

WILL of STEEL™

GAME MANUAL



A **B** **C**

1

• single selected unit window

step back
2 steps back
3 steps back
tactical menu buttons
tactical menu toggle
map view button

health max speed
armour experience
view range attack mode
primary weapon damage range accuracy ammo
secondary weapon movement mode

unit parameter
parameter level bar
parameter level name

weapon parameter
parameter level bar
parameter level name
secondary weapon

command buttons

WILL OF STEEL™ - Graphical User Interface (GUI)

- A • MAP / TACTICAL** The map can be switched to Mini map or tactical mode by pressing the buttons below the window. In the Mini map mode (2) there is the "field-of-view" feature showing camera's current view, which can be moved with LMB (Left Mouse Button). Also, LMB click on the Mini map will position camera view to that selected location. The window can be switched to Tactical mode (3), where you can choose between fire mode(s), movement mode(s) and various formation(s). Indicators of current attack and movement modes are shown in the selection box.
- B • SELECTION BOX** The selection box provides additional information about selected unit(s), and shows which unit(s) will perform the issued commands. Issued command refers only to the unit(s) showed in the selection box. Even if 16 units (2) are selected, when view mode returns to (1), only that particular unit will respond. The selection box mode can be returned to (2), and then all 16 units will respond to orders. When more than 16 units are selected, the box view changes to (3) showing groups of same units as well as their number. With LMB+Ctrl combination, units can be added to selection, and with LMB+Alt units can be removed. LMB selects/deselects and RMB gives orders (e.g. move to that point, attack that point etc.). By deselecting some units group view mode (3) immediately changes to (2), and if deselecting continues until only one unit remains, view mode will become the single unit properties screen (1).
- C • COMMAND MENU** Command menu contains shortcuts for direct orders. There are some basic (move, stop, attack, guard) and special commands (e.g. heal, repair, plant explosive, enter vehicle, exit vehicle, demine, plant time or radio explosive, deploy, switch weapons, throw grenade). Special commands may vary from unit to unit, and also depends on the unit's class too (e.g. postures).

field of view step back button leads back to 1 click on unit icon opens its properties 1

2 map view selected units health bar

• multiple selected units window (2-16 units only)

TACTICAL MENU OPTIONS

Attack mode defines unit/s response and initiative. Only one attack mode can be selected at a time. Selecting another disables the previous mode.

Movement mode is linked to attack mode (there are six possible combinations) and sets units AI behavior.

Formations can only be applied to groups of units. Groups can be shifted to a predefined formation. Every formation (line, vee, triangle, circle or column) has its advantages and disadvantages whether used for movements or for combat situations. There is no universal formation for both of them.

MINI MAP LEGEND

Mini map shows the current (terrain) position of units and the direction of the camera.

- Green dot, represents player's units
- Red dot, represents enemy units
- Yellow dot, represents mines
- Blue dot, shows civilian units
- White dot, shows special option's object (e.g. cruise missile)

Only the lighted icons in Command Menu are active.
Only the options that apply to the selected units are displayed.
If more than one unit is selected, only shared commands can be issued (i.e. only those options that apply to all selected units).

unit group counter (e.g. 5 same tanks, 14 same soldiers, 3 same recon vehicles)

3 tactical menu selected

unit type unit type unit type unit type

in unit groups view buttons are disabled

click on unit group icon opens their properties showed in 2

• selected units group window (for more than 16 units)

COMMAND MENU OPTIONS

- 

Move
Orders the movement of units. How to use: Left mouse button on icon then right mouse button on desired terrain location. Alternatively, left mouse button on icon then right mouse button on desired location on the Mini map
- 

Stop
Halts the execution of the last command issued.
How to use: Left mouse button on icon
- 

Attack
Orders units to proceed with attack
How to use: Left mouse button on icon, then right button on desired object.
- 

Guard
This option has dual purposes. It can be used to follow enemy units or for patrolling. All player's units have this option.
How to use: Left mouse button on icon, then right button on desired unit or terrain for patrolling.
- 

Heal
Activates medical help to selected infantry units. Only "Marine Medic" and "Delta Force" have this option.
How to use: Left mouse button on icon, then right button on desired player's unit
- 

Enter
Orders selected infantry units to board transportation vehicles. Only vehicles with transportation capability can be boarded.
How to use: Left mouse button on icon, then right button on desired player's vehicle
- 

