Design Documentation for Napoleonic Series

On the opening screen you have the option to create the armies (OOB Palette button), develop a scenario (Scenario Editor button) or establish the game settings for your personal view (Game Settings button). Click the OOB Palette button and a blue pop-up Army Composition box will appear.

OOB Editor

OOB (or Order of Battle) Editor allows you to create your armies for Quatre Bras, Ligny and Waterloo. Click on the flag of the army you wish to create and the unit options appear on the palette.

Left click on a unit icon on the palette and this unit will appear below along with its characteristics, strength etc and the number of credits to include this unit in your army. You can modify the unit characteristics using the + and – buttons to the right of the unit description. Once you have typed in the correct name and organisation of the unit and made any modifications to its characteristics then click on the "**Add to Army**" button. You will immediately see this unit added to the list of units in the Army Composition box on the far right.

Continue to generate units and assign to the army until all historical units are accounted for or the credit limit has been reached.

You will notice each time a unit is added to the army the 'number of brigades' listing in the centre of the box is increased.

Load File – If a army had been previously constructed and saved as a .OOB file, that army listing can be loaded on to the OOB Editor. Beware, any existing units on the army listing will be deleted when loading the army file. Loading the army file is achieved by clicking on the "Load File" button.

Delete Unit – Units can be deleted from the Army Composition listing by clicking on the chosen unit name then pressing the "Delete Unit" button.

Finish - When all units in the army have been generated, click the "Finish" button and a 'Save' pop-up box appears allowing you to save the army listing as a .OOB file

Change Unit Metrics – Click on a unit name in the Army Composition listing then click on the "Change Unit Metrics" button. The unit metrics (characteristics) will appear on the bottom left of the screen giving you the opportunity to change as required. Once the changes have been made, click on the "Add to Army" button and this will update the unit in the Army Composition listing.

You need to create all the relevant armies and save as one file; changing from one nation to another using the flags at the top right of the box. So you can create a British force for Quatre Bras then click on the French flag and create the units for Marshal Ney before saving both sides as one file. When you go to the Scenario Editor and choose the 'Open Troop File' you will then load both sides at once.

On the opening screen you have the option to create the armies (OOB Palette button), develop a scenario (Scenario Editor button) or establish the game settings for your personal view (Game Settings button). Given the armies are already created, click the Scenario Editor button. There is a default set of game settings.

Typical settings for units are -
Experience - The unit's ability to handle the rigors of combat and manoeuvre (to include change of formation) during a battle

6 - exceptional endurance
5 - veteran status
4 - average status

Leadership -

Excellent - 7-8
Good - 5-6
Average - 4
Poor - 2-3

Morale -

Old Guard - 8-9
Veterans - 6-7
Average - 5
Conscripts - 4
Militia - 3

Scenario Editor Tutorial

This Napoleonics game has a Scenario Editor for those that enjoy creating battles or after copying an existing scenario want to build a variant scenario of their own design. The design features offered in this package are very detailed and give you a wide range of options. You can create almost any action from the time period this title covers, as long as you can use existing maps. A map editing feature is not included.

The first step in the process is to choose the map you would like to use for your scenario. To do this open the Scenario Editor then select the **File** menu and choose **Open map**. A list of maps will then be displayed. Open the map files until you find the one that you will use for your scenario. Many hypothetical maps are included as well as historical maps.

Once you have decided on your map and obtained the relevant historical information on the strength, unit types, weaponry etc for the armies, you are ready to use the Scenario Editor.

We will begin by stepping through the process of creating a scenario from the beginning, and later review the process to edit an existing scenario.

Load up the map using the menu – **File - Open Map**.

Regardless of whether you are starting a new scenario or modifying an existing one you need to assign the armies to do battle in the scenario using the menu – **Army – Nations in Scenario** pop-down. You will notice that France is always a player and therefore automatically ticked. You can choose one Allied army or as many as you like to face France.
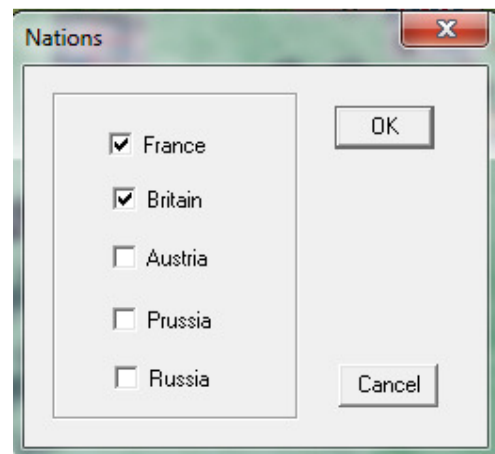
Note that you can save your progress in development of the scenario at any time using the menu – **File – Save** (or **Save As**) option.

