

Introductory Guide for New and Prospective Players

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This Guide is intended for players that are either new to, or are considering buying, CMANO, Northern Inferno, or Chains of War. My intention in writing this is to help you understand what it is you are getting into, and offer some more insight into the game than the product page does, as a game with the price and depth as this one can be intimidating.

This guide is not intended to walk you through the gameplay or tutorials, but instead gives some general detailed information on what to expect and how to get yourself going without getting too overwhelmed. This guide basically assumes that you have already read the product page, looked at the screenshots, and have enough of an interest in the subject matter.

I am by no means a pro at Command. There are still plenty of aspects of this game that I am not completely comfortable with, and there are several scenarios that I won't even attempt yet. I hope that since my experience may be somewhat closer to newer players than the very skilled, perhaps my guide will be somewhat more approachable and an effective primer for the many great guides out there made by the developers and veteran players.

Thanks in advance for reading, I hope this is helpful, and i welcome feedback of all kinds.

1. What is Command: Modern Air/Naval Operations?

Command: Modern Air/Naval Operations is a real-time wargame of, as the title suggests, Modern air and naval warfare. When they say 'Modern', they mean any time after World War II, so basically the last 70 years or so, as well as the near future, I've seen scenarios go as far as the late 2020s (More on that later).

There are land forces represented, but they are limited. Units that are directly related to air and naval warfare (Air defense sites, airfields, naval bases etc.) are represented very well, but not things like tanks. They are mainly meant to be there relative to air and sea power (ex. targets for airstrikes).

CMANO is about as realistic as you can get for a commercial product. The capabilities of some units, like the F-22 Raptor for example, required some speculation on the developer's part, as so much is classified. That is why there is a Professional Edition of CMANO that the developers have created. "How do I buy this version?" you may ask. My answer is this: Be a defense contractor or a national Defense Department/Ministry. The Pro version is meant for real military people to use as they see fit, and it has capabilities that are limited to those professional customers, meaning the USAF can punch in the real capabilities of the F-22 to use in CMANO, but you and I cannot.

There is not necessarily universal agreement on what to call this. Is it a game? A wargame? A simulation? an Analytical Tool?

I think it is really all the above and more, but for the sake of simplicity and consistency in this guide, from this point forward I will refer to CMANO as a 'game'.

The entire game is played on one 3D map of planet earth, which has been described as "Google Earth-style". It does bear some resemblances to Google Earth, but you won't get highly detailed satellite images of land, just general terrain textures based on satellite images. So, you won't find, be able to blow up, your home on the CMANO map. But there is a detailed topographical map layer, which gives you detail on physical terrain (hills, mountains, valleys, canyons etc.).

The rest of the User Interface (UI) is basically in the style of a generic Windows program. Some people are put off by this, but I assure you it does not make things boring. It is not my intention here to walk you through the different menus and buttons, there are many good tutorials on those available, and most of the basics are intuitive.

1.1 The Databases

Really the meat of CMANO lies in its two Databases. They contain all the units in the game, and there are literally thousands of entries in each Database. New stuff is usually added with each patch. They are so large in fact that it is the reason for there being two. They are dividing along the following lines:

Cold War Database (CWDB):

This database contains stuff available between the years of 1946 until 1979. Some of you may ask why the 'Cold War' database ends in 1979, when the Cold War didn't end until 1989-91. I will simply quote the developers on this.

From their "Mega FAQ", found here: http://www.warfaresims.com/?page_id=2920

Why was 1979 selected for the end of the Cold War Database rather than 1989?

1979 was in many ways a watershed year with the Soviet invasion of Afghanistan and the Iranian Revolution beginning to change superpower dynamics and the Cold War's end game unknowingly commenced. 1980 would see the Reagan era and the biggest peacetime military buildup in history unfolding.

By the time the Cold War ended, much of the hardware was technologically mature and the current setup demonstrates this nicely. Each cover roughly thirty-years, about if a professional career in the armed forces of the given periods.

Also, there is platform overlap built into both databases so from a user standpoint when one database ends and the other begins is pretty much irrelevant. Also, no mother of a database from 1946 to near future is too big for one guy so Paul Bridge covers the 1946-1979-time frame and Ragnar Emsoy covers from 1980 onwards. Mike is working on both databases and is the land combat element expert.

The other database is the game is Database 3000 (DB3000 or DB3K):

This database contains stuff from 1980 until the present day, as well as the near future. There is some overlap between databases, as there were several ships, subs, aircraft and such that were in service during this transition between 1979 and 1980. So, you will find some of the same stuff in both databases.

