

# Squad Battles Scenario Editor

## Introduction

The Scenario Editor can be used to create new scenarios and to modify existing scenarios for **Squad Battles**. The Editor has full support for all unit placement and modification (such as strength and effectiveness modification) and full support for other scenario features (such as objective placement).

This manual last updated: December 10, 2010

## Using the Editor

When the Editor is run, it will normally prompt you for the filename of a scenario to edit. After you select a scenario and click **OK**, the Editor will display the full-size map associated with the scenario (see the **Initial View** submenu in the Settings Menu for how to control which map resolution is initially displayed). In addition, in the lower right-hand corner of the screen, the Editor will display the Unit Dialog which displays the units which are available to either be placed on the map or placed as reinforcements (see **Display Unit Dialog** in the Command Menu to redisplay the Unit Dialog if it becomes closed). If the **Prompt for Scenario** option in the Settings Menu is not set, then the initial dialog listing the scenarios will not be shown and you will need to select the **File New** or **Open** menu item to create or read an existing scenario. Note: you do not want to modify the original scenarios distributed with **Squad Battles**. You should make a copy of the scenario file if you want to modify an original scenario.

At any given time, the Editor is either in Move Mode or Place Mode. By default, the Editor is in **Place Mode**. When in **Place Mode**, clicking on the map with the right mouse button causes the currently selected unit in the Unit Dialog to be placed on the map. When in **Move Mode**, right clicking on the map causes the currently selected units to be moved to the selected hex.

When in **Place Mode**, the cursor is displayed as a cross  $\oplus$ . When in **Move Mode**, the cursor is displayed as a circle  $\ominus$ . The mode of the Editor can be toggled by clicking on the **Mode Button** in the Toolbar. Alternatively, the current mode of the Editor can be toggled by holding down the Control (**Ctrl**) key.

## Placing and Moving Units

The Unit Dialog displays all of the units in the Order-of-Battle that have not been placed on the map or placed as a reinforcement. To place a unit on the map, first find the unit in the Unit Dialog and select it. Then, ensuring that the Editor is in **Place Mode**, click on the hex to place the unit with the right mouse button. After placement, the unit will be selected and can be modified relative to such factors as facing and strength by using the Command Menu or buttons on the Toolbar. To move units from one hex to another on the map, select the selects and, ensuring that the Editor is in **Move Mode**, click on the hex to move the units to with the right mouse button. Use **Remove From Map** in the Command Menu to remove unnecessary units from the map.

## Adding and Deleting Reinforcements

Adding reinforcements to the current scenario is a two step process. First, identify the units to be added as reinforcements in the Unit Dialog and place them on the map at the location of the entry hex. Second, after selecting all of the reinforcements that are to arrive as one group, select **Add Reinforcement** from the Units Menu. This will display the Reinforce Dialog so that additional information such as the arrival time can be entered. Having done this, the units will be removed from the map and a reinforcement entry will be generated for the current scenario.

Reinforcements which have been previously defined can be reviewed, modified, and deleted using the Scheduled Dialog.

## Editing A/I Scripts

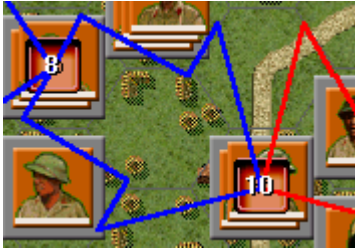
A/I Scripts are used by the program to determine the movement of units when a given side is under Automatic A/I. They are not used for a given side when that side is under Manual control.



To make changes to the A/I Scripts associated with a scenario, you must first be in A/I Mode. To enter A/I Mode, press the A/I Mode button on the toolbar or use the A/I Mode command in the Scripts Menu.

An A/I Script consists of three pieces of information:

- An organization or unit that that the script applies to.
- An objective to be move towards.
- A turn at which the script becomes active.



When you enter A/I Mode, the existing A/I scripts in the scenario are displayed on the map. Allied scripts are displayed in blue and Communist scripts are displayed in red. Each script is shown as an arrow from an originating location to the objective of the script. At the objective, the turn number that activates the script is shown.

While in A/I Mode, there are three changes you can make to a script:

- Add a new script to a given organization or unit.
- Increase the activating turn number of an existing script.
- Decrease the activating turn number of a script, which may also delete the script.

### Adding A/I Scripts

To add a script, you must first either Highlight an organization or select a unit. Highlighting an organization can be done on the map by selecting units and then using the Highlight Organization command of the View Menu. It can also be done by using the Show Organization command, particularly for off-map organizations that are scheduled to arrive as reinforcements. If you want to issue an A/I order for a unit, select the unit on the map and make sure no organization is currently Highlighted

Once you have highlighted the organization or selected the unit, you next **right-click** on the map where you want the objective of the script to be. This will create a new A/I Script for that organization or unit and draw it on the map. If this is the first A/I Script for that organization or unit, then the activating turn number will be 1. Otherwise, the activating turn number will be one more than that last A/I Script for that organization or unit.

### Increasing the Turn Number

You can increase the activating turn number of any script, regardless of whether an organization is highlighted or a unit is selected. You **right-click** on the objective hex of the script and this will add one to the activating turn number for that script.

### Decreasing the Turn Number

You decrease the activating turn number of an existing script by right-clicking on the objective hex while holding down the **Control (Ctrl)** key. This will subtract one from the activating turn number of the script. If the resulting turn

number is either less than 1, or equal to the activating turn number of the preceding script for that organization or unit, then the script is deleted.

### A/I Firing Scripts



It is possible to give a unit or organization an A/I command that affects the way the unit fires rather than moves. To do this, you start by issuing an A/I Script and you establish a turn number as you would normally. You then **right-click** on the objective hex of the script while holding down the **Alt** key. This turns the script into a Firing Script which is shown with the turn number in yellow and enclosed in square brackets. A Firing Script will cause the selected unit or organization to fire on the designated hex

through the specified turn, at which point the unit or units are free to choose other targets.

### Script Sets

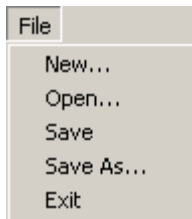
It is possible to have multiple sets of A/I scripts in a single scenario. Associated with each set is a name for that script and a probability that the set of A/I scripts will be used when the scenario is played. This provides variability when playing the scenario against the A/I as the player can't be certain what the A/I will be doing.

To create and modify A/I script sets, use the **List A/I Scripts** option of the Scripts Menu. This will display the Script Dialog. The script set that is currently selected in this list is the one that is being displayed and edited on the map. You can use the Script Dialog to initiate a new script set and then edit that script set as described in this section.

# The Menus

## File Menu

The **File Menu** is used to read and write scenarios from and to disk and to perform other basic file operations.



Select **New** to clear any scenario currently in the Editor and to begin a new scenario from scratch.

Select **Open** to open an existing scenario. You will be prompted for the filename of the scenario. Note: you should not make changes to original scenarios distributed with the game software. If you want to make such a change, you should copy the scenario file to a new filename before editing it.

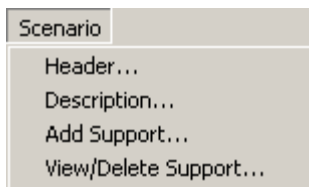
Select **Save** to save the current scenario to a file. If the scenario was previously read from a file, it will by default be written back to the same file. If the scenario was started from scratch, you will be prompted for the name of the file.

Select **Save As** to save the current scenario to a different file than the one it was previously read from. You will be prompted for the new filename.

Select **Exit** to exit the Editor.

## Scenario Menu

The **Scenario Menu** is used to modify basic information about the current scenario such as scenario length and description.

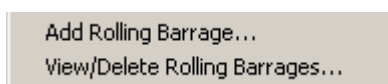


Selecting **Header** displays the Header Dialog which can be used to edit basic scenario values.

Selecting **Description** displays the Description Dialog so that the scenario description can be entered and modified.

Select **Add Support** to add the currently selected air or artillery units to the support for the current scenario.

Select **View/Delete Support** to display the View Support Dialog which allows air and artillery support to viewed, modified, and deleted.



In some games, Rolling Barrages are supported. When this is the case, two additional menu options will appear in the Scenario Menu.

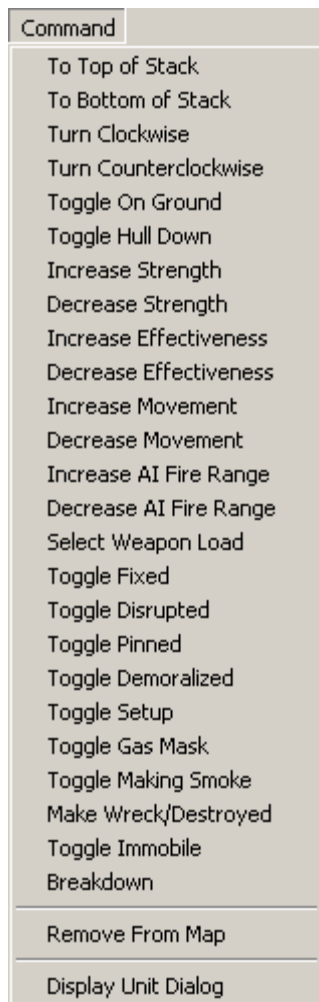
Select **Add Rolling Barrage** to display the Rolling Barrage Dialog so that a new Rolling Barrage can be specified. Prior to making this selection, you

should select an artillery unit from the Order of Battle.

