

The background of the entire image is a black and white movie poster for 'The Deadly Dozen'. It features a group of twelve soldiers in silhouette at the top, looking down. Below them, a large, ornate eagle with spread wings is the central focus. The eagle's body is formed by a large, multi-story building that appears to be under attack or in flames. The title 'DEADLY DOZEN' is written in a large, serif font across the middle, with a small 'TM' trademark symbol to the right of 'DOZEN'.

DEADLY DOZEN™

TEEN



CONTENT RATED BY
ESRB

PC
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Preface

The events portrayed in this product are based upon events recorded in the memoir of Major General Quinton Maxwell ("From Peking to Berlin" published in 1955) chronicling his service during World War II.

Quinton James Maxwell (1890-1958) was the leading American guerilla warfare expert of the early 20th century. Born in Peking, China Maxwell at the age of ten was involved in the defense of the foreign consulate during the Boxer Rebellion which swept through China.

Maxwell returned to the United States and entered the Army in 1908. His Army career took him across the globe; from the Philippines to South Africa to Mexico. In 1917, Maxwell was sent as a military observer to the campaign against the Germans in East Africa during the First World War. At the end of the First World War, Maxwell was reassigned to the War Department for what he termed "tedious, miserable administrative duties". He longed to be back on the front lines again.

In 1936, Maxwell resigned from the Army in order to fight against fascist forces in the Spanish Civil War as a soldier of fortune. Maxwell returned to the United States at the end of the war and settled into retirement in 1939. Between 1939 and 1941, Maxwell published two articles on guerilla warfare based upon his experiences in various "small wars" across the globe.

His unconventional approach to war made him very few friends within the conventional military establishment of the 1930s- even though he correctly predicted importance of special warfare units like the commandoes and airborne/parachute units who could quickly strike anywhere at any time and

quickly disappear to "fight at another time and place of their commander's choosing".

With the German Army sweeping across Western Europe, Maxwell called upon the American Army to begin the development of special operations units for a war he viewed as imminent. Again, the military establishment ignored him- until December 7th, 1941.

After the surprise attack by Japan, America entered into a new global war for which it was not truly prepared for. On December 10th, 1942 Quinton Maxwell was reactivated into military service and assigned to The War Department as an advisor to the Chief of Staff. In consultation with the Chief of Staff at the War Department, Maxwell again called for the development of a special operations unit that could "take this war to the enemy whenever and where ever the enemy is found".

Maxwell finally got his wish when he was issued an order on January 12th, 1943 (War Department Order #411212-AJMAX):

"The War Department orders Major Quinton J. Maxwell (U.S. Army) to...recruit, organize and train a squad (12 men under current U.S. Army Order of Battle)... in order to preform military operations of a sensitive or covert nature... "

This special operations unit was codenamed "Project Juno Gold" and was placed under the direct control of the President, Chief of Staff and later the Supreme Allied Commander in Europe. Infantry, Ranger and Airborne units were called upon for volunteers- they sent individuals and draftees who

were unable to assimilate into the conventional military structure- primarily the dregs of the Army. However Maxwell did find a few "diamonds in the pile of rubbish". Tough, hard-bitten, resourceful men with a " that streak of independence and self-confidence.... with a strong hatred of authority in any form.." that made them cast-offs from conventional units despite their obvious skill and ability. These were the very type of soldier Maxwell sought. From a final volunteer group numbering 36, the "special 12" for Juno Gold was found.

After 12 weeks of vigorous training these men absorbed and put into action the knowledge and experience Maxwell had taken from decades of fighting in those "small wars" across the globe. Maxwell put it simply; "they were the ultimate guerilla warriors- smart, resourceful, quick with a knife and proficient with any firearm they could get their hands on.... supremely confident and supremely dangerous..."

Prior to being deployed to Western Europe in 1943, the members of Project Juno displayed their skill and ability during a military exercise at Ft. Bragg, North Carolina. On hand to observe the action was the Supreme Allied Commander who, upon seeing Project Juno in action, was quoted as saying "They (Project Juno Gold) are the twelve deadliest men I have ever seen...Thank God they are on our side!" Upon hearing that comment, Maxwell said "... they (the men of Project Juno Gold) are truly a most dangerous and deadly dozen as you would ever want to lay eyes on."

With that said, the official unit name "Project Juno Gold" was dropped for a more colorful, unofficial name- the "Deadly Dozen".

Small Unit Tactics and Strategies

(excerpts from "Waging Successful Small War" by Captain Q.J. Maxwell (Ret.). Published in 1939 by D. Davidson Publications, Inc. Duluth, MN and used with kind permission)

(a) The size of a guerilla element is much smaller than your typical American squad, four to six individuals as opposed to twelve. A highly trained and motivated four man team offers many advantages- speed, stealth and the ability to "disappear" when needed. When armed with modern weapons and explosives, a highly disciplined four man team can wreak havoc on the enemy then slip away into the night.