A few other words about the databases before we move to the next section:

In CMANO, it is impossible to use stuff from both CWDB and DB3000 in one scenario, one or the other must be used.

Most units have several entries for the same thing. This may seem strange, but it is necessary. Most vessels and aircraft were in service for quite some time, and went through various upgrades and changes in their service lives. A well know example would be the Iowa Class Battleships. They have several entries with different years tied to them, representing the upgrades. So, the USS Iowa 1983 will be different than USS Iowa 1990.

The databases contain not only real military hardware, but also prototypes and real concept hardware. As an example, here are a few speculative US aircraft in the DB3000 you can use in CMANO:

The Aurora Spy plane [https://en.wikipedia.org/wiki/Aurora_\(aircraft\)](https://en.wikipedia.org/wiki/Aurora_(aircraft))

F-117X "Seahawk", an aircraft carrier based version of the F-117 stealth fighter.

F-19A Ghost rider stealth fighter. This was what thought to be 'the secret stealth aircraft' before the F-117 was publicly unveiled.

1.2 A note on the price

Certainly, one thing that can put people off about CMANO is the price: \$79.99 USD. Several players have gone into this in detail about this, so I'll be somewhat brief here. For full disclosure, I did not pay the 79.99 for CMANO. I was very fortunate to receive CMANO as a gift. Yes, I got the full price game as a gift. I was completely surprised that Christmas morning a few years ago. I had been planning to save up for it and just got a lucky break. I have bought all the other content though.

Yes, \$79.99 is a lot of money to invest on one game. However, once you understand what CMANO is, you will understand why the price is so high. It may not look like it on the surface, but CMANO is has a lot of depth. The size and detail of the databases, as well as the free updates and good tech support really means that all things considered, for what you get, 79.99 really is a great deal.

Additionally, Northern Inferno and Chains of War are partially intended as more reasonably priced

introduction to CMANO for people who are on a budget or are not entirely sure enough to pay the full price. (More on this in the next section).

Of course, if you can get CMANO on sale, that is always a plus.

1.3 World War II combat?

This comes up a lot among people who are new to CMANO. I thought I would try to explain the status regarding this:

The good news:

The Cold War Database does include some World War II ships and planes. Most are stuff that were still in service in the first decade or so after 1945, mainly ships and planes from nations like the US, USSR and UK.

Some stuff was not in service at this time, but were added in based on requests from the community:

There are some Ships from the Imperial Japanese Navy (IJN). This includes some battleships (no Yamato), aircraft carriers, cruisers and destroyers. As far as I know, the aircraft selection is limited to A6M Zero, D3A Val, and B5N Kate, and a handful of other land and carrier based aircraft.

You can also find the 1941 Pearl Harbor Battleships, the early war US aircraft Carriers (and a few of their essential aircraft, as well as a few German U-Boats.

So there is enough there to just barely recreate some of the early Pacific War naval battles such as Pearl Harbor, Coral Sea and Midway.

There is even this, which is probably one of the main reasons players were asking for IJN assets: <http://www.warfaresims.com/?p=2306>

Now, the bad news:

This game engine was not built with the intention of recreating WWII naval and air combat. The way the engine stands now, there are limitations. First i will quote from the developer's Mega FAQ:

Are WW2 scenarios possible, like Battle of Midway?

Some things that mattered a lot in WW1/2 but became increasingly irrelevant post-war are not yet modelled. Plunging shell fire easily comes to mind. Another is that the tactical AI (Artificial Intelligence) is unaware of "crossing the T". Diesel subs are always assumed to have a snorkel, which was true only to a limited extend towards the end of the war. Plus, some other things.

To expand on that, in my opinion, the dogfighting model is not detailed enough yet to accurately represent WWII air battles. Also, if you have seen newsreel footage from the Pacific War, you have probably seen the enormous numbers of Anti-Aircraft guns the big ships like Battleships and Carriers had. I think there would be some issues in terms of performance if that were to be accurately recreated with the engine as it stands now.

So, yes, WWII battles are possible, but they are very limited at this stage. Although there is some evidence that a WWII Database may be in the works, so there is that possibility.

2. What are the differences between CMANO, Northern Inferno, LIVE, and Chains of War?

Some people get confused by this. So I hope that this will clear up any questions or confusion you may have.

