

FC 71-100

DEPARTMENT OF THE ARMY FIELD MANUAL

YOOPERS GUIDE

**ARMORED AND
MECHANIZED
BRIGADE
OPERATIONS**

HEADQUARTERS, VEITIKKA STUDIOS

November 2019 - 1.045

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Preface



This field manual provides basic doctrinal discussion on the operation and usage of the game Armored Brigade. This FM's target audience includes commanders, opfor, and anyone looking to expand their grasp of the Armored Brigade game platform.

This field manual was deployed to fill a gap between the Matrix Games manual and field practice. Operational lessons and real-world assets will be deployed and explained as it occurs. A variety of platforms, both NATO and Warsaw Pact, will be used to illustrate these points.

Tactics and unit logistics will not be covered as it is beyond the scope of this manual. Please see [FM-100-2-1](#) for a NATO look at Soviet Army operation and tactics. See [FM-71-100](#) for NATO armored and mechanized division operations.

For further information we recommend the following digital assets :

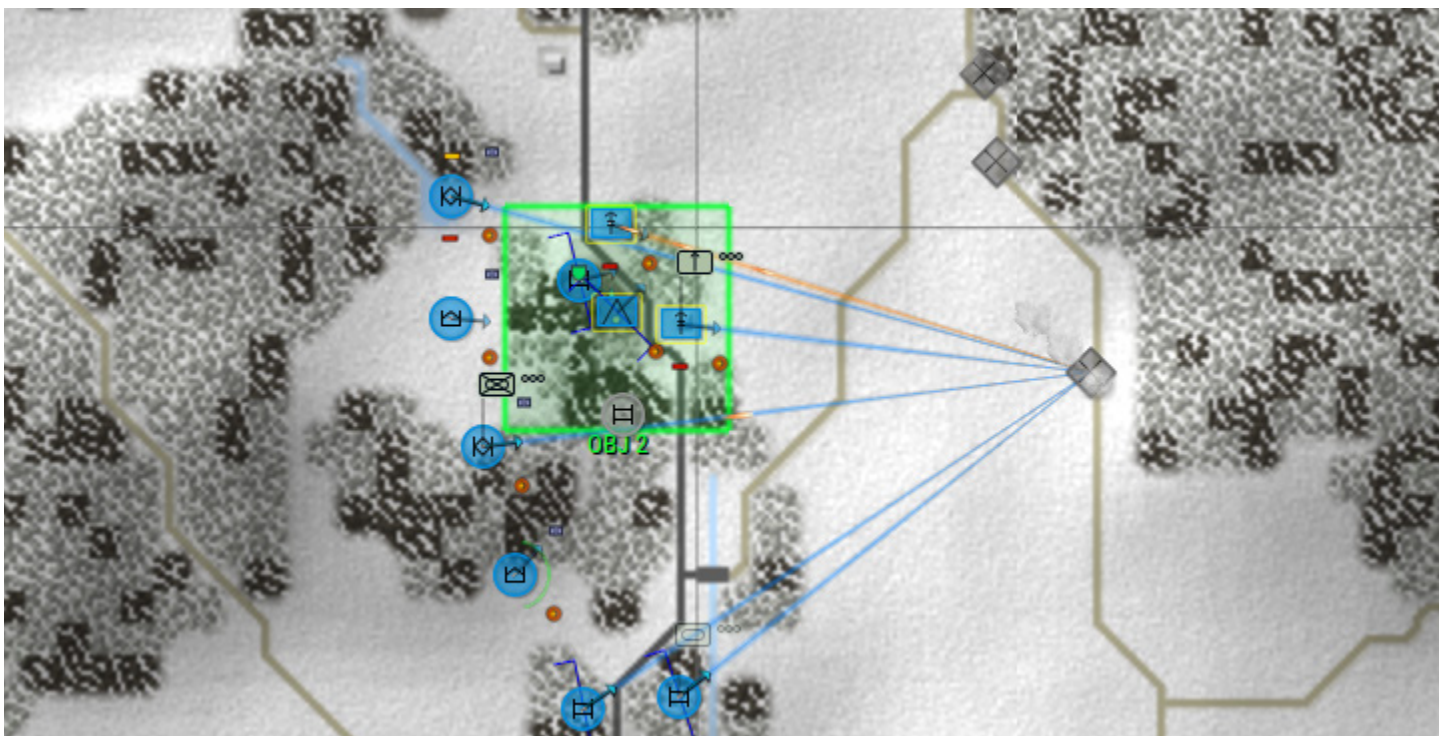
https://www.matrixgames.com/amazon/PDF/Armored_Brigade_manual_EBOOK.pdf

<https://www.matrixgames.com/forums/tt.asp?forumid=1639&p=&tmode=1&smode=1>

<https://www.reddit.com/r/computerwargames/>

<https://steamcommunity.com/app/1089840/discussions/>

<http://thestrategygamer.com>



A combined arms task force of Belgian Fusiliers defends a crossing from incoming Soviet 16th Guards Infantry.

January 1986.

Scope

It is important to recognize the scope of Armored Brigade. You, the player, are **the Commander**. You are not an all seeing, all knowing, direct commanding, god like figure.

The troops under your command will respond to orders as they best see fit based on the directives given. Your troops may flee, open fire too soon, take their own initiative and path in a not so perfect way. You may micro-manage your units, however the game is best played by calling out the SOP and allowing your units to operate.

That said there are occasions where you will have to step in and fine tune based on the higher level of information you have available at the command level. Use this to your advantage.

About This Guide

This is an “unofficial” guide to the game created by me, Yooper.

I grew up a child of the Cold War and see a good deal of nostalgia in playing out the wars that never happened. My training in the 1st Cavalry Division (M1A2 crewman) came at the close of the Cold War but before the campaigns in Iraq and Afghanistan ever began.

The biggest thing I enjoy about Armored Brigade is playing as a Commander, not a “micromanager in chief”.

By creating this guide I hope to increase community engagement and bring a new generation of computer war-gamers into the fold. The larger the community the greater pool of modders, scenario designers, and map makers.

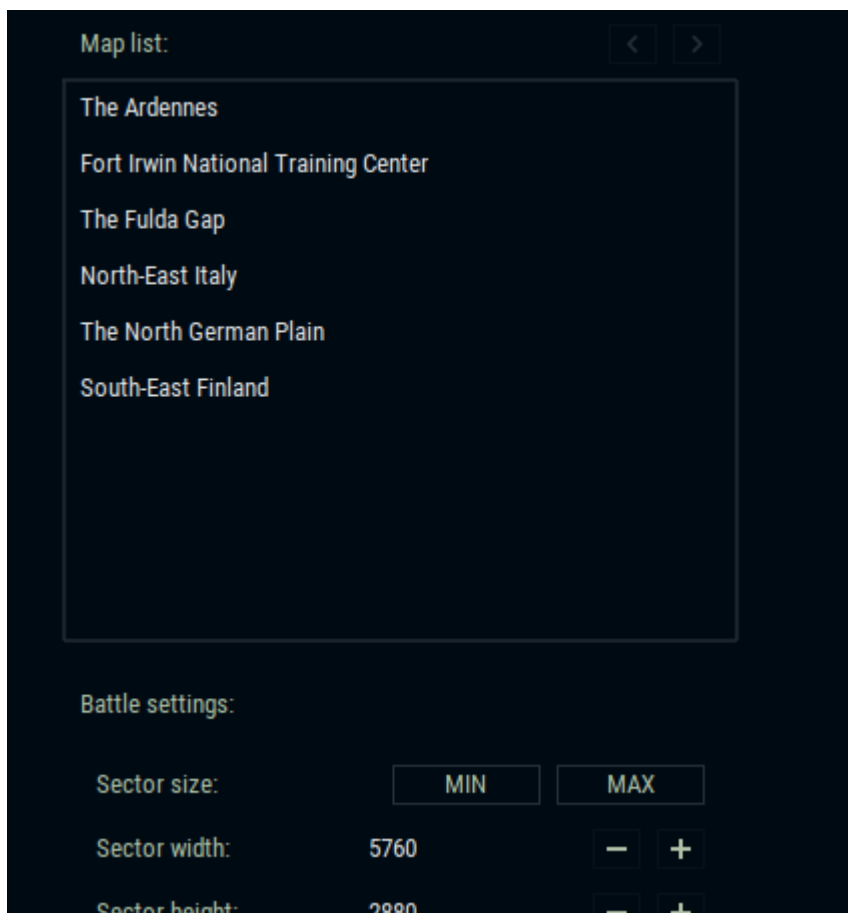


West of Bastogne. A Belgian Armored Brigade takes heavy losses against a Soviet armored Division fielding T-62's. The Soviet units made exceptional use of the terrain.

October 1988.

Our first step is to click on NEW GAME at the Main Menu. You'll see this screen to the right.

- Single Mission will bring you to a menu where you can select pre-made missions.
- Generate Mission allows you to make your own battle on a variety of maps and eras.
- Start Campaign is similar to the Single Mission but in a linear campaign.
- Generate Campaign is similar to Generate Mission.



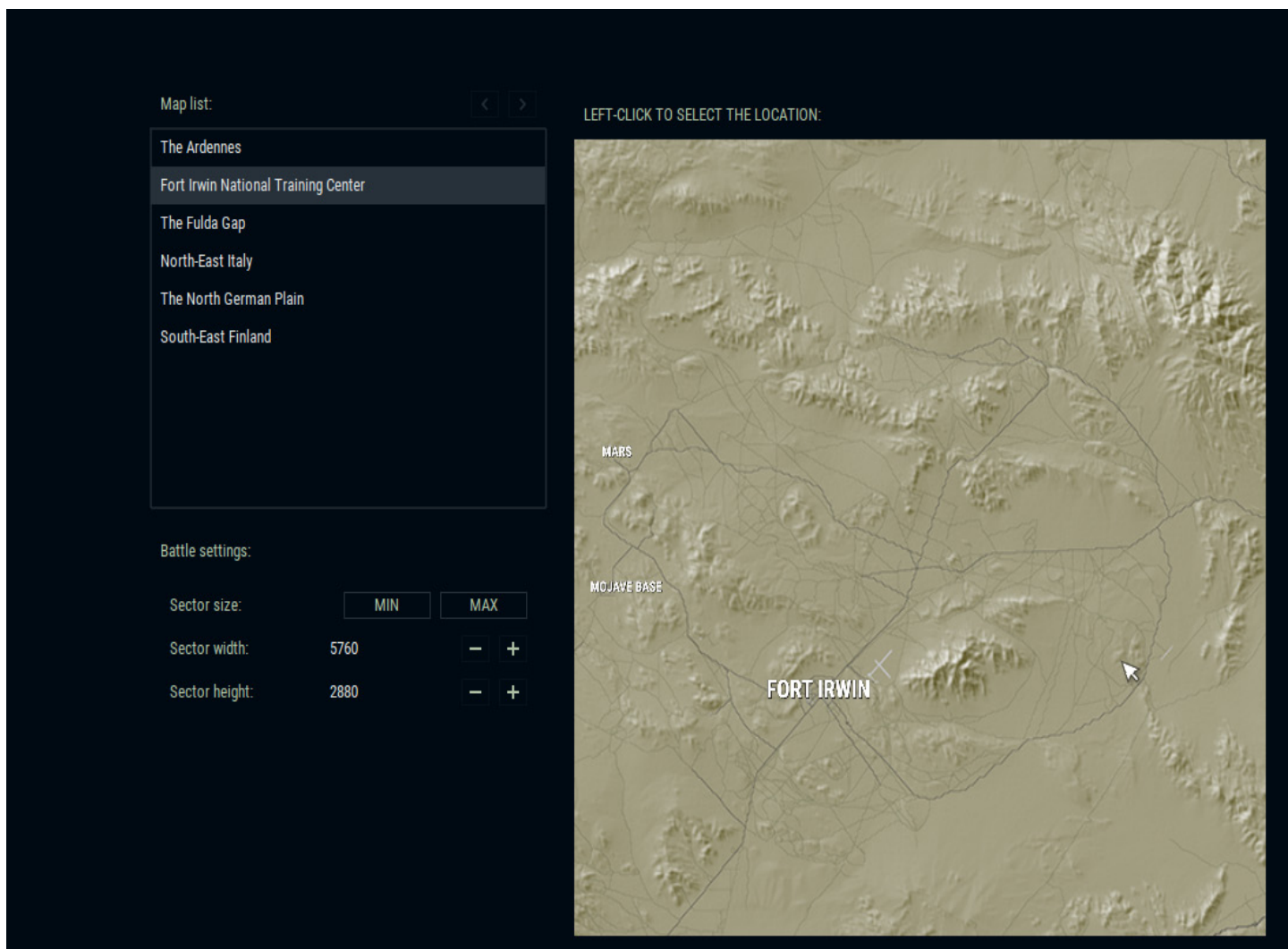
For now we'll explore **GENERATE MISSION**.

This may look slightly different depending on your add on packages.

In the following examples I'll be alternating between **The Fulda Gap** and the **Fort Irwin National Training Center**.

Sector Width and **Sector Height** will determine how large of a map you will be playing on. This will dictate how many objectives are in place and how large of a force you can bring to bear.

For Infantry only operations you will want to err on the small side. I find that a 3km by 3km square makes an easily digestible infantry battle. A larger map with a smaller point count will allow for more maneuver and less wholesale slaughter. (*You'll see what I mean later.*)



Once you select the map you'll see it appear on the right. Move your mouse cursor around the map and you'll get an idea on the battlescape. **Click to select a location** and the map will zoom in.

Note that you may see RED on the map. These are terrain features that are non-navigable. It would behoove you to not pick a spot that units can't traverse.

