

QUICK START & TUTORIAL GUIDE

Revision 2.06 – November 2014

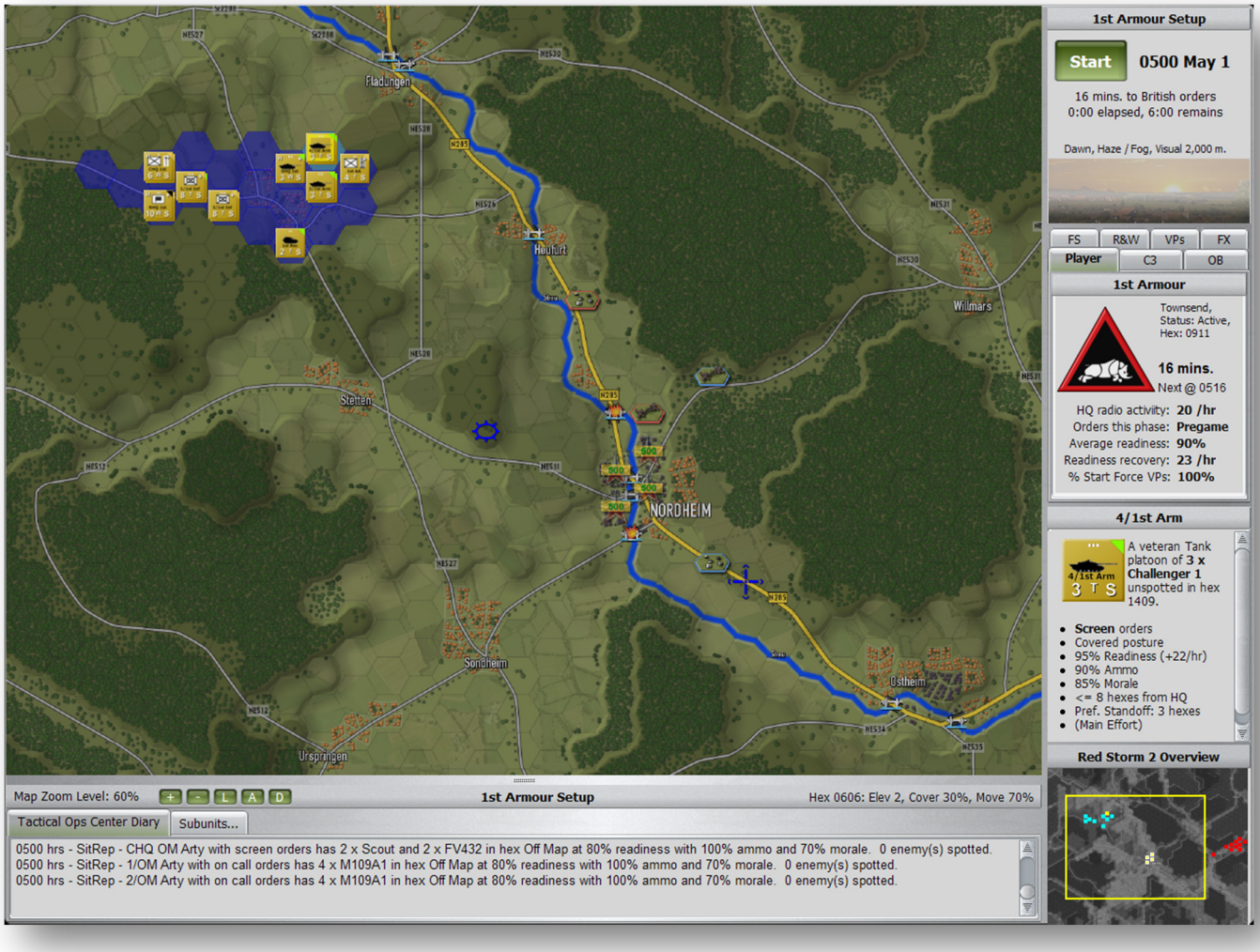
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For 2.06 the Tutorial plays out on the new maps from William. All of the maps for 2.06 have been redone to this new and very improved look. This was one of the player's biggest requests for a "fix". It's here now! Enjoy!!

Note: All other images in the document reflect the 2.04 version images.

1 A Quick Start

Welcome to FLASHPOINT CAMPAIGNS: RED STORM (FPC:RS) Player's Edition. A fast paced game of modern grand tactical combat set in Central Europe in the 1980s. You are either the NATO or Warsaw Pact (Soviet) commander in charge of formulating and managing the battle plan for your forces.

This Quick Start Guide and Tutorial will be focused on getting you into the action as fast as possible. It would be a great idea to read through the entire game manual to get full explanations of all of the game methods and functions.

If you are looking to mod the game you should consult the ***FPC Modding Guides***.

1.1 A Brief Overview

Below is a quick summary of the basic elements of the Flashpoint Campaigns game engine:

- Game play is asynchronous WEGO. Players issue orders during their specific orders phase and then the game resolves all actions until a new orders phase occurs.
- Maps cover an area typically measuring 20 km east to west by 15 km north to south.
- Map hexes are 500 meters center to center or edge to edge.
- Militarily significant terrain is represented by hex color (shades of green), terrain art (fields, trees, buildings), and map markers (VP locations, bridges, wrecks, and craters).
- Forces are organized into individual maneuver units (game counters) of companies, platoons, or sections. They can be made up of mixed elements (vehicles and infantry).
- Certain air, artillery, and WMD (Nuclear and Chemical) assets are located off map.
- Scenarios are four to fourteen hours of in-game time long depending on the scenario maker.
- Victory points are awarded for the destruction of enemy units and the capture of specified map locations. The player Mission Briefing will describe the intent and specific requirements of the scenario.

1.2 Looking for What's New

There are two "What's New" guides to read to see the latest major feature additions, tweaks and bug fixes. Here are the highlights for what is new and improved in both 2.06 and 2.04. For a full run down of all the fixes, features and improvements, please read over the "What's New in 2.06 Guide" and What's New in 2.04 Guide" included with the update.

- All the scenarios are now unlocked for editing and tweaking. (2.04)
- You can now specify the order at the end of your units' waypoints. (2.04)
- There are three quick action buttons (L, A, D) for LOS, All Friendly Move Paths and Command Range on the status bar below the bottom of the map. (2.04)
- New and awesome standard OTS maps by William. (2.06) NOTE: Images in this guide reflect the older maps.
- Added the missing Multiplayer Sudden Death Setting. (2.06)
- New text and colors for various status updates. (2.06)
- Major artillery fixes and tweaking with both Counter Battery and Direct Support missions working again. (2.06)
- A number of tweaks to AI for scooting, resupply and taking fire. (2.06)
- New Splash Screen with awards. (2.06)

2 Starting a New Scenario

After launching the game and going through the opening cinematics and splash screen, you will start on the Welcome Commander Screen seen below. This is the Main Menu screen for the game and it is here that you can play game, go into the editors, set preferences or exit back to your desktop.

We will be setting the game up to play the Tutorial Scenario as the NATO player for this Quick Start.

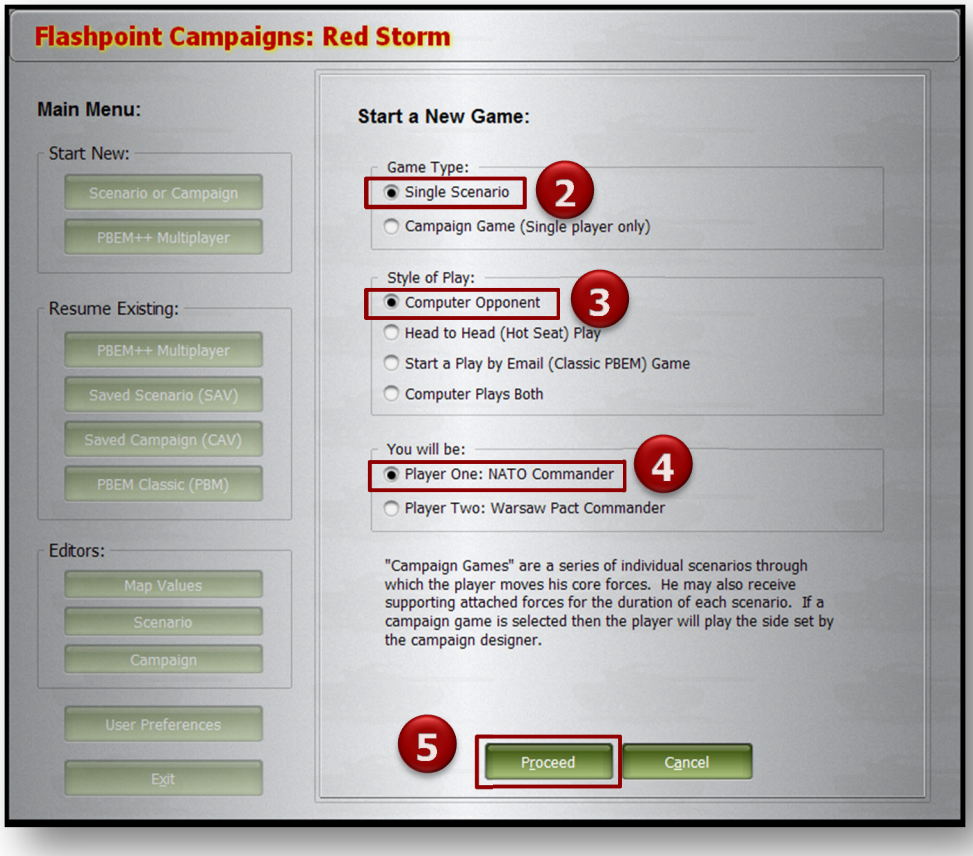
2.1 Main Menu

1. In the Main Menu frame, click the "Scenario/Campaign" button to start the scenario selection process.



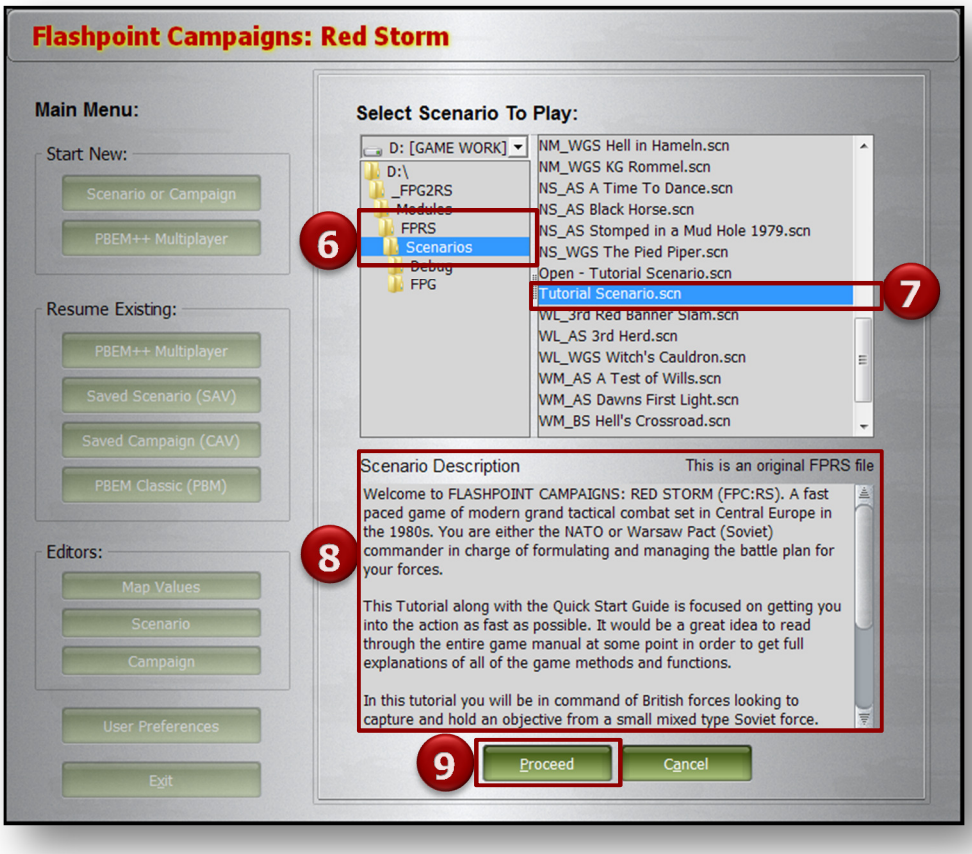
2.2 Start a New Game

2. Select "Single Scenario".
3. Select "Computer Opponent" since we wish to fight the game AI (artificial intelligence).
4. Select "Player One: NATO Commander". The tutorial is written from the NATO (British) side. You can come back later and play from the Russian side if you wish.
5. Click the "Proceed" button.



2.3 Select Scenario to Play

6. The game should default to the Scenarios folder in the FPRS module. If for some reason it is pointed to another folder, use the dialog to navigate to the Modules/FPRS/Scenarios folder.
7. Scroll down the list of scenarios and select "Tutorial Scenario". Fancy name. I know.
8. In the message box you can read a short summary of the scenario that is selected. Also note in the upper right of the box it states this is an Original FPRS File. If the file is third party created or a modification of one of the original files it will say "User Supplied" file instead.
9. Assuming you have selected the Tutorial Scenario, click the "Proceed" button.



2.4 Game Play Options

10. Uncheck 1A so the enemy will be seen only when spotted by our units.
11. Uncheck 1F so we cannot get detailed information on enemy counters.
12. That is a good starting point so let's click "Proceed" and get this battle started.

After you play this once with these setting you can go back and change the others to see their effect on game play. Refer to the Game Manual for details on these other settings.



