

Allied Army Division Officer Handbook

TOP SECRET



Prepared by:
Col. Unhocky AHCTC – CO

Approved by:
Field Marshal Svart Allied Army CO

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- Part 2 – Introduction to MapOIC
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Agenda



- **Part 1 – Organizational Stuff**
 - **Division Officer Responsibilities**
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Division Officer Responsibilities

TOP SECRET

- Executive Officer/Deputy Executive Officer:
 - Contact Div CO Once Per Week
 - **Volunteer for OIC Position for AOs/DOs**
 - **Volunteer for MapXO/MapOIC Role**
 - Allied Army Brigade Officer Handbook
- Commanding Officer
 - Contact Corps CO Once Per Week
 - Manage/Review XO/DXO and Brigade Officers on HC Tools
 - **Volunteer for OIC Position for AOs/DOs**
 - **Volunteer for MapXO/MapOIC Role**
 - Allied Army Brigade Officer Handbook

Agenda

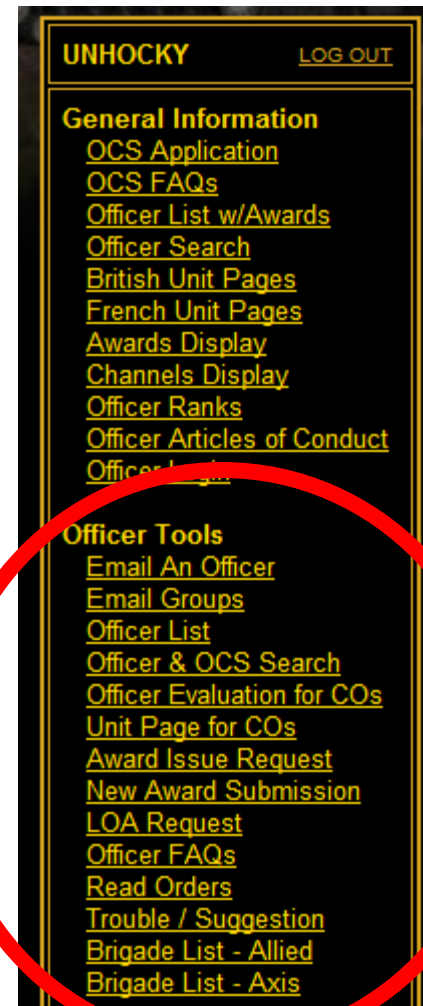


- **Part 1 – Organizational Stuff**
 - Division Officer Responsibilities
 - **HC Tools**
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

HC Tools

TOP SECRET

- HC Toolset
 - Officer List
 - Awards/Medal Submission for Officers
 - Individual/Group Email
 - **Officer Evaluation for COs**
 - HC Toolset



Agenda



- **Part 1 – Organizational Stuff**
 - Division Officer Responsibilities
 - HC Tools
 - **AAR**
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

AAR

After Action Reports



- May be Submitted on the Forums or Through the CoC as an Email
- **Encouraged but NOT Required**
- Shall Contain the Following:
 - Your Name/Rank/Position
 - Date/Time
 - Where
 - Brigades Involved/Engaged
 - A Few Paragraphs Detailing Action
 - Situation
 - Action
 - Outcome
 - Notable Combatants/Award Recommendations

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - **MapOIC Role & Responsibilities**
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

MapOIC Roles & Responsibilities

TOP SECRET

- MapOIC
 - **De facto Allied Commander**
 - Responsibilities
 - Army Flag Movement
 - Air/Navy Flag Movement in the Absence of a Branch OIC
 - AO Selection/AO Placement/AO Clear
 - Implementation of CinCs Strategic Vision
 - **Communication with the Player Base**
 - Delegate Tasks to other Officers On-line
 - **Primarily Filled by Division and Corps Officers (and those willing to learn)**
- MapXO
 - Assists MapOIC in Implementation of Strategy
 - Responsibilities
 - Supply Checks
 - Fallback Checks
 - Communication with the Player Base
 - **Whatever the MapOIC Tells Him to Do...**

MapOIC Roles & Responsibilities

TOP SECRET

De Facto Allied Commander in Chief

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - **Map Mechanics/Rules Review**
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Map Mechanics/Rules