Select **View/Delete Rolling Barrages** to display a dialog that lists all of the Rolling Barrages defined for the current scenario. In that dialog, you can delete any Rolling Barrage you don't want to include in the scenario.

## Command Menu

The **Command Menu** is used to modify information about units that have been placed on the map. Most operations in the **Command Menu** are applied to the currently selected units in the Hot Spot.



Select **To Top of Stack** to move the currently selected units to the top of the stack.

Select **To Bottom of Stack** to move the currently selected units to the bottom of the stack.

Select **Turn Clockwise** to turn the currently selected units one hexside in a clockwise direction.

Select **Turn Counterclockwise** to turn the currently selected units one hexside in a counter-clockwise direction.

Select **Toggle On Ground** to toggle the state of the currently selected units between Ground Mode and non-Ground Mode.

Select **Toggle Hull Down** to toggle the Hull Down status of the selected vehicles.

Select **Increase Strength** to increase the strength of the currently selected units by 1 man or weapon.

Holding down the **Alt** key while selecting this increases the strength by 10 men or weapons. Hotkey: **I**.

Select **Decrease Strength** to decrease the strength of the currently selected units by 1 man or weapon.

Holding down the **Alt** key while selecting this decreases the strength by 10 men or weapons. Hotkey: **D**.

Select **Increase Effectiveness** to increase the effectiveness of the currently selected units by one.

Holding down the **Alt** key while selecting this increases the effectiveness by 10.

Select **Decrease Effectiveness** to decrease the effectiveness of the currently selected units by one. Holding down the **Alt** key while selecting this decreases the effectiveness by 10.

Select **Increase Movement** to increase the movement value of the currently selected units by one. Holding down the **Alt** key while selecting this increases the movement value by 10. Hotkey: **N**.

Select **Decrease Movement** to decrease the movement value of the currently selected units by one. Holding down the **Alt** key while selecting this decreases the movement value by 10. Hotkey: **M**.

Select **Increase AI Fire Range** to increase the maximum range that a unit will fire at enemy units. This is typically used to establish ambushes in a scenario and to prevent a unit from firing at excessive ranges.

Select **Decrease AI Fire Range** to decrease the maximum range that a unit will fire at enemy units.

Select **Select Weapon Load** to display the Weapon Load Dialog so that the weapon load of the currently selected weapons can be selected.

Select **Toggle Fixed** to toggle the Fixed status of the currently selected units on and off.

Select **Toggle Disrupted** to toggle the Disrupted status of the currently selected units.

Select **Toggle Pinned** to toggle the Pinned status of the currently selected units.

Select **Toggle Demoralized** to toggle the Demoralized status of the currently selected units.

Select **Toggle Setup** to toggle the Setup status of the currently selected weapons. The Setup state affects the effectiveness of weapons. For more information about Setup Radios, see the Support section of the Users Manual.

Select **Toggle Gas Mask** to toggle the wearing of gas masks for the selected units.

Select **Toggle Making Smoke** to toggle the Making Smoke status of the currently selected vehicles. This applies only to vehicles that have been flagged in the database as having the ability to make smoke.

Select **Make Wreck/Destroyed** to convert the currently selected Vehicle units to Wrecks and any selected Artillery units to Destroyed.

Select **Toggle Immobile** to toggle the Immobile status of the currently selected Vehicle units.

Select **Toggle Civilian** to toggle the Civilian status of the currently selected units. Note: this feature is not supported in all versions of the Squad Battles game series.

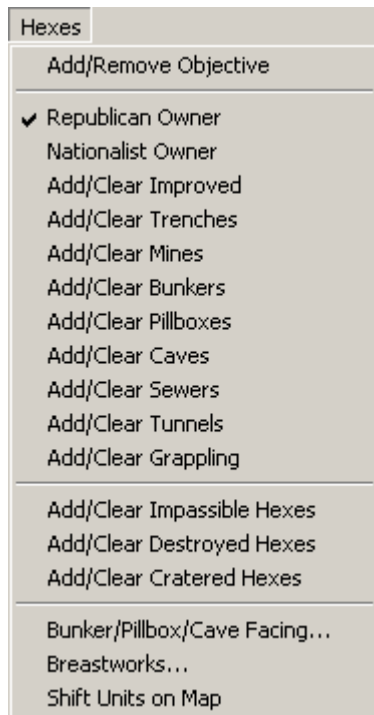
Select **Breakdown** to convert the currently selected men or weapon units to multiple units. This is used when you want to disperse a given Team into smaller units.

Select **Remove From Map** to remove the currently selected units from the map. Units that are removed from the map will automatically reappear in the Unit Dialog for use elsewhere in the scenario (see **Confirm Unit Removals** in the Settings Menu).

Select **Display Unit Dialog** to redisplay the Unit Dialog if it has been closed for whatever reason.

## Hexes Menu

The **Hexes Menu** is used to modify values associated with map hexes such as fortifications and objectives.



Select **Add/Remove Objective** to display the Set Objective Dialog so that Objectives can be added or removed from the current Hot Spot hex. Important: select the **Owner** prior to placing fortifications on the map. This ownership is used to determine spotting of the fortifications during the scenario.

Select **Add/Clear Improved** to place the editor in Improved Position mode. In this mode, left clicking will place Improved Positions in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Trenches** to place the editor in Trench mode. In this mode, left clicking will place Trenches in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Mines** to place the editor in a mine placement mode. In this mode, left clicking will place mines in the selected hex. Mines are first placed as booby traps, then anti-personnel mines, and finally as vehicle mines for each left

click. Right clicking in the same hex will lower the strength of the mines in that hex and will finally remove them.

Select **Add/Clear Bunkers** to place the editor in Bunkers mode. In this mode, left clicking will place Bunkers in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Pillboxes** to place the editor in Pillbox mode. In this mode, left clicking will place Pillboxes in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Caves** to place the editor in Cave mode. In this mode, left clicking will place Caves in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Sewers** to place the editor in Sewer mode. In this mode, left clicking will place Sewers in the selected hex. Right clicking in the same hex will remove them.

Select **Add/Clear Grappling** to place the editor in Grappling mode. In this mode, left clicking will place Grappling markers in the selected hex. Right clicking in the same hex will remove them. These markers placed at the bottom of Cliff hexsides allow movement across the hexside.

Select **Add/Clear Gas** to place the editor in a mode where left-clicking a hex will place gas in the hex while right clicking in the hex will remove gas from the hex.

Select **Add/Clear Impassible Hexes** to place the editor in Impassible Hex mode. In this mode, left clicking will define the selected hex as Impassible. Right clicking in the same hex will remove this condition on the hex.

Select **Add/Clear Destroyed Hexes** to add or remove Destroyed status from Trees, Jungle, Village, Town, City, or Industrial hexes.

Select **Add/Clear Cratered Hexes** to add or remove Cratered status from hexes.

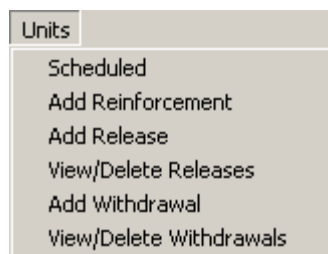
Select **Bunker/Pillbox/Cave Facing** to establish a facing for the current Bunker, Pillbox, or Cave hex.

Select **Breastworks** to be able to add or remove breastworks for the current hex.

Select **Shift Units on Map** to cause the Shift Dialog to be displayed so that the location of units on the map can be shifted.

## Units Menu

The **Units Menu** is used to display and modify the reinforcements and Fixed unit releases in the current scenario.



Select the **Scheduled** menu item to display the Scheduled Dialog which allows the list of reinforcements for the current scenario to be viewed, modified, and deleted.

To create new reinforcements, first place the units to become reinforcements on the map at their entry hex. Adjust the facing of the units so it is appropriate for their entry onto the map. Select all of the units to make up a reinforcement group, and then select **Add Reinforcement** to display the Reinforce Dialog. This dialog will allow additional information such as the arrival time to be entered.

Select **Add Release** to display the Add Release Dialog so that Releases of Fixed units can be added to the current scenario.

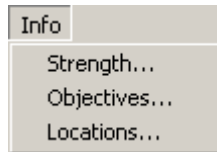
Select **View/Delete Releases** to display the Release Dialog so that Releases can be viewed and deleted.

Select **Add Withdrawal** to display the Add Withdrawal Dialog so that a Withdrawal of units can be added to the current scenario.

Select **View/Delete Withdrawals** to display the Withdrawal Dialog so that Withdrawals can be viewed and deleted.

## Info Menu

The **Info Menu** is used to display summary information about the current scenario such as the strength of on-map units and the ownership of map objectives.

