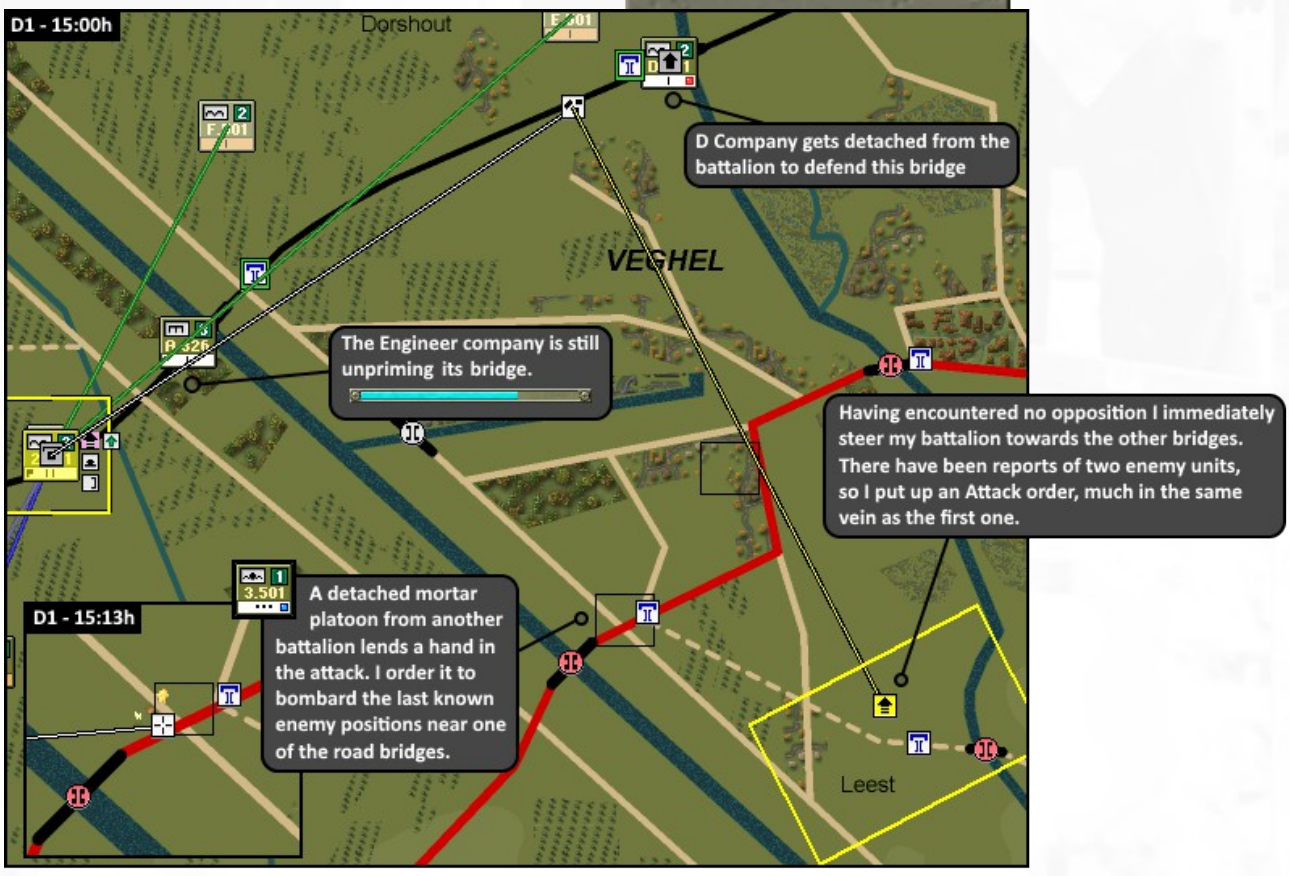
Operation Market Garden is upon us. Commanding a battalion of US Paratroopers it is up to you to capture a couple of vital bridges. The bridges will probably be guarded and are assumed to be primed for destruction. A quick assault is needed to seize them. Once this has been achieved a company of Engineers will be available to help unprime the captured bridges. The battalion will need to deploy in defence of this.

