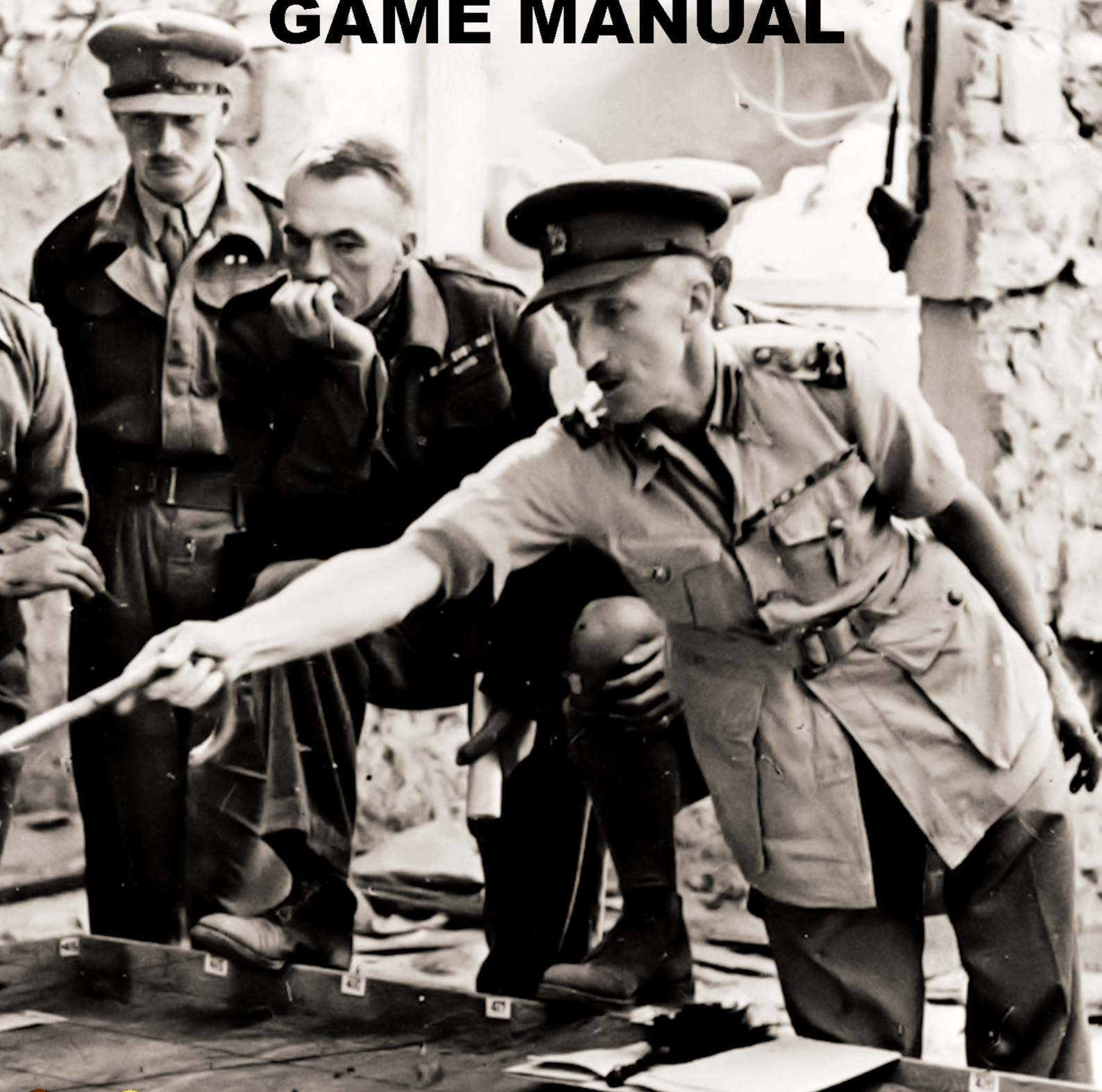


# COMMAND OPS 2

## GAME MANUAL





# **Game Manual**

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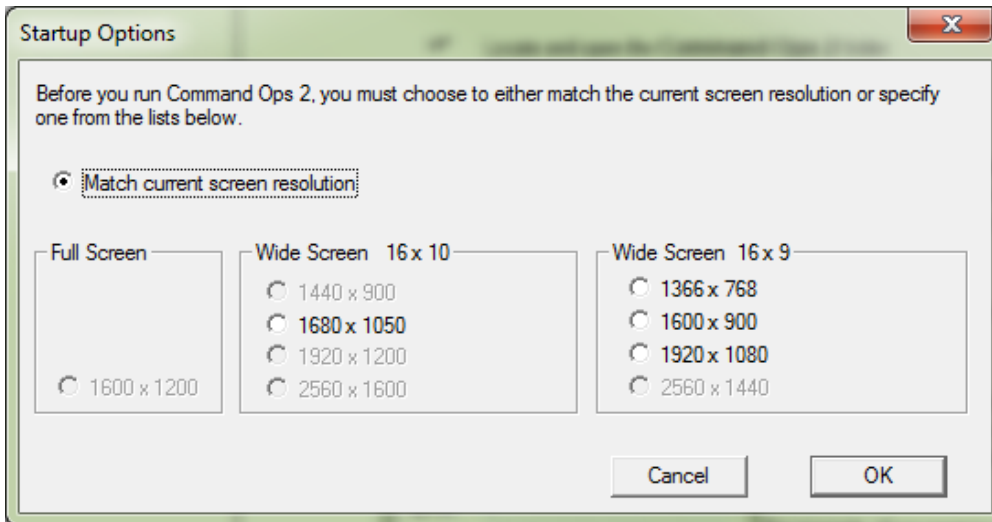




## Basics

### Start the Game

- ☞ Select the game from the Start menu and select your preferred resolution from the Startup Options dialog or simply choose the default “Match Current Screen Resolution” option.



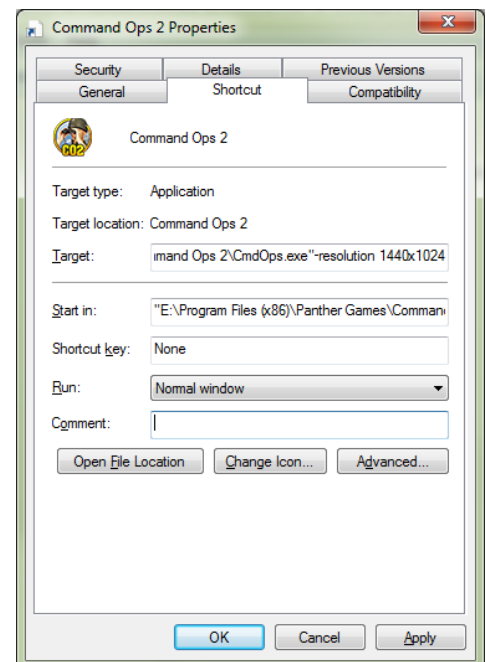
### Run in a Specific Screen Resolution

Command Ops 2™(CO2) is designed to run at one of the 9 preset resolutions or to match the current screen resolution . However, you can run the game at any resolution from 1366×768 to 3200×1990. To do this you must change the shortcut used when the game is launched:

- ☞ Right click on the **Start** button on the task bar and select Explore
- ☞ Locate and open the **Command Ops 2** folder

Note this may vary depending on where you have installed it.

- ☞ Duplicate the **Command Ops 2 Quick Start** shortcut by right-clicking on it, selecting **Copy**, then right-clicking on an empty space in the same area and selecting **Paste**.
- ☞ Right-click on the new shortcut and select **Properties**



- ☞ In the **Target:** field, scroll to the end of the line, add a space, then add the text **-resolution 1440x1024** (replace the numbers with the width and height of your desired resolution)

For example, if you want to run the game with the screen set to 1440 pixels wide and 1024 pixels high, you would add the text **-resolution 1440x1024**. If you have a default install, the complete contents of the **Target:** field would read:

⊕ "C:\Panther Games\Command Ops 2\CmdOps.exe" -resolution 1440x1024

- ☞ Click OK

- ☞ Launch the new shortcut and CO: BFTB will run in the resolution you have selected.

You might want to rename the shortcut afterwards to match the resolution you have selected.

## Start a New Single-Player Game

### Select Scenario

- ☞ On the Startup Screen, select New Game to open the Scenario Selection screen

Left and right click the Module button to navigate to the different data modules (scenario packs). Doing so will refresh the list of scenarios. These are sorted by name by default. Click on the Sort button to sort by Start, Duration or Active Unit Count. If you click on an entry in the list, a Situation Awareness Map (SAM) appears at the top right



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and a description appears at the bottom right.

The SAM provides operational context for the scenario, showing where the battle takes place in the bigger picture. It also provides a bit of information about where the front lines are and what forces are in play. It is designed to be viewed from a neutral perspective and should not include information that only one side would know.

If there is no SAM for the scenario then the default SAM image will appear.



Select the desired scenario from the list and either click OK or double-click the scenario name open the New Scenario Options window.



t o

## Set Scenario Options

From the **New Scenario Options** window:

### Select a Side

- ☞ Click the Play As button

### Set the Orders Delay

- ☞ Move the Orders Delay slider to the desired level of orders delay

See [Work with Orders Delay](#) and [Orders Delay](#) for more information.

### Select the Weather Schedule

- ☞ Click on one of the four Weather buttons

See [Weather Options](#) for more information.

### Select the Reinforcement Schedules

- ☞ Click on the Axis Reinforcement Schedule button until the desired schedule appears
- ☞ Repeat for the Allies

See [Reinforcement Options](#) for details.

### Select the Supply Schedules

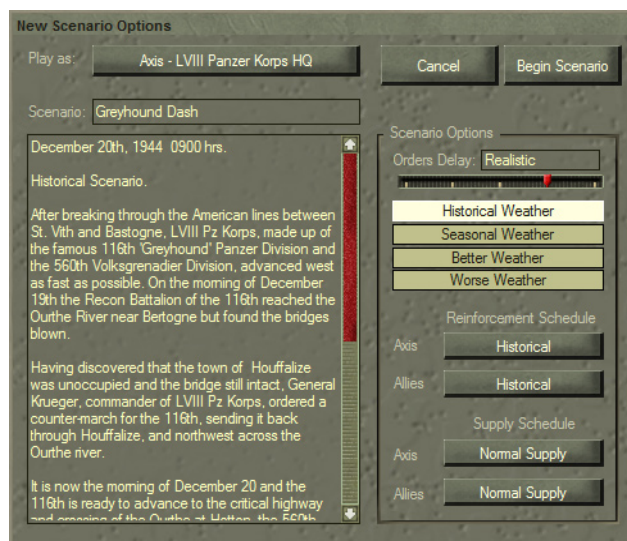
- ☞ Click on the Axis Supply Schedule button until the desired schedule appears
- ☞ Repeat for the Allies

See [Supply Options](#) for details.

### Start the Game

- ☞ Select Begin Scenario

A progress window will appear while the scenario is loaded.



## Load a Single-Player Saved Game



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- ☞ On the Startup Screen, select Load Game to open the Choose a Saved Game to Play dialog,
- ☞ While playing a game, select the Menu button on the Display toolbar

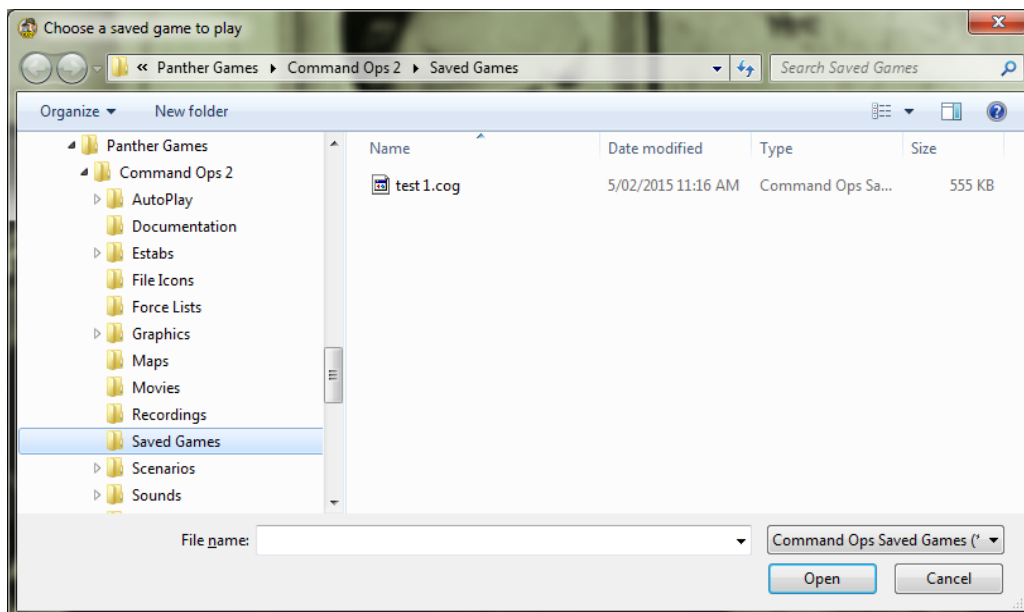


- ☞ From the Game Menu dialog click the Load Game button

Then from the **Choose a saved game to play** dialog:

- ☞ Select the desired saved game from the list and click Open, or
- ☞ Double-click the desired saved game







As you are starting a previously saved game, there are no options you can alter. A progress window will appear briefly while the saved game is loaded. For single-player games, you will not be able to select which side to play – only the side you played when saving the game will be available.

## Save a Game

While playing the game:

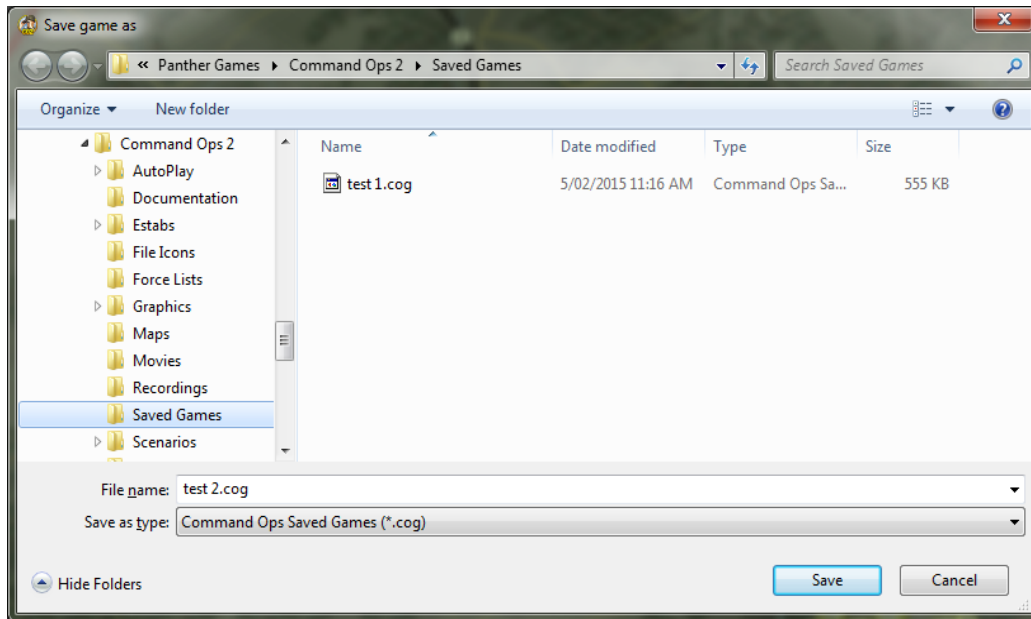
- ☞ Press Ctrl + S keys  +  or
- ☞ Select Menu from the Display Toolbar and
- ☞ Select Save Game from the Game Menu

This will open the Save Game As window.

- ☞ Type in the desired file name, or
- ☞ Select a previously saved game from the list to save over the top of it
- ☞ Select Save

Your game will be saved and the game screen will be displayed again.

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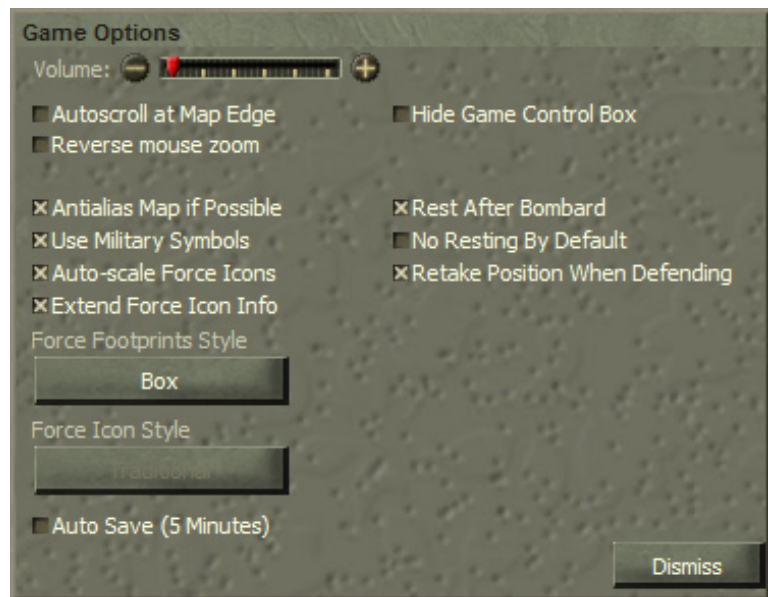


### Auto Save

To automatically save the game every 5 minutes of real time:

- ☞ Select Menu from the Display Toolbar and
- ☞ Select Options from the Game Menu
- ☞ Check the Auto Save box on the Options Tab in the Sidebar

Note that this works in both single and multi-player games. The game will save even if it is paused or minimized. The game will be saved as **AutoSave.cog** and will be overwritten by the next auto save.