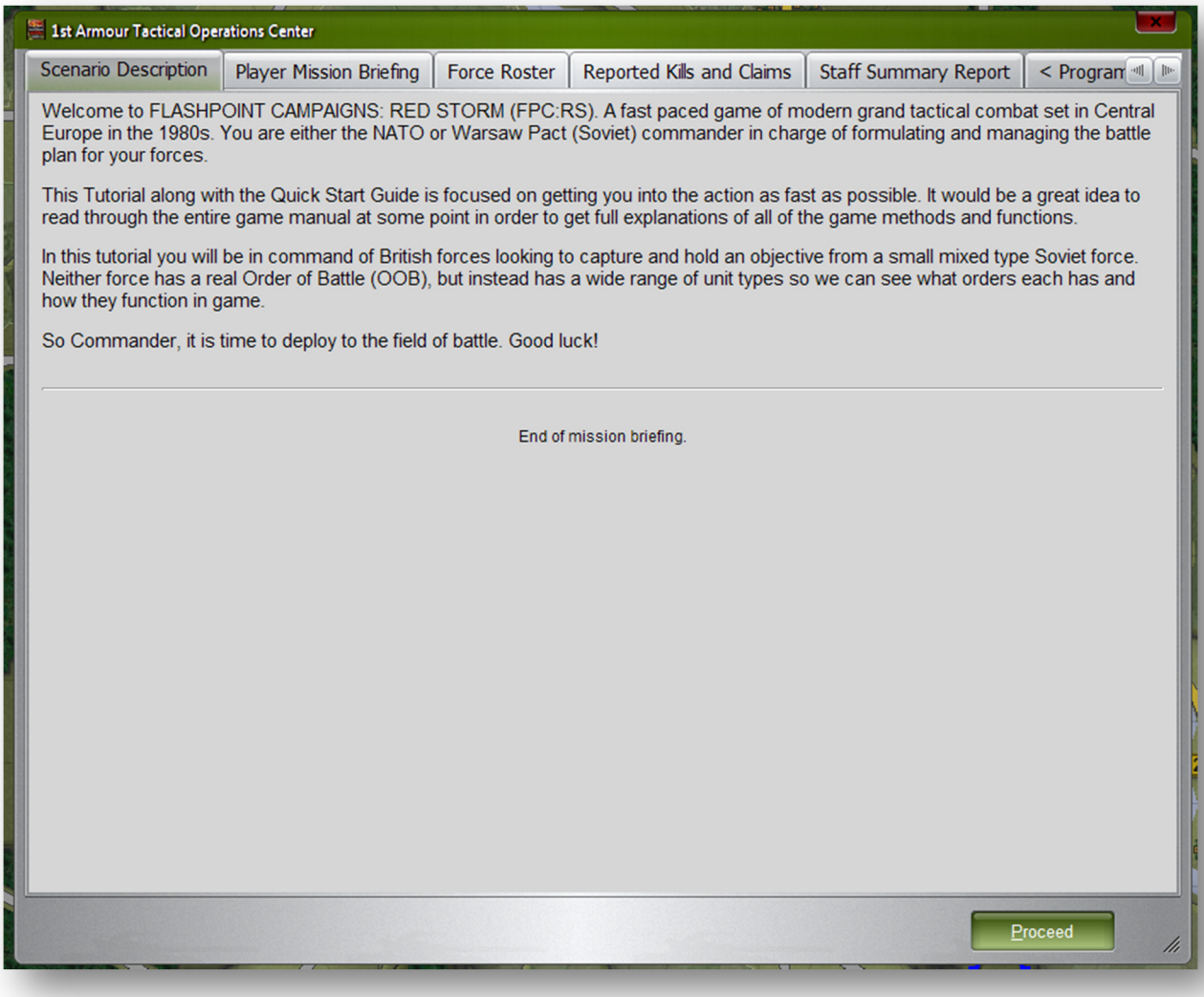
One of the "tricks" to surviving on the modern battlefield is knowing more than your enemy. Proper use of recon assets to find the enemy location and type of forces allows you to define the axis of attack or positions of defenders. With this knowledge you can better employ your forces to achieve your mission objectives with minimal losses to your forces.

3 Pre-Game Information

After hitting Proceed, we are presented it the tabbed display we call the Tactical Operations Center or TOC for short. The TOC is our tool for getting the best overview of the mission, status of our forces and status of the mission. A quick review of the tabs here will show us the following:

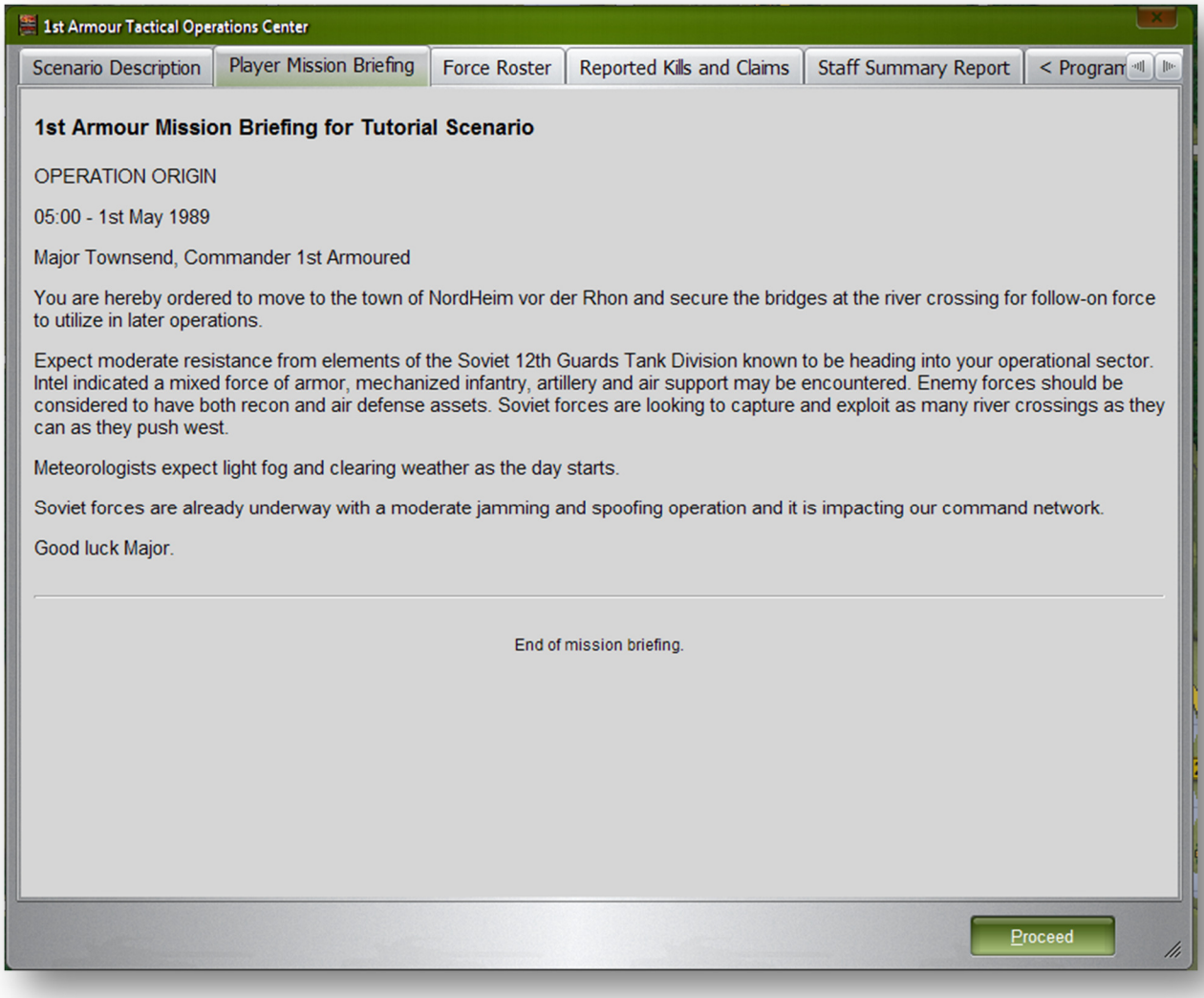
3.1 Scenario Description

- This is the same description we saw in the Scenario Selection screen and it is here for us to review.



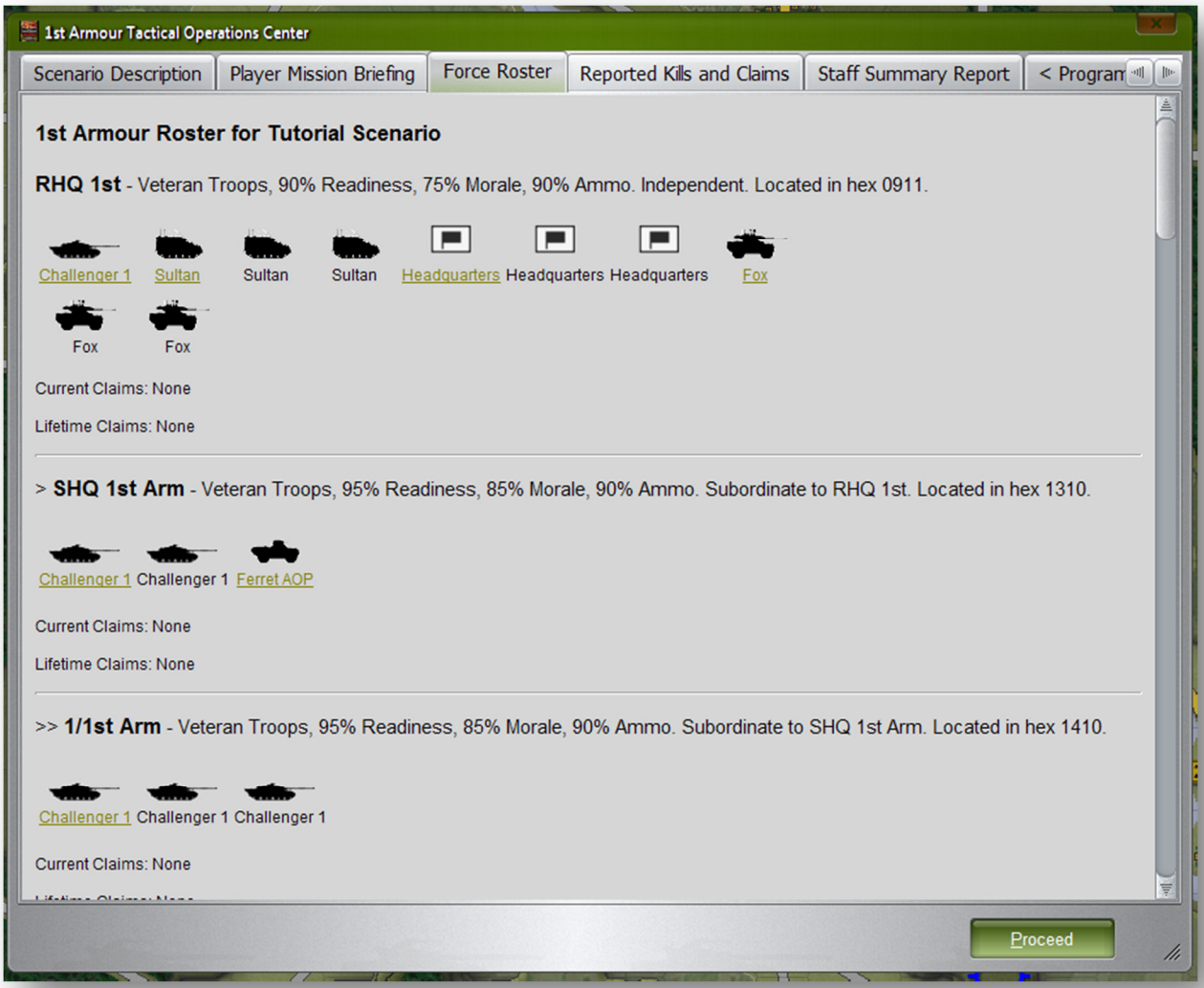
3.2 Mission Briefing

- We need to read this one. This tells you what your objectives are and also provides any other mission relevant information. This can be weather, Intel reports on enemy forces, information about reinforcements or withdrawal of units or other items deemed important by the scenario designer.



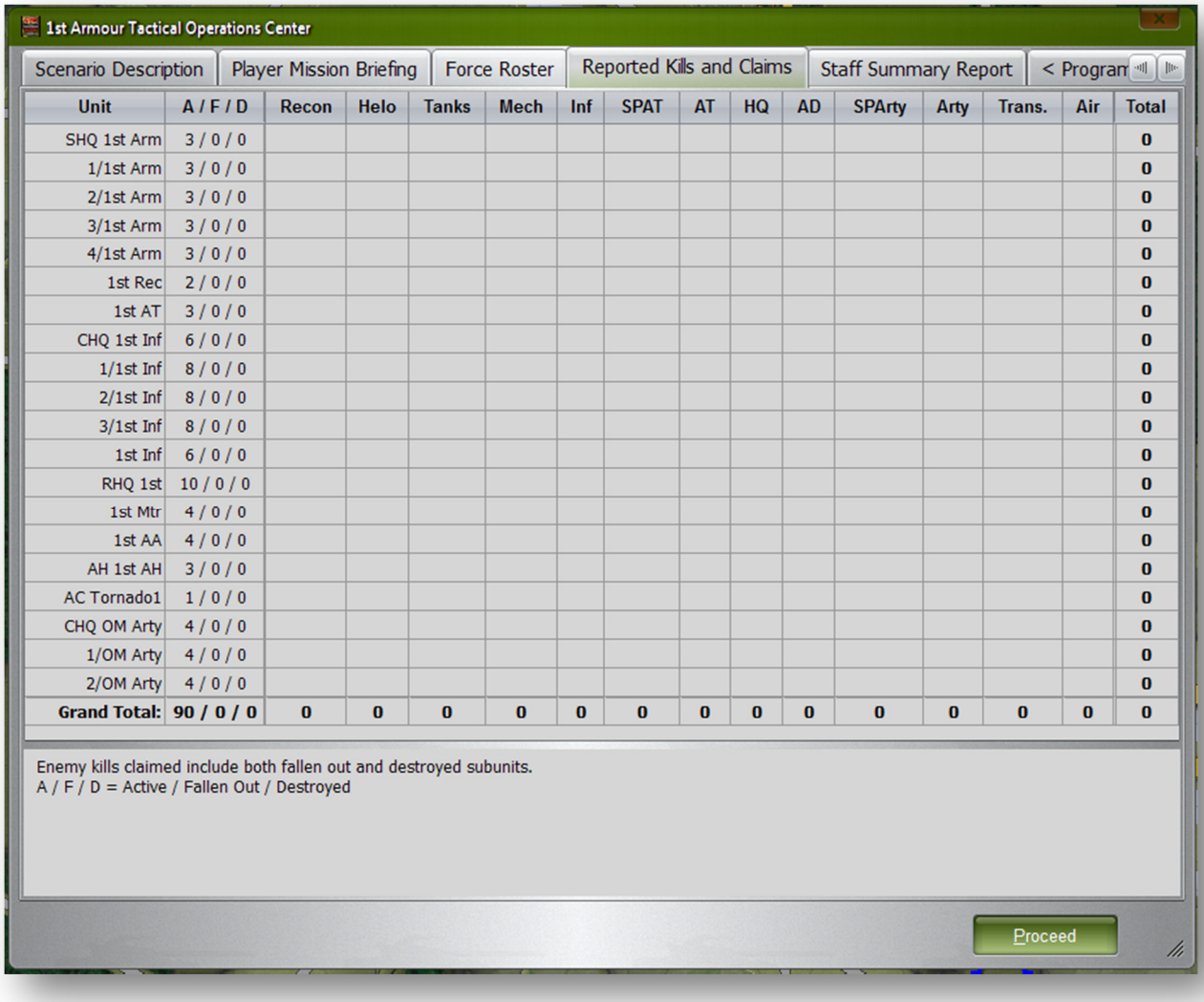
3.3 Force Roster

- We can scroll down this listing to see what our force composition looks like and the status of the units. The training level of the troops, current morale, ammo and Readiness is shown as is the subunits status (ready versus fallen out) and we can see information on unit kills is listed here as well.
    - This information updates as the scenario plays out. You can return here and see the overall force condition quickly.
    - Clicking on the olive colored hyperlinks will open the Sub-Unit Inspector for that particular subunit so you can check out equipment and weapon details.