Once ready to proceed click **DONE**.



An M1A1 from the 1st Squadron, 11th ACR, is taking a break during operations near the Fulda Gap.

Location: Fort Irwin National Training Center

Player side:

US Army

< >

Training: 85

Morale: 80

Command delay: 20+20s

Artillery delay: 01:30 - 05:00

Combat power: +0%

Type: Armored

< >

Situation:

Air superiority: Player

< >

Neutral units: Medium

- +

Opponent side:

USSR

< >

Training: 65

Morale: 60

Command delay: 30+0s

Artillery delay: 02:00 - 20:00

Combat power: +0%

Type: Infantry

< >

Date:

Year: 1991

< >

Month: February

< >

Time of day: 11:00:00

Day

- +

Environment:

Weather: Good (4000m)

- +

Wind speed: Random

- +

Day temperature: Cool

- +

Sector terrain:

Terrain: Desert

< >

Ground condition: Good

- +

Destruction: 30%

- +

The items highlighted in yellow may be changed. Some are self explanatory. Type is very important as it determines the points breakdown used to select units. An Armored unit may spend more points on Armor than an Infantry type. Same with your opponent.

The date is important as it determines which items in the database are available. On top of this the command delay and artillery delay are impacted.

Weather and wind speed will impact visibility and how long that things like smoke hang around.

Day temperature will change the rate that your units become fatigued.

Ground condition is often ignored but critically important. Getting a 70 ton armored vehicle stuck on the battlefield is a serious situation. Immobilized tanks turn into angry pillboxes quickly in the mud.

Destruction will change how many buildings are levelled and forests are burnt. A fresh battlefield will have low destruction. This can make for a very interesting and varied battlefield on the same piece of terrain.

Note the starting time. You can adjust the slider and choose between night, dawn, day, or dusk. Some armies fight very well at night while others are severely limited.

For our example I'll be choosing US Armored for the player side and USSR Infantry for the opponent.

Press DONE when you're ready to move on.



Changing the Mission from ADVANCE, DEFEND, or MEETING will change the map to the right. You may select the objectives to move them about. Be sure to note the Player Start Edge. You may also click the edge of the green and red areas to adjust the starting positions.

DEFENCE will change how well prepared the defending forces are. A fortified and dug in foe can be quite difficult to dig out.

You can change how many objectives are on the map, but this is tied into the size of the map. A very large map will accommodate many more objectives. Dummy objectives can add some variance to the map and force the player to secure multiple objectives instead of turtling up on a single point.

Water, while not important at Fort Irwin, can play a critical role. Some bodies of water are fordable or may freeze over. If you want to keep units from pathing through the water change this to impassable. Varied, fordable, or frozen is self explanatory. Though be aware that a frozen body of water will allow any and all units to pass over it.



Player side:

US Army

Combat power:

2880

-

+

Force type:

Armored

Unit selection:

Manual

<

>

Opponent side:

USSR

Combat power:

1000

-

+

-40%

Force type:

Infantry

Unit selection:

Auto

<

>

ADVANCED

Allocating power between the two sides will determine how powerful, or weak, one side is verse the other. Typically an attacker will have 3 times the power of the defender. Note that the opponent units will be selected automatically while we, the player, will select the force manually.

The advanced tab allows you to change the make up of the points.

Player side:

US Army

144

288

1152

2880

432

864

Total points: 0 / 2880

Available:

<

>

Details:

<

>

Selected:

<

>

Dismounted Scout Section

52

M113A2 Scout Section

127

M113A3 Scout Section

132

M3 Scout Section

558

M3A1 Scout Section

602

M3A2 Scout Section

624

M1A1 Tank Section

800

M1A1HA Tank Section

842

M11P Tank Section

752

+

ADD

-

REMOVE

This is where the tread meets the trail!

Each category has a certain amount of points allowed. You don't need to take units from each category. Usually you'll want more units than you have points for. Not shown is a spot where you can choose artillery, this is Divisional level artillery and not the mortars you can select above.

I usually start with the things I want most. This is usually one battery of artillery and the core component of my force. In this case that will be some armor. The larger the unit, the more expensive. The more capable the unit, the more expensive. A platoon of M60's is much more cost competitive than a company of M1A1's, effectiveness though is no comparison.

+

ADD

-

REMOVE

Formation Value Modifiers:

Training:

85

Morale:

80

HQ Team:

+300%

HQ Vehicle:

+150%

Company Formation:

-20%

Scout Helicopter:

+700%

UNITS:

4 / 325

FORMATIONS:

1 / 100

AIR SORTIES:

0 / 50

ARTILLERY

OBSTACLES

Guns (4x225 = 900p):

1

-

+

Artillery minefields:

0

-

+

HE:

72

Smoke:

36

DPICM:

120

Illumination:

12

TRP:

2

TRP [M]:

0

ARTILLERY:

900 / 1440

OBSTACLES:

0 / 0

The data on the left side is all related to the unit characteristics. In this example the HQ teams are quite expensive, a 300% modifier while company level formations are 20% below normal cost.

Our off map artillery is listed to the right. We have limited HE munitions (light skinned vehicles and infantry) as well as DPICM (armor, everything else). The TRP refers to Target Reference Points and are points of artillery pre-mapping that allow for quicker firing solutions.

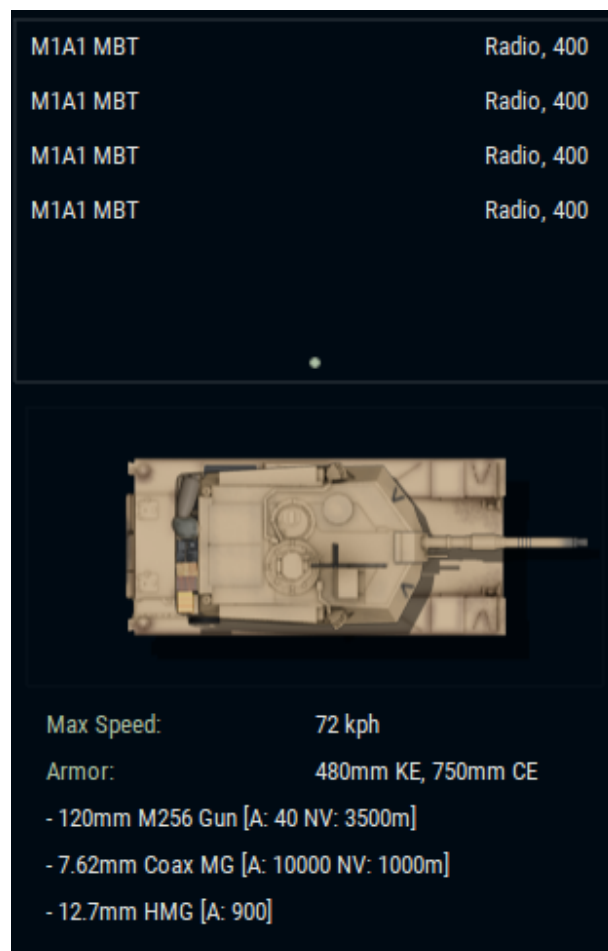
Artillery minefields can be an amazing tool to slow or halt a hostile advance.

If this were a defensive mission you'd also be able to purchase obstacles such as minefields, tank traps, and barbed wire.

By clicking on the unit you can see the composition and statistics. In this case it's four M1A1's with radios. It has a max speed of 72 kph with a ton of armor and weaponry.



Aircraft is a bit different, the above F-4E has a variety of weaponry but once either it's shot down or is winchester (out of mission specific ordnance) then it is done with the mission. There are times when aircraft becomes available for a second run.



Situation:

Location: Fort Irwin National Training Center

Sector: 1502,1571 [192x96]

Mission: Advance

Defence: None

Player start edge: West

Save scenario:

Advance

SAVE

Custom launch options:

Round length: Disabled

Player character

☒ Show hidden in AAR

☐ Show victory levels

☐ Always play enemy sounds

US Army training: +0

–

+

US Army morale: +0

–

+

USSR training: +0

–

+

USSR morale: +0

–

+

At this point you've created the base mission. No worries about composition and such, you can go back later and edit this in the Mission Editor.

Round Length is makes it so you can't pause the game for a certain amount of time. This technically locks you into orders and you have to wait and watch. For earlier playthroughs I'd recommend leaving it disabled.

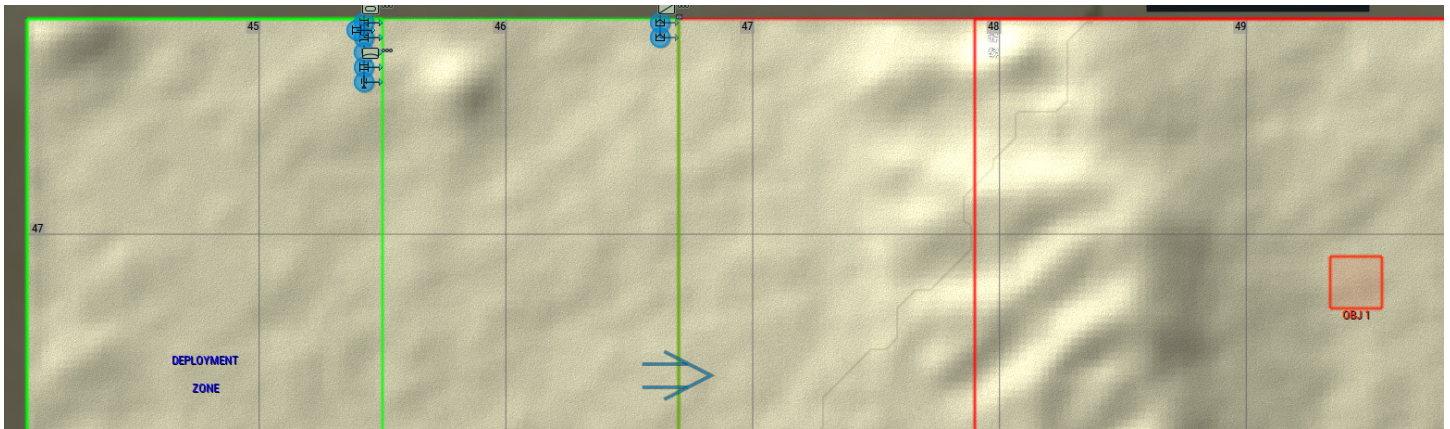
Player character is unique as it sets you as an actual unit. There are some benefits, but the downside is if you die the scenario ends.

For an easier game check the next three. It'll help you to play through as you'll hear the enemy and see how the victory levels compare.

Finally you can adjust the morale and training. Think of this as setting things easy-medium-hard.



A MIG-23 prepares for a strafing run in the Fulda Gap.

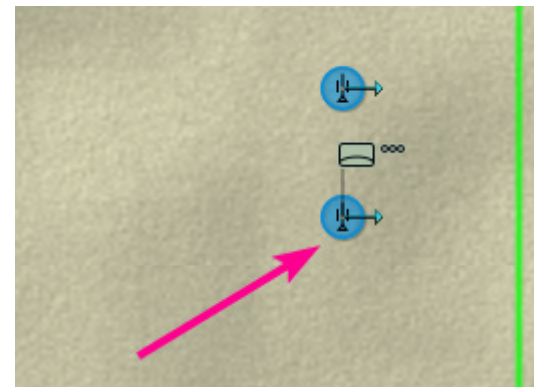


Once you start the mission you're in the placement phase. There are three areas, one is bright green, where any unit may be placed. Next is dark green where only scouts may be placed. Finally is the red zones where the hostiles deploy.

To deploy your units click the unit icon and drag it into place.

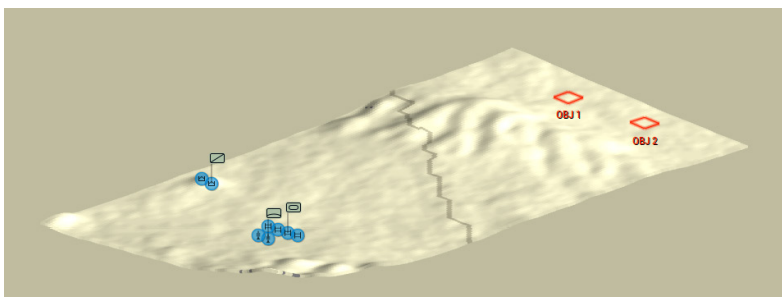
You can position units individually or as a unit. By select the "command" unit flag you will move all units attached to it. If you select just the unit itself it you will move just that unit. If this happens click on the **ORDERS** button down below and select **REATTACH**. The units will then be as one again.

As to *how* you position your units, well, that's the tricky part isn't it? We can change map modes to see the battlefield differently.



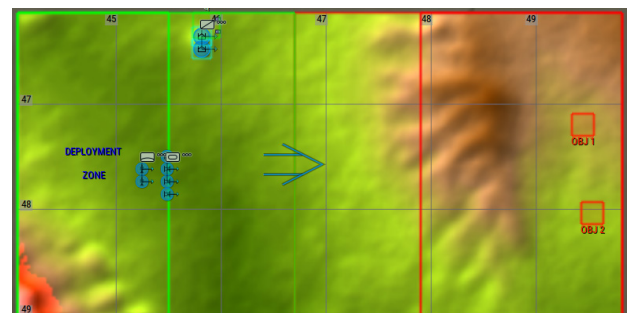
By clicking ISO in the lower right hand corner you switch the map to isometric mode. Useful to get a 3D picture of the battlefield.

Note, you can't issue orders here.

