

Choosing your forces:

Start by choosing a quick battle.

QUICK BATTLE

Battle Type	Meeting Engagement	Year	1944
Battle Size	Small	Month	July
Length of Battle	45 minutes	Daylight	Day
Map Selection	Automatic	Weather	Clear
Map Size	Small	Rarity	Standard
Environment	Hills		
	Attacker	Defender	
Service	British Army	German Army	
Combat Force	Mix	Mix	
Unit Purchase	Human	Human	
Map Preview	Preview Allowed	Preview Allowed	
Force Adjustment	No change		

Cancel OK

Make sure you pick the date (July 1944) and at least one of the forces needs to be the army you want, mix and human selected. Everything else does not matter because it will be set by the scenario we will build.

Use the force selection screen to select a force that is 2000 points – in our test example. Ignore the rarity and the information about being over or under budget.

ASSEMBLE FORCES

AXIS FORCE

Points	1547	Rarity	1547
Budget Spent	522		0
Remaining	1025		1547

Suggestions Map Preview

Formations ▼

Typical ▼

German Army Waffen SS Luftwaffe

- Infantry Only
- Mech Infantry
- Armor Only
- Artillery
- Air Support
- Fortifications

AVAILABLE TROOPS

+ Heavy Panzer Battalion [Tiger]	16809+	48933+
+ Panzer Battalion	21713+	738+
+ Sturmgeschütz Brigade 45	12767+	1947+
+ Sturmgeschütz Battalion [PzG]	12767+	1947+
+ Sturmgeschütz Brigade 31	9010+	441+
+ Panzerjäger Battalion [heavy]	15527	77070
+ Panzerjäger Battalion [armored]	3725+	0+
+ Panzerjäger Battalion [mixed]	2296+	0+
+ Aufklärung Platoon [armored]	577+	719+
+ Forward Observer Section [armored]	161	156
+ Self-Propelled Howitzer Platoon	643+	1734+

Experience Typical ▼

Motivation Typical ▼

Fitness Typical ▼

Leadership Typical ▼

The four main values you need to record for every unit are Experience, Motivation, Fitness and Leadership. By default newly purchased units will be set to typical which will give you a mix of values. You can override that here before buying anything. I did my example using typical – just see how much variation here is for the units.

Once you have tweaked things to get to the 2000 points you then need to record the above four values plus any optional equipment for every section and vehicle you bought. For example two German Infantry squads:

ASSEMBLE FORCES

AXIS FORCE

Budget: 1547
Spent: 2000
Remaining: -453

Points: 1547
Priority: 1547

Supports: [] []

Formations: []
Typical: []

German Army, Waffen SS, Luftwaffe

Infantry Only
High Infantry
Armor Only
Artillery
Air Support
Fortifications

AVAILABLE TROOPS

Heavy Panzer Battalion (Tiger)	15039+	48725+
Panzer Battalion	19424+	720+
Sturmgeschütz Brigade 45	11898+	1775+
Sturmgeschütz Brigade 51	11898+	1775+
Panzerjäger Battalion (heavy)	6064+	452+
Panzerjäger Battalion (armored)	13082	6800
Panzerjäger Battalion (light)	3293+	0+
Panzerjäger Battalion (medium)	1964+	0+
Aufklärung Platoon (armored)	950+	719+
Forward Observer Section (armored)	148	153
Self-Propelled Howitzer Platoon	373+	1734+

ACTIVATED TROOPS

1 Battalion (Panzergranadier (motorized))	German Army	322	0
Headquarters Team	Standard	0	0
HQ Support Team	Standard	0	0
1 Company (Panzergranadier (motorized))	Standard	422	0
Headquarters Team	Standard	24	0
30 Team	Standard	8	0
1 Platoon (Panzergranadier (motorized))	Standard	262	0
2 Platoon (Panzergranadier (motorized))	Standard	178	0
Headquarters Team	Standard	31	0
1 Squad (Rifle) (Panzerschreck)	Standard	61	0
2 Squad (Rifle) (Standard)	Standard	45	0
3 Squad (Rifle) (Standard)	Standard	45	0
3 Platoon (Panzergranadier (motorized))	Standard	0	0
2 Platoon (Heavy (motorized))	Standard	0	0
3 Company (Panzergranadier (motorized))	Standard	0	0
2 Company (Panzergranadier (motorized))	Standard	0	0
2 Company (Panzergranadier (motorized))	Standard	0	0
Sturmgeschütz Brigade 51	German Army	1478	0
HQ Assault Gun (StuG III (mid))	Standard	0	0
Headquarters Company	Standard	0	0
Headquarters Team	Standard	0	0
1 Highspeed Vehicle (StuG II (light))	Standard	0	0
Aufklärung Platoon (armored)	Standard	0	0
1 Battery (Sturmgeschütz)	Standard	1488	0
HQ Assault Gun (StuG III (mid))	Standard	278	0
1 Platoon (Sturmgeschütz)	Standard	582	0
HQ Assault Gun (StuG III (mid))	Standard	291	0
1 Assault Gun (StuG III (mid))	Standard	291	0
2 Assault Gun (StuG III (mid))	Standard	0	0
2 Platoon (Sturmgeschütz)	Standard	582	0
HQ Assault Gun (StuG III (mid))	Standard	270	0
1 Assault Gun (StuG III (mid))	Standard	298	0
2 Assault Gun (StuG III (mid))	Standard	0	0
2 Platoon (Sturmgeschütz)	Standard	0	0
2 Battery (Sturmgeschütz)	Standard	0	0
3 Battery (Sturmgeschütz)	Standard	0	0