3.4 Kills and Claims

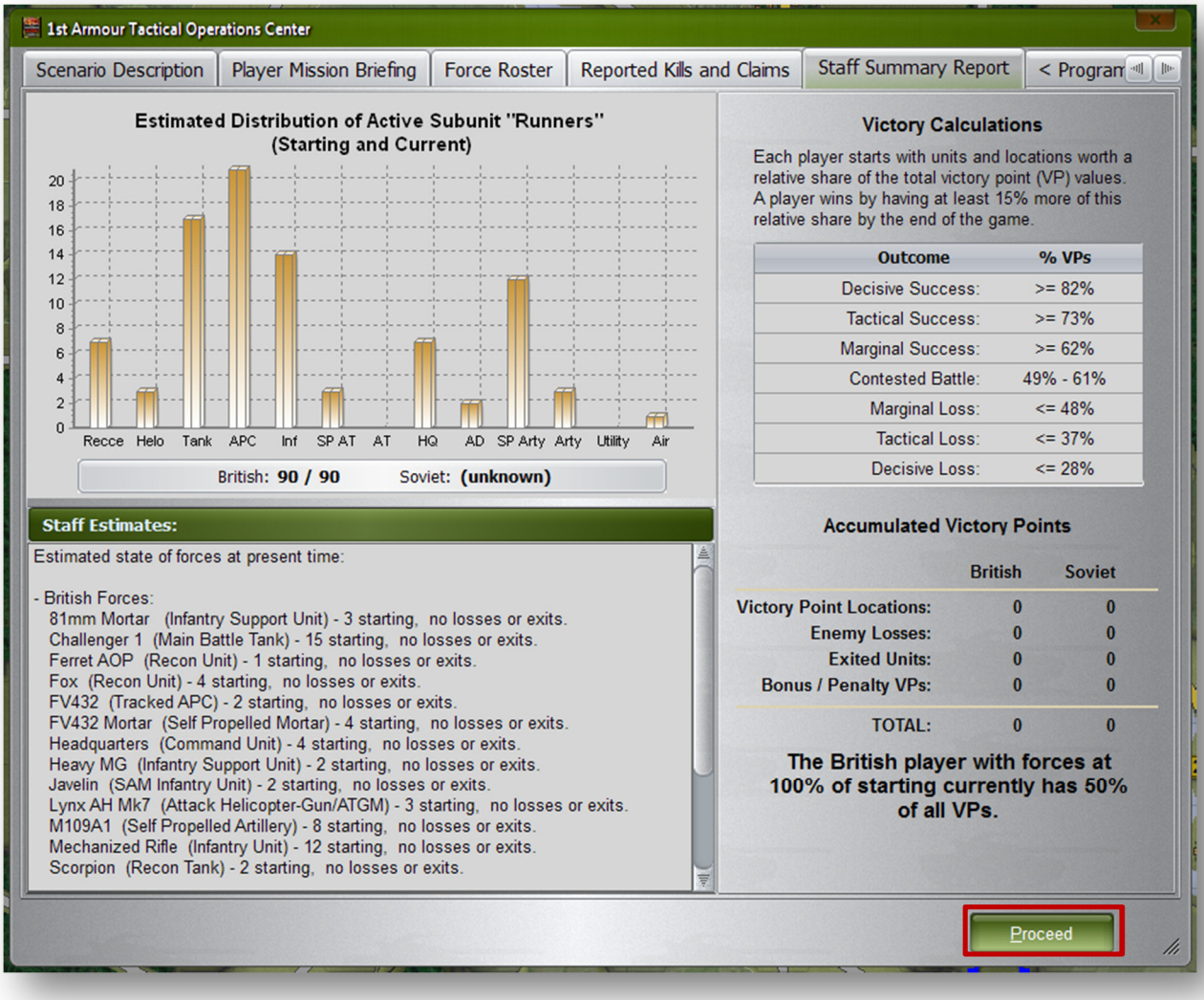
- This is a matrix of your units and a breakdown of the types of kills they have made on the battlefield. You can also see how many of you own units are fallen out or destroyed. This updates as the fight goes on as well.
    - You can use this to track the number and types of enemies killed during the fight and use that information to determine what type of force you are fighting.



Unit	A / F / D	Recon	Helo	Tanks	Mech	Inf	SPAT	AT	HQ	AD	SPArty	Arty	Trans.	Air	Total
SHQ 1st Arm	3 / 0 / 0														0
1/1st Arm	3 / 0 / 0														0
2/1st Arm	3 / 0 / 0														0
3/1st Arm	3 / 0 / 0														0
4/1st Arm	3 / 0 / 0														0
1st Rec	2 / 0 / 0														0
1st AT	3 / 0 / 0														0
CHQ 1st Inf	6 / 0 / 0														0
1/1st Inf	8 / 0 / 0														0
2/1st Inf	8 / 0 / 0														0
3/1st Inf	8 / 0 / 0														0
1st Inf	6 / 0 / 0														0
RHQ 1st	10 / 0 / 0														0
1st Mtr	4 / 0 / 0														0
1st AA	4 / 0 / 0														0
AH 1st AH	3 / 0 / 0														0
AC Tornado1	1 / 0 / 0														0
CHQ OM Arty	4 / 0 / 0														0
1/OM Arty	4 / 0 / 0														0
2/OM Arty	4 / 0 / 0														0
Grand Total:	**90 / 0 / 0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**	**0**

3.5 Staff Summary Report

- This is the most important tab in the TOC. Here you can see the current state of forces, a listing of what units are still active and the all-important Victory Conditions. During the fighting you can check this screen to see how well (or poor) the battle is going.
    - At the end of the game the information for the enemy forces will also be displayed here. There is also an option to see the enemies TOC that will appear at the bottom left of the TOC screens. You can see their mission and remaining forces like you view yours.

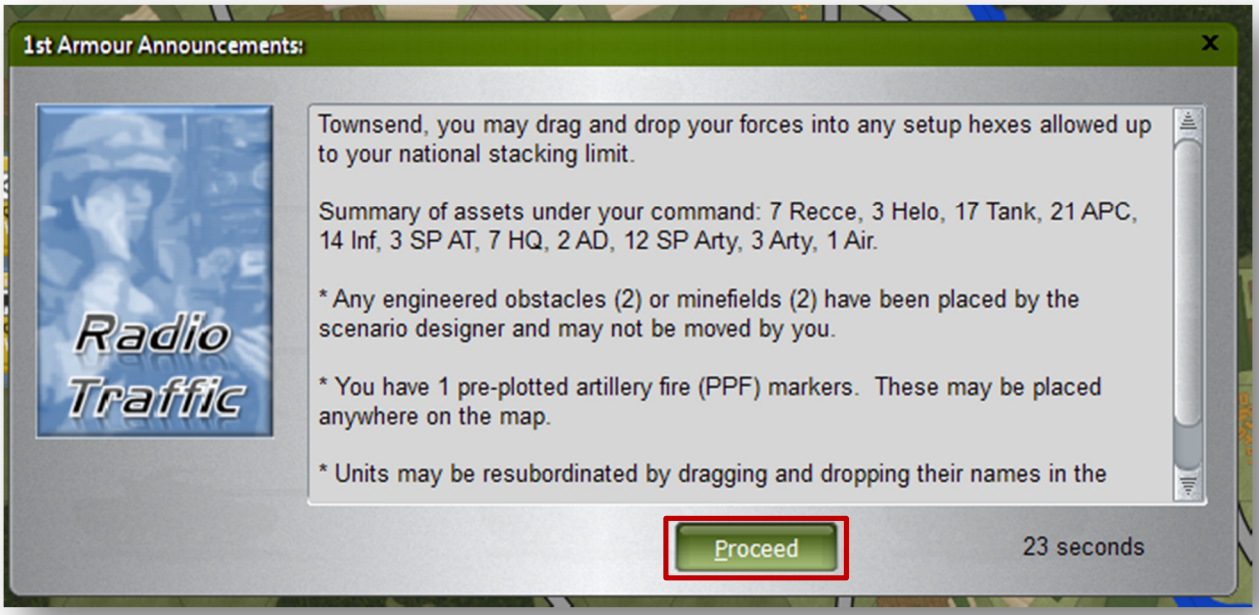


- When you are done reviewing all of the information, hit "Proceed" to get the fighting underway.

4 Getting Down to Business

Before we see the whole map, we are presented with a Radio Traffic dialog telling us some important information about our units and markers on the map.

- We are told a summation of our assets, the number and type of any engineering objects (mines or obstacles on the map and/or any pre-plotted artillery markers on the map, and we are reminded that we can resubordinate units by dragging and dropping their names in the OOB Tree.



- Hit "Proceed" to move on or wait until the dialog closes on its own.

4.1 Scoping Out the Map

Now, depending on your screen size, you will see your main force and a good chunk of the map. The map is the OTS standard map and the map markers are custom art created by The Plodder (these can be found on the Matrix forums for the game along with some great maps from him and others) and are loaded automatically from the Custom folders of the game if present.

Take a few seconds and review the weather and visibility information in the upper right (or left, if you changed your settings) of the screen. In our fight we see it is Dawn. At Dawn and Dusk thermal sighting equipment is not as effective due to thermal inversion effects. So until we hit day we should not count on our imagers to help us out much. Our next problem is Fog. This is another factor that hampers both thermal and normal vision. We can see that our max spotting range is 2500m or 5 hexes for most units. Our recon unit can see further, but we will circle back to it later.



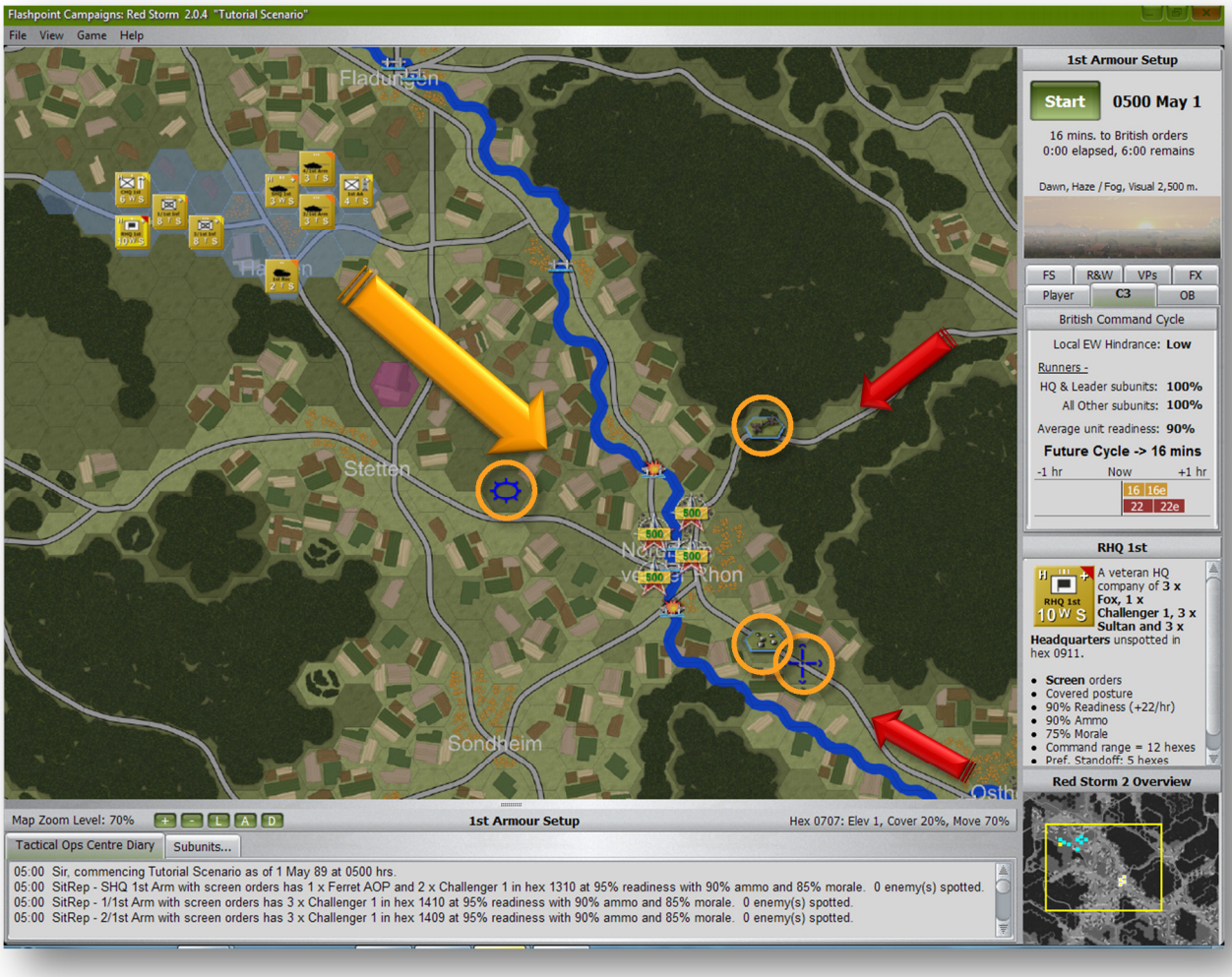
- To see a bit more of the map, go to the zoom level buttons at the bottom left of the screen and hit the minus sign once or twice to zoom out until you see both your forces and the objective area or zoom in and out with the mouse wheel (if you have one).

4.2 Reviewing the Terrain

Looking at the map we see that the approach to the city (our mission objective) is pretty much downhill and there are hills with trees on either side. To add to the bad news, the Soviet side of the river has good cover as well.

On the positive side, we do have a minefield and road obstruction along the primary travel paths of the Soviets. We also have a fortified position on the hill overlooking the objective. It is about 5km south-east of our kickoff point, but if we can get some units with reach in there it will be a great boost to our mission.

We also have one artillery target reference point (TRP). It is the blue plus sign marker south-east of the minefield. The TRP is in a good place if the Soviets come up the road and get bogged down at the minefield we may be able to hit the resulting traffic jam with artillery fire to pin them down and degrade their force.



4.3 Getting Eyes Out Front

We are currently sitting in our blue (may look purple on some screens) setup zone. You can click and drag units anywhere in this zone during the setup phase of the game. In our case here we are okay as deployed.

Now we need to get our forces on the move and get eyes on the objective and more importantly the enemy. As noted above, we have to be careful with it being dawn. Our thermal sights on a number of our units will be next to useless during the thermal inversion of temperatures and the morning fog. We need about an hour for surface temperatures to heat up and the fog to burn off for targets to show well in the sights.

- Right click on the 1st Rec unit and select "Show" then "Show LOS Area". This will display the visible hexes our selected unit can see from its current location. As you can see visibility is very limited here with the trees and hills. Hit Ctrl+L to hide the LOS overlay.
- You can also toggle this LOS display on and off using the "L" button just to the right of the map zoom controls.
- Once the LOS tool is active, you can check empty hexes by "Shift" + left clicking on an empty area of a hex. This LOS with only be based on the current game visibility and not any special abilities of any unit.



