

ScenMaker Manual

written by

Dave “Arjuna” O’Connor

with original contributions by

Steve “Golf 33” Long

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Introduction

Welcome to the Command Ops (CO) ScenMaker. The ScenMaker is used to create and modify CO scenarios. You can also use it to access data about unit and equipment establishments (Estabs).

It is a standard Microsoft® Windows® application with a menu bar at the top. This includes the standard **File** menu that allows you to open, close, create new scenarios, save and save as existing scenarios.

Please note that this manual uses screenshots from the original Airborne Assault:Conquest of the Aegean ScenMaker. While the name has changed and in some places there are a few cosmetic changes, the details depicted remain the same. Where there has been a material change, then new graphics have been substituted.

What's in this Manual

This manual is organised in two parts – the Basics and the Guide. The Basics provide an overview of the user interface. The Guide walks you through the steps for creating and modifying scenarios. It starts with creating a new scenario completely from scratch; if you want to start by editing an existing scenario, just jump in at that section. If you want to know how to do a specific thing, look up the table of contents. Annex B provides a sequence of steps for designing a scenario and Annex C provides a Scenario Checklist.

Known Issues

There is one known issue for the ScenMaker. The application does not support large text scaling; if you find that text and button labels are not being correctly displayed, you will need to adjust your desktop appearance to use the standard 96 dpi setting.

What's an Estab?

In playing the game, you will have noticed that units have a maximum allocation of personnel and equipment, and that all units of the same type (for example, the mortar platoons of 1941 German Infantry Regiments) have the same allocation. This theoretical manning and equipment issue is referred to in this manual as an Estab. What's in the estab for a unit?

- ⊕ Personnel numbers at full strength
- ⊕ Equipment types and quantities at full strength
- ⊕ Ammunition, food and fuel quantity when fully supplied
- ⊕ Capabilities such as engineer capacity
- ⊕ Movement speeds and mobility type (motorised or non-motorised)
- ⊕ Combat class (for example, Line, Line Support, or HQ),
- ⊕ Unit size (for example, company or division), and
- ⊕ The picture and military symbols displayed on the unit icon

The items of equipment such as vehicles and weapons held by a unit estab each have their own estabs, which can include information like:

- ⊕ Basic descriptive information such as length, weight, and calibre for weapons
- ⊕ Weapon rates of fire, shell bursting radius, and accuracy and armour penetration at various ranges
- ⊕ Vehicle personnel and cargo capacity, movement speed and fuel consumption
- ⊕ Armour thicknesses for Front, Sides, Top and Rear for armoured vehicles
- ⊕ The type of equipment (such as Gun, Small Arm, Mortar, Tank or Truck)

Many equipment estabs also include a picture of the item and a brief description. You cannot edit the estabs; however, you can view the information using the ScenMaker - see [**Estabs Tab**](#).

The Basics

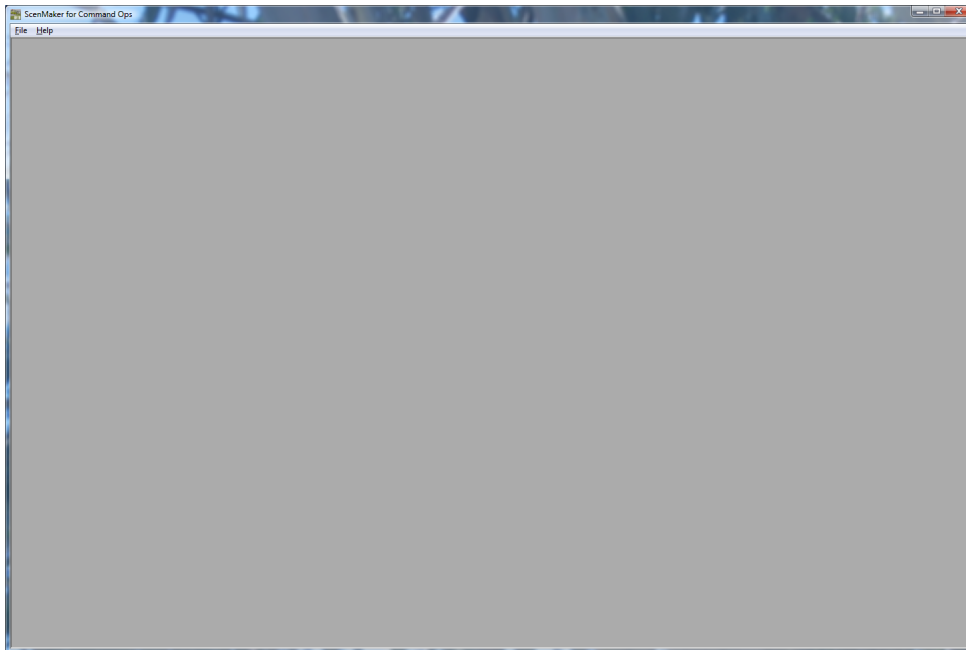
This section gets you started and provides an overview of the user interface.

Getting Started

To launch the ScenMaker application:

- ☞ Select the **ScenMaker** program from the **Start > Programs > Command Ops** menu

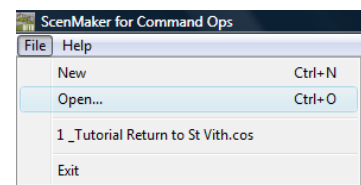
The ScenMaker will open, with no scenario loaded and showing only the standard Windows menus.

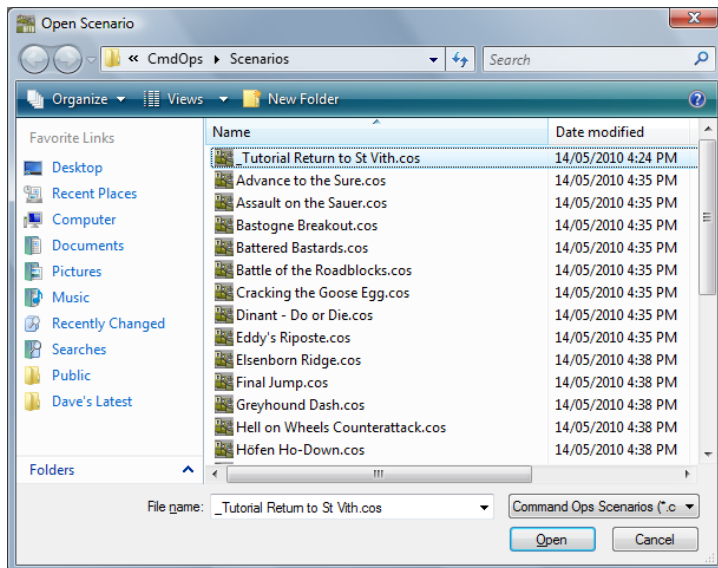


Open a Scenario

To open an existing scenario:

- ☞ Select **File > Open...**
- ☞ Double-click the desired scenario or
- ☞ Select the desired scenario and click **Open**





Note that the Open Scenario dialog will open within the last visited directory. This may often be the Saved Game directory if you had just played a game. So you will need to navigate back up to the game directory where you will find the Scenarios directory.

Save a Scenario

To save an existing scenario:

☞ Select File > Save

The scenario file will be saved to disk in the background.

To save an existing scenario under a different name:

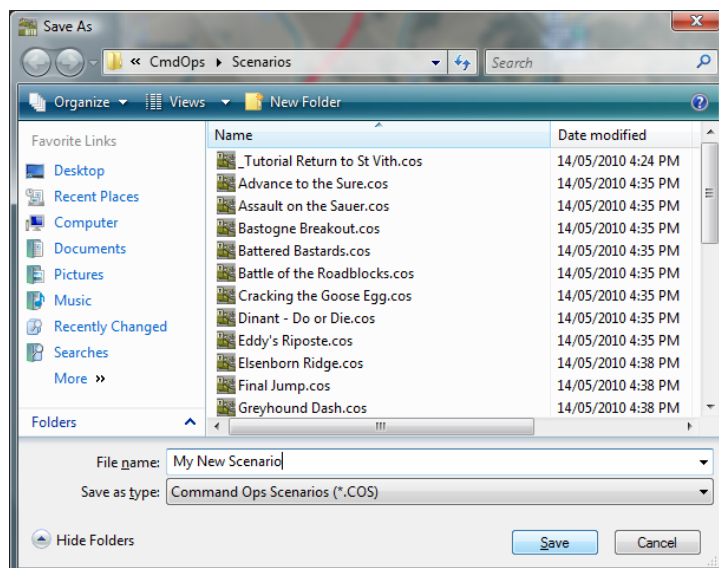
☞ Select File > Save As...

File	Scenario	Import/Export	Side	Unit	Comm
	New				Ctrl+N
	Open...				Ctrl+O
	Close				
	Save				Ctrl+S
	Save As...				
	1_Tutorial Return to St Vith.cos				
	Exit				

File	Scenario	Import/Export	Side	Unit	Comm
	New				Ctrl+N
	Open...				Ctrl+O
	Close				
	Save				Ctrl+S
	Save As...				
	1_Tutorial Return to St Vith.cos				
	Exit				

☞ Enter a name

☞ Click Save



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Avoid overwriting the original scenarios provided. These should be “read-only” but this can be changed in file properties. Best to Save As after opening one of these.

Close a Scenario

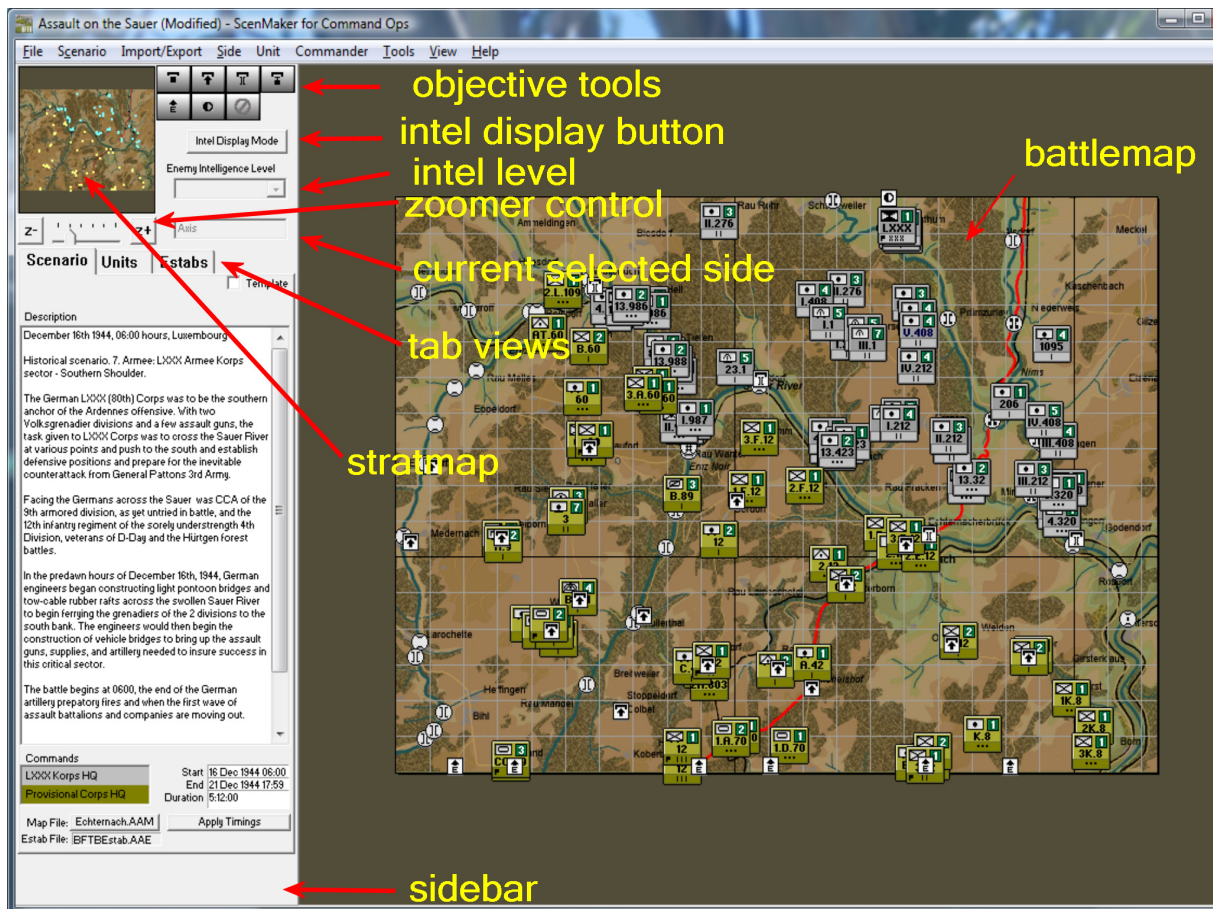
To close the currently opened scenario:

☞ Select File > Close

File	Scenario	Import/Export	Side	Unit	Comm
	New				Ctrl+N
	Open...				Ctrl+O
	Close				
	Save				Ctrl+S
	Save As...				
	1_Tutorial Return to St Vith.cos				
	Exit				

The User Interface – A Quick Tour

With a scenario open, the main screen displays a Battlemap, a sidebar and a Menu bar.



The following is a quick overview of the main user interface items. If you want to start editing or creating a new scenario straight away then go to [Create a New Scenario](#).

Battlemap

The Battlemap functions in much the same way as in the Game. You can scroll it using the same right mouse button and drag method and also by dragging the viewable area rectangle within the Stratmap. However, there is no autoscrolling at the map edge as there is in the Game. You can zoom in and out using the mouse scroll wheel or using the Zoomer control on the Sidebar.

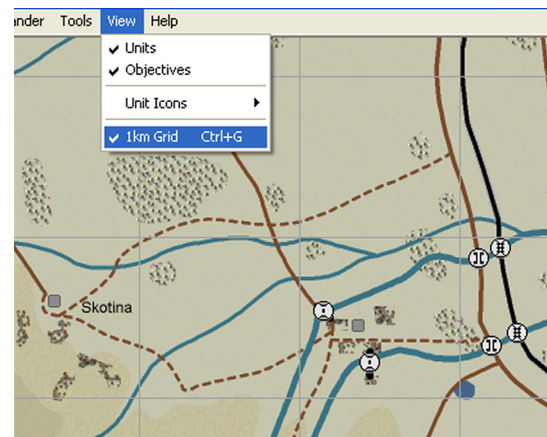
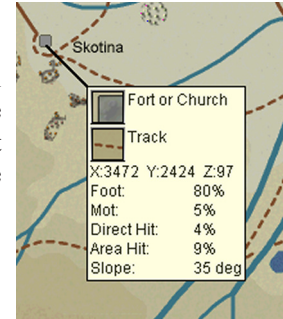
To view the terrain info at a particular location:

- ☞ Right click on the desired location

The terrain info popup appears just as in the Game.

To display the 1km map grid:

- ☞ Select 1km Grid from the View menu or hit the G key



Unit Icons

Unit icons are overlaid on the Battlemap. Their Info Boxes are manipulated using the same F-Keys as in the Game. Note that F1, which displays Task Info is blank as tasks are not assigned until within the Game.

To select a unit:

- ☞ Click on its icon

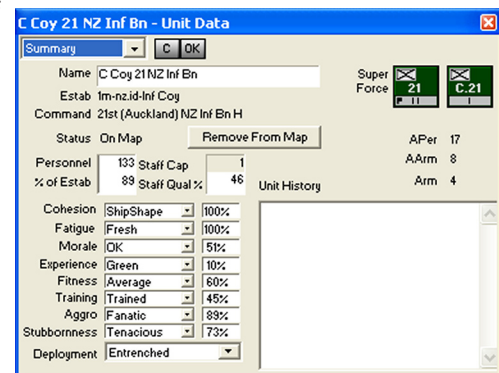
Note the white open ended box which denotes the unit's footprint or the area it occupies.



- ⊕ You cannot use the cursor keys to navigate the chain of command in the ScenMaker

To open its Unit Data window:

- ☞ Double-click on the unit's icon or
- ☞ Select the unit and hit Enter
- ⊕ You can have multiple Unit Data windows open at once.



COMMAND OPS 2

To place a unit on the map:


- ☞ Drag the unit from the Units tab in the Sidebar to the desired location
- ☞ If the location is impassable the unit icon will snap to the closest passable location


To move a unit icon:

- ☞ Drag it to the desired location
- ☞ Drag it from the Force List to the desired location
- ☞ If the location is impassable the unit icon will snap to the closest passable location

To remove a unit from the map:

- ☞ Select on the unit from the Battlemap and press the Delete key, or
- ☞ Open the **Unit Data** window click on the **Remove From Map** button and hit OK to confirm.

- ☞ Selecting a unit in the Force List and pressing the Delete  key **will delete the unit from the scenario entirely!**

- ☞ Always make sure you click on the unit on the **Battlemap** before pressing the Delete  key

The facilities for customising unit display that are available in the game can also be used in the ScenMaker.

To change the style of unit type symbol:

- ☞ Select View>Unit Icons>Military Symbols

When ticked this will display military symbols. When un-ticked it will display picture symbols.

To change the Unit Info Box filter:

- ☞ Select the desired filter from the Select View->UnitIcons menu or
- ☞ Hit the appropriate F-Key



To filter the units by type:

- ☞ Hit the same number keys as used in the Game

To toggle between large and small unit icons:

- ☞ Hit the tilde key.

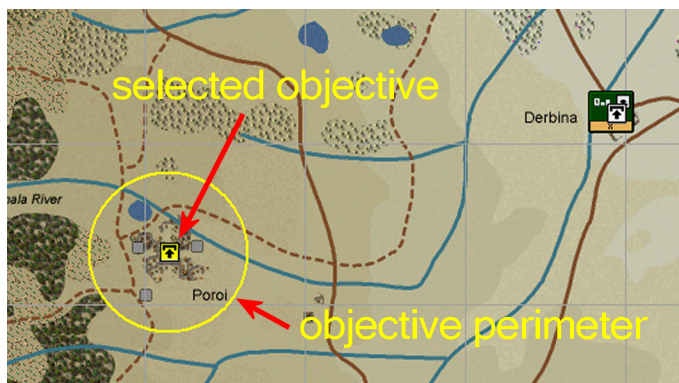
Objective Icons

Also overlaid on the map are objective icons for each side. The latter are sometimes referred to as “side tasks”. These in effect become the side’s objectives in the Game see [Set Objectives](#).

To select an objective:

- ☞ Click on its icon

Note the yellow circle drawn around the objective denoting its perimeter or the area that must be secured or defended or in which units must be exited.



To open its Unit Data window:

- ☞ Double-click on the objective’s icon

- ⊕ You can only have one Objective Data window open at once. However, you can view the data for all your objectives in the Victory Conditions Window.

Note that if the Objective Data window is already open, then double-clicking another objective refreshes the window with the new objective’s data.

To move an objective icon:

- ☞ Drag it to the desired location
- ⊕ If the location is impassable the unit icon will snap to the closest passable location

COMMAND OPS 2

Crossing Icons

Crossing icons appear on the map wherever a crossing line was drawn on the map – see **MapMaker Manual**. While you cannot move or delete them, you can change their type and prime and unprimed them in the ScenMaker – see **Set Crossings**.

There are six levels, namely rail bridge, heavy medium and light road bridge, ferry or ford and potential crossing.

	rail bridge
	heavy road bridge
	medium road bridge
	light road bridge
	ferry or ford
	potential crossing

To select a crossing icon:

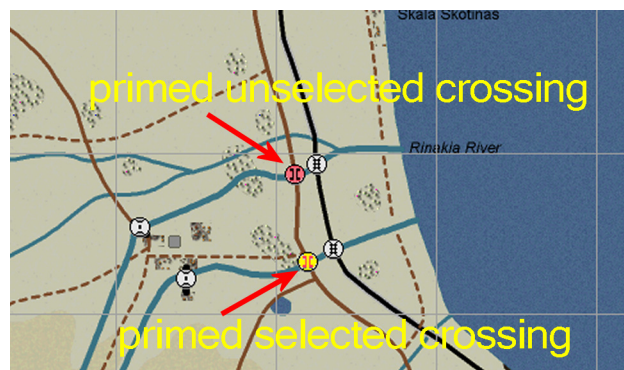
 Click on its icon



To prime and/or un-prime a crossing:

 Double-click on its icon

This will toggle the priming state – ie an unprimed crossing will become primed and vice versa. The background colour of an unselected primed crossing is pink, while it is white for an unprimed crossing.

