THEME 5

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Unexpected attacks: Rugged Defense, Surprise contact, Surprised, Out of the Sun.

There are some situations that trigger an unexpected attack; in those situations, the attacker suffers great penalties: he losses initiative, defender fires first, suppressed strength cannot attack. Moreover, the attacker defends with its Close Defense value, so he takes greater losses.

This can only happen when advancing and trying to enter a hex where there is an unspotted enemy unit, so the advancing unit is surprised (Surprise contact, Surprised or Out of the Sun, depending on unit class)

Entrenched infantry can also defend very strongly (Rugged Defense) against an infantry attacker.

There are some leaders and abilities that can avoid those situations. For example, Engineer ability ignores entrenchment, so it avoids Rugged Defenses.

Flak and Air Defense (AD). Interception ability

Air Defense: those units defend others from air attacks. Some are self-propelled and others need transport. But they can't fire after moving, like artillery.
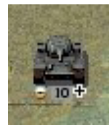

FlaK can fire at ground and air targets; some of them can fire after moving.

They also fire first when attacked by an air unit.

A = Airmobile
G = ground attack for AD and Flaks
F : Can Air Attack
H : Capture hexes
q : Mechanized, can move and attack

FlaK and Air Defense can intercept air units if they are unspotted and the air unit crosses its ZOC. They also intercept if the air unit ends its movement in its ZOC. The air unit is attacked without firing back.

Leaders.

Units with a leader show a small icon with its country roundel beside its strength number. To look at a leader's abilities you can inspect the unit, where the leader is shown as a small head in the lower left corner. When you point the mouse to the icon its abilities appear.

The possibility of generating a leader is given by the unit's experience.

Units gain experience in combat, depending on strength points eliminated, pondered by the difference between the units attack and defense effective values.

All leaders have two abilities that increase the unit stats or give it special capabilities; one of the abilities is class dependent, where the other is random (not all are available for all classes).

You have info about all leaders in Guille's manual.

Let's see an example.
All infantry units with leader have its defense increased by 4; in this example the unit has a great defense (they are engineers), so they are good defenders.
The second ability in this example is Bridging, so the unit can cross rivers as if they were Rough terrain, so they don't end its movement in the river. Moreover, if they stay in the river, they act as a bridge.

As you can see, leaders can greatly improve units.

Movement and entrenchment.

There are units that cannot attack after moving: Artillery and Air Defense; Anti-Tanks can, but they suffer an initiative penalty. As always, there are exceptions with leaders and abilities; in this case they are the Mechanized ability and Phased Movement.

Entrenchment represents the defensive structures built by the unit; it needs time, so if unit doesn't move several turns (it can resupply, attack…), entrenchment increases. If it moves from the hex it loses all its entrenchment. Each attack against an entrenched unit reduces its entrenchment by 1. Some units like infantry, entrench faster than others. Depending on terrain (base entrenchment) it can also reach higher entrenchment values (base + 5). The designer can assign higher values.

In Guille's manual you have more info about base entrenchment and entrenchment rate.
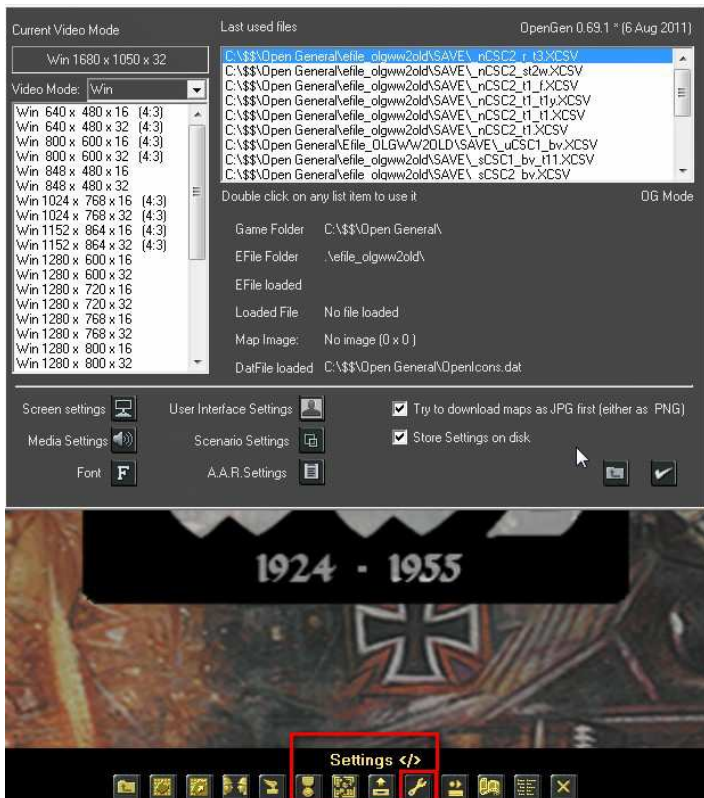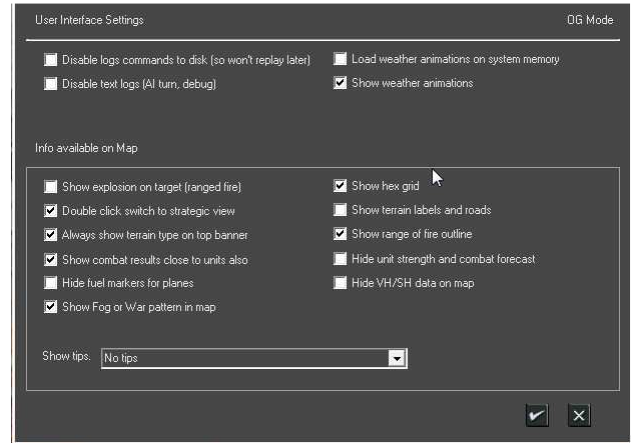
Anti-Tank class (AT).