## Play a Multi-Player Game

### What You Will Need

To play CO: BFTB against another human, you'll need the following:

- ⊕ An Internet or Local Area Network (LAN) connection to an opponent with the same version of the game
- ⊕ The Internet Protocol (IP) address of the player who will Host the game

An IP address is a number (in the format `www.xxx.yyy.zzz`) that uniquely identifies your computer on the Internet or a LAN. For internet connections this is usually assigned by your Internet Service Provider (ISP). CO: BFTB provides an easy way to find out your IP address (see [Get Connected](#)) for most setups; if you run into trouble, contact your ISP for assistance.

Please note that there is a difference between your local IP address ( as used within your LAN ) and your public IP address ( the one you use for connecting to the internet ). Often the IP address displayed on your machine is your local address – eg 192.168.0.2. Use a website like [www.whatismyip.com](http://www.whatismyip.com) to determine your public IP address.

### Find an Opponent

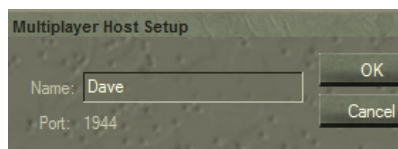
You can find someone to play against any way you like (common methods include e-mail, IRC, and Instant Messaging). There are various websites that maintain a register of potential opponents, including The Wargamer (<http://www.wargamer.com>). You can also use the included BattleHQ software to locate an opponent and set up a game. In choosing which player should host the game, remember that it's better to have the more powerful machine hosting.

### Get Connected

#### Host a Game

So you've lined up an opponent and arranged to be the host.

- ☞ Select Host from the Startup Screen
- ☞ Enter your name into the Multi-Player Host Setup dialog and click OK



The **Network Game Setup** dialog will now appear. Status information about your connection is shown below the **Choose Saved Game** button.

As the host, you need to tell your opponent your IP address. This is displayed at the bottom right of the Network Game Setup window. If you're playing over the internet:



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- ☞ Click the Copy To Clipboard button to copy the IP address
- ☞ Paste it into an email or instant message and send it to your opponent
- ☞ Wait for your opponent to log in

When your opponent has logged in, a message will appear in the chat log. While you are waiting for your opponent, you can select a scenario or saved game to play.

### Join a Game

The other player has a simpler job - tell your host that you're interested, and then start the game, click join, enter the host's IP address.

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If you are loading a saved game, both players will need a copy of the saved game file to play. One player will need to email this to the other – it doesn't matter which player. Saved games can be quite large, so it's a good idea to use WinZip®, WinRAR® or a similar compression program to reduce the file size before emailing the saved game. When resuming a saved game, you may be prompted to enter a password; this helps to prevent cheating and also guards against accidentally picking the wrong sides when setting up to play.

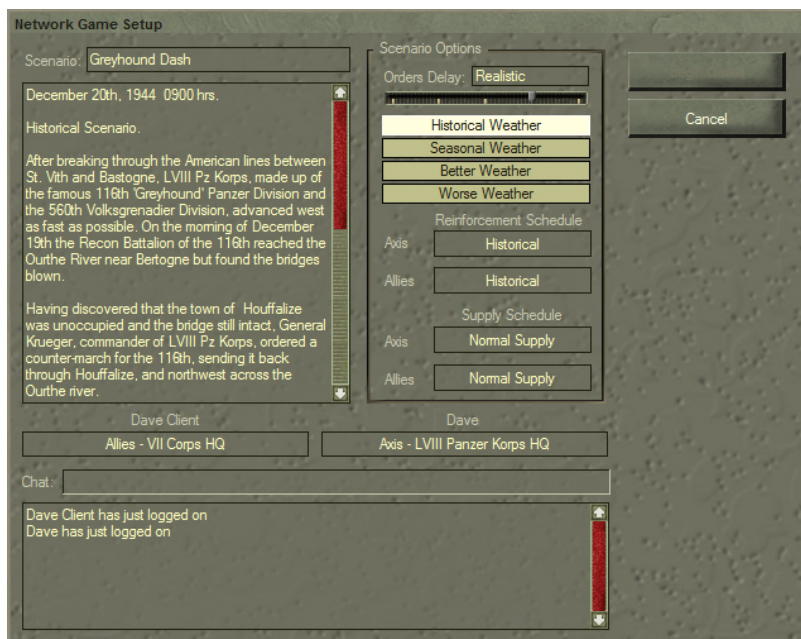
So you've arranged for your opponent to be the host, and you have your Host's IP address.

☞ Select Join from the Startup Screen

☞ Enter your name and the IP address of the Host into the Multi-Player Client Setup dialog and click OK.

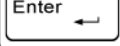


The **Network Game Setup** dialog will now appear. You cannot change any of the settings. The Host does this.



### Exchange Chat

You can exchange messages with your opponent. These messages will appear in the Chat log. To send a message:

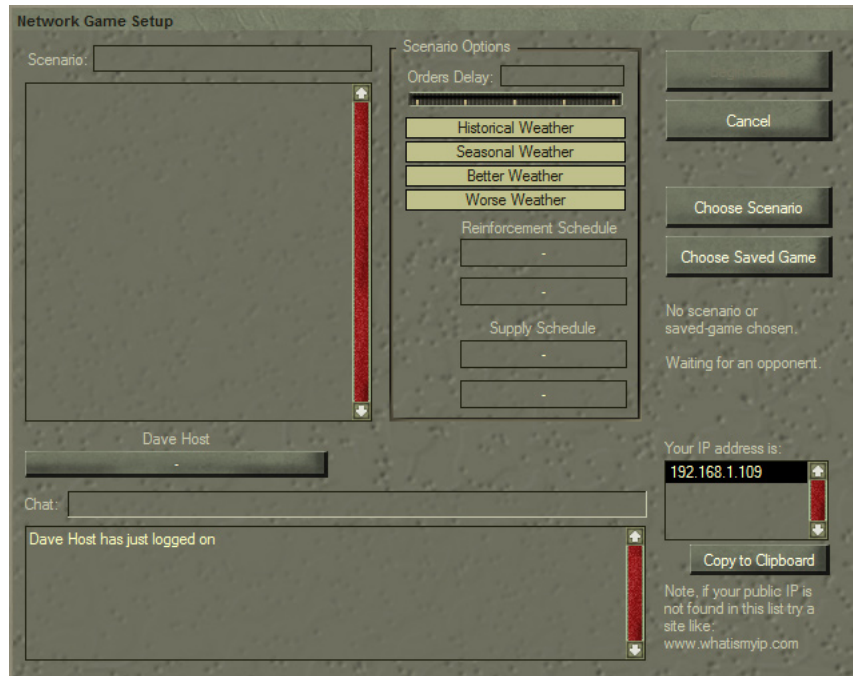
☞ Enter your message in the Chat box and press the Enter key 

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## Setup Multiplayer Game

### Choose New Multiplayer Scenario

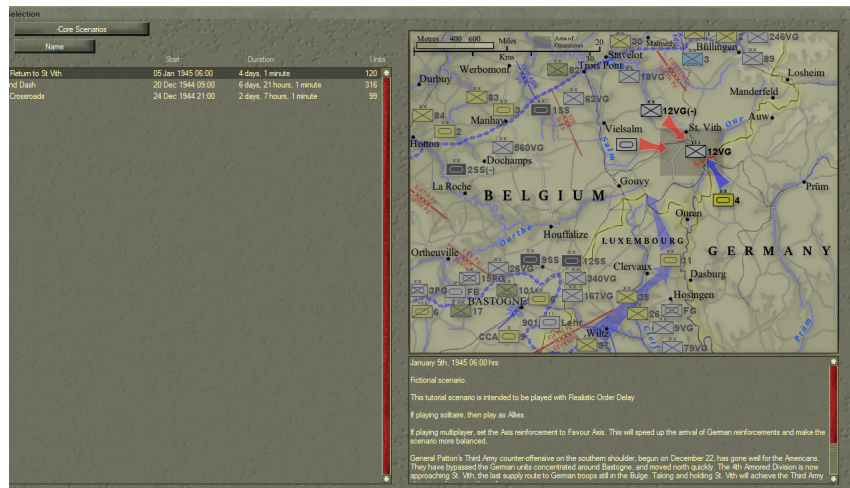
For the hosting player, setting up a new multi-player scenario is just the same as starting a single-player scenario ( see [Starting a New Single-Player Game](#) ). You will be presented with the Scenario Game Setup screen. Note that on the right, below the Choose Saved Game button you can see that no scenario or saved game has been chosen yet and you are waiting for an opponent. You don't need to wait for an opponent to setup the scenario or saved game.



Click Choose Scenario

From the Scenario Selection screen, select the desired scenario from the list

Hit OK



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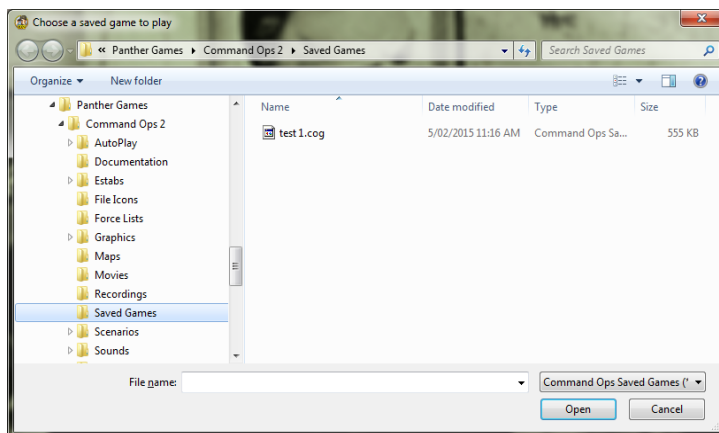
This will take you back to the Network Game Setup Screen, which will now be seeded with the scenario data.



### Choose Multiplayer Saved Game

As an alternative to starting a new multiplayer scenario you can restart a saved game. The saved game must be a multiplayer save not a single player save.

- ☞ Click Choose Saved Game
- ☞ From the Choose a saved Game to Play screen, select the desired saved game from the list
- ☞ Hit Open



Note both players must choose the exact same saved game. It is recommended that the host email the client their saved game and that the client places this in their Saved Games sub directory.

### Choose Side

Once your client joins you will see two Side buttons with the host assigned to one and the vlient to the other.

- ☞ Click either Side Selection button to swap sides



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### Multiplayer Scenario Options

- ☞ Set scenario options just as you would for a single-player game

The joining player cannot select a scenario or set the scenario options.

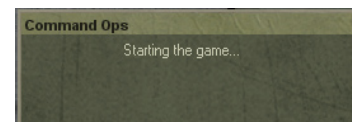
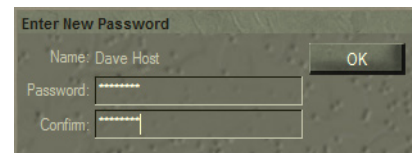
### Begin the Game

Once your opponent has been logged in and a scenario or saved game chosen, you are ready to start. This will be shown in the connection status information under the **Choose Saved Game** button. To start playing,

- ☞ Select Begin Game

Both players will be prompted to enter a password for the game. If you save the game, this password will be required to start playing the saved game, so make sure you write it down!

- ☞ Enter a password (it is case-sensitive)
- ☞ Confirm password
- ☞ Click OK



Depending on the size of the scenario and the speed of your machine it may take some time for the scenario to load. The following message will appear. Please be patient.

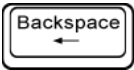
Also note that while in solitaire play game events are processed immediately, in multiplayer they are of necessity stored and transmitted to the other machine for processing. Hence there may sometimes be a short lag, depending on your network speed. Moreover, when the game is paused, things like the Air Strike counter won't be updated until the game is started running again.

## Exchange Messages During Multi-Player Games

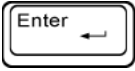
To send a message:

Hit the Enter key 

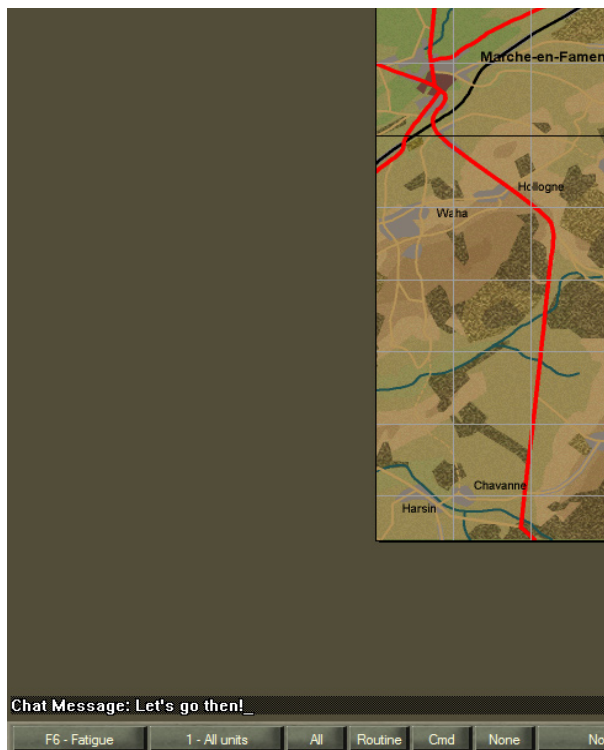
Type your message

Use Backspace  to erase the last character

As you type your message, it will be displayed at the bottom left of the Battlemap.

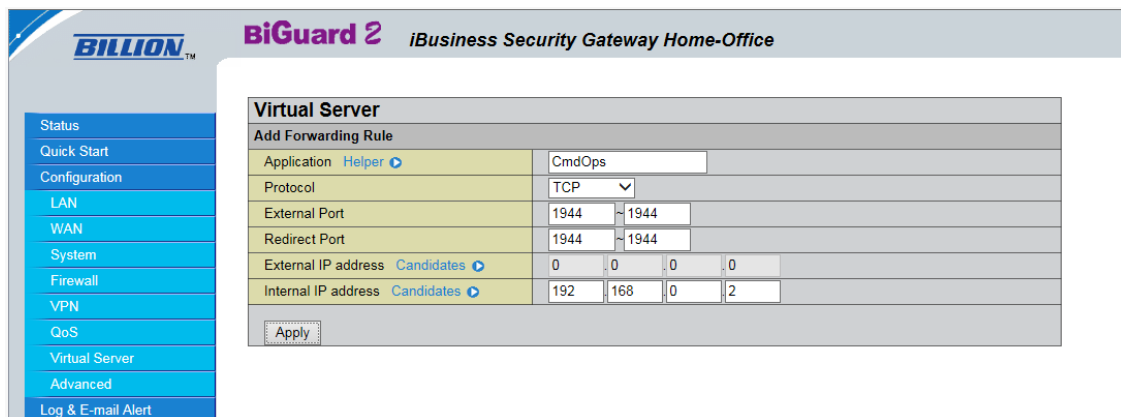
Hit Enter  again to send the message to your opponent.

The chat messages then appears in the message list at the top left of the Battlemap.



## Firewalls, Internet Connection Sharing & Port Forwarding

You will need to configure your router to ensure that access to port 1944 is permitted. You do this by configuring Port Forwarding using the software that comes with your router or firewall. By way of example, here is a setup for a machine with an IP address of 192.168.0.2 connecting via a Billion router.



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Some firewalls may not allow you to open or close a particular port but will allow you to grant access to certain programs – if you have one of these firewalls, you should give Command Ops 2 both Access and Server permissions for the Internet Zone. Depending on your firewall, you may not be able to host multi-player games even if you have given Command Ops 2 these permissions, but you should be able to join without problems.

### Reconnect

If for any reason connection between the host and the client is lost then:

- ☞ Reconnect - see [Get Connected](#)
- ☞ Load the last saved game you had - see [Choose Multiplayer Saved Game](#)

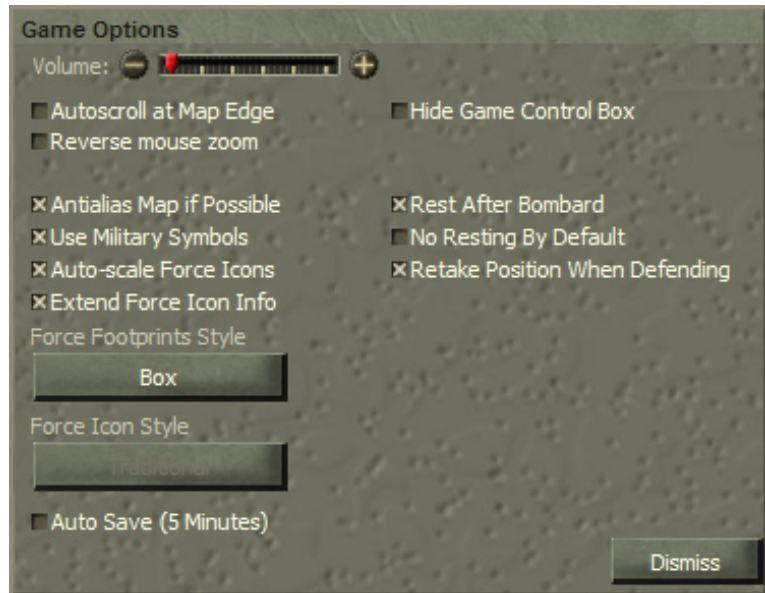
When playing multi-player:

- ⊕ Save early, save often or
- ⊕ Turn on Auto-Save - see [Auto-Save](#).

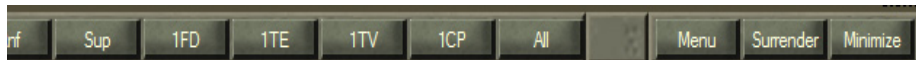
### Set Sound Volume

To increase or decrease the volume of game sounds:

- ☞ Select Menu from the Display Toolbar and
- ☞ Select Options from the Game Menu
- ☞ Drag the red marker to the desired level in the Volume Controller of the Sidebar Options Tab, or
- ☞ Click one or more times on the Plus or Minus buttons, or
- ☞ Click on the Volume Controller notch that represents your desired sound level



## Minimise



- ☞ Select Minimise from the Display toolbar

The application will then be minimised and a button appear in the Windows Taskbar.

To maximise / expand the application:

- ☞ Select the Command Ops button in the Windows task bar

## End a Scenario

To exit a scenario:

- ☞ Select Menu from the Display Toolbar

This will display the Game menu in the middle of the screen.

