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The Early American Wars Scenario Editor

Introduction

The Early American Wars Scenario Editor can be used to create new scenarios and to modify existing scenarios in the Early American Wars series including **Campaign 1776**, **The War of 1812**, and others. The Editor has full support for all unit placement and modification (such as strength and fatigue modification) and full support for other scenario features (such as objective placement). The Editor also supports the creation and modification of A/I Scripts in the scenarios.

Using the Editor

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

At any given time, the Editor is either in Move Mode or Place Mode. By default, the Editor is in **Place Mode.** When in **Place Mode**, clicking on the map with the right mouse button causes the currently selected unit in the Unit Dialog to be placed on the map. When in **Move Mode**, right clicking on the map causes the currently selected units to be moved to the selected hex. When in **Place Mode,** the cursor is displayed as a cross ✛. When in **Move Mode**, the cursor is displayed as a circle ⊕. The mode of the Editor can be toggled by clicking on the **Mode Button** in the Toolbar. Alternatively, the current mode of the Editor can be toggled by holding down the Control (**Ctrl**) key.

Placing and Moving Units

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

Note: the facing of Regiment leaders can have an effect on the behavior of the A/I since it tries to align units in the Regiment with their leaders facing. Be sure to double-check the facing of all leaders in the scenario using the 3D graphics mode and Unit List alternate view.

Adding and Deleting Reinforcements

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

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

Editing A/I Scripts

A/I Scripts are used in the main program to direct the A/I whenever a scenario is played using Automatic A/I. The Editor allows you to edit these Scripts in the scenario files. A scenario may have one or more Scripts. When the scenario is played using Automatic A/I, one of these Scripts will be chosen at

random and used to direct the A/I. In addition to Scripts, the A/I also uses the A/I flags in the scenario header information (see the Header Dialog) to generate orders.

A Script consists of one or more Orders. Each Order has an Order Type which is one of the following:

- **Extreme Defend** - this Order causes the organization receiving the Order to defend the given Order objective at all hazards. The organization will not fallback from the Order objective regardless of casualties. If the organization consists of sub-organizations, then they will be positioned about the Order objective with their flanks refused in a defensive formation.

- **(Normal) Defend** - this is a normal Defend Order for an organization. The organization will defend the objective, but if it receives casualties of a certain degree, it will fall back to a safer position. Again, if there are sub-organizations, they will be deployed in a defensive line with flanks refused.

- **No Order** - this Order should always have the objective (-1, -1). This Order indicates that the organization should not move or fire except as a response to an attack on itself. However, if a Regiment has this Order and its leader is currently mounted, then the A/I considers that Regiment to be in reserve and may automatically order it to defend a threatened Objective.

- **(Normal) Attack** - this is a normal Attack Order for an organization. The organization will advance to the objective hex and attack it, but will not press the attack if it receives high casualties. Sub-organizations of the organization will move so as to attack the flanks of the objective position.

- **Extreme Attack** - this Order causes the organization to attack the objective hex, but using the maximum stacking limits allowed and with no possibility of falling back despite casualties. This Order will cause the organization to group so tightly together on the map that it often leaves the flanks of the attack vulnerable.

To review the Scripts and Orders for an existing scenario, select **View/Edit** from the Scripts Menu. The Orders for the selected Script will be displayed on-map as arrows, Blue for American Orders, and Red for British Orders.
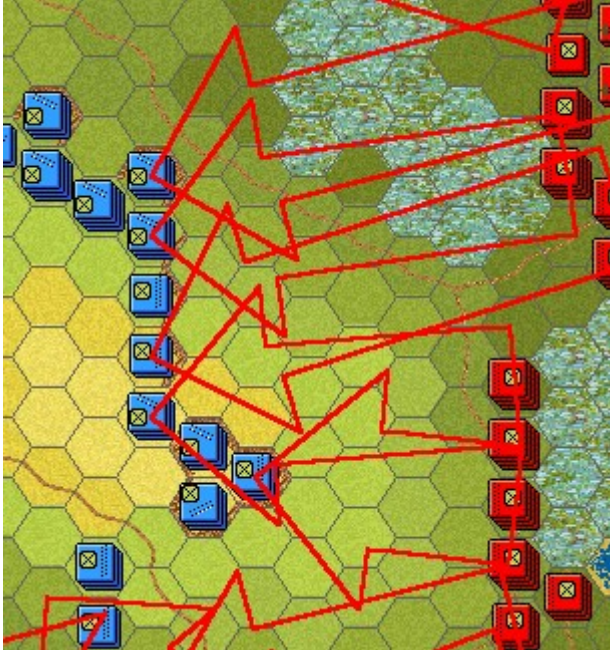
Each arrow points to the objective hex for the Order. The base of the arrow represents either the location of the organization's leader or center, if the Order is the first for that organization in the scenario, or it is based at the objective hex of the previous order for that organization. For reinforcements, the base of the arrow is placed at the reinforcement entry hex. Note: as a special case, when the base of the arrow is the same hex as the objective hex, then a circle about this hex is drawn instead of an arrow.

Selecting an individual order in the Orders list causes only Orders for that organization to be displayed on the map. The selected Order is displayed in red and all other Orders for that organization are displayed in black. Note: you can return to the full unselected displayed by reselecting the Script in the Scripts list. Notice that as each Order is selected, the map is scrolled so that the Order objective hex becomes the Hot Spot.
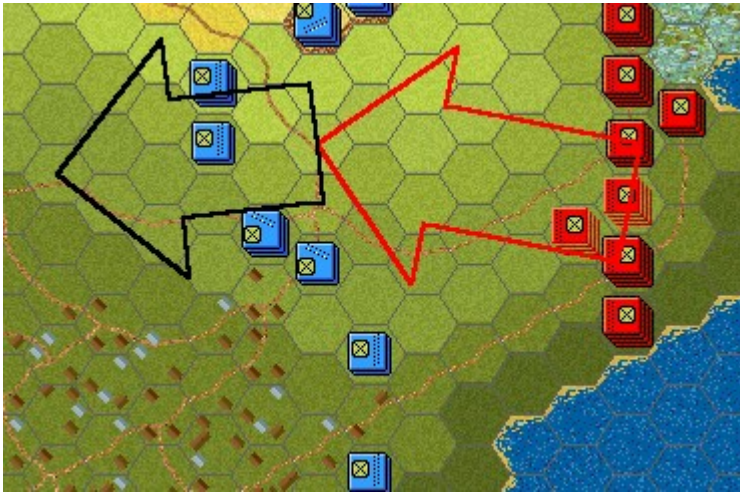
You can modify the objective of the selected Order by clicking on a new hex on the map, and then selecting **Modify** in the Script Dialog. The new objective will automatically appear in the Order Dialog. Selecting **OK** in the Order Dialog will establish the new objective hex and update the display.

When establishing a new order, it is convenient to go ahead and select the objective hex for the Order on the map before selecting **Add** in the Script Dialog. This way, the coordinates of the objective hex will be automatically entered in the Order Dialog. Also, if you are adding an Order to an organization that already has an Order in that Script, you may wish to select one of these Orders since the information in that Order such as organization and type of Order will be automatically filled in the Order Dialog when it is displayed (note that the best sequence in this case is to select the existing Order, then select the new objective hex).

In the main program, the Orders that result from A/I Scripts can be viewed while the scenario is being played.

Menus

File Menu

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

File

New...
Open...
Save
Save As...

Write OB Id's to File...

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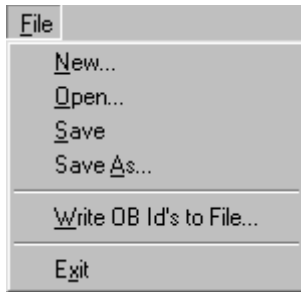
Select **New** to clear any scenario currently in the Editor and to begin a new scenario from scratch.

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

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

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

If you select **Write OB Id's to File**, you will be prompted for the name of a file to write the internal codes used for the current Order-of-Battle. If you make any changes directly to the scenario files by hand, you will find this information useful to determine correct organizations and units.

Select **Exit** to exit the Editor.

Scenario Menu

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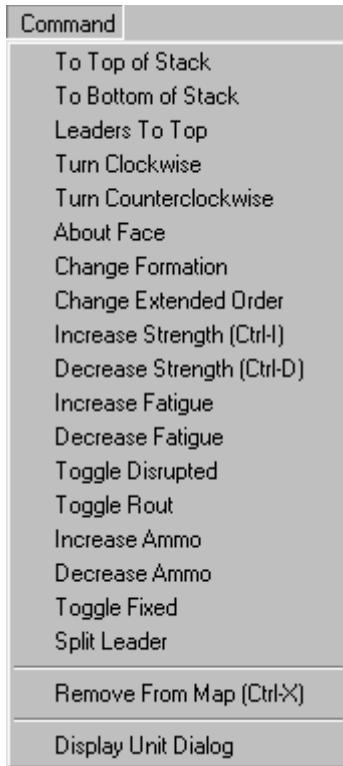
Scenario

Header...
Description...