Flag Movement Review

- Links(Army Flags ONLY)
 - Linking CPs MUST remain Allied for Duration of Movement Order
 - Linking FB MUST remain Allied for Duration of Movement Order
- Timer
 - **Backline-Backline 30 Minute Timer**
 - **Anything Frontline 60 Minute Timer**
- Mechanics
 - **Move MUST End Within One Link of a Flag Within Same Division**
 - HQ Flags Inherit Daughter Flags Missions
 - Movement Order Initiated by Left-Clicking on Current Flag Location, Right-Clicking on Destination, Mousing Through 'HC Options'>'Brigades'>'Move Here'>'Flag Name'

Map Mechanics/Rules

Flag Fallback Rules



- **CANNOT Be Set Except Through Intelligent Flag Movement**
- Army Order of Priority
 1. Previous Occupied Town
 2. Linked Town Occupied By DIV HQ
 3. Linked Town Occupied By Div "SISTER" Flag
 4. **Linked Town For Which Any Valid Legal Move Exists**
- Naval and Air Flags
 1. Previous Occupied Town
- **'Bounced' Flags Movement Timer = 30 Minutes**



Map Mechanics/Rules

Flag Fallback Rules - Training

TOP SECRET

- 'Bounced' with 'NO VALID FALLBACK'
- Off map for 12 hours
- British – Stromness, Scotland
- French – Brest, France
- Stalls Movement of the Map Eastward
- Challenges Supply Management on the Line for the Duration



CHECK YA FALLBACKS,
GOMER PYLE!!!

Map Mechanics/Rules

Flag Fallback Rules - Training

TOP SECRET

- Flags Must be Manually Moved Back to the Front
 - CANNOT be placed FL
 - MUST Return Adjacent to HQ (or other Sister Flags if HQ is not present)
 - **Return with FULL SUPPLY -- BEWARE!!!**



PLAN AHEAD FOR BOTH ALLIED AND AXIS RETURNING FLAGS!!!

Map Mechanics/Rules

TOP SECRET

Cutoff and Surrender

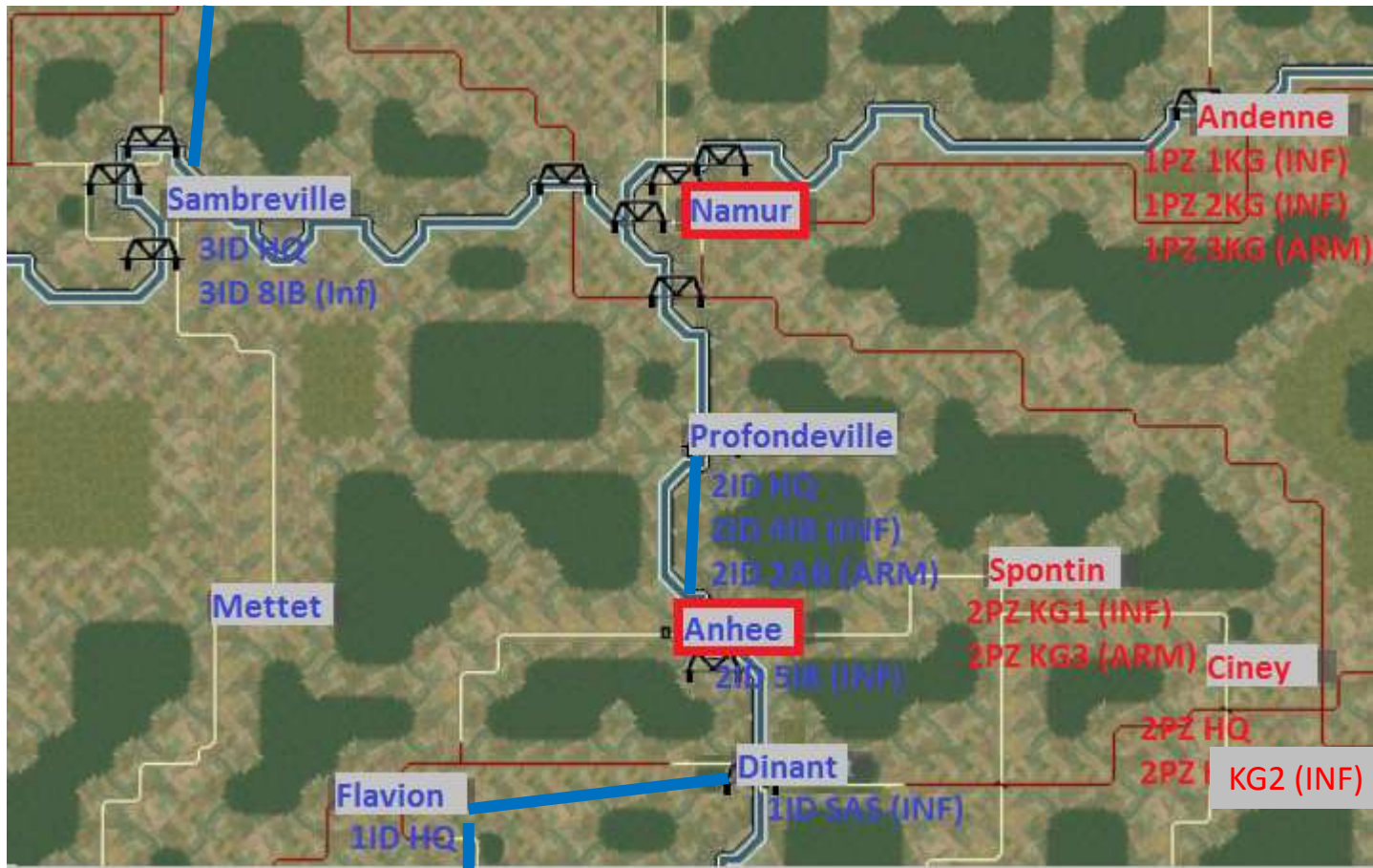
- Cutoff
 - **No Links Connecting to Factory**
 - Resupply Tickets Not Delivered
- Surrender
 - Denoted by White Flag on FL Towns in a Pocket
 - **After 12 Hours – Town Ownership Switches**
 - Brigades Fallback or Bounce to Training
- Relinking Eliminates Cutoff and Prevents Surrender



