KHARKOV

Decisive Battles on the Eastern Front

KHARKOV

Disaster on the Donets

MAY 12 -28 1942

The Game Editor

v1.1

Contents

1.0 Editor Introduction

What can you do with the Kharkov Editor? The answer is, anything we can do. The editor shipped with the game is the identical to that used to create the game in the first place.

Creating Kharkov scenarios is not a trivial undertaking, and this part of the manual assumes a certain background knowledge of the Kharkov system and will not explain all game concepts in detail.

This manual, as initially released with the game, will not cover AI editing, as this functionality is subject to change right up to the game's release. Documentation and all support for the AI section of the editor will be done through the SSG Website www.ssg.com.au and tutorials included in the Manuals folder of the game installation.

2.0 Editor Definitions

Text in Bold Black - This is a key term used in the Editor, but not an Editor action.
Text in Blue - This is an Editor action, such as a button, or an Editor field where the user must define the value.
Text in Green - This is an Editor field where the user must use a Right mouse click to choose values from a predefined list.

3.0 Battles Vs Scenarios

In the Kharkov system, a battle is a collection of files which together contain everything needed to play a game. A scenario derives some of its information, most notably the map, from a battle, and thus an individual scenario cannot be played without the parent battle.

4.0 How to Begin

Start Kharkov, select Start New Game, select the Kharkov scenario and finally select Edit Battle.

4.1 Editor Control Panel

A small control panel at the bottom left of the map allows you to Save your work, go to back to the game menu (New), and Load your data. Buttons also allow examination of the Order of Battle, Terrain & Strongpoint Data, and current Game Options settings.

Underneath the map, a series of numbered buttons allow access to the editing functions for specific areas. These will be examined in order.

4.1.1 All Map Functions

This brings together a number of functions which allow the manipulation of map elements.

4.1.2 Map Data

Show Major Roads - Toggles the highlighting of Major Roads

Show Minor Roads - Toggles the highlighting of Minor Roads

Show Lesser Roads - Toggles the highlighting of Minor Roads

Map Features - Allows the placement of road types and Railroads on the map

Show Height - Toggles a shaded overlay showing the height assigned to each map hex

Shade Map - Paints an overlay on the map with each terrain type painted with a separate basic color. This helps you to differentiate the different terrain types on the map.

Terrain Tiles - All the defined terrain types are listed as buttons. Clicking on a terrain type will highlight all instances of that terrain type on the map.

Map Road Rail - Allows you to set the height of terrain, assign and clear Cliff Sides, Rivers and Minefields on the map. This function is also used to assign Hex control to either Allied, Axis, or no control. (Uncontrolled hexes are useful for sea, lakes and other illegal terrain… assigning no control to a hex in the editor prevents units in the game from entering the hex).

For extra convenience, the entire map can be set to Axis or Allied control.

Map Lanes - This function allows you to paint up to six different Map Lanes on the map. Map Lanes are used for invasion mechanics to channel the movement of ships or units in amphibious mode.

Switch Ground - Toggles the map between good (bigmap.bmp) and bad (bigmapbad.bmp) ground conditions. The .bmp files are the actual game maps.

Show Control - Shows the control for each hex.

Go Back- Returns one menu level.

Show Railroads - Shows all railroads on the map.

Show Hexsides - Show hexside features like rivers and ridges.

Show Create - , shows you a shade of the terrain over the map when creating terrain tiles on the map that changes the terrain type.

4.1.3 Terrain Data

Name - Enter the name of the terrain.

Residue Effect - Right-click to set the chance that an Indirect Fire attack will cause a residue effect in this terrain type.

Good Grd Combat - Right-click to set the CRT used in Good Weather for this terrain type.

Bad Grd Combat - Right-click to set the CRT used in Bad Weather for this terrain type.

AI Desirability - Right-click to set whether the AI finds this terrain, Desirable, Neutral or Not Desirable to occupy.

Hidden Bonus - Terrain can influence the exposure of units. Units at one hex range are always exposed. Units at two hexes range are always at least shown with their country symbol. The settings here operate at ranges greater than two hexes, and add a number of hexes to the sighting range for visibility purposes. Right-click to set the bonus. For example, if a unit was 4 hexes away in a terrain type set at -2 hexes, then the sighting routines would treat it as being 6 hexes away – meaning it would be more difficult to see/expose.

Control Type - Right-click to set the control type. Most terrain will be controlled by one side or the other, but some terrain, such as the water hexes of lakes, should not have any control associated with it.

Hedgehog Type – Right-click to set whether this terrain type allows hedgehogs or not.

Special Attacks – Right-click to set whether this terrain type allows Special Attacks or not.

Indirect Fire - Right-click to set the modifier to the dice roll for Indirect Fire attacks caused by this terrain.

Enemy Control Penalty - Set the OP Penalty for Axis and Allied units entering this terrain type.

Legal Terrain - Right click to set the legality for movement of this terrain type for each movement type.

Good Terrain Move Cost - Set the OP cost for each movement type in Good ground conditions. Also Right click to set the Anti-Tank value for this terrain.

Bad Terrain Move Cost - Set the OP cost for each movement type in Bad ground conditions. Also Right click to set the Anti-Tank value for this terrain.

Create Color Red, Green, Blue Values - These set the simple RGB value that will show for this terrain the Shade Map option under Map Data. This makes it easy to see all occurrences of a particular terrain type.

4.1.4 Rivers and Cliffs

Terrain Name - Enter the name of the terrain.

Good Terrain Move Legal - Right click to set the legality for movement of this terrain type for each movement type.

Good Terrain Move Cost - Set the OP Penalty for crossing the terrain type.

Good Terrain Combat Result - Right click to set the effect on combat.

Good Terrain ZOC Effect - Right click to set the effect on ZOC's.

Bad Terrain Move Legal - Right click to set the legality for movement of this terrain type for each movement type.

Bad Terrain Move Cost - Set the OP Penalty for crossing the terrain type.

Bad Terrain Combat Result - Right click to set the effect on combat.

Bad Terrain ZOC Effect - Right click to set the effect on ZOC's.

4.1.5 Road and Rail

Terrain Name - Enter the name of the terrain.

Good Terrain Move Cost - Set the OP Penalty for using the terrain type.

Bad Terrain Move Cost - Set the OP Penalty for using the terrain type.

4.1.6 Lanes

Terrain Name - Enter the name of the terrain.

Movement in Hexes - Set the number of hexes a unit can move in this lane for each combination of Air and Ground condition.

Attrition - Right click to set the dice roll that will cause attrition to units in this sealane.

Enemy Range - Right click to set the range at which units can cause attrition in the sealane.

Step Multiple - Right click to set the multiple by which the total number of steps with range of the sealane are divided to get the number of attrition rolls that will result.
Landing Choice - Right click to set the condition of units landing from this sealane from Full Move/Full Combat to No Move/No Combat.

Transport Lane - Right click to choose which Side or country can use the sealane.

4.1.7 Build Map

Clear Map - Clears the map from the display.

Draw Borders - Shows the map boarders when the map is cleared.

Reload Map - Reloads the map.