Restore Units

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

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

Select **Restore Units** to restore all units in the current scenario, both on-map and reinforcements, to their nominal full-strength as given in the Order of Battle.

Command Menu

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

Command
To Top of Stack
To Bottom of Stack
Leaders To Top
Turn Clockwise
Turn Counterclockwise
About Face
Change Formation
Change Extended Order
Increase Strength (Ctrl-I)
Decrease Strength (Ctrl-D)
Increase Fatigue
Decrease Fatigue
Toggle Disrupted
Toggle Rout
Increase Ammo
Decrease Ammo
Toggle Fixed
Split Leader
Remove From Map (Ctrl-X)
Display Unit Dialog

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

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

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

Selecting **Leaders To Top** will move all leaders in the current Hot Spot to the top of the stack. This function can also be obtained by using the Leaders button in the Toolbar while holding down the **Alt** key.

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

Select **About Face** to turn the currently selected units about face.

Select **Change Formation** to change the formation of the currently selected units. For infantry, this means changing between line and column formation. For cavalry, it means changing between mounted and dismounted formation. For artillery, it means changing between limbered and unlimbered formation.

Select **Change Extended Order** to change the formation of certain units to and from Extended Order. Extended Order represents a skirmish formation used by Light and Militia units. Indian units are automatically in Extended

Order and cannot be changed.

Select **Increase Strength** to increase the strength of the currently selected units by man or gun. Holding down the **Alt** key while selecting this increases the strength by 10 men or guns. NOTE: for leaders, this command causes the leader to be promoted. You would apply this for example to a Brigade commander that should start the scenario as leader of his Division due to a previous battlefield casualty of the default Division leader. Also note that for a Regiment commander that is to be promoted, there should also be an Anonymous Majorcreated. See the **Split Leader** command below for the simplest way to do this.

Select **Decrease Strength** to decrease the strength of the currently selected units by man or gun. Holding down the **Alt** key while selecting this decreases the strength by 10 men or guns. For leaders, this removes any promotion status for that leader and returns them to their default command.

Select **Increase Fatigue** to increase the fatigue of the currently selected units by one. Holding down the **Alt** key while selecting this increases the fatigue by 10. This should be used to represent fatigue accumulated from combat previous to the current scenario.

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

Select **Toggle Disrupted** to toggle the Disrupted state of the currently selected units on and off.

Select **Toggle Rout** to toggle the Rout state of the currently selected units on and off.

Select **Increase Ammo** to raise the ammo level of the selected units. If the selected units are No-Ammo, this will raise their state to Low-On-Ammo. Likewise, if they are Low-On-Ammo, this will raise their state to normal ammo levels.

Select **Decrease Ammo** to lower the ammo level of the selected units. If the selected units are at normal ammo levels, this will lower their state to Low-On-Ammo. If the units are Low-On-Ammo, this will lower their state to No-Ammo.

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

 Select **Split Leader** after selecting a Regiment leader to automatically promote the leader and to create at the same time a Major Anonymous as his replacement.

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

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

Hexes Menu

The **Hexes Menu** is used to modify values associated with map hexes such as breastworks and objectives.
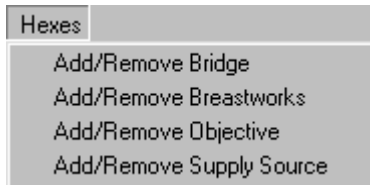
Select **Add/Remove Bridge** to display the Bridge Dialog when the current Hot Spot is a Water hex to add or modify a Bridge over the water.

Select **Add/Remove Breastworks** to display the Breastworks Dialog to add or modify the Breastwork hexsides of the current Hot Spot

Select **Add/Remove Objective** to display the Set Objective Dialog so that Objectives can be added or removed from the current Hot Spot hex.

Select **Add/Remove Supply Source** to display the Set Supply Source Dialog so that Supply Sources can be added or removed from the current Hot Spot hex.

Units Menu

The **Units Menu** is used to display and modify the reinforcements and Fixed unit releases in the current scenario.
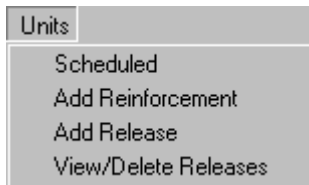
Select the **Scheduled** menu item to display the Scheduled Dialog which allows the list of reinforcements for the current scenario to be viewed, modified, and deleted.

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

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

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

Info Menu

The **Info Menu** is used to display summary information about the current scenario such as the strength of on-map units and the ownership of map objectives.
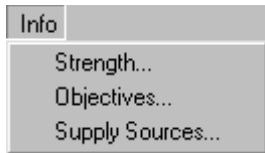
Select **Strength** to display the Strength Dialog. This will show the total strength of all on-map units in the current scenario.
Select **Objectives** to display the Objectives Dialog to see a complete list of all of the Objectives associated with the current scenario.
Select **Supply Sources** to display the Supply Source Dialog to see a list of all Supply Sources associated with the current scenario.

Scripts Menu

The **Scripts Menu** is used to create and modify A/I Scripts in the current scenario.
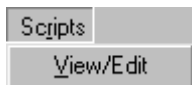
Select **View/Edit** to display the Script Dialog in order to view, modify, and delete the A/I Scripts associated with the current scenario.

View Menu

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

View
Units Off
Unit Bases Off
Leaders On Top
Objectives
Supply Sources
Locations...
Visible Hexes
Command Range
Full Screen Map
Map Contours
Show Organization...
Find Leader or Units...
Jump Dialog...
Highlight ▶
✔ 2D Normal View
2D Zoom-Out View
3D Normal View
3D Zoom-Out View
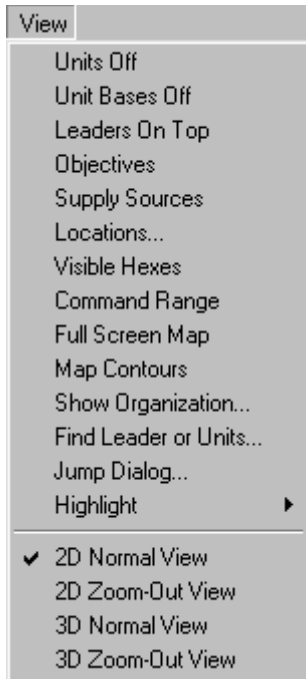
Select **Units Off** to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.

Select **Unit Bases Off** to hide the unit bases that are drawn in 3D graphics mode.

Select **Leaders On Top** to ensure that leader counters are always displayed on the top of the stack in 2D graphics mode. Otherwise, leader counters are only displayed in 2D mode when they are in a hex by themselves or other leaders.

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

Select **Supply Sources** to toggle the display of Supply Sources on the map.

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

Select **Visible Hexes** to toggle the display showing all hexes visible from the current Hot Spot. Hexes which are not visible will be darkened.

Select **Command Range** to toggle the display showing all hexes within the command range of the currently selected Regiment or Brigade leader.

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

Select **Map Contours** to toggle the display of contours on the map that show elevation changes. This can be used to see elevation changes more clearly, especially in 3D graphics mode.

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

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

Select **Jump Dialog** to display the Jump Dialog which enables you to quickly

go to any location on the map.
Select **Highlight** to display the **Highlight Submenu** described below.

Select **2D Normal View** (Hot Key 2) to display the map in normal size 2D graphics mode.
Select **2D Zoom-Out View** (Hot Key 1) to display the map in reduced size 2D graphics mode.
Select **3D Normal View** (Hot Key 4) to display the map in normal size 3D graphics mode.
Select **3D Zoom-Out View** (Hot Key 3) to display the map in reduced size 3D graphics mode.

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

The **Highlight Submenu** displays a list of unit types and status values that may be selected to Highlight certain units on the map. Selecting any of these modes turns off any other highlighting mode that has been set. Selecting a mode that has already been set turns that mode off.
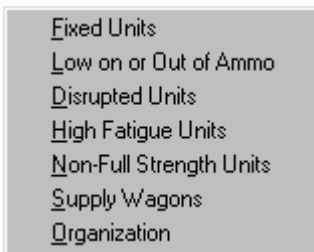
Fixed Units
Low on or Out of Ammo
Disrupted Units
High Fatigue Units
Non-Full Strength Units
Supply Wagons
Organization   Select **Fixed Units** to Highlight units on the map which are currently Fixed.
Select **Low on or Out of Ammo** to Highlight units on the map that currently have reduced ammo.
Select **Disrupted Units** to Highlight units on the map that are currently Disrupted.
Select **High Fatigue Units** to Highlight units on the map that have a Fatigue value of 60 or more.
Select **Non-Full Strength Units** to Highlight units on the map whose strength value is less then their nominal full-strength value.
Select **Supply Wagons** to highlight all Supply Wagons currently on the map.
Select **Organization** to highlight all units of the same organization as the top selected unit in the Hot Spot. For example, selecting an infantry unit in a Regiment and then choosing this Highlight option will cause all units in the same Regiment to be highlighted. Selecting a leader and then this option will cause all units under the command of the selected leader to be highlighted. Holding the **Alt** key while making this selection causes the next higher organization to be highlighted.

