

Guns of August
Readme and FAQ File – 18 August 2007
Version 1.01

Welcome!

Thank you for playing Guns of August™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com.

Below you will find the latest and greatest information on Guns of August™. Information in this document supersedes that in the official game manual.

Troubleshooting

Ensure that your system meets the minimum system requirements. These are found on page 7 of the manual. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

A few sound chipset and driver combinations seem to cause some strange issues with Guns of August. If you have already updated your drivers to the latest version and issues in the game persist, try the following:

1. Turn Sound Off in the game options and check to see if the problems persist
2. If so, try downloading the “no sound” version of the update from the Members’ Club and see if that resolves the problems.

If you are still experiencing problems with the game, please contact support@matrixgames.com or post in the Guns of August™ Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

To obtain optimum game performance, close all other applications before beginning a game.

Frequently Asked Questions

(Many thanks to Flintlock and other users on the forum for compiling these)

At the start of a turn there was a message that Belgium had surrendered. Will their army reappear?

No. If Belgium surrendered, their army won't return.

Is there a requirement for the Germans to maintain levels of forces in the east, after a Russian surrender?

The game automatically removes enough strength to use as a garrison when Russia surrenders. Based on closest to east edge of game map and lower quality first, if I recall correctly.

Can cavalry enter an enemy hex without HQ activation?

Cavalry may enter an enemy hex without an activation, except cities, but it has to start stacked with an infantry unit.

Does weather effect combat results?

No, weather's effect is on the amount of activity within a turn, i.e., the number of impulses.

How does artillery become damaged, requiring refit? Sometimes I notice my artillery appears as 3D, instead of 3.

When artillery fires into a hex containing enemy artillery, it can damage that artillery. If the artillery is already damaged, it may be destroyed.

Is there any advantage to enjoying air superiority to available air support? (Aerial reconnaissance).

Air superiority is taken into account when computing the amount of air support you'll receive. So 5 air points with air superiority should usually generate more air support than 5 air points on a contested front. Aerial reconnaissance allows you to see the strength within an enemy hex.

Is there any defensive benefit to occupying rough terrain?

Yes. Within the combat display next to the word "Terrain," you'll see the modifier for terrain type.

In rough terrain, are you better off occupying a clear hex by stacking the maximum number of corps within the hex? This strategy could force my opponent to attack from a lesser capacity hex, thereby limiting his total attacking force.

That would probably be more a useful way to exploit rough terrain than the combat modifier. In the Alps especially it can be very difficult to attack in force due to the terrain constraints, not the combat modifiers.

Is there a "next" key to cycle HQ's and other units?

No.

What does the designation, S, refer to in an artillery unit counter?

That's a siege artillery unit. Very effective for attacking fixed fortifications like Liege and other fortified cities.

Can you deploy corps outside your national boundaries at the start?

No, 1914 deployment is within your own nation only.

Trenches are assigned by hex in the strategic phase. Can new units move to that hex in an impulse or strat move, and still benefit from the trench that turn?

Yes.

During an impulse or strat move, do units moving out of a hex with a trench effect the trench level in any way?

No.

If all units in a hex with trenches are forced to retreat through combat, are all the trench points lost?

No, but trenches do get destroyed by combat so they might be gone anyway.

Are trenches lost if the enemy occupies the hex after your retreat?

Yes.

If my HQ and offensive units are one hex apart, can the HQ continue its offensive in future turns by allowing the corps in the advance hex to move forward an additional hex? (They would no longer be adjacent, but two hexes apart).

Yes.

I have captured some resource hexes, food in particular, but I haven't noticed a rise in food production. What requirements must be met in order to start receiving benefits of captured resources?

Capturing food does help you but it's only counted during the next Strategic Phase. Captured food hexes only count for 1/3, so you need 3 captured food hexes to add one food point to your stocks each turn.

What sea zones do the city ports of Southampton and Plymouth give access to?

Southampton is considered on the North Sea side and Plymouth on the Atlantic side.

Does the AI cheat?

The AI does not peek at your stacks. On the other hand it does have a memory of past games and if a pattern is repeating it may have a good idea of what you have. Then again the situation could look similar but the AI could be very wrong.

What are the levels of national morale?

Assuming a nation's morale was 100 to start, each subsequent level be 80, 60, 40 and 20.

Does national morale effect an army's exhaustion level?

No, exhaustion applies only to an army. Exhaustion does effect national morale, but not vice versa.

Is it possible to increase morale through the recapture of cities?

Yes.

Do units stacked within a hex along with a HQ benefit from an increase in readiness levels?

No.

Can industry be eliminated?

Yes, through combat, capture and loss of key cities.

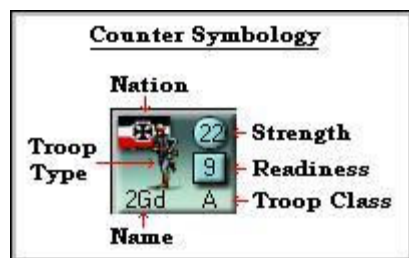
For assault troops to benefit from their bonuses during an attack, is it necessary for the entire stack to be composed of them?

No, one per stack works fine.

When will the game end?

The last turn is Nov-Dec 1919.

What do the symbols and numbers on the counters mean?



I had HQ refits due, but during the strategic turn when I tried to allocate them to my HQs, I found that they disappeared. Where did they go?

Remember that HQ refits and Arms are used both for refits and new unit builds. So if you build a new HQ unit first, 2 of your HQ refits would be used. If you only had 2 HQ refits to begin with then you would not have the ability to allocate any activate/offensive points for that turn as they were used for the build.

The same rule applies to Corps. The more Arms you spend on new builds, the less you will have available for refits, and visa-versa.

08/18/2007 – 1.01 First Update

Please note that in the Members' Club on the www.matrixgames.com site, there is a special “no sound” version of this update available to help further diagnose any sound issues that may persist after this update.

1. Allow the screen resolution to be set to 1280 x 1024 or 1280 by 800 for laptops
2. Tried to fix the sound problem at the end of a scenario. Created a trap for the error which produces a message saying the sound can't be played but otherwise won't affect the game.
3. Fixed German naval rebasing to Rostock through the Kiel Canal.
4. Made it so that Constantinople must be controlled to ship supplies and resource to Russia through the Black Sea.
5. Added an asterix to squadron names if a squadron is damaged.
6. Fixed the supply problem for units trapped in another country when that country surrenders.
7. Fixed the Serbian artillery retreat into the sea.
8. Problem with US reinforcements fixed
9. Problem when fleet at sea loses its home port fixed
10. Movement of units in mobilization phase after 1915 fixed
11. Fixed Password problem for PBEM
12. Fixed disappearing Turkish artillery unit and Turkish deployment
13. Fixed cavalry inability to enter mountain hexes (stopped them from doing so)
14. Added new method of doing corps refits
15. Changed method of doing amphibious operations and added both sea zone status and a display of whether Britain is allowed to engage in amphibious operations yet.
16. Added display of endurance to naval unit display in Naval Orders.
17. Added a start message telling player to click the arrow button to start the game.
18. A new printer-friendly manual is included in this update. You can find this in the \manuals sub-folder of the game's installation directory, or through the link in the Documentation folder in the program's start group.