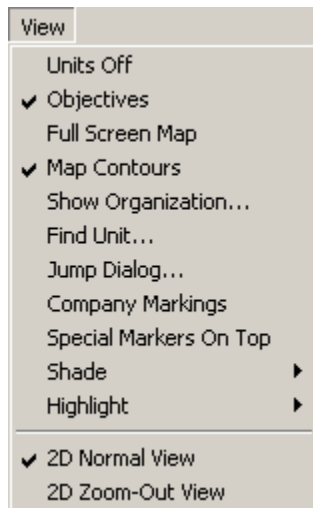


Select **Strength** to display the Strength Dialog. This will show the total strength of all on-map units in the current scenario. Select **Objectives** to display the Objectives Dialog to see a complete list of all of the Objectives associated with the current scenario.

Select **Locations** to display the Location Dialog. This displays a list of all the map locations.

## View Menu

The **View Menu** is used to establish display settings such as the map display resolution and the display of various scenario on-map data such as objectives.



Select **Units Off** to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.

Select **Objectives** to toggle the display of Objectives on the main map and the Jump Dialog.

Select **Full Screen Map** to toggle the display of the Hex Info Area. When the Hex Info Area is hidden, more of the map is displayed.

Select **Map Contours** to toggle the display of contours on the map that show elevation changes. This can be used to see elevation changes more clearly.

Select **Show Organization** to display the Organization Dialog in order to display organizations on the map.

Select **Find Unit** to display the Find Unit Dialog. Using this dialog, you can find any leader or unit that is currently on the map.

Select **Jump Dialog** to display the Jump Dialog which enables you to quickly go to any location on the map.

Select **Company Markings** to toggle the display of color bars on each counter indicating the Company or other higher level organization the unit is associated with.

Select **Special Markers On Top** to toggle the display of special markers such as fortifications on top of the unit stack instead of underneath.

Select **Shade** to display the **Shade Submenu** described below.

Select **Highlight** to display the **Highlight Submenu** described below.

Select **2D Normal View** (Hot Key 2) to display the map in normal size 2D graphics mode.

Select **2D Zoom-Out View** (Hot Key 1) to display the map in reduced size 2D graphics mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

The **Shade Submenu** allows hexes on the map to be shaded according to certain criteria. Selecting a mode that has already been selected turns that mode off.

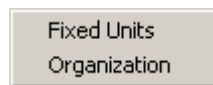


Select **Visible Hexes** to shade all hexes that are not visible from the current Hot Spot hex.

Select **Hexes In Range** to shade all hexes that are outside of the range of the top selected weapon.

Select **Command Radius** to shade all hexes that are outside of the Command Radius of the currently selected Leader.

The **Highlight Submenu** allows units on the map to be highlighted according to certain criteria. Selecting a mode that has already been selected turns that mode off.

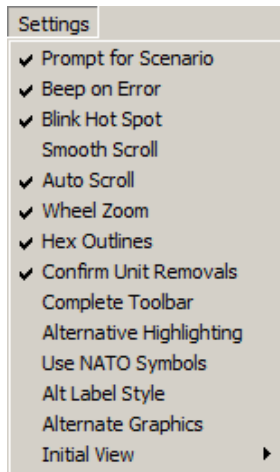


Select **Fixed Units** to highlight all units on the map that are Fixed.

Select **Organization** to highlight all units on the map that are in the same organization as the top selected unit.

## Settings Menu

The **Settings Menu** is used to establish certain Editor settings that are preserved when the Editor is exited and restored the next time the Editor is run. These options are stored in the Windows Registry.



Selecting the **Prompt for Scenario** option causes the Editor to display an Open dialog when it first starts up. This is a quick way of selecting an existing scenario to edit.

Selecting the **Beep on Error** option causes the Editor to generate a beeping sound whenever you perform an invalid operation.

Selecting the **Blink Hot Spot** option causes the red outline in the Hot Spot hex to blink.

Selecting the **Smooth Scroll** option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate

resulting in faster operation.

Selecting the **Auto Scroll** option puts the map in a mode where moving the mouse cursor to any edge of the screen will automatically scroll the map in that direction. When this option is turned off, normal Windows scroll bars are displayed when the map is larger than the screen area.

Selecting the **Wheel Zoom** option causes the map to zoom by using the mouse wheel.

Selecting the **Hex Outlines** option causes outlines to be drawn around the hexes.

Selecting the **Confirm Unit Removals** option causes the Editor to prompt before removing units from the map (see **Remove From Map** in the Units Menu).

Selecting the **Complete Toolbar** option causes the Editor to display all available buttons in the toolbar regardless of screen resolution. Under lower screen resolutions, this will cause the toolbar to wrap thereby reducing the amount of space available to display the map.

Selecting the **Alternative Highlighting** option causes Highlighted units to be displayed with a white outline instead of the normal red outline.

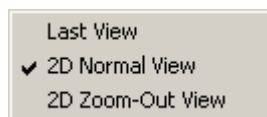
Selecting the **Use NATO Symbols** option will cause infantry units to be drawn using NATO symbols in place of the soldier faces.

Selecting the **Alt Label Style** option will cause map labels to be displayed using an alternative style.

Selecting the **Alternate Graphics** option will cause the program to use alternate graphics files if installed.

Selecting **Initial View** displays the **Initial View Submenu** described below.

The **Initial View Submenu** is used to establish the initial map view that is displayed when the Editor is run.



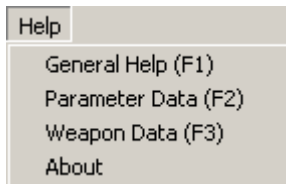
Selecting **Last View** causes the Editor to come up in whatever map display mode it was last in.

Selecting **2D Normal View** or **2D Zoom-Out View** causes

the Editor to come up in that view.

## Help Menu

The **Help Menu** is used to display various help and other information about the Editor including this help file and copyright information.



Select **General Help** to display the this help file.

Select **Parameter Data** to display the Parameter Data Dialog which shows game values specific to the current scenario.

Select **Weapon Data** to display the Weapon Data Dialog which shows values for the various weapons, loads, and vehicles in the game.

Select **About** to display various information about the Editor such as version and copyright.

# The Dialogs

## Header Dialog

The **Header Dialog** is used to modify basic information about the scenario.

- The **Title** field is used to enter the title of the scenario.
- The **Year**, **Month**, **Day**, **Hour** and **Minute** fields are used to enter the starting time of the scenario.
- The **First Side** field is used to enter the starting side in the scenario.
- The **Turns** field is used to enter the number of turns in the scenario. Note: the number of minutes in each turn is determined by Parameter Data. Typically each turn will be 5 minutes in length.
- The **Conditions** values are used to determine the ground conditions during the scenario.

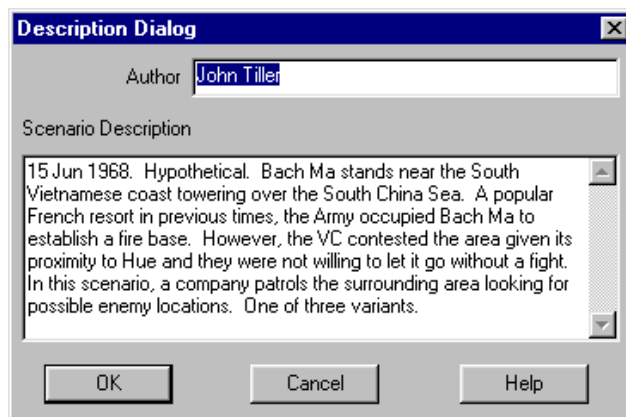
- The **Visibility** value is used to determine the visibility in the scenario measured in hexes.
- The **Background** value is used to determine the background sounds in the scenario.
- When an **Asymmetric Side** is specified, then this causes the scenario to be scored using asymmetric scoring with the specific side being considered the weaker side.
- The **Smoke Limit** values for each side determine the maximum number of times that Smoke can be fired by that side during the scenario. This limit does not apply to single-use weapons.
- The **Illumination Limit** values for each side determine the maximum number of times that Illumination can be fired by that side during the scenario.
- The **Chemical Limit** values determine the maximum number of times that Chemical ordnance can be fired by that side during the scenario. This limit does not apply to single-use weapons.
- The **Has Gas Masks** values will determine if the specified side is understood to have gas masks available for all units in the scenario, or if explicit gas masks will have to be carried before a unit in the scenario can use them.
- There are four **Victory Levels** in each scenario. They are used to determine victory or defeat for the scenario first side. The four values are **Major Defeat**, **Minor Defeat**, **Minor Victory**, and **Major Victory**. If the total Victory Points in the scenario is less than or equal to the **Major Defeat** value, then the first side in the scenario suffers a Major Defeat (and correspondingly the other side wins a Major Victory). If the total Victory Points is greater than the **Major Defeat** value, but less than or equal to the **Minor Defeat** value, then the first side suffers a Minor Defeat (and the other side a Minor Victory). If the total Victory Points is greater than the **Minor Defeat** value and less than the **Minor Victory** value, then the scenario has ended in a Draw. If the total Victory Points is greater than or equal to the **Minor Victory** value, but less than the **Major Victory** value, then the first side has won a Minor Victory (and the other side suffered a Minor Defeat). Finally if the total Victory Points is greater than or equal to the **Major Victory** value, then the first side has won a Major Victory (and the other side has lost a Major Defeat).

In games that involve the Japanese or nations that use Human Wave tactics, the Header Dialog will also display a **Banzai Limit** (or Human Wave Limit) value. This determines the maximum number of Banzai Charge (or Human Wave) attempts that the Japanese or enemy side can make in the scenario.