To end the scenario and go back to the **Startup Screen**:

- ☞ Select Leave Game

To end the scenario and go back to the Windows® desktop:

- ☞ Select Quit Command Ops

To go back to playing the scenario:

- ☞ Select Return to Game



## Quit the Game

To quit Command Ops:

- ☞ Select Quit Command Ops from the Game menu

See [End a Scenario](#) for information on how to quit during a game.

# How to Play the Game

## Introduction

Command Ops 2 is the fifth in the Command Ops (formerly Airborne Assault) series of event driven, pausable continuous time wargames. Since its inception the series has been breaking new ground. While there are many innovative features we have endeavoured to provide a very intuitive interface. If it looks like it should work this way then it probably does. Try it and see.

We have also endeavoured to keep things simple, with the complexity “under the hood” ( ie managed by the AI ). You can play the game very simply as well. In fact in some of the simpler scenarios all you need do is give a few simple orders and hit the Run button. However, the real joy in playing comes when you get more involved.

As the player you are cast in the role of the senior on-map commander - ie the commander of the senior on-map unit, otherwise referred to as the “on-map boss”. The on-map boss may change during the course of play as reinforcements arrive or in the tragic event of the on-map boss being destroyed when the next senior unit takes charge. Regardless you are always the senior commander.

We encourage you to adopt the perspective of the senior commander. In real life the senior commander would usually command one or two levels down. So if the senior commander is a Divisional commander, he would issue orders down to his brigades and battalions. In a few special cases he may give direct orders to companies, but by and large he leaves their management to his subordinate commanders.

You can **trust your AI controlled subordinate commanders** to do a reasonable job of implementing your orders and managing their subordinates. That is the hallmark of the Command Ops game engine.

## Read the Game Screen

When the game starts, you will see the game screen on your main monitor. The main area of the screen is taken up with the Battlemap (see [Battlemap](#)). Along the left edge of the Battlemap, you will see the Controls dialogs. At the bottom of the Battlemap you will see the Toolbar ( see [Toolbar](#) ). The toolbar houses a number of buttons and controls.

From the left you have the **display filters**. Use these to turn on and off different overlays or graphical icons or change the data being displayed in an icon. In the middle you have the **dialog buttons**. Use these to show or hide the various dialogs. The All button shows/hides all the dialogs. They act as a toggle - ie if the dialog is open, then click it to hide it. If it's not opened, then click it to open it.

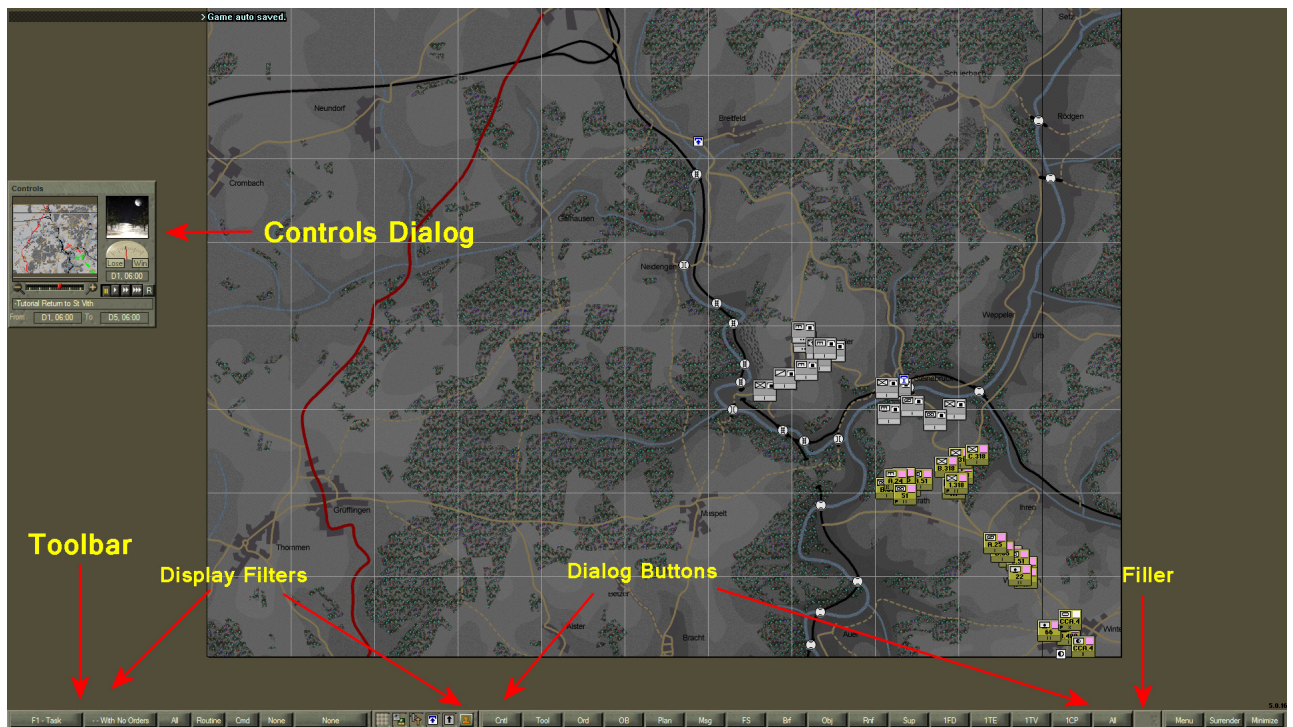
Use the Controls dialog to navigate via the StratMap, zoom the battlemap and set the game speed.

## Manage Dialogs

With Command Ops 2 we have moved away from the use of the sidebar to display all the data. Instead you now access data from various dialogs which you open using either the Main toolbar or from the context menu of unit, order and task icons on the battlemap.



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### Open Dialog Using the Toolbar

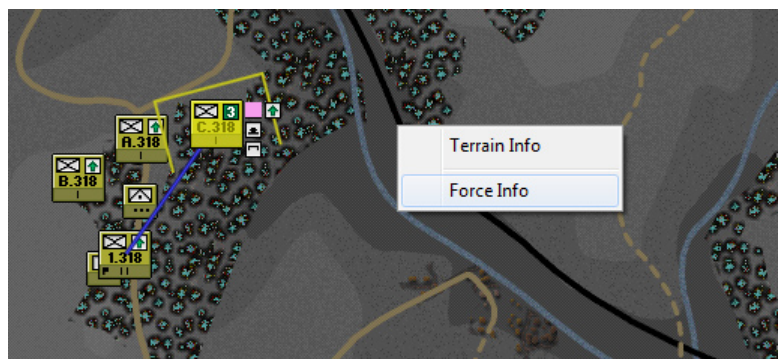
To open one of the dialogs:

- ☞ Click the appropriate button - eg to open the Fire Support dialog click "FS".

### Open Dialog Using the Context Menus

To open a Force Data dialog from the Battlemat:

- ☞ If not already selected, select a unit on the map (ie click it)
- ☞ Right click on a selected unit
- ☞ Select Force Info from the menu



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To open an additional force data dialog from the Battlemat:

- ☞ If not already selected, select a unit on the map (ie click it)
- ☞ Right click on a selected unit
- ☞ Hold the Shift key down and select Force Info from the menu

To open a Force Data dialog from the OB Display:

- ☞ Double click the unit in the OB display



To open an additional Force Data dialog from the OB Display:

- ☞ Hold the Shift key down and double click the unit in the OB display



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To open an Edit Task dialog:

- ☞ If not already selected, select an order task on the map (ie click it)
- ☞ Right click on a selected order task
- ☞ Select Edit Task from the menu

To open an additional Edit Task dialog:

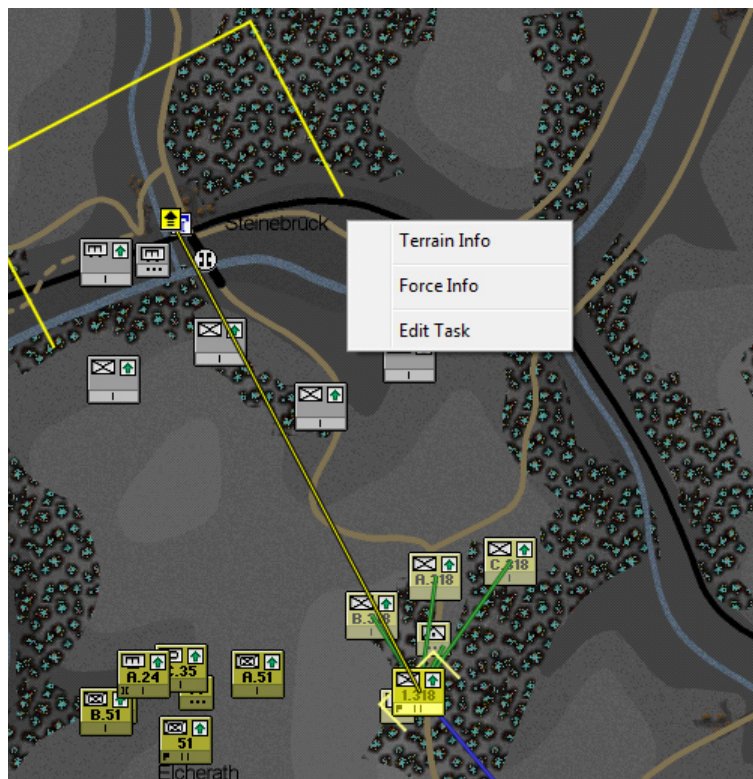
- ☞ If not already selected, select an order task on the map (ie click it)
- ☞ Right click on a selected order task
- ☞ Hold the Shift key down and select Edit Task from the menu

To open a View Task dialog:

- ☞ If not already selected, select a plan task on the map (ie click it)
- ☞ Right click on a selected plan task
- ☞ Select View Task from the menu

To open an additional View Task dialog:

- ☞ If not already selected, select a plan task on the map (ie click it)
- ☞ Right click on a selected plan task
- ☞ Hold the Shift key down and select View Task from the menu



## COMMAND OPS 2

### Close a Dialog

To close a dialog, either:

- ☞ Click on the Dismiss button at the bottom right of the dialog or
- ☞ Click on its button in the toolbar

Note if a data object (force, order, plan task) is deleted for any reason then any opened dialog displaying that object will remove its data from the dialog. So you may end up with a blank dialog.

### Reposition a Dialog

You cannot reposition the Toolbar. To reposition all other dialogs:

- ☞ Drag them to the desired location.

Note that the new position will be saved in your preferences. Next time you open the dialog it will appear in the saved location. This does not apply to additional Unit Data, Edit Task or View Task dialogs. For these only the position of the first one will be saved. Additional ones will be opened offset down and to the right from the first dialog position.





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Note by repositioning additional force data dialogs you can view the different tabs together to get a comprehensive view of the units data.

Alternatively you can compare the same data for multiple units.

### Update the Data

For Force Data, Edit Task and View Task dialogs you can update the data displayed in them by selecting another force, order or plan task from the map. This allows you to click on their icons and see the data for each very quickly.

Note it only works for the first force data dilaog, first edit task dialog and first view task dialog. Additional data dialogs retain the data of the object originally selected.



### Sync Selection of Forces

If you select a unit in the OB display it will select the unit on the map and it will update the data of the first Force Data dialog.





### Set Game Speed and Pause



Once the game has loaded and the Battlemap displayed, the game will remain paused until you set a play speed – called “running the clock”. Once the clock is running, the game will continue to execute until you pause it again.

The speed of play (i.e. the ratio of game time to real time) varies according to a host of factors including the speed of your computer, the size and complexity of the scenario, the number of units on map, their proximity to each other, the map area and terrain, the number of currently selected units and tasks, the number of on-map messages displayed, the screen resolution and so on.

From left to right they are: Pause, Slow, Normal, Fast and Run Until.

☞ Click one of the Run buttons to start play at the desired speed

To toggle between **Pause** and the currently selected Run speed:

☞ Click the left or Pause button to temporarily stop play, or

☞ Press the spacebar

To increase speed:

☞ Press the > key or click a faster Run button

To decrease speed:

☞ Press the < key or click a slower Run button

Some things can make the game run faster or slower:

⊕ Turning off map anti-aliasing can speed up the game (this is a special type of anti-aliasing and is not affected by video card settings) – see [Options Tab](#)

⊕ Leaving large numbers of units selected while the game runs can also slow the game down

### Speed in Multi-Player Games

The speed of play can be set by both players in multi-player games the same way it is in a single-player game – see [Set Game Speed and Pause](#) and [Run Buttons](#).

In a multi-player game, the game will run at the slowest speed chosen by both players. So if you choose Fast but your opponent chooses Normal, the game will run at the Normal speed. In such a case, you will see the Fast button depressed but the Normal button highlighted.

Whenever one player selects the **Pause** button or presses the

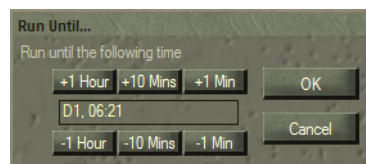
Space

spacebar, the game will pause

### Run Until

To specify a time that the game will run until using the fastest possible speed:

- ☞ Press the Run Until button
- ☞ Click on the +/- buttons to adjust the time as desired
- ☞ Press OK



The game will now run as fast it can, limiting refreshes to every 10 frames or thereabouts. In smaller scenarios this may appear a little jerky. At the specified time it will automatically pause the game.

While running both the Fastest and the Run Until buttons will be depressed. To view the specified time while the game is running:

- ☞ Roll over the Run Until button

## Offer or Accept Surrender

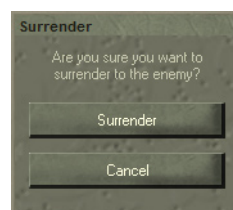
### Offer surrender

If you have had enough and want to concede defeat:

- ☞ Select the Surrender button on the Display Toolbar

A dialog will appear, asking you to confirm.

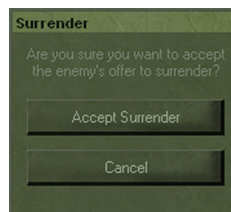
- ☞ Select the Surrender button.



The AI opponent will always accept your offer to surrender. When you surrender, you will not suffer any more casualties but you will also not receive any victory points, even if you still hold objectives.

### Accept surrender

When playing the computer (or another human), your opponent may assess that it's a lost cause and offer to surrender. If this happens, a message will appear in RED at the top left of the Battlemat offering surrender.



## COMMAND OPS 2

Note a computer opponent will only offer to surrender if you have a current Decisive win. Check the Victory meter in the sidebar.

Of course you can choose to ignore this and fight to the bitter end. If, however, you want to accept the surrender:

☞ Select the Accept Surrender button from the Display toolbar

A dialog will then ask you to confirm.

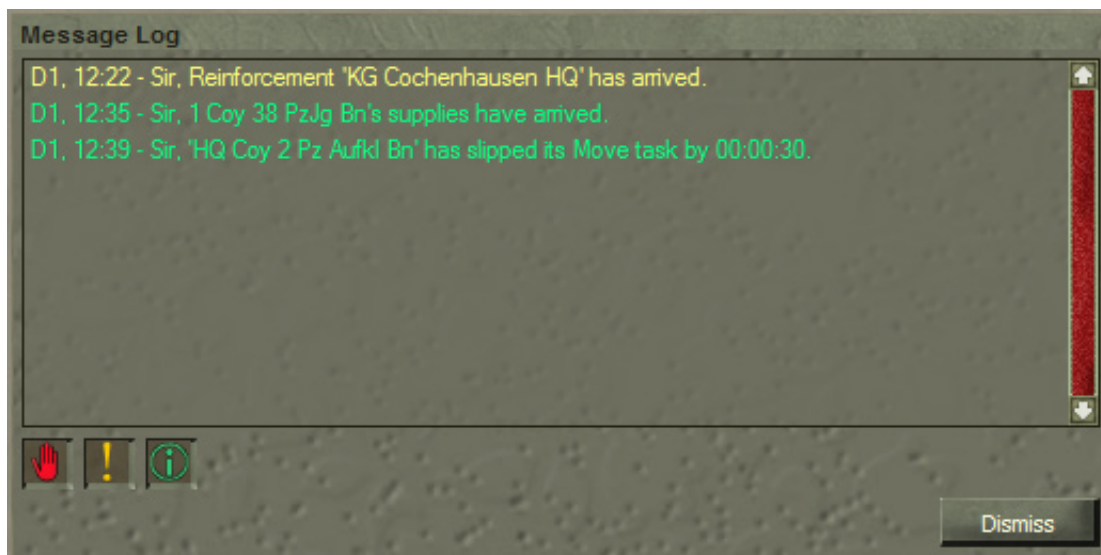
☞ Select the Accept Surrender button.

## View Messages

During the Game you will receive messages from a number of sources. Network and Chat messages will appear directly on the map at the top. All other messages including those from your subordinates will appear in the Message Log Dialog.

To open the Message Dialog:

☞ Select the Msg button on the toolbar.



To navigate to the most recent:

☞ Scroll the list up

To filter out texts of a certain type:

## GAME MANUAL

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☞ Toggle the Flash, Urgent or Routine buttons at the bottom left.

Note that unlike the filters for the on-map messages, the filters for the Message Dialog are discreet - eg Routine displays only routine messages.

To find the Subject of the report on the map:

☞ Select the entry in the list.

