Flashpoint Campaigns

SOUTHERN STORM

GAME MANUAL

MATRIX GAMES

On Target Simulations

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INSTALLATION GUIDE

1. INTRODUCTION

Welcome to **FLASHPOINT CAMPAIGNS: SOUTHERN STORM**

This is a grand tactical wargame set at the height of the Cold War, with the action centered on the year 1989. As the force Commander, you will plan and then issue orders and Standard Operating Procedures to your battalion, brigade, or regimental forces shaping the fight by maneuver and your intent. Your forces will engage the enemy on 20km x 15km or larger rendered real-world map locations. Each hex is 500m of militarily significant terrain. Each battle can last 4 to 24 hours of in-game time. Your troops will meet their foes, any time of day, and any weather.

The game engine is based on asynchronous WEGO turns. This means you will issue orders then watch a variable amount of time unfold on the battlefield. Then issue or adjust orders to react to what has happened as you execute your battleplan.

Flashpoint Campaigns – Cold War: Southern Storm is a deep simulation of combat operations where your forces are arranged in maneuver units of

companies, platoons, and sections of tanks, infantry fighting vehicles, infantry squads and teams, recon forces, engineers, air-defense and anti-tank systems, helicopters and more. As the Commander, you must use available off-map assets like long-range artillery, rockets, or airstrikes. You may be faced by the specter of using chemical or nuclear weapons to support your forces on the map and win the day.

Your efforts in this complex battlespace will be constantly challenged by modeled features like Electronic Warfare, Air Superiority, Realistic Weather, Line of Sight and Fire, Terrain and Elevation, Smoke and Mines, and Human Factors like training, morale, and readiness. All these elements must be considered if you are to be victorious on the battlefield.

To help you navigate these critical factors, the game is packed with information dialogs, map overlays, and range rings to aid you as Commander, master the situation, and understand your forces' capabilities.

Southern Storm, the first module of the Cold War series, covers areas of Southern Germany on 40 plus maps and an extensive selection of military equipment from 1980 to 1989. You will lead forces from the United States, France, Canada, West-Germany, Soviet Union, East-Germany, and Czechoslovakia. These nations will be fighting in many replayable scenarios and campaigns, both in solo efforts and with allied nations fighting by your side.

Flashpoint Campaigns-Cold War: Southern Storm is a data-rich simulation where each nation has information on National Characteristics, Command Parameters, and Orders of Battle. Data Tables are packed with era-specific equipment and troops. Weapon Systems of the time such as guns, missiles, precision munitions, small arms, and much more are comprehensively modeled.

As a toolkit, you can create your own scenarios and campaigns. You can also dive deeper and create or modify game data, artwork, and sound effects as you see fit. All these modding capabilities are supported by detailed documentation.

So Welcome to *Flashpoint Campaigns - Cold War: Southern Storm.* Are you ready, Commander?

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1.1. WHAT'S IN THIS MANUAL

This document covers all the items you need to know to install, register, uninstall this game and what hardware and software you need to run it.

Three of the in-game PDF manuals are also included in this guide. They include FM01 – Game Operations on how to play the game and what everything in the interface means, FM02 – Battlefield Primer on how to fight in a Cold War setting and the basic equipment used, and finally, FM03 – Tutorial Operations on how to plan and fight a small battle and get a quick start on using the game.

Also, the names of all the fine folks who worked on this title and brought it to you are listed in the credits. The final item is the software license agreement to cover all the bases.

2. SYSTEM REQUIREMENTS

Please ensure your system meets the minimum requirements listed below.

2.1. MINIMUM REQUIREMENTS

OS: Windows 10/11 64-bit
CPU: 2 GHz or faster (can use multi-core)
RAM: 4 GB
Hard Drive Space: 1.5 GB
Min Resolution: 1280 x 1024. Hi DPI, 4k, and multi-monitor supported
Video Card: DirectX 9 compatible or greater
Sound: Optional, DirectX 9 compatible

2.2. RECOMMENDED REQUIREMENTS

OS: Windows 10/11 64-bit
CPU: 3 GHz or faster (can use multi-core)
RAM: 8 GB
Hard Drive Space: 2 GB
Resolution: 1920 x 1080 and two or more monitors
Video Card: DirectX 9 compatible or greater
Sound: Optional, DirectX 9 compatible

3. INSTALLING THE GAME

To install the game, insert the game DVD disc into your DVD drive. If you have disabled the Autorun function on your DVD or if you are installing from a digital download, navigate to the DVD or download file location, double-click on the installation file, and if it is a zip archive, then double click on the executable (exe) file that is shown inside the archive. The correct file name will typically include the words "SetupRelease". Follow all on-screen prompts to complete the installation.

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

Any games purchased from the Slitherine or Matrix stores available on Steam can also be registered for a Steam Key, allowing you to add the game to your Steam library. To do this go to **http://www.matrixgames.com/my_page** and enter your serial number that came with the download to register.

4. UNINSTALLING THE GAME

Please use the Add/Remove Programs or Programs and Features option from the Windows Control Panel or the "Uninstall" link in the game's Windows START menu to uninstall the game. Uninstalling through any other method will not correctly uninstall the game.

5. PRODUCT UPDATES

To maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are free on our website (see more details in the section below) and can also be downloaded quickly and easily by clicking on the Check for Updates link in your Game Launcher.

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6. REGISTER YOUR GAME, RE-DOWNLOAD YOUR GAME, BETA UPDATES

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is easy and accessible by signing up for a Slitherine Group Member account. When you are signed up, you can then register your Slitherine Group products to receive access to these game-related materials. Doing so is a simple two-step process:

Sign Up for a Slitherine Group Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.slitherine.com and click the SIGN UP button on the top-right, then click "Register" on the subsequent page after filling in your personal information. When you're finished a confirmation email will be sent to your specified e-mail account.

Register a New Game Purchase – Once you have signed up for a Slitherine Group Member account, you can register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click MY PAGE on the top and then REGISTER SERIAL on the right to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future.

If you were already logged into your main member account when you purchased your game, it will be automatically registered for you as part of the purchase process.

Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Page. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page with all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via www.matrixgames.com/ member/ mypage. Once there select the game you wish to check updates for, then check the downloads link. Certain valuable content and additional downloads will be restricted to Group Members, so signing up there is always worthwhile.

Remember, once you have signed up for a Member account, you do not have to sign up again at that point you are free to register any product you purchase.

Thank you and enjoy your game!

7. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new "Unified Login System". This system allows you to access the Slitherine and Matrix Games sites using just one username and password.

To merge your accounts so that they work for all Slitherine Group sites, go to (**http://samelogin.slitherine.com/**) and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login).

You will then be presented with the option to merge your accounts (listed as "[Merge my accounts]"), which will then allow you to combine any other accounts you have or generate a user for another website using the exact details (For instance, if you were called "JohnSmith123" on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a "JohnSmith123" account for Matrix as well, with the same password as the Slitherine login.)

8. GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on improving the game, post a message there. Go to **http://www.matrixgames.com** and click on the Forums hyperlink.

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9. TECHNICAL SUPPORT

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum of the main game forum at **http://www.matrixgames.com/forums**. You'll then hear back from either our Matrix Games Staff, the development team, or one of the many helpful players of the game. This method is usually the fastest way to get help. Alternatively, you can contact our Help Desk at **http://www.matrixgames.com/support/** or support@matrixgames.com. Support requests will generally be answered within 24 hours, except on weekends or US/UK national holidays.

10. GAME MANUALS

We have invested in going with many living manuals to cover game interface/play, learning the game, basic tactics, and Content Creation for the Cold War game engine. Then we have guides that cover that area of operations. As the game is updated, the affected manuals and guides will be updated, and new PDFs included with new patches.

The manuals can be found in the game's Documents folders or the Main Game menu under the Help selection.

10.2.1. THE FIELD MANUALS (FM)

These are the core manuals related to how to play and create content for the Cold War game engine. At a minimum, we suggest looking over this manual, the Battlefield Primer, and the Tutorial Operations if you are new to this type of game and warfare. Returning Red Storm players should start with FM03 Tutorial Operations and look at FM01 Game operations to get details on new features, there are many.

These documents are found in the Documents\FMs folder.

- FM01: Game Operations – Detailed information on the game, its interface, and how to use it
- FM02: Battlefield Primer – Fighting in the Cold War
- FM03: Tutorial Operations – How to learn and play the game

- FM04: Scenario Design – How to make or edit scenarios
- FM05: Battle Planning – How to make or edit battle plans
- FM06: Campaign Design – How to make or edit campaigns
- FM07: Map Construction – How to make simple maps for the game
- FM08: Game Modifications – How to edit elements of the game
- FM09: Data Structures and Editing – How to edit or build data sets
- FM10: Weather Setup – How to add in weather from other places

10.2.2. THE OPERATIONAL AREA GUIDES (OAG)

The Area Guides cover each Cold War game module (Southern Storm being the first) and provide more in-depth information about the scenarios, campaigns, maps, and forces. New DLCs will have additional OAGs to cover their content.

- OAG01: SitRep: Southern Storm – Overview of campaigns and scenarios
- OAG02: Forces Review – Country summaries and primary equipment
- OAG03: Battlefield Survey – Maps of the area and information.

These can be found in the Modules\FCSS\Documents folder.

10.2.3. WHAT'S NEW

The What's New PDFs cover a summary of any changes and fixes when updates are done.

These can be found in Documents\WhatsNew folder.

10.2.4. FPC HOTKEYS

This PDF document list all the unique game key presses for Function keys and all hotkey definitions. There is no ability to rebind due to the large number of functions in the game.

This document is in \Documents folder.

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10.2.5. FCCW SOUTHERN STORM GAME FAQ

To stave off forum clogging threads on various topics that we either don't control or can't support, we have created this FAQ document with the answers to those specific topics.

Please review this FAQ for answers to several topics related to the game, but not how to play the game.

This document is in \Documents folder.

10.1. GENDER PRONOUNS AND INCLUSION

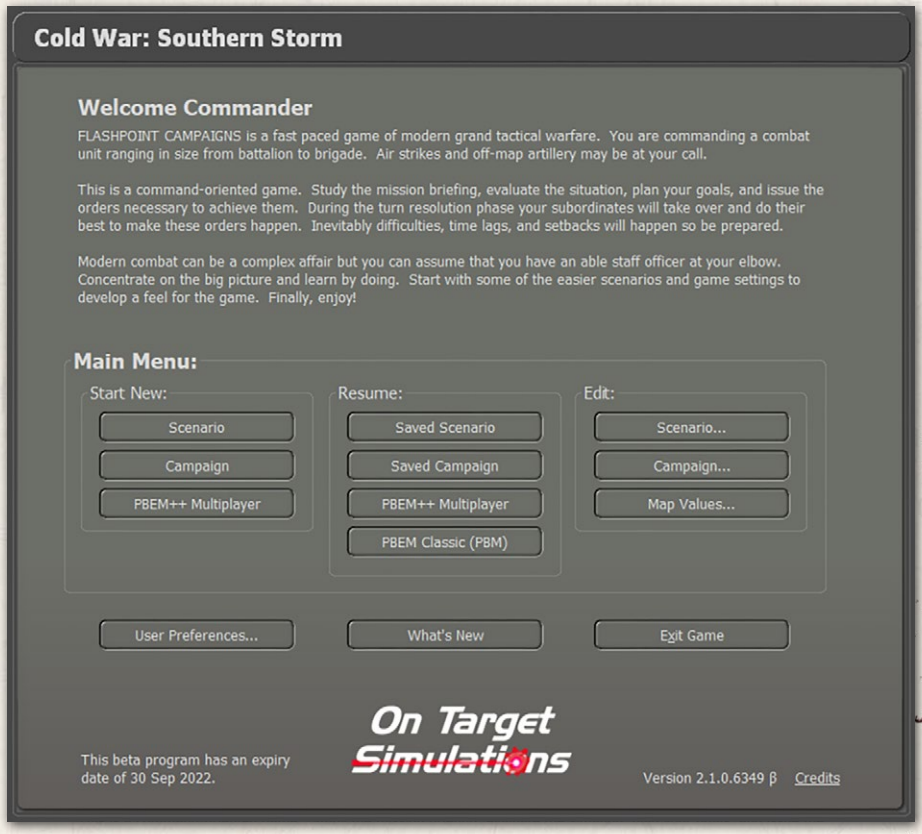
We are happy that our game enjoys fans and players of all genders. We try to keep language in the game and manual gender neutral, when possible, but sometimes use the pronoun "he" to refer to the player. This is merely to streamline the writing and is not meant to exclude anyone or note a specific gender.

The On Target Simulations team supports the inclusion of all people in the field of wargaming.

GAME OPERATIONS

11. WELCOME COMMANDER SCREEN

After starting the game and seeing the splash screen, you will see the following dialog with many selections. There are welcome statements, the Main Menu area, and under that, some useful buttons and information that we will cover shortly.



11.1. MAIN MENU

The Main Menu has all the buttons to Start New games, Resume a game in play, or jump into one of the Edit functions to create game content.

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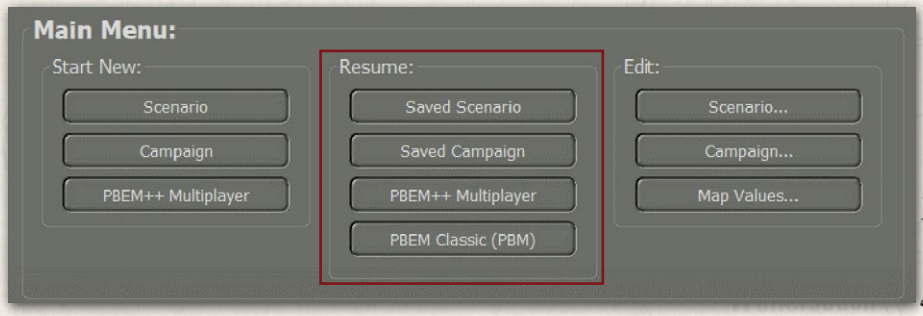
11.1.1. START NEW GROUP

- **Scenario** – Clicking on the Scenario button will launch the Scenario selection screen, where the player can choose one of the single battles included in the game. Scenarios have a few options as to how they are played. You can play scenarios versus the Artificial Intelligence (AI) and choose which side you are, Launch the game in a two-player head-to-head mode, launch the game in AI versus AI mode, or choose a side and start a Standard Play By Email (PBEM) game. See Section 13 below for more details.
- **Campaign** – Clicking on the Campaign button will launch the Campaign selection screen. The player can review the provided campaigns and select one to play through. Campaigns take a core force of units and run them through several scenarios during the war. See Section 14 below for more details.
- **PBEM++ Multiplayer** – Clicking on the PBEM++ Multiplayer button will start the process of playing a scenario via the Matrix Game's PBEM++ service. This allows you to setup or join a game versus someone else using the PBEM++ service across the globe. See Section 15 below for more details.

11.1.2. RESUME GROUP

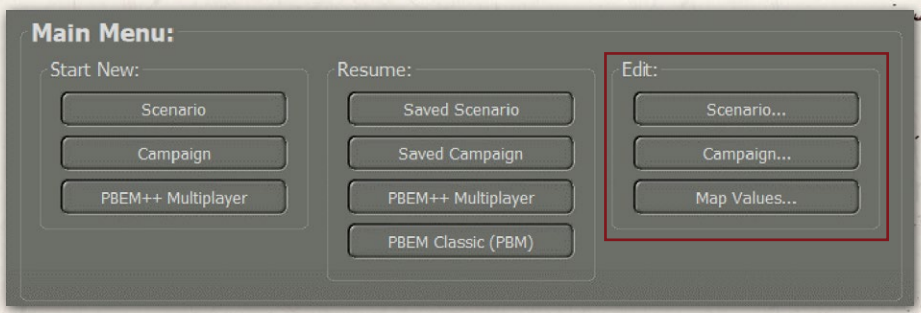


This group of options allows you to browse the various save files you have for the different types of games you have played and Resume them. See Section 17 below for more details on Resuming Play for these types of games.

- **Saved Scenario** – Opens a dialog to review all the single battle games you have started and saved or autosaved.
- **Saved Campaign** – This opens a dialog to see all your campaigns that are in progress.
- **PBEM++ Multiplayer** – Clicking the button will take you to the PBEM++ login system and then into the current games selection tab of the PBEM++ lobby.
- **Classic PBEM** – Click the PBEM Classic button to see all your ongoing games and choose one to continue.

Saved games can also be deleted in the dialog that pops up. See Section 17 below for more details.

11.1.3. EDIT GROUP



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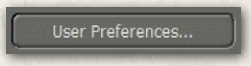
There are three buttons that start in-game editors for Scenarios, Campaigns, and Map Values Scanner. Each of these editors is covered in detail in other field manuals (FMs), as noted in Section 10.1.1 above.

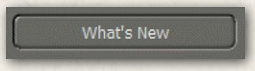
11.2. USEFUL BUTTONS AND INFORMATION

11.2.1. USER PREFERENCES



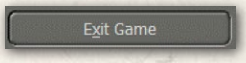
Clicking on the "User Preferences..." button will open a dialog box with four tabs of settings information for various game functions, information display sound, and looks. See Section 3 for the details of all the Preference settings.

11.2.2. WHAT'S NEW



Clicking on the "What's New" button will bring up a PDF document that summarizes any new content, updates, bug fixes, or game engine tweaks we have made in the latest version of the game. More detailed information will be found in the noted and revised game field manuals (FMs).

11.2.3. EXIT GAME



If, for some reason, you need to stop playing and return to your operating system, clicking the Exit Game button will fully close out the game and return you to your main computer screen.

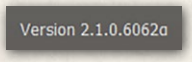
11.2.4. LICENSE INFORMATION

Any licensing information, if needed, will be found in the lower left of the Welcome Commander Screen.

11.2.5. ON TARGET SIMULATIONS (OTS) LOGO

Our glorious team logo is on display in the bottom middle of the panel.

11.2.6. GAME ENGINE VERSION



At the bottom of the screen, the game engine version is shown. Make sure you have the same version of the game as your opponent when you play multiplayer.

NOTE: It is recommended to exit the game if you do work in the various editors and then restart the game to play a scenario. This helps to make sure new values are correctly initialized and avoids the possibility of odd game play issues from occurring.

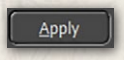
11.2.7. CREDITS

Clicking on the Credits hyperlink will take you to a dialog that lists all those hard-working people who brought you this deep and detailed wargame.

11.3. COMMON USER INTERFACE BUTTONS

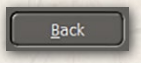
Throughout the game, we have a few buttons that have the same essential functions. Those buttons are as follows.

11.3.1. APPLY



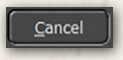
If you have made any setting changes that turn on or off functions or adjust the values of settings, then this button will commit and save those changes to the game while keeping the dialog open.

11.3.2. BACK



This button will move you back to a previous dialog or menu so you can change game parameters, and settings, or select other game play options.

11.3.3. CANCEL



If you have made any setting changes that turn on or off functions or adjusted values of settings and do not wish those to take effect, then this button will revert those changes in a dialog.

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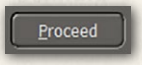
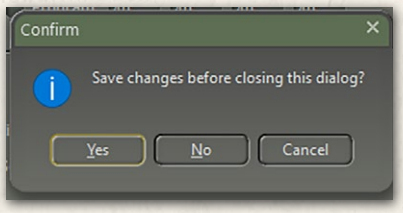
11.3.4. PROCEED



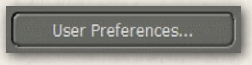
This button will move you forward to the following dialog or menu. If there is no Next dialog (as in User Preferences), this button will Apply, then close the dialog.

11.3.5. CONFIRMATION DIALOGS



There are several times in the game were changes made will require confirmation. Selecting "Yes" will accept any changes. Selecting "No" will decline any changes. Selecting "Cancel" will place you back into the dialog so additional changes can be made.

12. USER PREFERENCES



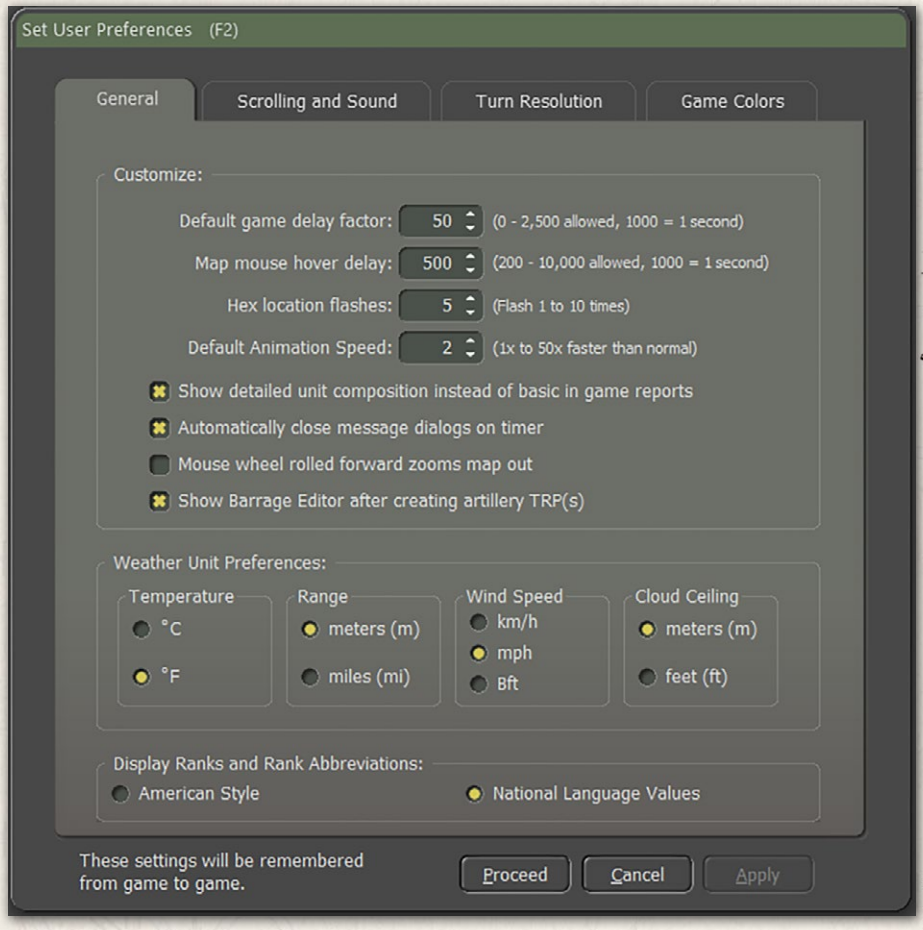
Clicking on the "User Preferences..." button will open a dialog box with four tabs of settings information for various game functions. Once applied, these settings will be remembered from game to game. These settings can be changed at any time via this button on the Welcome Commander screen or in-game from the Main Menu bar.

12.1. GENERAL TAB

The General Tab allows the player to Customize basic game engine performance parameters, set Weather Unit Preferences, and set the Display Rank and Abbreviation languages.

12.1.1. CUSTOMIZE

- **Default Game Delay Factor** – This value controls the pacing of the game during turn resolution. If you find that the resolution is happening too quickly to follow, then use a larger number. If it is too slow, then use a smaller number.
- **Map Mouse Hover Delay** – The length of time needed to trigger the map flyover panel showing the objects in the hex.



- **Hex Location Flashes** – Set the number of times the hex of an active unit flashes to alert the player.
- **Default Animation Speed** – Sets how fast the in-game animations are shown during combat resolution.
- **Show Detailed Unit Composition** – If checked and when known, various in-game displays will show the actual platform names ("T-72M") in the description window instead of generic descriptions ("Tank").
- **Close 'Secure Transmission' message dialog on timer** – If this option is checked, dialogs use a timer (displayed in the dialog box) to close. If not enabled, then the Secure Transmission dialogs will remain on screen until the user clears them by selecting the Proceed button.

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- **Mouse wheel rolled forward zooms map out** – If checked, scrolling the mouse wheel forward will zoom the map out to see more of it. Scrolling backward will zoom the map in. The zoom IS NOT centered on the cursor. Unchecking will flip the direction of the zooming.
- **Show Barrage Editor after creating artillery TRP(s)** – If checked, after the player plots any Artillery Target Reference Points (TRPs), the Barrage Editor dialog will automatically open so adjustments to the fire missions can be made.

12.1.2. WEATHER UNIT PREFERENCES

These settings change how information is displayed throughout the game.

- **Temperature** – You can set this to either Fahrenheit (degrees F) or Celsius (degrees C).
- **Range** – Distances can be referred to in Meters (m) or Miles (mi).
- **Wind Speed** – Speeds can be in Kilometers Per Hour (km/h), Miles Per Hour (mph), or Beaufort Wind Force Scale (Bft).
- **Cloud Ceiling** – The cloud ceiling can be shown in Meters (m) or Feet (f).

12.1.3. DISPLAY RANK INFORMATION

You can choose to see ranks in the American (US Army) rank names or in the National language of the country.

12.2. SCROLLING AND SOUND TAB

The player can alter different values regarding Map Scrolling Parameters and Sound Volumes on this customization tab.

12.2.1. MAP SCROLLING PARAMETERS

- **Map Edge or Game Edge** – The map is scrolled by hovering the mouse cursor in a sensitive zone of the game. This zone can either run along the inside edge of the map or the inside edge of the entire game (program) screen. Be aware that if you choose the game edge, then there may be unwanted scrolling when trying to access specific information controls. This effect may be more pronounced on multiple monitors or extremely wide-screen displays.

- **Effective Border Areas** – Define the top, bottom, and sides of the sensitive area independently of each other. The value is the number of screen pixels of the sensitive zone for scrolling.
- **Polling Interval** – This is the length of time between checks for a map scroll measured in thousandths of a second. The polling interval defines one 'tick.'
- **Initial Delay Factor** – This is the number of ticks before a scrolling action is initiated. A certain delay may be desirable to prevent unwanted scrolling when moving through these zones to other areas of the screen.
- **Scroll Increment** – is the number of pixels that are scrolled for each tick. Use a lower value for faster/smoother scrolling.

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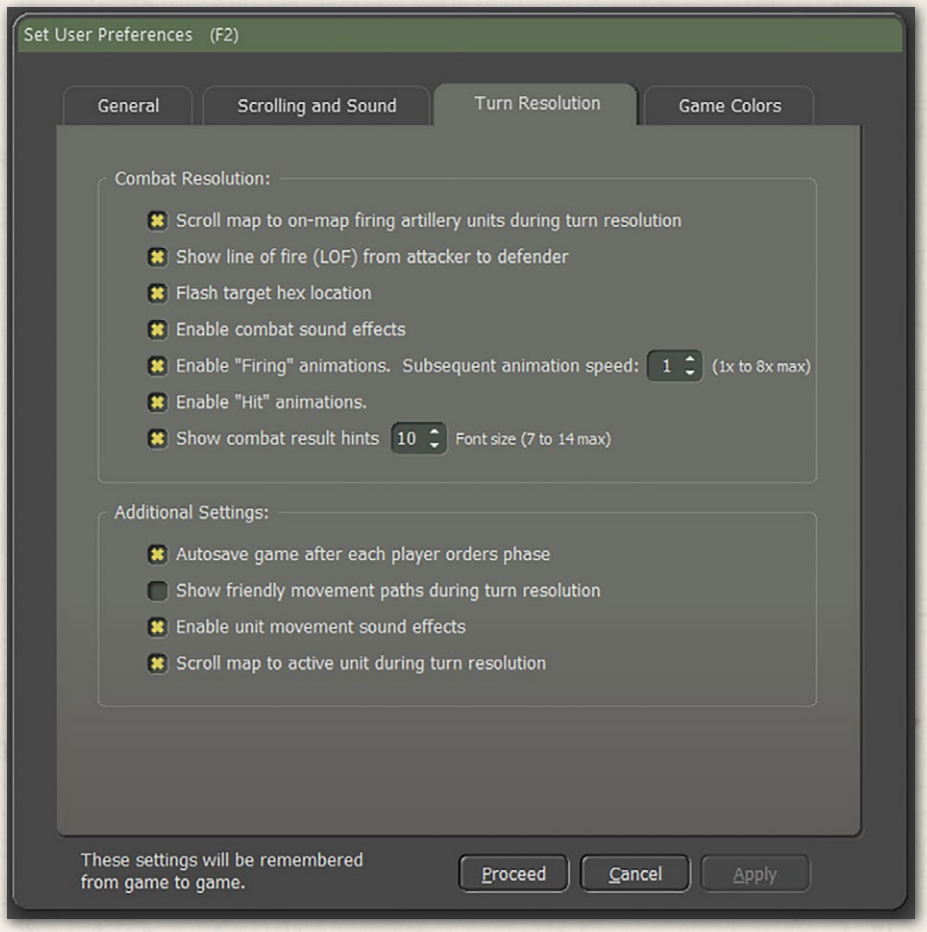
12.2.2. SOUND VOLUMES

- **Unit Sound FX** – This is the volume control for unit movement and firing sounds.
- **Background FX** – This controls the volume of the ambient background battle noise during turn resolution.
- **Intro Music** – Controls the volume of the beginning and endgame music themes.

12.3. TURN RESOLUTION TAB

Here you can tweak various settings which influence the way in which the turn resolution is displayed (these are not rule changes). Should you wish to speed up the progress, you can disable some settings here.



12.3.1. COMBAT RESOLUTION

- **Scroll Map to On-Map Firing Artillery Units during Turn Resolution** – When checked, the game will scroll to the firing on-map indirect fire unit and then the target. Disable to speed up resolution of combat.
- **Show Line of Fire (LOF) from Attacked to Defender** – If checked, a line is drawn on the map from the attacker to the target to show the current direct fire attack being resolved. In some cases, the attacker may not be spotted, but the general area of fire may be noticed.
- **Flash Target Hex Location** – When checked, the hex of the target unit in combat will flash the number of times set in the General tab to help locate the action.
- **Enable Combat Sound Effects** – When checked, a few of the current weapon shooting/launching sound effects will play. Disable to speed up combat resolution.
- **Enable "Firing" Animations** – This shows the impacts of indirect fires and air strike munitions in the target hex(es).
- **Animation Speed** – 1 is normal, and you can set it up to 50 times faster to speed up combat resolution.
- **Enable "Hit" Animations** – When checked, attacks on units that hit will cause an explosion(s) graphic on the counter. Disable to speed up combat resolution some.
- **Show Combat Result Hints** – If this item is checked, the results of combat actions will be displayed as hints next to the affected unit. Here you can also alter the Combat Hint Font Size: The size of the combat hints displayed during the game can be increased or decreased by changing the value.

12.3.2. ADDITIONAL SETTINGS

- **Autosave game after each player orders phase** – When checked, this will save the game immediately prior to turn resolution into the \Saved folder under the name of the scenario and with a percentage complete number. These are regular saved games and may be reopened and resumed if desired.

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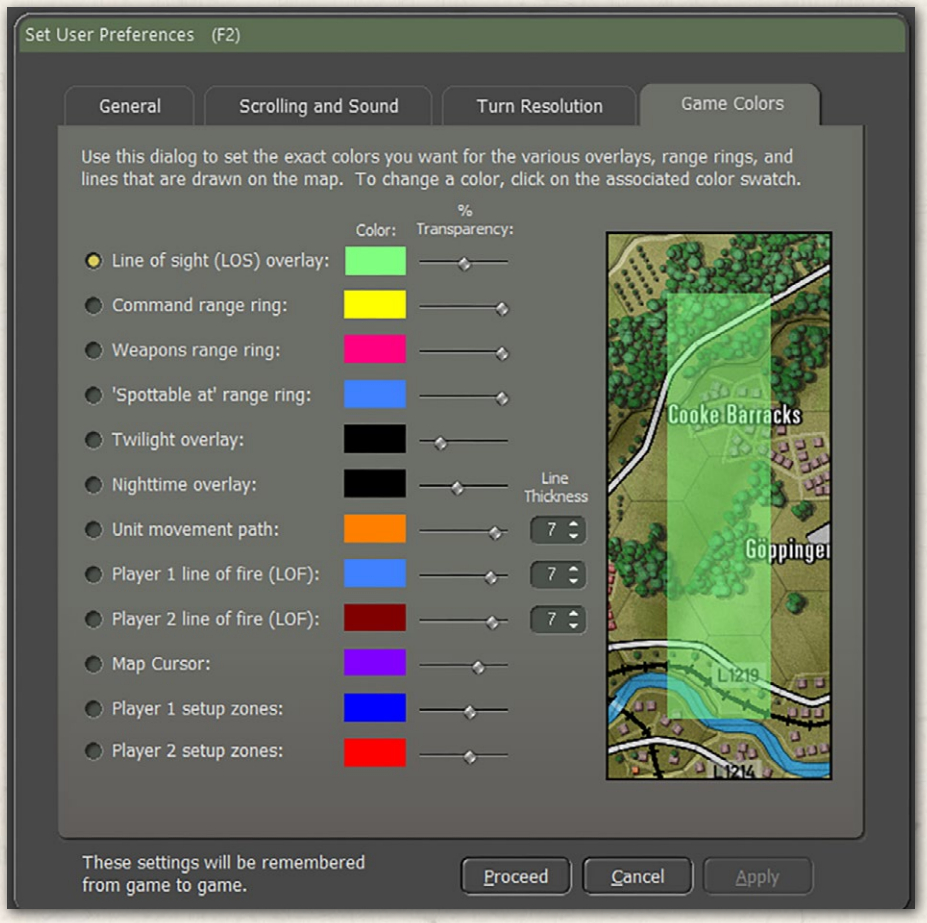
- Show friendly movement paths during turn resolution – When checked, all friendly units with plotted movement show those moves on the map with plot lines. Disable to speed up combat resolution a bit.
- Enable Unit Movement Sound Effects – When checked, the game plays various types of movement sound effects like tracks, wheels, rotors, etc. Disable to speed up combat resolution a bit.
- Scroll Map to Active Unit during Turn Resolution – When checked, the map will center on the active unit during turn resolution.

12.4. GAME COLORS TAB



A color selection dialog exists so that individual map overlays, fire lines, and other helpful color markers can be edited by the player and established as new game defaults.

The level of color transparency can also be changed. This will allow the player, for example, to create a distinctly different hue for each kind of overlay so that he can easily tell which is in effect at any given time. The effect of these changes can be seen in the terrain sample to the right of the selections.

NOTE: It is possible to create unsightly or even invisible colors. If you want to experiment with this, you might want to consider backing up the original "overlays.ini" file.

13. START A NEW SCENARIO

To start a new Scenario, click on the Scenario button in the Main Menu.

13.1. SCENARIO SELECTION DIALOG

This will launch the Scenario Selection dialog, as seen below. In the list, you can review all the scenarios that are available in the module. Selecting a scenario by clicking on it will also show a description of the scenario's meta-data details. The details state the map and forces used (nation and number of units) in the selected scenario. Lastly, you can read the Scenario Summary to get an idea of the mission and historical context of the battle.

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13.1.1. SELECTION CRITERIA

To the right of the Scenario Selection List is a Selection Criteria panel where you can search for a scenario by entering names or other scenario details in the text box.

Below the Text box for Criteria Search are flags of all the nations in the current module. Clicking on one will filter the scenario list to include only that nation.

There is also the option to filter the scenario selection list by the size of the scenario based on total units. You can check any or all boxes to set the list (filtered or otherwise) to show only scenarios of the given size(s).

13.1.2. SELECT A SCENARIO

Click on a scenario name to show the information and select it to play.

Hit Proceed to start the scenario selected and move on to the Play Mode and Battle Plan Options.

13.2. PLAY MODE SELECTIONS

When you start a new scenario, the next thing to do is to decide how the game will be played and what side, if any, you will play as the player.

13.2.1. STYLE OF PLAY

Currently, the game system offers four styles of play for you to choose from.

- **Computer Opponent** – Play against our AI using either a random or set Battle Plan (See Section 13.3 below).
- **Head-to-Head Play (Hot Seat)** – Play against another human on the same computer in hot seat mode, taking turns issuing orders and then watching the resolution phase together.
- **Start a Play by Email Game (Classic PBEM)** – Load up a scenario to play against another human using the classic Play by Email (PBEM) system,

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where you send the game file to your opponent via email or, these days, a cloud service. See Section 16 below for more details.

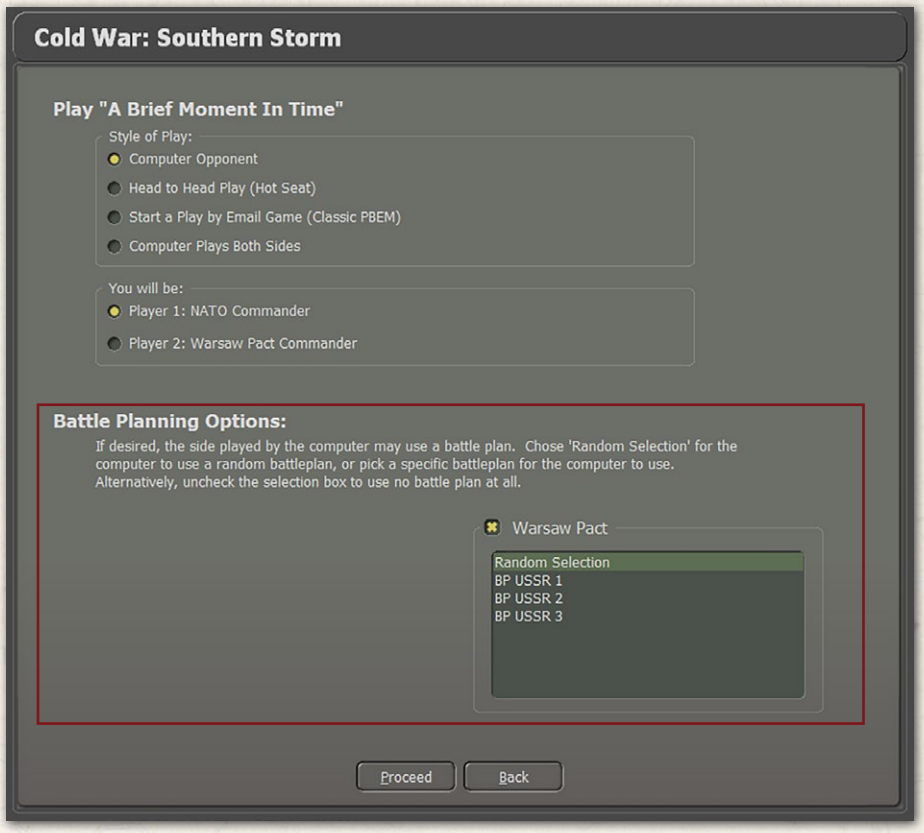
- **Computer Plays Both Sides** – The computer AI plays both sides and uses a Battle Plan, if set, to fight out the scenario.

13.2.2. YOU WILL BE

This selection will determine which side you will command in a human-played game mode.

- **Player 1: NATO Commander** – You will play, for example, as an American, Canadian, French, or West-German commander.
- **Player 2: Warsaw Pact Commander** – You will play, for example, as a Czechoslovakian, East-German, or Soviet commander.

13.3. BATTLE PLANNING OPTIONS



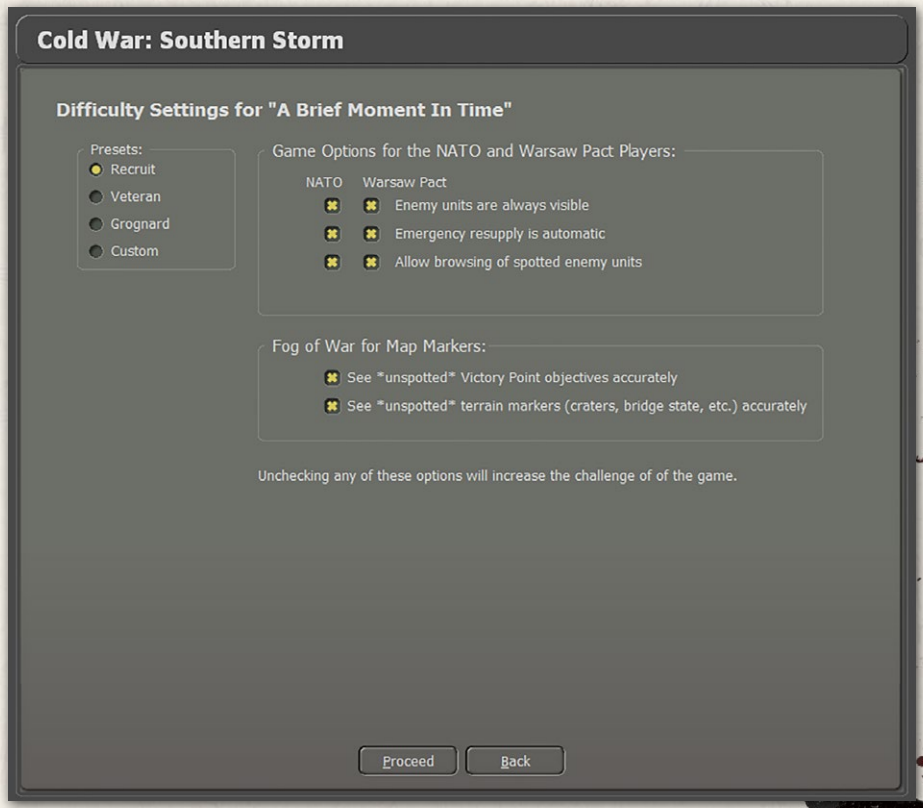
At the bottom of the Start a scenario screen are the options to set the AI Battle Plan or have it randomly determined to add to the unknown nature of the enemy's locations and routes of travel at the start of the scenario. Some scenarios may not have a Battle Plan and the selection box will be greyed out.

Additional Battleplans can be added to scenarios to increase the replayability of a given scenario further.

Hit the Proceed button to move on to the Difficulty Settings dialog.

13.4. DIFFICULTY SETTINGS

While most games have difficulty settings that make the game easier to win by raising and lowering various values, our game does not do that. There are a few adjustments you can make to make things easier to learn the game, and in that way, the game is "easier" to play, but not necessarily easier to win. No game play values are modified, so if tank A shoots and can kill tank B, that will always be the case regardless of these settings.



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13.4.1. PRESETS

There are three presets to set the various difficulty options. The Custom option will be set if you make your own settings. These are saved and active on reloading.

- **Recruit** – Set this if you are new to the game system to turn on all the options to make learning the game easier.
- **Veteran** – Set this if you are familiar with our game system and want more of a challenge.
- **Grognard** – The ultimate in realism. No options are set. Good hunting!
- **Custom** – You can set your own options to play the game the way you want.

13.4.2. GAME OPTIONS FOR THE PLAYERS

There are three settings that you can adjust for each side of the game. These will change how you see various information in the game. Checked options will make game play easier for the player.

- **Enemy Units are Always Visible** – When checked, this is the most potent option, as you will always see all the enemies on the map. Combat still requires the units to "see" the enemy, but you do not need to locate hidden enemies by recon or fire. When unchecked, units will have to use their own sensors to spot enemy units and take time to identify them before they will be displayed on the game map.
- **Emergency Resupply is Automatic** – When checked, this setting allows units with low ammo to resupply an amount of ammo to keep fighting automatically. When unchecked, you, as the commander, must order units to resupply or set resupply parameters.
- **Allow Browsing of Spotted Units** – When checked, the player can get more detailed information on a unit by double-clicking and seeing a Read-Only version of the enemy unit's Dashboard.

13.4.3. Fog of War for Map Markers

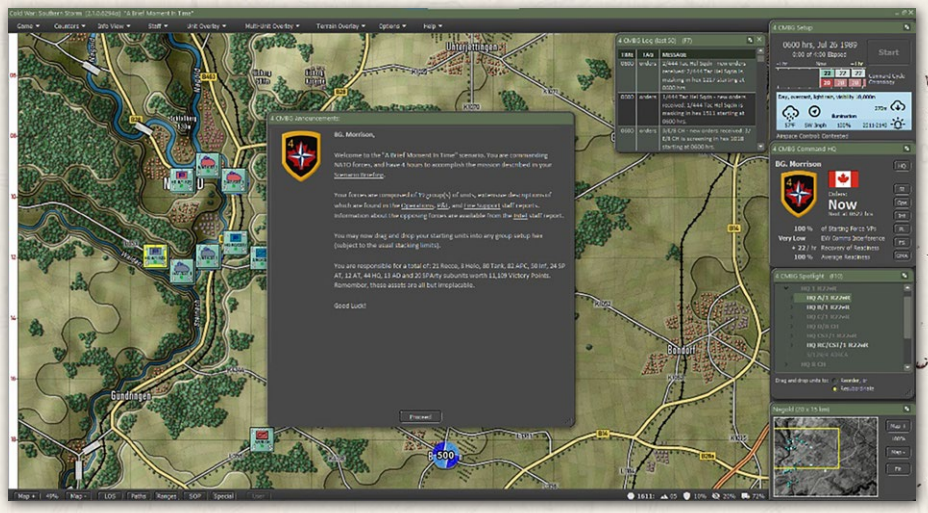
- **See "Unspotted" Victory Point (VP) Objectives Accurately** – When checked, this setting provides perfect information on the markers. So, if a hostile unit seizes a VP, that information appears immediately on the map. When unchecked, the map won't reveal hostile triggered VP ownership changes until your units have line-of-sight to them. Friendly triggered changes are visible.

- **See "Unspotted" Terrain Markers Accurately** – When checked, this setting provides perfect information on the markers. So, if a hostile unit builds a bridge, that information appears immediately on the map. When unchecked, the map won't reveal hostile triggered marker changes (like bridges or obstacles) until your units have line-of-sight to them. Friendly triggered changes are visible.

13.4.4. Proceed to Scenario

Hit Proceed to load the selected scenario.

13.5. Scenario Load and Announcements



At this point, the selected scenario will load, and you will get the Announcement Screen (click on it to disable the timer countdown) that gives you the mission overview. Head to Section 18 below to see information on what all the User Interface (UI) elements are on the screen in detail.

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14. START A NEW CAMPAIGN

A campaign is a sequence of scenarios from one nation's perspective where the result of one scenario may influence the subsequent scenario. The player will be able to carry over core forces from scenario to scenario. This means that campaign scenarios might play out very differently from single scenarios, because it is of vital importance to preserve your force as you try to win your part of the war.

To start a new Campaign, click on the Campaign button in the Main Menu.

14.1. CAMPAIGN SELECTION DIALOG

This will launch the Campaign Selection dialog, as seen below. In the list, you can review all the campaigns that are available in the module. Selecting a campaign by clicking on it will also show an overview of the campaign in the bottom text box so you can get an idea of the overall mission and historical context of the campaign.

14.2. DIFFICULTY SETTINGS

After selecting the campaign, you are sent to the Difficulty Setting dialog. The settings here are covered above in Section 13.4.

After hitting Proceed, you can then select the enemy Battle Plan that will be used in the first scenario of the Campaign.

Selecting Proceed will then finish the loading of the selected campaign, and you will get the Announcement Screen for the first scenario (click on it to disable the timer

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countdown) that gives you the mission overview. Head to Section 18 below to see information on what all the User Interface (UI) elements are on the screen in detail.

For more details on Playing a Campaign, see Section 40 below.

15. START A PBEM++ GAME

PBEM++ is a more advanced and user-friendly way to do the standard PBEM game. In this case the games are sent back and forth via servers at Slitherine Games automatically as you finish turns and send them. The game file resides on the Slitherine server so you can technically login to your account from any computer and pick up and play your games with your friends.

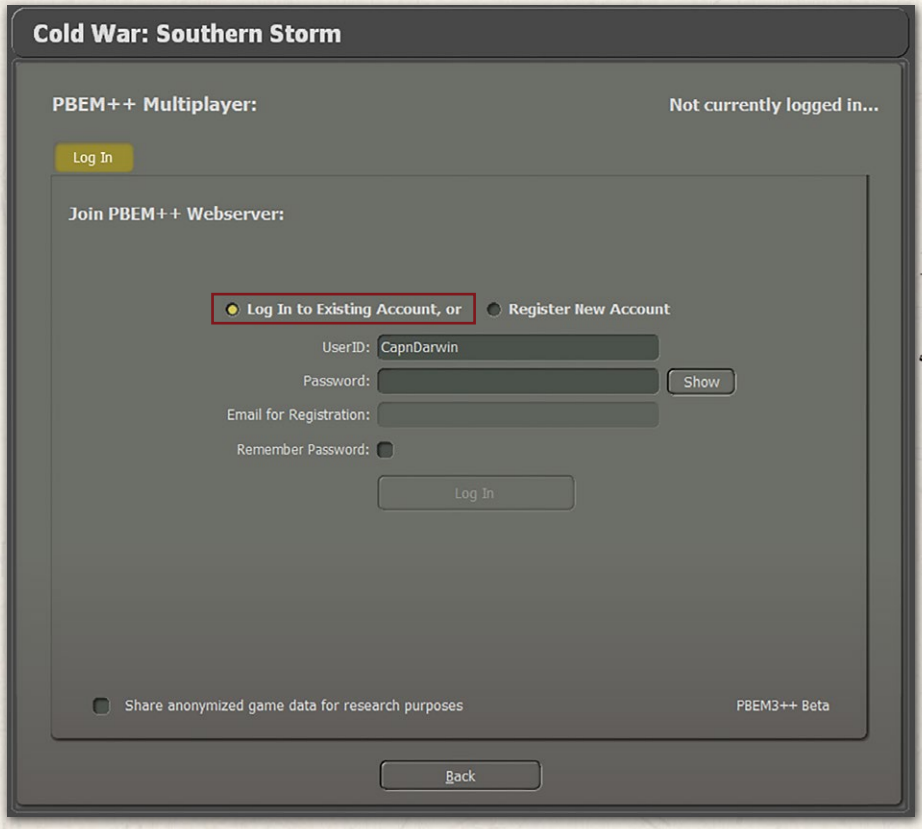
15.1. LOG IN TO AN EXISTING PBEM++ ACCOUNT

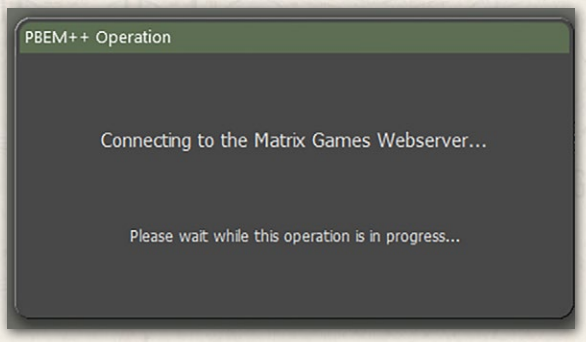
On the Log In tab, if you have an established Matrix/Slitherine account, you can log in using your UserID and Password.

Clicking the Show button will reveal your password so you can verify it if you need to.

You can check the box to Remember Password so it will auto-populate on the next log in.

If you wish to help with game data analytics, you can click the Share anonymized game data for research purposes.





Clicking the Log In button will display the message below as the game contacts the servers.

15.2. REGISTER NEW PBEM++ ACCOUNT

If you would like to create a new Matrix/Slitherine PBEM++ account, you can select the Register New Account option and then fill in your User ID (alphanumeric with no spaces), a Password (something you will remember), and a valid email address.

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If you want the game to remember your PBEM++ password the next time you load the game, check the box next to Remember Password.

When all that is complete, you can click on the Register button. It may take a few moments to send the information to the servers. If everything works out, you will be presented with the PBEM++ Game Lobby. If there is an error, a dialog box will pop up with information that you can use to contact Matrix support to see if they can resolve the problem.

NOTE: If you already have a Matrix/Slitherine account, please use that as your login.

NOTE: If you want a new account for PBEM, you must have an unregistered email to make a new account.

15.3. THE PBEM++ GAME LOBBY

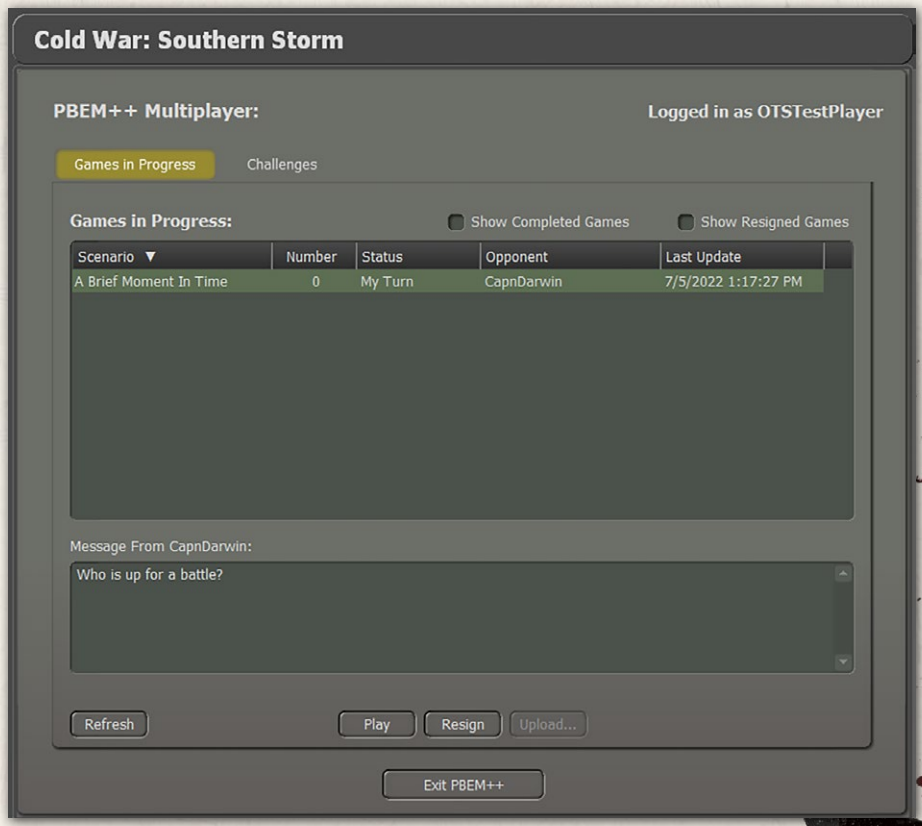
Once you have signed into the PBEM++ system and the server has validated your credentials, you are placed into the Flashpoint Campaigns Game Lobby. Here there are a couple of options to either continue a game or pick a new challenge, or start a challenge of your own.

15.3.1. GAMES IN PROGRESS

This tab shows you all the games ready for you to continue, view game details, resign from a game, or upload a game turn ready for your opponent to play.

The top window shows all the games you are currently playing with others. This information includes the Scenario being played, Turn Number, Status, Opponent being played, and the date of the Last Update for the game.

The bottom window will show any messages for the currently selected PBEM++ game in the top window.



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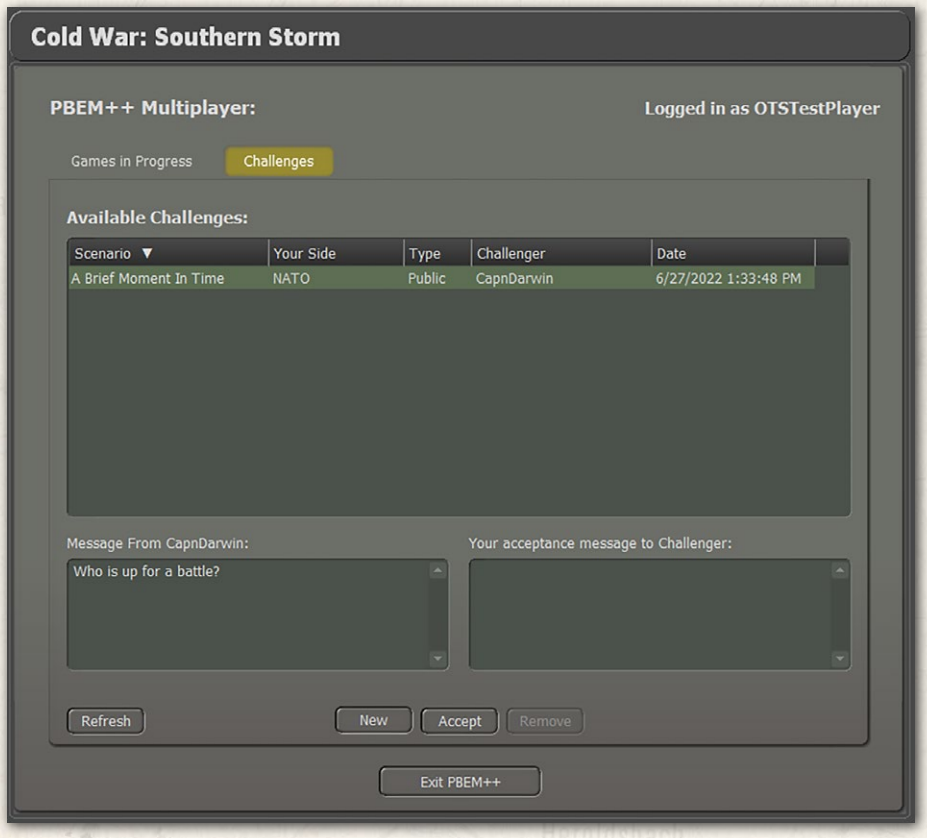
You can also see completed games by checking the Show Completed Games box.

You can check the Show Resigned Games box to see all the games you have resigned from.

The Refresh button will update all games from the server if needed.

15.3.2. CHALLENGES

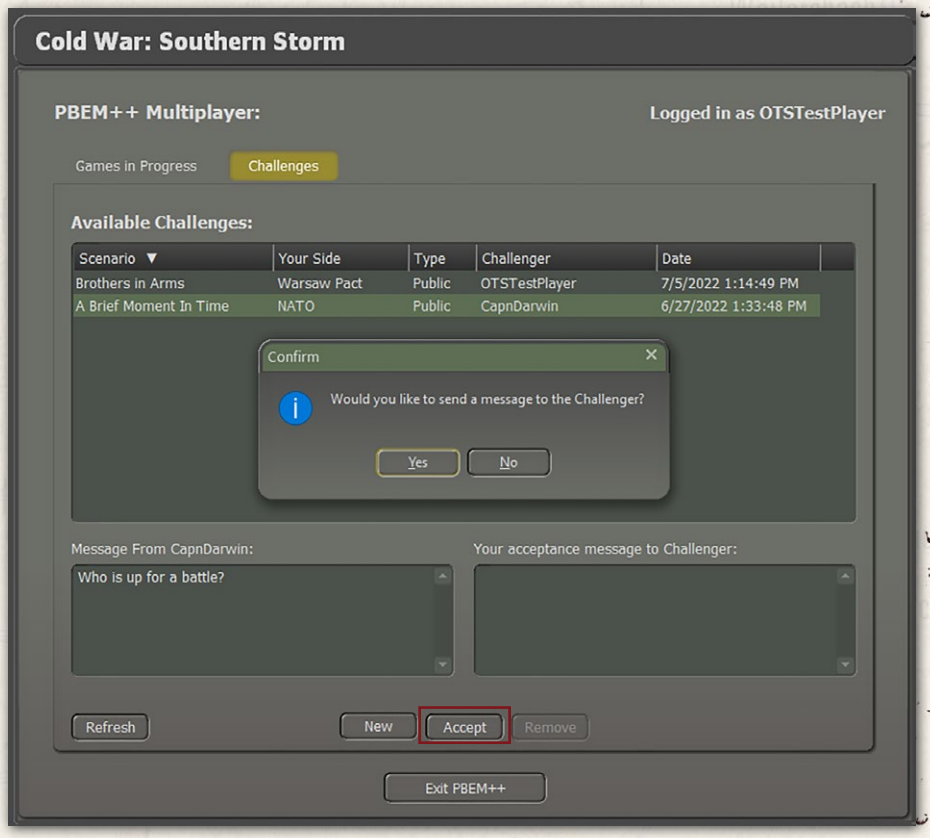
This tab shows you all games ready to be played with another player.



The top window will show all available challenges. The information displayed includes the Scenario name, the Side you will play in the game, the Type of game, which the Challenger is, and the date the challenge was issued.

The type can be one of two choices. The first is Public. Anyone can accept a Public challenge and play the game. The second type is Private. Private challenges are those created by a player with a password. To accept the challenge, you need to know the password. These types of challenges are usually between friends and are set up, so the other player knows the password.

Once you select a challenge and click on the Accept button, you are given a chance to send a message to your opponent before the action starts.



After sending a message or not, you will get the following message stating you have accepted the challenge.

Hit Play to start the game and setup for the first turn.

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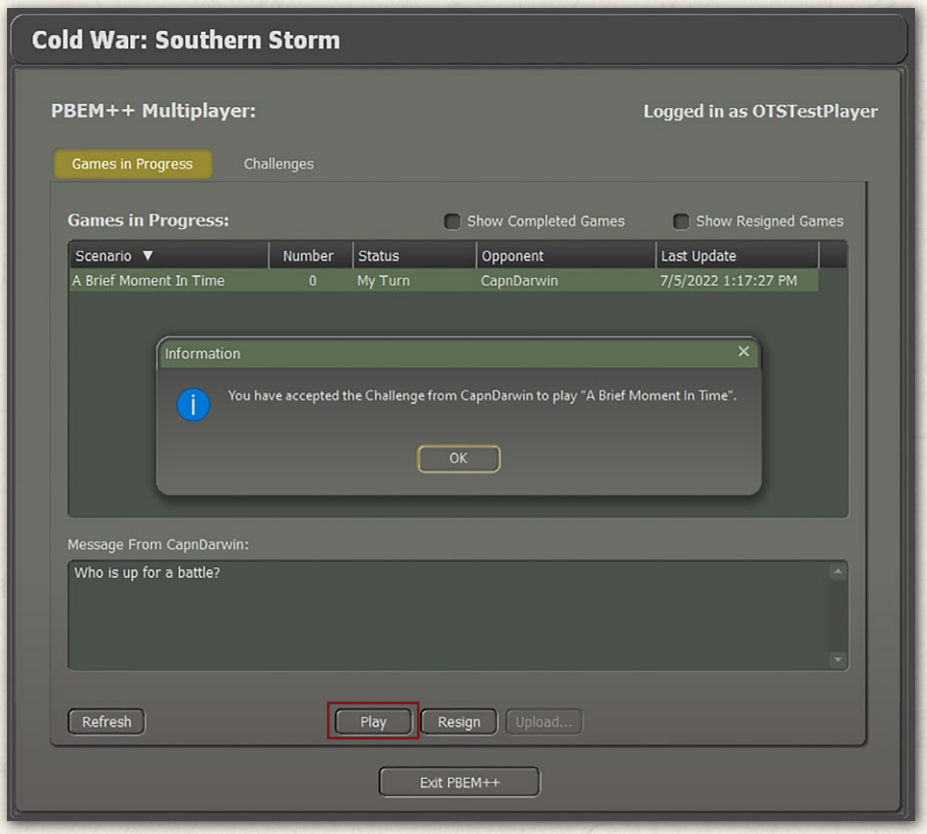
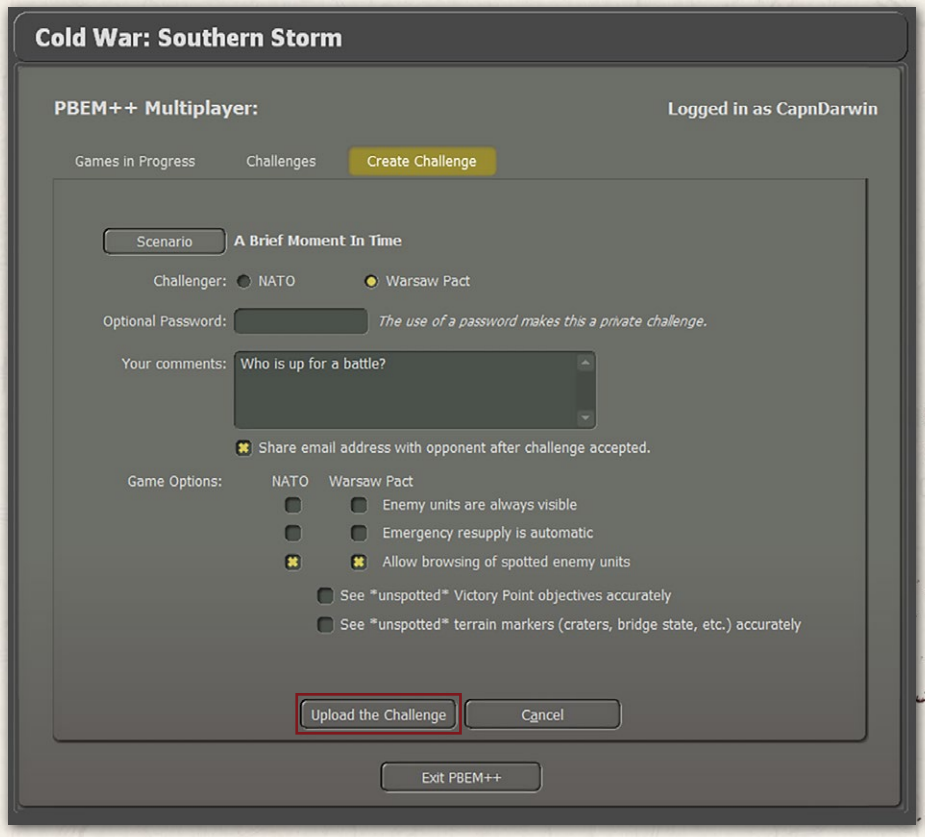


15.3.3. CREATING A CHALLENGE

To start a new challenge for someone to play against you, you need to select the New button at the bottom of the Challenges tab. You will see the following screen. Perform the following actions to issue a new challenge.

- Click the Scenario button to open the Scenario Selection dialog.
- Choose a scenario to play and click Proceed.
- Select if your challenger will play as NATO or the Warsaw Pact commander.
- If you wish for your challenge to be with a friend instead of open to anyone, then place a password in the Optional Password field. You will need to give this password to your friend for them to accept the challenge and start playing. This will show up as a Private challenge in the Challenges lobby. Do not place the password in the Comment box, as that is seen by everyone.

- In the Your Comments text box, you can place any message (don't do a private challenge password). This can be info on the scenario, a friendly greeting, or any other relevant information.
- Checking the Share email address box will share your PBEM++ email address with the opponent who accepts your challenge.
- Next, set the Game Options to be used in the scenario challenge. Refer to Section 13.4 above for details on these settings.
- Finally, click Upload the Challenge button to pass the information on to the PBEM++ server, where it will show up in the Challenges tab.



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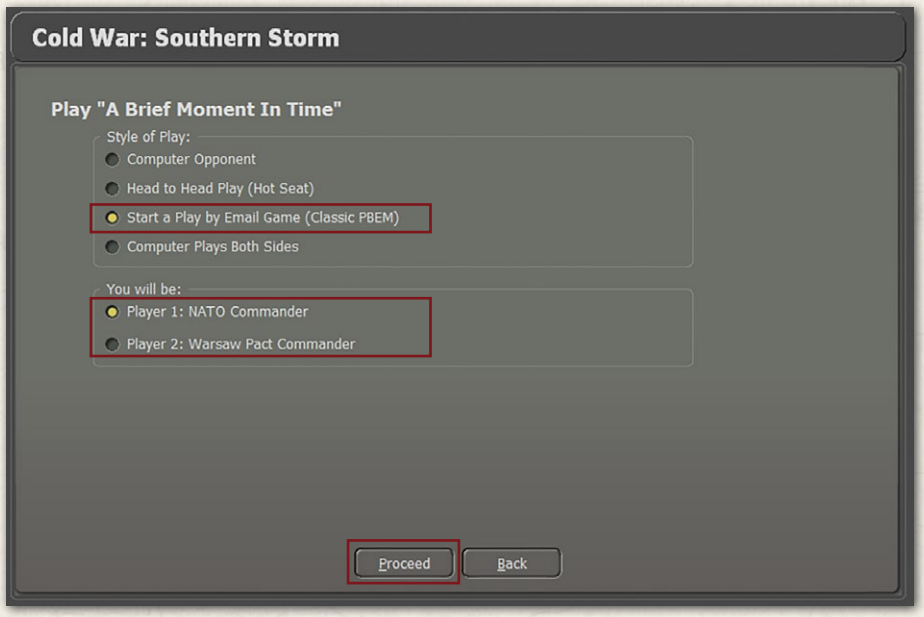
16. STARTING A PBEM CLASSIC GAME

This is the classic play-by-email mode. Players will play through a scenario by playing turns and submitting them via email or a file-sharing service like DropBox to each other.

16.1. GETTING STARTED

At the main menu, select Start New: Scenario. Then select a scenario that you wish to play with your opponent and click Proceed. In the following dialog (below), select the Start a Play by Email Game (Classic PBEM). Next, choose which side you will command in the scenario and click the Proceed button.



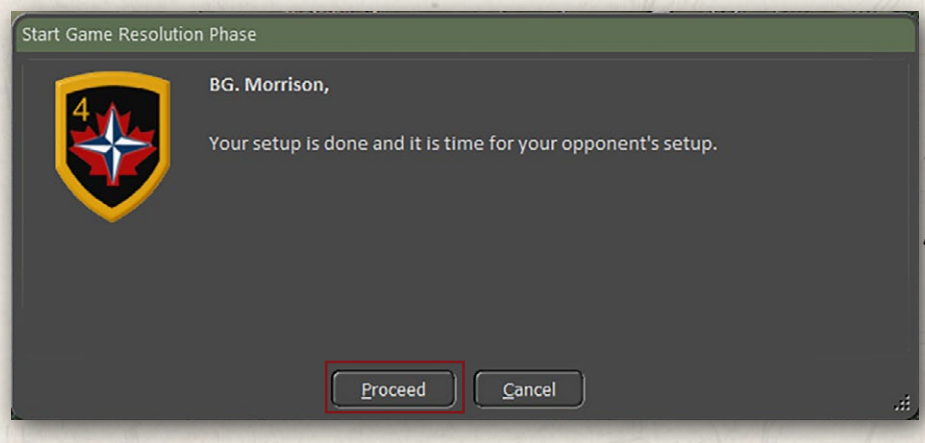
16.2. DIFFICULTY SETTINGS

In the next screen select the Difficulty Settings (refer to Section 13.4 above) to be used for the scenario and click the Proceed button.

16.3. SET THE INITIAL ORDERS

The scenario will load, and you will see the game interface (Refer to Section 17 below for details on the interface). Next, issue initial orders for your forces and

click the Start button. You will get the following dialog alerting you that your opponent needs to do initial orders.



Click Proceed, and you will get the following dialog to enter information for the Classic PBEM file.

16.4. PLAY BY EMAIL PARAMETERS

The following items are displayed, and some require inputs:

- **Game Name:** This is the scenario name. You can edit this name, and it will automatically change the File Name.
- **Password:** You can add a password to the file for extra security. Please make sure your opponent knows it to open the supplied game file.
- **Increment File:** Check this box to add a "00X" number to the filename to keep a better track of game turns.
- **File Name:** This is automatically generated from the Game Name and increment (if selected).
- **PBEM File Destination Directory:** This is the folder on your computer where the generated Play By Email (*.PBM) files will be placed. You can change the folder location by clicking on the Folder icon on the right of the panel.

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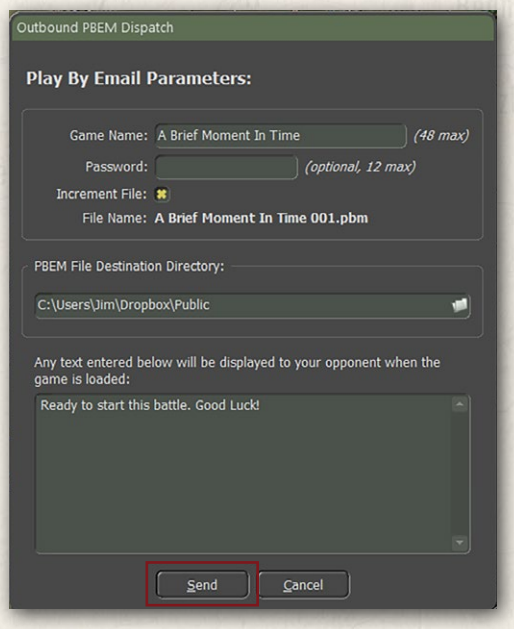
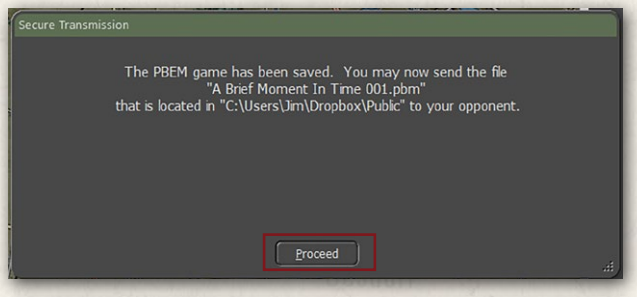
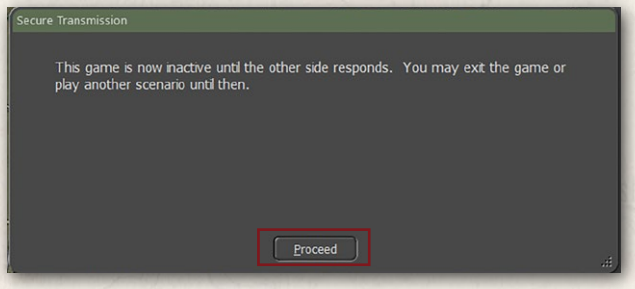
- **Game Text Message:** You can write a short message for your opponent in the bottom window that will be displayed to them at the start of their game turn.

Click the send button to save the game file.



16.5. UPLOAD NOTICE AND EXIT



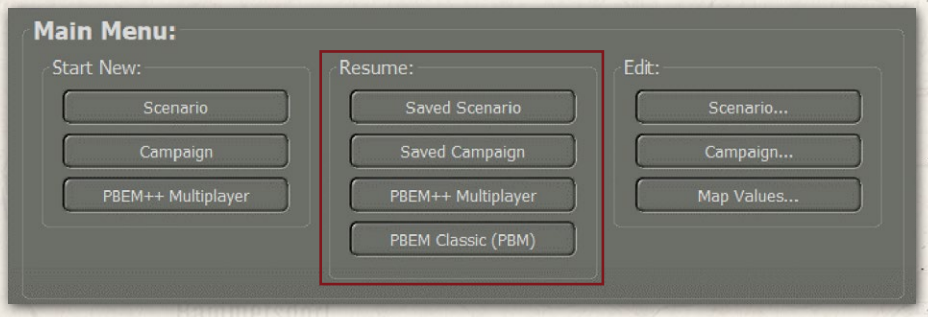


Next you will see the following notice. Click Proceed when you are done reading it.

Next, you will see the following message, and you can Exit the game or go back to the Main Menu and start another game from the game's Main Menu. Clicking Proceed will close the dialog.

17. RESUMING GAMES

On the Main Menu, there are four options for resuming gameplay. The following sections will detail how you resume one of your games.



17.1. SAVED SCENARIO

Selecting and clicking the Saved Scenario button will bring you to the dialog shown below.

The top text box shows you the folder in that the saved scenarios are located in. If you need to change this folder, you can click on the folders icon at the right of the text box and switch locations.