In modern games, the **Mine Limit** values for each side determine the maximum number of times that Mine ordnance can be fired by that side during the scenario (Note: this does not affect mines placed on the map initially in the scenario).

## Description Dialog

The **Description Dialog** is used to edit the scenario description associated with each scenario.



This description is displayed by Scenario Selection Dialog. The description is used to describe historical background information about the scenario. The **Author** field is displayed so that the name of the scenario author can be entered and modified.

Entering the backslash character (\) into the text will cause a line break to occur in the description when it is displayed by the main program in the File Selection Dialog.

## Unit Dialog

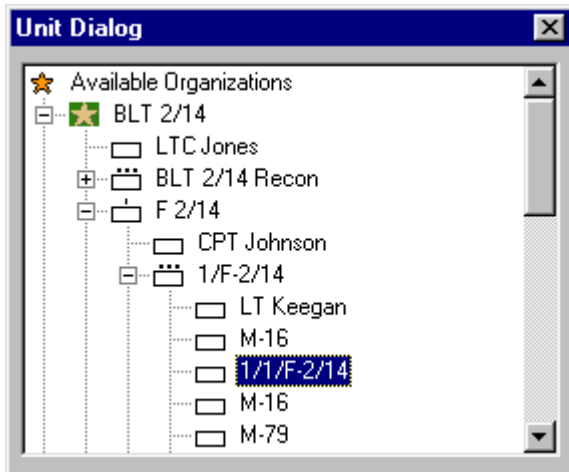
The **Unit Dialog** displays the units which have not been either placed on the map or placed in a reinforcement in the current scenario.



Under **Available Organizations** is an organization tree showing all of the units not yet placed on the map or placed as reinforcements. This organization tree uses the standard Windows Tree Control and may be navigated in a standard manner (see your Windows documentation for information on this interface).

To place a unit on the map, it must first be found and selected. The picture to the right shows how the Unit Dialog appears when an individual unit has been selected, in this case

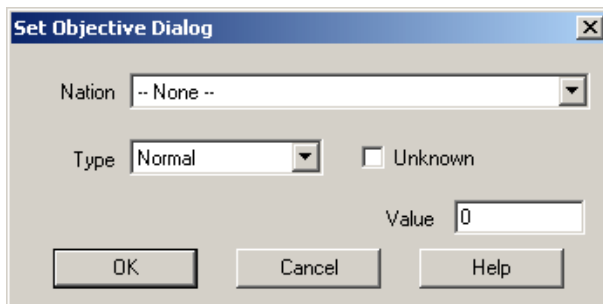
1/1/F-2/14. Most often, you will select individual teams, leaders, or vehicles for placement on the map. Higher level organizations such as Divisions and Corps must be placed one unit at a time. Once you have selected the unit to place and ensuring that the Editor is in Place Mode (see Placing and Moving Units), click on the placement hex using the right mouse button. This will place the unit on the map, remove the unit from the organization tree, and automatically select the next unit in the tree. Note that when you place a Team or Leader on the map, all weapons associated with that Team or Leader are automatically placed with that unit.



If you inadvertently or otherwise close the Unit Dialog, it can be reopened by selecting **Display Unit Dialog** from the Command Menu.

### Set Objective Dialog

The **Set Objective Dialog** is used to place or remove Objectives in the current Hot Spot hex.



To establish the current Hot Spot hex as an objective hex, select a nation as the Objective owner and assign a value and type to the Objective. To delete an Objective, assign it the nation **None**.

Objectives have a type which determines how they award points. They objective types are:

- **Normal** – These objectives have a fixed value and are owned by the last side to occupy their hex. When the objective is owned by the first

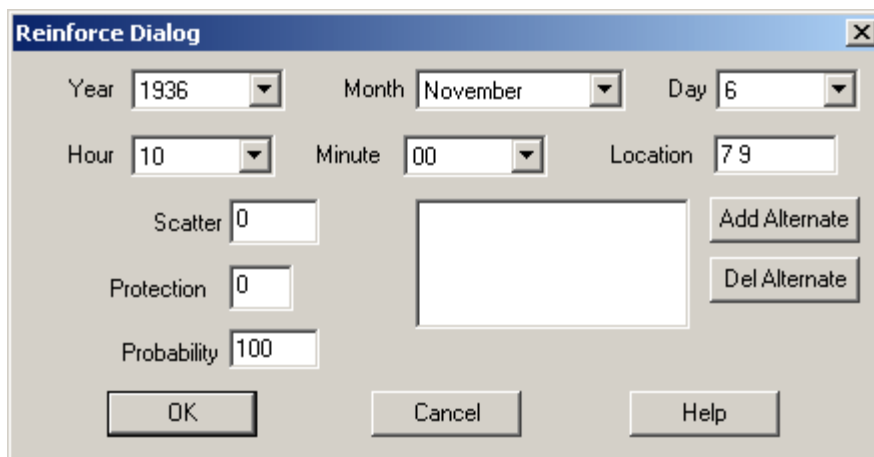
side in a scenario, then that side is awarded points. Normal Objectives can change ownership any number of times during a scenario.

- **Exit** – The value of these objectives starts at 0 and then increases each time units of the owning side are removed from the map at that hex. Normally an Exit Objective should only be placed on the boundary of the map. Exit Objectives cannot change owners. Exit Objectives award points to the side that owns them.
- **Capture** – These objectives begin uncaptured and owned by the given side. If they are occupied by the opposing side, then they become owned by that side and their points are awarded to that side. After they are captured, the owning side does not have to occupy the hex to get the points. Capture Objectives cannot be recaptured or change back to the original owner.
- **Collateral** - These objectives can award points to the owning side when enemy fire affects the hex they are in or when they are occupied by enemy forces on the ground and friendly fire affects the hex. Collateral Objectives do not change side

Objectives can also be defined as **Unknown**. When an objective is unknown, it is not visible to the opposing side (under Fog-of-War) unless it is occupied by units from that side. Unknown Normal, Exit, Capture, and Collateral objectives are called **Hidden**, **Escape**, **Cache**, and **Hiding** objectives respectively. Unknown Collateral Objectives become revealed when they receive affecting fire.

## Reinforce Dialog

The **Reinforce Dialog** is used to define certain data associated with a reinforcement in the current scenario.



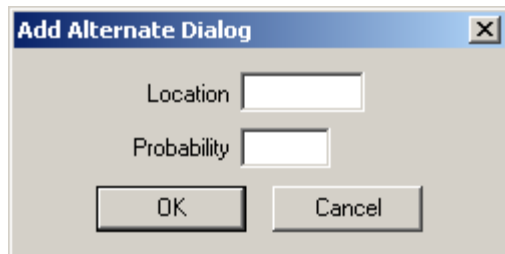
The **Year**, **Month**, **Day**, **Hour**, and **Minute** selections are used to establish the arrival date for the reinforcement. The **Probability** value is the probability, in

percent from 1 to 100, that the reinforcement will arrive at the exact arrival date. If the probability is 100, then the reinforcement is guaranteed to arrive at the exact arrival date. Otherwise, the probability is used to determine if the reinforcement will arrive at the arrival date, and if not, that it will arrive at each subsequent turn until it is determined to have arrived. The **Location** is the hex coordinates of the arrival hex. The **Scatter** value is used to determine the possible distance the reinforcements may arrive from the Location hex. The **Protection** value is an artificial value introduced into the game to protect the reinforcement from enemy units that are crowding the arrival hex. If the Protection value is non-zero, then at the moment the reinforcement arrives, two effects occur:

1. Any enemy units within a distance from the arrival hex of one less than the Protection value are automatically Demoralized.
2. Any enemy units located in the arrival hex are displaced to an adjacent hex if possible.

Typically Protection values are used to protect reinforcements arriving on normal roads, while this value is set to 0 for reinforcements arriving in amphibious or airborne landings.

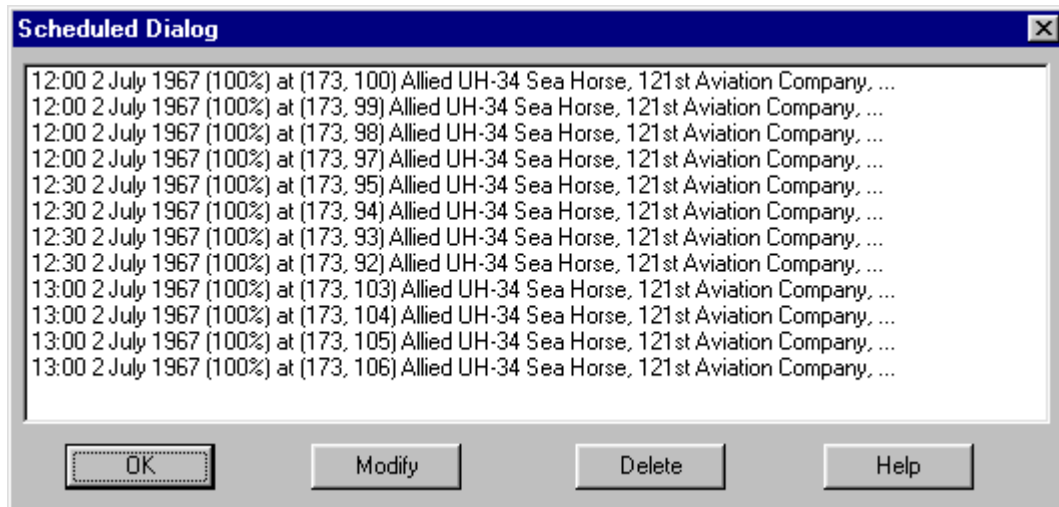
It is possible to add additional arrival hexes in addition to the default location and to associate probabilities with those alternate arrival locations. Click on **Add Alternate** to display a dialog that allows you to enter this alternate location and a probability associated with it.