I recommend you set the menu – **Display** options to: **Units on, Show Info Box, Show Hex Grid, 2D view**.

To place units on the battlefield do the following. Go to the menu – **Army** pop-down and choose the army you are about to set up.
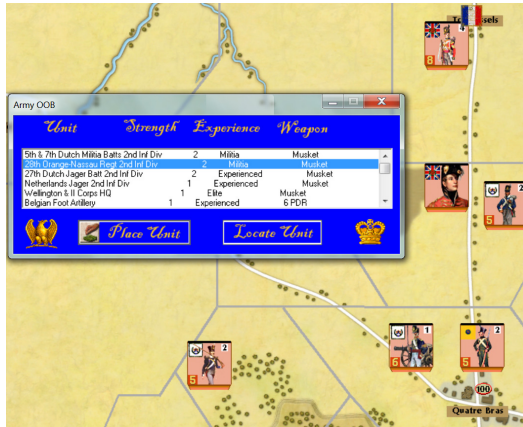
Go to the menu – **Army OOB** pop-down and choose the unit you want to set up first. I have selected a Line Infantry (LI) unit from the menu. I then left-click on the desired area tile I want to place that unit in. Repeat this for all units in the pop-up box listing. Remember a maximum of 3 friendly units are permitted in one area tile.

The Scenario Editor is very flexible and you can introduce your troops and assign their weapons etc in any order. However, to speed up the process of creating your scenario, it is suggested you follow the approach described below.

Using your researched battle information place all units on the map then turn off the OOB listing. This prevents any units being moved whilst you are changing the characteristics of those already on the map.
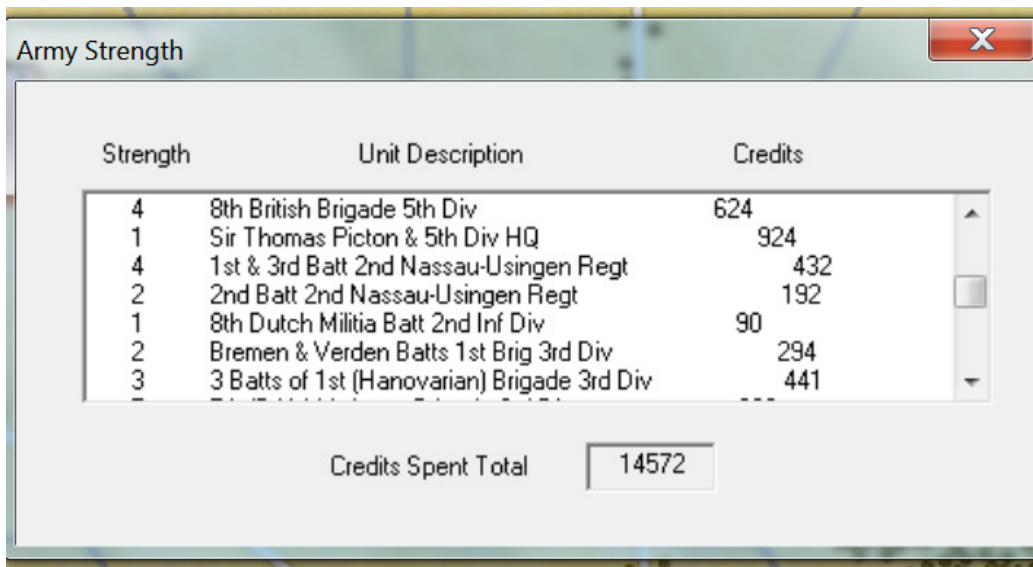

You can at any time use the menu – **Status – Army Strength** pop-down to view a list of units created and the army credit total so far. As the Scenario Designer you may be building a game where each army is to play with the same total number of credits in which case frequent checks on this list will be required.

To determine the balance of unit types in your army use the menu – **Status – Army Composition** pop-down. This opens the OOB editor and lists both the units and the number of brigades for each unit type.

