XBOX 360

NTSC

HISTORY®

LEGENDS OF WAR™

PATTON

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CONTENT RATED BY ESRB

MAXIMUM GAMES

Legends of War: Patton

Manual

1.- FIRST STEPS 3

1.1.- Campaign 3

1.1.1.- Continue Campaign 4

1.1.2.- New Campaign 4

1.1.3.- Load Campaign 5

1.1.4.- Play Mission 7

1.2.- Multiplayer 7

1.3.- Settings 8

1.4.- Help 9

2.- GAME CONTROLS 10

2.1.- Controls in the Campaign 10

2.2.- Controls in the Missions 10

2.2.1.- Advanced Controls 11

3.- USER INTERFACE 12

3.1.- On-Screen Information 12

3.1.1.- Movement Interface 12

3.1.2.- Firing Interface 13

3.2.- Unit Icons 14

3.2.1.- Objective icons 14

3.2.2.- Special action icons 15

3.3.- Mission Map 15

3.3.1.- Objectives on the map 16

4.- MISSION TYPES 18

4.1.- Rules of Infiltration 18

5.- UNIT TYPES 20

5.1.- Damage by types of units 24

6.- TIPS AND ADVICE 27

6.1.- Patton's Evolution 27

6.2.- Unit Evolution 27

6.3.- Vision and Overwatch Ranges 27

6.4.- Others 28

6.4.1.- Campaign 28

6.4.2.- Missions and Units 28

6.4.3.- Damage 29

6.4.4.- Bunkers 29

Welcome to the "Legends of War: Patton" game manual.

In this turn-based military strategy game you will have the opportunity to participate in General George S. Patton's European campaign with his Third US Army starting in August 1944, and moving from the west of France to the heart of Germany, with the aim of ending Nazism.

When you begin the campaign, you will be able to follow a tutorial to learn about the basics of the game for managing your armies and completing missions.

1.- FIRST STEPS

1.1.- CAMPAIGN

You can open a campaign or single missions here.

The game modes available for single players are Campaign and Missions.

The main mode is Campaign, in which you will play the role of General Patton, controlling the Third US Army through 4 operations. There are a total of 21 missions of different types to complete from western France to Germany.

You will also be able to play individual missions, once they have been unlocked in Campaign mode.

1.1.1.- CONTINUE CAMPAIGN

To continue the last campaign played on the console.

1.1.2.- NEW CAMPAIGN

To start a new campaign.

The progress from three different campaigns can be stored in these slots. Every time a mission is successfully completed, the campaign will be automatically saved in its associated user campaign.

You will be able to view general information about the state of the campaign associated with the slot here. To start a new campaign an empty user campaign can be selected or you can replace a previous campaign.

When selecting a user campaign you must select the level of difficulty you wish to start the game at. The campaign will begin directly after.

1.1.3.- LOAD CAMPAIGN

There a three empty user campaigns at the beginning of the game. The progress from a campaign can be stored in each slot.

The user campaign you wish to load can be selected here. Every time a mission is successfully completed, the campaign will be automatically saved in its associated user campaign.

You will be able to view general information about the state of the campaign associated with the slot here.

When selecting a user campaign you will be able to change the level of difficulty you wish to continue the campaign. The selected campaign will continue directly after.

Once the selected campaign has loaded, the campaign map for the next mission will appear. If you wish, you can select a previous mission and continue the campaign from that point, but you will lose all the progress previously made from that point.

1.1.4.- PLAY MISSION

You can play individual missions, which have already been unlocked in the active campaign, here.

1.2.- MULTIPLAYER

You can play a battle with another player, between American and German forces, taking turns to use a single console.

In multiplayer mode you will compete with another player (or against yourself) in a battle, taking turns to use one console.

Each player will choose a faction, American or German, along with the units to be used in the battle. During their turn each player will make the actions, or moves, they wish and will then pass the console to the other player.

The aim is to destroy all the opponent's units.

To begin with, each player must choose a maximum of 8 troops that they wish to take into battle. It is also possible to modify the experience rank of each unit.

The player representing the American faction will choose their troops first and the German faction second. When both players have finished choosing their troops, battle will commence. Therefore, both players will have the same level of prestige.