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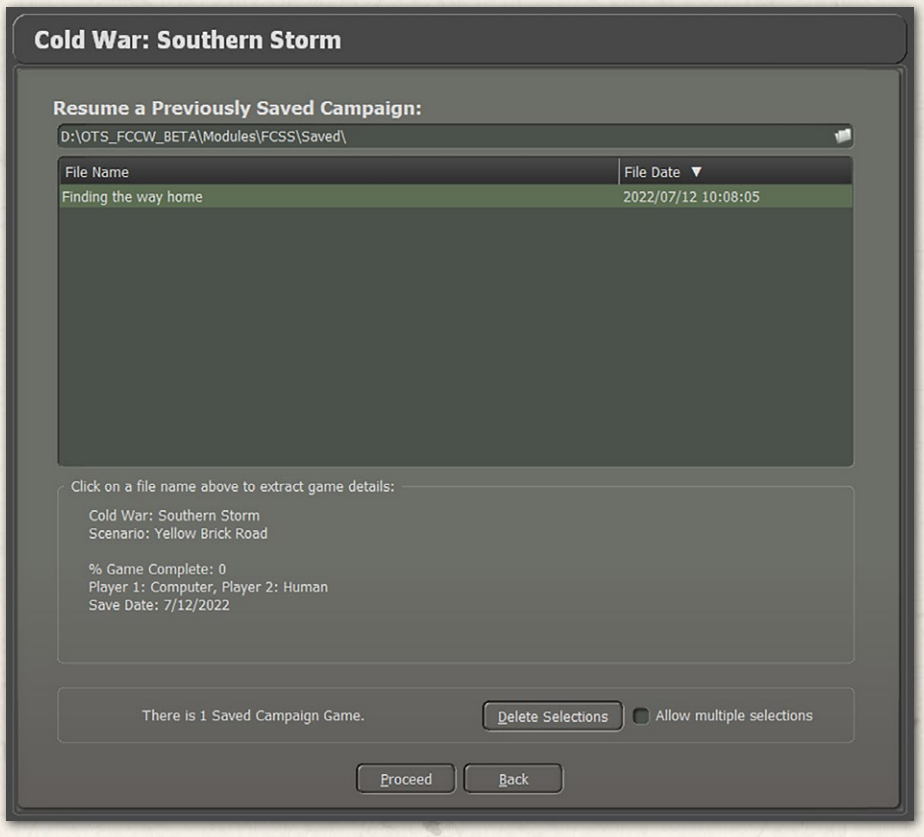
Next is an extensive list box showing all the saved scenario games in the selected folder. Clicking on one to highlight it will bring up details in the panel below the list box.

Below the Detail panel is a panel that tells you the number of saved scenario games and a button to delete the highlighted save. Clicking the Delete Selections button will remove the highlighted save or saves if you check the box for Allow multiple selections.

Click the Proceed button to start the saved scenario.

17.2. SAVED CAMPAIGN

Selecting and clicking the Saved Campaign button will bring you to the dialog shown below.



The top text box shows you the folder in which the saved campaigns are located. If you need to change this folder, you can click on the folders icon at the right of the text box and switch locations.

Next is a large list box showing all the saved campaign games in the selected folder. Clicking on one to highlight it will bring up details in the panel below the list box.

Below the Game Details panel is a panel that tells you the number of saved campaign games and a button to delete the highlighted save. Clicking the Delete Selections button will remove the highlighted save or saves if you check the box for Allow multiple selections.

Click the Proceed button to start the saved Campaign game.

17.3. PBEM++ MULTIPLAYER

To continue a PBEM++ challenge, click the PBEM++ Multiplayer button, and that will launch the PBEM++ login screen. Refer to Section 15 above on how to log in and then continue a challenge.

17.4. PBEM CLASSIC (PBM)

Clicking on the PBEM Classic (PBM) button will take you to the following dialog.

The top text box shows you the folder that the saved Play by Email Classic saves are located in. If you need to change this folder, you can click on the folders icon at the right of the text box and switch locations. Refer to Section 16 above on the setup of a Classic PBEM game.

Next is a large list box showing all the saved Classic PBEM games in the selected folder. Clicking on one to highlight it will being up details in the panel below the list box.

Below the Detail panel is a panel that tells you the number of saved Classic PBEM games and a button to delete the highlighted save. Clicking the Delete Selections button will remove the highlighted save or saves if you check the box for Allow multiple selections.

Click the Proceed button to start the saved Classic PBEM game turn.

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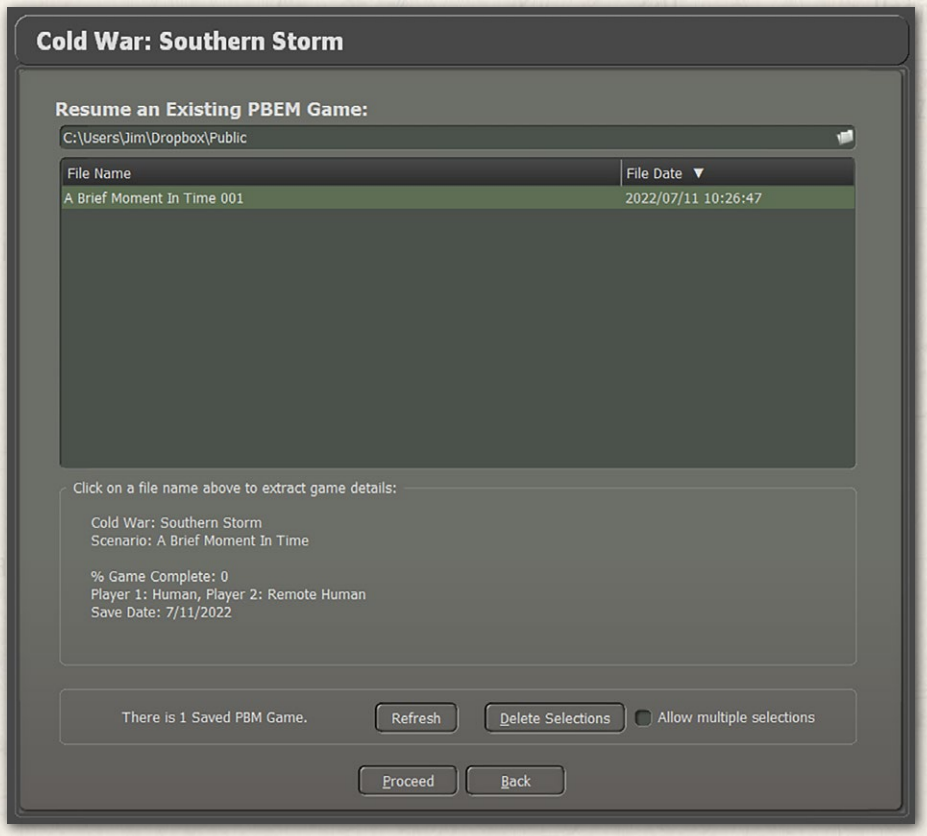
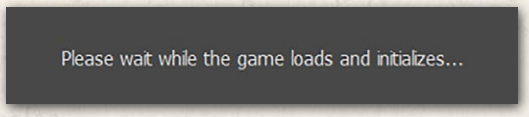


18. GAME LAUNCH AND USER INTERFACE

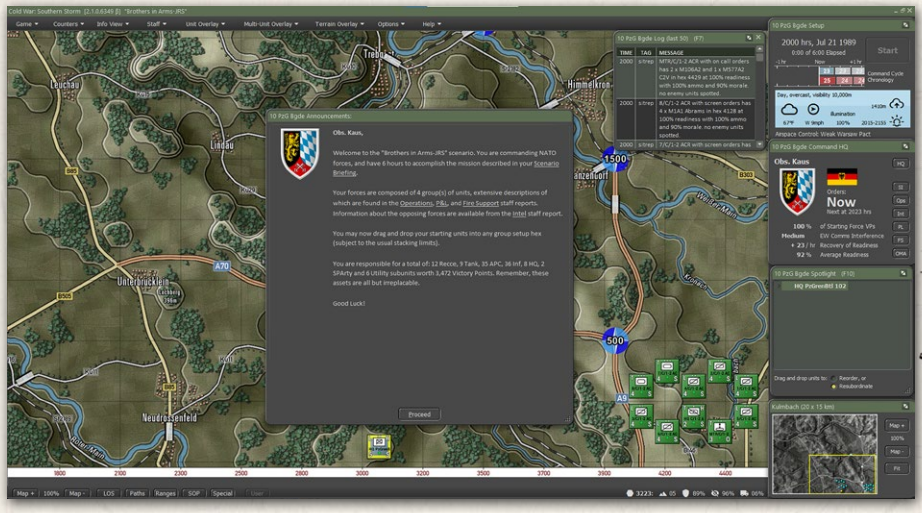
This section will cover the basics of launching a scenario and the basics of the new User Interface (UI) in the game.

18.1. SCENARIO START-UP

Once you have selected a scenario to play by one of the means noted earlier, you will get a screen where you will wait for a few seconds (or more on slower computers or larger scenarios) for the game to load the map and data.



Once that is complete, you will get the main game screen seen below.



18.2. SETTING UP THE UI

Before we dive into the details of all the various User Interface (UI) elements, there are a few new capabilities for how you can set up the UI to suit your taste.

- All the dialogs and panels that are shown except for the Main Menu at the top of the screen and the Status Bar at the bottom of the screen can be moved around on the screen or on to other screens.
- Dialogs and Panels with this symbol in the lower right can be resized. Most have a minimum and maximum size.
- Dialogs and Panels with this symbol in the upper right can be collapsed to the title bar or expanded to full size. Useful if you want to see more of the screen.
- A few of the Staff Dialogs have active maps that will update with information as the game is played.
- Most of the dialogs and panels will remember the last location they were placed on the screen and will be in those positions the next time you play a scenario.
- The Dashboard can be locked to display information on one unit, and more dashboards can be opened. The dashboard can also collapse to a smaller size if you need it, and they also will dock against each other.

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- The UI should work well with ultra-wide screens and scale well with 4K monitors.

NOTE: If you have multiple monitors with different font scaling levels and drag dialogs to another screen with a different scale, the dialogs and other menu panels may not display correctly. This is something we are looking into and hope to correct in the future.

18.3. MANUAL SECTIONS COVERING THE UI

The following sections cover all the various parts of the game interface and what they do.

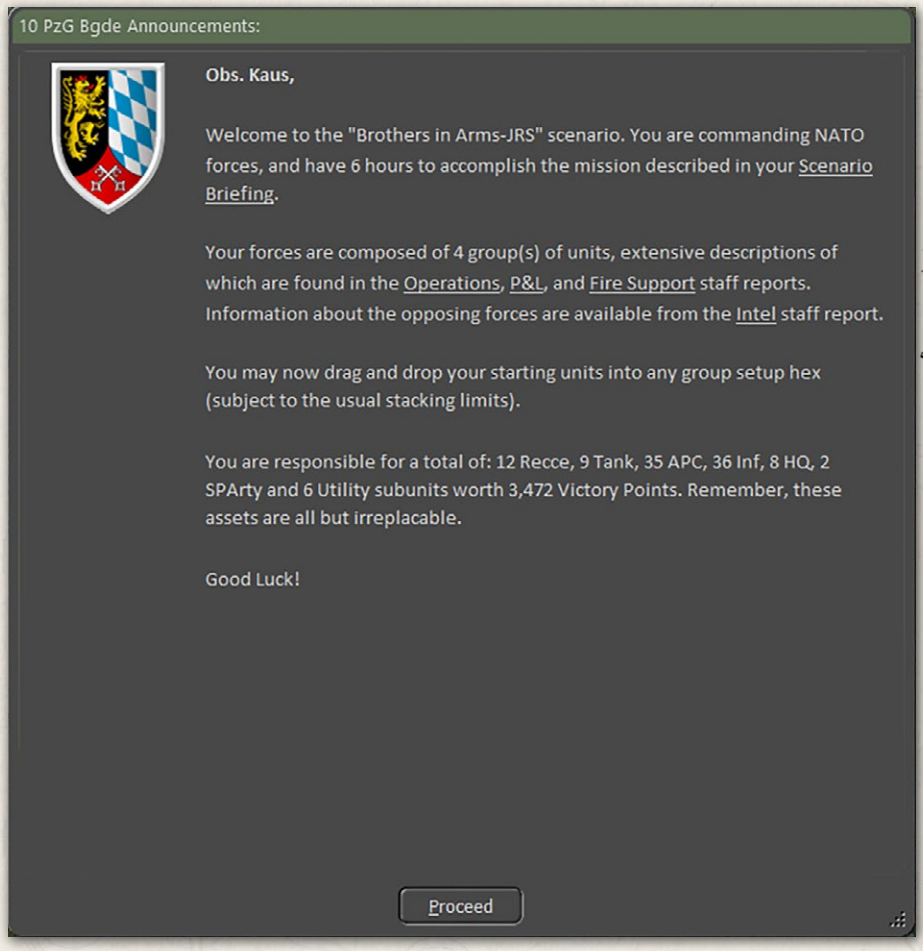
- See Section 19 below for information on the Announcement Dialog.
- See Section 20 below for information on the Main Menu.
- See Section 21 below for information on the Status Bar.
- See section 22 below for information on the Core Game Panels.
- See Section 23 below for information on the Info View Panels.
- See Section 24 below for information on the Staff Dialogs.
- See Section 25 below for information on the Game Map.
- See Section 26 below for information on Unit Counters.

NOTE: If you know the interface or just want to jump to the how-to-do things portion of the manual, then head for Section 29 below on Issuing Orders.

19. ANNOUNCEMENT DIALOG

When a scenario first starts, there is a dialog that pops up in the center of the screen with basic information about the scenario. It gives you the Commander's name, the side played, and then a few links to Staff Reports that you can bring up and review (see Section 24 below for details on those reports).

The dialog also tells you that you can set up your forces on the map and tells you a general breakdown of those forces. As noted in the dialog, the best of luck with the upcoming battle.



19.1. IN-GAME ANNOUNCEMENTS

In-Game Announcements bring you information in the form of small dialogues that pop up when specific events happen. Information that may be received includes:

- Weather Updates and changes in visibility
- Changes in time of day and lighting conditions
- Reinforcements and withdrawals of specific units
- Leader killed
- HQ intercepts

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- Electronic Warfare level changes
- Off-map Events like strike aircraft intercepts
- Detection of on and off-map enemy artillery assets
- Losses of friendly off-map artillery assets
- Scenario or Campaign Game has ended

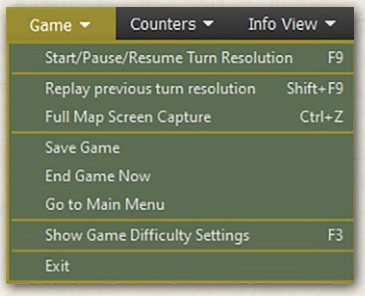
Other messages may also be displayed. You can dismiss them by clicking the Proceed button.

20. MAIN MENU

At the top of the screen is the Main Menu for the game. The following sections will go over each menu and function in detail. Hotkeys are shown in brackets ([*hotkey*]) **for each item that can use them.**

20.1. GAME MENU ITEMS

The Game Menu covers those functions that relate to the overall playing of the scenario.

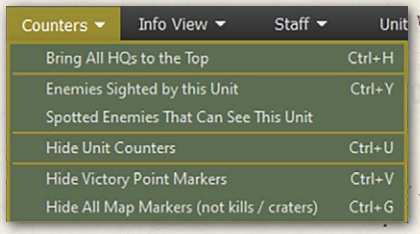


- **Start/Pause/Resume Turn Resolution [F9]** – This menu item will start turn resolution after you issue orders, pause the turn resolution if it is running and then resume resolution when you are done looking at information.
- **Replay Previous Turn Resolution [Shift-F9]** – This menu item will replay reset the turn that was just resolved and starts it over with a VCR dialog for control (See Section for details on the VCR dialog functions). You can only replay the last turn resolved.
- **Full-Screen Map Capture [Ctrl+Z]** – Captures the entire game map and all counters and markers on it with no UI shown in the specified folder.

- **Save Game** – This opens the Save Game dialog, and you can save the current turn and return to the game. The Cancel button will exit the save dialog back into the game.
- **End Game Now** – Depending on the confirmation dialog, Yes will stop the current scenario, score the outcome, and display the end of the scenario post-mortem. Once invoked, you cannot restart the game and would need to reload a previous save. If you wish to continue the game, select No from the Confirmation dialog.
- **Go to Main Menu** – When this action is selected a confirmation dialog to save the scenario will appear. Selecting Yes will save the game via dialog and then return to the Main Menu. Selecting No will end the game and return to the Main Menu. Finally, selecting Cancel will abort the action and return to the game.
- **Show Game Difficulty Settings [F3]** – Selecting this action will open a read-only display of the Difficulty Settings of the scenario for you to review.
- **Exit** – Exits the game back to the desktop without saving the game.

20.2. COUNTERS MENU ITEMS

The menu items in this tab relate to actions to better see specific units or to show/hide counters and markers on the map.



- **Bring All HQs to the Top [Ctrl+H]** – For all your units in the stack, this action will move all Headquarters (HQs) to the top of the stacks to be visible.
- **Enemies Sighted by this Unit [Ctrl+Y]** – For the selected unit on the map, this action will remove all the enemies from the map that are not spotted by the unit, only showing those enemies this unit can see. It can be toggled on and off.
- **Spotted Enemies That Can See This Unit** – For the selected unit on the map, this action will only show those known enemies that can see the selected unit. It can be toggled on and off.

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- **Hide Unit Counters [Ctrl+U]** – Selecting this action will hide all the counters on the map, both friendly and the enemy, so the map and markers are visible. It can be toggled on and off.
- **Hide Victory Point Markers [Ctrl+V]** – Selecting this action will hide all the Victory Point (VPs) markers on the map. It can be toggled on and off.
- **Hide All Map Markers (not kills/craters) [Ctrl+G]** – Selecting this action will hide all map markers except the kills and craters so the map and unit counters can be seen easier. It can be toggled on and off.

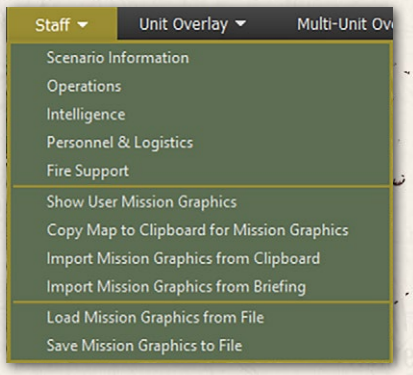
20.3. INFO VIEW MENU ITEMS

The menu items in this tab open or close several helpful dialogs, toggle Spotlight Panel look, or change the look of the Core Panels.

- **Unit Dashboard [F4]** – Selecting this action brings up the Unit Dashboard for the currently selected unit on the map. See Section 23.1 below for the details of this dialog. You can have more than one of these open at a time on different units.
- **Core Floating Panels [F5]** – These are the four primary panels you see on the left side of the screen (default locations). These are Game Control, Commander, Spotlight, and Mini-Map panels. This is on by default. These are covered in detail in Section 22 below.
- **Subunit Inspector (SUI) [F6]** – Selecting this action brings up the SubUnit Inspector for the currently selected unit on the map. See Section 23.2 below for the details of this dialog.
- **Command Log Display [F7]** – This panel displays the diary log messages for the entire force in the scenario. It is on by default. It can be toggled on and off. In head-to-head or AI versus AI games, there are tabs for both forces on the display.

- **Off-Map Unit Holding Box [F8]** – Selecting this action will open the Off-Map holding Box to show you any off-map units that you can use during the scenario. See Section 23.4 below. It can be toggled on and off.
- **Toggle Spotlight View Format [F10]** – Selecting this action will toggle the Spotlight Panel between the Order of Battle (OOB) display and the Detailed Unit information display.
- **Toggle Spotlight View Format [Shift+F10]** – Selecting this action will split the panel and show both the OOB and the Detailed Unit information on the single panel with a splitter bar that you can adjust up and down to show the information. This is recommended only if the panel has more room or is floating away from other panels.
- **Show and Use Core Info Panel Area** – Selecting this action to be active (check mark showing in the menu) will place the Core Info Panels to the right of the map, so the right edge of the map is visible on the screen. If this is turned off, the map edge will go to the screen edge and be hidden under the Core Panels.
- **Reset All Form Screen Positions on Game Exit** – Selecting this action will set all the various game panels and dialogs back to their default location for the next game played.

20.4. STAFF MENU ITEMS



This is a critical menu for all Commanders to utilize during the game. The dialogs here provide you with information from your various staff officers (Operations, Intelligence, Logistics, and Fire Support) as well as an overview of the scenario.

Other essential functions found in this menu are the items relating to overlay graphics. These are graphics that are placed over the map and are created by an external art program.

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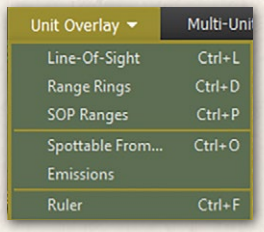
- **Scenario Information** – Selecting this action brings up the Scenario Information dialog. This covers the Scenario Description, Victory Conditions, and VP Distribution Details. See Section 24.1 below for the details of this dialog.
- **Operations** – Selecting this action brings up the Operations dialog. This covers the Mission Briefing, Map overlay, SITREP (Situation Report), Engineering, Air Support, Emitters, Diaries, and Runner information. See Section 24.2 below for the details of this dialog.
- **Intelligence** – Selecting this action brings up the Intelligence dialog. This covers the Threat Assessment, Enemy SITREP, Reported Kills and Claims, Weather Forecast, EW Report (Electronic Warfare), and Enemy Off-Map Assets. See Section 24.3 below for the details of this dialog.
- **Personnel & Logistics** – Selecting this action brings up the Personnel and Logistics dialog. This covers Staff Alerts, Detailed Unit Status, Reinforcements and Withdraws, and Ammunition. See Section 24.4 below for the details of this dialog.
- **Fire Support** – Selecting this action brings up the Fire Support dialog. This covers the Fire Support Assets, Fire Missions, and Fire Support Control Center. See Section 24.5 below for the details of this dialog.
- **Show User Mission Graphics** – Selecting this action will toggle the latest Mission Graphics to be drawn on the map. The graphics can be from the Briefing, Clipboard, or User.
- **Copy Map to Clipboard for Mission Graphics** – Selecting this action will copy the map with unit counters and markers to the clipboard so it can be imported into a paint program for editing. We suggest using Paint.NET in Windows to edit the mission graphics with information. Other programs may not support the format for import.
- **Import Mission Graphics from Clipboard** – Selecting this action will load any mission graphics you have currently copied to the clipboard from your paint program, provided the image dimensions are identical to the map dimensions (as imported from the clipboard). The game will blend the image to show your color graphics on the map while turning

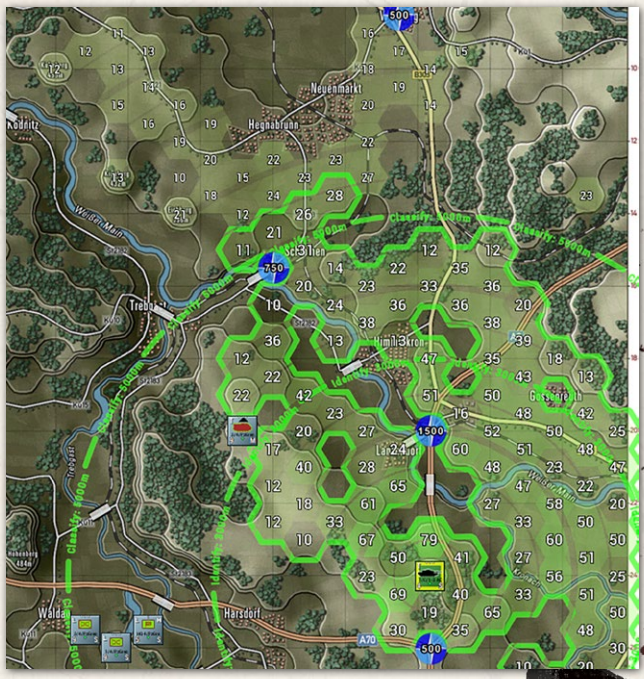
grey scale-colored pixels (so including white and black) transparent. The game is compatible with the 'in-memory' clipboard format from Paint. NET, not with those from MSPaint and Paint3D. NOTE: The color Black will not show in the mission graphics.

- **Import Mission Graphics from Briefing** – Selecting this action will load the pre-made mission graphic that supports the given side's force in the scenario.
- **Load Mission Graphics from File** – Selecting this action will load the pre-made mission graphic from the Custom folder in a scenario folder. For the NATO side, the graphic must be named Overlay0.png, and for the Warsaw Pact side, it must be named Overlay1.png.
- **Save Mission Graphics to File** – Selecting this action will save the currently shown mission graphics to the Custom folder of the scenario folder with the name Overlay0.png for NATO and Overlay1.png for Warsaw Pact. It will only save a single image currently.

20.5. UNIT OVERLAY MENU ITEMS

Overlays are helpful on-map graphics that show various information for the selected unit to help show lines of sight, the range for weapons and spotting, Electronic Emissions, if any, and a range ruler. Some of these can be used in combination on the map.





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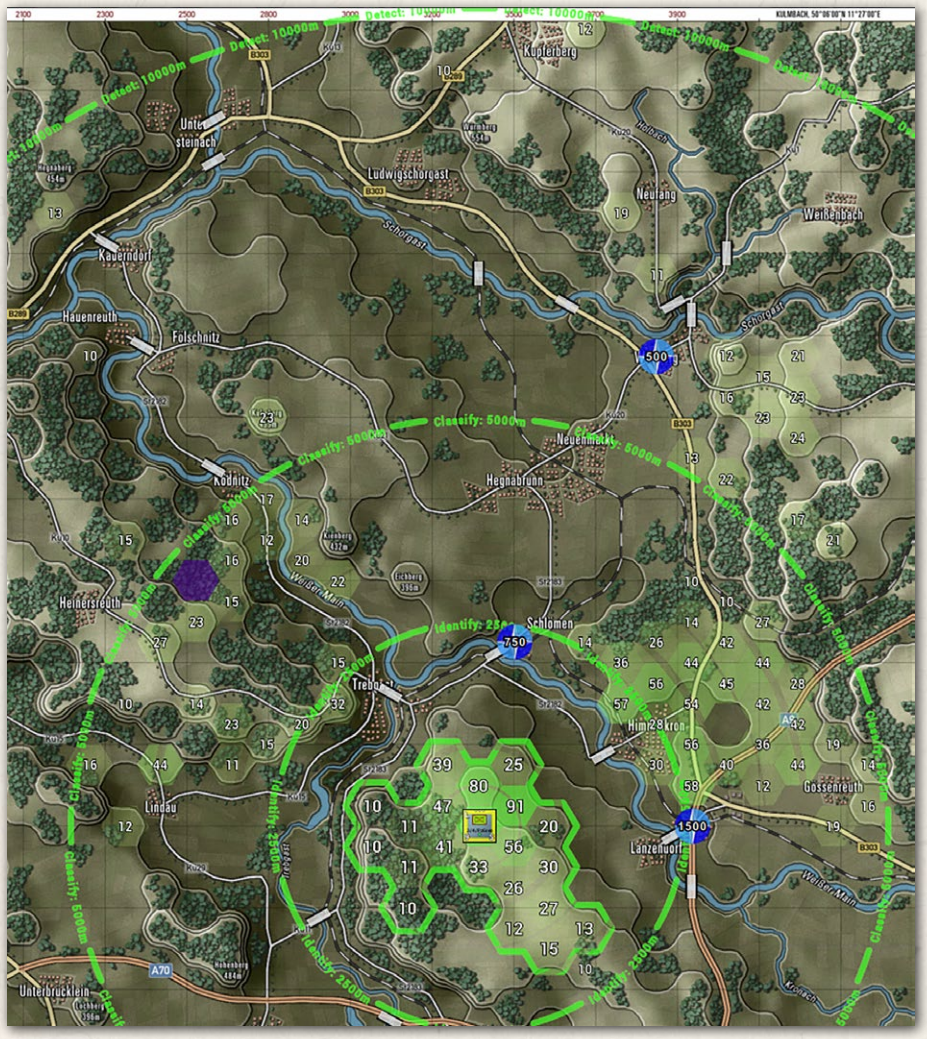
- **Line of Sight [Ctrl+L]** – Selecting this action brings up the Line of Sight (LOS) overlay and the basic Detection, Classification, and Identification rings for the selected unit. Hexes are in various shades of green based on how good the visibility is to that hex. The brighter the green, the better the visibility to the hex. Also included are the visual capability values for each hex. Higher numbers mean a better chance to spot enemy units in those hexes. Hexes inside the hard outline are in weapons range. See Section 32 below for more details on LOS and the Spotting of units.

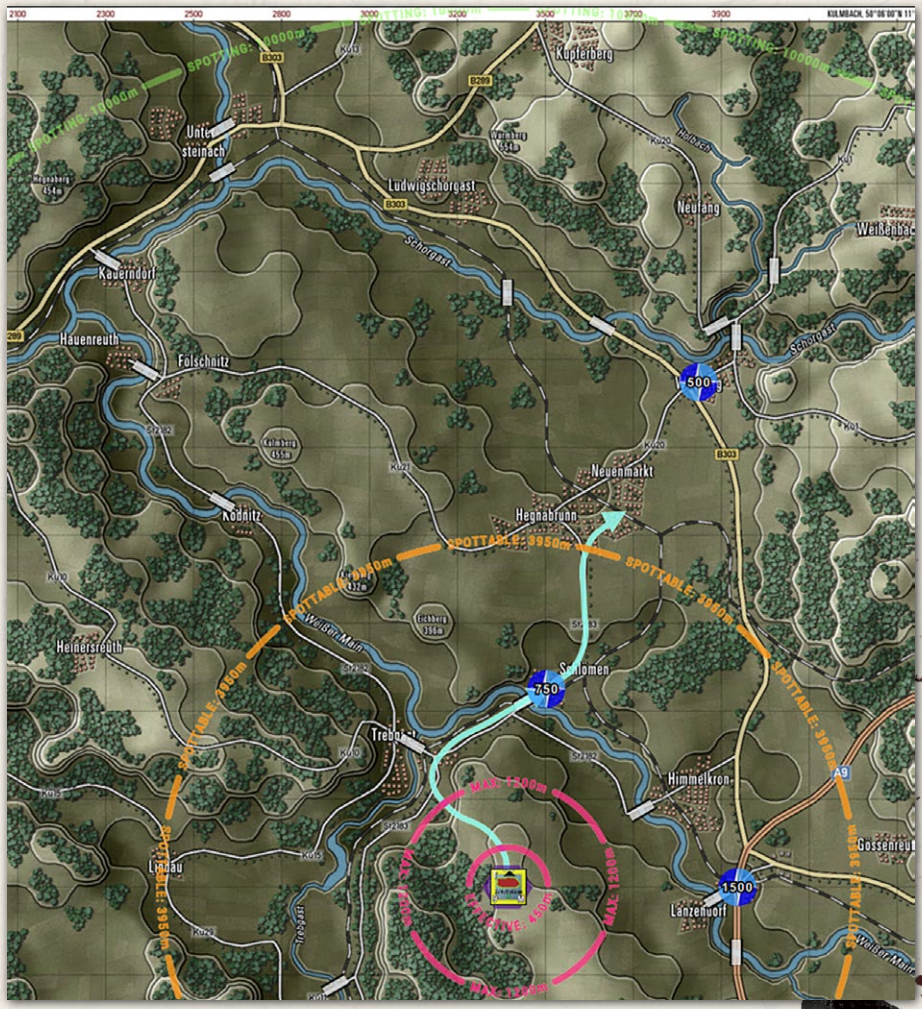


The range ring for Detection notes the maximum range under perfect conditions that an enemy unit of some type can be detected. Once inside

the Classification range, the Detected target's type can be determined (is it a tank or infantry unit). Once inside the Identification range, the exact type of enemy units can be determined (the tank is a T-80BV, for example).

NOTE: You can see the line of sight from any hex by doing a Shift + left mouse click on the hex you want to check.

- **Range Rings [Ctrl+D]** – Selecting this action brings up the range rings overlay on the map for the selected unit. Rings include weapons ranges (in your combat preferences color), visible spottable range (Thermal and radar distances will be more prominent in most cases), and the max spotting range based on the environmental conditions.



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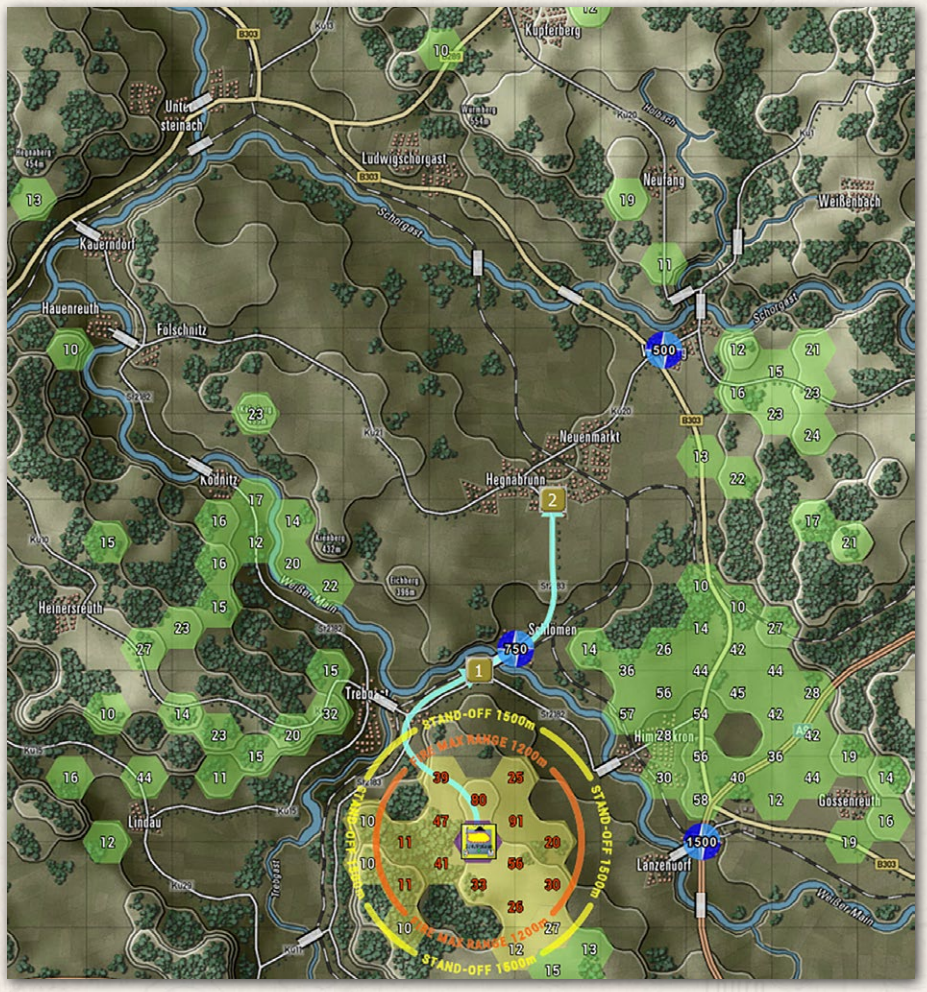
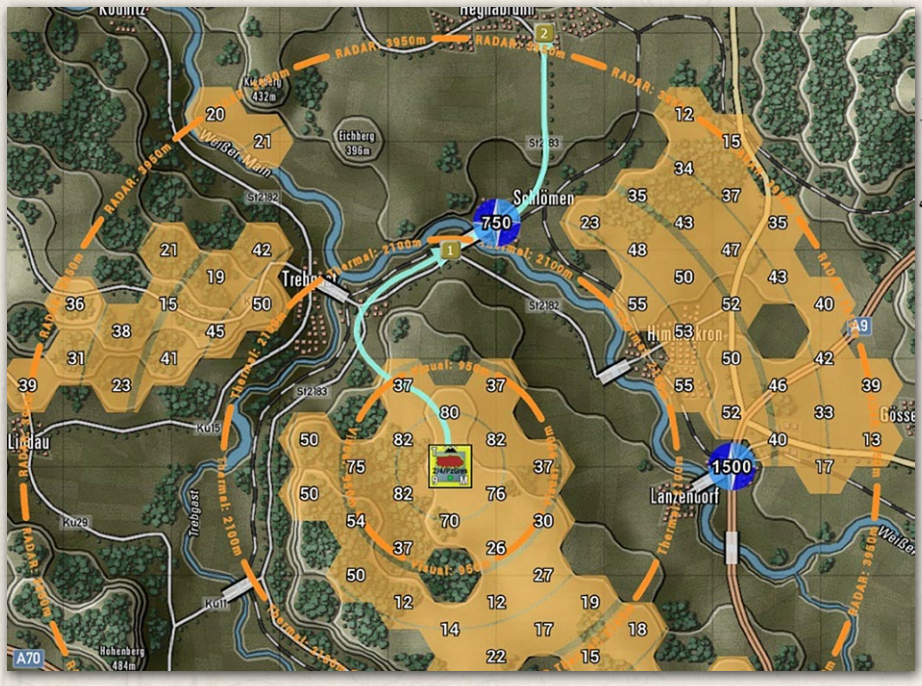
- **SOP Ranges [Ctrl+P]** – Selecting this action brings up the SOP-related range rings for the selected unit. This includes the unit's standoff range and selected weapon engagement range. The filled hexes show the line of sight, with green being out to the maximum spotting range. Yellow hexes are the line of sight within the standoff range, and ones with red numbers are in the selected weapon's range.

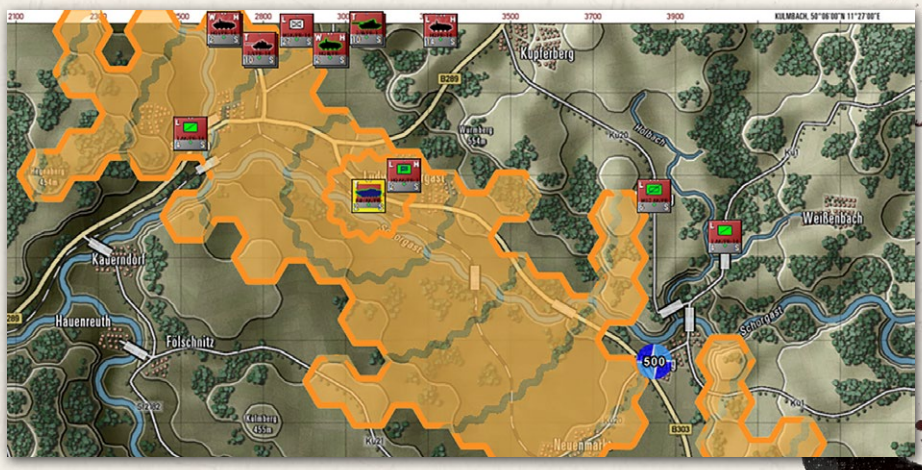


- **Spottable From [Ctrl+O]** – Selecting this action brings up the Spottable From overlay for the selected unit. This shows the various ranges and types of systems (Visual, Thermal, and Radar) that the unit is possibly visible to and the hexes where line of sight exists. The size, movement, firing, and other factors impact the ranges.

NOTE: You can check the selected unit's Spottable From in any hex by doing a Shift + left mouse click on the hex you want to review. The information will change based on the type of terrain in that hex.



- **Emissions** – Selecting this action brings up the Emissions overlay. This shows the electronic line of sight of an emitting unit. These would be units with some form of radar (air search or ground search), and that system turned on (See Orders, Section 29 below).



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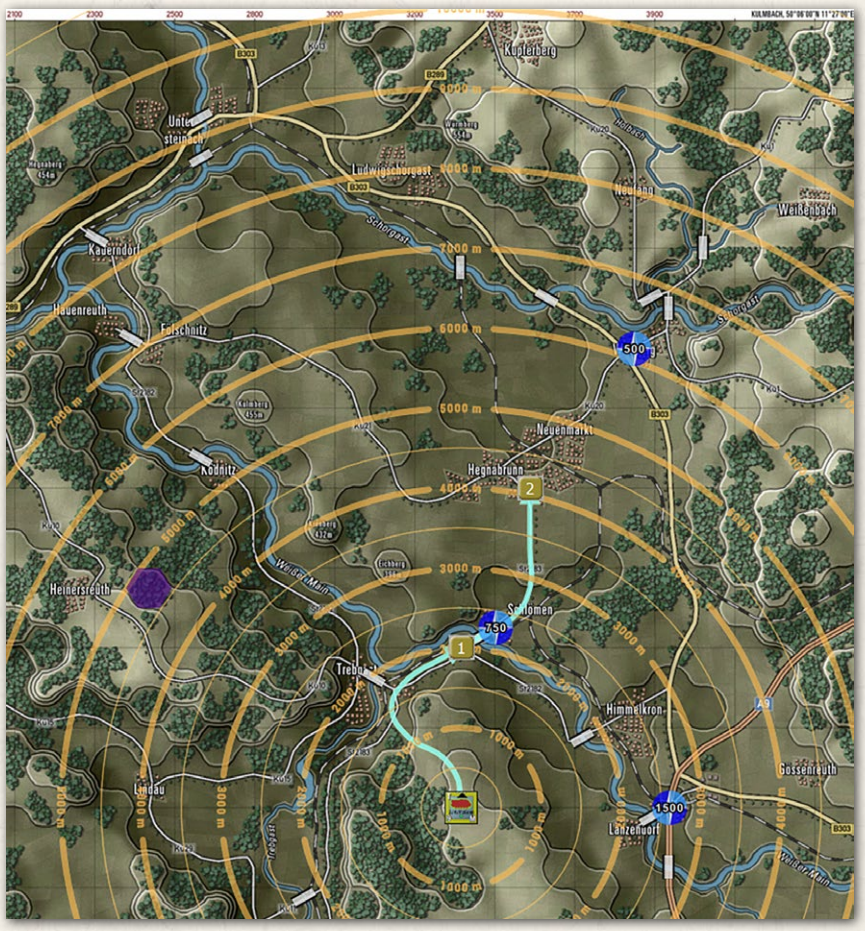
- **Ruler** – Selecting this action brings up the Ruler overlay. This shows range rings in 1000-meter circles with lighter rings for 500 meters up to 5000 meters.

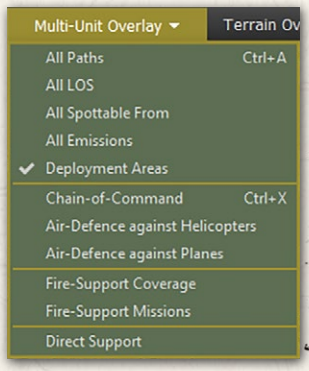


NOTE: You can check the from any hex by doing a Shift + left mouse click on the hex you want to review.

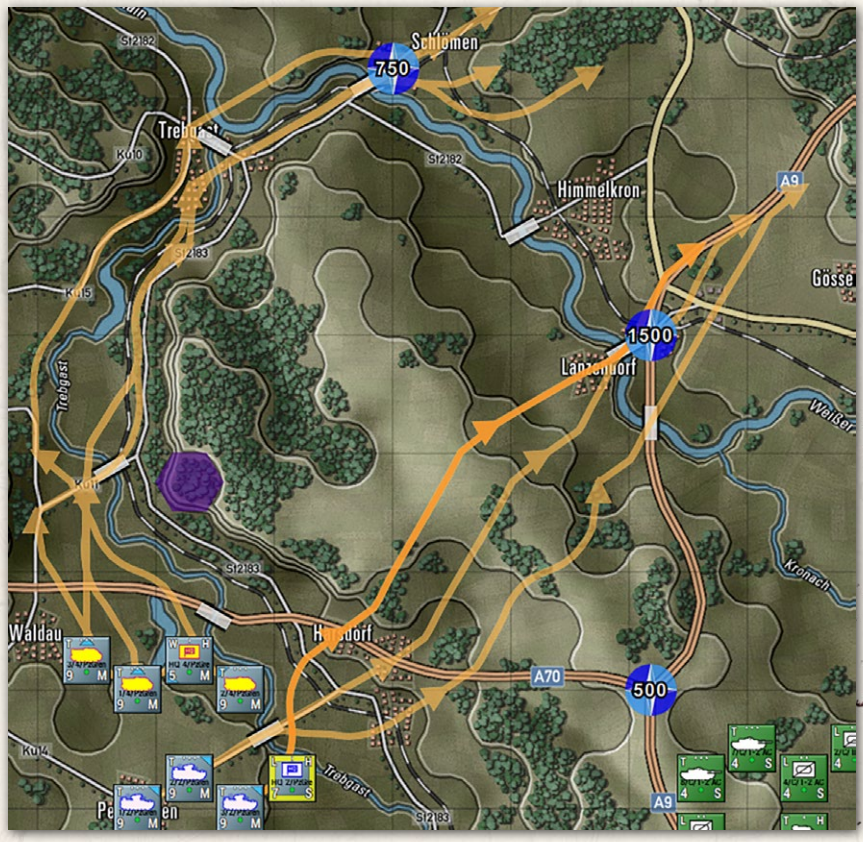
20.6. MULTI-UNIT OVERLAY MENU ITEMS

Multi-Unit Overlays are helpful on-map graphics that show various information for all units to help show lines of sight, ranges for weapons and spotting, Electronic Emissions if any, and Starting Deployment Areas. There are also functions to show Chain of Command, Air Defense coverages, Fire Support coverage, and Direct Support assets. Some of these can be used in combination on the map.

NOTE: Many of the following functions will also show the currently selected units overlay as it would appear in other hexes by Shift + Left Mouse Click in the hex of interest. This can be very useful when planning locations for things like air defense or looking at variations in line of sight at different map locations.



- **All Paths** [Ctrl+A] – Selecting this action brings up all the active paths for all your units. The currently selected unit will have a darker path line.



- **All LOS** – Selecting this action brings up the Line of Sight (LOS) overlay for all your on-map units. As you select units, you will see the LOS of that unit shown with the thick hex outline on the map.

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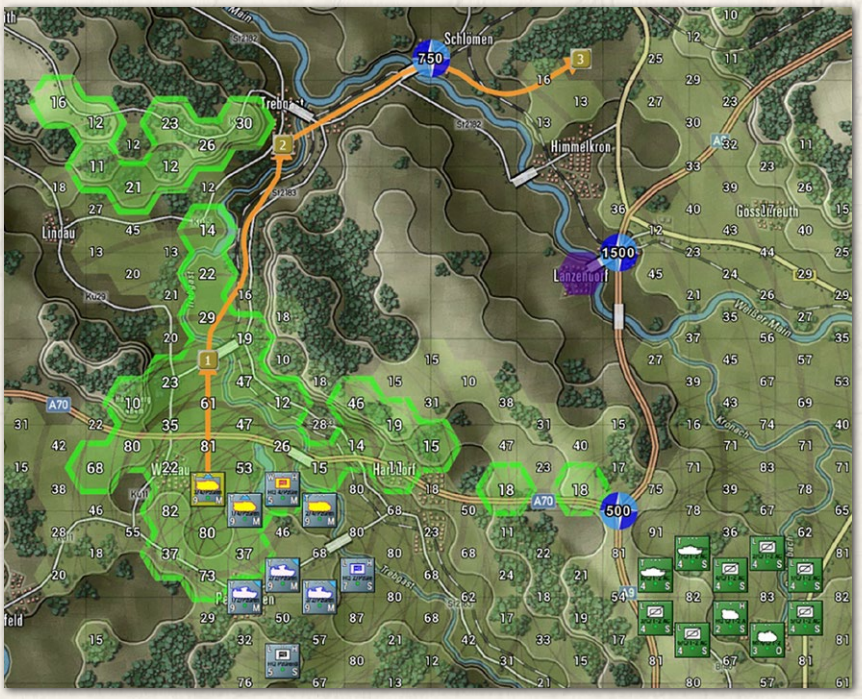
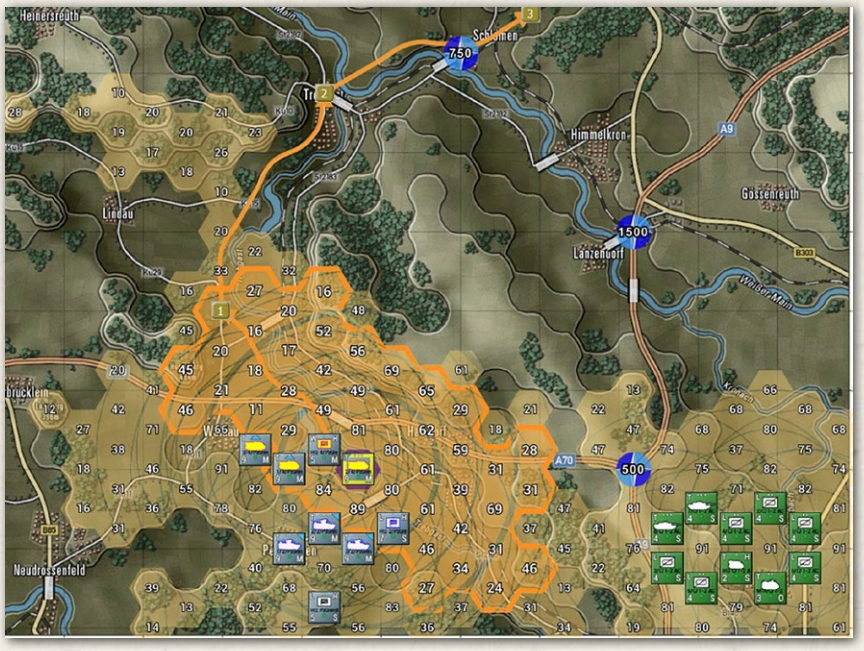
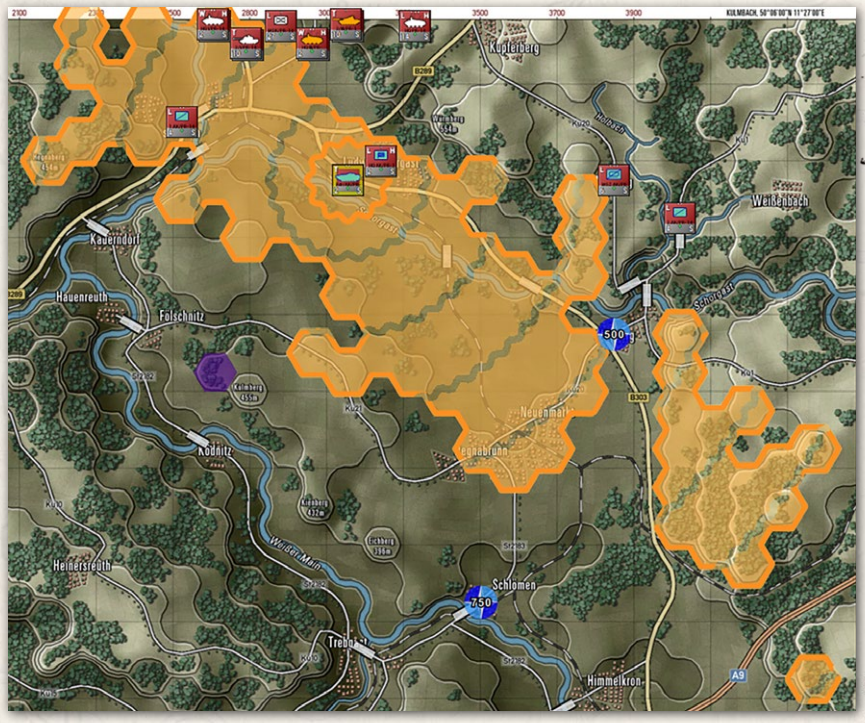


- **All Spottable From** – Selecting this action brings up the Spottable From overlay on the map for all your units on the map. The selected unit's spottable hexes will be shown with a thick hex outline.



- **All Emissions** – Selecting this action brings up the All-Emissions map overlay. This shows the coverage for all emitting units on the map. The selected unit will have its hexes outlined, and the unit will have a wavey circle around it.



In cases where a unit has an emitter(s), but they are turned off, the unit will have a gray wavey circle drawn around it as it shows to the left. See Section 29 below on how to issue orders to turn emitters on and off.

- **Deployment Areas** – This menu action toggles the setup zones for each side off and on. These are the colored hex areas that show up for your units at the start of the scenario. The selected unit can be dragged and dropped into any colored hex. The colors for each side and the level of transparency are set in the game options (see Section 12.4 above).

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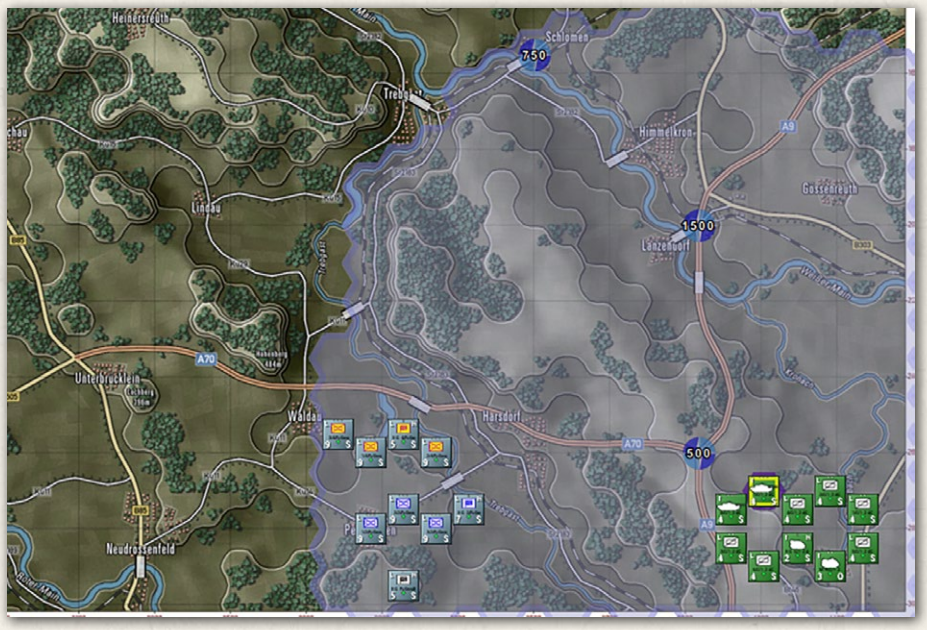
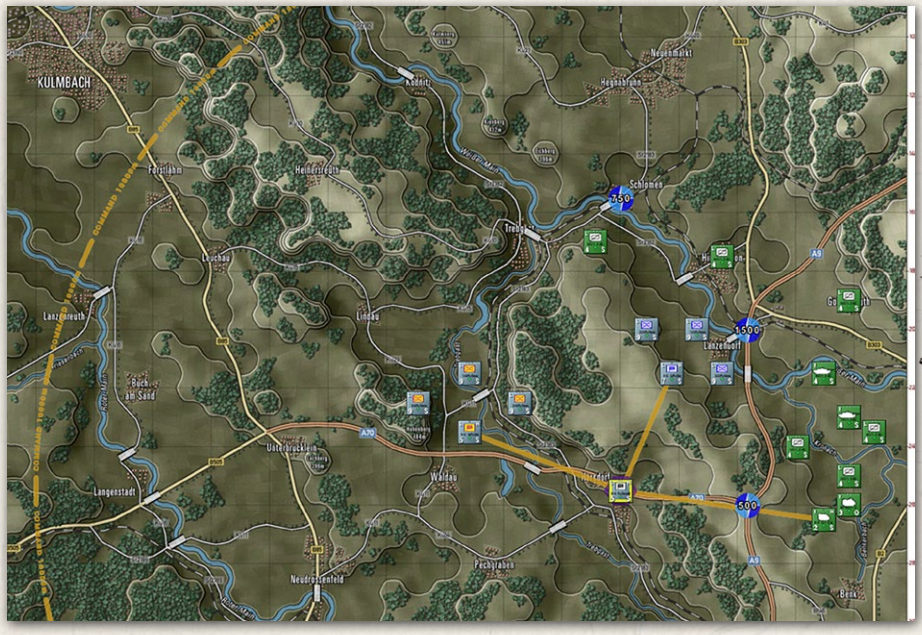
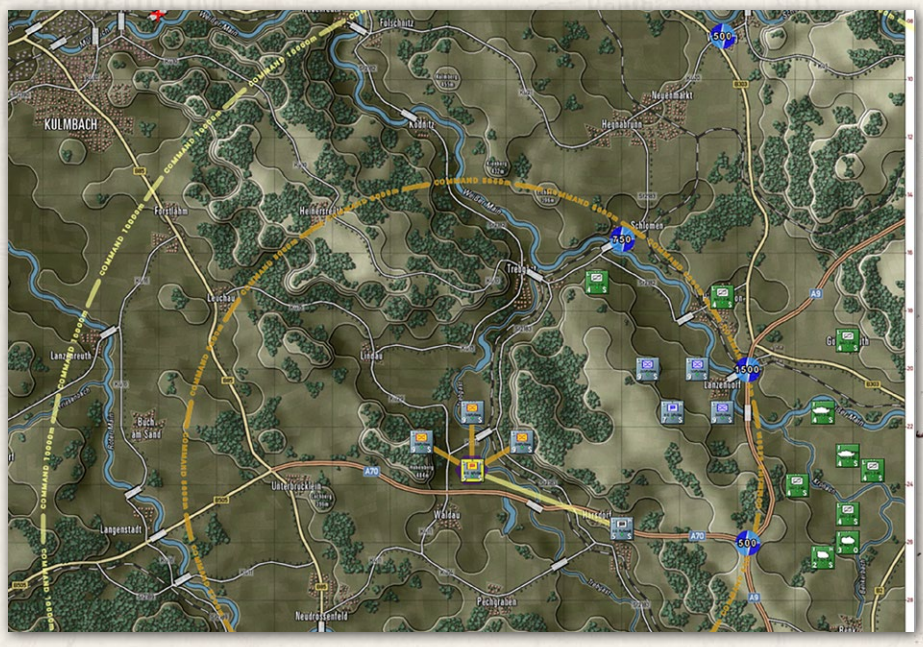


- **Chain of Command [Ctrl+X]** – Selecting this action brings up the Chain of Command overlay. This shows the chain of command for units. The chain of command is how orders are given and received by units and headquarters. As shown below, the highest headquarters, when selected, will show lines of command to the next lower-level headquarters. Solid lines are in-range. Dashed lines indicate a subordinate HQ or unit that is out of command range. The HQ's command range is drawn as a large circle. Units outside of the command range face additional delays in orders and reduced resupply. Some units, like Recon units, can operate at full capacity at any range.



As seen above, dark-colored lines extend from the selected HQ to its next-level subordinate units. In this case, the subordinates are lower-level HQs.



In the picture above, one of the subordinate HQs has been selected. Dark lines extend to that HQs subordinate units, and a dark circle shows the

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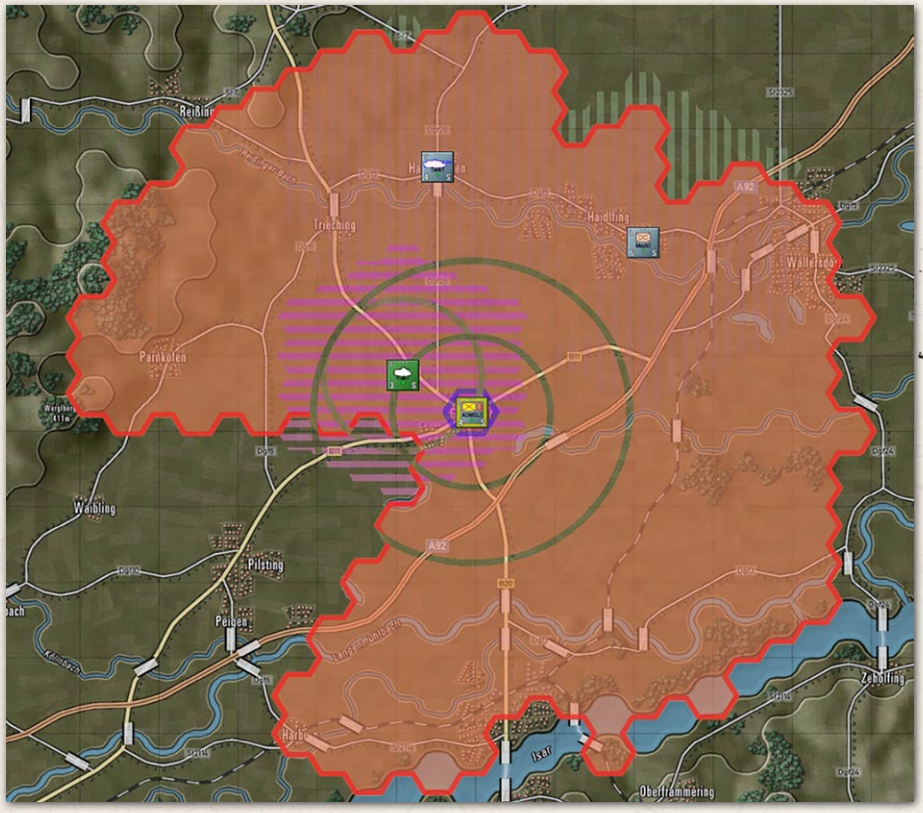
extent of the HQ's command radius. A light-colored line goes from the selected HQ up to the next higher HQ if it exists, and the command range of the next higher HQ is drawn on the map.

In the picture above, one of the subordinate units has been selected. Light lines extend to that subordinate unit's HQ, and a light circle shows the extent of the HQ's command radius for that subordinate. Selecting other subordinate units will show the relationship to their local HQ.

- **Air-Defense against Helicopters** – Selecting this action brings up the Air-Defense overlay for on-map Helicopters or Drones (assumed to be flying very low and defensively) for all air-defense capable units in your force. Depending on the type of unit, there are three types of overlay effects shown on the map. When you select a unit with an Air-Defense Surface to Air Missile system (SAM), the hexes are shown as filled, and the range of the selected unit is seen in the solid hex side outline, as seen in the image below.



When you select a unit with an Air-Defense Gun system (Flak), the hexes are shown as horizontal hatched lines, and the range of the selected unit is seen in the solid hex side outline as seen in the image below on the left.

When you select a unit with a Limited Air-Defense system (like an anti-air machine gun or autocannon), the hexes are shown as vertical hatched

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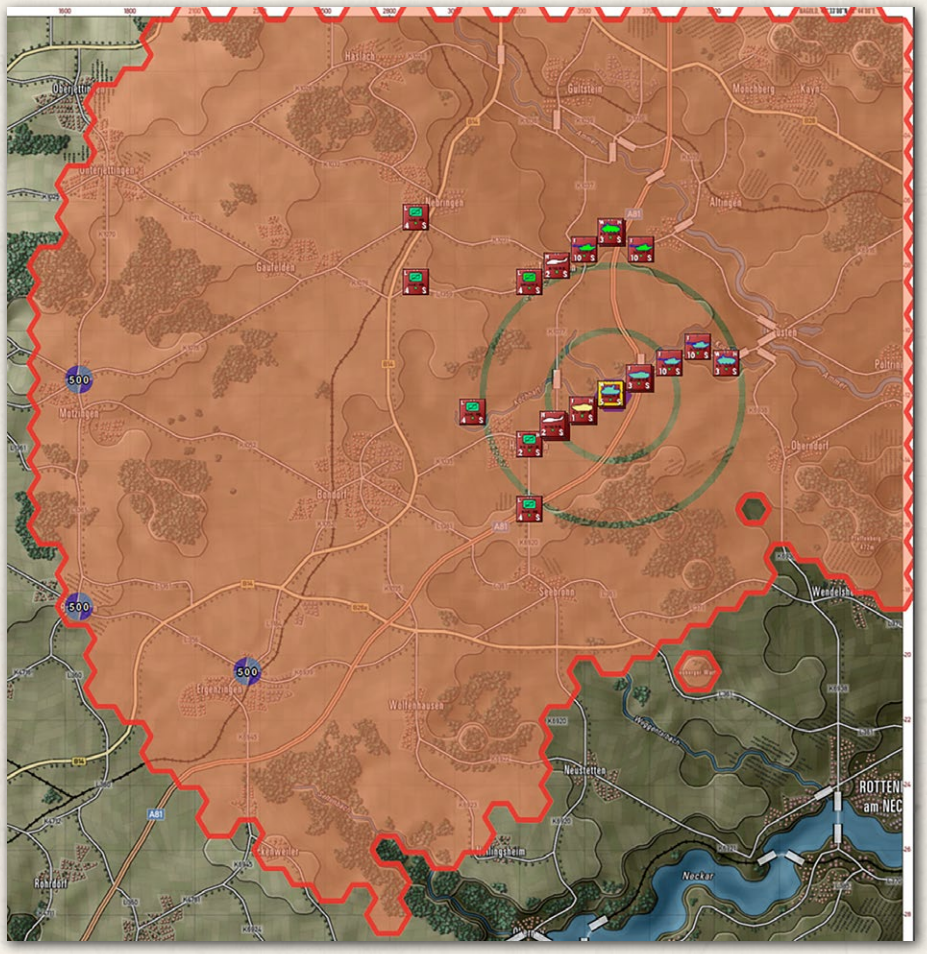
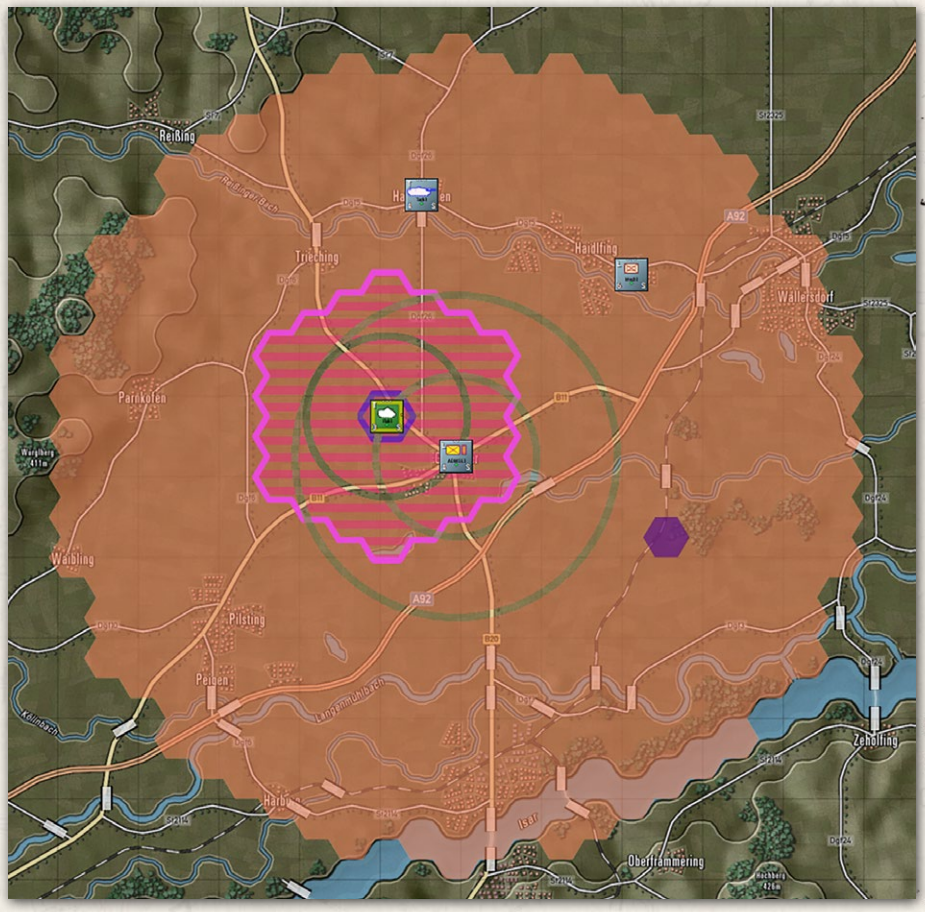
lines, and the range of the selected unit is seen in the solid hex side outline as seen in the image above on the right. These are limited capability systems. These weapons will engage at a reduced range and only engage air threats approaching them (within a 30-degree arc).

- **Air-Defense against Planes** – Selecting this action brings up the Air-Defense overlay for off-map Aircraft (assumed to be flying low) for all air defense capable units in your force. Depending on the type of unit, there are two types of overlay effects shown on the map. When you select a unit with an Air-Defense Surface to Air Missile system (SAM), the hexes are shown as filled, and the range of the selected unit is seen in the solid hex side outline as seen in the image below.



When you select a unit with an Air-Defense Gun system (Flak), the hexes are shown as horizontal hatched lines, and the range of the selected unit is seen in the solid hex side outline, as seen in the image below.



- **Fire-Support Coverage** – Selecting this action brings up the Fire-Support Coverage overlay. This shows the firing range for all on-map and off-map indirect fire artillery units (mortars, field guns, rockets). Selecting a unit will show darkened range rings and map coverage hexes.

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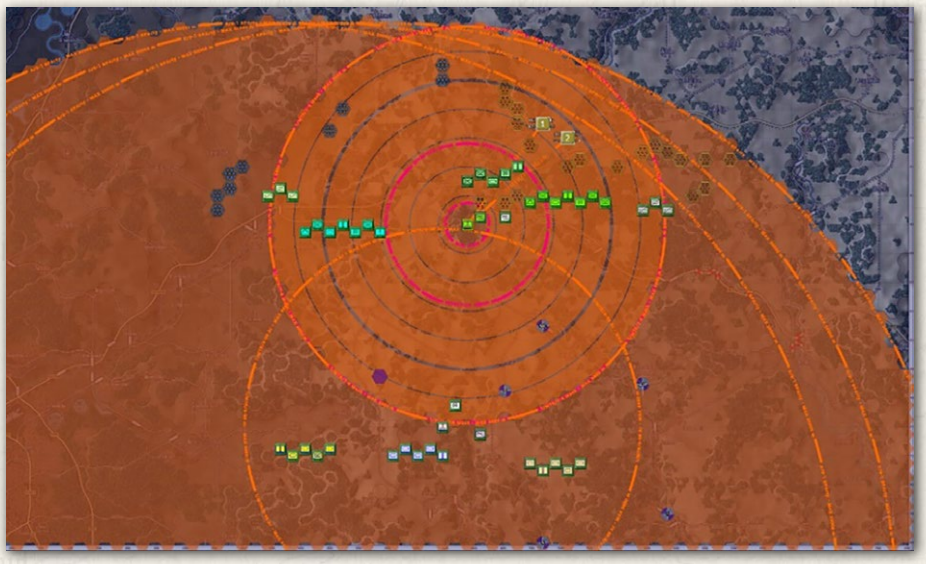
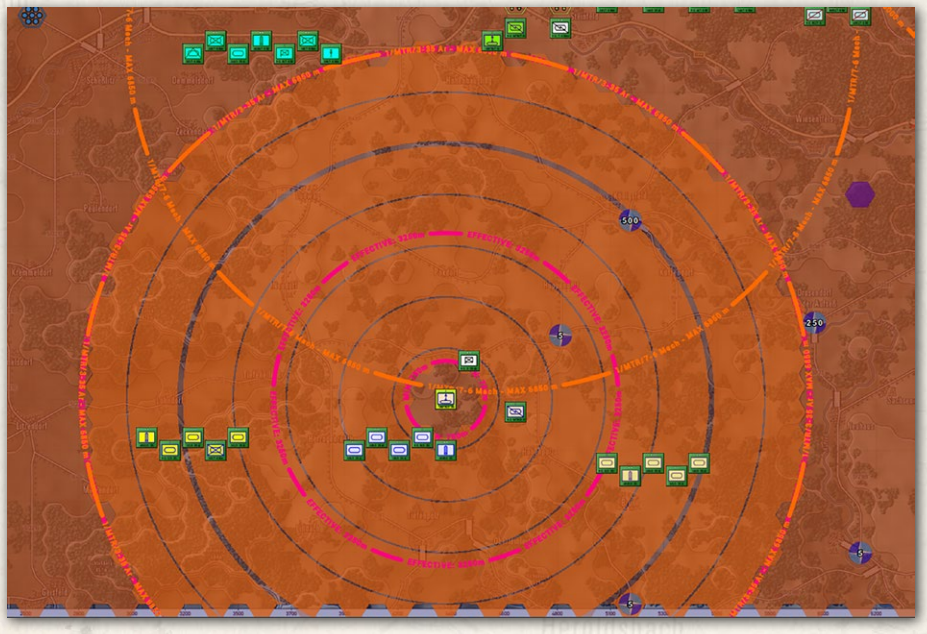
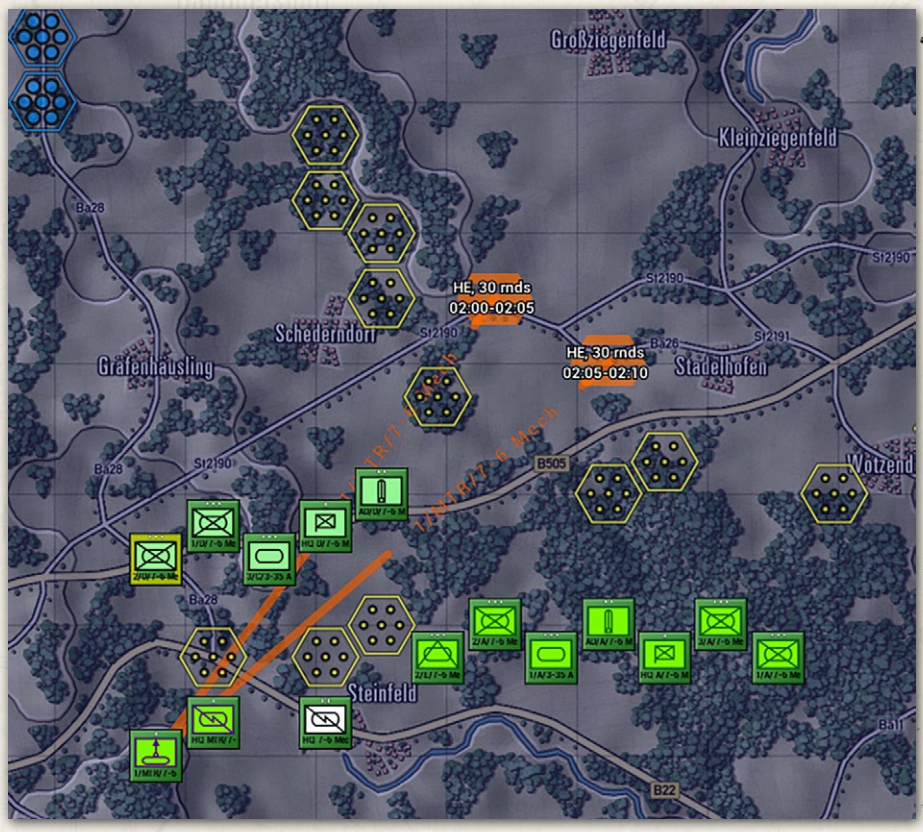




- **Fire-Support Missions** – Selecting this action brings up the Fire-Support Missions overlay. This shows All of the currently plotted fire missions. A line is drawn from each firing unit to the target hex(es). The target hex(es) will state the type of mission (HE = High Explosive, Smoke, ICM = Improved Conventional Munitions, or Chemical, for example), the number of rounds to be fired, and the time the mission starts. Lines will be drawn for off-map assets based on their off-map locations and target hexes.



- **Direct Support** – Selecting this action brings up the Direct Support overlay. The direct support overlay indicates, given the selected unit, which assets are in direct support and which units are directly supported. DS assets either have a line to the selected unit supporting that unit), or six short lines in all directions when they are set to support all units. The ranges of DS assets are also shown on the map. If a DS asset is selected, the hexes in the line of sight of all supported units are indicated as hexes with a hard outline.