For starters, all of CMANO is one program, with the content that you have not purchased being blocked from you. So if you only own CMANO, the other content is still there, you just can't play it. On the flipside if you only own one of the standalone campaigns, you are limited to that product's features, which I will detail below.

Command: Modern Air/Naval Operations (CMANO), is what can be called 'the base game' This is the one that costs 79.99. It gives you almost* every feature and capability CMANO offers. (*see 2.1 for details)

Command: Northern Inferno is a standalone campaign, as well as DLC for CMANO. So if you already have CMANO, than this is DLC, if you don't it is a standalone game

In Northern Inferno standalone, you get:

- The Northern Inferno Campaign (15 scenarios, also playable individually)

- The seven 'Official' tutorial scenarios

The Northern Inferno campaign is set in 1975, and depicts a fictional conflict between NATO and the Warsaw Pact in Europe, with you, the player, taking command of different NATO forces at different points of the conflict. You cannot play as the Warsaw Pact in Northern Inferno.

Command: Chains of War is functionally very similar to Northern Inferno. It is the same deal as above: if you already have CMANO, then this is DLC, if you don't it is a standalone campaign.

In Chains of War standalone, you get:

- The Chains of War campaign (12 scenarios, also playable individually)

- 4 bonus standalone scenarios

- The seven 'Official' tutorial scenarios

- Access to the Chains of War features (See 2.1 below for details)

The Chains of War campaign is set in 2018, and depicts an escalating conflict in East Asia and the Western Pacific, with China and North Korea on one side, and the United States, South Korea, Vietnam, Japan, Taiwan and Australia on the other. Each scenario in the campaign has you fighting on one side or the other, so if you play the scenarios in order, you will be flipping back and forth.

Command: LIVE: is more conventional DLC. It seems that you need the CMANO base game to play them, so you cannot get them if you only have Northern Inferno and/or Chains of War.

Each LIVE DLC usually has one scenario depicting a possible clash between opposing military forces in today's world, based on current geopolitical tensions and events. This is most definitely "ripped from the headlines" stuff. As of this writing, there are 5 LIVE DLCs available, with #6 due to be released very soon.

Each LIVE Scenario allows you to play as both sides, with the unusual exception of Episode 5: Korean Missile Crisis. In that one, there are 3 sides (North Korea, Russia, and US/South Korea). You can play as either Russia or US/South Korea. They are both against North Korea, but are not allies toward each other, and are basically both attacking the same country with little coordination or cooperation.

These scenarios offer not only interesting gameplay, but also offer some educational insight into current military situations around the world. For example, the First LIVE DLC, "Old Grudges Never Die" effectively conveys the tense situation in the skies over Syria, with multiple air forces operating in the same area and not necessarily cooperating. "Korean Missile Crisis" demonstrates the risks as well as the massive firepower and coordination needed to launch a preemptive attack on North Korea's nuclear program.

2.1 Features: CMANO vs. Chains of War

Before the release of Chains of War, you basically got all the gameplay features CMANO had to offer with the base game, with Northern Inferno and LIVE being just scenarios.

Chains of War, however, introduced new features that require the player owning Chains of War.

Before I go into what those features are, let me just lay out exactly what I just said means.

-If you own CMANO but not Chains of War, you do not have access to the Chains of War features.

-If you own Chains of War but not CMANO, you have ALL Features including Chains of War features, but only the Chains of War scenarios.

-If you own both CMANO and Chains of War, you have access to ALL the features, including the Chains of War features in the Chains of War Scenarios AND in CMANO.

CMANO offers the ability to play almost any scenario made by the developers or the community (more on that later) as well as the ability to make your own scenarios with the Scenario Editor.

You cannot however, play a scenario that uses Chains of War features. Don't worry though, usually the Scenario author will make it very clear if you need access to Chains of War features to play that particular scenario.

Now, the Features themselves, in short:

-Communication Disruptions: This, in a nutshell, simulates you, the commander, losing contact with your forces, and thus limiting your ability to issue orders to, or even find, your units. This can come from more conventional jamming methods or more modern cyber warfare.

-Detailed modeling of cargo operations: This is encompassing amphibious and airborne operations (parachute drops). It basically integrates land forces more into CMANO's base capabilities.

-Aircraft Damage: Before this was introduced, an aircraft that received a hit was considered destroyed. With this, aircraft can now survive hits and limp back to their bases to be repaired.