1.3.- SETTINGS

You can change the game's general settings for the currently active user campaign here.

In the settings menu you can alter the volume of the game music, the speeches and the sound effects independently of each other.

The help facility can also be activated in the campaign options.

1.4.- HELP

You can access the game tutorial, game credits and the game manual here.

You can access the game manual here.

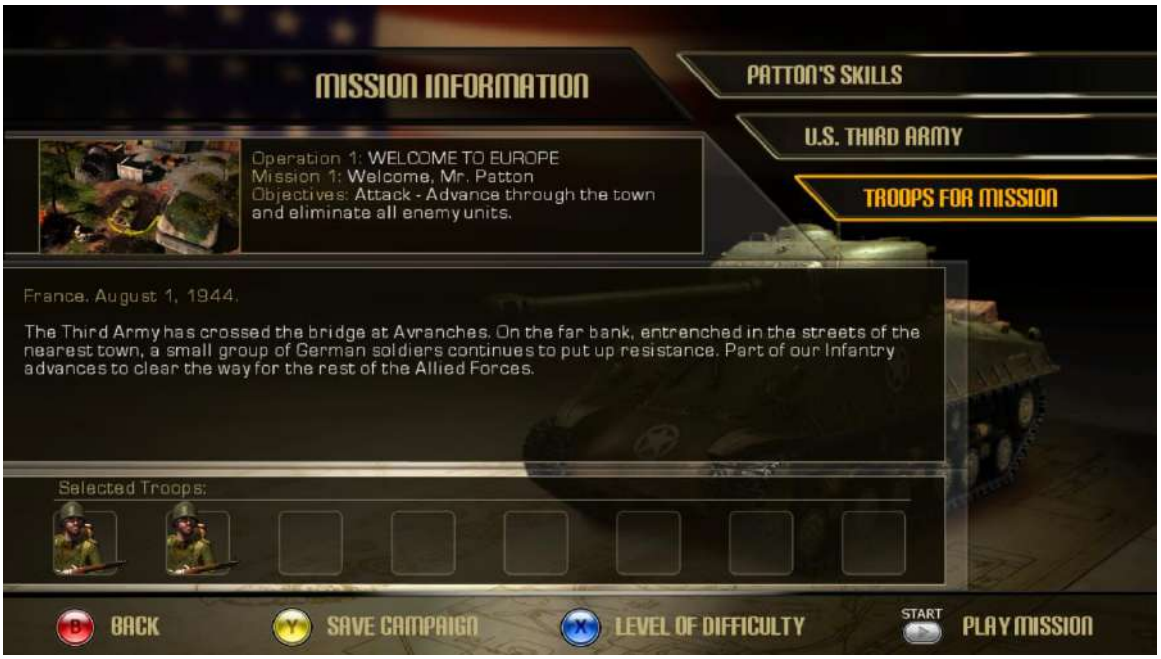
The tutorial mission can be launched directly from here. You will also be asked, at the beginning of each new campaign, if you wish to follow the tutorial.

You will also be able to see the team that made this game possible here.

2.- GAME CONTROLS

2.1.- CONTROLS IN THE CAMPAIGN

Information on the actions which can be carried out and their associated buttons will be permanently displayed on the campaign interface at the bottom of the screen.



2.2.- CONTROLS IN THE MISSIONS

If you press START button at any time during a mission, the options menu will appear, from which you can access the basic controls guide.

2.2.1.- ADVANCED CONTROLS

During the enemy's turn you can increase or decrease the speed of their actions by pressing the Y button and B button respectively.

You can stop the movement of any of your units by pressing A button. The unit can then be redirected to prevent them entering the action range of an enemy unit, for example.

Pressing both LB and RB will reveal the icons for the unit types visible on-screen, along with the overwatch zone of your units that are effectively covering an area in the current turn.

3.- USER INTERFACE

This section provides an explanation of the main elements on the visual interface during missions such as, the modes of movement and firing interface, icons and map elements of the mission.