In this dialog, enter the location as a pair of hex coordinates separated by a space. Enter the probability as a value between 1 and 100 representing the percentage chance of this location being used. The sum of all probabilities associated with alternate arrivals should be less than 100. The difference between 100 and this sum is the probability that the default location will be used. Click on **Del Alternate** to delete the currently selected alternate arrival in the list.

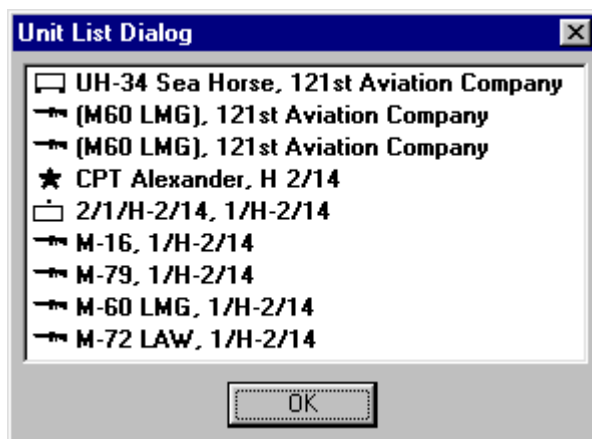
### Scheduled Dialog

The **Scheduled Dialog** can be used to view, modify, and delete the reinforcements defined for the current scenario.



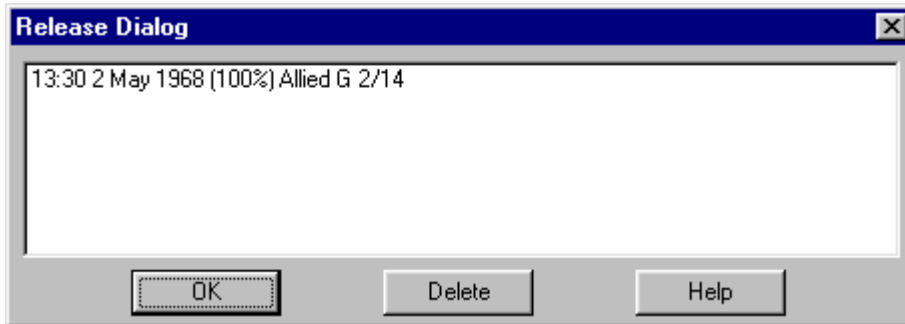
The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement in general consists of several units. Clicking on a reinforcement scrolls the map to the arrival hex. Clicking on **Delete** will delete the selected reinforcement and return the units in the reinforcement to the arrival hex. Clicking on **Modify** will display the Reinforce Dialog allowing the selected reinforcement to be modified.

Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.



## Release Dialog

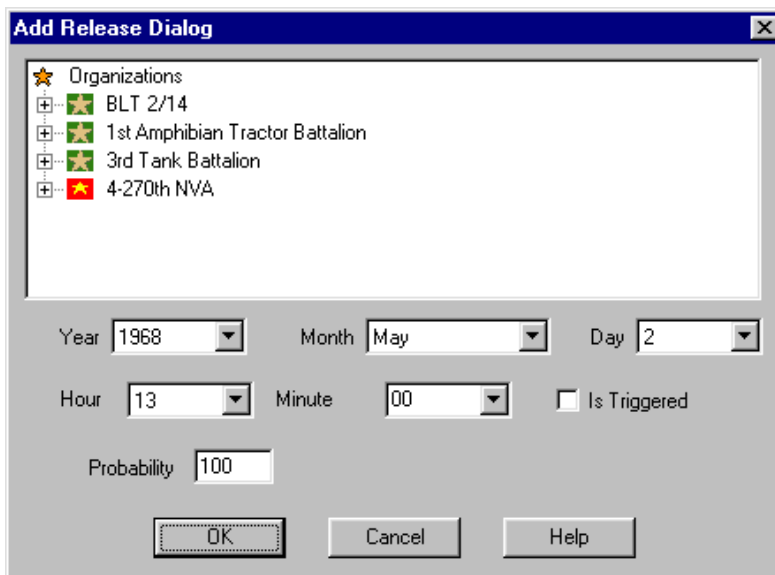
The **Release Dialog** is used to view and delete existing Releases in the current scenario.



The **Release Dialog** displays a list of the Fixed unit releases in the current scenario. Each release shows a time, date, probability that the release will occur on that time and date, and the organization the release applies to. When the probability is followed by the letter **T**, it indicates that the release can also be triggered whenever a unit in the specified organization becomes spotted. When an asterisk (\*) precedes the release, it indicates that the release did not occur on the time and date specified. Selecting a Release entry will cause the organization to which the Release applies to be Highlighted on the map. Double clicking on an entry also causes the dialog to be closed. Clicking on **Delete** will delete the selected Release.

### Add Release Dialog

The **Add Release Dialog** is used to define a Release for Fixed units.

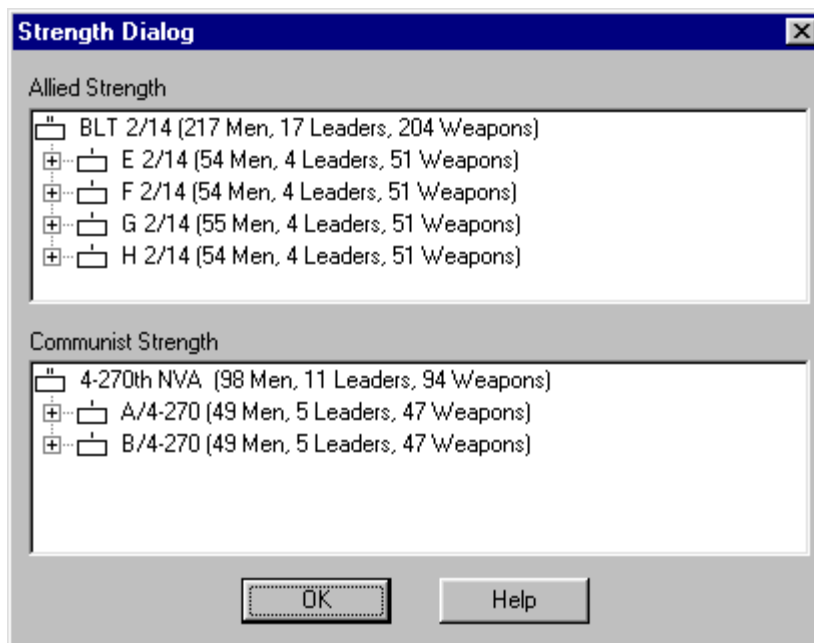


Find the unit or organization that the Release applies to in the Organizations Tree Control (this control has the same interface features as the Unit Dialog). A Release may be applied to any unit or organization in the Order of Battle. The **Year**, **Month**, and **Hour** selections are used to establish the date of the Release. When the **Is Triggered** check box is selected, it indicates that the Release can also be triggered whenever a unit in the organization spots an

enemy unit. The **Probability** value is the percent chance, between 1 and 100, that the Release will occur on the exact Release date. If the Probability is not 100, then the Probability is used on each turn starting with the Release date to determine if the Release occurs on that turn. For example, if the Release probability is 50, then there is a 50% chance the Release will occur on the exact Release date. If it does not occur on the Release date, then there is a 50% chance it will occur on the next turn, and so on for each turn until it is determined to have occurred. If the Probability is 0, then the Release automatically is considered Triggered.

## Strength Dialog

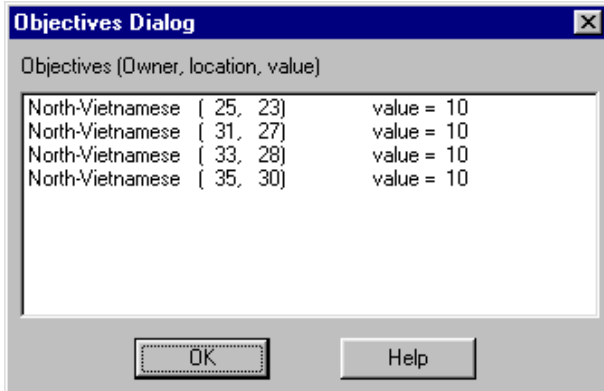
The **Strength Dialog** is used to display the total strengths of all on-map units.



The strengths of all units of each side are displayed by the various levels, Division, Brigade, etc. that make up each side. The strengths are listed in terms of men, leaders, weapons, and vehicles. The strength totals include all on-map units, all units scheduled to arrive as reinforcements.

## Objectives Dialog

The **Objectives Dialog** is used to display a complete list of all of the Objectives associated with the current scenario and their assigned owner.