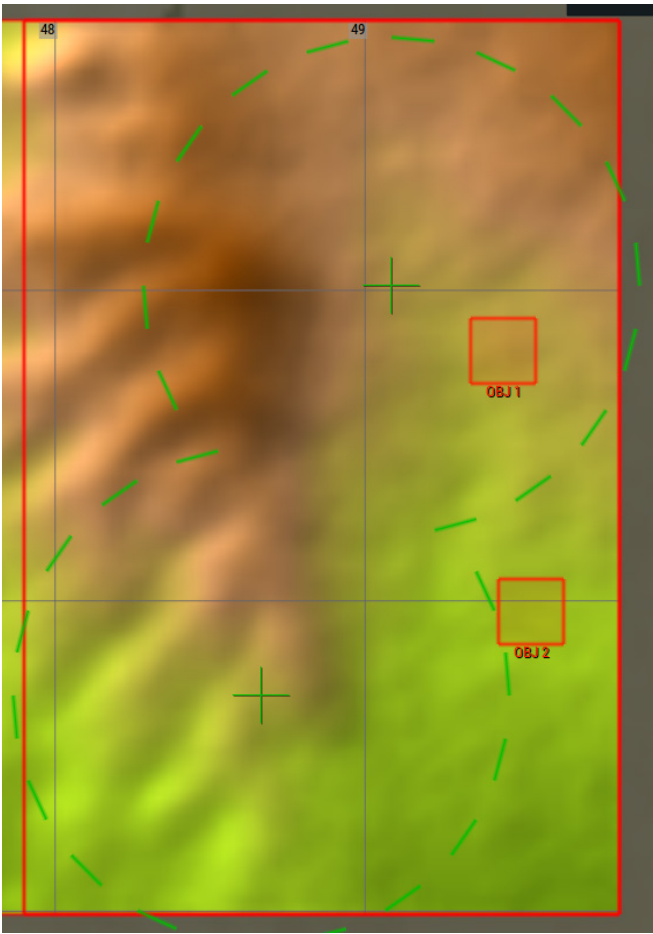


You may also click HGT to change to a height "heat" map. The closer to red it is, the higher, the darker green, the lower. In our example our units are stuck in a valley with the scout platoon sitting on a knoll. Our objectives are squarely behind a ridgeline.

To use our tanks range advantage I'm going to deploy them in the south and then direct them along that edge.



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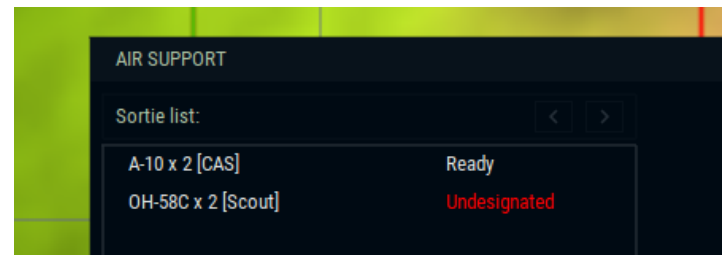


Next up is placing the TRP. Click on the TRP icon in the upper right and stick them near where you think the hostiles will be. Artillery can still fire elsewhere but it will take longer for the mission to start.

If you had defenses to place this is where you'd click the BUILD icon and drop them down.

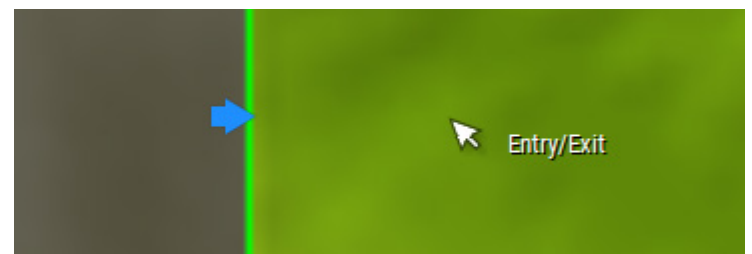
In both cases you right-click and it will change the item being dropped. In our case we can select between regular artillery TRP and TRP[Mine]. As we have no mines we'll ignore it.

Next we have to pick a path for our helicopters. Click the AIR SUPPORT tab on the bottom left. Then click any rotary wing assets.

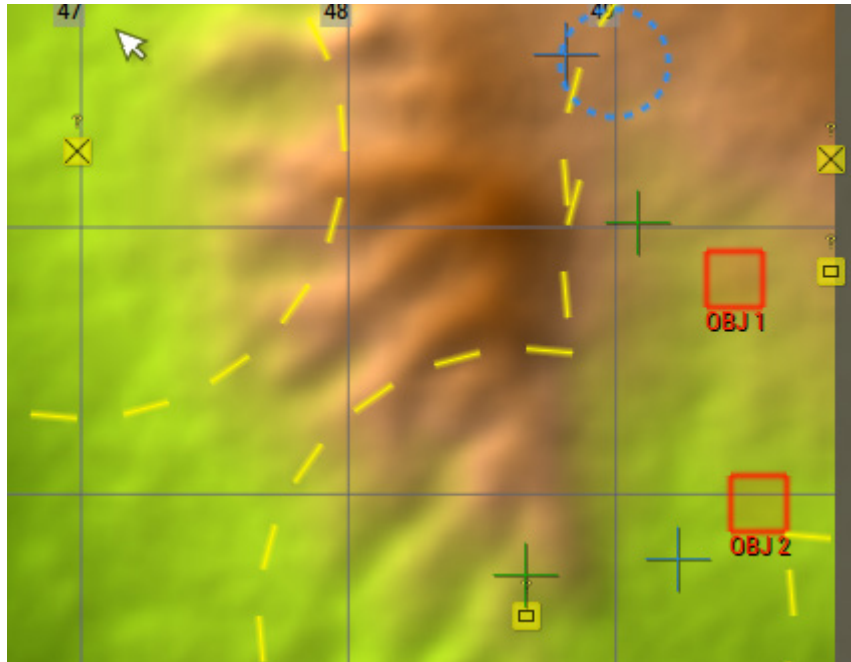


You'll define an entry point along with reference points that the asset will travel to. After selecting the entry point you'll pick the reference points. After selecting each you'll see the LOS for that location.

In my case it's a scout so I select a few handy locations.



At this point you can give your units the initial orders. For our case I'm going to wait and just click start. We'll go through unit orders and such now.



Our initial intel comes through the moment I click start. Yellow means unknown contact. The X signifies infantry while the square defines a mechanized unit of some sort. The circle is the range of ambiguity. It's somewhere out there, we just don't know where. Yet.



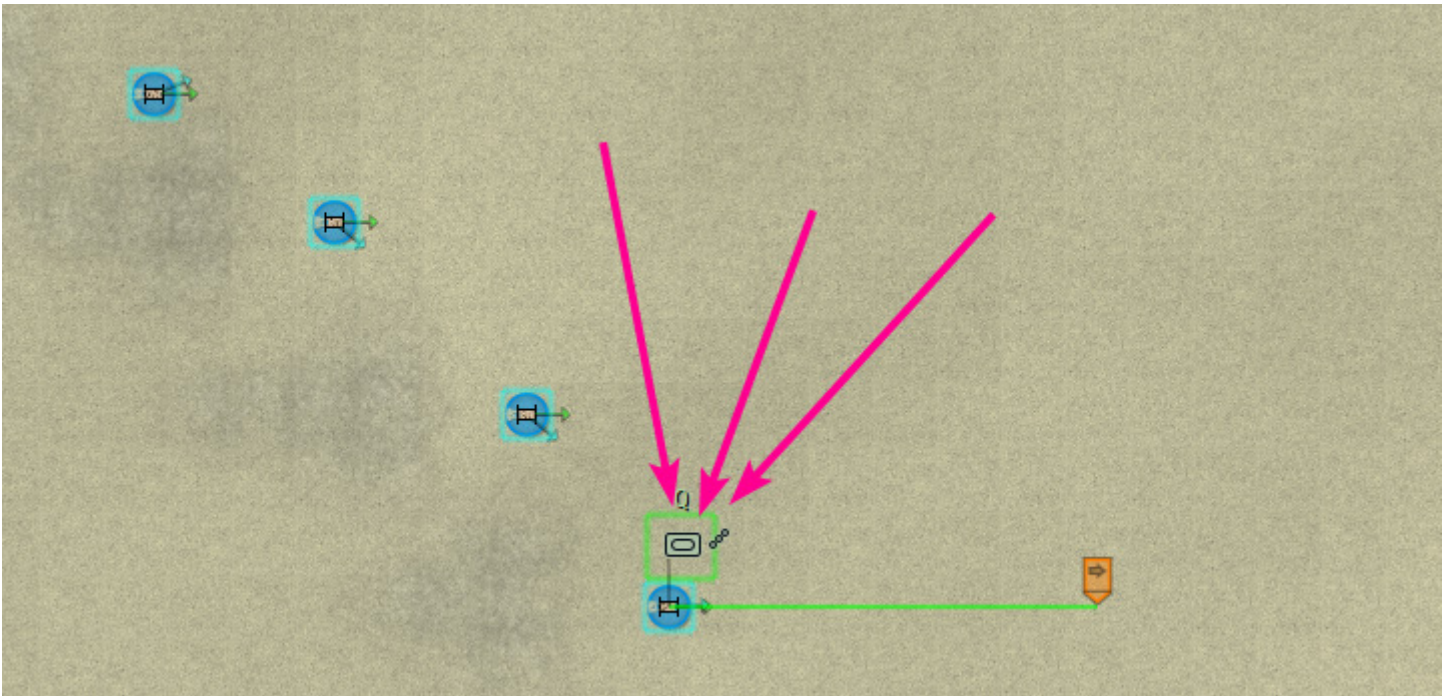
When you select a unit you can change the formation. We could have done this during the set up phase and it would have happened immediately. As it is I'm going to click the ECH. RIGHT.

Units will watch different sectors depending on position in the line.



Note the smoke and dust behind the tanks as they move. The enemy will see this and it can give away our position. Pick different formations as you move to achieve different effects.



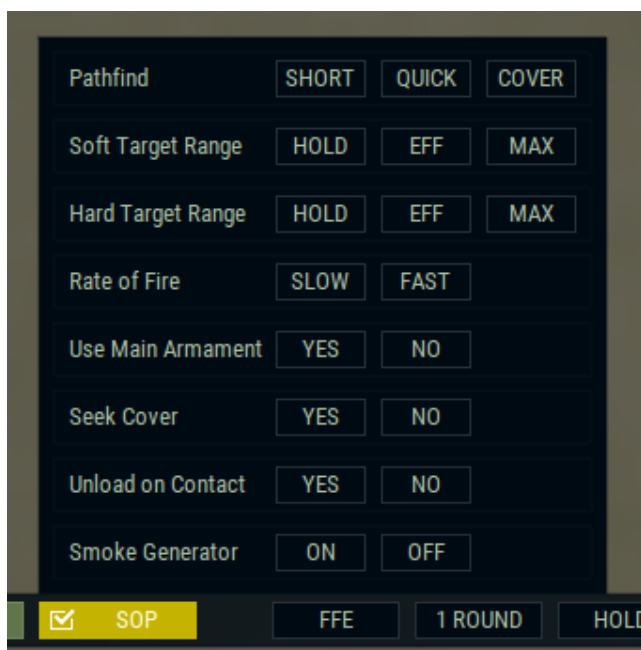
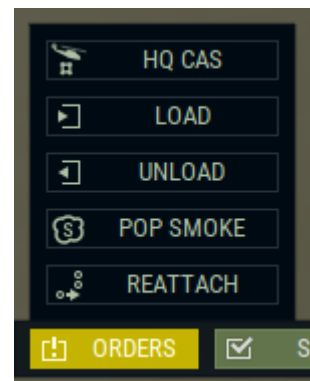


Make sure you are selecting the formation flag and not the individual unit. Things will look different if you select the unit itself. A good clue is the FORMATION button is not active and instead you see a picture of the unit itself.

The ORDERS button shows a few key items. The HQ CAS is for HQ units and requests CAS. Load and Unload are for units that can carry infantry or scouts. The entire formation will unload, or load, in place. This differs from the UNLOAD right-click command as it happens in place.

POP SMOKE, you guessed it, pops smoke!

REATTACH is one you'll use often. Sometimes you need to fine tune a single unit but once it's in place you click that and it's re-attached to the unit.



The unit SOP is something you'll definitely use.

Pathfinding, which we'll get into more later, will completely change how your units move.

Changing target range will let your armor stay hidden while it ignores scouts and nails other tanks.

Seek cover is very useful when a unit moves into a hostile areas and takes fire, it'll try to run away. (Try is the key word.)

Smoke generator and Unload on Contact should both be self explanatory.



After selecting a unit or a formation you RIGHT-CLICK to set the order. Be aware that anytime a unit changes what it is doing it incurs a command delay. If an HQ is near the unit the delay is much less. If it's an isolated unit in the middle of nowhere it might take a very long time indeed.

This does a good deal to simulate unit cohesiveness and command structure. NATO forces have much shorter times while the Soviet and Warsaw Pact units err on the long side. Command doctrine for the Soviets emphasised preplanned missions and did not do much to allow the individual leeway in regards to the situation. This wasn't always the case, but doctrinally speaking it explains the long delays.



The Advance button will probably see the most use. The units will follow SOP and do what they can to reach the waypoint even if under fire and if they see an enemy. They will fire while moving, but will focus on the move unless morale is broken or the unit is destroyed.

Note that depending on the SOP for movement a unit may not be able to maintain formation. A bridge, dense copse of trees, or an SOP for SHORT may make the units move in a non-formational pattern. So that's why your beautifully done echelon advance is bunched into a knot around a bridge.