Map Mechanics/Rules

TOP SECRET

Fallback/Cutoff Example



- Situation
 - Namur ABs Under Axis Control
 - Anhee Under Heavy Pressure

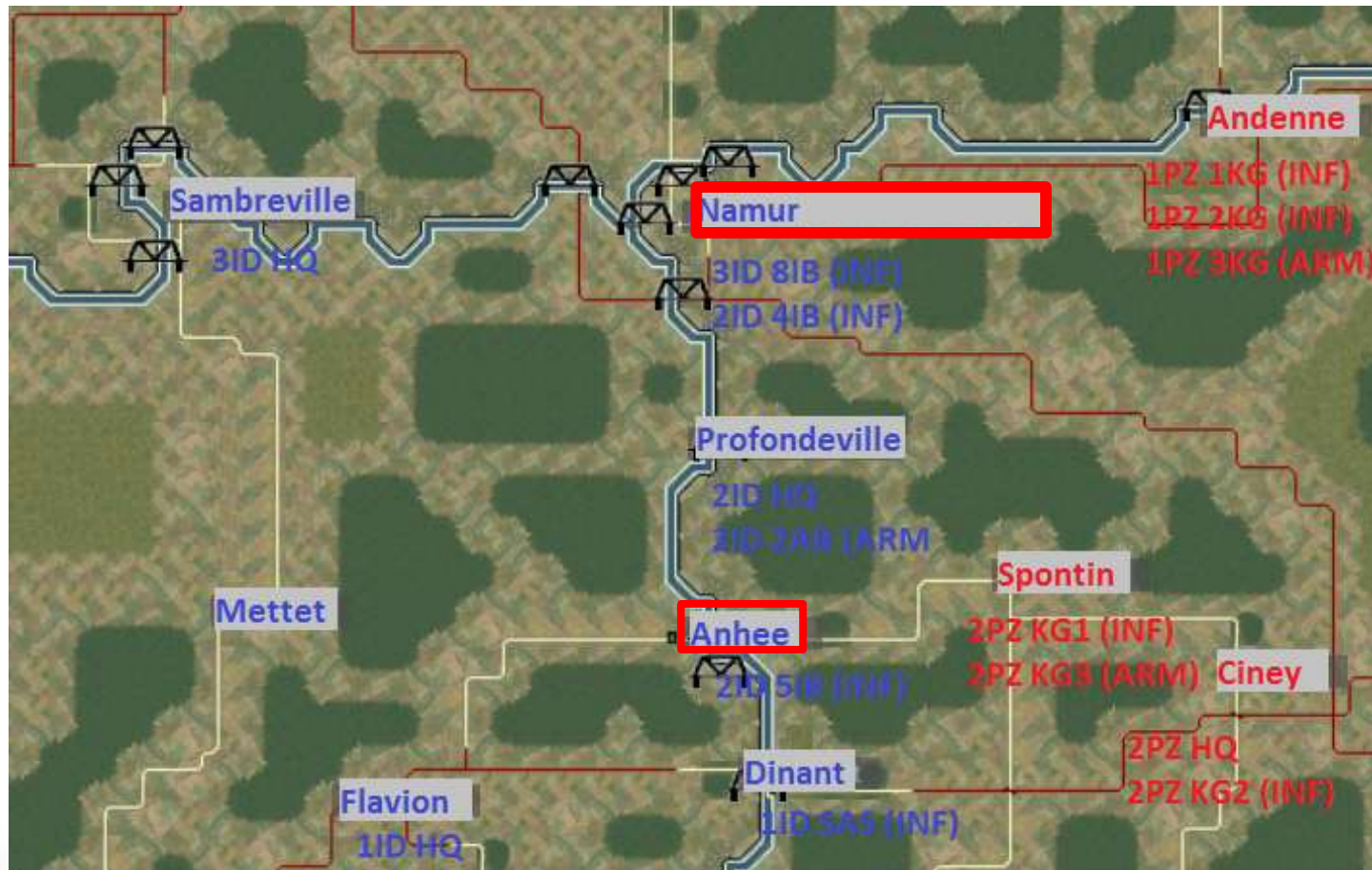
1. What was the most likely deployment prior to the Namur AB loss?
2. What are the risks associated with the current flag placement?
3. What is your next course of action?