Exit
Orders the selected infantry units out of vehicle. Only available when unit(s) are in vehicle. To unload all units at once use option - "Deploy".
How to use: Left mouse button on icon, then right button on desired player's infantry unit
- 

Repair
Repairs player's vehicle(s). Only "Marine Engineer" units have this option.
How to use: Left mouse button on icon, then right button on desired vehicle
- 

Hand Grenade
Applies only to infantry units capable of throwing hand grenades.
How to use: Left mouse button on icon, then right button on terrain location.
- 

De-mine
Only "Marine Engineer" and "Ranger" units have this option to locate and disable hidden anti-infantry and anti-armor mines.
How to use: Left mouse button on icon, then right button on mine
- 


Radio bomb
Allows planting C4 with remote trigger. Only "Marine Engineer" and "Seal" units have this option.
How to use: Left mouse button on icon, then right button on desired terrain location. Second click on icon activates bomb.
- 


Time Bomb
Allows planting C4 explosive with timed detonation. The time delay detonation is always 30 seconds. Only "Marine Engineer" and "Seal" units have this option.
How to use: Left mouse button on icon, then right button on desired terrain location.
- 


Deploy
Orders all infantry units out of vehicles. Applies to transport vehicles. To unload individual units use option - "Exit".
How to use: Left mouse button on icon
- 


Switch Weapon
Applies to infantry only. Switches between available weapons.
How to use: Left mouse button on icon


TACTICAL MENU OPTIONS


- 


Fire At Will
Selecting this mode allows units to open fire as soon as enemy is in range
- 


Return Fire
In this mode, units return fire only when attacked and if enemy is in range
- 


Hold Fire
Units will not return enemy fire
- 


Strict Movement
Units strictly follow ordered movement even when under attack. Repair, de-mine, and automatic healing options are not active in this mode.
- 


Loose Movement
Units have a degree of freedom. When enemy is in range, units will attack or tactically retreat on their own depending on weapons+ "Fire" mode. Repair, de-mine and automatic healing options are active in this mode.
- 


Line Formation
How to use: Select unit, set camera in desired direction, left mouse button on icon
- 


Vee Formation
How to use: Select unit, set camera in desired direction, left mouse button on icon
- 

Column Formation
How to use: Select unit, set camera in desired direction, left mouse button on icon
- 

Triangle Formation
How to use: Select unit, set camera in desired direction, left mouse button on icon
- 

Circle Formation
How to use: Select unit, set camera in desired direction, left mouse button on icon
- 


Stand
Applies to infantry only. Puts infantry in the standing position
How to use: Left mouse button on icon
- 


Kneel
Applies to infantry only. Puts infantry in the kneeling position.
How to use: Left mouse button on icon
- 


Lay
Applies to infantry only. Puts infantry in the prone position.
How to use: Left mouse button on icon


Issued commands always, and only, apply to units with icons shown in the middle section of the Game Graphical User Interface (in the selection box on the bottom of the screen).


SPECIAL OPTIONS


- 

Satellite Reconnaissance
Reveals for 60 seconds the selected part of terrain.
How to use: Left mouse button on icon, then left button on the desired terrain location.
- 

Air Strike
Initiates aerial carpet-bombing of the selected area. Medium destructive power with wide radius of effectives. Medium response time.
How to use: Left mouse button on icon, then left mouse button on the desired terrain location.
- 

Long range missile
Activates cruise missile. Great destructive power with wide radius. Slower response time. How to use: Left mouse button on icon, then left button on the desired terrain area
- 