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Settings Menu

The **Settings Menu** is used to establish certain Editor settings that are preserved when the Editor is exited and restored the next time the Editor is run. These options are stored in the Windows Registry.
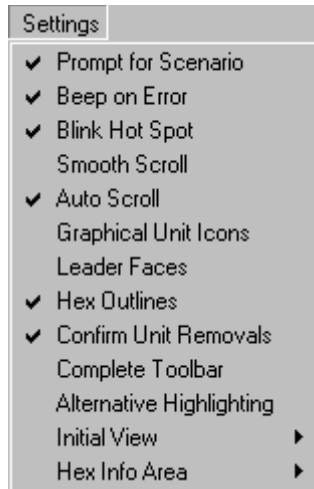
Selecting the **Prompt for Scenario** option causes the Editor to display an Open dialog when it first starts up. This is a quick way of selecting an existing scenario to edit.

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

Selecting the **Blink Hot Spot** option causes the red outline in the Hot Spot hex to blink whenever the map is in a 2D graphics.

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

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

Selecting the **Graphical Unit Icons** option causes graphical icons to be used in the display of 2D counters . With this option turned off, schematic icons are used .

Selecting the **Leader Faces** option causes leader counters in 2D graphics mode to be displayed using reduced images of the leader's face . With this option turned off, a graphical icon or star symbol is used depending on the setting of the Graphical Unit Icons option. Note: this feature is only supported in **Campaign 1776**.

Selecting the **Hex Outline** option causes outlines to be drawn around the hexes in both 2D and 3D graphics mode.

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

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

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

The **Initial View Submenu** is used to establish the initial map view that is displayed when the Editor is run.
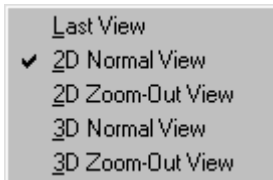
Selecting **Last View** causes the Editor to come up in whatever map display mode it was last in.

Selecting **2D Normal View, 2D Zoom-Out View, 3D Normal View,** or **3D Zoom-Out View** causes the Editor to come up in that view.

The **Hex Info Area Submenu** is used to determine the location of the Hex Info Area on the screen.

Selecting **Left**, **Right**, **Top**, or **Bottom** causes the Hex Info Area to be displayed in the corresponding location on the screen.
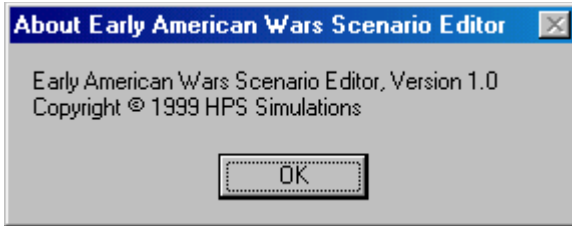
Help Menu

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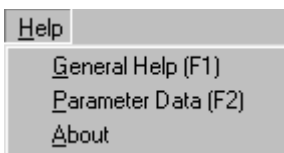
Select **General Help** to display the Table of Contents of this help file.

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

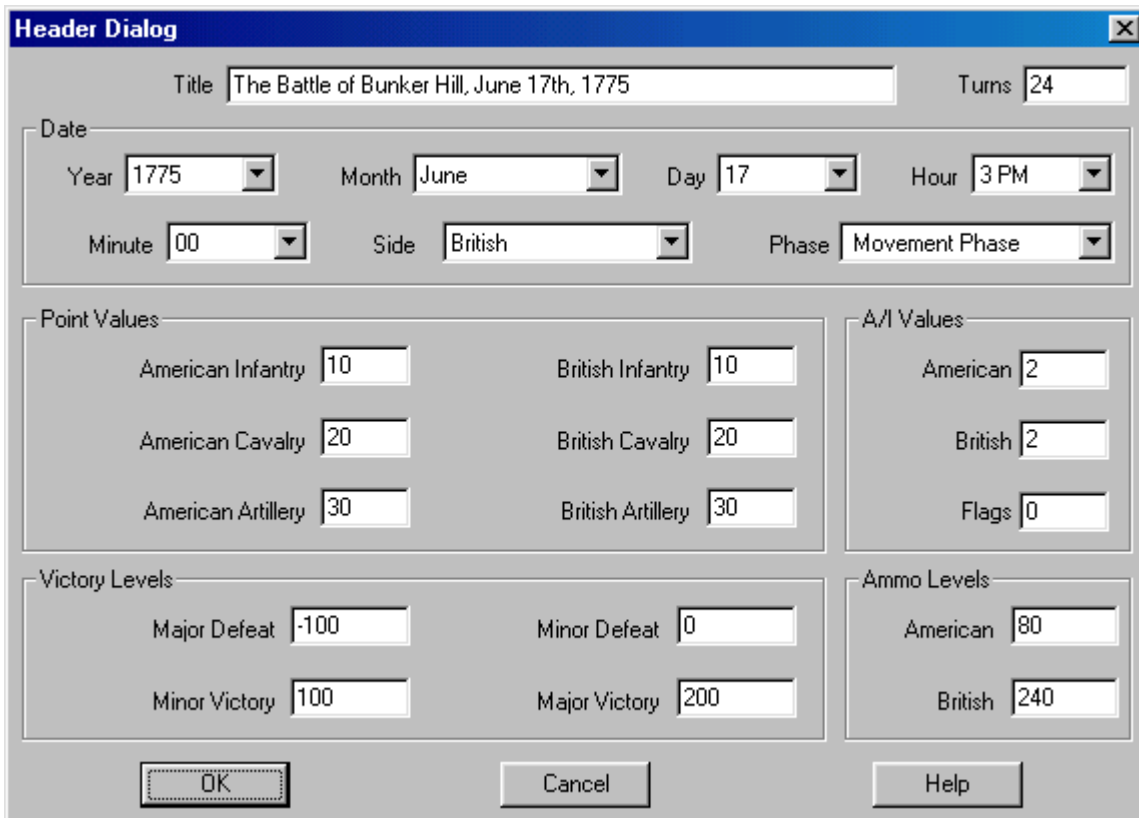Select **About** to display various
information about the Editor such as version and copyright.

Dialogs

Header Dialog

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

The **Title** field is used to enter the title of the scenario.

The **Turns** field is used to enter the number of turns in the scenario. Note: the
number of minutes in each turn is determined by Parameter Data and by day
and night. Typically each day turn will be 5 minutes in length and each night
turn will be 15 minutes in length.

The **Year**, **Month**, **Day**, **Hour,** and **Minute** fields are used to enter the starting
time of the scenario. The **Side** field is used to enter the starting side in the
scenario. Note: the first side of each turn is determined by Parameter Data.

Setting the **Side** field will determine the first side in the scenario, but not the first side of each turn in the scenario. The **Phase** field is used to specify the starting phase of the scenario, usually the Movement Phase.

The **Point Values** for **American** and **British Infantry**, **Cavalry,** and **Artillery** are the Victory Points awarded for each strength point loss suffered by that side for that type of unit.

There are four **Victory Levels** in each scenario. They are used to determine victory or defeat for the scenario first side (determined by Parameter Data). The four values are **Major Defeat, Minor Defeat, Minor Victory,** and **Major Victory**. If the total Victory Points in the scenario is less than or equal to the **Major Defeat** value, then the first side in the scenario suffers a Major Defeat (and correspondingly the other side wins a Major Victory). If the total Victory Points is greater than the **Major Defeat** value, but less than or equal to the **Minor Defeat** value, then the first side suffers a Minor Defeat (and the other side a Minor Victory). If the total Victory Points is greater than the **Minor Defeat** value and less than the **Minor Victory** value, then the scenario has ended in a Draw. If the total Victory Points is greater than or equal to the **Minor Victory** value, but less than the **Major Victory** value, then the first side has won a Minor Victory (and the other side suffered a Minor Defeat). Finally is the total Victory Points is greater than or equal to the **Major Victory** value, then the first side has won a Major Victory (and the other side has lost a Major Defeat).

The **American** and **British Ammo Values** are the amount of artillery ammo each side has at the start of the scenario.

The **A/I Values** are used when a side in a scenario is played using Automatic A/I. An A/I value of 0 indicates that the corresponding side should conduct an Extreme Defense in the scenario. An A/I value of 1 indicates that the side should conduct an ordinary Defense. An A/I value of 2 indicates that the side should not initiate any A/I orders on its own. This value is best used when A/I Scripts are going to be defined for the scenario (see Editing A/I Scripts). An A/I value of 3 indicates that the side should conduct an Attack. Finally, an A/I value of 4 indicates that the side should conduct an Extreme Attack.

If an A/I Value different from 2 is defined for one or both sides, then the **Flags** value will be important. A value of 1 indicates that the A/I should not commit the entire side to the Attack or Defense, but should only commit forces based on opportunities. A value of 0 will cause the A/I to commit the entire side to the Attack or Defense.