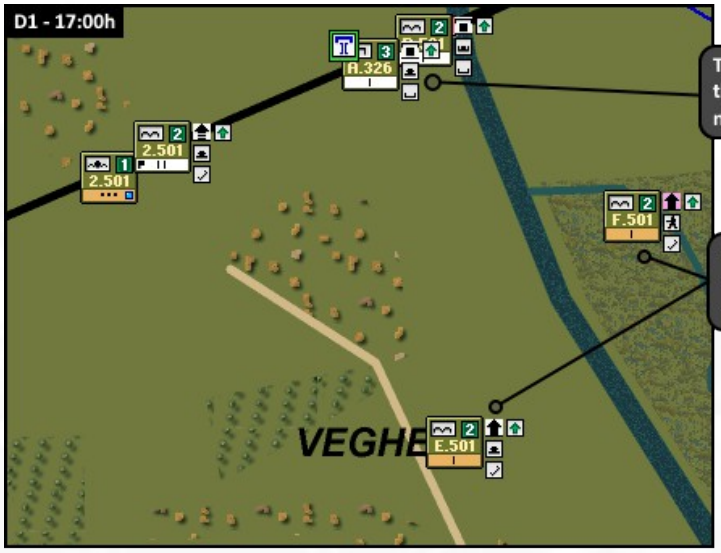



D1 - 13:00h
I order the battalion to storm both bridges in one go. I'll let it go in guns blazing and hope to overwhelm any defenders. To be sure my companies start unpriming the second bridge as soon as they arrive I turn on the Secure Crossing option.
Dorshout
VEGHEL
As the battalion won't stop to unprime this first bridge it is up to the follow-up Engineer company to do this.
Edit Task
Attack
Formation Unspecified
Start
End Day 1 19 : 26
Assault At: Auto
Speed Normal Fastest
Route Unspecified Quickest
Avoidance Shortest
Covered Safest
Aggro Min Norm Max
ROF Min Norm Max
Losses Min Norm Max
Ammo Min Norm Max
Basics Min Norm Max
Fuel Min Norm Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage Auto
Depth Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Secure Crossing
Avoid Friendlies
Retake Position
Defend In-Situ
Rest None Min Norm Max
Est. Orders Delay 00:00:30
Est. Start Time D1, 13:30
Dismiss


D1 - 13:30h
The Engineers enter the field and are tasked to assault the first bridge. I opt to lower the Aggro to Min as I want them to focus on unpriming the bridge instead of engaging the enemy.
13 : 35
Delay 35 minutes
14 : 10
Looking at the estimated start time of the battalion, which is 14:00h, I notice that the Engineers will start their assault earlier. I untick the Auto box next to the Assault time and change it to 14:10h. This should ensure that the battalion executes its orders first, screening the Engineers' advance.
Edit Task
Attack
Formation Unspecified
Start Day 1 13 : 35
End Day 1 18 : 14
Assault At: Day 1 14 : 10 Auto
Speed Normal Fastest
Route Unspecified Quickest
Avoidance Shortest
Covered Safest
Aggro Min Norm Max
ROF Min Norm Max
Losses Min Norm Max
Ammo Min Norm Max
Basics Min Norm Max
Fuel Min Norm Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage Auto
Depth Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Secure Crossing
Avoid Friendlies
Retake Position
Defend In-Situ
Rest None Min Norm Max
Est. Orders Delay 00:00:20
Est. Start Time D1, 13:50
Dismiss
Dismiss

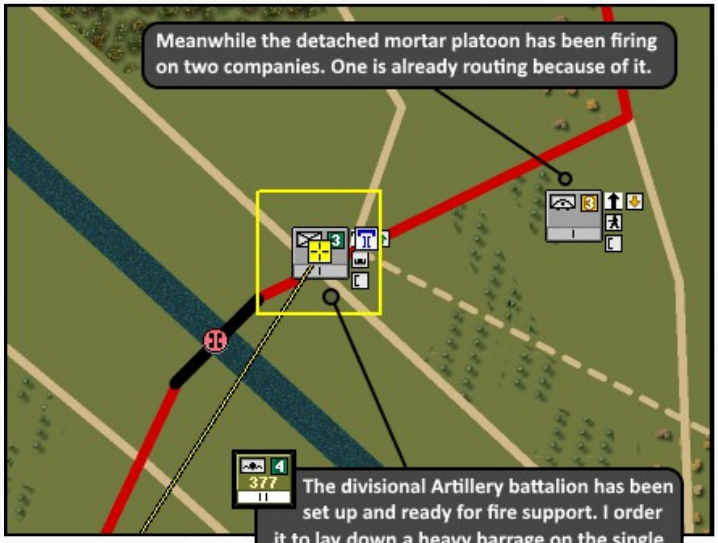

D1 - 14:20h
The attack is underway and we are in luck. The first bridge is unguarded! With our limited view on the seconed bridge that one might be unguarded aswel.
Dorshout
VEGHEL
D1 - 14:26h
The Engineers arrive at the bridge and can start to unprime it. To check its progress click on the "1CP" button of the taskbar.
Crossing Point
Rail Bridge
Primed
Fully primed bridge


D1 - 15:00h
Dorshout
D Company gets detached from the battalion to defend this bridge
VEGHEL
The Engineer company is still unpriming its bridge.
Having encountered no opposition I immediately steer my battalion towards the other bridges. There have been reports of two enemy units, so I put up an Attack order, much in the same vein as the first one.
D1 - 15:13h
A detached mortar platoon from another battalion lends a hand in the attack. I order it to bombard the last known enemy positions near one of the road bridges.
Leest



