USING THE *BATTLEGROUND: ARDENNES* SCENARIO EDITOR

The Scenario Editor lets you design your own scenarios on any of the maps provided in the game. You can purchase individual platoons or gun batteries (the basic units of the game), or an entire division (or any type of organization in between; i.e., company, battalion, or regiment). Using a combination of this scenario editor, your imagination, and maybe even some historical research, you can design a virtually unlimited number of combat actions to play using the "Battleground" gaming engine.

DESIGNING YOUR OWN SCENARIO

CAUTION: Opening and then resaving a scenario *provided with the game* will alter important data. Therefore, it is strongly suggested that you *do not* open any scenario provided IN *Battleground: Ardennes* with the Scenario Editor. If so, you may have to reinstall (from the game's CD) all or some of the program for them to function properly.

To design your own scenario, select "Create New Scenario" from the SCENARIO EDITOR screen. The first decision you must make is which of the three maps (Stoumont, Bastogne, or Clervaux) on which to design your scenario. After the map is selected and loaded, you will see the "Scenario Values" dialog box. It is here that you designate the side moving first ("First Side"), the weather conditions ("Weather Values") and the number of turns you want the scenario to last ("Last Turn"). The default aggressiveness ratings are "20"; if you wish you may modify these values (the higher the number, the more aggressive the A/I will be when attacking - or defending - with that side). At your option, click the "Historical" button to write a brief account of the action. After entering a scenario title, click "OK" to close the box.

You are now ready to start laying out the various units and fortifications on the map. The toolbar buttons appearing across the top of the screen enable you can do everything to create a myriad of challenging new gaming situations.

STEP BY STEP INSTRUCTIONS:

1. Buying an Organization: Left-click the second toolbar button (from the left). This allows you to buy a U.S. organization (i.e., a company/battery, battalion, regiment or division). Then select "Company/Battery". When the "Organizations" window appears, select a listed company/battery (your choice). Use the vertical scroll bar to view all the different company/battery organizations (in general, guns and howitzers are organized in "batteries"; other units have their platoons organized in companies). Once you've selected a company or battery, left-click the "OK" button and another window will appear listing all of the units of that organization (for organizations larger than companies, each group of units appearing in a window is a company).

2. Placing Units on the Map: Left-click anywhere on the map to place the unit high-lighted in the company-listing window. After placing all the units of that company, left-click on the next toolbar button (the one with a "$"-sign and a German nationality symbol) to buy a German organization, then place those units on the map.

NOTE: You can set the "Battleview" (3D) facing of a unit by selecting "Facings" in the "Place Units" menu *before* you click on the map to place the unit.

3. Placing Reinforcements: If you want a unit to enter as a reinforcement instead of starting on the map, click the "Reinforcement" box, then click on the map next to the black edge to designate its point. You will then be asked to input a turn of entry for that unit. If you want a reinforcing unit to enter "loaded" on a carrier (e.g., a

truck), *first assign a carrier to enter as a reinforcement*, then select a unit that you want to enter loaded. Then click the "Load Unit" box (be sure the "Reinforcement" box is *also* checked). A window listing all reinforcing transport unit(s) capable of carrying that unit will appear. Highlight the carrier you wish to use, then click "OK".

4. Place an Objective: Each scenario must also have at least one location designated as an objective. The sixth toolbar button from the left (showing a large blue dot and a red "place on map" arrow) allows you to place an objective. First, decide if you want the objective to be initially controlled by the Allies or Axis (default is Allies), then its point value (1 to 999). Then, click on the map to place the objective. In general, you should have objectives controlled by the defending side and placed in locations you want the attackers to try to capture.

THE SCENARIO EDITOR TOOLBAR BUTTONS:
The various toolbar buttons allow you to fine-tune and edit your scenario until you are satisfied. A brief explanation of each button's function follows, presented in order from left to right (to save space, each button with "(U.S./German)" following its name has a separate U.S. and German version of that button; the U.S. button is marked by a white star; the German button marked by a German "Balkan Cross").

SCENARIO VALUES: Brings up the Scenario Values display.

BUY ORGANIZATION (U.S./German): Allows you to purchase a U.S./German company, battalion, regiment or division. As units are placed on the map, their victory point value is automatically added to the sum total of units setup thus far for that side (to view this total, check the Scenario Values box).

PLACE NEXT UNIT (U.S./German): Allows you to place the next U.S./German unit left in the "queue" (not yet placed on the map). If more than one company is inherent to the organization being placed, you can also use these buttons to advance to the next company.

PLACE OBJECTIVE: Allows you to place an objective on the map (click OK to close window, then left-click in desired hex to place objective). Before placing, you may edit its value and at-start controlling side.

PLACE FORTIFICATION: Allows you to sprinkle the map with the various fortifications or wrecks (this window will stay open while you click on the map to place a fort/wreck).

PLACE OFF-MAP ARTILLERY (U.S./German): Allows you to assign the U.S./German side an off-map battery.

PURCHASE SINGLE UNIT (U.S./German): Allows you to buy a single U.S./German platoon/battery (Note: you may not purchase an individual platoon/battery until at least one organization has been purchased for that side).

MOVE UNIT: Click this button, then click on an on-map unit (the unit's counter frame will turn red), then click on the location you wish to move the unit to.

DELETE UNIT: Click this button, then click on an on-map unit to delete it (the top unit in a stack will be deleted; right-click on a stack of units to bring a different unit to the top).

DELETE FORTIFICATION: Click this button, then click on a previously-placed fortification/wreck to delete it.

DELETE OBJECTIVE: Click this button, then click on a previously-placed objective to delete it.

DISPLAY GRAPHICAL ICONS: Revert from "NATO" icons to "graphical" icons.

DISPLAY NATO ICONS: Displays "NATO" icons (default setting is for "graphical" icons).

HEXGRID TOGGLE: Toggles the hexgrid on or off.

VIEW REINFORCEMENTS: Brings up a window displaying all reinforcements assigned thus far. If desired, click on a unit to select it, then delete it.

VIEW OFF-MAP ARTILLERY: Brings up a window displaying all off -map artillery available for both sides. If desired, click on a unit listed to select it, then delete it.

ASSIGN AIR SUPPORT: Displays the Air Support values editing window, in which you can assign either side a number of Air Support factors (if the visibility is 12 hexes or greater). Each factor assigned allows one air attack by that side.

EDIT OB (U.S./German): Allows you to edit the organization names.

SAVE: Saves the scenario. Upon saving, one of two things will happen:
      If you are creating a *new* scenario, the "Victory Points" screen will appear. The program automatically calculates the various victory levels and a complexity rating. You may modify these values as desired.
      If you are editing an existing scenario, you will be asked if you want the program to recalculate the Victory Points (and complexity rating). If you do (or if you want to change the Victory Points yourself), click on "Yes". Otherwise, click on "No".

QUIT: Quits the Scenario Editor.