Description Dialog

The **Description Dialog** is used to edit the scenario description associated with each scenario.
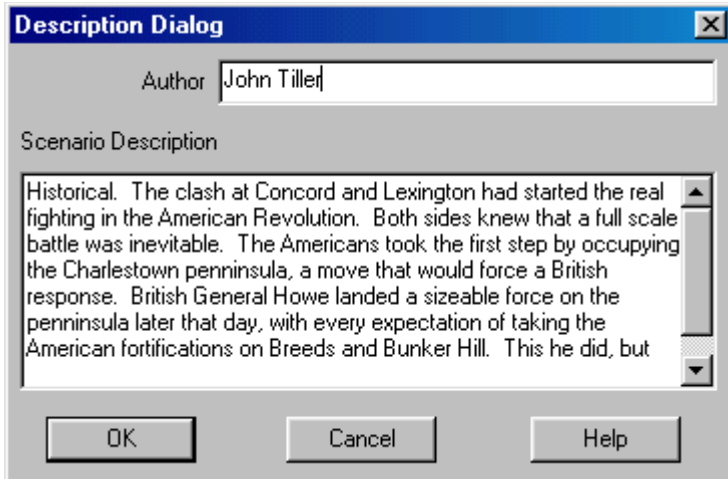
This description is displayed by Scenario Selection Dialog. The description is used to describe historical background information about the scenario and to document certain features such as whether the scenario is Historical or a What-If scenario. The **Author** field is displayed so that the name of the scenario author can be entered and modified.

Unit Dialog

The **Units Dialog** displays the units which have not been either placed on the map or placed in a reinforcement in the current scenario.
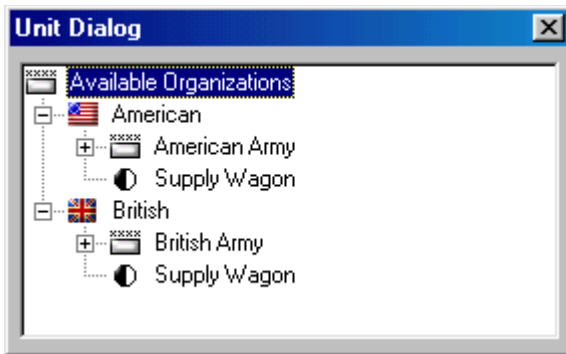
Under **Available Organizations** is an organization tree showing all of the units not yet placed on the map or placed as reinforcements. This organization tree uses the standard Windows Tree Control and may be navigated in a standard manner (see your Windows documentation for information on this interface).
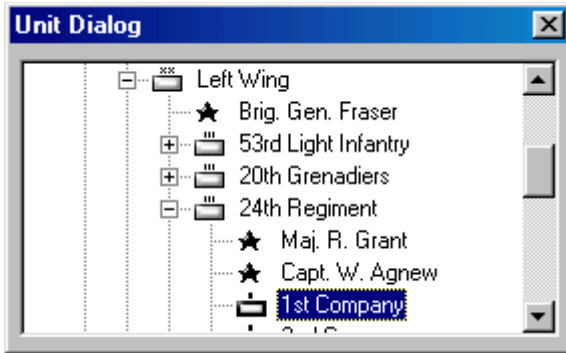
To place a unit on the map, it must first be found and selected. The picture to the right shows how the Unit Dialog appears when an individual unit has been selected, in this case the 1st company **24th Regiment**. Most often, you will select individual companies or leaders for placement on the map. Higher level organizations such as Regiments and Brigades must be placed one unit at a time. Once you have selected the unit to place and ensuring that the Editor is in Place Mode (see Placing and Moving Units), click on the placement hex using the right mouse button. This will place the unit on the map and, except for Supply Wagons, remove the unit from the organization tree and automatically select the next unit in the tree.

Except for Supply Wagons, only one copy of each unit may be placed on the map. As many copies of each Supply Wagon may be placed on the map as needed.

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

Breastworks Dialog

The **Breastworks Dialog** is used to add or modify Breastwork hexsides relative to the current Hot Spot

The Breastworks Dialog contains 6 checkboxes, one for each hex side. Select the combination of breastworks you wish for the current Hot Spot hex and click **OK**.

Set Objective Dialog

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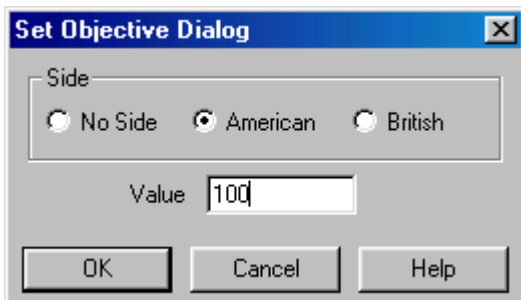

To establish the current Hot Spot hex as an objective hex, select a side as the Objective owner and assign a value to the Objective. To delete an Objective, assign it the side **No Side** and give it a value of 0.

Certain objectives are referred to as **Exit Objectives**. An Exit Objective is assigned a side and given a value of -1 in the Editor. An Exit Objective should only be placed on the boundary of the map. Exit Objectives award points to the side assigned to them when units are removed from the map while occupying the Objective hex. For example, if an Objective is given the side American and the value -1, then it becomes an Exit Objective for the American side and the American side in the scenario will be awarded points for removing American units from the map while occupying this hex. Note that Exit Objectives never change side.

Reinforce Dialog

The **Reinforce Dialog** is used to define certain data associated with a reinforcement in the current scenario.
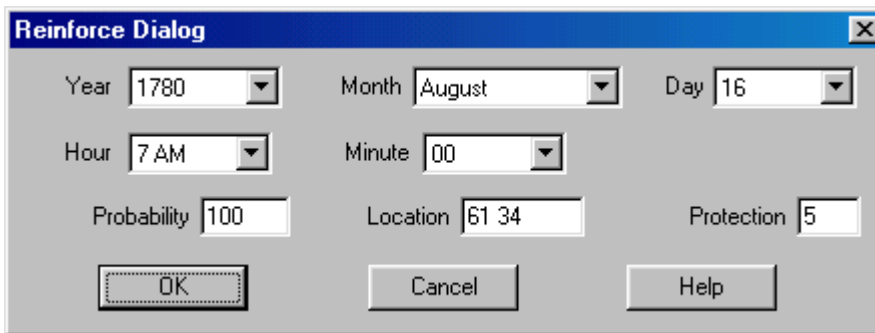
The **Year, Month, Day, Hour,** and **Minute** selections are used to establish the arrival date for the reinforcement. The **Probability** value is the probability, in percent from 1 to 100, that the reinforcement will arrive at the exact arrival date. If the probability is 100, then the reinforcement is guaranteed to arrive at the exact arrival date. Otherwise, the probability is used to determine if the reinforcement will arrive at the arrival date, and if not, that it will arrive at each subsequent turn until it is determined to have arrived. The **Location** is the hex coordinates of the arrival hex. The **Protection** value is an artificial value introduced into the game to protect the reinforcement from enemy units that are crowding the arrival hex. If the Protection value is non-zero, then at the moment the reinforcement arrives, any enemy units within the number of hexes in the Protection value from the arrival hex are automatically routed. Typically Protection values are used to protect reinforcements arriving on normal roads, while this value is set to 0 for leaders and reinforcements arriving at locations such as water landings (Bunker Hill for example) or across bridges.

Scheduled Dialog

The **Scheduled Dialog** can be used to view, modify, and delete the reinforcements defined for the current scenario.
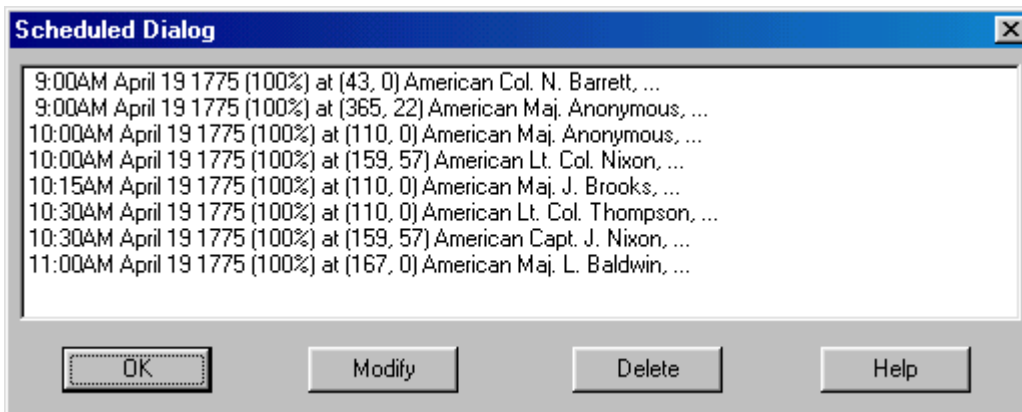
The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement in general consists of several units. Clicking on a reinforcement scrolls the map to the arrival hex. Clicking on **Delete** will delete the selected reinforcement. Clicking on **Modify** will display the Reinforce Dialog allowing the selected reinforcement to be modified.
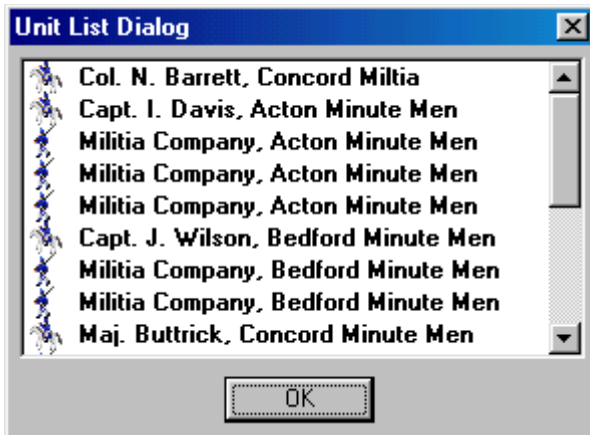
Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.