-Future Weaponry: This is probably the most eye-catching Chains of War feature. In-depth details can be found [here: HTTP://www.warfaresims.com/?p=4479](http://www.warfaresims.com/?p=4479) but I will summarize as well:

The new firepower consists of:

-High Energy Lasers: A few lasers were already in CMANO before Chains of War, and those are still accessible without it. Chains of War expands on this with new laser types and increased capabilities.

-Railguns: These things are very cool and offer very interesting potentials for future warfare. They are guns that in a nutshell, use electromagnetic energy, rather than gunpowder, to fire their projectiles. This allows the projectiles to be fired at VERY high speeds and can be fired at longer ranges than any guns previously put on ships. In real life, they are being tested by the US Navy at this time.

-Tactical EMP Ordinance: Some of you may have heard of EMP before. If not, here is a brief intro. EMP stands for **E**lectromagnetic **P**ulse and is a burst of energy that can fry any electronic devices in its blast radius. EMP can occur naturally from the sun. EMP are also created by a nuclear detonation. Nuclear weapons in CMANO do produce EMP, and you can do that without owning Chains of War.

What Chains of War offers is EMP munitions that are much smaller in scale than full size nuclear weapons, and basically only consist of the EMP blast, no nuclear detonation with the fires and radiation. Their small size allows them to be used against specific targets, like a radar site or a naval task force, as opposed to nuclear EMPs which can electronically fry an entire country. All of this ties into the Communications disruption mentioned above. If you get hit with EMP, all of your units could disappear! They are not destroyed, you just cannot communicate with them.

2.2 "I'm on a budget, which one should I buy/start with?"

This is a perfectly reasonable question as there are a few different options now, as opposed to when CMANO was first released.

If you are unwilling or unable to pay the full 79.99 USD up front, you basically have three options available to you:

A) Get Command: Northern Inferno (19.99 USD)

B) Get Command: Chains of War (19.99 USD)

C) Get CMANO on sale for a sizeable discount.

In my opinion, C is the best option, assuming you are willing to wait for a sale or happen to be in the midst of a sale. The lowest price I have seen for it is 27.99 USD (65% off). If you can take advantage of a sale like that, then get it.

If you are not willing to wait for a sale, then that leaves you with options A or B.

As a starter, I would say that B, Chains of War, is a better choice over A, Northern Inferno.

This is why:

- 1) It gives you a campaign where you play as both sides, allowing you to explore both Western and Eastern weapons, ships and aircraft, whereas Northern Inferno limits you to playing as NATO.
- 2) It is set in the near future, exploring very modern and relevant issues and military situations, as well as using modern weaponry that many of you may be familiar with.
- 3) You get 4 bonus scenarios that vary in difficulty and complexity, and three of which are based on historical situations.
- 4) If you then decide to get the full CMANO, then you will have already unlocked the Chains of War features, so getting Chains of War and then CMANO gives you all of the gameplay features.

3. What else should I know before loading up/purchase the game?

One thing that you will need to play CMANO, above all, is.....

patience

You will probably not get the hang of this in one sitting. You will make mistakes. You will lose battles. Your ships will sink. Your planes will be shot down. Your missile and airstrikes will fail. It is all part of the learning process.

Take your time. You have a pause button for a reason. You can do almost anything while paused. The game will never penalize you for taking your time while paused. Some players spend hours planning things out before even unpausing a scenario at the start.

All Scenarios have a time limit of some kind, but most give you plenty to work with. Most scenarios have played range from 6 hours to 2 days. They can be shorter or much longer though.

And don't worry, there are plenty of time compression options to speed things up, so you do not need to spend 48 hours to play a 2-day scenario.

Some think that you need to micromanage every detail to win. This is not necessarily true. To quote the developer's website "Lead, Don't Micromanage". You can individually order your ships and aircraft around, or you can assign them automated missions for them to execute on their own. The amount of decisions you need to make is partially up to what you want to do.

On that note, let me clarify what is meant by "Scenarios" and "Missions", as some may get confused.

A Scenario is basically a battle/operation setup that you load to play. You play the game in scenarios.

A Mission is a planned order you give to your units while in a scenario, for example you can assign one of your destroyers to an Anti-Submarine Warfare (ASW) mission in a designated area, or give your bombers a strike mission against an enemy airfield. You make the missions, assign the units to them and other details, and then the units execute the mission automatically.

You will learn more about this as you play.

4. Regarding the Tutorials

You should absolutely play the tutorials first. That is what they are there for.

There are seven "Official" Tutorials.