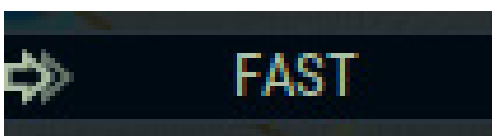


Contact is a more cautious move. Your unit will advance and the moment it sees ANY hostile, it will stop. Note that it may stop in the middle of a field. It may stop out of cover. It usually stops in the absolute worst position possible. It would behoove you to use this order carefully and be aware of the consequences.

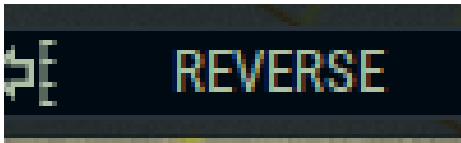
That said it is immensely useful for advancing over a hill and stopping the moment you see hostiles inbound. Think of it as a hull-down sort of advance.



This is CONTACT but cautiously. Your units will be looking for hostiles and expecting trouble. They will still halt when they see bad people. Usually at the worst possible moment.



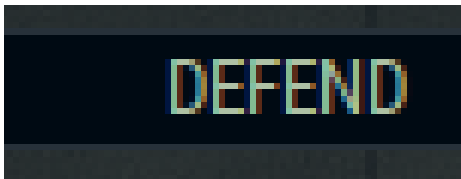
The exact opposite of CONTACT and SCOUT. Unit will move, as fast as possible, to a position. It will shoot things it sees, but will first focus on booting'n'scooting. Best used in territory you know is clear of hostiles.



Reverse will send your unit backwards. It will keep the front, wherever it is pointed, towards the front. Useful when an armored unit is being shot at and you want to keep the front armor towards hostiles.

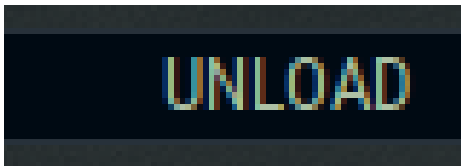


Murphys Law says that as soon as a unit moves into a position it probably won't be pointed where it needs to be. Blame this on the Private driving it who makes poor decisions, drives a Mustang II purchased at 29% APR, no money down, and who married a stripper. This order will make the unit point where you tell it to.



DEFEND is not used often enough. Below is the explanation verbatim from the manual. Test it out and learn to use it, the unit on the ground knows best when it comes to cover and positioning.

The 'DEFEND' waypoint makes the unit find a battle position and watch the given direction. The unit will try to acquire a line of sight to the location, while maintaining the best possible cover and concealment and minimizing movement from the current position.

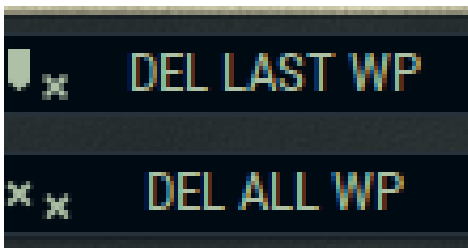


If a unit contains a passenger it will drive to this position and dump them out. A building is not a valid destination so be sure to steer the infantry into cover as they like to hang outside the safe place and eat paste.



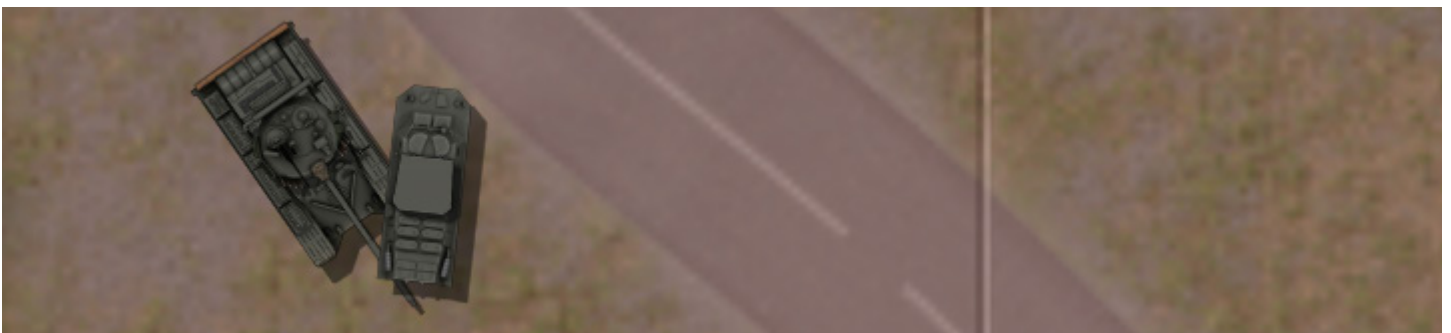
These buttons allow you to set the range of the unit. Nothing blows your cover like watching a tank fire at a lone scout 3000 meters out. This will prevent that from occurring. Same with hard targets like tanks. Becomes very useful when you want a unit to watch a close up spot and ignore those tanks moving ridiculously far away.

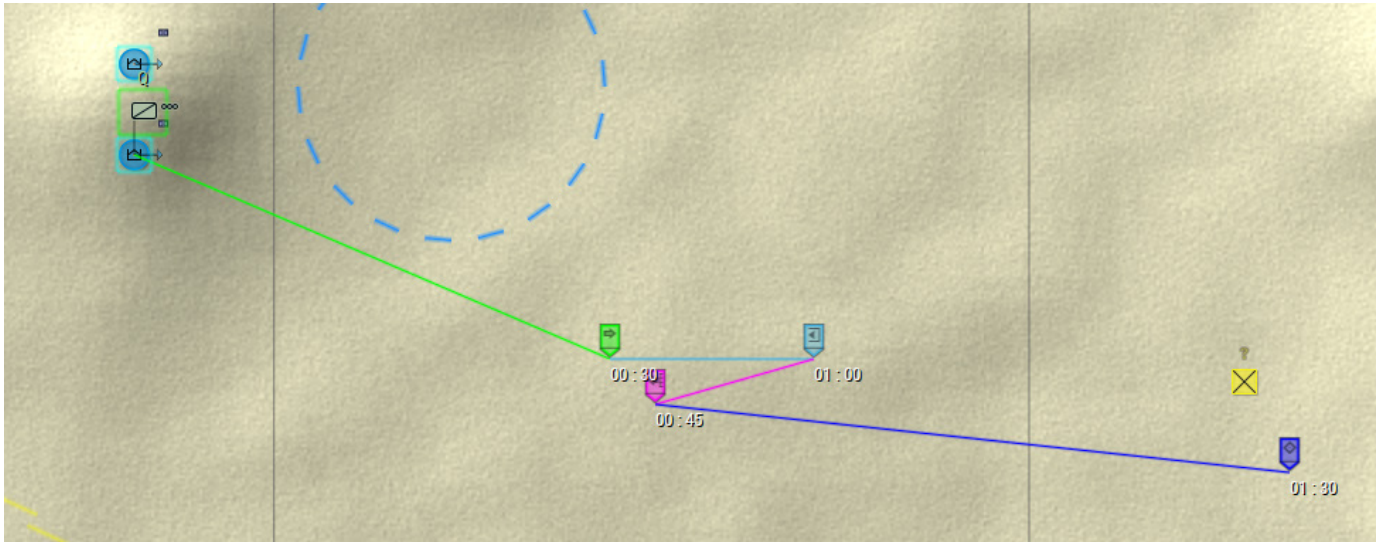
Remain cognizant of your surroundings though as an infantry ATGM unit can move up just outside of soft target range and lay down a smacking unmolested. This is embarrassing and is to be avoided.



Lastly the delete buttons. Press either of these, or the BACKSPACE key, to delete orders.

It's worth noting that you can stack orders. You can have an ADVANCE followed by a ROTATE. Or ADVANCE, UNLOAD, REVERSE, and DEFEND.

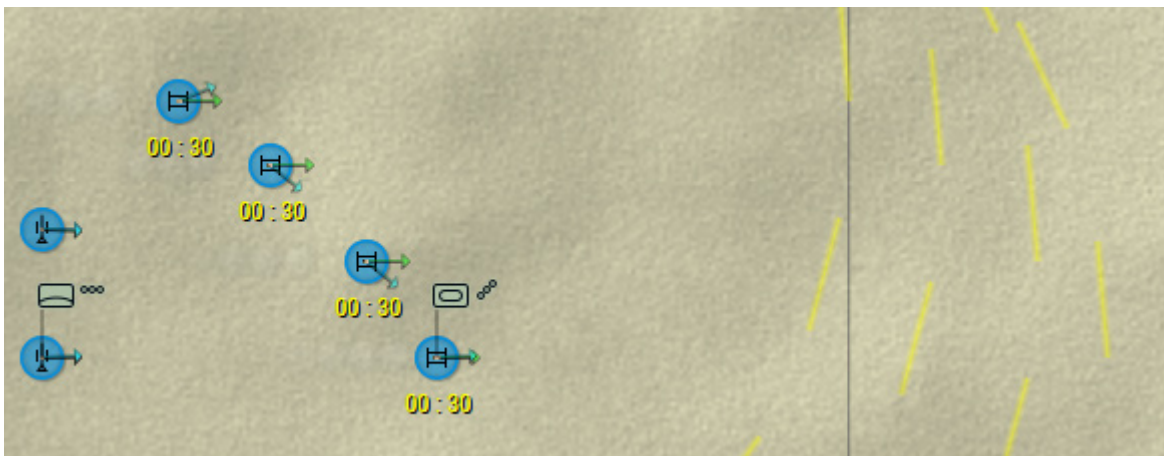




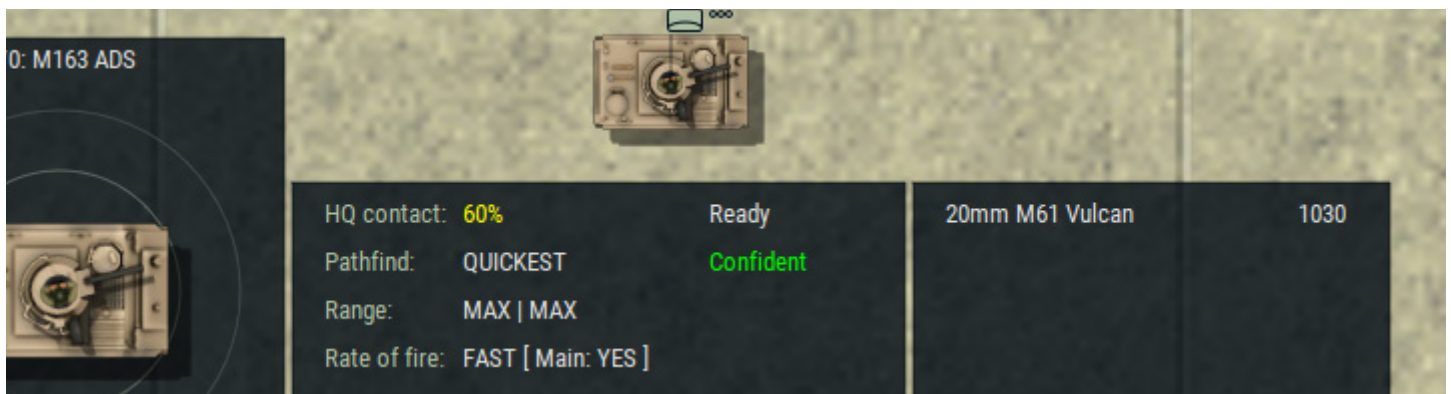
You incur an orders delay every time you tell a unit to do something. This delay is reduced if an HQ unit is nearby.

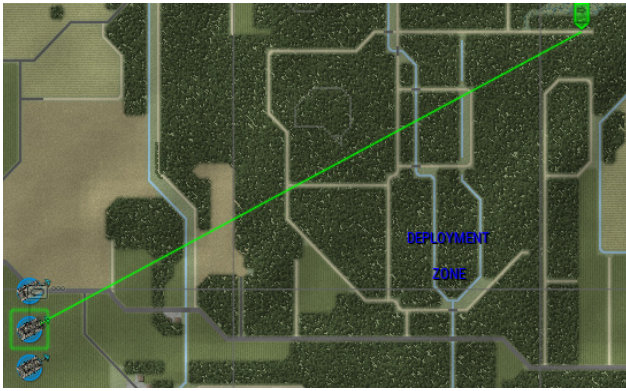
So our above unit will, after 30 seconds, ADVANCE to the green box. Then after a minute it will move to the UNLOAD position and dump the scouts. 45 seconds later it will REVERSE and then a minute and a half later it will find a defensive position that covers that location.

But, as they say, no good plan survives contact with the enemy! So be prepared to adjust on the fly but that too will incur a command delay...



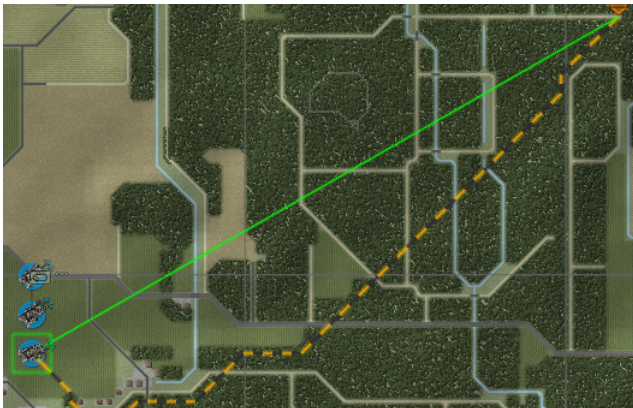
Other things also incur command delays. The above platoon of M60's changed to have the maximum range for soft targets. It will take 30 seconds for this order to occur. The same applies to SOP changes, so if you need to make these changes it would behoove you to make them all at once.