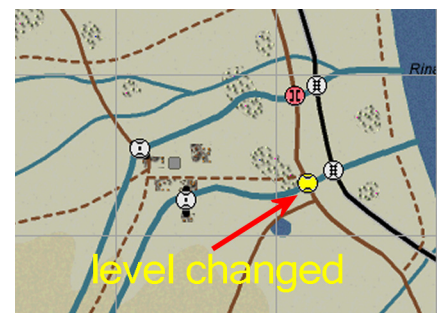


To change the type or level of crossing:

 Hold the Shift key down and double-click the icon

 Repeat until the desired level is displayed

You cannot change a road crossing to a rail bridge. However you can change a rail crossing to a road bridge.



 Changing the level automatically un-primed the crossing.

SEP Icons

Each side may have one or more Supply Entry Points (SEPs) marking the location at which new supplies may arrive during the game.

To select an SEP:

☞ Click on its icon



To open its SEP Data window:

☞ Double-click on the objective's icon

⊕ You can have multiple SEP Data windows open at once.

To move an SEP icon:

☞ Drag it to the desired location

⊕ If the location is impassable the unit icon will snap to the closest passable location

Sidebar

The Sidebar is similar to that in the Game. The **Stratmap** and **Zoomer** work the same. The **Objective tools** work in a similar fashion to the Order tools in the Game. Use these to create your objectives. However the types of objectives are limited to Defend, Secure, Secure Crossing, Deny Crossing and Exit – see [Set Objectives](#). There is also an **SEP tool** for creating SEPs and a **Cancel button** which is used to return the mouse pointer to the arrow selection cursor.

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The **Intel Display button** is used to hide actual units and display intel reports. Below that is the **Enemy Intelligence Level popup**. This is used to specify the accuracy of an intelligence report. For more details see [Set Intel](#).

The **Currently Selected Side field** shows the current selected side. This changes when you select a unit or side icon on the force list or a unit on the map.

There are three Tab views, namely Scenario, Units and Estabs.

Scenario Tab

This displays the relevant scenario data. At the top is a **Template checkbox**. If checked the scenario cannot be opened in the Game. Use this to create template scenarios that store order of battles (list of forces). These can then be Saved As a normal scenario. See [Create a New Template](#).

The bulk of the tab view is taken up with the **Scenario Description field**. This contains the text viewable when selecting the scenario in the Game. This is usually fairly general. A specific Side Briefing is used to convey confidential details for each side.

To enter the Scenario Description:

☞ Type and edit the desired text in the field

This is a standard edit text field. It supports copy and paste and will scroll if the text is too long to fit.

Change Command Colour

The **Commands box** displays the name of each command. There is one for each side. The name is copied from the supreme force. To edit the name see [Create a New Supreme Force](#). It also displays the background colour of each command. This will be the colour used for the command bars of units in the Game.

To edit the colour of each command:

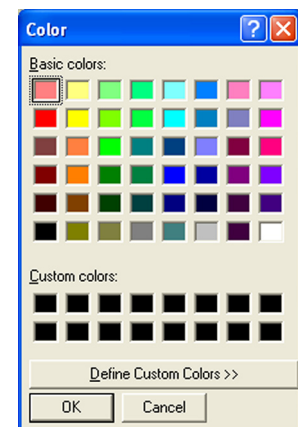
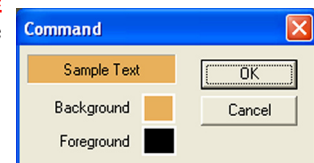
☞ Double-click the desired command name

This opens the Command window.

☞ Double-click on the background and/or Foreground colour swatch

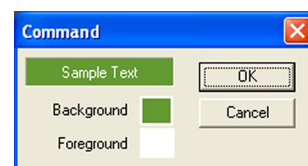
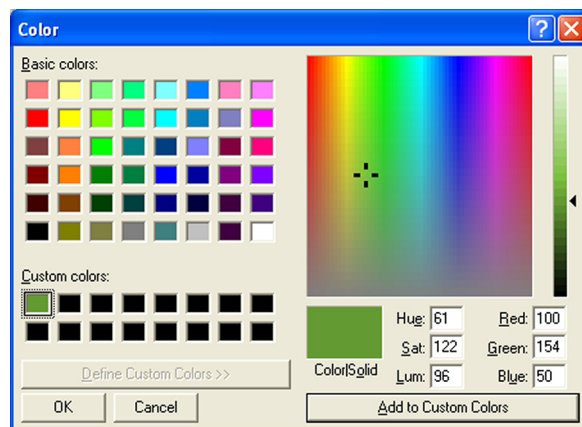
☞ Select the desired new colour

☞ Click OK



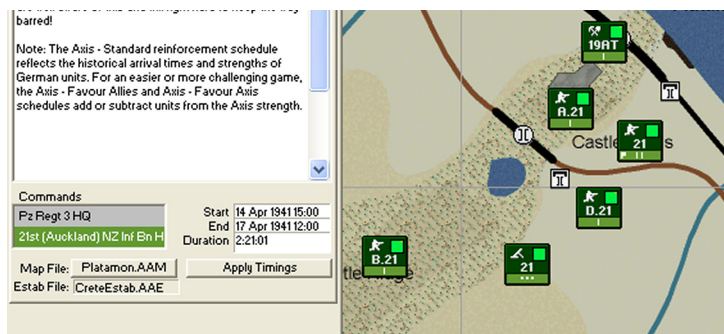
If you want to define your own customised colour:

- ☞ Click on the Define Custom Colours button
- ☞ Click on the desired colour from the rainbow pattern or
- ☞ Enter the desired Hue/Sat/Lum values or
- ☞ Enter the desired Red/Green/Blue values
- ☞ Hit the Add to Custom Colours button
- ☞ Select the new colour swatch from the Custom colours display and
- ☞ Hit OK on the Colour window
- ☞ Click OK on the Command window



The Foreground colour defines the colour of any text or icons overlaid on the command bar. It's a good idea to use a dark foreground colour on a light background colour or vice versa.

- ⊕ Changes to the command bar colour of units displayed on the map will not take place until you save and reopen the scenario in the ScenMaker.



COMMAND OPS 2

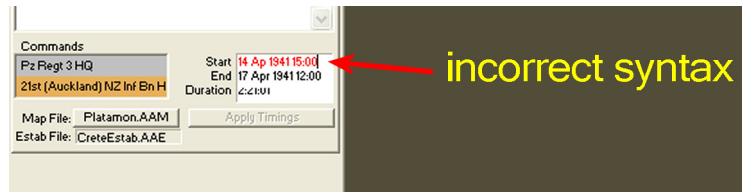
The **Timing fields** are used to set the start, end or duration of the scenario. To edit the start, end or duration:

- ☞ Select the desired timing field
- ☞ Edit the text
- ☞ Tab to exit the timing field and confirm

The time and duration fields must be entered using the correct syntax. The correct time syntax is “dd mmm yyyy hh:mm”, where hh uses the 24 hour clock - eg 3.05pm on the 14th of April 1941 equals “14 Apr 1941 15:05”. Also the Start must be before the End and vice versa. If not, the text will change colour to red.

- ☞ Hit the Apply Timings button.

This will adjust the timings of reinforcements and objectives as necessary. For details see [Timings](#).

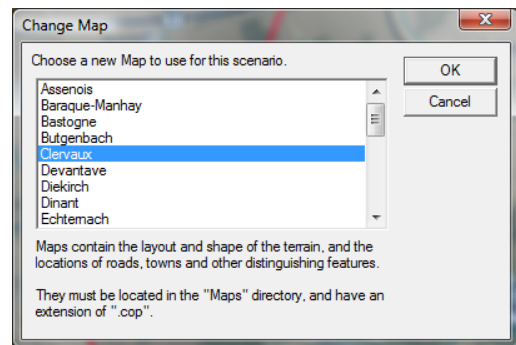


The **Map File button** displays the current map file. To change the current map file:

- ☞ Click on the MapFile button

This will open the Change Map window.

- ☞ From the list of maps, select the desired map
- ☞ Hit OK

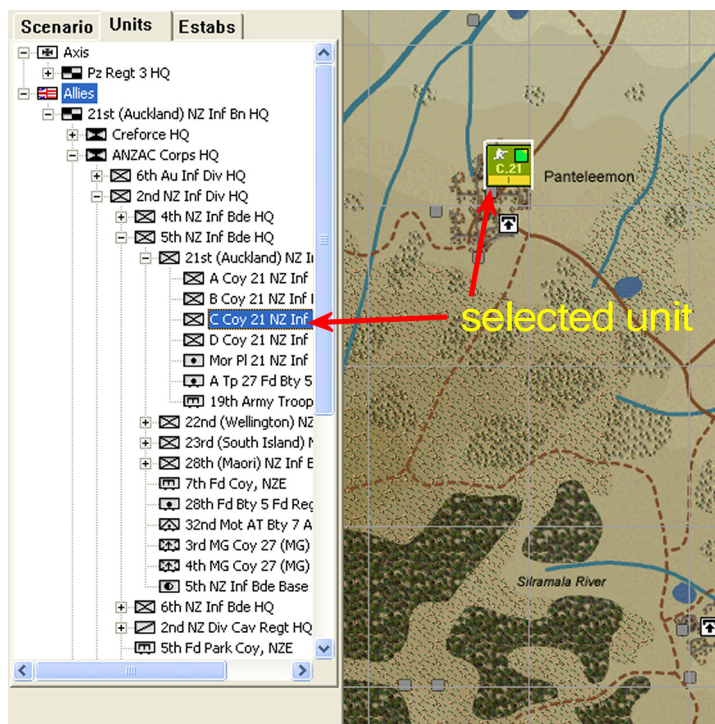


It may take some time but then the Battlemap will refresh displaying the new map. Each Unit, Objective and SEP icon will be redrawn over the top. If these would now be off of the map, then they will be moved to the closest passable location.

The **Estab File field** displays the current estab file. Note that this can only be set when you create a new scenario. There is no way to change it for an existing scenario.

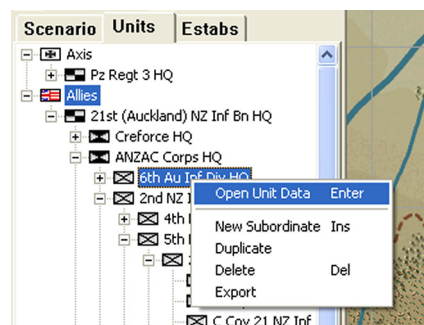
Units Tab

The units tab displays a tree list of all the units in the game. This behaves similarly to the Order of Battle display in the Game. Use the + and – icons next to units to expand and collapse the list. Selecting a unit in the list, also selects the unit on the map and vice versa. Right clicking on a unit in the list brings up its context menu from which you can then open its data, create a new subordinate, duplicate the unit, delete it or export it and/or its subordinates.



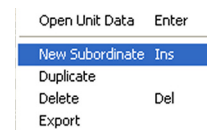
To open the unit data:

- ☞ Right click on the unit icon in the list and select Open Unit Data or
- ☞ Select the unit in the list and hit Enter or
- ☞ Double-click on the unit's icon on the battlemap

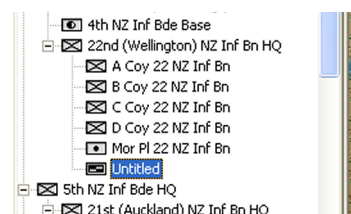


To create a new subordinate unit:

- ☞ Select the superior unit
- ☞ Right click and select New Subordinate or
- ☞ Hit Ins



This will create a new unit which will appear as Untitled nested below the selected superior.



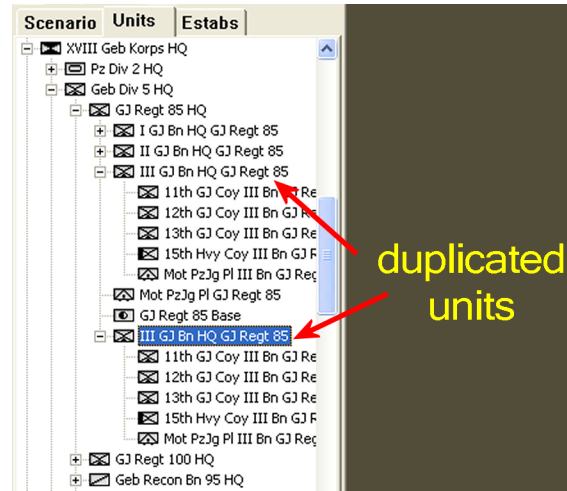
COMMAND OPS 2

To **duplicate** a unit:

- ☞ Select the unit
- ☞ Right click and select Duplicate

This will create a new unit which will appear below the selected unit. It will have the same name and data as the originally selected unit.

Open Unit Data	Enter
New Subordinate	Ins
Duplicate	
Delete	Del
Export	



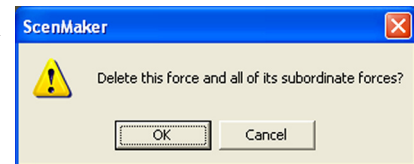
To **delete** a unit:

- ☞ Select the unit
- ☞ Right click and select Delete or
- ☞ Hit Delete key

Open Unit Data	Enter
New Subordinate	Ins
Duplicate	
Delete	Del
Export	

If the selected unit has subordinates you will be prompted to confirm whether you also want to delete those subordinates. If so:

- ☞ Hit OK



The selected unit and its subordinates will then be deleted from the list.

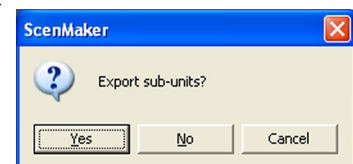
To **export** a unit to a force list:

- ☞ Select the unit
- ☞ Right click and select Export

Open Unit Data	Enter
New Subordinate	Ins
Duplicate	
Delete	Del
Export	

If the selected unit has subordinates you will be prompted to confirm whether you also want to export those subordinates. If so:

- ☞ Hit Yes



If not:

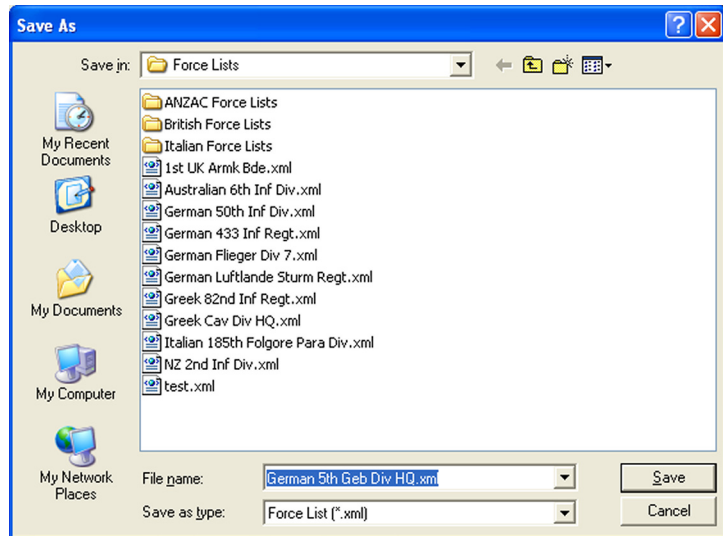
☞ Hit No (this will export only the selected unit)

The Save As window will appear prompting you to provide a name for the new force list file.

☞ Enter a name

☞ Hit Save

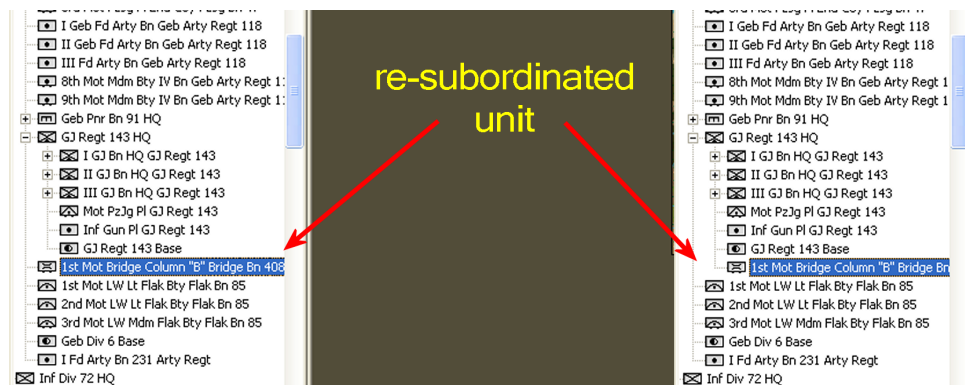
The selected unit (and its subordinates) will then be exported to an xml file. This can later be imported into another scenario.



To **re-subordinate** a unit:

☞ Drag the unit icon in the list over the top of the new superior and release

The unit will be attached to the new superior. It will retain its current subordinates. Eg if you drag the 1st Bn to the 2nd Bde, then the 1st Bn will



COMMAND OPS 2

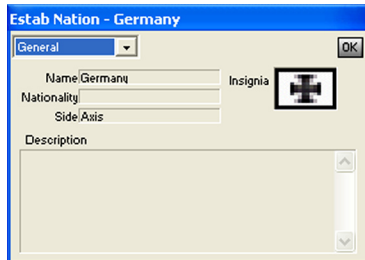
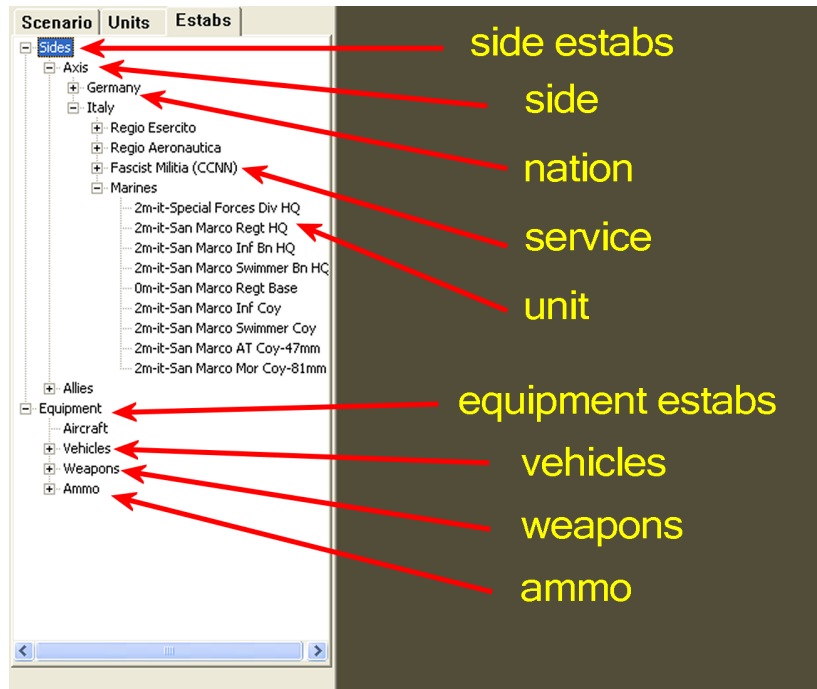
Estabs Tab

This displays a tree list of the side and equipment establishments contained in the linked Estab file. These estabs are available to be used within the scenario. The data is in read only format and cannot be edited.

Side Estabs

The side estabs are organized in a hierarchy – side, nation, service and unit. Use the + and – buttons to expand and collapse the various branches.

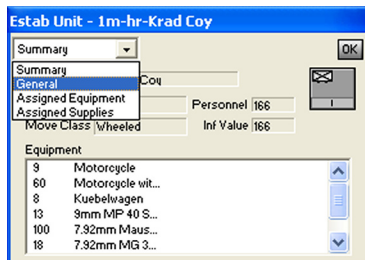
To view the estab data:



Double-click the desired item

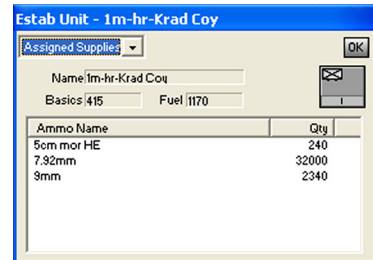
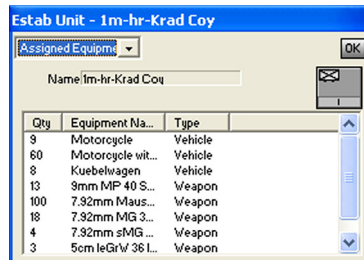
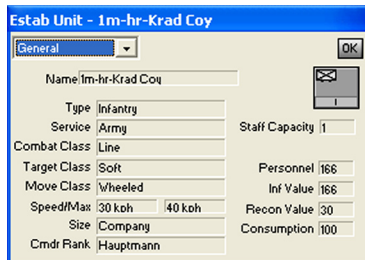
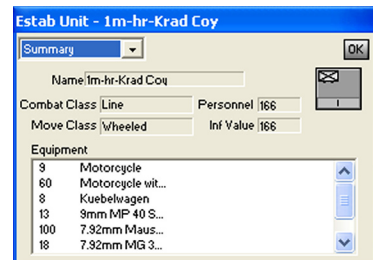
Side, nation and service data windows only have one view consisting primarily of their name.