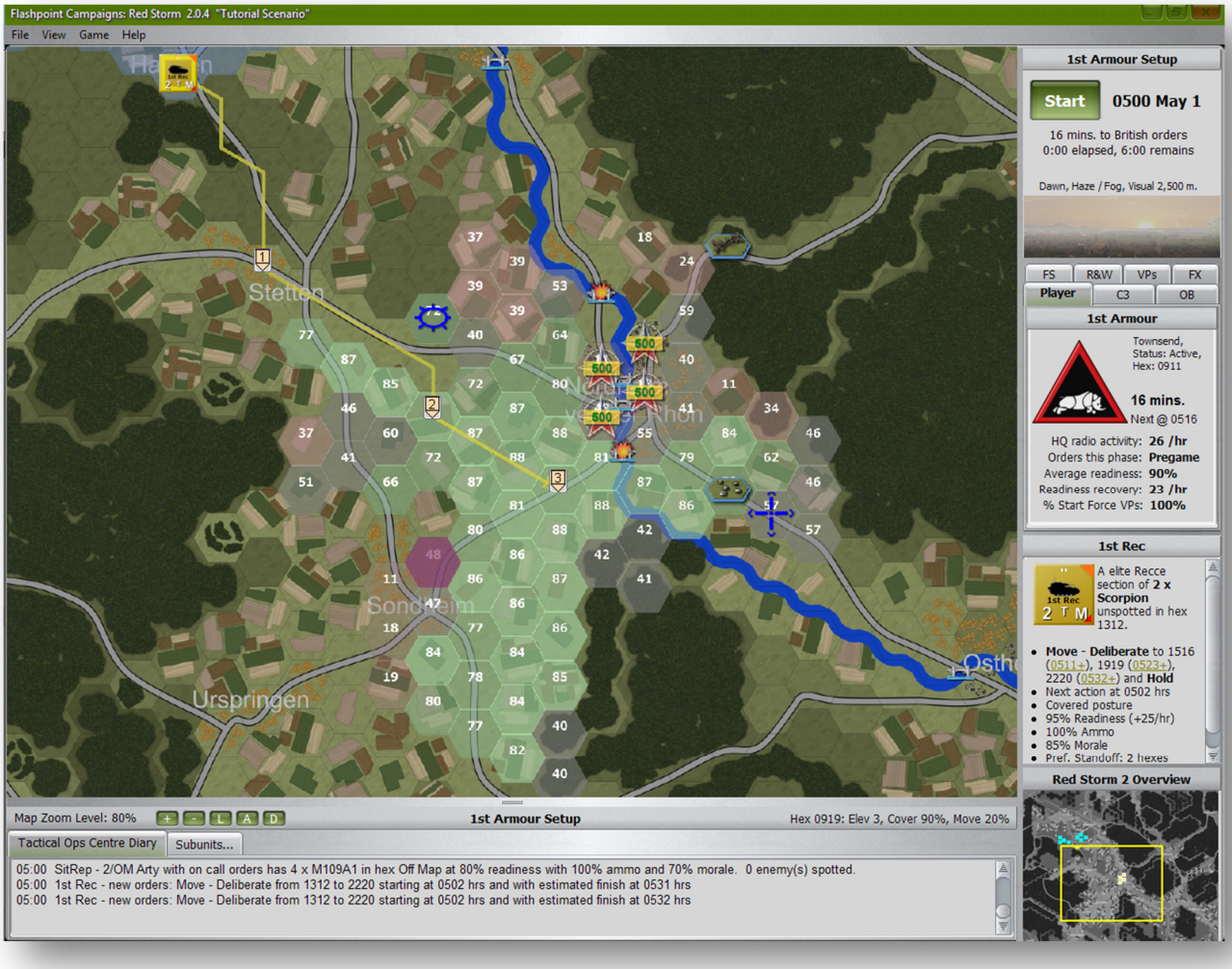
- Now let's right click the unit again and choose "Deliberate Move".
- Select the three waypoints as shown in the picture and to have our recon finish up its move on the hill about a kilometer south-west of the city.



- Click back on the unit to issue the order. You are presented with the "Orders on Arrival" dialog screen.
- Select "Hold" to have our unit dig in and do its best to not be seen and to hold its ground so it can spot for our force.

You should now see the movement path the unit will take. In this case it is moving down the valley and is shielded from sight by the hills until it reaches the hill we want it on. Take a minute and check the LOS from the hill using the LOS toggle and the shift + left click.

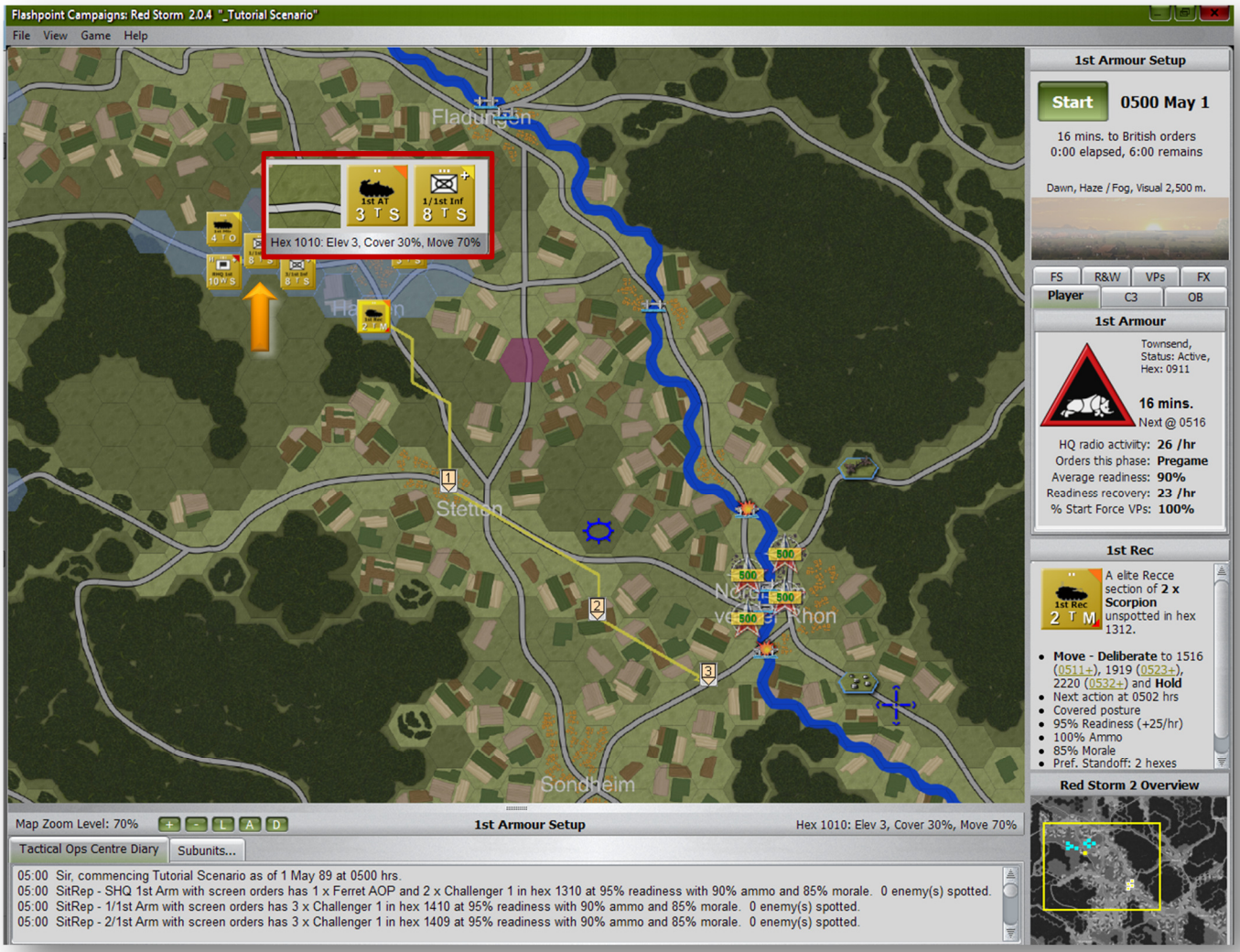
We appear to be able to see into both enemy approaches, the city, and a good distance south on the map.



4.4 Getting AT and AD Assets in Place

First we need to locate 1st AT. You can go to the OOB tab just under the weather image and find him in the list and click on him.

- Hover the mouse cursor on the stack of units seen in the image below until the Flyout Panel pops up.



- Once the flyout panel is open, move the mouse cursor onto the 1st AT unit and left click to select it. 1st AT will now have a thick yellow outline on the counter.
- Right click on 1st AT to open the popup orders menu.
- Select "Move Deliberate" from the list.



- Select the three hexes shown below with the last point in the hex with the blue fortification (circle with outward spikes).
- Click back on 1st AT to set the path and to get the Orders dialog.
- Select Hold from the dialog to have them dig in when they get there.



Next, we need to do the same for the 1st AA unit. Because of the poor weather and visibility, we may want to think about moving the 1st AA into town to better cover our mechanized assets.

- Select the unit and give it a deliberate move order with the three waypoints seen below ending in the city.
- After you click back on 1st AD select "Screen' for the order in the city. This will have the unit hang in the city, but displace if threatened by ground forces.

In the UDP Panel (Inset) you can see the way points and arrival times along with the Screen order at the end of the move.

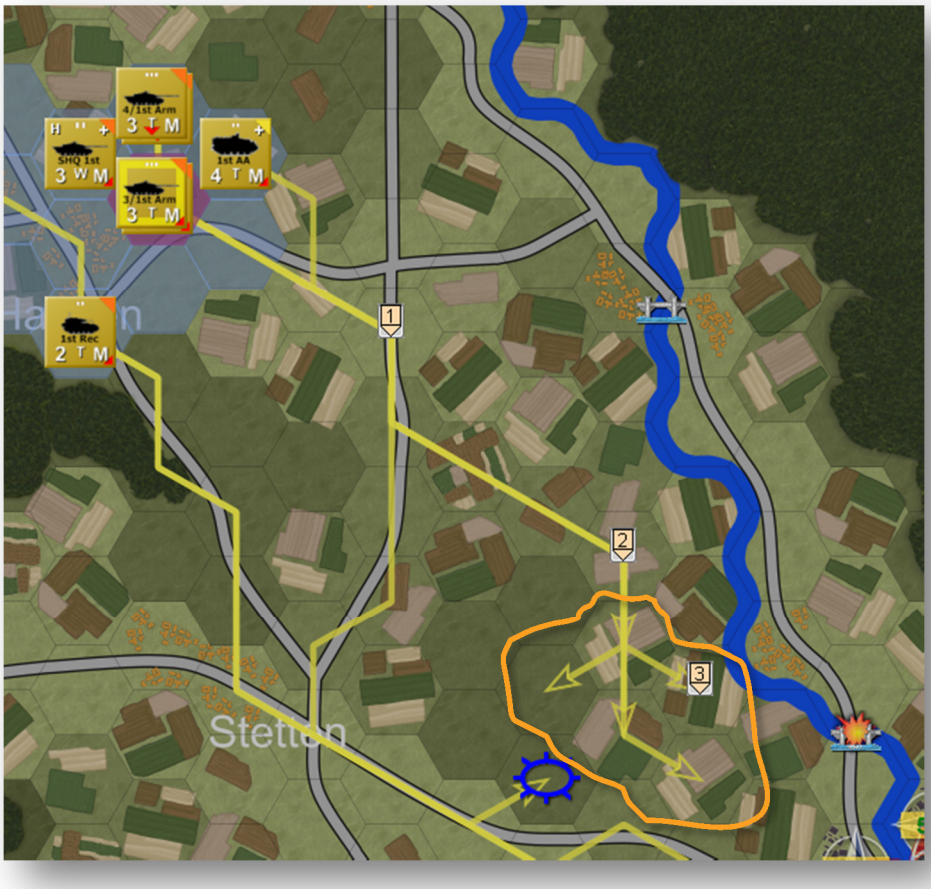
The UDP Panel is helpful in seeing many parameters of a selected unit. Along with its movement and orders, it will say when transported subunits will disembark, when the unit will act next, the unit's posture (covered, exposed, etc.), Readiness percentage, ammo percentage, morale percentage, range to HQ, Standoff range (trigger for the unit to move), and other info depending on unit type. Check it often.



4.5 Screen the Advance with Armor

Now we need to move our tanks and use them to screen our forces from possible enemy units popping up on the other side of the river. In this scenario we have a squadron of Challenger 1s. We are going to select the entire squadron and order them into position.

- While pressing the "Alt" key click on the SHQ 1st Arm unit to select it and any unit reporting to it. The SHQ will have a thick yellow boarder and the 4 tank platoons will have a thin yellow boarder on them indicating they are selected.
    - You can also multi-select units by holding down the "Shift" key and clicking on the units you want to issue a group order to.
    - NOTE: If Limited Orders are being used, you cannot issue a group order to multi-selected units.
- Right-click the SHQ (or any of the selected units) and issue a "Move-Deliberate" order. Plot a move to the fields just north-east of the fortification and click back on any of the selected units to set the order and to get the "Orders on Arrival" dialog.
- Click on "Hold" to have all the units dig in and defend.
- You should also at this point, click on any of the tank units and review the path it is taking. It is a good idea to adjust the last waypoint to a new location to spread the forces out and to place HQs further back from the estimated threat. You can actually move any or all of the waypoints if you need to avoid a traffic jam.
    - Hit the "A" button down in the lower left of the status bar to see all friendly movement paths. This will help when spreading out your forces.



4.6 Taking the Objective with Infantry

Mechanized infantry is great for taking and holding objective especially in a city or forest where cover is high. Now let's move our infantry in an assault to take to objective area.



- Click on the "OB" tab and scroll down until you see the CHQ 1st Inf.
- While holding down the "Alt" key, click on the CHQ 1st Inf name in the OB tree.
    - This will group select the CHQ for 1st Inf, the three 1st Inf platoons and there mortar section (1st Inf) on the map.
- Right click on one of the units and select Move- Deliberate from the list.
- Plot the two movement points as shown below.
- Click back on one of the units to set the order and also pop up the Disembark Dialog.
- Set the hex range to disembark to 0 and click the Proceed button.
- Set the end of move order to "Screen".
- Select two of the infantry platoons and move the final waypoint south of the intersection to spread the force out.

Once the force is on the move and close to waypoint two we will order the assault on the city to capture and hold the VP locations.



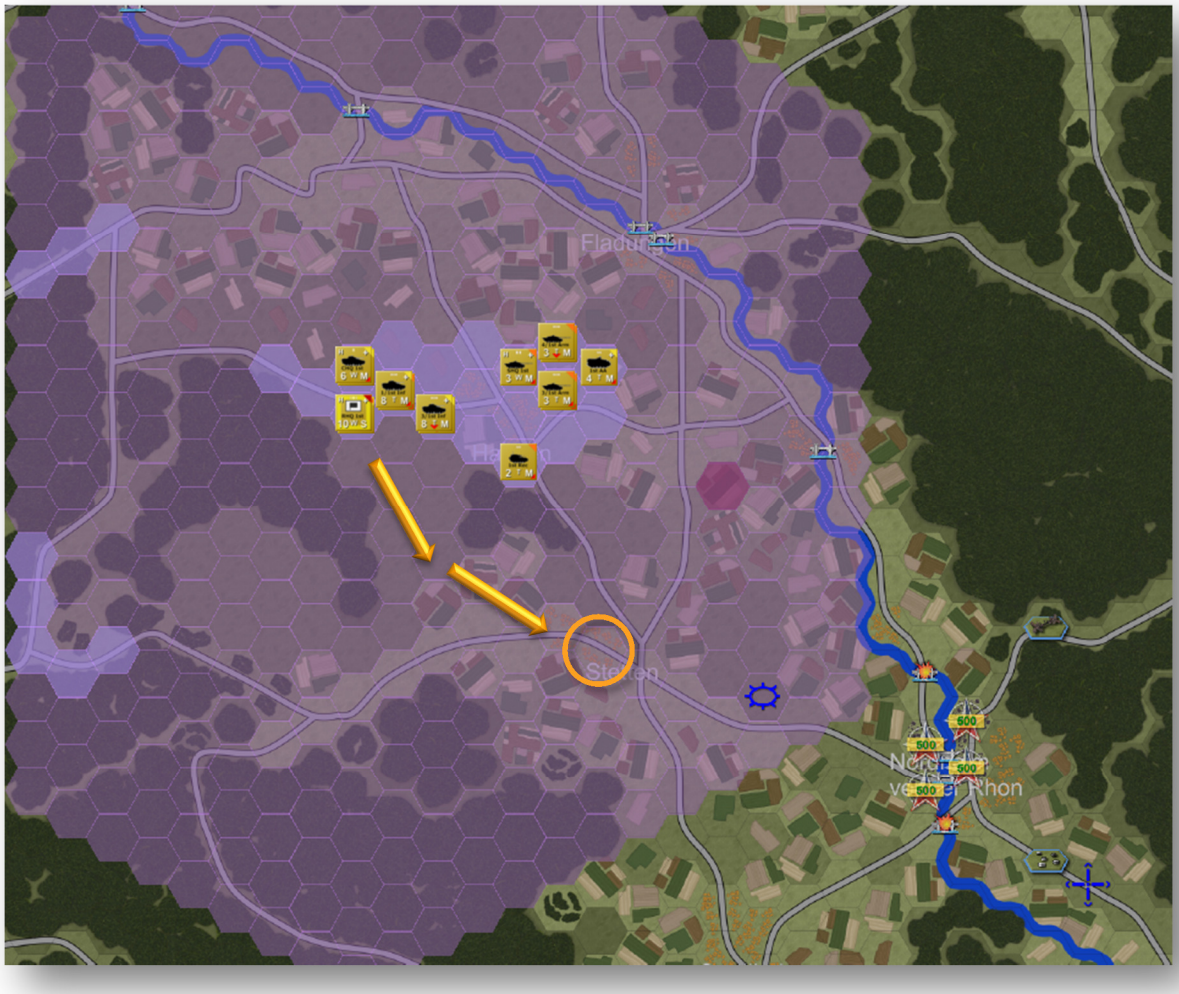
4.7 Staying in Command and Control

It is not a good idea to get your units out of command since orders take longer to process and recovery actions are degraded if your forces are too far from their HQ or local HQs to the Main HQ.