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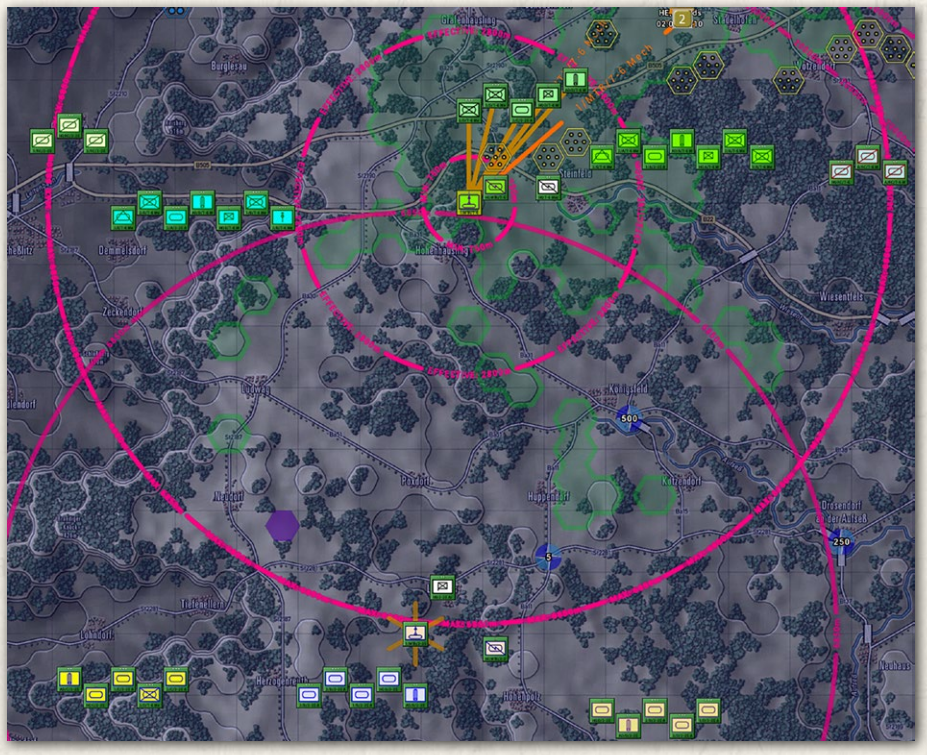
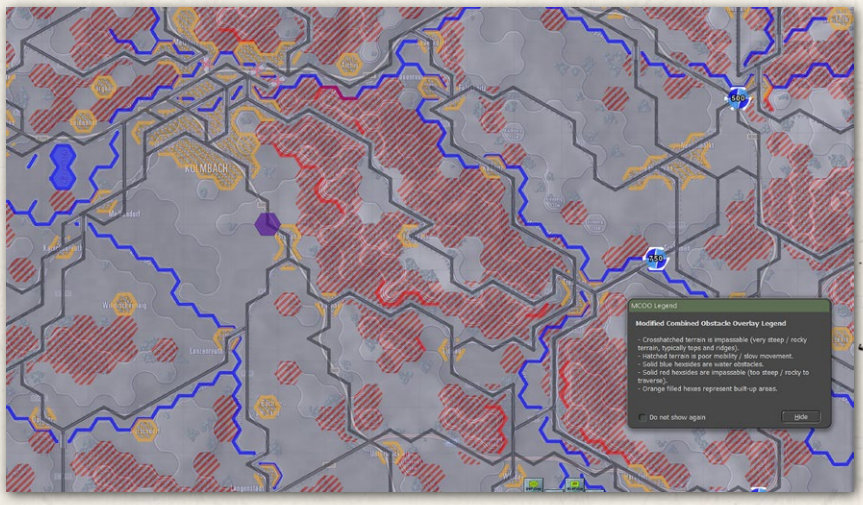


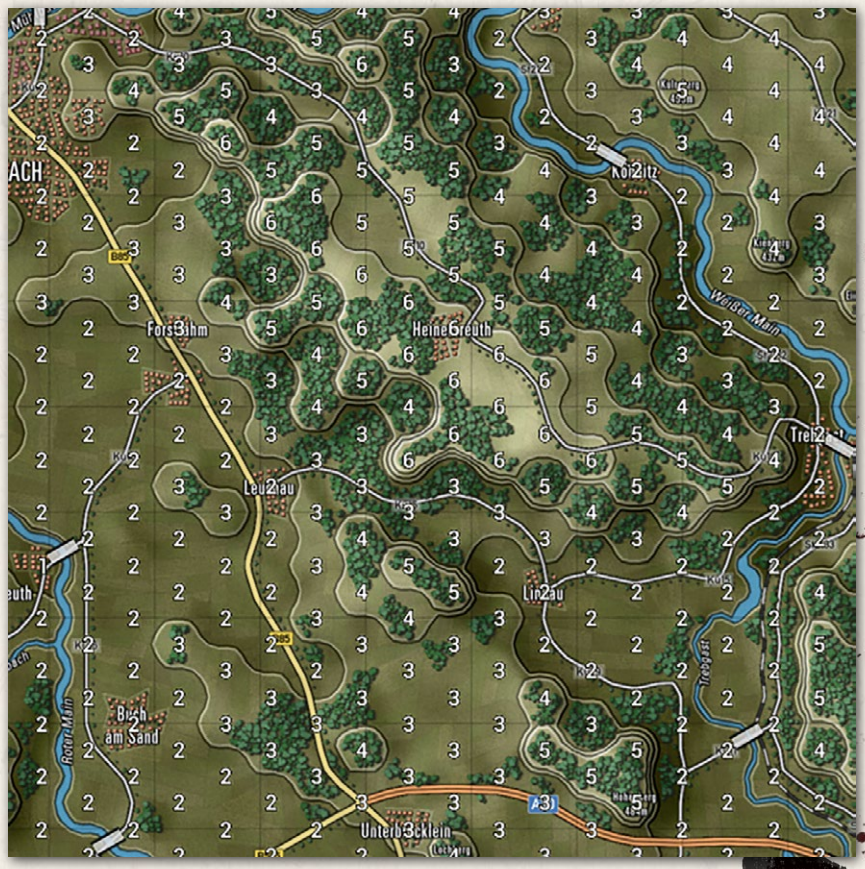
20.7. TERRAIN OVERLAY MENU ITEMS

The Terrain Overlay Menu has several useful overlays covering various factors of the map and the terrain. The most important from a planning aspect is the MCOO [Pronounced Ma Coo] or the Modified Combined Obstacle Overlay. The others have been used, and most are found in the Status Bar (See Section 21.2 below) for the hex the mouse is in.

- **Modified Combined Obstacle Overlay (MCOO)** – Selecting this action will bring up the MCOO. The map will be overlayed with various colors, hatching, and edges that represent various levels of useful terrain information. A Legend also pops up to explain all the impact of the various information shown. Use this information to quickly note poor mobility areas, clear lanes of fire, impassible terrain, and good locations to hide recon units.



- **Elevation Values** – Selecting this option will show the elevation value for every hex on the map. Elevations run from 1 to 10 and denote changes of



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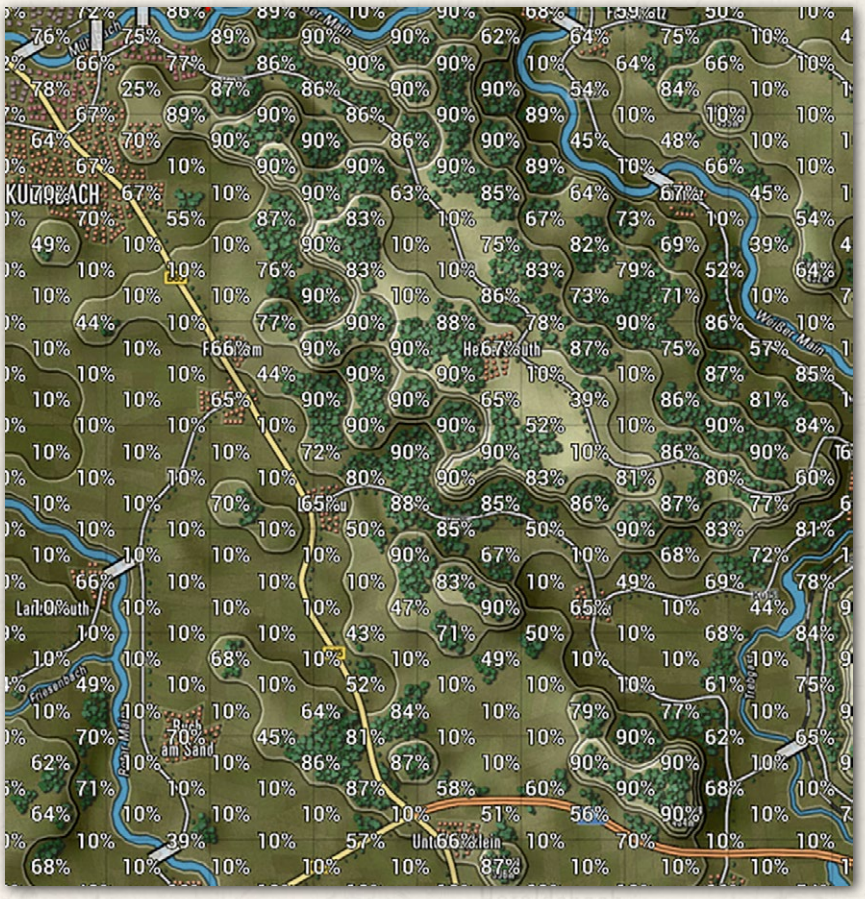
25 to 50 meters of the ground level. Elevation changes impact the line of sight, and changes in elevation also impact the speed of unit travel.

- **% Cover** – Selecting this option will show the Cover Percentage for every hex on the map. Cover runs from 1 to 99 and denotes the ability of the terrain to provide cover from direct/indirect fire, with 1 being no protection and 99 being a maximum.



- **% Concealment** – Selecting this option shows the Concealment rating for each hex on the map. Concealment impacts the spotting and line of sight abilities of units. One being no impact to line of sight/spotting and 99 being extreme degrading of the line of sight and spotting.

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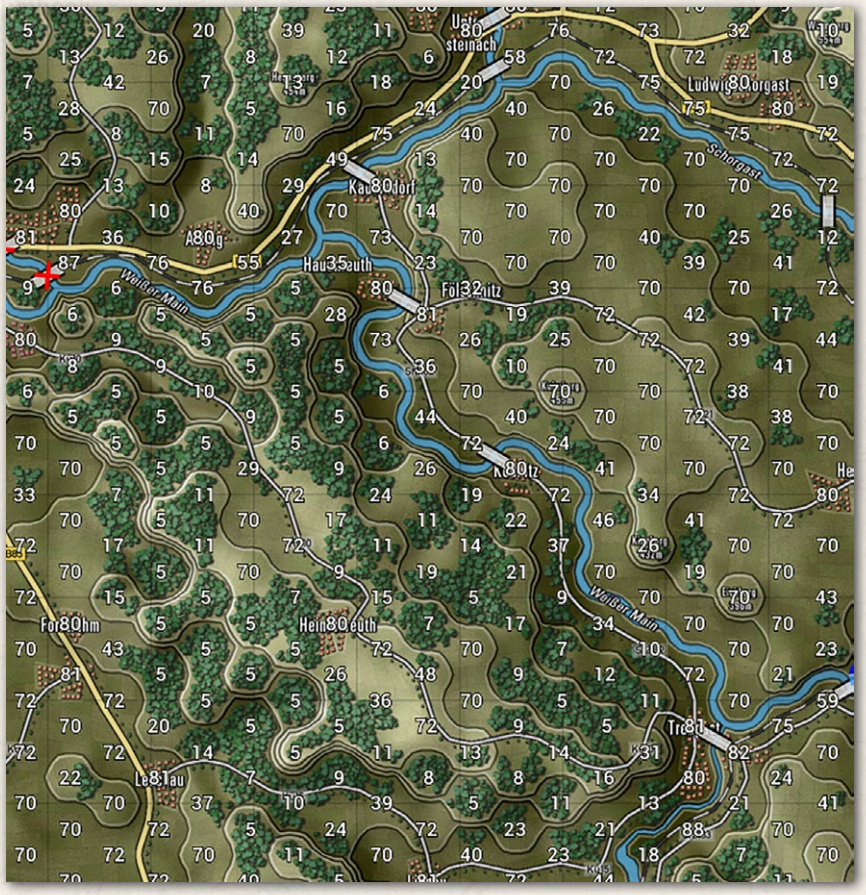
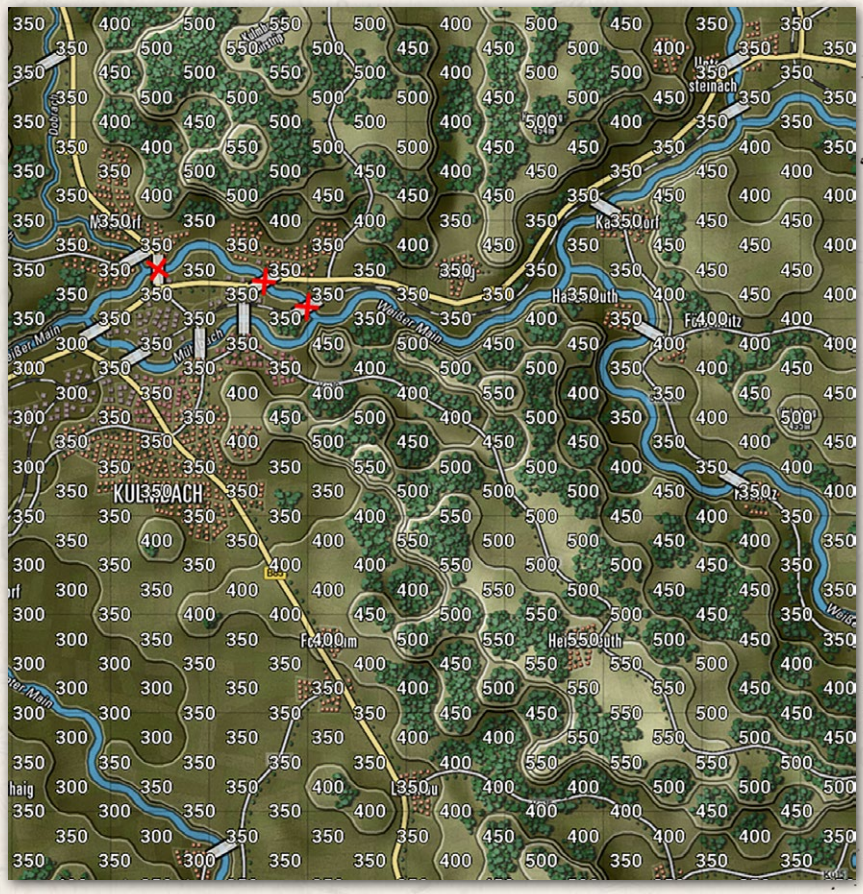
- **%Mobility** – Selecting this option shows the Mobility rating for each hex on the map. The Mobility rating shown reflects off-road movement for units. The higher the number, the faster units can travel off-road. Units using Hasty (road) movement will move faster where there are roads and ignore the mobility rating in favor of the type of road.



- **Altitude Values** – Selecting this option will display the Altitude value for every hex on the map. The Altitude value is the height above sea level in meters for the area represented on the map. The information is for display only and does not factor into gameplay.



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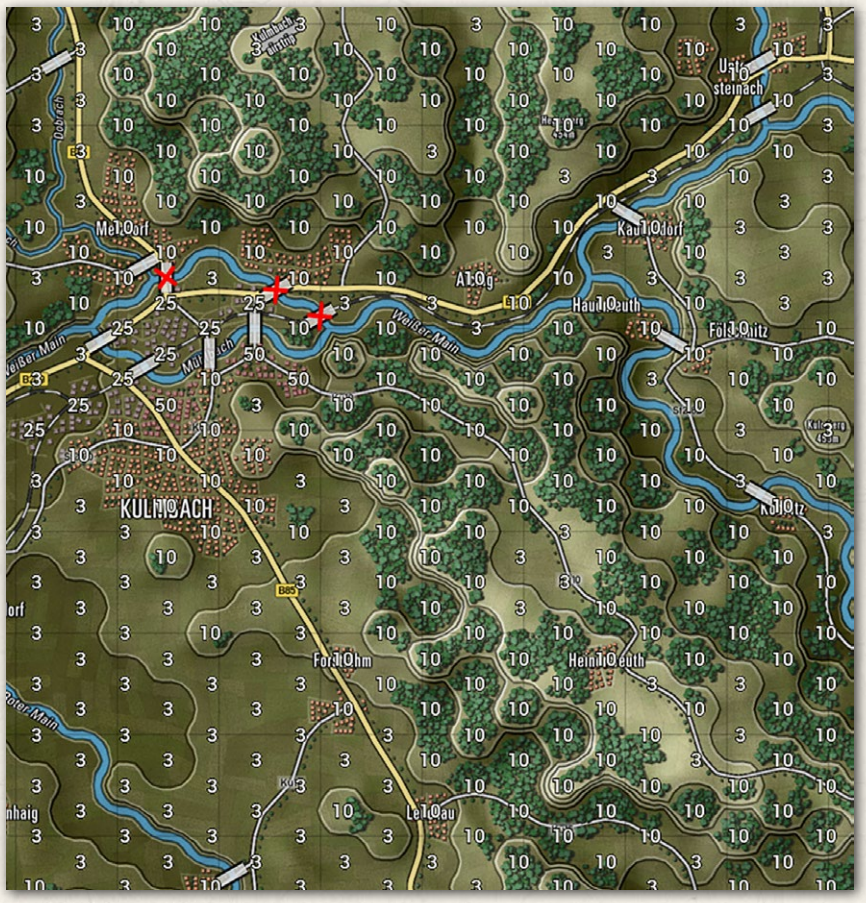
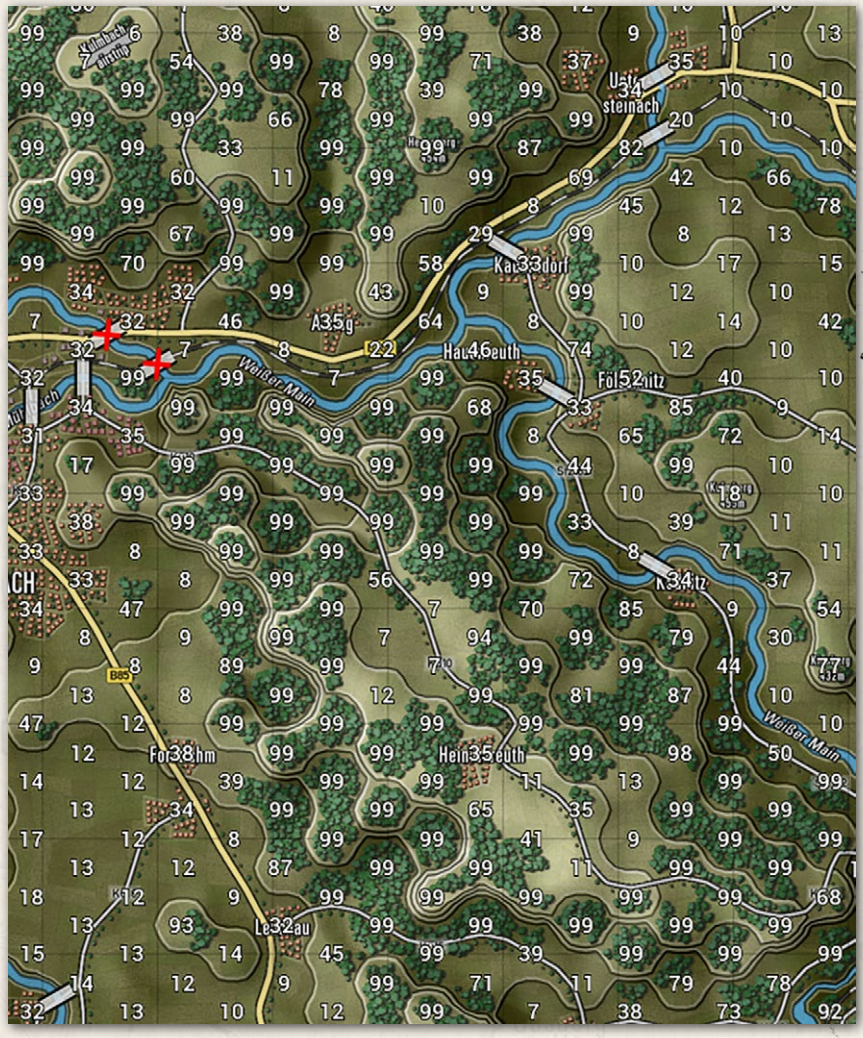
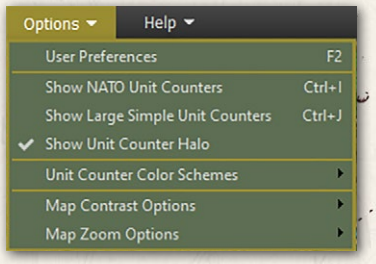
- **Feature Height** – Selecting this option will display the Feature Height for each hex on the map. Feature height is a primary measure of how tall the objects are in the terrain. This value impacts spotting and line of sight during the game.



- **Defense Rating** – Selecting this option will display the Defense Rating for every hex on the map. This is a relative rating for how defendable a location is based on the terrain type. One would be very poor defensible terrain, and 99 would be outstanding terrain to defend in.



20.8. Options Menu Items



The Options Menu is used to access the User Preference dialog, change up the counter art style and colors, and vary the map contrast to suit your taste to see the counters and markers.

- **User Preferences** – Selecting this option will open the User Preferences dialog that has many of the game settings. See Section 12 above for details on what settings are there and what they do.

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- **Show NATO Unit Counters** – Selecting this option will display NATO markers in place of the vehicle silhouettes on all counters. Default silhouette counters left, and NATO counters right. For a rundown of NATO symbols and their meaning, refer to the Battlefield Primer FM FCCW-02.

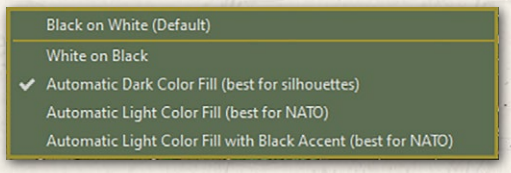
- **Show Large Simple Unit Counters** – Selecting this option will display Large NATO Symbols on all the counters to make the unit type more visible at extreme map zoom-out levels. Default silhouette counters left and Large Simple counters right.

- **Show Unit Counter Halo** – Selecting this option will display a color halo around the silhouette on all the. Default silhouette counters left and Large Simple counters right.

- **Unit Counter Color Schemes** – Selecting this option will display the Unit Counter Color Scheme options. See Section 20.8.1 below for details on the various color options.
- **Map Contrast Options** – Selecting this option will display the Map Contrast options. See Section 20.8.2 below for details on the various map contrast options in the game.

20.8.1. UNIT COUNTER COLOR SCHEMES

Along with being able to change the basic look of the counter art between Silhouettes and NATO standard markings, these additional counter options allow you to change the colors for better identification or contrast depending on your style or need. These settings can be changed at any time the menu is active in the game.



- **Black on White (Default)** – Simple black art or black NATO symbol on a white field.

- **White on Black** – Simple white art or white NATO symbol on a black field.

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- **Automatic Dark Color Fill (best for silhouettes)** – Based on formations, each unit will get a contrasting dark color fill for the silhouettes and halo or the NATO backgrounds. This makes it easier to see what units belong to what formations and HQs.

- **Automatic Light Color Fill (best for NATO)** – Based on formations, each unit will get a contrasting light color fill for the silhouettes or the NATO backgrounds and contrasting color lines for the NATO symbols. This makes it easier to see what units belong to what formations and HQs.

- **Automatic Light Color Fill with Black Accents (best for NATO)** – Each unit, based on its formation, will get a contrasting light color fill for the silhouettes or the NATO backgrounds with black line art for the NATO symbols. This makes it easier to see what units belong to what formations and HQs.

20.8.2. MAP CONTRAST OPTIONS

These options allow the user to change the level of contrast/saturation (color vibrancy) of the map to make the counters and map markers more visible in some cases. The option goes from full color all the way down to a basic grey scale look. This setting can be changed at any time when the menu is active.

- **Full-Color Map Terrain** – This selection shows the map in its default color as made.

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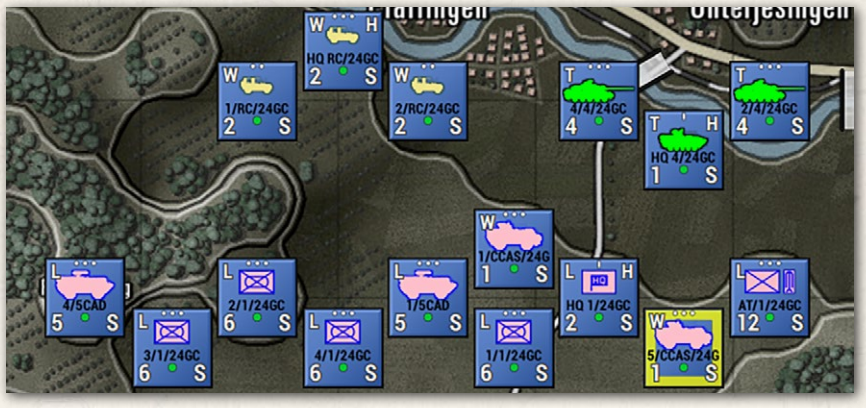
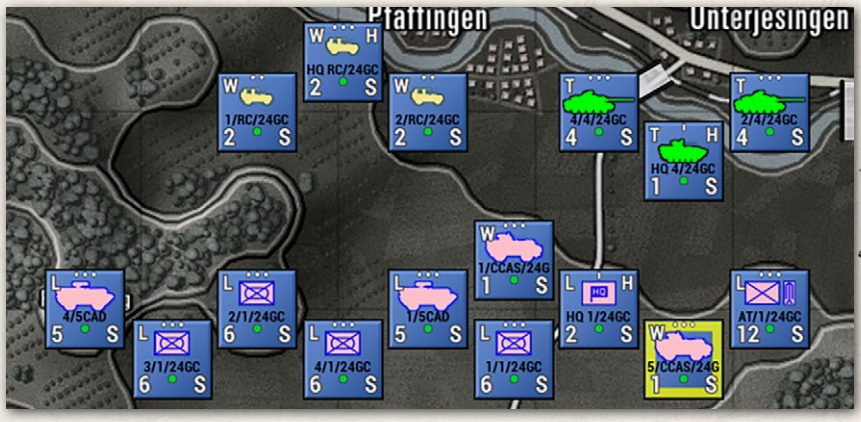
- **Lightly Muted Map Terrain** – This selection shows the map with a slight change to contrast and saturation.

- **Moderately Muted Map Terrain** – This selection shows the map with a moderate change to contrast and saturation.

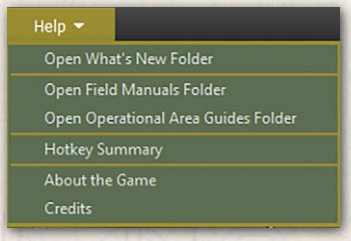
- **Strongly Muted Map Terrain** – This selection shows the map with a strong change to contrast and saturation.



- **Fully Muted Map Terrain** – This selection shows the map with an entirely muted contrast and saturation. Basically, turning the map to grey-scale.



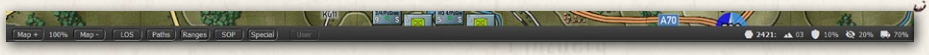
20.9. HELP MENU ITEMS



The Help Menu contains several items to allow you to access various game documentation folders to access the PDFs for the What's New, Field Manuals and Operational Area Guides, the in-game Hotkeys listing, About the game info, and the all-important Credits (check it out at least once to see all those responsible for this great game).

21. STATUS BAR

At the bottom of the game screen is the Status Bar. This bar has two areas with different functions and information.



In the blank area between the two status zones, information about the selected unit and overlay(s) in use is displayed.

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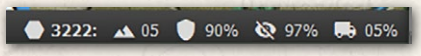
21.1. SPEED BUTTONS

The left side of the Status Bar has several Speed Buttons that perform various game functions.

- **Map + and Map – –** These speed buttons are used to zoom the map in or out, and the percentage of zoom is shown between these speed buttons.
- **LOS –** This speed button turns on the Line of Sight (LOS) overlay for the selected unit or a shift selected hex.
- **Paths –** This speed button toggles on or off all the movement paths for your units if set.
- **Ranges –** This speed button draws in the range rings for Spottable, Weapon Ranges, and Spotting range for the selected unit. If the unit is an HQ, then the command range will be shown as well.
- **SOP –** This speed button draws the selected unit's SOP-related range rings showing Stand-Off range and Weapon Firing range settings.
- **Special –** This speed button will toggle off or back on the last overlay not covered by any of the other speed buttons on the status bar.
- **User –** This speed button toggles on and off any custom or loaded Mission Graphic for the scenario.

21.2. HEX INFORMATION

The right side of the Status Bar has five symbols and numeric information for the hex the mouse cursor is in.



- **Hex Icon –** this is the ID number of the selected hex.
- **Mountain Icon –** This is the elevation of the selected hex, with 00 being water/ground level and going up from there.

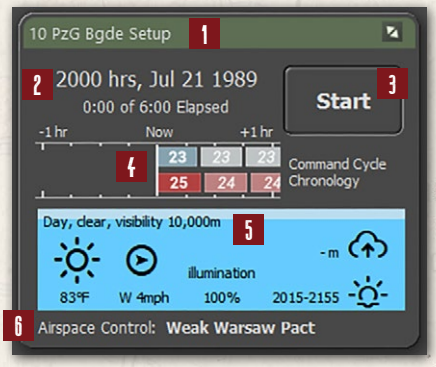
- **Shield Icon** – This is the percentage of cover the hex provides units in it. Higher is more cover.
- **No Eye Icon** – This is the concealment capability of the hex selected. Higher numbers make it harder to be spotted.
- **Truck Icon** – This is the mobility rating for the selected hex. The higher the number, the quicker units can move through the hex.

22. CORE GAME PANELS

On the right side of the screen, next to the map, are the Core Game Panels. This is the default position of these panels. They can be moved around on the screen or moved to another screen. See the sections below for detail on each of these Core Panels.

22.1. GAME CONTROL PANEL

The Game Control Panel contains information critical to the overall play of the scenario.



1. The top bar states the commanding force name. During turn resolution, the title changes to "Turn Resolution."
2. This area shows the time of day and date and the elapsed time of the scenario, and the total time limit of the scenario.
3. This is the Start/Pause button that starts turn execution after an orders phase or pauses the resolution if the game is running.
4. This graph shows the command cycles for both sides. The player side is an exact measure of the command delay time, and the enemy is an estimated value.
5. This area is the weather panel. At the top, the current weather and visibility conditions are shown. Below that is a weather icon and the temperature. To

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the right of that, there is an icon for wind direction and wind speed. Next is the percentage of illumination (which is vital at night based on the phase of the moon). In the upper right, the cloud ceiling in meters is shown (if one exists). Finally, in the lower right, the next phase in the time-of-day cycle (dusk in this case).

6. At the bottom of the panel, the state of Air Superiority Control is noted. This will be noted as who is in control and how strong that effort is.

22.2. COMMANDER PANEL

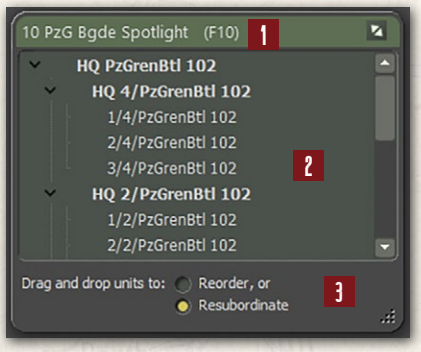
The Commander Panel contains information about your command and shortcuts to the Staff information dialogs.

1. The top bar shows the name of the commanding force.
2. This is the commander's name and rank. This is you as the player.
3. This is the force's badge or flag.
4. This is the national flag of the commanding force.
5. The HQ button calls up the Dashboard for the highest HQ unit on the map and highlights the HQ on the map.
6. This area tells you the time to your next Orders input cycle in minutes of game time.
7. These buttons can be used to bring up any of the Staff dialogs and the Off Map Assets (OMA) dialog. See Section 24 below for more details.
8. This area has information related to the overall condition of your force. This includes current Force percentage, Electronic Warfare Interference level, Recovery of Readiness capability per hour, and the overall Average Readiness of your force. These are the primary determinants of the command cycle length.

22.3. SPOTLIGHT PANEL

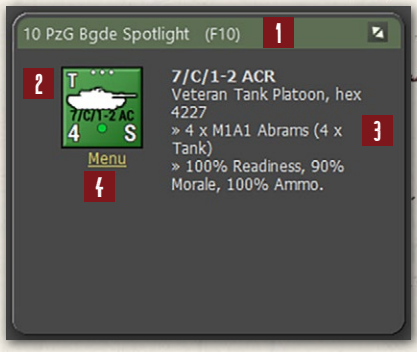
The Spotlight Panel can be set to one of three modes to display 1) The Order of Battle (OOB Tree) or 2) Detailed Unit Information on the selected unit, or 3) in cases where there is enough screen space, both can be shown at the same time. You can toggle between modes 1 and 2 or show/hide the panel by pressing the F10 key or switch to mode 3, showing both by pressing Shift + F10.

22.3.1. OOB TREE VIEW



1. The top bar shows the name of the commanding force being spotlighted.
2. This panel displays your force's Order of Battle (OOB). You can open and close the OOB by clicking on the chevron icons to the left of the list. Clicking on a unit name will highlight that unit on the map. Right-clicking on a unit name will open the Unit Popup Menu (see Section 30.1 below).
3. This area allows you to select a unit and then resubordinate to another HQ or to change its order within a formation by clicking on the unit and dragging and dropping to a new position in the list. For more details on both actions, see Sections 29.1 and 29.2 below.

22.3.2. DETAILED UNIT INFORMATION VIEW



1. The top bar shows the name of the commanding force being spotlighted.
2. The currently selected unit counter is shown in the window.
3. The text area states the selected unit's complete ID, Training Level, Type of unit, Size of the unit, Hex Location of the unit, Unit's Composition (by

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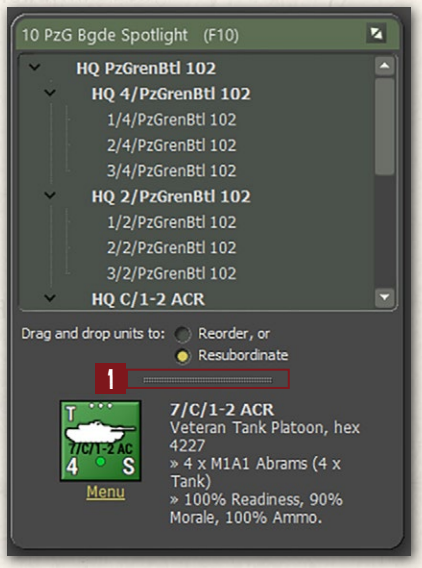
platform name and type), and then the percentages of the unit's Readiness, Morale, and Ammo (average for weapons).

4. Clicking on the Menu text item will bring up the Unit Popup Menu, which allows for orders and other unit-related functions and information (see Section 30.1 below).



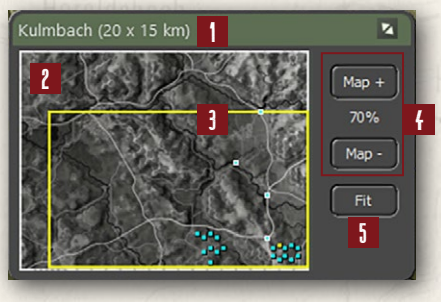
22.3.3. COMBINED SPOTLIGHT VIEW

This view, as noted above, combines both windows into a single dialog view with all the information noted above. You can adjust the size of both windows within the dialog by dragging the splitter bar (1) up or down.

22.4. MINI-MAP PANEL

The Mini-Map panel, or Jump Map as it is called in many games, shows the entire map (greyscale), units (blue or red squares with a dark outline and in the case of the selected unit it is yellow), and objectives (white outlined blue or red squares).

1. The top bar shows the name of the Map and its dimensions in the parenthesis.
2. This is the full Mini-Map in greyscale. Clicking anywhere on this map will recenter the visible map on the game screen.
3. The yellow outline shows what part of the map is currently visible on the screen based on the level of zoom currently selected and the location on the main map.
4. You can change the level of map zoom up or down with these buttons.
5. The Fit button will zoom the game map out so all of it fits on the screen.



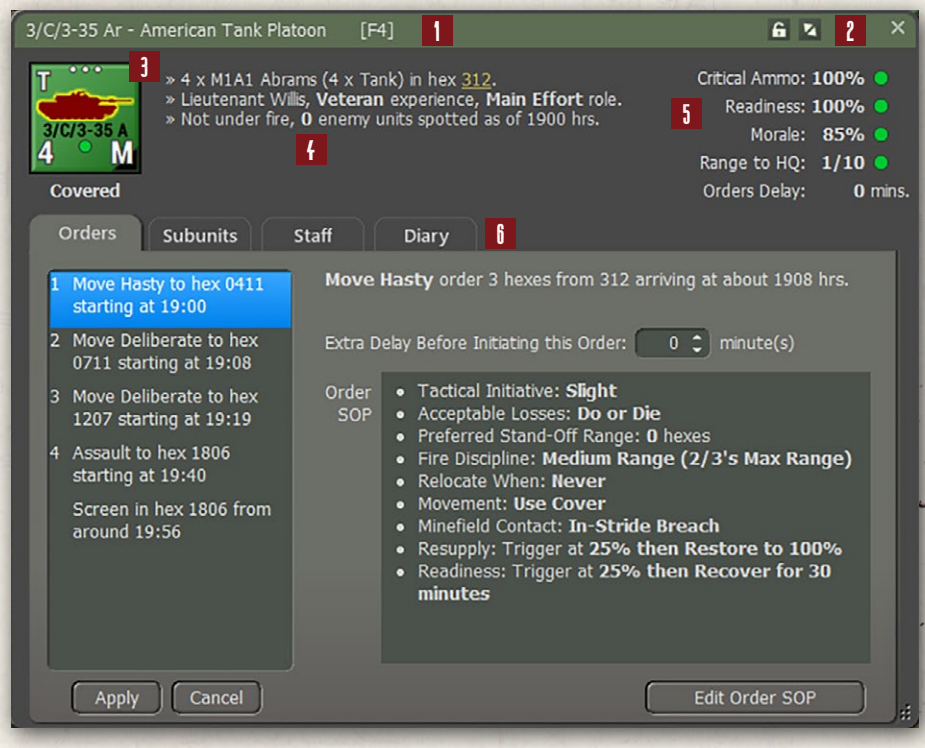
23. INFO VIEW PANELS

There are four additional information panels that you will use during the game for various functions. There are the Unit Dashboard, Sub-Unit Inspector, Command Log, and Off-Map Assets. The following sections will detail them all.

23.1. UNIT DASHBOARD

The Unit Dashboard is the central interface for dealing with many important factors of the selected unit. Double-clicking a unit on the map will bring up the Dashboard. Having a unit selected and hitting F6 will also bring up the Dashboard. From the Unit Popup Menu, you can open the Dashboard via the menu item selection there.

23.1.1. GENERAL LAYOUT



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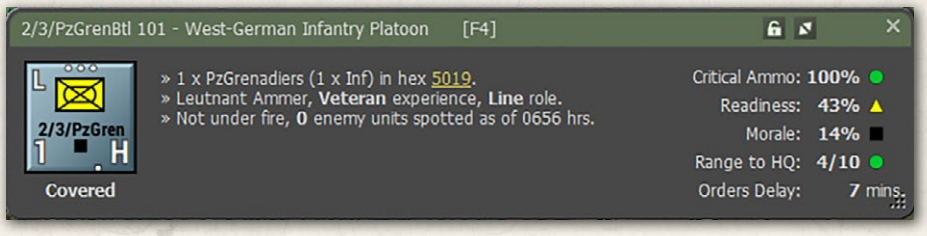
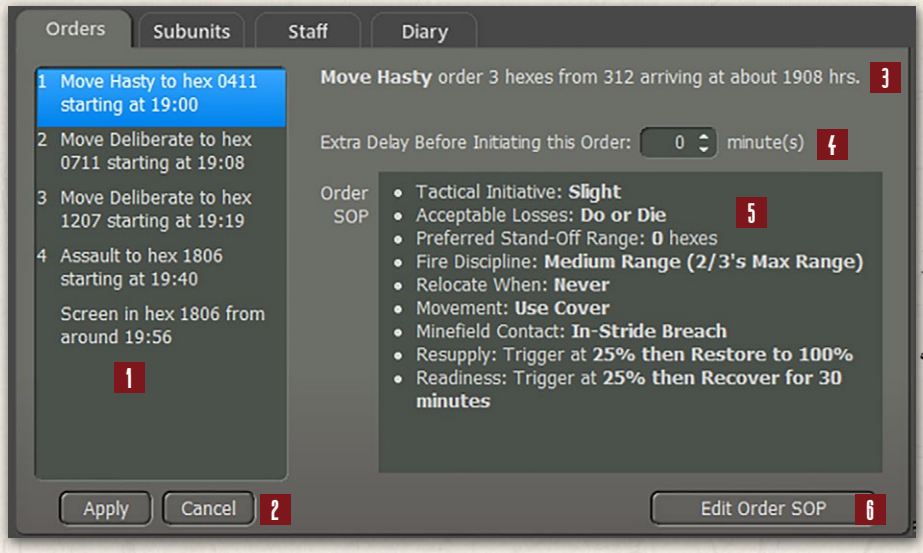
1. The top bar shows the name of the selected unit.
2. You can click the Lock to freeze the panel on the selected unit. The Expand/Collapse icon will collapse the tabbed section of the dialog to save space.
3. This area shows the counter of the currently selected unit. Below the counter is an indication of the current tactical posture of the unit.
4. This area of text relays the current SitRep (Situation Report) of the unit. This is the composition of the unit, hex the unit is in (hyperlinked-you can click to go there on the map), the units commander rank and name, the experience level of the unit, and the unit's role. Finally, an indication if the unit is under fire and the number of spotted enemy units. In cases of critical alerts, like low ammo, a line will show up in this area noting the problem.
5. The information in this area covers the unit's Critical Ammo level (primary weapons), Readiness, Morale, Range to HQ (local HQ for the unit), and any Orders Delay. The percentages from 100% high to 0 low and have status icons to the right. These icons are a green circle for good condition, yellow upward triangle for marginal condition, a red downward triangle for critical condition, and finally a black square for a combat ineffective condition.
6. The tabbed area covers the unit's Orders, Subunits, Staff, and Diary information as detailed in the following sections.

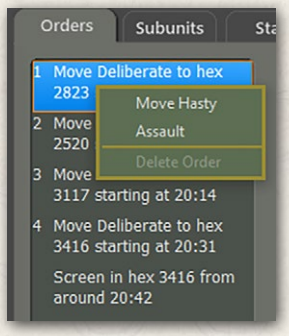


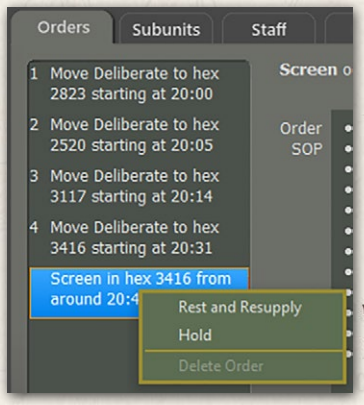
23.1.2. ORDERS TAB

1. This window lists the unit's orders noting the type of order, hex location of the order and the estimated start time of the order execution. As seen below, you can click to select any of the orders and then right click to bring up a popup menu to change the selected order. The selection are context sensitive based on the initial order.



2. If you change an order(s), you can then hit Apply to make the changes or Cancel to ignore changes.





3. This is a text summary of the current selected order with time and distance information.

4. This option, when shown, allows you to add additional delay time BEFORE an order starts. This is useful if you are trying to synchronize units to get to locations at the same time.

5. This window provided a summary of the unit's current SOP (Standard Operating Procedures) for the highlighted order.

6. Click this button to edit the current unit's SOP. See Section 32 below for details on how to set the SOP items.

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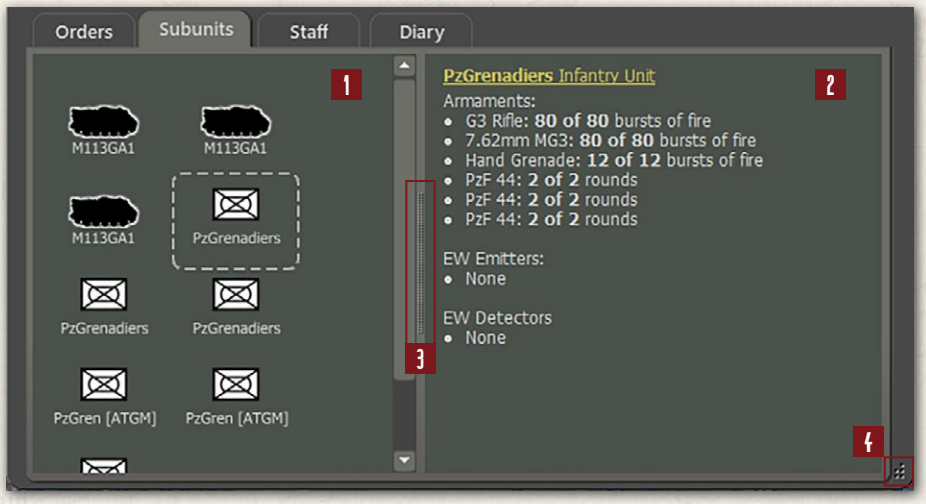
23.1.3. SUBUNITS TAB



1. In this window, you will see all the subunits within the selected unit on the map. If there are more units than can be seen in the dialog, a scroll bar will be shown to allow you to see all the items. You can click on any of the subunits in the first window to display information about that subunit in the second window. If units have fallen out or have been destroyed or died, icons will appear over the subunit art, and the information in the second window will note that state.

2. This window shows a breakdown of the subunit's Weapons and current Ammunition levels, Emitters (radars) if they have them, or EW detectors (ESM or Radar detectors). The hyperlink at the top will open the Subunit Inspector (SUI) to see more details about the subunit.

3. You can move the splitter bar left or right to resize the windows.

4. You can resize the dialog by dragging the corner point. The dialog has a minimum size set by the game.

23.1.4. STAFF TAB

The Staff tab of the Dashboard provides many valuable bits of information about the selected unit.

Under Staff Alerts and Reminders, you will get information on weapons that are out of ammo, what artillery units can support this unit (if available), unique unit capabilities, and any claims of enemy units destroyed.

Under Active Contacts, a list of detected enemy units is shown. Contact number, type of detection (visual, thermal, radar, etc.), number and type of units (if known), range of the contact, and a hyperlinked Hex location.

23.1.5. DIARY TAB

The diary tab lists messages related to the actions of the selected unit. Both the game Time and Tag (type of message) are listed with the Message. The message Tag can of the following types:

- **sitrep** – This is a breakdown of the current active subunits in the unit, hex location, unit readiness, unit morale and average ammo level, and the number of spotted enemy units.
- **orders** – If the unit get a new order or change in orders the new order is listed here with start and end times and hexes if available.
- **loss** – If the unit losses any subunits, they are listed here and the hex they were lost in.

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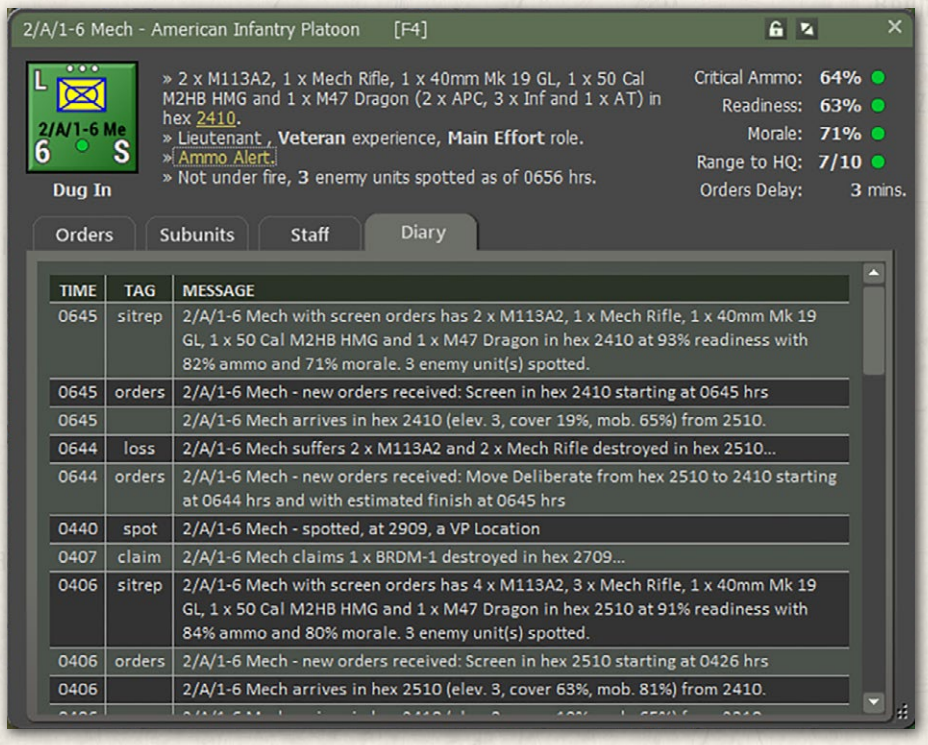
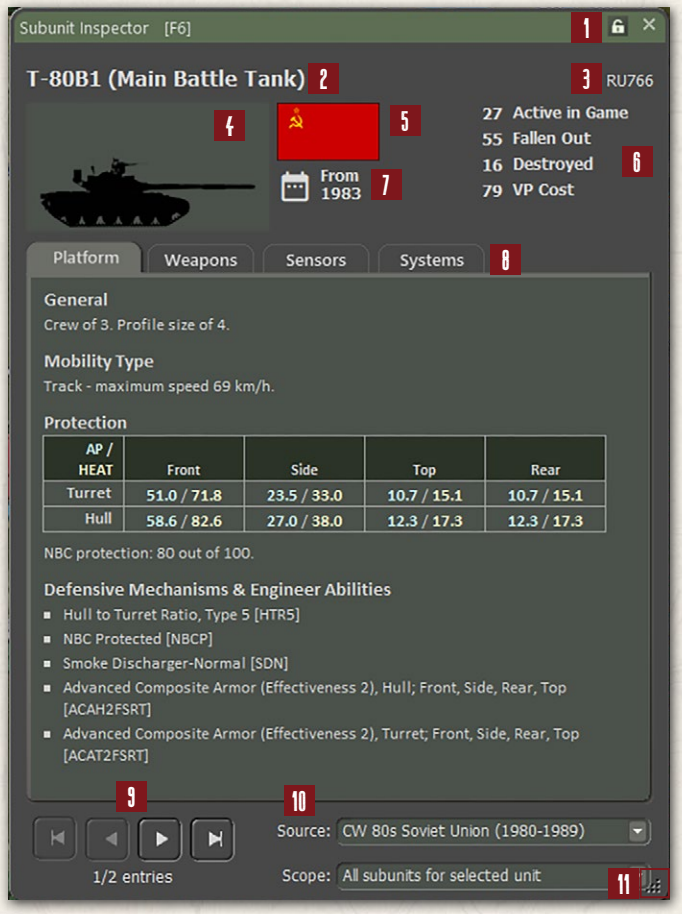


- **spot** – This message notes that your unit has spotted an enemy unit, an enemy temporary bridge, a VP location, and other spottable items.
- **claim** – If your unit kills or believes it has killed enemy subunits, they will be listed in this entry with the number, type, and hex of the kills.
- **(empty)** – These entries are mainly updates on a unit moving to a new hex and the detail of the cover, concealment, and mobility of the hex moved into.

23.2. SUB-UNIT INSPECTOR (SUI)

The Sub-Unit Inspector is the primary tool for deep diving into all the information on a given sub-unit in the game. The following sections will detail all the various tabs and the information displayed. You can open this dialog with the F6 key for any selected unit.

23.2.1. GENERAL LAYOUT



1. You can click the lock to freeze this dialog or click the "X" to close.
2. Sub-unit name and then the type of sub-unit in parenthesis.
3. Unit Code of the sub-unit from the data file.
4. Sub-unit silhouette or image if available via mod.
5. National Flag or Emblem.
6. This listing notes the number of the selected sub-units that are Active, Fallen Out, or Destroyed in the current scenario.
7. Date unit is active in the game.

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8. This is a four tabbed panel that covers Platform, Weapons, Sensors, and Systems that the selected sub-unit has. These tabs are detailed in the following sections.

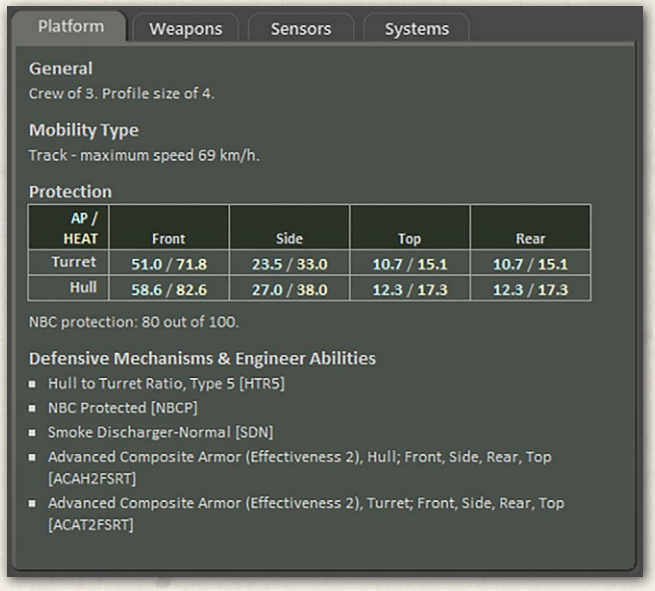
9. If there are more than one type of sub-unit available based on the Scope chosen, you can use the controls here to page through them.

10. You can use the drop-down selections here to look at other national data files (Source) in the scenario and change the Scope from Selected Unit, Units in the Scenario, or all units in the data file.

11. You can use this icon to drag the SUI larger or smaller.

23.2.2. PLATFORM TAB

The Platform tab provides information related to the general capabilities of a given sub-unit. Here you will find the values for Victory Point cost, Crew size, Use date, and Size rating.



Then the Mobility Type and Maximum Speed.

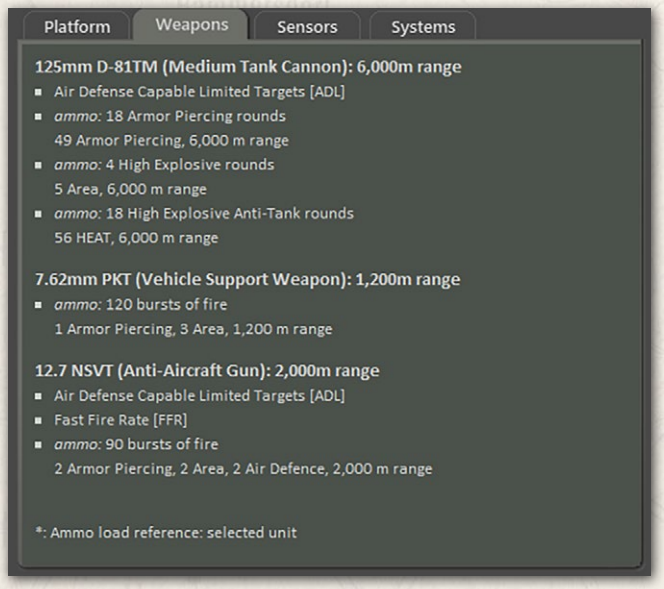
Protection Ratings (Armor) for the Front, Flank (side), and Top/Rear of the sub-unit or a static Protection Factor for aircraft and helicopters are shown in this section.

Next under Particulars is a listing of platform specific characteristics/traits that it has that can impact game play, if available.

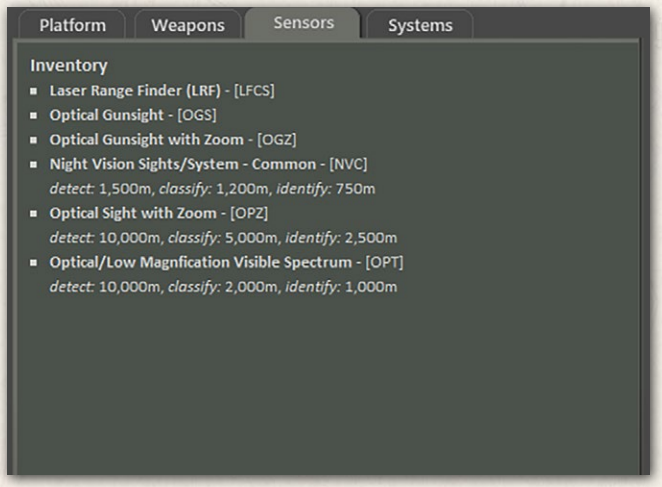
23.2.3. WEAPONS TAB

Every weapon system on a platform/sub-unit is listed on this tab with its various performance parameters and any unique characteristics that the systems possess.

Present is the Weapon Name and Type. Then the number of rounds or bursts of ammo carried typically (those values can be different in scenarios based on supply and munitions loadouts). The damage rating for the weapon or munition is shown with its type. Lastly, the maximum range in meters is listed. If the weapon system has any unique characteristics used in the game those are listed after the munition specifications.



23.2.4. SENSORS TAB



The Sensors tab shows all the equipment on a platform that is used to detect, spot, or range enemy units on the map. If a system has detection capability, it will list the ranges (under optimal conditions) that it

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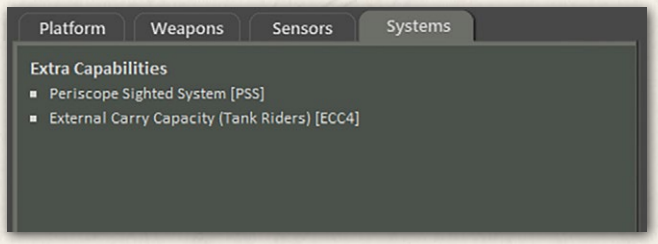
can Detect an enemy unit, Classify the type of enemy unit, and Identify the sub-units of an enemy unit. Other Sensor systems have impact on combat calculations.

23.2.5. SYSTEMS TAB



Any other systems that provide a unique capability not already covered in the other tabs will be noted here.

23.2.6. FURTHER INFORMATION ON SYSTEMS

To get more details on these various systems you can check out the information in FM02: Battlefield Primer and in deeper detail in FM09: Data Structures and Editing.

23.3. COMMAND LOG

The Command Log is a dialog that shows all the latest Diary messages for all units in your force. It will list the last 50 entries. You can dig deeper by looking

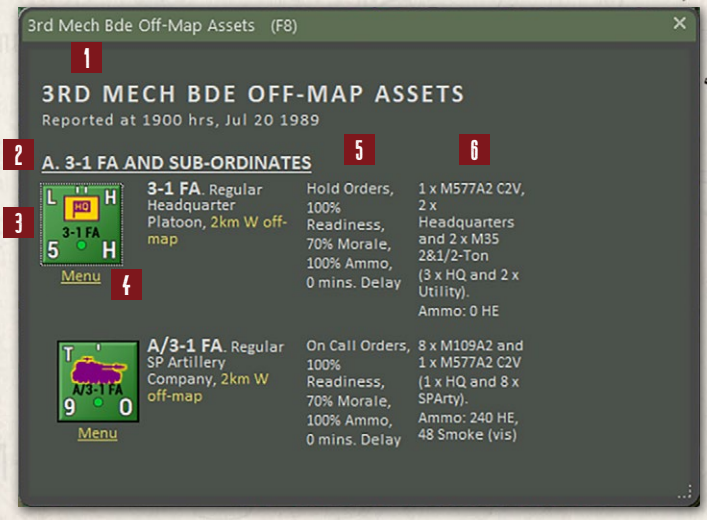
3rd Mech Bde Log (last 50) [F7]

TIME	TAG	MESSAGE
1900		1 AD FARP status: Reinforcement at 2040 hrs.
1900		1/MTR/7-6 Mech status: Reinforcement at 1930 hrs.
1900		HQ MTR/7-6 Mech status: Reinforcement at 1930 hrs.
1900		HQ 7-6 Mech status: Reinforcement at 1930 hrs.
1900		2/A/2-1 Avn status: Reinforcement at 2100 hrs.
1900		1/A/2-1 Avn status: Reinforcement at 2100 hrs.
1900	sitrep	A/3-1 FA with on call orders has 8 x M109A2 and 1 x M577A2 C2V off-map at 100% readiness with 100% ammo and 70% morale. no enemy units spotted.
1900	sitrep	3-1 FA with hold orders has 1 x M577A2 C2V, 2 x Headquarters and 2 x M35 2&1/2-Ton off-map at 100% readiness with 100% ammo and 70% morale. no enemy units spotted.
1900	sitrep	3/C/3-35 Ar with hold orders has 4 x M1A1 Abrams in hex 0312 at 100% readiness with 100% ammo and 85% morale. no enemy units spotted.
1900	sitrep	2/C/3-35 Ar with hold orders has 4 x M1A1 Abrams in hex 0312 at 100% readiness with 100% ammo and 85% morale. no enemy units spotted.
1900	sitrep	1/C/3-35 Ar with hold orders has 4 x M1A1 Abrams in hex 0212 at 100% readiness with 100% ammo and 85% morale. no enemy units spotted.
1900	sitrep	HQ C/3-35 Ar with hold orders has 2 x M1A1 Abrams and 1 x M113A1 in hex 0212 at 100% readiness with 100% ammo and 85% morale. no enemy units spotted.
1900	sitrep	3/B/3-35 Ar with hold orders has 4 x M1A1 Abrams in hex 0512 at 100% readiness with 100% ammo and 85% morale. no enemy units spotted.

at the Diary in the Dashboard for each unit. This dialog can be opened and closed on screen with the F7 key. The dialog does allow for expansion and collapsing via the arrow's icon in the upper right of the dialog. A complete listing of log entries can be found in the Operations Report on the Diaries tab.

23.4. OFF-MAP ASSETS

The Off-Map Assets dialog provides you with a listing of any of your forces that exist off map for the scenario. This is currently any aircraft or artillery assets in a scenario that you can order to support your on-map forces. As you can see in the dialog below, this shows the headquarters and an artillery battery located 2km off the West edge of the game map.



1. Name of the overall force being supported by the off-map assets.
2. Name of the smaller off-map asset formations available to use.
3. The counter of each supporting off-map unit, name, type, size, training level and off-map location of the unit
4. Menu hyperlink that will open the Unit Popup Menu so you can issue orders to these off-map assets.
5. This text block tells for each unit what its Current Orders are, Readiness, Morale, and Ammo levels, and current Delay for orders to process.
6. This second text block shows the unit's composition by platform and type, and then a breakdown of an ammo carried by the unit.

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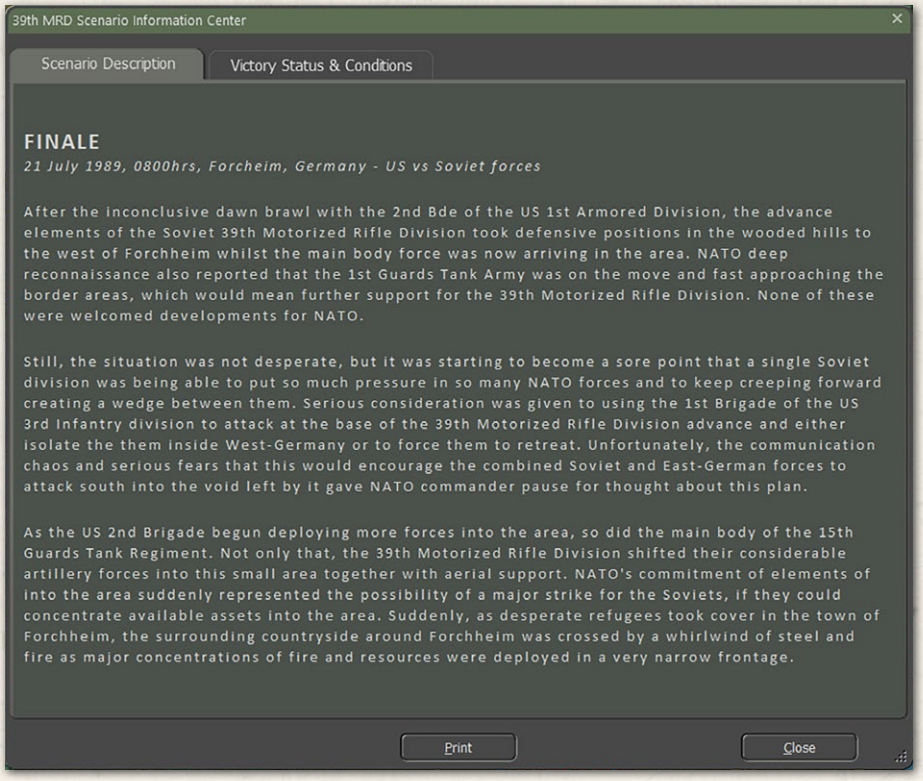
24. STAFF DIALOGS

One of the areas in the game that has had a massive increase in information for the player is the Staff Reports. These reports cover all aspects of your virtual Command Staff and should be used to help formulate your plan for battle and to keep tabs on various aspects of your force and the battle as the scenario unfolds.

These reports can be accessed from the Staff Main Menu item at the top of the screen (see Section 20 above) or from the speed buttons on the floating Commander Panel (see Section 22.2 above).

At the bottom of most of the dialogs are buttons for Print and Close. Print will open a Printer Dialog box and allow you to print out what is on the tab to your printer or other printout options if available. The Close button will close the entire Staff Report.

24.1. SCENARIO INFORMATION



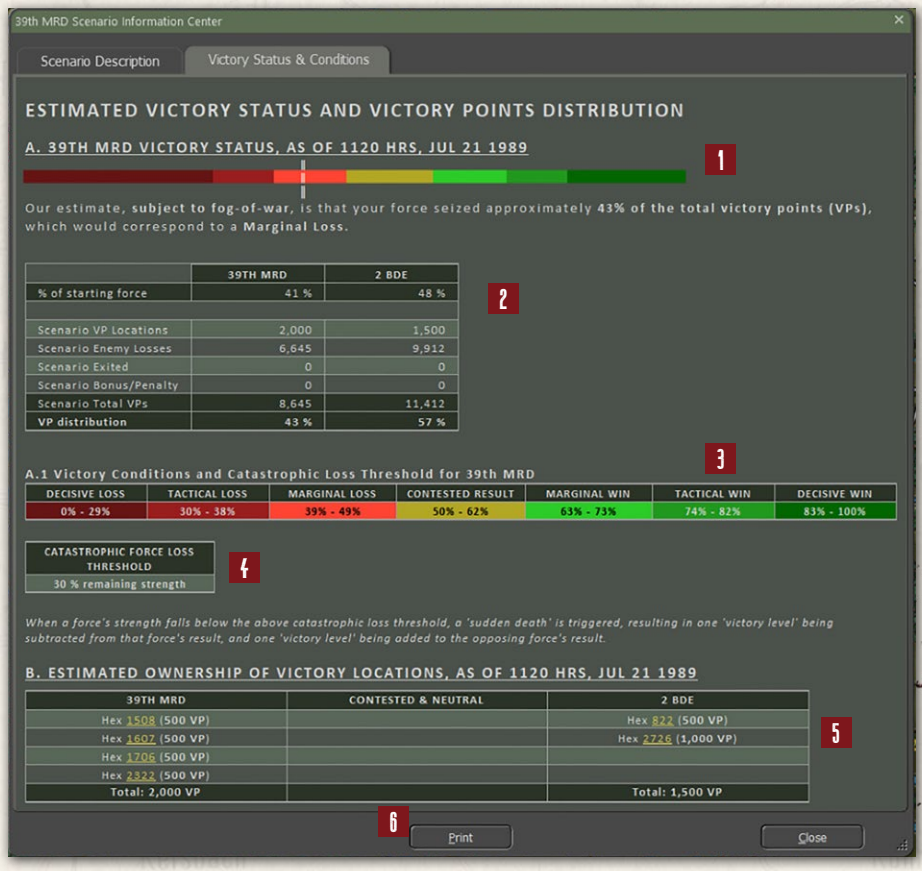
The Scenario Information (SI) dialog provided information on the Scenario Description and the Victory Status and Conditions information.

24.1.1. SCENARIO DESCRIPTION

The Scenario Description tab provides a detailed narrative of the scenario to be played. This provides some background on the events for the battle and an idea of the forces involved in the fighting.

24.1.2. VICTORY STATUS AND CONDITIONS

The Victory Status and Conditions tab contains sections of information that detail or estimate if the game is in progress how the current scenario is going.



1. A graphical representation of the currently estimated victory level and a brief explanation below it.

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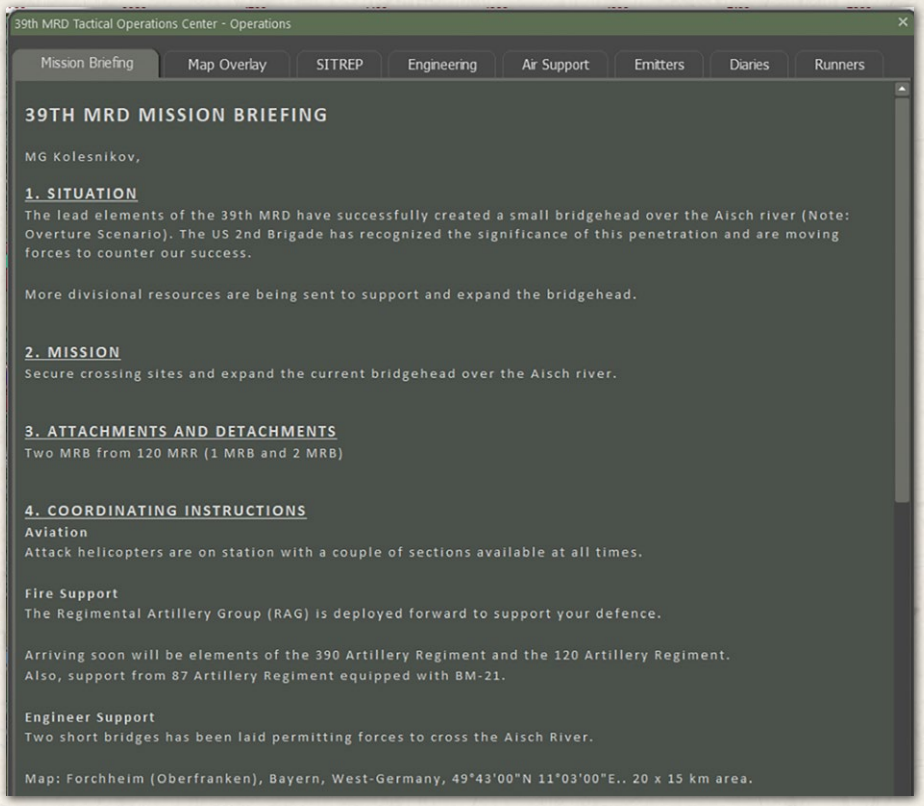
2. A table breakdown of victory point (VP) allocations by type for each side of the battle. VP percentages are shown in the last line.
3. This bar shows the Victory Conditions level based on percentage of VPs in the scenario.
4. This table shows the Catastrophic Force Loss Threshold for your force strength.
5. This table list the ownership and value of all on-map VP locations.
6. This area has the Print and Close buttons for the report dialog.

24.2. OPERATIONS

The Operations Reports (Ops) provide a wealth of information about your forces and capabilities, shows your mission orders, and a view of the map and your force placement.

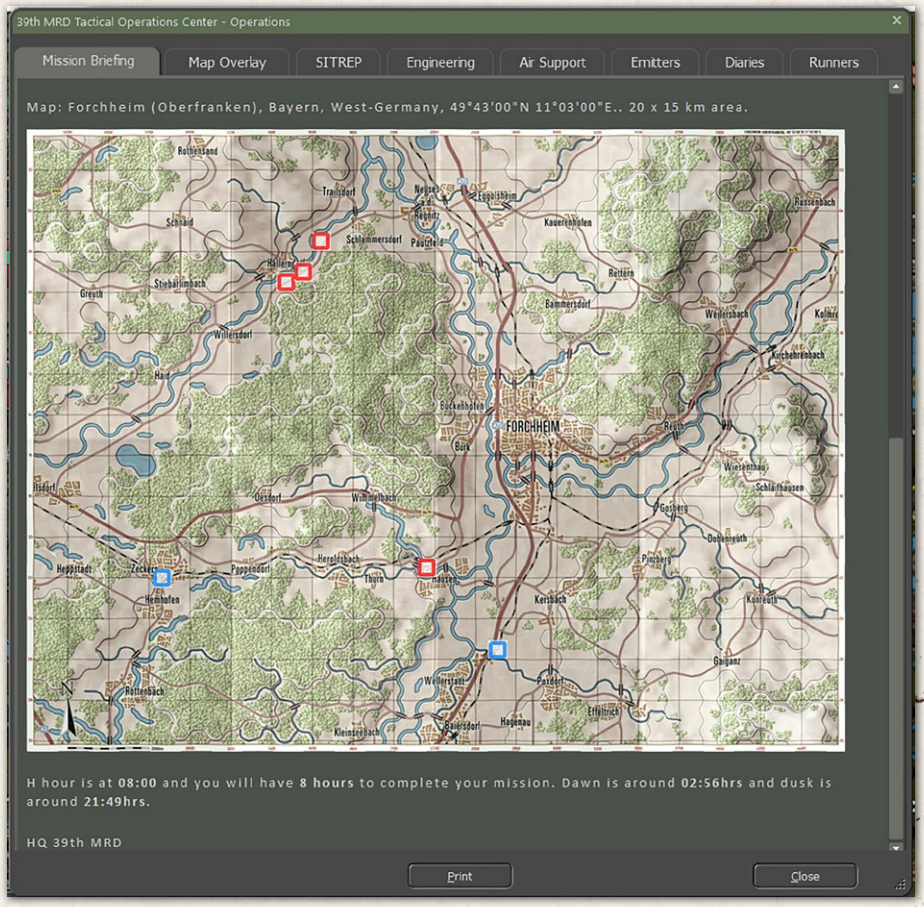
24.2.1. MISSION BRIEFING



The Mission Briefing tab provides all the information for the current scenario.

1. The Situation for the mission is stated in this section.
2. The Mission objective(s) are noted in this section.
3. This section notes any additional forces added to your core forces to support the mission.
4. This section lists any Aviation, Fire Support (on and off-map artillery), and engineering assets for the mission.

As seen below, the map and the location of known Victory locations is shown.



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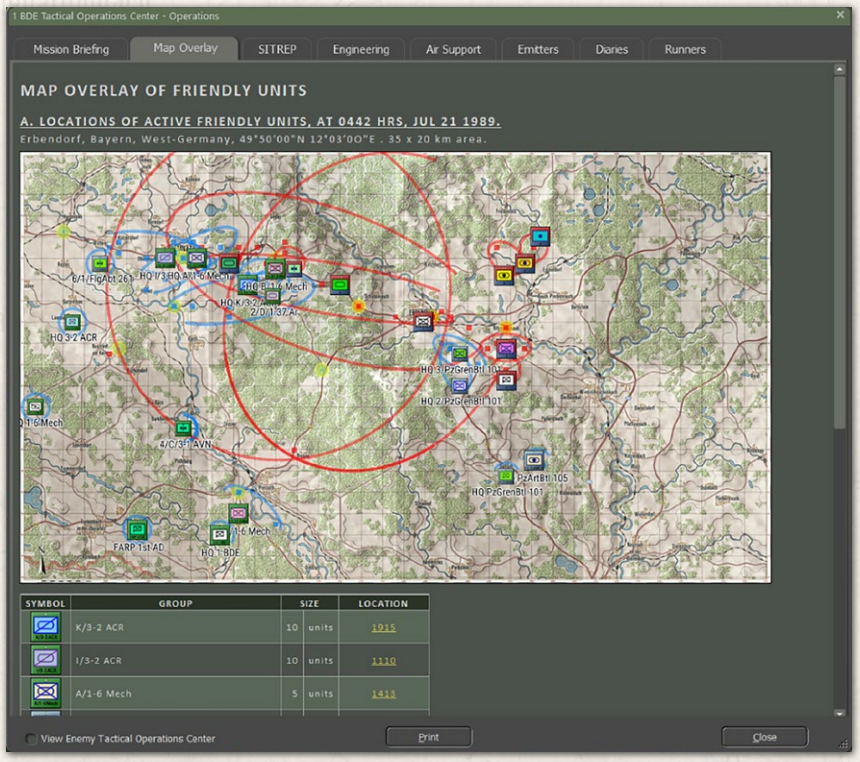
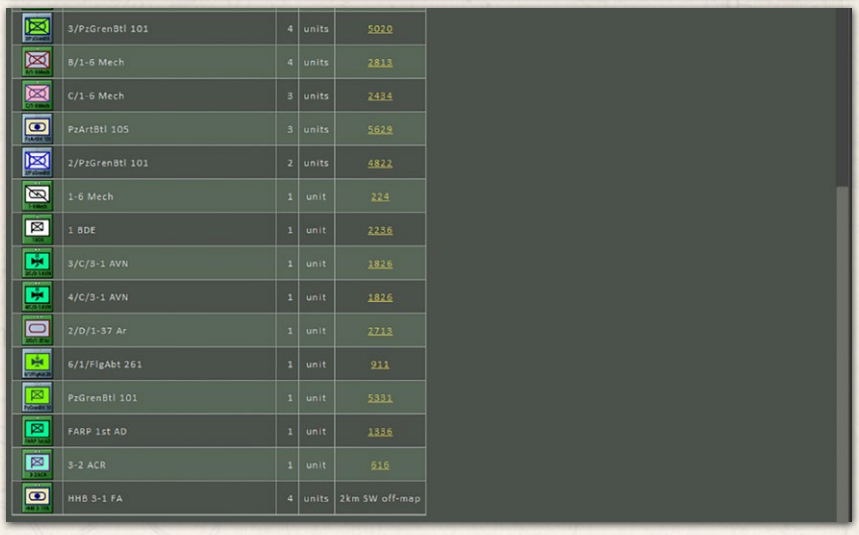
24.2.2. MAP OVERLAY

The Map Overlay tab shows the location of your forces and any spotted enemy forces. This map updates in real-time as the battle unfolds.