Unit estabs have four different views – Summary, General, Assigned Equipment and Assigned Supplies. To change the view:



Select the desired view from the drop down list

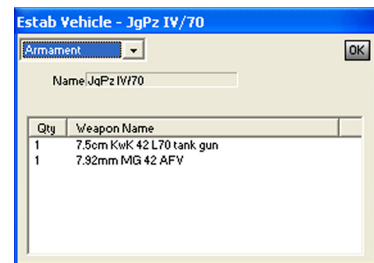
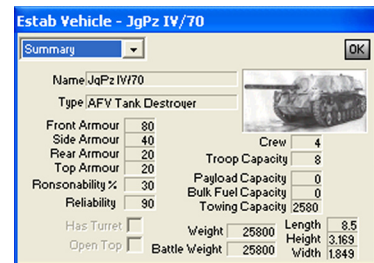
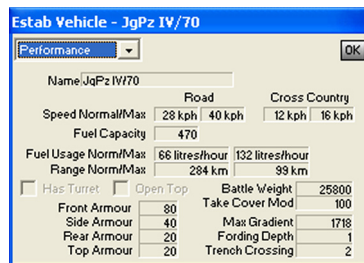
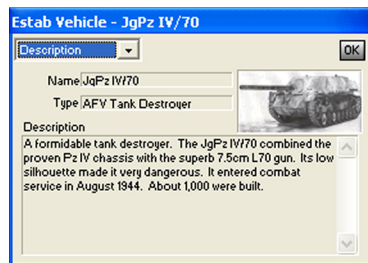
For an explanation of the nomenclature used see [Annex A - Estab Naming Conventions](#).



Equipment Estabs

The equipment estabs are of three types – vehicles, weapons and ammo. As with the side estabs use the + and – keys to expand and collapse the branches and double-click to open their data windows.

Vehicle estabs have four different views – Summary, Description, Performance and Armament. Not all vehicles will have armaments. Again change the view by selecting it from the drop down list.



Weapon estabs are further divided into six categories – Small Arms, RPG (rocket propelled grenades), Mortar, Gun, Rocket Launcher and Other. They all have two views – Summary and Description.

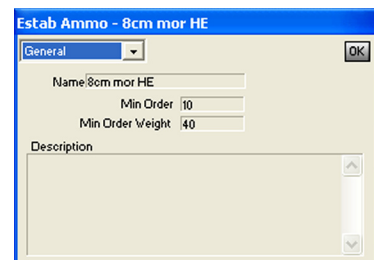
Note that some weapons may have multiple fire types (eg anti-personnel, anti-armour, bombard). To change the current displayed fire type:

- ☞ Left click on the Fire Type field.
- ☞ Select the desired fire type from the drop down list

Changing the fire type will refresh the data including the range table.



Ammo Estabs have just the one view detailing its name and the minimum order quantity and weight. These are used in the Resupply system.



COMMAND OPS 2

Menus

At the top of the screen is the main menu bar.

To show the list of items under each menu on the bar:

☞ Click on the menu text

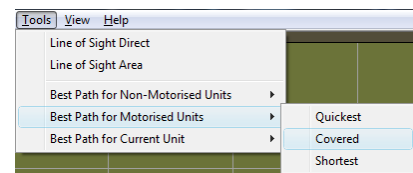
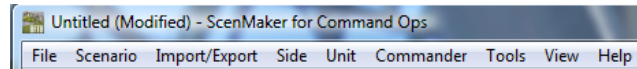
To select an item from the menu:

☞ Click on the item text

To select an item from a cascading menu:

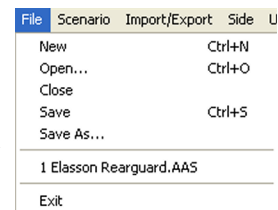
☞ Click on the item text to cascade the menu

☞ Click on the item text to select it



File Menu

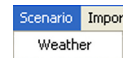
Like most Windows applications the File menu has items to create a **New** scenario, to **Open...** and **Close** an existing scenario, to **Save** an existing scenario, to **Save As...** under a different name and to **Exit** the application. Above the Exit item is a list of the most recent files opened in the ScenMaker. Selecting one of these will re-open it.



Scenario Menu

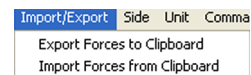
This has only one item – **Weather** – which opens the Weather window. This is used to specify the historical weather data and the weather probabilities for the non-historical weather options.

See [Set Weather](#) for more information.



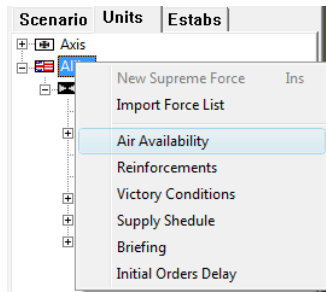
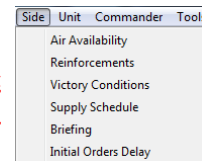
Import/Export

Use these menu items to export and import a subset of the data of **all** forces within the scenario. Not all data relating to a unit is exported. The data is exported to the clipboard where it can be pasted into a spreadsheet for further editing and later importation back into the ScenMaker. For further details see [Export/Import Force Data to Clipboard](#).



Side

For more information on these see – [Import Force List](#), [Set Air Availability](#), [Set Reinforcements](#), [Set Victory Conditions](#), [Set Supply Schedule](#), [Side Briefing and Messages](#) and [Set Initial Orders Delay](#).



The Side menu is also available as a context menu when right clicking on the Side icon in the force tree of the Units tab view.

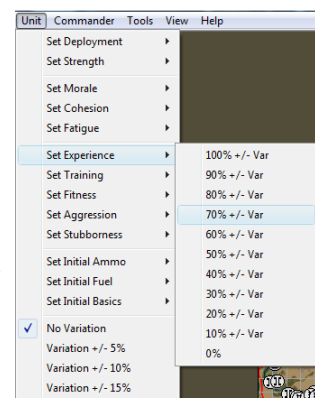
Unit

The Unit menu is used to set the various values of the selected force(s). Use the variation items at the bottom of the menu to specify the amount of variation to apply. Then select an item and an option from the sub-menu. The value of the option will be randomly adjusted by the variation.

Eg. If you select Variation +/- 10% and then select Set Experience->70% +/- Var, then the resulting value will be somewhere between 60% and 80%.

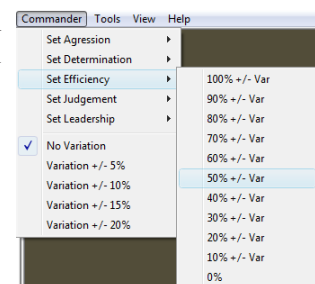
If more than one force is selected, then their values will be randomly determined separately. So in the above example one unit may end up with a value 63%, while another with 77%.

Note that the variation does not apply to the Set Deployment item.



Commander

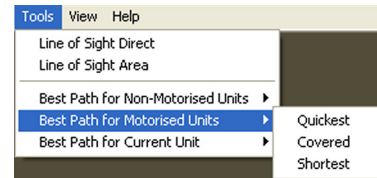
The Commander menu works the same as the Unit menu, applying a variation to the various commander values. Use it to set the commander values of all selected units with a specified range.



COMMAND OPS 2

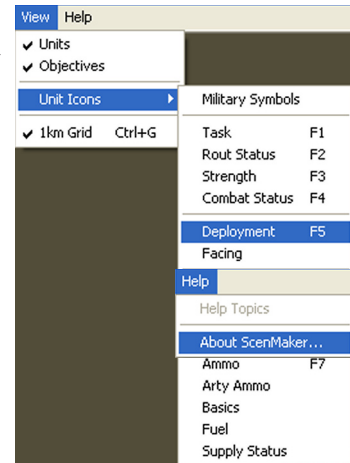
Tools

The Tools menu provides access to the two line of sight tools – direct and area – and the three pathing tools – for motorised, non-motorised and current unit. These tools work as they do in the Game.



View

The View menus allows you to show/hide unit and objective icons and the 1km map grid. The Unit Icons sub menu allows you set the type of data displayed in the Unit Info Box of all unit icons.



Help




This simply has one active option – ie to open the About Box. This displays a scrolling credits list on the left with the names and many of the faces of those involved in bringing you this great game.

The Guide

This section answers your questions “How do I?”

Create a New Scenario

There are three ways to create a new scenario:

-  Clone an existing scenario
-  Clone an existing template
-  Start from scratch

Pros and Cons

Starting from scratch provides you with a clean slate. You get to specify the map and estab files to use and then you can either import an existing force list, which takes no time at all, or you can create your units from scratch, assigning unit types, names, and values, which can take a fair amount of time. If you want to start from scratch, just keep reading!




If you want a scenario similar to an existing one, then it is probably easier to just modify that scenario directly. You will want to skip to the [Clone an Existing Scenario](#) section.

Otherwise, we recommend that you use one of the **Force List** templates. These start with no forces or objectives on map, no reinforcements or air schedules and no victory conditions set. But they do come with a list of forces.

You can set the at-start values of individual units, delete existing units, add new ones, rearrange the force structure, place those you require on map at start and schedule others to arrive as reinforcements. If this sounds like a good option, skip to the [Clone an Existing Template](#) section.

Clone an Existing Scenario

To create a new scenario using an existing scenario:

-  Open the desired scenario
-  Save the scenario under a new filename – ie Save As .
-  Edit as required

Clone an Existing Template

To create a new scenario using one of the templates:

- ☞ Open the desired template scenario
- ☞ Uncheck the Template checkbox on the Scenario Tab

Un-checking the Template checkbox allows the scenario to be played within the Game.

- ☞ Save the scenario under a new filename – ie Save As .
- ☞ Edit as required

Now you can edit the force list as described in [Set Forces](#).

Create a New Template

To create a new template scenario:

- ☞ Create a new scenario
- ☞ Check the Template checkbox on the Scenario Tab
- ☞ Save the Scenario (preferably with the word Template in the title

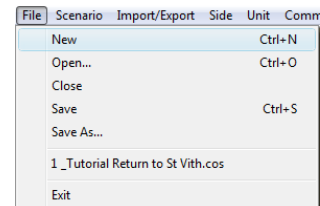
Start from Scratch

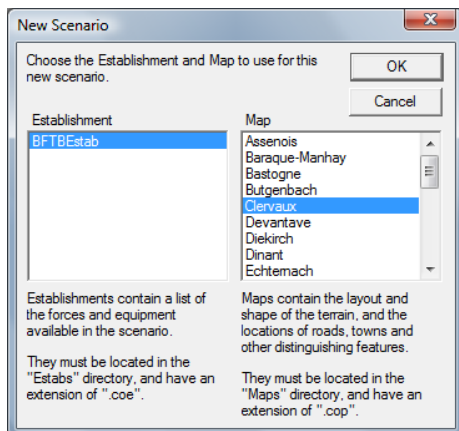
To start your scenario from scratch:

- ☞ Select **File > New**

This opens the **New Scenario** dialog.

- ☞ Select **CreteEstab** from the list on the left
- ☞ Select the desired **map** from the Map list on the right
- ☞ Select the **OK** button.





If you wish to create a new map, you must do so first using the MapMaker application. See the **MapMaker Manual** for more information.

Initial Save

A good first step is to save your scenario – see [Save a Scenario](#).

The file name will be the scenario title in the game, so it will be shown in the Scenario Selection window and in the Sidebar of the game. Try to make it descriptive, but short enough to fit in the Sidebar!

Keep saving every few minutes. This protects you against losing your work.

⊕ Save early and save often

What's Next?

From here on you can enter the data in any order you like. However, you may like to follow the following sequence:

1. Set the Scene
2. Set Forces
3. Set Reinforcements
4. Set Objectives
5. Set Victory Conditions
6. Set Crossings
7. Set Weather
8. Set Air Availability
9. Set SEPs
10. Set Supply Schedule
11. Set Orders Delay At Start
12. Set Intel

This sequence is also listed in [Annex B – Scenario Design Sequence](#).

Set the Scene

Use the Scenario Tab to enter the scenario name and briefings, set timings, set Command colours and (if you need to) set the Map file for the scenario.

Scenario Briefing

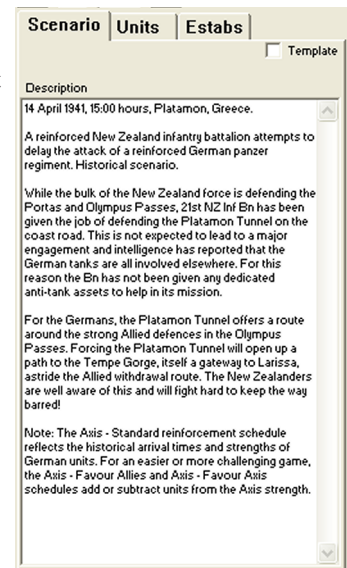
The Scenario Briefing is shown in two places: in the dialog seen by the player when selecting a new scenario to play and in the Brief Tab of the Sidebar once the game starts.

☞ Select the Scenario Tab

☞ Type the **Scenario Briefing** into the **Description** field.

This is a standard scrolling text field. You can cut and paste and perform the usual text editing.

As a general rule, specify any special instructions up front – like “best played first as Axis”. Then follow with a short description of what the scenario is about. Remember that both sides can see the scenario briefing, so don’t include any information you don’t want one side to have. You can put side-specific information in a separate briefing for each side – see [Side Briefing & Messages](#). If you are including extra reinforcement schedules so players can adjust the scenario difficulty (see [Set Reinforcements](#)), you should mention this in the scenario briefing as well.



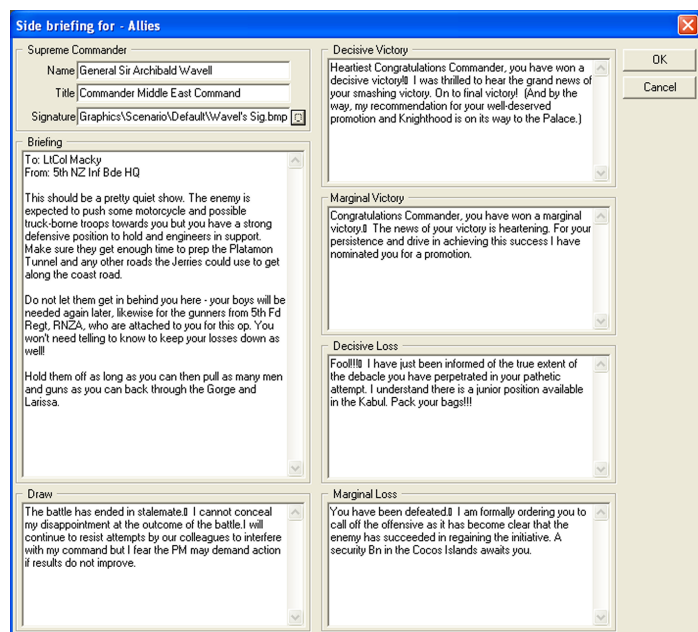
Side Briefing & Messages

The Side Briefings appear at the top of the Brief Tab of the Sidebar in the Game. The Victory Messages appear on the AAR screen at the end of a Game and vary depending on the victory level awarded. To set the briefing and messages:

☞ Select **Side->Briefing** from the Side menu or using the right button context menu

☞ Enter the desired text in the respective fields.

☞ Hit OK



COMMAND OPS 2

Set Supreme Commander Details

On the Side Briefing window there are three fields for setting the name, title and signature of the Supreme Commander. These appear on the AAR screen at the end of the game. To enter the Name and Title:

☞ Enter the desired text in the respective Name and Title fields

☞ Hit OK

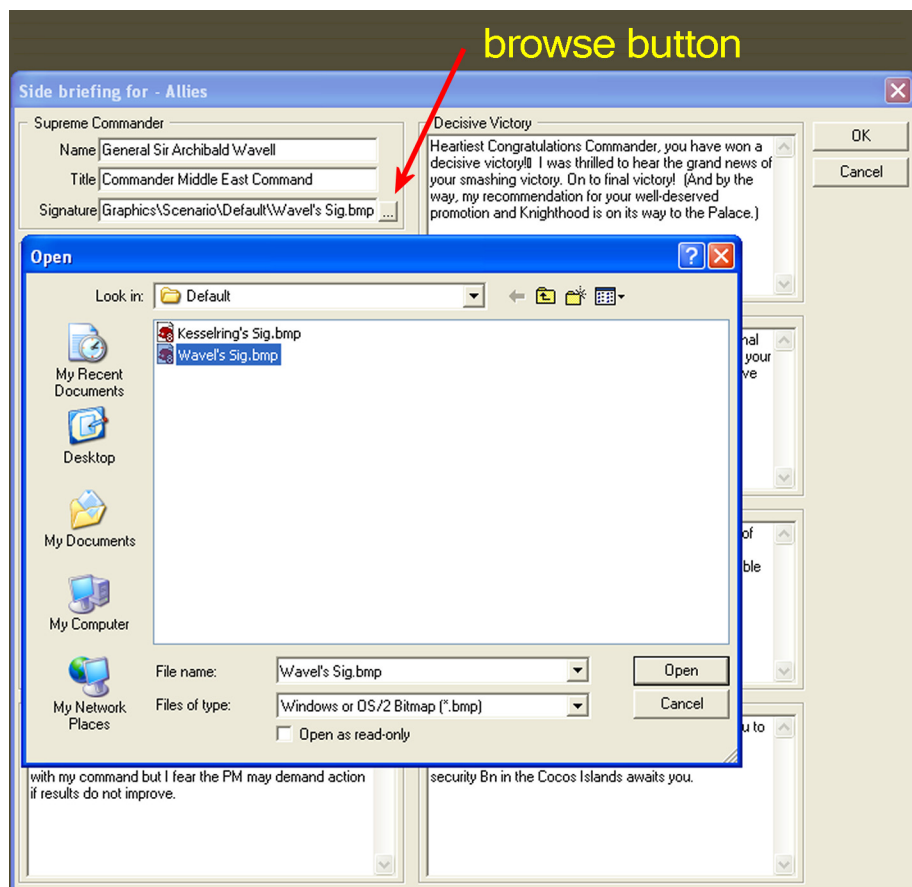
To specify the signature graphic to use:

☞ Click on the Browse button to the right of the Signature field

This will open the file selection dialog.

☞ Browse and select the desired graphic file (256 colour bmp format)

☞ Click Open



Timings

You can adjust the start, end or duration of the scenario. To do so:

- ☞ Select the desired timing field
- ☞ Edit the text
- ☞ Tab to exit the timing field and confirm

The text will highlight in red if the format is incorrect, the end time is before the start time, or the scenario duration will be too long for the game to handle. You need to enter the times exactly as they are written to start with, including punctuation. Often the timings will go red while you are typing them in, this is normal – if they are still red when you have finished, however, then you have either set an invalid duration or used the wrong format when typing them in.



If you change the timings after having created your objectives and/or reinforcement schedules, you must select the **Apply Timings** button to update objective and reinforcement timings to ensure they are within scope.

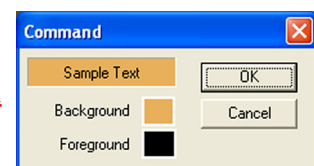
- ☞ Hit the Apply Timings button.

This will adjust the timings of reinforcements and objectives as necessary. Essentially it determines the offset between the original timings and the new ones. It then applies this offset to all the timings. Where the offset would push the time out of bounds it will be constrained to the new start or end. In some cases the resulting times may not be what you want. So it is recommended that you:

- ☞ **Always check and adjust the reinforcements and objective timings after you change the scenario start or end time**
- ⊕ Although you set reinforcements by specifying their position within the scenario (e.g. D2, 18:00), the game actually records them using the full date (e.g. 12 Apr 1941 18:00)

Command Colours

For details on how to edit the colour of each command see [Change Command Colour](#).