Here are three T-80U MBT's all with the same advance order. One is set to an SOP of SHORT, one to QUICK, and the last to COVER.

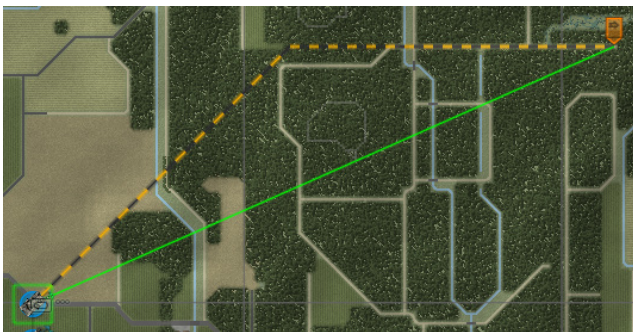
Once we send out the order it'll take a bit for the units to process it. Then we'll see a path that the units will follow.



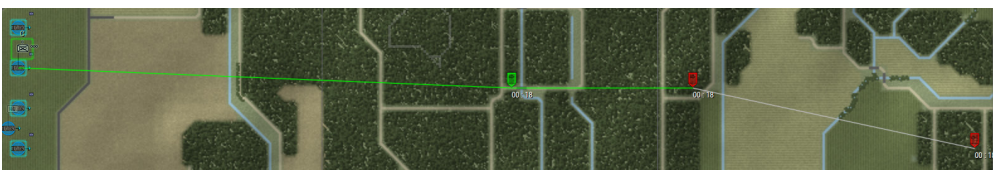
The first tank is using the COVER SOP. It is taking what will likely be the slowest path but it will attempt to keep itself as deep into cover as is possible for the unit.



Next is the QUICK SOP. This tank is going to follow the roads as much as is possible and get to the destination without much regard for cover.



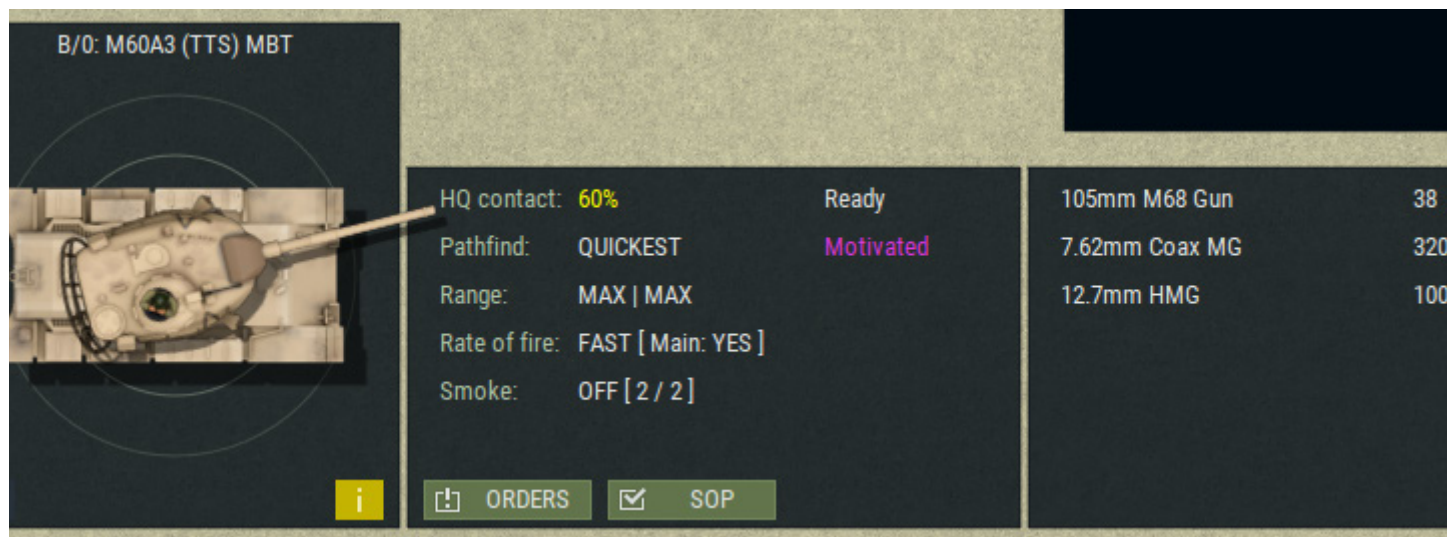
Finally is the SHORT tank. Yes, there's a joke here, but we're not going there. This tank is taking the most direct route even if it means crossing swamps, the open, or following roads. It



Pro tip! Define orders but use CTL-CLICK on the order icons to disable them. Then, if all is going to plan, CTL-CLICK again to make the units follow the plan with zero command delay.

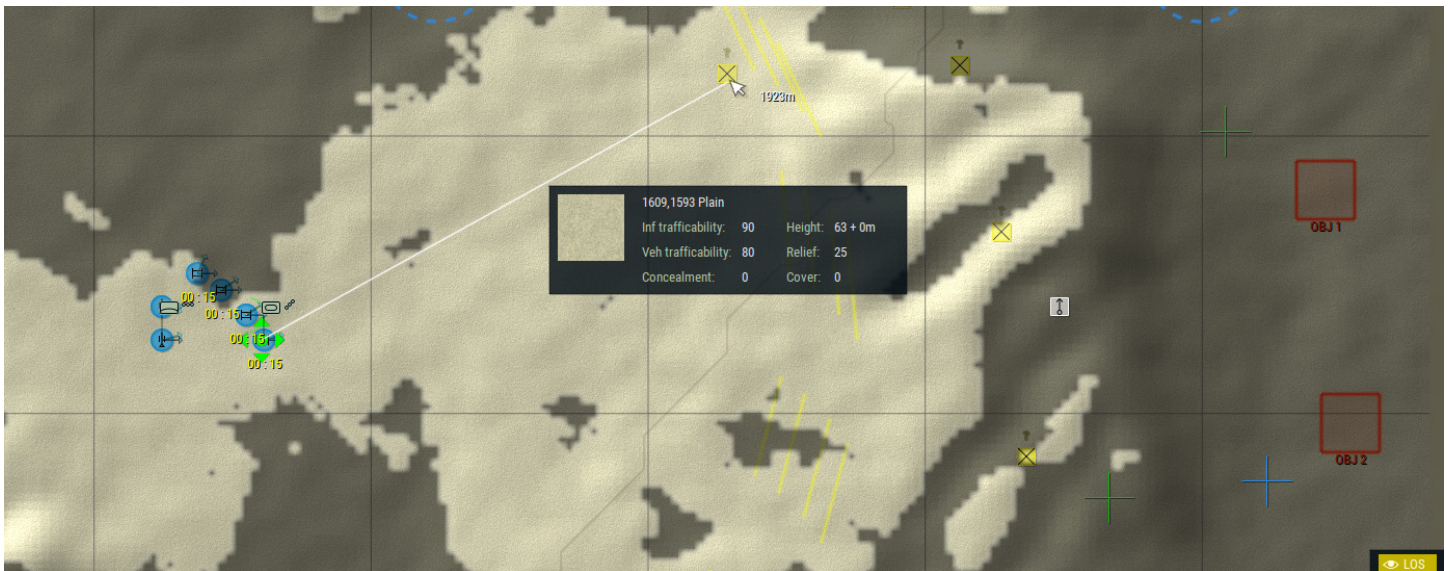


If you click on a unit and then on the **I** in the lower left corner you'll see the UNIT SPECS. This is all the critical unit details that define our M163 ADS. Size, morale, training, along with mechanical aspects. On the right you'll see the time it takes to actually fire and the sort of things it can fire at. Click the ARMOR tab and you'll see how fragile this giant cardboard box really is.



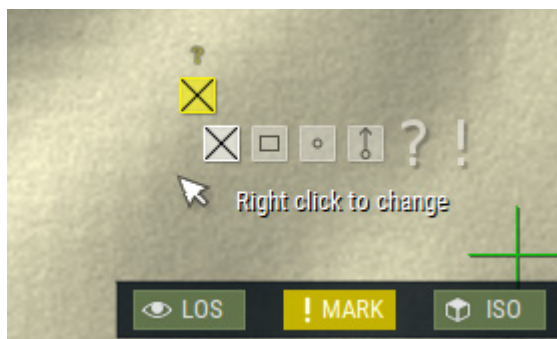
Just by clicking a unit (and not the formation) you'll get that particular units specifics. You can set SOP and ORDERS specifically for a single unit if you so desire. Be sure to watch the ammo on the right as well. If a unit is running low on a particular type you may want to revise the range shorter or even have it hold fire.



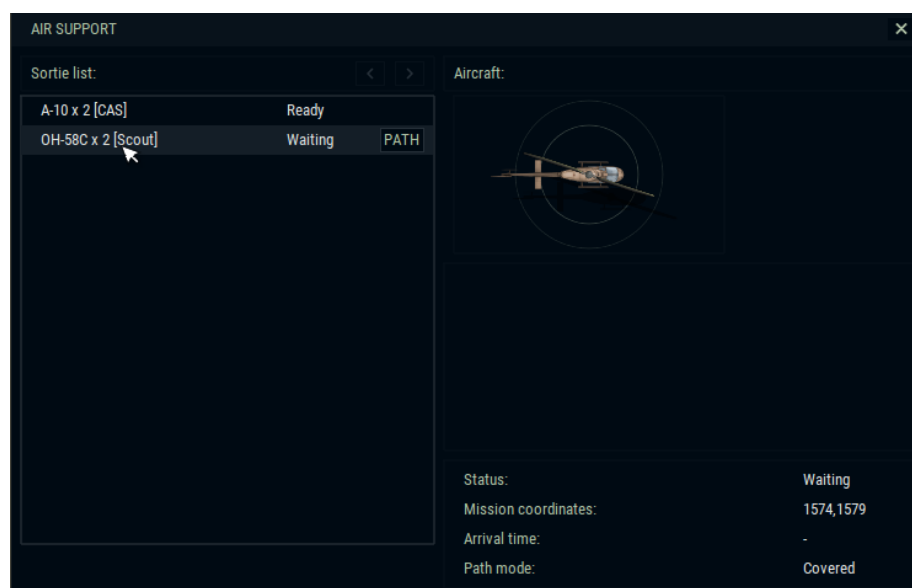


Next up is the LOS tool, seen in the lower right hand corner above.

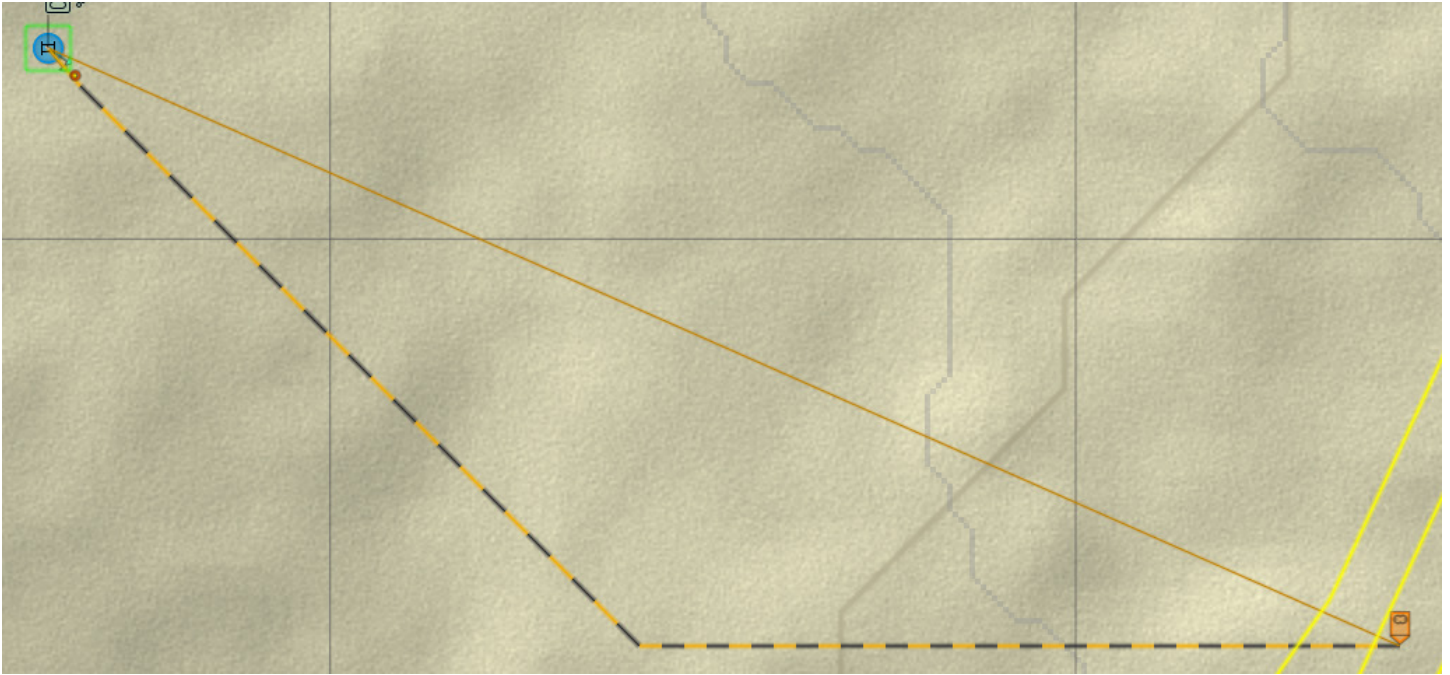
Click any point and it will compute the LOS from that location. Shadow, you can't see, bright, you can. You may also move the mouse and see that point, the range, and the details. Just by bouncing around the map a bit with this you can really get a great idea of hidey-holes and potential RPG traps.