Below the map is a listing of all your on and off-map headquarters (HQs), their number of subunits, and the location of the HQs.

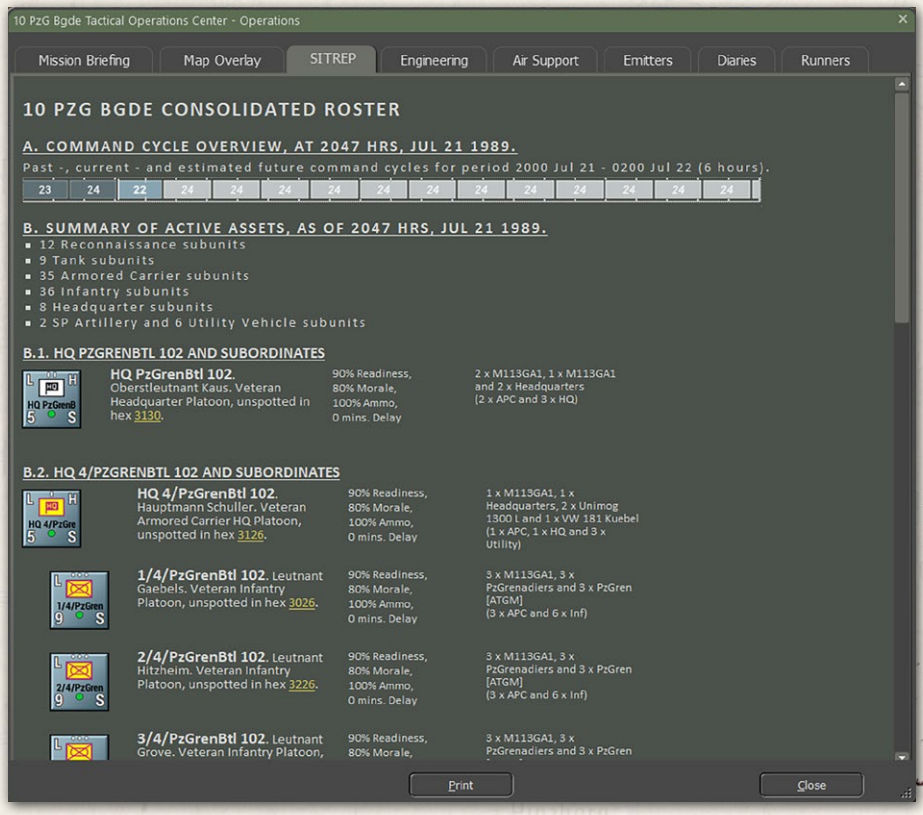




24.2.3. SITREP

The SITREP (SITuation REPort) tab has a graphical representation of your command cycle times (past, present, and estimated for the future) in Section A.

Section B list the number and types of subunits in your force followed by a detailed breakdown of your forces by unit. This breakdown includes the counter, unit name, local leader name, type and training level of the unit and the hex it is in. Also noted are the unit's readiness, morale, and ammo levels. Lastly, a breakdown is shown by platform and unit type.



24.2.4. ENGINEERING

The Engineering tab provides information about any Engineering assets you have in your force.

Section A notes the HQ name and hex location.

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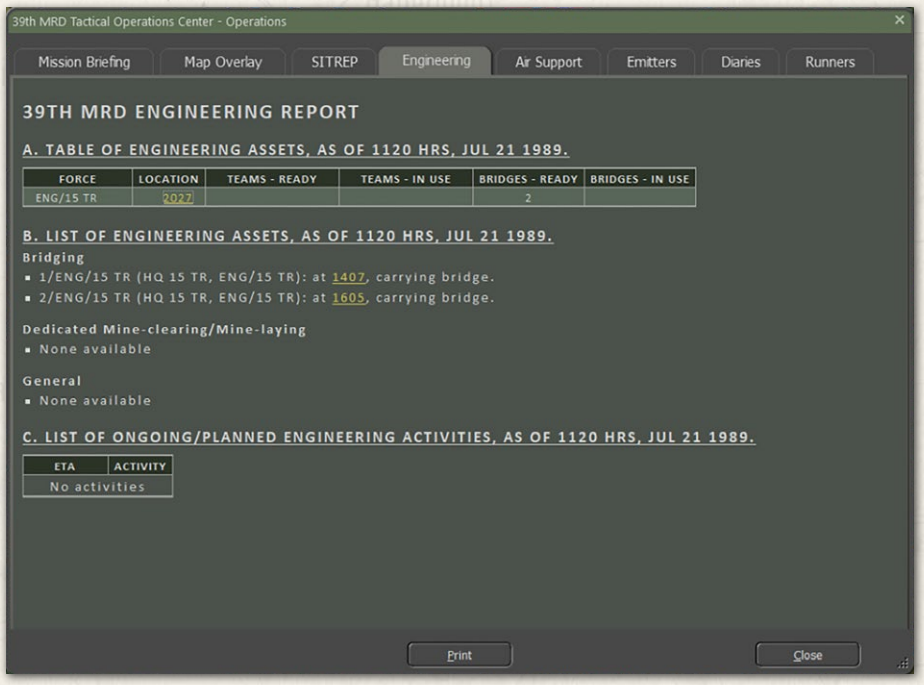
Section B lists out the dedicated Bridging, Mine Clearing/Laying, and General engineering vehicles or troops at your disposal.

Section C shows any planned or ongoing engineering activities on the map.



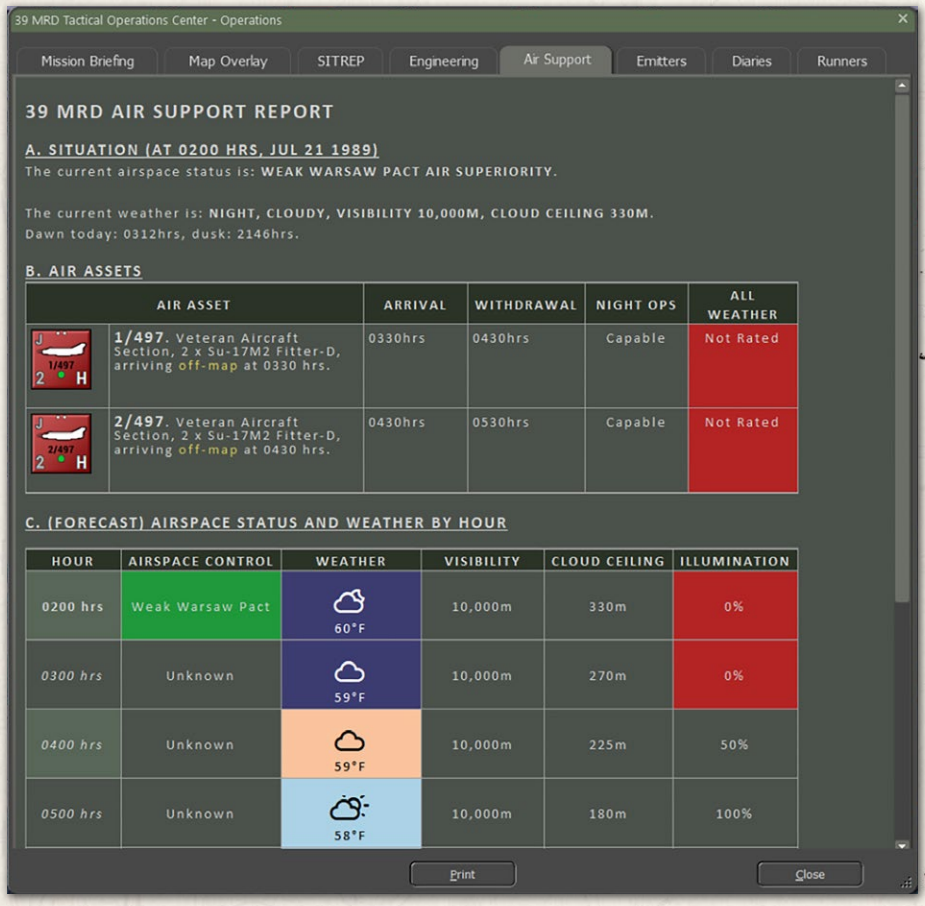
24.2.5. AIR SUPPORT

The Air Support tab provides information about any available aircraft that you may be able to call in to support the battle.

Section A describes the current situation including Air Superiority level (who controls the airspace over the battlefield), time of day and current weather.

Section B lists all Air Assets you have at your disposal (if available in the scenario). The counter, type of aircraft, arrival time if the unit shows up after the start of the scenario, withdrawal time if a unit is called away later in the scenario, if the aircraft is night operations capable, and if the unit can fly in bad weather are shown in the panel. If there is an issue with capability, the table cell will be filled in with a red color.

Section C provides an hour-by-hour breakdown of the Airspace Control and weather (type of weather, visibility, cloud ceiling and illumination level). If



there is weather related item that possess a problem for aircraft use the cell will be filled in red.

24.2.6. EMITTERS

The Emitters tab provides a detailed breakdown of any units with electromagnetic emitter equipment like radars. Of note, the status of the emitter is shown in a hyperlink that you can toggle on and off from this report. The type of emitter is described on the far right of the detailed information.

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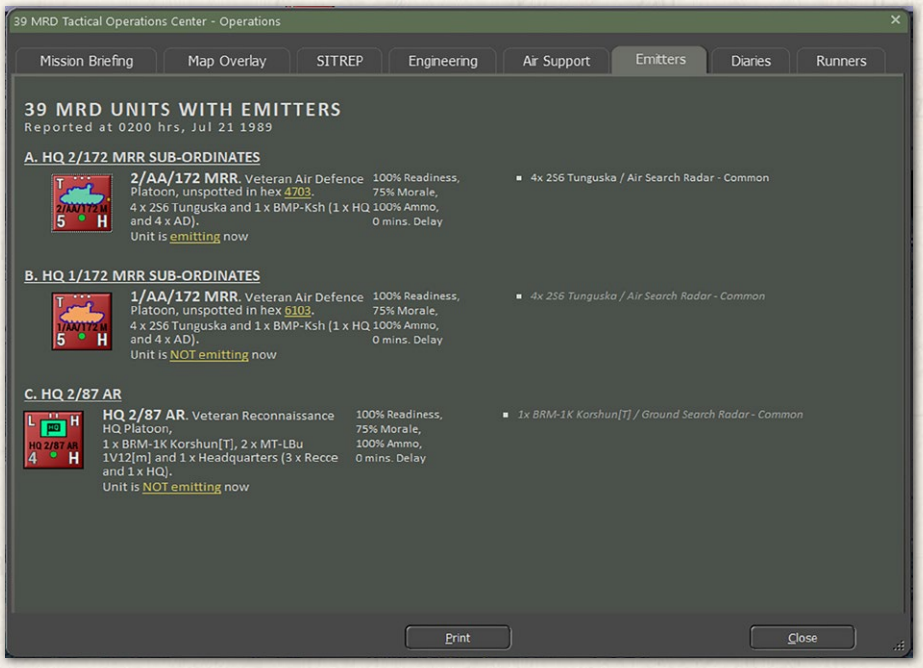
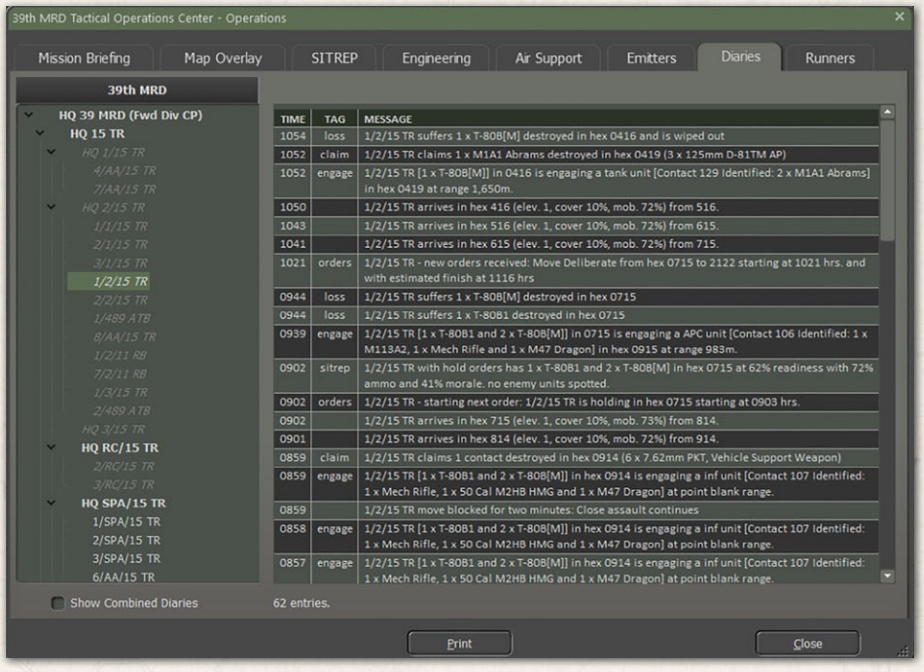


24.2.7. DIARIES (UNIT LOGS)

The Diary tab of the Staff Reports lists all the information entries from the Command Log for all units of your force. By selecting a unit in the order of battle



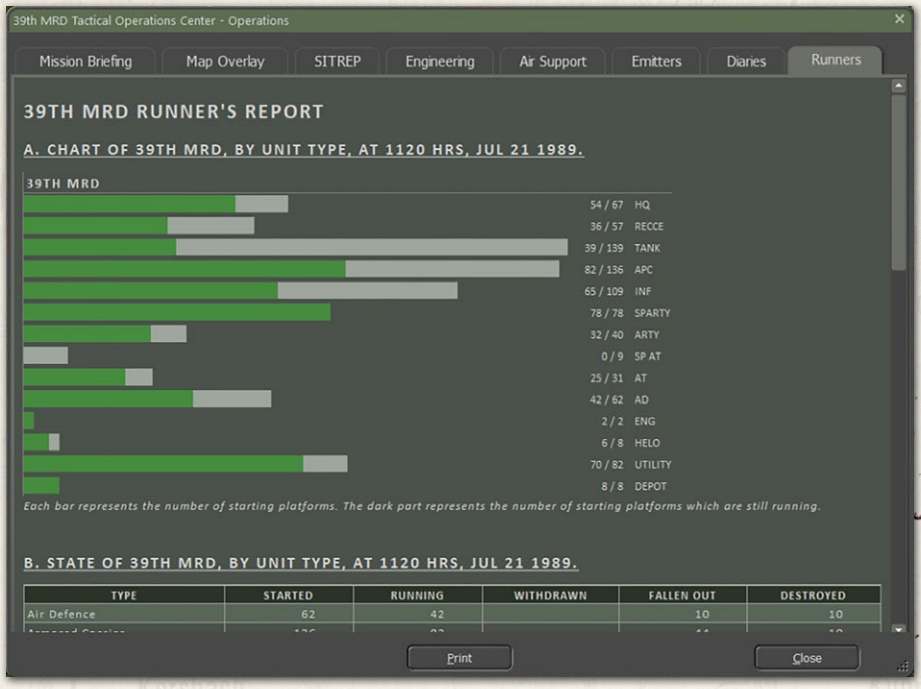
(OOB) list in the left window, all related log entries will be shown in the right window of the dialog. This window can be scrolled to see all the scenario events.

Under the OOB window is an option to Show Combined Diaries. Selecting this will show all unit entries in chronological order in the right-side window. The total number of entries is also noted in both modes.

24.2.8. RUNNERS

The Runners tab provides information on the number of subunits by type and by platform type to give you a clear picture of how your force is doing at the current time in the scenario.

Section A is a graphical representation of the number of units of each type under your command. The dark bar portion represents those units still active out of the total number in the light bar. The totals and types are in the column on the right.



Section B is a tabled representation of your forces by type. The table notes each Type, the number of units that Started the scenario, those still Running, any units Withdrawn, any units that have Fallen Out (damaged/wounded and no longer combat effective), and those Destroyed (brewed up or killed).

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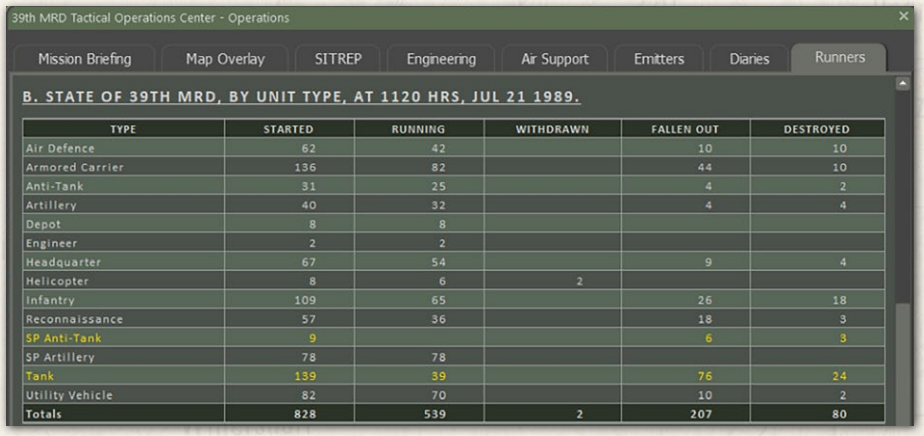
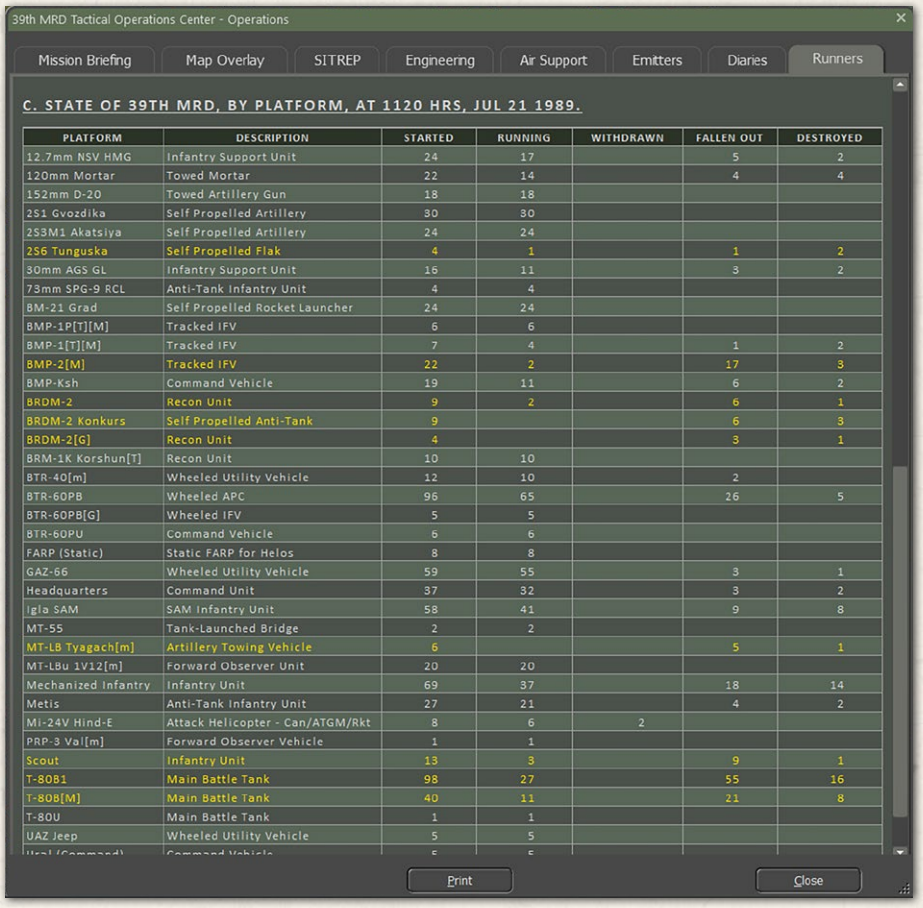


TYPE	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
Air Defence	62	42		10	10
Armored Carrier	136	82		44	10
Anti-Tank	31	25		4	2
Artillery	40	32		4	4
Depot	8	8			
Engineer	2	2			
Headquarter	67	54		9	4
Helicopter	8	6	2		
Infantry	109	65		26	18
Reconnaissance	57	36		18	3
SP Anti-Tank	9			6	3
SP Artillery	78	78			
Tank	139	39		76	24
Utility Vehicle	82	70		10	2
Totals	**828**	**539**	**2**	**207**	**80**

Section C is a similar table to Section B, but by each platform by name and description.



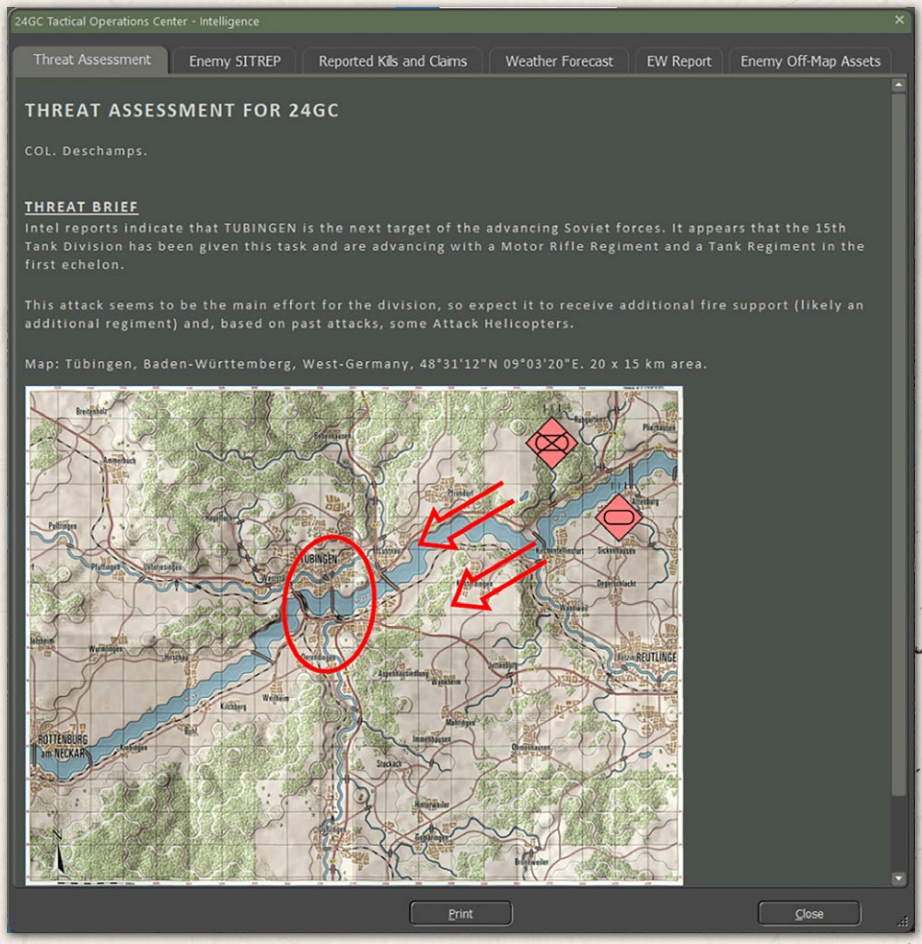
PLATFORM	DESCRIPTION	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
12.7mm NSV HMG	Infantry Support Unit	24	17		5	2
120mm Mortar	Towed Mortar	22	14		4	4
152mm D-20	Towed Artillery Gun	18	18			
2S1 Gvozdika	Self Propelled Artillery	30	30			
2S3M1 Akatsiya	Self Propelled Artillery	24	24			
2S6 Tunguska	Self Propelled Flak	4	1		1	2
30mm AGS GL	Infantry Support Unit	16	11		3	2
73mm SPG-9 RCL	Anti-Tank Infantry Unit	4	4			
BM-21 Grad	Self Propelled Rocket Launcher	24	24			
BMP-1P[T][M]	Tracked IFV	6	6			
BMP-1[T][M]	Tracked IFV	7	4		1	2
BMP-2[M]	Tracked IFV	22	2		17	3
BMP-Ksh	Command Vehicle	19	11		6	2
BRDM-2	Recon Unit	9	2		6	1
BRDM-2 Konkurs	Self Propelled Anti-Tank	9			6	3
BRDM-2[G]	Recon Unit	4			3	1
BRM-1K Korshun[T]	Recon Unit	10	10			
BTR-40[m]	Wheeled Utility Vehicle	12	10		2	
BTR-60PB	Wheeled APC	96	65		26	5
BTR-60PB[G]	Wheeled IFV	5	5			
BTR-60PU	Command Vehicle	6	6			
FARP (Static)	Static FARP for Helos	8	8			
GAZ-66	Wheeled Utility Vehicle	59	55		3	1
Headquarters	Command Unit	37	32		3	2
Igla SAM	SAM Infantry Unit	58	41		9	8
MT-55	Tank-Launched Bridge	2	2			
MT-LB Tyagach[m]	Artillery Towing Vehicle	6			5	1
MT-LBu 1V12[m]	Forward Observer Unit	20	20			
Mechanized Infantry	Infantry Unit	69	37		18	14
Metis	Anti-Tank Infantry Unit	27	21		4	2
Mi-24V Hind-E	Attack Helicopter - Can/ATGM/Rkt	8	6	2		
PRP-3 Val[m]	Forward Observer Vehicle	1	1			
Scout	Infantry Unit	13	3		9	1
T-80B1	Main Battle Tank	98	27		55	16
T-80B[M]	Main Battle Tank	40	11		21	8
T-80U	Main Battle Tank	1	1			
UAZ Jeep	Wheeled Utility Vehicle	5	5			

24.3. INTELLIGENCE

The Intelligence Reports (Int) provide information about your enemy's forces and capabilities, kills, and claims against the enemy, and other factors that impact your ability to fight effectively.

24.3.1. THREAT ASSESSMENT

The Threat Assessment provides you with your Intel sections assessment of the enemy forces you will be facing during the battle. Along with Threat Brief you are given the map with graphics with the best estimation of what the enemy's plan may be. This should help with your planning for what you will do with your forces to complete your mission.



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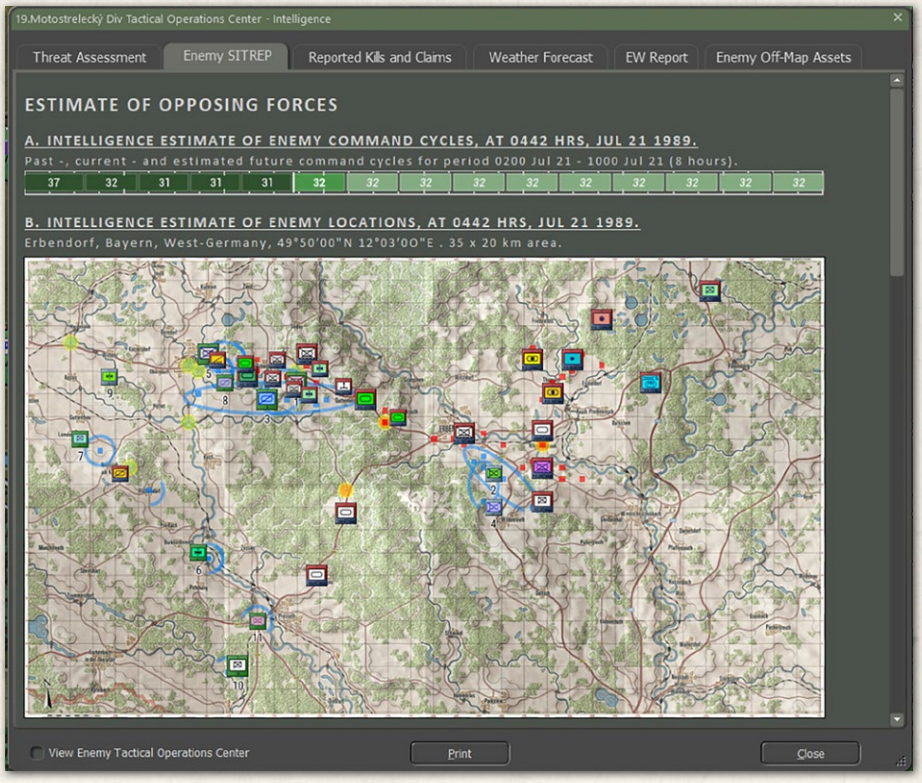
24.3.2. ENEMY SITREP

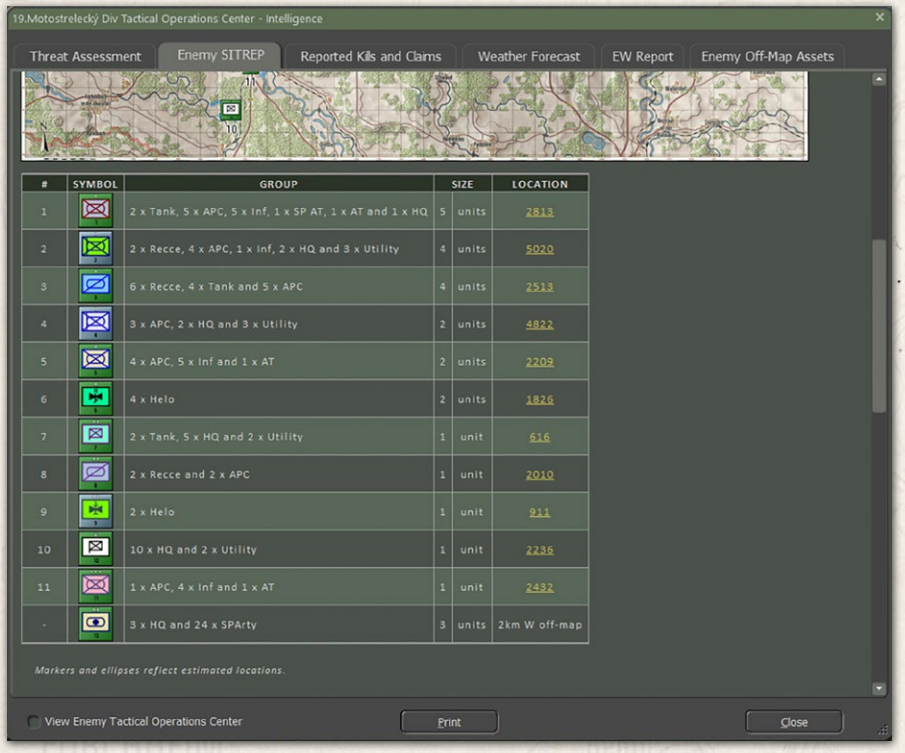
The Enemy SITREP tab provides information on the estimated state of the enemy forces.

Section A provides an estimate of the enemy's Command Cycle for the past, present, and future cycles.

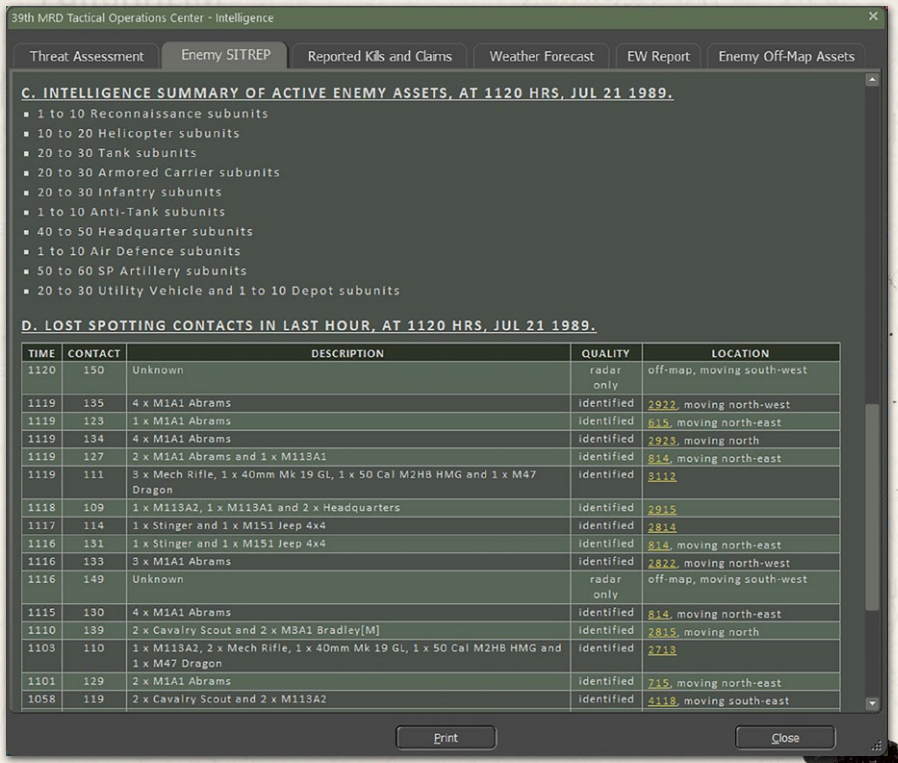
Section B shows the game map and the estimated locations of known enemy forces. The circles showing a rough idea of the dispersion of those specific enemy unit. This map does update in real-time as more information is gained during the fight.

Below Section B is the listing and breakdown of the spotted enemy units. The size of the unit and a hyperlinked hex location are also shown, and the numbers in the left-hand column match those shown on the map. If an off-map unit has been detected, it is also noted on the list but shown as Off-Map with a distance and direction.





#	SYMBOL	GROUP	SIZE	LOCATION
1		2 x Tank, 5 x APC, 5 x Inf, 1 x SP AT, 1 x AT and 1 x HQ	5 units	2813
2		2 x Recce, 4 x APC, 1 x Inf, 2 x HQ and 3 x Utility	4 units	5020
3		6 x Recce, 4 x Tank and 5 x APC	4 units	2513
4		3 x APC, 2 x HQ and 3 x Utility	2 units	4822
5		4 x APC, 5 x Inf and 1 x AT	2 units	2209
6		4 x Helo	2 units	1826
7		2 x Tank, 5 x HQ and 2 x Utility	1 unit	616
8		2 x Recce and 2 x APC	1 unit	2010
9		2 x Helo	1 unit	911
10		10 x HQ and 2 x Utility	1 unit	2236
11		1 x APC, 4 x Inf and 1 x AT	1 unit	2432
-		3 x HQ and 24 x SPArty	3 units	2km W off-map



TIME	CONTACT	DESCRIPTION	QUALITY	LOCATION
1120	150	Unknown	radar only	off-map, moving south-west
1119	135	4 x M1A1 Abrams	identified	2922, moving north-west
1119	123	1 x M1A1 Abrams	identified	615, moving north-east
1119	134	4 x M1A1 Abrams	identified	2923, moving north
1119	127	2 x M1A1 Abrams and 1 x M113A1	identified	814, moving north-east
1119	111	3 x Mech Rifle, 1 x 40mm Mk 19 GL, 1 x 50 Cal M2HB HMG and 1 x M47 Dragon	identified	3112
1118	109	1 x M113A2, 1 x M113A1 and 2 x Headquarters	identified	2915
1117	114	1 x Stinger and 1 x M151 Jeep 4x4	identified	2814
1116	131	1 x Stinger and 1 x M151 Jeep 4x4	identified	814, moving north-east
1116	133	3 x M1A1 Abrams	identified	2822, moving north-west
1116	149	Unknown	radar only	off-map, moving south-west
1115	130	4 x M1A1 Abrams	identified	814, moving north-east
1110	139	2 x Cavalry Scout and 2 x M3A1 Bradley[M]	identified	2815, moving north
1103	110	1 x M113A2, 2 x Mech Rifle, 1 x 40mm Mk 19 GL, 1 x 50 Cal M2HB HMG and 1 x M47 Dragon	identified	2713
1101	129	2 x M1A1 Abrams	identified	715, moving north-east
1058	119	2 x Cavalry Scout and 2 x M113A2	identified	4118, moving south-east

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Section C provides a range in number and types of enemy units that you may face in the scenario. This gives you a starting point for being able to track enemy losses and an idea of the number and type of threats you will be facing.

Section D provides a list of lost contacts over the last hour of the battle. This list shows the time of the contact, a contact number for tracking, a description of the contact based on the quality of the detection, Quality of the contact (Classified, Identified, Detected, or Radar based), and the location of the lost contact. Contacts are lost when the unit moves out of line of sight, or your units move or are lost and lose the line of sight to the target.

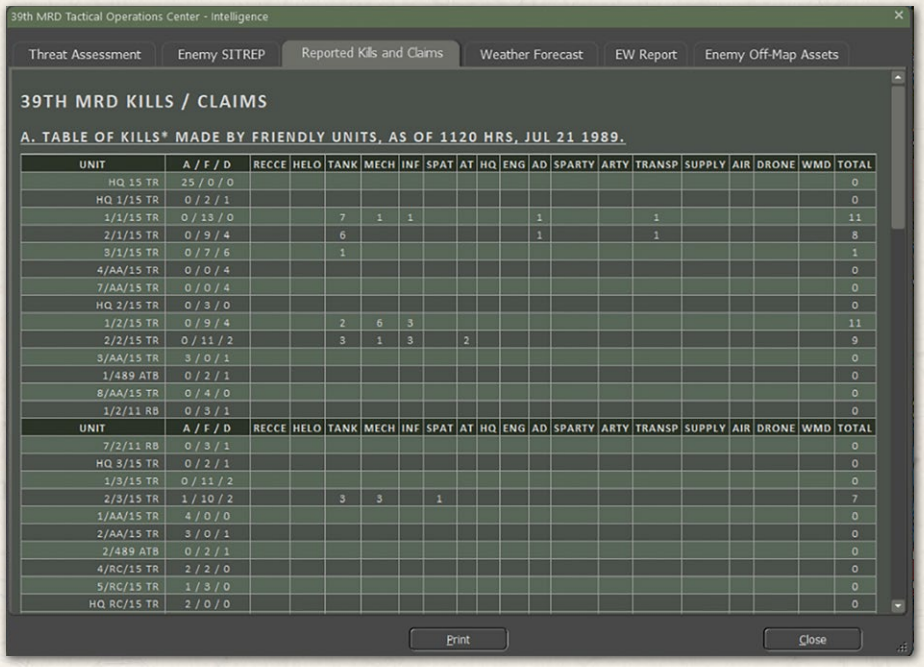
24.3.3. REPORTED KILLS AND CLAIMS

The reported Kill and Claims tab provides a table tracking what your units have killed during the scenario.

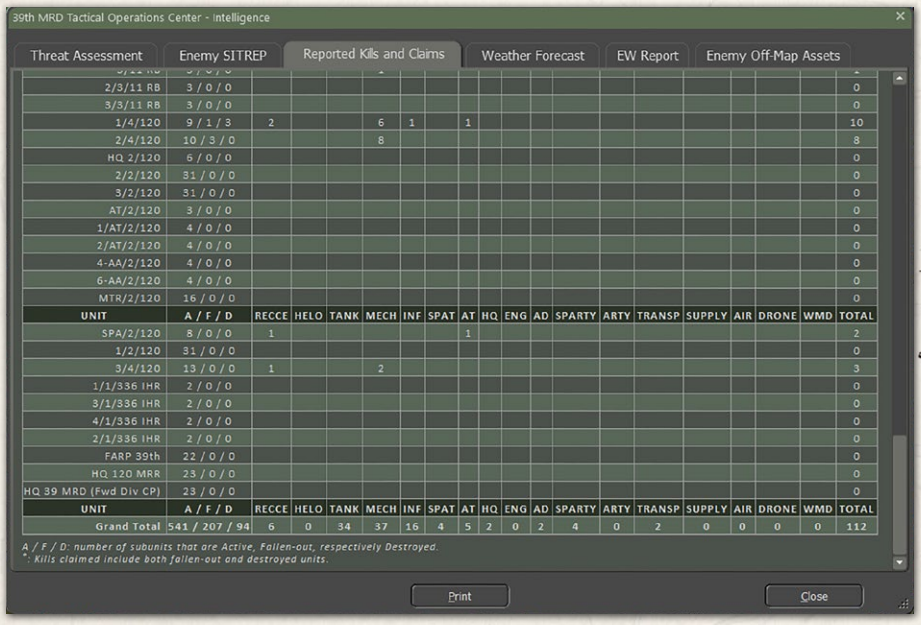
The Unit column lists all your units.

The A/F/D column note which of YOUR units are still Active, Fallen Out, or Destroyed.

The remaining Unit Type columns represent the enemy's forces and the number of kills (or fall outs) your forces are claiming.



UNIT	A / F / D	RECCE	HELO	TANK	MECH	INF	SPAT	AT	HQ	ENG	AD	SPARTY	ARTY	TRANSP	SUPPLY	AIR	DRONE	WMD	TOTAL
HQ 15 TR	25 / 0 / 0																		0
HQ 1/15 TR	0 / 2 / 1																		0
1/1/15 TR	0 / 13 / 0			7	1	1					1			1					11
2/1/15 TR	0 / 9 / 4			6							1			1					8
3/1/15 TR	0 / 7 / 6			1															1
4/AA/15 TR	0 / 0 / 4																		0
7/AA/15 TR	0 / 0 / 4																		0
HQ 2/15 TR	0 / 3 / 0																		0
1/2/15 TR	0 / 9 / 4			2	6	3													11
2/2/15 TR	0 / 11 / 2			3	1	3		2											9
3/AA/15 TR	3 / 0 / 1																		0
1/489 ATB	0 / 2 / 1																		0
8/AA/15 TR	0 / 4 / 0																		0
1/2/11 RB	0 / 3 / 1																		0
UNIT	A / F / D	RECCE	HELO	TANK	MECH	INF	SPAT	AT	HQ	ENG	AD	SPARTY	ARTY	TRANSP	SUPPLY	AIR	DRONE	WMD	TOTAL
7/2/11 RB	0 / 3 / 1																		0
HQ 3/15 TR	0 / 2 / 1																		0
1/3/15 TR	0 / 11 / 2																		0
2/3/15 TR	1 / 10 / 2			3	3		1												7
1/AA/15 TR	4 / 0 / 0																		0
2/AA/15 TR	3 / 0 / 1																		0
2/489 ATB	0 / 2 / 1																		0
4/RC/15 TR	2 / 2 / 0																		0
5/RC/15 TR	1 / 3 / 0																		0
HQ RC/15 TR	2 / 0 / 0																		0

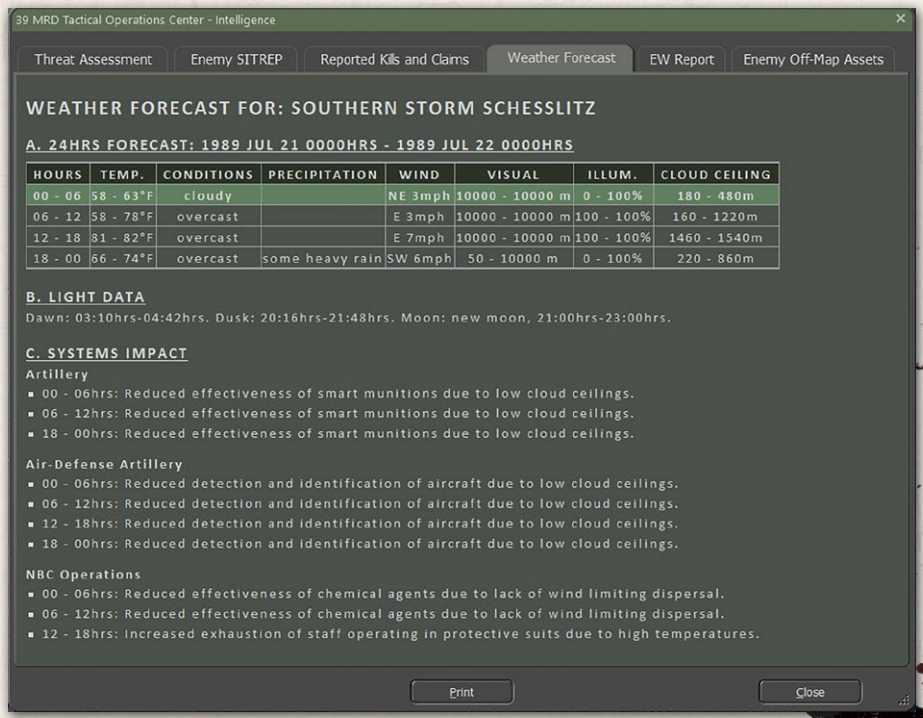


2/3/11 RB	3 / 0 / 0																	0
3/3/11 RB	3 / 0 / 0																	0
1/4/120	9 / 1 / 3	2			6	1		1										10
2/4/120	10 / 3 / 0				8													8
HQ 2/120	6 / 0 / 0																	0
2/2/120	31 / 0 / 0																	0
3/2/120	31 / 0 / 0																	0
AT/2/120	3 / 0 / 0																	0
1/AT/2/120	4 / 0 / 0																	0
2/AT/2/120	4 / 0 / 0																	0
4-AA/2/120	4 / 0 / 0																	0
6-AA/2/120	4 / 0 / 0																	0
MTR/2/120	16 / 0 / 0																	0
UNIT	**A / F / D**	**RECCE**	**HELO**	**TANK**	**MECH**	**INF**	**SPAT**	**AT**	**HQ**	**ENG**	**AD**	**SPARTY**	**ARTY**	**TRANSP**	**SUPPLY**	**AIR**	**DRONE**	**WMD**	**TOTAL**
SPA/2/120	8 / 0 / 0	1						1											2
1/2/120	31 / 0 / 0																		0
3/4/120	13 / 0 / 0	1			2														3
1/1/336 IHR	2 / 0 / 0																		0
3/1/336 IHR	2 / 0 / 0																		0
4/1/336 IHR	2 / 0 / 0																		0
2/1/336 IHR	2 / 0 / 0																		0
FARP 39th	22 / 0 / 0																		0
HQ 120 MRR	23 / 0 / 0																		0
HQ 39 MRD (Fwd Div CP)	23 / 0 / 0																		0
UNIT	**A / F / D**	**RECCE**	**HELO**	**TANK**	**MECH**	**INF**	**SPAT**	**AT**	**HQ**	**ENG**	**AD**	**SPARTY**	**ARTY**	**TRANSP**	**SUPPLY**	**AIR**	**DRONE**	**WMD**	**TOTAL**
Grand Total	541 / 207 / 94	6	0	34	37	16	4	5	2	0	2	4	0	2	0	0	0	0	112

A / F / D: number of subunits that are Active, Fallen-out, respectively Destroyed.
**: Kills claimed include both fallen-out and destroyed units.*

At the very bottom of the table is a line with the grand totals for the A/F/D and enemy types columns.

24.3.4. WEATHER FORECAST



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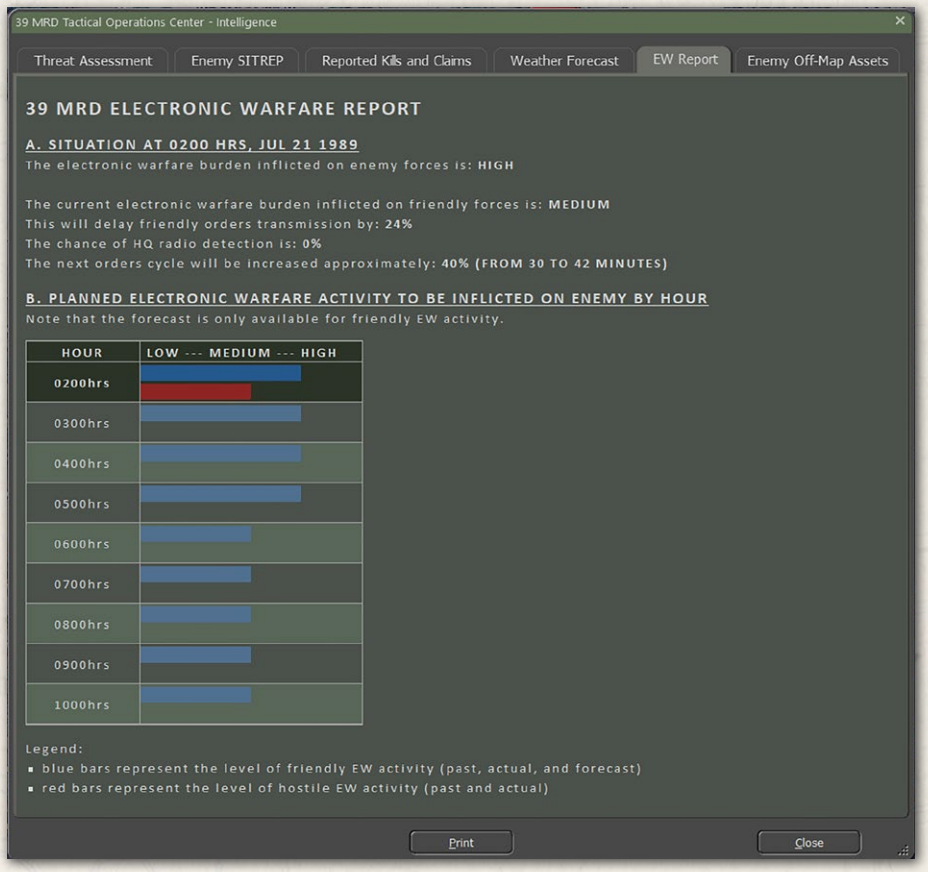
The Weather Forecast tab provides you with information and any impacts on systems of the weather for the scenario. Weather can have a significant impact on combat operations and you as the commander should plan accordingly.

Section A provides details on the weather forecast for a 24-hour period. The time in hours of the weather conditions along with Temperature, Cloud Cover, Precipitation if any, Wind speed and direction, Visual distance, Illumination range and Cloud Ceiling are listed in the table.

Section B notes the Time of Day for Dawn and Dusk, and the phase of the moon for night illumination.

Section C provides information on the impact to specific systems (Artillery, Air Defense, and NBC Operations) based on the weather at different times of the scenario.

24.3.5. EW REPORT



The EW (Electronic Warfare) tab provides information on the level of your EW efforts and what the enemy is doing to you currently. EW disrupts your communications with your troops adding additional delay to issues orders. The higher the hindrance the longer the delays.

Section A details both your EW level versus the enemy, and the effects of the enemy EW on your forces. The main impact being delay in your command cycle.

Section B graphs out the level of EW for both sides (yours in blue) hour-by-hour for the scenario.

24.3.6. ENEMY OFF-MAP ASSETS

The Enemy Off-Map Assets tab will list any units the enemy has off-map that are detected by radio intercepts, counter-battery radar, or other recon sources provided by friendly forces outside of your command. These units are ones that are being used against your forces.

Currently, those off-map assets are long range artillery units. More types may be added in future updates.

If you have long range artillery or airpower you can target these enemy units.

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24.4. PERSONNEL AND LOGISTICS

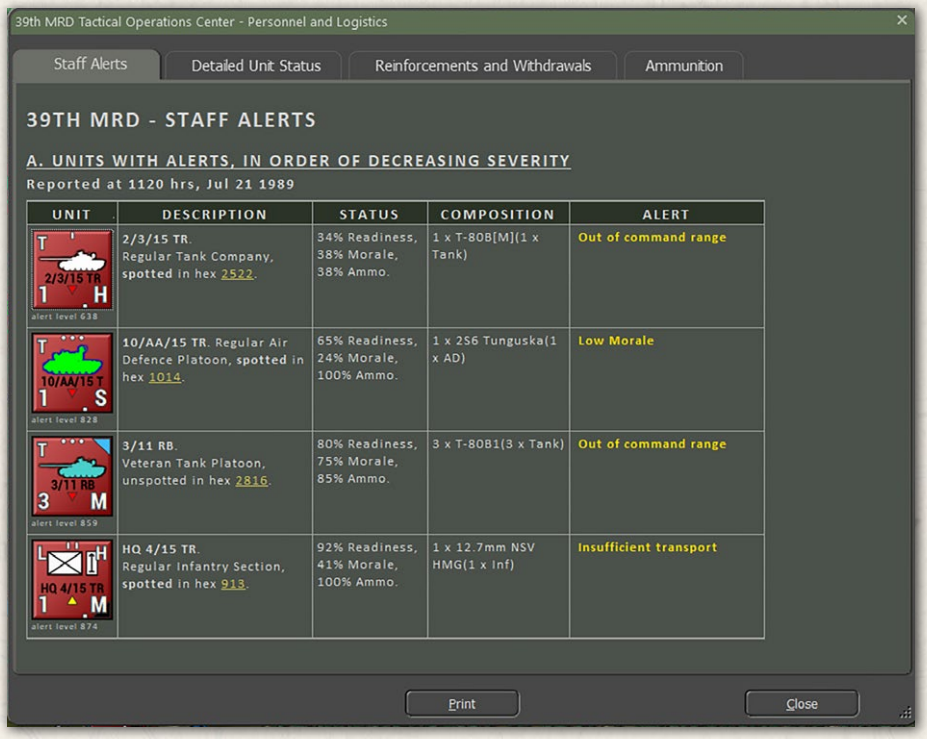
The Personnel and Logistic Reports (PL) provide information about the condition of your forces, when new units will arrive on the map and when other units on the map will leave, and the overview of ammunition use and quantity for your forces.

24.4.1. STAFF ALERTS

The Staff Alerts tab warns you about any units suffering problems that degrade their ability to fight and maneuver on the battlefield.

This includes the following problems:

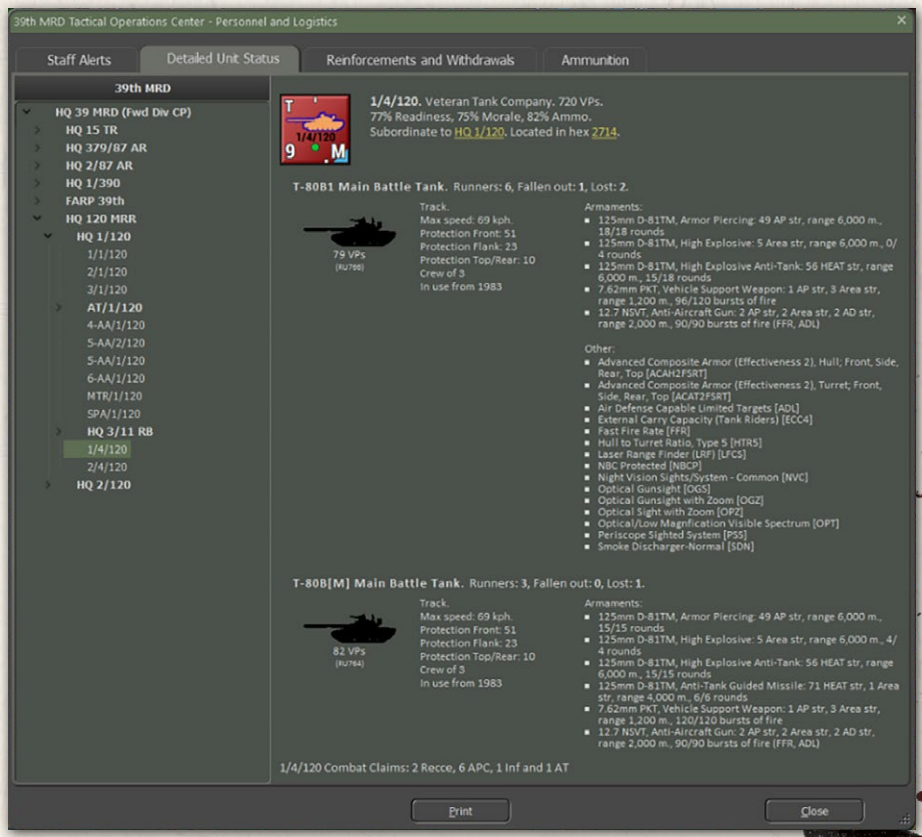
- **Out of Command Range** – Impacts resupply and adds delays to orders being done.
- **Low Morale, Readiness, or Ammo** – These can impact the effectiveness of fighting the enemy.
- **Insufficient Transport** – Leg units no longer have carriers to move them quickly across the battlefield.



24.4.2. DETAILED UNIT STATUS

The Detailed Unit Status tab provides an order of battle (OOB) listing in the left windows where you can select a unit and then in the right window, see the counter with the unit's name, training, type, and total victory point value. Readiness, Morale, and Ammo percentages show next along with hyperlinks to the unit's headquarters and hex location. Then detailed information of the subunits is shown.

Below that you will get the breakdown of subunits by name and type plus the current number of Active Runners, Fallen Out and Lost units. Next there is a silhouette of the unit and its VP cost. Next, is the type of mobility and top speed of the unit. Then a listing of basic protection values (for more detail see the armor values in the Subunit Inspector (SUI-F6 key). The number of Crew and the Date of use is also listed. To the right of the information is a listing of the subunit's armaments and special capabilities. At the very bottom there is a listing of units claimed as destroyed.



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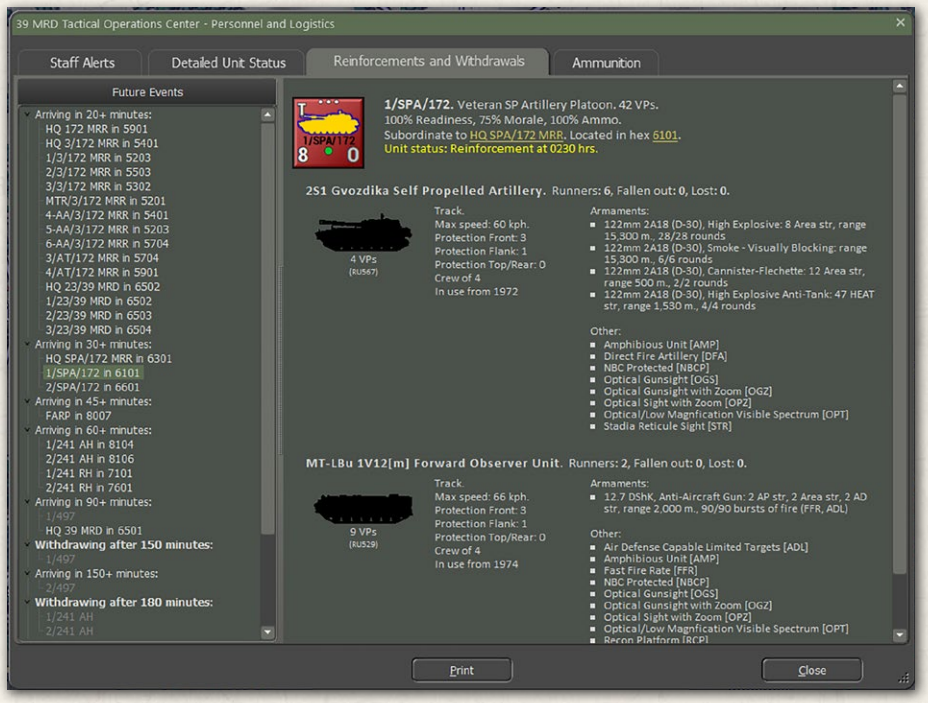
24.4.3. Reinforcements and Withdrawals

The Reinforcement and Withdrawals tab provides an order of battle (OOB) listing in the left windows that shows the arrival or withdrawal time of units throughout the scenario. Selecting a unit in the right window will provide a subunit breakdown and details as seen in Section 24.4.2 above.

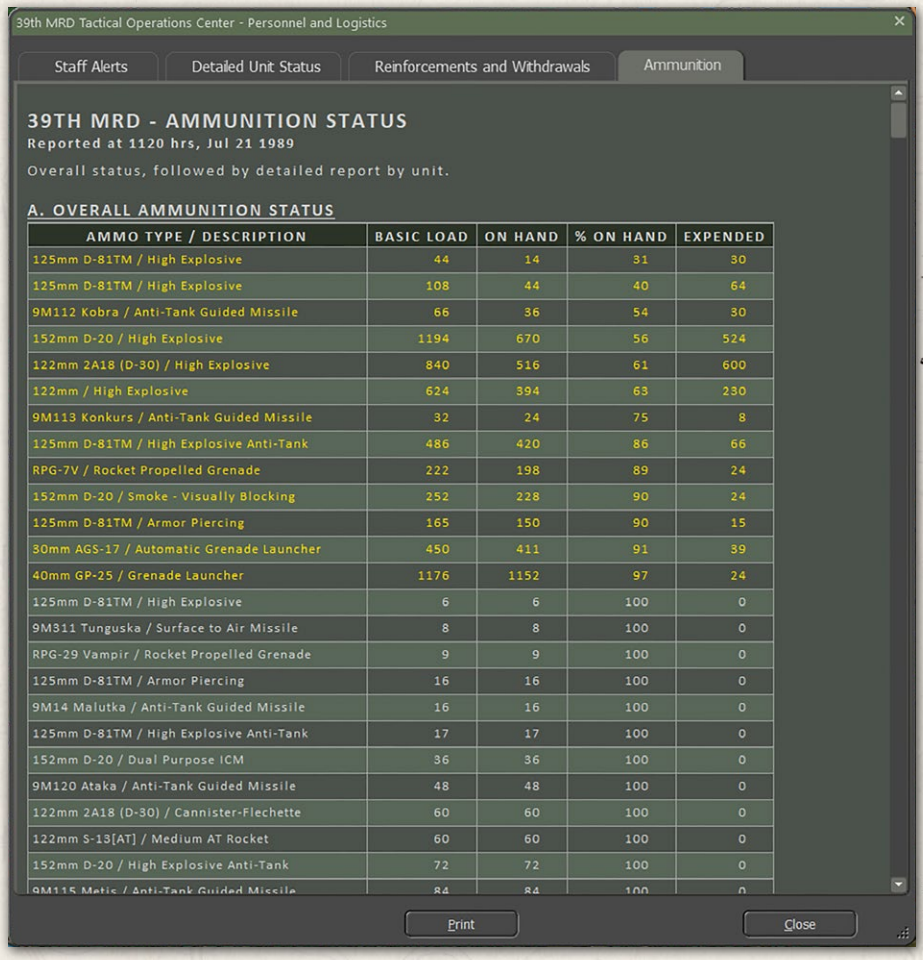
Of importance in the right window is the time of arrival or withdrawal and the hex the unit will enter the map. Clicking the hyperlink for the location will flash the hex location on the map.



24.4.4. Ammunition

The Ammunition tab provides a means for you to track and review a unit's ammo use and remaining rounds but weapon and by munition for weapons that use multiple types. This reports updates as the scenario unfolds.

Section A runs down the Overall Ammunition Status of your force. The table shows the weapon system and description, the basic starting loadout of the ammunition, current number of rounds/bursts on hand, the percentage on hand, and the number of rounds or bursts expended.



AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
125mm D-81TM / High Explosive	44	14	31	30
125mm D-81TM / High Explosive	108	44	40	64
9M112 Kobra / Anti-Tank Guided Missile	66	36	54	30
152mm D-20 / High Explosive	1194	670	56	524
122mm 2A18 (D-30) / High Explosive	840	516	61	600
122mm / High Explosive	624	394	63	230
9M113 Konkurs / Anti-Tank Guided Missile	32	24	75	8
125mm D-81TM / High Explosive Anti-Tank	486	420	86	66
RPG-7V / Rocket Propelled Grenade	222	198	89	24
152mm D-20 / Smoke - Visually Blocking	252	228	90	24
125mm D-81TM / Armor Piercing	165	150	90	15
30mm AGS-17 / Automatic Grenade Launcher	450	411	91	39
40mm GP-25 / Grenade Launcher	1176	1152	97	24
125mm D-81TM / High Explosive	6	6	100	0
9M311 Tunguska / Surface to Air Missile	8	8	100	0
RPG-29 Vampir / Rocket Propelled Grenade	9	9	100	0
125mm D-81TM / Armor Piercing	16	16	100	0
9M14 Malutka / Anti-Tank Guided Missile	16	16	100	0
125mm D-81TM / High Explosive Anti-Tank	17	17	100	0
152mm D-20 / Dual Purpose ICM	36	36	100	0
9M120 Ataka / Anti-Tank Guided Missile	48	48	100	0
122mm 2A18 (D-30) / Cannister-Flechette	60	60	100	0
122mm S-13[AT] / Medium AT Rocket	60	60	100	0
152mm D-20 / High Explosive Anti-Tank	72	72	100	0
9M115 Metis / Anti-Tank Guided Missile	84	84	100	0

Information in yellow is from units and subunits that have fired and expended ammunition. The values in white are units that have not engaged the enemy. Currently, there may be duplicated entries from different subunit types with the same weapon system (the 125mm D-81TM below being a case).

Section B Shows each unit and the ammunition for each significant weapon system (no small arms weapons listed). Each entry contains the unit's name, unit composition, counter and then the table showing each weapon system's ammunition in the same format detailed in Section A above.

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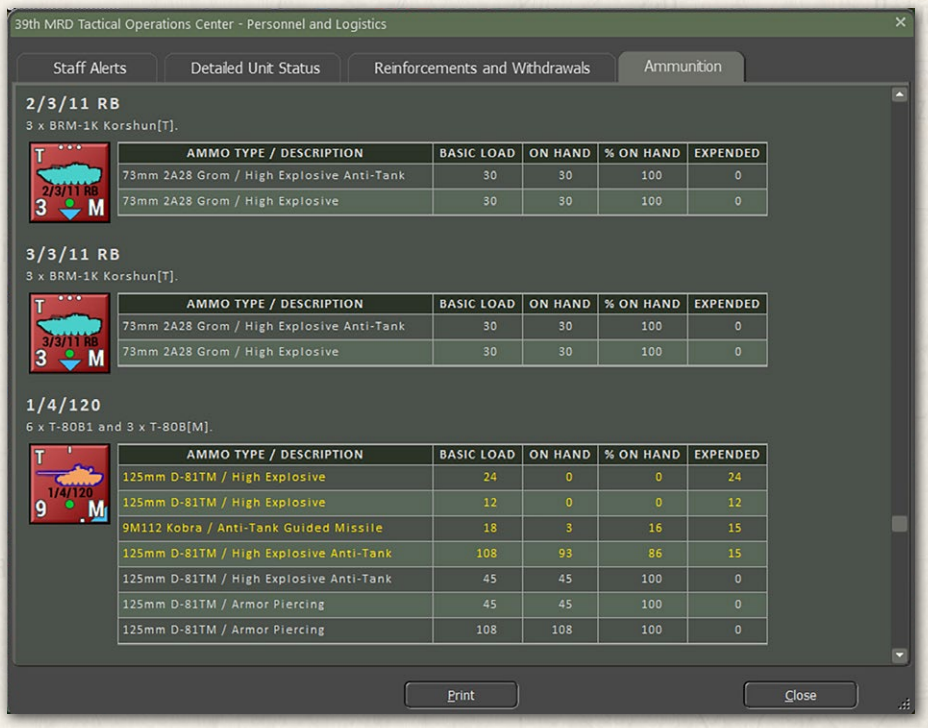


24.5. FIRE SUPPORT

The Fire Support (FS) Staff Report provides information about your artillery and air units available in the scenario, a listing of fire missions and strike planned and in progress, and the fire missions in the Fire Support Control Center (FSCC) queue.

24.5.1. FIRE SUPPORT ASSETS

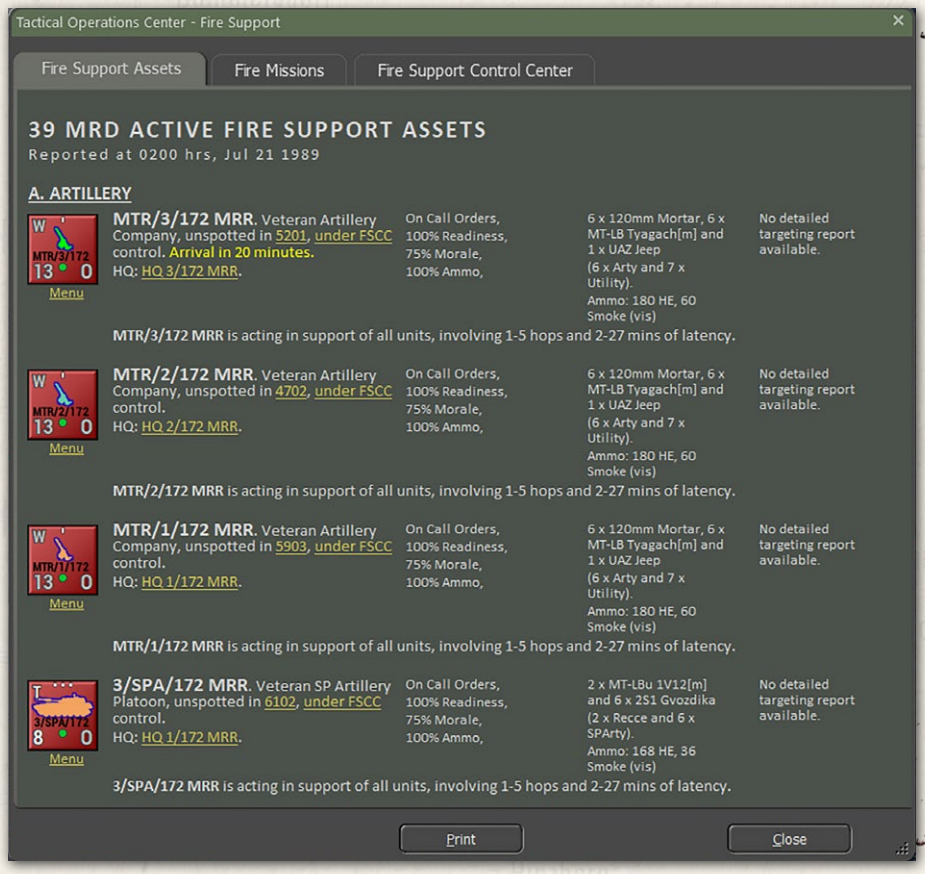
The various sections will note Mortars, Tube Artillery, Rockets, and Strike Aircraft assets available to use during the scenario. Each entry shows the counter. Under the counter is a Menu hyperlink to the Orders Menu Popup Dialog so you can issue orders to these units. The first text block provides the unit's name, training level, type, and size (artillery formations are normally called batteries), location (on map hyperlinked hex or off-map with distance and map edge), under FSCC control toggle via the hyperlink, arrival or withdrawal time if needed, and finally the unit's local HQ.

The next block states the current Order, and then the current Readiness, Training and Ammo level percentages.

The next block if information shows the unit's composition in detail and but unit type, and a listing of munitions available.

The last block notes the details of any Fire Mission currently in progress.

At the bottom is information on what units this fire support unit can provide fires for and the possible delay time for call to be processed in the command chain.



24.5.2. FIRE MISSIONS

The Fire Missions tab shows a listing of all fire missions for your forces. The information shown in each entry is the Start and Finish time of the fire mission in game time, Status of the mission Active or Planned, Contact number of the enemy if known/spotted, Target if know/spotted and its location if known/spotted, Type of Fire Mission ammunition being used, Rounds shows the total

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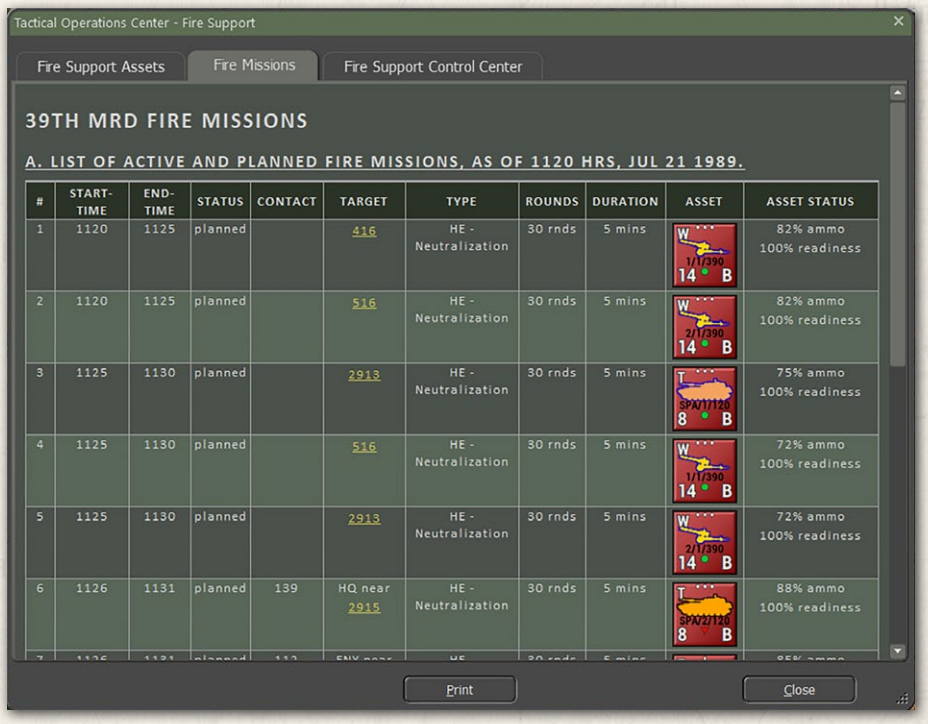
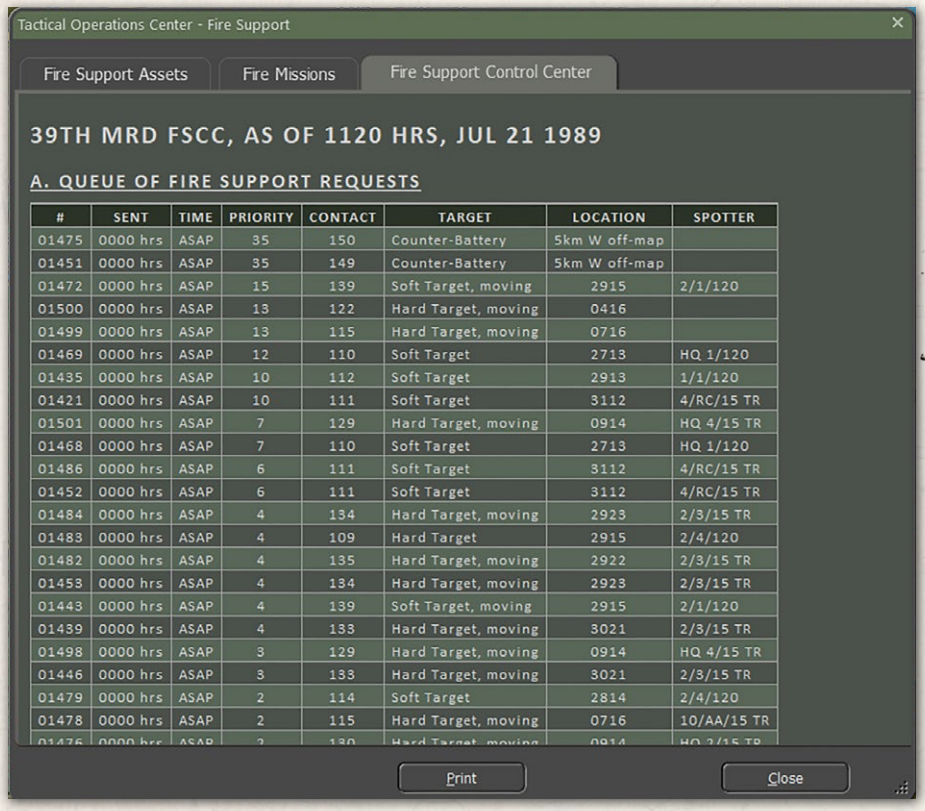


number of rounds to be fired at the target, Duration states the amount of time of the fire mission, Asset shows the counter image of the firing unit, and Asset Status shows the average ammo percentage and unit readiness level.