Release Dialog

The **Release Dialog** is used to view and delete existing Releases in the current scenario.
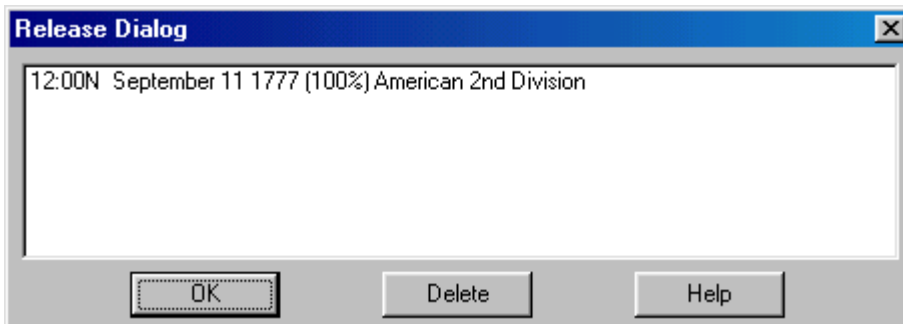
Selecting a Release entry will cause the organization to which the Release applies to be Highlighted on the map. Double clicking on an entry also causes the dialog to be closed. Clicking on **Delete** will delete the selected Release.

Add Release Dialog

The **Add Release Dialog** is used to define a Release for Fixed units.
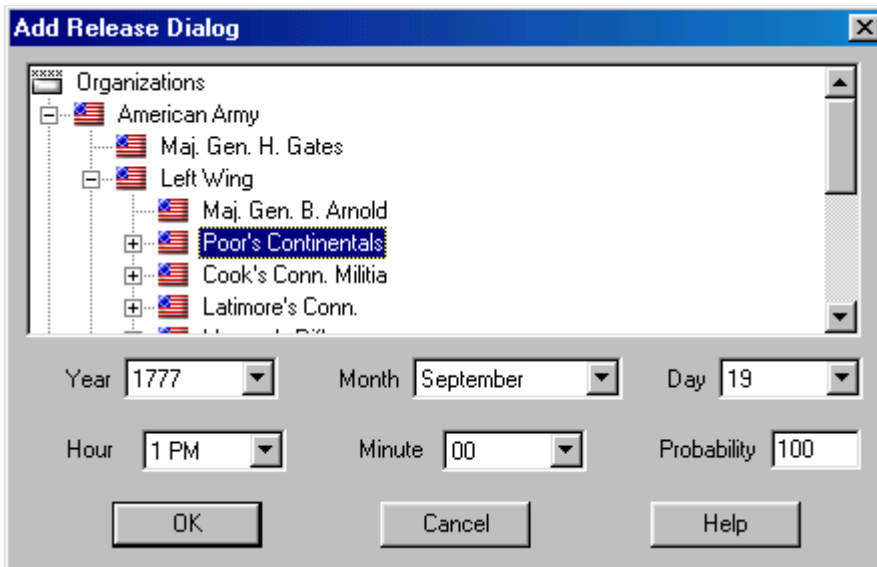
Find the unit or organization that the Release applies to in the Organizations Tree Control (this control has the same interface features as the Unit Dialog). A Release may be applied to any unit or organization in the Order of Battle. The **Year, Month, Hour,** and **Minute** selections are used to establish the date of the Release. The **Probability** value is the percent chance, between 1 and 100, that the Release will occur on the exact Release date. If the Probability is not 100, then the Probability is used on each turn starting with the Release date to determine if the Release occurs on that turn. For example, if the Release date is 50, then there is a 50% chance the Release will occur on the exact Release date. If it does not occur on the Release date, then there is a 50% chance it will occur on the next turn, and so on for each turn until it is determined to have occurred.

Strength Dialog

The **Strength Dialog** is used to display the total strengths of all on-map units.
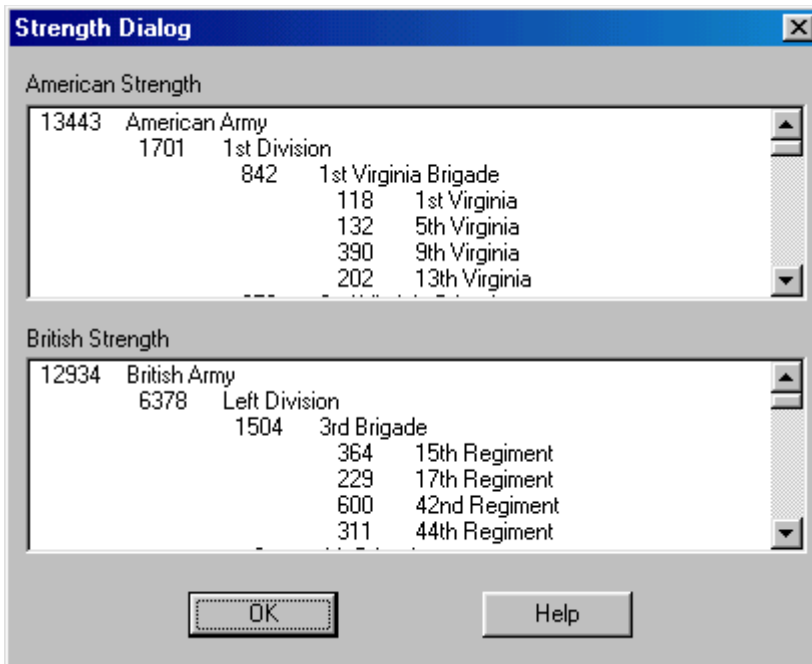
The strengths of all on-map units of each side are displayed by the various levels, Army, Division, Brigade, and Regiment, that make up each side. When a percentage value follows the name of an organization, it is indicating the percentage of that organization in good order (not Disrupted or Routed).

Objectives Dialog

The **Objectives Dialog** is used to display a complete list of all of the Objectives associated with the current scenario and their assigned owner.
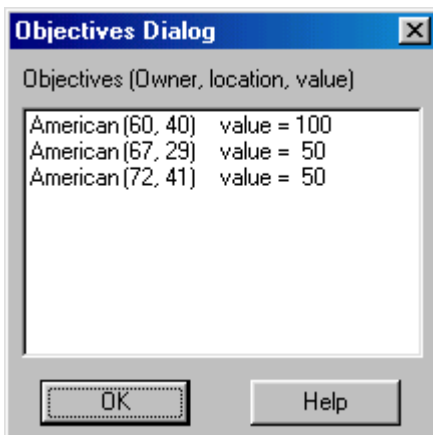
Each Objective is listed with owner, location in hex coordinates, and value. Selecting an Objective will scroll the map to the Objective location. Double-clicking on a selection will also close the dialog. Note: an Exit Objective will initially be shown with value 0 and will increase in value as units of the owning side are removed from the map at that location.

Script Dialog

The **Script Dialog** is used to view, modify, and delete Scripts associated with the current scenario.
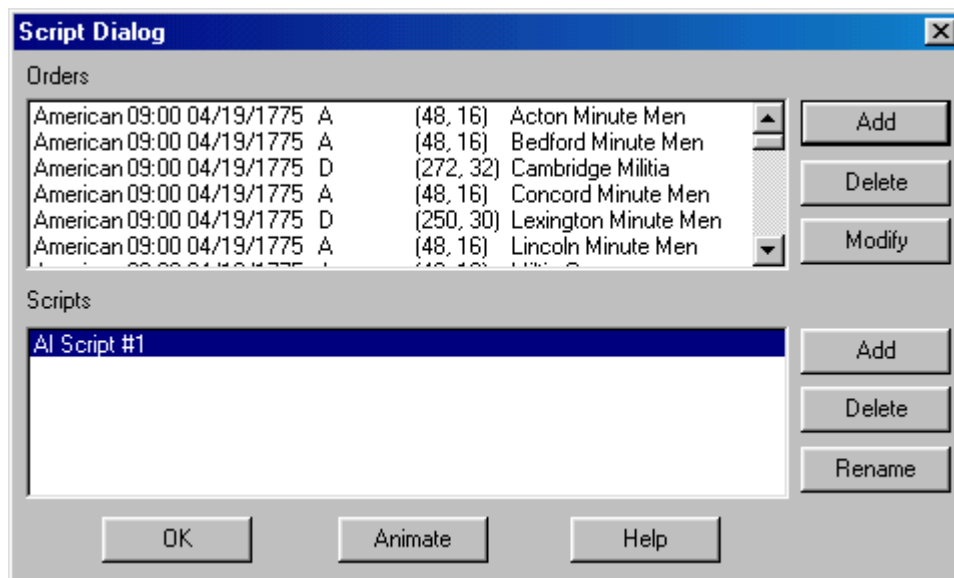

A scenario may have one or more A/I Scripts. When the scenario is played using Automatic A/I, then one of these Scripts is chosen at random and used to conduct the A/I for that battle. The Script Dialog displays the Scripts that have been defined for the current scenario in the **Scripts** list box. If you select a Script, then the individual Orders that make up that Script are displayed in the **Orders** list box. Each Order consists of a number of different fields: the side the Order applies to, the time and date the Order is to be given, the type of Order (**DX** for Extreme Defense, **D** for Defense, **N** for No Order, **A** for Attack, and **AX** for Extreme Attack), the objective hex of the Order (or (-1, -1) if none), and the name of the organization the Order applies to.