Map Mechanics/Rules

TOP SECRET

Fallback/Cutoff Example

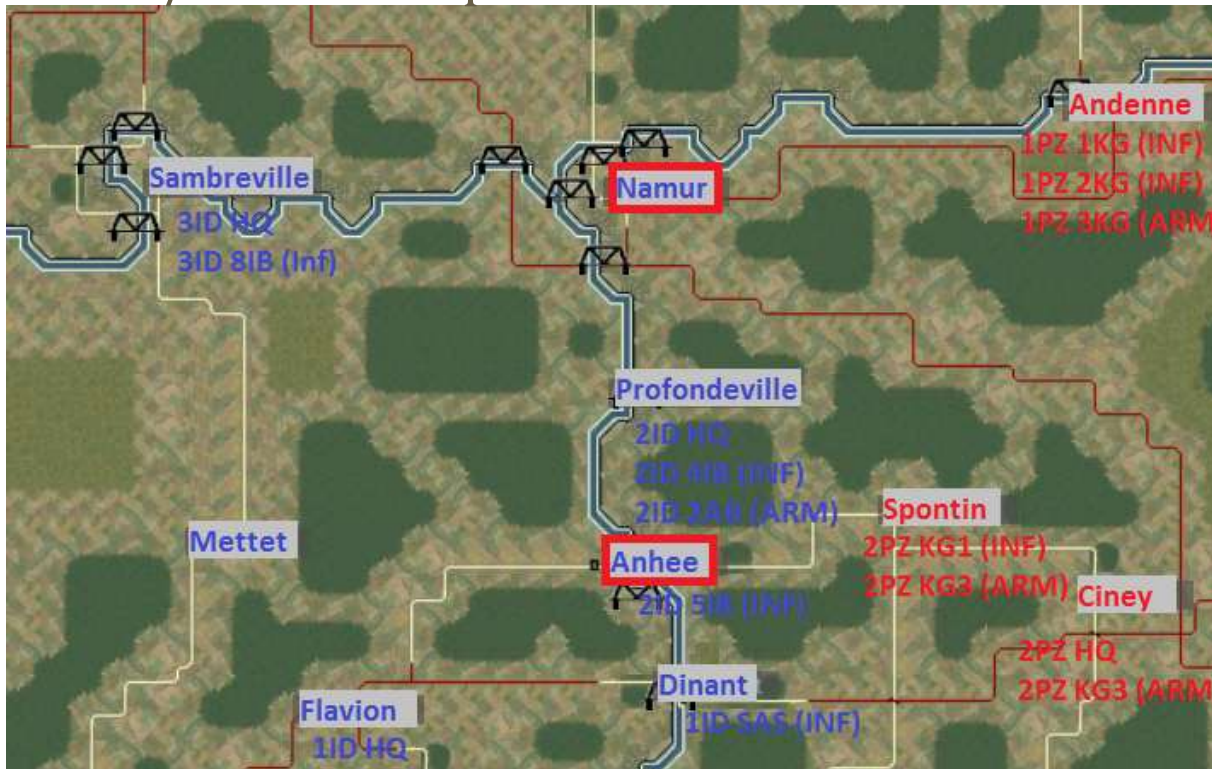
- Deployment Prior to Namur AB Loss
- What is troubling about this deployment?
 - 2ID Fallback Locations Up/Down Line