(b) Go slow! Don't just rush in expecting to blast the enemies and come out fine. Sneak around by crouching and walking slowly, staying out of sight. Watch the enemy patrol, see where they go, and determine the best way and best time to strike.

(c) The enemies have eyes, ears and noses just like you. Stay behind cover, sneak around behind their backs, and do your best not to get near dogs. They have an incredible sense of smell and a sharp set of teeth and will alert nearby enemy units by barking.

(d) Use the right weapon for the job. It may be easy to take down infantry, but its very difficult to destroy a heavily armored vehicle. If you see a tank, do not engage it unless you have an anti-tank weapon. This goes for other large structures, if the mission calls on you to destroy something big, its best to bring along explosives and someone with the skill to use them.

(e) Conserve your ammo for your weapons. You will not find ammo for your American-made weapons behind enemy lines.

(f) Its best to either avoid or quickly eliminate any enemy commanders. When alerted they are capable of issuing orders to surrounding units. If you have one in your sights, make sure he goes down.

(g) The skills of your team members do matter. It may not seem like it at first, but after you get a few missions under your belt it starts becoming more and more important. Pay attention to your soldier's individual skills. Someone who is good with heavy arms can use a rifle a lot better than someone who has a poor rating.

(h) Use vehicles to escape. Vehicles not only provide fast travel, but even the unarmored civilian vehicles provide some protection from damage. If you are under heavy attack, hop into the nearest vehicle and drive to a safe place to regroup. Use cars, motorcycles and trucks to escape.

(i) You can use medical kits on the other team members by placing your cursor over him and then using a medical kit. A soldier who has been trained in first aid will be able to use these medical kits more effectively and thus heal more damage.

American Small Arms and Equipment

1911A1 .45 Automatic Pistol: The standard side arm for U.S. Army personnel is the M1911A1, an automatic pistol that fires a .45 caliber ball cartridge which has excellent man-stopping characteristics. This robust pistol is very reliable but somewhat difficult to fire correctly, and a good deal of training is required to use it to full effect.

M1 Thompson SMG: The ideal close combat weapon, the "Tommy Gun" evolved out of a World War I concept for a weapon that could act as a "trench broom" (something that would "sweep" an enemy trench with a high rate of fire) using the heavy .45 caliber ball cartridge. Able to spray rounds at the rate of 700 rpm (rounds per minute), the M1A1 is extremely effective at ranges below 100 yards.

M1 Garand Semi-Automatic Rifle: The M1 Garand is one of the most reliable and accurate rifles in the world. Firing the .30 caliber round, the Garand was the first self-loading rifles to enter military service back in 1932. The M1 offers the American soldier a distinctive advantage over any other soldier in the world (the majority of whom are currently armed with bolt-action rifles).

M1903 Springfield Bolt Action Rifle: Replaced by the Garand in 1932, the Springfield has reliably served the U.S. military for over 30 years. Patterned after the German bolt-action Mauser, the Springfield currently serves as a superb sniper rifle (in combination with the Weaver telescopic sight).

M1 Bazooka Anti-Tank Weapon: With the decline in effectiveness of traditional heavy caliber anti-tank rifles, the U.S. Army developed the bazooka out of initial rocket research conducted at the Aberdeen Proving Grounds in Maryland. A simple weapon, the bazooka fired a 2.36 inch armor-piercing rocket capable of knocking out most vehicles and pillboxes.

Hand Grenade: Standard U.S. issue "pineapple" hand grenade which has a 2-3 yard fragmentation radius in open areas. When used against targets in an enclosed space, the hand grenade can be a devastating weapon.

Combat Knife: Standard issue combat knife which is available to Ranger and Airborne units.

Medical Pack: Standard issue individual medical packs which can be used to treat various battlefield wounds.

1941 Quarter: While not "standard issue", a quarter can be used to distract enemy soldiers by tossing it near them.

Anti-Personnel and Anti-Tank Mines: Mines are specialized weapons used primarily by Combat Engineers against enemy infantry and vehicles. Individual mines can be placed on roads or pathways in order to give the enemy a nasty surprise.

Explosive Charge: This is another specialized weapon which can be used against a variety of targets. The explosive charge has a 20 second fuse in order to allow the user to get to cover before the charge ignites.

German Infantry Units and Weapons

Wehrmacht: The Wehrmacht are tough, veteran soldiers and the most common enemy that will be encountered on the majority of missions. Wearing the standard jackboots, coal scuttle helmets and field grey uniforms, Werhmarcht soldiers are generally armed with KAR98k bolt-action rifles and the MP 40 submachine gun. Officers are generally armed with P-38 pistols. Some Wehrmacht are trained as sniper specialist and with be equipped with a KAR98k fitted with a telescopic sight, others as anti-armor specialist and will be armed with the RP 43 "Panzershreck".