- In the tabbed notebook, select the OB tab.
- At the top of the list is the High HQ for the force. Click on the RHQ 1st unit in the listing to highlight it on the map.
    - You can use the OB tree to locate units on the map or to attach units to different HQs by clicking on them and doing a drag and drop on to the HQ you want them to join to.
- Right click on RHQ 1st on the map.
- Select "Show" and then click "Show Command Radius".
    - You can also toggle Command Radii on or off using the "D" button down in the status bar or by the keyboard short cut "Ctrl + D".

You will see the effective command range of this HQ. Notice that it falls short of the objective area.

- To fix this problem, order the HQ to "Move-Deliberate" to the town of Stetten, set Disembark to 0, and set the arrival order to "Screen". The town will provide good cover and also give the HQ reach beyond the objective area.
- Hit the "D" button or press "Ctrl-D" to turn off the command range.



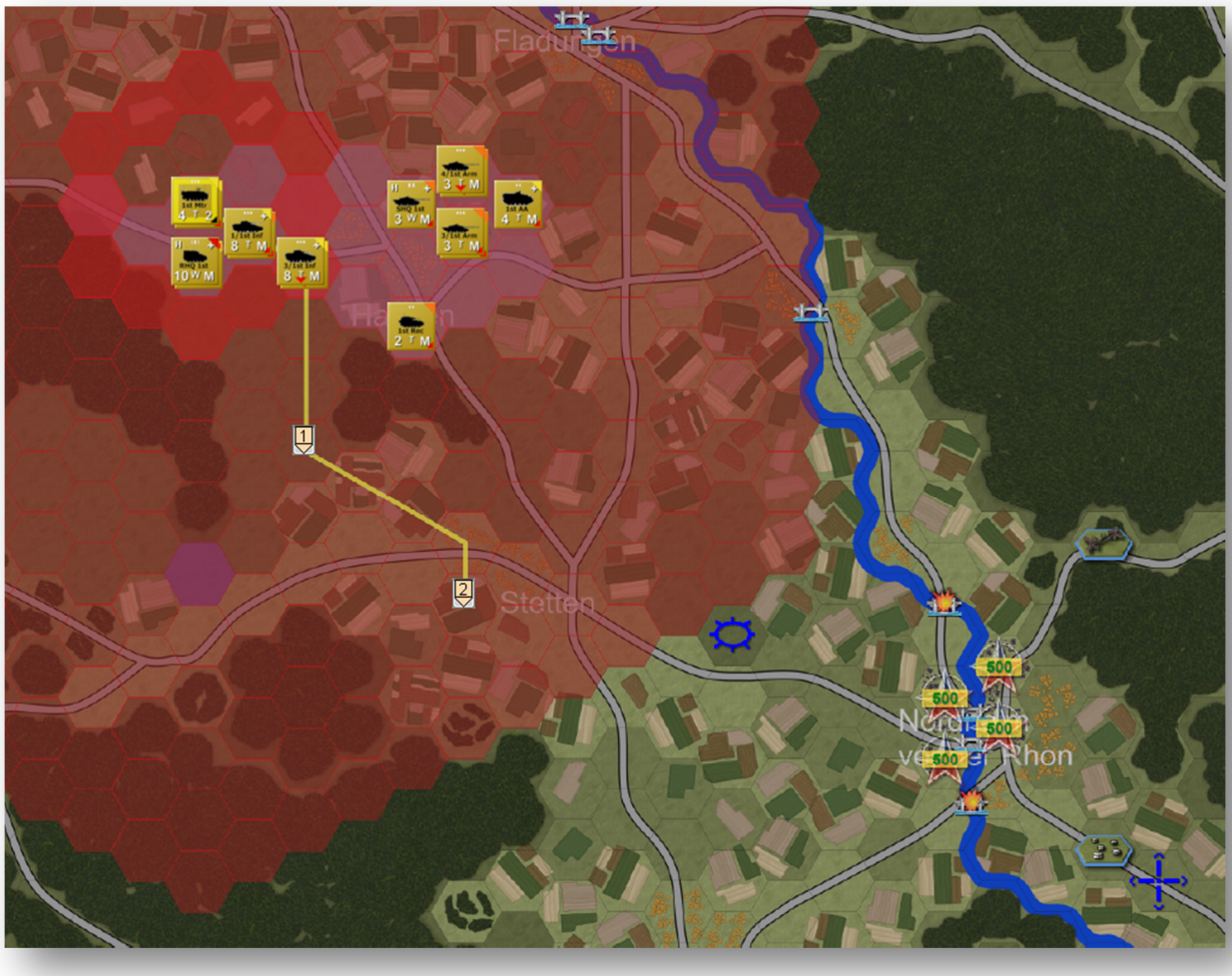
4.8 Locating Artillery for Mission Support

The last move to make is to move the artillery units into range to cover the objective area and beyond a few kilometers.

- Select 1st Mtr on the map or use the OB tab to select the unit.
- Right-click and select "Show" then click "Show Max Fire Area".

The larger red filled hexes are the reach of the artillery unit. In this case it falls about 2km short of covering the objective and 4km from the TRP. The smaller bright red ring is the limit of an anti-air capable weapon. A machine gun in this case.

- Hit Ctrl-F to toggle the range off.
- Select 1st Mtr and give the unit a "Move-Hasty" order and plot them south between the trees and into the fields just south of Stetten.
- Set Order on Arrival to "On Call" so they are ready to accept fire missions when requested.



4.9 Look before We Leap into Action

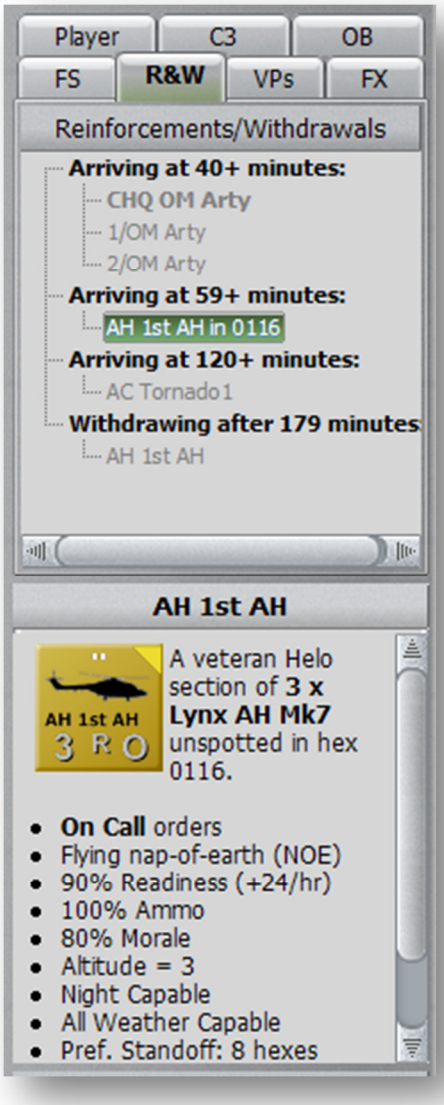
Before we start the Command Cycle resolution it is a good idea to check the R&W tab in the notebook to see when new units will show and others may leave. 1st Armour is going to get two platoons of M109 155mm artillery units that will be off map 40 minutes into the battle. About an hour into the fight you will get an attack helicopter section coming on the map edge west of Stetten. Two hours into the battle a Tornado close air support aircraft will be on station to provide a boost in firepower. Three hours into the fight the Helicopters will leave the area.

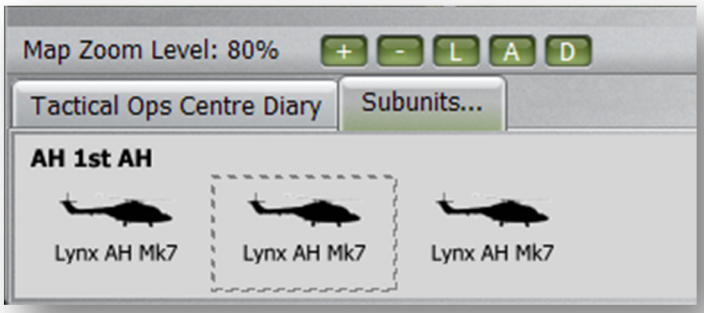
To check out subunits in more detail click on the "Subunits Tab" at the bottom left of the screen. The panel will show the subunit composition of the currently selected unit on the map or selected in the OB (for off map and R&W units).

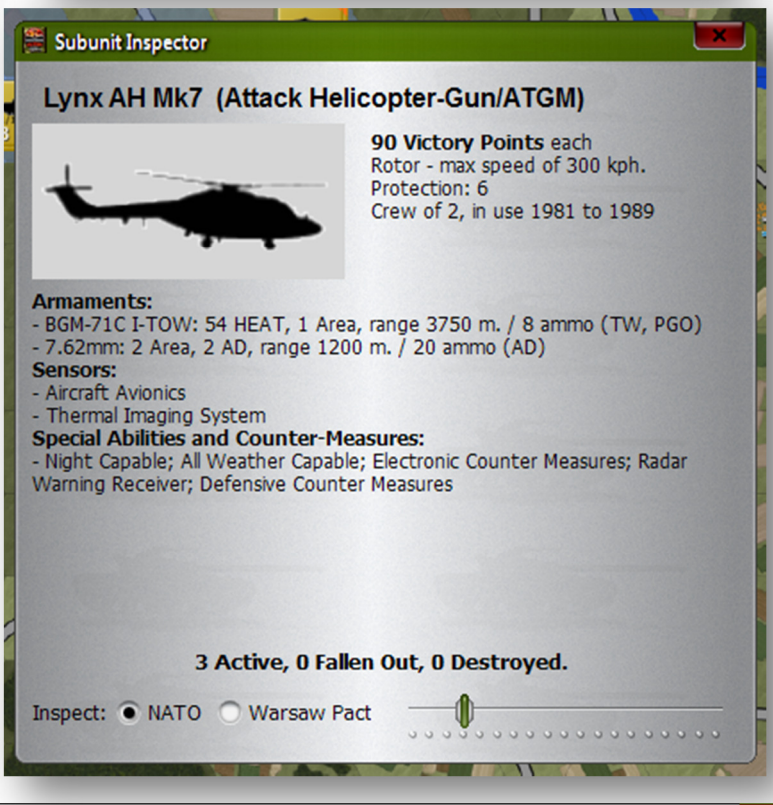
To get further information on a particular subunit all you need to do is double click on one of the images in the Subunits panel or hit the "F6" key. This will bring up the Subunit Inspector dialog. All of the details of the subunit can be seen including weapons, sensors, and special abilities.

A quick review of the C3 tab will show how long in minutes it will be before the next chance to issue orders. In this case the estimate is 16 minutes.

You are now ready to go to war! Good Luck!

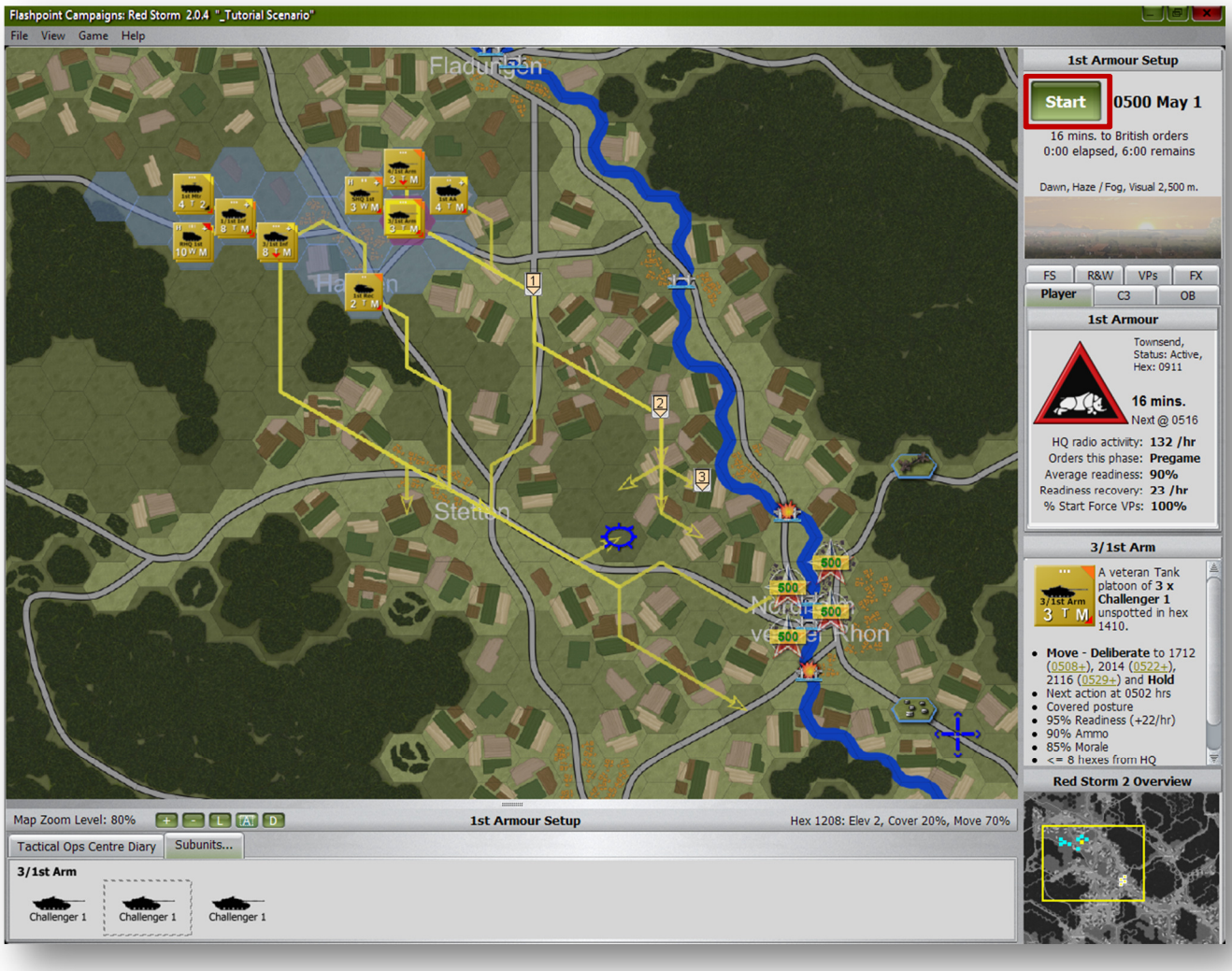






5 Resolving the Command Cycles

Now we get to sit back and watch the action unfold as the AI commanders do their best to fulfill your orders. Click the "Start" button. As the events occur, watch to see where your forces are going, what they spot and if any of them come under fire. Most plans made before a battle rarely survive first contact. It will be your ability to react and plan ahead for surprises that will keep you in the fight.