Map Mechanics/Rules



Fallback/Cutoff Example



- 21D 5IB (INF) fallback location is Profondeville
 - 21D in danger of cutoff/surrender should Anhee be captured
- Move 21D HQ, 21D 4IB, and 21D 2AB out of Profondeville into Anhee
 - Continue 21D HQ into Flavion

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - **Map Management**
 - **Division Deployment**
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Map Management

Division Deployment

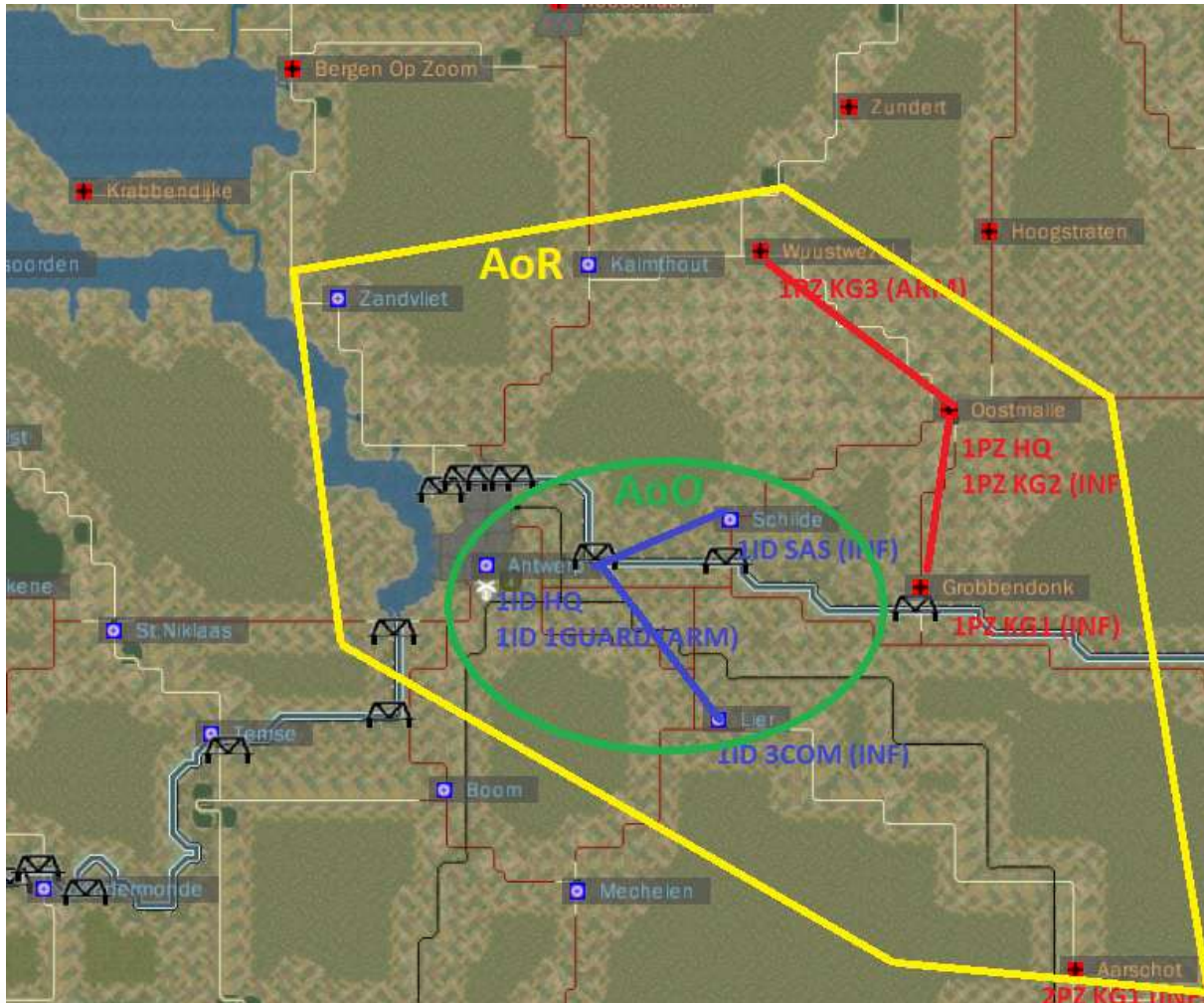


- Smallest Unit of Consideration – **Division (NOT Brigade)**
 - Due to flag movement rule – Within 1 Link
- Army Divisions Consist of the Following Four Flags
 - Division HQ
 - Infantry Brigade 1
 - Infantry Brigade 2
 - Armored Brigade
- **Area of Operation vs. Area of Responsibility**
 - Area of Operation(AoO) is Defined as the Towns the Division Occupies
 - Area of Responsibility(AoR) Contains the AoO but WILL be More Wide Ranging

Map Management

Division Deployment

TOP SECRET



1ID AoO

- Schilde