Switch Ground - Switches the map between the good and bad ground condition versions.

Overprint Grid - This allows an artist to save a grid system of their current map.

Shade Terrain - Shades the map with the RGB value that was specified in 1.2.1 for each terrain type.

Color Height - Shades the map to show terrain height.

Draw Selection - Draw the selected feature on the map.

Transparent - Draw the selected feature with some transparency.

Color Terrain - Draws each terrain type as a solid color, making bit easier to check the underlying terrain for each hex.

Switch Ground - Switches the map between the good and bad ground condition versions.

Map Dump – dumps the current map in the game directory starting with the name 'mapDump01.bmp' in sequence.

Dump Full Map – dumps the current map but with all units on the map at gamestart also shown.

KHARKOV

5.0 Units

Details about individual units are specified in this section.

The first action to do when editing units is to select the Editor button (hammer & anvil icon). Previous Page and Next Page allow you to view more units than those shown on the current page (when you have more than one page worth of units for a specific country).

5.1 Next Country

Switches display to the units of the next country and displays that country's flag.

5.2 Map Location

Centres the map on the currently selected unit. Also allows you to change the unit's location (shown in light purple) to a different location by simply clicking on the new location. Select Go Back after relocating the unit.

5.3 Unknown Units

Unknown Units are now created by a new and improved method, quite different to that in previous game systems.

The new system works by creating templates for each Combat Unit type that is to be included in the Unknown system. This template specifies the exact chance of variance for each stat that can be varied. An entry in the Edit Combat for a unit is then used to link the unit to its Unknown Template. Only Combat units can be varied.

The following stats can be varied:

Attack, Defence, Direct Attack, Direct Defence, Tank Attack, Anti-Tank Defence, Sapper Shock, Step Losses at Startup.

The first step is creating the named templates that will be applied. To do this, hit Units, Unknown Units and then Groups. Hit the Create New Item button to create a new template and name it. We recommend a naming scheme that will make it easy to identify the appropriate template when it comes time to apply it to a particular unit.

The SSG scheme is Unit Type Unit Size (Step Number/Unit Quality). For example a typical Infantry Regiment would be named Infantry III (4S) while an Elite two step Command battalion would be Commando II (2E). Whatever you do, try to make the template name unambiguous, so as to avoid using the wrong template for a unit.

Having created the template name, hit the Strengths button to specify the Attack and Defence strengths for the variants. Attack values are specified on the left of the screen, Defence on the right and the chance that a particular combination is chosen from a drop down menu in the middle. The SSG scheme puts the standard values on the top line and assigns this the highest probability. For four step units we create two variants where the values are lower and two where the values are higher. Two step units are only given two variants, one higher and one lower.

After specifying the Strengths button, hit the Factors button, This will allow you to specify Direct Attack, Direct Defence, Tank Attack, Anti-Tank Defence, Sapper Shock, Step Losses at Startup. No units will have all of these factors, so take care to only specify changes to those factors which belong to unit type in question. The categories are self explanatory, apart perhaps from Step Losses. This specifies the chance that the unit will arrive in-game with step losses.

Once the template is complete, use the Unknown Group drop down menu in Edit Combat to associate a template with each unit that you wish to use it.

5.4 Edit All

When editing units, use the Edit All button to make all units available in the unit display page. Some unit parameters are common to all units. These are listed here -

Unit Name - Type in name of unit.

Unit Equipment - Type in equipment details of unit.

Alert Status [Standard, Deactivated, or Alert] - Most units should be set to Standard, which means that they start the game normally. Units which you want to appear in the game as reinforcements if sufficient Alert Points are accumulated should have this setting set to Alert. Unit assigned a setting of Deactivated will start the game on the map but will be 'surprised' until they are activated by Alert Points or on a specified turn (as defined under the Country Settings).

Arrival Status [SP Release, By Rail, By Road, By Air Drop, In Lane #, or OMA #] - Right-click enables you to set the unit's arrival mode. Standard Units either start on the map or arrive as reinforcements on a map edge.

SP Release units commence the game in 'dispersed mode' and are tied to one or more strongpoints. They and their strongpoints start the game on the map but the unit is unable to move while in 'dispersed mode'. The unit can be released from this mode by 'calling up' and removing their dispersed strongpoints.

By Rail means that unit arrives on a train and must use rail movement on their arrival turn. The unit's arrival hex should be set a corresponding rail hex.

By Road means that unit arrives on a truck and must use road movement on their arrival turn. The unit's arrival hex should be set a corresponding road hex.

By Air Drop means that the unit arrives via parachuted air drop and should be used for airborne units. Note that the unit's location, (specified above) must be set to the same location of the Supply Point at the Drop Zone (as defined under the Supply Source settings). See section 4 and 4.6 for details.

In Lane # means the unit will arrive in the specified Map Lane (amphibious unit arrival). OMA # means the unit arrives in the numbered Off Map Area.

Evolving Unit [--, Evolve Start, Evolving Unit, Merge Start, Merge Unit, Partial Start, Partial Unit] - Right-click box and select value.

Evolve Start means this unit is the first in a string of evolving units. Evolving Unit means that this unit is an evolving unit, but not the first of the string. The different variants for an evolving unit must be created consecutively in the database, and these entries must be set for them to evolve.

Instead of individual units evolving into other units, units can merge into a new unit. In this case, the units that will merge are all listed as Merge Start, and the unit that is the end product of the Merge is listed as Merge Unit. These must be consecutive units in the database.

A unit given Partial Merge orders will carry over certain values such as KIA's to the new unit.

Location - Location on the map on where the unit starts the game. You can type value directly or use the Map Location button (see 2.2 above) and click on map location. Setting this value to 0, 0 means that the unit will not take part in the scenario.

Counter Display - Right-click will bring up a display of unit counters and movement mode counters. A unit counter defines the quality of the unit (sub standard = red counter background, standard = gray background, elite = gold background) and the unit's movement mode as indicated by the image on the counter. The unit counter is displayed when you select the unit within the game and is used to provide a visual cue as to the type and equipment used by the unit. You should select a counter displaying tanks for armor units, men for infantry, cannons for artillery, etc… The counters available for selection come from the country.bmp (i.e. germany.bmp) file in the battle's scenariopicts.xcr. See the screen shot for a selection from the popup.

Formation – Right-click to choose the formation that the unit belongs to. Assigning units to formations is a critical choice.

Unit Size - [Company thru Army] - Right-click to access unit size options. Your selection here will be reflected on the unit icon and counter within the game and provides a visual cue as to the size of the unit (i.e. Battalion, Regiment, Brigade, etc...).

Arrival Turn - Turn 0 units start the game on the map. Turn 99 units never arrive or show as reinforcements.

Victory Points - Assign the number of Victory Points awarded for the unit's destruction.

Withdrawal Turn - If set to a value other than zero, the unit will be removed from the map at the start of the nominated turn. Withdrawn units do not count as KIA's.

Group - [Assets, Regiment I…Regiment VI] Assign the unit either to the Assets group or one of six regiments for its formation. HQ's can never belong to a Regiment.