24.5.3. FIRE SUPPORT CONTROL CENTER (FSCC)

The Fire Support Control Center tab provides a listing of all requested fires on targets that have been spotted or off-map targets detected for counter-battery fire. The information shown in each entry is # is the ID number of the fire support request, Sent is the time of the request (if logged), Time is when the request is needed, Priority is a ranking of importance (higher is more important), Contact is the ID number of the target, Target is the type of target and noted if it is moving, Location is the hex or off-map info of the target, and Spotter note which unit is making the request of the spotted target.

You can also use this listing to find targets for manually entered fires from your artillery by noting the hex locations and target types.



#	SENT	TIME	PRIORITY	CONTACT	TARGET	LOCATION	SPOTTER
01475	0000 hrs	ASAP	35	150	Counter-Battery	5km W off-map	
01451	0000 hrs	ASAP	35	149	Counter-Battery	5km W off-map	
01472	0000 hrs	ASAP	15	139	Soft Target, moving	2915	2/1/120
01500	0000 hrs	ASAP	13	122	Hard Target, moving	0416	
01499	0000 hrs	ASAP	13	115	Hard Target, moving	0716	
01469	0000 hrs	ASAP	12	110	Soft Target	2713	HQ 1/120
01435	0000 hrs	ASAP	10	112	Soft Target	2913	1/1/120
01421	0000 hrs	ASAP	10	111	Soft Target	3112	4/RC/15 TR
01501	0000 hrs	ASAP	7	129	Hard Target, moving	0914	HQ 4/15 TR
01468	0000 hrs	ASAP	7	110	Soft Target	2713	HQ 1/120
01486	0000 hrs	ASAP	6	111	Soft Target	3112	4/RC/15 TR
01452	0000 hrs	ASAP	6	111	Soft Target	3112	4/RC/15 TR
01484	0000 hrs	ASAP	4	134	Hard Target, moving	2923	2/3/15 TR
01483	0000 hrs	ASAP	4	109	Hard Target	2915	2/4/120
01482	0000 hrs	ASAP	4	135	Hard Target, moving	2922	2/3/15 TR
01453	0000 hrs	ASAP	4	134	Hard Target, moving	2923	2/3/15 TR
01443	0000 hrs	ASAP	4	139	Soft Target, moving	2915	2/1/120
01439	0000 hrs	ASAP	4	133	Hard Target, moving	3021	2/3/15 TR
01498	0000 hrs	ASAP	3	129	Hard Target, moving	0914	HQ 4/15 TR
01446	0000 hrs	ASAP	3	133	Hard Target, moving	3021	2/3/15 TR
01479	0000 hrs	ASAP	2	114	Soft Target	2814	2/4/120
01478	0000 hrs	ASAP	2	115	Hard Target, moving	0716	10/AA/15 TR
01476	0000 hrs	ASAP	2	130	Hard Target, moving	0914	HQ 2/15 TR

25. THE GAME MAP

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All the action in the game takes place on beautifully rendered maps of real-world terrain. Each hex represents 500 meters of distance hex face to hex face. The map shows terrain elevations, terrain types, roads, rails, and map markers. Knowing the effects of these elements is critical for success on the battlefield.

25.1. MOVING THE MAP

There are a few ways to move around the map during the game and they are as follows:

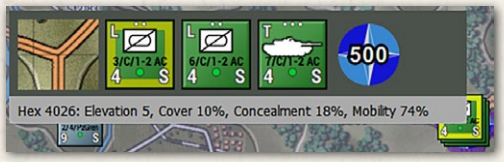
- Map scrolling by placing the mouse cursor near a map or program edge. This is defined in the Game Options.
- You can left click and drag any non-unit part of the map to a new position on the screen in real time. Clicking a unit will highlight the unit.
- You can click the Mini Map and center the game map to the chosen location based on the zoom level.

25.2. ZOOMING THE MAP

There are a few ways to zoom the map during the game and they are as follows:

- Rolling a mouse wheel will zoom the map in and out by the set increments if your mouse is equipped as such. There is a setting in the game option to reverse the direction of the zoom function.
- You can click the Mini Map (+) and (–) buttons. The Fit button will zoom the map out so the whole map is visible on the screen.
- You can go to the Option menu and select the Map Zoom Option item and select a zoom from the menu.

25.3. FLYOUT PANEL UNIT HINT



The Flyout Menu activates if you hover the mouse cursor over a stack of units or a hex on the map. The Flyout menu appears after a second or so showing you

the terrain under the counters or markers, any significant markers like VP markers, bridges, mines, or obstacles, and each of the counters present in the stack. At the bottom of the Flyout menu you also get the hex location (column/row), hex elevation, cover, concealment, and mobility values.

Beyond being helpful in seeing stacked units, you can right click on units in the Flyout to issue orders and even shift-click units to group select them.

25.4. ELEVATIONS

On the game map, you will notice that the ground is colored differently based on its elevation. The more elevated the terrain is, the lighter the basic green color will be. Elevated sections of the terrain are outlined in a visible shaded edge

You can also check the hex elevation by hovering on the tile and seeing he information on the Flyout or in the Status Bar at the bottom right of the screen, or go to the Terrain Overlay menu and select Elevation Values.

Placing units on higher terrain will provide them with a better line of sight.

25.5. TERRAIN

The map is made up of various terrain elements applied over the elevations.

Each type of terrain has mobility, concealment, and cover values that impact spotting, combat, and movement in various ways. The values are set in the Map Values Editor for each map used in the game.

Clear – A few small elements visible on the elevation art. These tiles are not really "clear", as they have a small number of rolling hills, some trees, field, and buildings. These elements have a small amount of cover and concealment capability.

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Fields – Cultivated farm fields. Relatively flat solid terrain (in the summer and if it is not raining). One of the more numerous terrain types in central Europe. Fields do provide some concealment with the crops during the growing seasons.

Forest/Orchards – Lots of trees of various types cut with the occasional path, trail, or road. Not so thick that driving over them is prohibited. Orchards show as smaller trees in nicely spaced rows. Trees can also be found along many country roads.

Rural – Houses and small building found in villages and towns. These built-up areas provide good cover and concealment and decent mobility with many roads. Also provide good ambush sites for infantry against armored vehicles. They are depicted as orange squares, some trees, and minor roads.

Urban – Larger government buildings, shops, and apartment complexes. These built-up areas provide good cover and concealment and decent mobility with many roads. Also provide good ambush sites for infantry against armored vehicles. They are depicted as brown squares, few trees, and some roads.

Industrial – Factories and warehouses. These built-up areas provide good cover and concealment and decent mobility with many roads. Also provide good ambush sites for infantry against armored vehicles. They are depicted as gray squares, occasional trees, and roads.

Named Landmarks – On several maps there are some named landmarks like airfields, depots, or hills with heights. These are cosmetic, but informational.

25.6. ROADS

The map has a few types of major road networks represented for use in the game. Each type of road provides improved mobility trough the various types of terrain found on the map.

Road – These are basic two-lane country roads paved and in decent condition. These roads provide a suitable means of movement for

forces through the various terrain on the map. Roads are shown as gray lines with a black borders.

Highway – These are multilane roads paved and in good condition for heavy traffic. These roads provide a reasonable means of movement for forces through the various terrain on the map. Highways are shown as wide yellow lines with a black borders.

Autobahn – These are modern very wide multilane roads built to allow fast movement of traffic and military vehicles. These roads provide an excellent means of movement for forces through the various terrain on the map. Autobahns are shown as double orange lines with black borders.

25.7. RAILROADS

Railroad – While we do not have trains or move things by rail in the game, we do show railways as alternating black and light gray lines on the map. Rail bridges are also shown on the maps and can, in a pinch, be used to cross units over water.

25.8. WATER OBSTACLES

The map has a few types of water obstacles that can hamper the movement of military units across the map. There are different means to cross these obstacles.

Stream – These waterways are small, narrow, and shallow. With a bit of prep time units can cross these without the aid of bridges or engineering bridges.

Minor River – These waterways are wide enough and deep enough to require a bridge (road or engineering) or amphibious vehicles to cross (with some prep time). Most of these will be names on the map.

Major River – These waterways are vast and deep and must be crossed by bridge (in this case shown by two bridge markers) or swam at slow speeds by amphibious capable vehicles. Most of these major rivers will have names on the map.

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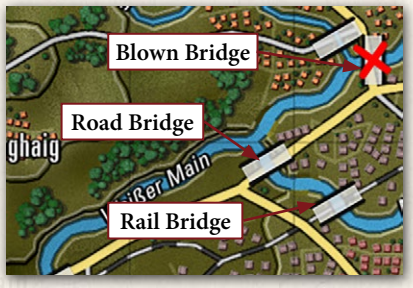
Lakes – Lakes and ponds are various sizes of enclosed water obstacles. The only means of crossing these obstacles is an engineering bridge or two or to have amphibious units that can slowly swim across to the other side. In most cases, going around them is the better plan.

25.9. BRIDGES



As noted in the section above, the primary way to cross rivers and streams is to use a bridge. These markers are shown on the map as wide light gray/white semi-transparent rectangle with black edges, and they are placed on the map across water obstacles and meet up with ends of roads.

- Road and Rail bridges both use the same marker.
- A Blown bridge is denoted with a red cross over it. Bridges can be in a blown state as part of the scenario design or can be blown with engineering units during a scenario.
- Specific engineering units can place temporary bridges across water obstacles. These bridges are colored blue for NATO owned and red for Warsaw Pact owned bridges.

25.10. MAP MARKERS - FULL HEX

Full hex map markers apply their effects on the entire hex and any units within. The color shows ownership. Red for Player one and Blue for Player two. Unowned markers are in yellow.

- **Brew/Casualty Kill Markers** – A small blue (Player 1) or red (Player 2) smoking tanks or crosses showing where a subunit vehicle/squad was destroyed or fell out.
- **Chemical Contamination** – The hex at this location is contaminated with persistent chemicals. Units can suffer losses if the move through these areas and become contaminated.
- **Crater** – A small image showing the impact point of a barrage or air strike. Craters cause a slight movement penalty in the hex.
- **Fortification** – A purpose built defensive structure made to protect forces from enemy fire. Units can screen or hold in them to gain a significant protection advantage. Not currently in the game.
- **Gas Cloud (Nonpersistent)** – The hex contains a non-persistent chemical cloud. Unit entering run the risk of losing subunits. These clouds will dissipate over time and pose no lingering threat.
- **Improved Position (IP)** – An engineered defensive position which provides additional protection to units in them.
- **Minefield** – A mixed anti-tank/anti-personnel minefield that attacks all who enter the location but particularly those who do not know it is there. Engineering units can clear lanes in these fields for safe movement.
- **Obstacle** – An engineered barrier that obstructs the movement of forces leading to movement delays. Engineering units can clear lanes in these fields for safe movement.
- **Radiation Contamination** – The hex is littered with highly radioactive debris and the fallout after a nuclear strike. Entering these can cause losses to subunits based on the NBC protection level of the units passing through. Units moving through becoming contaminated and must be "cleaned" when out of the hazardous terrain.

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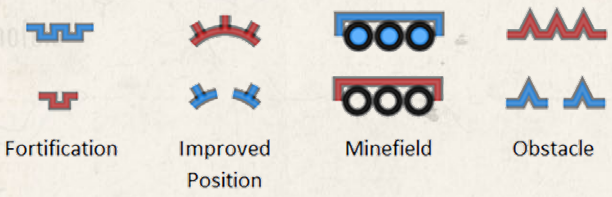
- **Reduced Fortification** – Marker shows a Fortification that has been damaged by engineers or combat and is no longer able to provide protection to unit in it. Not currently in game.
- **Reduced Improved Position (IP)** – Marker shows an Improved Position (IP) that has been damaged by engineers or combat and is no longer able to provide protection to unit in it.
- **Reduced Minefield** – Marker shows a Minefield that has been cleared by engineers with lanes making it safe to pass through.
- **Reduced Obstacle** – Marker shows an obstacle that has been cleared by engineers with lanes making it safe to pass through.
- **Smoke: Normal** – An obscuring cloud that reduces the visibility into and through it extensively unless a unit is using a thermal sight.
- **Smoke: Thermal** – A thermally obscuring cloud that reduces the visibility into and through it considerably unless a unit is using a radar system for spotting.
- **Smoke: Multi-Spectral** – An obscuring cloud that blocks visual, thermal and radars from seeing into it and past it.
- **VP Location** – A banner with a point value that is awarded to the owner (blue-Player 1 and red-Player 2) who holds the objective at the end of the game. Unclaimed VP locations are shown with a split NATO/Warsaw Pact symbol. The point values for these locations can be split with different values for each side.

25.11. MAP MARKERS - HEX EDGE

Hex Edge Map Markers are placed along the edge of a hex, and the marker's effect only applies when crossing that hex edge. These markers are shown as full on the top of the picture below or reduced at the bottom of the image for each type. The color shows ownership. Red for Player one and Blue for Player two. Unowned markers are in yellow.



- **Fortification** – A purpose built defensive structure made to protect forces from enemy fire. Units can screen or hold in them to gain a significant protection advantage. A Reduced Fortification has been damaged by engineers or combat and is no longer able to provide protection to a unit in it. Not currently in game.
- **Improved Position (IP)** – An engineered defensive position which provides additional protection to units in them. A reduced IP marker shows an Improved Position (IP) that has been damaged by engineers or combat and is no longer able to provide protection to a unit in it.
- **Minefield** – A mixed anti-tank/anti-personnel minefield that attacks all who enter the location but particularly those who do not know it is there. Engineering units can clear lanes in these fields for safe movement. A Reduced Minefield shows that it has been cleared by engineers with lanes making it safe to pass through.
- **Obstacle** – An engineered barrier that obstructs movement leading to movement delays. Engineering units can clear lanes in these fields for safe movement. A Reduced Obstacle shows an obstacle that has been cleared by engineers with lanes making it safe to pass through.

26. UNIT COUNTERS

Units are the individual playing pieces in the game. Units are composed of one or more subunits, such as vehicles, aircraft, artillery pieces, or squads of men.

For example, a tank brigade HQ unit composed of 3 subunits might contain a T-80 command tank, a BMP-2 armored personnel carrier, and a BTR-60 command vehicle. The details of a counter are noted below. Units can also be a mix of unit types that are used together for operation needs. One of the most common mixed units is Mechanized units with both Infantry Fighting Vehicles (IFVs) or Armored Personnel Carriers (APCs), Infantry squads, and weapon teams. Aircraft units like helicopters or Close Air Support (CAS) assets are always of the same type in a unit but could be of different roles like attack and recon.

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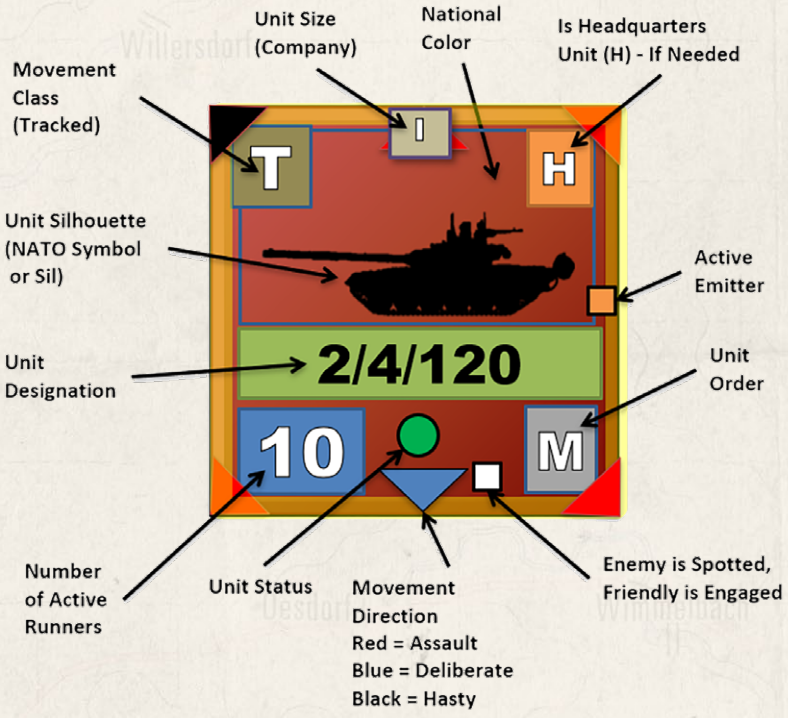
The unit counters in the game contain several important values to show information to the player on the state of the unit. These items are detailed in the following section.

26.1. COUNTER INFORMATION LAYOUT

The image below shows all the various bits of information contained on most of the counters in the game. Understanding these items and their meaning is an essential part of the game.



- **Unit Silhouette (Sil)** – The primary constitution of the unit is shown by the central graphic. In this case, a tank is shown, so you may assume that the unit is predominantly composed of those types. Vehicles of all types, artillery, and aircraft are shown with vehicle graphics. Non-vehicular units use NATO symbolic graphics. Suppose the unit is composed of carrier vehicles and dismountable passengers. In that case, the vehicle Sil will be shown while the unit is moving, and the dominant passenger NATO Symbol will be shown. In contrast, the unit is stationary to indicate that the passengers have dismounted.

- **Unit Designation** – Immediately below the unit graphic will be an identifying unit designation. These tags allow the player to more quickly identify where the unit belongs in the general organization of his forces. This information is shown only to the owning player and long tags are truncated to fit.
- **Unit Status** – To quickly show the combat effectiveness of a unit there is a symbol just below the unit's designation.
  - A green circle indicates the unit is combat effective and is in good order with ammo and readiness levels.
  - A yellow triangle with the point up denotes a unit that is of marginal fighting capability. It has possibly taken some losses or is low on ammo, readiness, or morale and its combat abilities are reduced.
  - A red triangle with the point down indicates a unit with critical combat effectiveness condition. It is deficient on ammo, readiness, or morale, and has taken significant losses or a combination of these effect. These units should be pulled out of combat for resupply as there are not very combat effective in this state.
  - Units with a black square have reached combat ineffectiveness and are no longer capable of practical combat action. These units are usually out of critical ammo, are very low on readiness, have shattered morale, or sustained heavy losses in number of subunits.
- **Unit Size** – The three dots at the top tell us the size of the unit, in this case a platoon. The size indicators are "X" = brigade, "III" = regiment, "II" = battalion, "I" = company (approx. 10 subunits), "..." = platoon (approx. 3-5 subunits), ".." section (1 or 2 subunits), and "." = an individual subunit. This information shown only to the owning player. NOTE: For headquarters units the unit size shown is the size of the command, not of the HQ unit itself.
- **National Color** – Every unit of a nation has a color-coded background for the unit counters. The Soviets are red, Americans are green, and the French are blue. Each nation's background is unique and allows the players to tell the various forces apart.

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- **Is Headquarter Unit** – The "H" in the upper right corner means that this unit is a headquarters unit. Some are formally organized to be headquarters and some are just acting as such. In either case, an H will appear in this location. This information is shown only to the owning player. These units provide the chain of command and communications link to their subordinates.

- **Active Emitter** – If a unit is equipped with a Radar system, either Air Search or Ground Search and it is activated, an orange box will be displayed on the counter to show an active emitter.

- **Unit Order** – The white letter ("M") in the lower right of the counter indicates the unit's current Order. Valid orders are the following: "A" = Assault, "M" = Move – Deliberate, "2" = Move – Hasty, "S" = Screen, "H" = Hold, "B" = Barrage, "C" = Counter-Battery, "E" = Engineering Action, "R" = Resupply, "O" = On call, and "Z" for helicopters that are in Hunt mode. This information is shown only to the owning player. These orders will be explained in more detail in Section 29 below.

- **Spotted Indicator** – If the unit has been sighted by the enemy, then a tiny white dot will be drawn in the bottom of the counter to the left of the unit order. This is based on being lazed, shot at, or a reasonable estimation of "we see them so I bet they can see us" for your units and spotting the enemy.

- **Movement Direction and Type** – If a unit is currently in motion, then a small triangle will be shown pointing in the direction that will be moved in next. If the triangle is black, the unit is utilizing road movement via a hasty move order and is going for speed over combat readiness. A blue triangle indicates a Deliberate Move order, and the unit is moving slower and will use both road and off-road movements to the objective while being ready for combat. A red triangle indicated a unit moving in an Assault order and is combat ready. Assault movement is a bit faster than deliberate, trading cover for speed to close on an objective.

- **Number of Active Runners** – The large number in the bottom left corner is the number of subunits mission-capable ("10" in this example). A subunit is mission capable (also known as a "runner") if it is physically and psychologically able to carry out its orders. The other possible states

are destroyed and fallen out. A tank that has thrown a track, a truck with a conked-out engine, or an infantry squad so shattered that it cannot rise from the bottom of its trench are examples of subunits that have fallen out. Fallen-out subunits count equally with destroyed subunits for victory purposes but can be recovered between scenarios in a campaign game.

- **Movement Class –** The letter in the upper right of the counter indicates the unit's current movement type. These types are as follows: "L" = Leg, "W" = Wheeled, "T" = Tracked, "R" = Rotor, "P" = Propeller, "J" = Jet, "R" = Rocket, "S" = Static (non-movable).

27. SPECIFIC UNIT ROLES

Flashpoint Campaigns-Cold War: Southern Storm has a vast array of unit types covering the major platforms (vehicles, aircraft, helicopters, field guns, etc.) and squads of the Cold War. The primary unit types are described below.

How these units are used in battle, and more information about their systems and sensors can be found in Battlefield Primer FM FCCW-02.

27.1. RECCE ROLE

Recce (Recon or Reconnaissance) units are ideal scouts and should be used to find enemy units and to build a picture of how and where the enemy is attacking. Reconnaissance units can safely operate outside the command range with no penalties (they are trained to do this) and often have better equipment and sensors to spot enemy troops. Most of them are also harder to spot, but the downside of these units is (in most cases) that they are only lightly armed and armored.

Recon units are, in most cases, not meant to stop enemy line forces, but to locate them for you to plan how to deal with them with your line and other forces like artillery. It is also critical as a commander to find and eliminate enemy recon units and deny them the ability to find and attack you.

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27.2. MAIN EFFORT AND LINE ROLES

Units with tank, infantry, or mechanized infantry subunits are defined as "Main Effort" or "Line" units. Main Effort units are those tasked with taking ground and objectives and are usually tank-based units. Line units are the second line of attacking units and are generally the mechanized parts of the force. These unit types make up most of the player's combat force. Line units can be divided into three types: Infantry, Mechanized (armored fighting vehicles and infantry), and Tanks. The specific capabilities of these units may vary, but in general, these are their uses in battle:

- **Infantry** – These units are weak in the open and often in need of support, but when well-hidden and armed with specialized weapons like ATGMs, they pose a severe threat to any unit out there.
- **Mechanized** – These units are quick, but often only lightly armored and should not be expected to hold their ground in the open against enemy tanks. Depending on the armaments of the unit, however, they can seriously damage enemy infantry and armor.
- **Tanks** – Tanks are the best units to kill the enemy's tanks and other armored fighting vehicles at range. Tanks have the toughest armor protection of any platform in the game and large cannons able to destroy enemy tanks at ranges over 2000 meters. Tanks are high-value assets, so don't throw them away recklessly in battle.

27.3. OVERWATCH ROLE

Units in the Overwatch role are used to provide some form of defense for the units in the Main Effort or Line groups. These units usually follow behind the Main Effort and Line forces as units move and they sit ahead of any support units in the rear. The capabilities of these units vary, but in general these are their uses in battle:

- **Anti-Tank (AT)** – These units are weak in the open, but when well-hidden pose a serious threat to any unit out there. These weapons are mainly used to kill tanks, but can also take out infantry fighting vehicles. Weapons used can be ATGMs, tank guns, recoilless rifles, and other anti-armor systems.

- **Air Defense (AD)** – These units specialize in finding and destroying aerial threats over the battlefield. These units need a good line of sight in and around the rest of your forces and should be used to keep them protected from enemy helicopters and aircraft. These systems can be gun or missile based and usually have air search radar or other optical sensors to find and track air threats.
- **Artillery** – In some cases, self-propelled artillery units with short ranges like mortars can be in an overwatch role if they provide fires for main effort/line units that they are part of the formation with.

27.4. SUPPORT ROLE

Units in the Support Role provide a variety of functions for the rest of the force. These functions are as follows:

- **Headquarters** – Headquarters units are the command network of your forces. These units are the ones that draw up plans and issue orders to their subordinate forces or relays orders to other forces. Keeping these units alive and in command range of their subordinates will have a significant impact in your force's ability to fight and win battles. Most upper-level headquarters are full of troops, trucks, and command vehicles and not really meant to fight toe-to- toe with enemy units. Lower-level headquarters for companies and platoons usually have the same type of units as those they command, like tanks, and can lend firepower during a battle. Headquarters have some of the following abilities:
  - Each order out to a unit and each situation report back from a unit is a "radio event". The tally of radio events for each player over the last hour is shown in the radio traffic level gauges. Excessive use of the radio can reveal a unit's location and it will be shown on the map in a 'detected' spotted state if it is not detected already. If the unit is an HQ and the enemy staff is enabled to give FSCC missions, then a high priority fire request against the HQ will be entered into the enemy FSCC mission queue. Bottom line, move your HQs on occasion if orders traffic is high or risk getting them shelled.

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- If a HQ unit is destroyed, then another unit will be promoted to fill its spot in the chain of command. This is called HQ resubordination. Any unit that has subordinate units is a de-facto headquarters unit, whether it is officially described as such or not. This state is not dependent on having HQ vehicles as subunits.
- The Chain of Command chart on the Map Page will show what the unit hierarchies currently are. The highest HQ (marked with "HQ" as its unit icon) is in overall command. Depending on the situation there may be intermediate level HQs as well.
- HQ units can indirectly sight any enemy unit that its subordinate units have sighted. The highest HQ sights everything that any friendly unit has sighted. This is important for generating FSCC requests and reflect passing sightings of the enemy up the command chain.
- Involuntary Movement: When a unit is forced to retreat it will move in the direction of immediate safety, or if there is none, towards its parent HQ.

- **Engineering** – Engineering units are used to do specific tasks such as laying a bridge over a stream or river, clearing mines and obstacles, and blowing bridges to deny their use to the enemy. One of the significant changes from earlier version of the game is the use of dedicated engineering assets on the map to do those functions listed above. This includes information reports dedicated to engineering assets and activities. Currently supported in the game are dedicated short span bridging units and engineering troops. The bridges are used to cross water obstacles and the engineering troops do all the other functions. These units usually travel in the rear of the forces and then move up to do specific tasks. These are not combat capable units and should not be placed into combat with the enemy.
- **Artillery** – Artillery is the King of Battle. These weapon systems represent guns, rockets, and mortars that can reach tens if not hundreds of kilometers into enemy territory and deliver several different types of munitions on targets with devastating effect. These assets can also be on or off-map depending on the scenario design. Several reports and information panels such as the Fire Support panel provide details on

these units and allow you to see what they are doing and access to order them to fire on targets of your choosing. There is also an option to have these assets placed under FSCC (Fire Support Control Center) control which will use the AI to direct their fires on spotted enemy units. When these units are on map, they should be placed behind your forces but in range of the enemy to be able to fire on them. Artillery units can, when pressed and capable (noted as direct fire capable and carrying the right ammunitions), engage in direct fire against attacking units. Artillery units both on and off-map can be subjected to enemy counter-battery fire. This is returned enemy artillery fire based on locating your firing batteries via counter-battery radars and other means. You should get in the habit of shooting and then moving to avoid losses.

- **On-Map Air Support** – Various types of helicopters are included in the game. There are Attack, Recon, and Utility version of Helicopters. Helicopters can carry a variety of weapons geared to anti-armor or anti-personnel mission, but they can also be assigned to perform reconnaissance tasks. In future updates, we will add the utility/transport helicopters for airborne assault operations. Helicopters are just like any other on-map unit except for the following differences:
  - They ignore all terrain costs when moving.
  - They move much faster than the ground units based on their cruise speed and flight profile.
  - Depending on movement orders, helicopters will fly Nap of the Earth (NOE) using terrain to screen and cover their movements when Hunting (a helicopter specific order for moving and attacking enemy targets) or doing a Deliberate Move. They will fly at low altitude if executing a hasty move.
  - They do not count against stacking limits in the location they occupy.
  - They do not suffer NBC (Nuclear, Chemical, and Biological) attacks if they move through a contaminated hex location.
  - They do not suffer minefield attacks if they move through a mined location.

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- **Unit Posture** – Helicopter units cannot dig in or fortify.
  - Helicopters with mast mounted sensors receive a bonus to spot and a bonus to not get spotted when looking for enemy units.
  - To resupply, helicopters must fly back and land at a FARP (Forward Arming and Refueling Point) unit. If the FARP is missing, then the units will go to the current highest HQ on the map to resupply.
- **Off-Map Air Support** – Off-Map Air support are units of propeller or jet powered aircraft with various missions designed to strike targets on the battlefield. All aircraft are held off-map in particular loiter areas for commitment to air strikes under the player's direction or FSCC control. When the air strike is complete the surviving aircraft either return to base to rearm if out of ammunition or go back on station if weapons are still available. After reaming they will return to the loiter area to await future assignment. Doctrine generally allows for a certain number of fixed wing air close air support sorties within 40 km or so of the Forward Edge of the Battle Area (FEBA). Since the FEBA is an extremely high-risk area for these valuable assets, availability will be limited, and strikes should be reserved for high value targets. Long-range artillery and helicopter assets remain the preferred platforms for routine fire missions within this zone. Off-map strike aircraft have the following capabilities:
  - Aircraft that are rated All-Weather can fly anytime visibility is 500 meters or better (in rain/snow). Non-All-Weather aircraft are grounded if the weather is poor.
  - Aircraft that are rated for Night Operations can fly normally at night. Those units without this rating are grounded and cannot fly at night.
  - Close Air Support (CAS) aircraft are equipped to strike ground targets.
  - Level Bombers fly high over the battlefield and drop weapons against ground targets.
  - SEAD (Suppression of Enemy Air Defenses) aircraft are equipped with special anti-radiation missiles (ARMs) that seek out and destroy air search radars rendering Surface to Air systems (SAMs) useless. They do not affect optical and Infra-Red (IR) systems.

- Most scenarios will have a limited amount or air strikes (if any) and those assets will be available for a limited amount of time.

28. SPECIAL UNIT TYPES

The game has a couple of special units that need to be explained as to how they are used.

28.1. WEAPONS OF MASS DESTRUCTION (WMDS)

Tactical nuclear warheads and persistent and non-persistent chemical weapons are a part of the Cold War battlefield. These weapons are delivered by Surface-to-Surface Missiles (SSMs), artillery, or aircraft. These weapons will be noted in your scenario briefing if they are available for use. Nuclear and Persistent Chemicals leave contamination behind that can kill units entering those contaminated areas.

These weapons cost a certain amount of victory points to use and should therefore not be used lightly. It is highly advised that you only use these specialized weapons against extremely high value (and tightly packed) targets. Make sure to launch strike missions of these weapons only where they can be decisive!

28.2. INACTIVE UNITS

History shows that not all units on the immediate battlefield that could have participated did. Accordingly, the scenario designer is allowed to place units on the map and then mark them as "inactive". This makes them unavailable for player orders or relocating in the deployment area until their release is triggered by one of the actions below. While inactive units have the following restrictions:

- Inactive units are drawn on the map, but they have a gray overlay to denote their status and the critical message line in the UDP will say "Inactive".
- They can be browsed but cannot be given orders of any type.
- They cannot be repositioned during the setup phase.

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- Active and inactive units may stack together within normal stacking limits.
- An inactive unit cannot become the supreme HQ.
- Inactive unit radio messages are not counted towards traffic levels.

These units become active when:

- When attacked (direct fire, indirect fire, or air strikes).
- When an enemy appears within the units SOP standoff range or 1500 meters whichever is greater.

Once activated, these units behave in a usual fashion.

28.3. LOGISTICAL UNITS

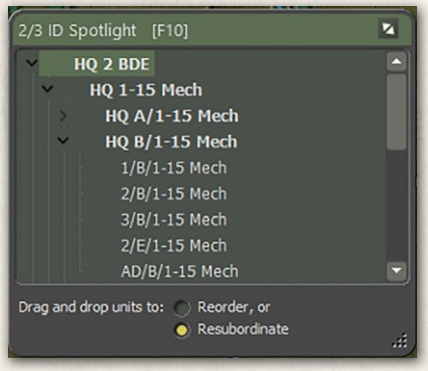
Logistics are an essential part of the battlefield. Units fighting the battle require fuel and ammo and the troops need food and water. While the game engine abstracts the use and tracking of logistical forces for ground units (resupply orders are important and discussed in Section 30 below), a new unit called a FARP (Forward Arming and Refueling Point) has been added to the game for helicopter operations. When an attack helicopter runs low on ammunition or has low readiness or morale from combat operations, they can be ordered back to the FARP to reload and to recover.

In future expansions, we may look to include additional logistical units for supply and other functions.

28.4. UNMANNED AERIAL VEHICLES (UAVS)

UAVs or drones were a new item in the 80s and very few of them were in operation. While we don't have any in the current batch of scenarios, it is possible to add them, and UAVs may be seen in the future. When these platforms are on-map, they are treated like helicopters and the player can plot their moves in the same fashion. When they are off-map assets, the fly in and conduct strikes just like the human-crewed aircraft noted in Section 27.4 above.

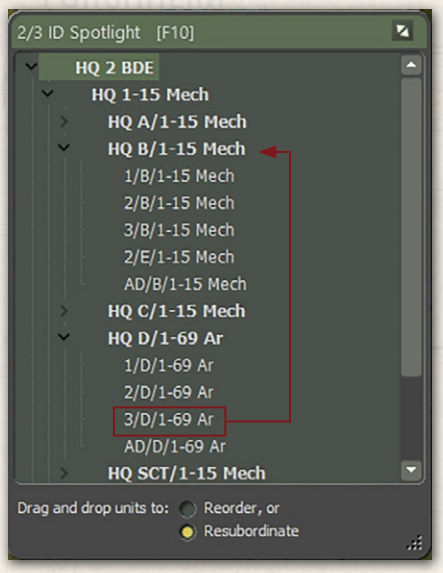
29. ORDER OF BATTLE (OOB) TREE

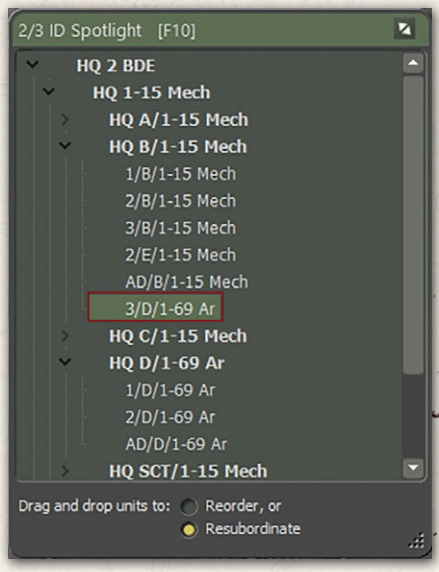


One important function of the Spotlight Panel (F10) is the Order of Battle Tree. The OOB tree provides a listing of all your units and shows which units report to (are subordinate to) which headquarters. This information is vital as command delays and resupply capability are tied to a unit's distance from it local/primary headquarters.

In some cases, you as the commander may want to move units under another command or change up the composition of a formation to better suited the mission at hand. There are two functions to help with the arrangement of units. Resubordination and Reorder. They are described below.

29.1. UNIT RESUBORDINATION





To move a unit from one command to another you need to click on the unit to move, in this case **3/D/1-69 Ar,** and then drag the unit out and up to the new HQ you want it to be a part of and release the mouse button. In this case we

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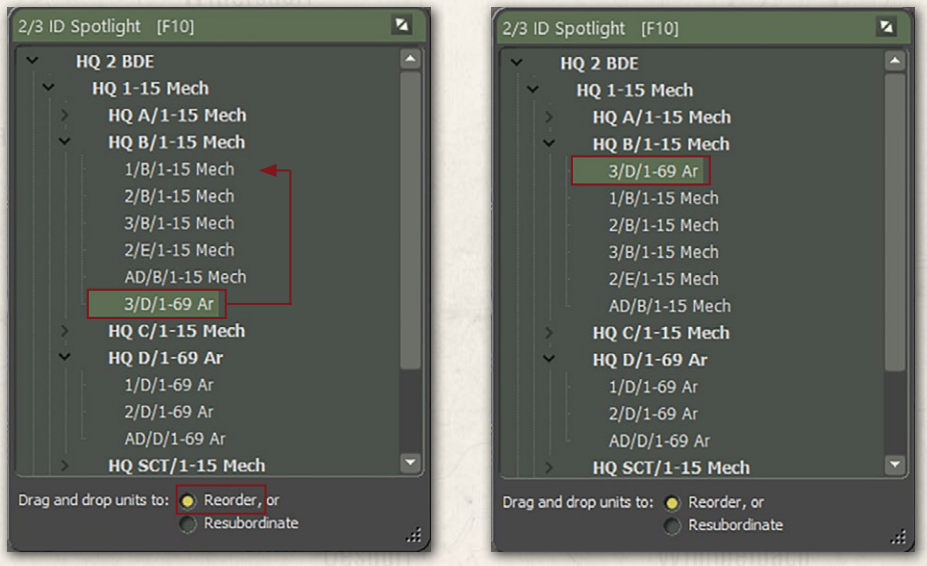
are subordinating it to **HQ B/1-15 Mech.** After releasing the button, the units should appear at the bottom of the new HQ's formation as seen in the right image.

Once a unit is attached to a new HQ, it will use that HQ for communication and resupply based on the new HQ's command ranges. Adding more units to a new HQ also increases the amount of generated radio traffic and adds to the chance of the enemy locating that HQ.

29.2. UNIT REORDER



Once you resubordinate a unit into a new command, you may wish to move it into a different place in the subordinate order. Using the Reorder function can make those changes.

At the bottom of the Spotlight Panel, check the Reorder function. Then click and drag the unit you want to move and release it on the unit you want to be above.

30. ISSUING ORDERS

You control your forces by giving orders to your units. Be aware that a certain period is needed by the staff to formulate and transmit your orders. The unit

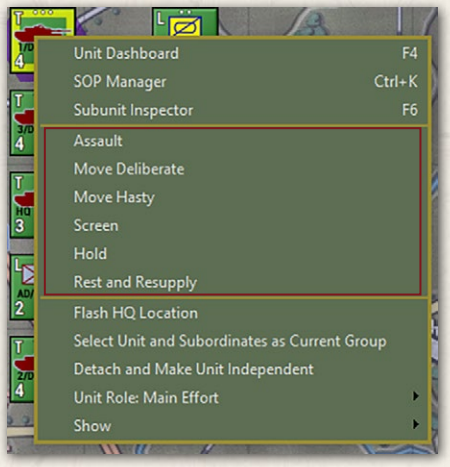
will need time to prepare for the new order that is a function of the type of order, the training, readiness, and the tactical situation of the unit to which it is issued.

Orders take as long as they take to run to completion, and this may not coincide neatly with the Orders Phase intervals. Orders persist to the next turn if you do not issue new ones. If you keep interrupting orders with new orders, the delay time will increase as orders have to be rescinded and then new orders generated for the units.

30.1. UNIT POPUP MENU

Orders can be given to a unit by right-clicking on the unit icon on the map and selecting an order from the displayed Unit Popup Menu. Some orders just require selecting to set them (Screen, On Call, Hold, Resupply, etc.). Others require the player to designate waypoints or target points (Moves, Assault, Barrage, Hunting, etc.). With these last orders you must finish the order by hitting selecting one of the options in the Orders on Arrival dialog that pops up when you are done selecting waypoints for the move.

If you decide during issuing a move or bombardment order that you want to do something else, you can click the Esc key to stop the order. Accepting an order and then issuing a new order can also be done This case does not add additional time to the command delay as the order is not yet in process.



In the image on the left, you can see the Orders Block of the Unit Popup Menu. The listed orders may be in two sections of the dialog and show up based on the type of unit with Orders that are proper to use for the particular unit type.

For more detailed information about plotting movement, see Section 31 below.

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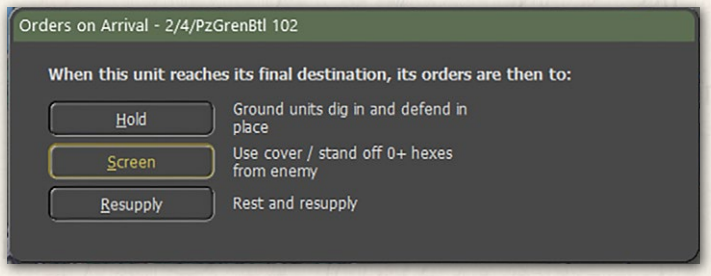
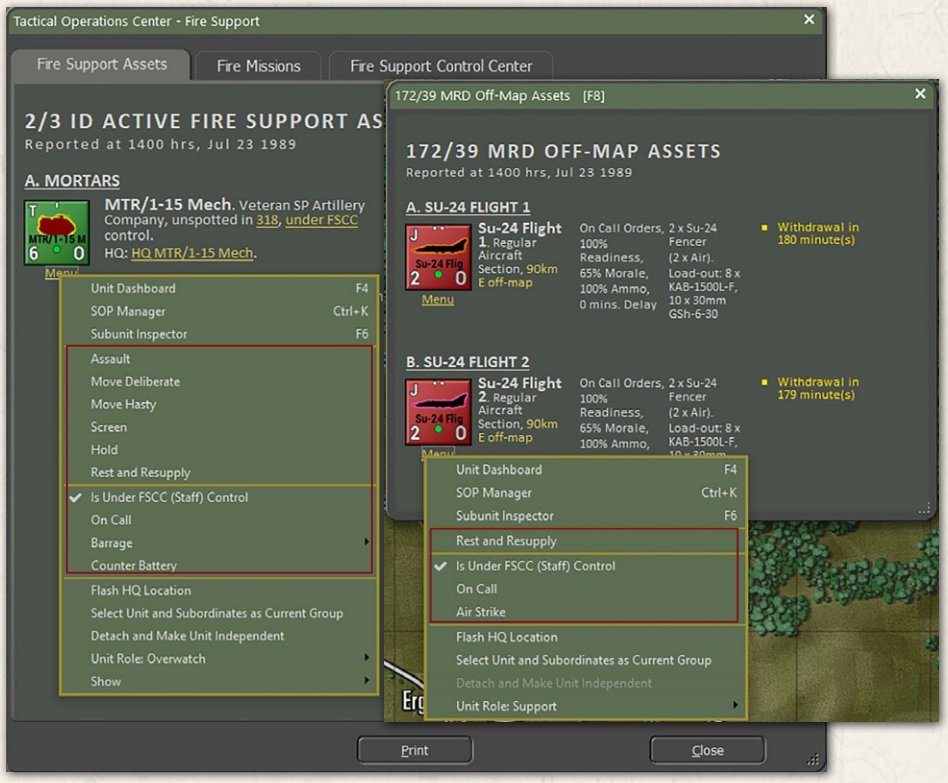


You can also open the Unit Popup Menu by clicking on the hyperlinked Menu option beneath the unit counter in some reports and displays. This is useful for Off-Map Assets like artillery and air units.



30.2. PRIMARY UNIT ORDERS

- **Assault** – Move in a spread-out formation using both road and off-road movement to be ready to attack an enemy.
- **Move Deliberate** – A more defensive move than Assault, but still can travel on or off-road.

- **Move Hasty** – Faster than Assault and Deliberate moves, but trades speed for defensive coverage uses. It sticks mainly to roads.
- **Screen** – A non-moving state of seeking moderate cover and ready to attack or move if required.
- **Hold** – A non-moving state of seeking the best cover in the hex and in some cases, digging in for improved defensive protection if the unit is in the hex for 30 minutes. This is best choice for defending locations.
- **Rest and Resupply** – The unit is in a state of rearming, refueling, and resting to recover readiness and morale. This only works if the unit is not in combat. Aircraft and Helicopters with return to base to rearm and refuel.

30.3. INDIRECT FIRE SPECIFIC ORDERS

- **Is Under FSCC (Staff) Control** – This toggle allows you to have the Staff AI provide fire missions for the unit or place it under your direct control. Not really an order, but effects how orders are done for this unit.
- **On Call** – The unit is ready for new orders, either movement or barrage.
- **Barrage** – These are orders to fire certain types of munitions at a set of targets on the map.
  - **Suppression Fire** – Low rate of fire of high explosive (HE) rounds that has limited kill power, but does inflict readiness loss to targeted units.
  - **Neutralizing Fire** – High rate of fire of high explosive (HE) rounds maximizing kill power and inflicting readiness loss to targeted units.
  - **Saturation Area Fire** – This option is found only on multiple rocket launchers. It allows all the unit's rockets to be fired off in rapid succession and strike a much larger target zone. If this mission is chosen, you can only select one target point and the rounds will land in the target hex and the surrounding six hexes. This is a devastating attack that can cause severe losses to man and machine. Units firing a saturation attack automatically go to zero ammo and must resupply before shooting again.
  - **Smoke** – Fires rounds that deploy a smoke screen of various types that obscure vision and sensors.

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- **Scatterable Mines (FASCAM)** – This ammunition deploys a hex-wide minefield in the targeted hexes.
- **Improved Conventional Munitions (ICM)** – These rounds deploy several submunitions capable of destroying both armored and soft targets.
- **Nuclear Munition** – These are single rounds with a tactical nuclear warhead that can cause massive area-wide damage and nuclear contamination.
- **Chemical Munition** – These rounds can drop persistent or non-persistent chemical attacks into hexes. Non-persistent strikes will dissipate over time.

- **Counter Battery** – Your units are set to fire on located enemy artillery units. While on Counter-battery they will not shoot other missions.

30.4. ENGINEERING SPECIFIC ORDERS

- **Remove (Blow) Bridge** – Allows an engineer to blow a fixed bridge if they are in an adjacent hex.
- **Lift Mines** – Allows an engineer to clear lanes in a minefield for units to pass safely through.
- **Remove Engineered Obstacle** – Allows an engineer to remove obstacles to create lanes for units to pass through.
- **Demolish Positions** – Allows the engineer to destroy improved position in a hex.
- **Lay/Recover Bridge** – Allows a Short-Span Bridging vehicle to place or retrieve a temporary bridge over a hex –side water obstacle.

30.5. HELICOPTER SPECIFIC ORDERS

- **Hunt** – This makes the helicopter move from point to point looking for enemy units to engage while doing it best to use terrain to mask its movement.

30.6. AIRCRAFT SPECIFIC ORDERS

- **Is Under FSCC (Staff) Control** – This toggle allows you to have the Staff AI provide fire missions for the unit or place it under your direct control. Not really an order, but effects how orders are done for this unit.
- **On Call** – The unit is on station and waiting to be called back in for a strike.
- **Air Strike** – Order an aircraft to attack a given hex with its carried ordinance. Depending on the type of aircraft and weapons, targets may be restricted to specific types.

30.7. UNIT ORDERS DELAY FACTORS

Orders take time to transmit, absorb, and implement. Some are fast and some will take time. For many orders there is a preparation time before the order can commence and then a period during which the order is executed. If the unit is On Call or is already performing the same kind of order requested (i.e., Move to Move, Screen to Screen, just with different parameters) then the Orders Delay equals 2 minutes. Otherwise, the Orders Delay equals the standard Orders Delay (2 to 60 minutes, average 5 to 10 minutes).

Other delay factors include:

- If the unit is being rested, then the Orders Delay is increased by 10 minutes.
- If the unit needs to relinquish a Dug In posture, then the Orders Delay is increased by 5 minutes.
- If the unit is not currently moving and the new order requires movement, then the Orders Delay is increased by 5 minutes.
- If the unit is under fire, then the Orders Delay is increased by 50%.
- If the scenario electronic warfare intensity is Medium then the Orders Delay is increased by 20%, if EW intensity is High then it is increased by 33%.
- If the unit is ordered to Assault, then the Orders Delay cannot be less than 30 minutes.

These are base delays and will vary based on training level of the forces, readiness of the forces and command and control losses.

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30.8. INVOLUNTARY ORDERS CHANGES

Not all units always follow orders under all circumstances. Self-preservation will take over long before the very last bullet is fired or life lost. There may be an involuntary change of orders if the reaches a stress threshold limit. This limit is calculated using the current morale, training and readiness levels, losses, HQ proximity, and national factors for following orders and command flexibility. If the limit is exceeded, attacks will stall, and defenses will turn into retreats. Specifically:

- Assaults, Moves, and Resupply orders become Screens
- Screens, and Holds become Scoots to relative safety
- Specialist units (e.g., artillery, supply, etc.) revert to On Call or Scoot to safety
- Overwatch and Support units will stop advancing if their associated Main Effort and Line units are lost in battle.
- Units in a group move will halt movement to keep spacing and formation by role (recon front, main effort, and line, then overwatch, and support in the rear).

30.9. ISSUING GROUP ORDERS

It is possible to give orders to more than one unit at a time by the following means:

- Shift + Left mouse clicking on each unit you wish to issue a standard order to. These can be units from different groups and headquarters.
- Select All Subordinate units in a formation by selecting their HQ with Alt + Left mouse click. This will highlight all subordinate units in that group.

To issue any orders to the selected group, right-click on any of the highlighted units to see the Unit Popup Menu and select an order. If you select a movement order, the AI will provide intelligent pathing to keep the units in a cohesive

formation and then spread them out at the final waypoint in defensive locations (if possible) to avoid stacking. You can select each unit and alter the placement of the waypoints as you see fit.

NOTE: Select the most used order for all waypoints that you want and then used each units Dashboard to change the type of movement order at various waypoints. See Section 31.1.1 below

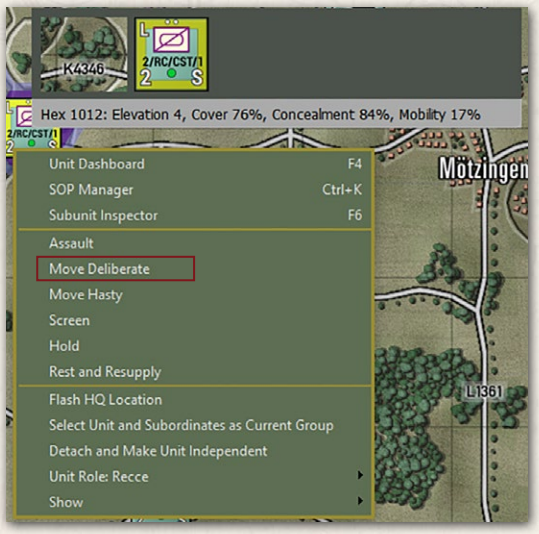
See more information in Section 31 below.

31. PLOTTING MOVEMENT AND FIRES

One of the primary functions as Commander is to direct your forces across the map to take or hold objectives. You will need to know how to order your forces and how to utilize artillery assets and airpower to achieve your mission goals and to preserve your forces the best you can. The following information will show you how to move your units, issue orders, adjust and change movement types along the path and how to issue artillery and air strike on target locations.

31.1. MOVEMENT

To order a unit or group of units (See Section 30.9 above) Right click on them to bring up the Unit Popup Menu. From there select a movement order. In this case, a Deliberate Move. Next select up to six waypoints to path the unit to the location you want it to end up in. The AI is smart and will path the units in an intelligent fashion based on the terrain and your SOP selections (See Section 32 below). Once you have selected the path you can click on the Commit button in the Plotting Mode dialog that popped up when you started placing waypoints. If you wish to stop and cancel the order, you can click the Cancel button.



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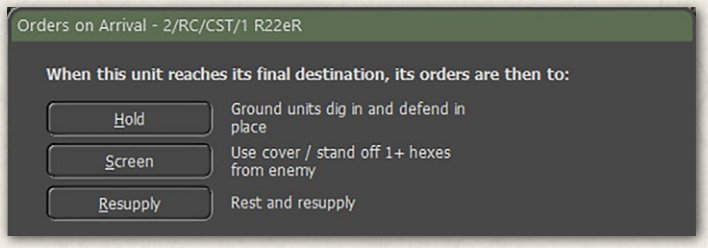
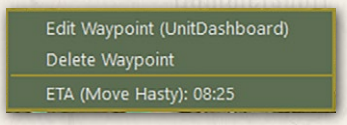
After pushing the Commit button, an Orders on Arrival dialog will pop up and you can set the final order state of the unit. The options for this box vary to match the type of unit and any special orders it has access to.



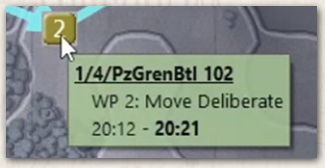
In this case we will select a Screen order. Now the final path is shown for the unit.

At this point if you need to adjust the path, you can click and drag the Waypoint Marker to a new hex location. In this example we will move Waypoint #2 to the south to the road junction. To make this a better move we also need to move Waypoint #1 one hex to the south to make the path choose the road heading south-east.



At this point you also have the option to Right click on any waypoint and pop up a Waypoint Editor menu.

Selecting the Edit Waypoint menu option will open the Unit's Dashboard on the Orders tab to allow you to make several changes to the order as detailed in the following sections. You can remove the waypoint by selecting the Delete Waypoint menu option. This will also delete any SOP setting for that waypoint. At the bottom is an estimated arrival time of the unit to that waypoint and the type of move to that waypoint.



Hovering over a Waypoint with the mouse will bring up a hint showing the Unit Name, Waypoint Number and Movement Order, and the start and arrival time of the unit to that waypoint.

31.1.1. Chaining Different Movement Orders

After plotting a set of waypoint movements, you have the option to go into the Dashboard for any unit (must be done per unit even if a formation or group move is issued) and change the standing order. Below is the initial plotted set of move orders for our unit.

To view and change an order, select the waypoint order you want to change and right-click on it to bring up a menu of optional orders. In this case let's select a Move Hasty order so the unit move the first part of this move quicker.

After changing the order, the waypoint order shown changes, the arrival times change for all waypoints as the first time is shorter, and the counter changes from a Deliberate Move marker (blue triangle) to a Hasty Move marker (Black Triangle).

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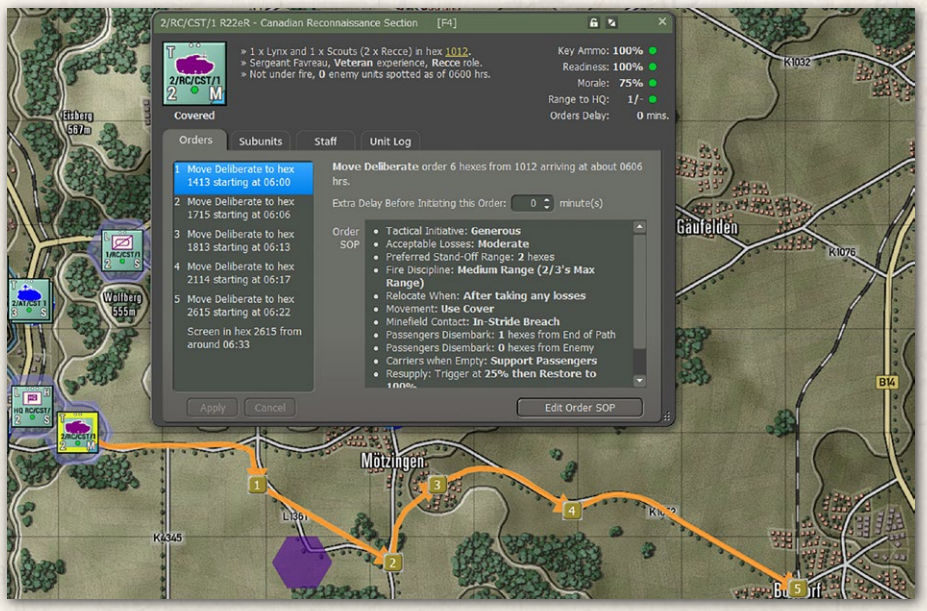
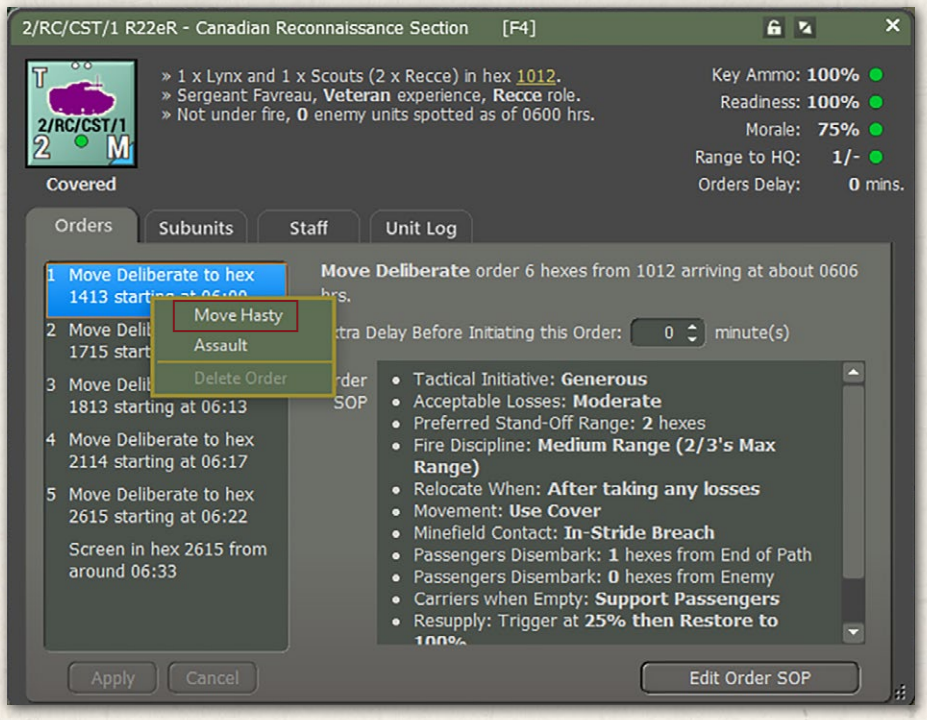
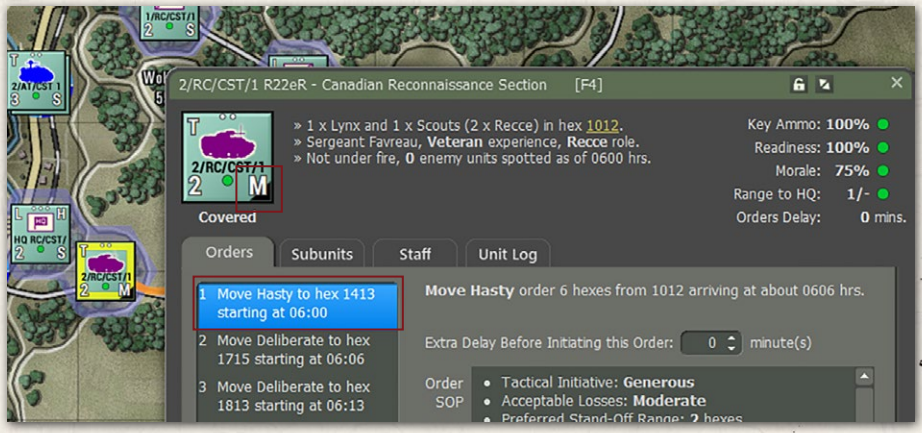


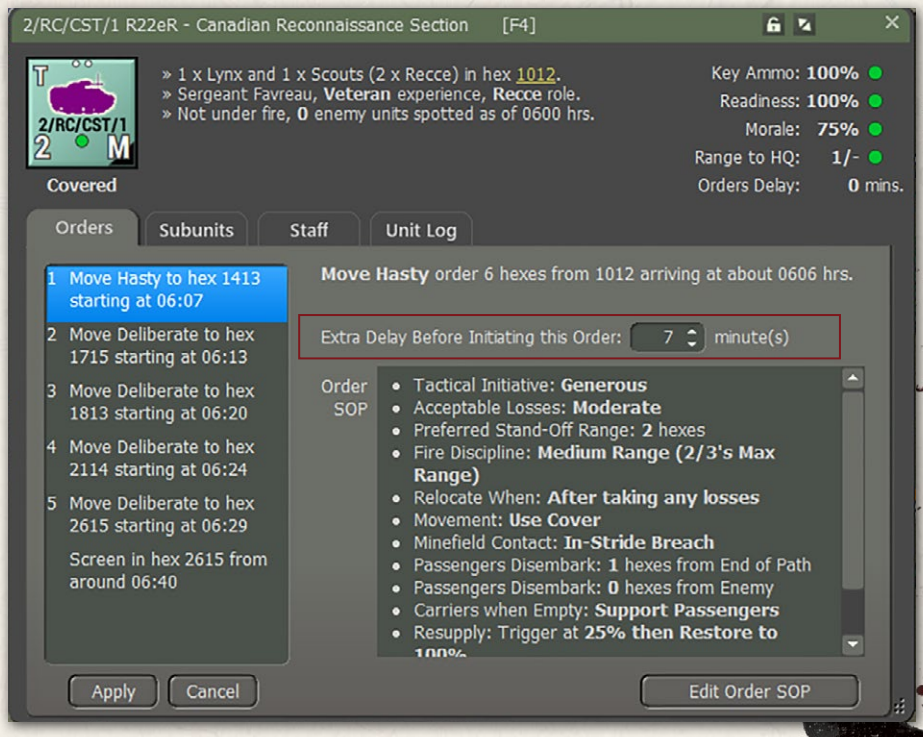


For some attacks you may want to have the opening waypoint that are in friendly territory to be hasty and then move to Deliberate Moves when enemy contact is possible and then shift to Assault if you are taking a contested objective. You can also change the terminal (final) order at this point as well.



31.1.2. ALTERING WAYPOINT TIMING

In some cases, you as the commander may want several units to arrive in an area at the same time or close to it as events can alter that timing. To change the final time of arrival in the last waypoint, you have the option to set a delay time for each selected order in the Dashboard. As you alter the times with a delay you can set your point of timing. From there you can alter other units to have the exact arrival time by adjusting arrive at your scheduled time.



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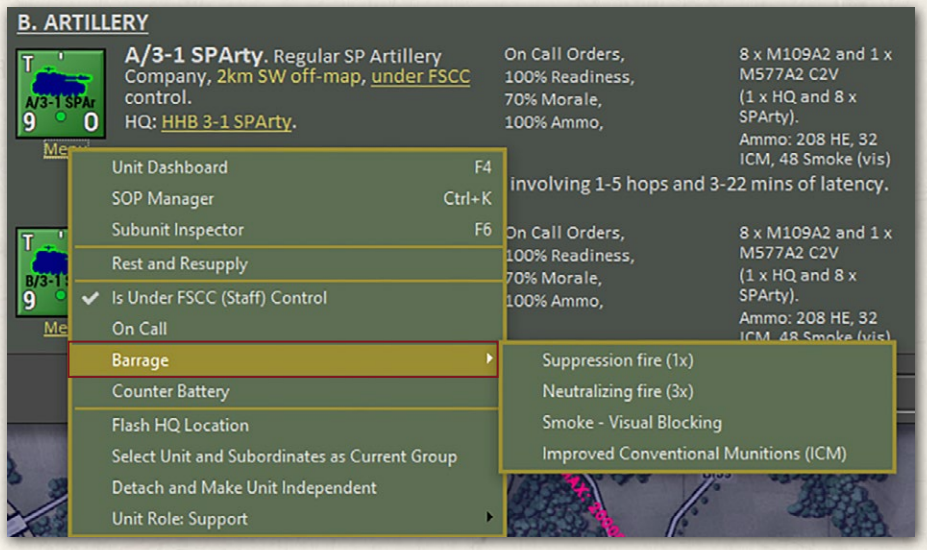
In the case above adding 7 minutes of delay to the start of the first order shifts the time to start the Screen in the destination from 06:33 to 06:40.

31.2. FIRES

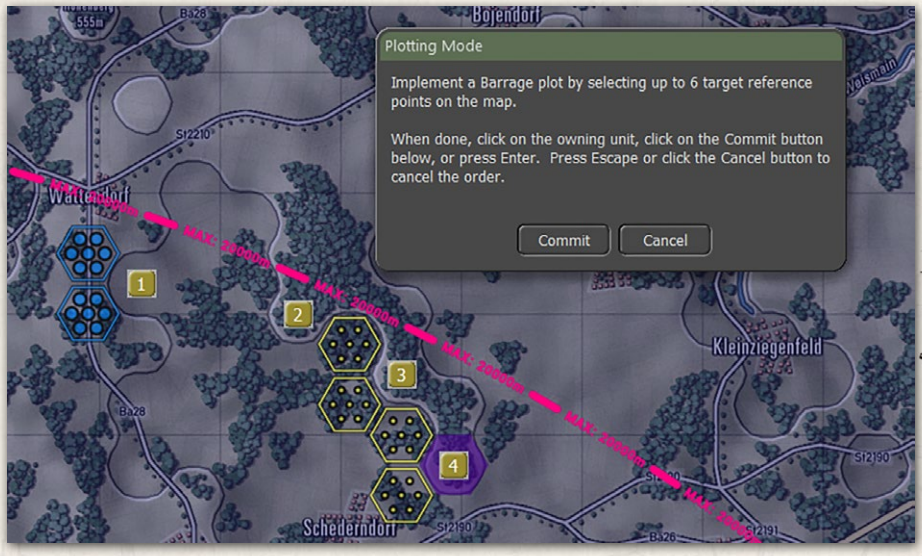
The other aspect to plotting orders is setting up for fire missions. This covers both on and off-map indirect fire units like mortars, guns, and rockets if any of these assets are available in the scenario. To issue a bombardment order, open the Unit Popup Menu by either right-clicking on an on-map artillery unit or open the Fire Support report and click on the Menu hyperlink. Once open, click on the Bombardment option in the menu to open the mission menu with the attack options.



NOTE: The choices of mission types is based on the ammunition allocated to the firing unit by the scenario designer.

Once you have selected the type of fire mission, the Plotting Mode dialog will pop up and tell you that you can place up to six Target Reference Points (TRPs) on the map and within range of the unit (inside its indicated Maximum Range (shown on the map) and beyond any Minimum Range indicated for the unit. These locations are where the munitions will drop.

The only other possible coverage of a strike is with rockets that can do a Saturation Strike the is centered on the selected hex, but also hits the ring of hexes around the TRP.



After hitting the Commit button, the hexes being attacked will be highlighted and fire lines from the firing battery will be shown on the map. The Dashboard will also popup automatically (you can turn this off in the game options) so you can set various parameters of the fire missions and even change the type of fire mission.

On the Orders Panel for a Fire Mission, you have the following options to adjust or change for the selected TRP:

- **Mission Preset** – This dropdown allows you to change the type of bombardment mission from the type set initially with the setting of the

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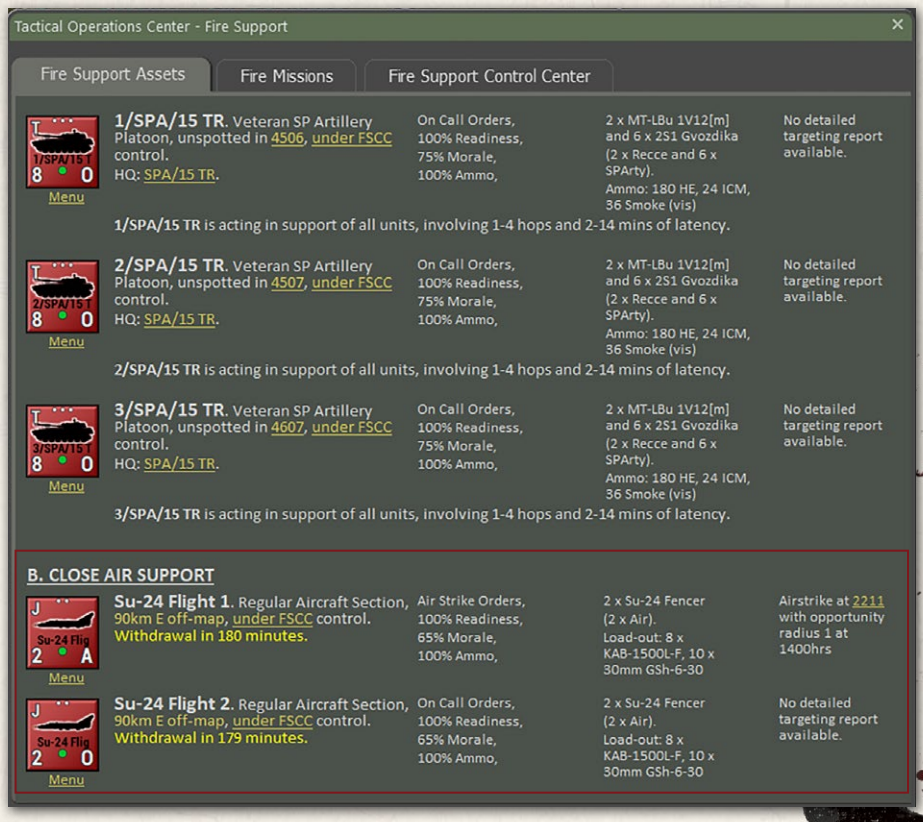
TRPs. If the mission is changed from the original via the Ammunition dropdown, then the Preset will be called Custom.

- **Ammunition** – There is the option here to select different types of ammunition. This is helpful in cases like HE rounds where a few different type may be available.
- **Rounds** – You can set the number of rounds to shoot on the mission. The total number of available is note after the slash (/). You cannot shoot more rounds than you have.
- **Start Time** – You can set the time to ASAP which will fire as soon as the orders delay is done (for opening salvos during the first turn set up, mission can start to fall immediately). There is the option to delay the mission several minutes if timing is vital to your plan.
- **Duration** – This sets how long the mission will last and sets the number of rounds per minute that get fired. In the example below that would be 2 rounds per gun in the unit per minute over 10 minutes. With eight tubes in this units that is 16 rounds impacting every minute.
- **Area Fire** – If the artillery unit is a rocket launcher, The Area Fire option will be active and if checked, will fire a saturation strike (target hex and the surrounding ring of six hexes). This strike fires all rockets on the lunching platforms.

31.3. CALLING IN AIRSTRIKES

To call in an Airstrike, you need to have available aircraft in the scenario. There are two ways to check and then call in an airstrike. First option is to open the Fire Support Report and look at the Fire Support Assets tab. In this case Section B shows available Close Air Support (CAS) that you can call in. The second way is to open the Off Map Asset (OMA) dialog and look for what aircraft you have.

Aircraft may not be available until the arrive to provide support and that will be noted in the dialogs. Most aircraft will also have a set withdrawal time when they will return to base and can no longer be used. Weather and time-of-day can also impact air operations. Some aircraft are not capable of night or all-weather operations over the battlefield. Aircraft have one other threat that you as the commander need to consider and that is the current Air Superiority level over the battlefield. If control of the air is owned by your side, your air strike has a much better chance to get to the target and deliver ordinance on



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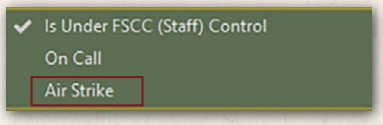
targets. If the airspace is contested or owned by the enemy, your air strikes run the risk of being run off or worse, shot down.

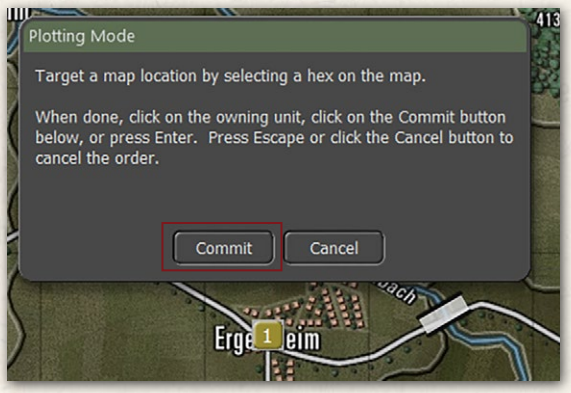
Selecting the hyperlinked Menu option will bring up the Unit Popup Menu and you need to go down to the Strike section that looks as seen below and select the Airstrike option.

If you want to order in air units instead of the FSCC doing it when targets of value show up, you should click the Is Under FSCC (Staff) Control and turn the check mark off. Selecting On Call will cancel any strikes and return the aircraft to its on-station location where it awaits a call to strike.

There is also the option on the menu (not shown) to Rest and Resupply, this will return the aircraft to base to rearm and refuel and then return on-station for future use.



After selecting an Airstrike, the Plotting Mode dialog pops up and you can select a single hex to be the target of the airstrike.



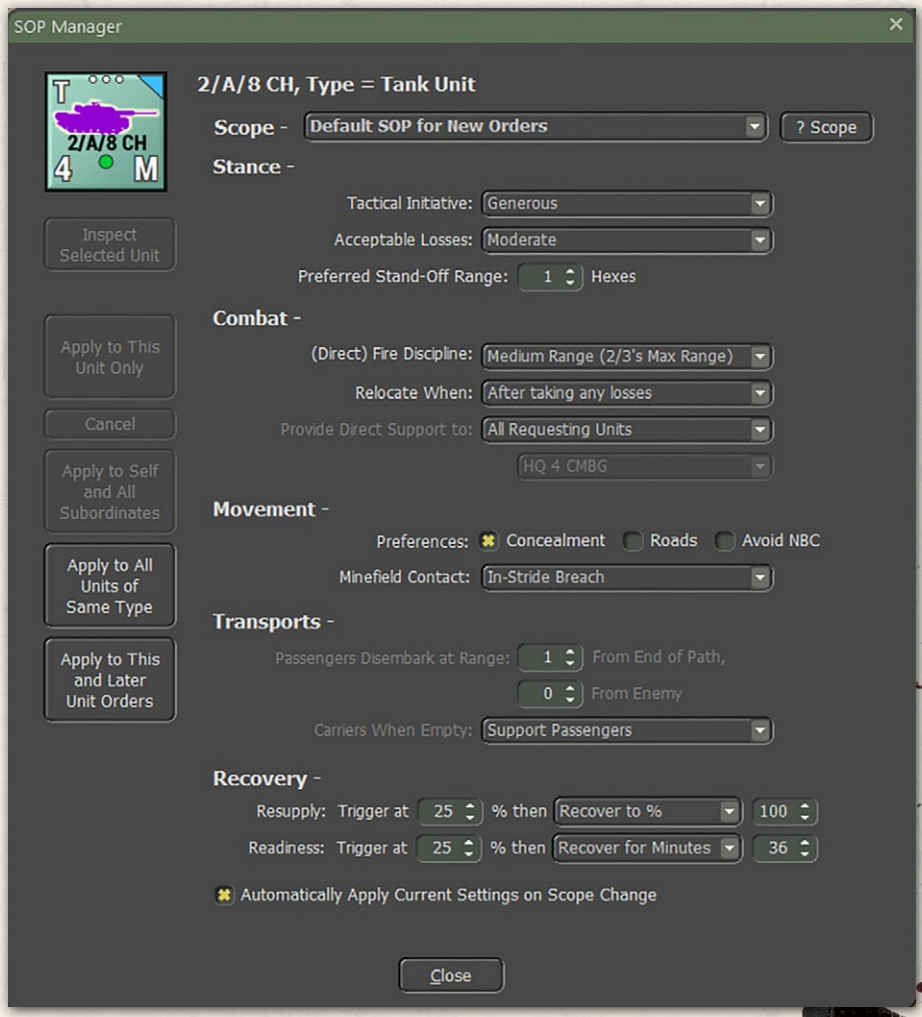
Select a target hex and click the Commit button to issue the order. Pressing Cancel will stop the order and return you back to the game with the aircraft On Call.

Once the aircraft is ready to attack it will appear on map near the target location and

will attack the best target it sees in the area. The discretionary radius of target selection is set in the Nation Data and cannot be altered.

32. STANDARD OPERATING PROCEDURES (SOP)

One of the more requested feature from Red Storm was the ability to set Standard Operation Procedures in more detail for your units. We have that now and it is a very powerful tool for you as the commander to wield. This tool gives you the flexibility to adjust many different operational parameters of your units, per unit, per waypoint, and for new orders. Grayed out parameters are not available for the selected unit.



