

Welcome to Boot Camp!

It is here that we will take you by the hand and teach you all the basics you will need to know to get started with Divided Ground.

OK. We should now have only trainees here.

We have designed some small and simple scenarios that will show you what you need to understand the game features.

Boot Camp Scenario One

In the first scenario, we will work on understanding your objectives, moving your units, and a little “target practice”.

At this time, you should launch the game, and press **Play Scenario** when the menu screen appears. When the “Scenario Type” screen appears, leave the toggle switch on **Standard**, and click on the **Start a New Game** button. When the “Scenarios” screen comes up, select the **Bootcamp Mission 1** scenario (this scenario should be at the top of the list of scenarios, as scenarios are organized by complexity by default, and this is the simplest one of all). After you have read the “introduction” copy for this scenario press the **OK** button.

NOTE: In this document a “click” refers to a single *left* mouse-button click; a *right* mouse-button click will be specified as a “right-click”.

Once the scenario has completed loading you will be asked to select who will control each side. At this time you should allow the Israeli to be controlled manually (this will be you) and the Arab Nations to be controlled by the computer. You have two options for a computer-controlled opponent: either with or without Fog of War. Fog of War will limit what enemy units and actions you can see (depending on “line of sight” and other visibility factors). For the purposes of this demonstration, simply select Computer. With this selected you will see all of the Egyptian units on the board. Once you feel comfortable playing the game we highly recommend playing against the Computer with Fog of War “on”.

The A/I (artificial intelligence) Selection Dialog has a button for “Rules” and a “slider bar” that can be used to set the advantage for one side or the other. Neither of these options is necessary in this scenario. For descriptions of the Optional Rules and the effects of the slider bar, please refer to your Players Guide.

Once you have set the A/I controls (remember: “Israeli A/I” on **Manual** and “Arab Nations A/I” on **Computer**), press the **OK** button to proceed. In a moment the battlefield map will be drawn on the screen. You will be informed that it is the Israeli Turn. You can right click on this box to proceed.

Now feel free to move the cursor to the edges of the map. This will scroll the map so you can examine the entire battlefield. Near the center of the map you will see the objectives for your mission.

Located in the objective hexes you will see Egyptian units. Need I say these are the enemy? One unit is located in an improved position in the village. The other unit is in an adjacent village hex.

You can hold down the **Shift** key on your keyboard to temporarily display the name of the village.

If you scroll the map down and to the right you will see your Israeli units setup along a dirt road. Move your cursor over each unit to see a description of the unit in the Info Box. The Info Box will be your main source of information throughout the game. Here you will be able to keep track of how strong your units are, how many Action Points (AP) they have available, and how effective they will be in combat.

As you “roam” your cursor over a unit notice that it becomes “highlighted” and displayed in the Info Box (found by default in the upper-right area of the interface). You will see that you have three rifle platoons, 1 machine gun platoon, 1 mortar unit and your leader, Captain Albaton.

Before we begin moving your units into position, take a moment to look at the interface. As you slowly move your cursor over each of the “Tool Bar” buttons along the bottom of the screen, you will see its function displayed in the area directly below the buttons. Also, pressing the **M** key will bring up the Menu Bar along the top of the screen. Refer to your Players Guide to learn the function of each of the items in the Menu Bar.

In each turn your combat units are able to move and/or fire. Each unit on the board has a set number of action points (APs). Each action a unit performs uses a certain amount of these APs. With this in mind, there are two “modes” in the game: “**Move Mode**” and “**Fire Mode**”. The left-most button on the Tool Bar will toggle you between these two modes. By default, each turn begins in Move Mode. We will keep it that way for this turn.

An important concept to learn in this game is hexes. Each hex on the board represents an area approximately 250 meters across. Each unit on the board represents a platoon. In this scenario you do not have 6 soldiers raiding this village. You have five platoons and their leader. Now, you may be asking yourself, “Where are the hexes?” They are there, however you cannot see them. To turn the hex outlines on, go to the **Options** menu in the Menu Bar and select **Hex Outlines**. Now can easily see each hex on the map. Click on any hex, at the very bottom of the screen on the right hand side you will see two numbers separated by a comma. This is the hex coordinate. Refer to this number to locate your units. To get information on the terrain in the hex, press the **U** key to bring up the Unit List; press the **U** key again to turn this off and increase the map size.