COMMAND OPS 2

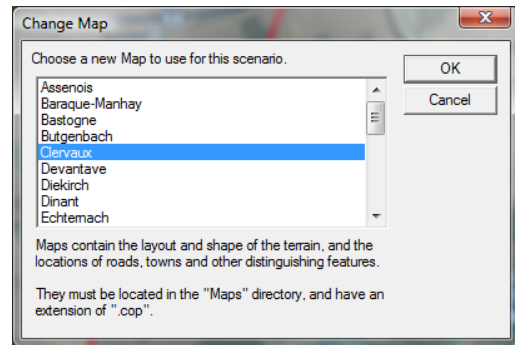
Map

To change the current map file:

- Click on the MapFile button on the Scenario tab view

This will open the Change Map window.

- From the list of maps, select the desired map
- Hit OK



It may take some time but then the Battlemat will refresh displaying the new map. Each Unit, Objective and SEP icon will be redrawn over the top. If these would now be off of the map, then they will be moved to the closest passable location.

- Make sure you check the location of all units, objectives, and reinforcements after changing the map – see [Set Forces](#), [Set Objectives](#), and [Set Reinforcements](#) for details

Situation Awareness Map (SAM)

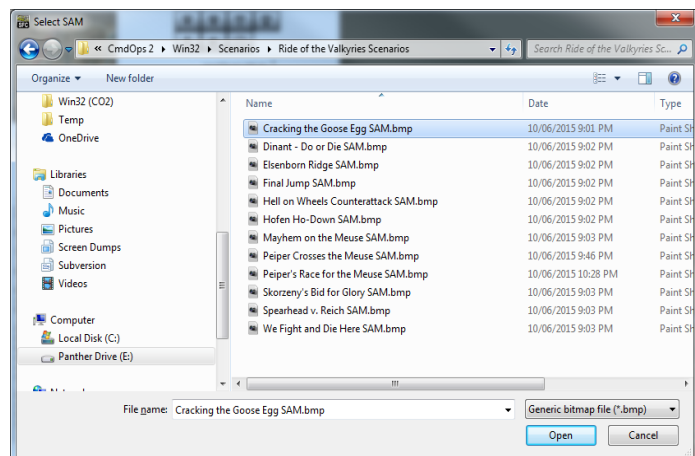
To change the current SAM file:

- Click on the SAM File button on the Scenario tab view

This will open the Select SAM window. It's a standard file selection window.

- Navigate to the desired Scenarios SubFolder
- From the list of SAMs, select the desired one
- Hit Open

The name on the button should change to reflect the new SAM name.



Set Forces

The forces of both sides make up the Force List. Each side has a Supreme Force and then one or more subordinate units. These are displayed in the Units tab view in a tree list similar to the Order of Battle display in the Game.

If you are cloning an existing scenario or template, then you will already have some forces for each side. If you are starting the scenario from scratch, then you need to create these. In which case, the first thing you need to do is to create a Supreme Force for both sides.

Create a New Supreme Force

The **Supreme Force** is the most senior unit in the force list for each side. Once created, it cannot be deleted or moved, but you can edit it, including changing the estab it uses (so if you started using a divisional HQ estab, you could later upgrade it to use a corps HQ estab and rename it).


- ⊕ The **Name** of the supreme force is shown on the **Play As** button when you are setting up a scenario in the game

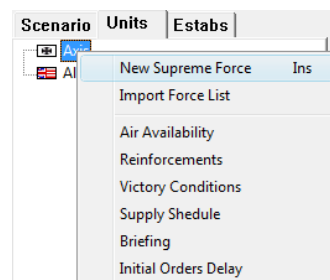
To create a new supreme force:

- ☞ Select the **Units Tab**

The only thing on the Units Tab is a big tree window called the **Force List**.

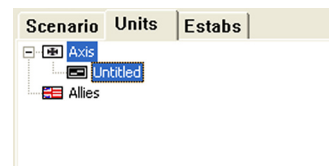
- ☞ Right-click on the Axis (or Allies) icon and select New Supreme Force from the context menu, or

- ☞ click on the icon and press the  key



Note that on some keyboards the Insert key is part of the Function or F-Keys and only works when F-Keys are toggled off.

A unit (called “**Untitled**”) will now appear in the force list, directly under the Axis icon. Now you need to edit the details of that unit to something meaningful.



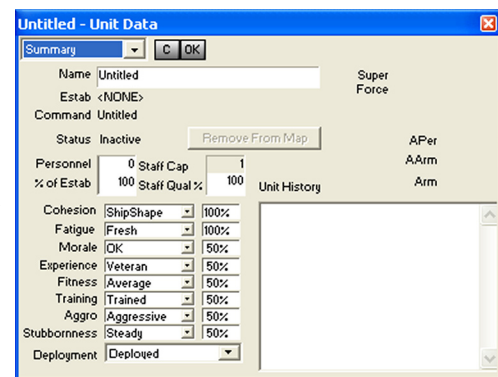
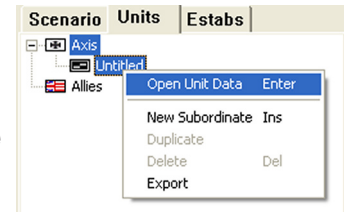
COMMAND OPS 2

Edit Unit Data

The first thing to do is to assign an estab. As explained in [What's an Estab?](#), estabs determine the personnel, equipment, size, and capabilities of the unit. These steps are the same for every unit, not just the supreme forces.

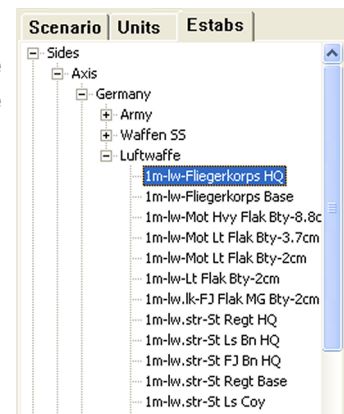
First, we need to open the **Unit Data** window:

- ☞ Right-click the unit icon in the force list and select **Open Force Data**, or
- ☞ Double-click the unit icon in the force list, or
- ☞ If the unit appears on the Battlemat, double-click the unit icon on the Battlemat



As you can see, there is room for all sorts of data to flesh out the identities of your units. For now, we need to set the type of unit by assigning an estab to it. Let's take a look at the selection to choose from:

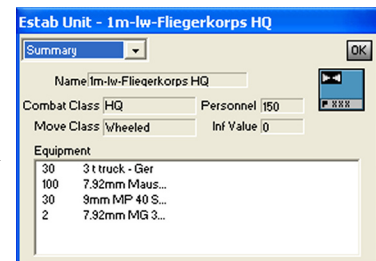
- ☞ Select the **Estabs Tab** in the Sidebar
- ☞ Expand the list by clicking on the + box next to Sides, then the one next to Axis, followed by the one next to Germany and finally the one next to Luftwaffe
- ☞ Select the desired Estab - eg the 1m-lw-Fliegerkorps HQ



To view the details about the different estabs:

- ☞ Double-click on them

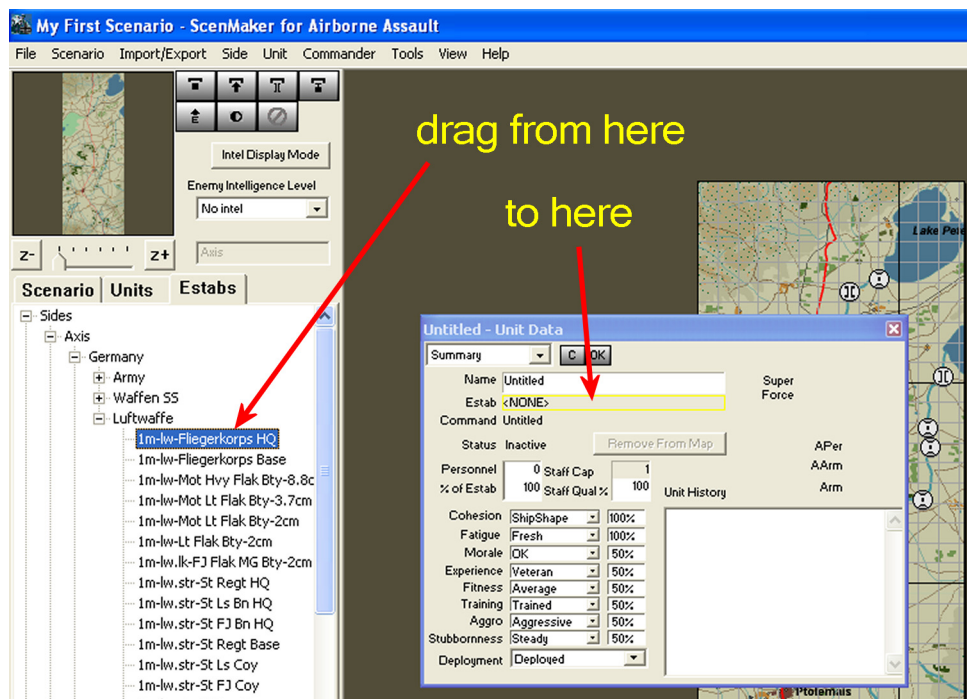
This opens an Estab Unit window containing various pages of information about the estab. See [Estabs Tab](#) to learn how to read this stuff.



SCENMAKER MANUAL

Once you've decided what estab to use:

☞ Drag an estab and drop it on the **Estab** field of the **Unit Data** window.



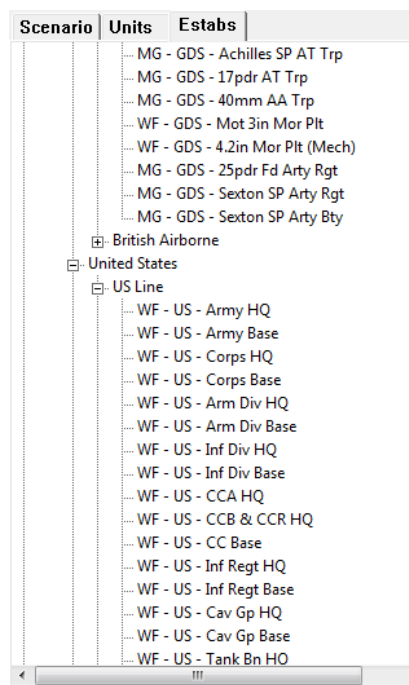
Estab Names

The standard estabs all follow a consistent naming convention that helps you to identify them without having to open them up. Here's an example:

WF - GDS - 17pdr AT Tp

The first part (WF) indicates the theatre of war or set of estabs. In this case WF stands for West Front. The second part (GDS) indicates the side/service. In this case GDS stands for British Guards. The third part (17pdr AT Tp) is the description, which is usually in the form of unit type plus size. In this case 17pdr AT Tp means a 17 pounder anti-tank troop. If it's a HQ then this is appended at the end. Eg WF - US - Army HQ.

You can learn those conventions by referring to [Annex A - Estab Naming Conventions](#) and by reading the [Unit Names](#) section in the [Game Manual](#); abbreviations are explained in the [Glossary](#) of the same manual.

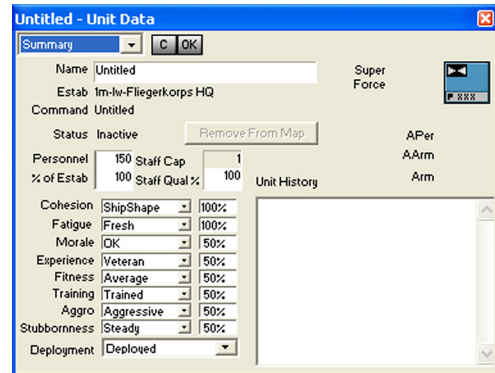


COMMAND OPS 2

Unit Name and Designation

Now you've assigned an estab, you should set the unit name (which will be displayed when the unit is selected in the game) to something that reflects the unit type. For example, if you picked the **1m-lr-Korps HQ** estab, you could call the unit something like "XXXX Armeekorps HQ" or "XXX Inf Korps HQ". To set the unit name:

- Click in the **Name** field on the **Unit Data** window and type the name (keep it short enough that it will fit in the Sidebar when loaded in the game)



The Designation is the text that will appear on the unit icon. To set this:

- Double-click the right-hand unit icon in the **Unit Data** window
- Enter the desired designation and select **OK**.

If you were calling the unit "XXXX Armeekorps HQ" you could use a designation like "XXXX". You can enter a maximum of 5 characters or digits. You can use the following punctuation:

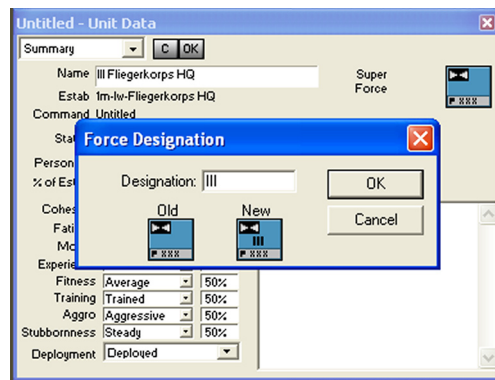


Table 1 – Allowable Designation Symbols

Symbol	Name	Usual Use
-	Dash	not usually used
,	Comma	not usually used
/	Forward slash	usually used between battalion and regiment
.	Period	usually used between company and battalion or company and regiment

Unit Strength, Status and Quality

The next step is to set up the current strength, status and quality of the unit and its commander.

- Enter a percentage **from 1 to 200** in the **% of Estab** field (**recommended**), or a number of personnel in the **Personnel** field, in the **Unit Data** window

This determines what percentage of the estab manpower, equipment, and supply levels are actually present in the unit. For example, if the estab specifies 50 men, 45 rifles and five sub-machineguns, entering 60 in the % of Estab field will give the unit 30 men, 27 rifles, and three sub-machineguns. Specifying a number of personnel does roughly the same thing, but going in the other direction; if you set the Personnel field to 40 for our hypothetical 50-man estab, then the % of Estab field would be set to 80, and you'd get 36 rifles and four sub-machineguns.

The following fields all affect unit characteristics that are described in the **Game Manual**. Check out the section on **Units** for a detailed description.

- Enter a percentage **from 1 to 100** in the **Staff Qual %** field.

This determines how effective the unit is going to be at processing orders and also helps determine its **Staff Capacity** (which is shown immediately above in a read-only field). The default value is 100, which produces a very efficient unit that suffers little orders delay and can command many other units. An average unit should have a Staff Qual % of around 50; a poor unit should have 30 or even less.

- When you change the **Personnel**, **% of Estab**, and **Staff Qual %** fields, you will not see changes in the other fields until you close and reopen the Unit Data window

We can now enter a whole heap of other information about the unit.

Don't forget to set the Deployment field as well. You can even enter a short history of the unit in the Unit History field.

III Fliegerkorps HQ - Unit Data

Summary [OK]

Name: III Fliegerkorps HQ Super Force

Estab: 1m-Iw-Fliegerkorps HQ

Command: III Fliegerkorps HQ

Status: Inactive [Remove From Map] APer: 12

Personnel: 134 Staff Cap: 13 AArm: 0

% of Estab: 89 Staff Qual %: 80 Arm: 0

Cohesion: Organised 70%

Fatigue: Fresh 100%

Morale: High 70%

Experience: Veteran 50%

Fitness: Good 70%

Training: Honed 90%

Aggro: GungHo 70%

Stubbornness: Tenacious 70%

Deployment: Duq In

Unit History: Diverted from the Eastern Front the third FlgrKorps was committed to the Mediterranean for the invasion of Malta.

COMMAND OPS 2

Commander Quality

You can set the details for your unit commander on another page of the Unit Data window:

- ☞ Select Commander from the pull-down menu at the top left of the Unit Data window
- ☞ Enter the unit commander's name, rank, and effectiveness values, and
- ☞ Write a short biography of the commander if you desire.

Now you've finished setting up the unit!


- ☞ Click **OK** to close the Unit Data window and save your changes
- ☞ If you are working on a scenario right now, this is a good time to save it again

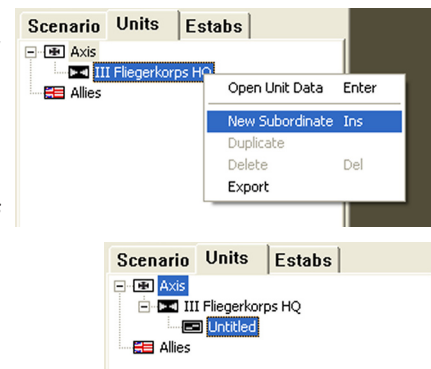
Create New Subordinate Units

Now that you have your supreme force sorted out, you need to start creating the rest of the order of battle. The units that you create now will be a bit more flexible than the supreme force; you can edit, delete, and duplicate these units and you can drag them around to put them under new commanders.

Create from Scratch

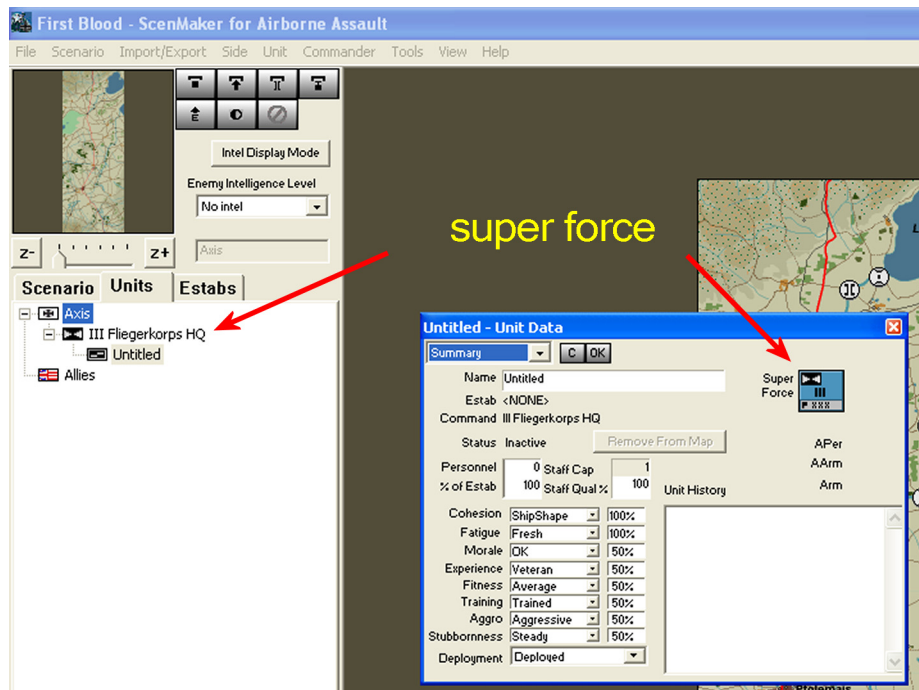
To create a new unit from scratch:

- ☞ Identify an existing unit in the **Force List** to be the superior for your new unit
- ☞ Right-click on that unit in the Force List and select **New Subordinate** from the popup menu, or select the unit in the Force List and press the Insert  key
- ☞ Note that on some keyboards the Insert key will only work if the F-Keys are turned off.



A new **Untitled** unit will appear selected in the list.

Double-click on the new **Untitled** unit to open the **Unit Data** dialog.

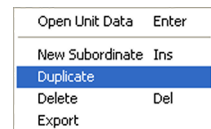


Now you can edit the details of your new unit, including assigning an Etab, just like you did for the supreme force in **Edit Unit Data**.

Duplicate Existing Units

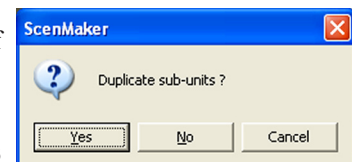
You can speed up the process of creating forces by duplicating units you have already created. To duplicate an existing unit:

Right-click on a unit in the **Force List** and select **Duplicate** from the popup menu



If the unit being duplicated has subordinates, a dialog will open asking if you want to duplicate the sub-units as well.

Select **Yes** or **No** to select whether or not to duplicate subordinates or select **Cancel** to abort without duplicating any units



The new unit or force will be subordinated to the original unit's superior. It will be selected and appear at the bottom of the superior's list of subordinates.

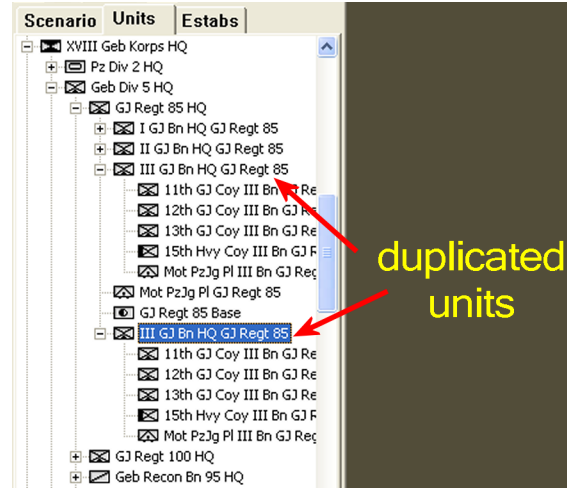
You can then edit the data of the new unit(s) - see **Edit Unit Data**.