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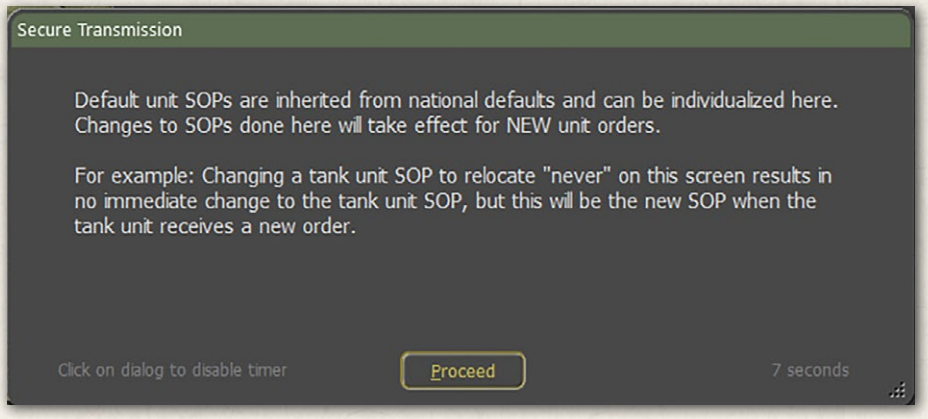
These SOPs can be applied to the selected unit or easily copied to other units in the formation or of similar platform type.

To open the SOP Manager, you can right click on a unit or select Menu hyperlink from a report and select it from the Unit Popup Menu, select a unit and hit Ctrl+K on the keyboard, or click on the Edit Order SOP button on the Orders tab of the Dashboard for the selected unit.

32.1. SCOPE

The Scope sets which order (new, current singular order like Screen or Hold, or per waypoint of a move) the settings are applied to. Once all the setting are adjusted to the parameters you want for the unit(s) there are options on how to Apply them as noted in Section 32.7 below.

Selecting the "? Scope" button will pop up the following message providing information on how the Scope is used.



32.2. STANCE

- **Tactical Initiative** – This is the likelihood of a unit deviating from its orders or pathing based on the current situation it is in (under fire, outnumbered, etc.). These settings are None, Slight, Moderate, or Generous.
- **Acceptable Losses** – This is the unit(s) willingness to take losses before seeking a change in orders. This works with the Tactical Initiative above to set how a unit reacts. The settings for this item are Do or Die, Substantial, Moderate, or Minimal.

- **Preferred Standoff Range** – The number of 500m hexes you wish the unit(s) to be distant from an enemy units if possible.

32.3. COMBAT

- **Direct Fire Discipline** – This sets the range or ability to shoot at enemy units in direct fire. The available settings are Refuse fire, Hold until fired on, Point blank (0 to 1 hex), Short Range (1/3 Max Range), Medium Range (2/3 Max Range), and Maximum Range.

- **Relocate When** – This determines under what condition a unit will seek to scoot to a new location for better protection or to avoid enemy fire. The possible selections are After each fire mission, After all fire missions, While enemy spotted, After receiving any fire, After receiving direct fire, After taking any losses, After taking direct fire losses, or Never. Some of these settings work better for certain types of units. The after-fire missions settings work better for artillery for instance.

- **Provide Direct Support to** – This setting is for Indirect Fire Units only and allows you to set specific direct support operations for your artillery assets. The default setting is support for All Requesting Units. This is equal to General support as noted in Section 34.2 below. Other options that support specific units are Unit in the same formation or lower, Specified HQ or lower, or Refuse all requests (which stops the FSCC from using this unit in any supporting call for fires). In the selection box below is a listing of units to attach support to.

32.4. MOVEMENT

- **Preferences** – When a unit moves from waypoint to waypoint there are a few options for how that travel can be done. Hasty move will prefer roads and Deliberate or Assaulting move will mix roads with cross country movement. You can set stricter movement preferences by check the boxes for Concealment (more off-road and seeking better covered terrain to move through, Roads (favor taking roads instead of cross country), and Avoid NBC (which will path units around NBC contaminated locations on the map).

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- **Minefield Contact** – This is the unit(s) response to entering a minefield. The options here are Ignore and Run (do not delay and except the potential for more subunit losses crossing the field), In Stride Breach (units slow down to follow a leader through the field hoping to avoid mines by travelling in the same tracks), or Stop and Reduce (units halt and either wait for engineers to remove enough mines to open a path through or do the work themselves at a slower rate).

32.5. TRANSPORTS

- **Passengers Disembark at Range** – There are two options for disembarking transported troops and teams from their carriers. The first option is setting a few hexes (500m) from the final waypoint. This is useful for assaults or recon efforts in hostile territory. The other option is setting a few hexes from a spotted enemy. This is useful if on the move and your troops encounter unexpected enemy contact.

- **Carriers when Empty** – Once transporting APCs (Armored Personnel Carriers) or IFVs (Infantry Fighting Vehicles) disembark their troops or teams, this setting tells the transporting units what they should do. For APCs the better choice is to Hide Nearby (seek cover and do not engage the enemy) as these vehicles are usually poorly armed and armored. The other option is Support Passengers (seek good cover, but engage enemy units with on-board weapon systems) to improve firepower against the enemy, but risks losing transports to enemy fire.

32.6. RECOVERY

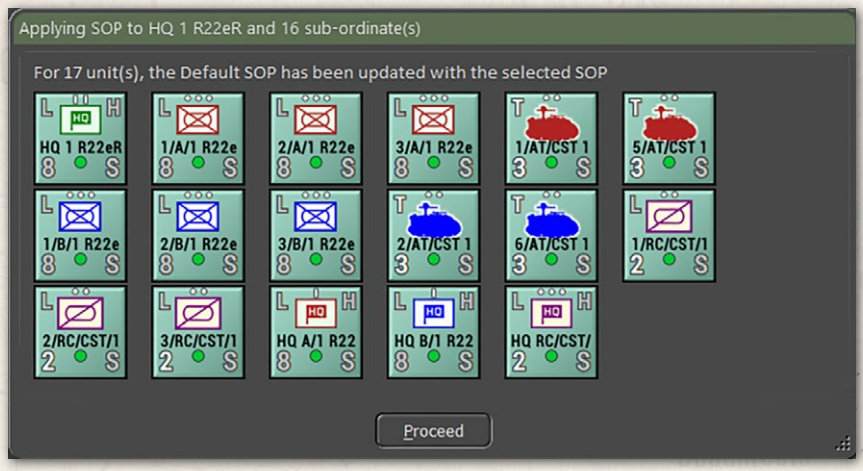
- **Resupply** – This option lets you set a limit for the unit's Ammo level and when it hits the trigger level or below, the units will go into resupply until it either Recovers to the set percentage over time or recovers for a set amount of time which restores an amount of ammo based on the amount of time set.

- **Readiness** – This option lets you set a limit for the unit's Readiness level and when it hits the trigger level or below, the units will go into resupply until it either Recovers to the set percentage over time or recovers for a set amount of time which restores an amount of readiness based on the amount of time set.

32.7. INSPECT AND APPLY

There are six buttons on the left of the dialog that are used to do the following:

- **Inspect Selected Unit** – If you want to select and see the SOPs for another unit on the map, select a new unit on the map and then click the Inspect Selected Unit button to have the SOP Manager display its SOP values.
- **Apply to This Unit Only** – Applies all the changes made only to the selected unit.
- **Cancel** – Restores the original SOP values before any changes were made. Once You do a Apply, there is no way to revert changes via this option.
- **Apply to Self and All Subordinates** – This setting is helpful if you want to set all the units in a formation (HQ and subordinates). The higher the HQ, more units will be changed down the order of battle chain. When applied a dialog will pop up showing all the affected units.



- **Apply to All Units of the Same Type** – This setting is useful if you want to set all the units in of a selected type (like Tanks, APCs, HQs, etc.). When applied a dialog will pop up showing all the affected units.

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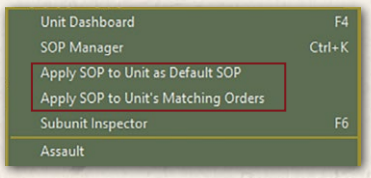
- **Apply to This and Later Unit Orders** – This option allows you to take the current SOP setting and apply them to all the orders in the Scope list.

At the bottom of the dialog is a check box to Automatically Apply Current Settings on the Scope Change. If this is active, any changes are applied to the indicated scope will apply if you select a new unit and click the Inspect Selected Unit button. With it active if you switch to a new order in the scope selection, any changes will be applied to the previous order scope.

32.8. COPY SOPS VIA THE SPOTLIGHT PANEL

There are a few more tricks with SOPs. Once you have a SOP loaded (and edited) in the SOP Manager, you can apply it to parts of the OOB Tree in the Spotlight Panel (toggle the view with F10 to see the OOB Tree is the Unit Details are showing). Select a unit to paste the current SOP setting in the SOP Manager and right-click. From the popup menu select the option you wish to "paste" to the selected unit.



The trick with SOP Manager is to keep it open, go out and paste the SOP where you need it. Think of it as clipboard more than an editor for a single unit's SOP. You can apply the setting to any number of units in the Spotlight.

33. SPOTTING AND LINE OF SIGHT (LOS)

The ability to detect, that is distinguish between a military platform, and its surroundings is heavily impacted by illumination, especially when not equipped with excellent Thermal Imaging or Night Vision equipment.

So, the game play panel gives you weather conditions and weather/meteorological visibility. The rings indicate this unit's ability to detect military units.

Spotting requires that the spotting unit have a clear Line of Sight (LOS) to the target and that the target be visible to the spotter at that range. Having a clear LOS to spot a target is required to shoot at it.

It is possible only to see a small number of subunits in a unit depending on the cover and concealment value of the hex is that the enemy is in and if there are other factors like movement, smoke, or weather effects.

33.1. SPOTTING UNITS

A unit has a maximum spotting range within which it can potentially see any enemy unit. This will generally equal the maximum visible range for the time of day and weather except when:

- **The unit is firing or moving** – its attention is presumed to be a least partly concentrated on that task and unit sighting is slightly reduced.
- **The unit posture is Very Exposed** – it is presumed to be feeling unthreatened and is not particularly attuned to its surroundings. Unit sighting range is slightly reduced.

Spotting is evaluated after every move, change of posture, burst of fire, and type of sensor capable of spotting enemy units. Spotting range is a function of weather, visibility range, posture, orders, readiness, currently moving, currently firing, special equipment like ground radar and thermal imaging, smoke, terrain, elevation, observation height, etc. Each sensor and means of spotting is checked versus each possible subunit meeting both the range of spotting and spottable range distance.

Units also have an individual "spottable range". Spottable range is a function of unit posture, size, terrain, currently moving, currently firing, etc. Enemy units beyond this range simply cannot spot them unless special sensors are involved. For example, a small non-firing infantry unit on a hilltop can see a long way but can be spotted from only a very short distance.

The current spotting and spottable ranges for each unit can be viewed by selecting the Show LOS (Ctrl-L) or Show Spottable From (Ctrl-O) function on the orders menu. Spotting states:

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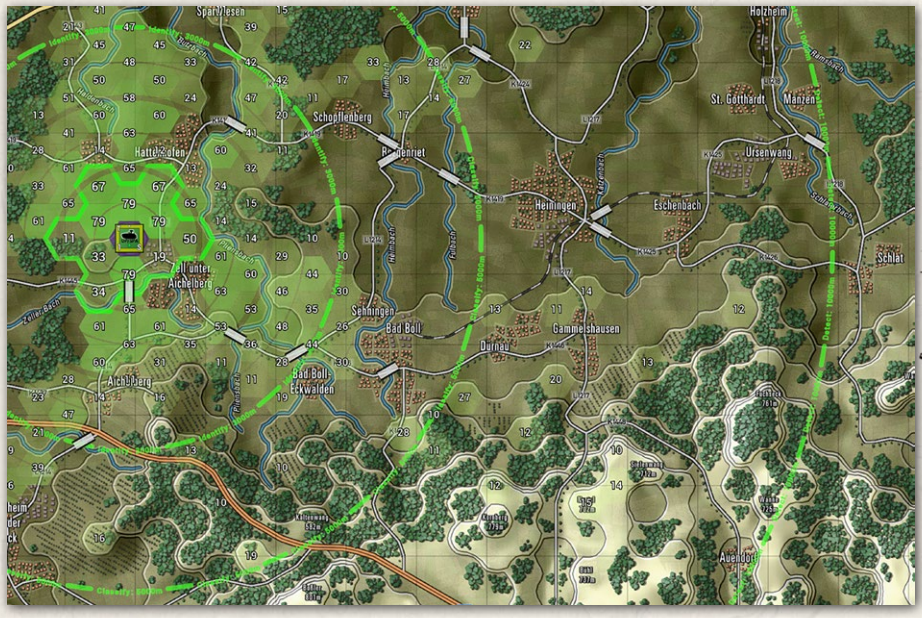
- **Undetected** – the unit counter is not revealed to the enemy in any way. There will be no indication that it is in a particular location at all.
- **Detected** – The contact may be as imprecise as a rising cloud of dust or a fleeting glimpse of unknown vehicles between some trees or buildings. The unit counter with nationality and question mark (?) but no other details will be revealed. This contact is not strong enough to count as spotted target for artillery or other types of combat. The unit is not browsable in this state and does not show up in the tally of enemy runners. If Automatic Spotting is enabled, then all enemy units will be shown in this state at the minimum.
- **Classified** – The unit type has been revealed with a fair degree of accuracy. Some counter details are shown. An example of a Classified unit would be a tank company, or an artillery unit that has fired and given away its location, or an HQ that has been too busy on the radio, or a unit that has been previously spotted and has not yet moved away.
- **Identified** – The unit is close enough and has been seen long enough to determine the exact types of subunits in the enemy units and most of the unit counter information is shown.

All headquarters and artillery units are deemed to automatically spot every enemy unit spotted by any friendly unit via radio communication and that allows the Staff FSCC to direct fires at known targets.

Units that disappear from LOS may become "lost" and need to be reacquired to be identified again.

33.2. LINE OF SIGHT (LOS)

Due to a combination of elevation and terrain considerations the potential exists to have sweeping vistas in some directions and to be all but blind in others. A view from one hex to another is considered blocked if there is an intervening elevation or if the accumulated visual clutter due to cover, wrecks, and smoke along the LOS drops the visibility below 10% for most units.



LOS is checked in two steps:

First, there is a hard check of elevations between each spotter and each subunit in the target unit. If a line from one hex to the other is broken by an elevation at or above the line at the location the LOS is blocked.

If the first check passes, the second test is to see if the accumulated visual hindrance from the terrain, smoke, wreck, etc. falls below 10% and is considered blocked.

Recon units and units with thermal sights have a bonus that improves their ability to see deeper into terrain or through smoke.

33.3. TIME OF DAY AND WEATHER IMPACT

Visibility during the night is the same as during the day, and basically determined by the dust and water particles in the air. On a clear night, you can see as far as the moon allows, and you might see distant flashes from guns firing. We cap visibility at 10km for Western Europe via the weather data.

Illumination at night is low (between 0% with no moon to 40% at full moon) vs 100% during the day and an in-between value during the dawn and dusk

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transitions. Even though the visual range may be several thousand meters at night, visual spotting range is a function of the night illumination level. Without thermal or other means of illumination, optical spotting at 0% illumination is not possible.

For more information on Time of Day see Section 37 below. For more details about the types of Weather in the game, see Section 38 below.

34. COMBAT OPERATIONS

Combat is the very focus of this game. Because of that, it is very detailed and may be confusing at first. In this section, everything that has to do with combat is explained. The different unit and ammunition types that are included in the game will make sure that a lot of different types of combat will occur during a scenario or a campaign. Even chemical (persistent and non-persistent) and nuclear weapons might be used.

34.1. DIRECT FIRES

All combat occurs during the turn resolution phase. Spotting is checked for all units and then each unit with Assault, Hold, Screen, Move - Deliberate, Move - Hasty, or Direct Support orders look for suitable targets among the enemy units that it can sight directly or indirectly in some cases. A combat event for each pairing of attacker and defender is created and entered in the main game event queue.

The combat event is resolved between the two units at the subunit level. The attacking unit calculates the quality and quantity of fire that it can effectively project against the defender given the number of subunits that it has, the armaments that they mount and their effective versus the target subunit, the range to the target, armaments base accuracy, attacker orders, crew quality, suppression from incoming fire, multiple targets, and special bonuses such as advanced gun sights.

This effective projection of fire is applied to the defending unit which will take losses in relation to the quantity and intrinsic protection rating of its runners, defender orders, posture, usable terrain bonus, movement, stealth, range, and special bonuses such as armor (Chobham, advanced composite, laminated, or

reactive). The defender is also penalized if he has not sighted the attacker - surprise is assumed for the first few shots - and if the range is one or less then there is a further penalty due to the assumption that more flanking shots are available when at such close range.

The attacker uses up munitions by the round or burst used to engage the enemy and is marked as "firing". This "firing" status makes it easier for other units to spot it during the turn. Attacking also reduced a unit's readiness a small amount as the crews deal with rigors of loading and firing weapons or scanning for targets. Units occasionally gain a boost to morale if they achieve kills without taking losses.

Defending units can take losses because of combat. These losses are tracked to individual subunits. Readiness and morale will both be degraded in these cases. Morale can take a bigger hit if the HQ is out of range or if a friendly unit within 1000 meters is wiped out.

Units are not mindless zombies that die to the last subunit. If losses in the unit are too great and readiness and morale are low, a unit will spontaneously give up its mission orders and try to retreat to a safer location by scooting.

34.2. INDIRECT FIRES (IDF)

Where direct fires have the shooter seeing the target, indirect fires rely on another unit to spot a target and provide targeting information for the indirect fire units to use to shoot with. The advantage of indirect fire is its much longer ranges and less exposure to direct combat. Indirect fires are guns, rockets, and mortars that fire munitions (or are munitions in the case of rockets) over the battlefield.

These systems show up on the map as various explosion animations in the target hex based on the type of munitions used. In our earlier Red Storm game, artillery fired in a piecemeal fashion with several rounds being resolved each turn they attacked. Now, each gun fires rounds, and the attack lasts over a duration as shells are fired until the mission is over. This means enemy units can move into and out of the hex(es) being attacked. In some cases, the fire will be adjusted to follow targets if they are under direct observation and there are timely communications with the observer and shooter.

Artillery fire mission can be of a few types as noted below:

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Direct Fire – Some field gun equipped artillery platforms can point themselves at an enemy and fire directly. The wisdom of this is highly debatable but it can be done. Interestingly, Soviet tactics put great store in this technique and 122mm and 152mm SP howitzer assets can be attached to their assault formations to use direct fire against targets. While it is certainly much quicker than trying to organize on call fire the cost to the lightly protected artillery would be horrendous. They used this technique extensively in the second half of WW2 with the SU-76 (76mm guns mounted in light tank chassis) and the 2S1 and 2S3 vehicles are the Cold War inheritors of that tradition. All other force structures might want to consider this a measure of last resort.

Pre-Plotted Fires – These fire missions represent pre-registered targets for the artillery units to shoot at the start of a battle. For the AI player the artillery barrages need to be setup in the Scenario Editor to start right at the start of the battle. For the player, these kind of strikes need to be plotted in the Setup Phase before the start of the battle and will start falling right when the first turn is executed.

Direct Support – These are artillery assets that are dedicated to supporting a selected unit or set of units. These assets will not take on fire support requests from other units or provide counter battery fires and are ready to perform fire mission only for the enemy units spotted by the units placed in direct support. These missions usually slightly shorter command delays then the General Support operations.

General Support – These are artillery assets that will take requests for fires from any friendly unit on the map and process them based on targets type, urgency, and availability via the FSCC. Standard command delays exist for this type of support.

Counter Battery – These assets are set to fire on located enemy artillery units that are in range of the counter battery unit. This includes both on and off-map assets and targets.

34.2.1. FIRE SUPPORT CONTROL CENTER (FSCC)

Fire support mission requests are made either through player intervention during the orders phase or automatically through their staff FSCC (AI) during the turn resolution phase. Line units will automatically generate fire support

requests during the turn resolution based on their sighting activities as the turn unfolds. Fire support requests are also generated by the staff when ordered to prepare a fire support plan as part of the AI planning cycle.

Fire support requests are rated for target type, priority, and weight of fire, type of munition needed, and are queued in descending order of importance (priority multiplied by weight of fire requested). Fire support requests are discarded if the target is lost or too much time passes between the initial call and the unit being able to shoot. This is done as not to waste ammunition shelling the empty ground.

During turn resolution the FSCC is called to match fire support requests to available air and artillery assets. To be "available" an artillery unit must have an On Call, Direct Support, or Counter Battery order and otherwise be ready to fire (i.e., not wiped out, not moving, not already assigned a FSCC mission, etc.) or be an On Call aircraft.

HQ stonks and counter battery missions are served first from units with counter battery orders, but if none are available then artillery units with On Call orders are used instead.

Other missions are served first by eligible artillery units with Direct Support orders, then by General Support units, and finally by units with Counter Battery orders if they are available.

Available air and artillery units are assigned to the mission until the requested weight of fire has been accumulated. The necessary combat events are created in the game event queue and the selected units will fire. The fire support request is marked as done and the rest of the list is processed until the supply of available artillery units is exhausted.

Artillery units that have manually been assigned a Barrage mission will fire as ordered and reverts to On Call when wholly done. At that time, they will be become available to service FSCC or player requests. If an artillery nit runs low or out of ammunition, it will go on a resupply order to replenish its stocks. Depending on SOP settings, artillery units will scoot after shooting to avoid potential enemy counter battery fire.

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34.3. AIR DEFENSE (AD)

There are both dedicated anti-air units and some units with weapons capable of engaging air targets in the game. These platforms are defined as follows:

Surface to Air Missile Units (SAMs) – These units use surface to air missiles with radar, IR, or optical guidance to track and engage enemy aircraft and helicopters. These units have a limited number of missiles and usually have air search radar or advanced optical systems to find targets.

Flak Units (AAA) – These units rely on cannons or machine guns to engage air targets with a wall of lead or proximity fuse explosives. Ammunition for these units is tracked in bursts of fire. These units can have air search radars and other optical means to find and track targets.

Air Defense Limited (ADL) Units – Some units have machine guns, auto-cannons, or in some cases Anti-Tank Guided Missiles (ATGMs) that can be used to engage air targets in limited capacity. For these units to shoot at an air target they have to be the target of an air-strike or engaging a hover helicopter or engaging a helicopter approaching them in a roughly 30-degree cone (these weapons cannot effectively track a moving crossing target).

Some platforms may have a mix of these systems to use.

34.4. AIR STRIKES

When an airstrike is called in the air strike controller will automatically select the best value target location for the air strike within the discretionary radius allowed (they will default to the stated target if other targets only tie it for value). The target value is based on the number of visible targets less apparent air defense strength. If the target location is entirely empty of targets when the air strike arrives, the attack is aborted, and the aircraft returns to its on-call station.

An airstrike attack starts with the sound effect of the approaching jet(s) and the following sequence of events happens:

- The target location will flash, and the attacking aircraft will appear over the target unit.

- All eligible defending units (Air Defense (AD) units and units with air defense capable weapons) located within range of the target location will attempt to detect the attacking aircraft.
  - Air defense units are much better than standard units with anti-air weapons. Units with Air Defense Capable weapons must have the aircraft approaching it directly to engage.
- Those AD units which happen to spot the fast-moving attackers will fire during the approach.
  - If the aircraft is a Level Bomber flying at higher altitudes above the battlefield will only be engaged by weapons that reach the target altitude.
  - Both aircraft and air defense units have a few electronic and other systems used to both degrade the performance of the enemy.
- Combat hints will alert the player to radar detections, AD attack evasions and finally loss of aircraft if one or more is shot down. If an aircraft is shot down, then an appropriate sound effect is played.
  - Pilot readiness plays heavily into their ability to detect AD fire and avoid it. If you push your pilots on repeated passes the fatigue may lead to a mistake and a loss of the aircraft and crew.
- On the ordnance delivery pass the bomb special effects are rendered in the impact location and combat losses immediately applied to all units located there. Friendly and enemy units are both equally at risk if they occupy the impact location.

When the mission is over the aircraft will be given Resupply orders if it is out of ammo or it will return to its on-call station awaiting another strike order. Aircraft put on resupply after thirty minutes they will become available and put On Call again.

34.5. HELICOPTER HUNTING

One of the new orders in the game is the Hunting Order for helicopters. This order allows you to set several waypoints (up to six) that the helicopter will fly between looking for enemy units to Spot (Recon Helicopters) or engage (Attack

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Helicopters). The helicopters will continue to move from hex-to-hex masking with cover where possible. Helicopters under fire will attempt to scoot away from the attacking units. When an armed helicopter runs out of munitions it will fly back to the nearest FARP (Forward Arming and Refueling Point).

34.6. NBC WARFARE

These weapons are extremely powerful and not to be taken lightly. Weapons of mass destruction come in three types: Nuclear weapons, Persistent Chemical weapons, and Non-persistent Chemical weapons.

NOTE: The game does not include Biological weapons on the battlefield.

- **Nuclear Weapons** – A nuclear strike (has a very awesome animation) is resolved as a series of separate attacks against all units caught within the blast range. For game purposes we assume a tactical nuclear capability of approximately a 10kt yield with a 2 km blast radius. Subunits will be eliminated based on distance from the blast center in accordance with their intrinsic protection rating, NBC rating, cover, and posture. Units also suffer massive losses in both readiness and morale even if they survive the blast and they are automatically contaminated with radiation. Contamination can cause additional losses over time if not dealt with in a short time after the attack. All bridges, smoke clouds, minefields and chemical contamination within the blast zone will be eliminated. The ground will be contaminated out two hexes from the blast center for the rest of the game. Units moving through the contaminated zones run the risk of additional losses and get contaminated. All helicopters within a 5 km radius will be eliminated by the blast's shock wave. To decontaminate units, the must enter a Resupply order and spend time being cleared of the hazard.
- **Persistent Chemical Weapons** – A persistent chemical strike consists of various nerve or blood agents that can quickly incapacitate or kill exposed troops. Units caught in a persistent chemical attack can suffer losses based on their NBC rating and take a considerable loss of readiness while getting into protective gear (MOPP suits) and suffer additional morale loss from the attack. Persistent chemical strikes leave markers on the map for the rest of the game. Any units moving through are attacked and

contaminated. Like nuclear contamination, chemical contamination can be removed by a resupply order. Contaminated units fight with reduced combat effectiveness caused by the protective gear.

- **Non-Persistent Chemical Weapons** – A non-persistent chemical strike consists of various nerve or blood agents that can quickly incapacitate or kill exposed troops. Units caught in a non-persistent chemical attack can suffer losses based on their NBC rating and take a significant loss of readiness while getting into protective gear (MOPP suits) and suffer additional morale loss from the attack. Non-persistent chemical strikes leave a gas cloud on the map that will dissipate over a short period of time based on the weather conditions. Any units moving through the gas cloud are attacked.

34.7. ELECTRONIC WARFARE (EW)

Electronic Warfare is the art of spectrum warfare. This is the use of electronic equipment to jam or spoof radio communications or jam search radars. This work is done by assets above your command level, but may benefit your forces if your side is working to disrupt the enemy. On the other hand, if the enemy is disrupting your forces, command delays will increase as your communication efforts are hampered by enemy action.

In a scenario, these levels are set by the scenario designer, and you can review the levels in the Intelligence Report. The enemy's EW interference is noted on the Command Panel as well.

34.8. AIR SUPERIORITY

Air Superiority is a rating of whose force controls the airspace over the battlefield. When your forces own the air, your air strike can get on the map with weak opposition from enemy fighters. If the enemy owns the skies, there is a greater risk of losing air strikes on the way to their mission targets and even on-map helicopters can fall victim to an air-to-air missile from a fighter. All these actions are abstracted with messages being popped up on the screen when interdictions occur in the game.

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In a scenario, these levels are set by the Scenario designer, and you can review the current level in the Operations Report or note the level under the weather panel display on the Game Panel.

35. COMBAT SOFT FACTORS

One of the key factors that impacts combat operations are those things known as Combat Soft factors. These are the soft data items that represent the human elements found on the battlefield. The three key element used in the game are Readiness, Morale, and Training.

35.1. READINESS

Readiness is a number from 1 to 99 (best) representing the ability of the unit to perform as required. Readiness is lost during combat and movement actions. Readiness is recovered when a unit sits in place without being fired on or if it resupplies. The rate of recovery per hour for the unit is shown. If a unit's readiness goes critically low, it will be noted in the Staff Alerts.

35.2. MORALE

Morale is a number from 1 to 99 (best) representing the mental state of the unit. Morale is lost in combat by taking losses or being close to friendly units that take losses. Morale is recovered slowly by rest and resupply and occasionally by obtaining kills against other units. If a unit's Morale goes critically low, it will be noted in the Staff Alerts.

35.3. TRAINING

An identifier representing the average amount of prewar training received. These training levels range between Untrained, Green, Average, Veteran, and Elite. The higher the unit's level of training, the more likely it is to perform batter on the battlefield, suffer reduced readiness and morale from events and recover faster from those losses. This training level is noted before the primary type of unit in many detailed information displays like the Spotlight Panel.

36. SUPPLY AND LOGISTICS

Supply is the Achilles heel of all modern armies. It is burned at ferocious pace during operations and commanding officers are constantly mindful of 'topping off' their units. Given the basic scale and duration of the game, ammunition is likely to be far more of a limiting factor than fuel, rations, or other forms of supply.

The lesson of the 1973 Arab Israeli war was that ammo gets used up far faster than expected; rates of 5 times greater than expected were not unheard of. It is an integral part of the command dilemma to be able to ration it out effectively.

In game terms, resupply is presumed to occur whenever a unit receives Resupply orders and there is a lull in the action and the supply trucks and other vehicles can come forward and provide ammo and fuel to combat vehicles in place. Alternatively, individual vehicles drive a short distance to the rear to resupply and then return to their original location.

As stated earlier, for a unit to resupply, it must be clear of enemy units and combat. Unit within the command radius of their HQ can get fully resupplied on ammo and gain more readiness and morale recovery. Units outside of the command radius get a small percentage of ammo replacement and gain a more minor improvement in readiness and morale.

36.1. AMMO LOADOUTS

One of the new feature of the game is tracking of ammunition down to the single round and by type for most weapon systems. Where this new system really is utilized is with gun systems that use different munitions and rocket pods. In the future other weapons will be converted over to having munition options as required.

Ammo loadouts are set by the scenario design for each unit and during combat those munitions are used per subunit based on the combat situation and available rounds.

The ammunition available for a unit and its subunits are noted in several places. It can be seen in the Subunits Panel of the Dashboard for each subunit and on the Ammunition tab in the Personnel and Logistic Report for the entire unit. See the images below.

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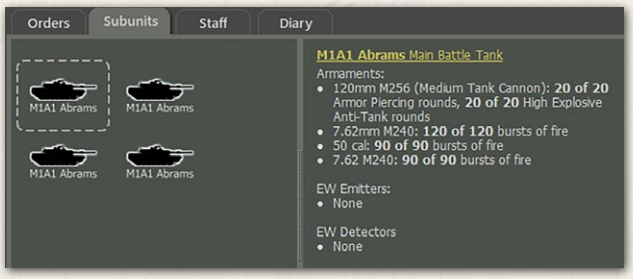
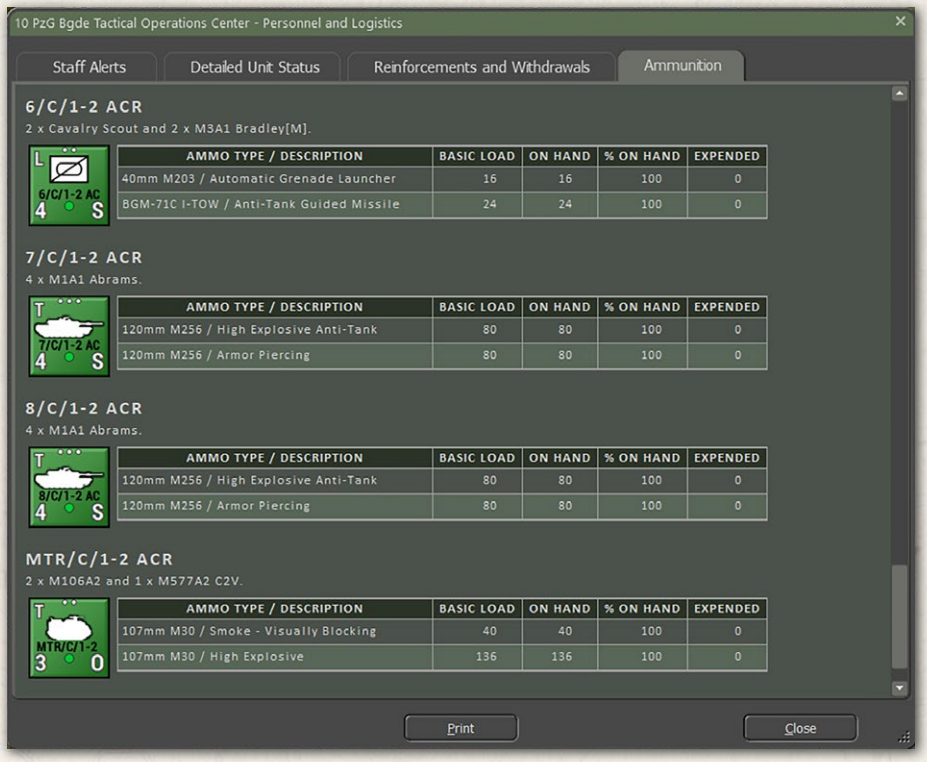
For indirect fire units, the Fire Support Report Assets tab also notes the total load of munitions for the units.

More information is shown on the Ammunition report, and it shows the number of rounds expended up to that current time in the battle.





36.2. RESUPPLY

When units are issued a resupply order (see Section 30.2 above) ammunition levels for all weapons are placed back to full based on the scenario designer loadout levels.

36.3. AUTOMATIC EMERGENCY RESUPPLY

If this is selected in the Game Options, then any unit which runs out of ammunition is automatically restored to 30% ammo if it falls below 5%. Unit orders have no effect on emergency resupply and the unit may be moving or fighting at the time. This option may help new players.

36.4. WHY NO FUEL TRACKING?

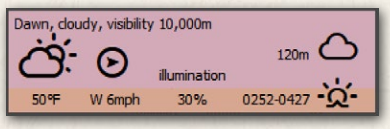
Given the short time and relatively short distances covered in the game, we assume there is enough fuel for the operation on the map to take place. When units perform a resupply for ammunition and to recover readiness and morale, we assume fuel tanks are topped off as well. In the future we may take a more detailed approach for fuel tracking, but for now it sits beyond a trackable concern compared to the other factors we do cover.

37. TIME OF DAY

Flashpoint Campaigns: Southern Storm deals with four different times of day. Dusk and dawn occur at the times of day appropriate to the region for the month of the year of the scenario.

During the game when a time-of-day changes, a popup dialog will show with the relevant information for the change. Also, during the game, depending on the time of day, the weather panel and map will have distinct changes in color to show the various times of day.

37.1. DAWN



Dawn occurs roughly 90 minutes before sunrise. During this time there is a thermal inversion of surface temperatures that degrades thermal sight detection ranges and the accuracy of optically guided

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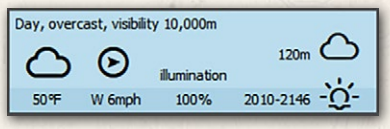
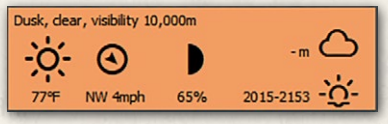
weapons. The map will show with a gradually disappearing night shade as the sun rises. Illumination will also increase as the sun comes up.

37.2. DAY



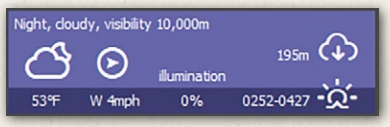
Day is the time is between sunrise and sunset then the maximum possible visibility occurs. Thew map is shown free of any color adjustment during the day.

37.3. DUSK



Dusk occurs roughly 90 minutes after sunset. During this time there is a thermal inversion of surface temperatures that degrade thermal sights and optically guided weapons. The map will show with a gradual darkening as the sun sets (orange to dark). Illumination will also decrease as the sun goes down.

37.4. NIGHT



Night is the time from after sunset until sunrise. The maximum visibility is determined by the level of illumination based the phase of the moon. Night operation of aircraft may be impacted if those aircraft are not capable of night operations.

NOTE: While visibility may be extensive in distance, objects cannot be seen visually without having illumination or using sensors that work without light (Thermal, Radar, IR systems).

38. WEATHER

Weather plays an important role and has a significant influence on visibility and can also impact the performance of certain weapons and sensors. The Weather in game is dynamic and based on real-world weather data. A weather forecast is available in the Intelligence Staff Reports and you should review it to know when and for how long the weather may change. The following sections will give a summary of the available weather types currently in the game.

During the game when the weather changes, a popup dialog will show with the relevant information for the change.

38.1. CLEAR

Clear weather means no precipitation and little to no clouds with extended visibility ranges based on the time of day, moon phase at night, and cloud cover. Clear weather has no adverse impact on weapons or sensors. At night the moon symbol is shown.

38.2. CLOUDY

Cloudy weather means a mix of suns and clouds with no precipitation and suitable visual visibility ranges. Cloudy weather may have impact on close air support operations if the cloud deck is too low. At night the sun is replaced with a moon symbol.

38.3. OVERCAST

Overcast weather means a blanket of clouds with no precipitation and very little to no sunshine. Overcast conditions still have reasonable visual visibility ranges. Overcast weather may have impact on close air support operations if the cloud deck is too low.

38.4. LIGHT RAIN

Light rain is scattered showers with minimal impact to visibility, weapons, and sensors. Visibility ranges will still be decent in these conditions. This type of weather does not really impact the effectiveness of your fighting forces.

38.5. MODERATE RAIN

Moderate Rain is a constant widespread rain that has a moderate impact on visibility. Moderate rain may impact the accuracy of some optically guided weapons and degrades the range of detection for thermal imaging sensors. This type of weather does have some adverse effect to your fighting forces and may halt air operations.

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38.6. HEAVY RAIN

Heavy Rain is a constant heavy down pour that impacts visibility. Heavy rain will impact the accuracy of some optically guided weapons and degrades the range of detection for thermal imaging sensors. It is essential to take these factors into account when the weather is abysmal on the battlefield. Heavy rain can stop air operations for specific aircraft.

38.7. SNOW

Even though the game is set in the spring/summer of 1989, you can make scenarios in the fall and winter and in the case of winter, snow can be a condition. Snow impacts vision and has an impact on weapons and sensors and can also impact aircraft and helicopter operations.

38.8. FOG MIST HAZE

Fog/Mist/Haze sits low to the ground and dramatically reduces visibility ranges and impacts thermals and other sensors and weapons when present. Fog or mist has a better chance of occurring at night and at dawn. It will burn off within a few hours after sunrise. Fog/Mist/Haze can occur in Clear, Cloudy, or Overcast weather states.

38.9. WEATHER AND MOVEMENT

While weather does impact operations, weapons, and sensors in the game engine, there are currently no impacts to ground movement based on terrain and weather. The Development Team does want to address this in a future update so seasons and weather change movement rates.

39. VICTORY CONDITIONS AND END GAME

The victory conditions for each player are specified in detail in the mission briefings. The most important way to ensure victory is to find and secure the victory point (VP) locations that have been placed on the map by the scenario designer. Blue locations are secured by player 1, red locations by player 2 and yellow locations have not been secured yet by either. An unsecured location becomes “secured” if a friendly ground unit passes through it. Air units like

helicopters can fly over these location and engage or spot enemy units, but they cannot "take" an objective. The values of the different locations are shown in the map marker, and in the Scenario Information Staff Report.

Players also get victory points for knocking out or destroying enemy subunits. The value of each subunit is shown in the Subunit Inspector. The exact number of VP points is awarded whether the subunit is destroyed or just minimally damaged – either way it is a mission kill and that is what is being measured.

39.1. GAME END AND MISSION POST-MORTEM

The game is over when the end of the scenario time limit is reached or when the force strength of one side or the other drops below 30% at triggers "Sudden Death". The length of the game in hours is defined in the mission briefing. Force strength is the percentage of active unit's VPs over the total number of force VPs (so it starts at 100% and goes down as you accrue losses) for each side.

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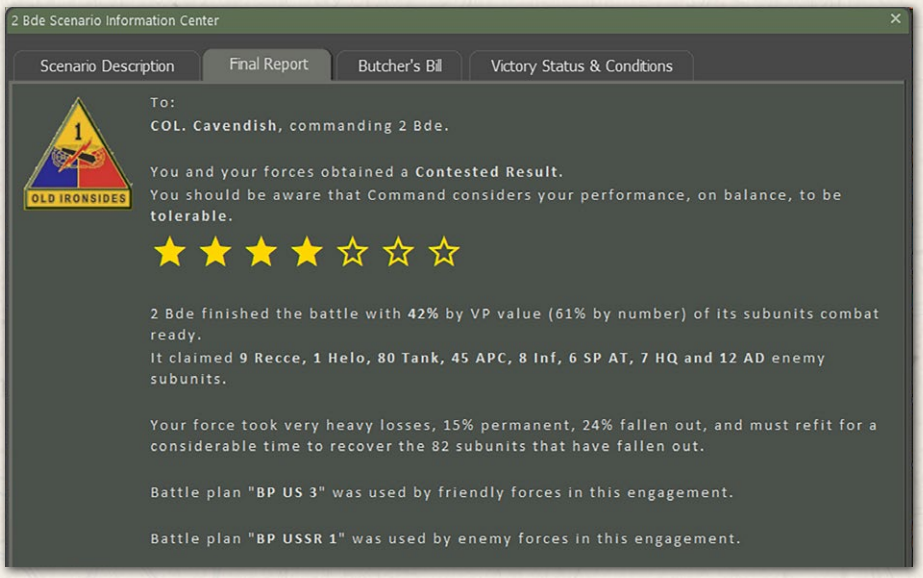
Once one of these end game triggers is reached the Battle Over screen seen below is displayed and there is somber end game theme music to listen to as you review the mission postmortem.

A representative of the General Staff Inspectorate provides a quick review of your combat actions/combat decisions. This person holds your fate in his hands, and is also harried, short of sleep and unlikely to take a finely balanced view of the nuances of your performance. The general will quickly evaluate your performance, telling you if you did an excellent job, you failed your mission, or something in between. This will be based on your victory points. Next a Star Rating is shown with the filled stars indicating a basic "X" out of seven (7) rating for the mission. Next the percentage of VPs awarded is noted and a listing of enemy subunits you claimed will be shown. Finally, the general will tell you in what shape your force is in based on losses and fallouts and an estimation of recovery time to get back up to full combat strength.

Click the Proceed button to continue to the Scenario Information Report to see the Post-Mortem results.

39.2. FINAL REPORT

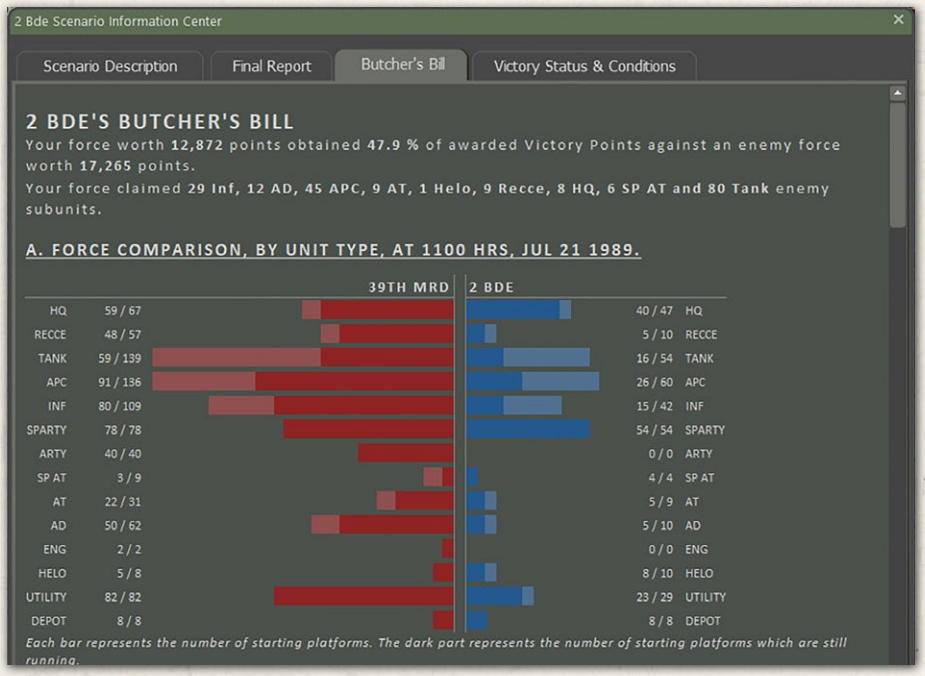
The Final Report (see below) is a repeat of the Battle Over screen and allows you to see that information again as well as noting which Battle Plans each side used if it was under AI control.



39.3. BUTCHER'S BILL

The Butchers Bill is a tally of all the units lost (Destroyed or Fallen Out) during the battle. The information is displayed in several forms and compares your forces to those of your enemy.

Section A of the Butcher's Bill has a graph showing the breakdown of subunits for both side with the long faint bar showing the number of starting units of that type and the short darker bar showing units remaining of the type. Starting and ending number are also listed with each row.



Sections B and C show the state of your forces by Unit Type and by Platform respectively in a tabled format.

Section B looks at each general Type of subunit, how many Started the scenario, how many are still Running at the end of the scenario, any subunits that have Withdrawn, the number of subunits Fallen Out (Damaged/Wounded), and finally the number of subunits Destroyed (Destroyed/Killed in Action). The final Totals for each column are shown at the bottom of the table.

Section C looks at each type of Platform in the battle, a Description of that platform, how many Started the scenario, how many are still

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B. STATE OF 2 BDE, BY UNIT TYPE, AT 1100 HRS, JUL 21 1989.

TYPE	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
Air Defence	10	5		4	1
Armored Carrier	60	26		19	15
Anti-Tank	9	5		4	
Depot	8	8			
Headquarter	47	40		6	1
Helicopter	10	8			2
Infantry	42	15		25	2
Reconnaissance	10	5		3	2
SP Anti-Tank	4	4			
SP Artillery	54	54			
Tank	54	16		19	19
Utility Vehicle	29	23		2	4
Totals	**337**	**209**		**82**	**46**

C. STATE OF 2 BDE, BY PLATFORM, AT 1100 HRS, JUL 21 1989.

PLATFORM	DESCRIPTION	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
40mm Mk 19 GL	Infantry Support Unit	7	3		3	1
50 Cal M2HB HMG	Infantry Support Unit	9	3		6	
AH-64A Apache	Attack Helicopter - Gun/ATGM/Rkt	6	4			2
Cavalry Scout	Infantry Unit	10	5		3	2
FARP (Static)	Static FARP for Helos	8	8			
Headquarters	Command Unit	21	19		1	1
M1026 HMMWV	Wheeled Utility Vehicle	2	2			
M106A2	Self Propelled Mortar	6	6			
M109A2	Self Propelled Artillery	24	24			
M110A2	Self Propelled Artillery	24	24			
M113A1	Tracked APC	9	5		2	2
M113A2	Tracked APC	45	19		16	10
M151 Jeep 4x4	Wheeled Utility Vehicle	15	9		2	4
M1A1 Abrams	Main Battle Tank	54	16		19	19
M35 2&1/2-Ton	Wheeled Utility Vehicle	4	4			
M35 2&1/2-Ton[m]	Wheeled Utility Vehicle	8	8			
M3A1 Bradley[M]	Tracked IFV	6	2		1	3
M47 Dragon	Anti-Tank Infantry Unit	9	5		4	

2 Bde Scenario Information Center

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D. STATE OF 39TH MRD, BY UNIT TYPE, AT 1100 HRS, JUL 21 1989.

TYPE	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
Air Defence	62	50		10	2
Armored Carrier	136	91		37	8
Anti-Tank	31	22		4	5
Artillery	40	40			
Depot	8	8			
Engineer	2	2			
Headquarter	67	59		6	2
Helicopter	8	5	2		1
Infantry	109	80		19	10
Reconnaissance	57	48		9	
SP Anti-Tank	9	3		3	3
SP Artillery	78	78			
Tank	139	59		51	29
Utility Vehicle	82	82			
Totals	**828**	**627**	**2**	**139**	**60**

E. STATE OF 39TH MRD, BY PLATFORM, AT 1100 HRS, JUL 21 1989.

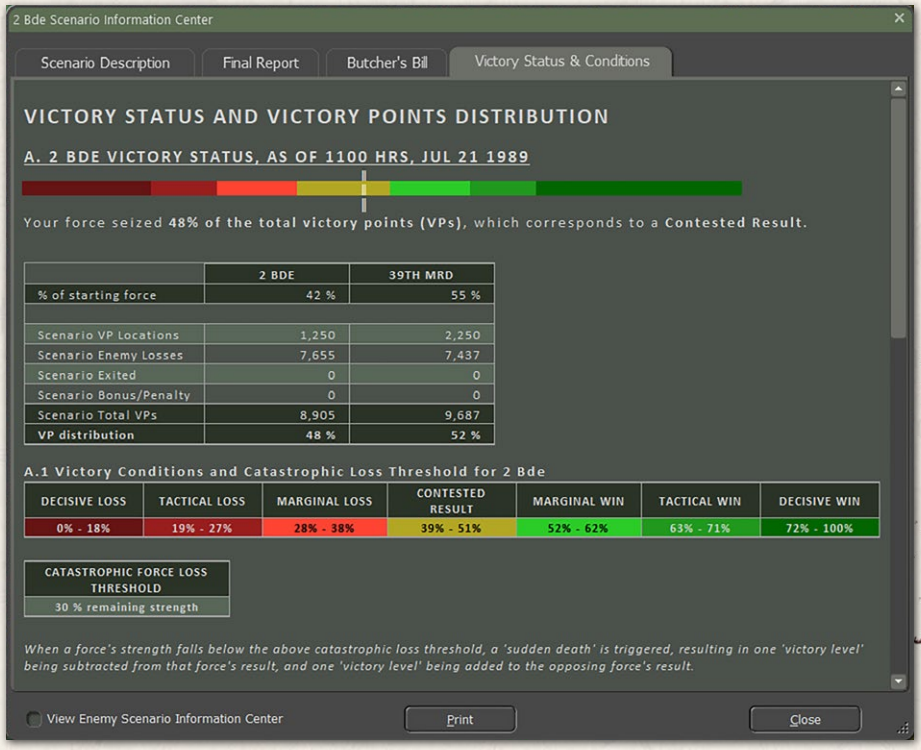
PLATFORM	DESCRIPTION	STARTED	RUNNING	WITHDRAWN	FALLEN OUT	DESTROYED
12.7mm NSV HMG	Infantry Support Unit	24	17		6	1
120mm Mortar	Towed Mortar	22	22			
152mm D-20	Towed Artillery Gun	18	18			
2S1 Gvozdika	Self Propelled Artillery	30	30			
2S3M1 Akatsiya	Self Propelled Artillery	24	24			
2S6 Tunguska	Self Propelled Flak	4	4			
30mm AGS GL	Infantry Support Unit	16	13		3	
73mm SPG-9 RCL	Anti-Tank Infantry Unit	4	4			
BM-21 Grad	Self Propelled Rocket Launcher	24	24			
BMP-1P[T][M]	Tracked IFV	6	6			
BMP-1[T][M]	Tracked IFV	7	4		2	1
BMP-2[M]	Tracked IFV	22	22			
BMP-Ksh	Command Vehicle	19	13		6	
BRDM-2	Recon Unit	9	7		2	
BRDM-2 Konkurs	Self Propelled Anti-Tank	9	3		3	3
BRDM-2[G]	Recon Unit	4	2		2	

Running at the end of the scenario, any platforms that have Withdrawn, the number of platforms Fallen Out (Damaged/Wounded), and finally the number of platforms Destroyed (Destroyed/Killed in Action). The final Totals for each column are shown at the bottom of the table.

Sections D and E show the state of the Enemy forces by Unit Type and by Platform respectively. The information is in the same format as noted above for Sections B and C.

39.4. VICTORY STATUS AND CONDITIONS

Section A provides a graphical and tabled representation of the final Victory Point Distribution and game result.



The colored bar at the top shows via the white bars where your score landed, and then some text noting the percentage of VPs gained and the result of the battle. Next is a table showing the breakdown of starting forces and VPs awarded for both sides in the scenario that reaches the final VP distribution total.

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Section A.1 shows the colored bar and the distributed VP values that match up to the various victory conditions for your force. These percentages are based on the starting VP conditions for the scenario and allow for unbalanced forces in a scenario, but provide real victory conditions based on these ratios. Lastly, the Catastrophic Force Loss Threshold that triggers Sudden Death.

Section B provides a table of VP location ownership by side and contested and neutral (not owned) locations.

B. OWNERSHIP OF VICTORY LOCATIONS

2 BDE	CONTESTED & NEUTRAL	39TH MRD
Hex 2726 (1,000 VP)	Hex 2322 (500 VP)	Hex 1508 (500 VP)
		Hex 1607 (500 VP)
		Hex 1706 (500 VP)
		Hex 822 (500 VP)
Total: 1,000 VP	500	Total: 2,000 VP

Section C provides details on how ownership of the VP location was determined based on local units and time remaining in the game.

C. FORCE INFLUENCES ON OWNERSHIP OF VICTORY POINT LOCATIONS:

The effective unit influence range at this stage of the battle is **11** hexes.

1. Warsaw Pact VP Location worth 500/500 Victory Points in hex 1508
- No NATO units are within effective range.
- 22 Warsaw Pact unit(s) with 204 subunits are within range. Total effective unit influence is 1,090.

-> Warsaw Pact retains control.

2. Warsaw Pact VP Location worth 500/500 Victory Points in hex 1607
- 1 NATO unit(s) with 3 subunits are within range. Total effective unit influence is 1.
- 27 Warsaw Pact unit(s) with 227 subunits are within range. Total effective unit influence is 1,171.

-> Warsaw Pact retains control.

3. Warsaw Pact VP Location worth 500/500 Victory Points in hex 1706
- No NATO units are within effective range.
- 21 Warsaw Pact unit(s) with 198 subunits are within range. Total effective unit influence is 1,260.

-> Warsaw Pact retains control.

4. Warsaw Pact VP Location worth 500/500 Victory Points in hex 822
- 2 NATO unit(s) with 7 subunits are within range. Total effective unit influence is 237.
- 9 Warsaw Pact unit(s) with 32 subunits are within range. Total effective unit influence is 904.

-> Warsaw Pact retains control.

5. NATO VP Location worth 1,000/1,000 Victory Points in hex 2726
- 17 NATO unit(s) with 116 subunits are within range. Total effective unit influence is 3,138.
- 8 Warsaw Pact unit(s) with 87 subunits are within range. Total effective unit influence is 305.

-> NATO retains control.

6. Warsaw Pact VP Location worth 500/500 Victory Points in hex 2322
- 20 NATO unit(s) with 125 subunits are within range. Total effective unit influence is 1,014.
- 15 Warsaw Pact unit(s) with 120 subunits are within range. Total effective unit influence is 1,064.

-> Contested.

39.5. SUDDEN DEATH

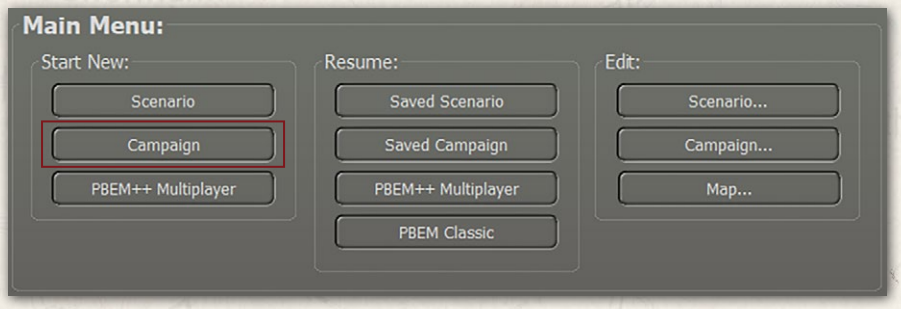
Once a side has triggered "Sudden Death" by having their forces drop below the indicated Catastrophic Force Loss Threshold, the outcome of the scenario will be a foregone conclusion. By the time a force has been eroded down to 30% of its starting value, it has become combat ineffective in the grand scheme of the battle and is assumed to pull back remaining forces to be available in the future.

There is the option to continue playing until the end of the scenario time or until the point you wish to end the game via the menu.

NOTE: It is infrequent to improve on the Sudden Death evaluation as your forces are combat ineffective and usually will suffer more losses if the Sudden Death point is ignored.

40. CAMPAIGN GAME PLAY OVERVIEW

On the Main Menu screen select Start New: Campaign.



The available campaigns are listed with a campaign description positioned beneath. Select one and hit Proceed to continue.

Set the Game Play options for fog of war as usual.

NOTE: You cannot pick which side you will play or what your opponent will be. You will play the side the campaign author has specified, and it will be against the AI.

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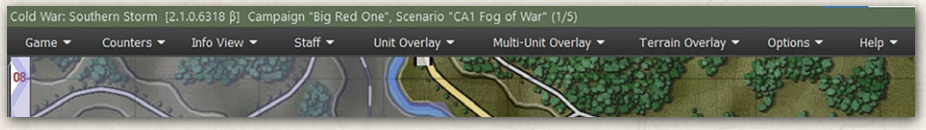
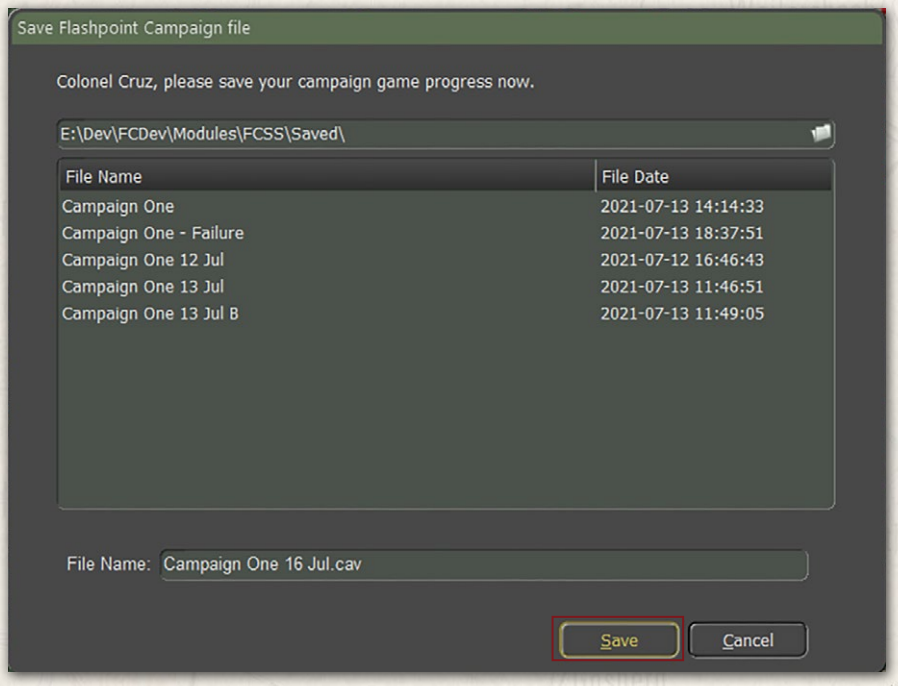
Next you can choose the Battle Plan for the campaign scenario if there is more than one or select it to be picked at random.

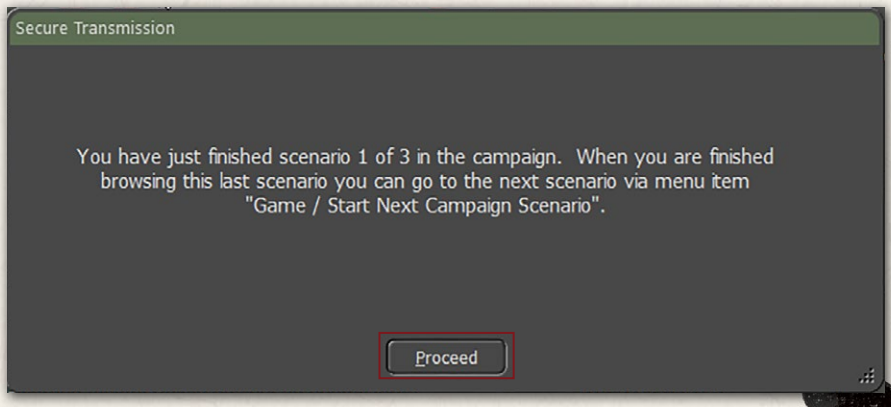
Clicking Proceed will load the scenario, and you can begin play. The program title bar tells you the name of the campaign and which scenario in it you are currently playing.



Play the scenario to a conclusion or end it early (if more than 2/3s has been played) via the top menu Game / End Game Now selection. After the standard Battle Over dialog, you will be asked to save the campaign in progress as a .CAV file. Select a file name and click on the Save button.



You will then see the following message:



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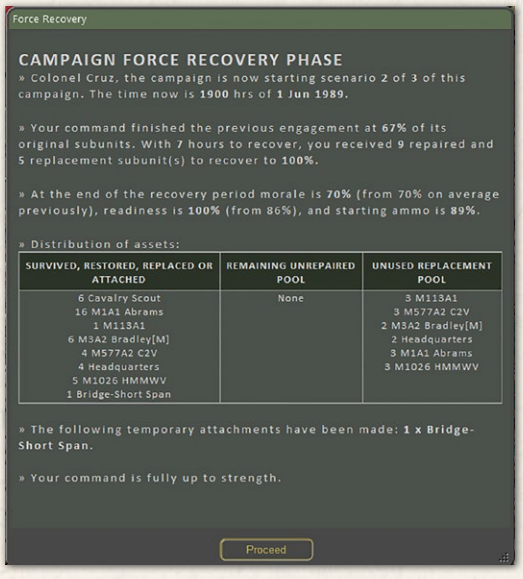
Clicking on Proceed will take you to the Staff Summary of the TOC Scenario Information dialog for the usual post-mortem debrief. Note that there is a new tab in this dialog called "Campaign Chronology". This report will show you the accumulated campaign information to date. It contains:

- The campaign description
- For each scenario you will see:
  - The scenario briefing
  - The game time the scenario ended and the distribution of VPs, both for the scenario and the campaign so far
  - The staff evaluation received for that scenario
- When the entire campaign is complete, a final summary evaluation will be appended for you to review.



When the player has finished the scenario post-mortem, use the Game / Start Next Campaign Scenario menu option to go to the next scenario.

The new scenario will load, and the player's core forces will be imported and placed in the appropriate setup areas.

The Force Recovery dialog will be shown to detail how much rest, recovery, and replacements your core force has received. This report summarizes a lot of meaningful detail!

The player will now receive the mission briefing for the scenario and play can start. When this scenario is complete,

the same process will be used to start the third and final scenario. When this final scenario concludes, a campaign summation screen will be shown:

The game end-state can then be browsed in the usual way. The TOC Scenario Info Campaign Chronology will now be complete.

From here you can select the close button and return to the Main Menu and start another battle or campaign.

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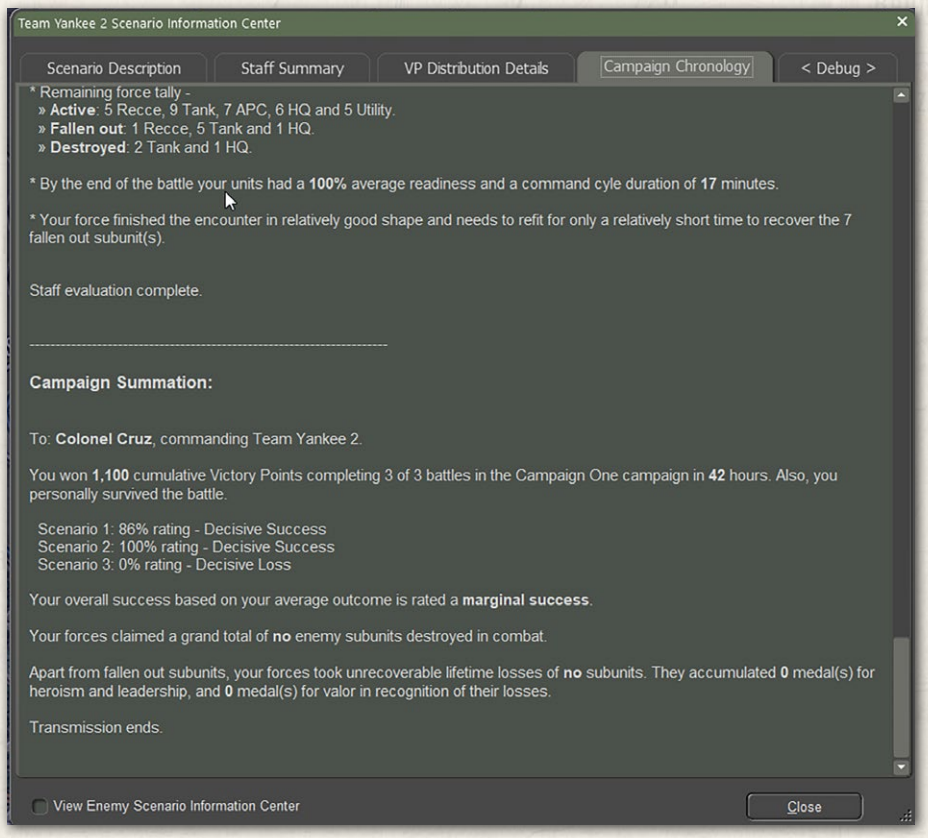

41. DESIGNER NOTES

The following section contain some designer notes and thoughts on various topics covered in the game. These items pair well with the information in the Battlefield Primer (FM02) and add more background to the various features and capabilities of the game engine.

41.1. INFANTRY

Infantry units perform best when dug in and in areas with plenty of cover. In built up areas like cities infantry can take down unsupported tanks. In the open, infantry becomes very vulnerable to all types of fire. Digging infantry out of high cover can be a real chore and usually requires the use of artillery and your own infantry to remove.

41.2. PLANNING

However accurate it may be that plans don't survive contact with the enemy, maneuver must be carefully pre planned. The operational commander can expect to feel more like a traffic cop than a battlefield commander of WWII vintage once maneuvering has begun. However, this is as it should be. Victory can depend on units getting to the same place at the same time. Traffic jams (only one company sized maneuver element fits easily in one map location) are gifts to opposing air and artillery forces. Hostile helicopters love a giant traffic jam and are incredibly effective in destroying them.

In addition to the requirement to pre-plan, players must remain flexible to meet the rapidly changing situations common in modern combat. The reason for this necessity is lack of information. You are unlikely to know precisely where the enemy is, what they have, or what their objectives are during setup while you are making plans. A good plan will incorporate accurate guesses as to these points, will not depend too crucially upon those guesses, and will include methods to improve your intelligence on the enemy while denying him similar intelligence. Field reconnaissance will often result in the loss of the units performing the recon, so it is best to arrange that recon is not performed inadvertently by valuable non reconnaissance units.

41.3. MOBILITY

Combat occurs "over the ground", not "for the ground". Despite the perils of tactical movement, units need to be constantly engaged in operational movement. Once the enemy has identified them in a particular location they can all too easily be fixed in place with suppressive fires and kept out of the battle. There are few "must have" locations to defend, so the objective is to find and defeat the enemy combat units, not seize, or hold mere ground.

41.4. TEMPO

Modern combat occurs around the clock. Multiple echelons are necessary to sustain the necessary level of commitment. Each in turn works its way to the front, engages, and then disengages to rest and replenish. The idea is seizing the initiative, set the tempo of combat at a level higher than the enemy can

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sustain, and then dislocate him with fresh units when his forces inevitably crack. In the circumstances, a fast but sloppy solution trumps a well ordered but slower solution. The other implication is that there is no time to learn on the job. All units must be fully trained in peacetime because there will be no time once the shooting starts.

41.5. INITIATIVE

Players should not wait until they engage the enemy before exercising their command initiative, by then it will be too late. In fact, you should make most of your decisions and give many of your orders before even starting play. Things like combat doctrine and reporting structures should not usually be changed during play. This reflects reality. In Cold War combat a lot of destruction happens very quickly. This means there is no time for a battalion or brigade commander to assess the situation, decide, and chose a course of action once it the shooting has started.

41.6. RECON AND INTEL

This is a game in which to be located by your opponent is often fatal so you will either wish to stay well-hidden or to keep on the move. The latter will usually be necessary. In moving it is good to remember, especially for large forces on roads, that there are stacking limits. You cannot get much more than a single large, full-strength company into one location. We have had attacks break down in play testing due to traffic jams. Locating one of your traffic jams is an enemy dream. Every remote delivery weapon (and a few direct fire ones) will end up trying to clear out that traffic problem for you, so avoid creating backups. Ideally the main task for your ground units will be to do mop up on such a location, having already had the air force and artillery do all the dirty work. This is more effective and a lot safer than wading into a head on ground engagement oneself. Unfortunately, it is not always possible for events to work out so cleanly. So, you will probably have to engage the enemy with your ground forces at some point. When you do so, keep in mind that snoopers tend to get shot at. Determining opposing strength locations with your HQ or main elements is not good practice. That is what the reconnaissance is for. You will often find that they merely present you with a flaming datum, better them than your staff vehicle.

41.7. SURVIVAL

Complete units should not melt away in just a couple of minutes except in catastrophically adverse circumstances. Rarely should the voluntary loss rate exceed one vehicle per minute. All combatants are assumed to have residual survival instincts and will modify their behavior once they come under fire. They will not press on suicidal but instead will suffer a mission abort once the rate of loss passes a certain threshold - which can be aggravated by the loss of HQ vehicles. They will retire to the nearest safe location and reorganize for another attempt. Exception: the less realistically trained the troops are, the more 'dash' (voluntary risk assumption) they can be expected to show. Virtually all troops in the Soviet style will fall into this category initially.

41.8. ARTILLERY

Artillery support is crucial, but limited. Demand will far outstrip supply. A frontal attack on an unsuppressed defense no matter what the odds will likely result in ruin. Artillery must be used to prepare the way and then support the attack. The dilemma is that artillery has its own notable supply limitations and cannot be used lavishly except for the very highest priority tasks. Five minutes of moderate firing per location ought to be considered lavish. During the attack smoke will be laid and obvious danger points suppressed, but the barrage will be limited to two-minute concentrations as needed unless resupply is assured. On the modern battlefield, quality of fire support counts more than quantity, and the destruction of units through fire alone should be considered most unlikely. Counter-battery fire is an important role and a substantial fraction (1/4 – 1/3) should be assigned to it. The same rules apply to air strikes, only more so.

41.9. LETHALITY

This is the age of the empty battlefield. If you can see it, you can probably kill it. Western-style units will stay hidden unless forced otherwise by movement orders. During movement they will seek to use all available cover and move in short high-speed dashes to minimize exposure. If adequate cover is unavailable, smoke will be used lavishly. As in times past, the best movement route is the most covered route, not the shortest route. Warsaw Pact units put a higher

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premium on cohesion and predictability. They will be much less likely to take advantage of available cover in most circumstances.

41.10. AMMUNITION

Ammunition is relatively bulky, heavy, and scarce. Most units can fire off everything they carry in 10 minutes or less and yet they need to be able to go eight hours or more. This militates against high-volume low-payoff exchanges. Assume that the intensity half-range is 500m. Units will generally shoot at 4x intensity at targets within that range, at 2x from 500 to 1000m, and at 1x beyond that. There is also a sniping / harassment level of fire that can occur at extreme ranges to keep the other side honest, but this need not be simulated at the company level. Both sides have stockpiled enormous quantities of ammunition and other supply, but experience has shown that it is used up at far higher than expected rates. Expect severe supply difficulties within 30 days for both sides, and potentially crippling shortages of critical items within 10 days. This cannot be a long war

41.11. DISPERSION

In the age of ultra-lethal weapons, dispersion is the key to survival. Historically, troop densities have dropped every time that weapon lethality increased. Concentration of units is an invitation to wholesale destruction, yet attacks must concentrate to a degree to achieve success. Move dispersed, attack concentrated!

41.12. LINE OF SIGHT AND LINE OF FIRE

Typical combat ranges may be a lot shorter than expected. Most improvements to direct fire weapons have been to extend the range past three km, but in most cases the line of fire will not be nearly that long. At one point the Soviets calculated that 50% of all combat would occur at 500 m or less. This puts a premium on delivering the first round fast and accurately rather than at extended range. Tactical situational awareness leading to consistently getting the first shot in may well determine who lives and who dies. The best shot might not be the longest shot, or the one with most sweeping field of view, but rather the most unexpected shot.

42. SURVIVING MODERN WARFARE

The battlefield in the late Cold War and beyond is a very unforgiving and lethal mistress. During WW II, it was not uncommon for a tank that was put out of action by enemy fire to be repaired and returned to service, with the effort and time being well short of a factory rebuild. Desert Storm and the Ukraine War show that those days are long past. Even the development and fielding of things like ACA, ERA, and APS only slightly mitigate the immense shift from combat damage to catastrophic kill.

Overall, time is compressed compared to WW II. Armored formations can cover ground much quicker than in the 1940s, and radio communications are distributed at every command level. Commanders have a much clearer picture of the battlefield.

Artillery is much more accurate and can serve missions much faster. Artillery was, and still is, the King of Battle.

42.1. FORCE RATIOS

The classic ratio for success has been a 3:1 attacker advantage. This stemmed from Historical Analysis of conflicts where, by and large, throughout the world, major armies had no significant offsets to one another. They had about the same troop quality and battlefield capabilities.

WW II saw the effect of tactical-level offsets, particularly in tank performance and troop quality versus mass.

In the late Cold War and beyond, offsets in various platform capabilities and troop quality grew more pronounced. There are examples of numerically inferior forces handily defeating larger forces while attacking.

The effect of these offsets (weapon range, lethality, sensor capability, and troop quality) results in it being entirely possible to operate outside the Lanchester

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range of 1:6 to 6:1. For example, given the right set of circumstances, a company can defeat an attack by a regiment (a 1:9 force ratio). This situation is absent from the traditional "force multipliers" of artillery and combat engineering.

42.2. TEMPO

A unit can't turn on a dime. Even individual soldiers can't do that in most cases. Send an experienced, well-trained soldier off to make contact with an adjacent unit at the Contact Point, and that soldier, even knowing where he is and where he is going, needs to look at a map and choose a safe route. And that gets more complicated as you add more moving parts, like Squads, Vehicles, and Platoons. This tempo is Command Delay. Give an order, and there will be some interval of time before the unit starts to execute.

Commanders and their Staff track the battle, getting reports of contact, casualties, and BDA. That's data, and the Staff's job is to turn that into actionable information for the Commander's decisions. That takes time, and that time is part of the Command Cycle.

The upshot of all this is, as the Commander, you, the Player, can only give orders so often, and when you do, things won't start moving in your intended direction for some minutes (perhaps over an hour).

You are in a dangerous situation if you are surprised during your fight.

42.3. COMBINED ARMS BATTLE

Some nations use the term "All Arms" with this concept. The core of an Army is its Combat Arms – Infantry, Artillery, and Armor. The idea is about using multiple *mutually supporting* Combat Arms in a battle. This concept did not start in WWI when tanks were fielded on the battlefield. It goes back at least to the Thirty Years War (Gustavus Adolphus). Let's dissect things and look at the Combat Arms and how their contributions on the battlefield.

One can view this as a triad consisting of an Arm with very high mobility, another with very high lethality, and another with very high survivability, with each of these characteristics compared to the others. This view has held up well over the ages.

42.3.1. ARTILLERY

The US Army calls this the "King of Battle". That stems from the fact that artillery is the greatest producer of casualties, not just soldiers. It's armored vehicles, too, even in the Ukraine War. But that is not the main benefit of artillery. The large casualty production is the mechanism that affects one's enemy, and the execution of the enemy's plan matters.