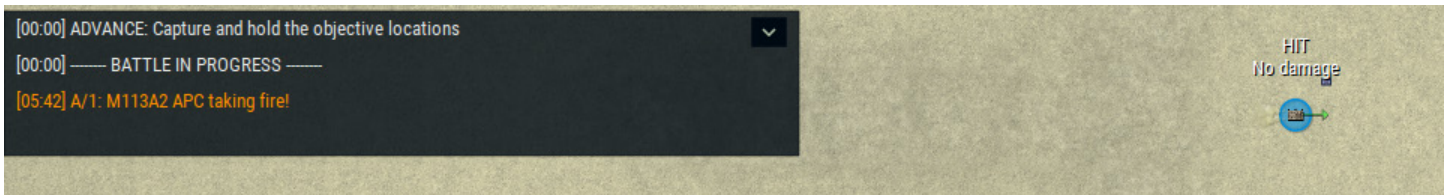
You may use the MARK button to set your own data. A contact that appears briefly then disappears can be marked for your own future use. Handy for planning ops as well on some of the larger maps.



Next up we'll click the AIR SUPPORT button and send in the Kiowa's. These aren't Kiowa warriors so all they do is look ahead for us. Just click the unit and the first waypoint then it'll tell you how long it takes to get there.



Once a unit begins its movement you will see, in this case, an orange line leading to an ADVANCE marker. But then we see a dashed yellow-black line. That is our actual movement path. You can select each unit and see that it will follow a similar path but staggered slightly to *attempt to maintain formation*.



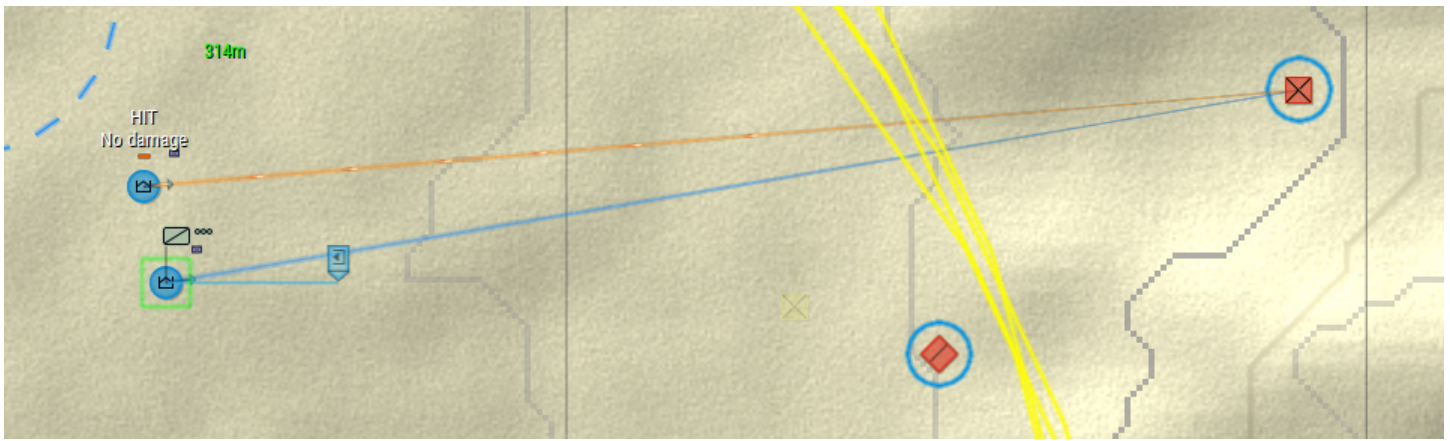
In our combat log we see notification that someone is shooting at our M113. We also see the notification on the unit itself. You can click the message in the log and you will go right to the unit. In the OPTIONS screen you can set which circumstances you want the game to pause for. I have mine set to pause whenever a unit is shot (among other things)

It's easy to have the game on FAST speed and miss a few crucial seconds only to see a unit die in a fire.



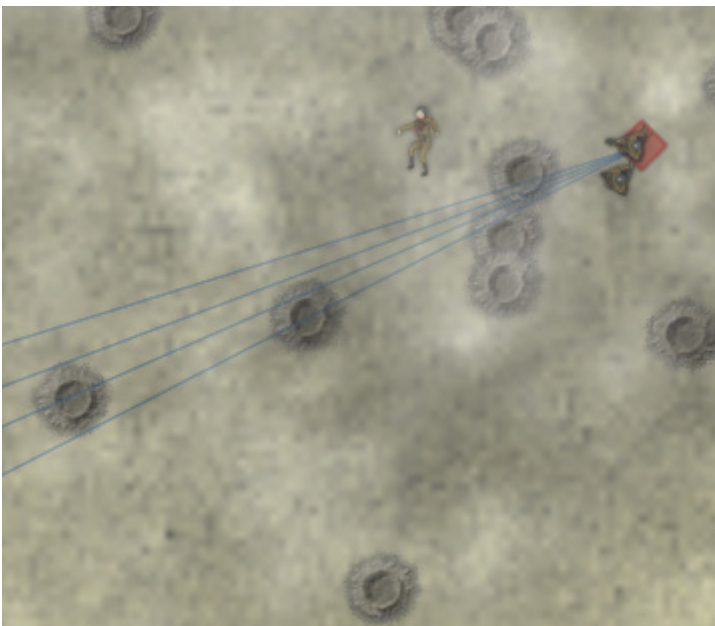
Remember that fancy move order this unit had? That unit just said NOPE. He's going to advance a bit more and that's it. If you click on him you'll see he is SUPPRESSED.

His partner though will continue with the plan and attempt to unload his units.



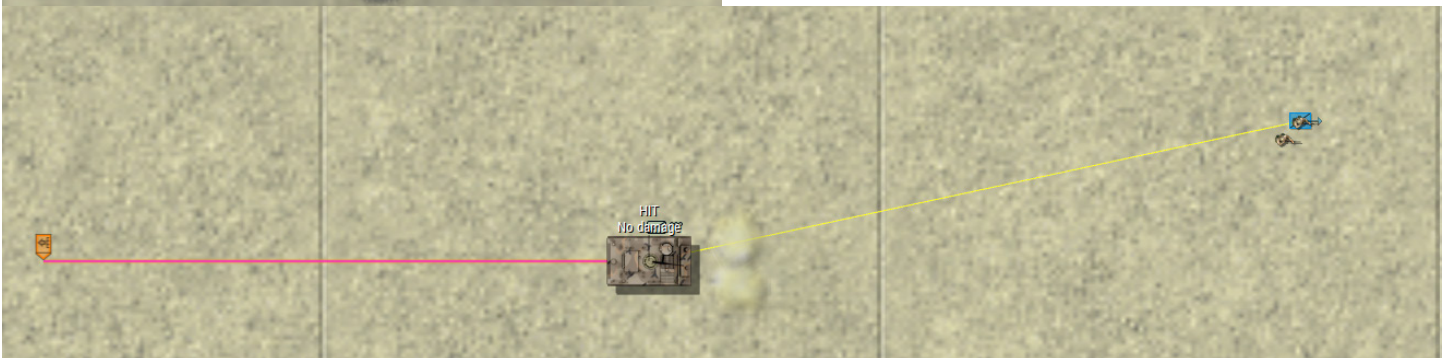
There's a lot to take in on this shot. I have the lower M113 selected, the GREEN SQUARE around the unit shows that. The light blue line going east shows his current order, UNLOAD. The blue line heading towards the hostile means he is firing at that unit, same with the orange line from the suppressed M113.

The blue circles around the hostiles means that the selected unit can see them. If only one had a blue circle it means the selected unit can only see that one unit. You can see our faint yellow squares, that shows the unknown contact marker from the start of the scenario. We can also use our LOS tool to click on the hostile too and see which of our units might be able to engage it.

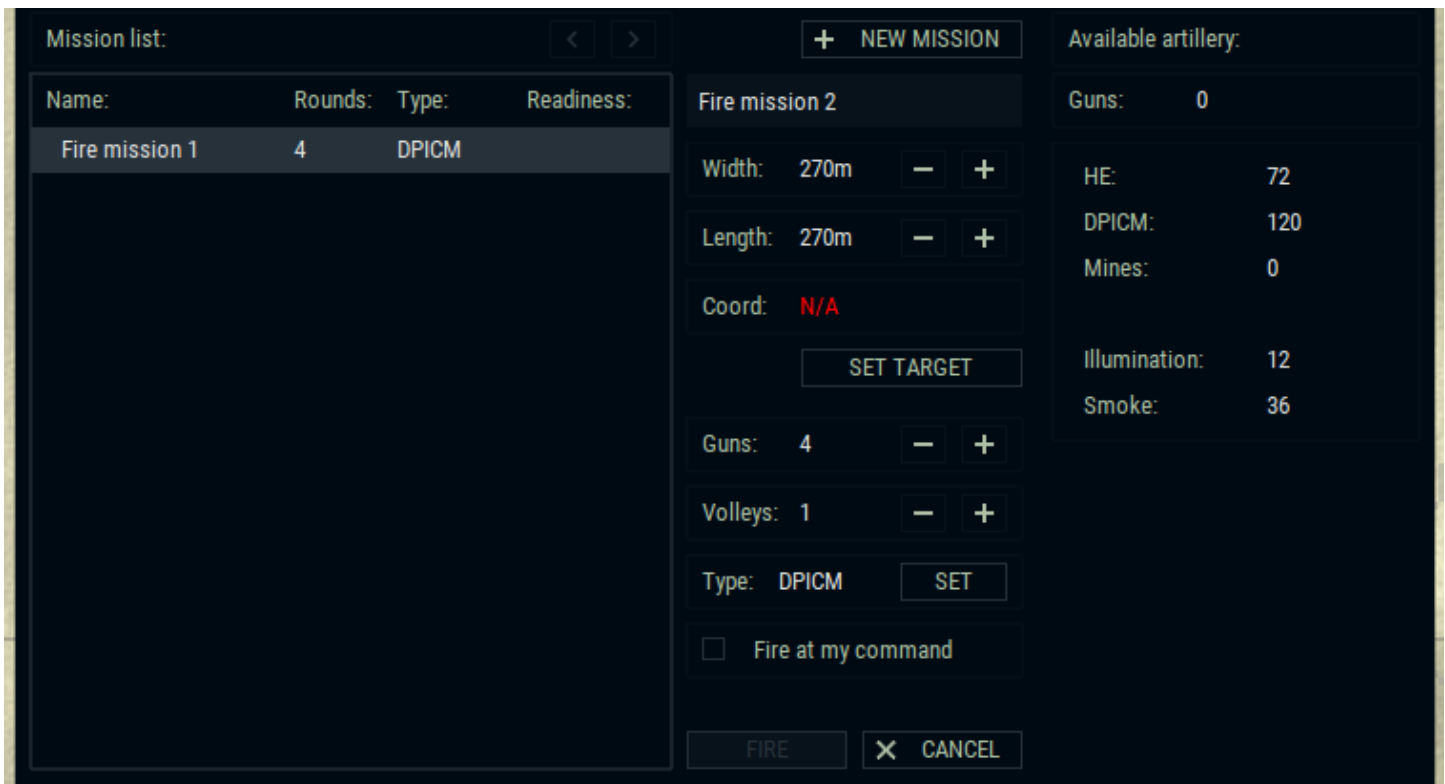


You can zoom in on the target unit and if you have good enough visual intel see the carnage. In this case our M60's are laying into those scouts with a fierceness.

If you don't have a good visual all you might see is a generic hostile taking fire but you won't know the extent until you get a better look at it.



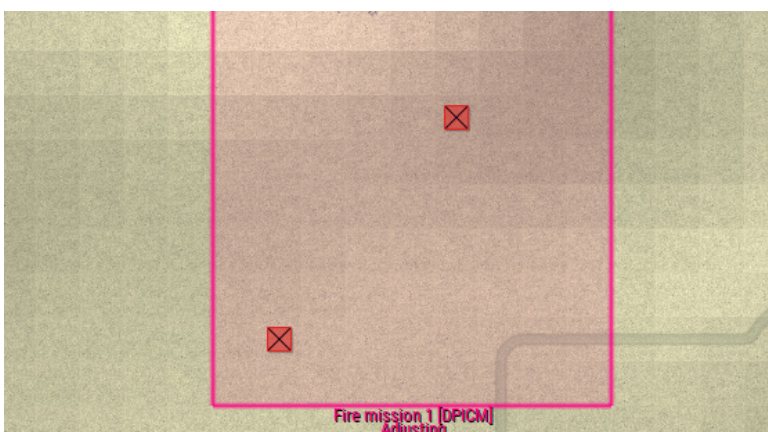
Our M113 dropped off the scouts and is now reversing. The scouts will add a meager bit of fire. I typically like to drop them and have them hold fire. Then once the M113 is knocked out I've still got some eyes that are quite hard to detect.



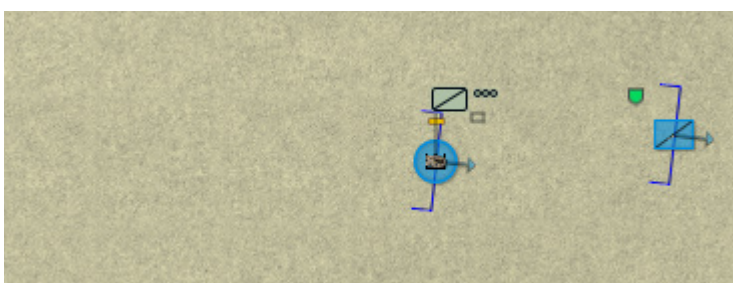
If you click the ARTILLERY icon in the lower left corner you'll get an opportunity to send some love down range. You may vary the length and width to change how well the area is covered. The larger, the more sporadic the bombing. The tighter it is the more the hammer hits.