When you duplicate a unit, the new unit will have exactly the same name, designation, etab, and values as the original unit, with three exceptions:

COMMAND OPS 2

- ⊕ The Unit History of the new unit will be blank
- ⊕ The Commander Name of the new unit will be blank
- ⊕ The Commander Biography of the new unit will be blank

If you want to copy these details as well, you will need to open the Unit Data window of the original unit(s) and use the standard Windows **Copy** and **Paste** functions to transfer the information.



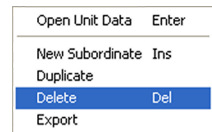
Delete Units

There are two restrictions on deleting units:

- ⊕ You cannot delete the supreme force of either side
- ⊕ You cannot delete a unit that has subordinates without also deleting all the subordinates

To delete a unit from the scenario:

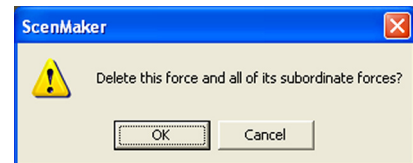
- ☞ Right-click on the unit in the Force List and select **Delete** from the popup menu, or



- ☞ Select the unit in the Force List and press the Delete  key

If the unit has no subordinates it will be removed from the list and destroyed. If the unit has subordinates you will be asked to confirm to delete the selected unit and all its subordinates.

- ☞ Click OK to delete them all or
- ☞ Click Cancel to abort



- ⊕ **WARNING** – deleting units is permanent – **THERE IS NO UNDO**

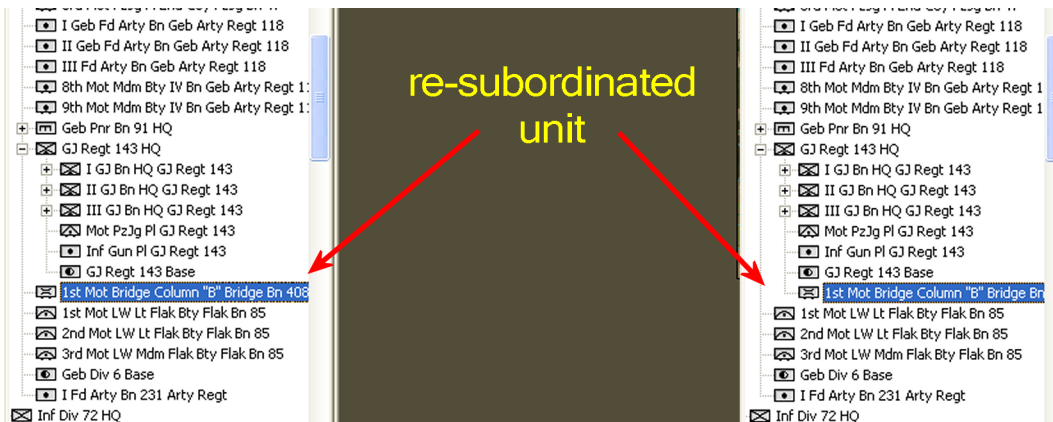
Always save your scenario before deleting units, so you can restore the earlier version if you delete a unit that you still need.

Re-subordinate Units

To assign a unit to a new superior:



Drag the unit in the **Force List** onto its new superior in the **Force List**



Any existing subordinates of the dragged unit will remain with it after subordination. Essentially, you move everything under the unit – so if you place a battalion under a different brigade HQ, all that battalion's companies and platoons will move with it.

If the new HQ you want to use is out of sight off the top or bottom of the force list:



Drag the subordinate unit near the top or bottom of the **Force List**, which will then slowly scroll up or down; or



Drag the subordinate unit a short distance up or down then move the **mouse wheel** up or down to bring the desired new HQ unit into view

Restrictions on the Command Structure

There are some restrictions that you should observe when creating your command structure.



Do not subordinate a unit with a larger force size to a unit with a smaller force size

Eg, do not place a brigade HQ under a battalion HQ. If you do this, you will receive an error message when you start the scenario in the game. The error message will specify the units you need to change.



It is recommended (for the AI's sake) that you do not structure your forces such that a HQ has just one subordinate HQ

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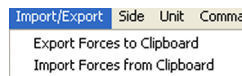
For example, in this screenshot, Flieger Div 7 HQ has only the FJ Regt 3 HQ under direct command. This is not good for the AI. In this case, it would be better not to have the Flieger Div 7 HQ at all – just the FJ Regt 3 HQ, with the arty and flak units subordinated to the FJ Regt 3 HQ.



Export / Import Force Data to Clipboard

To speed up global editing of force data, you can export data on all units in the force list to the clipboard in a tab-separated values format. You can then copy this into an editing or spreadsheet program like Microsoft Excel® and edit the values. These can then be imported back into the ScenMaker.

To export:



Select **Import / Export > Export Forces To Clipboard**

To import:

Select **Import / Export > Import Forces From Clipboard**

Not all data is exported. Table 2 shows exactly what is included and left out.

The imported data will overwrite any data in the game.

You must NOT add or delete any units between exporting the data and importing it again

WARNING – When you export to a spreadsheet, designations in the format “1.10” (as in 1st Eng Coy 10th SS Pz Div) will often be treated as a number, causing the final “0” to be truncated when pasted into Excel (i.e. to “1.1”). Ensure that you set the Designation column to Text (rather than number format) and check the entries before importing back into the ScenMaker. Consult your spreadsheet program help for details on how to do this.

Table 2 – Data Included in Export / Import

Data	Included in Export / Import?
Name	Yes
Designation	Yes
Estab	No
Personnel	No
% of Estab	Yes
Staff Cap	No
Staff Qual %	Yes
Cohesion	Yes
Fatigue	Yes
Morale	Yes
Experience	Yes
Fitness	Yes
Training	Yes
Aggro	Yes
Stubbornness	Yes
Deployment Status	Yes
Unit History	No
Equipment Types and Numbers	No
Basics, Fuel, Ammo, and Bridges	No
Cmdr Name	No
Rank	No
Leadership	Yes
Aggression	Yes
Determination	Yes
Efficiency	Yes
Judgement	Yes
Biography	No

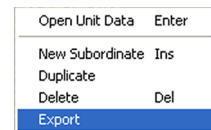
ScenMaker Excel Tools Package

A utility package containing Microsoft Excel templates and add-ins is available from the Matrix Games website – use these templates to minimise problems with designations, and to make adjusting values easier and faster. This package is not supported by Panther Games, however.

Export / Import Force Lists

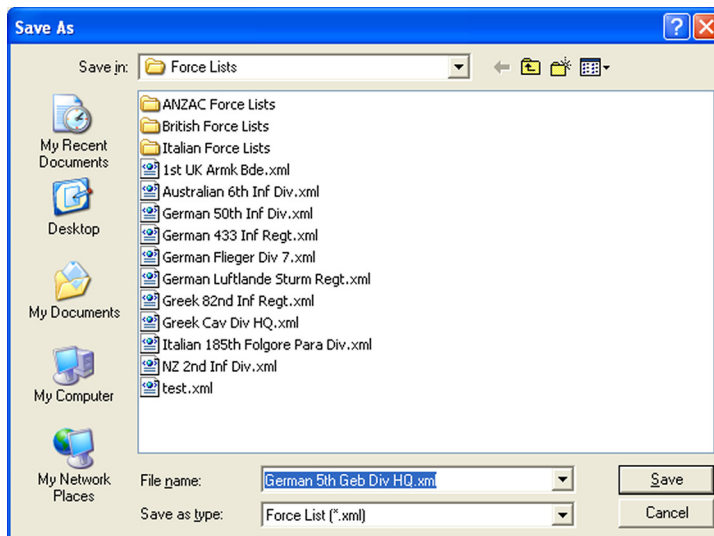
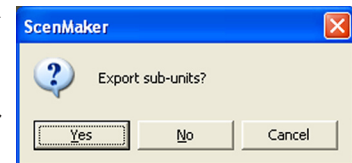
You can speed up the process of creating forces by exporting units that already exist in one scenario, and importing them to another scenario. To **export** an existing unit or force:

- Right-click on a unit in the **Force List** and select **Export** from the popup menu



If the unit being exported has subordinates, a dialog will open asking if you want to export the sub-units as well.

- Select **Yes** or **No** to select whether or not to export subordinates or select **Cancel** to abort without exporting any units

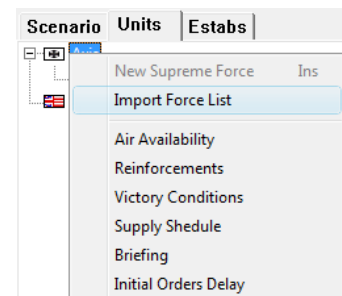


- Enter a filename in the **Save As** dialog that appears

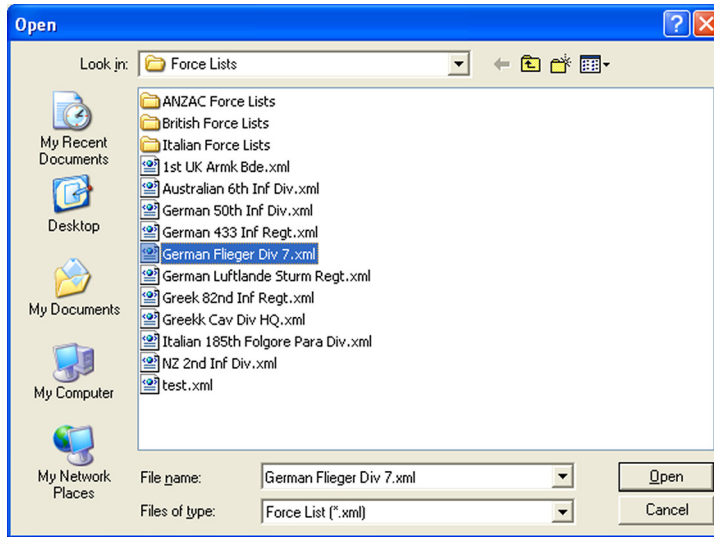
The unit and, if appropriate, any subordinates, will be exported to an Xtensible Markup Language (XML) format file using the name you enter.

To **import** a saved force list into an existing scenario:

- Right-click on the **Axis** or **Allied** side icon in the **Force List**
- Select **Import Force List** from the pop-up menu



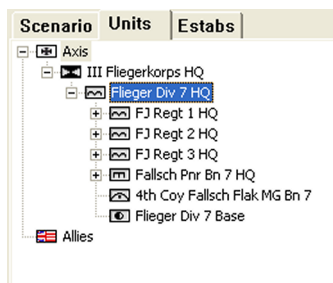
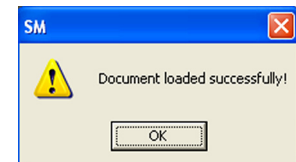
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Double-click the force list file containing the unit(s) you want to import or

Select the force list file containing the unit(s) you want to import and select Open.

A check will be made to ensure that you only import Allied forces to the Allied side, and Axis forces to the Axis side. If correct, you will be advised.



The forces contained in the selected file will be created in your scenario, in their original command structure, as direct subordinates of the supreme force of the appropriate side.

If you attempt to import units to the wrong side you will receive an error message and the import will not take place:



Hit OK and try again.

Saved Force Lists are a convenient way of creating discreet building blocks that can be used to develop scenarios quickly. Eg. if you save separate force lists for each Division you can quickly construct or modify a scenario with different orders of battle.

Bases

In order to ensure that your units receive supplies during a game, you should always create a base unit (that is, a unit which has one of the Base estab types assigned to it) as part of every force higher than battalion level.

You should only create one base at each level of your force

For example, a division should have one divisional base directly under the command of the divisional HQ, and it should have one brigade base directly under the command of each brigade HQ.

You should use bases of the same level and type as the force they are supplying.

For example, a British armoured division should include base units with these estabs:

- ⊕ One **1m-uk.ad-Arm Div Base**, under direct command of the Arm Div HQ, and
- ⊕ Two **1m-uk.ad-Arm Bde Base**, one under direct command of each of the two Arm Bde HQs

If you were to also place an infantry brigade under the divisional HQ, you would include the following additional base:

- ⊕ One **1m-uk.id-Inf Bde Base**, under direct command of the Inf Bde HQ

If a unit's superior HQ does not have a Base, it will search up the chain of command until it finds a superior that does have a Base and draw from it. This may end up overloading the Base and reducing its efficiency to resupply. If there are no bases at all for a given side, then no unit on that side will be resupplied. This may be OK for a short one day scenario but for anything longer it is strongly recommended that you provide suitable Bases.

Set Reinforcements

A scenario does not necessarily have to have reinforcement schedules – all forces could start on-map. However, for most scenarios one or both sides will require at least one reinforcement schedule.

These come in three different types – Standard, Favour Us, and Favour Them. These correspond to the reinforcement schedule settings selected by the user in the **New Scenario Options** window of the game. For example, a Favour Us schedule for the Axis side is used when the Favour Axis type is specified for the Axis reinforcements.

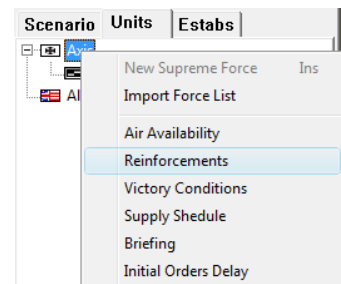
For each type there can be many schedules, one of which will be randomly selected at start-up of the game. In this way it is possible to specify multiple arrival locations and/or times for the same force, so that playing the scenario will be different from one game to the next.

Essentially a schedule is a container for reinforcement units and forces; each schedule holds a set of units or forces and their arrival times, types, and locations. When the scenario starts and a schedule is selected, the entries it contains are shown on the Reinf Tab on the Sidebar.

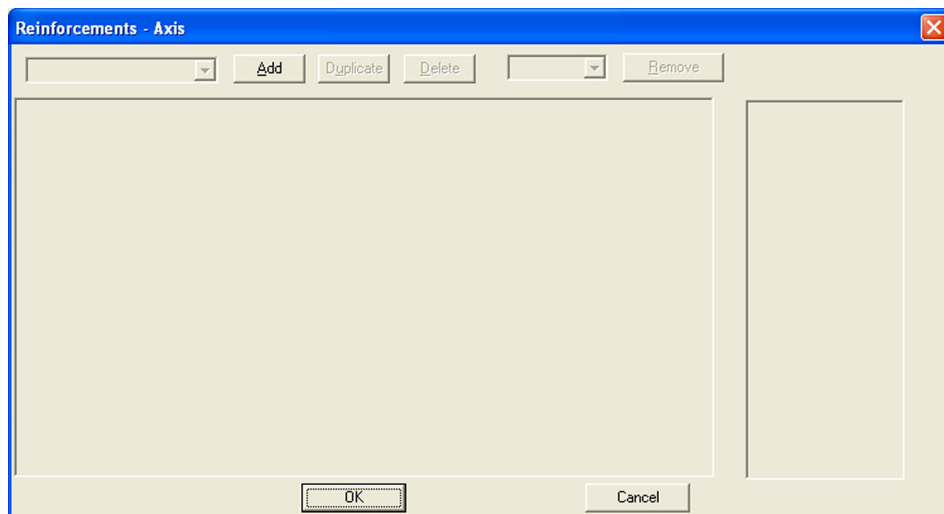
Display the Reinforcements Window

To start setting reinforcements for a side:

- ➡ Right-click the desired **Side Icon** in the **Force List** and select **Reinforcements** from the pop-up menu, or
- ➡ Select the side in the **Force List** and select **Reinforcements** from the **Side** menu



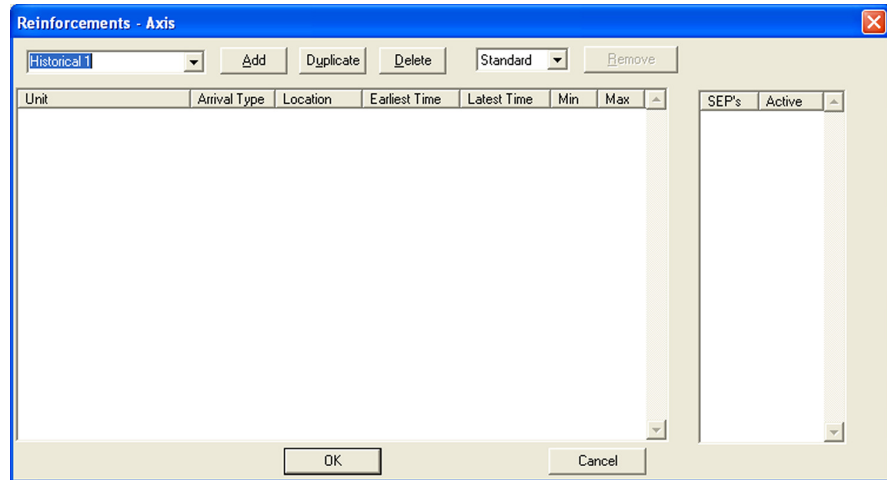
This opens the Reinforcements window for the selected side. If you are creating a new scenario from scratch or cloning a template then this will be blank.



Create a New Schedule

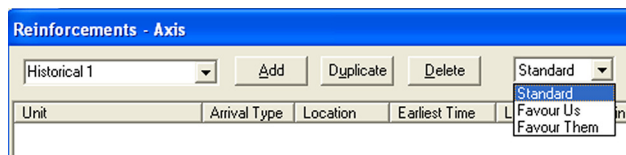
To create a schedule:

- ☞ Click the **Add** button
- ☞ Replace the text in the combo box at the top left with the desired name



You can also specify the schedule type: Favour Us, Standard (the default), or Favour Them.

- ☞ Set the **Type** in the pull-down menu at the top right



If you create a Favour Us or Favour Them schedule, but no Standard schedule, then the New Scenario Options window in the game will default to whichever schedule does exist. This may be undesirable; if so, create a Standard schedule and simply don't add any units to it. This way the New Scenario Options window will default to Standard when the scenario is selected in the game.