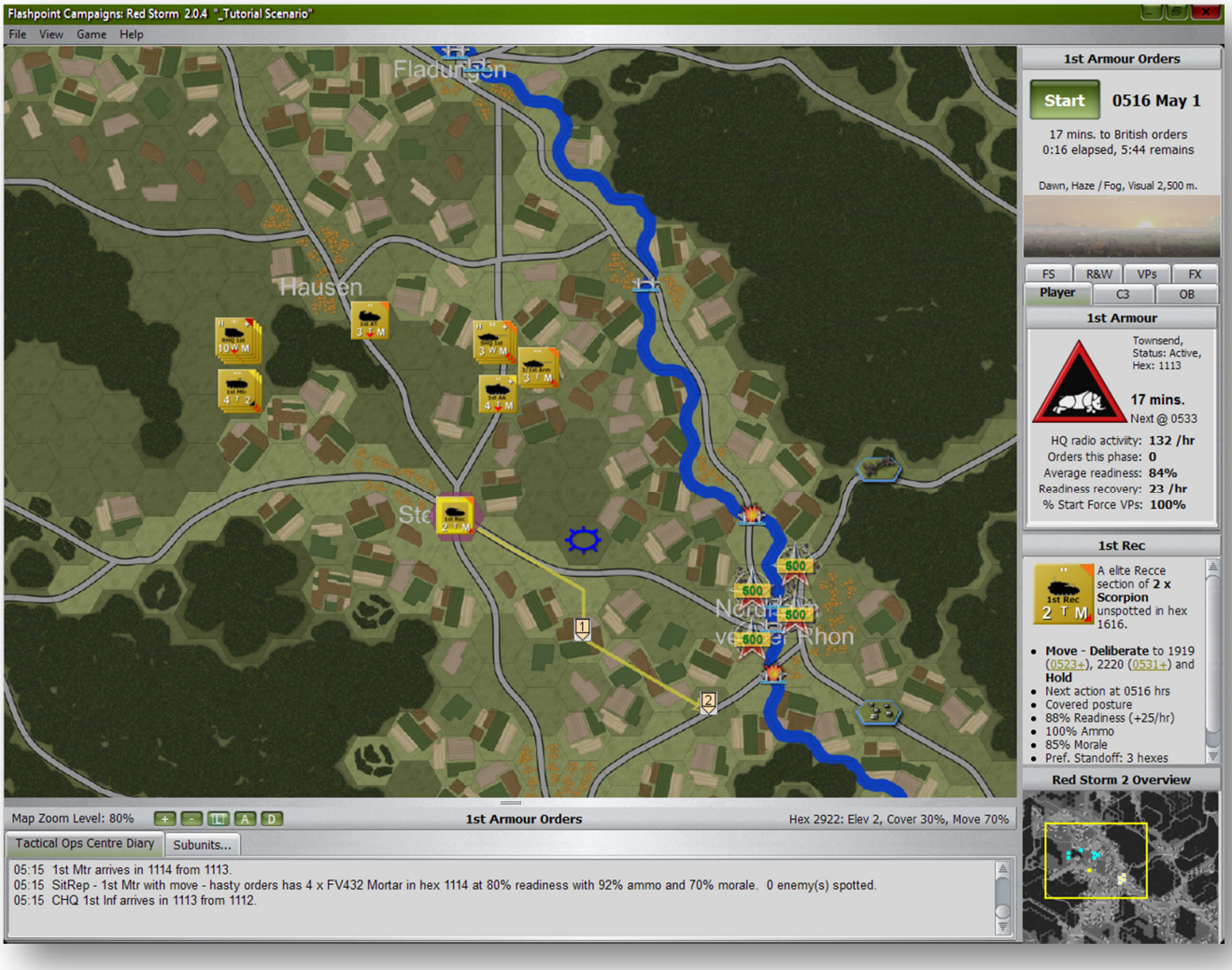
The Tutorial scenario is not a balanced scenario. It was designed to include all types of units to show the various abilities of those units and how to control them in game. The rest of the Red Storm Scenarios are well designed and will be a challenge to players of all experience levels. Happy Hunting!

5.1 Action in the First Turn (0500)

The first 16 minutes passed by in rather uneventful fashion. That won't last forever unfortunately. At the end of this turn we are still at dawn and the fog is still present on the battlefield. Looking at the Player tab in the Notebook we see the next turn will be about 17 minutes of game time. Command times will change in this game as units get tired or are lost to enemy action. The goal is to stay ahead of you enemy if you can.

Taking a look at the map the 1st Rec unit should have moved a fair amount down the road and all of the other units should be in motion. We have no spotted enemies at the moment and the fog still has line of sight reduced to 2.5km for our recon and thermal sight equipped units.

- After reviewing the situation press "Start" to play out the next 17 minutes of action.



5.2 Action in the Second Turn (0516)

33 minutes into the scenario and still no contact with Soviet forces as the 1st Rec get to its objective area and digs in. Units of 1st Armor are also at their final objectives and digging in as well. 1st Mtr is at its final waypoint and has switched to "On Call" so it can be ready to fire if targets appear. The rest of the battle group continues to make its way to their final plotted waypoint locations.

At the end of this upcoming turn our infantry units should be in position to be ordered to assault the city objectives.

As our tanks moved into position they spotted a Soviet obstacle on the other side of the river.

Looking at the units you should notice that there are small black and red triangles on the counters. These indicate both the direction the unit is travelling and also the mode of travel. Black if the unit is in road march. This is the fastest of the travel modes via the "Move-Hasty" order. Red denotes a combat movement. Slower but spread out and using terrain to mask approach.

With any luck the enemy should be sighted toward the end of the next turn. Take a moment to toggle on the LOS and click on your 1st Rec and 1st Tank units to see their coverage on the battlefield.

- Hit the "Start" button to continue.

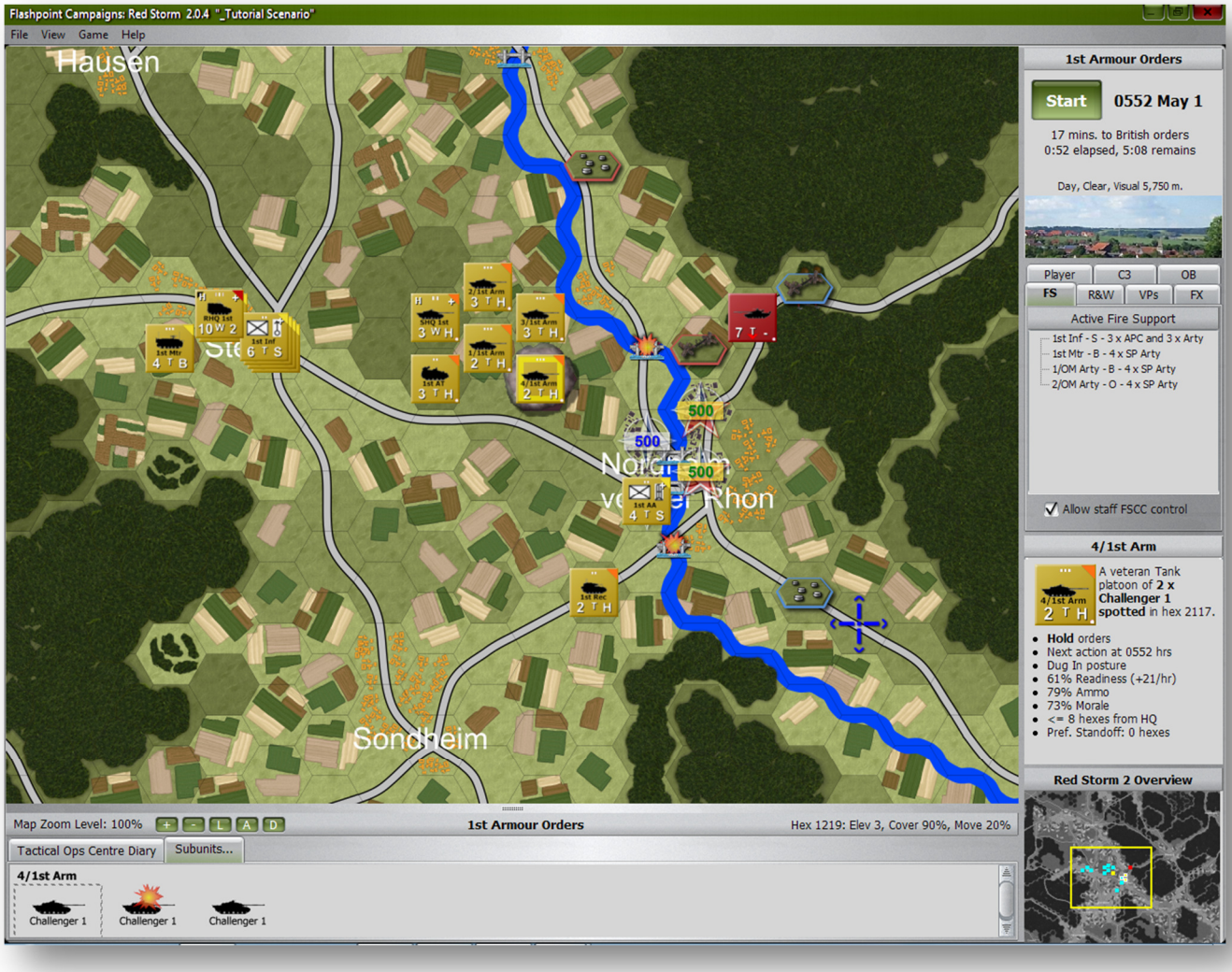


5.3 Action in the Third Turn (0533)

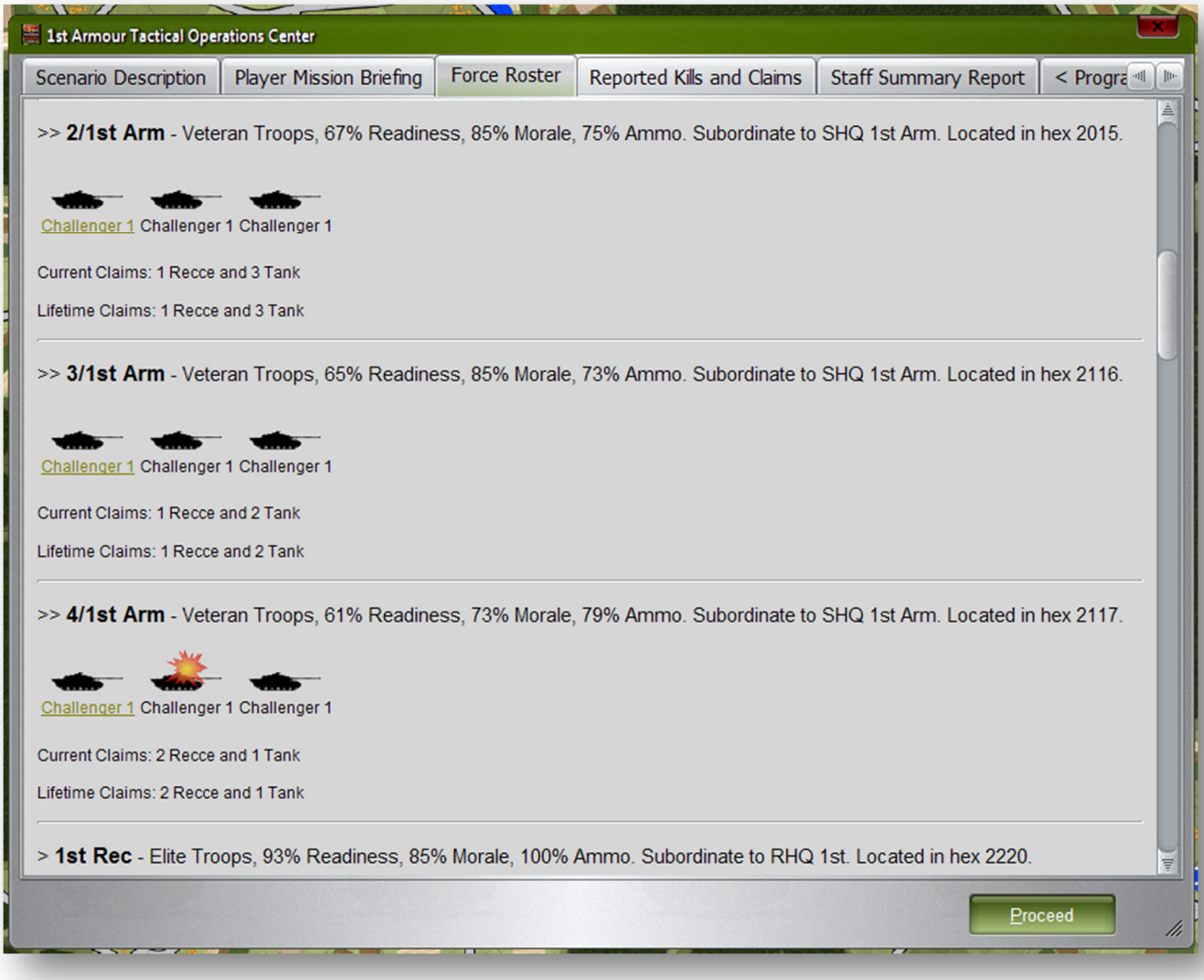
Like most battles we go from waiting to all hell breaking loose in a matter of minutes. From the forested path to the east our tank force spotted and promptly killed a Soviet recon unit. A few minute later we were greeted by two Soviet tank companies and a massive firefight ensued. Tanks from 1st Tank and the Strikers from 1st AT opened up and killed a number of tanks. We also lost two Challenger 1s in the fight. Your losses and kills will vary depending on a number of factors that may be different in your play through compared to this one.

Taking a moment to review the Tactical Ops Center Diary at the bottom of the screen we see that our forces mixed it up with Soviet T-80B1s. The report also shows in many cases that tanks were engaged and killed. The fog of war is such that in some cases you may not fully ID the targets. In this battle the Recon forces were unidentified in type when killed and the tanks went from tank to T-80B1s as they were fully identified by our forces.

During the turn, our off map artillery showed up and got into the fight by bombarding the tanks as they crossed the obstacle in the woods.