Experience: Regular (selected)
 Motivation: Normal (selected)
 Fitness: Fit (selected)
 Leadership: -2 (selected)

> Motorized Rifle (selected)
 > Panzerschreck (selected)
 Standard (default)

Experience: Regular (selected)

Motivation: Normal (selected)

Fitness: Fit (selected)

Leadership: -2 (selected)

> Motorized Rifle (selected)

> Panzerschreck (selected)

Standard (default)

I would record Regular, Normal, Fit -1 and the fact that this squad does have a shreck team.

ASSEMBLE FORCES

AXIS FORCE

Budget: 1547
Spent: 2000
Remaining: -453

Points: 1547
Priority: 1547

Supports: Hq Preview

Formations:

German Army Waffen SS Luftwaffe

Infastry Only
High Infantry
Armor Only
Artillery
Air Support
Fortifications

AVAILABLE TROOPS

- Heavy Panzer Battalion (Tiger)
- Panzer Battalion
- Sturmgeschütz Brigade 45
- Sturmgeschütz Battalion (PzO)
- Sturmgeschütz Brigade 51
- Panzerjäger Battalion (heavy)
- Panzerjäger Battalion (armored)
- Panzerjäger Battalion (light)
- Aufklärung Platoon (armored)
- Forward Observer Section (armored)
- Self-Propelled Howitzer Platoon

ACTIVATED TROOPS

1 Battalion (Panzergranadier (motorized))	German Army	322	0
Headquarters Team	Standard	0	0
HQ Support Team	Standard	0	0
1 Company (Panzergranadier (motorized))	Standard	472	0
Headquarters Team	Standard	24	0
303 Team	Standard	8	0
1 Platoon (Panzergranadier (motorized))	Standard	262	0
2 Platoon (Panzergranadier (motorized))	Standard	178	0
Headquarters Team	Standard	81	0
1 Squad (Rifle) (Panzerstreuek)	Standard	61	0
2 Squad (Rifle) (Standard)	Standard	45	0
3 Squad (Rifle) (Standard)	Standard	45	0
3 Platoon (Panzergranadier (motorized))	Standard	0	0
2 Platoon (Heavy (motorized))	Standard	0	0
3 Company (Panzergranadier (motorized))	Standard	0	0
2 Company (Panzergranadier (motorized))	Standard	0	0
2 Company (Heavy (motorized))	Standard	0	0
Sturmgeschütz Brigade 51	German Army	1478	0
HQ Assault Gun (StuG III (mid))	Standard	0	0
Headquarters Company	Standard	0	0
Headquarters Team	Standard	0	0
1 Highspeed Vehicle (Mittelwagen)	Standard	0	0
Aufklärung Platoon (armored)	Standard	0	0
1 Battery (Sturmgeschütz)	Standard	1488	0
HQ Assault Gun (StuG III (mid))	Standard	278	0
1 Platoon (Sturmgeschütz)	Standard	582	0
HQ Assault Gun (StuG III (mid))	Standard	291	0
1 Assault Gun (StuG III (mid))	Standard	291	0
2 Assault Gun (StuG III (mid))	Standard	0	0
2 Platoon (Sturmgeschütz)	Standard	582	0
HQ Assault Gun (StuG III (mid))	Standard	270	0
1 Assault Gun (StuG III (mid))	Standard	298	0
2 Assault Gun (StuG III (mid))	Standard	0	0
2 Platoon (Sturmgeschütz)	Standard	0	0
2 Battery (Sturmgeschütz)	Standard	0	0
1 Battery (Sturmgeschütz)	Standard	0	0

Experience:

Motivation:

Fitness:

Leadership:

Experience:

Motivation:

Fitness:

Leadership:

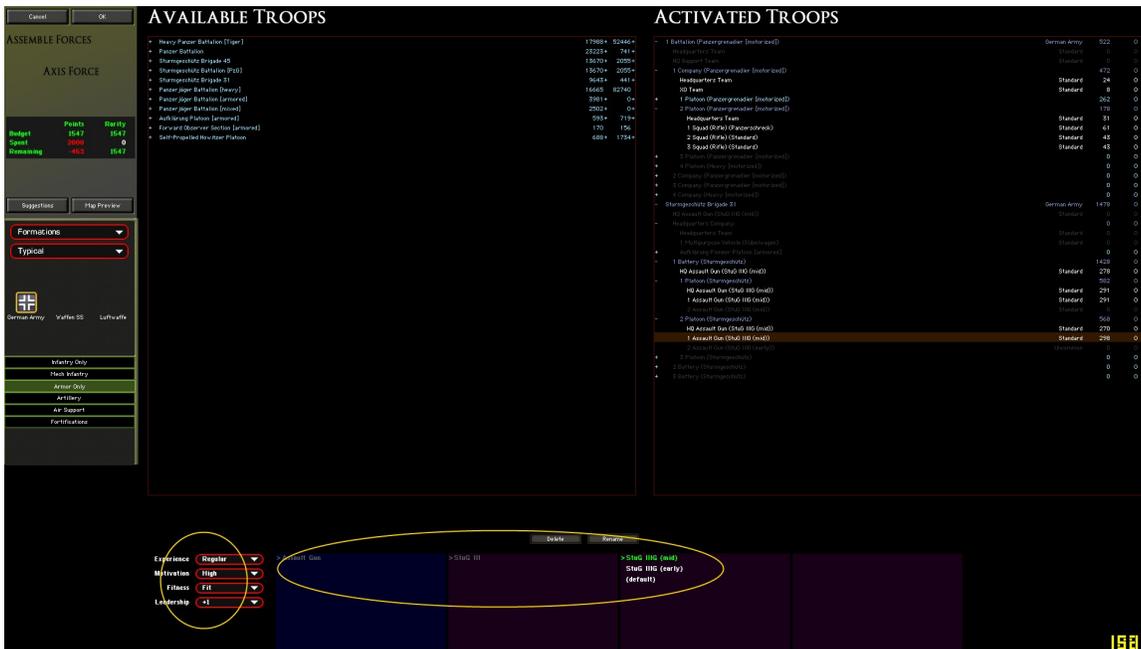
> Motorized Rifle

Panzerschreck

> Standard (default)

The next squad is a bit different. I would record Regular, Normal, Fit -1 and the fact that it did not have a Shrek team.

Another example – a Stug III:



Here I record Regular, High, Fit, +1 and the fact that it is a mid version.

Here is the excel spread sheet:

Experience Motivation Fitness Leadership Notes

1 Battaliion Panzergrenadier (motorized)

1 Company

Headquarters r n f -1

xo team r n f -2

1 platoon

HQ r h f -1

1 squad r n f -1standard

2 squad v n f 1Panzershrek team

3 squad	v	n	f	2Panzershrek team
2 platoon				
HQ	r	h	f	1
1 squad	r	n	f	-2Panzershrek team
2 squad	r	n	f	-1standard
3 squad	r	n	f	-1standard

1 Stermetzultuz Bregade 31

1 Battery

HQ Assaultgun	r	h	f	0mid
---------------	---	---	---	------

1 Platoon

HQ Assaultgun	v	n	f	-1early
---------------	---	---	---	---------

1 Assaultgun	r	n	f	1mid
--------------	---	---	---	------

2 Platoon

HQ Assaultgun	r	l	f	1mid
---------------	---	---	---	------

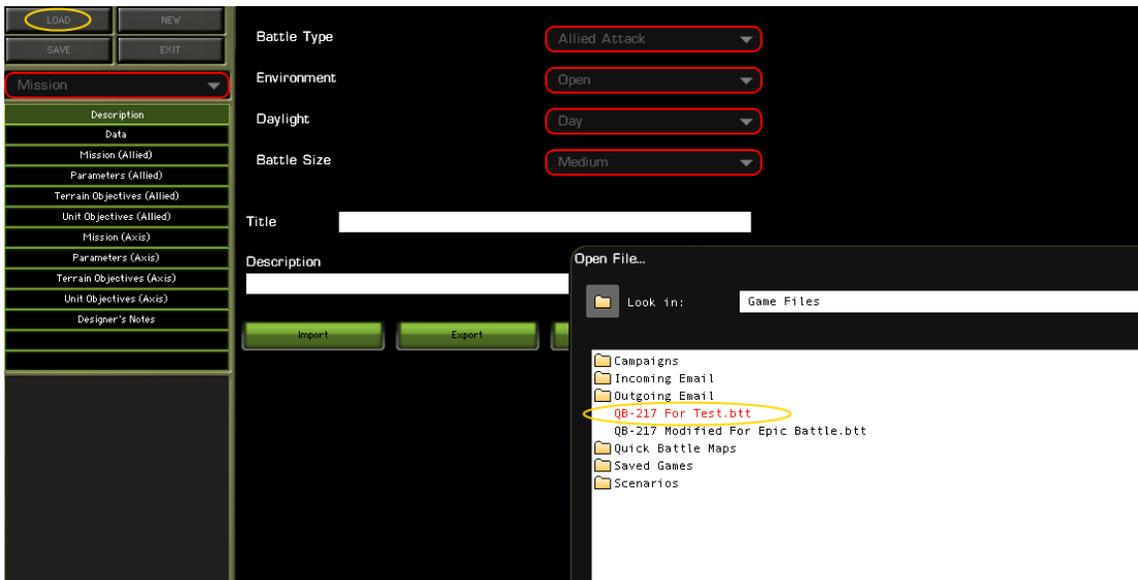
1 Assaultgun	r	n	f	0mid
--------------	---	---	---	------

