

Demo Tutorial

If you have never played Combat Mission before, this might be a good and quick way to start. We'll take you by the hand and let you play through a mini-scenario, explaining some game mechanics step by step, and, most importantly, try to give you an idea about how to play and win the most realistic ground combat simulation of WWII. No need to understand all the details of the game yet. Simply follow the guide step by step and watch.

Fire up the game. Click PLAY GAME and choose the Demo Tutorial. Click on play (or double-click on the scenario name). You will see the introduction briefing. Read through it, then click CONTINUE. You will be asked to choose the side you want to play. Choose Allies for the Tutorial (don't change the other settings), and click on 1 Player Game.

Read through your mission briefing. No need to memorize it all, you can access it later on with Alt-B, or the „Briefing“ hotkey in the game interface.

After the 3D graphics load, you will find yourself on the map. In front of you, the small Soviet combat detachment, and in the background a grey flag, your objective.

First, raise the camera height by one level to get a better overview. Use the + key on the number pad or the ^ arrow on the game interface. Use the other arrows to move across the battlefield.

As you can see, there is pretty good cover on the way to your objective. We want to make sure we use it.

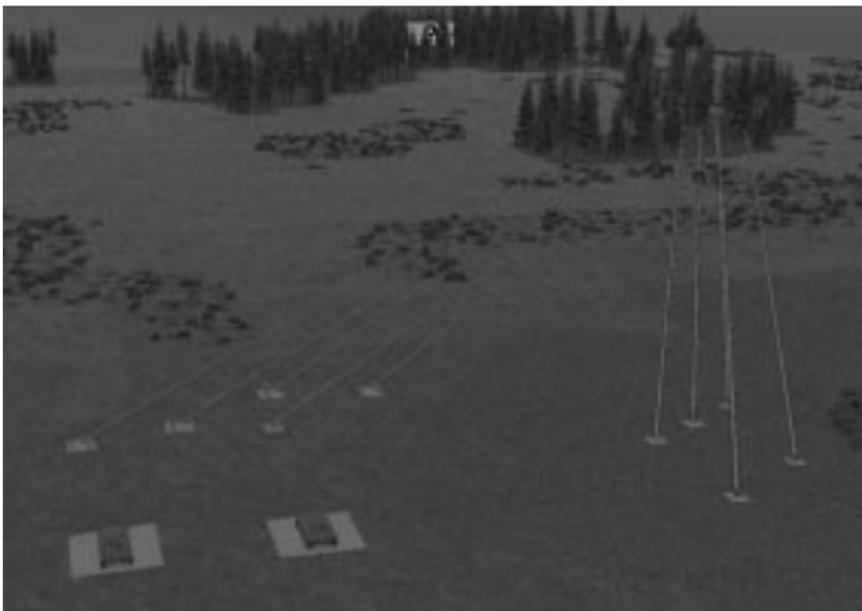
Even though you could, don't change the setup of your forces. Instead, hit GO.

Turn 1

Turn 1 begins. Time to give orders and move out. First, in case it's not on yet, use the Shift-B hotkey combination to make the unit bases visible. This will enable you to spot your units quicker.

Order your rifle platoon to MOVE to the next line of brush. The quickest way to do this is by double-clicking on the Platoon HQ, then hitting the „M” shortkey. Place the order way point by left-clicking on the map to match the below screenshot. If you're not happy, cancel the order with Backspace, and issue it again.

Order your support weapons on the right to MOVE to the far end of the tall pine trees further ahead on the map.



Moving out - your rifle platoon moves into jump-off position, while your machineguns and mortar unit advance to the edge of the pine forest to be able to provide supporting fire

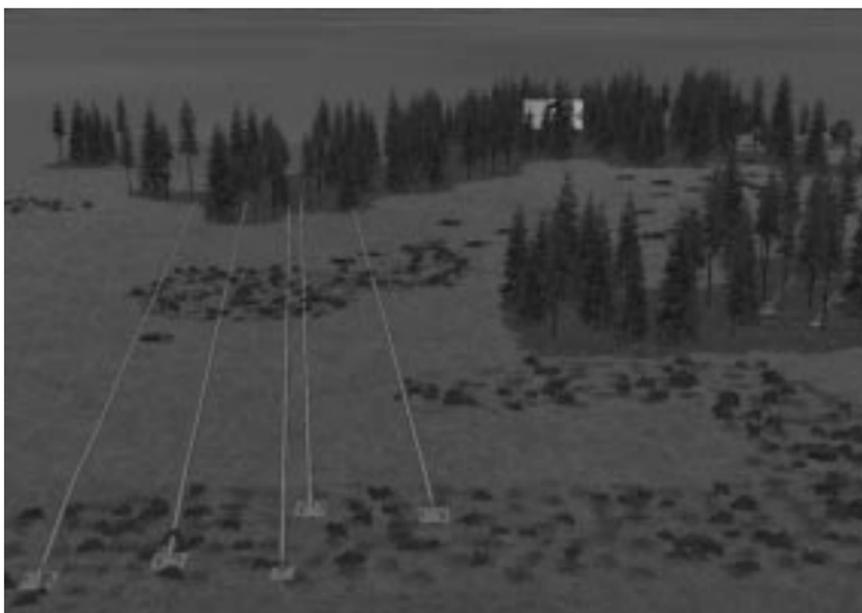
Now hit GO. Watch as your men move out.