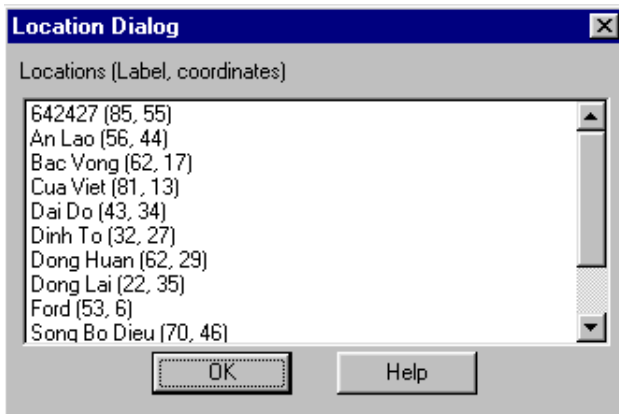


Each Objective is listed with owner, location in hex coordinates, and value. Selecting an Objective will scroll the map to the Objective location. Double-clicking on a selection will also close the dialog. Note: an Exit Objective will initially be shown with value 0 and will increase in value as units of the owning side are removed from the map at that

location.

## Location Dialog

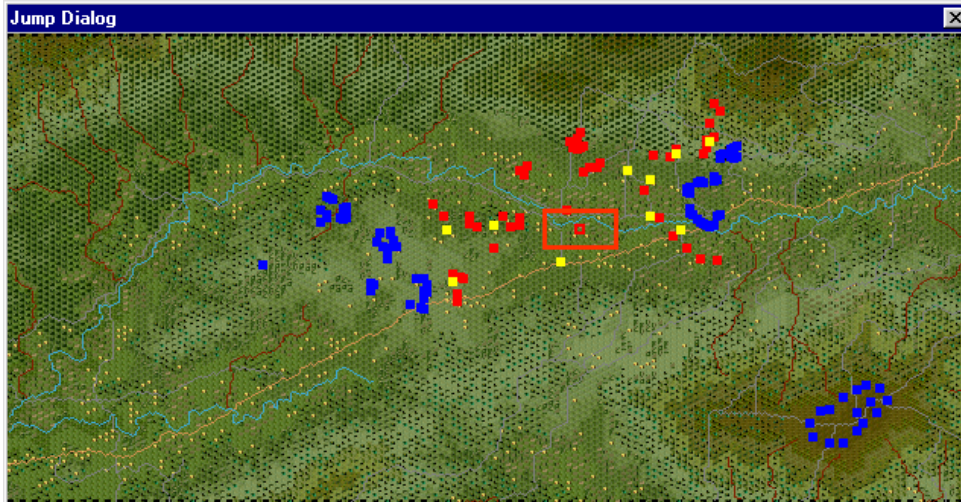
The **Location Dialog** is used to display a list of all the map locations and to allow going directly to any of these locations.



Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

## Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.

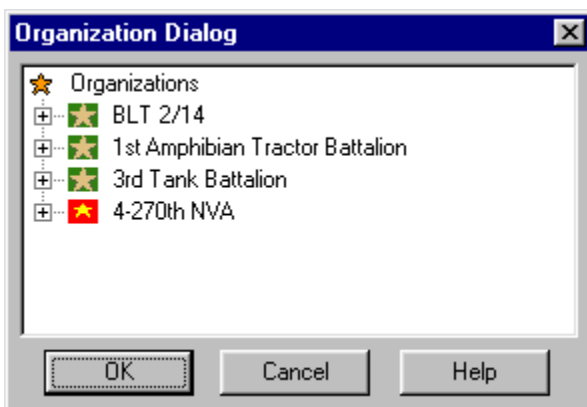


The visible on-map units are displayed on the reduced map using blue squares for Allied units and red squares for Axis units. The visible portion of the map is shown using a red rectangle. Minefields that are currently visible are shown on the map as small gray rectangles. When the Objectives option of the View Menu is set, then Objectives are shown as yellow squares. The current Hot Spot hex is shown as a red outline square. Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

- When the Objectives option of the View Menu is set, then Objectives are shown as yellow squares.

## Organization Dialog

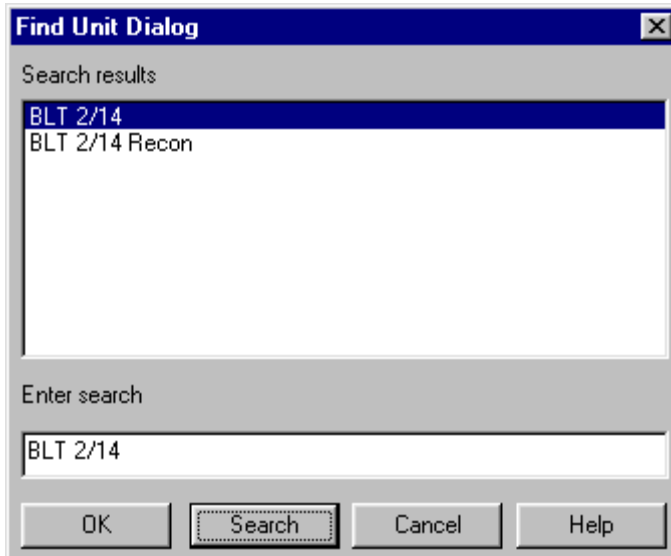
The **Organization Dialog** is used to highlight an organization on the map.



All organizations in the Order of Battle are displayed in a Windows Tree Control. Selecting an organization causes the on-board units in that organization to be Highlighted. Clicking **OK** closes the dialog while keeping the organization highlighted on the map. Clicking **Cancel** closes the dialog and cancels the highlighting.

## Find Unit Dialog

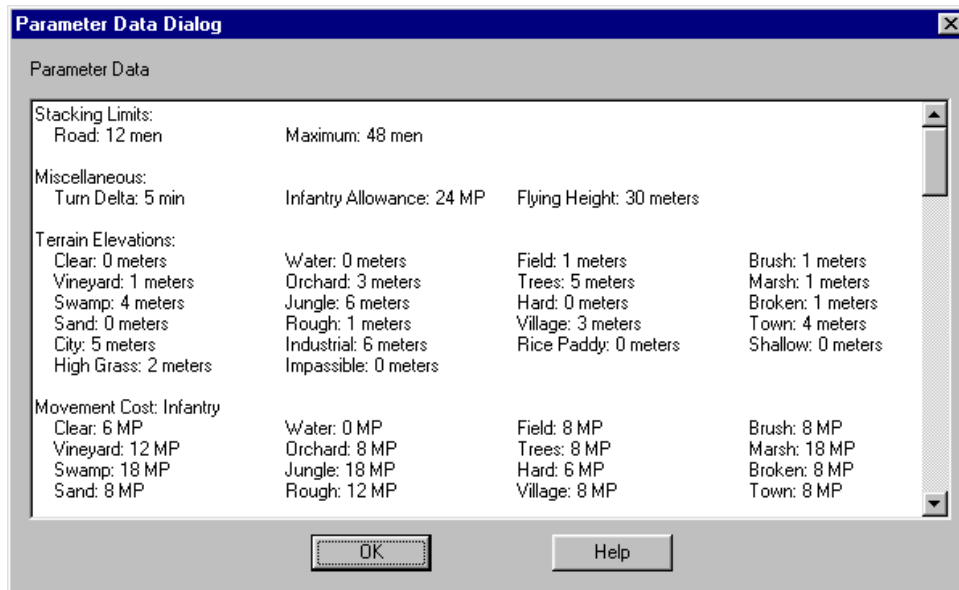
The **Find Unit Dialog** can be used to find any given unit or organization that is on the map.



Enter the name to be searched for in the **Enter search** field. Note: the search is case-sensitive so you must enter your name with the proper capitalization (Marine not marine for example). If you are confident that your search will produce a single result, you can hit return after typing the search name. Otherwise, click on the **Search** button. This will display a list of results in the **Search results** list. Select the result you want and click on **OK**, or double click on the result you want, to close the dialog and find the result. In the case of an organization, the organization will be Highlighted on the map. In the case of an individual unit, the map will be scrolled to the unit's location on the map.

## Parameter Data Dialog

The **Parameter Data Dialog** displays the Parameter Data associated with the current scenario.

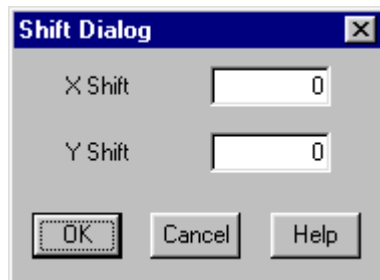


The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

The Parameter Data values are described in the Main Program Help file.

## Shift Dialog

The **Shift Dialog** is used to shift units on the map from one location to another.