Graphic Display - [Normal or Suppressed] Suppresses the display of the patch and unit size indicator on the unit's counter.

KIA Status - [Permanent KIA, One Life, Unlimited] - Units can come back after a KIA, either once or unlimited times, though unlimited is typically used for HQ and Supply units.

Start Variability - [None…4 hexes] Varies a unit's starting position on the map, subject to commonsense restrictions such as cliffsides and rivers by the nominated number of hexes.

Transport - Right click to specify type of transport the unit is able to use (combinations of Road, Rail and Sea transport).

Start Terrain – Right click to specify the type a of terrain that a unit that is part of a Random Setup will be forced to occupy. For most scenarios this is not used and should be set to 'Any terrain is ok'.

5.5 Definitions

The definitions below will attempt some explanation, but a close examination of different units in existing scenarios should reveal the thinking behind the designer's allocation of these numbers.

Basic OPs: Number of OPs that a unit receives regardless of supply situation at the start of each turn – in other words, the unit will always receive this many OPs each turn . Infantry units will tend to have a reasonably large number of Basic OPs and mechanized units should have a relatively small value.

Bonus OPs: Number of extra OPs that a unit receives from its HQ if the unit is eligible to receive Attack Supply. This would normally be a substantial bonus, in order to suitably handicap those units which have failed to be in Attack Supply.

5.7 Edit Combat

If a unit is being edited, this filters all Combat units available in the unit display.

5.7.1 Edit Combat Details

Attack Values - Specifies the attack values for each step. Placing 0 in right hand column (both Attack Value and Defend Value) will make the unit a 3 step unit… a 2 step unit has 0 in two right hand columns.

Defense Values - Specifies the defense values for each step.

Bullets Max - [1-6] - The number of supply bullets that a unit can carry.

Unit Start KIA's - [Full Strength, 1 KIAs, 2 KIAs, 3 KIAs] - Right-click to choose the casualty level with which the unit starts the game.

Replacement Type - Unit takes Infantry, Mechanized or No Replacements.

Unknown Group - choose the Unknown Unit template to apply to the unit.

Tank Attack - A unit can have fixed, variable, or no tank shock factor. Fixed is shown in the editor as Tank +…all the units steps will have the same value. Variable specifies the value that the largest step will have. Each step below that will have one less tank shock factor.

Anti-Tank Shock - This works the same way as Tank Shock.

Bridge Repair - Specifies if the unit can repair bridges.

Detachments - Specifies if the unit can leave detachments.

Entrench - Specifies if the unit can or can't entrench, or if it can entrench then whether it begins the game in entrenched mode.

Auto Repair - Specifies the number of turns before any timed replacements are implemented.

Auto Pool - Specifies the number of the timed replacements available to the unit.

Recon Bonus - [No Bonus…+8 Hexes] Specifies the extra hexes that a unit can 'see' and expose the enemy at over and above the normal exposure settings for the scenario.

Tank Defense - [None, Anti-Tank, Half Track, Tank Defense] Choose the Tank Defense type.

Sapper Shock - Choose between No Shock to +4 or +4 Variable.

Bullets Start - [No Supplies…6 Bullets] Choose the number of bullets that a unit starts the game with.

Bullets Used - [No Bullets…4 Bullets] Choose the number of bullets consumed when a unit conducts a normal attack.

Direct Armor - [Normal DF…-3 to DF] Select the resistance to Direct Attacks, from no extra resistance to –3 from the enemy's Direct Attack dice.

DF Attack - [No DF Ability…DF KIA on 6]Select the DF attack factor for the unit.

DF Defense - [No DF Ability…DF KIA on 6] Direct Defense is the ability of unit to kill an attacking step when the unit is attacked.

Supply Max - [1 …6]: Right-click to set the maximum number of Attack and Defense bullets that the unit can carry.

Supply Start - [No Supply…6 Supplies]: Specify the number of Attack and Defense bullets that the units starts the game with.

Unit OPs - Enter number of Basic OPs the unit receives at start of every turn.

Hedgehog - [-, Can Create Hedgehog]: Specify if the unit can create a Hedgehog

5.8 Edit Artillery

If a unit is being edited, this filters all artillery units available in the unit display.

5.8.1 Edit Artillery Details

Defense Value - Allows you to define the defense strength of the unit. This should be a low number (i.e. 1) for all artillery except self-propelled guns.

Artillery Range - Allows you to define the range of the artillery unit.

Anti-Tank Shock - Allows you to define the Anti-Tank Shock value of the ART unit (between 0-4).

Entrench - Specifies if the unit can or can't entrench, or if it can entrench whether it begins the game in entrenched mode.

Indirect Attack Rating - [Not allocated…KIA on 6] This rating specifies the artillery unit's chance of causing a step loss with an Indirect Fire attack.

Direct Defense - [No DF Ability…DF KIA on 6] Direct Defense is the ability of unit to kill an attacking step when the unit is attacked.

Counter Battery - [Never Spotted…Always Spotted] Each time an artillery unit fires it can have a chance, specified here, of being spotted for counter battery fire. The firing hex rather than the unit is spotted, so a unit that moves after firing is effectively immune to counter battery fire.

Armor - [None, Armored] Some self-propelled artillery is effectively armored. These artillery units can safely be deployed much closer to the front line. This setting is a hint for the AI to that effect.

Bullets Max - [1-6] - The number of supply bullets that a unit can carry.

Bullets Start - [No Supplies…6 Bullets] Choose the number of bullets that a unit starts the game with.

Bullets Used - [No Bullets…4 Bullets] Choose the number of bullets consumed when a unit conducts a normal attack.

Friendly Safe Zone - [No Safe Zone…6 Hex Safe Zone] Specify the safe zone for Indirect Fire. IF attacks will be prohibited if a friendly unit is within the nominated safe zone of a target hex.

Supply Max - [1 …6]: Right-click to set the maximum number of Attack and Defense bullets that the unit can carry.

Supply Start - [No Supply…6 Supplies]: Specify the number of Attack and Defense bullets that the units starts the game with.

Unit OPs - Enter number of Basic OPs the unit receives at start of every turn.

5.10 Edit Support

If a unit is being edited, this filters all Support units available in the unit display.

5.10.1 Edit Support Details

Defense Value: Allows you to define the defence strength of the unit.

Anti-Tank Shock [0 … Anti-Tank –4]: Allows you to define the Anti-Tank shock value of the support unit (between 0-4).

Bridge Repair: Specify if the unit can repair bridges.

Entrench: Specifies if the unit can or can't entrench, or if it can entrench whether it begins the game in entrenched mode.

Support Action: Some units can have special support actions, though they can only have one of these. Has Pontoons means the unit can build bridges. Anti-Air means the unit reduces the penalty caused by Air Interdiction. Anti-Partisan means the unit reduces the penalty caused by Partisan Interdiction. Political means that this unit negates all retreat combat results for any units it is stacked with and (if not isolated) will prevent any surrender by any unit stacked with it.

AA Fire: [None, -1 Airstrike, -2 Airstrike] Specifies if the unit can reduce the chance of a succesful airstrike in its hex.