Keep hitting GO until the beginning of Turn 5, ie. until your support weapons on the right are more or less in position. It is possible that you will make contact with the enemy already, and spot some „sound” markers or even a firing position. Don't worry about it, don't change a thing until you're at turn 5.

Turn 5

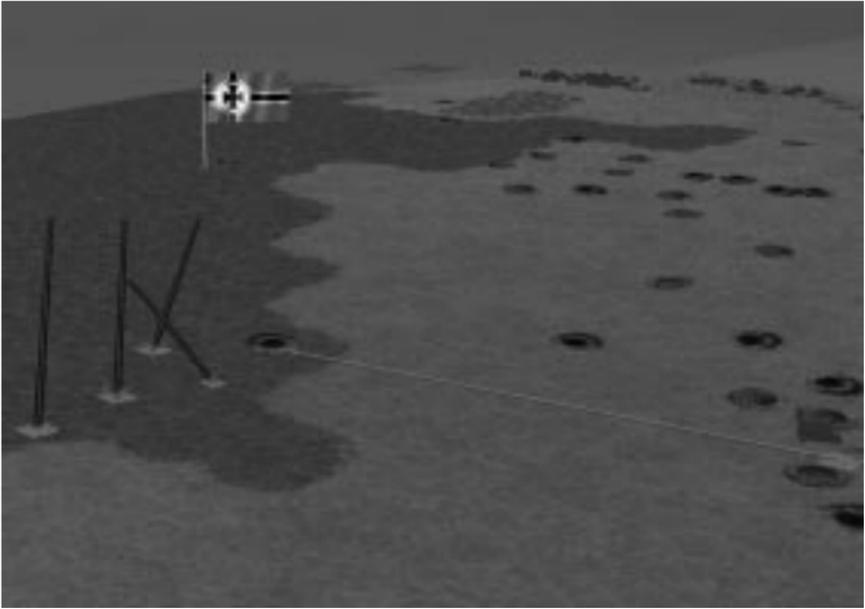
Now, order your rifle platoon to HUMAN WAVE right into the tall pine forest around the objective. See below screenshot. Your machineguns in the trees on your right as well as the T-34 tanks in the back will provide covering fire (that's why we had to wait until they're in place. Fire support is very important when storming an enemy position).

Your rifle platoon should make it into the woods more or less unscathed. It is possible that one or two rifle squads will be pinned or panic by enemy fire. Simply let them rally and give



While your support weapons are about to move into firing position on the right, your rifle platoon is ordered to HUMAN WAVE right into the flank of the German position. Expect casualties.

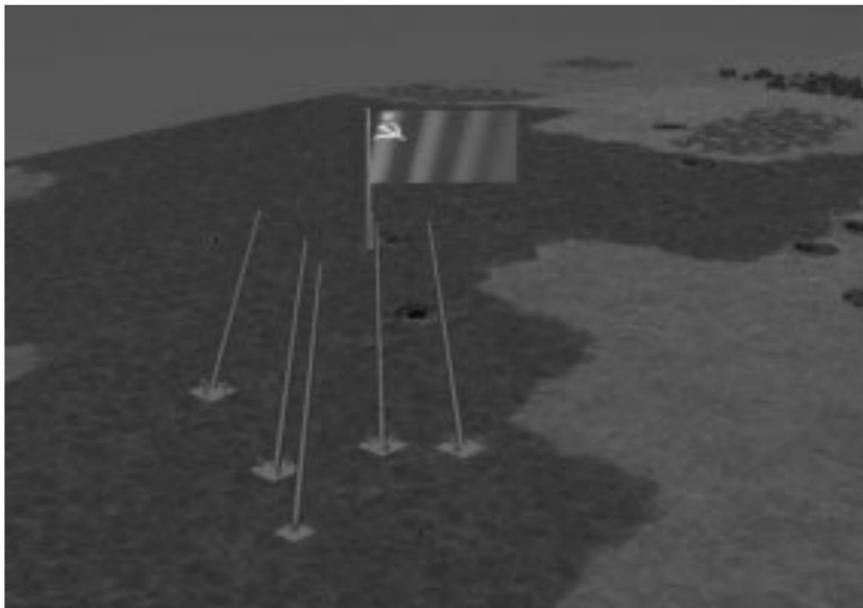
them MOVE or HUMAN WAVE orders to catch up with the rest of the platoon.



