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WHAT ARE THE MOST NOTICEABLE DIFFERENCES FROM TOAW III?

- a) Naval warfare has been radically improved.
- b) Battlefield Time Stamps have radically altered the “turn burn” issue.
- c) The User Interface has been extensively revised and improved.

2

HOW MANY SCENARIOS WILL BE AVAILABLE? AND HOW MANY WILL BE AVAILABLE FROM THE PREVIOUS TITLE?

Almost all of the previous title’s scenarios will be available. The number of new scenarios has not been finalized yet as our scenario designers keep working and submitting new materials. We will include as many as can be finished and tested by the game’s release date, and we are planning to keep adding scenarios as part of free updates after release.

3

HOW IS THE GAMEPLAY AFFECTED BY PLAYING IN SO MANY DIFFERENT ERAS, WITH DIFFERENT TECHNOLOGIES, ORGANIZATION, TACTICS?

The game is able to simulate the profound changes that warfare had seen during the 20th century. Not only that the weapons and vehicles available at different times have different attributes and capabilities, but the very flexible scenario editor allows the adjustment of other gameplay aspects, from fairly unique things like the availability of nuclear or chemical weapons, to attributes that define all conflicts, like the efficiency of supply logistics.

4

HOW MANY INFORMATION COULD THE 2D UNIT ICONS CONTAIN?

The two strength values on the counters can now select from 22 normal possibilities and 22 stack totals of those possibilities. When displaying movement on the counters, there are now two options: Movement Remaining and Time Stamp (new).

5

WHAT ARE THE UNITS’ SIZES AVAILABLE? CAN WE DIVIDE PRESET UNITS INTO SUB-GROUPS?

There are the nine original sizes (section, platoon, company, battalion, regiment, brigade, division, corps, and army) plus three new sizes: army group, theater, and supreme command. Units divide as they did under TOAW III.



FAQ

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HOW IS CALCULATED THE QUALITY OF A FIGHTING UNIT?

Unit Quality is a weighted average of a unit's Proficiency and Readiness, expressed as a percentage.

7

IS THE AI HEAVILY SCRIPTED?

The game's default AI can do a decent, admirable job without scripting, but of course in a game where it is possible to play anything from single battles to global war from any time the past 120 years, supplying the AI with scenario-specific plans and guides (which the scenario designers can do) can make a big difference. These can be called scripting, but it is more complex than the AI just following the exact script every time you play the scenario. It is more about influencing and advising the choices the AI makes.

8

CAN WE HAVE THE ABILITY TO CHANGE THE ORDER OF BATTLE WHILE PLAYING A MATCH?

It is not possible to re-assign units to different formations during play, at this time. But it is quite easy to do so in the editor before playing a scenario, if one wishes to experiment with alternative setups.

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HOW HAS RECONNAISSANCE BEEN INTEGRATED WITH INTELLIGENCE REPORTS?

Each hex on the map is either "Unknown", "Observed", or "Spotted". You know nothing about enemy units in unknown hexes, some info about them in observed hexes, and all info if they are in spotted hexes. Your Theater Recon level randomly sets some percentage of enemy hexes to observed. This is then augmented by recon by units. Land units set adjacent hexes to either observed or spotted depending upon their recon capacity. Land units on Peak hexes observe land hexes out 40km. Recon Helicopter units provide further land recon at range. There is also sea recon, separate from other recon: Naval and embarked units are spotted by surface observers (at sea and coastal land) and by air units set to sea interdiction or air superiority.



FAQ

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DO YOU HAVE THE CHANCE TO ALLOCATE REINFORCEMENTS DURING A SCENARIO?

Reinforcements, as in new units, arrive on the map as decided by the scenario designers. Replacements, as in, individual equipments and manpower to replace lost units are divided among depleted units automatically based on a number of factors.

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HOW DOES THE SUPPLY SYSTEM WORK?

The supply system works as it did under TOAW III except for a couple of new features:

- a) There is a new supply state between “Supplied” and “Unsupplied” called “Overextended”. Overextended units function somewhat between how units that are supplied or unsupplied function. Units become overextended when they are in an otherwise supplied hex that has location supply less than the designer set, Overextended Supply Threshold. The default value for that parameter is 0, which means that no unit can be overextended (no location can have less than 0 location supply). Only if the designer revises this parameter from the default value will the new feature be employed in his scenario. But, if it has been revised upward, then it can limit the ability of units to press on in such locations while red-lined. (So, no more infinite supply lines).
- b) There is a new editor parameter that can allow motorized units to pay less than 1 MP per Improved Road hex. Since New Supply employs motorized movement this extends supply over such roads relative to over other terrain. This can make significant difference in desert scenarios where the coast road now transmits supply more effectively than interior routes.

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CAN RAILROADS BE DAMAGED?

Yes, railroads can be damaged and repaired (so are bridges), exact conditions for this depend on scenario settings and setup.

13

DO THE UNITS HAVE ANY FACING DIRECTION FOR FLANKING OR REAR ATTACKS?

Units do not have facing, but attacks from multiple directions can, under certain circumstances gain a flanking benefit.



FAQ

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ARE THERE ANY CHANGES TO THE EVENT EDITOR FROM TOAW III?

The events themselves are unchanged, but the Event Editor itself has been significantly revised. Event copying, insertion, and deletion are more sensibly effected. There is a scroll bar for quick traversing the event list, and there is a “Go To Event #” feature to get to a specific event quickly. Total event slots have been increased to 10,000.

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WILL THE RELEASE HAVE A MAP EDITOR SO THAT WE CAN MAKE OUR OWN MAPS?

Yes the game comes with an Editor that allows users to create or edit maps and scenarios.

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WHAT IS THE TIME FRAME COVERED BY THE GAME?

The game’s main focus is 20th century warfare from circa 1900 to 2000, but some of the scenarios cover 19th century wars and battles using custom equipment databases created by the scenario designers.

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WILL IT BE AVAILABLE FOR IOS?

No.

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WILL IT BE AVAILABLE FOR LINUX?

The game will be Windows only

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ARE THERE ANY NEW SCENARIOS DIFFERENT FROM TOAW III?

We will be including a number of brand new scenarios, as well as updates to the TOAW III scenarios where warranted.



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WILL IT BE AVAILABLE ON STEAM?

No, at least not initially.

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CAN YOU EXPLAIN HOW THE BATTLEFIELD TIMESTAMPS WORK?

As a short summary, it is a mechanism to make turn-based gameplay more realistic by accounting for the passage of time within a game turn (which can cover everything from half a day to a full week in this game). For a full explanation, please follow [this link](#).