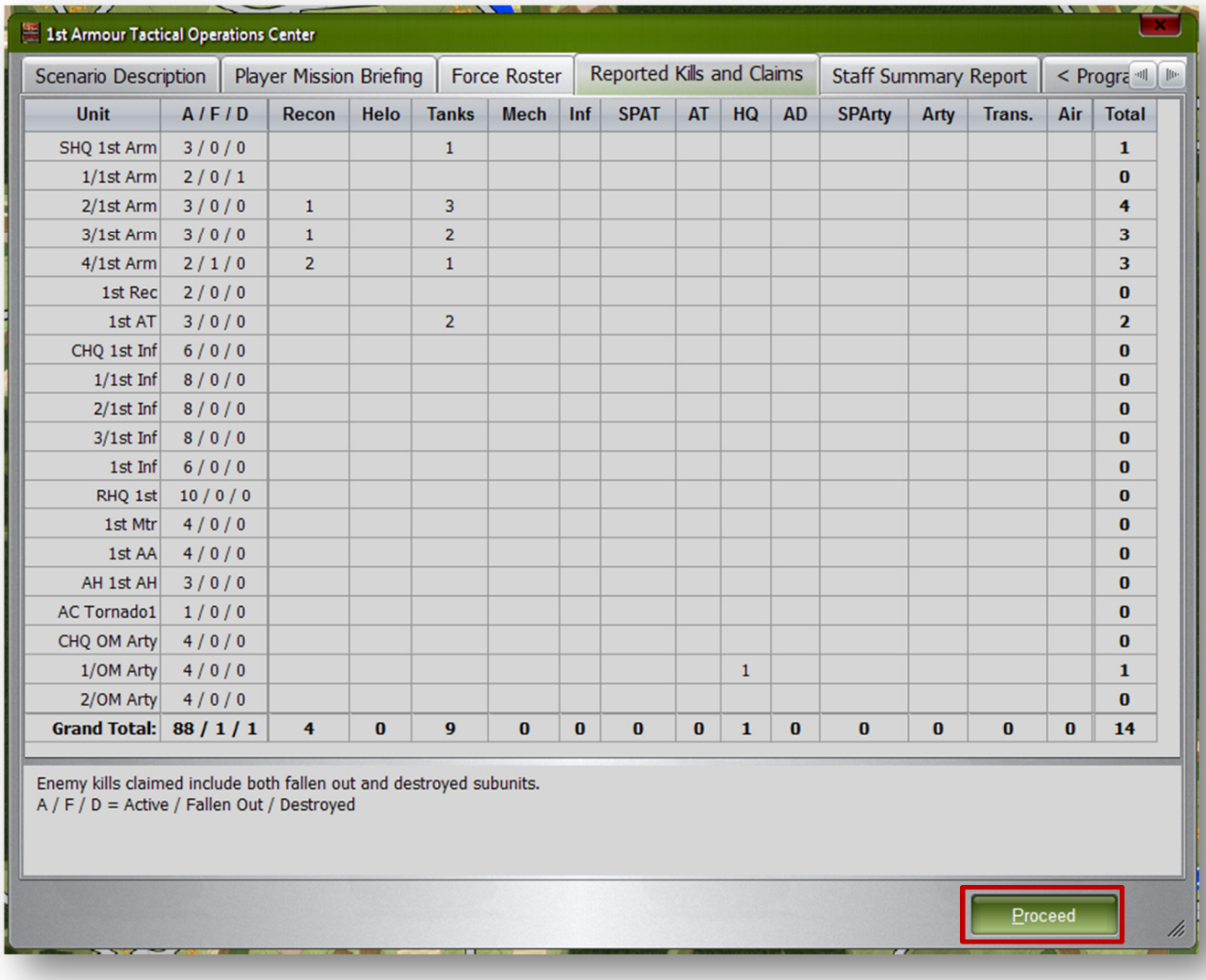


- Hit the "F2" key to bring up the TOC and click on the "Force Roster" tab and review the opening engagement. You can see what losses each unit has suffered and also see what specific enemy unit types they claim to have destroyed.



- Hit the "Reported Kills and Claims" tab next.

In this matrix you can see a listing of all your units and a breakdown of the types of units claimed as knocked out. All losses are totaled here as well both for each unit and for all enemy unit types. There is also a listing for each of your units that show the number of active runners, fallen out runner, and destroyed runners.



Unit	A / F / D	Recon	Helo	Tanks	Mech	Inf	SPAT	AT	HQ	AD	SPArty	Arty	Trans.	Air	Total
SHQ 1st Arm	3 / 0 / 0			1											1
1/1st Arm	2 / 0 / 1														0
2/1st Arm	3 / 0 / 0	1		3											4
3/1st Arm	3 / 0 / 0	1		2											3
4/1st Arm	2 / 1 / 0	2		1											3
1st Rec	2 / 0 / 0														0
1st AT	3 / 0 / 0			2											2
CHQ 1st Inf	6 / 0 / 0														0
1/1st Inf	8 / 0 / 0														0
2/1st Inf	8 / 0 / 0														0
3/1st Inf	8 / 0 / 0														0
1st Inf	6 / 0 / 0														0
RHQ 1st	10 / 0 / 0														0
1st Mtr	4 / 0 / 0														0
1st AA	4 / 0 / 0														0
AH 1st AH	3 / 0 / 0														0
AC Tornado1	1 / 0 / 0														0
CHQ OM Arty	4 / 0 / 0														0
1/OM Arty	4 / 0 / 0								1						1
2/OM Arty	4 / 0 / 0														0
Grand Total:	**88 / 1 / 1**	**4**	**0**	**9**	**0**	**0**	**0**	**0**	**1**	**0**	**0**	**0**	**0**	**0**	**14**

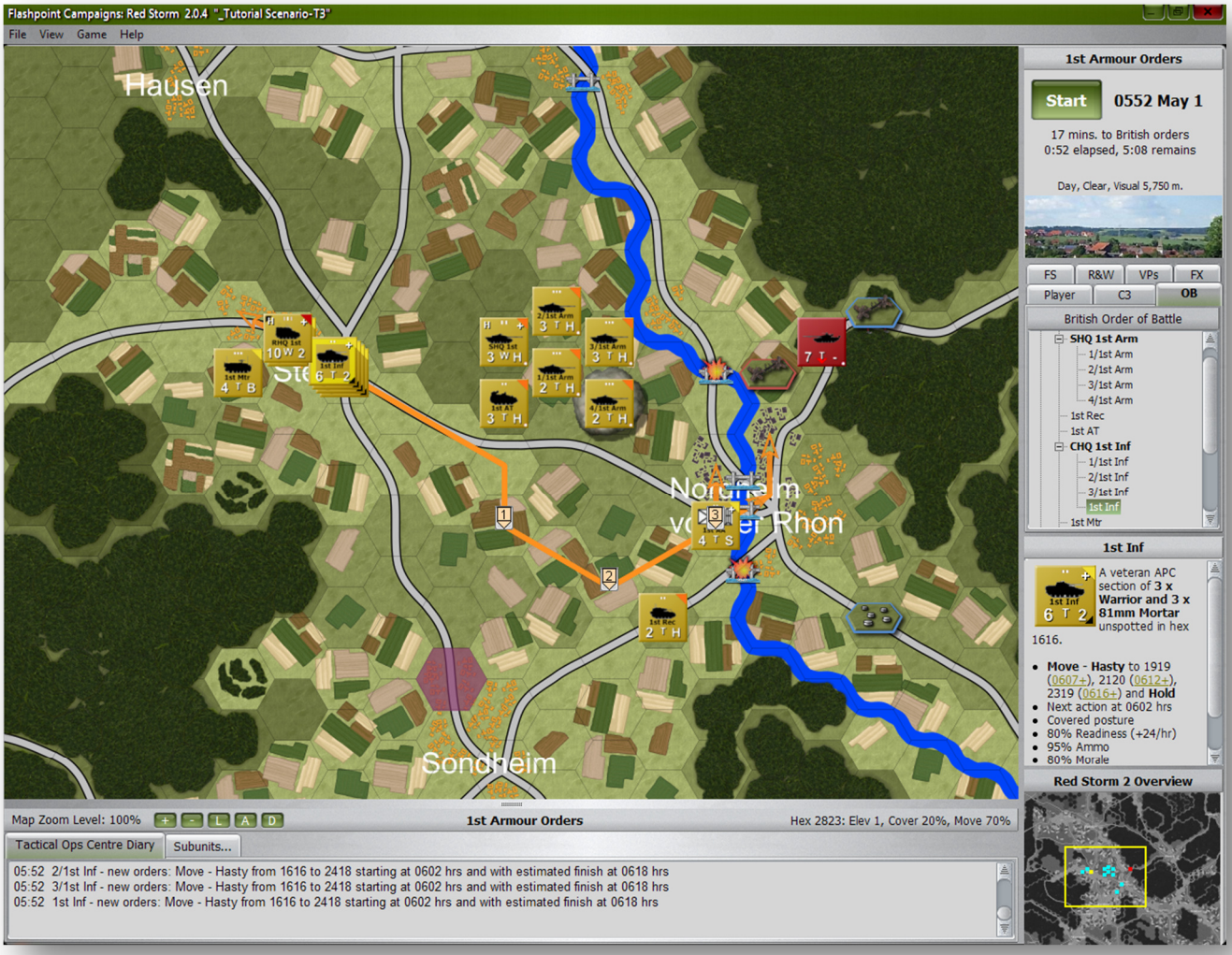
- Click on "Proceed" to close the TOC and go back to the map.

5.4 Setting 1st Inf to Assault the Objective Area

With the battle joined we need to move the infantry to the objective and set the artillery to hit those tanks popping out of the woods to suppress and even knock out a few of them.

- Click on the OB tab in the Notebook.
- Hold down the "Alt" key and click on CHQ 1st Inf to group select all of 1st Inf.
- Right click on of the units on the map and select "Move – Hasty" and plot the three waypoints as shown to mask our fast approach to the city with the hills.
- Click back on any unit to set the move order and pop the Orders on arrival dialog. Select "Hold".
    - Note that doing a hasty move did not give us and option to disembark at a distance. Our troops will jump out once they get to their objectives.
- Take a moment and spread out the infantry units into each hex of the objective.
    - Keep your HQ, MG and Mortar unit back on the west side of the river so they are protected by the ground units.

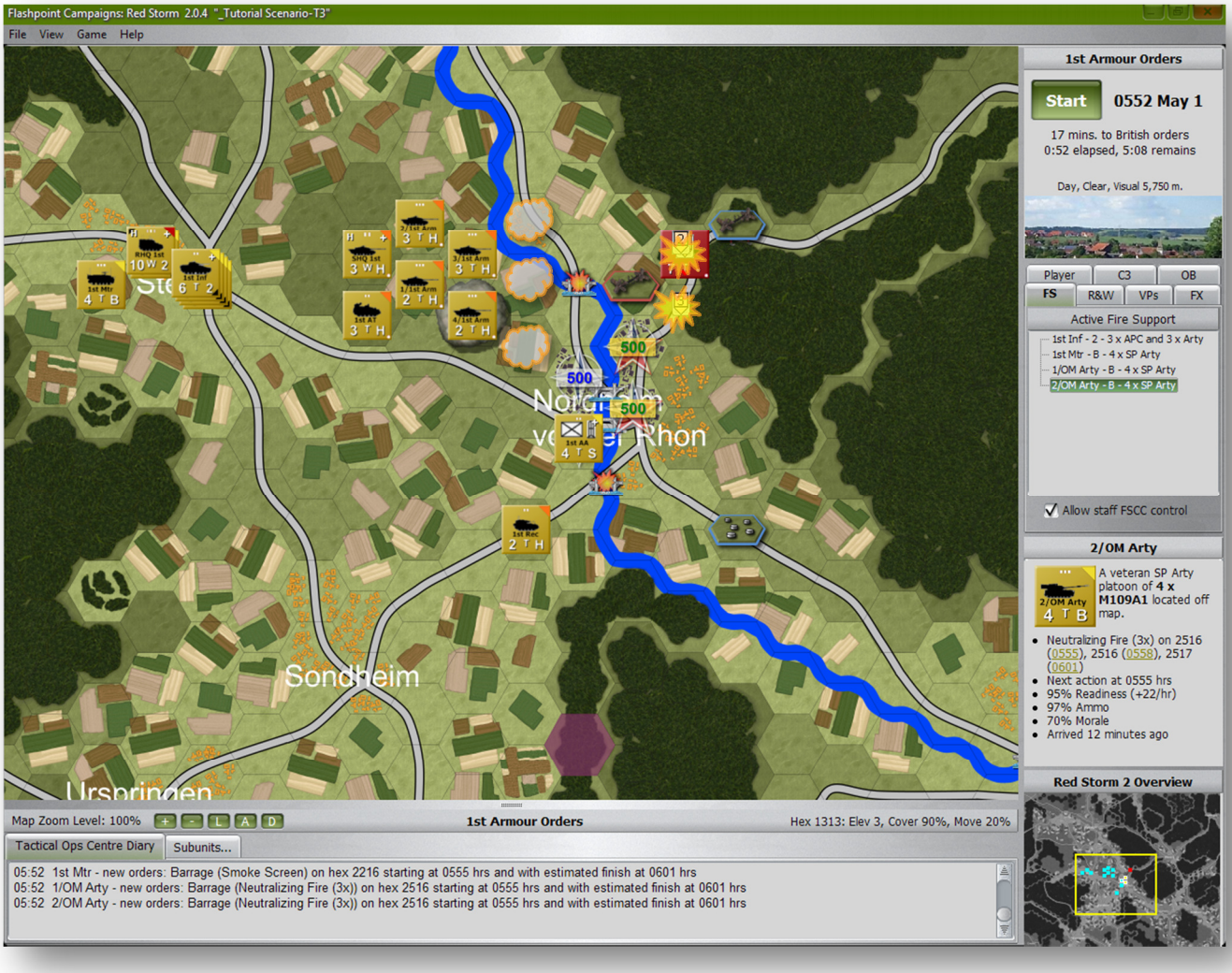
I used "Ctrl+V" to toggle off the VP markers so you can see the final paths of the units. I also hit "F5" and went into the "Set Game, Player, and Unit Defaults" dialog and turned Unit Movement Path to an orange color to show up better. There are many options here to help you set colors and options for the game. Refer to the Game Manual for more information on these.



5.5 Dropping Artillery on the Soviets

To hamper the Soviets effort of reaching the city, we will use our various artillery assets to bombard them and the approach. Even if we fail to get kills, the shelling will drop the readiness of the enemy as we rattle their cages.

- Click on the FS tab in the Notebook.
- The first unit in the list is 1st Inf which is three mortar units currently in motion to support the assault on the city. We'll leave them alone for now.
- Click on 1st Mtr in the list to select it.
    - In the UDP below the FS listing, right click on the counter image and bring up the Orders Menu.
    - Select "Barrage" and then select "Smoke".
    - Place the three TRP markers into the city hex and fields in front of you tank force.
- Next, select each of the off map artillery batteries, right click their UDP image, select "Barrage" and choose "Neutralizing Fire".
    - Place two TRPs on the visible tank unit and drop the third in the hex it is heading towards.
- Now we are ready to hit "Run" and continue the fight.