Add Units to Schedule

Set Unit

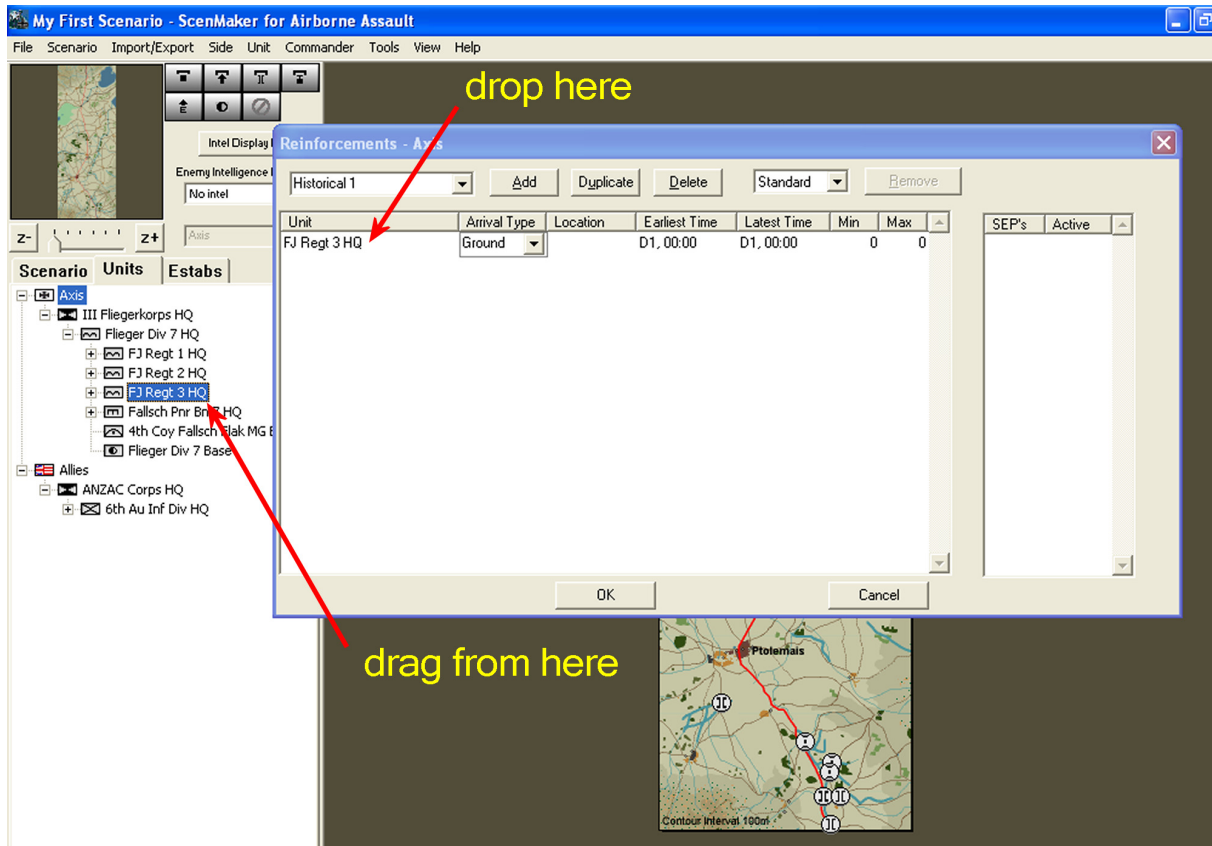
To make a unit into a reinforcement:

- ☞ Drag the unit from the **Force List** onto the main area of the **Reinforcement** window

The unit will appear as a new line in the window. If the unit has subordinates, they will arrive in the same place and at the same time as the unit in the window, unless:

- ⊕ They are already on the map or
- ⊕ They are placed in the same reinforcement schedule as a separate entry

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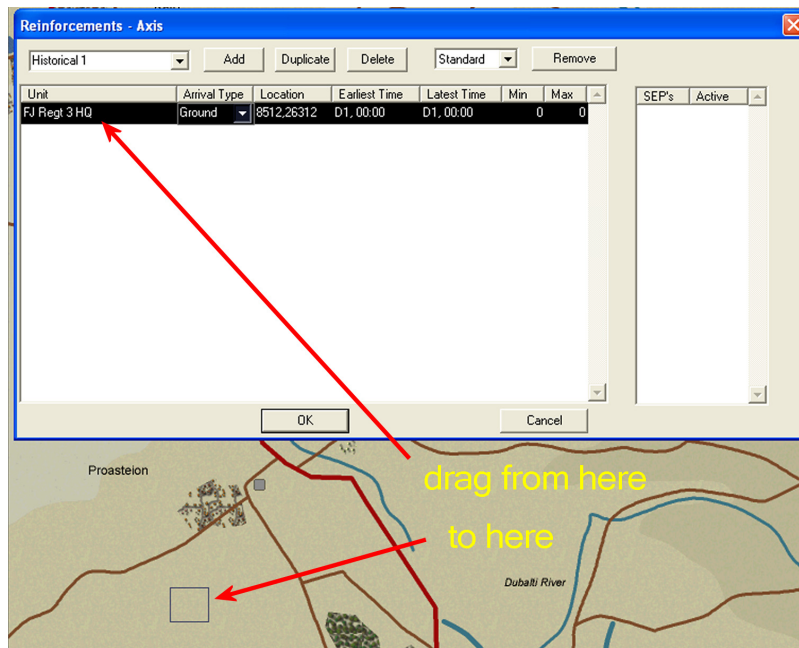
Set Arrival Location

To set the arrival location of the unit:



Drag the unit from the **Reinforcement** window onto the **Battlemap** and drop it at the desired arrival location

In the Reinforcement window, the Location field for that unit will be filled in with a set of coordinates (measured in metres from the top left corner of the map).



Set Arrival Type

☞ Set the **Arrival Type** using the pull-down menu in that field

The available arrival types are:

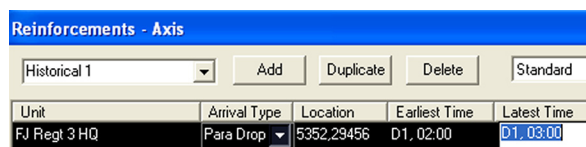


Table 3 – Reinforcement Arrival Types

Arrival Type	Meaning and Effect
Ground	Units arriving by road or already in place: No effect on cohesion Minimal dispersion No casualties
Para Drop	Units arriving by parachute: Cohesion greatly reduced Great dispersion Casualties if not arriving on smooth terrain
Bad Para Drop	Units arriving by parachute using the German technique: Cohesion very greatly reduced with reduced recovery rate Reduced initial firepower (first hour) Great dispersion Heavy casualties if not arriving on smooth terrain
Glider Drop	Units arriving in crash-landed gliders: Cohesion greatly reduced Great dispersion Heavy casualties if not arriving on smooth terrain
Aircraft	Units landing in aircraft: Cohesion reduced Minimal dispersion No casualties
No Show	See No Shows

Set Arrival Times

☞ Set the Earliest Time and Latest Time



The unit will arrive at a random time between the earliest and latest times set (inclusive). The values in these fields need to be entered in the exact format shown in the screenshot:

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Set Arrival Strength

You can also modify the strength of units arriving as reinforcements. To do so:

Reinforcements - Axis						
Historical 1	Add	Duplicate	Delete	Standard	Remove	
Unit	Arrival Type	Location	Earliest Time	Latest Time	Min	Max
FJ Regt 3 HQ	Para Drop	5352.29456	D1, 02:00	D1, 03:00	70	80

Enter a value greater than zero in the **Min** and **Max** fields.

The Min and Max fields each contain a percentage value; when this value is greater than zero, the strength of all units in the reinforcement will be modified by a random percentage between the two values. For example, if a unit's **% of Estab** (set in the **Unit Data** window) is 50%, and it is placed on a reinforcement schedule with a **Min** of 10% and a **Max** of 50%, when it arrives, it will have a strength of between 5% and 25% of its estab.

If you leave these fields at zero, or enter 100 in both, then the unit(s) in that reinforcement entry will all arrive at the **% of Estab** strength set in their **Unit Data** windows.

No Shows


As noted above, when a unit appears on the reinforcement list, all its subordinates will arrive on the map with it, unless they are already on the map or have their own, individual entry on the same reinforcement schedule. If you don't want the subordinates to arrive at all:

- Add them to the reinforcement schedule
- Set their **Arrival Type** to **No Show**.

The screenshot shows the 'My First Scenario - ScenMaker for Airborne Assault' interface. On the left, the 'Units' list is expanded for the 'Axis' side, showing a hierarchy of units. The '13th Coy FJ Regt 3' unit is highlighted. On the right, the 'Reinforcements - Axis' window is open, showing a table with reinforcement entries. A red arrow points from the '13th Coy FJ Regt 3' unit in the 'Units' list to the 'No Show' entry in the 'Reinforcements - Axis' table. The 'No Show' entry has an 'Arrival Type' of 'No Show' and 'Min' and 'Max' values of 70 and 80 respectively. The 'Units' list also shows other units under 'Axis', including 'III Fliegerkorps HQ', 'Flieger Div 7 HQ', 'FJ Regt 1 HQ', 'FJ Regt 2 HQ', 'FJ Regt 3 HQ', 'I Bn HQ FJ Regt 3', 'II Bn HQ FJ Regt 3', 'III Bn HQ FJ Regt 3', '3rd Coy Fallsch MG Bn 7', '3rd Coy Fallsch Flak MG Bn 7', '2nd Bty Fallsch Arty Bn 7', '2nd Coy Fallsch PzJg Bn 7', 'FJ Regt 3 Base', 'Fallsch Pnr Bn 7 HQ', '4th Coy Fallsch Flak MG Bn 7', and 'Flieger Div 7 Base'. The '13th Coy FJ Regt 3' unit is highlighted in the 'Units' list.

Remove Units from a Schedule

To remove a unit from a reinforcement schedule:

- ☞ Select the unit on the reinforcement window and click the **Remove** button, or
- ☞ Select the unit on the reinforcement window and press the Delete  key

Warning!

- ⊕ **Do not delete units from the Force List while the Reinforcement window is open** – this can cause the ScenMaker to crash, causing you to lose your work.

Delete a Schedule

To delete the current schedule:

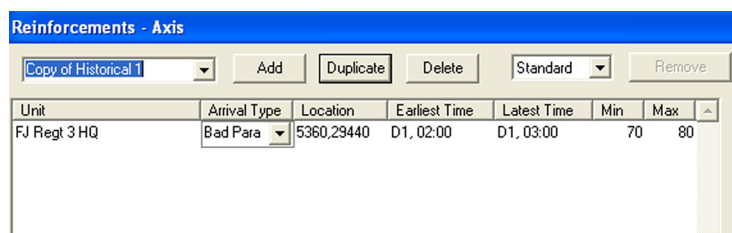
- ☞ Click the Delete button on the Reinforcement window

This will destroy the current schedule and select the next available one.

Duplicate a Schedule

To duplicate the current schedule:

- ☞ Click the Duplicate button on the Reinforcement window



This will copy the current schedule, including its type and all its entries, renaming it with the prefix “Copy of”.

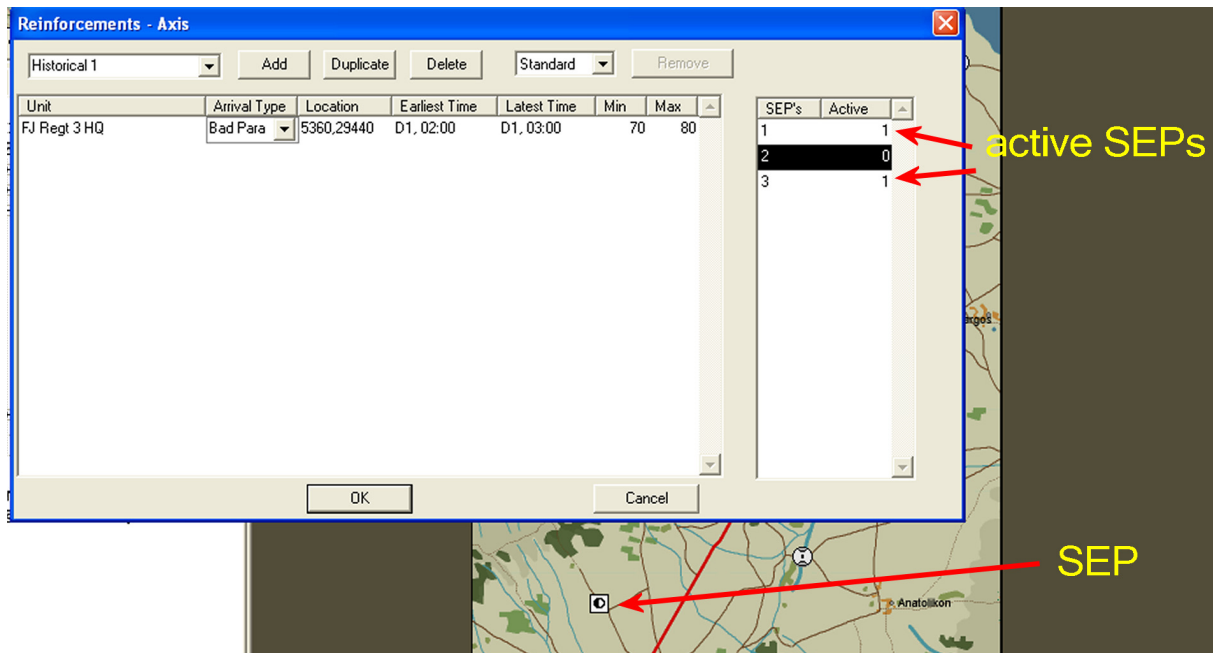
Activate/Deactivate SEPs

For each reinforcement schedule you can specify which of the Supply Entry Points (SEPs) will be active for that schedule. In this way you can synchronize the SEPs with the arrival locations. By default all SEPs will be activated when you create a schedule. This is indicated by the numeral “1” in the Active column.

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To deactivate an SEP:

☞ Enter the numeral “0” in the active column next to its SEP #.



To activate an SEP:

☞ Enter the numeral “1” in the active column next to its SEP #.

Special Tricks Using Reinforcements

Reinforcements are useful in creating certain special effects in your scenarios. For example, to change the positioning of units that will start the scenario already on the map, create a Standard reinforcement schedule for each different start location. Add the units as reinforcements with **Earliest Time** and **Latest Time** both set to the scenario start and set their **Location** so they are placed differently in each scenario. The units will always appear on the map at scenario start and in different places depending on which randomly-selected schedule is active for that game.

⊕ If all units for a given side arrive as reinforcements, then at least one unit must arrive at scenario start (ie. its start and end time must be set to scenario start).

You can also use the **Min** and **Max** fields to set different strengths for the same unit in **Favour Us** and **Favour Them** reinforcement schedules. If you want the schedule to favour that side, increase the **Min** and **Max** values; to favour the other side, reduce them.

Set Objectives

Objectives or Side Tasks drive the AI's planning. The type location and other properties of objectives will determine how, when and where the AI controlled side conducts its operations. They also serve as the goals for the human player.

A scenario can have as few as one per side or you can assign quite a number to be active simultaneously or in sequence. The more concurrent objectives the greater challenge for the human player as he will have to balance priorities and allocate forces. On the other hand, avoid having too many. As a general rule, have no more than a dozen active objectives at any one time per side.

- ⊕ Each side must have at least one objective active throughout the scenario

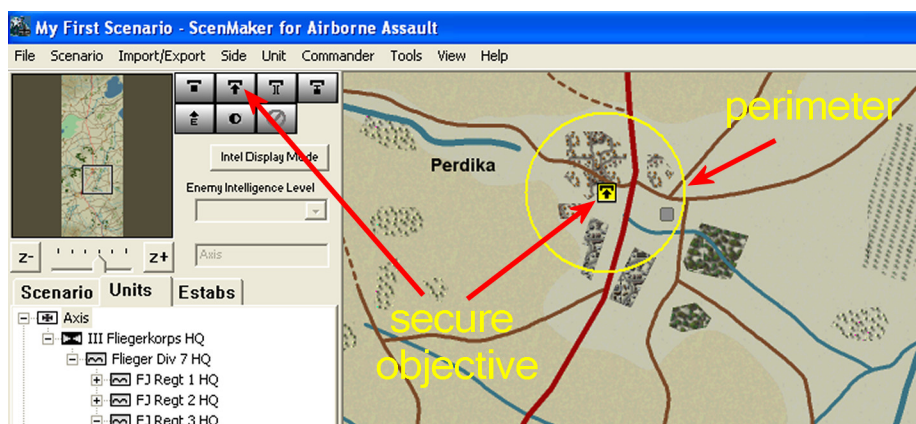
Objectives will be either victory objectives or AI objectives. A victory objective has VPs assigned via the Victory Conditions window – see [Set Victory Conditions](#). Only victory objectives appear in the Objectives list in the Game. An AI objective has no VPs assigned and only affects the AI controlled side. Use these to help the AI controlled side develop a good strategy.

Place Objectives

To place an objective on the Battlemap for the currently selected side:

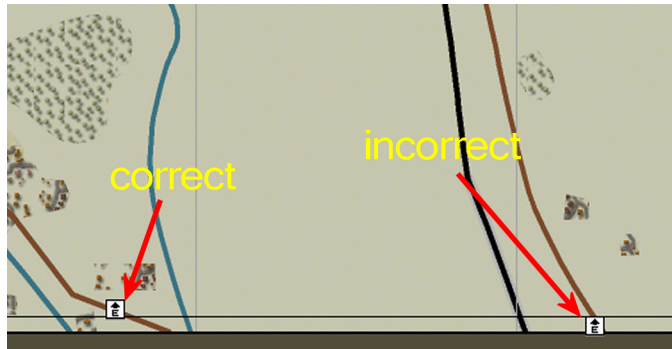
- ☞ Click one of the **Objective Buttons** on the Sidebar or press it's keyboard shortcut
- ☞ Click on the map where you want to place the objective.

This will place an objective of the selected type in the selected location, referred to as the objective location or ObjLoc. If you click on an impassable area of the map, the objective will snap to the nearest passable location.



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Avoid placing Exit objectives on the map edge where the grid is within 200m of the map edge. In such cases, shift the location 300m in from the edge into the next grid.



Edit Objectives

You can edit a number of the properties of each objective. To edit an objective's properties:

☞ Double-click the **Objective Icon** on the Battlemap

You can edit the following properties:

Table 4 – Objective Properties

Property	Meaning
Title	Short description
Type	Sets the achievement conditions for the objective
Start	AI will start allocating forces to the objective at this time
End	Objective becomes inactive at this time Completion points are awarded at this time
HHour	Objective becomes active at this time Available occupation points start to decrease from this time AI may use Fastest Speed between Start time and HHour time
Priority	See AI Objectives
Radius	Sets radius of objective perimeter
AI Should Rebuild Bridge	For Secure Crossing objectives only: Means the objective can still be achieved if the bridge is blown and rebuilt AI will only build bridges where this box is checked

Objective Type

The types of objectives are limited to Defend, Secure, Secure Crossing, Deny Crossing and Exit. When in doubt use a **Secure** type. This will require the side to ensure that it maintains enough force within the objective perimeter to achieve a 10 to 1 force ratio with any enemy units within the perimeter. In other words it is “pro-active”.

Secure Crossing is similar but also requires that the side maintains the level of the nearest crossing (within 500m) – eg. If it is a medium road bridge at scenario start then the side must ensure it is at least a medium road bridge throughout the occupation time and at the completion time. If the bridge is demolished it will need to rebuild it before it can gain victory points.

Deny Crossing requires that the side prevents the enemy from securing the nearest crossing. It will see the crossing primed and demolition attempted if the enemy comes too close.

Exit requires the side to exit units equal to the specified anti-personnel and bombardment firepower and the specified armour values by the completion time.

Defend is best reserved for AI objectives. This requires the side to maintain a unit within the perimeter for the duration. Use this to assist the AI to hold vital ground to delay the enemy or help protect a victory objective.

Timings

The Start time must be before or equal to the End time and the End time must be equal to or later than the Start time. HHour must be somewhere between the Start and End. The default is equal to the Start. It is recommended that HHour remains the same as Start time unless you have a very good reason.

Priority

This only applies to AI objectives and is used to allocate forces. In most cases it is best left at Minimum. Avoid setting it too high as a disproportionate amount of forces will be allocated to it rather than to victory objectives.

Radius

The default is 500m. Avoid overlapping perimeters. Do not reduce below 500m for Exit objectives.

Set Victory Conditions

Objectives and victory conditions are at the heart of scenario design. An objective becomes a victory condition when you assign certain victory related data to it. This is done in the Victory Conditions window, which will list all objectives for the current side.

To display the Victory Conditions dialog for the current side:

- ☞ Right-click the **Side Icon** in the **Force List** and select **Victory Conditions** from the pop-up menu, or
- ☞ Select the side in the **Force List** and select **Side > Victory Conditions**

Title	Type	Start	HHour	End	Radius	CompAP	OcupAP	APer	Arm	Bomb	Auto End	Link
Platamon Railway Tunnel	Secure Crossing	D1, 15:00	D1, 15:00	D4, 12:00	300	10000	10000				false	0
Pantelemon	Secure	D1, 15:00	D1, 15:00	D4, 12:00	1000	5000	5000				false	0
Castle Hill Road	Secure Crossing	D1, 15:00	D1, 15:00	D4, 12:00	300	5000	5000				false	0
Al-Poroi	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	0	0				false	0
Platamon Village	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	5000	5000				false	0
Aigane	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	5000	5000				false	0
Exit 1 to Tempe	Exit	D2, 12:00	D2, 12:00	D4, 12:00	500	60000	0	450	260	30	true	1
Exit 2 to Tempe	Exit	D2, 12:00	D2, 12:00	D4, 12:00	500	0	0	450	260	30	true	1
Derbina	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	5000	5000				false	0

Summary fields on the right:

- % of enemy to kill: 100
- Total Kill Points: 20000
- Total Objective Points: 130000
- Grand Total: 150000
- Points for 100% Victory: 90000

The main area of the dialog contains a list of every objective for that side. Selecting an entry in the list, also selects the objective icon on the Battlemat. On the left hand side are columns depicting the title, type, timings and perimeter radius. These are read only fields. To edit the data in these you need to open the respective objective data window. To do so:

- ☞ Double-click the desired objective entry in the list.

Note you may need to reposition the window if it obscures the Objective Data window.

On the right hand side of the list are editable columns for setting the Achievement Points, Exit Requirements, Auto End and Links. To the right of the list are the total fields and those for specifying the APs assigned for killing enemy units.

Achievement Points

Achievement Points (APs) determine the amount of victory points gained for completion (CompAP) and occupation (OcupAP). Completion APs are awarded when the objective is completed, either by some condition (eg bridge demolition) or at the End time of the objective. Occupation APs are awarded every minute that the objective is “achieved”. The amount awarded each minute is determined

by dividing the amount of OcupAps by the total active duration of the objective – ie from HHour to End. Eg. If OcupAps equals 12,000 and the objective runs from 0800 to 1000hrs (ie 120 minutes) then the value awarded each minute would be 100.