Anti-tanks usually have powerful guns, good Hard Attack values and good defense. Some of them give support fire, but not like artillery, as its range is usually 1 (sometimes 2).They can be hard targets (self-propelled guns) or soft targets (guns, soldiers…).

Open General configuration.

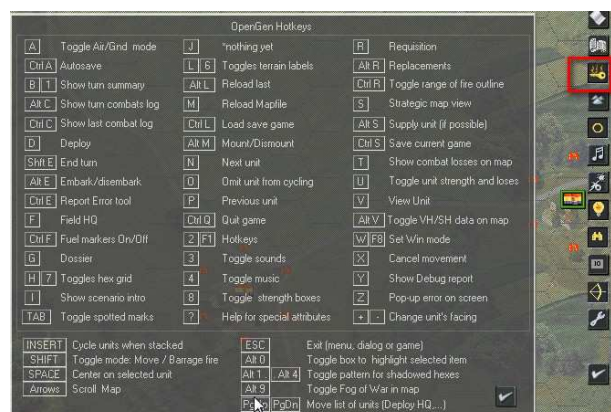You can configure Open General with the Settings button. The most common ones are in User Interface Settings.

The settings in Screen Settings can be used to increase the game speed

Look here for more details.

The most used options have hotkeys; we mentioned some of them earlier, like Alt+9 to toggle the Fog of War.

Here you can see that losses show in the units, with the "T" hotkey. When this option is enabled, you can make some messages like "Attacking", "support fire" etc. appear in the map, with the "C" hotkey. You can see the hotkeys by pressing F1.

Air classes: Fighter.

Fighters are units that can attack other air units and protect adjacent friendly units against air attacks. The "Y" ability allows the unit to use carriers to resupply. They have a high price.

Minefields

In Open General minefields aren't units, but a terrain characteristic; regarding movement they act as rivers, ending movement.

They have no side, so they can damage any unit that enters the mined hex.

When a unit is in a minefield, movement is 1 and defense 3, but infantry can try to clear them; if they fail, they suffer lasting suppression.

The Sapper ability allows the unit to create minefields. Sea mines can be created/eliminated by destroyers or units with the Sapper ability.

All this actions appear when the unit is selected, the same way than to embark/disembark. For example "9 Clear Mine".

Unit abilities.

Unit abilities are very important. Some are inherent to the unit, some are set in the Efile and others are given by leaders.
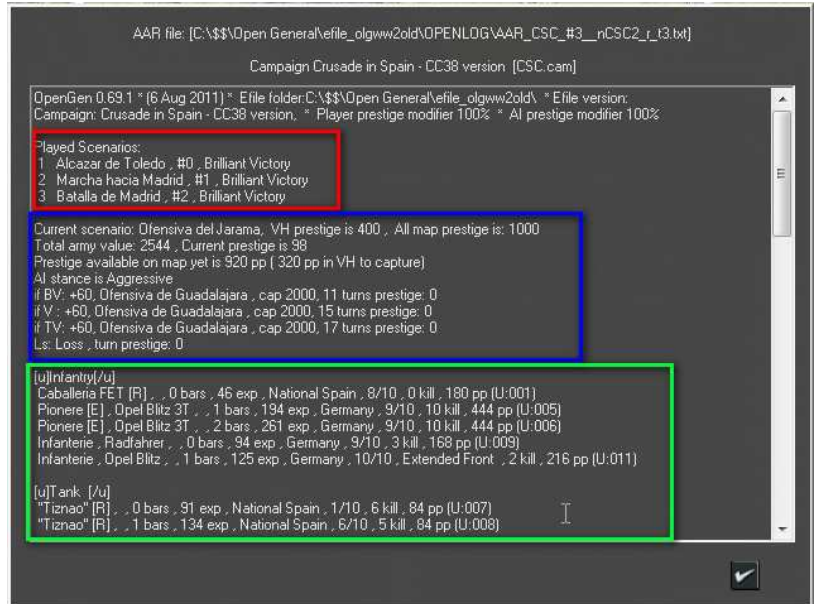
Open General has many unit abilities; you just have to point to them and read the explanation. Usually they have a code, but the symbol "+" is used for other ones.