Once I have everything recorded I can start the game.

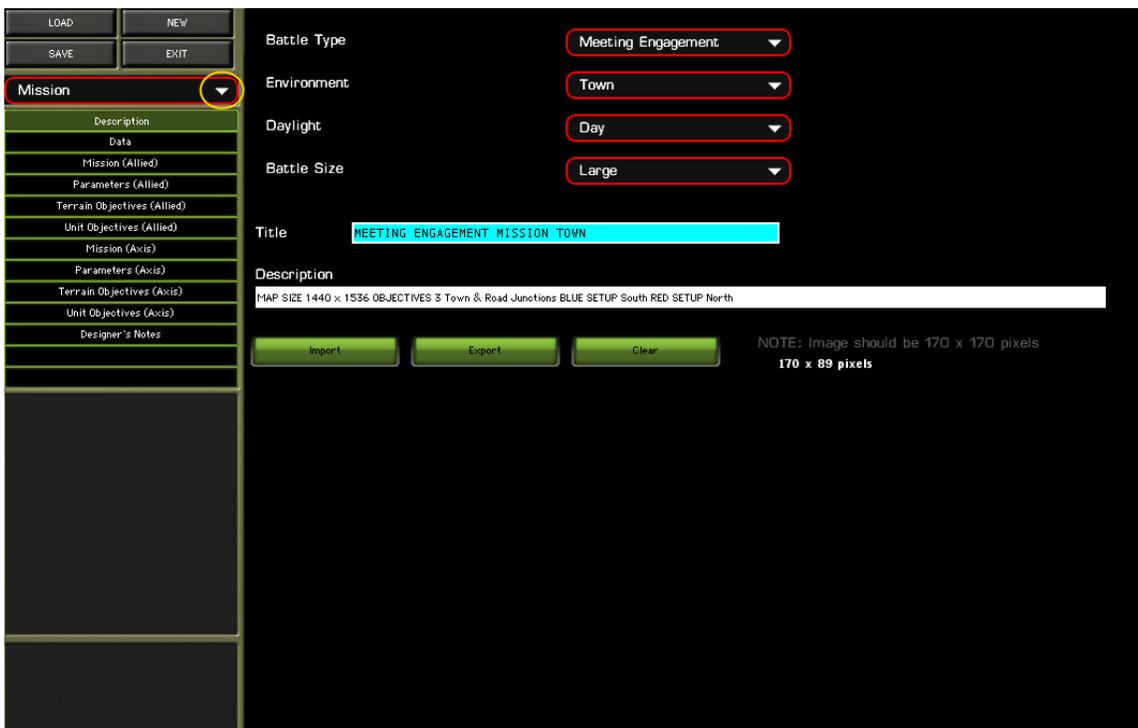
Setting your force selection in the scenario:

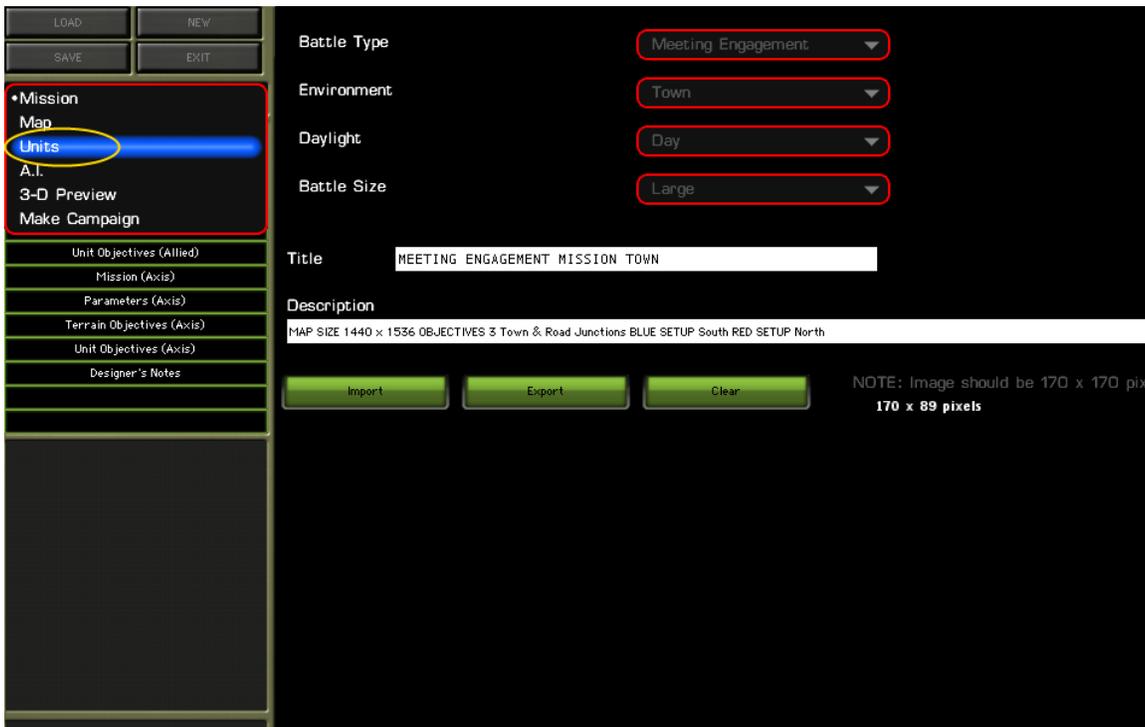
Now open the scenario in the scenario editor (if you are copying a QB map or other scenario map make sure you save it with a new name before you start messing with it). The German player should set forces first because when in the scenario editor switching to the units mode always displays the current Allied force selection.

Load the scenario:

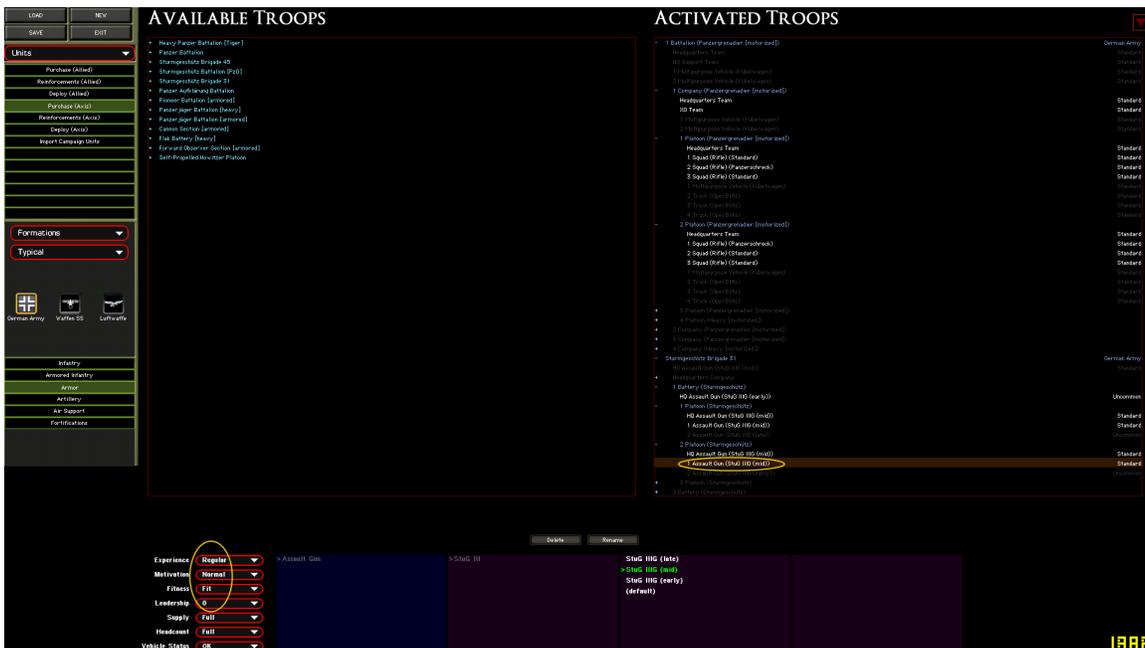


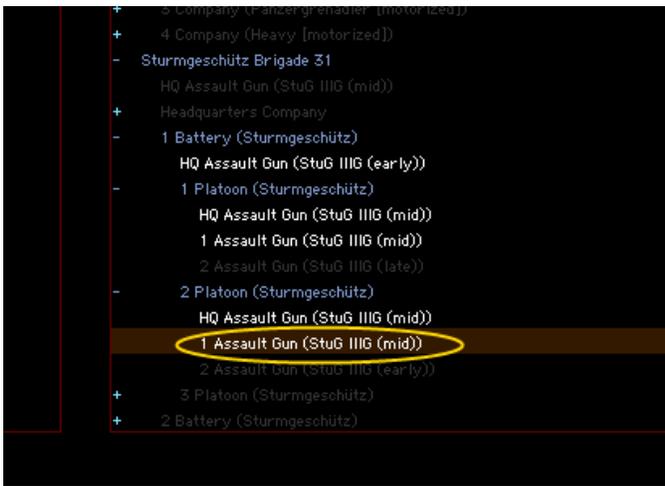
Once loaded choose Units from the drop down:



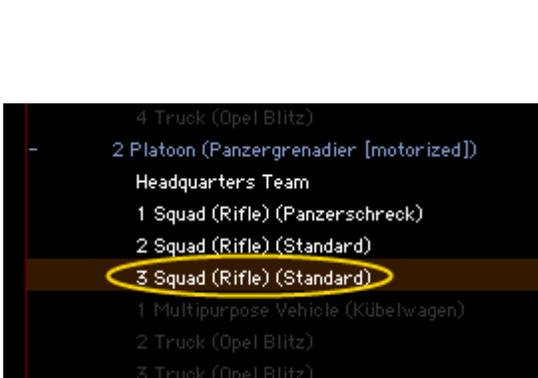
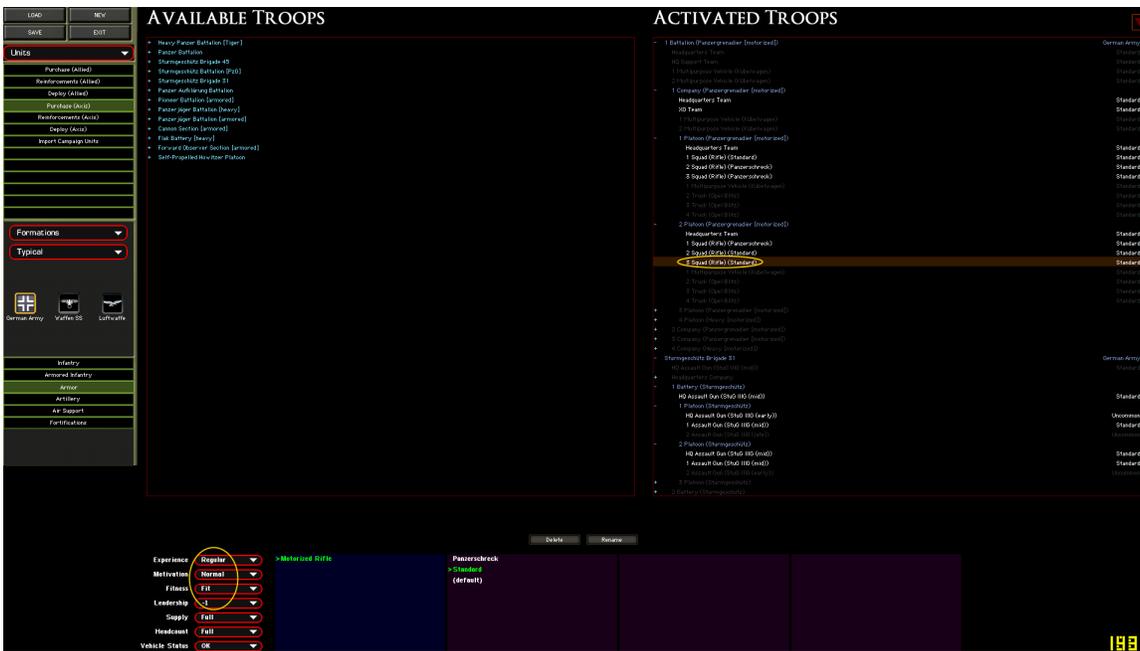


Then recreate the unit selection you had from the Quick Battle screen. Leave the entries for Supply, Headcount and Vehicle Status as they are while you set the Experience, Motivation, Fitness and Leadership values to the same settings as you had in the QB screen.