The first three are made by the developers:

Basic Air Operations, 1983

Basic Warship Operations, 2013

Basic Submarine Operations, 2013

They introduce the basic mechanics of 3 basic unit types (aircraft, surface ships, submarines).

I would recommend starting with the Warship Operations tutorial. However, I would also recommend not trying to master each tutorial from the beginning.

Once you have completed and feel comfortable with one tutorial, then play some scenarios based around what you were taught in that tutorial. See the "Good Scenarios to start with" part of this guide for some of my recommendations.

The remaining four tutorials were made by members of the community, and accepted into the base game by the developers. I have only played a couple of them, but you should check them out when you get a handle on the basics.

One final note. Several players have struggled with the Basic Air Operations Tutorial mentioned above. The developers have recognized this and have put out a call to the community to come up with better air tutorials that take players through it at a somewhat slower pace to make things easier. These scenarios are in development as of this writing (July 18th, 2017), so watch the game updates for when these are eventually released.

5. Community Scenarios and other Downloads

The Specific downloads I mention can all be obtained on the Developer's website, see here: http://www.warfaresims.com/?page_id=1876

It also contains install instructions for each download.

Probably one of the best things about CMANO is the community. Fellow players just like you and me create and share their own scenarios. There are several ways you can download these scenarios, all for free.

The Community Scenario Pack (available at the above link and on the Steam Workshop). Many would agree that this is a MUST download for CMANO players. You need the CMANO base game to use it. It as of the latest version, there are probably around 400 scenarios in the pack. Every CMANO player should have this in their game files.

The CMANO also has Steam Workshop integration, so you can download and upload scenarios to the workshop.

Other downloads include:

Database Images & Descriptions Add-ons

I personally have not downloaded these, but you may find them interesting. They basically upgrade the database to include pictures of each unit, as well as more detailed descriptions of each unit when viewing it in the database.

There is also the Stylized Icon Pack, but since that was put up, it is now integrated into the game, so you already have it, across all of the Command Content/

6. Scenarios Part I: The kinds of Scenarios you will encounter

There are several different things that determine what you will experience in a scenario, but I will go over a few of them here. Many scenarios will make it clear what to expect from the beginning (an air to air scenario vs an Anti-submarine scenario for example).

There are also the Difficulty/Complexity levels. These are determined by the scenario author, and can be seen at the top of the scenario selection window as green bars. Both Difficulty and Complexity are ranked on a scale of 1-5, with 5 being the most difficult/complex.

Difficulty is roughly translated as how hard it will be to complete your objectives. Complexity is roughly translated as how many units you have to work with and/or how many different kinds of tasks you have to complete. This is not an exact measurement, but I think is a good introduction.

Lastly, there are several various kinds of scenarios in terms of the setting, and what it strives to convey. As far as I know, no one has categorized them like this, so the following is completely my own interpretation.

Tutorial Scenarios: Tutorials that are made by players. They usually cover some specific aspect of gameplay, rather than general tutorials. There aren't too many of these outside the official tutorials, but they are out there. You may find them useful.

Exercise Scenarios: These are scenarios that, while they play like regular scenarios, are meant to represent military exercises, either within a nation's armed forces, or between the armed forces of allied nations. An example of this is En Garde, 2013 by PdL Design Team (David Perez, Miguel Molina). It depicts an exercise with the UK going up against France. You can find it in the CSP.

Historical Sandbox Scenarios: These are scenarios set in a historical conflict but are not recreations of specific operations. An example of something like this would be a Vietnam War Scenario where you conduct airstrikes against North Vietnam, targets being randomly determined.

Historical Recreation Scenarios: These are somewhat different from Historical Sandbox in that they are usually smaller in scope, and are focused more on recreating a specific operation or battle. An example of this is the Standalone Scenario "Battle of Latakia, 1973", a depiction of the first battle between ships armed with Anti-Ship Missiles. These can also include more recent stuff, such as a scenario in the Community Scenario Pack, created by user 'Apollo' depicting the First Battle of Donetsk Airport in Ukraine in 2014.

Fictional Scenarios: Perhaps a small majority of the scenarios would fall under this category. Fictional operations of several types. They usually have some kind of real world context surrounding them, such as with the large variety of Cold War Gone Hot scenarios.

Alternate History Scenarios: These are similar to fictional scenarios, but instead usually have more of a story or narrative to them. The posterchild of this is Gunner98's large and still growing Fury Series including the Northern Fury Campaign which is in the Community Scenario Pack and Steam Workshop, as well as the in-development campaigns Caribbean Fury, Mediterranean Fury, and Indian Ocean Fury. All are set in a World War III in the early 1990s, where the USSR did not collapse.