Blow Bonus: [Normal Odds…+3 to Blow] Some units, such as construction engineers should have a higher chance for success in blowing bridges.

Recon Bonus: [No Bonus…+8 Hexes] Specifies the extra hexes that a unit can 'see' and expose the enemy at over and above the normal exposure settings for the scenario.

Direct Defense: [No DF Ability…DF KIA on 6] Direct Defense is the ability of unit to kill an attacking step when the unit is attacked.

Supply Max: [1 …6]: Right-click to set the maximum number of Attack and Defense bullets that the unit can carry.

Supply Start: [No Supply…6 Supplies]: Specify the number of Attack and Defense bullets that the units starts the game with.

Unit OPs: Enter number of Basic OPs the unit receives at start of every turn.

5.11 Edit HQ

If a unit is being edited, this filters all HQ units available in the unit display.

5.11.1 Edit HQ Details

Defense Value: Allows you to define the defence strength of the unit.

Movement Bonus: [No Bonus, 25% reduction, 50% reduction, 75% reduction, No Penalties] HQs can reduce the OP cost of enemy unit penalties (only) for subordinate units inside the HQ's command range. That is, it can reduce only that part of the total OP cost that is generated by an enemy unit.

Attack Bonus: [No Bonus…+8 Shifts] HQ's can give shift bonuses in attack for subordinate units within command range.

HQ Power: The higher the number the greater the HQ's command range. The HQ uses this number, and the costs specified below to work out the HQs command range for a turn. Note that the command range ignores terrain types or costs.

OPs Resupply: [None…400%] Choose the OP bonus that the HQ hands out to all its units who qualify for Attack Supply.

HQ Mobile Power: [0,10%, 20%…1000%] If a HQ moves during a turn then the next turn its HQ Power and therefore its command range will be reduced. Some HQs have their Power and hence range reduced to 0, others get between 10 and 100% of their standard HQ Power. Ignores terrain entirely

HQ Friendly Modifier: [Cost of 1/hex, 2/hex.3/hex] This is the cost per hex in friendly hexes used by the HQ in determining its command range.

HQ Enemy Modifier: [Cost of 2/hex, 3/hex…8/hex] This is the cost per hex in enemy hexes used by the HQ in determining its command range.

HQ Step Revival: [0,10%…100%] This is the chance of getting a step back when a unit is in refit condition

HQ Artillery Resupply: [No resupply, 1 bullet…4 bullets] The number of artillery bullets authorised by the HQ per turn.

HQ Combat Resupply: [No resupply, 1 bullet…4 bullets] The number of combat bullets authorised by the HQ per turn.

HQ Refit (Attack): [No effect, 1 attack bullet…4 attack bullets] The bonus attack bullets handed out to a unit in refit condition.
Off Road Penalty: [No penalty, 1 OP…6 OP, roads only] HQs can be specified to pay an extra OP penalty for any off road movement, or even have their movement restricted to roads only.

Unit OPs: Enter number of Basic OPs the unit receives at start of every turn.

Trace Restrictions: [Normal Tracing, Roads Only, Roads and Rails] There are now no restrictions on the length of the trace that a Supply Unit makes to a Supply Source.

However, the mode of that trace can be restricted. Restricting a supply trace to Roads only will have a marked effect on supply.

Trace Move Type: [Supply, Leg, Horse, Wheel, Track, Mech]: Specify the type of movement that the truck uses to trace to a Supply Source. Supply and Leg are the most common choices.

Uses Sea Lanes: Specifies whether the truck can trace supply along a specified sea lane.

Burst Move Type: [Supply, Leg, Horse, Wheel, Track, Mech]: Specify the type of movement that the truck will use to broadcast supply to the surrounding hexes. Leg movement will be the best move type to get supply into off-road terrain.

Burst OPs: Specify the number of OPs the unit uses to distribute supply.

IF Bonus: [No Bonus, Fire with =1, Fire with +2] Choose the bonus, if any, that the HQ applies to all Indirect Fire attacks made by units belonging to the HQ.

IF Bonus: [No Bonus, Fire with =1, Fire with +2] Choose the bonus, if any, that the HQ applies to all Indirect Fire attacks made by units belonging to the HQ.

DF Bonus: [No Bonus, Fire with =1, Fire with +2] Choose the bonus, if any, that the HQ applies to all Direct Attack attacks made by units belonging to the HQ.

5.12 Counters

This display allows you to choose the graphic elements associated with the display of the unit.

6.0 Objectives

Set Name - This sets the name display of the Objective on the map to a standard position relative to the Objective itself. It can be overridden by the Place Name function.

Map Location - Choosing this function displays the map and allows you to assign the location for the objective on the map.

Place Name - This allows you to place the Objective name on the map so that it can be displayed exactly where you want it.

Axis Only - Displays and filters only Axis Objectives.

Allied Only - Displays and filters only Allied Objectives.

7.0 Editor Fields

Location - Specify the location.

Use Font - Allows you to select the font that will be used to display the objective on the map. This allows you to assign different fonts to different objectives – you may choose to assign larger fonts to major objectives and smaller fonts to minor objectives.

Town Marker - The objective can be marked with one of three different icons or not marked at all.

Name Priority - This setting is used by the Game Options for displaying town names. Through this feature you are able to flag the naming priority of objectives so that only certain objective names are displayed on the map at one time.

AA Fire - [None, -1 Airstrike, -2 Airstrike] Specifies if the objective can reduce the chance of a successful airstrike in its hex.

AA Defense - Allows you to specify if this objective has inherent AA defenses if controlled by the nominated side.

AA Range - [1-5 Hexes] Specify the range of the inherent AA hexes.

Victory Point Values - These are specified for both sides, can have up to three turn phases and are as follows:
Start Turn - Turn this objective phase commences.
Stop Turn - Turn this objective phase ceases.
Points per Turn - Points awarded per turn for holding the objective for this phase.

Capture - Points awarded for the capture of the objective. Note that capture points will only be awarded once.

Units - Specify the Alert Points allocated when the objective is first captured. They go to the side specified in the Sent To setting (see below), not necessarily to the side that captured the objective.

Arm/Inf - These work in the same way as Alert Points for Units.

Sent To - Specifies which side gets the Alert Points when an objective is captured.

All Objectives start the game owned by one side or another. The first time an objective changes sides, it is 'Captured'. Although ownership may swap frequently, only the first change counts as Captured and as such Capture points will only ever be awarded for its initial capture regardless of how many times it may change hands.

Also, the change of ownership of an Objective only happens at the end of the defenders next turn, meaning that a side always has one turn to recover an objective without triggering any consequences. For example, the Allies attack and occupy an objective on Turn 10. The objective won't count as having been captured until the start of their Turn 11, giving the Axis one turn to counterattack. If the Allies still hold the objective on Turn 11, then it is considered that they took the objective on Turn 10 for Victory Point purposes.

Capture of certain Objectives and Supply Sources can have consequences over and above Victory and Alert Points. The settings that control this are listed below:

AI Advice - [Normal, Use in AI Edit, Important] Normal Objectives are ignored by the AI. Use in AI Edit objectives will be considered by the AI and Important objectives are given a higher priority by the AI.

