1) General information

Game difficulty
Before you start the campaign, you may choose difficulty level. Be careful, for you will not be able to change difficulty as you play the campaign. Attention: all units have historically reliable characteristics only on very high difficulty level.

Tutorial
It is advisable to play the tutorial missions even if you are well familiar with RTS games. This will not take much time but will prepare you well for real action.

Missions difficulty
Game difficulty and missions difficulty differ. The latter determines not the units' parameters but the composition of troops in the missions, both quantitative and qualitative.

Visibility
Remember that visibility considers not only distance but also obstacles. Various unit types have differing visibility range. This should be taken in consideration both in building defense and in the offensive.

Eminences
Eminences (steeps) block one direction of visibility (from below), this making them ideal defensive positions.

Reinforcements
Reinforcements are your main source of troops. You are free to choose what troop type to summon, basing on the situation at the battlefield.
Remember that your opponent is able to summon reinforcements, too. That is why, when you attack, try to seize the enemy's key building to limit their ability of summoning reinforcements.
Attention: the number of reinforcements in missions is limited, so spend them cleverly.

Objectives
You can see the missions' objectives by pressing the O key; clicking on their titles allows you to see more detailed descriptions. There are pointers marking the locations of objectives both on mini map and on terrain.

Key buildings
Many of your objectives will be concerning key buildings present in the missions. Seizing the key buildings is very important since it allows you to summon reinforcements in areas where these buildings are located.

Counter-battery actions
All artillery pieces (including SPGs), able to fire over-the-horizon, can be detected by the enemy while doing so. The enemy then sees the approximate location from which the guns are firing and can reply, summon bombers, etc. The AI is able to relocate its guns (move them to alternate position). You are also able to understand the approximate area from which the enemy artillery is firing from dispersing circles seen at the mini map. But remember that they do not show the exact whereabouts of the batteries.

Objects
Trenches and other dynamic objects become visible at the map only after being detected at least once. The buildings' demolition stages are also seen only in immediate examination.

Guns
Many artillery pieces are to be transported with the help of trucks: the guncrews can not get them moving, even though being able to turn them in the desired direction. Antitank guns are the exception here, for their crews can move them independently, but very slowly.

Armor
The weapon's armor piercing ability is compared to the target's armor from the corresponding angle (front, stern, side, top). If the values are equal, the chance to pierce the armor is 50 %, if they are unequal, the probability increases or decreases. There may be situations when the piercing chance equals zero.

Encyclopedia
In the encyclopedia, you can always see the appearance of this or that unit and read its short history.

2) Units development

Experience gaining
Destroying enemy units earns you experience. When you reach certain experience level, you may be conferred a certain military rank and given command over new officers. In the beginning of your career, you have two officers under your command, whom you may attach to these or that types of available troops.

Officers
You may attach any officer under your command to this or that category of troops available to you. Being attached to a troop category, the officer, as well as yourself, gains experience for his units' destroying enemy troops. Certain ranks can also be conferred on officers, which gives troops committed to them new abilities (for example, firing on march or flying during precipitation). You can check your officers' status at the Officers Screen. This screen also allows you to investigate your troop's composition.

Troop categories
Do not focus on one troop category only. There are missions which you can not win using only tanks or only howitzers: in them, you must have both.

Playing the missions
In each operation (chapter corresponding to a certain historical period) you are given a list of objectives (missions) that you can see at the map (Chapter Screen). You are also given a certain number of reinforcements to perform each operation. You are free to choose the order of accomplishing the objectives set before you. The chapter's final mission, being the main goal of the operation, is usually not available for you and is to be prepared for by accomplishing smaller objectives. In each mission you are allowed to use a strictly limited number of reinforcements. All unused reinforcement summons are transferred to the final mission. For accomplishing this or that mission successfully, you may be given command over a new unit type or have the old ones' fleet renewed.