- Antwerp
- Lier

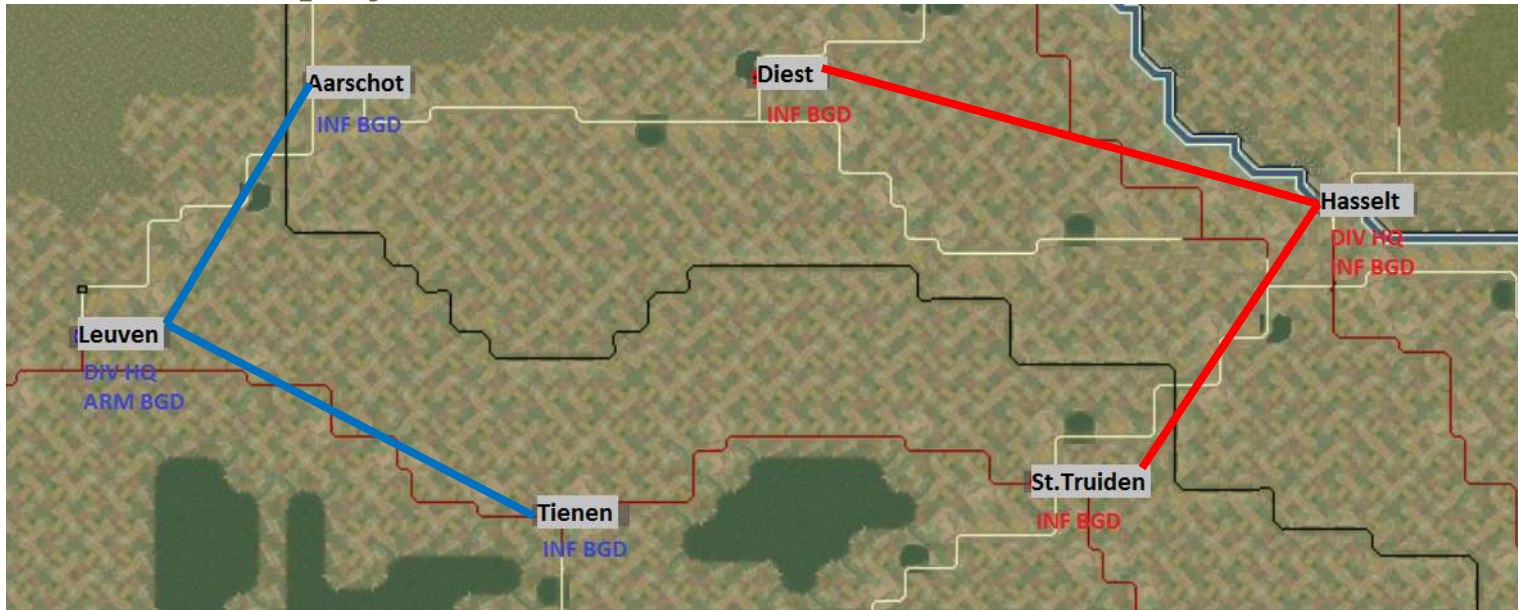
1ID AoR

- AoO
- Wuustwezel
- Oostmalle
- Grobbendonk
- Aarschot
- Zandvliet
- Kalmthout

Map Management

Division Deployment

TOP SECRET



- Triangle Deployment
 - Static Line - Inactive Area of Operation
 - No Active Attack Orders
 - No Active Defense Order
 - Recommended Divisional Deployment
 - Infantry Brigades Frontline
 - Armored Brigade Backline
 - Division HQ Backline
 - AoO - Aarschot, Leuven, and Tienen

Backline Placement Allows for Maneuverability and Flexibility of Flag Response

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - **Map Management**
 - Division Deployment
 - **Reading the Line**
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Map Management

Reading the Line

- Where Are We Strong?
- Where Are We Weak?
- How Many Frontline Links Do We Have?
- How Many Frontline Links Do They Have?
- What Links Will Shorten Our Line?
- What Links Will Lengthen Their Line?
- Proximity To Friendly AF? Axis AF?