Future Combat Scenarios: I differentiate these from Fictional scenarios because their purpose often focuses on a clash that could happen. The LIVE scenarios and Chains of War are examples of this. Keep in mind that the passage of time could make these scenarios set in the past, but it often does not diminish their purpose. An example would be a scenario made in 2014 that is set in 2016. As it is now 2017, it is technically in the past, but is still intended as a hypothetical future combat scenario.

Adapted Scenarios: These are scenarios adapted from some other fictional source. Often these are novels. The most commonly adapted book is The War that Never Was by Michael A. Palmer. Look it up if you are interested. There are several scenarios in the CSP that are adapted from or based on the events of this book, covering a WWII in 1989.

Novelty Scenarios: There are not many of these, but they are there. These are scenarios that are not meant to be taken too seriously, and are just for fun. One such example is in the Community Scenario Pack; Battle of Yavin, 1980. Yes, THAT Battle of Yavin from Star Wars Episode IV.

7. Scenarios Part II: Good Scenarios to start with

The Tutorials can only teach you so much. This why you should consider playing your first real scenarios as extensions of the tutorials. Different scenarios sometimes emphasize various aspects of modern air and naval warfare, so different scenarios with specific focuses are effective ways to help you learn.

Here, I will list some scenarios that I have found to be very instructive and helpful. I will only list scenarios that I have personally played and come from across the spectrum of the CMANO content. There are more helpful scenarios out there, I am only listing ones that I have personally found helpful.

For reference, here is a simple key for labeling where each scenario comes from:

Standalone: These scenarios can be found in the list of Standalone Scenarios that come with the CMANO Base game

CSP: These scenarios can be found in the Community Scenario Pack, and most probably on the Steam Workshop

NI These scenarios can be found in the Northern Inferno Campaign. They are playable individually.

CoW: These scenarios can be found in the Chains of War DLC/Standalone pack.

The Scenarios:

Surface Warfare: Ships Vs Ships

-Battle of Chumonchin Chan, 1950 (Standalone)

This is a historical scenario, a recreation of a real engagement during the first year of the Korean War in 1950. You command three ships: An American Light Cruiser, a British Light Cruiser and a British Sloop, against North Korean patrol boats and coastal batteries. Plays like a WWII Battle, but is an effective way to practice coordinating more than one ship and using naval guns.

-Battle of Latakia, 1973 (Standalone)

Another Historical scenario. As said earlier, this is a recreation of the first engagement between opposing naval vessels armed with Anti-Ship Missiles. It occurred off the coast of Syria during the Yom Kippur War in 1973. You command the Israeli naval forces against Syrian Missile boats. There are some merchant ships in the area so be careful what you shoot at!

-Grey Ghost from the East Coast, 1975 (NI)

Part of the Northern Inferno Campaign. You command a NATO surface force in the Denmark Strait between Greenland and Iceland against a Soviet Surface force. Cruisers and Destroyers on both sides. You also have a few air assets to help you.

Submarine and Anti-Submarine Warfare:

-Trapped Under Ice, 1999. (Standalone)

This is a scenario postulates that the 1999 Pristina Airport Standoff in Kosovo escalates to a major confrontation between NATO and the Russian Federation. You have command of a single submarine, USS Hartford, of the Los Angeles Class. You are operating under the Arctic Ice near the North Pole, and have orders to find and sink a Russian Typhoon class nuclear missile Submarine, and it is being escorted by Russian attack submarines that you will have to deal with.

-Opening Moves, 1975. (NI)

The First Scenario of the Northern Inferno Campaign. You have command of NATO's Standing Naval Force Atlantic (STANAVFORLANT), consisting of ships from multiple nations in the Alliance, as well as some air assets. You are on alert with the developing crisis, and must find and track Soviet Submarines in the Norwegian Sea. Your orders will change during the course of the scenario.

Anti-Air Warfare:

-Deter, Detect, Defend, 1962 (CSP)

Created by user 'Randomizer'. In a generic nuclear war between the United States and the Soviet Union in 1962, you are in command of one of the NORAD air defense zones, in this case the Pacific Northwest of the United States, as well as southern British Columbia. With US and Canadian interceptors and Surface to Air Missile batteries available to you, you must stop Soviet Bomber attacks on cities and other targets in the area. You get to use conventional and nuclear air to air weapons.