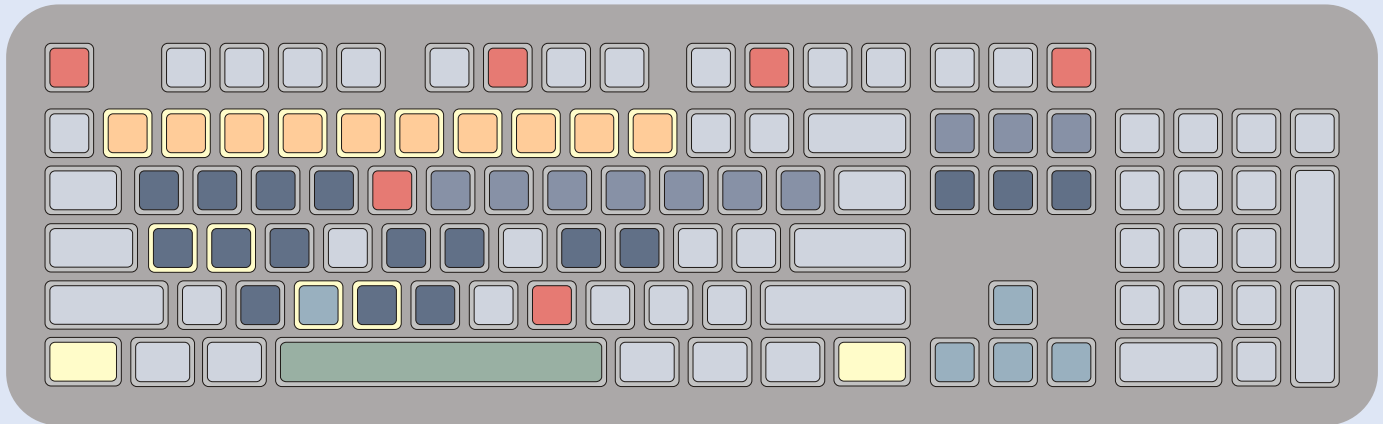
Intelligence Activity
Reveals for 60 seconds all enemy units and mines on the Mini map
How to use: Left mouse button on icon
- 

Artillery Support
Provides long range artillery shelling. Medium destructive power with wide radius. Fast response time.
How to use: Left mouse button on icon, then left button on the desired terrain location
- 

Laser Guided Bomb
Delivered from an aircraft. Great destructive power with narrow radius. Most effective for precision strikes. Medium response time. How to use: Left mouse button on icon, then left button on the desired terrain location

KEYBOARD SHORTCUTS

Note: Keyboard shown below is "qwerty" type with 104 keys. It demonstrates how to use the keys to issue commands for that particular keyboard type only. Your keyboard may be of a different type.



Below is the list of game command shortcuts.

How to use: Press the key corresponding to command you wish to execute. These commands are also available on the GUI and as voice commands.

COMMAND MENU SHORTCUTS

Game command	Keyboard shortcut
stop	S
attack	A
guard	G
heal	H
enter	E
exit	X
repair	R
hand grenade	B
de-mine	D
radio bomb	K
time bomb	L
deploy	Q
switch weapons	W
stand	DELETE
kneel	END
lay	PAGE DOWN

TACTICAL MENU SHORTCUTS

Game command	Keyboard shortcut
fire at will	INSERT
return fire	HOME
hold fire	PAGE UP
strict movement	Y
loose movement	U
line formation	I
vee formation	O
column formation	P
triangle formation	[
circle formation]

CAMERA CONTROL SHORTCUTS

Game command	Keyboard shortcut
camera pan up	cursor up
camera pan down	cursor down
camera pan left	cursor left
camera pan right	cursor right
center camera	C

SELECTION SHORTCUTS

Game command	Keyboard shortcut
make group 1	CTRL + 1
make group 2	CTRL + 2
make group 3	CTRL + 3
make group 4	CTRL + 4
make group 5	CTRL + 5
make group 6	CTRL + 6
make group 7	CTRL + 7
make group 8	CTRL + 8
make group 9	CTRL + 9
make group 10	CTRL + 0
select group 1	1
select group 2	2
select group 3	3
select group 4	4
select group 5	5
select group 6	6
select group 7	7
select group 8	8
select group 9	9
select group 10	0
select all units	CTRL + A
select soldiers	CTRL + S
select vehicles	CTRL + V
select helicopters	CTRL + C

SPECIAL COMMANDS SHORTCUTS

Game command	Keyboard shortcut
menu	ESC
hide/show GUI	F 6
screenshot	F 10
pause game	PAUSE/BREAK
mini map	M
tactical	T

VOICE COMMAND SHORTCUT

Game command	Keyboard shortcut
voice command confirmation	SPACE



Voice Commands overview

How to Use the Voice Control: Issue a command in natural voice, it will display in the upper left screen corner, press the space bar to confirm/execute it. If necessary, repeat the command until correctly recognized, press the space bar to confirm/execute it.