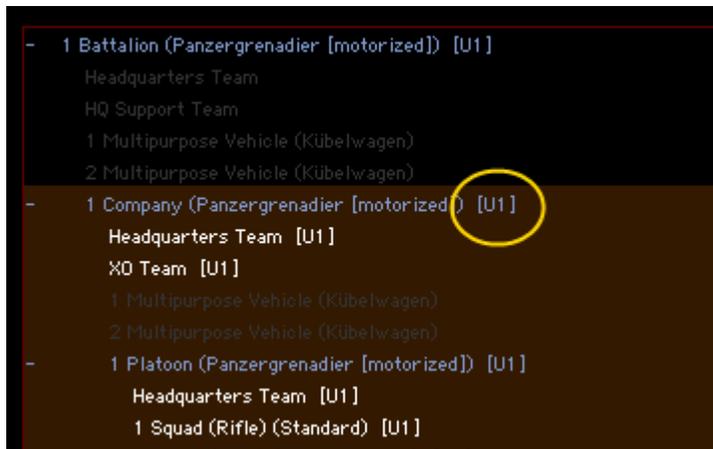
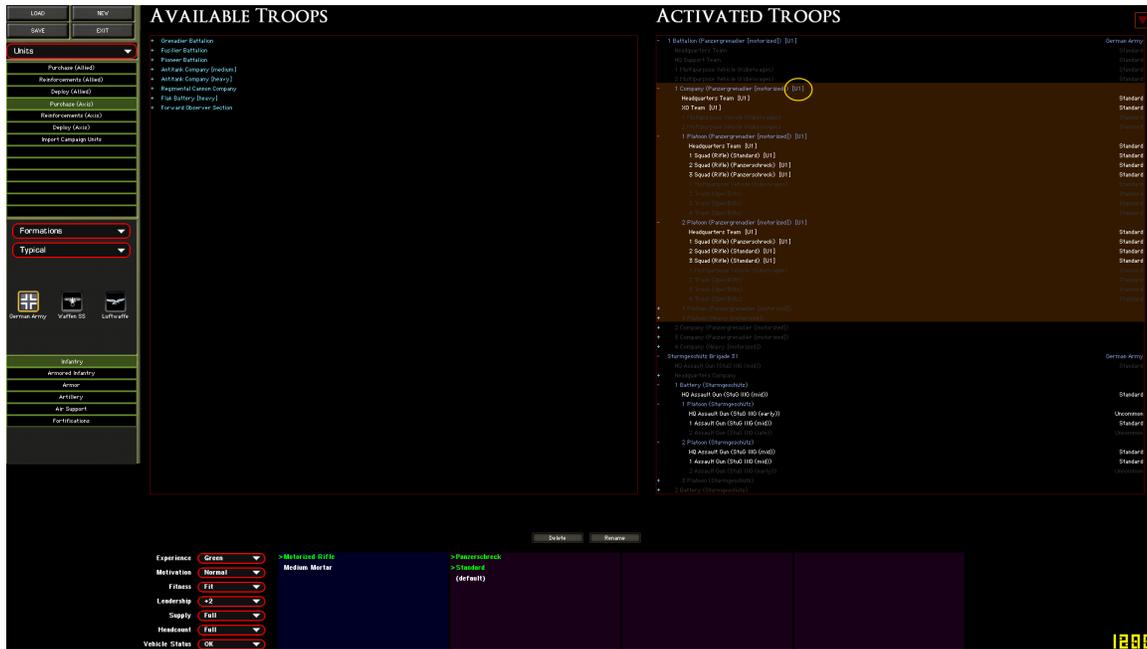
Do the same for each vehicle and squad:



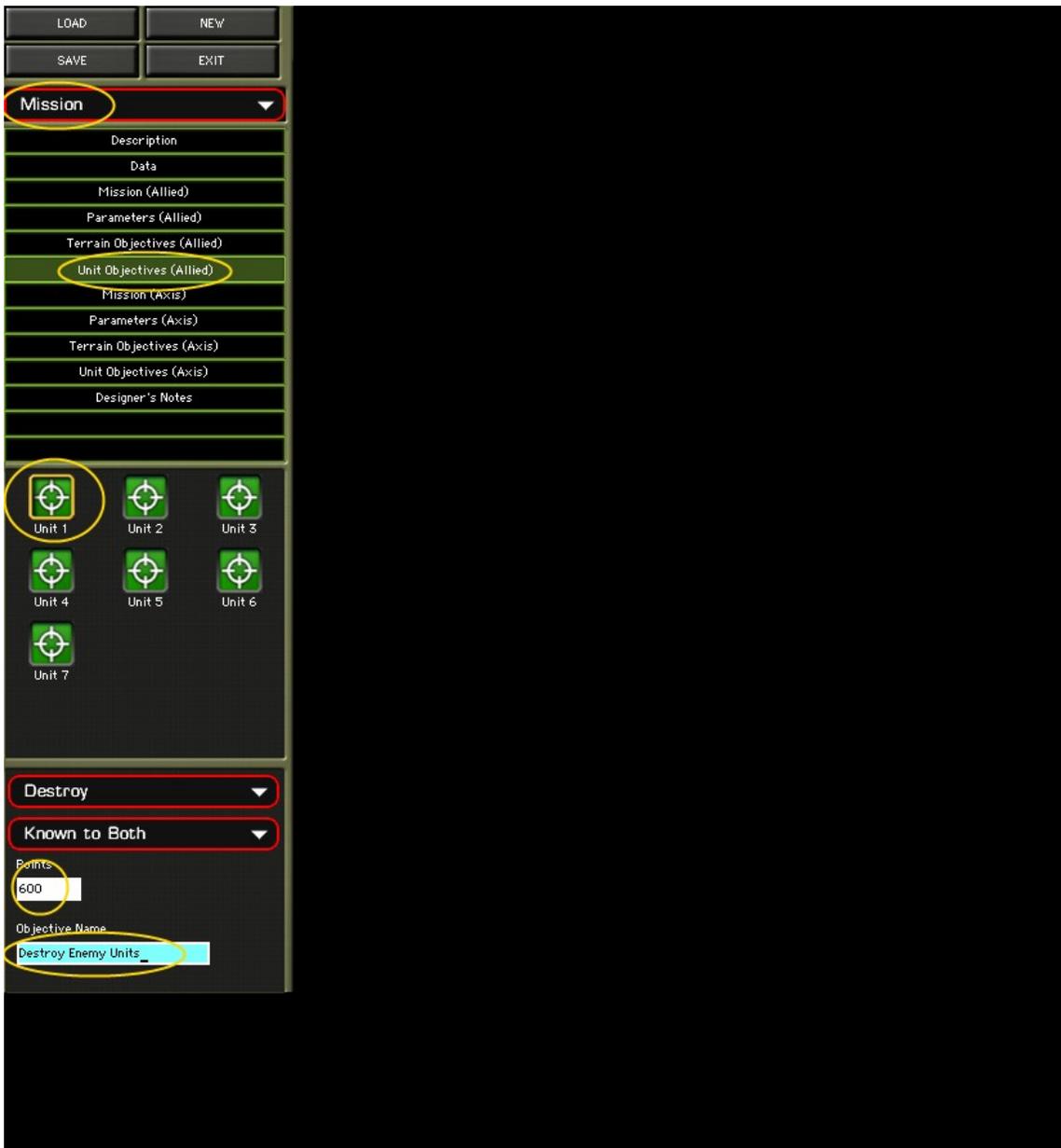
Once the German side has setup his forces send the scenario file to the Allied side for force selection and then start the game.