-Red Phoenix - Christmas Day, 1986 (CSP)

Created by user 'Excroat3'. Based on a part of the Larry Bond novel Red Phoenix. You have command of some F-16 fighters already in the air, and must intercept incoming North Korean aircraft heading toward your airbase, Kunsan AB, in South Korea.

Aircraft Carrier Operations:

Other than the three basic types of combat mentioned above, in my own experiences I have been focusing somewhat on operations of aircraft carriers. This is not something you should dive right into from the outset, but something to explore once you have a handle on at least Air and Surface Ship operations.

-Armed Diplomacy, 1996 (CoW)

This is the second bonus scenario in Chains of War. It examines a situation where the Third Taiwan Strait Crisis in 1996 escalates to a shooting war between China and the United States. You have command of two US carrier battle groups, one centered around USS Nimitz, and one centered around USS Independence, plus three Los Angeles Class Submarines. Your orders are to move your carriers through the Taiwan strait, and defend yourself against Chinese forces if (and when) they go hostile.

-USS Midway vs. Cuba, 1989. (CSP)

Created by user 'Excroat3'. This is one of the many scenarios in the CSP that are based on Michael Palmer's the War that Never Was. In this case it is an interesting situation of a 'what if? within a what if?'. During the war in the novel, Fidel Castro considers bringing Cuba into the war on the Soviet side. The US, stretched thin by the global conflict, scraps together a Carrier battle group centered around the older carrier USS Midway, loaded with F-18s, and sends it south of Florida to deter Castro. In the Book, it works and Cuba stays neutral. In this scenario, it doesn't work, and you must command and defend the USS Midway group from the Cuban Air Force and Navy. I simply cannot praise and recommend this scenario enough. It is fun, intense and an excellent way to learn and practice how to operate an aircraft carrier against air, surface and subsurface threats.

7. The Community are your friends.

One other thing to keep in mind is that CMANO has a great community of players, as well as the developers, that are more than happy to help each other. There is absolutely zero shame in asking for help with CMANO. If you are struggling to understand or accomplish something, do not hesitate to ask. There are plenty of us that are perfectly willing to help you.

You may also choose to supplement your learning process by watching some YouTube videos of people playing scenarios. I haven't watched many so i cannot really recommend any particular

channels.

Finally in this section i will include some helpful links to a number of pages that may be helpful to you.

The Manual:

Printer Friendly version: <http://www.matrixgames.com/forums/tm.asp?m=3418599>

Manual Addendum: http://www.warfaresims.com/?page_id=2695

This is basically where you will find information on all the features added to CMANO since it's 2013 1.0 release, and therefore not in the main manual.

The Developer's Website: <http://www.warfaresims.com/>

The Matrix Games CMANO Forum: <http://www.matrixgames.com/forums/tt.asp?forumid=1154>

Command Questions and Answers page: <http://qa.commandmodernairnavaloperations.com/>

The Baloogan Campaign Wiki: https://wiki.baloogancampaign.com/index.php/Main_Page

Baloogan's Video

Tutorials: <https://www.youtube.com/playlist?list=PLgRuKky0mojZkb5tSlpJgEy0WR4rzt6tA>

(You can also find these under the 'Help' pull down menu in-game)

The CMANO-DB sites:

DB3000: <http://cmano-db.com/>

CWDB: <http://cmano-db.com/cw/>

The CMANO Facebook Group: <https://www.facebook.com/groups/400225503448206/>

8. Some more specific advice from my own experience.

NOTE: Ignore this section until after you are comfortable with the basics.

This is sort of a postscript section, where i share some things I have done to make my CMANO experience better for myself, and may be helpful to you, but maybe not.

1. Make a physical manual for yourself:

If you have the ability to, print out the printer-friendly manual, as well as the stuff from the manual

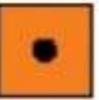
addendum pages, and put it all in a 3-ring binder. This is more ideal if you have a printer that can print duplex (on both sides of the page).

2. Use the NATO/NTDS Icons in-game.

These should be the default, but some people like to use the Stylized Icons. You can switch back and forth between them in the game options, under the 'Map display' tab.