While it can require a relatively large expenditure of ammunition and take considerable time to annihilate a unit employing artillery, the large number of immediate casualties inflicted on a unit with the initial rounds can degrade the target unit's effectiveness. In some cases, take it entirely out of the fight for a period ranging from minutes to days (requiring replacements to be assigned).

This impact is why artillery preps are fired at "likely" enemy positions just before an assault and why there is such a thing as a Final Protective Fire. The most important effect of artillery fires is disrupting current enemy activities.

42.3.2. INFANTRY

The "Queen of Battle" is the name given to the infantry. The infantry's mission is to close with and destroy the enemy. It is the one Combat Arm that can seize, clear, and hold any terrain type.

There are several types of infantries, mainly varying in mobility – leg (they walk), motorized/mechanized (moving about the battlefield in trucks, APCs, or IFVs), and airmobile (moving via helicopter). But when it comes to seizing and holding terrain, the infantry is the source of the phrase "boots on the ground".

Infantry is predominantly a close-range Arm, typically having its greatest combat power at ranges under 300 meters. Some infantry units have medium-strength anti-armor weapons, but generally, these range to around 1000m.

Infantry shines when deployed in complex terrain (those locations with a high Cover value) and often require infantry or sustained intense artillery barrages to dislodge them from such areas.

42.3.3. ARMOR

The "Arm of Decision" has its roots in horse cavalry. Cavalry is the Combat Arm with the most significant mobility (across all subtypes within each),

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and it is that mobility that provides a Commander with the Arm's most considerable capability.

It's tempting not to equate the horse cavalry of old with tank units today, but that is mainly in error. The cavalry of the pre-WWI era had several battlefield missions – reconnaissance, envelopment, flank attacks, and security. One of the critical attributes of cavalry actions was the shock effect. Tanks certainly have a rich history of that.

In the WW II era and later, we see tank units having the most impact on combat operations when used as an exploitation force. During WW II, they were frequently used to conduct "break-in" attacks versus prepared defenses. The results were mixed and looked to be mixed at best. Yes, tanks and break in. You do need enough tanks.

The most successful uses of armor seem to be to bypass, flank, or otherwise maneuver faster than the opponent can reposition to counter these actions.

Modern tanks (post-WWII) have a good combination of mobility, lethality, and protection. Still, they cannot function in all terrain (swamps, heavy forest, urban areas) and, unlike old horse cavalry, can't seize and clear terrain well (see Buford at Gettysburg on Day 1). Dismounted infantry in and amongst tanks can make a tanker lose sleep.

42.4. BATTLEFIELD FUNCTIONS AND ACTIVITIES

The battlefield, and battles, can be viewed as a collection of tactical activities. It can be helpful, both in planning and execution, to categorize these activities.

42.4.1. INTELLIGENCE

Intelligence has been defined as "gathering information." A view more helpful to the Player is the result of considering the meaning of data provided by the game. These data include ground unit spotting reports, radio intercepts, and radar detections.

The Player's task here is to use that data with knowledge about the enemy's composition, organization, and likely objectives to "paint a picture" of the battlefield at any instant.

Some data is beyond the Player's ability to control or influence (radio intercept and radar detection). There is a lot the Player can plan to do and execute to enhance data collection. The Player uses units to do this. At first blush, one's attention goes to the reconnaissance units in the Player's forces. The reality is any maneuver unit should be viewed as an asset to accomplish this crucial task.

12.4.2. RECONNAISSANCE

Closely related to Intelligence is Reconnaissance, which provides data for the Intelligence staff to turn into actionable information for the Commander. Recon is probably the most challenging aspect of playing this game, let alone in the real world.

COMBAT RECONNAISSANCE

First, as a Player, don't limit your thinking of Reconnaissance to "where do I move/place my Recon units." In addition to your dedicated recon units (recon companies, scout platoons, etc.), the Player needs to think about Combat Recon. That is, the use of front-line combat units to perform reconnaissance tasks.

A prime example is a template the WP used when advancing to contact. The Advance Guard for a regiment, one of the regiment's battalions, used the basic concept of reaching the enemy using only a single subordinate element. This detachment provides the commander with the option to attack the contact or bypass it, and this pattern is common to all modern armies. The Soviets thoughtfully provided an easy-to-understand template for this.

The use of a single subordinate element to make contact is carried down to the platoon level: the Advance Guard Main Body (AGMB, battalion strength) detaches a Forward Security Element (company strength), which detaches a Combat Recon Patrol (platoon strength). This last level is the recon part of the force.

RECON COMPOSITION AND STRENGTH

We can broadly classify recon units into Light patrols and Heavy Patrols. Light means less than platoon strength and is often equipped with machine guns for armament. Heavy patrols will be either IFVs or tanks in platoon strength.

Compared to the parent formation, a recon formation is typically 10% or less of total strength. The recon element is often two levels of command down

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from the owning formation. A Brigade/Regiment has a recon company, and a battalion has a recon platoon.

RECON USE

Heavy patrols are used for route recon of the axis of advance of a force. These have enough lethality and survivability to eliminate enemy recon forces and prevent them from detecting the leading elements of the friendly formation. Another use of a heavy patrol is as a recon reserve. It follows the line of light patrols and can be used to overcome the enemy's light resistance or counter-recon efforts.

Light patrols should be used to discover potential infiltration or bypass routes or to find enemy rear area assets. This action means using paths that are through high cover and concealment.

Do not use recon assets to find the enemy front-line trace. You will find it and mark it with casualties.

Also, remember that not finding the enemy is incredibly useful for your recon forces.

42.4.3. SECURITY

There are two fundamental missions at the level of this game. These are Screen (not to be confused with the Screen order. Which is the order to give units doing a Screen type mission. That is a unit posture.) and Cover/Guard (We'll use Cover here. The nuance is Cover means the protected unit does not support, either logistically or by artillery, and Guard means the protected unit provides both).

A Screen is simply a chain of observers that provide early warning. It's an everyday use of recon elements to provide flank security. A screen need not be static. Having the patrols move laterally while screening can give significantly more width of coverage at the expense of timeliness of reporting. Combat patrols are not often used for screening, as the geometry usually does not allow prompt re-purposing of those patrols to a pure combat role.

Cover is typically used to provide time for the covered formation to prepare for the upcoming fight. This will usually be the focus of an entire scenario in the

game. The covering force executes its mission using defense, delay, or attacks to cause the enemy to have to deal with the covering force, thus delaying the enemy's attack or advance to contact with the friendly main body.

A subset of Cover is Counter-Recon. These are actions designed to purposely hunt and destroy enemy recon elements to prevent the discovery of the friendly main body.

12.4.4. MANEUVER

Maneuver is about positioning forces and using their direct fire on the enemy. It's not about "moving" units. There will be situations where the Player needs to have a unit at a particular location. That could mean getting a unit back at that location or another unit taking its place if forced off it. Think geometry or shaping.

Obviously, maneuvering involves moving units, too. How much depends entirely on the situation, both from a mission aspect and the reaction to enemy contact. Attack a discovered enemy or bypass it? That depends on the mission, and there is no general "rule of thumb" to consult.

Attacks will involve a lot of movement and decisions about what to do upon enemy contact. The defense will likely require less movement of units as part of the primary plan, but the employment of the reserve as well as contingency plans to introduce movement. Static defenses overwhelmingly fail.

12.4.5. FIRE SUPPORT

We stress again that the most helpful contribution by artillery is the degradation of effectiveness a target undergoes. It's not about simply racking up kills, though that will happen. It's about supporting the other two Arms in their missions, whether breaking up an enemy attack or suppressing enemy defenders.

The standard ratio of artillery to its supported unit is a battery (6 to 8 tubes) per maneuver battalion. Specific missions may see more artillery assets, particularly deliberate attacks against a well-prepared defense.

In that mission, where minefields and counter-mobility obstacle belts are to be breached, it is common to see an artillery battery firing missions in support of a company-sized element. So, an entire artillery battalion may be tasked with supporting a single maneuver battalion during the break-in.

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Time and space need to be considered when planning fire support. Many systems will not cover the entire map, necessitating repositioning. Another thing to prepare for is ensuring your artillery units are full of ammo when the heavy fight begins.

42.4.6. AIR DEFENSE

Air Defense is an area where there is quite a bit of difference from nation to nation. Even so, some generalities at the NATO vs. WP level are relevant.

High to Medium Range Air Defense (HIMAD): These are the medium to long-range (>10 km) SAM systems. NATO's primary air defense across the theater was its air forces. NATO HIMAD SAM systems were positioned in belts extending as far forward as the rear of Corps sectors and aren't portrayed in the game. WP had HIMAD systems at the Division level, but even these would not be so far forward as to appear on the game map. HIMAD capabilities are part of the Air Superiority setting for each side.

Short Range Air Defense (SHORAD): Short-range systems were used by both NATO and WP and included both SAM and gun systems. Not all nations used both types throughout the Cold War. NATO tended to have SHORAD units at the Division level and parcel them out according to mission needs. These systems were to be used to help ensure the Brigade/Regiment/Battalion Commander's freedom of maneuver. NATO did not deploy SHORAD in sufficient density to provide an "umbrella" effect. WP had SHORAD platoons organic to motorized rifle battalions (MANPADS SAMs) and a battery of both gun and SAM systems at the regiment level.

Air Defense assets are a scarce battlefield resource, and no one, not even WP formations, can always protect everything. Both factions recognized that, and the driving principle for air defense is to preserve the commander's freedom of maneuver. And this does not necessarily mean "protect the only line units." The Player needs to apply METT-T (Mission, Enemy, Terrain, Troops available, Time, and Civilian considerations) to this decision.

42.4.7. ENGINEERING

There are three important ways combat engineering (as opposed to construction engineering, which is building facilities) contributes to the fight:

- **Mobility** – This is gap crossing (rivers, ditches, obstacles, and minefields).
- **Counter-mobility** – This is "obstacles" and bridge demolition. Professionally speaking, both the in-game "obstacle" and "minefield" are classified as obstacles. These are used to shape the battlefield to enhance terrain to the commander's advantage.
- **Survivability** – Combat engineer assets in the real world can significantly shorten the time needed to prepare a defensive position. Digging positions is not within the time scope of a scenario, so this capability is not in the game.

BRIDGING

Engineer units have bridging assets when it comes to wet gap (river) crossing. The WP realized they would have to bridge a wet gap on average every 25 km. Thus, WP battalions had bridging equipment as part of the line battalion kit. At the regiment level, there was more, but not the hardened kind. Line battalions would bridge, cross, and then recover bridges. Regimental level bridges would be emplaced to establish a supply route.

NATO bridging requirements were much less and were more about deciding when to demolish east-west bridges after NATO was done using them to move westward. NATO recognized the need for crossing the Rhine by REFORGER reinforcements at non-highway points, so there were units dedicated to that mission (often ferry units of the Bundeswehr).

NOTE: REFORGER is Exercise Campaign REFORGER (from REturn of FORces to GERmany) was an annual exercise and campaign conducted by NATO during the Cold War. The training was intended to ensure that NATO could quickly deploy forces to West Germany in a conflict with the Warsaw Pact.

OBSTACLES AND MINEFIELDS

Obstacles in the game are to be viewed as reinforced triple-strand concertina wire. In actual practice, these can be breached with wire cutters, explosives, or blades (engineer dozer type or tank-mounted mine plows).

Obstacles and minefields can be breached by combat engineers, infantry, and tanks (with the appropriate plows installed). WP tank companies are nothing

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but tanks, so each tank platoon had one tank with a mine plow. The reason for this is described below.

There are two styles of this: In Stride and Deliberate. "In Stride" does what it sounds like – a unit breaches using assigned assets without pausing to wait for another unit (infantry or engineer) to move forward to breach. This form of breaching imposes the slightest delay and is why WP tank platoons carry one plow per platoon. The downside is that only the breaching unit may use the resulting lane.

Deliberate breaches are more involved and are planned as part of a mission. Any unit may use a deliberate breach. This is a result of not only other units being notified of the breach location, but the lanes are handed over to each crossing unit, meaning a guide is present on the ground, and units coordinate for the transfer of "ownership". The downside is that executing a Deliberate Breach consumes more time.

Typically, a battalion requires two breach sites (meaning two separate breach hexes in a belt) to pass through an obstacle/minefield belt with a minimal delay once the lanes are established.

42.4.8. COMMAND AND CONTROL

As a Player, you have three things to pay attention to regarding Command and Control (C2): your Command Cycle, Command Delay, and Command Range.

COMMAND CYCLE

The Command Cycle is the amount of time between opportunities to issue orders. It starts and 15 minutes of game time and gets longer from there, depending on several factors. First is the force structure in terms of the ratio of HQ to other units. Losing the highest HQ unit will increase the Command Cycle. The Electronic Warfare (EW) burden contributes to the force's average unit Readiness.

COMMAND DELAY

Command Delay is the time between issuing an order to a unit and the unit beginning to execute its order. Some things can delay this. Most are about getting the order to the unit. Another bit is how much time the unit takes to transition from its current order to the new order.

- Whether the ordered unit's immediate HQ is moving, under fire, or firing
- Ordered unit's direct HQ's Readiness, Initiative level, and Training
- The EW level at the time of the order
- If the order starts or takes the ordered unit out of its immediate HQ Command Range
- Transition time depends on what the current order is for the ordered unit compared to the new order.

COMMAND RANGE

Command Range has a significant impact on maneuver flexibility. Not only does Command Range have a possible effect on Command Delay, but you can't even issue an Assault order to a maneuver unit outside Command Range.

Of note is the fact that Recon units may operate normally outside of the Command Range of their headquarters. This means they suffer no Command Delay owing to a distant HQ. An isolated line unit may struggle to move back to its parent unit's area.

Command Range is not just a function of the type of radios in an HQ unit, though that is part of the picture. The other part is how much of the battlefield that HQ level is responsible for and thus trained to control. So, the higher the echelon of command for the HQ, the larger the Command Range.

42.5. MISSIONS

While there are many mission types (Hasty Attack, Deliberate Attack, Breakout from Encirclement, etc.), this being a Primer, we will focus on three fundamental missions. The more nuanced mission types are either basic ones done under particular circumstances or have a limited and desired outcome.

42.5.1. ADVANCE TO CONTACT

Also known as Movement to Contact or Attack from the March is defined as the following actions:

- This mission has an objective to seize

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- Enemy contact is expected
- The enemy's location is unknown
- You will likely need to react to enemy contact by maneuver

The above characterization of this kind of fight drives planning to a set of principles:

- Make initial contact with the smallest force possible
- Preserve your freedom of maneuver. A battalion bumping into a platoon does not warrant a battalion-level attack. Maintain the option to bypass disruption forces.
- Keep in mind that disengaging from contact often results in casualties.

42.5.2. DEFEND

Defense is much more than simply piling forces on a piece of ground the enemy wishes to seize. An attack is very complex and affords a defender many opportunities to wreck the attack plan. First, an attacker must approach the objective(s). Making an attacker fight en route to his attack before all his pieces are set in place will disrupt the plan and timetable. Some points to keep in mind are:

- This mission has one or more objectives to defend
- Once your enemy spots your defensive positions, artillery will rain down
- A competent enemy attack will be preceded by reconnaissance. Kill it. Make a counter-recon plan.
- Infantry is tenacious in complex terrain. They are simply targets if you select a beet field to dig in.
- Small arms are in-the-same-hex weapons. An excellent technique is the "reverse slope". This means your defending infantry is not visible until the enemy is adjacent.
- Unspotted units that open fire have fire superiority. It may make perfect sense, especially when using the reverse slope, to set infantry to fire at point-blank range (meaning in the same hex). This can be devastating to enemy infantry and armored vehicles when your infantry has light AT weapons and is in complex terrain.

42.5.3. ATTACK

This is the most complex mission for several reasons. First, there are more units you need to engage. Second, there will likely be situations to deal with as the attacking forces approach the objective before making the assault. And probably the hardest is synchronizing reconnaissance, various maneuver elements, and fire support efforts. Some areas to give particular attention to:

- Attack from multiple directions at the same time
- Perform reconnaissance of the approach as well as the objective itself.
- Find and destroy defender reconnaissance elements before spotting the attacking maneuver forces.
- Select assault positions for ground elements that will seize objectives. These are close to the objective, but not within line of sight.
- Use artillery preps to degrade defenders' effectiveness.

43. TYPES OF UNITS IN THE GAME

This section will cover the basic types of units found in the game and describe what they can do. As we develop more DLCs there is the potential for new kinds of platforms to be introduced into the game.

43.1. AIR PLATFORMS

This covers everything from Aircraft and Helicopters to Drones (Unmanned Aerial Vehicles-UAV).

43.1.1. AIRCRAFT

Fighters are various single and multi-engine aircraft used in CAS and SEAD missions. Those are missions where bombs, guns, rockets, or Precision Guided Munitions (PGMs) are fired or dropped on enemy ground targets. They appear on the map when they execute a strike mission. Strikes are ordered very similarly to artillery missions. When the aircraft arrives and execute its strike, they are vulnerable to enemy air superiority fighters and AD systems within range of the strike target.

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43.1.2. DRONES

Unmanned aerial units operate much like helicopters, but typically fly at higher altitudes and have a smaller detection signature. They may be harder to see, but they don't use as much terrain masking to protect AD systems. Flight paths don't depend on the terrain.

NOTE: We currently do not have any drones in the game, but we may add them later. Drone technology was in its infancy in the 80s, and there were not many systems suited to the battlefield at this time.

43.1.3. HELICOPTERS

These are low-flying, crewed aircraft. They move much faster than ground units and will plot flight paths that utilize terrain masking to minimize vulnerability to enemy AD fires. Various helicopter types include recon, attack, and utility types.

ATTACK HELICOPTERS (HELO-AT)

They are usually armed with autocannons, rockets, and missiles (both anti-tank and anti-air). Usually unarmored, sometimes lightly armored. These are very lethal to all types of ground targets. They are vulnerable to anti-air (gun and SAM), autocannons (from IFVs <2500m), and machine guns at close range (<1500m). Think "eggshells armed with hammers" when employing them. Their Precision Guided Munitions (PGMs) will usually outrage the weapons of their targets (except AD systems).

SCOUT HELICOPTERS (HELO-SC)

Lightly armed or unarmed and unarmored. It has better sensors, and the crew is trained to find targets, so these have a better spotting range.

UTILITY HELICOPTERS (HELO-UT)

Usually armed with at most a door-mounted MG, unarmored, and have basic sensors. Think flying Jeep.

43.1.4. SURFACE TO SURFACE MISSILE (SSM)

These are long-range ballistic missiles with heavy warheads. Some have chemical or nuclear warheads. Nearly impossible to intercept with 80s technology.

43.2. GROUND TROOP PLATFORMS

These are anything, not a vehicle nor a static facility (like a FARP). Most are infantry squads and weapon crews (MG, ATGM, RPG, and teams). It also includes towed platforms, like field artillery and air defense weapons guns. Most infantry is transported on the Cold War battlefield in trucks, Armored Personnel Carriers, or Infantry Fighting Vehicles. Some units still move by marching with their legs.

43.2.1. ANTI-TANK WEAPON SYSTEMS (ATWS)

These are towed for AT guns. Often designed using a tank's main gun and mounted on a two-wheeled carriage. Most often requires a prime mover for mobility.

43.2.2. ENGINEERS (ENGR)

Ground troops with special training to remove mines and obstacles, build defensive structures, blow bridges and defensive enemy structures, and create minefields and obstacles to hinder and shape the enemy movement in future versions.

43.2.3. FLAK SYSTEMS (FLAK)

These systems are towed or emplaced Air Defense (AD) platforms that utilize a gun-based AD system. Some platforms with an AD gun and a SAM will be classed here.

43.2.4. INFANTRY (INF)

Infantry squads have rifles, grenades, short-range grenade launchers, AT rocket launchers, and often light MGs. AT rocket launchers are very short-range and will fire in volleys against tanks. Very hard to spot and shoot when stationary in complex terrain. Line squads (as opposed to HQs sections and non-infantry gun crews) are very lethal to soft targets, owing to better fire control and the resulting heavy volume of fire. These troops move primarily by marching.

43.2.5. INFANTRY - ATGM (INFAT)

These are dismounted infantry teams whose primary weapon is an Anti-Tank Guided Missile (ATGM). Will reserve ATGM fire for Main Battle Tanks (MBTs).

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43.2.6. COMMAND UNITS (INFHQ)

They give orders and such. Most communications go through them. See them as links in a communications network. Command units can manage communications/orders more efficiently/effectively. Low volume of fire if they get into a fight. Typically, few, if any, AT weapons.

43.2.7. INFANTRY - MACHINE GUN (INFMG)

These are dismounted infantry teams whose primary weapon is a Machine Gun. Typically, this is a heavy MG and has more range than an infantry squad with light MGs.

43.2.8. SCOUTS (INFSC)

These infantry units are trained to blend into the terrain, locate enemy units, and pass that information on to superiors, who can use that information to plan troop movements or artillery or air strikes to hit enemy positions.

43.2.9. SAM INFANTRY (INFSM)

These are dismounted infantry teams whose primary weapon is a Man-portable Air Defense Missile (MANPADs). These troops' primary duty is to scan the skies for enemy aerial units and engage them with their anti-air missiles. They carry a small number of missiles and are armed with various protective small arms weapons.

43.2.10. TOWED ARTILLERY

Artillery comes in three types – mortars, howitzers, and rocket launchers (Surface to Surface Missile (SSMs) battery predominantly uses nuclear or chemical warheads). The differences among these are the types of munitions available and their range. These are crew-served weapon systems that are towed to a location for use. Other transports carry the crews and munitions.

MORTARS (MTRWS)

In most cases, these are man-portable, relatively short-range (out to about 6000m), and limited to HE and Smoke munitions. The caliber range is 60mm-120mm. The Warsaw pact does have some heavier mortars, 160mm and 240mm, for example.

HOWITZERS (ARTY)

These represent towed field guns. Caliber ranges from 105mm to 203mm. Munitions include HE, HERA, Smoke, ICM, and FASCAM.

ROCKETS (RKTWS)

These are towed multiple launch systems that can lay down an intense barrage in a short time. Munitions may include HE, ICM, and FASCAM. These systems can fire a Saturation Mission with a footprint of 1500m across.

43.3. LAND PLATFORMS

The following sections cover a number of the ground-based platforms that are found in the game. As we add more features with future DLCs, more types of units may be added to the game.

43.3.1. ARMORED PERSONNEL CARRIER (APC)

Transports infantry. Armed with machine guns. Lightly armored. They are designed for moving infantry around without getting them killed by small arms fire and provide some protection from artillery and mortar fire.

43.3.2. AIR DEFENSE (AD)

These can be either guns or missiles. Gun systems designed for AD are labeled as "Flak," and missile systems are marked as "SAM." Such systems are labeled as Air Defense Weapons (ADW). Guns and missiles designed to engage ground targets have a limited effect on air targets. The air targets are limited to helicopters, and the helicopters must be either hovering or engaged through the frontal 60-degree arc if moving. Such weapons are noted as Air Defense Limited (ADL).

43.3.3. INFANTRY FIGHTING VEHICLE (IFV)

Transports infantry, but sometimes used without infantry in offensive roles. Armed with autocannon. Lightly armored. Usually, they have ATGMs. They are designed for transporting infantry and providing additional fire support. If they have long-range ATGMs, they can also be suitable for taking out vehicles from a distance. Autocannons can be effective against helicopters at close range.

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43.3.4. COMMAND VEHICLES (COMV)

As the name suggests, these are platforms that aid in C2. The majority are in HQ units at Bn and higher echelons. Some specialty platoons that operate at extended ranges will also have them. The same platform is also used for artillery Fire Direction Centers (FDCs).

43.3.5. RECONNAISSANCE (RECCE RECON)

They usually have better sensors and can see a bit further, classify (tank vs. APC), and identify (T-72 vs. tank) enemies quicker. They usually try to stay hidden. Their weapons can vary, depending on their vehicle, and there's a recon version of many vehicles (ranging from wheeled utility vehicles to tanks to helicopters). They may have AT rocket launchers. Typically, they are small units.

43.3.6. SELF-PROPELLED ARTILLERY (SPARTY)

Howitzer mounted on a vehicle. The bulk of this kind of platform is a howitzer on a lightly armored tracked or wheeled vehicle.

43.3.7. SELF-PROPELLED ANTI-TANK (SPAT)

ATGM launcher mounted on a vehicle. SPATs are a purpose-built platform. Some APCs and IFVs have ATGM launchers, but retain troop-carrying capability. SPATs based on IFV or APC chassis will have the passenger space converted to missile racks.

43.3.8. SELF-PROPELLED FLAK (SPFLAK)

Air Defense (AD) gun system mounted on a vehicle. Typically, it is lightly armored. Some may also have SAMs in addition to the gun. The weapon system(s) may be mounted on a tracked or wheeled chassis.

43.3.9. SELF-PROPELLED MORTAR (SPMTR)

Mortar mounted on a vehicle. Most are lightly armored, derived from APC designs. The weapon system(s) may be mounted on a tracked or wheeled chassis.

43.3.10. SELF-PROPELLED ROCKET (SPRKT)

This is a Multiple Rocket Launcher (MRL) mounted on a vehicle. The chassis may be a truck and unarmored or derived from an APC design and be lightly armored or mounted on the hull of a heavily armored tank.

43.3.11. SELF-PROPELLED SAM (SPSAM)

SAM mounted on a vehicle. The chassis may be a truck and unarmored or derived from an APC design and be lightly armored. It may be on a tracked or wheeled chassis.

43.3.12. TANK

Generally, found as a tracked vehicle. Armor can vary from light to heavy. They are armed with large-diameter cannons and machine guns (MGs). Sometimes they can fire ATGMs that have a more extended range than the cannon. Tanks are the best ground-based fighting units, and they are at the forefront of any combat on the ground.

43.3.13. UTILITY VEHICLE

Often unarmored. These vehicles are sometimes armed with machine guns but rarely with heavier weapons. Transports infantry and supplies. They are also used to tow weapon systems like anti-tank guns and field guns.

43.3.14. LOGISTICAL LOCATIONS

These logistic platforms include FARP, ammunition, and fuel transfer points. Currently, we only model on-map FARPs for helicopter reaming and refueling capabilities.

44. OTHER UNIT TYPES

There are some additional off-map unit types that we have not added to the game. These may become active in later updates as new features are released.

44.1. SEA (SHIPS AND SUBMARINES)

These platform types would support ships and submarines that could provide firepower with weapons or troops in the case of transports and landing craft.

44.2. SPACE (STATIONS AND SATELLITES)

These platform types would provide additional intelligence-gathering assets to provide recon before and during a battle or campaign.

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45. WEAPON TYPES

The following sections cover the numerous types of weapon systems that are included in the game. This list may expand in the future if new features require new types to be defined for use.

45.1. AIRCRAFT GUNS AND CANNONS

These are machine guns and cannons of various calibers used to attack other aircraft or strafe ground targets.

45.2. ANTI-AIRCRAFT GUN (AAA)

These are gun systems. Some are autocannons, and the rest are machine guns.

45.3. AIR DEFENSE AUTOCANNON

Effective up to a few kilometers. It counts as a short-range anti-air defense. Good against helicopters, but might struggle to take out aircraft. It can also be used against lightly armored ground units but at the usual 1500 or so meters effective range. The reason it's more effective against air units is that anti-air units often use radar and computers to fire the cannon at aircraft.

45.4. AIR-LAUNCHED ROCKETS (ARK)

These are unguided short-ranged (1-4km) rockets carried in pods on helicopters and aircraft. The pods are fired in volleys to hit soft targets with high explosive (HE)or hard/armored targets with high explosive anti-tank (HEAT) warheads.

45.5. ANTI-TANK GUIDED MISSILE (ATGM)

PGMs are designed to defeat MBTs. Earlier models have lighter warheads and range up to 2000m. Ground units will tend not to shoot these against targets other than tanks. These may be mounted in ground vehicles, helicopters, or employed by dismounted troops.

45.6. AUTOMATIC GRENADE LAUNCHER (AGL)

These fire grenades are 20mm-40mm in caliber and range around 2000m or so. They may be either vehicle or tripod-mounted.

45.7. AUTOCANNON (AUCN)

Small caliber (20mm-60mm) cannon that fires quickly. Effective up to 1500 or so meters. Good against everything that is not heavily armored. It can also be used against helicopters.

45.8. RIFLE

They are used by infantry. Effective up to a few hundred meters. If not armed with optics, best used within 200 meters.

45.9. MACHINE GUN (MG)

They are used by infantry and vehicles. The range is usually up to 700 meters. It can be a bit higher with 50 cal machine guns. Good against everything that is unarmored. More than two of these in a unit can be devastating to dismounted infantry assaulting in open terrain.

45.10. ROCKET-PROPELLED GRENADE (RPG)

They are used by infantry and are effective up to 200 meters. Against heavy armor, infantry will volley fire up to four rounds if more than one is available. They are also used against point-target troops, such as MG teams or other gun crews. They are fired singly at lightly armored targets. Depending on the target aspect, warhead strength, and amount of armor, some IFVs may "earn" a volley of RPGs.

45.11. TANK CANNON

A large caliber cannon. Effective up to 3000 meters but can reach about twice that far if a line of fire is available. Good against everything on the ground. Only the biggest cannons are effective against heavy armor.

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45.12. SURFACE TO AIR MISSILES

These are labeled as "SAM" and can be long and short-range. Infantry-based AA missiles are always short-range, i.e., effective up to 5km. Short-range AA missiles may struggle against aircraft with countermeasures. The most powerful SAMs are vehicle mounted and may have air search radars associated with them (which broadcast a signature) or be passive IR or thermal systems. These are more dangerous to aerial units as they can strike without warning.

46. MUNITIONS

Several weapon systems in the game can fire different types of munitions from their barrel (like tank guns) or tubes (artillery weapons and rocket pods).

46.1. ARMOR PIERCING (AP)

Kinetic penetrators are used against armored targets.

46.2. ANTI-RADIATION (ARR)

Munition that homes in on radar emitters

46.3. ANTI-TANK GUIDED MISSILE (ATGM)

Gun tube-fired ATGMs mainly used in Soviet tanks and anti-tank guns.

46.4. CANISTER FLECHETTE (CAN)

Close-In, short-range, widespread round that can devastate soft targets.

46.5. DEMOLITION CHARGE (DEMO)

The munition is used to remove obstacles or blow bridges and is used primarily by engineers.

46.6. FUEL AIR EXPLOSIVE (FAE)

A munition has a warhead with a Thermobaric type of explosion.

46.7. HIGH EXPLOSIVE (HE)

A munition with a blast fragmentation-type warhead is used to destroy soft targets and structures. They are commonly used with artillery units.

46.8. HIGH EXPLOSIVE ANTI-TANK (HEAT)

A munition with a formed HE penetrator warhead. They are used against armored vehicles.

46.9. HESH HEP (HESH)

A munition with an explosive squash head warhead. Used against armor and creates a spalling effect when it hits armor plates.

46.10. HYPER VELOCITY ROUND (HVR)

This round is an armor-piercing shell of the late WWII era used versus armor with a higher velocity design for greater penetration than a standard AP round.

46.11. IMPROVED CONVENTIONAL MUNITION (ICM)

ICM is a munition with dual purpose/sensor fused warhead commonly used as a submunition in cluster bomb weapons.

46.12. SCATTERED MINES (MINES)

These mines are munitions with AP/AT mine submunition payload that deploys the mines over an area

46.13. NON-PERSISTENT CHEMICAL (NCHEM)

A chemical dispersion warhead releases a cloud of non-persistent gas that can kill or incapacitate exposed troops. It dissipates over time.

46.14. NUCLEAR (NUKE)

A nuclear warhead (Tactical Yields) devastates units and structures for several kilometers and leaves vast area radiation contaminated.

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46.15. PERSISTENT CHEMICAL (PCHEM)

A chemical dispersion warhead releases a cloud of persistent chemicals that can kill or incapacitate exposed troops. The area is contaminated for the duration of the fight.

46.16. PRECISION MUNITION DESIGNATED (PMD)

These precision-guided munitions are guided to the target by a laser source.

46.17. PRECISION MUNITION GUIDED (PMG)

These precision-guided munitions use onboard guidance to home in on a target.

46.18. SMOKE NORMAL

These munitions dispenses visual obscuring smoke to block the line of sight between your forces and the enemy. Thermal sights will see through this type of smoke.

46.19. HEAT-TANDEM WARHEAD

This round has a dual-formed HEAT penetrator warhead meant to defeat reactive-type armor by using the first charge to negate the reactive armor block.

46.20. HEAT- TRIPLE WARHEAD

This round has a triple-formed HEAT penetrator warhead meant to defeat reactive-type armor by using the first charge to negate the reactive armor block. This round is also effective against composite armor.

47. SENSORS

The following section list a number of the more common sensors that can be found on the platforms in the game. Sensors use active (sending out signals) or passive (receiving signals) means to find or detect other platforms. This listing may be expanded in the future as new game features are added.

47.1. AIR SEARCH RADAR (ASR)

ASRs combine search and fire control radar capabilities for air defense (AD) systems. Depending on the class of system, they have different ranges of detection. These systems require an open line of sight to find aerial targets.

47.2. AVIONICS (AVS)

Avionics represents all of the computers and sensors that control an aircraft. We added this entry as flavor text. This system does not impact play.

47.3. COUNTER-BATTERY RADAR (CBR)

While not shown in the game, these systems are modeled to detect enemy artillery that shoots both on and off-map. The enemy also possesses these systems to find and kill your artillery systems.

47.4. GROUND SEARCH RADAR (GSR)

Ground Search Radars are used to detect personnel and vehicles on the ground. Personnel is usually detectable out to 5km or so, and vehicles on the order of 10km or more use these radars. The radar system needs a line of sight to detect enemy units.

47.5. INFRA-RED SIGHTS (IR-S OR IR-L)

These night sights require IR illumination to function. They extend the range of weapons during nighttime compared to visible spectrum sights.

47.6. NIGHT VISION (NV)

Low light level amplification is commonly referred to as "starlight scopes". Natural illumination is generally all that is needed for these to function.

47.7. OPTICAL SIGHTS

There are a few different types of optical sights in the game. Optical (OPT) uses the standard mk1 eyeball. Optical with Zoom (OPZ) is powered zoom-like binoculars. Optical Gunsights (OPG) and Optical Gunsights with Zoom (OGZ) are also modeled in the game.

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47.8. THERMAL SIGHTS (TIS)

A passive sight that forms an image from the heat radiated by the scene. These systems are degraded during the periods shortly after sunset and sunrise, owing to low contrast between targets and the ambient background.

47.9. RADAR WARNING RECEIVERS

These devices are used to detect enemy radars and provide the platform a warning of being spotted and illuminated to be attacked. During the Cold War, these are found mainly on aircraft and some helicopters.

47.10. LASER WARNING RECEIVERS

These devices are used to detect enemy lasers and provide the platform with a warning of being spotted and potentially attacked. During the Cold War, these were new technology and were rarely seen on various platforms.

48. SYSTEMS

The following section list a number of the more common systems that can be found on the platforms in the game. This listing may be expanded in the future as new game features are added.

48.1. FIRE CONTROL RANGE FINDING SYSTEM (FC RF)

Fire control systems are the pieces of a weapon system that aid a shooter in hitting a target. At the lowest and simplest end of the spectrum is the iron sight. At the top end is the Laser Fire Control System, which has an integrated Laser Range Finder (LRF), a ballistic computer, an incline (sideways tilt) sensor, and a crosswind sensor. Addition inputs for ammunition variances can also be input. That fire control system also does lead computation for moving targets based on the gunner smoothly tracking the target for a few seconds.

Between these extremes, fire control systems vary, with most requiring either some manual inputs or gun lay to account for range and motion lead.

48.2. LASER RANGE FINDER (LRF)

Increases the accuracy of gun systems by obtaining an accurate range measurement. Mostly found on Tanks (MBTs) and Infantry Fighting Vehicles (IFVs).

48.3. ADVANCED GUN SIGHT (AGS)

Sight for aircraft that does lead computation. These systems increase gun system accuracy against both air and ground targets.

48.4. STABILIZATION SYSTEM (STAB)

Stabilizing the gun allows a vehicle to engage targets while the firing platform moves with minimal accuracy degradation. The most common is two-axis stabilization, where the gun's elevation remains unchanged as the vehicle pitches up and down, and azimuth stabilization, where the weapon remains pointed in the same compass direction as the firing vehicle turns left and right. Stabilization does not account for any required lead due to own vehicle or target motion.

48.5. STADIA COINCIDENCE SIGHTS (STC)

Sight with a built-in optical rangefinder. Typically, it uses two light paths, and the gunner adjusts the sights until the two images coincide, thus measuring the range. Imprecise much beyond 2000m.

48.6. STADIA RETICLE SIGHTS (STR)

The range is determined by comparing the target height to a range scale. Precision drops off beyond 1500m.

48.7. ELECTRONIC COUNTERMEASURES (ECM)

Electronic countermeasures are signals that jam radars and other radio frequency systems to avoid detection or defeat threats like radar-guided missiles.

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48.8. ELECTRONIC COUNTER-COUNTERMEASURES (ECCM)

Enhancements to munitions or fire control systems to make them resistant to electronic countermeasures deployed by a target.

48.9. DEFENSIVE COUNTERMEASURES (DCM)

These include flares (hot source to mimic engine exhaust) used to decoy Infra-Red missiles or chaff (strips of aluminum foil) to spoof radar-guided missiles. They are mainly carried by aircraft and helicopters. These are items of limited use.

48.10. SMOKE DISCHARGERS

Many ground platforms (tanks and infantry fighting vehicles) are equipped with a smoke discharging system used to blind then sensors and weapons. During the Cold War, they are visual obscurants. They have a limited number of uses in combat.

49. TYPES OF PROTECTION

We model several types of protection systems in the game to keep hardware and troops safe from enemy fire.

49.1. ARMOR

Basic armor is a thickness of various metals like steel, aluminum, or depleted uranium designed to stop kinetic and chemical-based warheads from destroying a vehicle. The thickness can range from 10mm to 1000mm or more, depending on vehicle type.

49.2. EXPLOSIVE REACTIVE ARMOR (ERA)

ERA has many types based on the continued improvement in its design. This armor is made up of a combination of explosives and metal plates used to bend the jet of a HEAT round and, in the cases of the more advanced ERAs, break the long rod penetrators of an AP round.

49.3. NON-EXPLOSIVE REACTIVE ARMOR (NERA)

Non-Explosive Reactive Armor, also known as Non-Energetic reactive armor (NERA), is a type of vehicle armor used by modern main battle tanks (MBTs) and heavy infantry fighting vehicles (IFVs). NERA advantages over explosive reactive armor (ERA) are that they are inexpensive, completely passive, and thus easy to integrate into armored vehicles. This type of armor is effective against HEAT warheads.

49.4. ADVANCED COMPOSITE ARMOR

Composite armor is a type of vehicle armor consisting of layers of different materials such as metals, plastics, ceramics, or air. Most composite armors are lighter than their all-metal equivalent, but occupy a larger volume for the same resistance to penetration. It is possible to design composite armor that is stronger, lighter, and less voluminous than traditional armor. Still, the cost is often prohibitively high, restricting its use to especially vulnerable vehicle parts. Its primary purpose is to help defeat high-explosive anti-tank (HEAT) projectiles. Some versions add layers of depleted uranium plates to enhance the armor's ability to defeat armor-piercing rounds.

49.5. HEAT RESISTANT ARMOR

Similar to NERA and Composite armor, HEAT-resistant armor is specifically designed to be placed on lighter vehicles like armored personnel carriers and infantry fighting vehicles as it is lighter in weight due to its sandwiched materials.

49.6. ARMORED SKIRTS

An added protection measure from WWII, armored skirts have evolved into several types, such as plates, slats, wire, and spaced configurations. These all degrade both kinetic and chemical rounds

49.7. ACTIVE PROTECTION SYSTEMS (APS)

These systems were designed in the late 70 and early 80s to provide hard and soft kill capability for tanks against ATGMs and RPGs. The Soft Kill systems

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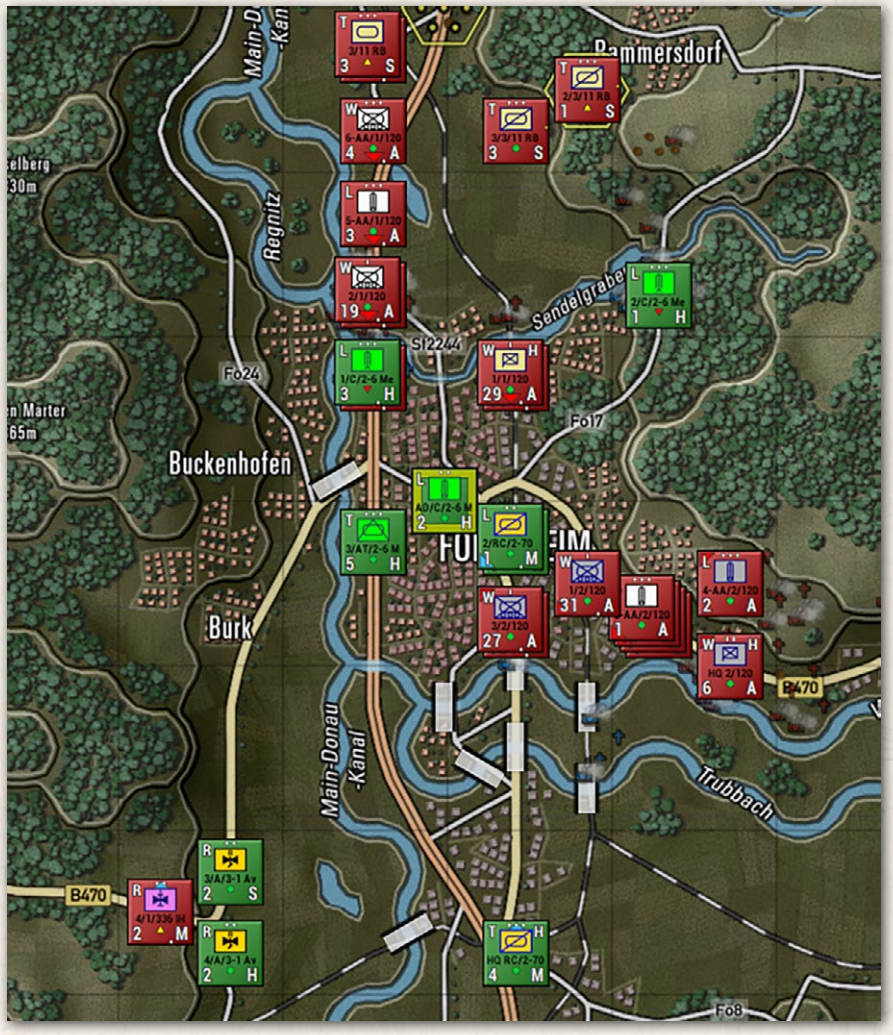
are meant to jam or degrade the guidance systems of incoming missiles. These are like the Shtora Thermal-Optical Jamming System (TIJ). The Hard Kill systems (Drozd, Arena, Trophy) track the incoming ATGM or RPG and fire an explosive charge to take out the threat.

49.8. STEALTH AND LOW OBSERVABLE TECHNOLOGY

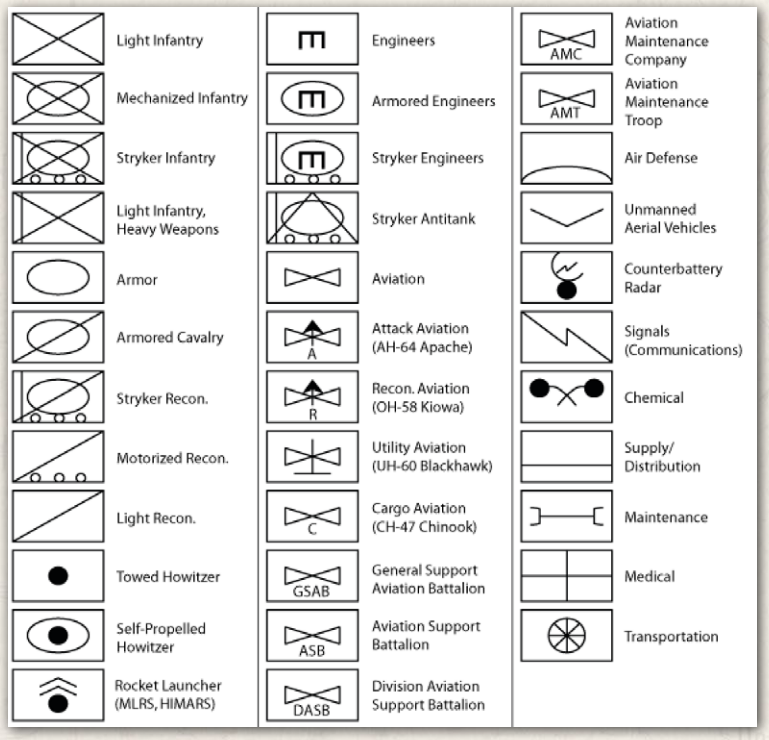
These were US-based technologies from the late 70s and applied to the F-117 Nighthawk stealth fighter. Stealth (STP) and Low Observable (LOP) platforms have significantly reduced radar and thermal profiles, allowing them to fly into hostile and contested airspace.



50. NATO SYMBOLS

NATO symbols are used to represent various types of forces on the map by military users. The table below shows a number of the commonly used symbols, but the game has many more depending on function.

If you want to look closer at all of the possible NATO map marking and symbols, do a web search for NATO APP-6A, and you can see the extent of the military symbology used by the professional military.



51. FORCE ORGANIZATION

Forces are usually organized into tiers of three or four or the lower tier of core type, with HQs units and mechanized infantry units being the exceptions. For example, a tank company consists of three or four tank platoons. The echelons are:

- Team (•) – 2-4 Troops, usually using a specific heavy weapon.
- Squad / Section (••) – 2 to 3 Platforms or 4-10 troops.

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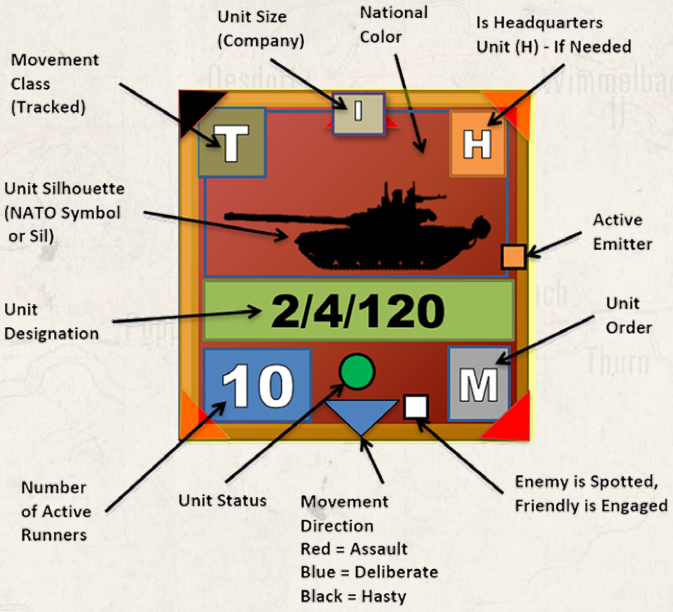
- Platoon / Troop (•••) – 3 or 5 Platforms or 30-40 troops.
- Company (|) – 3 or 4 Platoons, possibly including an HQ Section or 150-200 troops.
- Battery (|) – 4 to 6 Platforms (mortar, artillery, or air defense), possibly including an HQ Section.
- Battalion (||) – 3 to 4 Companies, an HQ Section, and possibly some specialty platoons or 500-800 troops.
- Brigade (X) / Regiment (|||) – 3 or 4 Battalions, an HQ Platoon, possibly specialty Companies or Platoons, maybe an Artillery Battery or 1000-3000 troops.

52. COUNTER LAYOUT AND MAP OBJECTS

Detail about these items can be found in FM FCCW-01 Game Operations.

52.1. COUNTER LAYOUT

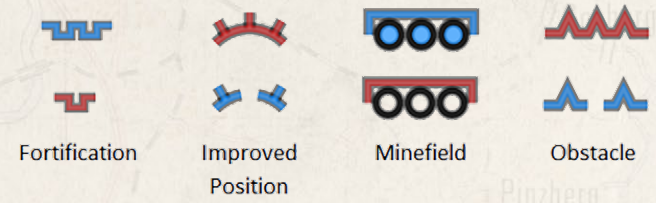
The image below shows all the various bits of information contained on most of the counters in the game. Understanding these items and their meaning is an essential part of the game.



52.2. MAP MARKERS (FULL AND HEX EDGE)

Full hex map markers apply their effects on the entire hex and any units within. The color shows ownership. Red for Player one and Blue for Player two. Unowned markers are in yellow.

Hex Edge Map Markers are placed along the edge of a hex, and the marker's effect only applies when crossing that hex edge. These markers are shown as full on the top of the picture below or reduced at the bottom of the image for each type. The color shows ownership. Red for Player one and Blue for Player two. Unowned markers are in yellow.



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53. TABLE OF COMMON ABBREVIATIONS

The information in the following section provides a listing of various terms and standard military abbreviations. This should be helpful for new players to review to become familiar with these terms.

A/C – Aircraft.
AA – Anti-Air
AAA – Anti-Air Artillery. It mainly refers to gun or cannon systems. Also known as flak.
AAM – Air-to-Air Missile
ACA – Advanced Composite Armor. Sandwich of metal and either ceramic or rubber
AD – Air Defense
ADA – Air Defense Artillery. This includes SAMs.
ADL – Air Defense Limited. The weapon system has limitations in the engagement envelope.
ADW – Air Defense Weapon. The weapon is designed specifically to engage flying targets.
AGM – Air to Ground Missile
AP – Armor Piercing
APC – A Armored Personnel Carrier. Carries infantry troops and provides minimal protection for a machine gun and artillery fire. Very vulnerable to any AT weapon and most autocannon (20mm, 25mm, 30mm). Armored Personnel Carrier is lightly armored and lightly armed.
APS – Active Protection System. A radar sensor and counter-rocket/missile munition are designed to destroy the incoming munition several meters from the protected target. The sensor is usually some sort of radar.
AT – Anti-Tank. The broad category of weapons/munitions capable of killing an MBT.
ATGM – Anti-Tank Guided Missile
BDA – Battle Damage Assessment
Bty – Battery. This applies to artillery and air defense units
C2 – Command and Control
CAS – Close Air Support
Cav – Cavalry. Reconnaissance forces.

CP – Command Post
Echelon (Operational) – During the Cold War, Soviet doctrine used the concept of the Echelonment of Forces. These are "waves of Divisions". The First Echelon was tasked with creating a breakthrough, and the Second Echelon would exploit that. The time gap between these Army-level echelons was anticipated to be five to seven days into the war.
Echelon (Tactical) – This represents the formation size and span of control. The echelons in the game are Platoon (about 30 infantry soldiers or three to four fighting vehicles), Company (three to four Platoons), Battalion (three to five Companies and 1-3 specialty platoons), Brigade or Regiment (three to five Battalions and two to five specialty Companies/Batteries)
ERA/NERA – Explosive and Non-Explosive Reactive Armor. These are armor, usually enhancements designed to defeat HEAT-based munitions. They function by disrupting the plasma-cutting jet created by the HEAT round, reducing the penetration to a level less than the hull or turret armor.
EW – Electronic Warfare
FARP – Forward Arming and Refueling Point. Where helicopter units rearm.
FASCAM – Family of Scatterable Mines. Western term for a scatterable cluster munition. These are minelets used for area denial. Usually, it will cause mobility kills on armored vehicles. These include anti-personnel minelets in the mix as well. Units that detect these will attempt to bypass them.
FDC – Fire Direction Center. A platform where artillery computations are made to determine gun lay for azimuth and elevation and what charge for a particular target.
HE – High Explosive
HEAT – High Explosive Anti-Tank
HERA – High Explosive Rocket Assisted. Artillery rounds that have a rocket in the base to provide extended range.
ICM – Dual purpose (anti-personnel and anti-armor) scatterable cluster munition. Each shell or bomb ejects several bomblets that attack soft and armored targets (top armor being relatively thin). The target will have dud rounds remaining that impede future movement.
IFV – Infantry Fighting Vehicle. Armored more than an APC but less than an MBT. Usually armed with an autocannon, and many have ATGM as well. IFVs carry a squad or less of infantry. More survivable than an APC.
Improved Position – Field fortifications consisting of dug fighting positions affording improved cover. Includes positions for fighting vehicles and CPs.
IR – Infrared. This is a short wavelength or near-infrared spectrum of light. For surveillance sensors or weapon sights, illumination is required.

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ISR/ISTAR – Intelligence, Surveillance and Reconnaissance/Intelligence, Surveillance, Target Acquisition, and Reconnaissance.
LOS – Line of Sight. This is the ability to see from one location to another. This is how spotting in the game is done.
MBT – Main Battle Tank. Tracked, heavily armored, with a large caliber and high-velocity gun.
MG – Machine Gun. There are three groupings of these based on caliber – 7.62mm cal, .50/12.7mm cal, and 14.5mm. There is no essential difference among nations or weapons within the caliber category.
MRL – Multiple Rocket Launcher. Generally, a grouping of tubes or rails that hold unguided rockets fired in a salvo at a target area.
PGM – Precision Guided Munition. The munition is guided to the target by one of various means. These are generally missiles, either air or ground-launched.
Platform – The lowest atomic element of capability. These are individual aircraft and ground vehicles, squads, gun crews, etc.
Prep – Short for preparatory fires. These are artillery fires directed against known or suspected locations just before a ground assault. The primary aim of a prep s to degrade the effectiveness of defending forces, not the destruction of them.
RPG – Rocket Propelled Grenade. Shoulder-fired anti-tank rocket launcher.
SACLOS – Semi-Active Command Line Of Sight. Gunners need only keep their sight on the target. No gunner inputs are required to correct munition ballistics or lead compensation.
SAM – Surface to Air Missile
SEAD – Suppression of Enemy Air Defenses
Smoke – A type of artillery round that generates a large, dense cloud of smoke that impedes LOS. This has minimal impact on TIS systems.
TIS – Thermal Imager Sight. Detect targets using the electromagnetic spectrum's long wave or mid-wave infrared portion. These wavelengths correspond to heat emitted by a target and are not effectively blocked by standard smoke rounds. No illumination is required.
TIV – Using the same technology as a TIS, but not part of a fire control system, the TIS can spot enemy units.
UCAS – Unmanned Combat Aerial System. Flying drones which have the primary purpose of attacking enemy targets.
UAS/UAV – Unmanned Aerial System/Unmanned Aerial Vehicle. This broad classification of flying drones doesn't speak to their battlefield purpose, including recon, surveillance, situational awareness, and strike systems.

TUTORIAL OPERATIONS

54. TUTORIAL #1: THE BASICS

This first tutorial scenario will cover the basics of reviewing your mission objectives, looking over the terrain and forces in use, sizing up the enemy, issuing orders, and setting Standard Operation Procedures (SOPs) for your forces to accomplish your mission.

The following sections will run through this process step by step.

54.1. LOADING THE SCENARIO

Start the game and click on the Scenario button in the "Start New:" section of the Main Menu.

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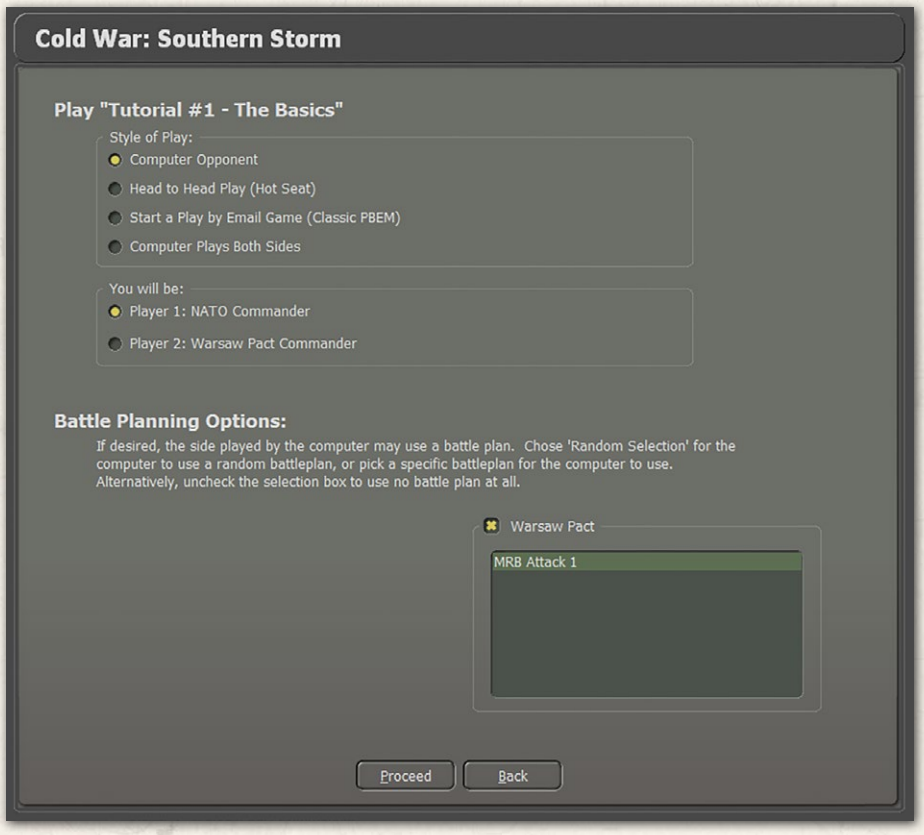
In the Search Criteria text box, type in the word "Tutorial," and then select Tutorial #1 and click the Proceed button.

On the next screen, select Computer Opponent and then Player 1: NATO Commander.

There is only one enemy Battle Plan for the Warsaw Pact forces, so there is no need to make changes.



Click Proceed to continue to the next screen.

Next, we need to set the Difficulty Settings for the Tutorial mission. I would suggest using the settings shown for the first attempt at this mission, and if that proves too difficult, try again and make the enemy units visible to help with your planning and movements.

Hit Proceed to launch the game. The first screen that pops up is the Scenario Description. Click on the dialog to stop the timer from closing the screen. Read over your mission to understand what is expected of your forces.

Suppose the timer closes the dialog before you have had a chance to read it. In that case, you can open the report from the SI button on the Commander Panel or the Scenario Information item in the Staff section of the top menu bar.

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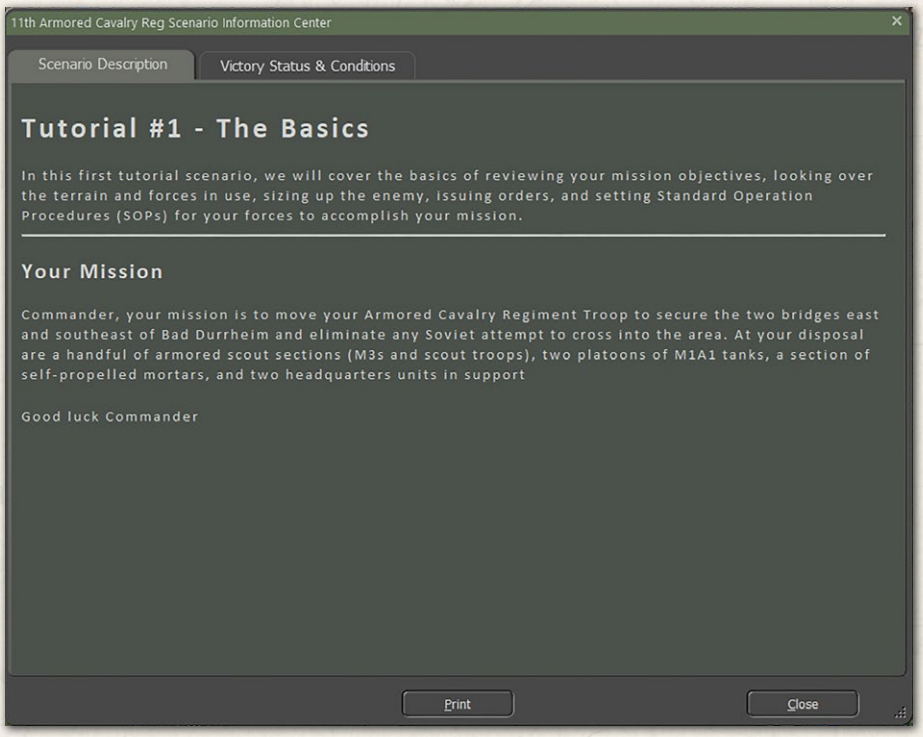
Once you have read the mission information, click the close button.

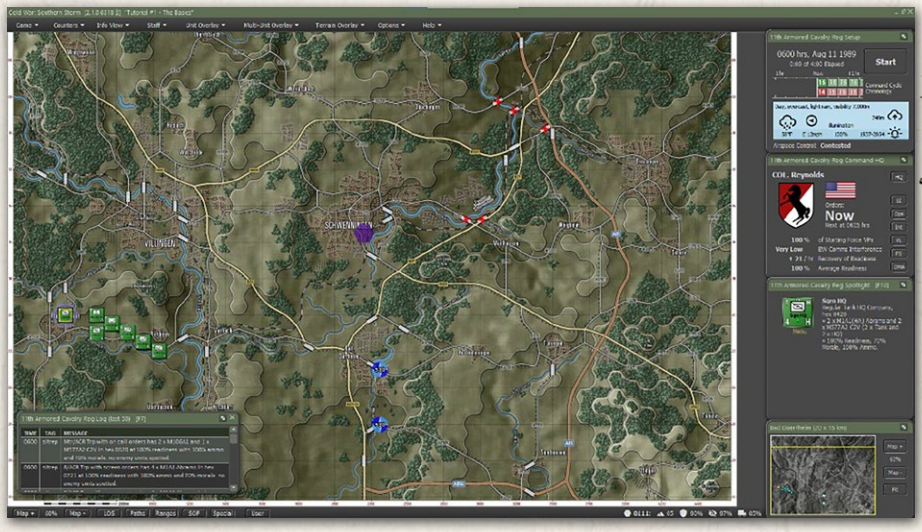


54.2. REVIEWING THE SCREEN

In the image below, you see the game screen. There are several ways to set up the game's look. Please refer to FM01- Game Operations to see the various map, counter, and panel arrangements you can do with the game. The screen shows the following:

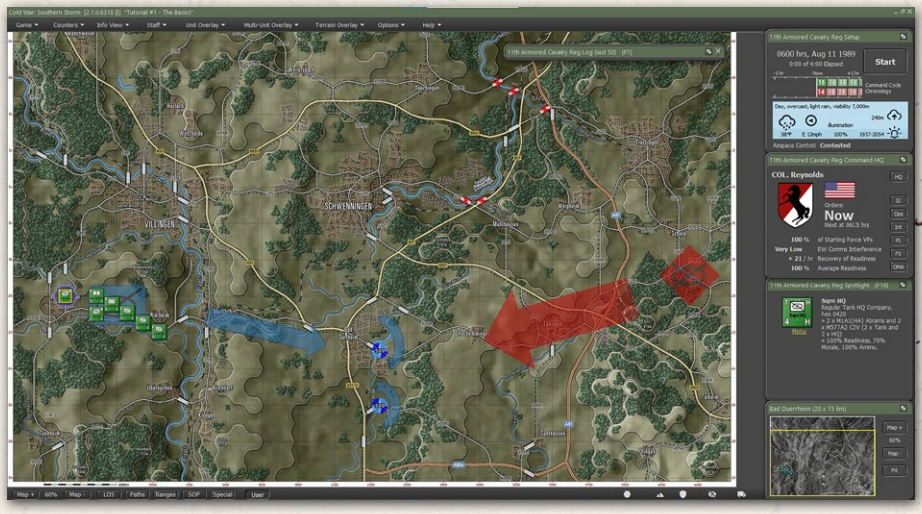
- At the top of the screen is the Game Menu.
- Below that is the game map. In the image, it is zoomed out to 60%.
- To the right are the Core Floating Panels. These include the Game Panel at the top, the Command Panel, the Spotlight Panel, and the Mini Map.
- On the screen is the Log Panel for your force.
- On the map are your forces. They are the green counters on the bottom left of the map.

- There are two visible Victory Point markers near the objective bridges.
- There are many bridges on the map. They are shown as light gray rectangles with black borders. Blown bridges have an additional red cross on them.



54.3. LOOKING INTO THE MISSION

Now we want to look at the Mission Overlay to understand better where the fight will be. On the Menu, select Staff, then select Show Mission Graphics to display the supplied graphics. You will see the screen below.



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On the left, it shows your forces, an arrow for your general movement to the objectives, and then the two bridges to defend.

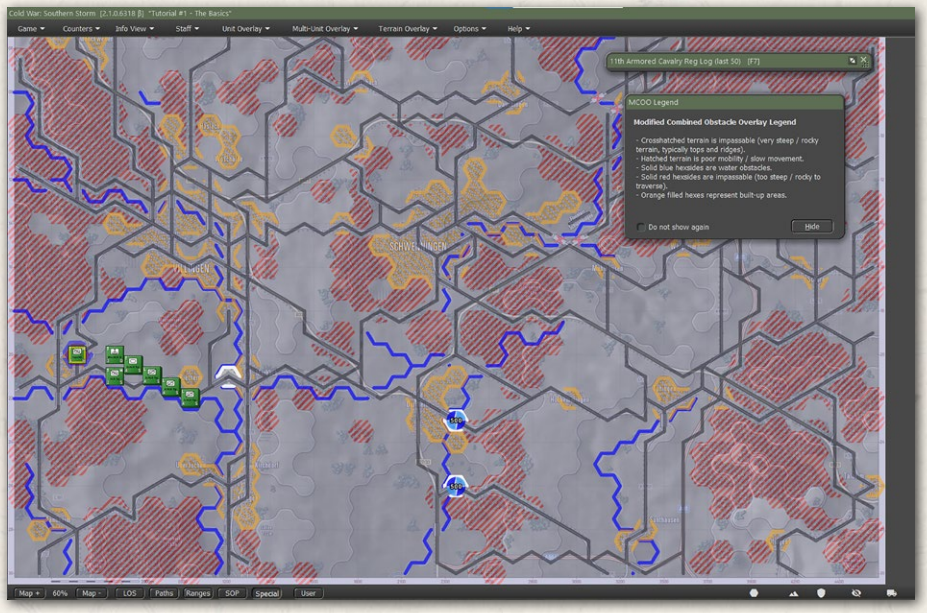
On the right, the enemy's general location and a rough idea of where they are coming from are based on intelligence from your higher command. A NATO symbol for the general type of forces will also be shown in most cases. In this case, it is a Mechanized force (infantry in armored carriers and possibly some tanks and supporting anti-tank and anti-air assets).

54.3.1. TERRAIN EVALUATION WITH THE MCOO

The Modified Combined Obstacle Overlay or MCOO (pronounced Ma Coo) is a new game feature. This overlay shows a breakdown of the map terrain into a simplified picture of open or obstructed terrain.

Look near the bridges, and we see that your approach to the objective area is relatively open terrain, and the enemy approach is covered with the woods on the ridgelines. Adding to your situation, rivers are restricting your movement option into the area. The only break in this tutorial is the enemy, like your forces, has minimal indirect fire capability.

The enemy does have to deal with "slow-go" terrain or use a limited number of roads to move into the engagement area. They also have a couple of river issues limiting their approach as well.

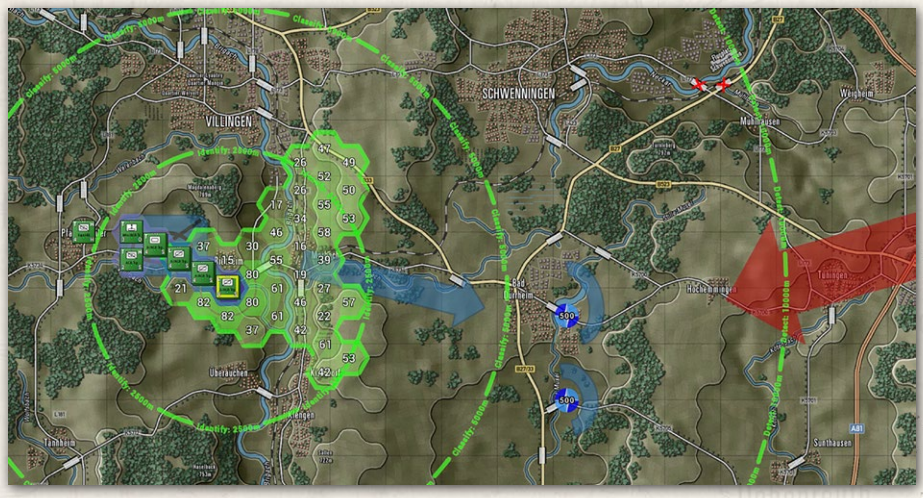


Understanding these situations will help you plan a better mission for your forces. You can close the MCOO by deselecting it in the menu.

54.3.2. CHECKING UNIT LINE OF SIGHT (LOS)

Checking unit LOS is the next thing to do to see how well your forces can see in the terrain based on sensors and weather. To see the LOS overlay, you can select it from the Unit Overlay menu, selecting a unit and hitting Ctrl+L hotkey, selecting the LOS speed button at the bottom left of the screen, or by right-clicking on a unit and selecting the Show item from the Unit Popup Dialog. In short, many ways to see LOS.

First, let's look at one of the Recon sections. Select the lead unit and then the LOS overlay. From the image below, we see that the unit has a rough 2000 to 3000-meter visibility roughly forward but also a limited amount of visibility due to the hilly terrain.



Now we can look at one of the M1A1 tank platoons. They seem to see just a bit further where they are. Both the M1A1s and the M3s have thermal sights. These will help find targets in bad weather, smoke, or at night.

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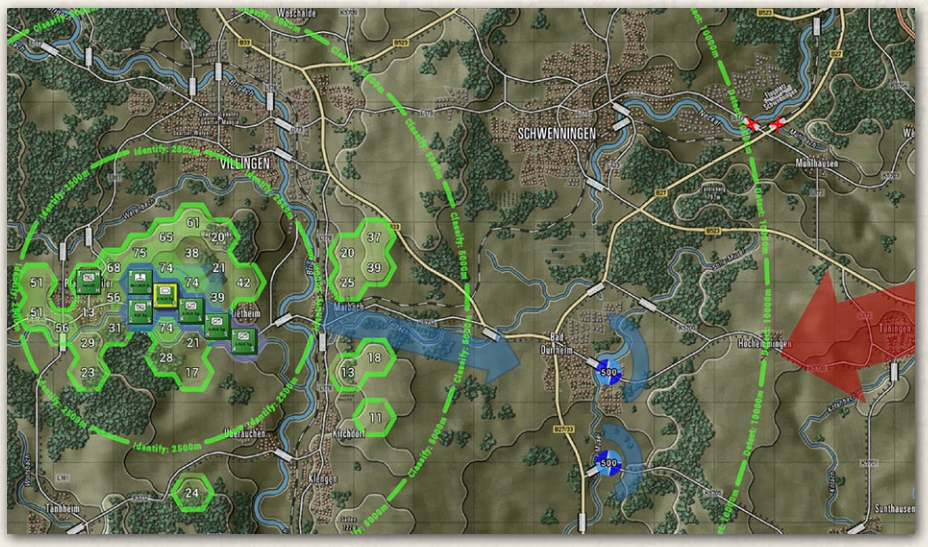
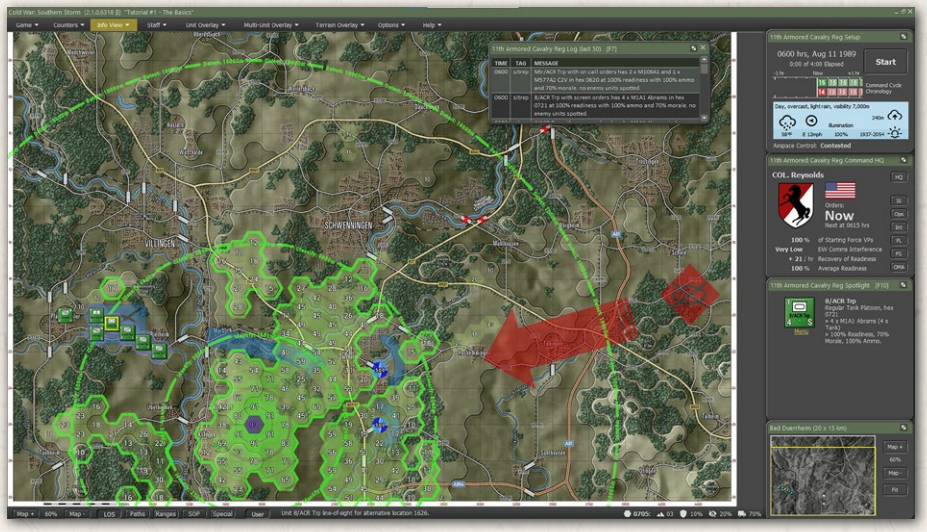


54.3.3. CHECKING TERRAIN LOS

Another important LOS function is looking at the terrain to find good or poor visibility locations. Once the LOS function is active, you can shift-click a hex (the hex must be empty) to see the basic LOS from it (not modified by unit sensors).

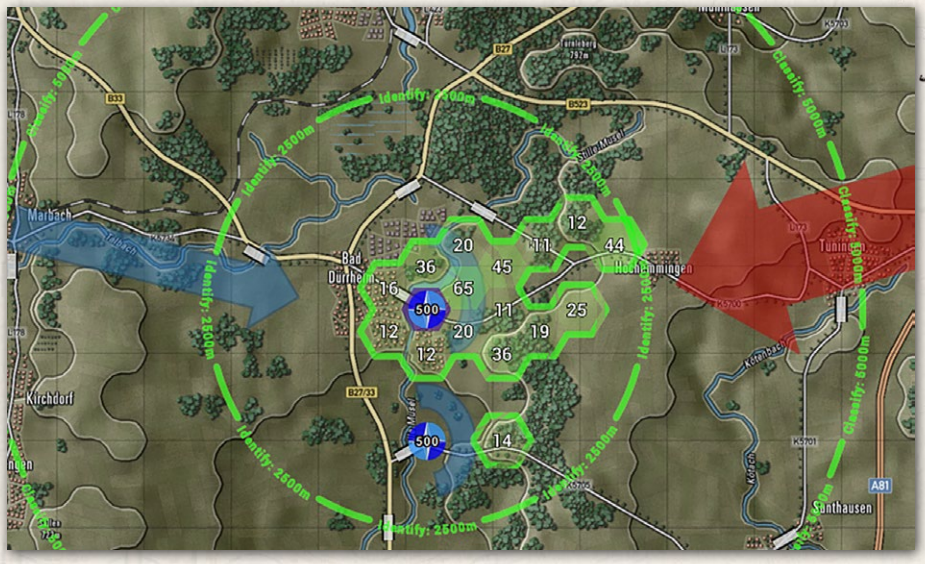
The image below shows the LOS from one of the ridge lines about four kilometers west of the objective area. It shows excellent coverage of the enemy's approach to the objective.

Take a moment to select other hexes in the area to see an excellent location to spot and engage the enemy while keeping your forces in cover.



