

Karellean's Big Book of War

Forward: *This training manual is intended to assist with the development of the MAP OIC role, for the game Battleground Europe: World War 2 Online. It is not by any means, the be all and end all of how to run the MAP OIC role, and in time, with changes to game mechanics and content, it obviously will become dated and eventually out of date. This was written as of Patch 1.32 in February 2011. The ever changing game is probably one reason that Map OIC documentation is rarely written.*

I have taken the time to produce this manual, to hopefully fill something of a void in available written help for prospective Map OIC's , but I would make the point, that even though I am writing down as much as I can think of, that may be of assistance, I am of the view that there is NO SUBSTITUTE, for hands on training, and the help that can be given by others understanding the Map OIC role, over voice communications programs (i.e. Teamspeak) . Getting in there and doing the work, with the guidance of one or two senior officers is the best way to learn.

I have played both sides of the game myself, and though I was initially trained and started in the German Command, the majority of my command timewhas been spent on the Allied Side. So I have written it intentionally, with both sides in mind, and tried to remain neutral in its context.

There are many different schools of thought on how to carry out the MAP OIC role, and this training manual is obviously skewed to my school of thought. If it works great, if not that is another reason to get onto Teamspeak, and get as many different views as you can, to find what suits you.

That said, hopefully the concepts within this document remain of value for quite some time, and hopefully they prove of some value and benefit for those of you who take the time to read it.

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Karellean

Introduction: What is a Map OIC ?

A Map OIC, is the appointed or volunteered officer of a member of a WW2OL High Command.

Their primary duty is, with the assistance of others or guidance from Senior Officers, to make the strategic decisions and communications required to see their side successfully hold and if possible gain territory, with the primary objective of winning a campaign or map.

There are two distinct parts of the Map OIC role I have mentioned here.

The First is STRATEGIC DECISIONS, the second is COMMUNICATIONS, both of which will be covered in subsections within this training manual.

Poor Strategists will get punished by a better opposing strategist.

Poor communicators will see little support from their side's players for their objectives, and however sound the strategy may be, as well as poor communication will see an inefficient and ineffective use of your primary resource as a Map OIC, that resource being your side's player's time and energy.

You NEED BOTH strategy AND communications to succeed as a Map OIC in WWIOL.

Weakness in either area, will see a far lower probability of success.

MAP OIC Basic Communications Standards:

A Map OIC needs to be vigilant at all times, as to both the requests and communications from his/her playerbase as well as watching the flag moves and early warning system (EWS) indicators on towns, generated by opposition activity.

Where possible a prompt, clear, concise and polite response should be given to applicable communications received. Failure to meet these standards, will often result in frustration from your sides players.

Disseminating the important communications from the chatter and banter that appears in chat, is difficult, but possible, and is a skill learned over time. Very early on in your Map OIC career, it is advisable to not spawn in, or spawn in somewhere quiet, until you get used to watching the chat bar with one eye, and playing with the other.

Similarly the quality of your reply, in terms of being clear and concise, will improve over time, and again, not having the distraction of being spawned in early in your career will help with your attention being able to be focused on getting communications right.

This sounds a lot easier than it looks. With up to several hundred players at times, there is always going to be more than a few, who don't grasp, or don't agree what is needed. That will lead to conflict which needs to be avoided or mitigated as best possible.

Further in the manual more specifics will be given on this, but getting a grasp on these basic concepts, and understanding the value of communications is needed, before going into details on how to go about best delivering that.

Lastly and ultimately the hardest task, is a Map OIC needs to appear in control of the current state of play of the game with communications. The hard part is that your communications can NEVER be put across in a way that is viewed as arrogant, oppressive or negative. To do so is to ask for immediate disengagement from your sides' players to your requests, and an immediate hostile reaction on chat channels that will cause your players to lose focus, start offering abuse and usually log off.

Map OIC's who come across with these undesirable traits, will find that they are not forgiven easily, Map OIC's who consistently deliver a substandard quality of communications often will find their tenure as Map OIC, and even membership of High Command quite short.

Again tips on dealing with negativity, and tips on boosting morale will be covered further into the manual.

Map OIC Basic Movement Knowledge (OCS Refresher Course):

OCS covers the most basic of movement rules, as such you should be able to know how to actually move a flag, and what is needed to move flag. I will recap on these before moving into the next level of information that need to be understood, for those that may find this document, and do not have the benefit of OCS training.