3.1.- ON-SCREEN INFORMATION

3.1.1.- MOVEMENT INTERFACE

Selected Unit
This indicates the selected unit.
Red Bar - Life
Green Bar - Movement Points
Blue Bar - Number of shots available.

Available Units
This indicates the units available in the mission.

Life Bar
Remaining life of the unit.

Rank

The rank stars indicate the experience and seniority of the unit from 0 to 5. Units gain one rank star for every 100 experience points obtained.

Experience
Units gain experience by carrying out actions.

Movement Cursor
This indicates the point to which the unit will move.

Path
This represents the path the unit will follow to reach the destination point. The path will be green if the movement is possible and red when not.

Movement Points
These points dictate the number of meters the unit will be able to move in the current turn.

3.1.2.- FIRING INTERFACE

Line of Fire
This is the path that projectiles will follow, when fired. The accuracy will vary depending on the weapon used, the unit's experience, the distance of the shot and Patton's progress.

Overwatch Zone
This marks the area covered by the unit. If an enemy enters this area, the unit will open fire, as long as they have shots and ammo available.

Available Shots
This indicates the number of shots that can be made with the selected weapon in the current turn.

Ammo
This indicates the number of shots that can be made with the weapon's current ammunition.

Main Weapon
This is the default weapon for the unit: rifle, submachine gun, cannon, etc.

Secondary Weapon
Many unit types have a secondary weapon to complement their main weapon: grenades, machine gun, etc.

3.2.- UNIT ICONS

Unit Type Icons
These icons denote the type that a unit belongs to.

Alerted Unit Icon
In infiltration missions, those enemies that sense your presence will display this icon. They will leave their patrol and go in search of your unit.

Unit to Protect Icon
If any of your units display this icon, they must be protected in order to complete the mission objectives.

Target Unit Icon
The enemy units displaying this icon must be eliminated in order to complete the mission.

3.2.1.- OBJECTIVE ICONS

Objectives
If the mission objective is to reach a designated area, this icon will be found on the ground at the target site. Other objectives (e.g. beacons, explosives, etc.) will be marked on the map.

3.2.2.- SPECIAL ACTION ICONS

Stabbing Icon

With your Commandos you can stab your enemies and eliminate them silently.

Pick Up Items Icon

All infantry units can collect medic kits and ammo boxes.

Activate Bomb Icon

The infantry will have the objective of activating bombs in some missions.

Deactivate Bomb Icon

The infantry will have the objective of deactivating bombs in some missions.

Healing Icon

Doctors can heal wounded infantry units. However, by carrying out such actions, the prestige level achieved at the end of the mission will be reduced.

Repair Icon

Engineers can repair damaged vehicles. However, by carrying out such actions, the prestige level achieved at the end of the mission will be reduced.

3.3.- MISSION MAP

Your Units

Enemy Units

Orientation of Units
Yellow dot indicates the orientation of the unit.

Camera
Indicates its position and vision range.

Fog of War
Enemy units will not be visible in these areas.

3.3.1.- OBJECTIVES ON THE MAP

Bomb Icon
You must reach the bomb with an infantry unit and activate or deactivate it.

Beacon Icon
You must reach the beacon with an infantry unit and activate it.

Observation Post Icon

You must reach the observation post with an infantry unit.

Supply Pick-Up Point Icon

You must pick up supplies from this point with an infantry unit.

Objective Area Icon

You must reach the marked area with one of your units.

4.- MISSION TYPES

Attack Mission

The objective during your offensive will be to eliminate the enemy units.

Defense Mission

The objective will be to resist the enemy's advances during a number of turns and sometimes to protect certain units.

Infiltration Mission

Various objectives to be completed using only infantry units and avoiding alerting the enemy.

Sabotage Mission

Various objectives to be completed using only infantry units, but with the enemy on alert.

4.1.- RULES OF INFILTRATION

The rules during infiltration missions are somewhat different to the other mission types. At first, the enemy is not aware of the presence of the American troops and therefore patrols without being in a state of alert. If the general alert level reaches its maximum, the alarm will sound, causing all the German troops to enter a state of alert. The alerted troops will move towards and attack American troops, who will find themselves truly outnumbered.

