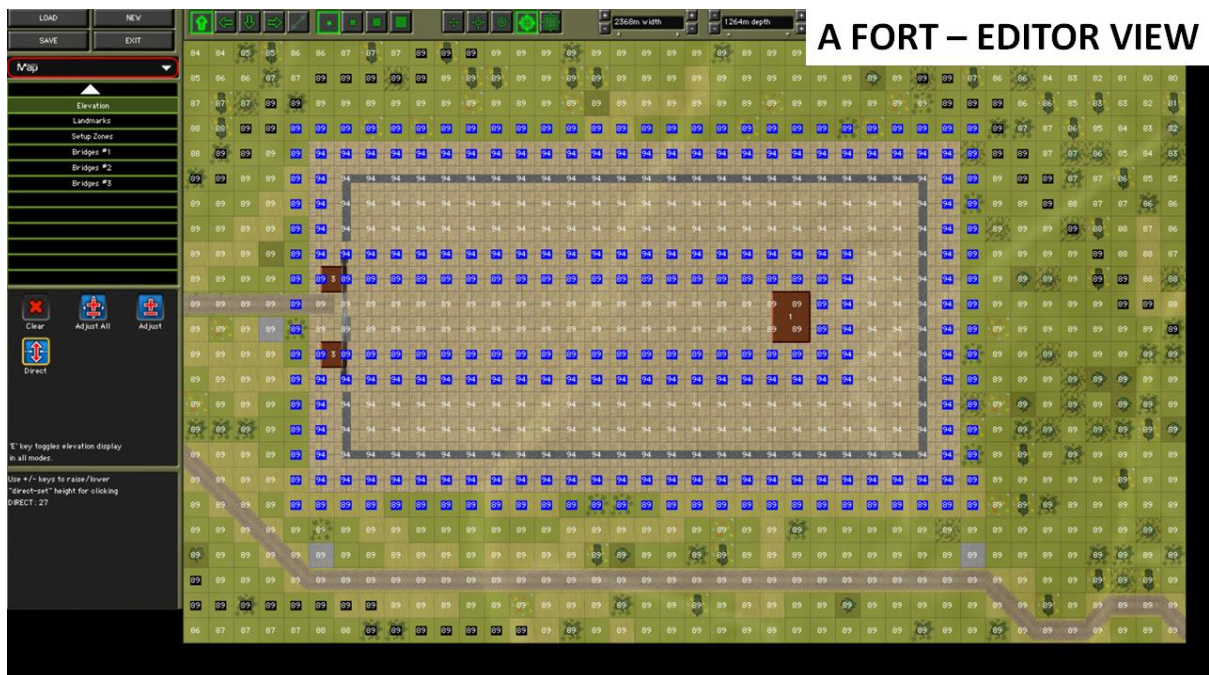


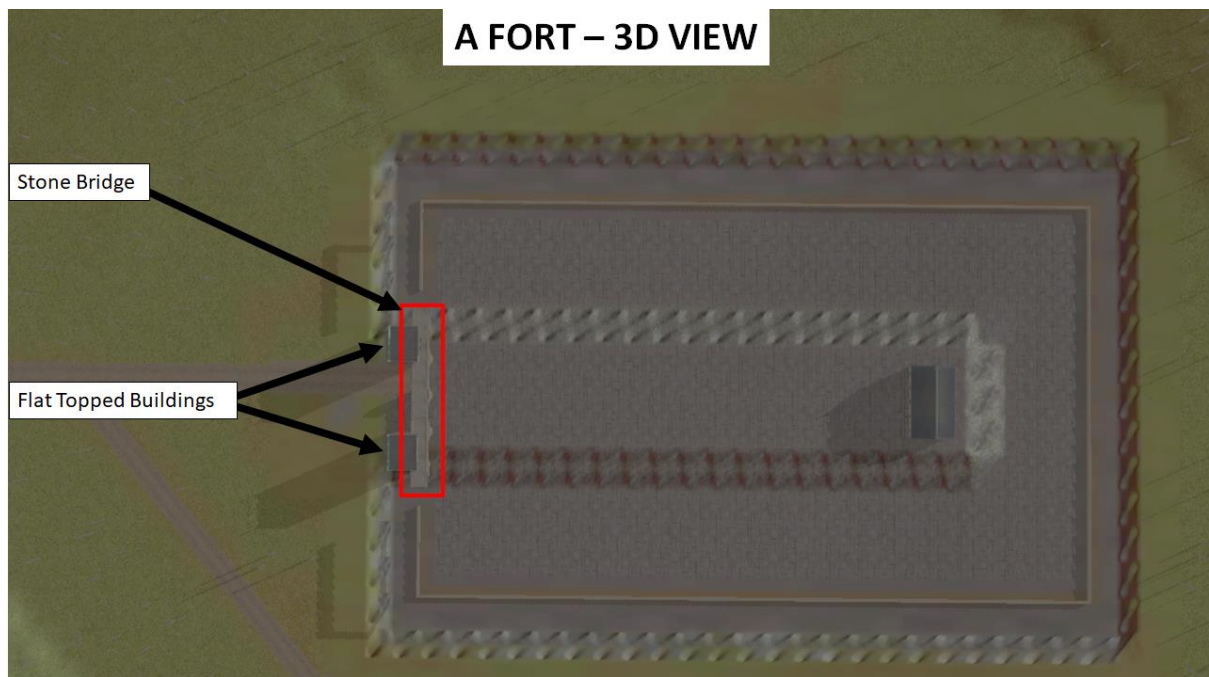
Introduction

First of all, thank you for taking an interest in and downloading this scenario which I hope you will enjoy playing. The purpose of these notes is to save you frustration when playing because the map contains a few potential traps for the player. These 'traps' are due to the limitations of what I can do in the map editor rather than a deliberate attempt on my part to catch you out. Please read this guide before you plot any orders to get the best experience from the scenario.