To add a new Script, click on the **Add** button next to the Scripts list. This will add a new Script to the end of the list that initially has no Orders. To delete an existing Script, select it in the Scripts list and click on the **Delete** button next to the Scripts list.

To add a new Order, first ensure that the Hot Spot is located on the objective hex for the new Order. Then click on the **Add** button next to the Orders list. This will display the Order Dialog so that the remaining information associated with the order can be entered. To modify an existing Order, first select the Order in the Orders list. If you are only changing the objective for the order, it is convenient to select the new objective hex as the Hot Spot hex at this time. Then click on the **Modify** button next to the Orders list. This will display the

Order Dialog with the default information already entered. Notice that the Hot Spot hex is listed as the objective hex. Click on **OK** in the Order Dialog to complete the modification of the Order. To delete an Order, select it in the Orders List and click on the **Delete** button next to the Orders list.
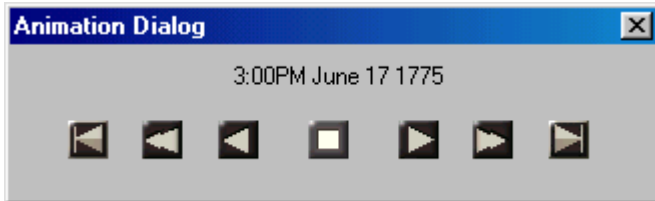

Clicking on the **Animate** button will display the **Animation Dialog**. This has standard forward, reverse, and stop controls for viewing on the map the change in Orders over time for the current Script. The time associated with each display of Orders is shown in the dialog.

Scripts may be given descriptive names. There is a **Rename** button next to the Scripts list so that the given name can be modified.

Order Dialog

The **Order Dialog** is used to edit an individual Order in an A/I Script. It is used together with the Script Dialog to write A/I Scripts for scenarios.
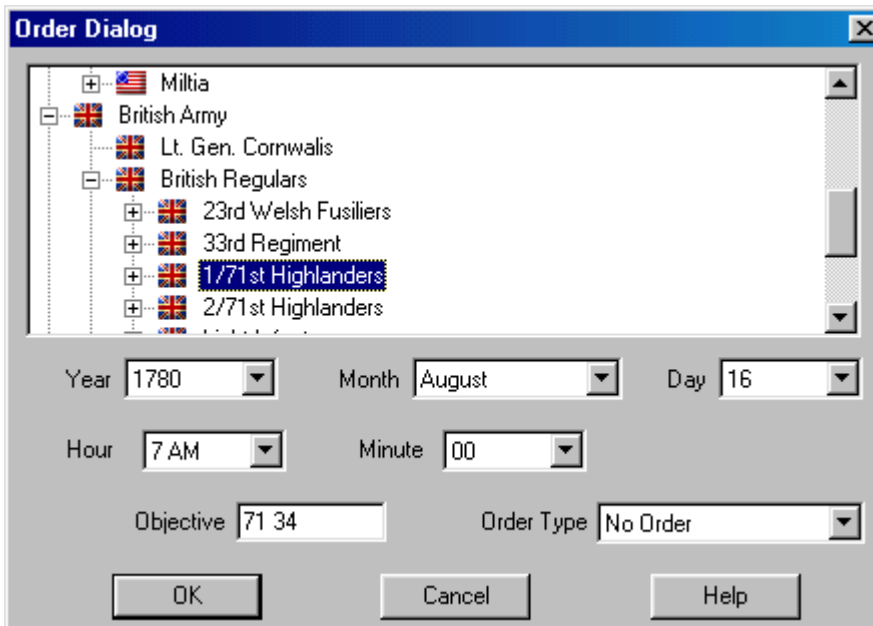

The Organization Tree at the top of the Order Dialog displays the organizations that the order can be applied to. If an Order is applied to a high level organization, it will be applied to each suborganization under it and so on

down the organization hierarchy. For example, an Order applied to a Division will result in sub-Orders being generated in the game for each Brigade under that Division. The **Year, Month, Day, Hour,** and **Minute** fields allows the date of the Order to be specified. The **Objective** field is used to enter the objective hex coordinates of the Order. Note that by default, this field contains the Hot Spot coordinates when the Order Dialog is displayed. The **Order Type** selection allows the type of order to be selected.

Location Dialog

The **Location Dialog** is used to display a list of all the map locations and to allow going directly to any of these locations.
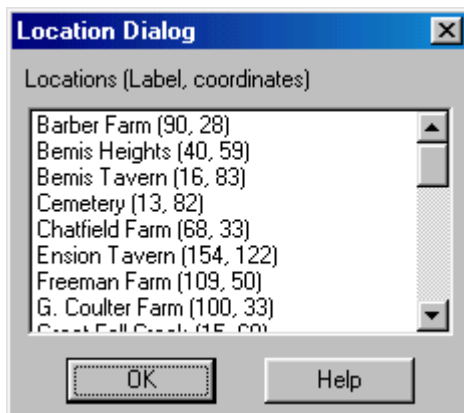
Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.
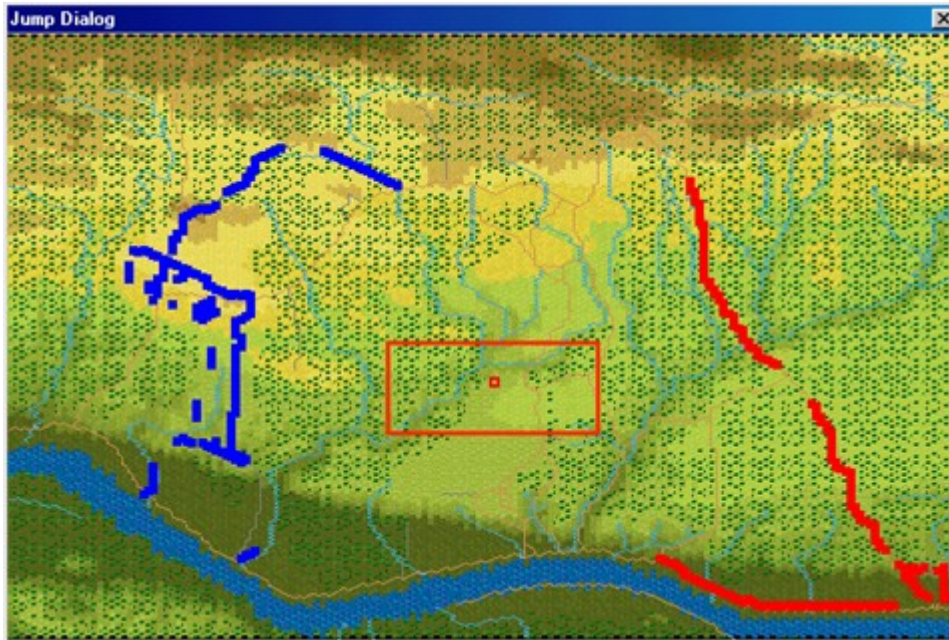
The visible on-map units are displayed on the reduced map using blue squares for American units and red squares for British units. The visible portion of the map is shown using a red rectangle. When the Objectives option of the View Menu is set, then Objectives are shown on the map using yellow squares. The current Hot Spot hex is shown as a red outline square. The current Hot Spot hex is shown as a red outline square. Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

Organization Dialog

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

All organizations in the Order of Battle are displayed in a Windows Tree Control. Selecting an organization causes the on-board units in that organization to be Highlighted. Clicking **OK**

closes the dialog while keeping the organization highlighted on the map. Clicking **Cancel** closes the dialog and cancels the highlighting.