Now, let’s get ready to move your units into position to take control of that village. None of your units are within firing range, at this time, so we need to get them closer for some action. ***You must first select the unit.*** To select the rifle platoon in hex 20,21 position the cursor over it (notice the yellow highlight) and left-click on it once. When a unit is *selected*, it will have a **green highlight** and its “nameplate” in its Info Box will be brightened. Note that this unit currently has 100 Action Points (the maximum). Now, to move the unit, ***right*** click on the hex directly “above” it. You will see it move and you can also see that its number of APs has been reduced. You do not need to move each unit one hex at a time. If you right click on a hex the unit will try to move there using the fewest amount of APs.

While moving a unit, an enemy unit might fire at you. You may be wondering how it can do this during *your* turn. This is called Opportunity Fire (OpFire). A unit that does not use all of its available APs during its own turn is capable of using OpFire during its opponent’s turn. We will discuss this later.

Continue to move this same unit “up” the road two more hexes to hex 20,18. Now the unit’s APs

will be lowered. This is as far as it can go this turn. Now we will move the remainder of your units. You will see in hex 21,22 you have a rifle platoon and Captain Albaton. You do not need to move each unit in the hex individually. If you **double left-click** on the hex all the units in that hex will be selected. If you do this now you will see both the Captain and the rifle platoon are highlighted, though you will only see the Info Box for one unit. Right-clicking on the Info Box will toggle the selection to the next unit. To see both units' Info Boxes displayed simultaneously, press the U key. Move these units into position behind the first unit moved. Continue to move all of your units "up the road" toward the objectives as far as possible.

Your first turn is now complete. You have advanced your units nearer to the objective. Now, hand control of the game over to the computer for the Egyptian turn. To do this, left click on the red "Next Turn" button (the right-most button on the Tool Bar).

You will be prompted to name and save the game file. Go ahead and do this. At the end of each turn the game will automatically save your progress with this name.

The Egyptian turn will begin. It is likely that the units in the village will fire at some of your units. The results of this attack will vary from game to game. It is possible that some of your units will retreat, become disrupted and/or lose Strength Points (i.e., take casualties). It is also possible that nothing will happen to your units.

Once the computer is done attacking, control will be returned to you. You are now on turn two. On this turn we will attempt to maneuver your units into an attacking position closer to the village. A good place to set up your machine gun platoon is in hex 18,18. You can either move your units up across the bridge or you can move them directly across the stream.

Maneuver your units into position in and around hex 18,18. Your mortar unit will likely be far behind the rest of your units at this time; this is okay. Continue to get that unit as close to the action as you can. On the next turn he will become very useful. Once you have used all the APs of your units getting them into position, give control back to the Computer for the next turn.

Once the Egyptian player has completed its turn, you will probably see a Command Report for your side. In this report you can receive useful information about your forces. It will advise you on units that are disrupted, low on ammo, if reinforcements have arrived, and other various things.

If you have any unit that is Disrupted, it cannot move toward the closest known enemy unit, and its effectiveness in combat is reduced. It is best to get such a unit back in "good order" as soon as possible. First, you need to locate the unit(s), if you have any. "Roam" the cursor over the units (such that only the yellow outline appears). As each unit is "roamed over" its Info Box is displayed. If a unit is disrupted a big red 'D' is displayed in the icon area on the left side of the Info Box. If possible, move your leader into the hex with a disrupted unit. His leadership will increase the chance that the unit will become undisrupted on the next turn by raising that unit's morale. Remember: disruption works the same for the enemy; having an enemy unit disrupted will give you an advantage, especially when it's time to assault the village.

Now, we will discuss OpFire, as you may want to start using it for yourself. As you complete getting your units into position near hex 18,18, notice in their Info Boxes the number for Fire Cost. This is the amount of APs this unit requires to fire. You can either use these APs now to fire on the enemy in the village, or you can save it. If you save it, and the enemy fires or moves in your Line of Sight (LOS) then your unit may fire back. Really, since you are attacking the village,

I recommend letting them have it now, instead of later. But the choice is yours.