Fort Construction

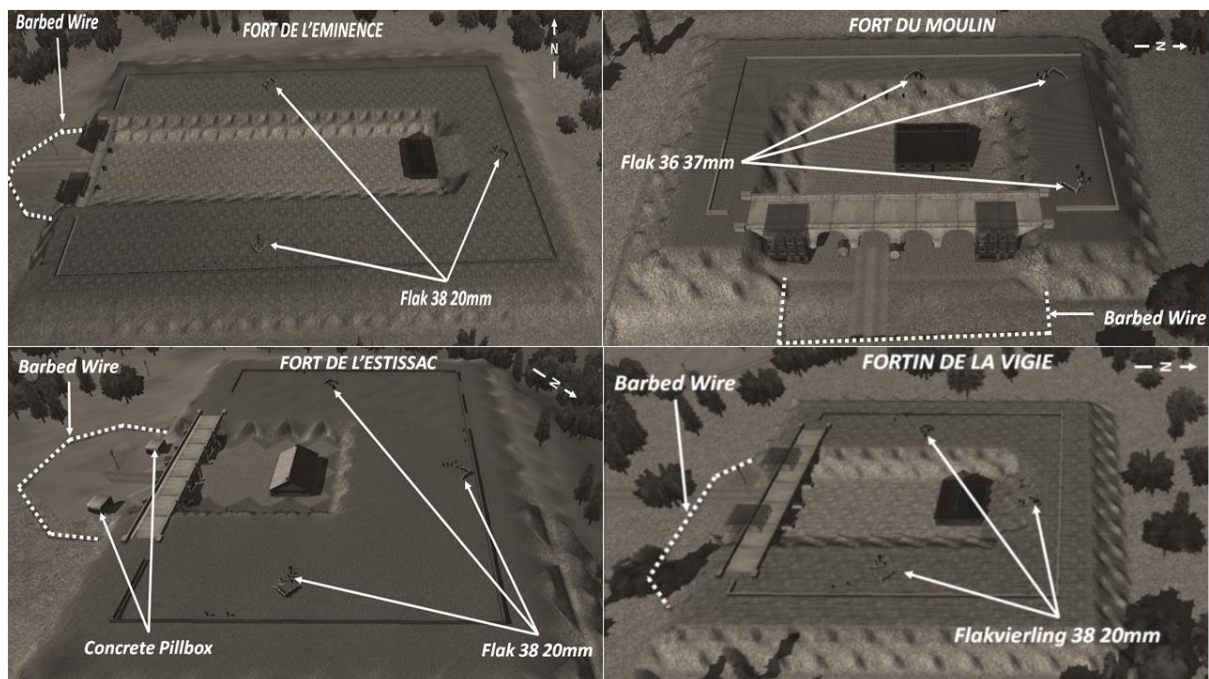
The forts were created using ditch locked elevations to create the ramparts and the 'gates' fashioned by using the flat-topped building from the Market Garden Module and stone bridges. The whole fort area has been covered by pavement tiles to create a stone effect. The effect is a close visual representation of this sort of fortification but there is a trade off in functionality.