Basics to Move a Flag:

1. The two towns must have a link between them (Check the source town to see if the town has a named CP for where you wish to move to) – DO NOT TRUST the road links shown on the map, some towns with these illustrated DO NOT in fact link (e.g. Sambreville / Gembloux). Some also have UNLIKELY links (Wellin/Boullion) and many of the river towns have links that are not apparent, until the CP list is inspected.
2. Both towns must be under your side's control.
3. The CPS from both the source and destination, in BOTH towns (2 CPS) must both be under your side's control.
4. Any FB (forward base/firebase) that exists between the two towns must be under your side's control.
5. The timer for the flag must be cooled down. If the flag moved recently behind the lines this will be 30 minutes, if it moved along, into or from the front lines it will be 60 minutes.
6. THE DESTINATION OF THE FLAG must have at least one ADJACENT flag from the SAME DIVISION in any of the towns it links to, that may include the town you are moving from.

Point 6 is the brigade movement rule, simplified to its most basic level, you may see a lot of different ways that put it across, but at the end of the day, that understanding is all the brigade movement rule boils down to.

The above is covered in OCS, and should be understood by ALL HC of any level prior to becoming a member.

OCS also touches on Timers for other MAP OIC related functions.

2 Minutes for any Flag move proposal by a HC to be Executed

4 Minutes for Supply to start to build in a flag after it has been moved

2 Minutes for any Attack Objective (AO) to commence

2 Minutes for any Attack Objective (AO) to start beginning its removal cycle as an objective (Withdraw of AO takes 5 minutes)

10 Minutes for building in an AO to become actively capturable after the AO commences.

10 Minutes for Army Bases, Docks and Airfield Bunkers to be capturable after the first OTHER capturable building is capped, AND on the proviso that at least ONE building has remained in the attacking sides control for the Duration of the 10 minutes.

OCS touches on fallbacks & hold at all costs (.fallback and .hold) which I will cover in more detail elsewhere.

Below is a review on fallbacks I personally feel should be covered more in OCS, but is currently limited in what attention OCS gives it, and no doubt will improved in future planned updates to the OCS program, as its importance becomes more apparent.

FLAG FALLBACKS:

What happens to flags, when they are “kicked”/”bounced” from a town. Where do they move to, and why do they sometimes get “routed” to training ?

Somewhat confusingly these are also referred to as just “fallbacks”, but are not to be mistaken with the .fallback command which is an entirely different concept. A FLAG FALLBACK, is in short, where a flag will go in the advent it is forcibly moved from a town, due to that town being captured by the enemy.

An understanding and grasp of this FLAG FALLBACK process is probably the most important, the most overlooked and most underrated piece of knowledge that a new Map OIC can get.

FLAG FALLBACKS, or where a flag will DOES GO, happens in a certain pattern and order, and if you know WHERE they fallback to, not only can you save yourself and your side from bad fallbacks, but you can immediately commence looking for bad fallbacks on the other side as well.

So let’s take a closer look at fallbacks and routing.

Flags when bounced will always try to fallback to the town they last occupied .

If that town now happens to be controlled by the other side, OR if that move would not be a legal move due to brigade move rules (see above section) **then** the flag will fallback in the following ways UNTIL it finds a valid legal move. HQ is the HQ that the flag being bounced belongs to, a sister flag is another flag that belongs to the same division.

Fallback order:

- 1. Fallback to last occupied town**
2. Fallback to linking town already occupied by its HQ
3. Fallback to linking town already occupied by “sister” Flag
4. Fallback to linking town that has any valid legal move.

Step 4. Can be a bit of a lottery at times. Consider the following example:

All the flags from the same division were stacked in the same town that got captured. ALL of that divisions had last came from the same town. Supposed there was multiple friendly towns, they could go back to... It would be somewhat random where these flags could end up.

This kind of problem is WHY we do not see WHOLE DIVISIONS stacked into one town, having the HQ back or a sister flag, at least provides some certainty on where a flag is going to go if it is forcibly moved.

Routing: - Sending Flags to Training

Provided the above is understood, and the brigade move rules are understood, routing is very simple. When forced to move --- FAILURE of a Flag to find a valid legal move in the above steps defined in flag movement rules , that a flag can move back to when it is bounced/kicked, results in it being sent to training for a period of 12 hours. Training is a “special place” where the flag, and its supply cannot be used by its owner. You do NOT want your flags there as a Map OIC.