Country - This setting allocates those Captured Actions for this objective to a particular country.

Actions - [None, Will Surrender, All Held Surrender] If a Will Surrender objective is captured, then the nominated Country will surrender. If every objective flagged as All Held Surrender is captured then the nominated country will surrender.

Allied Res - [None, HQ/Supply Only, All Units] Set the type of KIA'd units that may use this objective to resurrect.

Axis Res - [None, HQ/Supply Only, All Units] Set the type of KIA'd units that may use this objective to resurrect.

Res Burst - Set the number of Leg OP's used by the Objective in a movement burst to create the area in which an eligible KIA'd unit will use this Objective to resurrect. If there is any enemy unit within 5 hexes of the Objective then the Objective is ineligible for use in resurrection.

8.0 Supply

8.1 On Map Location

Choosing this function displays the map and allows you to assign the location for the supply source onto the map.

8.2 Pict Location

Choosing this function displays the map, and allows you assign the location of the supply source picture.. When Supply Sources are located on the map edge, the picture is normally located just off the map.

8.3 Drop Zone Data

This is where data specific to the operating of a Drop Zone is entered.

8.3.1 Drop Zone Data Details

Attrition - [No Attrition…Loss on 6 only] Allows you to specify the chance that a unit dropping at this DZ will suffer step losses as a result of the drop.

Enemy Range - [Adjacent…Within 5 Hexes] Allows you to specify the range from the drop zone unit within which enemy steps will possibly cause attrition.

Step Multiple - [None…Divide by Eight] The number of enemy steps within the Enemy Range is totaled and then divided by the Step Multiple to derive the number of attrition rolls a unit must make. The chance of a step loss is set in the Attrition field. A unit cannot make more rolls than it has steps.

Example - A 4 step parachute regiment is dropped on a hex. The Enemy Range field has been set to 4. As it happens there are a total of 15 steps of enemy units or strongpoints within 4 hexes. The Step Multiple is 3, so by dividing 15 by 3 we get the result of 5. This would mean that the unit has to make 5 rolls, with the chance of a step loss specified in the Attrition setting. However, since a unit cannot be forced to make more rolls than it has steps, the maximum number of rolls will be 4.

Detach Number - [None…10 Detachments] Specify the number of detachments that are created when each drop zone unit lands. This simulates the confusion caused by the dispersal inherent in airborne landings.

Detach Time - [None…Lasts 2 Turns] Specify the duration in turns of these detachments. Detach Placement - [No Restriction, Place on Roads] Allows you to specify the terrain type that detachments will be placed in.

Landing Area - [Friendly, Enemy or Friendly or Enemy Territory] Specify if the control of the terrain that units attached to the Drop Zone can land in.

Landing Status - This allows you to specify any attack or movement restrictions imposed on air drop units (during the turn that they land). This ranges from Full Movement/Full Combat to No Movement/No Combat.

Scatter Radius - Defines how far the actual drop zone placement can vary from the designated location. An entry of 0 means that there is no scatter radius and the drop zone arrives exactly where it was intended.

Detach Radius - Detachments can be scattered up to a maximum of this many hexes from the drop zone's actual location.

Unit Radius - The individual units will be scattered up to a maximum of this many hexes from the actual drop zone location.

Placement Type - Choose between Auto Placement, where the Drop Zone is established on the designated location or Player Must Place, where the player chooses the drop zone location.

Terrain Type - Both the drop zone and the units can be constrained to only landing on the specified terrain.

8.4 Supply Sources Editor Fields

Source - Name the Supply Source

Location - Enter the Location (can use the On Map Location button to select placement location).

Pict Location - The actual picture for map edge Supply Sources can be located off the actual playing map, using this feature (can use the Picture Location button to select supply source graphic location).

Arrival - Specify the arrival turn.

Burst OP's - Specify the number of OP's the Supply Source uses to supply the surrounding area.

Rebuild Turns - Specify the number of turns for the supply source to be rebuilt after it has stopped working due to enemy proximity.

When Captured - Right-click to choose between Does Not Operate, Is Destroyed or Operates for Enemy. If it operates for the enemy, it will supply all countries on the enemy side.

Country - Supply Sources can operate for either Side, or for a specific Country though normally supply is tied to a particular country.

Supply is Terminated if Enemy Presence… - Specify the range at which enemy units will cause the Supply Source to stop working.

Pict Number - Choose a Supply icon.

Replacements - Specify whether the Supply Source allows units tracing supply to this source to take replacements.

Pict Not Working - Choose an icon to show when the Supply Source is not working.

OP Type - Choose the movement type that the Supply Source will use to broadcast its supply. This is a critical choice. Leg Movement will reach a reasonable area surrounding the source, but will not travel far along roads. Supply Movement will not travel far into poor terrain but pays no cost for moving along roads.

Free Burst - Specify which types of transport lanes cost zero OP's for the supply burst.

Normal - Choose an icon to show when the Supply Source is viewed by an enemy player. Not selecting an icon will make the Supply Source invisible to the enemy player.

Stopped - Choose an icon to show when the Supply Source is viewed by an enemy player. Not selecting an icon will make the stopped Supply Source invisible to the enemy player.

Captured - Choose an icon to show when the Supply Source is viewed by an enemy player. Not selecting an icon will make the Supply Source invisible to the enemy player.

8.5 Dumps

Supply Dumps operate in many ways like Supply Sources and many of the fields are the same. Some Supply Dumps can trace to Supply Sources. When a Supply Dump cannot trace, it uses its own supply to continue operating.

Dump Turns - Specifies the number of turns that the dump can operate after being unable to trace to a Supply Source.

HQ Supply - [Dump Only, Supplies HQs] Choose whether the dump can supply HQs or only units within its range.

As Dump - Choose a picture to show that the dump is now operating as dump, i.e. on its own resources.

8.6 Drop Zones

Drop Zones operate almost exactly like Supply Dumps and most fields are identical. The extra information that Drop Zones Require is actually located on the Drop Zone Data button, (Section 4.6.1) which is only active when editing Drop Zones.

9.0 Reinforcement

9.1 Reinforcement Details

Lock Status - Reinforcement details are generated by the Generate Cards command. If you don't wish details on a particular hex to be automatically generated each time, you can use the Lock Data entry to prevent this.

Country - This field ties the display of the reinforcement hex on this screen to a particular country. Although it is technically possible to have more than one country use the same hex for reinforcements, this should not be done, as it will interfere with the working of in-game displays, which assume only one country per reinforcement hex.

Terminate - Specify the radius at which the presence of enemy controlled hexes will shut down the reinforcement hex.

Location of Objective - This allows you to specify the location of an Objective hex which if captured will terminate of the arrival of any reinforcements from this reinforcement location.

Go to Alternate - Allows you to specify an alternate reinforcement arrival hex if this reinforcement hex terminates or is captured.

Jump Delay - Allows you to specify an arrival delay for any units arriving via an alternate Reinforcement hex.

