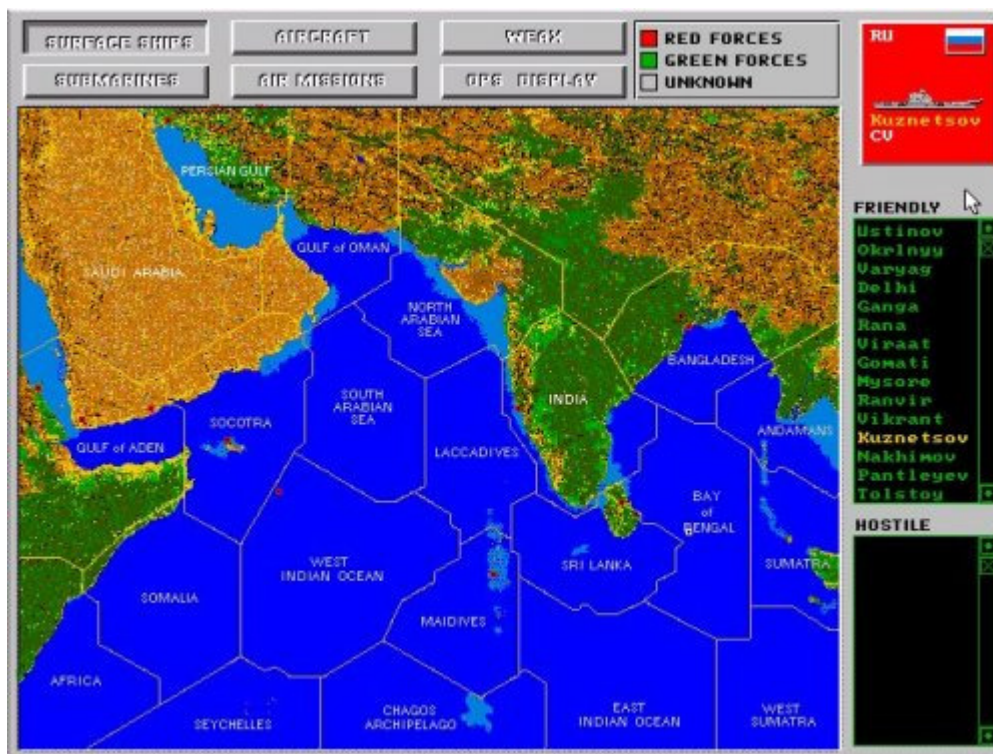




8. STRATEGIC DISPLAY



To open the Strategic Display, click the Strategic Display button at the top of the OPS Display. This display contains a map of the overall strategic situation, showing all 22 map zones.

The positions of the red and green ship and sub units are indicated by corresponding squares on the strategic display. Airfields and carriers are indicated by red or green circles. A solid square or circle indicates units that have already been issued orders in the current turn. A hollow square or circle indicates a unit that has not been issued an order yet in the current turn. Yellow squares are neutral ships; gray squares are unidentified ships.

There are six buttons at the top of the display, controlling what is displayed on the map. These buttons may be toggled on or off as desired.

- **SURFACE SHIPS:** Shows the position of all friendly surface ships and all detected enemy, neutral, and unknown surface ships.
- **SUBMARINES:** Shows the position of all friendly submarines and all detected enemy subs.

- **AIRCRAFT:** Shows the location of all friendly and enemy airfields, friendly carriers, and all detected enemy carriers.
- **AIR MISSIONS:** Shows a summary of your current air missions in each zone. Any zone in which friendly air missions are currently occurring will contain a set of numbered boxes:
 - Upper right box (yellow number): **Recon** missions.
 - Upper left box (red number): **CAP** missions.
 - Lower left box (green number): **Interception** missions.
 - Lower right box: not used in this game.
- **WEAX:** Show the current weather in each zone:
 - **Clear:** No effect on play.
 - **Squall:** Reduced surface movement, harder detection, no at-sea replenishment.
 - **Storm:** Surface movement severely reduced, no detection possible, no air missions or replenishment (at-sea or in-port).
- **OPS DISPLAY:** Return to the OPS Display.

Along the right side of the display are the Selected Unit box and the Friendly and Hostile Units lists.

Selected Unit: To find out information about one of the squares or circles on the display, move the mouse pointer there and click. The square or circle will flash, the unit becomes the selected unit, and the name of that unit is highlighted on the force list. When you leave the Strategic Display, the OPS Display will center on the currently selected unit.

Force Lists: All friendly units and all detected enemy units. The contents of the list is filtered by the selections of the unit type buttons at the top of the screen.