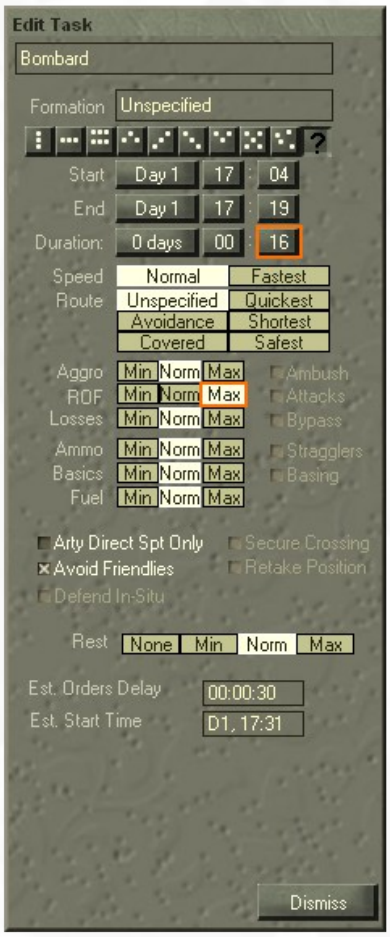
The Engineers join D Company at the next bridge. I gave them the Secure Crossing order and reduced their Aggro to Min as not to distract them to much from their task.

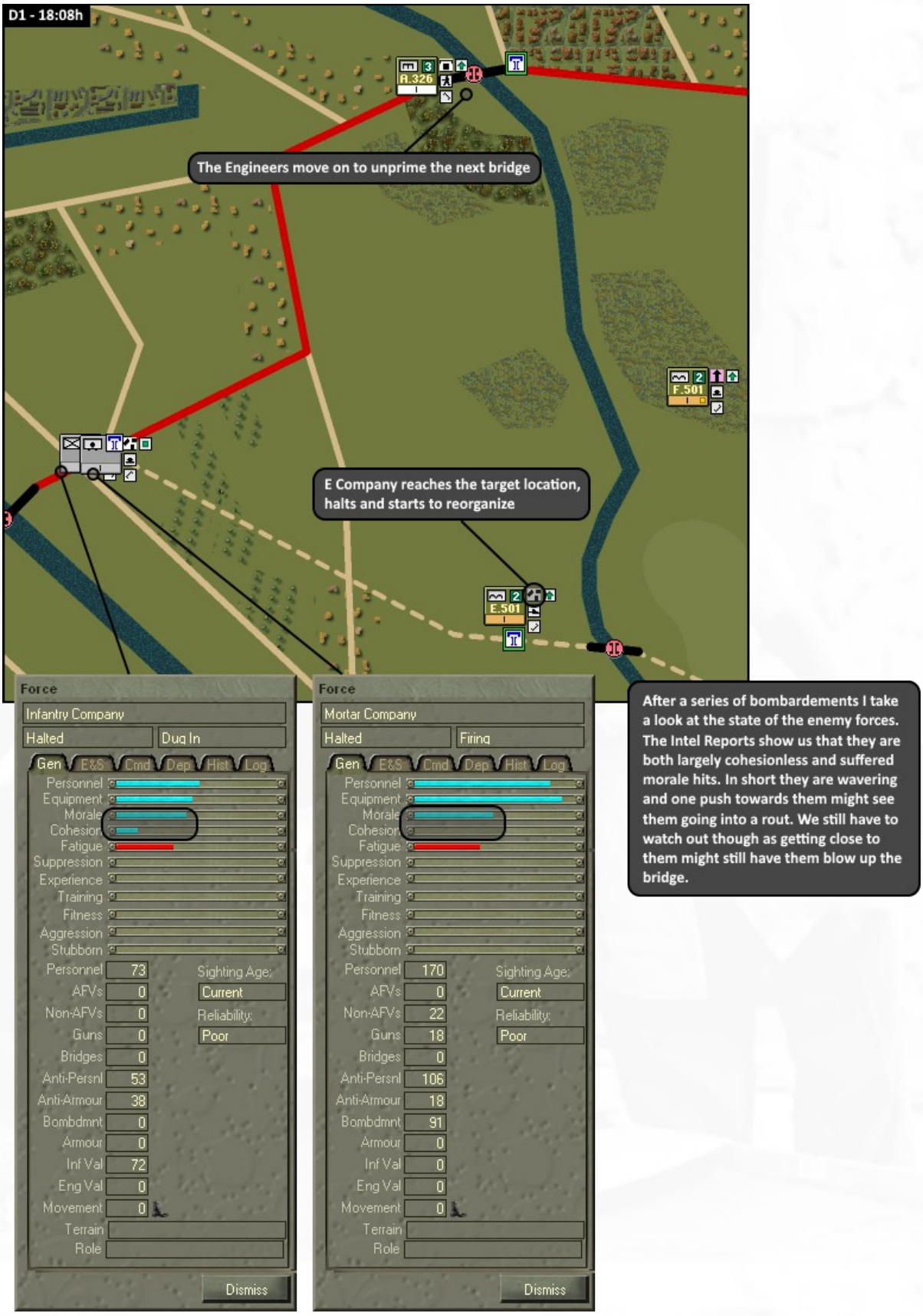
By now the battalion's attack has commenced. F Company is advancing on the north bank of the river while E Company sticks with the southern bank.