Setting Destroy Points for your units:

Select each on board unit (at the top level not each squad) and press <Shift F1> to assign all your units to the U1 group for destroy points.

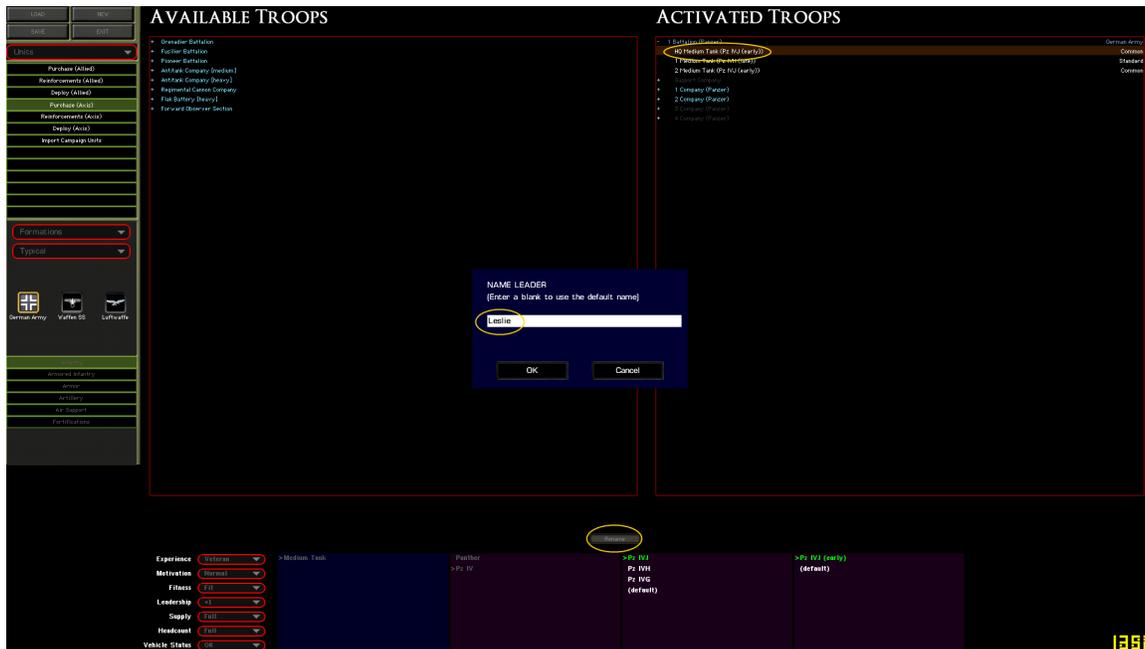


Then in the Mission section select the Unit objectives (<your enemy force>) and select the U1 group and fill in some points and a descriptive name. Suggested points are about double the total of any terrain objectives.



Optionally Give Your Name to One of Your HQ Units:

Select an HQ unit, usually a high level one, and press the Rename button. Type your name into the Name Leader edit box.



Now your name will appear in the list.



and in game:



Enjoy!