Now left click on an existing unit information box and we can start to change the unit's characteristics where required. To adjust the strength of the unit up or down, click on the unit information box then use menu – Units – Increase Strength or menu – Units – Decrease Strength. Other characteristics that make up the Unit Order - Leadership, Endurance and Morale can be changed in the same way - use menu - Unit Order. These are the same parameters that are set in the OOB Editor.
Similarly the unit's status can be set to fixed, disrupted, routed, shaken, unsteady, steady or fresh (100%). Go to menu - Unit Order and select as required. Changing a Unit's status shows how battle weary a unit is at the start of the scenario.
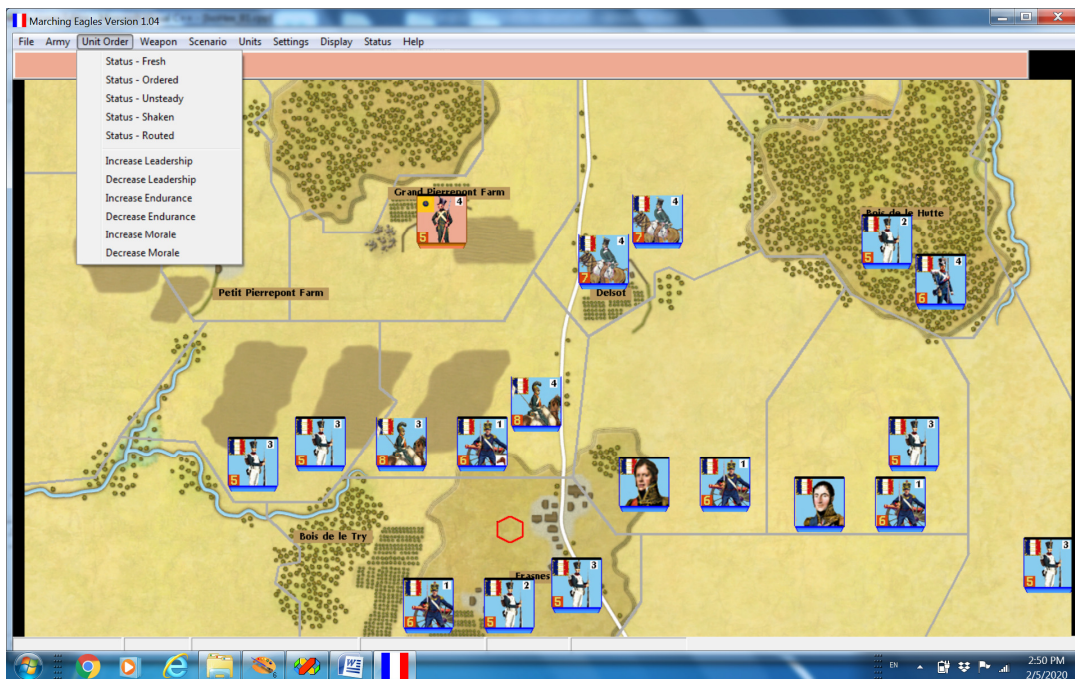
Alternative weapons that were used by the unit in question are seen by using the menu – **Weapon** pop-down. Options greyed-out are not available to that unit type.
Once the above parameters are adjusted for one unit move to the next unit and adjust as required.
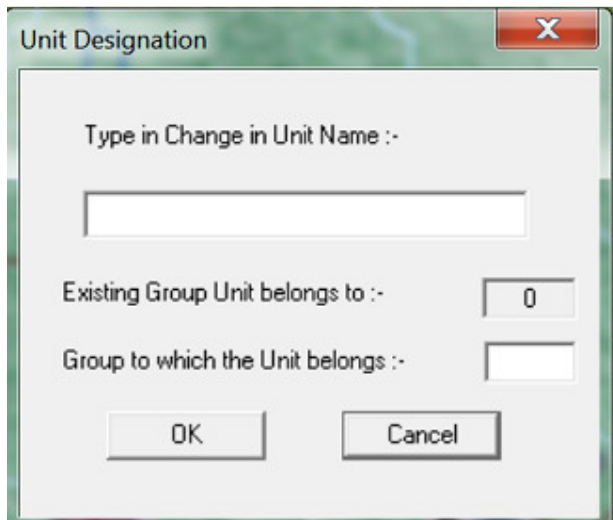
When the whole army has been placed on the battlefield, left click on one unit requiring a name change. Then go to menu – **Settings – Change Designation**. The pop-up box will allow you to change the unit's name.

If, at any time you wish to remove a unit from the game, left click the unit information box then go to the menu – Units – Remove Unit from Map. The unit will be automatically removed from the map but not deleted from the army listing.