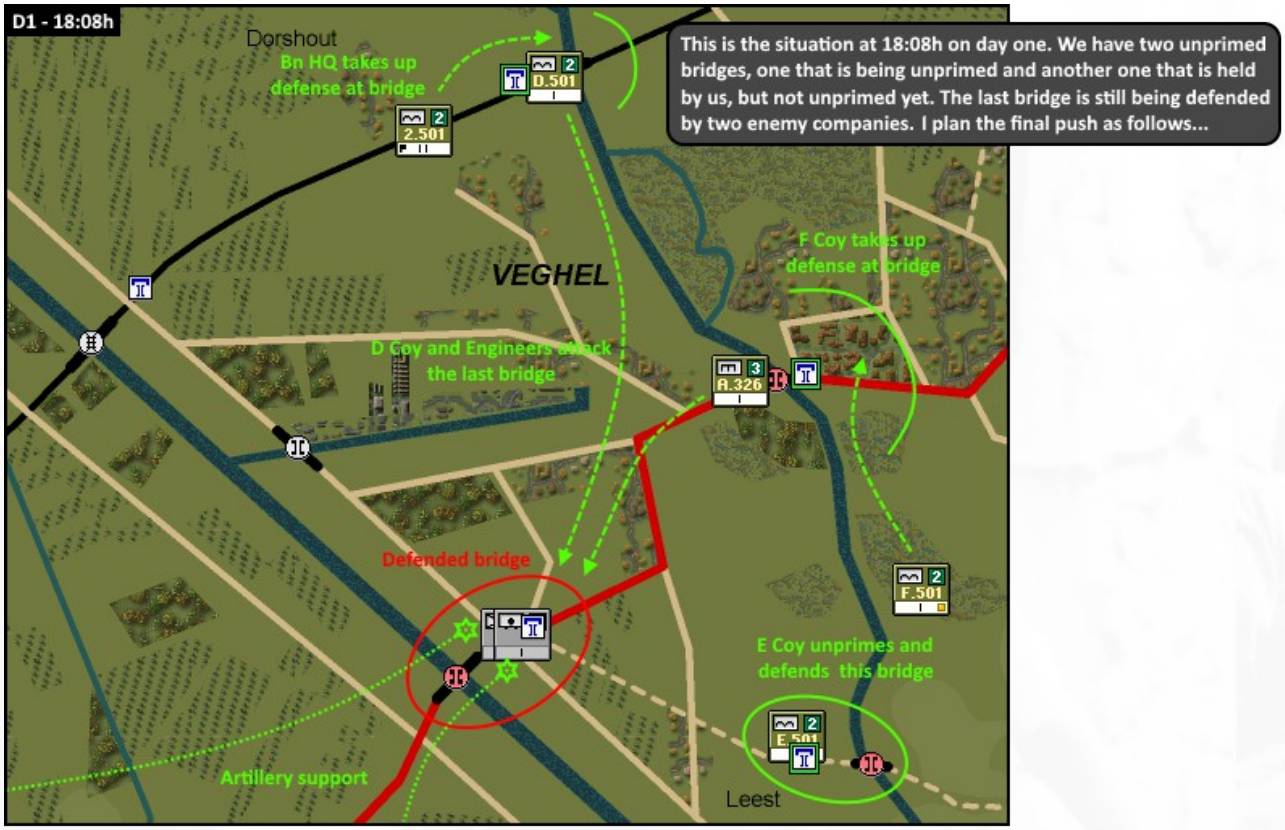
Meanwhile the detached mortar platoon has been firing on two companies. One is already routing because of it.