Fort Ramparts

You will see from the imagery provided in the briefing that there are enemy units on the fort ramparts.



My original intent was for the player to be able to get onto the ramparts and I hoped that a unit would be able to enter the 'gate' buildings, climb up to the top floor and then move onto the stone bridge. Unfortunately this is impossible in the majority of cases. Fort de L'Estissac was the single exception in one of my tests, but I think this had something to do with the fact that naval gunfire effects on the terrain created a viable pathway for the Tac AI to follow. As a result, do not even try

to move your troops onto the ramparts. At best the Tac AI will cancel the order or at worst, your troops will get stuck and you will not be able to move them for the remainder of the scenario.



Eliminating enemy units on the ramparts can be achieved by the following:

- Indirect fire.

- Direct fire from positions outside the fort. Note that units outside the fort will unlikely have LOS to all units on the ramparts, but those that can be seen can be eliminated in this way.

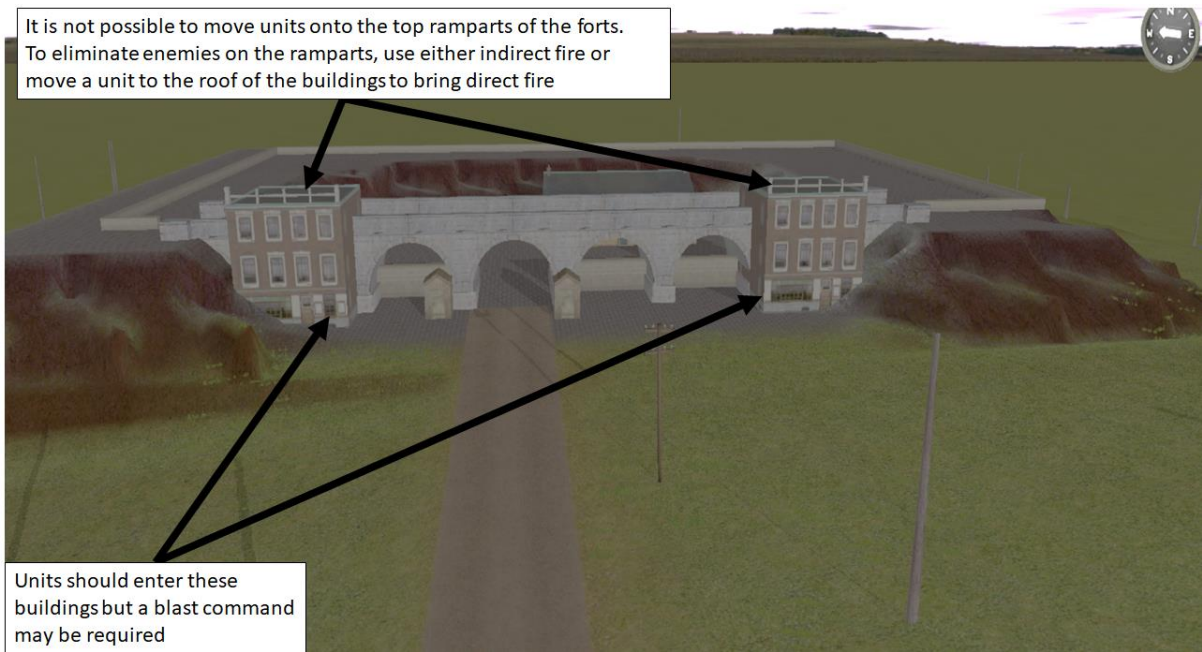
- Direct fire from positions inside the fort, with the same limitations as above.