Note

⊕ Messages are not saved when you save a game, so if there is an important message you will need to remember, write it down






## COMMAND OPS 2

### Navigate Map Messages

To select the most recent message:


Press the End key 

To Move up and down the list:

Press the Page Up key  to select the previous message

Press the Page Down key  to select the next message

To select the sender of the message:

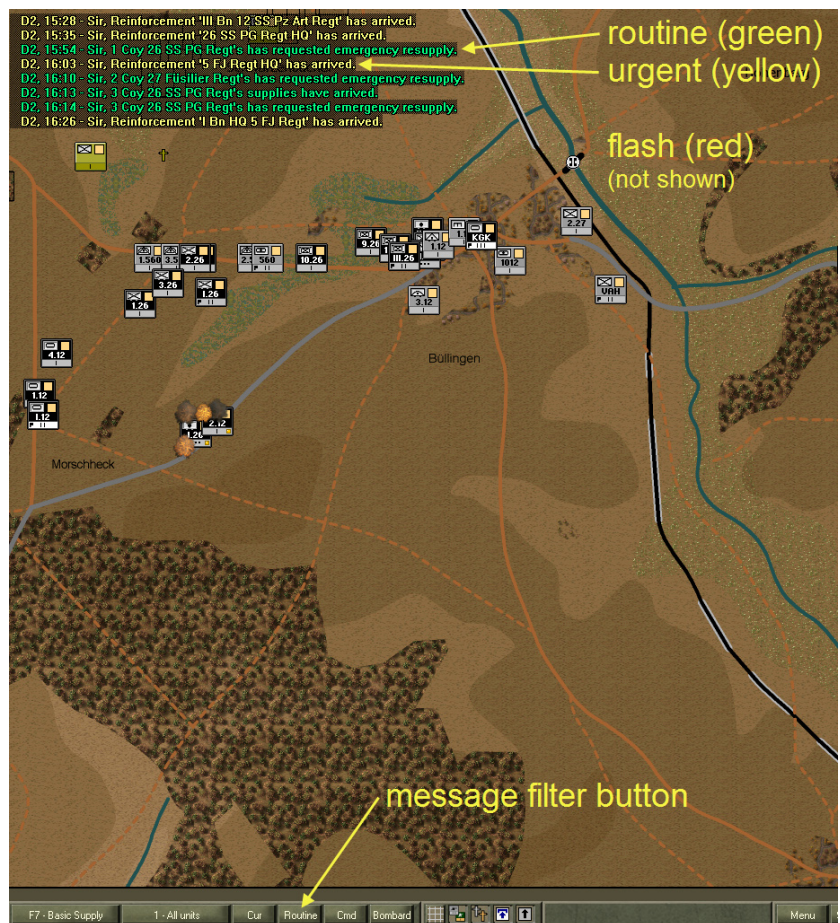
Press the Home key 

This will scroll the Battlemat to display and select the sender of the message. However, this will not happen if the message is one that does not have a sending unit, such as when airstrikes are available. When units are destroyed, selecting the message will centre the Battlemat on the destroyed unit's location but will not select the cross that's left behind.

To filter messages by priority ( None, Routine, Urgent, Flash ):

Select the Message Filter button from the Display toolbar till the desired option is displayed

Note that selecting Routine will display all messages; selecting Urgent will display both urgent and flash; selecting Flash will only display Flash and of course selecting None will not display any messages.





## Use the Battlemap

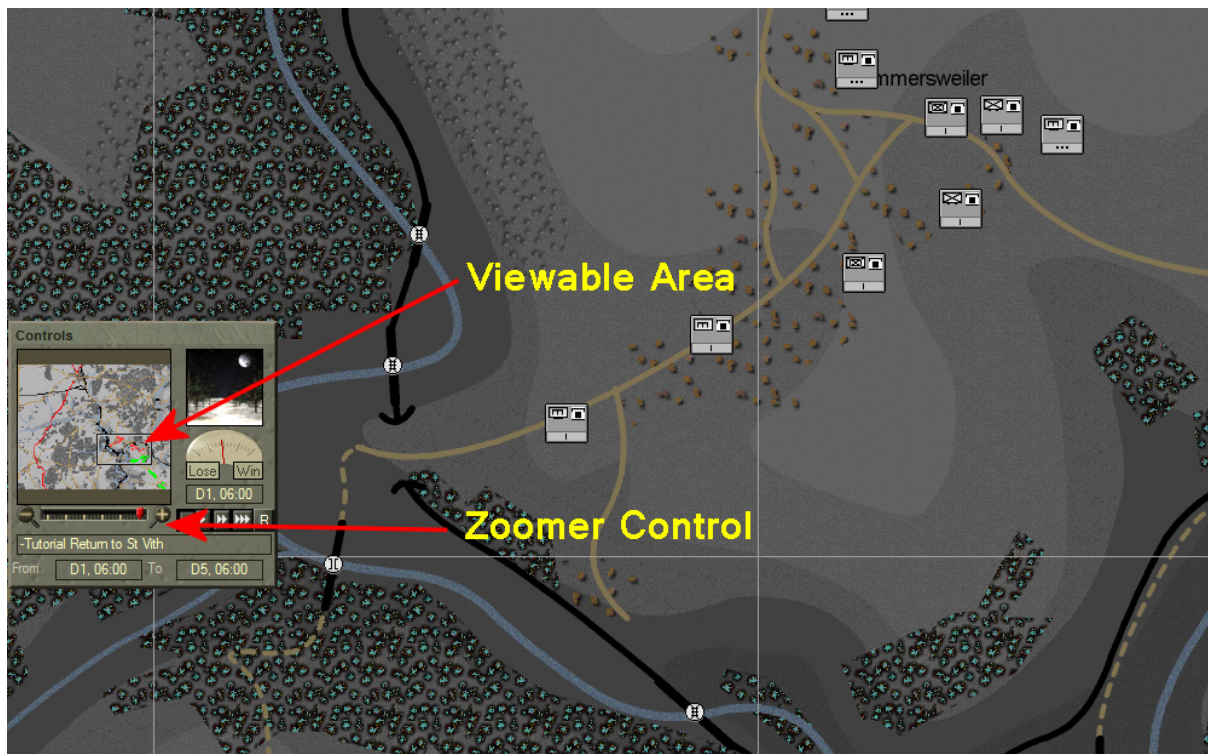
Note that the gamma of the battlemap will change at dawn and dusk - ie it gets lighter at dawn and darker at dusk.

### Pan and Zoom the Battlemap

The Battlemap may only show a small proportion of the total battle area. The area of the Battlemap currently displayed is indicated by the **Viewable Area** rectangle in the Stratmap. This has a white and black border.


To scroll around the map:

- ☞ Right-click and drag the Battlemap, or
- ☞ Move the mouse pointer to the screen edge to scroll the map in that direction, or
- ☞ Drag the Viewable Area rectangle in the Stratmap, or
- ☞ Click on the Stratmap outside of the Viewable Area rectangle



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To zoom in or out:

- ☞ Click the left - Zoomer button to zoom out one level or the right + Zoomer button to zoom in, or
- ☞ Drag the Zoomer Slide left to zoom out or right to zoom in one or more levels, or
- ☞ Hold down the Alt key  and left-click on the Battlemap where you want to zoom in, or right-click where you want to zoom out, or
- ☞ Move the mouse scroll wheel up and down to zoom in and out

To reverse the zoom direction of the mouse scroll wheel:

- ☞ Check the Reverse mouse zoom item in the Options tab

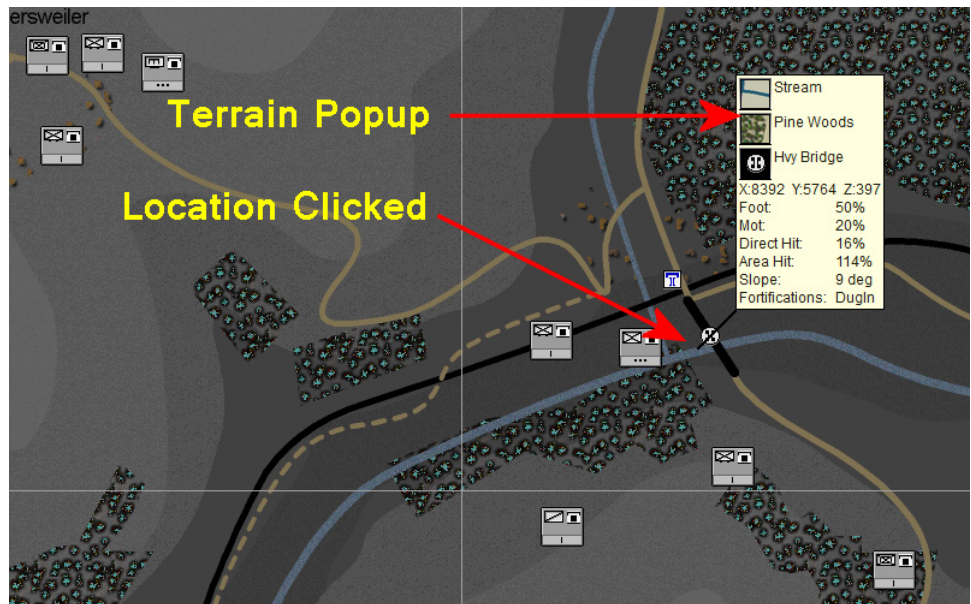
### Identify Terrain Types

To find out what terrain is at a given location:

- ☞ Right click on the Battlemap at the location you want to investigate.

Note that the location is expressed in terms of three values - X = horizontal distance in metres from the top left, Y = vertical distance and Z = height or altitude. The Foot % and Mot % indicated the speed modifiers applied to foot and motorised units traversing the location. Direct hit effect refers to the percentage modifier applied to any fire from direct fire weapons such as rifles and anti-tank guns. Area hit effects are those applied to bombardment and air strikes.

Slope indicates how steep the ground is. The steeper the slope the slower units can move through the location. Further, motorised units can only traverse ground with more than a 30 degree slope if a road is present. Units firing uphill do so at a disadvantage, while those firing downhill get an advantage.






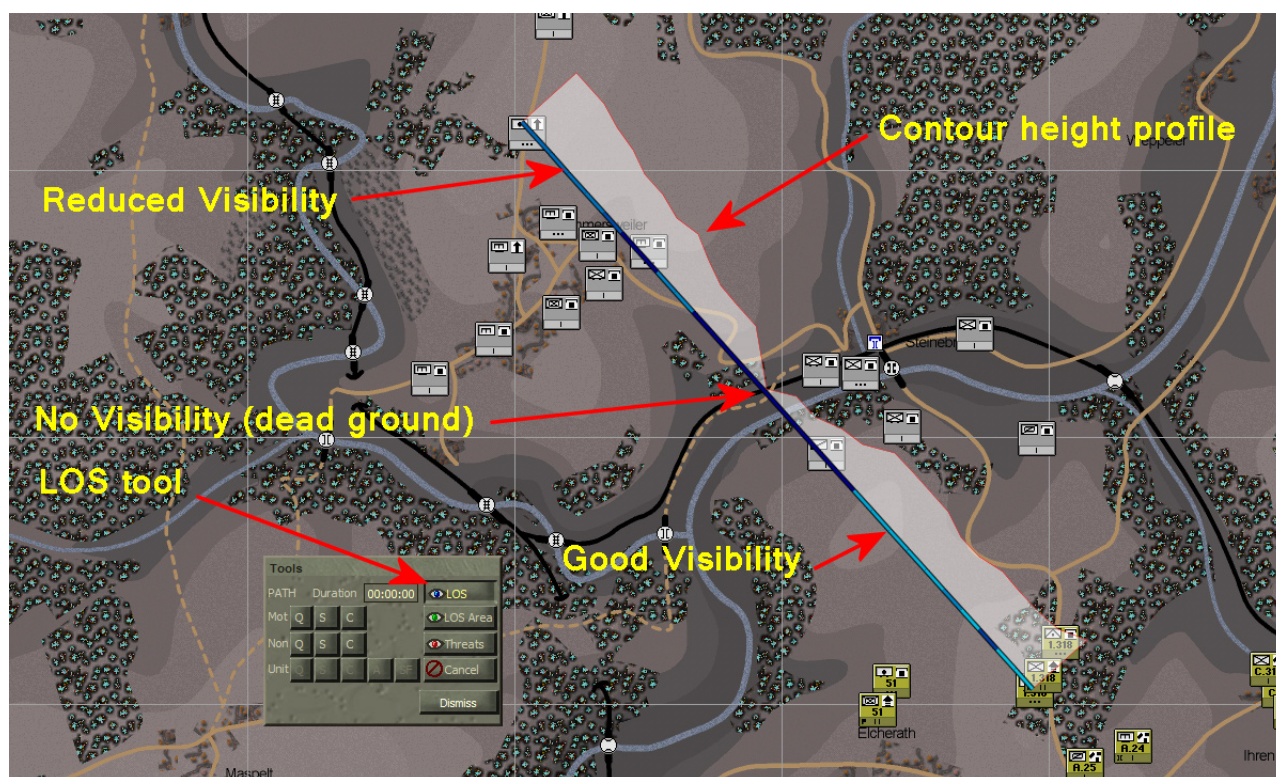
## Assess Line Of Sight (LOS)

### Direct LOS Tool

There are two LOS tools – direct and area. To determine whether one location can be seen from another using the direct LOS tool:

- ☞ Click on the LOS button from the Tools dialog, or
- ☞ Press the L key 
- ☞ Click on the desired start location
- ☞ Drag the LOS Cursor to the desired end location.

The line of sight will be drawn between your starting point and the **LOS Cursor** as you drag it around. It will disappear once you release the mouse button. You can then draw another line of sight from a different location by repeating the procedure. You can continue to drag the cursor and the LOS line will be updated to each new end location. The start location can be any location on the map –you don't have to have a friendly unit present.



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When you're finished:

☞ Click the Cancel button or press the Esc key  to revert to the mouse pointer.

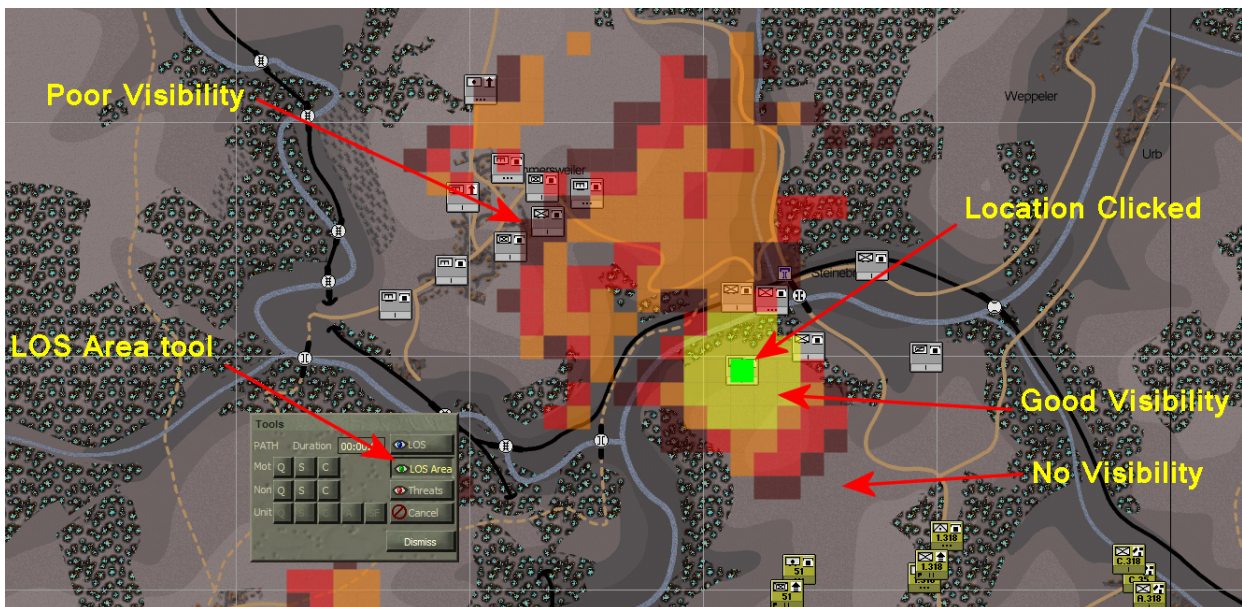
The lighter the blue colour, the better the visibility from the starting point to that point on the line. A solid dark blue colour in the line indicates dead ground or blocked vision. The red line and white shading illustrates the contour height profile or cross section of the line. See [Night, Weather and Visibility](#).

### Area LOS Tool

To show what locations are visible from a selected location:

☞ Select the LOS Area button from the Tools Tab or press the K key 

☞ Select the desired location.



Again, the lighter the colour the better the visibility. Locations with no shading within the tool range limit are not visible at all. In the above example the start location (indicated by green dot) is on the reverse slope of the hill to its south east. Hence it cannot see past the ridge of the hill to the low ground on the other side. There is dead ground to the north west where the river cuts through the valley floor. But the rising slope on the northern side is visible up to the edge of the village at the top of the hill.

Note that with most covered terrain (woods, urban) you can generally see into the outer edge but not through it. Note also that on this map dark contour shading indicated low ground and lighter shading indicated high ground. This may be reversed on other maps. Use the terrain popup to check the altitude indicated by the "Z" value.

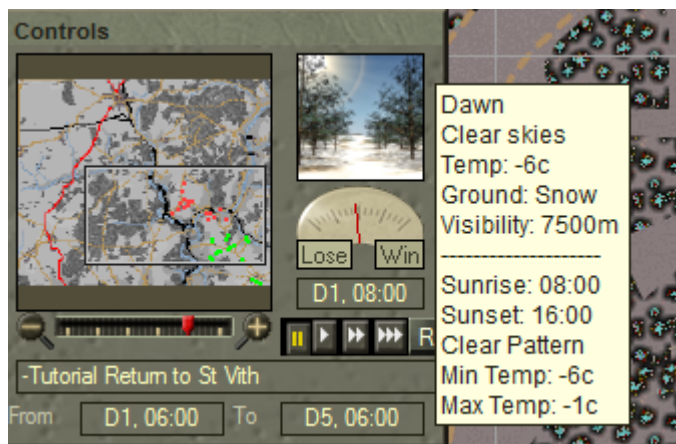


### Check the Weather

The current weather is displayed at the top of the Sidebar. To see additional information:

- ☞ Hold the mouse pointer over the weather display

After a short delay a Tooltip appears. The visibility range shown is the theoretical maximum visibility in Clear terrain given the current time of day and weather – this distance will be reduced significantly in practice by map terrain, obstacles, and unit posture. For instance, an infantry unit deployed in woods may only be visible if the observer is within several hundred metres. Extreme temperatures will reduce your troops ability to recover fatigue, especially if they are not in urban terrain.