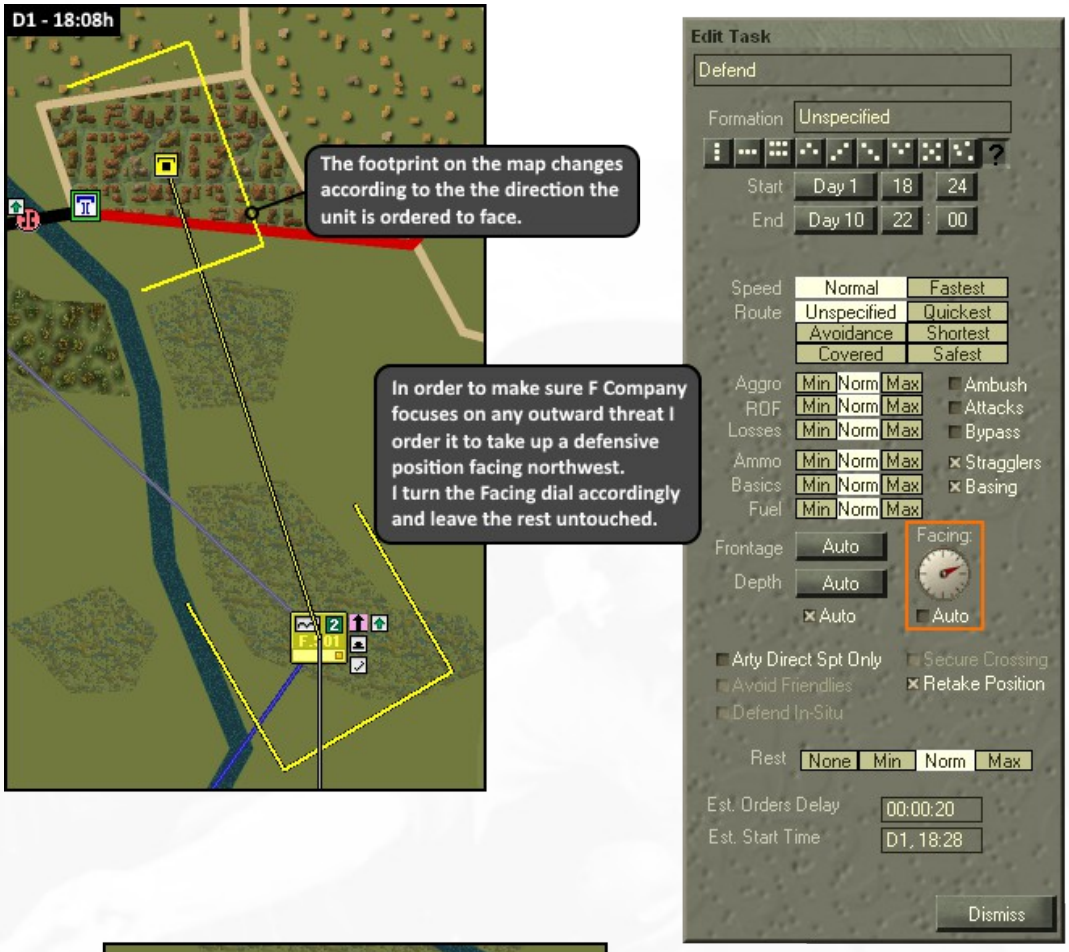
The divisional Artillery battalion has been set up and ready for fire support. I order it to lay down a heavy barrage on the single defending company at the bridge.
I extend the duration of the Bombard order to sixteen minutes and put the ROF to Max.

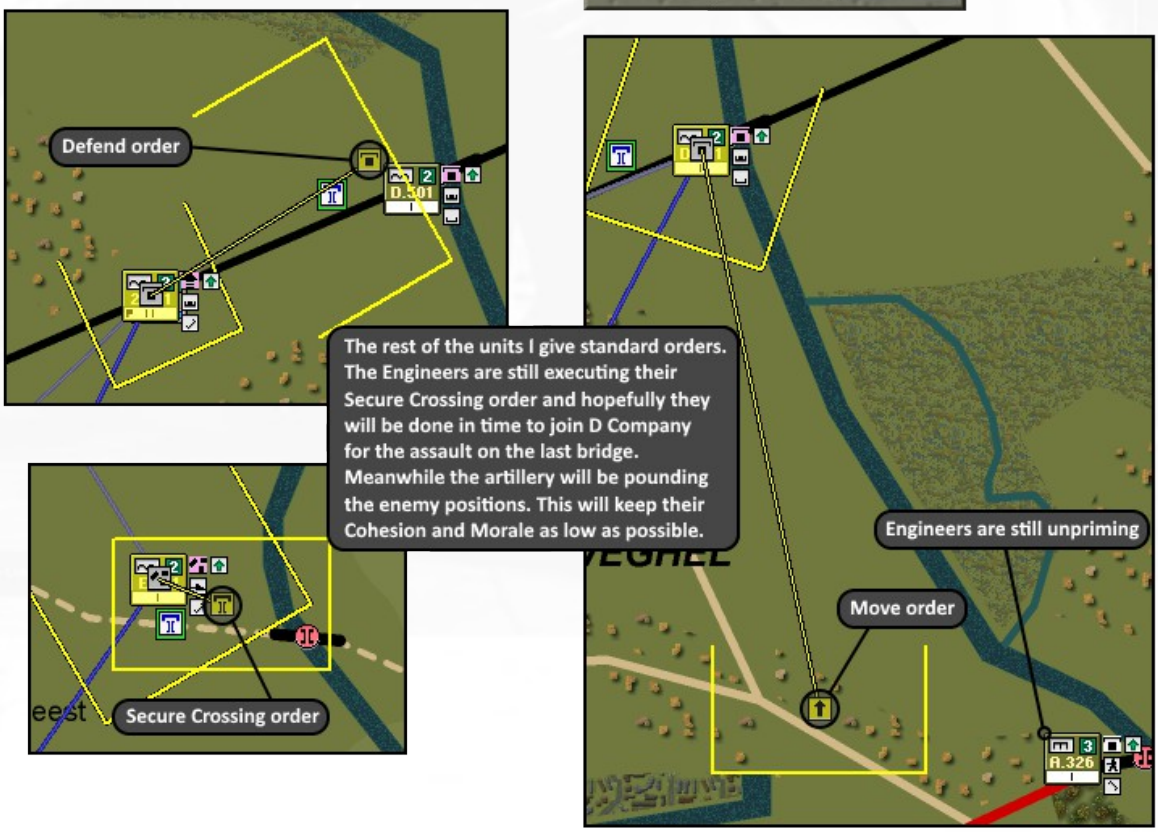




Let's slow down for a moment and take a look at our situation. We have about two hours of daylight left, but one last bridge eludes us. One last attack should do it. Up until now all of the crossing points have been taken without opposition. The last one is defended though.