To relocate a unit: left click the Unit Information Box then go to the menu – Units – Relocate Unit. Now left click on the map the required new position. The unit will disappear from its original location and re-appear at the newly designated point.

The pop-down menu "Settings" contains the following:

To add reinforcements, you place a unit at the appropriate arrival hex with the left mouse click then call the pop-down menu "Settings" and click "Add Reinforcements". This will call up a dialog box allowing you to choose the game turn the unit will arrive at the area you have positioned it. Once you click "OK" on the dialog box the unit disappears from the map and will only appear during the game at the game turn specified.
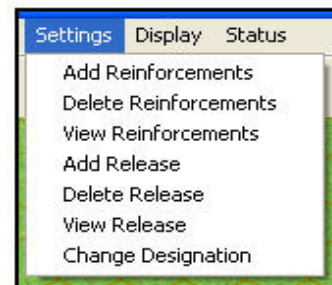
To delete a unit assigned as a reinforcement you need to use menu - Settings - View Reinforcements, click on the unit name and click on the 'Locate' button. Then click on the pop-down menu "Delete Reinforcements". A dialog box will appear where you enter the turn the reinforcements are due to arrive, then a new window appears and you can select which unit is to be removed from the reinforcement list. Once you click "OK" on the dialog box the unit chosen will be reset in the OOB listing. If you need to change the turn the unit appears, put the turn number in the box and click the "Change" button.

To set a release time for a unit do the following. Once the unit is chosen from the map and activated (yellow star in Unit Information Box), click the 'Fixed' menu option then call the **Settings** pop-down menu and click **Add Release**. This will call up a dialog box allowing you to choose the game turn the unit will become released and available to move by the player. To delete a unit so assigned you need to click on the unit then click on the pop-down menu

"Delete Release". The unit remains fixed but now without a release turn. To remove its 'Fixed' status click the 'Fixed' menu option again.

To change the release turn number, click **Add Release**. This will call up a dialog box allowing you to change the game turn the unit will become released.
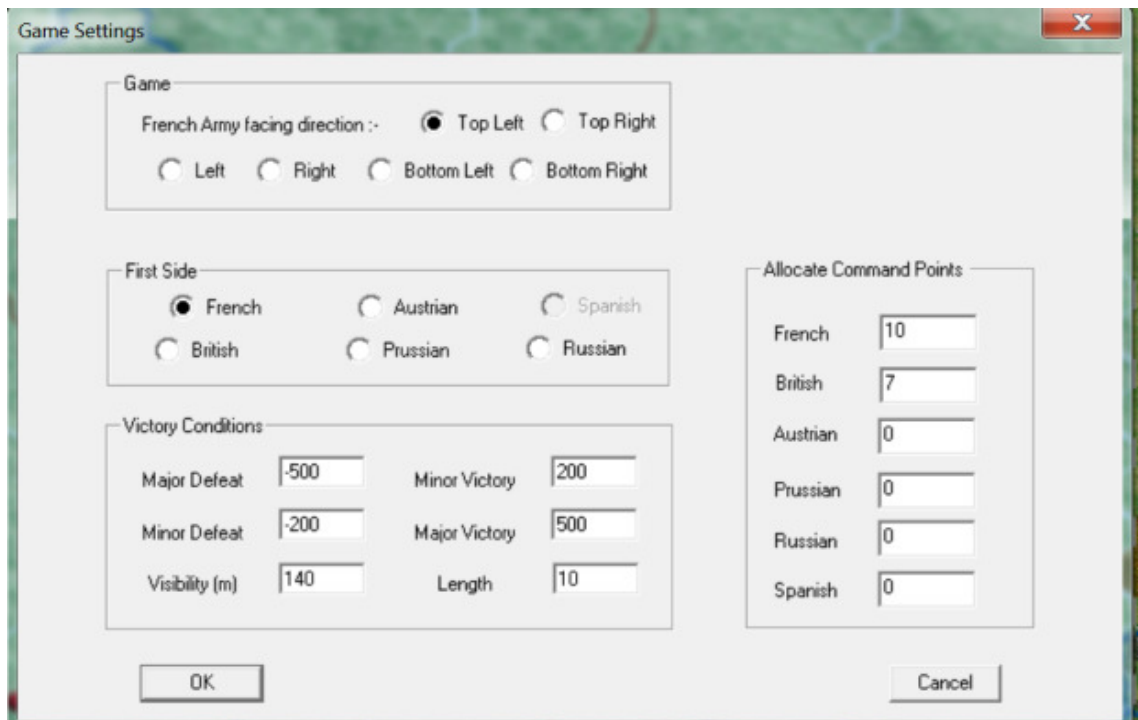

When all units are on the battlefield and modified as required, go to menu – **Scenario – Header** option and complete the pop-up 'Game Settings' dialog box.