Given that objectives will often run over many days and thus their active duration will be measured in thousands of minutes, it is recommended you set OcupAps in thousands.

To set CompAPs and OcupAPs:



Click in the desired field



Enter the desired numeric value

CompAP	OcupAP
10000	10000
5000	5000
5000	5000
0	0
5000	5000

You can enter any numeric value you like in these fields.

The total achievement points are calculated and displayed in the **Total Kill Points**, **Total Objective Points** and **Grand Total** fields to the right of the list. In the Game these will normalised by the value set in the **Points for 100% Victory** field at the right of the list. Eg. if the Points for 100% Victory is set to 100,000 and you have assigned 20,000 points to a particular objective, then it will be worth 20 victory points (VPs).

Typically you will set the Points for 100% Victory at a fraction of the Grand Total. That way you will provide scope for the player to determine which objectives to go for. Also remember that rarely will a side be able to achieve all the occupation points available. You won't go too far wrong if you set the Points for 100% Victory at around two thirds of the Grand Total.



You cannot set OcupAps for Exit objectives

Killing Enemy

All scenarios have an extant victory condition for killing enemy. To specify how many APs this is worth:



Enter the desired value into the Total Kill Points field

The amount entered is divided by the side's total active personnel quantity. This is determined at game start and includes all those on map plus all scheduled reinforcements. Eg if Total Kill Points equals 20,000 and the total persQty equals 10,000 then 2 points will be awarded for each personnel killed.

A cap can be placed on the Total Kill Points by specifying a value in the **% of enemy to kill** field. Eg. if set at 20% then no points will be awarded after the enemy side has lost 20% of its total active persQty. So in a scenario where you want the player to focus on territorial objectives set this field to a low value – eg 20%.



Setting the Total Kill Points value to zero will effectively remove this victory condition.

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- It is not recommended that a side get all its points from killing the enemy. So have at least one other victory objective.

Exit Requirements

Exits are handled differently to other victory conditions. Firstly, they can only have completion points assigned. Their OcupAps field is read only. Secondly, they have three additional “requirements” fields that specify the amount of anti-personnel firepower (APer), armour value (Arm) and Bombard firepower (Bomb) that must be exited.

To set the requirements:

- Enter the desired values in the APer, Arm and Bomb fields

CompAP	OcupAP	APer	Arm	Bomb
10000	10000			
5000	5000			
5000	5000			
0	0			
5000	5000			
5000	5000			
60000	0	450	260	30
0	0	450	260	30
5000	5000			

The amount of points awarded each time a unit is exited is determined by totalling its APer, Arm and Bomb values and then dividing this by the total requirement values set in the list and then multiplying that by the completion points. Eg. a tank company with 20 APer, 80 Arm and 0 Bomb is exited. The requirements for the objective are 500 APer, 400 Arm and 100 Bomb. The CompAPs are 5000. The points awarded equals $(20 + 80) / (500 + 400 + 100) = 10\% * 5000 = 500$.

Points will continue to be awarded in the game while any of the requirements remain unfulfilled.

Auto End

The default for this field is “false”. If this field is set to true then the game will automatically end when the victory condition is completed. To set it:

- Select the desired state (true or false) from the drop down list.

450	260	30	true	1
450	260	30	false	1
			true	0
			false	0

This places a lot of pressure on the opposing player to prevent this condition from being completed. Use this cautiously. While it can be applied to any objective type, it is not recommended for Defend objectives as this will fire the first time a friendly unit enters the perimeter. It is probably best to restrict this to Exits.

Link

The default for this field is “0”, which means “no link”. If a number other than zero is entered then the field is linked, provided there is at least one other objective with the same link number. To link two or more objectives:

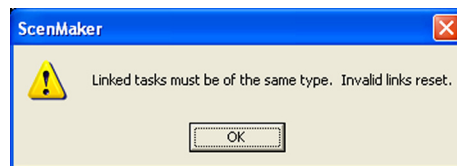
- Set the value of their link fields to the same non-zero number (Eg “1”)

CompAP	OcupAP	APer	Arm	Bomb	Auto End	Link
10000	10000				false	0
5000	5000				false	0
5000	5000				false	0
0	0				false	0
5000	5000				false	0
5000	5000				false	0
60000	0	450	260	30	true	1
0	0	450	260	30	true	1
5000	5000				false	0

Note that once linked the achievement points are consolidated such that the maximum values assigned to any of the linked objectives is used and displayed only in the first linked entry.

⊕ Only objectives of the same type can be linked

If you try to link objectives of different type, you will receive a warning.



☞ Click OK and ensure you link objectives of the same type

Where two or more objectives are linked the player can choose which one to go for in the game. Eg if two exit objectives are linked then exiting forces at either will suffice to achieve the points on offer. If two Secure Crossing objectives are linked, then the player need only secure one of them.

Linking objectives is a good way of providing the friendly player with options while at the same time increasing the concerns of the enemy player – ie he has to prevent all linked objectives, while the friendly player only has to achieve one of them.

AI Objectives

An AI Objective is one where no achievement points are assigned. These will still appear in the Victory Conditions window with zero CompAP and OcupAP values.

Title	Type	Start	HHour	End	Radius	CompAP	OcupAP	APer	Arm	Bomb	Auto End	Link	
Platamon Railway Tunnel	Secure Crossing	D1, 15:00	D1, 15:00	D4, 12:00	300	10000	10000				false	2	
Pantelemon	Secure	D1, 15:00	D1, 15:00	D4, 12:00	1000	5000	5000				false	0	
Castle Hill Road	Secure Crossing	D1, 15:00	D1, 15:00	D4, 12:00	300	5000	5000				false	2	
AI-Poroi	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	0	0				false	0	
Platamon Village	Secure	D1, 15:00	D1, 15:00	D4, 12:00	500	5000	5000				false	0	

AI objectives are used by the AI controlled side in developing its strategic plan. In doing so it allocates forces to objectives based on a priority ranking. This is determined for victory objectives using their remaining achievement points. For AI objectives it is determined using their Priority value set in the Objective Data window.

⊕ Set AI objective Priority values to Minimum or Low.

If you set them too high then too many units will be allocated to AI objectives instead of to the victory objectives. It is recommended you initially set their priority to Minimum.

⊕ Do not use Exit type for AI objectives

⊕ Do not set Auto End to true for AI objectives

⊕ Do not link AI objectives

Set Crossings

When a map is created in the MapMaker crossings are represented by a line. In the ScenMaker these are represented by a special crossing icon – the same as used in the game. While you cannot create, move or delete them, you can change their type and prime and un-prime them in the ScenMaker.

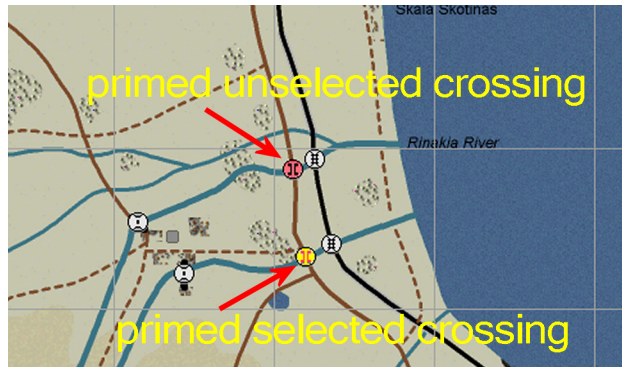
Prime/Un-prime

To prime and/or un-prime a crossing:

- ☞ Double-click on its icon

This will toggle the priming state – ie an unprimed crossing will become primed and vice versa. The background colour of a primed crossing is pink, while it is white for an unprimed crossing.

If you are designing an historical scenario and you know from sources that it was primed or unprimed, then set it accordingly. If unsure leave it unprimed. If you are developing a what if scenario and a side has a Deny Crossing objective and you want them to be in a position to blow that crossing from the start of the game, then prime the crossing in the ScenMaker. Otherwise leave it unprimed.



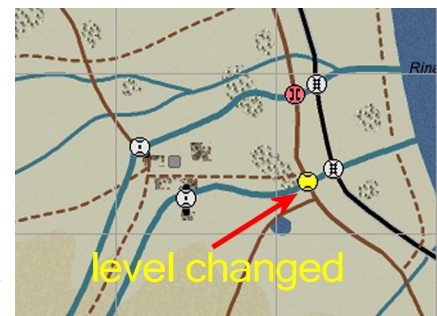
Change Level

To change the type or level of crossing:

- ☞ Hold the Shift key down and double-click the icon
- ☞ Repeat until the desired level is displayed

There are five levels, namely potential crossing, ferry or ford, minor road bridge, medium road bridge and major road bridge. You cannot change a road crossing to a rail bridge. However you can change a rail crossing to a road bridge.

- ⊕ Changing the level automatically un-primed the crossing.

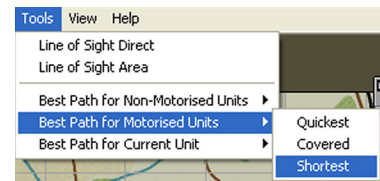


Confirm Crossing

It is very important that all intended crossings are confirmed as valid. Otherwise you will have motorised units crossing rivers where they shouldn't or not being able to cross where they should.

To do so:

- ☞ Select the Best Path for Motorised Units > Shortest from the Tools menu



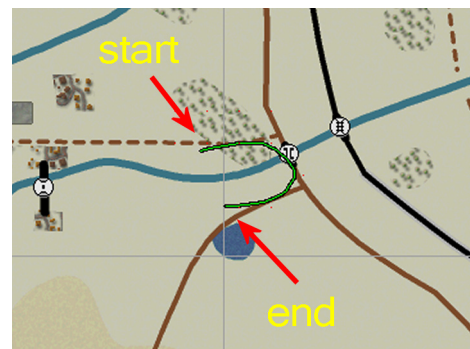
- ☞ Click on a start location a short distance from one side of the crossing

- ☞ Click on an end location a short distance on the other side



If a route is drawn across the crossing, then it is valid. However, you also need to verify that the adjacent river is not crossable except at the crossing. To do so:

- ☞ Click on a start location some distance from one side of the crossing
- ☞ Click on an end location on the other side opposite the start location



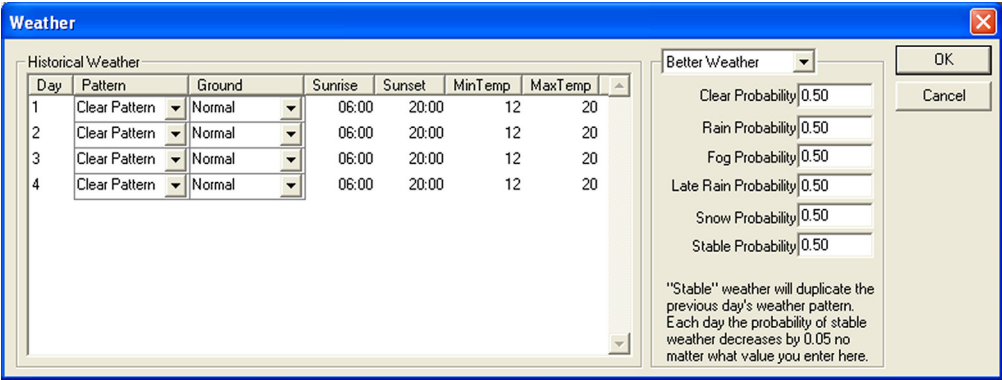
The route should go via the closest crossing as in the above example. If it doesn't or the crossing is not valid then you need to edit the river and/or crossing in the MapMaker – see the **MapMaker Manual**.

Set Weather

Weather can have a significant effect on game play, primarily on visibility and ground condition. Visibility affects sighting, which affects detection and firing. The poorer the visibility the less likely units will be detected and fired upon. Ground Condition affects movement. Poor visibility reduces the availability of air strikes.

In the Game the player(s) can choose what weather to use. The default is “historical” weather. They can however choose to use seasonal, better or worse weather. All these are set in the ScenMaker via the Weather window. To open the weather window:

 Select Weather from the Scenario menu



On the left is the Historical weather and on the right are fields used to set the Seasonal, Better and Worse weather.

Historical Weather

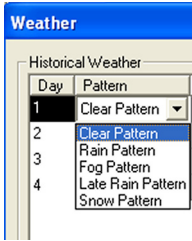
The Historical Weather view consists of a list of entries for each day of the scenario. For each day you can specify the weather pattern, the ground condition, sunrise, sunset, minimum temperature and maximum temperature.

Weather Patterns

The weather patterns are hard coded and determine whether it will be sunny, raining, snowing, foggy etc. The default is a clear pattern, which produces dry sunny conditions. Other options are Fog (in the morning), Rain (throughout), Late Rain (in the afternoon/evening), and Snow (throughout).

To choose a pattern:

 Select the desired pattern from the drop down list.



Ground Condition

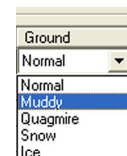
To set the ground condition:

- ☞ Choose the desired condition from the drop down list.

The ground condition can be Normal, Muddy, Quagmire, Snow or Ice. Their effect on movement varies with the Move Type of units as per the adjacent table.

Table 5 – Ground Condition Movement Effects

Move Type	Normal	Mud	Quagmire	Snow	Ice
Bicycle	100	60	50	60	80
Foot	100	60	50	70	80
Half-tracked	100	60	50	60	80
Horse	100	65	55	65	82.5
Tracked	100	70	60	70	85
Wheeled	100	60	50	60	80

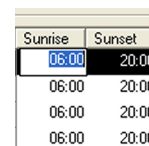


Sunrise and Sunset

These times dictate the daylight hours. Dawn precedes Sunrise and dusk comes after Sunset. Historical meteorological data can be referenced from a number of websites such as the [US Naval Observatory Astronomical Applications](#). To enter the times:

- ☞ Enter the desired time in the 24 hour format “##:##”

Note that sunrise and sunset in the Game are rounded to the nearest hour.



Min/Max Temperature

The minimum and maximum temperature fields are in degrees Celsius and dictate how hot or cold the air temperature is. They are used to determine the temperature for each hour of the day. This is more for user presentation and has no direct impact on game play. To set:

- ☞ Enter the desired values in the MinTemp and MaxTemp fields.

Non-Historical Weather

There are three non-historical weather types – seasonal, better or worse. Seasonal weather should be based on what the average weather is for that particular part of the world at that time of year. This may vary from the historical. Better should be well “better” than Seasonal and Worse should be not as good as Seasonal.

Unlike historical weather where the pattern for everyday is set, the pattern for non-historical weather is randomly chosen based on the probabilities set in the list at the right of the window. The way this works is that it starts with a “previous” weather pattern. At the start of the scenario, the “previous” weather pattern is the same as the historical pattern for the first day.

It then determines whether or not it will remain stable (ie no change) using the Stable Probability value. Eg if this was set at “0.40” there would be a 40% chance it would remain the same. If it doesn’t remain stable, it then determines if it will rain, late rain, fog or snow (in that order) using their corresponding probability values.

From Day 2 of a scenario onwards the Stable Probability value is further reduced by 5% per day, thus making it more and more likely to change as time progresses.

To set the non-historical weather probabilities:

- ☞ Select the weather type from the drop down list (start with Seasonal)
- ☞ Enter the desired values in each of the probability fields.
- ☞ Repeat for the remaining weather types

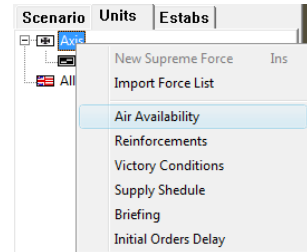
As a general rule, set the Stable Probability higher for Better weather and lower for Worse weather. If you do not want any chance of getting a particular pattern then set it’s probability value to zero.

- ⊕ Non-historical weather uses the same ground condition, sunrise, sunset, min temp and max temp values as the historical settings.

Set Air Availability

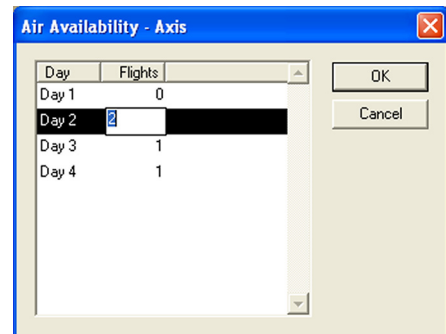
Air Availability determines the number of airstrikes the side receives during each day. Airstrikes will only occur during daylight hours and the timing of each strike is random. To set the number of airstrikes for each day:

- ➡ Right-click the desired **Side Icon** in the **Force List** and select **Air Availability** from the pop-up menu, or
- ➡ Select **Air Availability** from the **Side** menu
- ➡ Enter the desired number in the flights column next to each day
- ➡ Hit OK



You can then set the number of airstrikes for each day of the scenario. Normally you will want to limit the number to five or less, unless one side should have overwhelming air superiority and close coordination with ground attack aircraft. Bear in mind that these strikes will all be fitted into the daylight hours of each day.

Also airstrikes may be aborted due to poor visibility. So it's a good idea to check the historical weather you have set and on the days you know there is a rain or snow pattern reduce the number or don't allocate any.



Set SEPs

Supply Entry Points (SEPs) mark the locations at which new supplies arrive during the game. Each side should have at least one active SEP. This is not mandatory but if a side doesn't have one it cannot receive any supplies from off map, regardless of what's entered in the Supply Schedule.

To create an SEP:

- ☞ Select the SEP tool from the Sidebar
- ☞ Click on the desired map location



- ⊕ If the location is impassable the unit icon will snap to the closest passable location

To move an SEP icon:

- ☞ Drag it to the desired location

To view the SEP Data window:

- ☞ Double-click on the objective's icon
- ⊕ You can have multiple SEP Data windows open at once.

Supply Entry Point	
Name:	SEP 1
Side:	Axis
Arrival Type:	Ground
Road Type:	Road
Move Type:	Wheeled
<input type="button" value="OK"/> <input type="button" value="Save"/> <input type="button" value="Revert"/> <input type="button" value="Cancel"/>	

Note that each SEP automatically gets named "SEP #", where # is a series number.

Arrival Type

Supplies can arrive by ground (ie delivered by truck), air drop (by parachute) or air landing (by aircraft). Those arriving by ground are simply transit through the SEP and are delivered using off-map transport to the on-map Bases that draw on the SEP. Those arriving by air drop or air landing end up in a dump at the SEP's location. It is then up to the drawing Bases to transport them.

To set the arrival type:

- ☞ Select the desired type from the drop down list.
- ⊕ Locate SEPs with an arrival type of ground on a map edge with a road

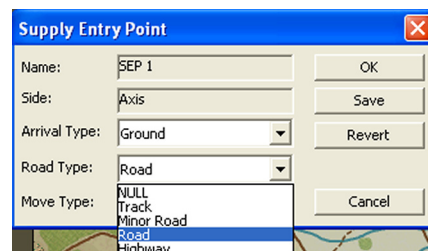
Supply Entry Point	
Name:	SEP 1
Side:	Axis
Arrival Type:	Ground
Road Type:	Air Drop
Move Type:	Wheeled
<input type="button" value="OK"/> <input type="button" value="Save"/> <input type="button" value="Revert"/> <input type="button" value="Cancel"/>	

Road Type

This refers to the quality of off-map road that connects to the SEP's location. This only applies to ground SEPs. Set it to NULL for air drop and air landing SEPs. The better the off-map road the quicker the supplies arrive,

To set the road type:

- ☞ Select the desired type from the drop down list.
- ⊕ Match the off-map road type to the type of road at the SEPs location

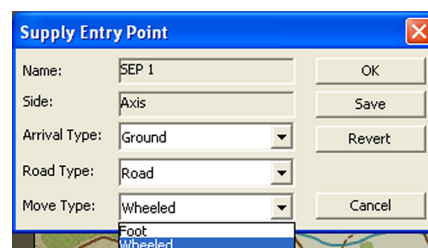


Move Type

This refers to the means of off map delivery, either foot or wheeled. It only applies to ground SEPs.