D1 - 18:08h
Dorshout
Bn HQ takes up defense at bridge
2 D.501
2 2.501
This is the situation at 18:08h on day one. We have two unprimed bridges, one that is being unprimed and another one that is held by us, but not unprimed yet. The last bridge is still being defended by two enemy companies. I plan the final push as follows...
VEGHEL
F Coy takes up defense at bridge
D Coy and Engineers attack the last bridge
3 A.326
Defended bridge
2 F.501
E Coy unprimes and defends this bridge
2 E.501
Artillery support
Leest

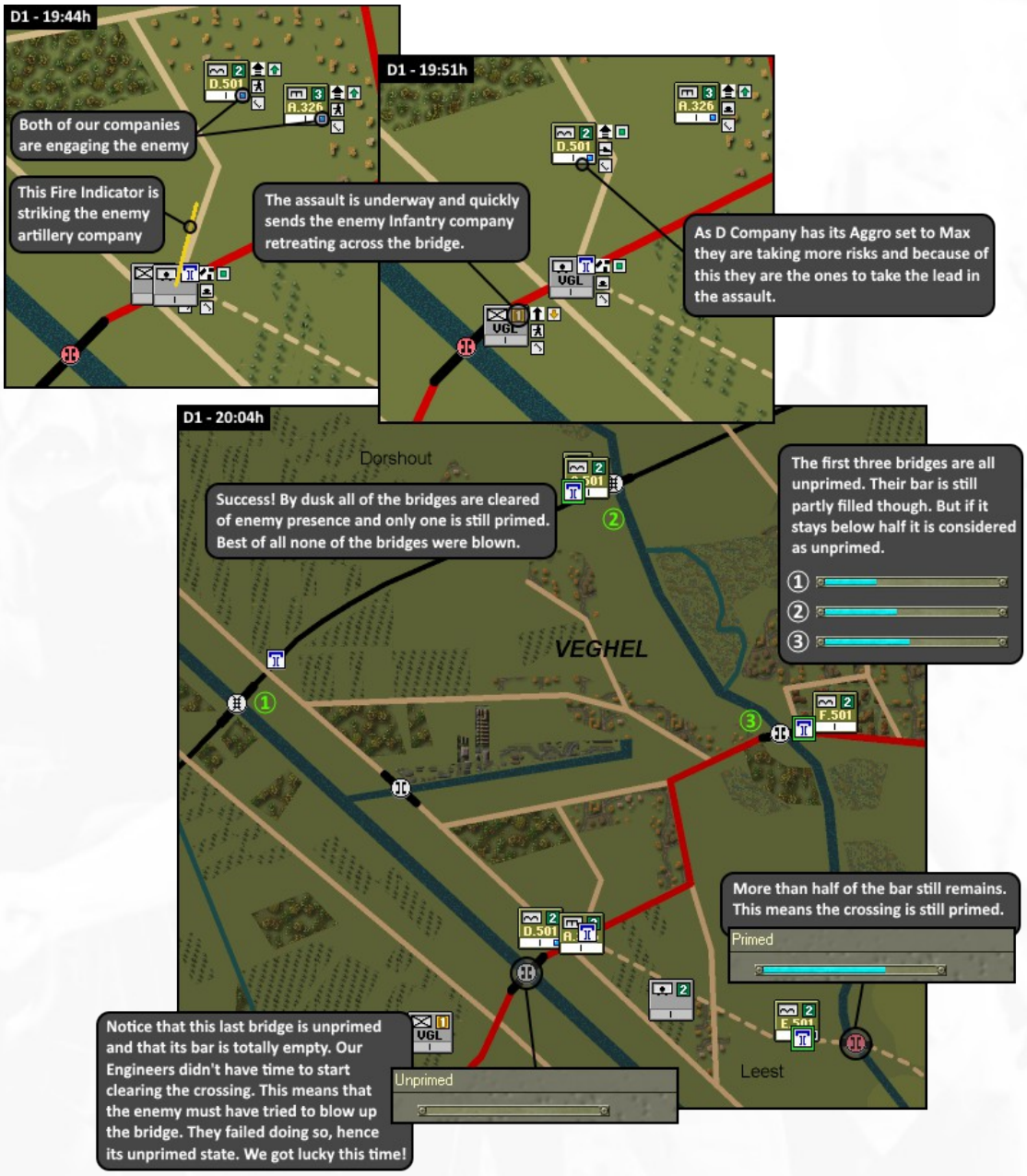

D1 - 18:08h
The footprint on the map changes according to the the direction the unit is ordered to face.
In order to make sure F Company focuses on any outward threat I order it to take up a defensive position facing northwest.
I turn the Facing dial accordingly and leave the rest untouched.
Edit Task
Defend
Formation
Unspecified
Start
Day 1
18
24
End
Day 10
22
00
Speed
Normal
Fastest
Route
Unspecified
Quickest
Avoidance
Shortest
Covered
Safest
Aggro
ROF
Losses
Ammo
Basics
Fuel
Min
Norm
Max
Ambush
Attacks
Bypass
Stragglers
Basing
Frontage
Auto
Depth
Auto
Facing:
Auto
Auto
Arty Direct Spt Only
Avoid Friendlies
Defend In-Situ
Secure Crossing
Retake Position
Rest
None
Min
Norm
Max
Est. Orders Delay
00:00:20
Est. Start Time
D1, 18:28
Dismiss


Defend order