Remember also that there are two modes in this game, “Move Mode” and “Fire Mode”. Click on the left-most button on the Tool Bar to toggle to Fire Mode. Note that the cursor icon will change to a “circled crosshairs”. Now, select the friendly unit that you want to shoot with. Move the cursor over the target hex. You will see a display that will either show the attack factor against hard and soft targets in that hex, or it will show the unit beneath the cursor and its current defense value. **Right click** on the target to fire at that unit. Continue to fire with the units that wish to fire, except the mortar unit. We’ll save that one for a little later.

If you are lucky, one of the enemy units will retreat out of the village. If you are *very* lucky they might both “skedaddle”. The enemy units might also become disrupted, or lose Strength Points. Now all of your units, except the mortar unit, should have expended most of their APs, unless you saved some for OpFire.

We will now use your mortar section to rain some “high explosive” shells into the enemy-held village. On the Tool Bar, click on the Artillery Dialog button to display a list of “indirect fire” units available. It will list your mortar unit and the hex it is located in. If in Move mode, the game will automatically switch to Fire mode. As you move the cursor around the board, you will see the attack factors displayed in each hex you “roam” the cursor over. *Right-click* on one of the enemy units. You will see a large “crosshairs” icon appear in the hex indicating that it has been targeted for attack. Your mortar unit will still have enough APs remaining to fire a second time, so go ahead and plot another attack. This “indirect fire” by your mortar section will not ‘come down’ on the enemy until the start of your next turn. Go ahead and give control back to the computer player by pressing the “Next Turn” button.

During your third turn we will learn the basics of assaulting a hex. In this scenario we will use your rifle platoons to assault the enemy units in the village. Hopefully, your mortar unit has had some effect, as well as your attacks earlier in the game. You may want to have your machine gun lay some more fire into the village before you move in.

Your *rifle platoons* should be your main *assaulting* force (notice how these units have a higher “Assault” factor, as listed in the Info Box, than your mortar or MG units). Move your rifle platoons adjacent to the village hexes. Assaults are performed in the movement mode of the game. To perform an assault, the attacking units must have an assault factor greater than “1” (located in the Info Box), cannot be Disrupted, and must have enough APs to enter the target hex. Additionally, 20 APs are required to perform the assault. Select the unit you wish to perform the assault then right-click on the target hex. Remember that the target hex must be next to the assaulting unit. Once this is complete you will see the odds for this assault, both for your attack and your defense in the assault. If you wish to add more units to the assault (the more the better!), follow the same procedure and you will see the odds increase with each unit added. You will also see an icon displayed over the hex you have targeted for assault. To actually resolve the assault, click on the Tool Bar button for Resolve Assault. Hopefully, your assault will succeed and push the enemy out of the village.

Continue to play this scenario, trying ranged fire, indirect fire (with your mortar) and assaulting (if possible) until the scenario is complete. Once the time limit has been reached you will receive a report telling you how successful you were. This will conclude your first Boot Camp mission.

Basics Covered in Bootcamp 1:

- Locating Objectives

Movement
Direct Fire
Indirect Fire
Assault

Boot Camp Scenario Two

OK. Now that you have completed your initial training, we will use the second “Bootcamp” scenario to demonstrate some other aspects of the game that you will need to know. Start the second **Bootcamp Mission 2** now.

For an additional challenge, you might want to try playing this scenario with the Arab Nations units “A/I” set to “Computer with FOW” (Fog of War). If “Fog of War” is on, enemy units and fortifications will not be displayed on the map unless you’re in Line of Sight “LOS”.

In this scenario, you will have to move from the village you (*hopefully*) captured in the first mission deeper into enemy territory. This time, though, you will not be alone. During this scenario you will receive reinforcements to help you capture the objectives. However, since your reinforcements won’t be arriving immediately, start this mission by examining the map. Locate your objectives and your units. Some of your units are hiding in trees just outside the village. If you click on the Unit Bases button on the Tool Bar, you will be able to see the units more clearly. You can continue to play with the unit bases on, or you can toggle them off by pressing this same button again. Having Unit Bases “on” is a valuable aide in locating your units.