*(Screenshot taken with Trees toggled OFF - Shift-T)
While the bulk of your rifle platoon MOVES forward, stragglers which were pinned by enemy fire are ordered to catch up. In this example, the red movement line indicates a HUMAN WAVE order.*

Turn 7

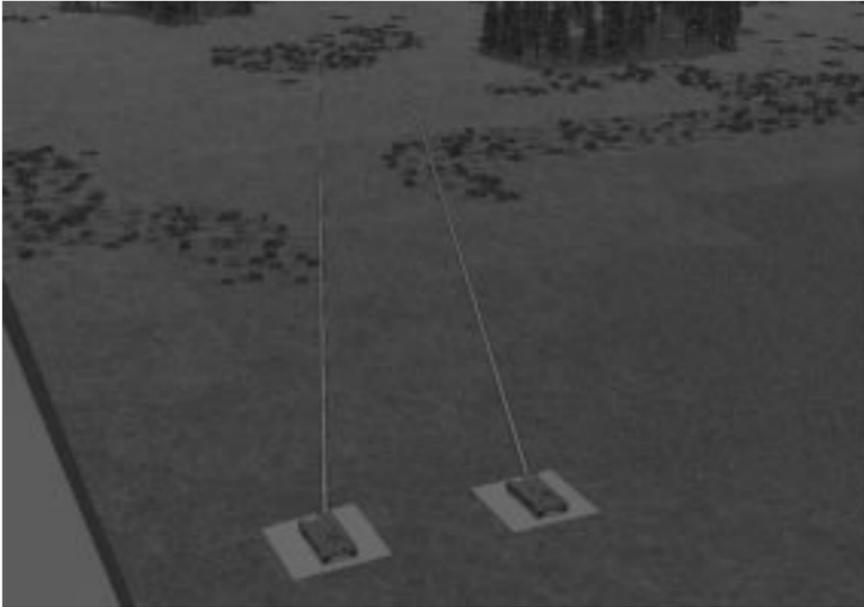
You will certainly make contact with the enemy by now. Order the rifle platoon to MOVE TO CONTACT towards the flag through the forest. These units will stop when they encounter an enemy and open fire. That's a great way to probe for enemy positions in the forest. Your rifle platoon should be strong enough to overcome any enemy resistance.



Now complete, the rifle platoon is ordered to MOVE through the forest to reach the objective. Units will keep MOVING until they come under heavy fire.

Turn 8

Keep MOVING your platoon until you're right on top of the flag. It should revert to Soviet control by now. That doesn't mean you've won, though, there still could be enemy around.



Time to move your heavies forward. Use the HUNT order so that they actively look for enemy targets, and stop when taken under fire. Chances are, you'll see an enemy anti-tank gun firing sooner or later!

Turn 10

Move up your T.34 tanks using the HUNT order. This means that they will move at medium speed and look out for enemy targets, but they will stop and engage anything that could be a serious threat - like the anti-tank gun that you will most certainly spot firing now! Your machineguns should be able to take it under fire the moment it opens up, but it IS possible that one or even both of your T-34 will be knocked out. Don't worry about it if it happens, you don't need them to win.



VICTORY!

Turn 10 and later

It's difficult to predict what will happen now, as the AI in CMBB plays differently everytime. If your tanks were knocked out, simply MOVE your infantry platoon to the anti-tank gun to take it out. If the gun was taken out, but the enemy doesn't surrender by turn 12, simply move your infantry platoon further forward beyond the flag. They should come up to one or more enemy units and quickly overwhelm them.

Whatever you do, don't move your support machineguns. They're not made for assaults on enemy positions, and work best in support (ahem, as the name implies). Also, don't move your tanks further forward - they can't enter the forest anyway, and by moving too close only run the risk of a close infantry assault.

By turn 16-20, the enemy should surrender. Victory for Mother Russia!