- Entering the flat roofed buildings that form the 'gate' and then moving the unit up to the flat roof. Any units on the roof should have LOS across most of the ramparts.

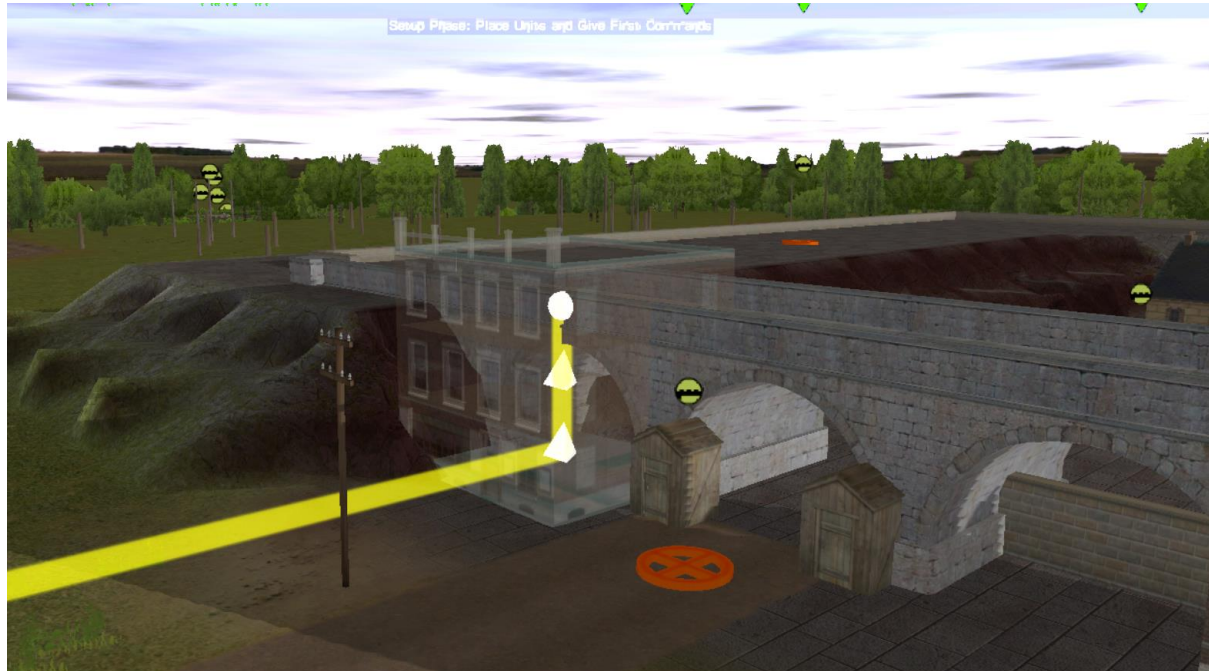
Gate Houses

These have been formed by the Dutch flat roofed building and as previously stated, there is aesthetic purpose to them but also the practical purpose of giving the player the opportunity to apply direct fire to the ramparts. Unfortunately these also have their quirks and care should be taken with them.

Some of the buildings are difficult to enter because their entrances are masked by ditch lock elevations. First of all plot a movement order into the ground floor of the building then see what happens during the turn. If the movement order is cancelled and the unit fails to move then this is an indication that there is a problem with the entrance. In this instance, the only way in is to use a Breach Team and blast your way into the building. Remember though, that you have limited breaching assets so I would use this technique as a last resort.



I also found moving units in the gate houses tricky, in particular plotting a move order to the top floor. Remember in the heat of battle, it is easy to just click and think that the move is plotted in the right place so take extra care. My advice is to move your units floor by floor and when selecting the upper floor, move your camera angle to one of the higher elevation positions. You will know whether you've done this correctly because you will get the building movement dialogue box as per the following images.