Airforce and Navy Fallbacks have the simpler rule, of either the last town they occupied is still a valid legal move (which means for Airforce towns, there last town should not be frontline) OR they go to training.

This means that a flag becomes “Routable” when it ends up MORE than 2 friendly controlled link away from a sister flag. It also obviously becomes routable if ALL adjacent links are enemy controlled, as the flag has nowhere to go.

Now armed with this knowledge, whenever you move a flag, you should ALWAYS consider where it is going to fallback to in the advent it gets bounced. If the flag stands to be bounced into a direction that will see it trapped, OR into a direction that is going to open a hole in the Lines, then it is best to start considering ways that this fallback can be fixed. Sometimes this may mean a series of rotations are needed to get “the last town occupied” rule all nice and neat. Of course in busy parts of the map this is subject to timing and supply, but fallbacks should be fixed wherever possible.

The fact that adjacent SISTER brigades are required for moving flags, is why divisions are kept bunched together in their group of four flags, to give greater flexibility in movement... OCCASSIONLY you will see a division split off into two pairs, but when timing and supply permits, the flags should always be worked so that the pairs eventually find their way back together, and renew that flexibility in movement.

FORGETTING TO FIX FALLBACKS, ALLOWING BAD FALLBACKS TO HAPPEN is what ends up getting your sides flags trapped more often than not. DON'T let this become you, learn the fallback rules, remember ALWAYS to check them, and if unsure ask a senior officer as often as needed. Lost flags to training 90% of the time do more harm to the war effort than a lost town will.

I certainly lost towns at times, and got pushed back, but I never had a flag routed or pocket in my all my tenure on map, by avoiding bad fallbacks and routable positions of flags fanatically.

MAP OIC 101 – Your First Session

The first time you sit in the Big chair is often very daunting. The amount of pressure placed on you by virtue of the fact that your actions, or inaction can destroy hours, days or even weeks work by your sides players is immense. More often than not once this realization becomes apparent to the new Map OIC – your first instinct is you want to get out of that chair as soon as possible and find a new Map OIC.

Generally speaking the first time you take Map OIC, I would be more concerned with understanding how to hold on to what you have in front of you, more than working out any offensive plan. Offensive Planning nearly always takes more experience and practice, then what co-coordinating a defense does.

My advice is to “turtle down” why you get a grasp on things defensive, before worrying about attack.

So where to Start ??

FIRST STEP: Assessing your Current Defense Objectives.

The FIRST thing I would be looking at, is what towns your side is currently defending under enemy attack. These are of immediate concern. To understand how much immediate risk is involved. I would be spawning in quickly at each Defense objective, having a quick look FIRST HAND as to how many players from your side are defending, and asking on TARGET channel “ Is everything ok here?? “

Assessing a Defense in more detail will be covered in more detail later in the manual. If you know what a good defense looks like, and ideally as a HC officer you should already... Then judgment on this can probably quickly be made. Quickly check for spawn guards, AB guards if contested, number of inf around town, and ATG’s or Armour leaving town.

Ideally FIND A HC OR VET IN THIS TOWN, and PM them to ask if everything is ok and make a note of who it is so you can PM them later. If something needs doing urgently, Make some Noise on Target or SIDE if need be to get players to it.

That’s the OIC’s job though... We need to look at the MAP OIC’s Job...

So as a MAP OIC - MORE specifically what needs looking at – Is the SUPPLY that is available to defend this town.

Supply has three Basic Areas to be looked at:

1. Armor – What Tanks are left in the Supply Lists
2. Other Anti-Armor Capability – Often Tanks/Panzers run out fast, but they should never form the Primary DEFENSIVE against enemy armor anyway. Check the ATG’s/ Sappers available. Even if the armor list is low, it is quite acceptable to hold with just ATG’s
3. Automatic Weapons remaining - LMG’s & SMG’s form the bulk of weapons defense. Whilst players WILL defend with rifles or otherwise if they HAVE TO... It is not usually without complaint and often not successfully for very long.

Available Reinforcement Supply:

Assessment on what supply is IN the town, is the first part... Assessment of what supply COULD be brought to the town is the second part. After assessing the supply availability at each defense objective, wider assessment needs to be made on what reinforcement supply can be brought to the town. When making THAT judgment though, as a Map OIC

you have to be mindful that committing reinforcements to one town, may place another at risk of having no reinforcements... (How to better make THAT judgment call is covered further elsewhere.)