For infiltration missions usually only two infantry units can be used. Therefore, it is important to choose them with care, with snipers and commandos being the best choices. Commandos can stab enemy soldiers without increasing the level of alert.

The Germans can be alerted by seeing American units (by entering their overwatch zone), hearing shots fired or receiving damage. When an enemy is not alerted, their overwatch zone is blue. When they are alerted, an exclamation mark will appear above them and their overwatch zone will change to red. From this moment, they will actively search for American troops. This illustrates the importance of eliminating alerted units, or avoiding them until they are no longer alerted.

The key to an infiltration mission is to remain undetected, without being seen or heard. Otherwise, the general level of alert will be increased. However, if stealth can be maintained, the general level of alert will begin to reduce little by little with every turn.

When the general alarm is raised, it cannot be deactivated and all the German units will attack. However, it is still possible to move quickly in desperation to reach the mission objective.

5.- UNIT TYPES

Regular Infantry
These are the infantry units that can be recruited with the lowest cost in prestige, which, along with their versatility, means they are the most used unit in all armies.

Ranger
This elite unit is exclusive to the American army. Their rigorous training makes them very effective in attack and the best choice to lead infantry reconnaissance.

Paratrooper
These elite units, trained in special tactics, are fast, powerful and very versatile. They are also very skilled at handling grenades.

Commando
These are the fastest and most powerful infantry units. They are especially skilled in infiltration, using their dagger to silently eliminate the enemy.

Sniper

Their special training gives them the ability to shoot over long distances without being discovered. One bullet, one enemy eliminated. These units are perfect for eliminating selected targets.

Anti-tank Infantry

These are the only effective units against armored vehicles. However, they must be protected against enemy infantry.

Medic

This unit will be necessary to heal your wounded soldiers. They should not be exposed to enemy fire.

Engineer

These units are specialized in repairing all types of vehicles during missions. They can be a great help, but must be protected from the enemy.

Tank

These armored vehicles are very versatile units in attack and in defense against armored vehicles and infantry. They are very vulnerable to anti-tank weapons.

Anti-tank

These armored vehicles are highly effective against other armored vehicles. They are designed to destroy tanks and are practically useless against infantry.

Artillery

These units are perfect for eliminating groups of infantry at a distance, although they are not very effective against armored vehicles.

Reconnaissance
These are the units with the largest vision range. They are perfect for scouting an area in preparation for the arrival of the remaining troops.

Heavy Artillery
These units support troops in attack or defense. Their cover fire can reach any target at a great distance and is most effective against enemy infantry.

Fighter
Owing to the scarcity of enemy aircraft from the Luftwaffe, their main role is to support ground troops by machine gunning enemy infantry.

Bomber
Thanks to their mobility and range these units are very useful for destroying certain targets in support of the ground troops. Their bombs are very effective against groups of infantry and less effective against armored vehicles.

Aerial Transporter
These aircraft can fly over the conflict zone and drop supplies, such as medic kits and ammo boxes.

Bunker with Machine Gun
The bunkers are important points of the German defense. Their MG42 machine gun is capable of mowing down the American infantry. You must use grenades to destroy the bunkers.

Anti-tank Cannon
The Germans use anti-tank cannons against American armored vehicles with protection and great efficiency. Their Achilles' heel is grenades thrown by the infantry.