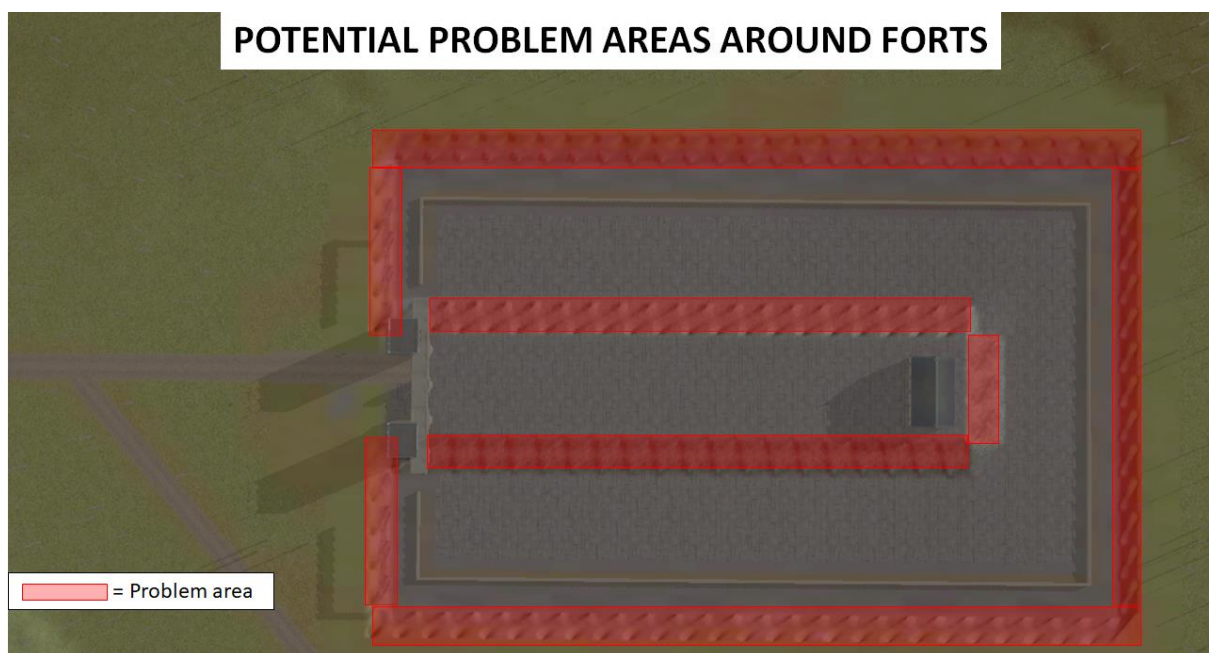


Movement Around Forts

Movement both inside and outside of the forts is also problematical but careful management should ensure that you don't run into difficulty. The source of the problem is a combination of the use of ditch locked elevation with a 5m elevation between adjacent tiles and the feedback given by the game when plotting movement orders. In simple terms, a 5m elevation change is impassable but when plotting moves, the game will allow you to plot a movement order onto the elevated tile. There are two possible outcomes, best case is that the Tac AI will cancel the order when you click the blue button, worst case is that the unit will move to the tile and then remain stranded for the remainder of the scenario.



The way to avoid this is through careful movement order plotting. The following image shows the 'danger' areas.