SECOND STEP: Widening your view to identify OTHER potential threats to the line.

After the current DO's have been assessed and supply to them assessed, it is time to broaden your scope on the map. The questions to ask yourself now are: (Each of these assessments are covered further down in this section)

What Friendly Towns look weak on the Map (From a Supply and Links point of View) ?

What Friendly Towns can our side least afford to Lose ?

What Friendly Towns would be easy for the opposition to take (Geographic & Town layout) ?

When the above questions are considered, the answers you write down, are the next likely attacks from your opponent. If you get a town which fits all three questions above, then it is very likely that it will be attacked before too much longer, and the real mystery is probably why is the other side not attacking it already. Any town which fits two of these three questions is a likely target.

As with checking supply in the current DO's, supply for these towns should also be assessed. Again, available reinforcement supply should be looked at, but NOT necessarily moved unless the town comes under attack.

Securing Identified Threats to the Line

Once identified, it is at this point I would be trying to get control to ALL forward bases to these towns identified as threats – This will provide some buffer, and early warning of a possible incoming attack, and with luck weaknesses can be covered for at times, with the disincentive of the opposition side having to regain the forward base.

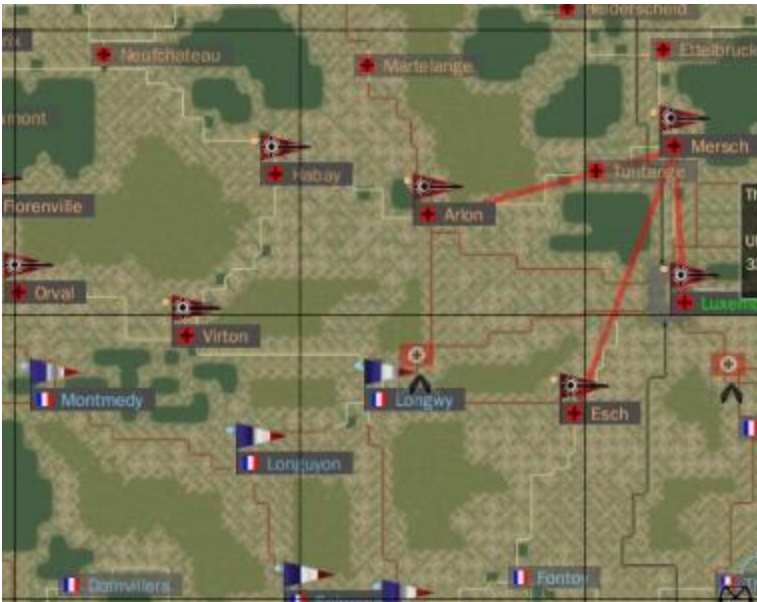
Depending of the availability of reinforcement supply, the distance it needs to travel, and the perceived urgency of it arriving – IF some reinforcement supply needs to be moved closer, then make those moves. Remember to always consider what you are exposing elsewhere when moving supply to an area.

Three Questions were asked above when trying to assess the wider scope of your sides lines for defensive weakness, I will attempt to detail how to make these assessments here.

Assessing What Friendly towns look weak on the Map:

“Weakness” of a town has several factors that input into the assessment. The first factor is the amount of enemy flags adjacent to town, compared to the amount of flags INSIDE the weak town. The factor of Weakness GROWS significantly if these flags are spread across MULTIPLE enemy links to the town.

Classic Example of this is Longwy – At map Start. – Look at the Image Below



Longwy in the Example above is a WEAK town for the Allies, as Axis have 4 flags in 4 different towns around it. By Comparison, the Allies have a Single Flag in Longwy.

The Second factor in a town looking weak is the type and amount of REINFORCEMENT flags that can be brought to attack it, as compared to the amount and TYPE of flags that can be brought to defend it. Supposing it's a 2 Flag on 1 Flag setup – That is not necessarily too bad... Depending on if one of the two attacking flags is a HQ or not. HQ's are very difficult to use in attack, but very solid in defense – Due to the rules where you can & cannot spawn in a HQ. A 2v1 Flag battle may also not be too bad, for the defense, IF there is sufficient supply nearby that could be rotated TO the town under attack, in a reasonable timeframe.... Typically you never want your reinforcements more than 90 minutes away, and 2 Hours at worst.