3) Tactics

Tanks
You will have command over various types of tanks. Light tanks have weak armor but are very maneuverable (they are irreplaceable for reconnaissance in force). Medium tanks are the backbone of your army; having medium armor and speed characteristics, they are most universal. Finally, come the heavy tanks. You will have small numbers of these most armored, but at the same time most slow-moving and clumsy vehicles carrying extremely powerful weapons. You will also have tank destroyers. These are self-propelled guns, usually based on medium or heavy tank chassis, but with more powerful guns and less armor.
In the tank offensive, use the "swarm" command; in the defense, "dig in".
See that your tanks do not lose contact with each on march, or else the last one will arrive when the combat will already be over.
Remember that one tank's seeing the enemy does not automatically make all of them being able to shell them, for there may be obstacles blocking the firing line. A tank standing still is a good target; in a town environment, a multitude of tanks is most likely to get entangled. Do not come close to infantry soldiers or buildings occupied by them: they can knock out your tank's caterpillar and then bombard it with hand grenades.
The best defensive positions are on eminences (steeps): units located on them are invisible for the enemy below and can fire on them with impunity. When you travel to greater distances, it is better to have supply and repair trucks accompanying your tanks. Having encountered a new enemy tank type, see its armor and armor piercing values, comparing them to those of your tanks.

SPGs
Use curved fire to knock out infantry from trenches or buildings and to eliminate the guncrews. Shell locations immediately behind trenches or on the crests of eminences: the probability to have enemy units lying in ambush there is great.
SPGs' armor and maneuverability makes them rarely suffer losses from counter-battery actions. Finish off the armored targets over open sights: that is much faster. Do not dig SPGs in, if they are attacked from different angles, for they usually have no turning turrets. Do not turn SPGs' sides or sterns to the enemy: many SPGs have stern armor many times worse than front armor.

Artillery
Long-range guns and howitzers. Place them at distances from each other and dig in to make the enemy's actions against your artillery position less effective. Do not let the enemy approach close to your howitzers, since they are not very effective

in close combat due to long laying times. Use your long-range artillery to destroy buildings and various fortified positions of the enemy. To see the guns' firing range, press Alt+R.

Antitank guns are better to be positioned in the second line of defense (behind the trenches): this will allow them starting fire before the enemy sees them.

Light and heavy antiaircraft artillery. You need AAs to defend your positions from enemy air raids. But they can also be used against ground units. Light AAs are good against infantry and lightly armored units, while heavy ones are very effective against medium and heavy tanks (even though not as effective as AT guns). Remember that light AAs can not reach high-altitude bombers. Heavy AAs can reach very high altitudes, but their laying swiftness is much less than that of light ones.

Aircraft

Be careful when you use your aircraft, for the enemy can summon fighter planes. If an enemy airplane detects your troops, these troops are likely to be bombed or shelled soon, so they are better to be relocated.

Battleplanes are very effective in destroying enemy tanks. You can assign their targets by yourself.

Bombers become the most deadly weapon if well-handled. Keep in mind, however, that once you have assigned them a place to attack, they will bomb it and nothing else. They will be able to receive new coordinates only after they return to the base.

Fighters can not fire on ground targets or inform you of the events on the ground. But they are unmatched in combating air targets. Use them to prevent enemy air attacks against your positions.

If you know the whereabouts of an enemy AA battery, use your artillery to shell it before sending your aircraft there.

Infantry

You will have various types of infantry, each of them having features of its own. Study the abilities of your soldiers carefully, for, if used wisely, they will render you invaluable service at the battlefield. Your infantry units can maneuver in various formations: walking, crawling, running or charging. Remember that various maneuvering methods affect the infantry's combat characteristics differently.

4) Resources

Supply trucks

All supply trucks demand having resources. They can take the resources from your depots and then "convert" them into various kinds of services and ammo.

For this, you can set one of the special servicing modes for a truck, such as "provide with shells", "repair", etc. Trucks can serve the surrounding troops automatically if being assigned to an area instead of a specific unit. Remember that there are two types of supply trucks: some of them bring ammo and transport infantry and artillery units, while others are able to repair damaged vehicles and constructions, set or disarm landmines, dig trenches and put barriers.