Some abilities can be disallowed by the designer of the scenario: for example, Sapper needs that the option to build, blow or repair is given in the scenario.

In Guille's manual you have an ability list.

AAR: After Action Report.

The AAR is a report that you can obtain at the start and end of each turn. It gives detailed information about the scenario or campaign, prestige, units… Usually you post this report (you can copy and paste it) when you inform about your performance, like in a forum or PBEM.

You can change some info of the AAR in the Settings. It's really a text file saved in the OPENLOG folder; this folder contains logs of all what happens in game.

Tactical and Level or Strategic Bombers: Lasting Suppression ability.

They are expensive units. As they aren't affected by terrain, they are usually used to attack the enemy in the rear, like its artillery or units in transport.

Tactical bombers usually have a high Soft Attack; Level/Strategic bombers make the enemy lose prestige. Both inflict lasting suppression, with Level/Strategic bombers having a high Bomb Size.

Bomb Size: Supresion Duradera y Fuego de Barrera.

In Open General, BombSize is used for several things; you can know the value by pointing to the Ammo stat.

Any unit with BombSize greater than 0 inflict lasting suppression to the target; this means that suppressed strength points stay suppressed until the end of the turn. Only Shock Tactics leader and Tactical Bombers cause lasting suppression, regardless of BombSize.

The following classes with Bomb Size greater than 0 can fire barrages, if the scenario settings allow it: Artillery, Tactical Bomber, Level Bomber, Battleship, Battlecruiser, Cruiser and Light Cruiser; high values of BombSize increase the effect. The same units can Blow, if scenario settings allow it; high values of BombSize increase the probability of blowing. The terrain that can be blown is: Airfield, Bridge, City, Fortification, Port and Road. Blown terrain losses its normal capabilities, but sometimes can be repaired; it also has increased movement costs. Blown terrain can also happen as a result of normal combat (collateral damage).
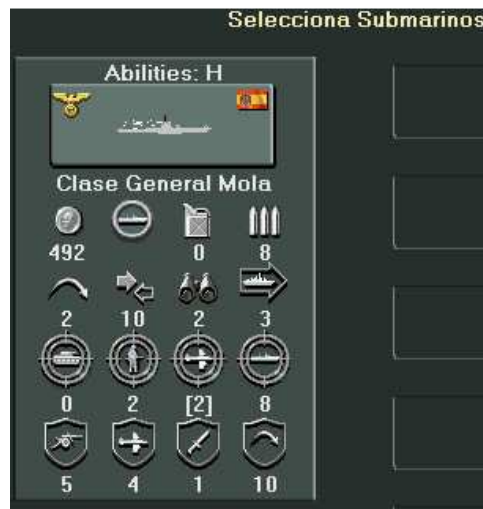

Barrage allows to fire at unspotted hexes. If an enemy unit is in the attacked hex, its entrenchment is lowered by 2. If it is hit, and depending on attacker's BombSize it suffers a reduction in fuel/ammo, and can lose some strength points and suffer lasting suppression.

Sapper ability: blow, build and repair.

This new ability allows some actions if they are activated. Build: transform some terrain types to ports, bridges, airfields or fortifications; this can take some turns and have a cost in prestige. Those same constructions could be destroyed and repaired. The unit must be in the hex and hadn't done any other action.

You can see more new characteristics this post.

Naval units: Destroyer): Attack mines and submarines ability. Battleship, Aircraft Carrier, Submarine...

The arrow lets you change between ground/air classes and naval classes. Submarines can evade attacks; units with the Evade ability can do it too. They can only be attacked by Destroyers and bombers. The most powerful naval units have great range, ammo and naval attack, besides being very expensive.

Other classes. Classes in Efiles.

Classes are Efile dependent. Some classes have abilities and characteristics, but there could be exceptions. Fortification class doesn't have transports, and usually is a hard target and have the support ability. But sometimes it can be used to represent an encampment where the HQ is. Cavalry could be Infantry class in one Efile and Tank class in another. The class names can be changed like in the Zeppelin example…