Afrika Korps: The Afrika Korps has carved out a place in military history as one of the finest fighting forces in the world. Years of campaigning against the British in the desert heat of Tunisia, Libya and Egypt have forged these men into a tight-knit, highly motivated unit. Members of the Afrika Korps are armed with the same weapons as other German units although they wear the standard issue tropical uniform consisting of lightweight khaki, a sunhelmet and canvas boots.

Gestapo: The paramilitary police force of the German Reich, the gestapo are no more than well-armed thugs. Primarily uniformed in black, gestapo units prowl the more urban areas under German control in Western Europe. They are commonly armed with pistols and submachine guns.

Waffen-SS: The elite of the German Army, the Waffen-SS is a truly fearsome enemy. Highly trained and armed with the best weapons Germany has to offer, the Waffen-SS are the most dangerous German infantry force a soldier will encounter in combat. In the field, Waffen-SS wear a camouflage smock over a standard issue field grey uniform.

P 38 Semi-Automatic Pistol: The P-38 was designed to replace the famous P-08 "Luger" as the standard military side arm of the German Army. Firing a 9mm Parabellum cartridge, the P-38 is an excellent service pistol due to it's accuracy and ease of use.

KAR 98k Bolt-Action Rifle: Developed off the Gewehr 98 Mauser, the KAR 98k is actually a shortened version of the famous German bolt-action rifle of World War One fame. The KAR 98k is a highly accurate and reliable rifle. When fitted with a telescopic sight, the KAR 98k makes an excellent sniper rifle.

MP 40 SMG: The standard submachine gun of the German Army known incorrectly as the "Schmeisser". The MP 40 fires a 9mm cartridge at a rate of 500 rpm (as compared to the M1 Thompson SMG with a 700 rpm rate of fire). As with most German armaments, the MP 40 is a reliable and sturdy firearm.

MG 42 Medium Machine Gun: Known as the "Burp Gun", the MG 42 is an fearsome weapon- able to spit out .30 caliber rounds at a rate exceeding 1,500 rpm! Mounted on a tripod, the MG 42 is normally encountered in pillboxes and bunkers.

RP 43 Anti-Tank Weapon: This German anti-tank weapon is based off the U.S. M1 Bazooka and fires a heavy 3.46 inch rocket capable of knocking out any Allied vehicle with a direct hit. The RP 43 is better known as the "Ofenrohr" (oven chimney) or "Panzerschrek" (tank terror).

German Light Vehicles and Armor

Staff Car:

Crew: Up to 5
Powerplant: 6 cylinder gasoline engine
Performance: 60 mph max. road speed
Armor: None
Main Armament: None



Kubel:

Crew: Up to 4
Powerplant: 4 cylinder gasoline engine
Performance: 55 mph max road speed
Armor: None
Main Armament: None



Motorcycle with Sidecar:

Crew: Up to 2
Powerplant: 2 cylinder gasoline engine
Performance: 70 mph max. road speed
Armor: None
Main Armament: None



Opel Type S Transport Truck

Crew: Up to 12
Powerplant: 6 cylinder gasoline engine
Performance: 50 mph max. road speed
Armor: None
Main Armament: None



D-B 1500A Transport Truck:

Crew: Up to 12
Powerplant: 6 cylinder gasoline engine
Performance: 50 mph max. road speed
Armor: None
Main Armament: None



SdKfz 251 Schutzenpanzerwagen:

Crew: Up to 12
Powerplant: 6 cylinder gasoline engine
Performance: 33 mph max. road speed
Armor: From 6mm to 14.5mm in thickness
Main Armament: Infantry weapons carried by the crew and passengers.



PzKpfw IV Medium Tank:

Crew: 5

Powerplant: V-12 gasoline engine

Performance: 24 mph max. road speed

Armor: From 20mm to 60mm in thickness

Main Armament: 75mm turret mounted gun



PzKpfw V Heavy Tank ("Panther"):

Crew: 4

Powerplant: V-12 gasoline engine

Performance: 29 mph max. road speed

Armor: From 45mm to 110mm in thickness

Main Armament: 75mm turret mounted gun



PzKpfw VI Heavy Tank ("Tiger"):

Crew: 5

Powerplant: V-12 gasoline engine

Performance: 24 mph max. road speed

Armor: From 62mm to 102mm in thickness

Main Armament: 88mm turret mounted gun



Anti-Armor Tactics

The Germans have developed armor and armored warfare tactics to an art. While their tanks and half-tracks are more heavily armored than their U.S. counterparts, they do have weaknesses that can be exploited by the average Joe armed with a bazooka or anti-tank mine.

(a) A tank, while large and seemingly invincible, is also rather slow and cumbersome- especially when it is operating in rough terrain.