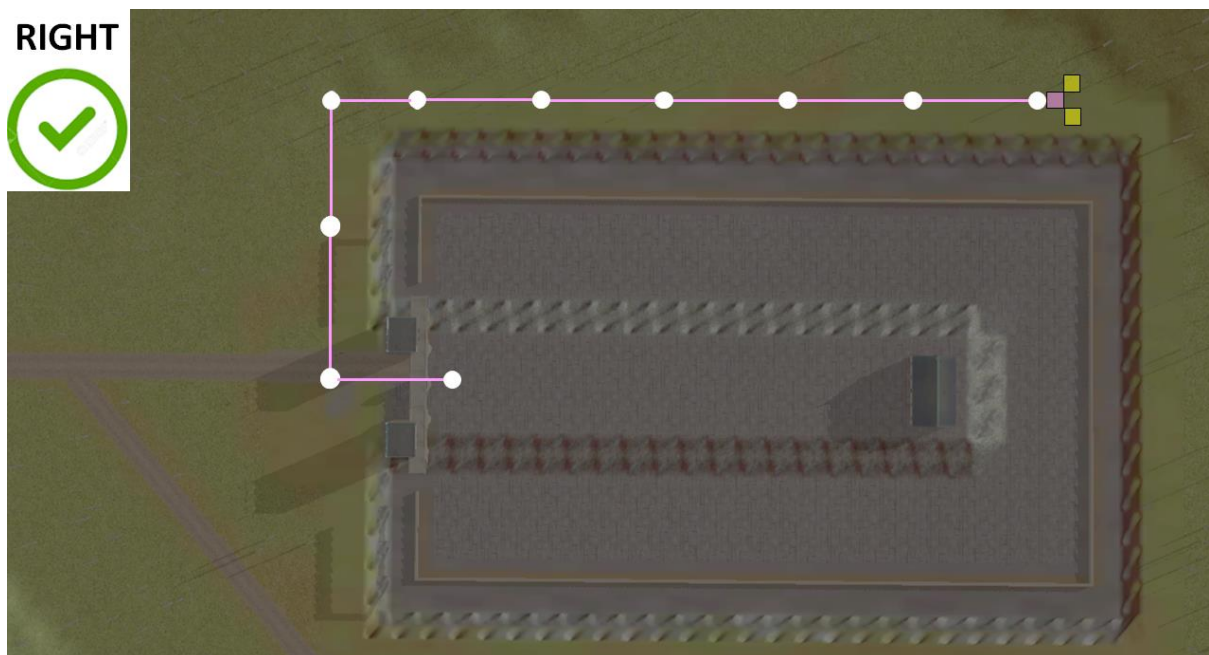


Most of the Allied units take up one action spot and as a result they are easier to move around these problem areas. The basic rule being to not plot a movement order on any of the areas highlighted in red in the above graphic. It is also advisable to avoid cutting corners across these red areas. This is shown in more detail later.

Splittable rifle squads need much more care if you decide not to split the squad. In this case, you need to be mindful that these squads take up between two and three action spots. As a result, you

need to look at the game feedback when you are plotting your moves to see whether any of the three action spots sits on 'problem' terrain shown on the previous graphic.

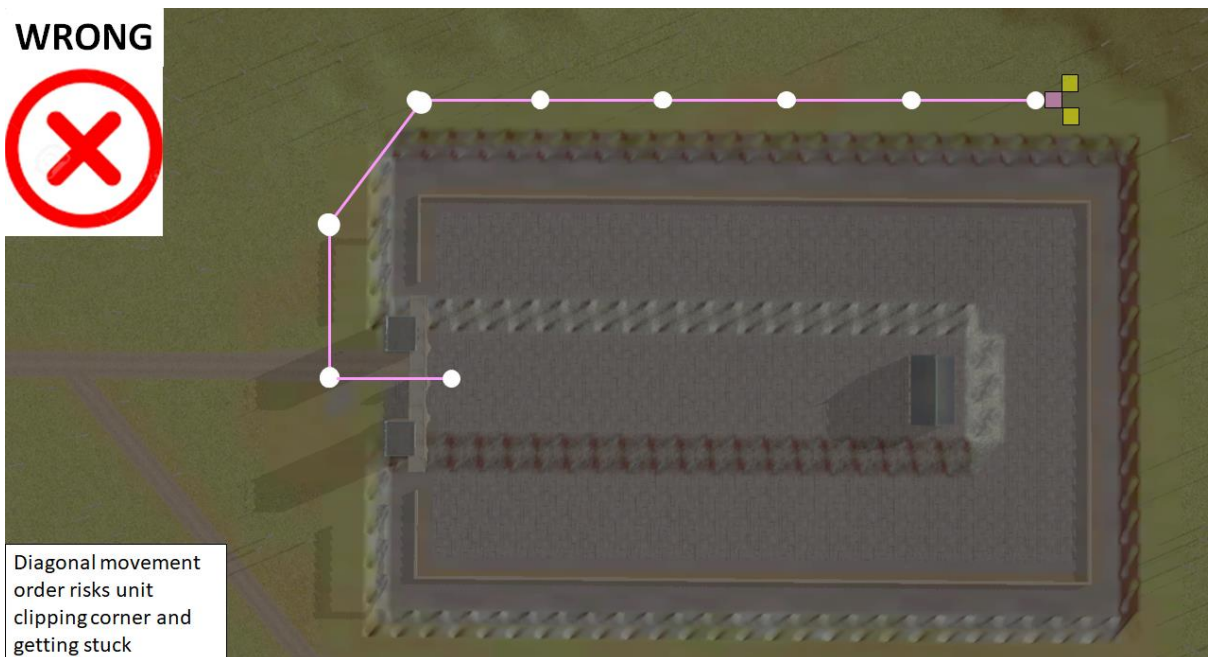
The following images illustrate how to avoid difficulty:



WRONG



WRONG

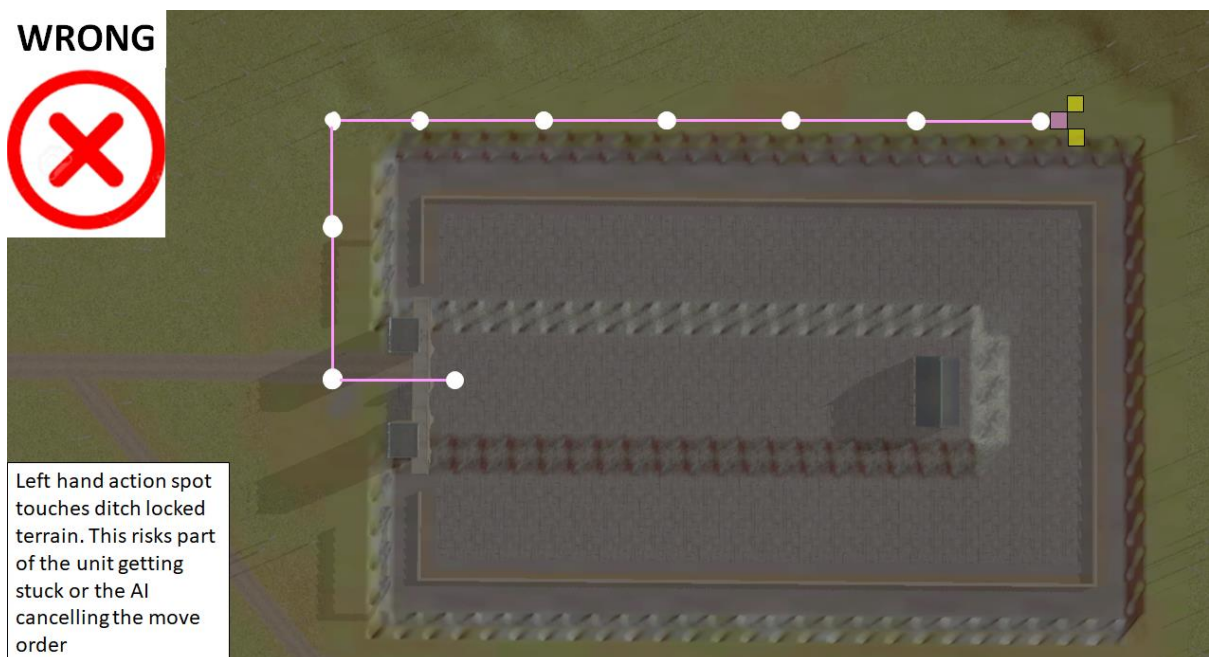


Diagonal movement
order risks unit
clipping corner and
getting stuck

WRONG



WRONG



Left hand action spot touches ditch locked terrain. This risks part of the unit getting stuck or the AI cancelling the move order

Surrender

It became apparent in testing, that some units in the forts would not totally surrender and disappear from the map. By that I mean that members of the unit could be seen with their hands up and had cease-fired but when Allied units were moved in close proximity this state would not change to the white flag icon and the unit would not disappear. To give you an example of the issue, I sat a full platoon in the same and surrounding action spots of one unit for five turns and the unit still failed to surrender.

Unfortunately, apart from warning you about this behaviour, there is little I can do about it. You will naturally be reluctant to leave these units but your choice is to tie a unit up for the rest of the

scenario to keep watch over it or just crack on. Remember that the fort VPs for the Allied player are 'Touch' objectives so you can just get in there, get out and move on.

Conclusion

While I regret that reading this document has stopped you leaping into the scenario and clicking the blue button, I hope that the time you have spent reading this guide will save you problems during the mission. So what are you waiting for....?

Regards

Combatintman

