

## Strength

Strength refers to the number of troops in a unit. Each point of Strength equals 100 soldiers. Each type of unit is allowed a different maximum amount of Strength, the lowest in the game being 40 and the highest 200. Combat will reduce a unit's Strength, while Auto Reinforcement or joining with another unit will increase it. When a unit's Strength is reduced to zero the unit is destroyed and ceases to exist. Note: A unit's Strength does not necessarily represent its true combat potential. A unit's type, Experience and Condition, as well as terrain, and weather all are vital to combat performance.

## Experience

Experience is represented by a number between 20 and 99. The higher a unit's Experience number is the better it will hold and take ground, inflict casualties on the enemy, minimize its own losses, and handle adverse situations. Every time a unit engages in battle its Experience will increase, but the more experienced it becomes, the slower it will gain Experience points. Experience will decrease only if you add significant numbers of less experienced Strength to the unit.

## Condition

Condition indicates the physical readiness of your troops from zero to 100%. Every time a unit moves, attacks, or defends against the enemy it will lose Condition points. As a unit's Condition drops, its combat performance will decrease and it will suffer more Strength loss in combat. Moving over rough terrain or in bad weather tends to rob units of the most Condition. A unit can regain Condition only in proportion to its Supply level (see below).

## Supply

A unit's Supply level represents its ability to get ammunition, vehicles, tanks, food, troop reinforcements, spare parts, etc. Supply is displayed as percentile ranging from 0% (unsupplied) to 100% (fully supplied). Supply's most important function is to increase a unit's Condition level. A unit will regain 1% of its Condition for every 2 % Supply it receives, or up to 50% Condition per turn. For example, a unit supplied at 50% will regain only 25% of its Condition.

## Entrenchment

Every ground unit has the ability to fortify its positions with fox holes to elaborate bunkers. A mobile defense has an Entrenchment level of 0 and fully dug-in unit has an Entrenchment level of 5. Deeply entrenched units inflict more casualties, suffer fewer losses and are less likely it to retreat than mobile units. Entrenchment is crucial for holding off strong enemy attacks.

## Thresholds

Threshold settings determine how vigorously a unit will fight. Units with high Threshold settings will fight harder and thus lose more Strength and Condition in battle. Higher Thresholds may also inflict higher casualties on the enemy, depending on the quality of the units involved.