The rest of the units I give standard orders. The Engineers are still executing their Secure Crossing order and hopefully they will be done in time to join D Company for the assault on the last bridge. Meanwhile the artillery will be pounding the enemy positions. This will keep their Cohesion and Morale as low as possible.
Engineers are still unpriming
Move order
Secure Crossing order

The Engineers finally unprime their bridge and attack orders are given to D Company and the Engineers.
I want both companies to start their assault at the same time and manually change that time to 19:35h. Both companies will try to secure the bridge, but D Company will be have a higher Aggro and ROF. They will spearhead the assault and the Engineers will give backup.

D Company's Attack order

Engineer's Attack order



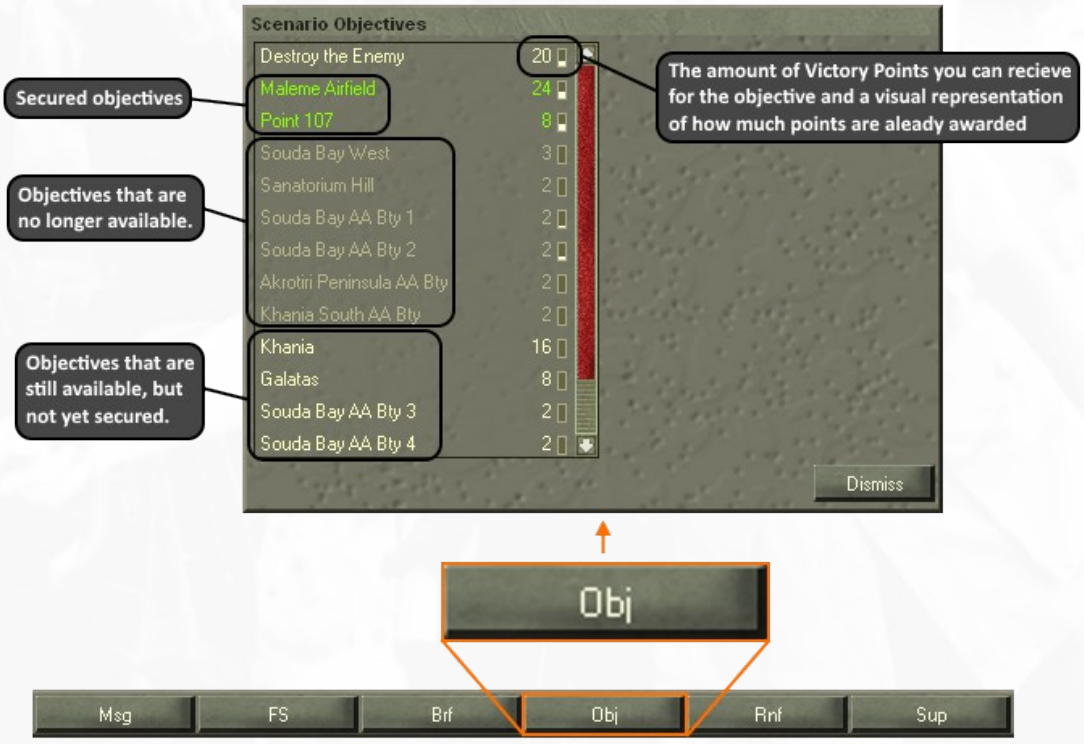
All in all the plan worked like a charm. Our battalion is deployed at the bridges and the operation can continue unabated. Keep in mind that attacking primed defended bridges is always a gamble. Yet most of the you time don't really have any other choice but to attack them. You can however sway the odds to your advantage by keeping the defender's heads down and making their life as miserable as possible. Do this by bombarding them or shelling them from long range. The enemy will only try to blow the bridge when you are assaulting the crossing. So when that finally happens the likelyhood of them blowing a bridge are quite low.