LINKS

LINKS

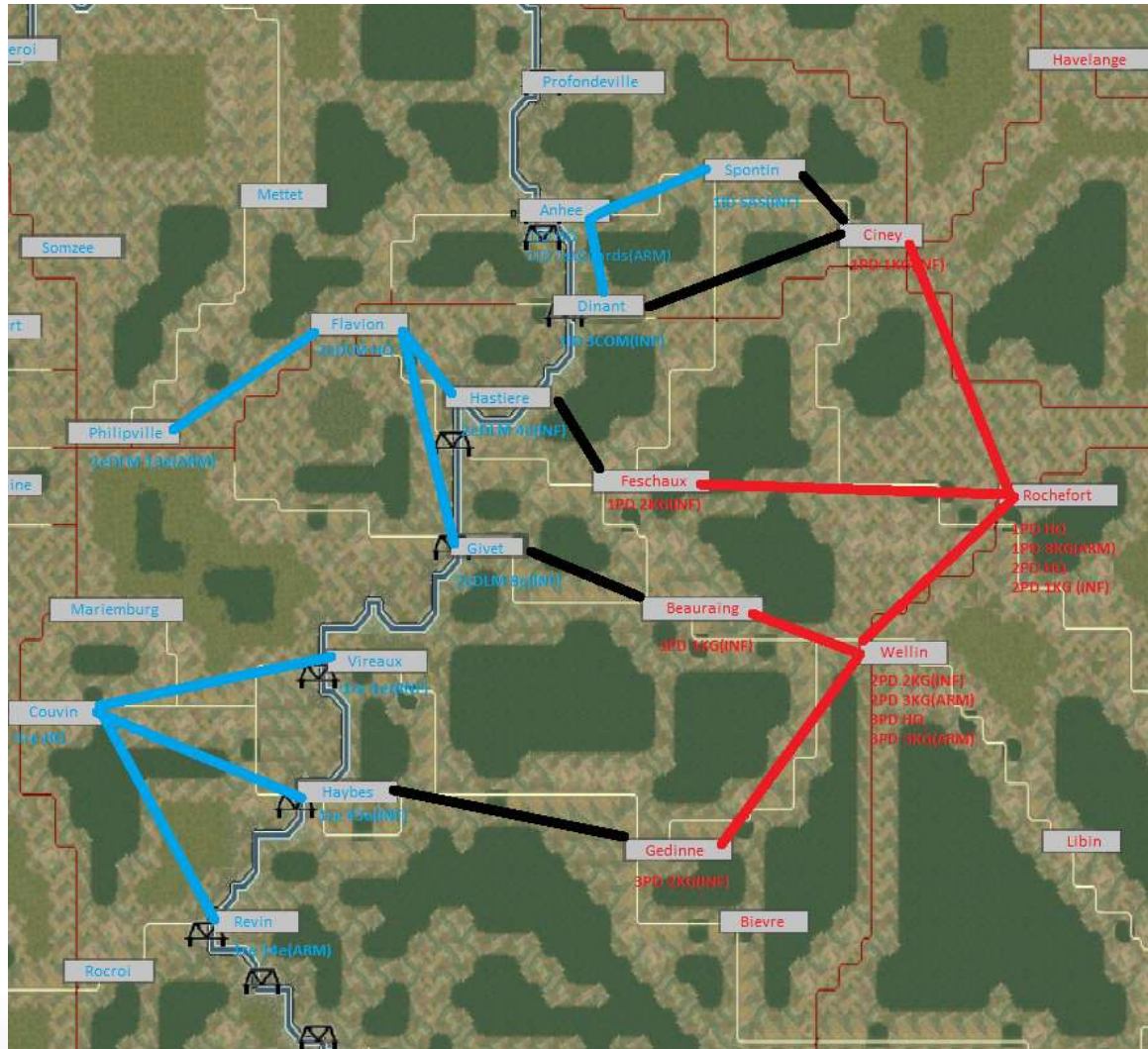
LINKS



Map Management

Reading the Line

TOP SECRET



- 5 FL Links
 - 4 Axis CPs
 - 5 Allied CPs
- Axis Deployment
 - 2 DIV on FL
 - 1 DIV Reserve
- Allied Deployment
 - 3 DIV on FL
 - 0 DIV Reserve
- Mobility?
- Local Supply Advantage?
- Reaction Time?
- Preferred Target?
- Priority Defense?
- Proximity to AFs?