Picture - Allows you to specify if reinforcement arrival hexes and unit details are displayed on the map to both sides, only the side reinforcements relate to or the details are hidden to both sides.

9.2 Map Location

Choosing this function displays the map and allows you to assign the location for of the reinforcement arrival hex onto the map.

9.3 Town Location

Choosing this function displays the map and allows you to assign the location of the objective which will terminate reinforcements if captured.

9.4 Generate Cards

Commands the Editor to go through the Unit database and generate reinforcement cards for all units listed as reinforcements. Note - This will clear any Go To Alternate location data you have previously entered unless you have lock status for the reinforcement hex turned on.

10.0 Strongpoints

Strongpoints can either begin the game on the map, or arrive as reinforcements to be manually placed by a player during his turn.

10.1 Strongpoint Details

Location - Specify the starting map location for the Strongpoint.

Place on Turn - Specify the arrival turn for a reinforcing Strongpoint and specify the owning Country. These are Strongpoints that a player can place during the course of the game and so their Location should be set to 0,0.

Country - Specify the owning country.

Picture - Choose a picture.

Supply Source - Choose between No Supply, Combat Supply (supplies this hex only) and Combat and Replacements (supplies this hex and also allows Replacements).

Auto Repair - Specify if the Strongpoint can repair itself, and if so, how quickly.

Combat CRT - Choose the CRT that the Strongpoint will defend on (in Good or Bad weather).

Unit Start KIA's - [Full Strength…3 KIAs] Select the starting strength of the Strongpoint. Defense Values - Fill in the defense values for each step for the strongpoint.

Victory Points - Specify the Victory Points for eliminating the Strongpoint.

AI Advice - This allows you to assign a priority that the AI will follow in choosing Strongpoints to attack with its Barrage capable units. It is most useful for creating bombardment plans for Ships.

Release Unit Locator - Strongpoints can be tied to a particular unit. If the unit is released by its owner, or is killed or forced to retreat the Strongpoints that are tied to it will disappear.

DF Defense: [No DF Ability…DF KIA on 6] Direct Defense is the ability of the Strongpoint to kill an attacking step when the unit is attacked.

Note - The unit must have its arrival mode set to SP release. The Strongpoint sets the unit's location in the Release Unit Locator field, and the two are now joined. More than one Strongpoint can be tied to a single unit, but only one SP Release mode unit can be in any one hex.

11.0 Formations

11.1 Formation Details

Formation Name - Enter the name of the formation.

Set Superior Patch - Right Click to choose the patch of the superior formation. Top level formations will have no superiors.

Set Patch - Right Click to choose the formation's patch.

Formation Res OMA - [OMA 1…OMA6] Choose the OMA in which the formation's eligible KIA'd units will return.

Formation Assets - Name the formation and set the patch used by the units in the assets formation.

Regt - Each formation can have up to six regiments. Name each regiment.

Integrity Radius - Specify the radius for Combat Integrity. The unit in the first slot for each formation is automatically designated as the Minor HQ. This unit always gets the Combat Integrity bonus. Other units in the regiment get the bonus if they are within this radius.

Percent Bonus - Specify the % bonus to Attack and Defense strengths for units getting the bonus.

Patch - Choose the patch for the formation.

12.0 Bridges

Bridge Details - There are only two settings for Bridges.

Lock Status - Bridges are generated by the system when the Generate Bridges command is given. If the Locked Status field is set to Locked Data, then the bridge will be excluded from the generation procedure.

Bridge Start - A bridge can start the game either OK or blown.

Bridge Blowing Chance - [Can't be blown…Auto Blow] The basic chance to blow a bridge is now a function of the bridge, rather than the unit attempting to blow it.

Bridge Repair - Choose between Normal and Can't be Repaired.

On Capture - [Nothing Happens…Auto Blow] Bridges have a chance to blow up when captured, representing the efforts of local garrisons detailed to the task.

On Map Graphic - [Normal, Suppress Graphic]

Generate Bridges - Commands the Editor to generate bridges wherever a road or rail line crosses a river.

Blown Bridges - Filters the display to only show blown bridges.

13.0 CRTs

The combat results do not need to be specified for each possible odds column. Instead the scenario designer gets to choose which odds have a CRT. There are ten results in a CRT, as it possible to get a +3 bonus or a –1 change to the dice. Attacker results are chosen from the drop down menus on the left, and defender results from the drop down menu on the right. The results for the preceding and following odds columns are summarised to the left and right of the drop down menus.

Combat Odds are set by selecting the results for each roll of the die at those odds from the pull down menus. You may navigate to any combat odd by clicking on the odds across the top of the screen.

13.1 CRT Details

CRT Name - Enter an appropriate name for the CRT.

Table Type - CRTs can be Terrain, Strongpoint or Non Combat.

Overrun Threshold per Column - [No Overrun…Overrun on a 10] Specify the dice roll at which results will be overruns.

Retreat Likelihood per Column - Retreat in combat is handled by a separate dice roll to combat. Specify the dice roll at which a retreat will occur.

Defending Combat Steps for 2 Dice - [Never Used…10 Combat Steps] Specify the number of defending steps required to guarantee 2 combat dice are rolled.

AI Minimum Combat Odds - Specify the minimum odds on this CRT at which the AI will attack.

AI Optimum Combat Odds – Specify the optimum odds which the AI will try to reach on any attack which already satisfies the minimum odds.

Tactical Shift Bonus to Combat - A CRT can be specified as giving negative shifts to the combat odds.

Residue Chance on Overrun - Specify the chance that an overrun attack will create Combat Residue.

Residue Chance Standard - Specify the chance that a normal attack will create Combat Residue.

14.0 Country Data

Despite the heading, this section contains both side specific and country specific data.

14.1 Weather Data Details

Weather in Kharkov is divided into two components, Air and Ground, and these can be named appropriately for the theatre in which a battle is conducted.

Good Air Name - Supply an appropriate name.

Bad Air Name - Supply an appropriate name.

Good Ground Name - Supply an appropriate name.

Bad Ground Name - Supply an appropriate name.

Draw - Specify the Victory Point margins.

Marginal Victory - Specify the Victory Point margins.

Decisive Victory - Specify the Victory Point margins.

Weather Conditions Air and Ground - For each turn in the game you specify both Air and Ground conditions as Good, Bad or Random. Use the 10 button to see the next 10 turns, and the 7 button to see the previous 10 turns.

Percentage Bad Air results in a Storm - Specify the chance that any one Bad Air turn will actually be a Storm.

Random Weather Percentages change if Good Air and Bad Air - Whatever the Air condition in a turn, there is a percentage chance that it will flip to the opposite condition next turn. These chances can be different depending upon each of the associated weather conditions. For example, if the Good Air chance is set to 10%, then there is 90% chance that Good Air will not change and only a 10% chance that it will change to Bad Air. If Bad Air was set to 80%, then there would be an 80% chance that it would change back to Good, and only a 20% chance that it would continue to be Bad Air for another turn.

Random Weather Percentages Ground change if - The Ground Condition is affected by both Air and Ground Condition for the previous turn.

Good Ground/Good Air - Percentage chance the Ground condition will change if Air and Ground are both Good.