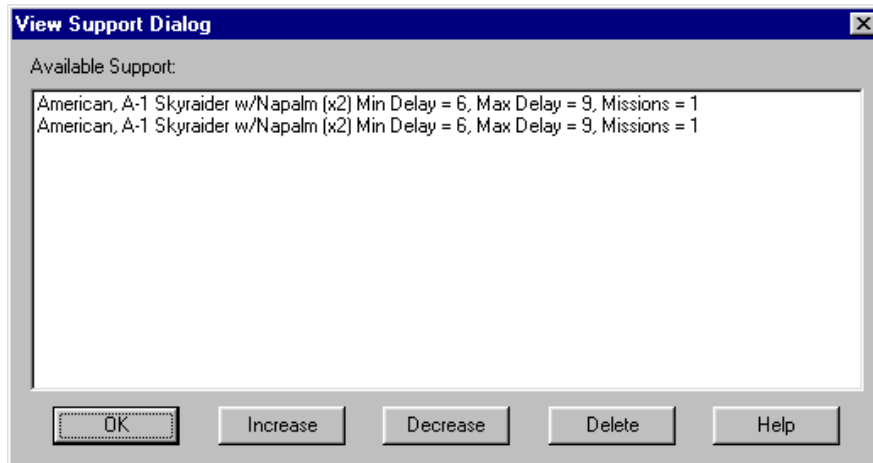


The **Shift Dialog** allows you to enter X and Y values to shift units on the map. A unit at coordinates (A, B) will end up at coordinate (A+X, B+Y) after the shift. The shift values can be positive, zero, or negative. Positive X values move the units to the right while negative X values move them to the left. Positive Y values move the units down while negative Y values move them

up. Associated map data such as the location of objectives, supply sources, and fortifications are also shifted. Units or other data that is shifted beyond the boundaries of the map are deleted from the scenario. Reinforcement arrival locations are shifted, but in this case, if the location ends up outside the map, the reinforcement is retained at the limit of the map boundaries.

## View Support Dialog

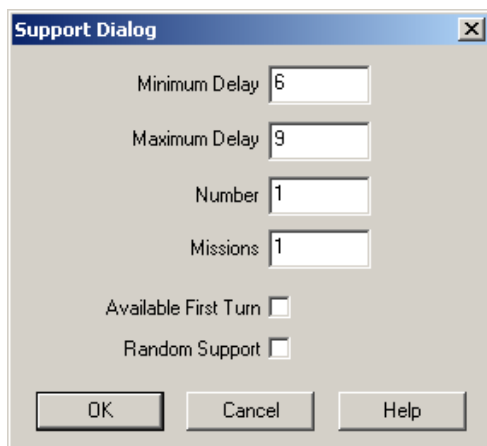
The **View Support Dialog** allows you to view and modify air and artillery support associated with the current scenario.



The **View Support Dialog** displays the available support for the current scenario. Selecting an entry and clicking on **Delete** will delete that entry from the list. Clicking on **Increase** will increase the number of units associated with that support, while clicking on **Decrease** will decrease the number of units associated with that support.

## Support Dialog

The **Support Dialog** allows parameters associated with a support entry to be defined.



When a new support entry is defined for the current scenario, the **Support Dialog** allows the delay and number of missions to be defined for that support.

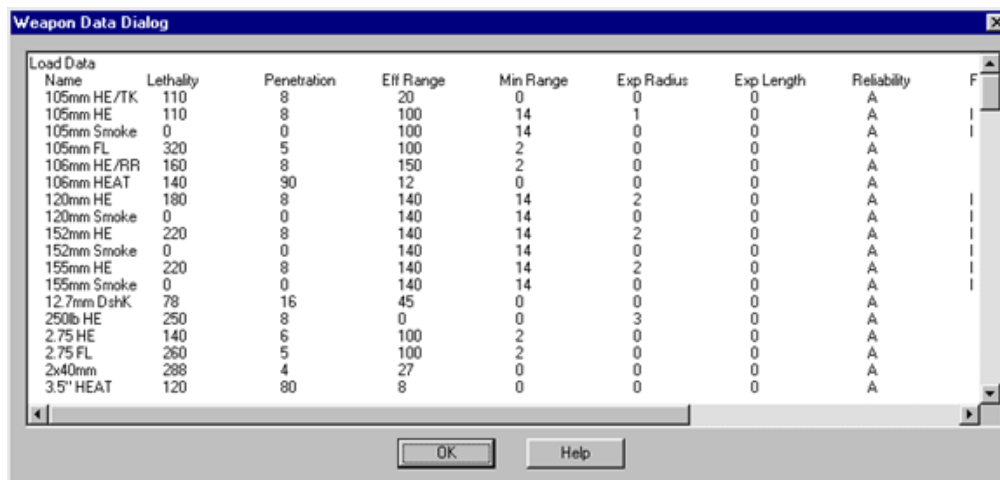
- The **Minimum Delay** determines the minimum number of turns that must elapse after the support is called before it becomes available.
- The **Maximum Delay** determines the maximum number of turns that must elapse after the support is called before it becomes available.
- The **Number** value determines the number of that type of support available in the support entry. For example, if the support type is an

aircraft and the number is 3, then 3 of that aircraft will be associated with the support entry and will take part in each support attack using that entry. This value may be modified after the support is added using the View Support Dialog.

- The **Missions** value determines the number of times that support can be utilized in the current scenario.
- If the **Available First Turn** option is checked, then the support will be available the first turn of the scenario without having to be called.
- If the **Random Support** option is checked, then the support will appear randomly during the scenario without being called and will attack enemy units in a random manner. When this option is checked, then only the Number and Missions values are used.

## Weapon Data Dialog

The **Weapon Data Dialog** displays data associated with weapons, vehicles, and weapon loads.



The screenshot shows a window titled "Weapon Data Dialog" with a table of weapon load data. The table has the following columns: Name, Lethality, Penetration, Eff Range, Min Range, Exp Radius, Exp Length, and Reliability. The data is as follows:

Name	Lethality	Penetration	Eff Range	Min Range	Exp Radius	Exp Length	Reliability
105mm HE/TK	110	8	20	0	0	0	A
105mm HE	110	8	100	14	1	0	A
105mm Smoke	0	0	100	14	0	0	A
105mm FL	320	5	100	2	0	0	A
106mm HE/RR	160	8	150	2	0	0	A
106mm HEAT	140	90	12	0	0	0	A
120mm HE	180	8	140	14	2	0	A
120mm Smoke	0	0	140	14	0	0	A
152mm HE	220	8	140	14	2	0	A
152mm Smoke	0	0	140	14	0	0	A
155mm HE	220	8	140	14	2	0	A
155mm Smoke	0	0	140	14	0	0	A
12.7mm DshK	78	16	45	0	0	0	A
250lb HE	250	8	0	0	3	0	A
2.75 HE	140	6	100	2	0	0	A
2.75 FL	260	5	100	2	0	0	A
2x40mm	288	4	27	0	0	0	A
3.5" HEAT	120	80	8	0	0	0	A

The **Weapon Data Dialog** has three areas of display.

In the **Load Data**, information about various weapon loads is displayed including:

- Lethality – the lethality of the load.
- Penetration – the penetration value of the load.
- Eff Range – the maximum effective range.
- Min Range – the minimum range.
- Exp Radius – the effective explosive radius. All units within this distance of the target location will be affected.
- Exp Length – in the case of directional weapons such as Napalm, this indicates the number of hexes affected from the target location.

- Reliability – the reliability of the load.
- Flags – including I for Indirect Fire capable.

In the **Weapon Data**, information about various weapons is displayed including:

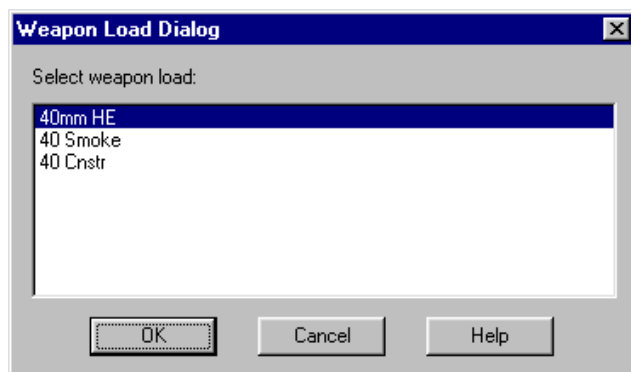
- Assault – the value of the weapon when used in an assault.
- Reliability – the reliability of the weapon.
- Crew – the crew requirements for the weapon.
- Flags – flags indicating weapon abilities.
- Loads – a list of valid loads for this weapon.

In the **Vehicle Data**, information about various vehicles is displayed including:

- Armor – the armor protection of the vehicle.
- Crew – the number of crew in the vehicle.
- Speed – the movement allowance of the vehicle per turn.
- Capacity – the number of men that can be carried by the vehicle.
- Stacking – the men-equivalent of the vehicle for stacking purposes.
- Reliability – the reliability of the vehicle in terms of breaking down.
- Flags – various flags that indicate vehicle capabilities.
- Weapons – a list of weapons carried on-board the vehicle.

## Weapon Load Dialog

The **Weapon Load Dialog** allows the load currently associated with a weapon to be changed.



The **Weapon Load Dialog** lists all of the valid loads for the currently selected weapon. Selecting from the list and clicking on OK selects that load for the weapon.