### Identify Impassable Terrain

Not all areas on the map can be travelled by your units. Motorised units, in particular, are restricted in the areas they can reach – see [Mixed-Mode Movement](#). As in real life, there is often no sure way to know whether your units will be able to cross a particular obstacle other than trying it out; but there are some rules of thumb that can help:

- ⊕ Areas marked as Impassable will be off-limits to all units
- ⊕ Major Rivers, Seas and Lakes will block the movement of all units
- ⊕ Minor Rivers and Marshes will block the movement of motorised units
- ⊕ Slopes over 30° will block the movement of motorised units, unless there is a road present
- ⊕ Slopes over 60° will block the movement of all units, unless there is a road present

To identify those areas of the map that are passable to motorised units:

- ☞ Select the Motorise Movement Overlay from the Overlays button on the toolbar.

Note the dark blue shading indicates best movement, light blue is good, light green is OK and dark green is poor. Unshaded areas are impassable. In this example the impassable areas are woods or rivers, except where there is a road crossing.

Note also that the overlays only work while the game is paused.



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To identify those areas of the map that are passable to foot units:

- ☞ Select the Foot Movement Overlay from the Overlays button on the toolbar.

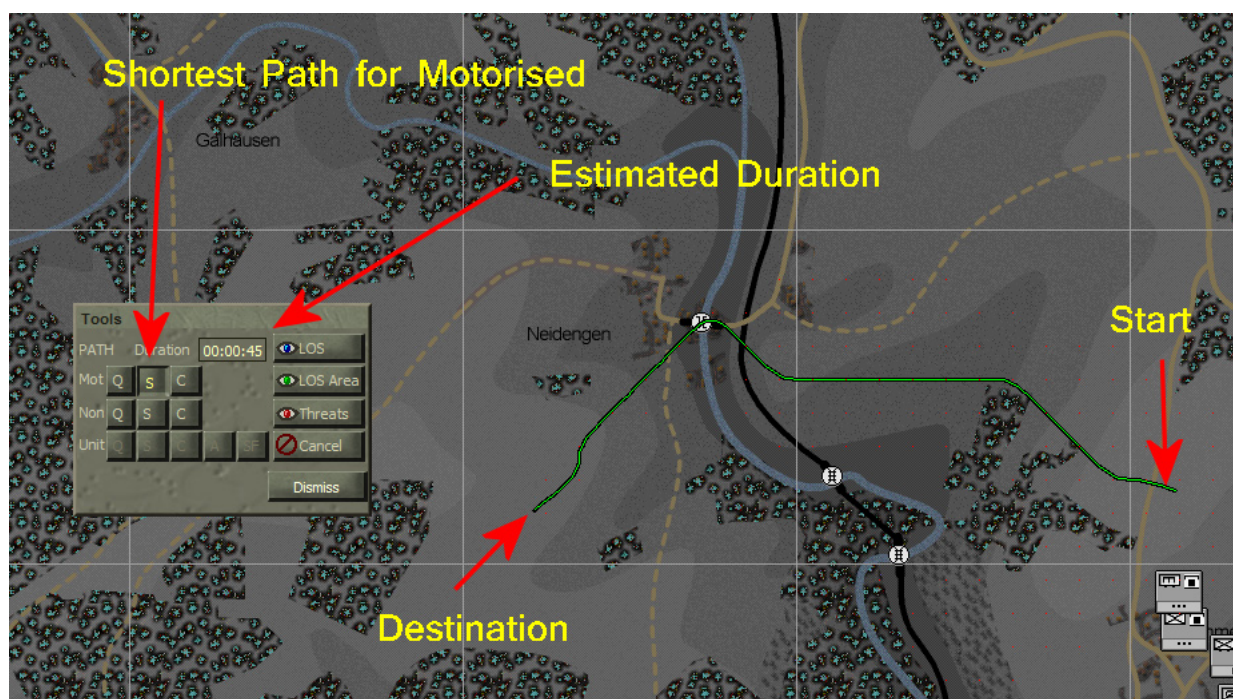
To check for certain whether a particular unit or force can reach a point on the map:

- ☞ Issue an order (see [Issue Orders](#)) to your unit(s); if the force cannot reach that point, the order location will snap to the nearest reachable point and you will receive a warning beep.
- ☞ Use one of the path tools – see [Determine Best Path](#)

### Determine Best Path

To determine the best path to use from point A to point B:

- ☞ Select the desired path tool from the Tools Tab in the Sidebar ( the top row marked “Mot” for motorised or the middle row marked “Non” for non-motorised or foot ). Choose Q for quickest, S for shortest or C for covered ( ie will use woods, orchards and urban terrain ).
- ☞ Click on the desired start location
- ☞ Click again on the desired destination

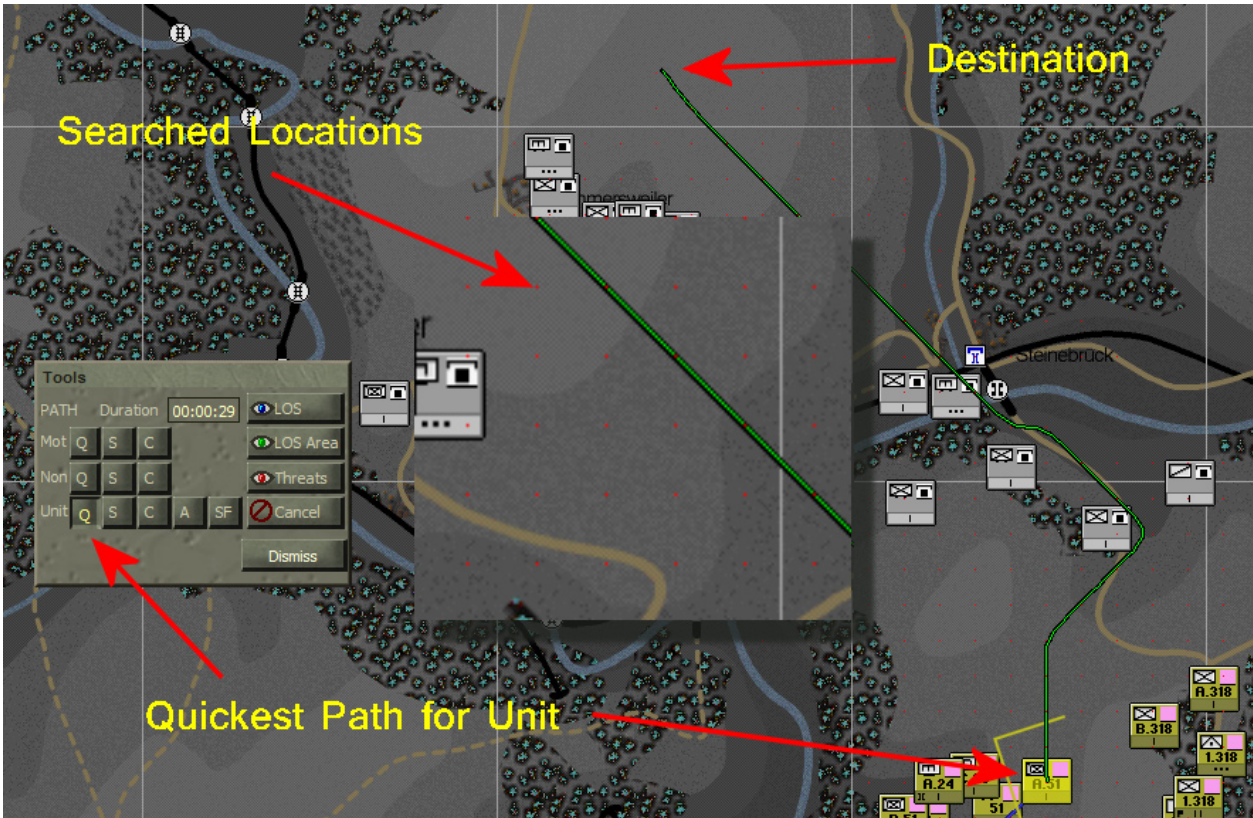


If a path can be drawn, then a green route will be drawn between the two locations. The red dots that appear on the map indicate each movement grid that was checked by the pathing code. The more areas checked the longer it takes. Sometimes there can be a noticeable pause before the route is drawn.

If a path cannot be drawn you will here a “beep” sound. indicating that the two locations are unreachable, usually because one or both are in terrain that is not passable or because the two locations are on separate areas of the map separated by impassable terrain such as rivers with no bridges.



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To determine the path to use from the currently selected unit to point B:

- ☞ Select the desired unit
- ☞ Select the desired path tool from the bottom row of the Tools Tab in the Sidebar – the one marked “Unit”. Choose A to avoid enemy firepower or SF for the “safest” - ie avoid enemy firepower and stick to cover where possible.
- ☞ Click again on the desired destination

Note that where a force consists of both motorised and foot units, the force will use a motorised route but move at foot speed. Therefore if you want such a force to defend in or move through a woods or Minor River it is best to detach your motorised elements before issuing a defend order to the main force.

“Duration” provides an estimate of the time it will take for the selected type of unit to complete the path that is drawn, assuming no threats are encountered!

## Use the Toolbar

The Toolbar is located at the bottom of the screen. It has a series of buttons that allow you to show, hide and filter information on unit icons and the Battlemat in general. It also has buttons to open and hide the various dialogs and buttons to access the Game Menu, Surrender and Minimise functions.

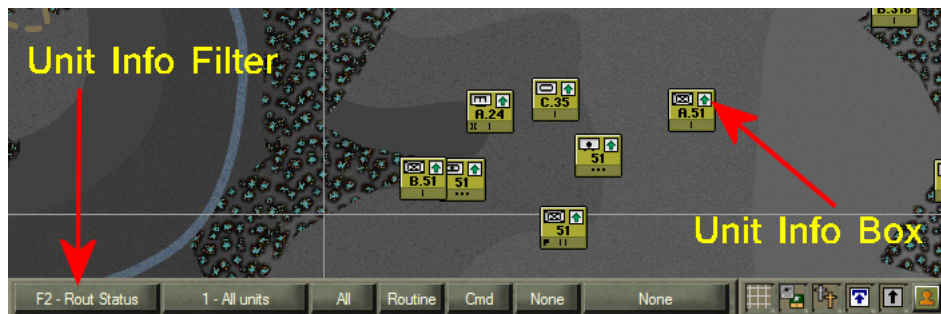
### Unit Info Filter

At the top right of each unit icon is the Unit Info Box. This can display a range of information depending on which filter is selected. Each filter uses one of the Function keys as a shortcut. Some share the same F Key, such that hitting the key multiple times cycles through the filters assigned to that F Key.

- F1. Task
- F2. Rout Status
- F3. Strength
- F4. Combat Power
- F5. Deployment, Facing ( Unit Deployment )
- F6. Morale, Cohesion, Fatigue ( Unit Effectiveness )
- F7. Ammo, Arty Ammo, Basic Supply, Fuel, Supply Line ( Unit Supply )

To change the filter:

- ☞ Click on the Unit Info Filter button until the desired filter is selected or
- ☞ Hit the corresponding F Key



## COMMAND OPS 2

### Unit Filter

The Unit Filter button allows you to filter the display of unit icons by their type or status. Like the Unit Info Filter, each has a corresponding keyboard shortcut – roughly corresponding to the “number keys” – and some share the same key.

1. All units
2. HQ units
3. Line units
4. Support Units, Bases
5. Armour units
6. Mech Inf units
7. Soft units
8. Gun units, Guns that can bombard
9. Engineer units
0. Bridge units
- . Units with no orders
- = Units with orders
- \. Recent log entries

To change the filter:

☞ Click on the Unit Filter button until the desired filter is selected or

☞ Hit the corresponding Key




### Intel Filter

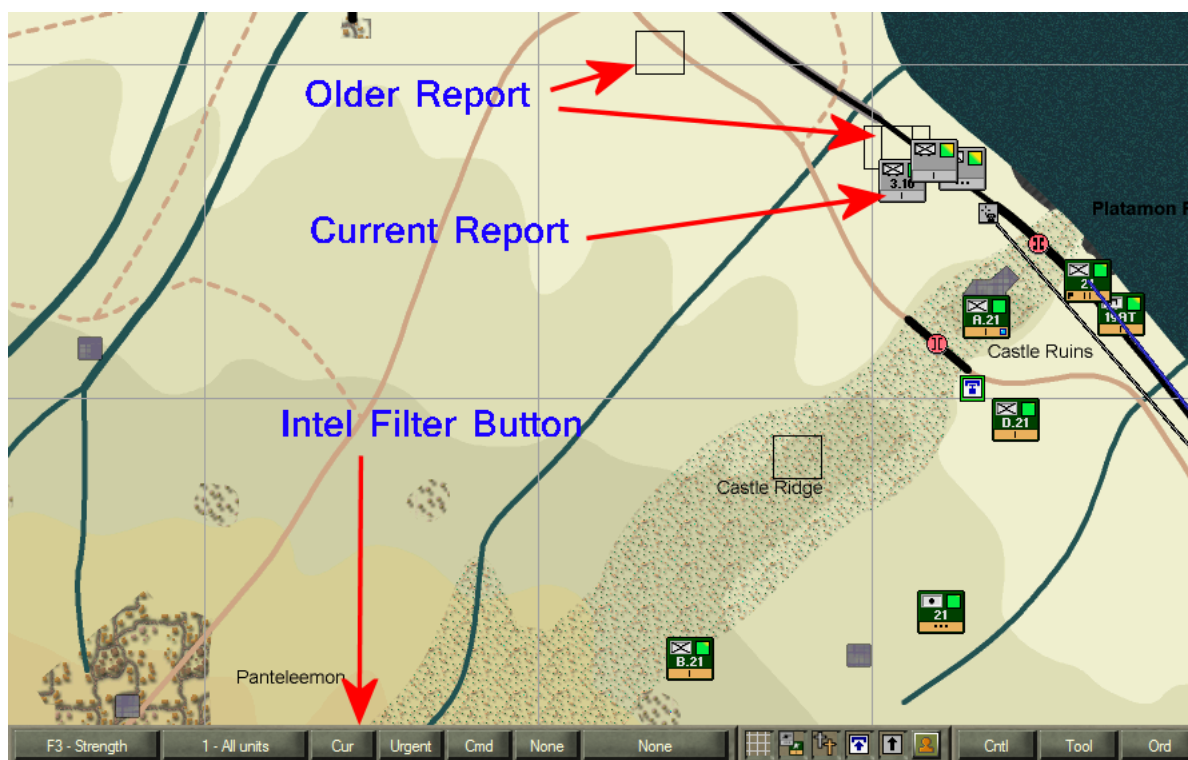
Use the Intel filter to filter the enemy intel reports ( enemy unit icons ) based on the age of the report – ie None, Current ( last 5 minutes ), Recent ( last hour ) or All.

To change the filter:

☞ Click on the Intel Filter button until the desired filter is selected or



☞ Hit the I key  until the desired filter is selected



## Message Filter

Use the Battlemap Message Filters to filter those messages displayed on the Battlemap and the Message Log Filters to filter those messages displayed on the Message Log dialog by their priority – ie None, Routine ( all ), Urgent ( Urgent + Flash ), Flash ( only Flash ).

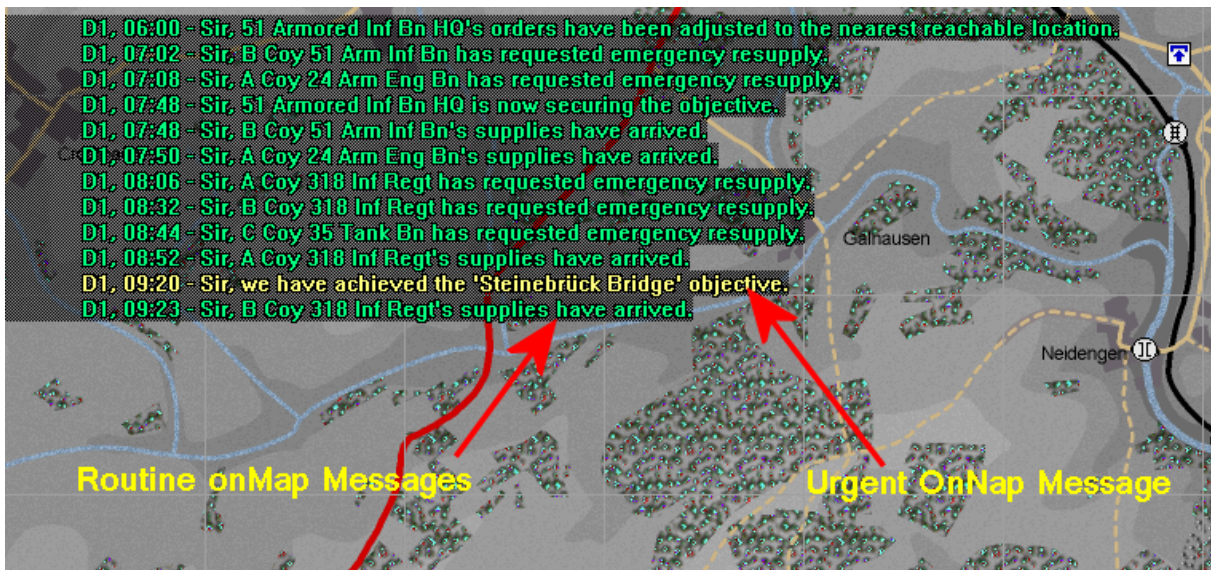
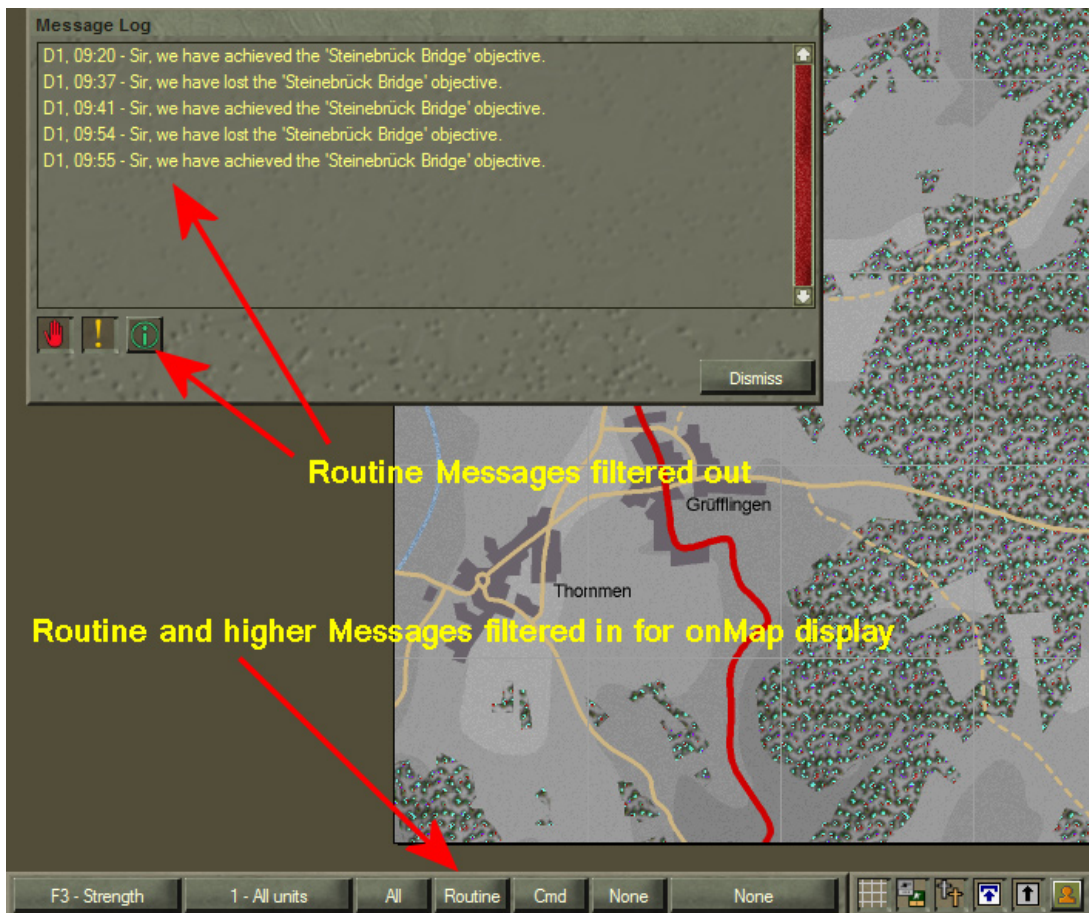
To change the filter:

☞ Click on the Message Filter button in the Toolbar until the desired filter is selected

In the examples below, the green Routine messages are displayed in the on-map messages but filtered out from the Message Log dialog.