Voice Recognition Control

For best voice recognition results, please use a headset. Certain and/or older Windows operating systems (OS) might not fully support this feature. Availability of this feature may be affected by the configuration and/or general settings of your computer

	subject	voice command	alternative voice command
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SELECTION BY UNIT TYPES

USMC Rifleman	Rifleman		
USMC Machinegunner	Machinegunner	Gunner	
USMC Sniper	Sniper		
USMC AT	Anti-tank	Rocketeer	
USMC Medic	Medic		
USMC Engineer	Engineer	Sapper	
Ranger	Ranger		
Delta Force	Delta Force		
SEAL	Seal		
FAV	Fav		
M-998 HMMWV	Humvee		
M-113 Gavin	Gavin		
M-163 Vulcan	Vulcan		
M-113 ADATS	Adats		
LVTP-7 A1 Amtrac	Amtrac		
M-60 A3 Patton	Patton		
LAV-25 Piranha	Piranha		
M-551 A1 Sheridan	Sheridan		
M-2 A3 Bradley	Bradley		
M-1 A2 Abrams	Abrams		
M-35 A2 Deuce	Deuce	Truck	
CH-47D Chinook	Chinook		
AH-6J Cayuse	Cayuse		
AH 64 Apache	Apache		

SELECTION BY UNIT CLASS

Soldiers	Marine	Soldiers	
Recon	Recon		
Transporters	Transporter	APC	
Tanks	Tank	Armor	
Helicopters	Chopper	Helicopter	
Select all units	Select all		
Deselect unit(s)	Deselect		

SELECTION BY TEAM

Team Alpha	Team/Group Alpha or Alpha	(Team/Group) One	
Team Bravo	Bravo	Two	
Team Charlie	Charlie	Three	
Team Delta	Delta	Four	
Team Echo	Echo	Five	
Team Foxtrot	Foxtrot	Six	
Team Golf	Golf	Seven	
Team Hotel	Hotel	Eight	
Team India	India	Nine	
Team Juliet	Juliet	Ten	

TEAM OPTIONS

Create Team	Create Alpha-Juliet	Create Group 1-10	
Disband Team	Disband Alpha-Juliet	Disband Group 1-10	



Voice Commands overview

• GAME OPTIONS

subject

voice command

alternative voice command

	subject	voice command	alternative voice command
Pause	Game Pause		Pause (Game)
Exit	Game Exit		Exit Game

• UNIT COMMANDS

Move	Move		Go
Stop	Stop		Halt
Attack	Attack		Engage
Guard	Guard		Secure
Enter	Enter		
Exit	Exit		
Deploy	Deploy		Evacuate
Heal	Heal		
Repair	Repair		
Stand	Stand		Stand up
Kneel	Kneel		
Lay	Lay		Lay down
Plant time explosive	Plant Time Explosive		
Plant radio explosive	Plant Radio Explosive		
Detonate explosive	Detonate		
Throw grenade	Throw Grenade		
Demine	Demine		
Switch weapon	Switch Weapon		

• TACTICAL COMMANDS

Fire At Will	Fire At Will		
Return Fire	Return Fire		
Hold Fire	Hold Fire		
Strict movement	Strict Movement		
Loose movement	Loose Movement		
Line formation	Line Formation		
Column formation	Column Formation		
Circle formation	Circle Formation		
Vee formation	Vee Formation		
Triangle formation	Triangle Formation		

• SPECIAL OPTIONS

Air Strike	Air Strike		
Artillery Support	Artillery Support		
Laser Guided Bomb	Laser Bomb		
Long Range Missile	Long Range Missile		
Satellite Reconnaissance	Satellite Reconnaissance		
Intelligence Info	Intelligence		

• GUI COMMANDS

Mini map	Mini map		Map
Tactical menu	Tactical menu		Tactical
GUI On	Menu Show		Menu
GUI Off	Menu Hide		Menu

• CAMERA COMMANDS

Pan Camera Left	Camera Pan Left		Pan Left
Pan Camera Up	Camera Pan Up		Pan Up
Pan Camera Right	Camera Pan Right		Pan Right
Pan Camera Down	Camera Pan Down		Pan Down
Unzoom Camera	Camera Zoom Out		Zoom Out
Zoom Camera	Camera Zoom In		Zoom In
Center Camera on Unit	Camera Center Unit		Center Unit
Rotate Camera Left	Camera Rotate Left		Rotate Left
Rotate Camera Right	Camera Rotate Right		Rotate Right
Stop Camera	Camera Stop		Stop Camera