Each battery contains 4 guns, so set it to however much you'd like and however many volleys you'd like. Same with the type of ammo, click SET and select it. Fire at My Command means the artillery will wait till you go back to the ARTILLERY menu and actually click FIRE.

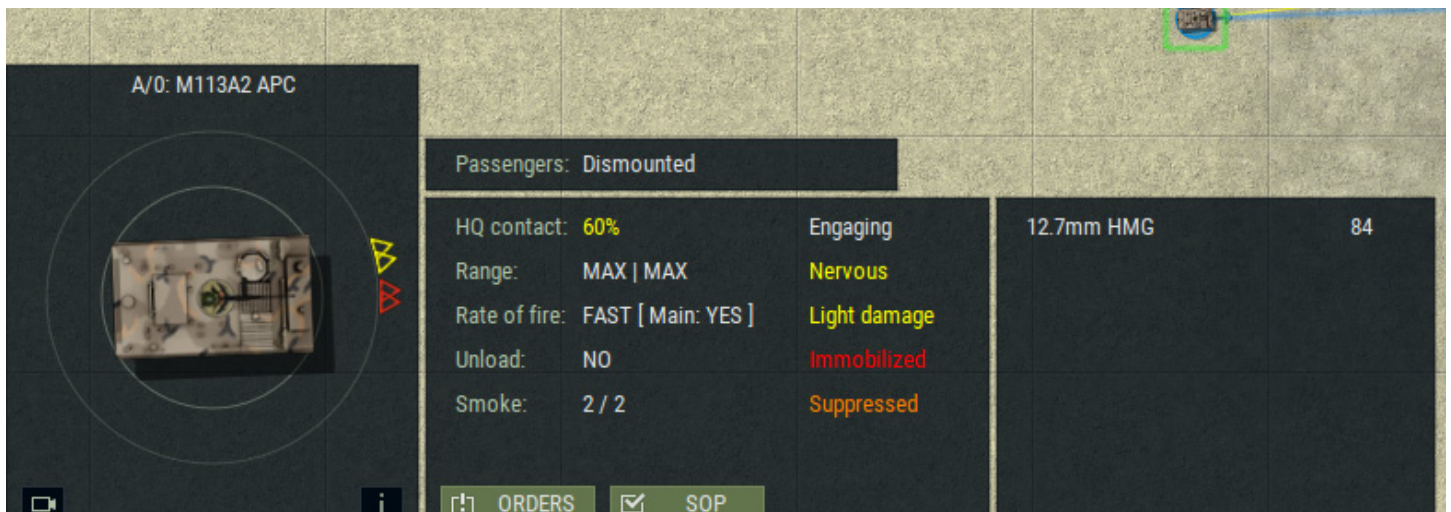
Finally click SET TARGET and drop the target area where you'd like.



The artillery box calls out the mission name as well as the time to fire. This can be tough to predict so try to use it when you have a target locked down and not on moving troops.



Once our units reached the defensive position they now have a blue bracket to show the area they are defending at.



The OPFOR has managed to drop some mortars and knock out a track. Now our M113 is nervous, lightly damaged, immobilized and suppressed. These guys are going to have a bad day.

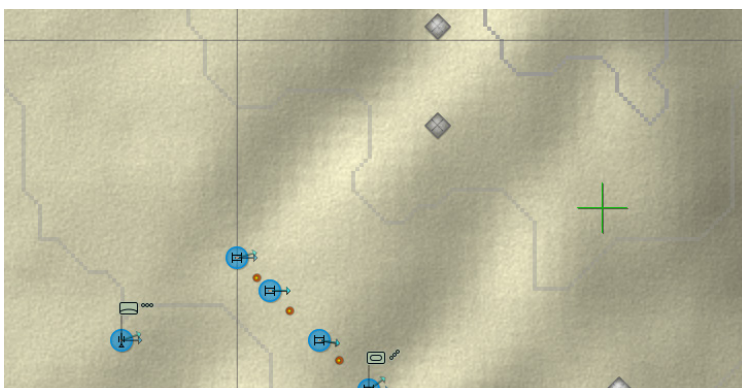


Our Scout team took some Soviet artillery right on the noggin.

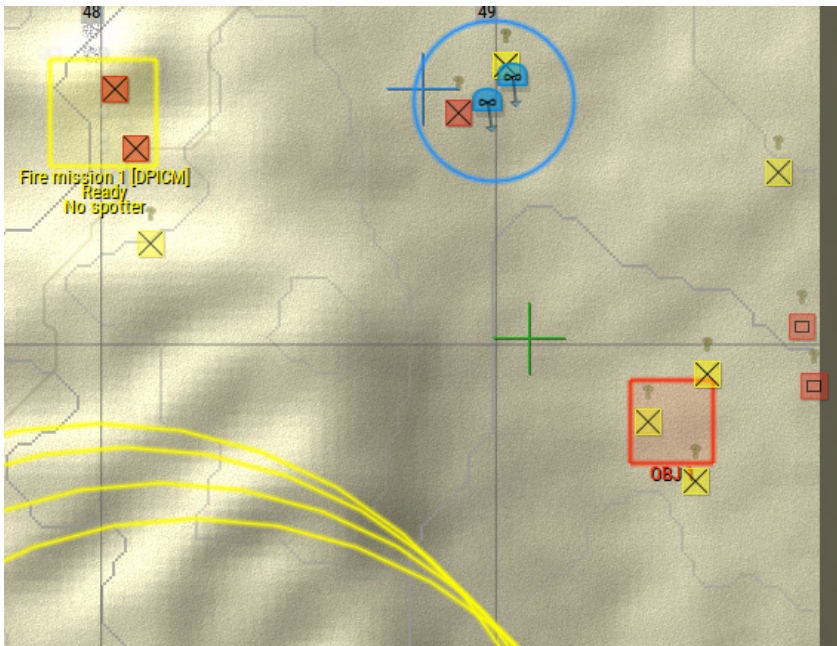
If you hover your mouse cursor over a square you'll get it's characteristics. In this case we see OBSCURANTS called out, meaning the smoke from the artillery. You can also see how well infantry and vehicles can traverse this area. Notice concealment and cover are both zero, it's just a bare desert floor.



Once the Kiowa's reached the first point I open the AIR SUPPORT menu back up and select the next spot.



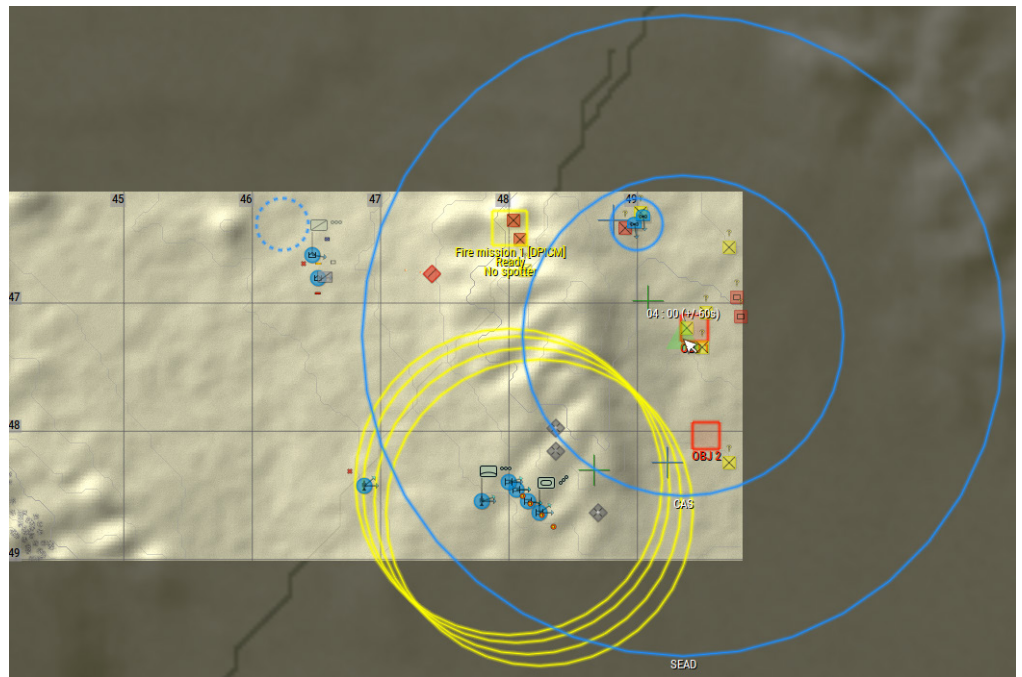
Our M60's are quickly knocking out the hostile infantry. The grey units are dead units.



Our Kiowa's have a visual on some heavier units to the east of OBJ 1. They are under fire so I'm going to have them boogie. But first we're going to call in our CAS.

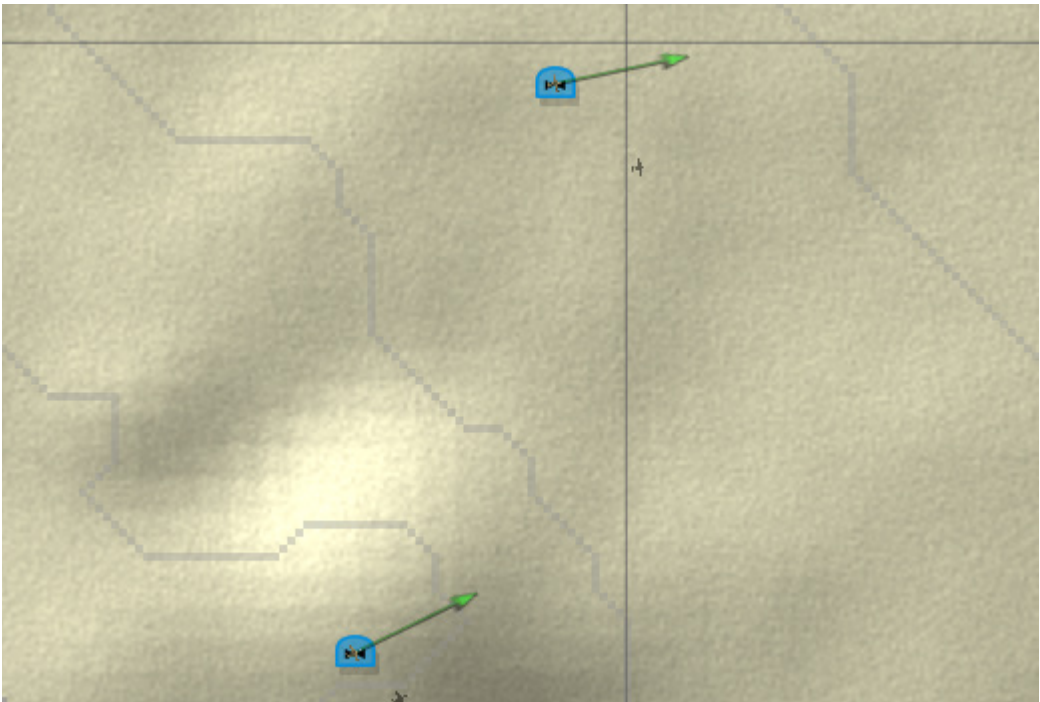
By selecting our A-10 from the AIR SUPPORT menu we are able to click where we want the fire to go. One blue ring is for CAS, Close Air Support. In this case it is 4 minutes plus or minus 60 seconds for the mission.

Further out we see a second ring for SEAD, Suppression of Enemy Air Defense Units. Meaning they will try to knock out things like SAM's and the like. Our A-10 isn't armed for that so he'll just shoot at the bad people.



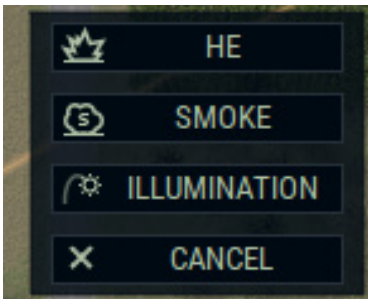
In the meantime one of our M60's was knocked out by infantry. In the ensuing minutes the ammo cooked off and the turret blew clear off.



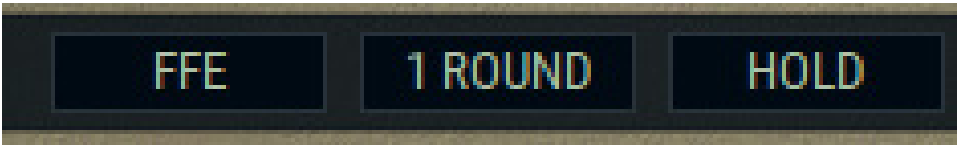


Here come the A-10's! They path to the area you defined and will hunt what they can. Sometimes they fire all of their ordnance while other times they let off some rounds and may be available later.

