

STEEL FURY

Game Manual • Version 1.0.0 • A Steel Panthers-style hex tactical wargame

Steel Fury is a turn-based, hex-based tactical wargame in the tradition of SSI's *Steel Panthers*. You command a company of tanks, infantry, anti-tank guns and gunships against an AI opponent, in either a World War II or a Modern/Gulf setting. This manual explains the interface, the turn sequence, and the combat model in detail.

1. Objective

Each battle runs for a fixed number of turns (10-14, set by the scenario). Your goal is to finish with more **Victory Points (VP)** than the enemy. You earn 12 VP for each enemy unit destroyed and 20 VP for each of the three objective hexes you hold at the end of a turn. Destroying the entire enemy force wins the battle immediately; losing your whole force is a defeat.

2. The Interface

- **Map** - the hex battlefield. Your units are blue; spotted enemies are red. Terrain, elevation (height numbers on hills), objective flags and smoke are all drawn here.
- **Command toolbar (right)** - MOV, FIRE, SMK, HOLD, RLY, INFO, unit cycle, center, zoom, sound toggle and help.
- **Weapon / ammo panel** - appears in Fire mode; pick which weapon fires and which round it uses.
- **Unit card** - the selected unit's structure, movement, suppression, armour, experience, morale and leader.
- **Top bar** - shows the live Hit Chance % while you aim, plus hex and mission information.
- **Status line (bottom)** - callsign, state, enemies seen, shots, moves, range, suppression, turn, visibility and score - in the Steel Panthers style.
- **Minimap** - the whole field with unit and objective markers and your current viewport.

3. Turn Sequence

Play alternates between your turn and the AI's. During your turn every unit may **move** and **fire once**. When you are done, press **End Turn**; the AI then moves and fires. At the end of the full turn, objective hexes award VP to whoever holds them, a new turn starts, and leaders attempt to **rally** suppressed units.

4. Movement

Select a unit and choose **Move**. Reachable hexes are shaded; hover to preview the route and click to go. Terrain costs movement points and grants cover:

Terrain	Move cost	Cover	Blocks sight
Clear / Field	1	0-1	No

Brush	2	2	No
Woods / Bocage	3	4-5	Yes
Hill	2	2	Yes
Town	1	6	Yes
Road	1	0	No
Sand / Dune / Rough	1-2	0-2	Dune only
Water	impassable	-	No

Firing after moving is less accurate for vehicles, so plan whether to shoot from where you stand or reposition first.

5. Combat

Choose **Fire**; valid targets are highlighted. Hover a target to read the live **Hit Chance %** in the top bar. Hit chance is driven by range, the firer's fire-control and experience, the target's size and terrain cover, suppression, and whether the firer moved.

Weapons & ammunition. Many units carry more than one weapon (a main gun plus a coaxial machine gun or an ATGM). For the main gun you also choose the round:

- **AP** - kinetic armour-piercing; loses penetration with range.
- **HVAP** - higher penetration, best at close range; limited rounds.
- **HEAT** - chemical; penetration is roughly range-independent.
- **HE** - high explosive; best against infantry and guns.
- **Smoke** - no damage; drops a smoke cloud that blocks line of sight.

Armour & facing. Vehicles have four armour values - **front, side, rear and top** - with top the thinnest. A shot resolves against one facing; flank and rear hits defeat armour that would stop a frontal round, so maneuver matters. **Top-attack** weapons (the Javelin and the Apache's Hellfire) strike the roof and can kill heavy tanks a frontal shot would merely scratch.

Suppression, morale & rally. Hits and near-misses build suppression. Enough of it will **pin** a unit (degraded, hard to move) or **rout** it (it will not act). Use the **Rally** order, or wait - each turn your leader rolls against suppression using the unit's morale and the leader's rally rating.

Spotting & overwatch. Enemies are hidden by fog of war until one of your units spots them (spotting range + line of sight + the scenario's visibility). Set a unit to **Hold / Overwatch** and it will take opportunity shots at enemies moving in the open nearby.

6. Reading a Unit

Open the **INFO** sheet for any unit to see its weapon table (HE / AP / range / rate of fire / rounds), armour by facing, special ammo counts (HEAT / HVAP / Smoke), experience, morale, suppression, and its named leader with rally and command ratings and confirmed kills.

7. Scenarios

- **Crossroads Meeting Engagement** (WWII) - a balanced clash for three objectives in the bocage.
- **Break the Line** (WWII) - attack a dug-in German anti-tank screen before time runs out.
- **Rearguard Defence** (WWII) - outgunned, hold the ridge against a heavy panzer push.
- **Desert Storm: Left Hook** (Modern) - US armour sweeps an Iraqi position; exploit range.
- **Javelin Ambush** (Modern) - dismounted teams kill armour from the top with Javelins.
- **Night Screen** (Modern) - a low-visibility fight where spotting decides everything.
- **Random Battle** - a freshly generated engagement for either era.

8. Controls Quick Reference

Command	Mouse	Key
Select / confirm	Left-click	-
Move	MOV	M
Fire	FIRE	F
Smoke	SMK	K
Hold / overwatch	HOLD	H
Rally	RLY	R
Unit info	INFO	I
Cycle units	U buttons	, .
Center	CEN	C
Zoom	Wheel / Z+ Z-	+ -
Pan	Right-drag	-
Sound on/off	Speaker	S
End turn	END TURN	Space
Deselect / Help	-	Esc / ?

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