Good Ground/Bad Air - Percentage chance the Ground condition will change if Ground is Good and Air is Bad.

Bad Ground/Good Air - Percentage chance the Ground condition will change if Ground is Bad and Air is Good.

Bad Ground/Bad Air - Percentage chance the Ground condition will change if Ground is Bad and Air is Bad.

Start Random Weather on Turn - These setting enables you to use historical weather for the first turns of game, and only start random weather at a certain point. It's useful for games which start, say, with an amphibious invasion, which simply wouldn't have gone ahead in bad weather.

Unknown Unit Selection - When Unknown Units is specified at game start up, combat units will be randomly interchanged with other units from within the same unknown group. When this happens and a unit is chosen, it can either be Returned to Pool, in which case it is available to be chosen again, or Removed from Pool, which means that particular unit is unavailable for further selection – meaning that only one instance of that particular unknown unit will appear in the scenario. Returning an unknown unit to the pool means that the same unknown unit may appear several times in the scenario.

Heavy Congestion - [Not used…15 OP] This penalty applies on the first turn a bridge is built or repaired.

Light Congestion - [Not used…15 OP] This penalty applies on the second turn a bridge is built or repaired.

Heavy Residue - [Not used…15 OP] This is the OP penalty applied by the combat system as a result of combat in a hex. The penalties can be modified by the terrain in which the combat takes place.

Light Residue - [Not used…15 OP] This value is applied in a hex in the turn after Heavy Residue has been applied.

14.2 Axis/Allies Data

This is data that is specific to Sides, not to Countries. The fields are the same for both sides, though of course the entries can be different for each side.

Side Name - Name the side.

Mine Combat - [0-3 Shifts] Specify the number of negative shifts caused by defending in a minefield. That is, if a unit is sitting on an enemy minefield and is attacked, what combat shift penalty will apply.

Stack Limit - [1-4 Steps] Specify the maximum number of units in a hex.

Activation Distance - [0 – 5 Hexes] For each turn, specify the distance at which any surprised units will be activated. Use the 10 and 7 buttons to move forward and back in the turns.

Mine Penalty - [1 – 7 OP's] Specify the OP penalty for a hex containing a Minefield.

Mine Time - [1 – 3 Turns] Choose the Minefield strength. This is the maximum number of turns a Minefield will take to clear. An Engineer unit will clear any strength minefield in one turn. An enemy minefield in a friendly controlled hex will lose 2 strength per turn, unless it is also adjacent to an enemy unit in which case it will only lose 1 strength per turn.

Detach Time - [1 – 2 Turns] Choose the number of turns that Detachments persist.

Interdiction Air Penalty - Specify the Standard and Reduced OP penalties for Air Interdiction.

Interdiction Ground Penalty - Specify the Standard and Reduced OP penalties for Ground Interdiction.

Hidden Ranges - This allows you to choose, for each of Combat, Artillery, Support and Supply units, the range at which they will show the Nationality counter and the range at which they will be Hidden. There are two tables, one for Good Air and one for Bad Air.

Points per Unit Reinforcement - The number of Alert Points required to activate a deactivated on-map unit.

Points for all Units to Enter - The number of Alert Points required to trigger activation of all deactivated units.

14.3 Country Data

This is data that is specific to Countries. The fields are the same for both sides, though of course the entries can be different for each side.

Country Name - Name the Country.

Side - Specify which side it belongs to.

Major Country - Specify if the country is a Major country.

Art Limit - Choose the maximum number of artillery units allowed to attack a single hex in any one turn.

Tactical Shifts - Define the tactical shifts for attacks from each hexside.

Infantry - [0…9] Choose Infantry Replacements per turn.
Mech - [0…9] Choose Mechanized Replacements per turn.
Supply - [25,50,75,100%] Choose the Country Supply Level per turn.

Air Int - [0…4] Choose the amount of Air Interception per turn.
Ground - [0…4] Choose the amount of Ground Interception (Partisans) per turn.
Minefields - [0…4] Choose the number of Minefields a side can construct per turn.
Specials - Choose the number of Special Attacks that can be done in a turn. Special Attacks modify the CRT for the combat.

Air Stk 1 - [0…4] Choose the number of Air Support #1 missions available.
Air Stk 2 - [0…4] Choose the number of Air Support #2 missions available.

Trucks - [0…9] Choose the number of Truck Transports available per turn.
Trains - [0…9] Choose the number of Train Transports available per turn.
Ships - [0…9] Choose the number of Ship Transports available per turn.

14.4 Further Country Data

Additional Country Data is specified here.

Rail Movement - Specify the OP's available for Rail Movement.
Road Movement - Specify the OP's available for Road Movement.

Surrender Chance - [Never…100%] Choose the chance that a stack meeting the requisite conditions will surrender.
Surrender Isolated - [Never…100%] Choose the chance that an isolated stack meeting the requisite conditions will surrender.

Points per Inf Replacement - Specify the number of Alert Points needed to get one Infantry Replacement.

Points per Arm Replacement - Specify the number of Alert Points needed to get one Armor Replacement.

Turn Reserves Activate - Specify a turn on which all Alert Units will arrive regardless of Alert Points.

SP Placement Distance - Specify the minimum distance from enemy hexes that a Strongpoint can be created.

Mine Placement Distance - Specify the minimum distance from enemy hexes that a minefield can be created.

Detach Penalty - [Not used, 1 OP…15 OP] Choose the OP penalty caused by a detachment.

Air Interdiction Good - [Normal…No Interdiction] Choose the percentage chance that Air Interdiction will actually appear during Good Air.

Air Interdiction Bad - [Normal…No Interdiction] Choose the percentage chance that Air Interdiction will actually appear during Bad Air.

Within Unit Distance - Specify the maximum number of hexes from a friendly hex that Air Interdiction can be placed.

Radius Good - Choose the radius of effect during Good Air.

Radius Bad - Choose the radius of effect during Bad Air.

Ground (Partisan) Interdiction Good - [Normal…No Interdiction] Choose the percentage chance that Ground Interdiction will actually appear during Good Ground Condition.

Ground (Partisan) Interdiction Bad - [Normal…No Interdiction] Choose the percentage chance that Ground Interdiction will actually appear during Bad Ground Condition.

With Unit Distance - Specify the maximum number of hexes from a friendly hex that Ground Interdiction can be placed. A value of zero means no restriction.

Radius - Choose the radius of effect

AA Radius - [0 – 5 Hexes] Choose the radius of effect for AA suppression of Air Interdiction.

AP Radius - [0 – 5 Hexes] Choose the radius of effect for AP suppression of Partisan Interdiction.

Turns of Fixed Interdiction – specify the number of turns at the start of the game where the specified amount of interdiction and air strikes is guaranteed to arrive. This can be important at the start of scenarios where the operation would not proceed without a maximum effort from supporting forces. Turns outside this range will be subject to the normal random fluctuations.

14.5 Special Attacks

Each Country can have a Special Attack defined. They can also have two Off Map Strike attacks defined.

Name - Name the Special Attack.