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - **Map Management**
 - Division Deployment
 - Reading the Line
 - **Picking Your Targets**
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Map Management

Picking Your Targets - AOs and DOs



- What Towns Are Weak? (Ours and Theirs)
 - **Local Supply Advantage**
 - Flags/RDP Delay
- What Towns Can They Least Afford To Lose?
 - # of Links
 - Frontline and Backline
 - Proximity to AF
 - Breakout Potential
- **What Towns Can We Least Afford To Lose?**
- What Towns Are Easy For Our Side To Take?
 - Geographic & Town Layout
 - Familiarity
- What Can Move In Upon AO Success?

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - **Leading the Side**
 - **Communications**
 - Strategic Vision
 - MapXO
- Questions?

Leading the Side

Communications



- **CLEAR, CONCISE, ACCURATE, DECISIVE, AND CONSTANT**
- CLEAR
 - Easy to Understand
- CONCISE
 - Short and to the Point
- ACCURATE
 - Correct in All Details
- DECISIVE
 - Quick and Effective
- CONSTANT
 - Continuously Updated

**Need ATGs and FRUs
Rolling on P1 Ciney!
PM OIC unhocky for
Details.**

Leading the Side

Communications



- **Directing the PB = Single Most Important Role of MapOIC**
 - P1 AO
 - Defensive Priorities
 - Priority FB Busts/Holds
 - EWS Notices
 - Town Sitreps
 - Messages of Encouragement/Morale Boosters
 - Messages of Recognition for Jobs Well Done
- Ineffective Comms Will Doom the Most Well Planned AO
- Effective Communication Can Turn Around Stagnant Map Lines

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - **Leading the Side**
 - Communications
 - **Strategic Vision**
 - MapXO
- Questions?

Leading the Side

Strategic Vision



- Place a Sequence of AOs in Pursuit of an Objective
- What is the Ultimate Objective of a Sequence of Attacks
 - High Value Choke Point
 - Center Air Field
 - **Allied Line Shortening**
 - Axis Line Lengthening
 - Cutoff
 - Supply Attrition
- **Must View 'the Line' with a Vision of AO Sequence**
 - AO Target Identification
 - RDP Advantage
 - Supply
- Overall Campaign Strategic Vision Developed by DDOP with the Approval of CINC
 - Ask Senior Officer Online or Review Forums for Current Campaign Strategy

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- **Part 2 – Introduction to MapOIC**
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - **Leading the Side**
 - Communications
 - Strategic Vision
 - **MapXO**
- Questions?

Leading the Side

MapXO

TOP SECRET

- Does WHATEVER the MapOIC Asks
 - Check Supply
 - Check Fallbacks
 - Coordinate Squads
 - Communications
 - Map Moves
 - Monitor DOs
 - Monitor AOs
 - Assign OICs
 - Update .hcmotd
 - **And Anything Else a MapOIC Might Ask**



Leading the Side



- Be Decisive
- Be Loud
- Be Responsive
- Have FUN

Leading the Side



- External Links
 - http://www.battlegroundtools.com/current_map.php
 - <http://www.lagus.org/webmap>
- Reference Documents
 - [Concept of Operations](#) by Aeropaus
 - [Defensive Operations](#) by Aeropaus
 - [Offensive Operations](#) by Aeropaus
 - [Map Strategy](#) by Cosian

Agenda



- Part 1 – Organizational Stuff
 - Division Officer Responsibilities
 - HC Tools
 - AAR
- Part 2 – Introduction to MapOIC
 - MapOIC Role & Responsibilities
 - Map Mechanics/Rules Review
 - Map Management
 - Division Deployment
 - Reading the Line
 - Picking Your Targets
 - Leading the Side
 - Communications
 - Strategic Vision
 - MapXO
- Questions?

Questions?

TOP SECRET



Questions?