Notice that during this example I use a mixture of Attack orders with the Secure Crossing option and Secure Crossing orders in itself. The reason for this is that the Secure Crossing order should only be used if you are certain that the target location is safe. Units that have been given this order will ***not*** be ready to attack the enemy. The advantage of this order though is that your units will not tire themselves out as much and will not lose as much Cohesion as compared giving them an Attack order.

- Claiming victory – scenario objectives -

Fighting and destroying the enemy isn't necessary the road to victory in Command Ops 2. Each scenario has objectives that need to be achieved. Most of the time you are tasked to seize or defend a vitally important position. The various objectives in the scenario reflect this. In some cases you'll be hard pressed to accomplish all of your objectives. Therefore it is up to you to prioritize and formulate a plan to achieve overall victory.

It is advisable to review you objectives before actually starting to play through the scenario. Taking a look at the objectives and the scenario briefing will give you a general feel of what needs to be accomplished and will help you in planning ahead. The "Obj" button on the taskbar opens up the Objectives dialog box and the "Brf" opens up the Briefing dialog box.



The Objective dialog box lists all of the scenario's objectives and shows you how important each one of them is, as evident by the values next to them. Clicking on an objective in the list will show more details, like its duration and what you need to do to achieve it. When an objective is selected in the list it will highlight itself on the map and its radius will also be shown.

A couple of the most recurring objectives are:

- **"Destroy the Enemy":**

  Quite straightforward, you need to destroy a percentage of the opposing side. Do this by eliminating Personnel or Equipment or just by wiping out entire units. Victory points are awarded depending on how much you destruction you cause.

- **Secure objectives:**

  These most of the time have both a **Occupation** and **Completion** parts. Occupation victory points are gained by keeping units in the objective radius during the start and end times. The longer you retain the objective the more points you will recieve. Completion victory points are awarded in full if you hold the objective at the end of the scenario. These objectives can be contested though. In which case you'll need a 10-1 superiority in combat power to actually claim the objective. So beware as one lone enemy unit can keep you from securing your objective.

• **Exit objective:**

Any unit that goes through an Exit objective will give you victory points. These units will leave the map, so be carefull you won't be able to use them any more. Just moving your units to an Exit objective is not enough though. An Exit order needs to be given for them.

So how do you know how well you are doing during the game?
A part of the Controls dialog box shows the sway of the battle. If the needle is pointing straight upward it is a draw. If it is pointing to the right you are winning, to the left you are losing. The amount of deviation from the center accounts for how much you are winning or losing. Don't be fooled though, it is the outlook of the battle at that very moment. Given enough time this can still change quite a bit. So don't focus to much on this while playing through the scenario.

One more thing to remember is that your side's objectives don't always match the enemy side's objectives. While it is possible that both sides have objectives on the same location it doesn't necessarily need to be so. And as you can only see your own objectives, you are left guessing as to what the opponent's objectives are.

- Assorted tips -

Here are some assorted tips that will make your life easier while playing the game:

- **Pause the game:**

  Yes, I know this is a real-time wargame, but pausing the game to issue orders or survey the map won't make you less of a commander. If things get to hectic, slow down or pause the game. In bigger scenarios with multiple fronts this is almost a necessity. Pressing the Spacebar will pause the game, pressing it again will let the game resume again.

- **Opening a second Force Data dialog box:**

  It is possible to open a second Force Data dialog box. This will enable you to quickly compare two units. Just select a unit, then *shift-right-click* that unit, choose "Force Data" from the dropdown menu and a new dialog box will pop up.

- **Keep Cohesion and Fatigue in check:**

  Doing anything other that standing still will result in Cohesion loss and Fatigue gain. Cohesion is fickle and can both be lost as well as gained pretty quickly. Fatigue on the other hand tends to build up quite slowly, but will stick around for longer. Not resting your troops enough is generally a bad thing to do.

- **Make use of "blanket orders":**

  At the end of the day I tend to reattach most of my units, especially the ones that I'm not going to use throughout the night. If you reattach units to their superior HQ's they will probably scoot off to places you don't want them to go to. To stop them from doing this I give the superior HQ an order with the "In-situ" formation. This means that units will execute the order in their current locations. This is what we call giving a "blanket order". If your superior HQ has a In-situ rest order for example any reattached unit will take a rest on the spot.

- Closing notes -

Here we are again at the end of another guide. Together with the quickstart guide you should now have a definite foundation to play Command Ops 2. Be wary though that the game still has quite some intricacies left in it. Like the supply chain, reinforcements, using ad-hoc groups and much more...

But I'm confident that with some perseverance most of you will be able to find your way in Command Ops without to much trouble by now. So what are you waiting for? Fight your way through the North African desert, head into the Greek hills or cut your way through the Ardennes forest.

Some useful links:

The Command Ops 2 manual- All details concerning the game can be found in the manual. It is a hefty tome, but it explains just about everything of the game.

The official Command Ops 2 forums- Feel like discussing the ins and outs of the game? This forum is full of veteran wargamers. Don't let their grizzled appearance fool you, they're actually really nice people.