Note that the onMap messages are not displayed if the Message Log dialog is open.

## COMMAND OPS 2

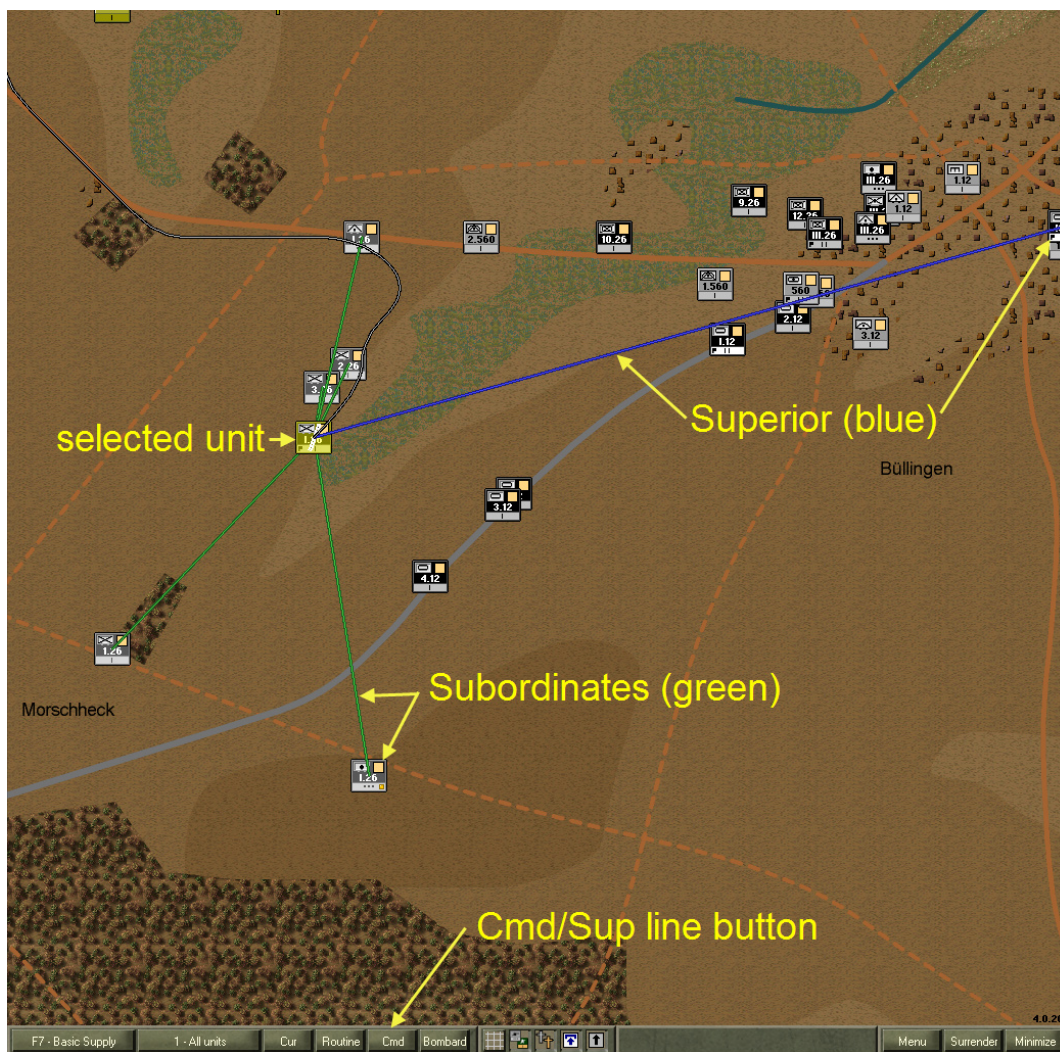




## Command and Supply Lines

Command Lines indicate the relationship between the selected unit and its superior and subordinate units. Depending on the current OB Display **Force Structure**, these will be drawn to either the Organic, Player, or Formation units. To display Command Lines:

- ☞ Click on the Cmd/Sup Lines button on the Toolbar till it shows Cmd
- ☞ Select one unit



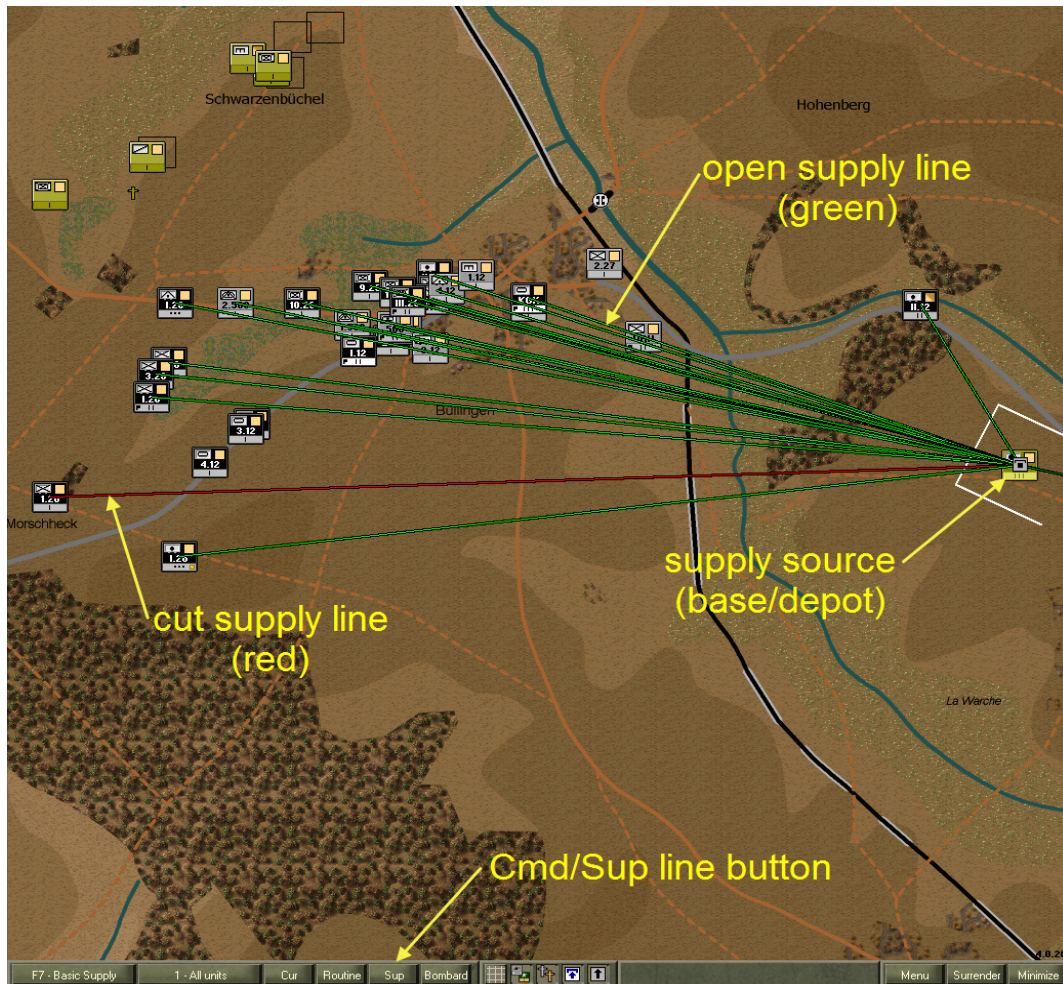
Command lines are only displayed for a single selected unit. They will not be displayed when more than one unit is selected.

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Supply lines indicate the last determined status of the supply line between the selected unit back up to its supply source ( Base or Supply Entry Point ) and, in the case of Bases, down to it's drawing units.

☞ Click on the Cmd/Sup Lines button on the Display Toolbar till it shows Sup

☞ Select a unit



Note that in this example we have selected the Rgt Base. It's supply source is the Div Base. Similar to Command Lines, supply lines are only displayed for a single selected unit. They will not be displayed when more than one unit is selected.

Also note that the status is not necessarily current. It is based on the time the supply line was last determined for the units. This may be several hours old and the situation may now be different – eg. it may show as open but now it is obvious they are cut off. ( The reason why current data is not displayed here, is that the processor load to determine the different supply routes would slow the game down inordinately. )



## Range Rings

Range rings are displayed to indicate various ranges of your units pertinent to gameplay. The two *direct* firepower types – anti-personnel (APer) (green rings), anti-armour (AArm) (red rings) each show 3 different color shades corresponding to 3 different ranges; maximum (light), effective (darker), and ambush (darkest). Effective range is the range at which 33% of the maxFP can be achieved. Ambush range is the range at which 67% of the maxFP can be achieved.

For *indirect* fire bombardment (Bombard) there is both a min (black ring) and a max (blue ring) range ring. The min ring delineates the area the unit cannot bombard into.

To display these:

☞ Click on the Range Ring button on the Toolbar till the desired setting is shown

☞ Select one or more units






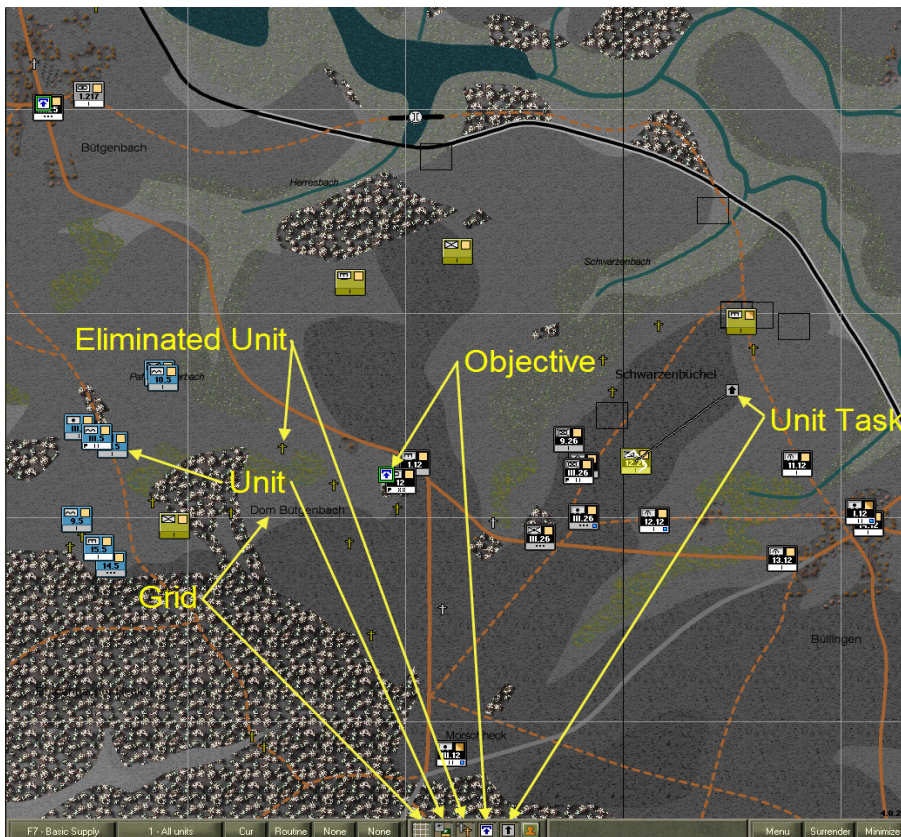
## COMMAND OPS 2

### Miscellaneous Buttons

There are five smaller buttons that show/hide the 1km Map Grid ( dark lines every 10km ); friendly unit icons, eliminated unit icons ( crosses colour coded to match the respective command colours ), objective icons ( these are your orders and correspond to the items in the Obj Tab view ) and unit task icons ( these are the actual tasks your units perform ).

To show or hide these:

- ☞ Select the associated button on the Display Toolbar or
- ☞ Press the G key  to toggle display of the 1 km grid
- ☞ Press the U key  to toggle display of units and eliminated units
- ☞ Press the J key  to toggle display of objectives



### Menu

To gain access to the Game Menu:

- ☞ Click on the Menu button in the Display Toolbar

To go back to the game – ie do nothing:

- ☞ Click on the Return to Game button

To go to the Options Screen:

- ☞ Click on the Options button

To go to the Startup Screen:

- ☞ Click on the Leave Game button

To load a previously saved game:

- ☞ Click on the Load Game button

This will open the Load Game dialog – for details see [Load a Single-Player Game](#).

To save the current game:

- ☞ Click on the Save Game button

This will open the Save Game As dialog – for details see [Save a Game](#).

To exit the game application and go back to the Windows desktop:

- ☞ Click on the Quit Command Ops button



### Surrender/AAR

The text on the Surrender button normally displays the word “Surrender”, which means offer your surrender to your opponent. If your opponent offers to surrender to you the text will change to “Accept Surrender”. For details see [Offer or Accept Surrender](#).

The text also changes at the end of the game to “AAR”. When the scenario ends the After Action Report ( AAR ) screen is displayed. You have the option to close this and review the Battlemap. To then gain access to the AAR screen:

- ☞ Click on the AAR button

### Minimise

The Minimise button is used to minimise the application. For details see [Minimise](#).

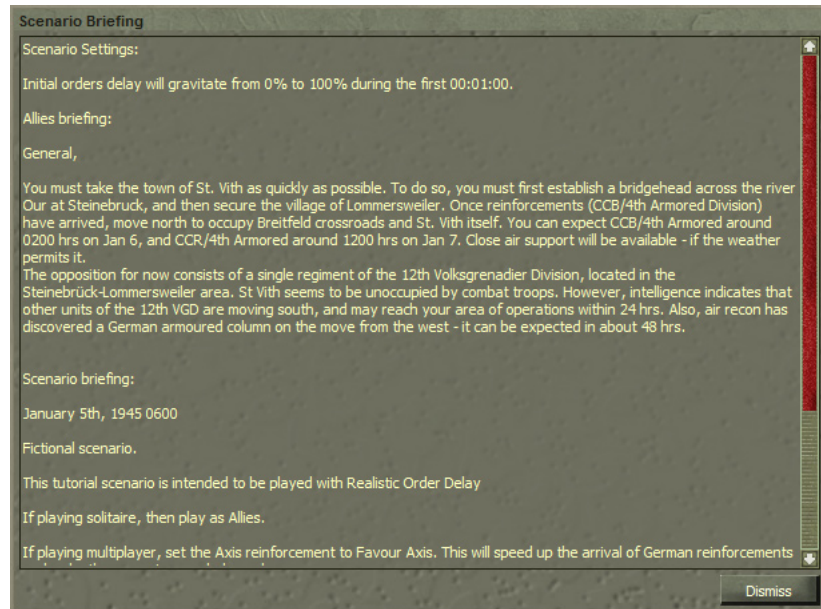
## Work Out What You Have to Do to Win

### Review Your Briefings

To review the briefing(s) for your scenario:

- ☞ Select the Brf button on the toolbar.

This will open the Scenario Briefing dialog. The briefing will always show the initial orders delay setting (see [Orders Delay](#)) for your side in the current scenario at the top of the scrolling text box. If the scenario designer has included a separate side briefing, this will be displayed below the initial orders delay and the main scenario briefing will be shown at the bottom.



### Display the Objective List

Your current objectives are displayed on the map using a square task icon, coloured blue on white. Inactive objectives (those finished or yet to start) are not shown on the map.

To see a list of your objectives:

- ☞ Select the Obj button from the Toolbar

This opens the Objectives dialog. All your objectives are listed. The ones you already control are highlighted bright green. Inactive objectives (those that have finished or have yet to start) are dimmed out.