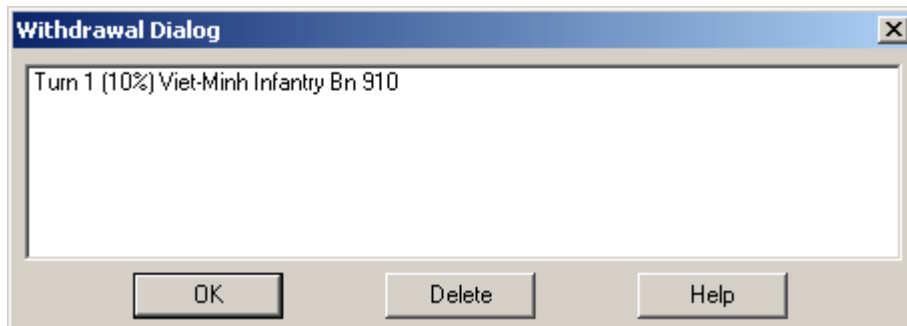
There are some suffixes that appear based on the type of load:

- (Smoke) indicates that the load produces Smoke.
- (Illum) indicates that the load produces Illumination.

If a load name is preceded by an "X", then it indicates that the load is not valid in the current scenario because of either the Smoke or Illumination Limit for that side.

## Withdrawal Dialog

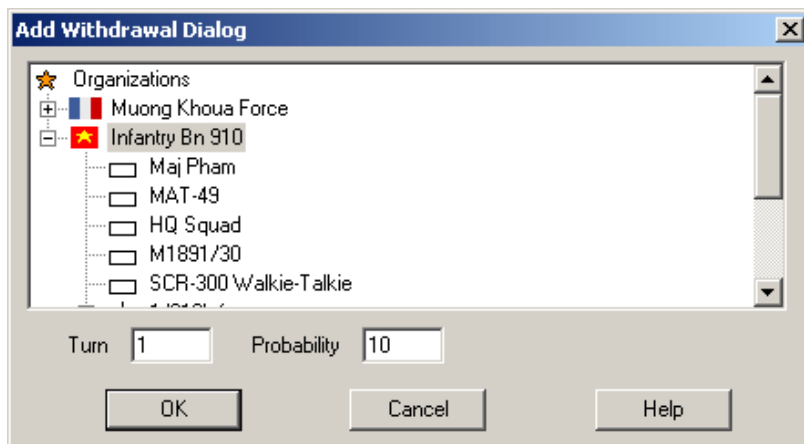
The **Withdrawal Dialog** allows any Withdrawals associated with the current scenario to be view or deleted.



The **Withdrawal Dialog** lists all of the Withdrawals associated with the current scenario. They are listed by the turn they first become effective, the probability of them occurring, the side they affect, and the specific organization they affect. Clicking on an entry will highlight the affected organization. Double-clicking will further close the dialog.

## Add Withdrawal Dialog

The **Add Withdrawal Dialog** allows a new Withdrawal to be added to the current scenario.



The **Add Withdrawal Dialog** displays the organizations associated with the current scenario. Selecting one from this display defines the organization the Withdrawal will affect. You enter the first turn the Withdrawal becomes effective and the percentage probability in the edit fields provided. Beginning with the specified turn, all units in the specified organization will be automatically be withdrawn from the map based on the probability given.

## Rolling Barrage Dialog

The **Rolling Barrage Dialog** allows you to specify a new Rolling Barrage in games that support this feature.

The **Rolling Barrage Dialog** has fields for the Starting Date, Ending Date, Start Line, End Line, as well as two fields that determine the intensity of the barrage.

In the **Starting Date** field, enter the date that the Rolling Barrage should start. In the **Ending Date** field, enter the date that the Rolling Barrage should end.

You enter the **Start Line** and **End Line** of the barrage in their respective fields. Each line consists of two points that define the end points of the line. Each point consists of two values, an X and a Y coordinate. When the barrage is executed in the scenario, the barrage will consist of aim points distributed randomly along the start line. As time progresses, the aim line will be advanced towards the end line so that it finally arrives at the end line at the Ending Date.

The **Number** and **Count** fields determine the intensity of the barrage. In each turn, there will be Number times Count hits of the weapon used when specifying the barrage. For the number of times specified in Count, a new aim point will be determined along the current aim line. Then for the number of times specified in Number, a shot of the weapon will be determined using the standard scatter algorithm.

# Other Features

## Toolbar

The Editor has a **Toolbar** which exists at the top of the Editor window just under the Menu Bar. Note: depending on your screen resolution, only some of these buttons may be displayed on your screen. You need a screen width of at least 1024 before all of the buttons are displayed unless you have selected the **Complete Toolbar** Option. Note that most all of these buttons implement a menu selection and the command may be issued as a menu selection when the button is not displayed.



**Mode** - toggles the Editor mode between Place Mode (when pressed) and Move Mode (when unpressed).



**New** - clears any existing scenario data and starts a new scenario from scratch.



**Open** - opens an existing scenario file.



**Save** - save current scenario under existing filename or prompt for filename if none.



**Counterclockwise** - turn the selected units counterclockwise.



**Clockwise** - turn the selected units clockwise.




**Ground Mode** – toggle the selected units between Ground Mode and non-Ground Mode.





**To Top** – move selected units to top of stack.





**To Bottom** – move selected units to bottom of stack.


 **Increase Strength** - increase the strength of the selected units. Holding the **Alt** key while pressing this button increases the strength by 10.


 **Decrease Strength** - decrease the strength of the selected units. Holding the **Alt** key while pressing this button decreases the strength by 10.


 **Increase Effectiveness** - increase the effectiveness of the selected units. Holding the **Alt** key while pressing this button increases the effectiveness by 10.

 **Decrease Effectiveness** - decrease the effectiveness of the selected units. Holding the **Alt** key while pressing this button decreases the effectiveness by 10.


 **Fixed** - toggle the Fixed state of the selected units.


 **Remove** - remove selected units from map.


 **Select Load** – display the Weapon Load Dialog so that the Load for the currently selected weapons can be set.


 **Set Objective** - display the Set Objective Dialog so that an Objective can be set or deleted in the current Hot Spot hex.


 **Breakdown** – breakdown a unit into two subunits.


 **AI Mode** – activate A/I Mode so that A/I Scripts can be added and deleted from current scenario.


 **Toggle Improved** – toggle Improved Position add or clear mode where Improved Positions are added by clicking with the left mouse button and removed by clicking with the right mouse button.


 **Toggle Trench** – toggle Trench add or clear mode where Trenches are added by clicking with the left mouse button and removed by clicking with the right mouse button.

 **Add/Clear Mines** – toggle Mine add or clear mode where Mines are added by clicking with the left mouse button and removed by clicking with the right mouse button.

 **Toggle Bunker** – toggle Bunker add or clear mode where Bunkers are added by clicking with the left mouse button and removed by clicking with the right mouse button.


 **Toggle Pillbox** toggle Pillbox add or clear mode where Pillboxes are added by clicking with the left mouse button and removed by clicking with the right mouse button.


 **Zoom In** - increase the scale of the map.


 **Zoom Out** - decrease the scale of the map.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

 **Units** - toggle the display of units on the map.

 **Objectives** - toggle the display of objectives on the map.

 **Visible Hexes** - toggle the display of hexes visible from the current Hot Spot hex.

 **Contours** - toggle the display of elevation contours on the map.

 **Jump Dialog** - display the Jump Dialog so you can quickly go to another part of the map.



**Highlight Fixed** - toggle the Highlight of Fixed units.



**Highlight Organization** - toggle the Highlight of all units in the same organization as the top selected unit. Holding the **Alt** key while pressing this button causes the next higher organization to be highlighted.



**General Help** - display this help file.

## Hot Keys

The following Hot Keys are supported in the Editor. Note that these Hot Keys are defined as command accelerators of the Editor main window and therefore the Editor main window must have the keyboard focus for these to work (that is, the Editor main window must have a highlighted title bar).

**Shift Key** - display the on-map labels while this key is pressed.

**F1** - invoke General Help (display this help file).

**D** – decrease the strength of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the strength is decreased by 10.

**E** – increase the effectiveness of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the effectiveness is increased by 10.

**F** – decrease the effectiveness of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the effectiveness is decreased by 10.

**H** – toggle display of maximum range of selected weapon.

**I** – increase the strength of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the strength is increased by 10.

**J** – display the Jump Dialog.

**L** - turn the selected units counterclockwise.

**M** – decrease the movement value of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the movement value is decreased by 10.

**N** – increase the movement value of the selected units by 1. If you hold down the **Alt** key while pressing this key, then the movement value is increased by 10.

**O** - highlights the Organization for the selected unit.

**R** - turn the selected units clockwise.

**S** – shade Visible Hexes from the current Hot Spot.

**V** – display Company Markings on unit counters.

**X** - remove the selected units from the map.

**Z** – toggle fullscreen mode.

**1** - display the map in Zoom-Out 2D mode.

**2** - display the map in Normal 2D mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

**Keypad 0** - change the Ground Mode of the selected units.

**Keypad 1** - move the selected units down and to the left one hex.

**Keypad 2** - move the selected units down one hex.

**Keypad 3** - move the selected units down and to the right one hex.

**Keypad 4** - turn the selected units counterclockwise.

**Keypad 5** - toggle the Fixed state of the selected units.

**Keypad 6** - turn the selected units clockwise.

**Keypad 7** - move the selected units up and to the left one hex.

**Keypad 8** - move the selected units up one hex.

**Keypad 9** - move the selected units up and to the right one hex.