54.3.4. CHECKING LOS AT THE OBJECTIVES.

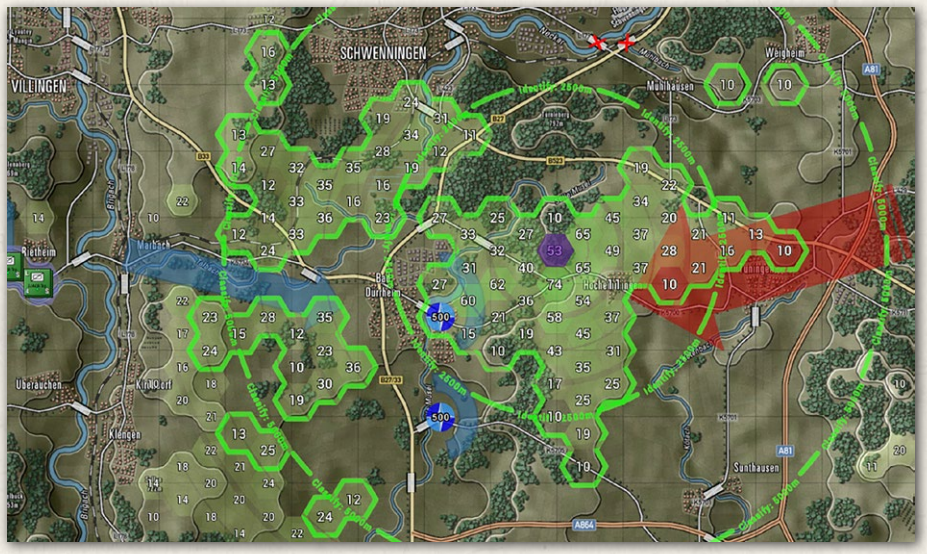
Another LOS check is at the objectives to see how open or restricted the visibility is. In the picture below, the northern object area has poor visibility out of the objective hexes. If enemies enter this area, they will be hard to spot and engage. Of note, there is a line of sight into the ridge to the east of the objective. This will help the Soviets see the area if you occupy the objective.

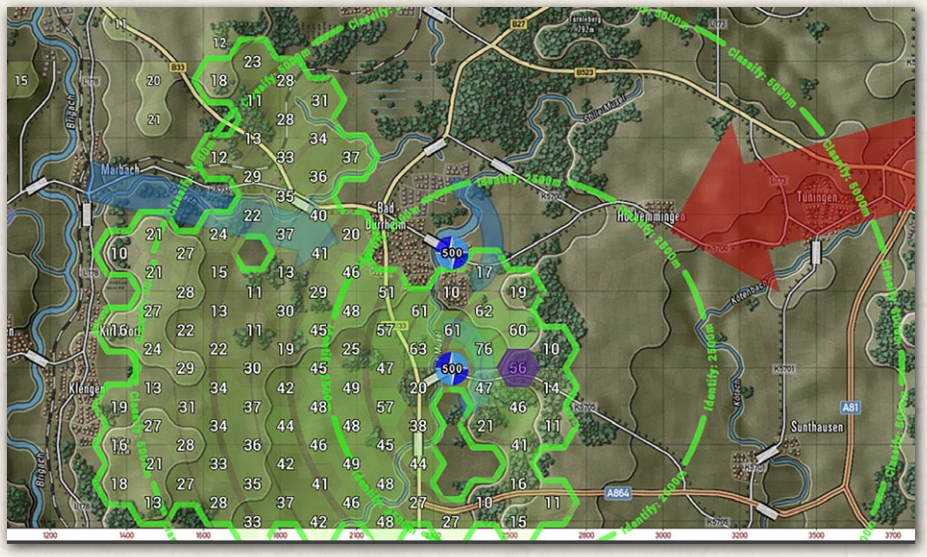

Marbach
Bad Durrheim
Hochemmingen
Kirchdorf
Santhausen
500
500
Identify: 2500m
Identify: 2500m
Identify: 2500m

It is a good idea to check some of the surrounding hexes of both objectives to see how those areas look.

54.3.5. CHECKING POSSIBLE ENEMY LOS

Knowing what the enemy can see will go a long way in your plan for the battle. Take some time to look at a few key spots the enemy might use and understand where your units will be vulnerable to enemy fire.





54.4. CHECKING YOUR FORCES

Now you should take a quick look at your forces to see what kind of capabilities you have for the upcoming battle. Double-click on one of the Scout sections to bring up the Dashboard, as seen in the image below.

Click on the Subunits tab and then on the units shown to see a summary of the unit's weapons and ammo and any electronic warfare (EW) capabilities.

Next, with the Dashboard open, click on one Tank platoon to review the unit information. If the Dashboard is closed, you must double-click on the unit to reopen the Dashboard.

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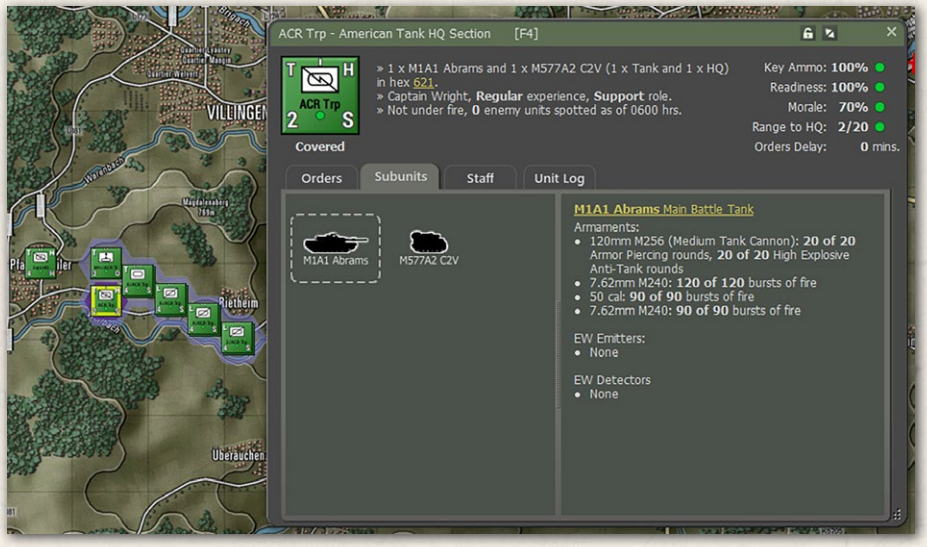
You can also open the Dashboard by right-clicking on a unit and selecting the Unit Dashboard option from the Unit Popup Dialog. You could press F4 to open the Dashboard if you selected a unit.

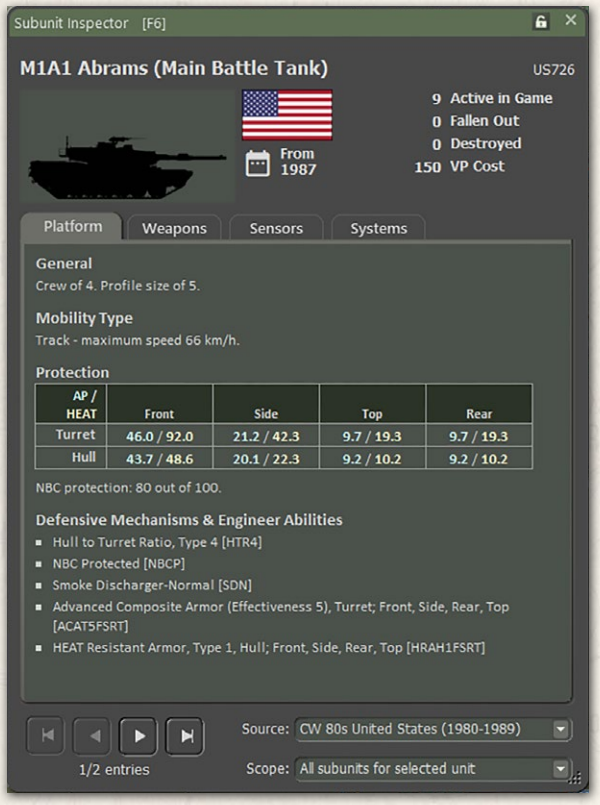
Next, click on the Mortar section to review this unit's information.

Finally, click on one of the Headquarters and review the units. These will have a variety of platforms. In some cases, they will have combat-capable units. These are usually lower-sized unit formations that are a company or smaller.



Next, you can dig deeper into a platform's data by either double-clicking on a subunit image, hitting F6 with a unit selected or a right click and selecting the Subunit Inspector item from the Unit Popup Dialog.

The Subunit Inspector (SUI) Platform tab provides a detailed breakdown of the platform's general information, mobility, protection, and defensive mechanisms.



The Weapons tab shows details and ammo loadout information for any weapon systems on the platform. (Second Image)

The Sensors tab (not shown) shows any sensors and range breakdowns for this equipment.

The Systems tab (not shown) shows any systems not covered in the other tabs.

Take some time to review the other units in your force in more detail to understand weapon ranges and sensors better.

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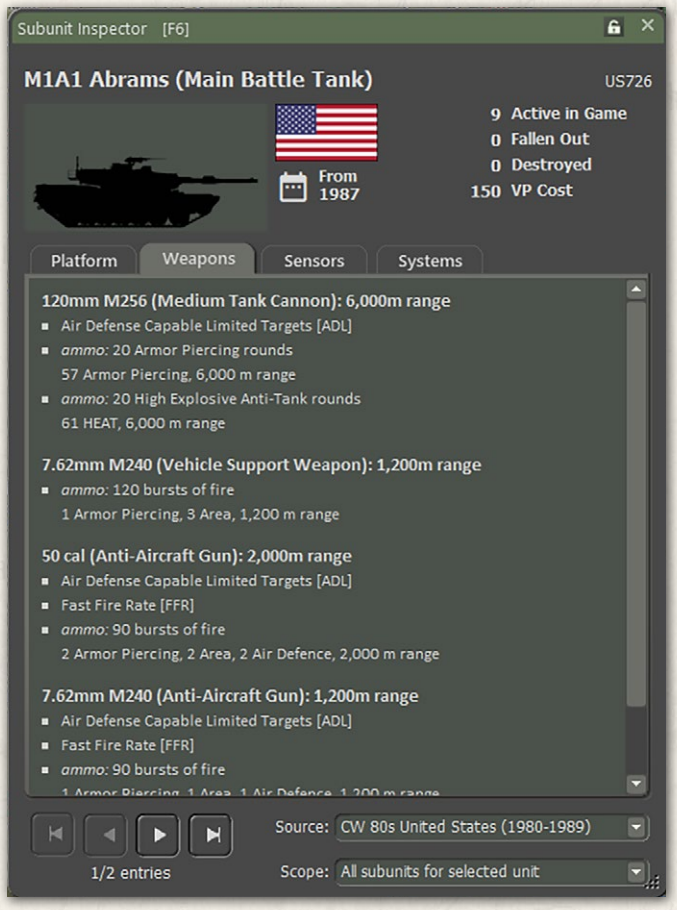


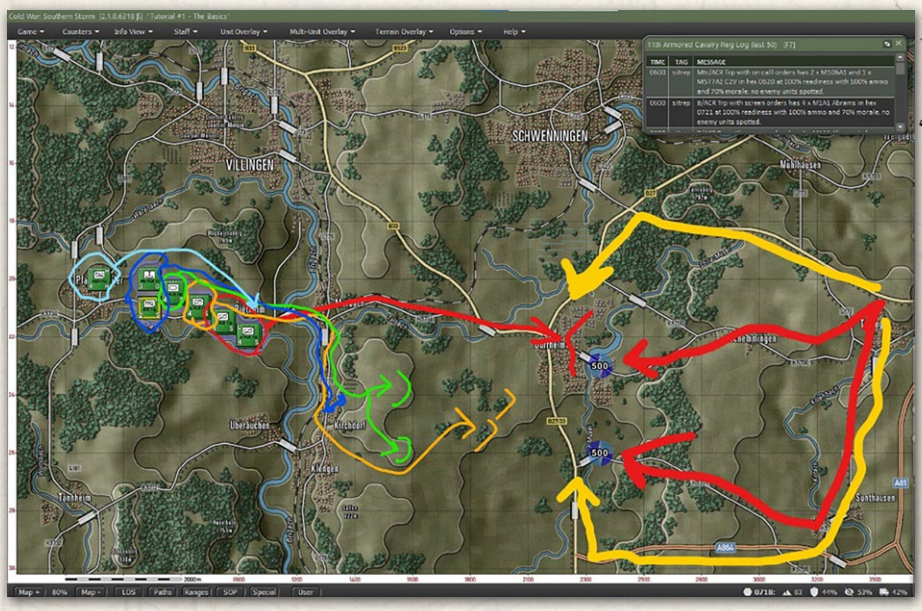
54.5. REVIEWING MORE INFORMATION

Take some time to review the available staff reports by clicking on all the buttons on the Command panel. Refer to FM01: Game Operations for details on what each report provided below.

54.6. DEVELOPING A PLAN

Planning is essential, but no plan survives first contact. Having a plan to fight and having ideas on contingencies is necessary when things inevitably go awry.

Your force is tasked with preventing the enemy Motor Rifle Battalion from securing the river crossings and pushing further west. Your force will be outnumbered, but you have better equipment and kill power. Placing your forces in good locations to engage the enemy at longer ranges will work in your favor.



The Soviet Courses of Action (COAs) have two main routes to the objectives. The Red route of COA #1 is a more direct assault on the bridges from the roads heading down the hills. The Yellow route of COA #2 is more of a pincer move from the north and south and leverages the highway and autobahn and the more covered approach to the objectives.

Looking at the enemy COAs we see that both options end up at the same endpoints at the objectives. The plan will be to get forces into both areas that can engage the enemy from defendable locations and leverage the longer ranges of the weapon system in the force.

Our Red plan is to move four sections of the recon into Bad Durrheim in the city to use this cover to the best effect. The Gold plan is to move two sections of the recon into the trees on the ridgeline overlooking the southern objective. The Green plan moves tank platoons into the hills between the objectives covering both areas and at a range that plays into the strength of the M1A1 weapon

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systems. Lastly, the blue plans are to move up the supporting headquarters and mortar section into locations out of the line of sight of the enemy but in range to support communication and indirect fires from the mortars if needed.

54.7. MOVING YOUR FORCES

The following sections will go over the moves and turn results for the opening several turns of this fight. In some cases, the AI may not behave as we see in this tutorial. The AI in the game has many dynamic factors that account for the current situation, and only the information the AI can "see" with the sensors and the results of engagements.

54.7.1. INITIAL MOVES

Now we will start plotting movements for the units. These movements and Standard Operating Procedures (SOPs) will get the units into their planned initial positions, hopefully before the Soviets arrive.

To move units for the Red Plan, do the following:

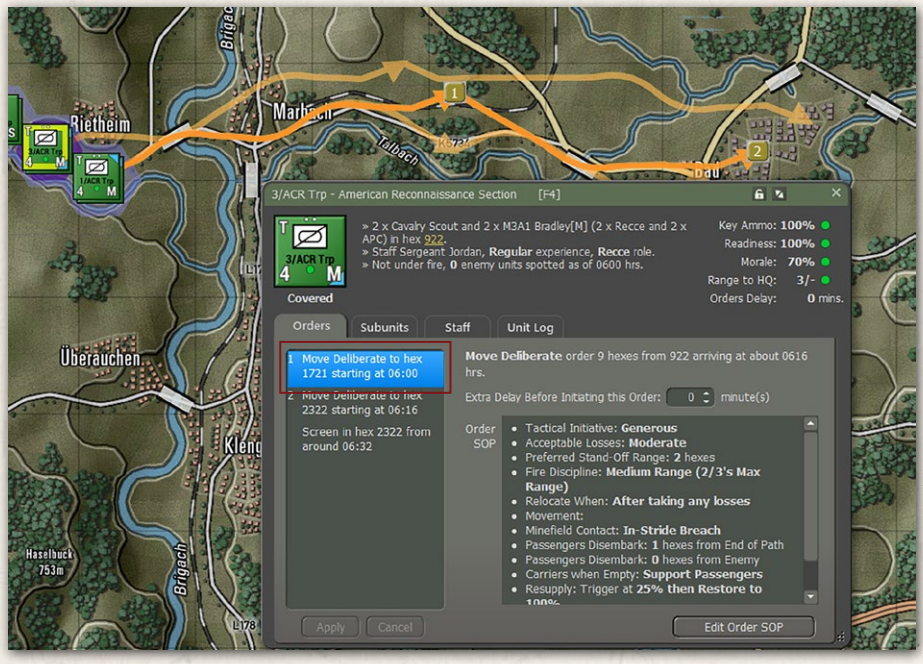
- While holding Shift, click on the first four Recon Sections.
- Right-click on one of the lead sections and plot two waypoints, as shown below. Select Screen for the final order.

- The units will set their paths and select scattered locations at the final waypoint. Select the Paths speed button at the bottom of the screen or from All Paths in the Multi-Unit Overlay menu or using the Ctrl-A

hotkey. With this active, you can select any unit and adjust the paths to keep the units off the hills or move the waypoints at the endpoint to place units on the city's west side (where the arrows end in Bad Durrheim).

Next, we need to change the order for the first move for all units to a Hasty move to have a better chance of getting to the city ahead of the Soviets. Do the following:

- Double-click on one of the four Recon sections to bring up the Dashboard.



- Select the first order and right-click to pop up the orders selection menu.
- Select Move Hasty. Click the Appy button.
- Repeat this for the other three units. NOTE: There is no way to group change waypoint order changes due to the ability to set individual SOPs for each unit at each waypoint.
- All the blue movement markers on the counters should now be black for the Hasty Move order.

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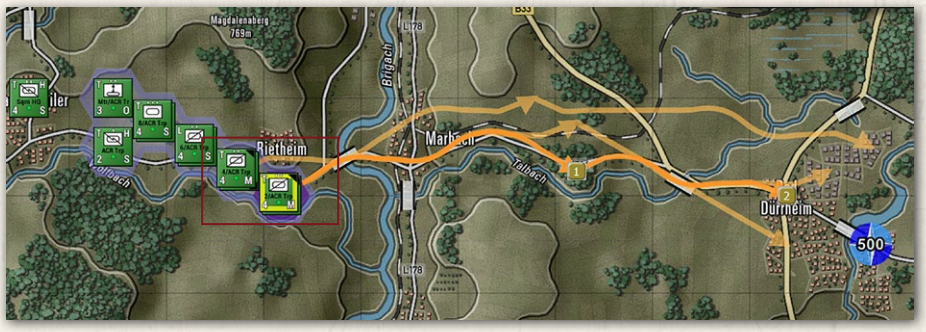


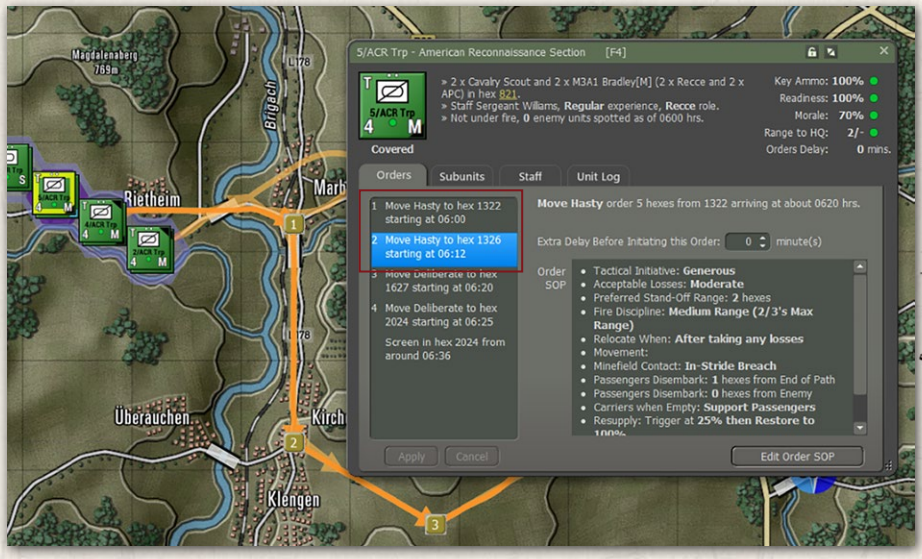
To move units for the Gold Plan, do the following:

- While holding Shift, click on the last two Recon Sections.
- Right-click on one of the sections and plot four waypoints, as shown below. Select Screen for the final order.

- The units will set their paths and select scattered locations at the final waypoint. Select the Paths speed button at the bottom of the screen or from All Paths in the Multi-Unit Overlay menu or using the Ctrl-A hotkey. Adjust the paths, keep the units off the hills, and move the waypoints at the endpoint to place units in the trees on the ridge line within the oval.

Next, we need to change the order for the first two moves for all units to a Hasty move to have a better chance of getting into position before the Soviets arrive. Do the following:

- Double-click on one of the two Recon sections to bring up the Dashboard.



- Select the first order and right-click to pop up the orders selection menu.
- Select Move Hasty. Click the Appy button.
- Repeat the change for the second waypoint order.
- Repeat this for the other Recon unit.
- All the blue movement markers on the counters should now be black for the initial Hasty Move order.

With all Paths selected, you can see all of the recon movement planned on the map.

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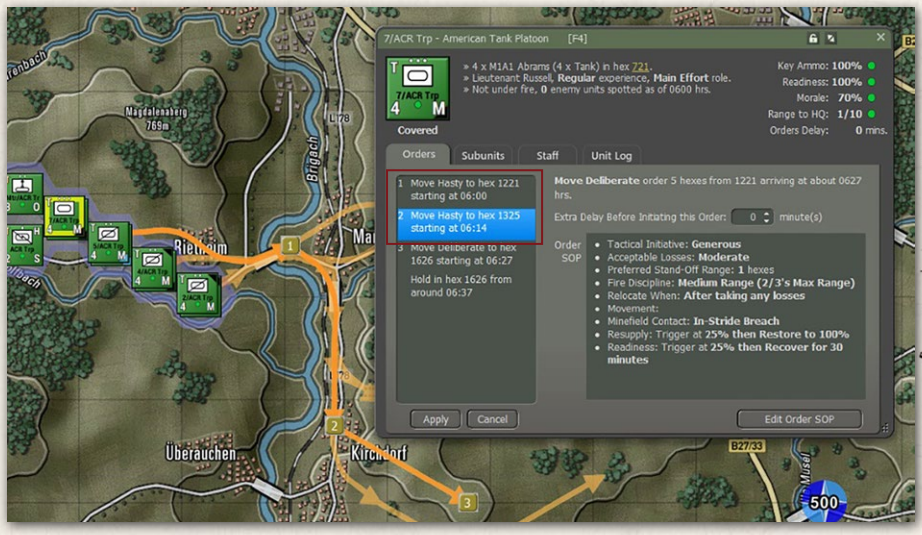
To move units for the Green Plan, do the following:

- While holding Shift, click on the two Tank platoons.
- Right-click on one of the platoons and plot three waypoints, as shown below. Select Hold for the final order.

- The units will set their paths and select scattered locations at the final waypoint. Select the Paths speed button at the bottom of the screen or from All Paths in the Multi-Unit Overlay menu or using the Ctrl-A hotkey. With this active, you can select any unit and adjust the paths to keep the units off the hills or move the waypoints at the endpoint to place units on the edge of the high ground where the arrows end.

Next, we need to change the order for the first two moves for both units to a Hasty move to have a better chance of getting into position before the Soviets arrive. Do the following:

- Double-click on one of the two Tank platoons to bring up the Dashboard.
- Select the first order and right-click to pop up the orders selection menu.
- Select Move Hasty. Click the Appy button.



- Repeat the change for the second waypoint order.
- Repeat this for the other Tank unit.
- All the blue movement markers on the counters should now be black for the initial Hasty Move order.

To move units for the Blue Plans, do the following:

- While holding Shift, click on the Mortar and the ACR Trp HQ.
- Right-click on the HQ and plot two waypoints, as shown below. Select Hold for the final order.

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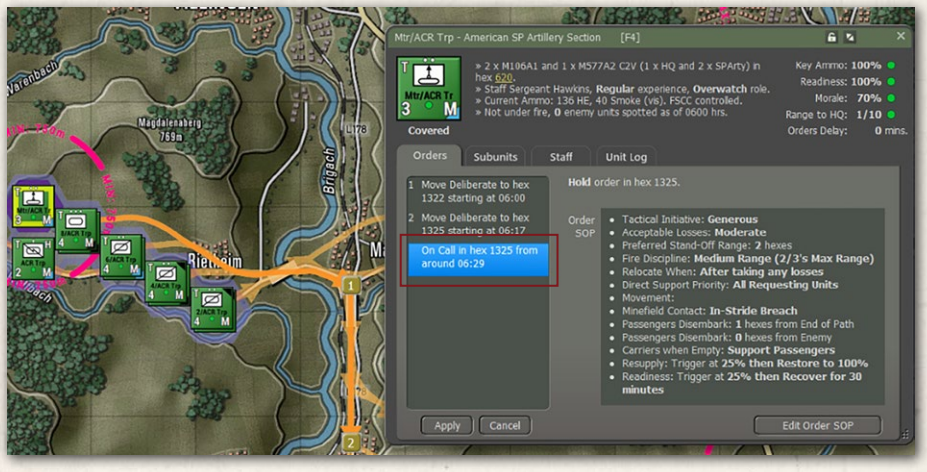
- The units will set their paths and select scattered locations at the final waypoint. Select the Paths speed button at the bottom of the screen or from All Paths in the Multi-Unit Overlay menu or using the Ctrl-A hotkey. With this active, you can select any unit and adjust the paths to keep the units off the hills or move the waypoints at the endpoint to place units in the two urban hexes of Kirchdorf.

Next, we need to change the Final order for the Mortar unit to place it On Call to support our forces if they need to call in fires:

- Double-click on the Mortar unit to bring up the Dashboard.



- Select the Hold order and right-click to pop up the orders selection menu.
- Select On Call. Click the Appy button.

Finally, select the Sqrn HQ and give it a deliberate move into Rietheim with a final hold order using the techniques above.

Here is a look at the final pathing for all units at the start of the battle.

54.8. SETTING SOPS FOR THE OPENING ACTION

Standard Operating Procedures were a highly requested feature from our previous game, and in Southern Storm, we have implemented an SOP system. This system allows you to set SOPs for any waypoint for any unit in your force.

54.8.1. ADJUSTING TANK PLATOON SOPS

In most cases, the defaults for the SOP will work in most situations. For the plan, the tanks need to be set for a long-range engagement. To make this adjustment do the following:

- Select one of the tank platoons and right-click it to bring up the Unit Popup Menu, and select the SOP Manager item.
- In the Scope dropdown, select the Hold order.
- Under Combat, change the Direct Fire Discipline to Maximum Range.
- Change Relocate When to After taking direct fire losses.
- Finally, on the left side, click Apply to All Units of Same Type button to copy this SOP to the other tank platoon.

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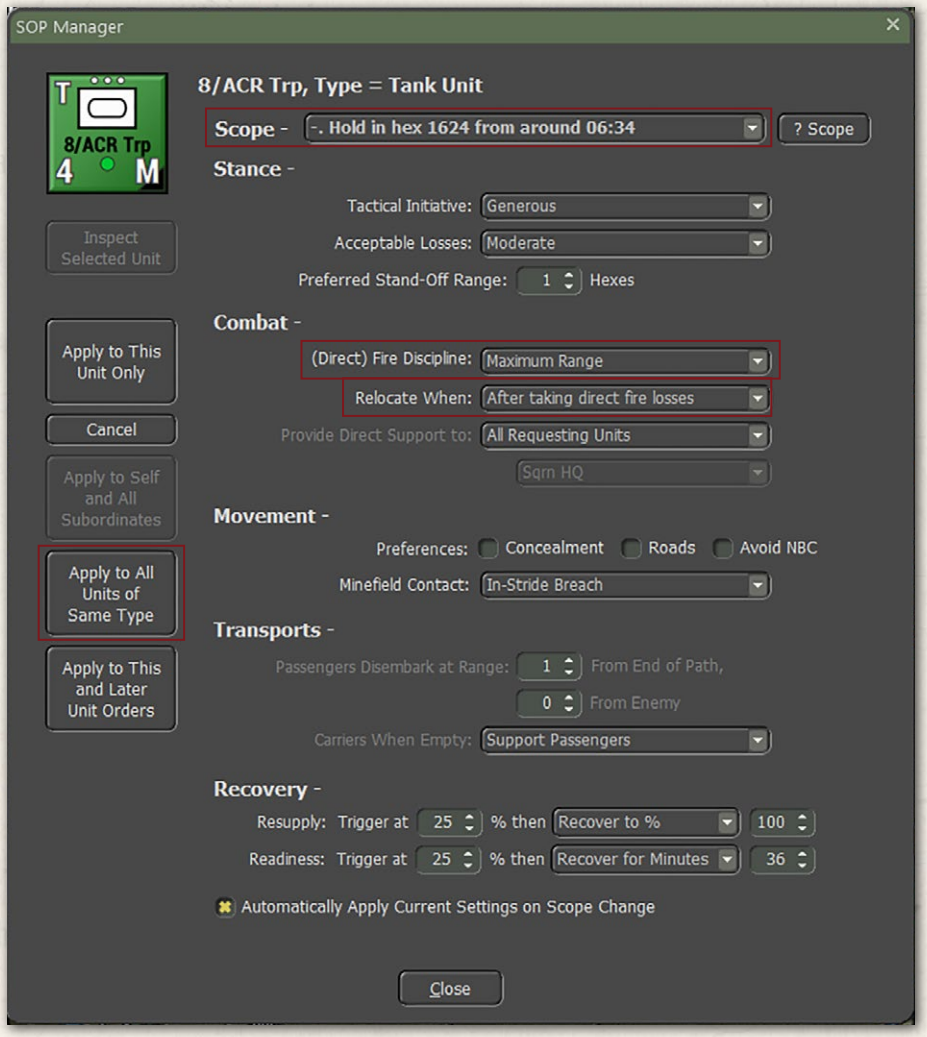
- A dialog will pop up showing all of the affected units. In this case, any unit with tanks. This is the two tank platoon, but it also includes the two headquarters units that have tanks. For this tutorial scenario, the HQs being set are okay.

NOTE: Take some time to look over all of the various settings found in the SOP Manager. Details of what each setting is can be found in FM01-Game Operations.

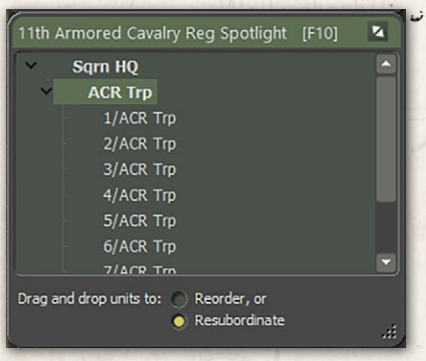
Below is an image of the SOP Manager and the items to change.



54.8.2. SOP CHANGES FOR THE NORTHERN SCOUTS

The default settings should be fine for the scouts in the south. The scouts in the north, being in an urban environment and wanting to be more hidden and looking to ambush the enemy, need some SOP changes.

First, if needed, set the Spotlight Panel to show the Order of Battle tree (OOB Tree). It should look like the image below. This will help us with copying SOPs to the forces faster. Use the F10 key to toggle to this view.



- Next, click on 1/ACR Trp in the Spotlight. This will highlight the unit.
- Right-click on the unit or the unit's name in the Spotlight to open the Unit Popup Dialog and select the SOP Manager. You can also open the SOP Manager with a unit selected and hit Ctrl+K.
- Select the Screen order from the Scope dropdown menu.
- Under Stance, set the Preferred Stand-Off Range to 0.
- Under Combat, set the Direct Fire Discipline to Point Blank.
- Under Movement, set Preferences to Concealment
- Under Transports, set Disembark ranges to 0 and make sure Carriers are set to Support Passengers (this means the M3s will fight with the scout troops).
- On the left, select Apply to This Unit Only. We do not want to change all units with M3s and Scouts.

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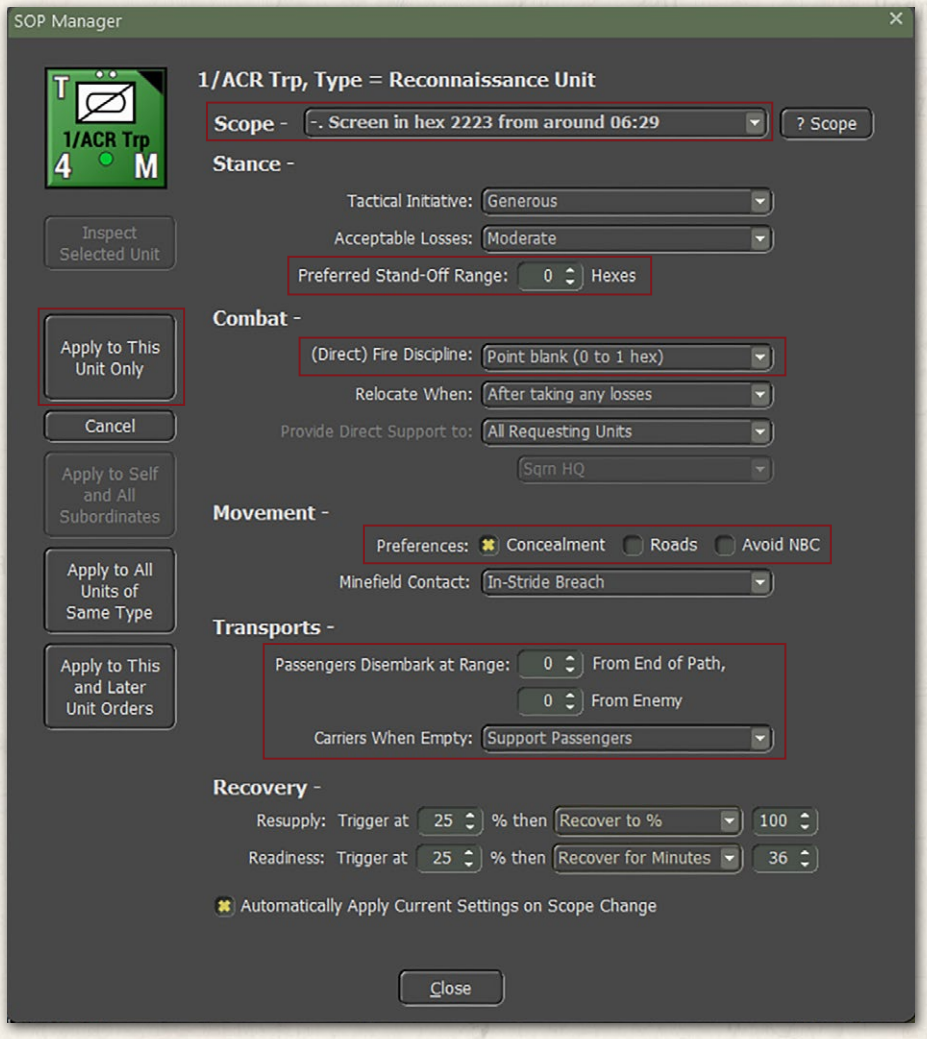
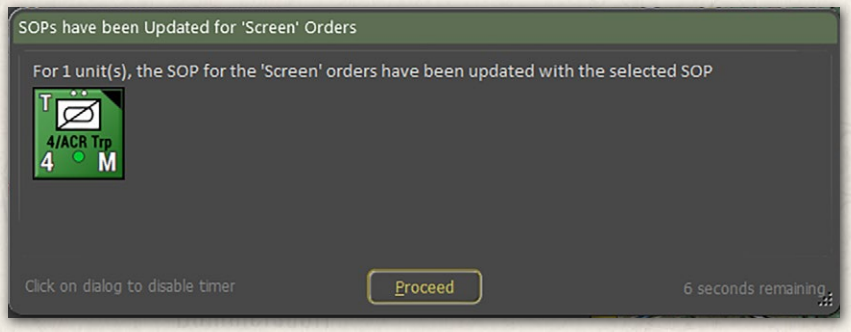


Leave the SOP Manager open and do the following to copy the SOP to units 2/ACR Trp, 3/ACR Trp, and 4/ACR Trp:

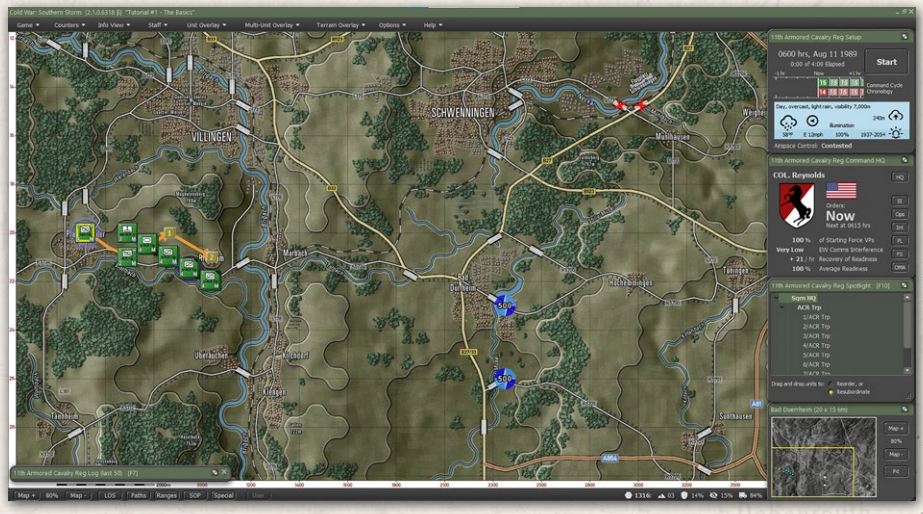
- In the Spotlight panel, right-click on 2/ARC Trp, and in the Unit Popup Dialog, select Apply SOP to Unit's Matching Orders.
- A dialog will pop up and confirm that the unit's Screen order has been updated. (See below)
- Repeat this for 3/ARC Trp and 4/ACR Trp units.

Close the SOP Manager now.



54.9. STARTING THE BATTLE

With all of the initial planning and orders issued, and the SOPs adjusted, it is time to start the battle. Reduce the map zoom down to 80 percent or more to see more of the map. You can click on the min-map to move the map view. For this fight, setting the map in the lower left corner will provide the best view of the action.



Before Starting, you may wish to save the game at this point, so all of your setup work is not lost in case of a problem.

Click on the Start button in the upper right to kick off the battle. The game will resolve 15 minutes of game time to the next Orders input.

Once started, the units should start moving as planned toward their objectives. If all has gone well, this first phase of resolution will go off without a hitch or enemy contact.

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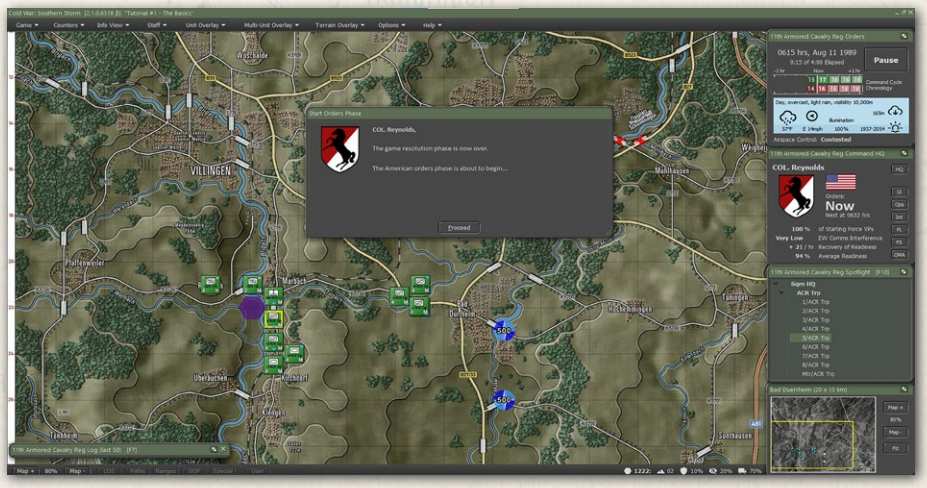
54.9.1. THE FIRST ORDERS CYCLE

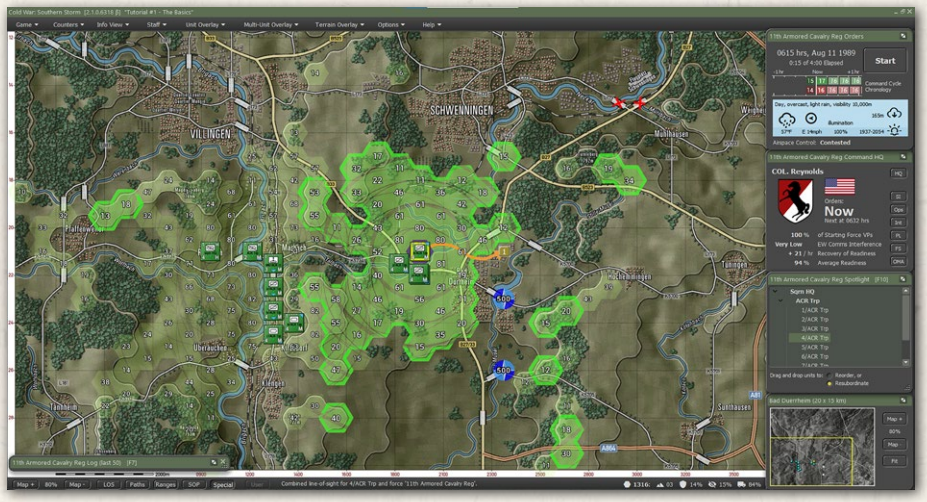
Once the turn resolution is over, a dialog will pop up to inform you that you have reached the next orders phase. The map should look similar to what is shown below.



Click the Proceed button or let the dialog close on its own.

From the look of things, we need another resolution cycle to reach our destinations. There is no need to change orders at this point. The plan is still in motion.

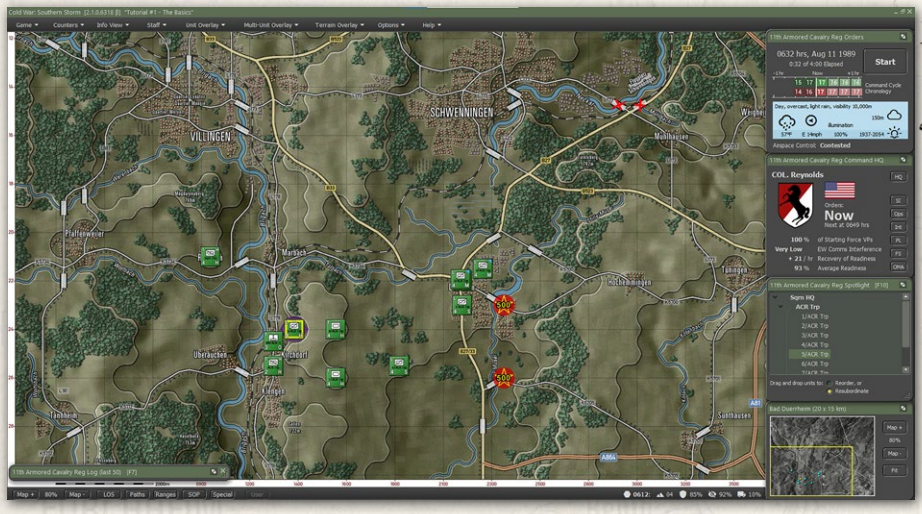
You can take a moment here to check out a few of the Overlays, both Unit and Multi-Unit, to see things like weapon ranges and lines of sight. Multi-Unit LOS is seen below.



After reviewing some overlays, press Start to resolve turn two.

54.9.2. THE SECOND ORDERS CYCLE

At the end of this second resolution cycle and number of things have changed and can be noted as follows:



First, one of the recon assets, 5/ARC Trp, has stopped short of the planned objective. This is a mistake made with the orders (my mistake, but those happen in both real life and in games). We need to fix that ASAP.

I will issue it a Deliberate Move order to the location it was to go to and hope it can get there without getting shot.

The reason for concern is that the waypoints near the end of the turn swapped out to Soviet control. While no enemy has been seen, information from other sources (civilians or other intel sources) has noted the enemy in those locations.

If you look at the Game Panel, you will note that the command cycle (time before orders can be given again) has gone up from 15 to 17 minutes. This is the effect of all of the units moving and slowly getting fatigued (drops in readiness).

There is a good chance that the shooting will start in the next resolution phase. The plan, for the most part, is in place. The orders glitch and two units still on the move at the northern objective are the only issues at the moment.

Hit Start to get to the action.

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54.9.3. THE THIRD ORDERS CYCLE

Not long into the resolution of turn three, we get our first contact near the southern objective. Pausing the game and looking at the enemy, it is a Soviet wheeled recon unit identified with 3 BRDMs.

NOTE: You can pause the action to see what is going on, but you cannot issue new orders or make SOP changes at this time.

Hit Resume to keep running the resolution.

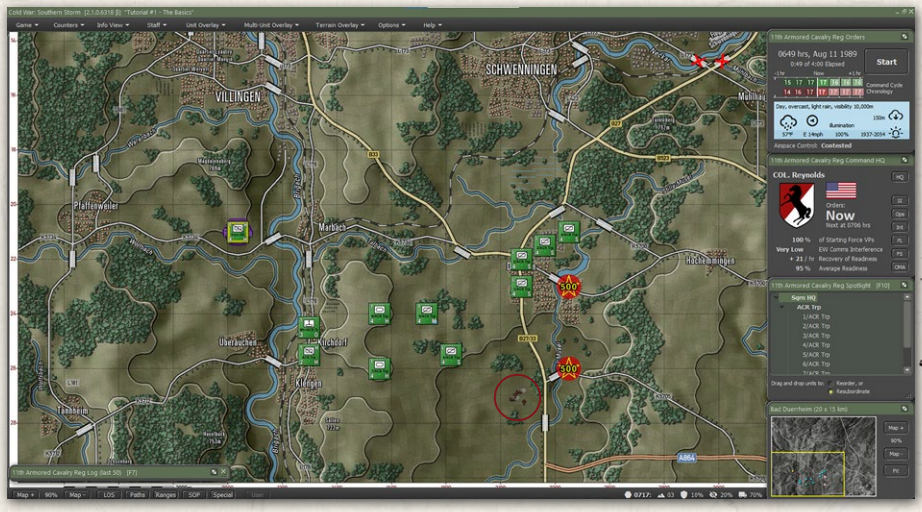
About as fast as they were spotted, the Soviet Recon platoon got hit by one of our tank platoons and lost two vehicles and some scouts (See the circle in the image below).

NOTE: Your combat results may vary from all of those seen in this tutorial. This is due to the random nature of spotting and combat in the game engine. Sometimes the dice work in your favor, and sometimes they don't.

After completion of the turn, most of the units are in position, and 5/ACR Trp should be early in the next resolution phase.

At this point, our forces have drawn first blood. The plan is still intact, but we have yet to see any of the main Motor Rifle Battalion forces. That should happen soon, and things will get tense fast.

With no need to make any order adjustments, hit Start to move into the fourth resolution.



54.9.4. THE FOURTH ORDERS CYCLE

A quiet fourth turn until the end. In the north, one of our scouts has spotted a dismounted Anti-Tank Guided Missile (ATGM) team and its BTR-70 transports. There was no shooting, but you may see it slightly differently, as noted above.

One of our Enemy COAs from planning was the possible use of the highway to come in from the north. In some cases, players will suddenly decide to

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move a bunch of units to respond to this threat, but the question is, "Is this the main force?" Without some better idea, there is no reason to make a knee-jerk reaction to this threat.

Hit Start to get back to the action.

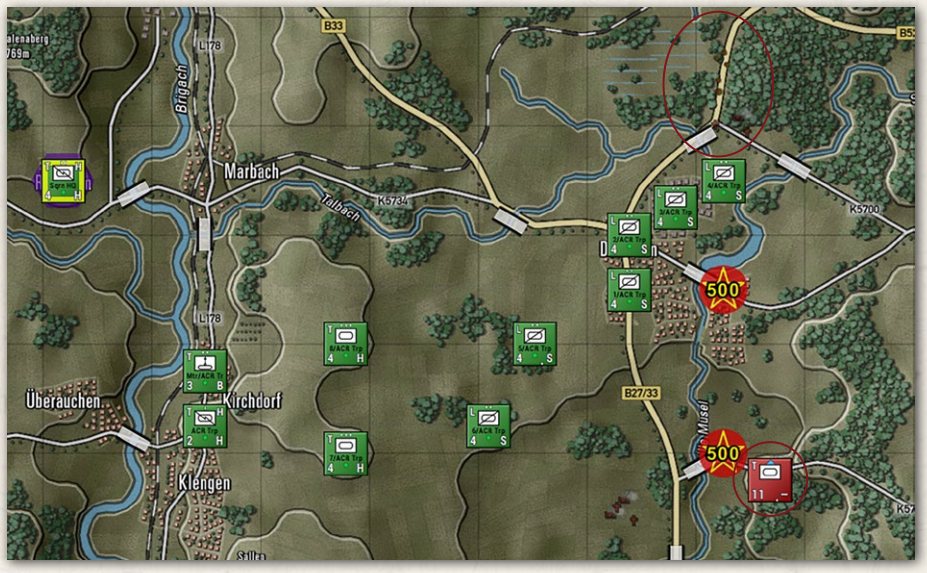
54.9.5. THE FIFTH ORDERS CYCLE

Action is indeed what went on. In the north, 4/ACR Trp exchanged autocannon fire with the dismounted ATGM team and, after several exchanges, killed two ATGM teams and a BTR-70. The remaining part of the unit retreated only to get hit by mortar fire called in from the Recon unit.

That was not the only action. Thankfully we did not knee-jerk react to the northern unit. Later during the turn, a Soviet T-64 tank company is spotted near the southern bridge and is engaged by 5/ACT Trp. The Recon units hit and killed two tanks with their own TOW ATGMs. The bad news is that the ATGM launch has given away the location of the unit on the hill.

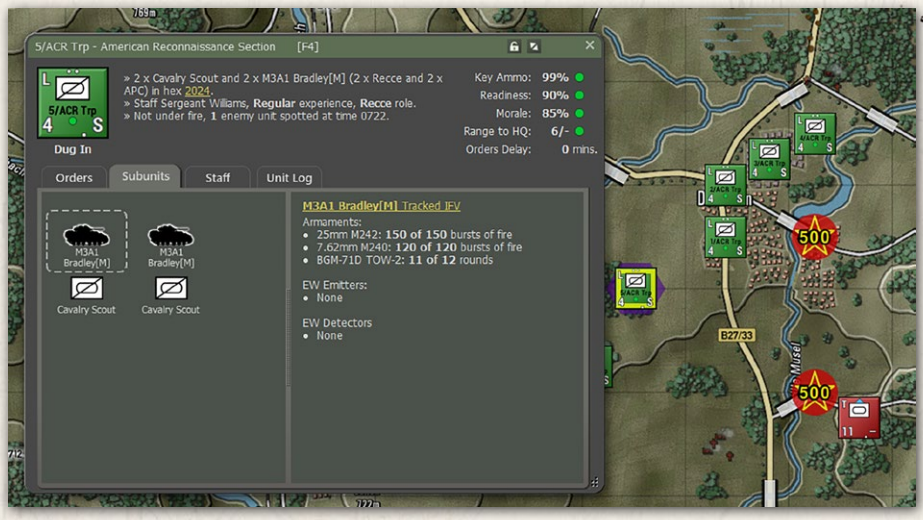
The enemy tank company is now within the fire envelope of two recon units and two tank units. Hopefully, damage can be inflicted before they get close enough to hit our forces.

It is important to keep an eye on the Command Cycle graph. In the past turn or so, the US command cycle went from 17 to 16 and is now down to 14 minutes.



This is from the units sitting still and getting some rest. This will go back up as units fight, move, or are lost. The same applies to the Soviet forces. Their estimated cycle time has gone up since the start.

During these order breaks, you should look over some of the more key Staff reports to see how your forces are holding up. Checking Ammunition levels and Staff Alerts in the Personnel and Logistics report and Even looking at units via the Dashboard can keep you informed on their combat capabilities.



Hit Start to go on to turn six.

5.4.9.6. The Sixth Orders Cycle

A fair amount of action in this cycle. Also, some losses for the home team (5/ACR Trp lost two vehicles and a scout team to fire from the T-64s and two M1A1s also fallen out to T-64 armor-piercing rounds). On the plus side, many T-64s were hit as they moved north and disappeared behind the town just south of the northern victory objective. Also, in the south, a mechanized company of BTRs has appeared and looks to be heading north as well.

There was a lot of action, and it is helpful to open the Log and review all of the engagements, claims, and losses from the turn.

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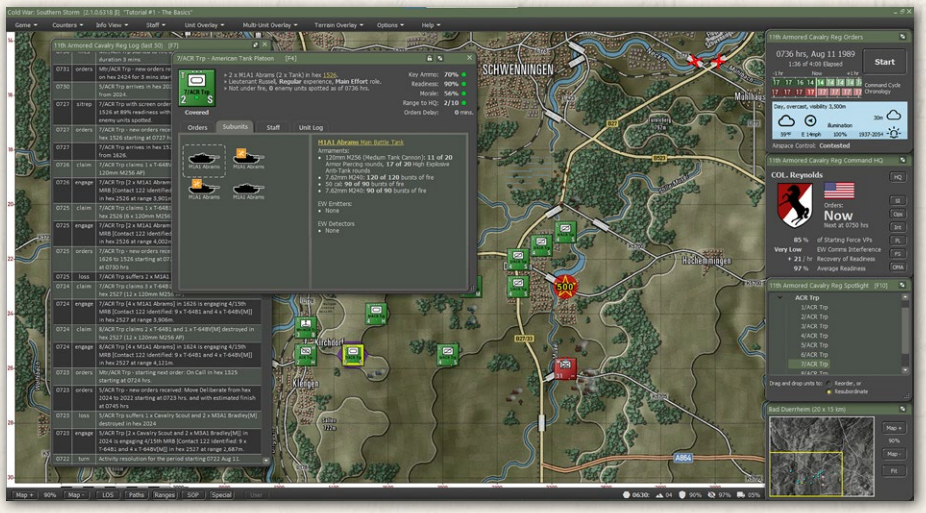
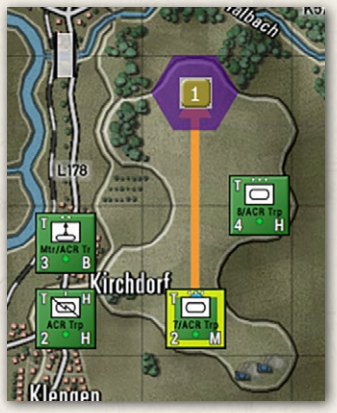


There are a couple of items that need to be addressed. First, we need to adjust the recon troop scoot to move into the woods versus running north in the open. Click on the unit and drag the waypoint into the woods to the Southwest

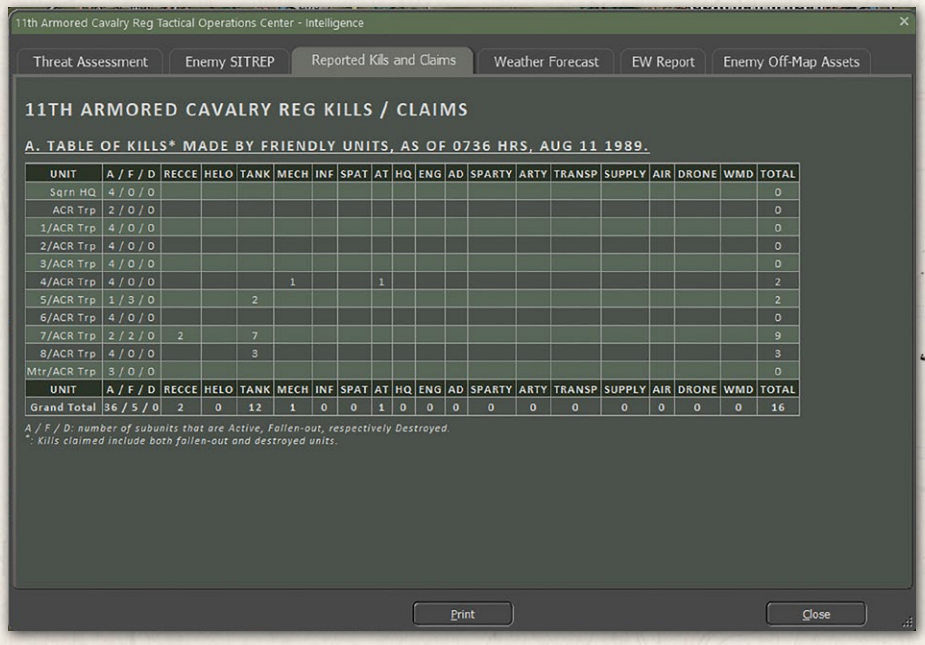


NOTE: your playthrough may not need to do this or may need to do it for other units.

The second move is to move the two remaining M1A1s to the north to better support what looks like the main Soviet line of advance.

A quick look at the Intel Report – Reported Kills and Claims, we can see the current reported kills our forces have tallied up at this point. Also, there is a listing of our losses which at this point are five fallouts (damaged vehicles and squads with wounded instead of brewed-up wrecks and heavy losses to troops).

One item in the plan that we may want to look at in a second playthrough is using the mortar section to lay a smoke screen a kilometer west of the southern objective to blind the Soviets and, hopefully, reduce the number of units lost to enemy fire.



Time to hit Start and press on to turn seven.

54.9.7. THE SEVENTH ORDERS CYCLE

There was a fair amount of enemy movement during the turn. Thankfully, there is a report that can help with the sightings and lost contacts in the Staff Intelligence reports. Open the report from the Staff menu or by clicking the Int button on the Command Panel. Go to the Enemy SITREP tab and review the provided intel.

The map shows an unknown contact to the north (possibly the remnants of the anti-tank unit) and a larger battalion-sized mechanized group just east of the town.

If we scroll further down the report, we get more information on the constitution of those forces, an estimation of the types of enemy units and their rough number, and finally, a Lost Spotting Contacts report.

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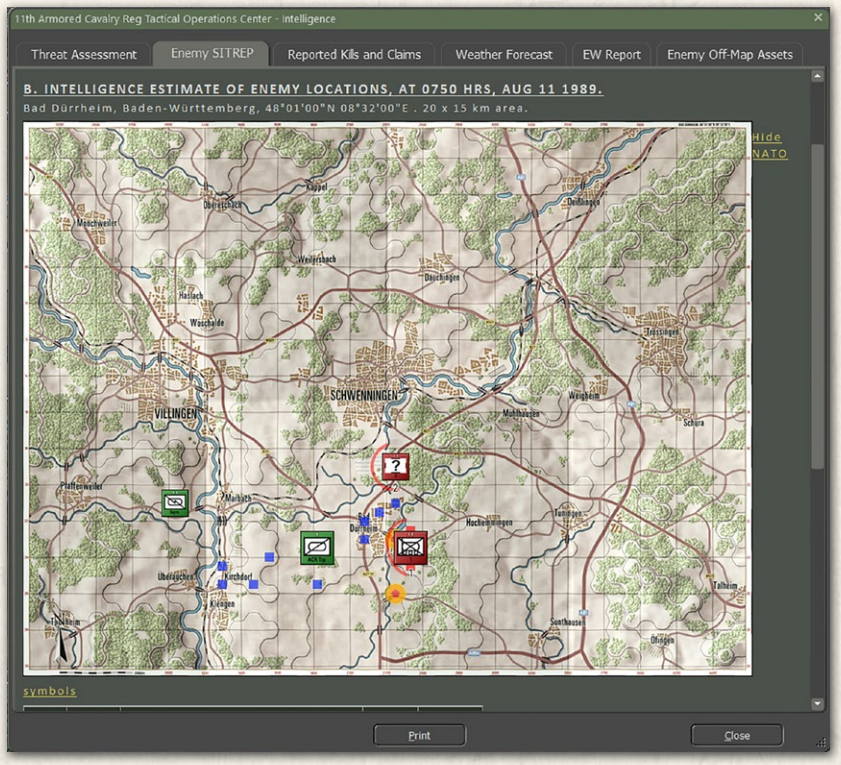
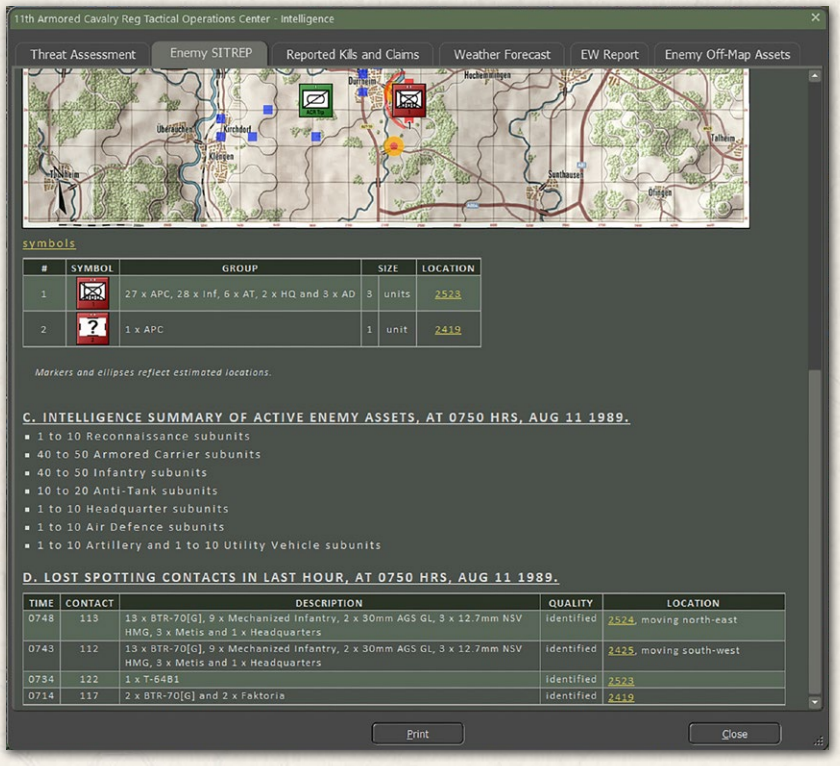




#	SYMBOL	GROUP	SIZE	LOCATION
1		27 x APC, 28 x Inf, 6 x AT, 2 x HQ and 3 x AD	3 units	2523
2		1 x APC	1 unit	2419

Markers and ellipses reflect estimated locations.

C. INTELLIGENCE SUMMARY OF ACTIVE ENEMY ASSETS, AT 0750 HRS, AUG 11 1989.

- 1 to 10 Reconnaissance subunits
- 40 to 50 Armored Carrier subunits
- 40 to 50 Infantry subunits
- 10 to 20 Anti-Tank subunits
- 1 to 10 Headquarter subunits
- 1 to 10 Air Defence subunits
- 1 to 10 Artillery and 1 to 10 Utility Vehicle subunits

D. LOST SPOTTING CONTACTS IN LAST HOUR, AT 0750 HRS, AUG 11 1989.

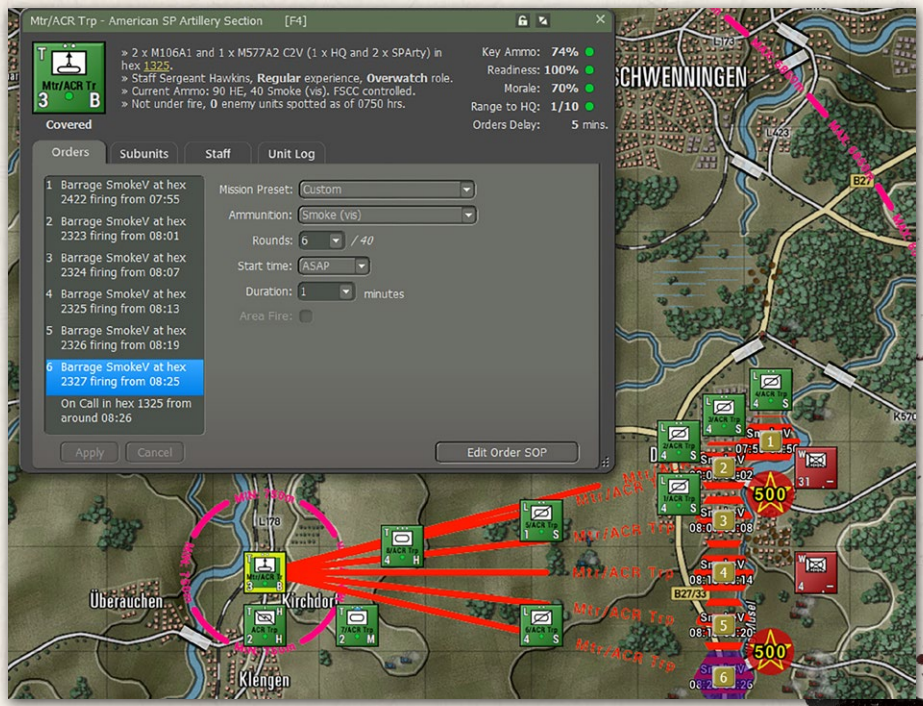
TIME	CONTACT	DESCRIPTION	QUALITY	LOCATION
0748	113	13 x BTR-70[G], 9 x Mechanized Infantry, 2 x 30mm AGS GL, 3 x 12.7mm NSV HMG, 3 x Metis and 1 x Headquarters	identified	2524, moving north-east
0743	112	13 x BTR-70[G], 9 x Mechanized Infantry, 2 x 30mm AGS GL, 3 x 12.7mm NSV HMG, 3 x Metis and 1 x Headquarters	identified	2425, moving south-west
0734	122	1 x T-64B1	identified	2523
0714	117	2 x BTR-70[G] and 2 x Faktoria	identified	2419

Now there are some decisions to make with the way the fight is unfolding. The MRB looks to be pushing through Bad Durrheim. This places them right into our Recon ambush, but we don't really have the firepower to really hold that ground. At this point, we need to plan some actions. Remember that orders have delays, and units don't immediately move. This means we need to think ahead on what contingency plans we want to use.

For where this battle stands, we need to do the following. First, we will order a smoke screen from the mortar section down the west side of the river between both objectives. This should help screen our moves and also help the forces in Bad Durrheim with the initial attacks. Next, we need to take our southern recon and tank platoon and push across the open ground (hopefully behind the smoke screen and capture the southern objective and then turn north to hit the enemy battalion in the flank/rear.

Let's order that smoke barrage. Do the following steps to lay smoke:

- Click on the mortar unit and bring up its Dashboard.
- Looking at the information at the top of the Dashboard, we see that we have 40 smoke rounds available.



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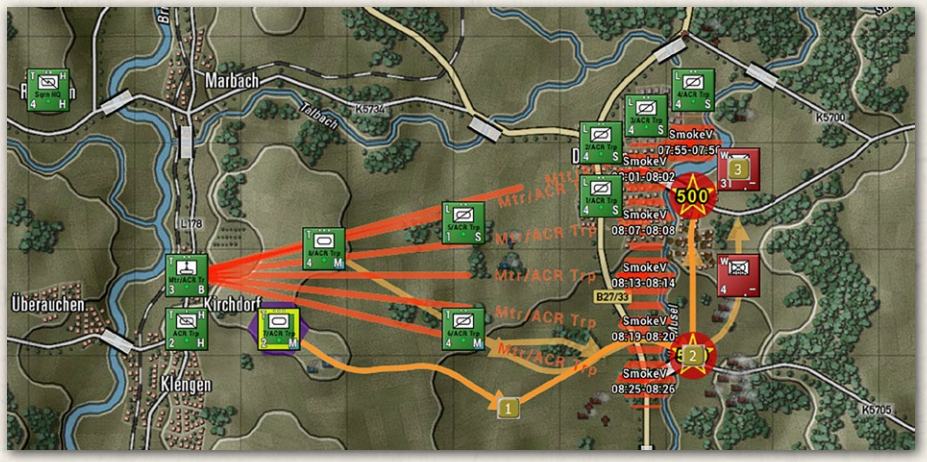
- Close the Dashboard.
- Right-click on the mortar section and select the Barrage order, and then Smoke-Visually Blocking.
- Select the six hexes as noted in the image.
- When done, the Artillery Dashboard will open up, showing the missions and the parameters of those missions.
- For each barrage mission, set the number of rounds to 6, ASAP starting time, and a 1-minute duration.
- Hit Apply. Note that all of the times are updated.

Now we need to move those units for the southern flanking attack. Do the following:

Hold shift and select the tank platoon and the recon units in the south. If any units have lost significant combat power, do not use them for this attack.

- Right-click one of the selected units and select a Deliberate move, and plot three points to take the units across the bridge in the south and then up to the north to take the second objective.

NOTE: At this point, what I am seeing in this Tutorial and what you may experience is diverging enough that doing additional turns won't bring anything new. I will run the next turn and do one more section to state some final points. You should continue the scenario and see how it plays out.



54.10. TUTORIAL #1 - EPILOG

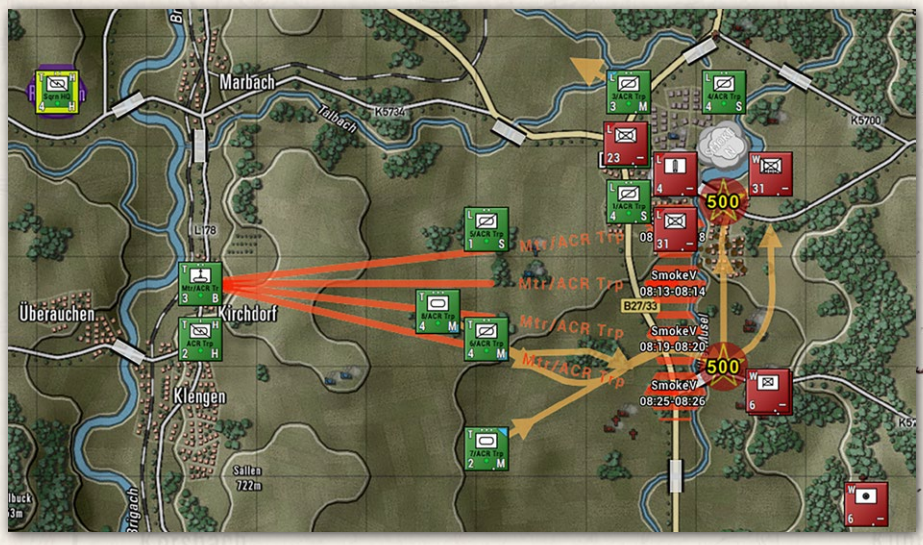
Things really started to get busy in this final turn for this Tutorial. The smoke is dropping in about a turn or so too late to help as planned. It's also clear the Soviets appear to be pushing the elements of the MRB West past our defensive line. This means the southern hook and flank may be too late as well. The best-laid plans and all that.

Looking south, we see a couple of headquarters units and what appears to be an artillery unit on the move.

We are trading shots and some kills in the city with our ambush elements, but our forces are severely outnumbered, with three mechanized companies pushing through.

Our force may be able to hit the Headquarters units hard as they go for the southern object bridge. Knocking those out will severely impair the operation of the remaining Soviet forces.

Things might get worse before they get better in this fight. As we noted earlier, no plan survives first contact, but having a plan and contingencies can save the day.



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55. TUTORIAL #2: AIR UNITS, AIR DEFENSE, AND ENGINEERS

This tutorial will add helicopter and air strikes along with air defense units and engineering operations to a simple tutorial scenario. Please refer to the FM03 - Tutorial Operations PDF that shipped with the game.

56. TUTORIAL #3: INDIRECT FIRES, ELECTRONIC WARFARE, AND EMITTERS (OH MY!)

This tutorial will add in a more detailed look and indirect fire operations with both on and off-map artillery platforms (both field guns and rockets), the effects of Electronic warfare on command delay, and the use of various radio frequency emitters (air and ground search radars) in

a more complex tutorial scenario with all the feature of the game in play. Please refer to the FM03 - Tutorial Operations PDF that shipped with the game.

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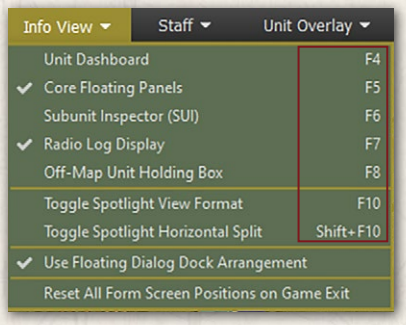
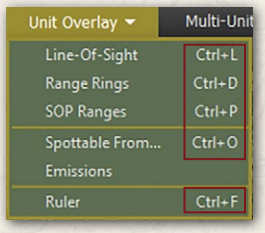
57. HOTKEY USE IN FLASHPOINT CAMPAIGNS

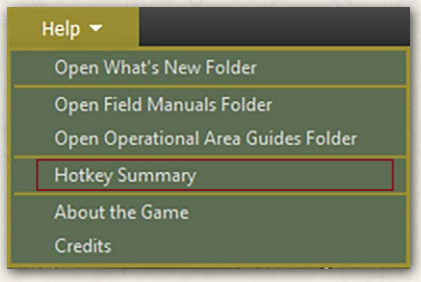
As with most software, Flashpoint Campaigns - Cold War (FCCW) has many predefined Hotkeys that substitute menu functions or speed button clicks to perform various actions in the simulation.

The following section shows the keys and effects currently supported. There are a few *Available* keys left in the listing, and new functions may be added in the future. Hotkeys are also noted in the various menus within the simulation.





The in-game Help Menu can call up this document.



57.1. ABOUT REBINDING HOTKEYS

Due to the nature of the code, the colossal number of hotkeys, and how deep all these hotkeys are embedded in many functions and procedures, there is currently no way to rebind keys within the game.

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If there is a means to make this dynamic in the future, we will revisit the code and look at what it might take to work.

58. HOTKEY LISTINGS

The following sections cover the Function Keys, Shortcut keys, and Map Scale Hotkeys.

The information has the following format:

KEY – Game Function (Any information) [Speed button name]

58.1. FUNCTION HOTKEYS

F1 – Open FM Folder (View Game Documents)

F2 – Set User Preferences

F3 – Show Game Difficulty Settings (Read Only)

F4 – View Unit Dashboard

F5 – Toggle Core Floating Panels On/Off

F6 – View Subunit Inspector

F7 – Toggle Radio/OOB Panel On/Off

F8 – Toggle Off Map Assets (OMA) Panel On/Off

F9 – Start/Pause/Resume Turn Resolution (In-Game Only)

Shift+F9 – Replay Previous Turn Resolution (In-Game Only)

F10 – Toggle between Spotlight View Formats

Shift+F10 – Toggle between split and single Spotlight View Formats

58.2. CURRENT SHORTCUT KEYS

Escape "esc" – Pause game turn resolution, cancel the current Order in the Orders Phase, or if not in Orders mode, then cancel current active overlays.

Num pad "+" – Speed up game turn resolution (In-Game Only)

Num Pad "-" – Slow down game turn resolution (In-Game Only)

Ctrl+A – Show all friendly paths [Paths]

Ctrl+B – Go back one unit in OOB Tree

Ctrl+C – Show % Cover on the map

Ctrl+D – Show Range Rings: Spottable, Spotting, Effective Weapon, Maximum Weapon, Command as appropriate for the selected unit [Ranges]

Ctrl+E – Show Map Elevations

Ctrl+F – Toggle Map Ruler On/Off

Ctrl+G – Toggle Map Markers (not kills or craters) on/off

Ctrl+H – Bring all HQ units to the top of Stacks

Ctrl+I – Toggle NATO Symbols on Counters On/Off

Ctrl+J – Toggle Large NATO Symbols on Counters On/Off

Ctrl+K – SOP Manager

Ctrl+L – Show LOS area [LOS]

Ctrl+M – Show/Hide Modified Combined Obstacle Overlay (MCOO)

Ctrl+N – Go to the next unit in OOB Tree

Ctrl+O – Spottable From Overlay

Ctrl+P – Show unit movement path

Ctrl+Q – Toggle Sound Effects on/off

Ctrl+R – Rotate stack

Ctrl+S – Select stack

Ctrl+T – Show hex movement hindrance ratings

Ctrl+U – Clear map of units

Ctrl+V – Hide all victory point markers

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Ctrl+W – Show "core" units with a "C" in the center of the counter (ScenEd only)

Ctrl+W – Show hex Concealment ratings (In-Game Only)

Ctrl+X – Chain-of-Command Overlay

Ctrl+Y – Show sighted enemy by the selected unit

Ctrl+Z – Full Map Screen Capture

58.3. MAP SCALE HOTKEYS

Ctrl+3 – Scale map at 130%

Ctrl+2 – Scale map at 120%

Ctrl+1 – Scale map at 110%

Ctrl+0 – Scale map at 100%

Ctrl+9 – Scale map at 90%

Ctrl+8 – Scale map at 80%

Ctrl+7 – Scale map at 70%

Ctrl+6 – Scale map at 60%

Ctrl+5 – Scale map at 50%

Ctrl+4 – Scale map to current screen size

NumPad 5 – Center map on the active unit (to map edge limits)

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