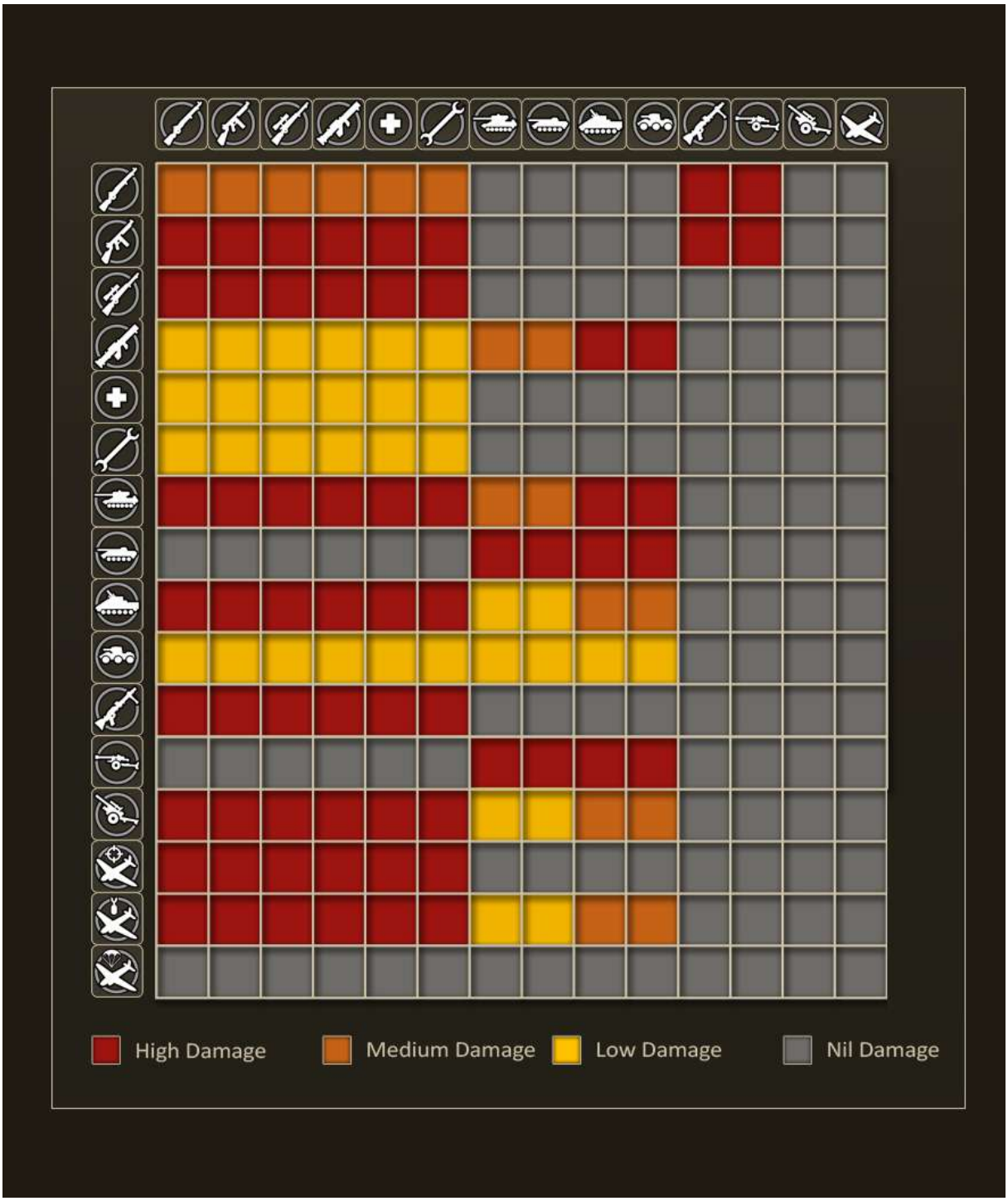
5.1.- DAMAGE BY TYPES OF UNITS

Next, there is a table showing the damage that each type of unit can inflict on other units.

Damage information is displayed when the unit types in the rows fire upon the unit types in the columns. The level of damage is classified as High, Medium, Low or Nil, in accordance with the colors displayed at the bottom.

The information from this table must be referred to when confronting other unit types in order to avoid unpleasant surprises. Above all, when taking into account that some unit types cannot damage certain unit types, but can be damaged by that particular unit type in return.

High Damage
Medium Damage
Low Damage
Nil Damage


High Damage
Medium Damage
Low Damage
Nil Damage

6.- TIPS AND ADVICE

6.1.- PATTON'S EVOLUTION

Patton will evolve as he successfully advances in the campaign. There are two different elements to manage strategically, Patton's prestige and skill points, both of which affect his Third Army.

Prestige points are, in effect, the currency for exchange in the game. They can be used to recruit new units, heal wounded soldiers, repair damaged vehicles, or to upgrade units.