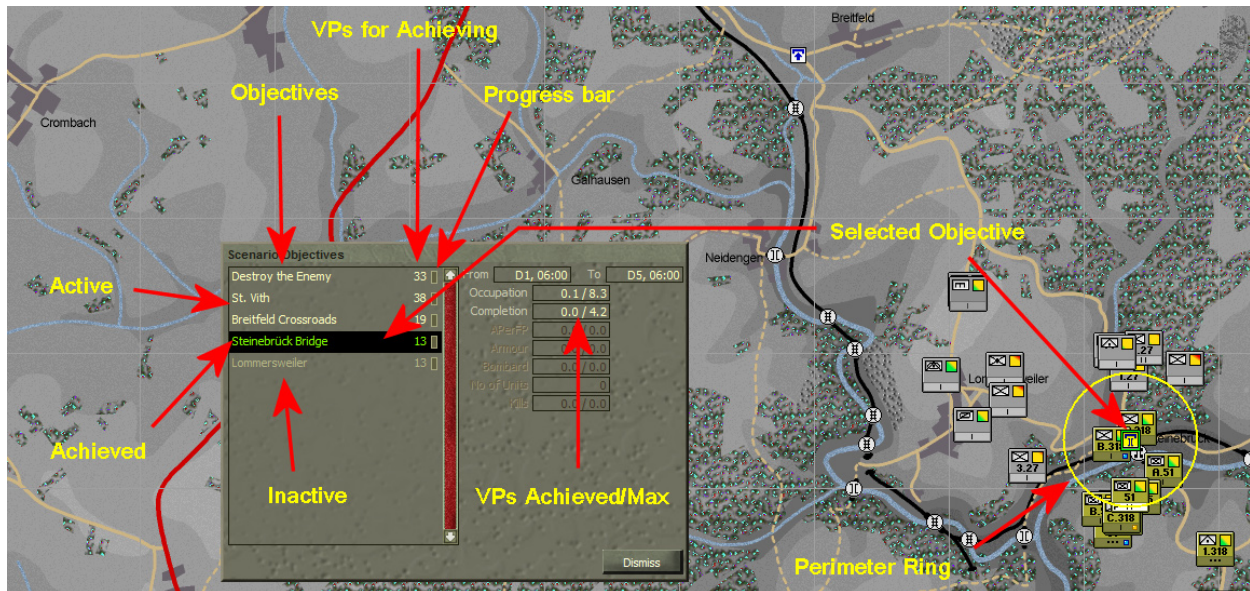
To see the details of a specific objective:

- ☞ Select the objective from the objective list, or
- ☞ Select the objective icon in the Battlemap

The objective icon on the map will be selected and coloured blue on yellow, and a yellow task perimeter ring indicates the area to be secured (see [Objectives](#)).

Note that the numbers to the right of each objective in the list are the Victory Points ( VPs ) awarded if you achieve the objective. Depending on the type of objective, these can be for occupying the objective through the





time indicated, securing it at the specified completion time, exiting units whose anti-personnel, anti-armour and bombardment firepower amounts to the values specified or destroying the specified percentage of the enemy's forces. The small bar icon to the right of the values fills up as you achieve VPs for the objective. In some cases objectives are linked, meaning that you only need achieve one of these to gain the VPs. An "AE" next to an objective description indicates that the game will end once this objective is completed.

## Find Objectives on the Map

To locate an objective on the map:

- ☞ Open the Objectives dialog
- ☞ Double-click on the name of the objective you want to locate.

The objective will be selected and if not already in view then the Battlemap will be centred on that objective.

## Work with Units

Most of your activities in CO2 will involve working with your units.

### Select Units

When you select a unit, the unit icon will be highlighted and a white perimeter box will display the ‘**footprint**’ or approximate area occupied by that unit on the map ( see [Footprint and Facing](#) ). If the unit has any orders or tasks ( see [Command Your Units](#) ), these will also be drawn on the map.

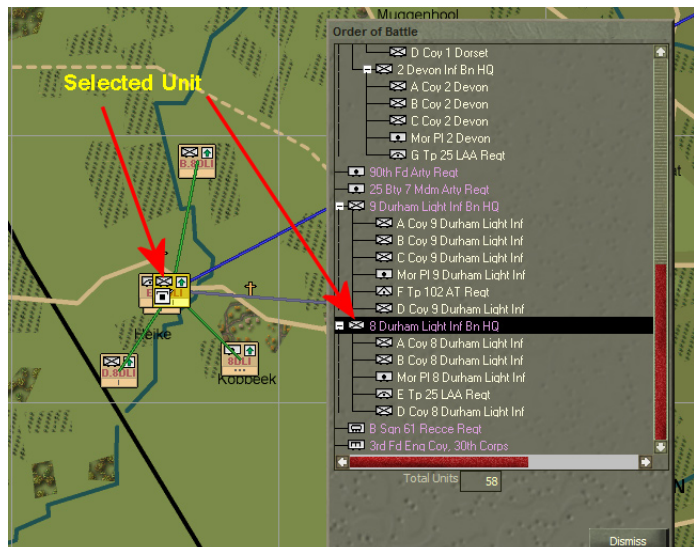
- ⊕ Drawing lots of orders and perimeter boxes can slow the game down, so try to avoid running it for long periods with many units selected

### Select Units with the Mouse

The main way to select units is by using the mouse. To select a single unit:

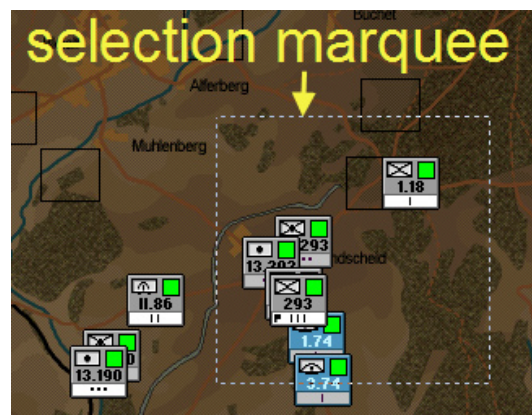
- ☞ Click on the unit icon on the Battlemap or
- ☞ Select the unit from the Order of Battle display ( OB tab ) – this will also select the unit on the Battlemap

Note that selecting a unit automatically highlights its subordinates.




To select a group of units:

- ☞ left-click and drag on the Battlemap – all units inside the marquee will be selected



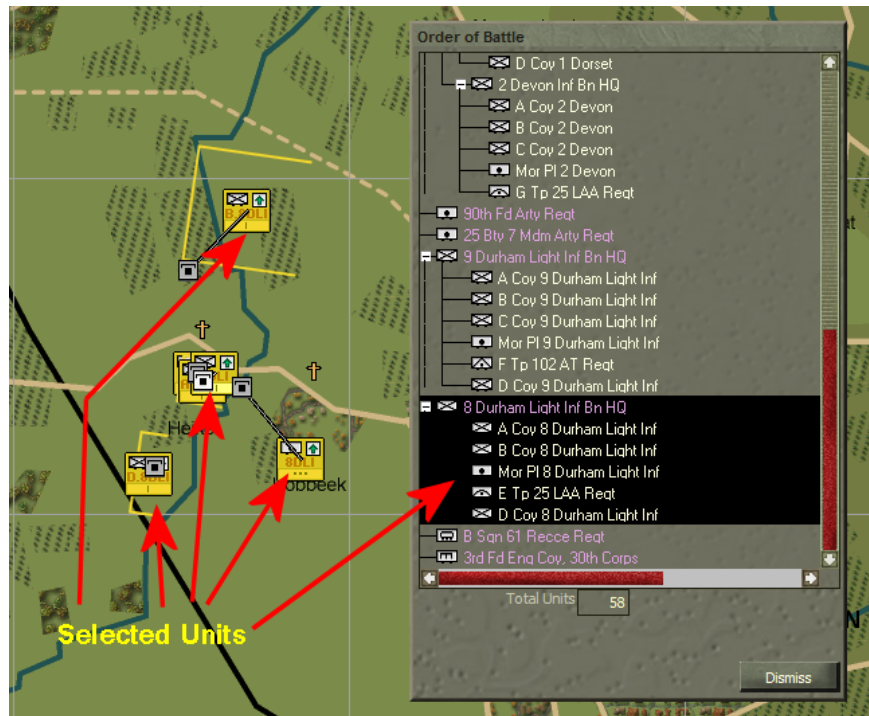
To add or subtract a unit from the current selection:

- ☞ hold the Ctrl key  and click on the unit icon on the Battlemap to select or deselect it

When several units overlap, units being drawn in front will obscure units being drawn behind. To select an obscured unit:

- ☞ Click repeatedly anywhere within the area occupied by the icon of the unit you want to select

As you click, you will progressively select each unit under the cursor – eventually you'll end up with the unit you want!



- ☛ Headquarters units are generally displayed on top of other units where there is an overlap

### Navigate Using the Chain of Command

Military units are organised into structures where you have superiors and subordinates. These are linked by what is known as the Chain of Command. A single unit, such as a battalion headquarters ( HQ ) will have several subordinate companies. It in turn will be subordinated to a brigade or regiment HQ, which in turn will belong to a division HQ.

Use the **Arrow cursor keys** to move from one unit to another through the command structure. The command structure used is the one you, the player, have set up. By default this will be the organic structure, modified by any attachments or detachments caused by orders you have given ( see [Group and Ungroup Units](#) and [Military Structure](#) for details on attaching and detaching ).

Please note that this may differ from the actual structure being used by the units because of two reasons - orders delay and force allocation. Firstly, when playing with orders delay it will take some time before units receive your new orders. During that time they will continue to use their existing structure and this may be at variance with what your orders say.

Secondly, once your units receive their orders they will develop their own plan to implement them. This will involve allocating forces to the various tasks that make up their plan. This may involve attaching units such that


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the structure being used varies from that you ordered.

Eg. You order the 7th Armored CCB HQ to Move. The Force Group used for your order is the organic structure which includes one AT Bty directly subordinate to the 7th Armored CCA HQ. However, in developing the plan the HQ assigns the AT Bty to the Advance Guard where it is subordinate to the 31st Tank Battalion (31TB). Now when you navigate down through the CCB's structure you will still see the AT Bty directly subordinate to the CCB HQ ( because it is using the Order structure not the Plan structure ). Similarly if you select 31TB and navigate down you will not see the AT Bty.

The arrow cursor keys will only navigate you through units currently displayed on the map – so if you have a filter active ( see [Unit Filter](#) ), the cursor keys will only move between those units displayed.

To select the most senior unit currently on the map ( **on-map boss** ):

☞ Click on an empty area of the map to deselect all units, then press the up arrow key 

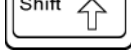
With a single unit selected, you can navigate around the chain of command using the cursor keys:

☞ Select the up arrow key  to select the unit's superior, or


☞ Select the down arrow key  to select the unit's first subordinate, or

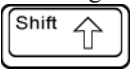

☞ Select the right arrow key  to select the next subordinate, or

☞ Select the left arrow key  to select the previous subordinate

When navigating around the chain of command, you can hold down the Shift key  while using the cursor keys to add units to the selection. For example, to select every unit in a battalion:

☞ Select the Battalion HQ unit

☞ Press Shift + down arrow keys  +  to add all immediate subordinates to the selection

To do the same thing for a higher-level force (like a Brigade or Division), you may need to press Shift + down arrow keys  +  several times to select all subordinates. See [Tutorial I](#) for a practical example of this process.



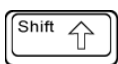


## Select Units With or Without Orders

To navigate through units under your direct command **who have current orders**:

☞ Press the Tab key , or

☞ Press the left arrow key  or the right arrow key 

To add units under your command **who have current orders** to the selection:

☞ Hold down the Shift key  while pressing the left arrow  or right arrow  cursor order key – you will end up selecting every unit to whom you have given a direct order

To navigate through units under your direct command **who have no orders**:

☞ Press the Shift + Tab keys  + .

You will cycle through your waiting subordinates in descending order of unit size and commander seniority.

## Identify Your Reinforcements

During some scenarios, additional units may arrive to supplement your force. You can see details of these in the **Reinforcement dialog**:

☞ Open the Reinforcement (Rnf) dialog

Reinforcements arrive as groups of different numbers of units. The most senior unit in each group is displayed in the **Reinforcement List**, along with the earliest and latest possible arrival times of the group, the number of units in the group, and their method of arrival.

To get more information about a group:

☞ Click on the group in the Reinforcement List

Summary data for that group will be displayed to the right of the Reinforcement List, including the total number of Personnel, AFVs (armoured fighting vehicles such as tanks and armoured cars),



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Non-AFVs (ie trucks and cars), Guns, Bridges, total Anti-Personnel, Anti-Armour and Bombardment Firepower values (APerFP, AArmFP and BombFP respectively), and the total Armour value. See [Combat Effectiveness](#) for more information about these values.

You can also use the Reinforcement List to locate the arrival point of your reinforcement groups. To do so:

- ☞ Double-click on the group in the Reinforcement List

The senior unit in the group will be drawn and highlighted on the Battlemap and if it's not currently in view, then the Battlemap will scroll to centre on the unit. To remove the unit icon:

- ☞ Click on an empty area of the map or select another unit

### Use the Order of Battle (OB) Display

To view the OB Display:

- ☞ Open the OB dialog

The OB Display will be shown. The text colour indicates the status of the units on the Display; on-map units are white, reinforcements are grey and dead units are red. Note also the highlight colour of static units ( orange ) and those you have given a direct order to ( magenta ).

Your units will be shown in a tree list rather like the one in Windows Explorer®, and you can collapse and expand branches to display units at different levels. Branches are indicated by a **+** or **-** symbol next to the unit commanding that branch.



You can select units from the OB Display:

- ☞ Click anywhere on the line for that unit

When you select a unit, its line will be highlighted black. The unit will also be selected on the Battlemap and any current subordinates will be highlighted. You can issue orders to a unit when it is selected – see [Command Your Units](#).

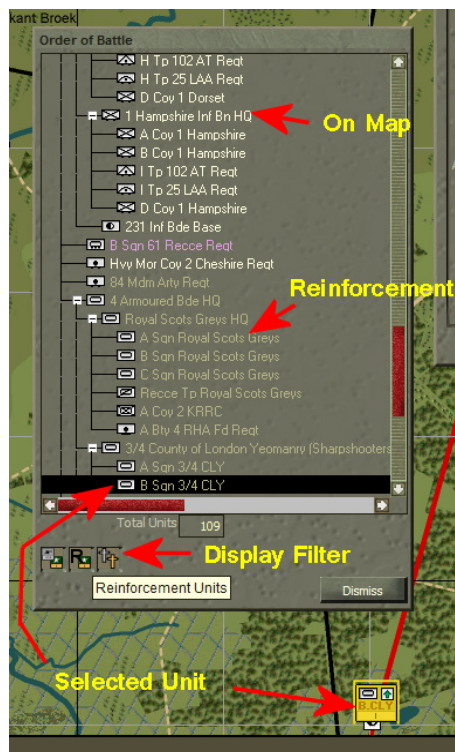
To show the [Force Data Display](#) for the selected unit:



Double-click the unit's line on the OB Display.



Units are always shown using military symbols on the OB Display, even if they use picture symbols on the Battlemap



## Force Structures



There are 3 types of Force Structures that can be displayed while playing the game. The current Force Structure type will effect the OB Display and the way Command Lines are drawn to/from subordinates ( see [Command and Supply Lines](#). ) Use the Force Structure Type button on the Display Toolbar to set the type to either Organic, Player or Current. Click the button to toggle it though the three types.

The **Organic Structure** represents your OB structure at the start of the scenario and never changes due to detaching or attaching subordinates. Note that when you select **Organic Structure**, 3 additional buttons appear to the right of the OB display tab. These buttons allow you to toggle on (down) or off (up) the display of on-map units, scheduled reinforcements, and/or dead units within the **Organic Structure**.

The **Player Structure** is the default display and represents your current on-board force structure including any cross-attachments or detachments made during the course of issuing orders. It may be best to leave the **Player Structure** set as current so that Command Lines will represent your Force Group's attached subordinates correctly.

The **Op Plan Structure** represents the structure of the selected unit within it's Force Group's formation. A Force Group can be a single unit without orders or a Division attacking with several attached Regiments. As the battlefield environment changes, the **Op Plan Structure** will likely change without any input from the player, depending on the order and the formation type selected for the force.



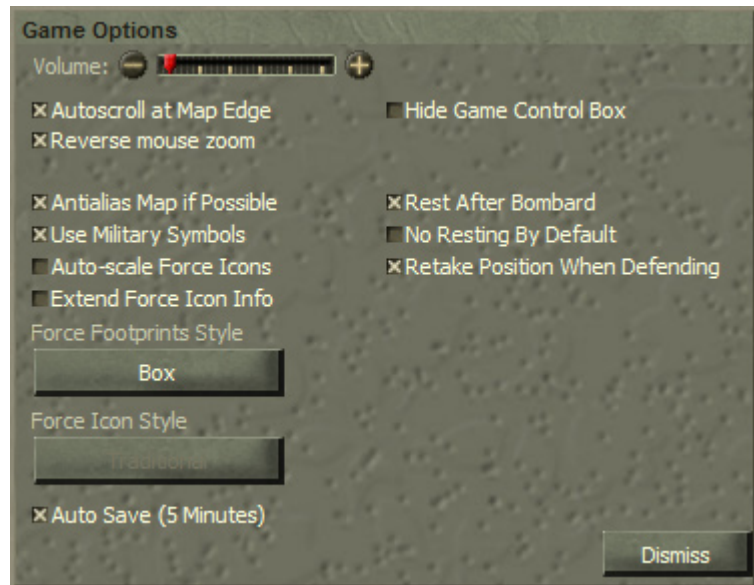
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### Change Unit Symbols

CO2 can display unit types using either picture symbols or military (NATO) symbols. To switch between them:

- ☞ Open the Options window from the Game menu (Menu button on toolbar).
- ☞ Check or uncheck the Use Military Symbols checkbox

See [Annex C – Understanding Military Symbols](#) for a guide on reading and remembering the military symbols. Every unit type symbol in the game is listed in [Annex D – Unit Types and Symbols](#).