Find Unit Dialog

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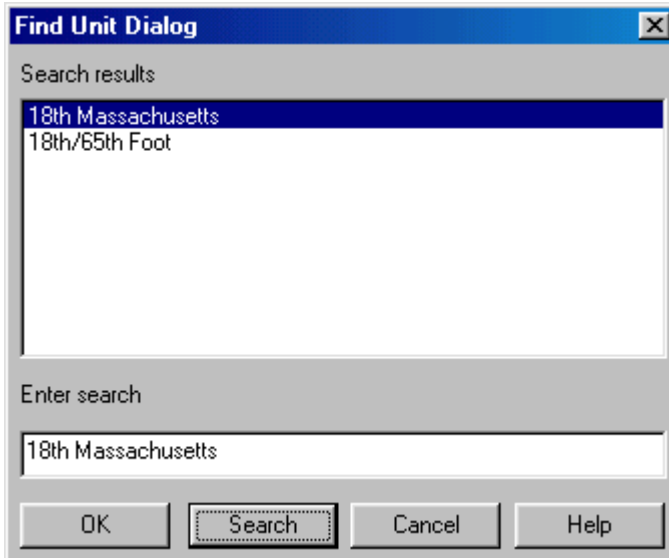
Enter the name to be searched for in the **Enter search** field. Note: the search is case-sensitive so you must enter your name with the proper capitalization (Washington not washington for example). If you are confident that your search will produce a single result, you can hit return after typing the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

Selection Dialog

The **Selection Dialog** is useful when then Editor is in **Full Screen** mode (see the View Menu).

The **Selection Dialog** allows the units in the current Hot Spot to be displayed and selected. The **Selection Dialog** is displayed by pressing the Space Bar. You can make extended selections in the list of units displayed using the normal Windows list selection features. For example, by holding down the **Shift** key and clicking with the left mouse button, you can select a range of units. By holding down the **Control** (Ctrl) key and clicking with the left mouse button, you can select arbitrary units.

Parameter Data Dialog

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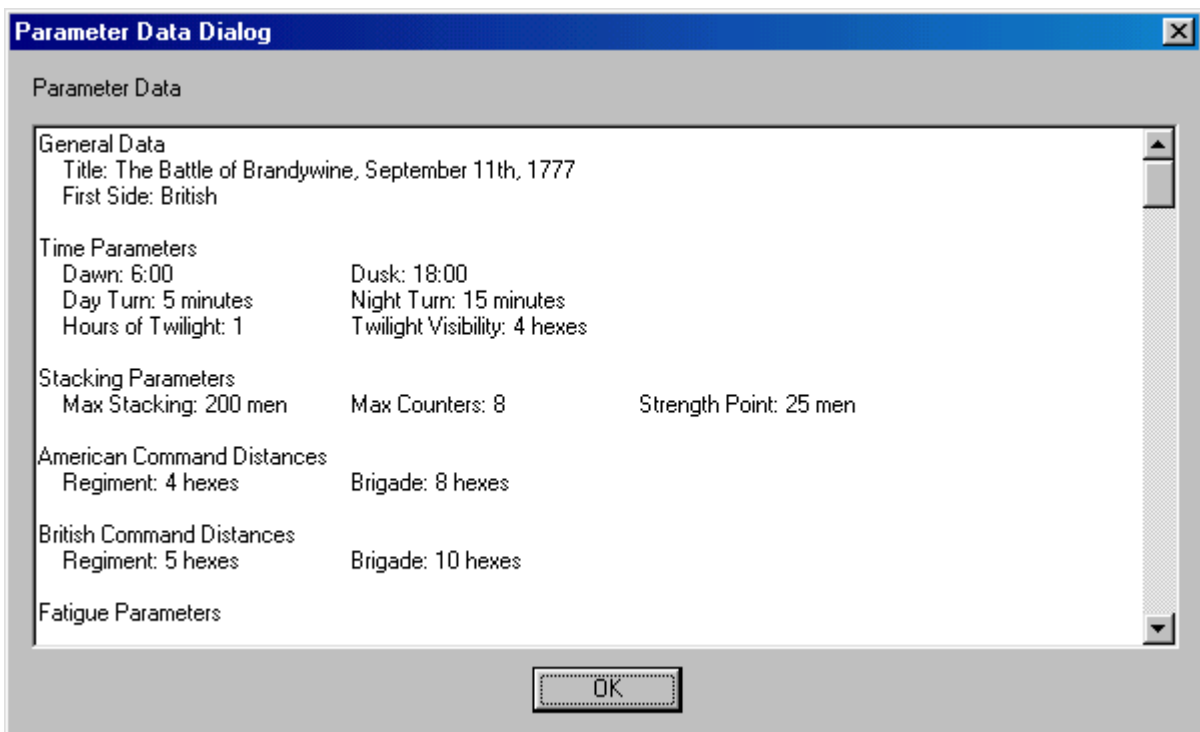
The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

The Parameter Data values are:

General Data
> **Title**: the title of the Parameter Data file.
> **First Side**: the first side of each turn.

Time Parameters
> **Dawn**: the time of first light.
> **Dusk**: the time of last light.
> **Day Turn**: the length of one game turn in minutes during the day.
> **Night Turn**: the length of one game turn in minutes during the night.
> **Hours of Twilight**: the number of hours of reduced visibility after dawn and before dusk.
> **Twilight Visibility**: the distance that can be seen during twilight turns.

Stacking Parameters
> **Max Stacking**: the maximum number of men, or equivalent strength, that can be placed in a single hex.
> **Max Counters**: the maximum number of unit counters that can be placed in a single hex.
> **Strength Point**: the conversion factor between number of artillery guns and equivalent strength in men.

American and British Command Distances
> **Regiment**: the maximum distance that a unit can be from its Regimental commander and still be in command and not Detached.
> **Brigade**: the maximum distance that a Regimental leader can be from his Brigade leader and still be in command and not Detached.

Fatigue Parameters
> **Max Fatigue**: the maximum Fatigue value that a unit can have.
> **Day Recovery**: the percentage chance that a unit will recover a fatigue point during day turns.
> **Night Recovery**: the percentage chance that a unit will recover a fatigue point during night turns.

Movement Parameters
> **Infantry Allow**: the movement allowance of infantry, and dismounted cavalry, units.

Cavalry Allow: the movement allowance of mounted cavalry and leaders.

Artillery Allow: the movement allowance of limbered artillery.

Supply Allow: the movement allowance of supply wagons.

American and British Line Disruption: under the Line Movement Disruption Optional Rule, this is the percentage chance that a unit moving in Line Formation will become Disrupted per hex of movement.

Line/Column Infantry, Mounted Cavalry, and Supply Wagon Movement Costs

The movement cost for each unit in the corresponding terrain. Dismounted cavalry moves according to Line Infantry and Leaders move according to Mounted Cavalry.

Change Facing Costs

The movement cost for each unit to change its facing one hexside.

About Face Costs

The movement cost for each unit to change its facing 180 degrees.

Formation Change Costs

The movement cost for each unit to change its formation, from line to column, from dismounted to mounted, from limbered to unlimbered, or to and from extended line.

American and British Ammo Loss

The probability that a unit which fires will suffer a reduction in ammo level, either to Low Ammo, or from Low Ammo to No Ammo state. The artillery reduction probability only applies to artillery which is Isolated.

Fire Modifiers

Enfiladed: the increase in effect of fire directed against a target unit which is not facing the firing unit.

Cavalry: the increase in effect of fire directed against mounted cavalry.

Terrain Combat Modifiers

For each terrain type, the value is the percentage effect that terrain has on fire which is directed into the terrain or across the terrain hexside. The **Elevation** modifier is the fire modifier for fire directed against targets on higher elevations. The modifier is multiplied by the number of elevation increments difference between the firing unit and target unit.

Elevation increments are indicated on the map by different shading and coloring.

American and British Leader Loss Values

Fire Wound: the percentage chance that a loss check will result in a leader in the target hex being wounded. When there is a loss of x against a unit, a loss check will occur relative to every leader in the hex with the probability of:

$$x / (x + 10)$$

Fire Kill: the percentage chance that a fire result check will result in a leader in the target hex being killed.

Melee Wound: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be wounded as a result of the melee.

Melee Kill: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be killed as a result of the melee.

Melee Captured: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be captured as a result of the melee.

Height Values

The height of each terrain type and the height of a man for purposes of computing Line-Of-Sight.

Breastworks Values

Movement: the additional movement cost of moving across breastworks.

Combat: the combat benefit that units behind breastworks receive.

Artillery Resupply Values

When artillery units arrive as reinforcements, the value given is the number of additional artillery ammunition points added to the artillery supply for that side for each gun in the unit.

Weapon Data

For each weapon type, the data indicates the firing effectiveness of that weapon at each of the ranges given. In particular, the last range indicated is the maximum range for that weapon.

Bridge Dialog

The **Bridge Dialog** can be used to place or remove Bridges in the current Hot Spot hex.
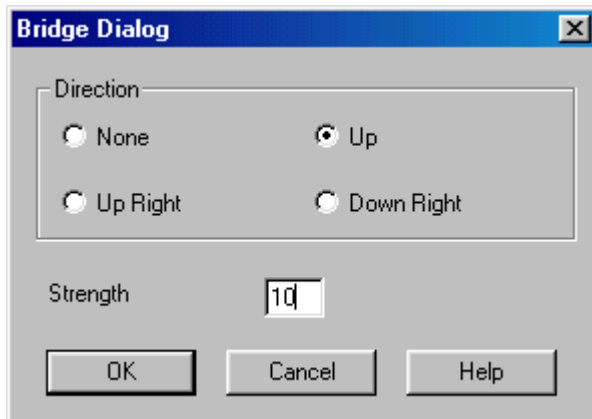
The direction of the Bridge is selected by checking one of the checkboxes in the **Direction** box. Note that the Bridge direction **Down** is the same as **Up** and so forth. The **Strength** value for the Bridge indicates it's ability to withstand damage and still function. A value of 0 indicates a Bridge that has been damaged to the point it cannot be crossed. Bridge values normally range from 0 to 100.