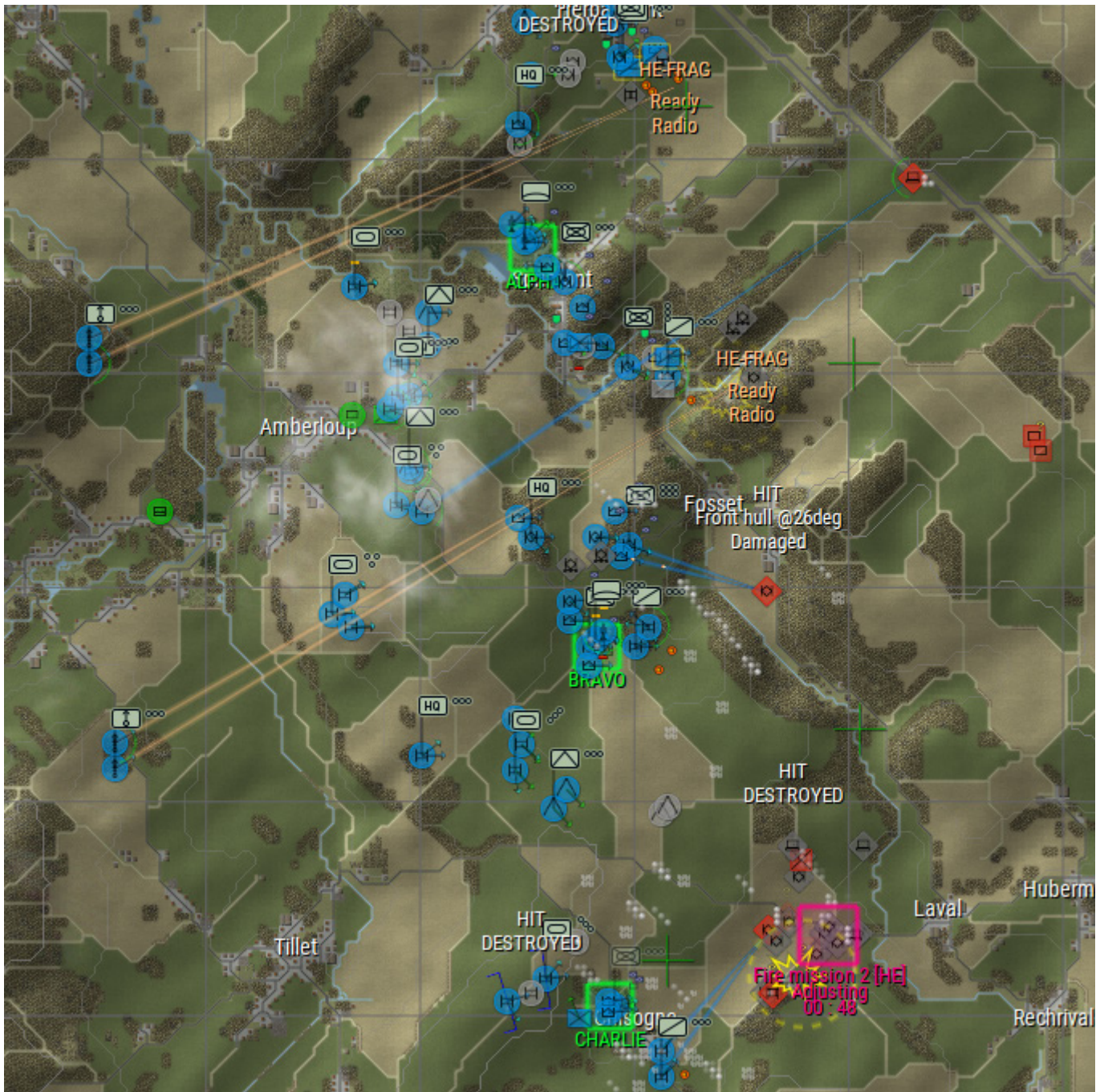
Now that is a beautiful bird.



On map artillery is a bit different. Right click, select the type, and drop it where you need it. It'll take a bit for the unit to prepare but then it will fire on your command.



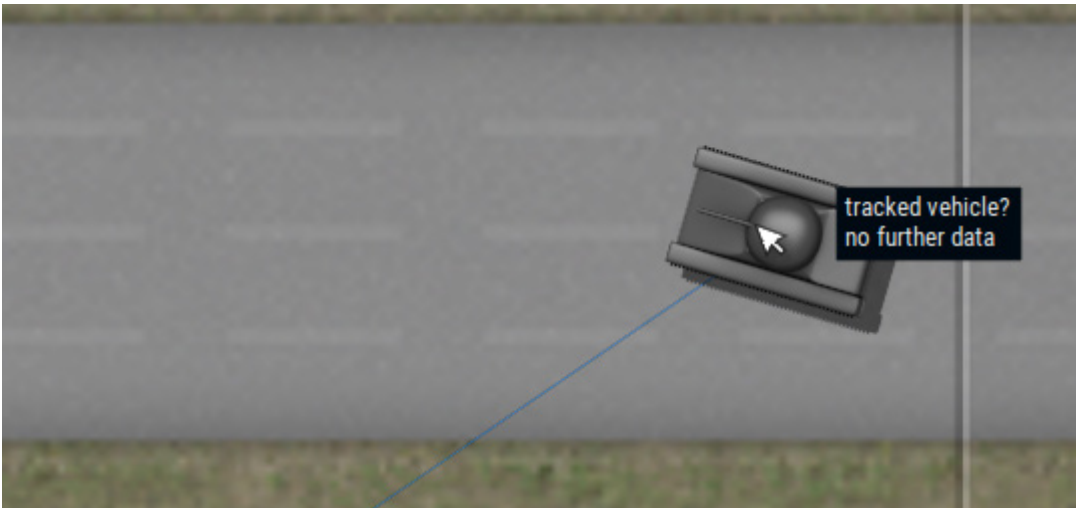
FFE stands for "Fire for Effect" and your artillery will dump a huge portion, if not all, of the available shells on the objective. 1 ROUND is, like it sounds, just one round. You may click it multiple times. HOLD will hold fire. If a unit has eyes on the target point the artillery barrage will be more effective.



On larger battles things become quite chaotic. Terrain becomes an issue, finding cover or concealment is a challenge. Hostile units appear from nowhere while artillery falls on your rear. But then you drive a wedge of armor and take the objective all the while your infantry whither in fierce urban combat.



The square to our left offers decent cover and decent concealment. Whenever possible place your units in as heavy of concealment and cover as possible. This will make it that much more difficult to detect once it fires and even harder to kill.



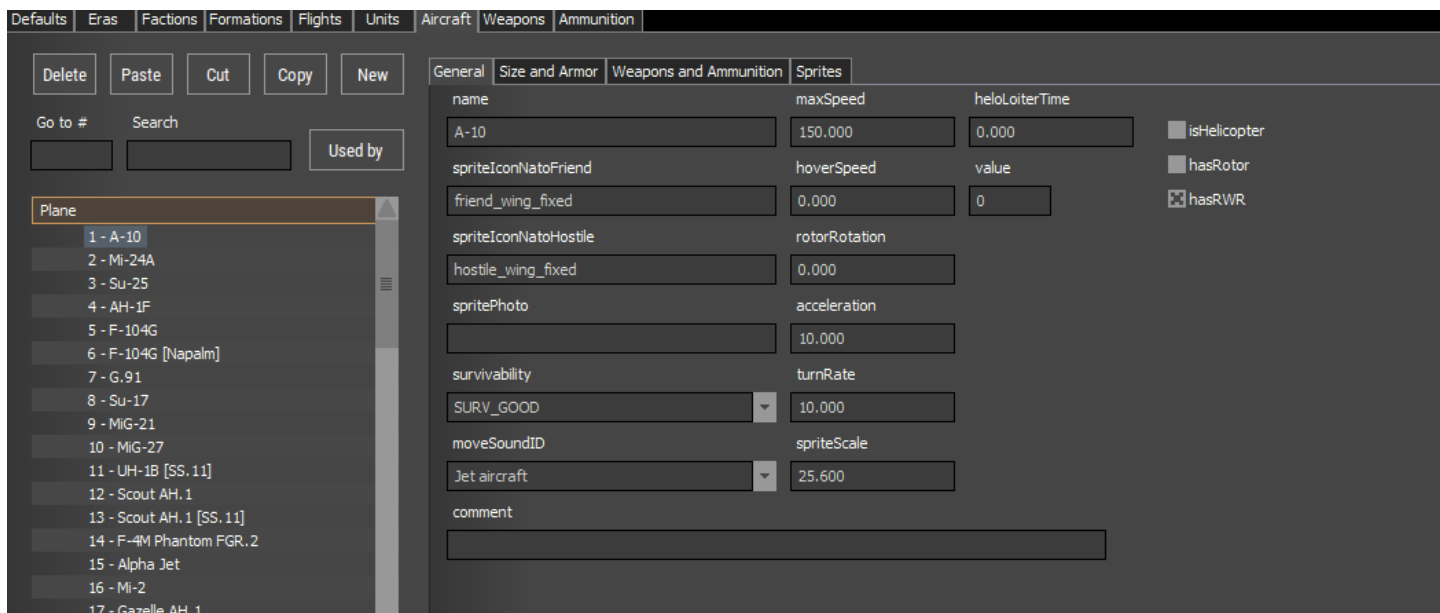
Sometimes you know a unit is a tracked vehicle but you have no idea what kind. Maybe it's a BRDM? Maybe it's a T-72. In that case you'll see an icon such as above.

Other times you just know it's a thing with a motor. At the very worst all you know is it's a thing, in which case you don't even get a model just a question mark icon.

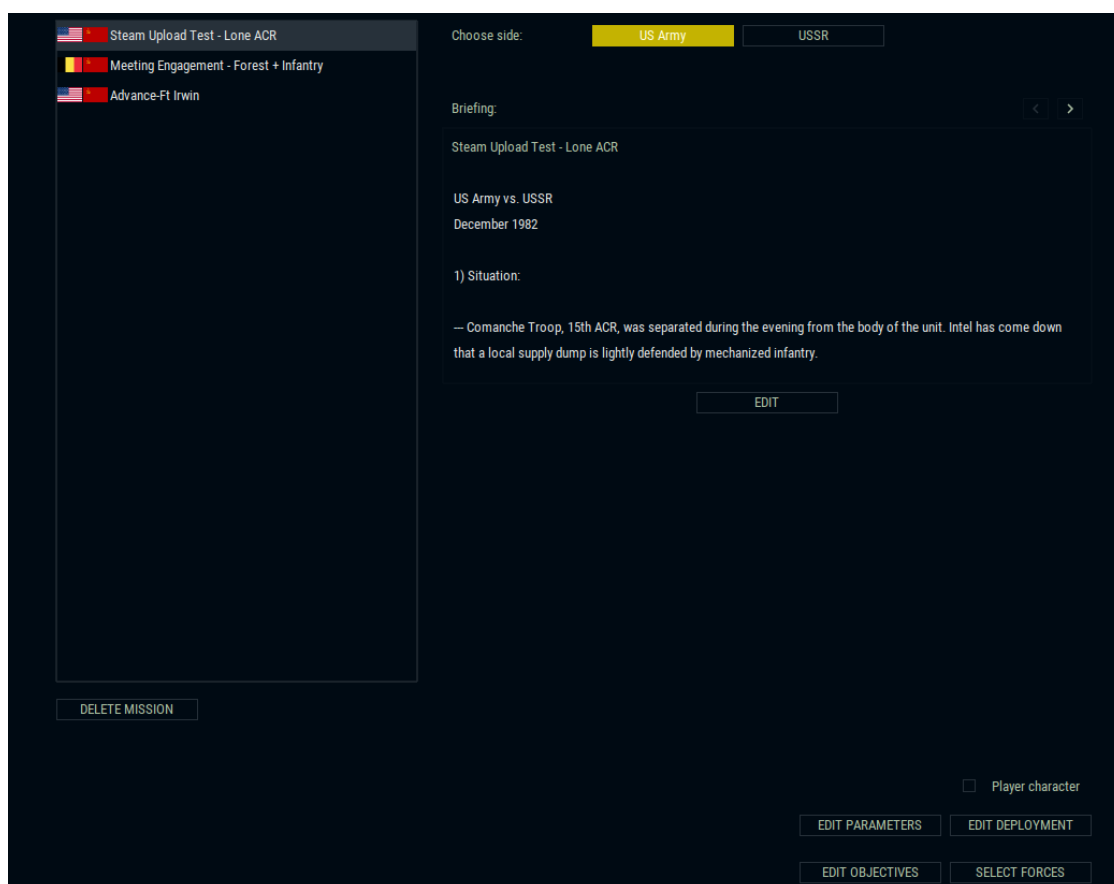


A Kanonejagdpanzer of the 54th Fusiliers advances beyond the burnt out city of Lavachere.

October 1983



The database for the game is modifiable however that is beyond the scope of this article. Please see the Matrix Forums for more information.



The Mission Editor button though is more approachable. Here we can fill out the briefing fluff, revise scenario parameters and even change the distribution of the forces. Our Ft. Irwin scenario can now be revised with a different force structure to attack the same objective.



Victory. It's simple. Either keep your opponent from taking an objective point or take it for yourself. The scenario ends after one side or the other has sustained casualties or after objectives has been held for a certain length of time.

As the attacker you likely have more time than you think. As NATO it would behoove you to scout sufficiently and understand what your units are running into. Your greatest strength is your quick reaction times. On the flipside as the Soviets see a hole, drive through it, and smash everything on the other side.

The other factions can play totally differently and what may work for NATO will fail miserably as the French. I would encourage you to try the same scenario from either side as it really shows a contrast in capabilities. The variance between NATO and Warsaw Pact nations is really quite amazing.



The Future

The thing that has me most intrigued about the game is an engine that allows for growth and a system that allows for modding. Already there is a massive Chechnya mod and map. Others are discussing adding Israel-Egypt along with Iran-Iraq wars. Suddenly we can have a great representation of these theaters.

But also I see the potential for some weird and wild. Warhammer 40k mods with Space Marines fighting Orks are just as possible as Battletechs. Hopefully Veitikka Studios embraces the story creation engine they have made and encourages the scenario designer.

Please let me know what you'd like to see added to this guide and I'll see what I can do!