Patton's skill points affect certain characteristics of the Third Army's units. In this way, the player can improve desired aspects of their units to make them more defensive, offensive, with greater rate of fire, more ammo, etc.

As missions are successfully completed, Patton's prestige and skill points will increase in accordance with the type of victory achieved: minor, normal, major or heroic.

6.2.- UNIT EVOLUTION

The most important element of unit evolution is their experience. The most veteran units will be the most valuable during missions. Experience will make units more resistant to damage, improve the firepower of their weapons, increase their mobility, etc.

Units gain experience by eliminating enemies, performing actions, completing objectives, and even receiving damage and surviving. The improvement in their characteristics will be proportional to their experience.

For every 100 experience points the unit will receive a rank star, to a maximum of 5. Four rank stars are represented by a silver star and five stars by a gold star.

Upon completing a mission, the unit that gains most experience, within a minimum, will receive a medal. Units that receive three medals will become heroes, meaning that all of their characteristics will improve considerably. Heroes with five rank stars are the most valuable units in the army.

The experience of units is very valuable, so it is important to prevent such units being destroyed by the enemy.

When a unit becomes obsolete, like a light tank, for example, it can be upgraded to a more powerful model whilst conserving 100% of its experience, medals or hero status.

6.3.- VISION AND OVERWATCH RANGES

During missions visibility is calculated as the sum of the circular vision ranges of all units, with the remaining area, and any enemy units within it, covered by the fog of war.

Each unit type has a different vision range, with reconnaissance vehicles having the greatest range, and Rangers having the greatest range of all infantry units. It is important to deploy this type of unit as point man to clear the fog of war and discover enemy units to assist strategy development.

Additionally, every unit has an overwatch zone, which indicates the area within which a unit can fire. If an enemy enters the overwatch zone and the unit has shots and ammo available, they will fire upon the enemy automatically.

The length and width of the overwatch zone depend on the weapon selected. The length can be modified by the player to change their units' overwatch zones for each turn.

During the change of turn, the German troops will move. It is, therefore, important to have set up your units' overwatch zones correctly. If an enemy crosses their overwatch zone and they have shots and ammo available, they will open fire.

6.4.- OTHERS

6.4.1.- CAMPAIGN

1. At the beginning of a campaign the majority of American units will not be available for recruitment. As you advance successfully through the campaign, more units will be unlocked, opening up more and more possibilities with new weapons, tanks, aircrafts, etc.

2. It is possible to return to a previous mission in the campaign and to continue from that point. However, your current progress from that point will be lost. This can be a useful option, when you have not progressed as well as hoped and the campaign has become too difficult as a result.

3. Every time you load a saved campaign, you will have the option of changing the level of difficulty.

4. After being defeated in a mission, you will be able to return to the Mission Information screen. Your status before the defeat will be restored, thus allowing you to alter the preparation of your troops to attempt to complete the mission again.

6.4.2.- MISSIONS AND UNITS

1. It is important to bear in mind the characteristics of each unit type when choosing troops in accordance with the mission objectives.

2. There will be a certain amount of fuel available in each mission. Therefore, the number of armored vehicles and aircraft that can be used will be limited. If the fuel available is zero, you will only be able to use infantry units.

3. All your units will have full ammo at the beginning of every mission.

4. You will need mobile, land-based troops to complete the missions. If you lose all your troops except aircraft and heavy artillery, the mission will automatically end.

6.4.3.- DAMAGE

1. The closer your units are to the enemy, the more powerful and effective their shots will be. Therefore, they will miss less often and inflict more damage.

2. The fundamental difference between a tank and an anti-tank is that the latter has great penetrative power, thus allowing them to cause great damage to armored vehicles. In contrast, they do not have machine gun as secondary weapon and are, therefore, vulnerable to attack from anti-tank infantry units.

3. All explosive projectiles, except grenades, cause two types of damage: penetration of the target unit and fragmentation caused by the explosion's shockwave.

4. Aerial units do not have damage points and cannot be destroyed during missions. However, you will be defeated, if you lose all your ground units.

6.4.4.- BUNKERS

Bunkers can only be destroyed by throwing a grenade into them. However, it is not necessary to destroy them in order to complete missions.