Lastly – If the opposition –KNOWS—Supply within the flags in a town is Low, then that too can make it seem weak on occasions.

Assessing what towns could our side least afford to lose (LONG SECTION):

Towns are NOT equal in value – Some, like Liege, Antwerp, Brussels and Aachen obviously have HUGE strategic value as they have many links, which allows freedom and ease of movement for Flags travelling up and down the Lines.

Those four towns are the most sought after, and the next most sought after is the Airfield towns. Airfields are milestones as the map moves West and East - Players from both sides, will rally in numbers to either defend or attack Airfields when the opportunity presents itself.

Due to their size though, the Big Four and the airfields are particularly difficult to take without either a lot of links or an awful lot of planning.

The above is pretty obvious and is known to just about every player in game. I mention it, because SOMETIMES the arrogant or foolish map OIC can forget that these towns ARE the most valuable. I have seen Liege, Antwerp and many Airfields fall at one time or another, due to failure of a Map OIC to provide sufficient supply and reserve supply, and think that just a HQ or HQ with Navy flags supporting it, will be sufficient to keep the town. Regardless of the confidence of holding the Big towns, ALWAYS have a backup plan for supply to these towns, on the chance the opposition DOES try coming for them and gets enough momentum to make a good play for them.

Away from the Obvious however, it is identifying what smaller towns that a side could least afford to lose, that often makes the difference between success and failure.

There are many smaller towns that are identified as KEY towns on the map, and when they fall often all hell will break loose soon after.

The most common of these smaller key towns are what can be classified as “chokepoint” towns.

Usually they have a LOT of links behind them, or Links that fork in opposite directions that force the side that loses control of this town, to have to move a lot of flags from elsewhere to cover holes in their line.

Examples of smaller towns where lots of links get exposed if they fall are Ciney, Phillipville, Sedan and Hasselt

Forks exist in many places, but the ones creating greatest concern are where the capture of the town which opens two links that split into different directions with many towns between those two needing to be traversed to cover. Examples of this are Aarschot & Tienen (under Axis Control) and though further east then start lines Champlon, Neufchateau.

Below are some graphical examples and explanations:



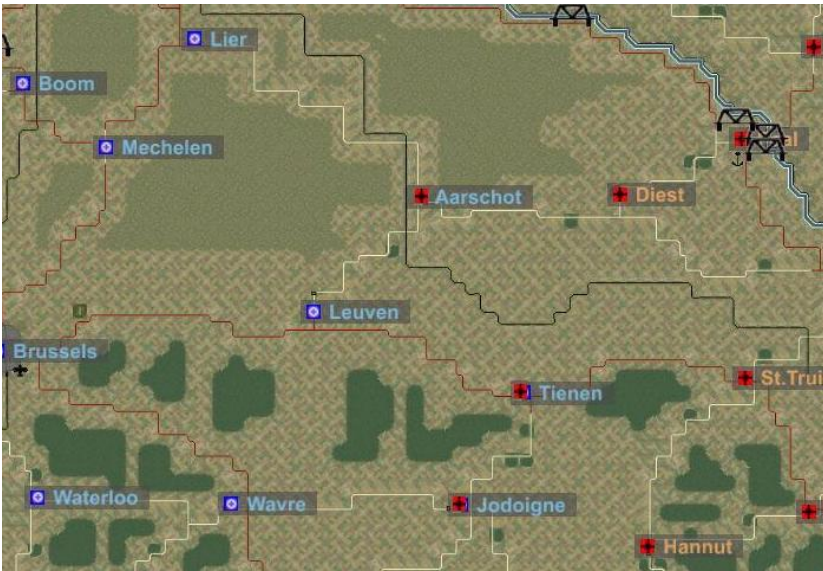
CINEY: The ultimate example of a Chokepoint Town. Ciney, when Under Allied Control, allows the flags formerly at Spontin & Dinant, to move forward and defend a single town in Ciney. Meanwhile Axis are forced to cover Havelange, March and Rochfort requiring three flags, instead of the normal one that would be needed if Ciney had remained in Axis Control. Feshchoux, has a link under it to Beurang and cannot be counted in this equation. Ciney is small and has only 1 AB. But the links on either side of it make it a pivotal town to hold



PHILLIPVILLE: Like the Ciney of the Allied Side – When under Axis Control it Frees Flavion and Givet to move forward to hold a single town. If Captured by Axis, it opens Marienburg, Cerfontaine, Somzee and Possibly Mettet (Walcourt is a random Link) that then need to be covered by the Allied Side. Making life VERY difficult for the Allies to cover this when it falls into Axis hands. Though Phillipville has 2 AB's it is still not a city, nor is it an airfield town. And the Links again make it a pivotal town to hold. And a Chokepoint for an Axis advance.