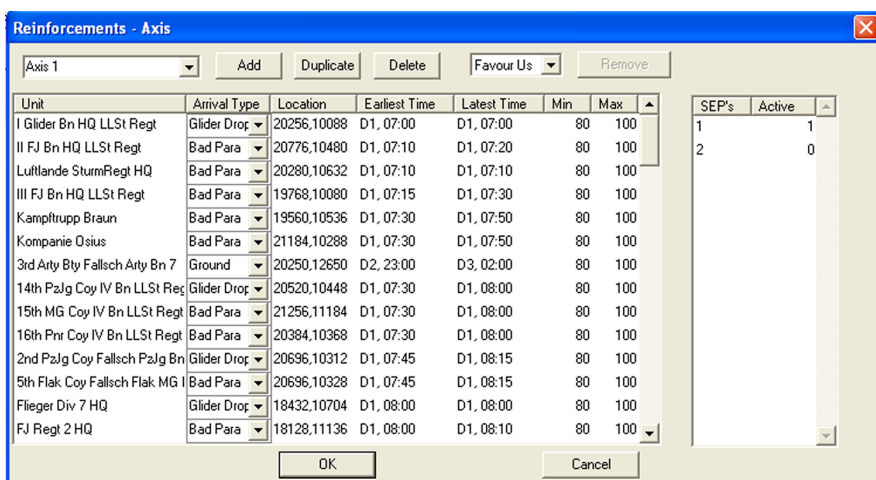
To set the move type:

- ☞ Select the desired type from the drop down list.
- ⊕ As a general rule set to Wheeled



Alternate SEPs

In scenarios where reinforcement options provide for different arrival locations you may like to consider placing alternate SEPs. Eg if in one reinforcement schedule they arrive in the north and another in the east, consider placing two SEPs, one north and the other east. Then in the Reinforcement window of the “northern” schedule activate the north SEP and deactivate the eastern one and vice versa for the eastern schedule. To deactivate SEPs see [Activate/Deactivate SEPs](#).



Set Supply Schedule

The amount of supplies arriving from off map and through which SEPs they arrive is set in the Supply Schedule. To open the Supply Schedule for the current side:

☞ Select Supply Schedule from the Side menu or

☞ Right click on the side icon in the Force List and select it from the context menu.

This window has three lists.

Day	Priority %	Restricted
1	25.0	1
2	50.0	1
3	75.0	0
4	80.0	0
5	85.0	0
6	90.0	0
7	95.0	0
8	100.0	0
9	100.0	0

Day	SEP 1	SEP 2
1	0	1
2	0	1
3	2	1
4	2	1
5	1	0
6	1	0
7	1	0
8	1	0
9	1	0

SEP's	Active
1	1
2	1

Daily Priorities

The first list, Daily Priorities, determines the amount of supplies arriving each day and the time frame in which they can arrive. The amount is expressed in terms of a percentage of the sides expected requirements. The expected requirements are based on the at-start forces plus scheduled reinforcements and ignore any losses or exits. So you don't have to do any calculations or specify a set amount in tonnes. This will be done for you by the AI.

To set the daily priorities:

☞ Enter the desired value in the **Priority %** column next to each day

A value of 100 means the force will receive its normal supply allocation. A value of 25 and it will only receive a quarter of what it normally needs. A value of 150 will see it receive 50% more than its normal allotment.

⊕ As a general rule, limit the value to 100 or less

Normally the supplies are delivered in two events per day – one in the morning and one in the evening. Where the opposing side has significant air superiority, it is often more prudent to only deliver at night thus avoiding air interdiction.

To restrict delivery to only the evening resupply determination event:

☞ Set the Restricted field to 1

The side will still receive its total daily amount, though its Bases may not have enough time or capacity to then forward deliver them to the units.

SEP Daily Priorities

The second list is used to determine the allocation priority amongst the active SEPs on each day. There is a column for each SEP.

To enter the SEP daily priority:

☞ Enter the desired number into the field for each day

A value of 0 will mean the SEP gets nothing. Any other value will see the SEP get a proportion of the supplies arriving that day. The proportion is determined by dividing the number by the total for all SEPs for that day. Eg. If we have two SEPs, one with a value of 1 and the other with a value of 2, then one will receive 33% ($1 / 3$) and the other 67% ($2 / 3$).

Use this to apportion supplies in line with the location of forces. Eg, if two thirds of a sides forces enter from the north and one third from the east, then set the northern SEP to 2 and the eastern SEP to 1.

Active SEPs

The third list specified the default settings for which SEPs are active or not. This will be duplicated each time a Reinforcement schedule is created. You can then override it in the Reinforcement window – see [Activate/Deactivate SEPs](#).

To activate an SEP:

☞ Enter a “1” in the Active column

To de-activate an SEP:

☞ Enter a “0” in the Active column

Set Unit Initial Stock Levels

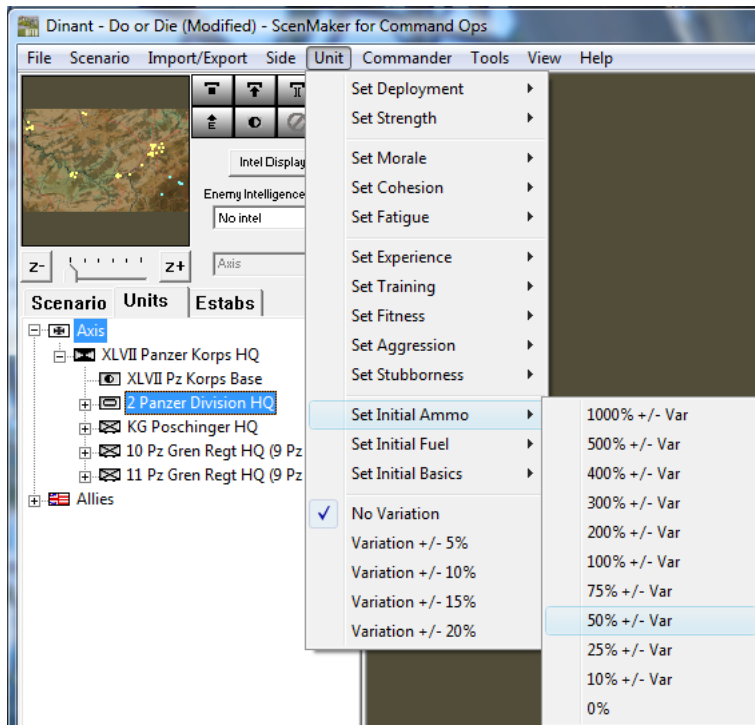
By default units start with 100% of their estab supplies. However, you can change the initial stock levels for units to simulate those that may start isolated or that have stockpiled supplies.

To set the initial ammo, fuel and/or basics stock levels for a unit:

☞ Select the unit(s) either on the map or in the Units list on the sidebar and

☞ Select the Unit>Set Initial Ammo>##% +/- Var menu item (where ##% can vary from 0 to 1000% +/- variation)

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Note that if you selected an entry from the sidebar list and it has subordinates, then you will be asked to apply the changes to its sub-units.

Set Initial Orders Delay

This comprises two parameters - a Modifier and a Period. The **Modifier** applies a percentage modifier to the standard orders delay. The default is 100 meaning 100% or no effect. Setting this value to 200 would double the standard orders delay. Setting it to 50 would halve it.

The **Period** is the duration in minutes that the initial orders delay setting will last for. The default is 0 or none. Setting the Period to 120 would see it lasting for the first two hours.

If a Modifier and Period are set, then the Modifier will gravitate to the default value of 100% over the set Period.

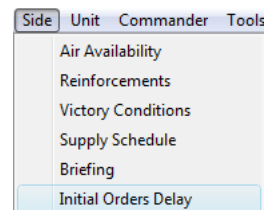
Eg 1. If you set the Modifier to 200 and the period to 120, then at game start the standard orders delay would be doubled, at start + 30 it would equal 175%, at start + 60 = 150%, at start + 90 = 125% and by start + 120 = 100%.

Eg 2. Modifier = 0, Period = 240: start = 0%, start + 60 = 25%, start + 120 = 50%, start + 180 = 75% and start + 240 = 100%.

To set the initial orders delay:

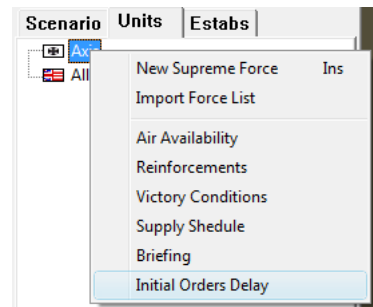
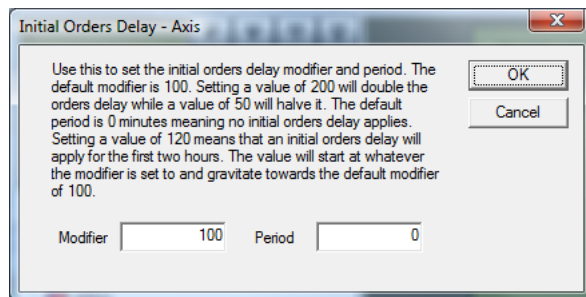


Select **Initial Orders Delay** from the Side menu or



- Right click the side icon in the force list and select it from the context menu

This will open Initial Orders Delay window.



- Set the desired Modifier and Period values and hit OK.

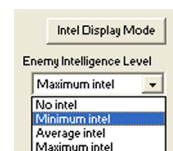
Set Intel

In the Game, intelligence (intel) reports are generated when your units spot enemy units. In real life both sides would normally know something about the enemy forces in their sector. One side might know a lot about the other side, while they may have little information. Intel reports vary in their accuracy/reliability and they age over time. Eventually they will be deemed “stale” and removed from display.

As the scenario designer you can create your own intel reports for both sides. These will appear at scenario start and age as appropriate.

To provide intel reports:

- Select the units on map that you want to show to the other side at the start of the game
- Select the desired intel level from the **Enemy Intelligence Level** drop-down list in the Sidebar

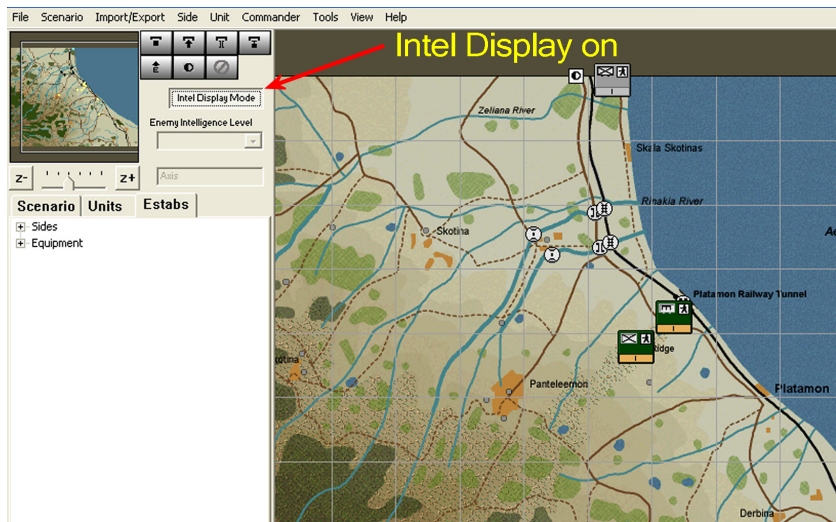


As a general rule stick to Minimum intel.

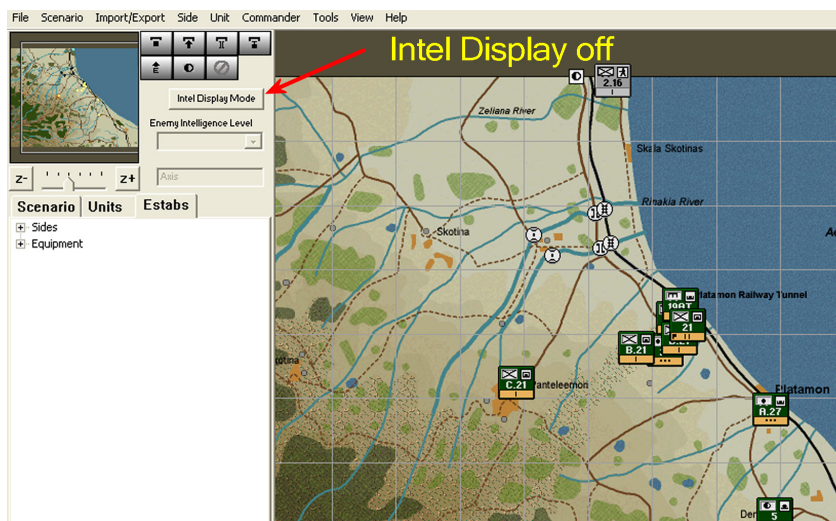
To see what the report will be like:

- Select the **Intel Display Mode** button from the Sidebar

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Select it again to turn off intel reports









Note that in this example only a few units are reported. If you look carefully at the Allied reports you will see that their data varies significantly from the real allied units. In fact, all the values are varied by a plus or minus margin from the real values. The poorer the intel level, the greater the margin. The better the intel the more accurate the values and force type displayed. With intel level set to max



most intel reports will have the same force type and combat values as their real force.

Create False Intel Reports

You can move a unit to one location, set the intel level to create an intel report, then move the unit to another location. The report will remain at the first location! Moreover, you can place a unit on the map, set its intel and then remove the unit from the map – even more cunning. For instance, if you want the Germans to think that there is a British armoured regiment at a particular location, when in fact there is an infantry force there:

-  Drag the units of an armoured regiment onto the map at the desired location
-  Select them
-  Set the desired intel level
-  Click back on the map
-  Select them again, and
-  Remove them from the map, leaving only the misleading intel reports behind.

Remove Intel Reports

-  Select the unit or intel report
-  Select **No Intel** from the **Enemy Intelligence Level** popup.

Recommended

It is strongly recommended that you set up intel reports on front line units where opposing forces are in contact. Otherwise you might find the AI will charge off to its doom unawares or deploy into defensive formation facing in the wrong direction. It will look really stupid to boot!

If you have long range objectives deep in the enemy's rear plus others on the front line and you want the friendly side to attack the objectives in the front first, then it's best to provide some minimal intel on enemy forces near all objectives.

As a general rule, to start with, select all forces and set their intel level to min. You can then move the forces if you like. The intel report will remain where they were.

Annex A - Estab Naming Conventions

Table 6 – Estab Unit Naming Conventions

Service	Formation	Meaning
HR		German Army unit not specific to any type of division
	PZD	German Army unit specific to panzer (armoured) divisions
	PGD	German Army unit specific to panzer grenadier (mech) divisions
	VGD	German Army unit specific to volks grenadier (44 inf) divisions
	ID	German Army unit specific to infantry divisions
	PZLEHR	German Army unit specific to panzer lehr (demo) division
	2PZD	German Army unit specific to 2nd panzer division
	116PZD	German Army unit specific to 116th panzer division
	12ID	German Army unit specific to 12th infantry division
	18VGD	German Army unit specific to 18th volks grenadier division
	FBB	German Army unit specific to Fuhrer Begleit brigade
	FGB	German Army unit specific to Fuhrer Grenadier brigade
	O-Tag	German Army unit specific to first day of Bulge offensive
	SEC	German security units
	RAD	German labour units
SS		Nazi Party military unit not specific to any type of division
	150	Nazi Party military unit specific to the 150th panzer brigade
LW		German Air Force unit not specific to any type of division
	FJ	German Air Force unit specific to parachute divisions
KM		German Naval ground unit not specific to any type of division
US		American Line units
	USAB	American Airborne units
	FSAS	French Special Air Service
	PAB	Polish Airborne units
NL		Dutch Army units
BA		Belgium Army units
	BSAS	Belgium Special Air Service units
BR		British Line units
	GDS	British Guards units
	BAB	British Airborne units

Annex B – Scenario Design Sequence

After you have created or cloned your scenario follow these steps:

1. Set the Scene
2. Set Forces
3. Set Reinforcements
4. Set Objectives
5. Set Victory Conditions
6. Set Crossings
7. Set Weather
8. Set Air Availability
9. Set SEPs
10. Set Supply Schedule
11. Set Orders Delay At Start
12. Set Intel

Annex C – Scenario Check List

Must Do's

- ☞ Must have specified a valid Map file
- ☞ Must have specified a valid Estab file
- ☞ Each side must have at least one unit start on map or arrive in the first minute as a reinforcement
- ☞ Each side must have at least one objective current at all times throughout the scenario
- ☞ All units must have valid estabs
- ☞ All units must have at least one soldier – ensure % of Estab is set to 1 or greater
- ☞ All objective and reinforcement timings must be within the scenario start and end times

Should Do's

- ☞ All units should have a designation
- ☞ Provide a briefing for the scenario and for both sides
- ☞ In the scenario briefing, state any special instructions like “best played first as Germans”
- ☞ Set the Weather
- ☞ Provide each side with at least one SEP
- ☞ Set the Supply Schedule for both sides
- ☞ Set Intel for both sides

If the scenario is invalid and you start it in the game, you will receive an error message.

Annex D – ScenMaker Tables

Table 1 – Allowable Designation Symbols

Symbol	Name	Usual Use
-	Dash	not usually used
,	Comma	not usually used
/	Forward slash	usually used between battalion and regiment
.	Period	usually used between company and battalion or company and regiment

Table 2 – Data Included in Export / Import

Data	Included in Export / Import?
Name	Yes
Designation	Yes
Estab	No
Personnel	No
% of Estab	Yes
Staff Cap	No
Staff Qual %	Yes
Cohesion	Yes
Fatigue	Yes
Morale	Yes
Experience	Yes
Fitness	Yes
Training	Yes
Aggro	Yes
Stubbornness	Yes
Deployment Status	Yes
Unit History	No
Equipment Types and Numbers	No
Basics, Fuel, Ammo, and Bridges	No
Cmdr Name	No
Rank	No
Leadership	Yes
Aggression	Yes
Determination	Yes
Efficiency	Yes
Judgement	Yes
Biography	No

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Table 3 – Reinforcement Arrival Types

Arrival Type	Meaning and Effect
Ground	Units arriving by road or already in place: No effect on cohesion Minimal dispersion No casualties
Para Drop	Units arriving by parachute: Cohesion greatly reduced Great dispersion Casualties if not arriving on smooth terrain
Bad Para Drop	Units arriving by parachute using the German technique: Cohesion very greatly reduced with reduced recovery rate Reduced initial firepower (first hour) Great dispersion <u>Heavy casualties if not arriving on smooth terrain</u>
Glider Drop	Units arriving in crash-landed gliders: Cohesion greatly reduced Great dispersion Heavy casualties if not arriving on smooth terrain
Aircraft	Units landing in aircraft: Cohesion reduced Minimal dispersion No casualties
No Show	See <u>No Shows</u>

Table 4 – Objective Properties

Property	Meaning
Title	Short description
Type	Sets the achievement conditions for the objective
Start	AI will start allocating forces to the objective at this time
End	Objective becomes inactive at this time Completion points are awarded at this time
HHour	Objective becomes active at this time Available occupation points start to decrease from this time AI may use Fastest Speed between Start time and HHour time
Priority	See AI Objectives
Radius	Sets radius of objective perimeter
AI Should Rebuild Bridge	For Secure Crossing objectives only: Means the objective can still be achieved if the bridge is blown and rebuilt AI will only build bridges where this box is checked

Table 5 – Ground Condition Movement Effects

Move Type	Normal	Mud	Quagmire	Snow	Ice
Bicycle	100	60	50	60	80
Foot	100	60	50	70	80
Half-tracked	100	60	50	60	80
Horse	100	65	55	65	82.5
Tracked	100	70	60	70	85
Wheeled	100	60	50	60	80

Annex E - Keyboard Shortcuts

Alt	Activates Zoomer - left click to zoom in, right click to zoom out
Backspace	Delete
Del	Delete
Enter (Num Pad)	Open Unit Data window.
Enter	Opens Unit Data window
Ins	New Subordinate/Supreme Force
Print Screen	copy the current screen to the clipboard
Right Click and drag	Activates Grabber tool – left click and drag to scroll map
Ctrl-1 to 6	Zoom Map, 1 = 64 meters per pixel, 6 = 2 meters per pixel.
G	Show Map Grid
U	Toggle display of Units
Ctrl + N	New scenario
Ctrl + O	Open sceanrio
Ctrl + S	Save scenario

Unit Filters

1	All units
2	HQ units
3	Line (combat) units
4	Support units / Bases
5	Armour units
6	Mech Inf units
7	Soft units
8	Gun units / Gun units that can Bombard
9	Engineer units
0	Bridge units
-	Units without orders
=	Units with orders
\	Units with recent log entries (< 1 hour old)

Unit Info Box Filters

F1	Task
F2	Rout Status
F3	Strength
F4	Combat Power
F5	Deployment / Facing
F6	Morale / Cohesion / Fatigue
F7	Ammo / Arty Ammo / Basics / Fuel / Supply Line