I wholeheartedly recommend the NATO/NTDS Icons. They may seem completely incoherent to a newer player, and a simple icon of an airplane or submarine may be seeming better, but trust me, once you get a handle on the NATO/NTDS icons, you should understand how much information they convey in an instant. There is a chart in the manual which explains them, which i will also put here:

	Player Side and Friendly*	Neutral	Hostile	Unfriendly	Unknown
Aerostat					
Air Decoy					
Fixed Wing Aircraft					
Helicopter					
Air Group					
Air Base					
Installation					
Mobile Unit					
Mobile Group					
AAA					
SAM					
Radar Site					
Armored Unit					
Infantry					

Mechanized Infantry					
Gun Artillery					
Rocket / Missile Artillery					
Surface Unit: Aircraft Carrier					
Surface Unit					
Submarine					
Surface Group					
Subsurface Group					
Missile					
Torpedo					
Satellite					
Active Sonobouy					
Passive Sonobouy					
Unknown					

3. Clean up the map clutter.

Some scenarios may overwhelm you with the amount of information on the map. There are effortless ways to deal with this. The 'Map Settings' pull down menu gives you plenty of options as to what is shown on the map.

One that is pretty helpful is "Merge Range Symbols". This being enabled basically merges all the different weapons range rings to one coherent ring for each basic weapon type. for the units they are emitting.

I also like to set "Show range Symbols for" to "selected units", so you only see the rings for the units you have selected.

One default map setting that I always change is "contact emissions". These are lines of text that appear next to a unit that is not yours, and tells you what is emanating from it (what kind of radar). These can clutter your view of the battlespace, so I set "contact emissions" to "none"

4. The Message Log.

This is a very informative part of CMANO. By default it is in the lower left hand corner of the map. There are a few things you can do with this:

Under Game options, there is a message log tab. IN here, you can choose what kinds of events appear on the message log, and which ones give you a pop up window when they happen.

I limit popups to only 'Unit Lost' and 'Special Messages', because otherwise you will be in situations where you are very often interrupted by popups.

Regarding the message log itself, i enable the setting "view message log in seperate window'. This window is resizable, but cannot be minimized. So when I do not need to look at it, i resize it to the very smallest i can and move it to an unused area of the UI.

In terms of what appears on the message log, it is up to your preferences, but the minimums should be:

-Special Messages (you should always have these on the message log and popup no matter what, as they can be vital to completing a scenario)

-Unit Contacts. There are individual ones that you can tweak to suit your immediate needs, but generally, keep them on.

-Unit Lost

-Unit damaged.

5. Turn off the game music.

Don't get me wrong, the music is good, but it is one track that continuously loops, and you may get sick of it. So just uncheck 'Game Music' under game options after you listen to it a couple times.

9. Suggested Reading

If you have the time and resources, there are plenty of books out there are very relevant to CMANO. This is a game where reading real world materials can directly help you, at least in a general sense.

Some are fiction novels that convey the sorts of tactics you may want to use, as well as general themes and ideas. Some are nonfiction history or military science or reference books. Here are some that I have read, many of which are available as E-books

There are many others, but these are only ones I have personally read:

Fiction:

The War that Never Was by Michael A. Palmer

The Sixth Battle by Barrett Tillman

By Tom Clancy:

The Hunt For Red October

Red Storm Rising

SSN

Threat Vector

Tom Clancy Commander In Chief by Mark Greaney

By Larry Bond:

Red Phoenix

Red Phoenix Burning

Cold Choices

Shattered Trident

Fatal Thunder

By Rick Campbell:

Empire Rising

Ice Station Nautilus

Blackmail

Non-Fiction:

Fleet Tactics and Coastal Combat: Second Edition by Captain Wayne Hughes.

Anti-Access Warfare: Countering Anti-Access and Area-Denial Strategies by Sam J. Tangredi

Every Man a Tiger by Tom Clancy with General Chuck Horner

One Hundred Days: The Memoirs of the Falklands Battle Group Commander by Admiral Sandy Woodward.

Modern Naval Combat by David and Chris Miller

Hunters and Killers: Volume 2: Anti-Submarine Warfare from 1943 by Norman Polmar and Edward Whitman

El Dorado Canyon: Reagan's Undeclared War with Qaddafi by Joseph T. Stanik

America's First Clash with Iran: The Tanker War 1987-1988 by Lee Allen Zatarain

The Battle for the Falklands by Max Hastings and Simon Jenkins.

The Sea Power of the State by Admiral Sergei G. Gorshkov

Crouching Tiger: What China's Militarism means for the world by Peter Navarro and Gordon G. Chang

Red Star over the Pacific: China's Rise and the Challenge to U.S. Maritime Strategy by James Holmes and Toshi Yoshihara

Again, these are the only books I have personally read that I think are most relevant to CMANO, there are plenty more out there.