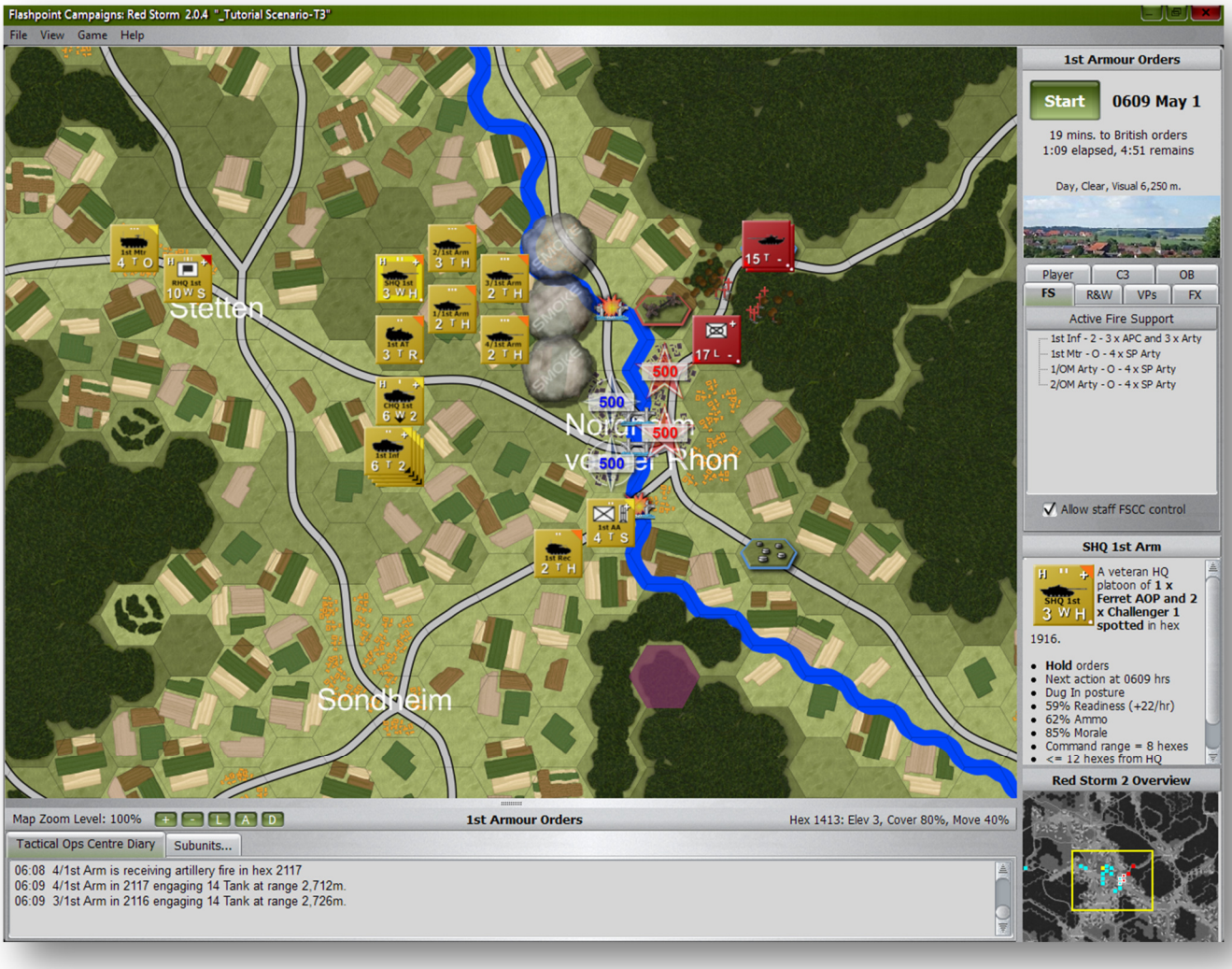
5.6 Action in the Fourth Turn (0552)

The tank duel continues, but the lead Soviet tank unit dashes quickly down the road and out of site down into the town. To make matter worse it grabbed to VP location on the way. The sudden closeness of tanks forces 1st AA to back out of the city to keep its standoff range and not become a target for 125mm fire. Our plotted artillery fire landed too late to hit our intended target. Those things happen.

Two good things did happen this turn. The smoke missions all landed in front of our tank and AH 1st AH entered the battlespace. The smoke was well timed because a company of BMPs and two tank companies popped up from the woods. The smoke is blinding the Soviet units from seeing a number of our tank units. Since the Challenger 1s have a thermal sight they can see through the smoke and are getting kills on the new enemy presence.

1st Inf is on the move but now they may be running straight into an enemy in the town. The smart move may be a change of orders to an assault, but that would take time to respond too and give the enemy more time to get units into the objective area. For now we will press on with the hasty move.

One thing looking over the force is seeing that 1st AT has gone low on ammo and is now in a resupply mode an will be dealing with that for the next 30 minutes.



5.7 Bring in the Choppers

Time to move that attack helicopter group into a good shooting position. Bringing up the Subunit Inspector (hitting "F6" or double clicking the image in the Subunits panel) we see the Lynx carries the I-Tow ATGM with an almost 4km range. That is enough to hit those units on the road.

- Zoom out the map so you can see the helicopter unit and the object area.
- Right click on the helicopter and plot a deliberate move to the hex just behind SHQ 1st and the 1st AT units. Being on the hill should give us a good viewpoint of the battle area and hopefully keep us out of any Soviet AD units firing range.
- With 1st AA in danger of getting overrun, plot a hasty move to the fielded hill just south of the 1st Inf units and order a hold when they get there. This will still provide AD coverage over the units and objective area and provide better defense by digging in.
- 1st Mtr is also On Call right now and dropping smoke into the town would be helpful, but looking at the unit in the UDP we see it is out of smoke ammo. Such it war. Order additional fire missions from both 1st Mtr (Neutralizing) and one of the offmap artillery units (Improved Conventional Munitions-ICM) on the visible units and the Soviet held city hexes.
- Use the other offmap artillery unit to drop the smoke on the west side of the objective and also on 1st AA to screen their retreat.



5.8 Action in the Fifth Turn (0609)

This turn was non-stop action from start to finish. The Soviets lost a good number of tanks, APCs, and troops to the ICM barrage, relentless tank gun fire and also some fire from the attack helicopters and elements of 1st Inf. A soviet mortar unit briefly popped up the kill zone north-east of the city and very quickly withdrew under fire. One of the advancing Soviet mechanized units has taken heavy losses and is now retreating into the tree line.

It was not all sunshine and rainbows for the home team this turn. Another tank unit slipped into the city. The previous unit is now attacking across the river and is toe-to-toe with a number of 1st Inf units in the smoke just after getting bombed by a Soviet Su-25 that our AD unit failed to see come in. Thankfully losses were light with the combination of smoke and the cover of the city. A couple other 1st Inf subunits were lost in combat approaching the city and most of those units have stopped to defend instead of pushing forward.

After unloading a good number of TOW missiles a helicopter was shot down by an advancing Soviet AD unit coming up the road from the south. The rest of the group is heading back to the RHQ to reload for more action.

A good number of the smoke screens have faded now too and the rest will fall in short order. The dilemma facing us now is trading invisibility for some of our units or hitting enemy locations hard. Always hard choices in war.



5.9 Making Some Changes to the Plan

Let's start making some adjustments. We need to get both armor and men into the objective area. We need to use the artillery to drop more smoke, kill the Soviet AD unit, and hammer Soviet units in and around the city so we can assault and retake victory markers. Some good news looking at the R&W tab is a Tornado ground attack fighter will be on station in 32 minutes. It can deliver a good knockout punch if we can find a target for it.

- Click the "FS" tab.
  - Select 1st Inf from the list. Right click the UDP image and select "Barrage" and then "Smoke". Drop the smoke in the town to cover the impending advance.
  - Select 1st Mtr from the list. Right click the UDP image and select "Barrage" and then "Neutralizing Fire". Plot TRPs on the mechanized units north-east of town.
  - Select 1/OM Arty from the list. Right click the UDP image and select "Barrage" and then "Neutralizing Fire". Plot TRPs on the Soviet controlled part of the city. Drop one on the mechanized forces for good measure.
  - Select 2/OM Arty from the list. Right click the UDP image and select "Barrage" and then "Improved Conventional Munitions". Plot TRPs on and ahead of the Soviet AD unit. With any luck it will get knocked out.
- Get 1st Inf into the town with Assault orders and have them hold objective hexes when they get there.
  - Click the OB tab and select 1/1st Inf.
  - Give the unit an "Assault" order into the hex with the enemy tanks. Set disembark to 1 hex. This will move the units in on foot at this range. A safer approach. Set Order on Arrival to "Hold". Defending the objective is the mission.
  - Select 2/1st, give it a "Move-Deliberate" order through the town and into the north-east objective hex with a 1 hex disembark and a "Hold" on arrival order.
  - Select 3/1st, give it an "Assault" order through the town and into the north-east objective hex with "Hold" on arrival order.
- Holding the shift key, click on 1/1st Arm and 2/1st Arm to select both units.
  - Right click one of the nits and select an "Assault" order.
  - Plot a move into town and then across the bridge to the north-east objective hex.
  - Select "Hold" for the on arrival order.



5.10 Action in the Sixth Turn (0628)

This turn was a mixed bag of results. The ICM strikes wiped out the Soviet AD unit in the south. A few more tanks were knocked out in the city, but at a high price of APCs and troops caught out in the open terrain on the way into the city. A bad combination in this case. CHQ 1st Inf was also lost in the fighting this turn. That will hamper the rest of 1st Inf's units the rest of the way.

1st AT is out of missiles again and reloading. The attack helicopters that remain will be reloaded for action in about 10 minutes, but we'll have to wait until the end of this upcoming turn to order them back into the fray. Also 10 minutes for the Tornado to get on station. The good news is the AD unit is down and other than one infantry SAM in the town no other AD units have been seen yet.

1st Arm tank units should start swinging south toward that town this upcoming turn as well. As mentioned earlier there is a delay getting orders relayed and getting the new plan into motion. In this case, we are playing catch up right now. If there is any good new, it is in the form of artillery. A great deal of fire can be called down on the enemy while we get units reloaded and rested for another push on the objective.



As we just found out the hard way, plans are a best guess gamble. If you call it right and the enemy follows your plan for their actions you walk away with medals and accolades. If you step in line with the enemy plan you may not get the chance to try again. As the commander you need to be looking five moves ahead. Having a crystal ball wouldn't hurt either.

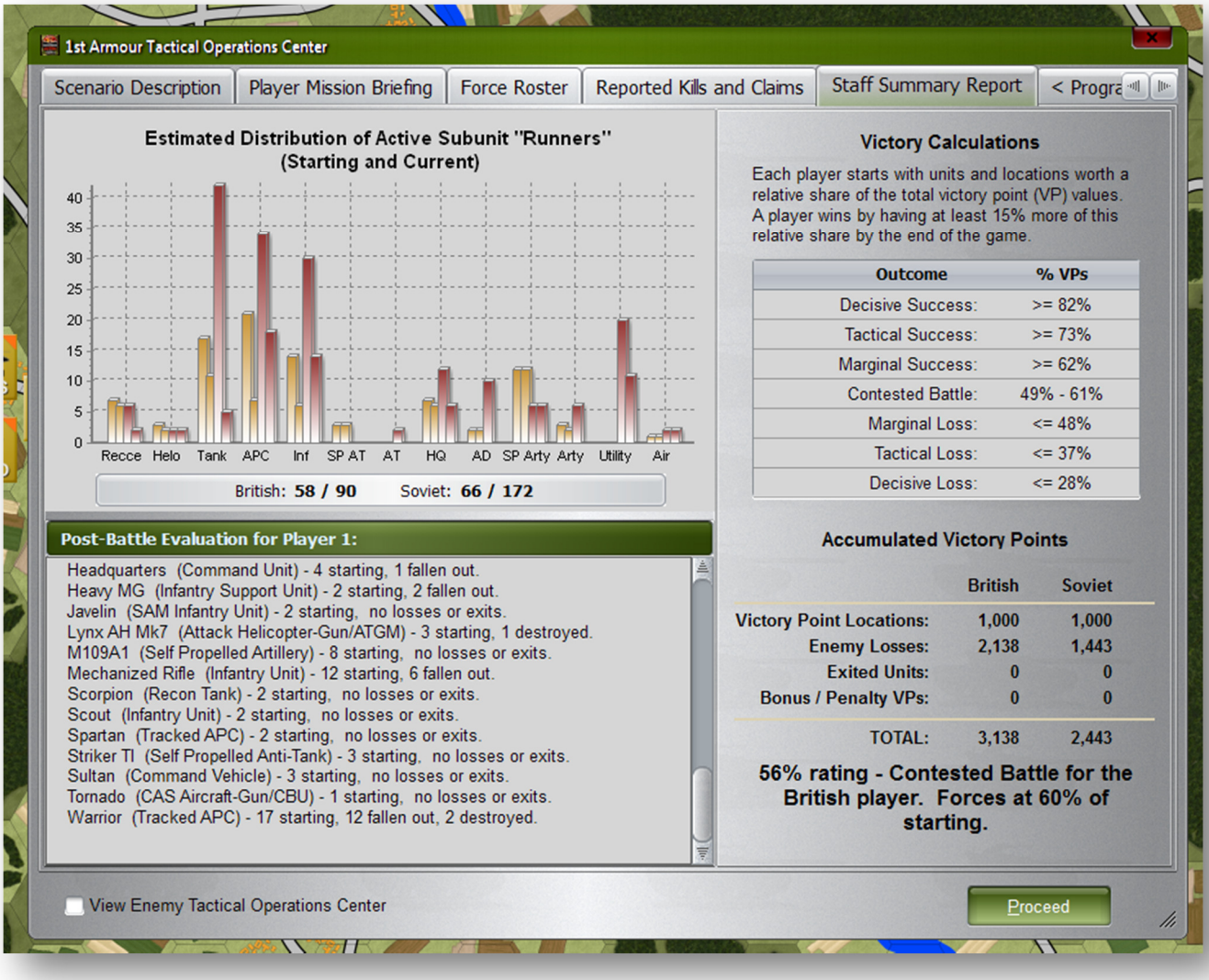
6 Running to Conclusion

From this point forward you have enough of the basics to run this tutorial out until the time limit hits or until one sides force fall below 30% of its total unit value (on map units) and triggers Sudden Death. When Sudden Death triggers you will get a dialog box with a breakdown of what happens to the VP locations on the map based on the strength, readiness, and proximity of forces based on time remaining. If you don't like the result and wish to grind the fight out to the bitter end there is a button that allow you to continue playing until the time limit or until you choose to end the game.

In the case of the battle just fought the game went into Sudden Death on Soviet losses very late in the next turn. Here is the New Sudden Death Report explaining the end game state at each VP location.



Once the battle, in this case by clicking the "End Game Now" button, you will be presented with the TOC and shown information for both sides. The winner will be the side that outperformed the expectations of the command staff. Controlling objectives, killing enemy units and preserving your forces will go a long way to winning battles. The Staff Summary Tab of the TOC will show you the final score, evaluation of performance, and also losses to units, both in the graph for comparison and in a listing for your forces. At the bottom left of the TOC there is now a check box for viewing the Enemy TOC pages. You can see the details of the enemy's force.



There is no guarantee that your battle will follow the same timing or outcome as mine. The AI is very dynamic and has a habit of surprising you. This time the Soviets went with the north approach. Next time it might be the south. You may even get hit from both. The weather can change and alter visibility. If something does go wrong (like Mi-24s coming out of the fog and mauling APCs) replay the game with a different plan and tactics. The idea is to learn and have fun playing the game/simulation.

Good luck and good hunting!

This Quick Start/Tutorial Guide gets you up and into the game with a fairly basic understanding of the game mechanics. We strongly urge you to read over the full game manual to get a more thorough and detailed look at all aspects of the game.

7 CREDITS

7.1 On Target Simulations Design Team

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Matrix Games Forum: http://www.matrixgames.com/forums/tt.asp?forumid=1197

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