The direction the French Army is facing or advancing must be specified for the scenario to work.

One of the armies must be specified as the First Side. This player will have the advantage of the opening move. All boxes within the 'Game Settings' box must be filled in. Visibility from 400m upwards is considered fine weather. A minimum of 1 game turn must be assigned to the scenario, there is no maximum.

Now, go to the menu – **Scenario – Description** pop-up box and complete as required. The 'Scenario Author' and 'Scenario Date' boxes each have a field of up to 30 characters. The 'Scenario Description' box has a field of up to 1000 characters.
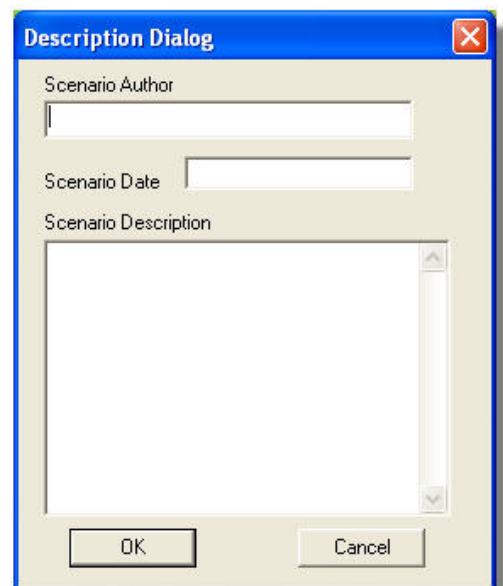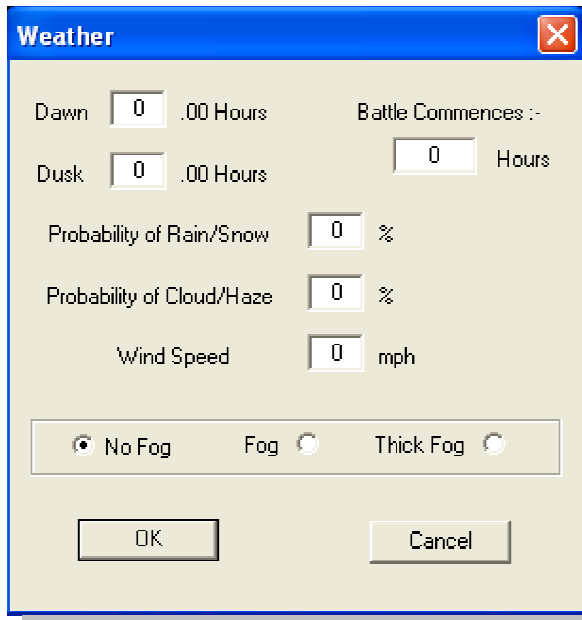
Finally, go to the menu – **Scenario – Weather** pop-up box and complete as required. All boxes have to be complete.
Details of the weather implications are given in the Tactical Guide.

When the scenario has been completed to your satisfaction, use the menu – **File – Save Scenario** option to call up the dialog box to give the battle a name and save the scenario.

To update your default settings when starting a battle use the menu – **File – Save Viewer Settings** option and tick the required boxes:

The Viewer Settings can be updated without loading or starting a scenario in the Scenario Editor.
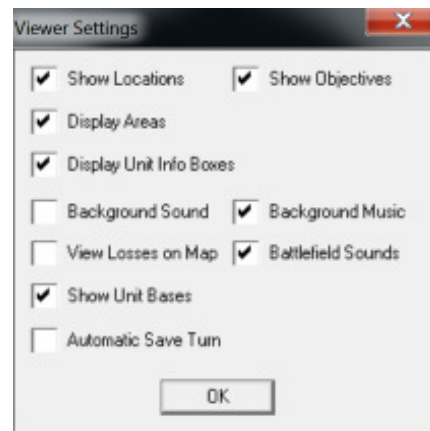
Existing Scenarios

Much the same as the above procedure, you start the editor and then go to the **File** menu and select **Open Scenario File**. A list of existing scenarios will be displayed for you to choose from.

It is suggested if you are going to edit the stock scenarios that ship with the game that you save them with new OOB and SCN file names. This will prevent conflicts if you choose to play against another person in the future.
Make your alterations, save the file and you are all done.