Just like in the first scenario, you will want to move your units into position and take the objectives. There will be one Israeli unit in the village hex that you will not be able to move. This unit is a *fixed* unit – your battalion headquarters. By looking on the left hand side of the Info Box you will see the letter **F** in a red circle. This is the designation for a fixed unit. A unit that is fixed cannot be moved until it is either ‘released’ or attacked by an enemy unit. For more information on fixed units, refer to the Players Guide. It is not important, for this scenario, that you understand this.

In this scenario you will also be able to use smoke. Smoke can be very helpful in limiting the Line of Sight of enemy units and can also lower the effectiveness of attacks going into or out of a hex. You will only have a limited amount of smoke available. Note the small “smoke” icon below the Tool Bar; this displays how many smoke rounds you have remaining. Only certain units are capable of firing smoke. In the Info Box, on the left hand side, you will see a little smoke icon if that unit is capable of firing smoke. In this scenario, only your 81mm mortar platoon can fire smoke. Firing smoke is similar to plotting normal Indirect Fire, except that you must hold down the **Alt** key when right-clicking on the target hex.

As you progress through the scenario, you will eventually see the message “reinforcements have arrived”. After this message appears, click on the Show Arrived button on the Tool Bar or press the **A** “hot key”. You will see a dialog box indicating that some trucks have arrived. *Double-click* on the units listed in the Arrived Dialog and they will be placed on the map and the program will automatically scroll to their entry location.

Now, you may be wondering, “How are two trucks going to help me here?” If you look in the trucks’ Info Box trucks you will see a full-color “helmet” Icon on the lower right hand side. This shows that the truck is carrying a passenger. If you right click on the loaded truck’s Info Box, its

passenger will be displayed

Use the trucks to bring the new units in a little closer to the action. But not too close! A truck is *very* vulnerable to enemy fire, and you don't want to get your new units killed before they have fired a shot. Endeavor to keep the trucks out of range of all enemy units. Once the trucks are in position, you will need to unload the units from their transport. To load (or unload) a unit requires 25 Action Points. All you need to do is select the loaded truck and click on the Load/Unload Units button on the Tool Bar and the units will pile out of the truck.

Basics Covered in Bootcamp 2:

- Firing Smoke
- Reinforcements
Unloading Units

Boot Camp Scenario Three

Congratulations. You are now ready for the third and final Bootcamp mission. Unfortunately, it won't be that simple. In this scenario, you will be defending the town captured in the second mission from an Egyptian counterattack. In this scenario you will have to deal with an enemy infantry attack – supported by Egyptian tanks!

At the start of this scenario you will see that you have pretty much the same units as you had during the first two missions, but you now also have an antitank gun. You will need it.

Remember that in this scenario, you are *defending*, not attacking. The action will come to you, and come quickly. Be prepared, you will have reinforcements arrive, but you are on your own at the start.

A new feature that you will have at your disposal in this scenario is some “off-board” artillery – a battery of 65mm howitzers! When you open the Artillery Dialog you will notice one unit marked with an asterisk (*). You will not be able to find these guns on the battlefield map. This unit is available to fire *only* from the Artillery Dialog, since the actual battery is considered to be “off map”. You can use off-board artillery the same way you used your mortar unit in the first two scenarios.

You will get various reinforcing units, including a platoon Sherman and Cromwell tanks. These “friendly” tanks may be your best bet in dealing with the Egyptian tanks roaming the battlefield. When your tanks arrive you can move and fire them in the same manner as an infantry unit.

Basics Covered in Bootcamp 3:

- Off-Board Artillery
- Armor units

Now that you have completed the three “Bootcamp” missions you might want to move on to the real show. Just as you did before in loading up the bootcamp scenarios, you will do the same procedure to start one of the 22 scenarios depicting the Middle East Conflicts: 1948-1973.