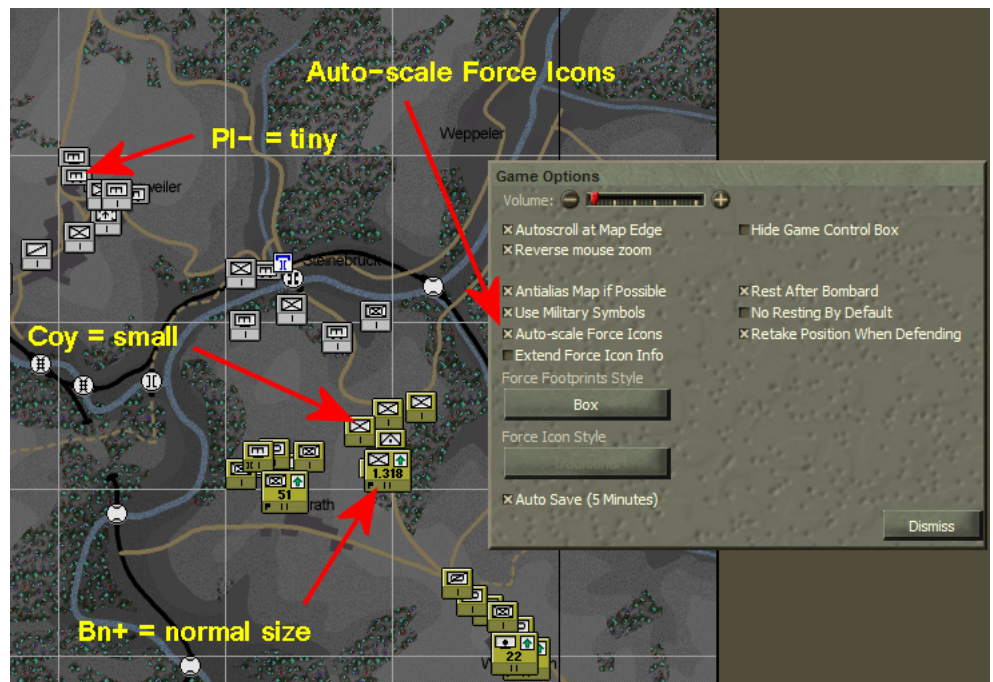


### Auto-scale Force icons

By default all unit icons are displayed at the same normal size. If you prefer to have the smaller icons for your companies and platoons then:

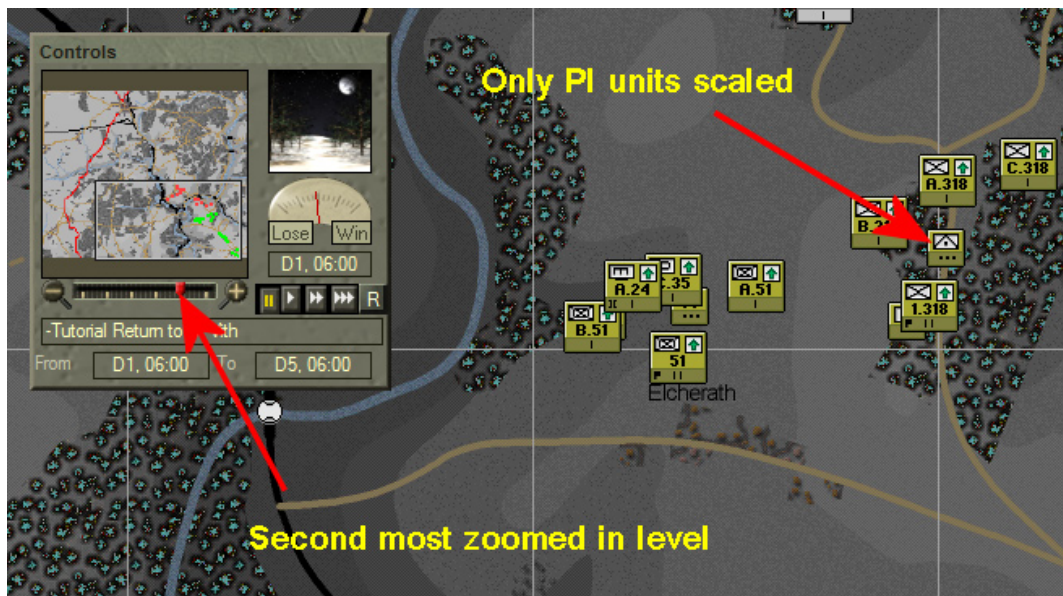
- ☞ Open the Options window from the Game menu (Menu button on toolbar).
- ☞ Check the Auto-scale Force Icons

Note that the scaling is affected by the current zoom level. At the most zoomed in level all units icons will be normal. At the second most zoomed in level, only



platoon sized units will be scaled. But the time you are zoomed right out only senior HQ are shown on the map and these at a reduced size. The intent is to reduce clutter and allow you to focus on the icons that matter.



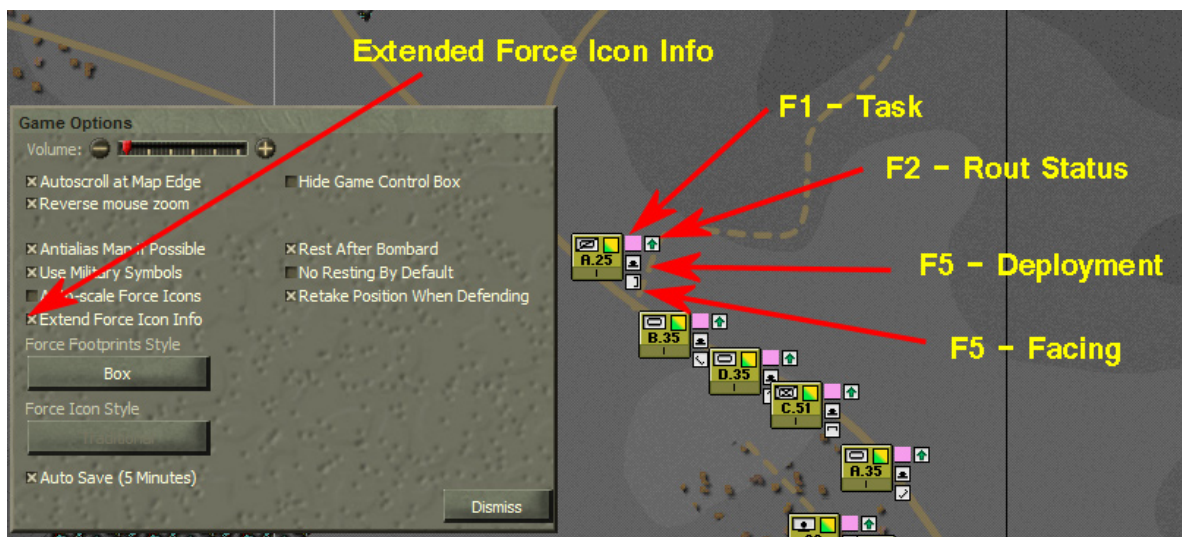


## Extended Force Icon Info

To display additional Unit Info Boxes for each unit:

- ☞ Open the Options window from the Game menu (Menu button on toolbar).
- ☞ Check the Extended Force Icon Info

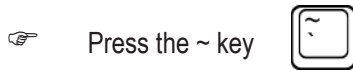
Note this will display four additional unit info boxes corresponding to the F1-Task, F2-Route Status, F5-Deployment and F5-Fatigue unit info options. The type of info displayed in these additional boxes cannot be changed. The Function keys and Unit Info button on the toolbar only change the main Unit Info box on the unit icon itself.



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### Offset Unit Icons

To offset the display of unit icons by a small amount down and to the right:



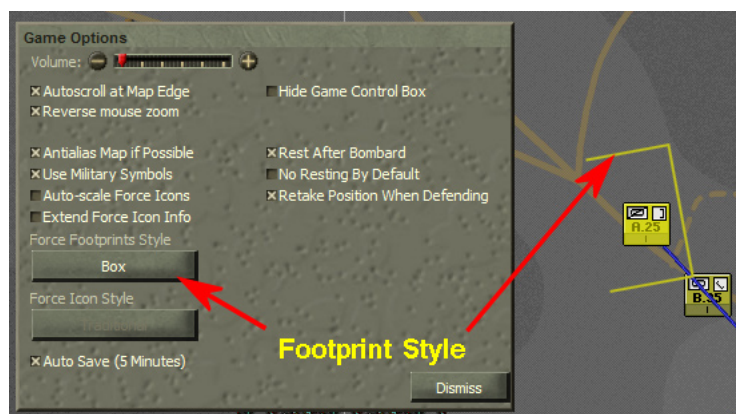
Note this works as a toggle. Hit the button again to offset back up and to the left.

### Change Force Footprinty Style

To change the style of the force footprint:

☞ Open the Options window from the Game menu (Menu button on toolbar).

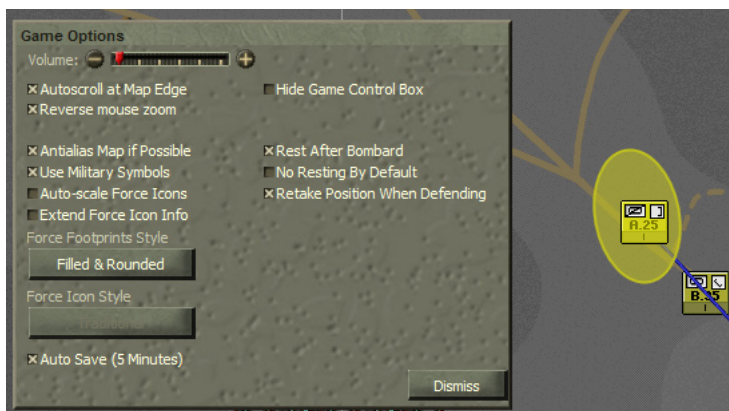
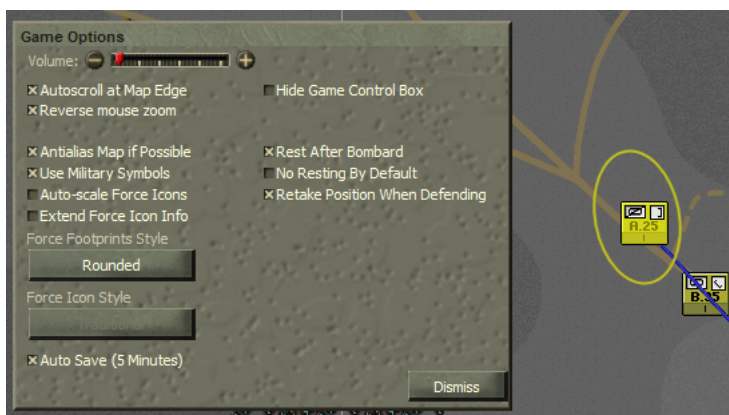
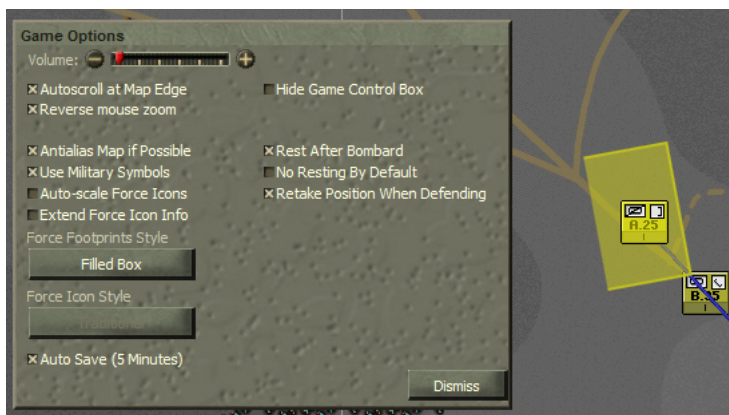
☞ Click on the Force Footprint Style button



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Note there are four styles - box, filled box, rounded, filled rounded. Also note that these are representative and not to be taken literally in terms of where the individual units and vehicles are positioned.





### Command Your Units

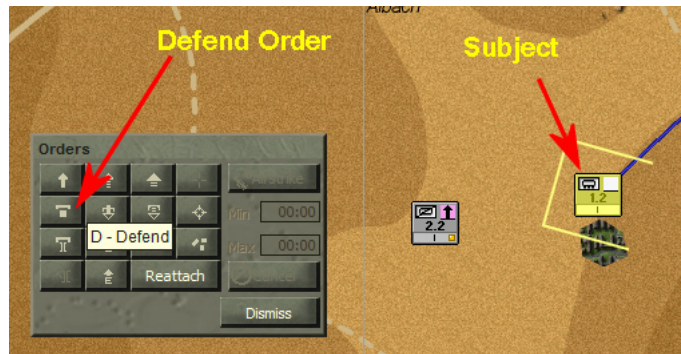
You direct the actions of your units by issuing **Orders**. When issued an order your units will develop a plan and issue it to their subordinates in the form of **Tasks**. When issuing an order, you will specify the location at which you want the unit to carry out the order – this is called an **Order Location or ObjLoc**. See [Objectives, Orders, and Tasks](#) for more information.

When you issue an order to a unit, it will no longer receive tasks from its normal superior but will only respond to further orders directly from you. See [Group and Ungroup Units](#) and [Units Under Your Direct Command](#) for more information.

#### Issue Orders

To issue an order to one or more of your units:

- ☞ Select the unit(s)
- ☞ Select the type of order by clicking the appropriate order button on the Orders dialog or by pressing the appropriate keyboard shortcut.



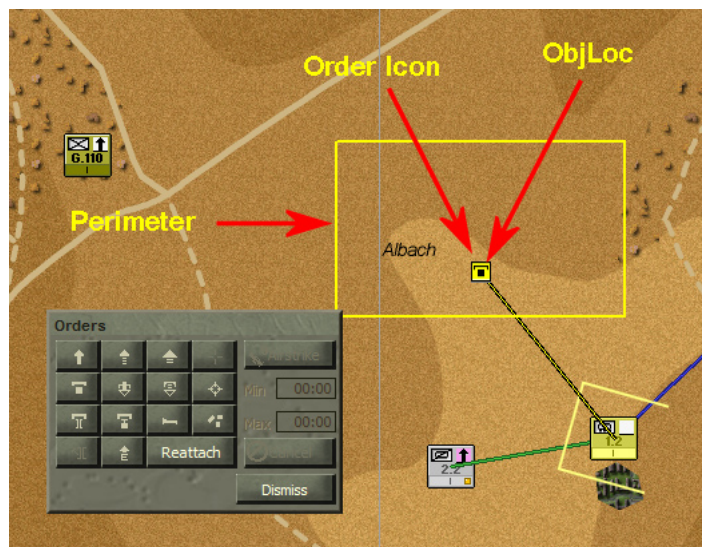
To find the keyboard shortcut for each type of order, see [Annex A – Keyboard Shortcuts](#). You can also display a Tooltip in the game that shows the keyboard shortcut for a particular order:

- ☞ Briefly hover the mouse over the order button

The mouse pointer changes to the **Order Cursor** once you move the mouse pointer over the Battlemat.

- ☞ Click on the Battlemat at the desired Order Location/ObjLoc.

A new **Order Icon** is placed on the map at the order location and a line is drawn linking the unit and the order. A yellow perimeter box is drawn around the order icon that indicates the approximate area to be occupied by the force when it deploys at the order location.





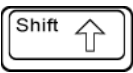


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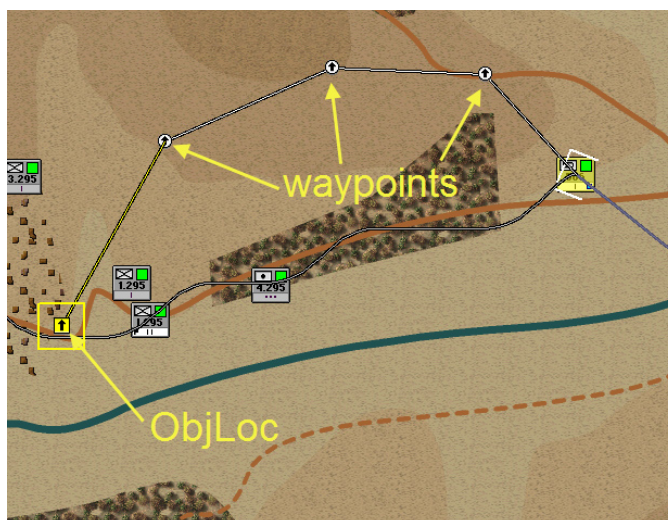
If you attempt to place an order in a location that is impassable to the unit you are ordering, the order icon will snap to the nearest reachable location. A message will appear at the top of the Battlemap to let you know what has happened.



### Issue Orders with Multiple Waypoints

You can tell your units to pass through a series of points on their way to their order location. These points and the order location are called **Waypoints**. The last waypoint is always the Order Location or ObjLoc. To issue an order using intermediate waypoints:


- ☞ Select the desired unit(s)
- ☞ Select the order type using the order button or keyboard shortcut
- ☞ Hold the Shift key  down and click on the map at the desired location of your first waypoint
- ☞ Continue to hold down the Shift key  and click on the map to place additional waypoints
- ☞ Release the Shift key  prior to placing the order location.





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As you place the waypoints, you will see **Waypoint Icons** appear on the map at each intermediate waypoint location. For the Attack, Probe, and Delay orders, waypoints have a special meaning; see [Seize an Objective](#) and [Delay the Enemy Advance](#) for details.


If you forget to release the Shift key  before placing the order location, just:

 Press the Esc key 

This will revert the mouse pointer to the arrow and confirm the last waypoint as the order location.

### **Decide Not to Issue an Order ( revert to the Arrow Pointer )**

If you change your mind after selecting one of the order buttons or pressing the keyboard shortcut for an order, you can cancel the order cursor and go back to the normal mouse pointer:

 Press the Esc key 