(b) The tank crew has limited visibility primarily through viewports and periscopes. If they can't attack what they don't see. Use smoke, brush, trees and uneven terrain features as cover when moving.

(c) A tank cannot move if one or more of its tracks are disabled- however it can still rotate its turret and fire.

(d) Tanks are generally more heavily armored in the front, more lightly armored along the sides and rear. A well-placed bazooka shot to the side or rear of a tank has a greater chance of succeeding than a shot against the more heavily armored front.

(e) Anti-tank mines should be placed on roads where enemy armor is known to frequent. With luck you may blow off a tread to disable the tank- or destroy it altogether!

The Game Menus

When the program starts you will see the main menu. This menu allows you to choose from the following options. It may take a few seconds for the game to load (depending on your system profile).

Once the game has loaded, you will find the following options on the main menu screen:

NEW GAME – Start a new game and begin your tour of duty against the forces of tyranny!

LOAD GAME – Load a saved game.

PRACTICE – Hone your combat skills in the training area.

OPTIONS – Set your graphics, audio and game control options. When you first start the game it will profile your PC and adjust the settings for optimal performance.

EXIT – Exit the game to return to your PC desktop.



At the start of a mission you will go through the Briefing screen which will explain the mission objectives. Click on **Continue** to proceed.

You will need to select the four best soldiers for the operation. To select a soldier just left click on his picture. By moving your mouse cursor over any soldier's picture you can view his personal bio (displayed on the right side of the screen). This is where you can see a soldier's individual skills and abilities.

When you have selected four soldiers and are ready to equip them, click **Done**.

Once you have selected your four team members, they will need to be issued equipment for the mission. There are two categories of equipment in the game: weapons and general items. A soldier can carry no more than two weapons and three items. You can add or delete gear simply dragging and dropping weapons and items with your cursor. To continue on to the mission, click **Begin Mission**.



IN-GAME COMBAT

Map/Compass

By pressing the "M" key in-game, the mission map will overlay the compass to show the team's current location. Press "M" again to hide the map.

The compass direction and objective indicators will still be viewable when using the map.

Health and Ammo Indicator

The number next to the red cross indicates the current health of the selected soldier.

The numbers next to the bullet indicate the number of magazines the soldier currently has for the active weapon. The second number indicates the rounds remaining in the weapon.



INTERFACE



Unit Status

Indicates the current health status of individual soldiers within the unit. When a soldier is wounded, a red bar will appear at the bottom of the soldier's picture and will gradually increase as the soldier takes more damage. When the soldier's picture is completely red he is considered K.I.A.

Orders give to either individual soldiers or the entire unit are displayed in the bottom left corner of each picture.

A soldier which is currently player controlled will be highlighted with a green border around that soldier's picture. The player can easily cycle through soldiers by using the "Tab" key.

Like most first-person adventure games, you are able to move about and preform a variety of actions in the 3D enviornment; walk, crouch, run, shoot, throw items and interact with both team members and enemy units.

Movement

Arrow Up= Move Forward
Arrow Down= Move Backward
Arrow Right= Move Right
Arrow Left= Move Left
Shift + Arrow Key= Run
Control= Crouch/Stand

Inventory

F1= Inventory Item 1
F2= Inventory Item 2
F3= Inventory Item 3
F4= Inventory Item 4
F5= Inventory Item 5
F6= Inventory Item 6
F7= Inventory Item 7
F8= Inventory Item 8

Views/Displays

C= Switch Between 3rd and 1st person view
M= Toggle Map display on/off
Backspace= Toggle sniper scope view on/off
~= View active soldier's stats/skills

Action

Left Mouse - Fire current weapon
Right Mouse - Use (for getting into the vehicle, picking up items, using objects)
O - make next objective current (so line points to it on map/compass)
D - drop current/selected item

The hotkey commands by default are listed below. However, you can easily customize the controls to fit your personal preferences in the Controls menu under Options in the main menu interface.

Tab - change active player
ESC - bring up menu/show objectives
1 - change active player to #1
2 - change active player to #2
3 - change active player to #3
4 - change active player to #4
Page Up/Down - choose item to use
Pause - pause game (ESC also pauses)
F9 - quick save to "quicksave.sav"
F10 - quick load "quicksave.sav"

Formations

Q - Wedge Formation
W - Arrowhead Formation
E - Ranger File Formation
R - Echelon Left Formation
T - Echelon Right Formation
Y - Skirmishers Left Formation
U - Skirmishers Right Formation

Orders

H - Hold Position
F - Follow me
G - Fire at will
J - Hold Fire
A - Attack enemy under my cursor

Player Notes:

Here are some cheat codes that can be typed in during a mission to help you along. It is recommended that you pause the game before typing in the codes.

cheatcheat= activate cheat codes

ammo= unlimited ammo

godmode= invincibility

fly= fly around the map

invis= invisibility mode