Special Attack - [Active, Not Active] This must be set to Active in order to have any effect.

Attacker Effect - Losses for the Attacker can be unchanged, increased or decreased.

Defender Effect - Losses for the Defender can be unchanged or increased.

Shift Effect - [No Effect…+5 Shifts] The combat can be shifted to a higher odds table.

Retreat Effect - [No Effect…Auto Retreat] The defenders retreat chance can be increased.

Overrun Effect - [No Effect…Auto Overrun] The overrun threshold in the CRT can be lowered.

Name - Name the Strike Attack.

Air Strike Active - [Active, Not Active] This must be set to Active in order to have any effect.

Rating Good Weather - [Not Allocated…KIA on 6] Choose the dice roll needed for a successful attack in good weather.

Rating Bad Weather - [Not Allocated…KIA on 6] Choose the dice roll needed for a successful attack in bad weather.

Air Strike Effectiveness - [Use Single Dice, Use Double Dice].

Air Strike Radius - [Target Hex Only, Spread One Hex] The strike can intentionally affect only 1 hex, or 7 hexes.

Scatter Chance - [None…Automatic Scatter] Choose the chance that the strike will scatter from the intended target.

Radius Effect - [None, AS Rating Reduced by 1, AS Rating Reduced by 2] The dice roll needed for a scatter hit can be increased, thus decreasing the effectiveness of scattered hits.

Air Safe Zone - [None…3 Hex Safety Zone] Choose a Safety Zone. If friendly forces are within the safety zone radius of the target hex then the strike will be prohibited.

14.6 Entrenchment Rules

There are effectively two levels of prepared positions, Entrenchment and Hedgehog. They have the same parameters except that Hedgehog has an extra parameter which reduces the effect of the ZOC that it exerts on adjacent hexes.

Combat Shifts: [1 – 3 Shifts] Choose the number of shifts the defender gets for being Entrenched:
Strength Bonus: [No Bonus…100% Bonus] Choose the percentage increase in Base Defense Strength that the defender gets for being Entrenched.

Hidden Bonus: [Not adjusted…-8 Hexes] Choose the bonus to sighting values that a unit gets for being entrenched. Units with the bonus will be treated as being the specified number of hexes further away for sighting purposes.

Indirect Fire Bonus: [Not Allowed, None…-5 to die] Choose the protection against Indirect Fire offered by entrenchment.

Retreat Bonus: [No retreat ever, None…-5 to Retreat die] Choose the negative applied to retreat rolls for entrenched units.

OP Penalty Bonus:[Normal OP penalties, -1 step…No OP penalties] Choose the deduction from the number of steps in a unit when used to calculate OP penalties in surrounding hexes.

15.0 Scenarios

15.1 Creating A New Battle

The button for doing this found on the Welcome Screen, the first screen you see when starting the game. If you hit the button, you see a screen with three entries.

Folder Name - Enter a name for the folder containing the files for the new Battle. This folder will always be located immediately under the game directory.

Scenario Name - Enter the name for the Battle.

Map Location - Enter the coordinates which define the width and height of the map.

16.0 Game Information

Game Name - Choose a name for the Battle.

Axis Recommended - Specify the AI level that the scenario designer thinks is appropriate.

Allied Recommended - Specify the AI level that the scenario designer thinks is appropriate.

Each side and country in the game has it's own .BMP file. Specify these in the Picture File allocations.

16.1 Scenario Information

Scenario Name - If creating a Battle, this will be the same as the Battle name. If creating a Scenario derived from a battle it should be different.

Map Type - Specify if this is a Scenario Map, which is a section of the main map, or the Full Battle Map.

Play Type - Choose Playable, which creates a playable scenario or Edit Only, which creates a template from which Playable scenarios could be derived.

Side Which Goes First - Choose the side to go first in the game.

Number of Turns - Specify the number of turns.

Lock Game Attributes - The scenario designer can lock certain game attributes so that they can't be changed by the human player.

16.2 Scenario Data

Specify the map files to be used by the scenario. If not specified, standard names will be used.

16.3 Create New Scenario

Scenario Name - Specify a name for a New Scenario.
Scenario Folder - Specify a name for the Folder containing the Scenario files.

Min Location, Max Location - A Scenario can take part on a portion of the map for the Battle. The Min and Max Location allow you to specify which part of the map the Scenario will use.

Create - The Create button will only be valid if the other fields in this screen have been filled in.

Once the Create button has been hit, the system will take a few seconds to create the new scenario. There is no progress indicator, but when you exit this screen, the scenario name in the upper right corner of the screen should have changed. You should immediately save the new scenario, and continue to save at frequent intervals as you work with the Editor.

17.0 AI

Please check the Manuals folder of your Kharkov installation for the AI tutorial pdf (and the Areas of Operations tutorial pdf).

18.0 Off Map Areas (OMAs)

Off Map Areas allow almost unlimited flexibility to both the scenario designer and the scenario user. Reinforcements are no longer tied to a single entry hex, but their entry points can be moved around the map (within the limits specified by the scenario designer). Dead units returning to the map can also be treated in this way.

OMA Name - Name the OMA.

OMA Status - [Used, Not Used].

Location - Each OMA can have up to three on-map entry hexes defined. These are color coded yellow, green and blue for easy reference. Units entering the map from the OMA can be defined as entering normally or already on road or rail transport.

OMA Type - [Normal, Reinforcement Only, Exit Only] Choose the OMA type.

Enemy View - [Reinforcements Unknown, Reinforcements Known] Select whether the enemy can view reinforcing units awaiting map entry in an OMA.

Pict - Choose appropriate Pics for the OMA.

Terminate - [Control Terminate…Terminate 8 Hexes] Choose the conditions under which the OMA will stop working. All on-map hexes must be enemy controlled for the OMA to terminate.

Connections - An OMA can be connected to any other OMA. This connection is always a one-way connection. The clock display shows all 12 OMA's, with the current OMA

highlighted in green. Click on another OMA's number to set a connection to that OMA. Transit time is always one turn.

Start at Turn - Specify the turn on which the OMA becomes active.

Stop After Turn - Specify the turn on which the OMA becomes inactive.

Move Units To - Choose the OMA to which units are transferred if this OMA becomes inactive.

18.1 Exiting Unit Data

Start - Set the Start Turn for units to exit through this OMA.
Stop - Set the Start Turn for units to exit through this OMA.
Points - Set the number of VP's gained per step for each exited unit.
Max Exit Steps - Set the maximum number of exiting steps that get VP's
Formation - Restrict VP eligibility to the selected formation.

18.2 Alert Point Data

Points per Unit Reinforcement - Set Alert Points required for each reinforcing unit.

Points for all Units to Enter - Set Alert Points required for all Alert Units to enter.

19.0 Strings

19.1 Turn Strings

Allows you to enter data (i.e. date) to be displayed in the Game Info Panel each turn.

19.2 Scenario Info

Information entered here appears in the main game menu window when player is choosing which scenario to play.

19.3 Briefings

You can enter up to 16 briefings that are presented in the start turn window as a new game turn is started. Specify which side and which turn the briefing is given.