Set Supply Source Dialog

The **Set Supply Source Dialog** is used to place or remove Supply Sources in the current hot spot hex.
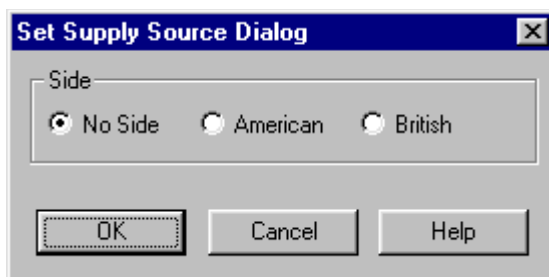
Select the side to use for the Supply Source or select No Side to remove an existing Supply Source. Supply Sources can be used in a scenario to prevent units from becoming Isolated. A unit which can trace a line of communication to a Supply Source for its side will not become Isolated even if it cannot trace a line of communication to the map edge.

Supply Source Dialog

The **Supply Source Dialog** is used to display a list of Supply Sources on the map and to find their location.
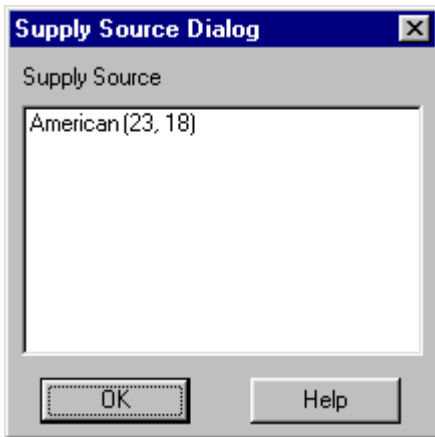
Each Supply Source is listed together with the side for the Supply Source and the hex coordinates of the Supply Source. Selecting an entry will scroll the map to the location of the Supply Source. Double-clicking on an entry will also close the dialog.

Other Features

Hex Info Area

The **Hex Info Area** displays a list of the units in the Hot Spot hex and information about the terrain in that hex.

The **Terrain Box** at the bottom or right of the unit list displays information about the current Hot Spot hex. The first line of the display describes the type of terrain (in this case **Clear**) and the percentage benefit a unit will receive when fired upon by virtue of that terrain. In the case of a Water hex crossed by a Trail, the terrain description will be **Ford**. The second line of the text area shows the **Elevation** of the current hex in feet. The third line of the text area shows the artillery **Ammo** values for the American and British sides respectively. The fourth line of the text area shows the **Objective** value of the hex, if any. Note: Exit Objective hexes will have the word **Exit** on this line. A line which begins with **Source** indicates a Supply Source in the

current hex. The side of the Supply Source follows that word on the same line.

Clicking on the Terrain Box with the right mouse button causes the display to change to the Alternative display. In this display, the text area changes to show a description of the various hex sides that are present in the hex. The names of the hex sides are arranged in a rough hexagonal pattern around the center of the text area showing the position of the hex side with respect to the hex. The value in the center of this display is the number of men, or equivalent strength, in the hex.

Leaders are displayed using a **Leader Box**. Each leader is displayed with his picture, his name, and his organization. When the organization name is displayed in Yellow, it indicates that the leader is subordinate to another leader in the organization.
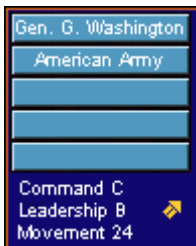
Clicking on a leader's display with the right mouse button causes a display to appear showing the command hierarchy of the leader. From top to bottom the window lists the leader, his organization, the next higher organization, and so forth. In addition, it displays his **Command Value** (his ability to command with **A** being highest and **F** being lowest), his **Leadership Value** (his ability to motivate his troops with **A** being highest and **F** being lowest), and his **Movement Value**. When the Command Value is displayed in Yellow, it indicates that the leader has failed his **Command Test**.

The Hex Info area is filled to the right with **Unit Box** displays. The number of these depends on your screen resolution. The Unit Box shows a representative picture of the unit, its name, its organization, its **Strength** (in men for infantry and cavalry, in guns for artillery, and in resupply ability for supply wagons), its **Movement Value**, its **Quality**, and its current **Fatigue Level** (in values from 0 to 90). If the Strength value is displayed in Yellow, it indicates that the unit is at less than full strength. If the Quality level is displayed in Yellow, it indicates that the unit's morale is reduced for some reason such as fatigue or ammo level. For Supply Wagons, each unit of strength represents enough ammunition to resupply 10 men.

Clicking on a Unit Box with the right mouse button causes a pop-up window to appear showing the command hierarchy of the unit. From top to bottom, the window lists the unit name, the unit's organization, the next higher organization and so forth. In addition, in this mode, the type of unit, the unit's weapon, and the firing range of the unit are displayed.

When there are more units in the Hot Spot hex than can be displayed in the available Unit Boxes, then scroll arrows that appear after the list of units can be used to scroll the Unit Boxes. When the left or top arrow is displayed in full color, there are units to the left or top of the displayed units and when the right or bottom arrow is displayed in full color, there are units to the right or bottom of the displayed units.

Toolbar

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

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

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

Open - opens an existing scenario file.

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

Counterclock - turn the selected units counterclockwise.

Clockwise - turn the selected units clockwise.

About Face - turn the selected units about-face.

Formation - change formation of the selected units.

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

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

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

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

Disrupted - toggle the disrupted state of the selected units.

Routed - toggle the routed state of the selected units.

Fixed - toggle the Fixed state of the selected units.

Remove - remove selected units from map.

Bridge - display the Bridge Dialog to set or delete a bridge in the current Hot Spot hex.

Breastworks - display the Breastworks Dialog so that breastworks can be set or deleted in the current Hot Spot hex.

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

A/I - display the A/I Script Dialog.

Zoom In - increase the scale of the map.

Zoom Out - decrease the scale of the map.

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

Units - toggle the display of units on the map.

Bases - toggle the display of unit bases on the 3D map.

Leaders - toggle the display of leaders on top of stacks. However, if you hold the **Alt** key while pressing this button it will move the leaders in the current Hot Spot hex to the top of the stack.

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

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

Full Screen - toggle the display of the full-screen map.

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

Highlight Fixed - toggle the Highlight of Fixed units.

Highlight Disrupted - toggle the Highlight of Disrupted units.

Highlight Low Ammo - toggle the Highlight of units that are Low-On or Out-Of Ammo.

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

General Help - display this help file.

Roaming Mode

Roaming Mode enables you to view several locations on the map without having to click the mouse on each one.

To start Roaming Mode, enter Control Z (**Ctrl-Z**). Thereafter, the Hot Spot will follow the mouse as you move it over the map. To leave Roaming Mode, click on any hex.

Hot Keys

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

Shift Key - display the on-map labels while this key is pressed.
Space Bar - display the Selection Dialog (useful in Full Screen mode).
F1 - invoke General Help (display this help file).
Ctrl-B - move the selected units backward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).
Ctrl-F - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).
Ctrl-J – display Jump DIalog.
Ctrl-L - turn the selected units counterclockwise.
Ctrl-R - turn the selected units clockwise.
Ctrl-X - remove the selected units from the map.
Ctrl-Z - start Roaming Mode.
1 - display the map in Zoom-Out 2D mode.
2 - display the map in Normal 2D mode.
3 - display the map in Zoom-Out 3D mode.
4 - display the map in Normal 3D mode.
Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.
Keypad 0 - change the formation of the selected units.
Keypad 1 - move the selected units down and to the left one hex.

Keypad 2 - move the selected units down one hex.

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

Keypad 4 - turn the selected units counterclockwise.

Keypad 5 - turn the selected units about-face.

Keypad 6 - turn the selected units clockwise.

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

Keypad 8 - move the selected units up one hex.

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

Delete - move the selected units counterclockwise.

Page Down - move the selected units clockwise.

Home - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

End - move the selected units backward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

AI

Artificial Intelligence. In this case, this represents the automatic movement, firing, and combat by units under the control of the computer program.

Hot Spot

The hex on the map currently selected with the red hex outline.

Parameter Data

Basic data from the pdt file that applies to the current scenario.

Anonymous Major

A leader created when a Regiment leader has been made a casualty or has been promoted to lead his Brigade.

Move Mode

The mode where clicking on the map with the right mouse button causes the currently selected units to be moved to the selected hex.

Place Mode

The mode where right clicking on the map causes the currently selected unit in the Unit Dialog to be placed on the map.

Hot Key

A keyboard character which when typed performs the same function as a menu selection or toolbar button.

Highlight

To display a unit on the map with a yellow outline.

Fixed

Units which are Fixed cannot move until Released, fired upon, or meleed against, but may fire themselves and may change formation.

Exit Objective

An Exit Objective awards points to the side owning the Objective for each unit that is removed from the map from the Objective hex.

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