Sedan& Hasselt – Also fall into this chokepoint category, where if swapping sides from their native owner, a LOT of links become “exposed” behind them which creates headaches for the side losing those towns.

FORK TOWNS:



Aarschot & Tienen – When under Axis Control – Allies have to hold Lier and Leuven – The problem is it is a LONG way between these two towns through Leuven, Brussels, Mechelen up to Lier, meaning the flags have to spread out a lot more than if the Allies simply held Aarschot. Tienen is the same deal if Axis controlled. With Leuven, Brussels, Wavre and Jodoigne requiring quite a spread of flags.



CHAMPLON & NEUFCHATEAU: When these are captured by the Allies, as with Aarchshot and Tienen above – a long chain of towns in the backfield is created to shift supply between the two. Champlon under Allied Control requires flags to go through 5 towns taking some 3-4 hours to shift supply to Flamierge.

Neufchateau similarly poses a problem for supply to go between Cobreville and Habay.

Assessing what Friendly Towns would be easy for the opposition to take:

A town which has any kind of terrain like that makes it SUCCEPTABLE to attack is often referred to as “Campable” in common slang.

A highly “Campable” town is one which refers to the attacking side being at an advantage in terrain as opposed to the defending side. Most commonly a campable town is one which is at the bottom of a valley surrounded by hills. Attackers can setup on the hills and overlook towns at a fair range with excellent lines of sight and improved chances of kills compared to the defending side.

The perceived “Campability” of a town is not just limited geographical characteristics – But also can be its proximity to an enemy Airfield, where if close, it is susceptible to being heavily bombed, hampering efforts to either get to, or hold defensive positions in and around town... making it very difficult to defend.

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Conversley where the town is at the top of a hill, and the attackers need to approach from a valley, or the defending town is close to a friendly airfield. The difficulty an attacking side will have in capturing it is significantly higher.

The other geographical feature is rivers. Rivers typically restrict or eliminate the presence of armor one side of the town. That side depends on where the army base is in town, or which side of the river the attackers spawn from. The uneven distribution of armor can make it harder or easier for a side to capture a town. Generally speaking Rivers favor the defender.

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Town Layout & Size:

Some towns are simply TOO BIG to tackle head on, with no planning. (Liege, Aachen) – Some are still too big to tackle with low population levels – Often towns with two or three army bases. Some have very spread out CP’s some are small and close in. Some are very elongated (Phillipville/ Cerf) ... Identifying what makes a town easier to take, and not take is something that should be learnt as a field OIC. Map OIC is an extension of this knowledge, in recognizing what links, population level, supply and morale you have to recognise what towns layouts and sizes could be feasibly attacked or defended at the current point of time you are on Map OIC.

THIRD STEP: Assessing the map for placement of an Attack Objective.

Based on the information on process covered in step two... Finding an Attack objective is essentially the same process, and the same three questions are asked but the perspective of each side is reversed.

So the three questions to ask are

What Enemy Towns look weak on the Map (From a Supply and Links point of View) ?

What Enemy Towns can their side least afford to Lose ?

What Friendly Towns would be easy for the our side to take (Geographic & Town layout) ?

Assess the above as you did for the defensive side of things, and hopefully you get one or two towns which match all three questions.

As a NEW map OIC, who should be focused on defense... Generally speaking, towns which meet two or three of the questions are a good starting point for placing attack objectives.

As you gain experience and learn more, AO's can be placed with a deeper scope and strategy.

----That the end of the BASIC MAP OIC 101 Section---

Consolidating Basic Map and Game Knowledge – Map OIC 102

Assuming that 101 is understood, and a few sessions of Map OIC, using your Map 101 knowledge have been undertaken, then you are probably ready for some deeper information.

In this unit, additional game concepts will be reviewed, that are not necessarily MOIC material, but NEED to be known by MOIC's in order to perform the role at a higher level – To experienced players / field commanders these are probably well known... But as this is designed to be a Green Tags guide to MOIC, I do not assume knowledge... If I think you need it for MOIC, then I will cover it in my own words, as in this extension unit. – Karellean

Understanding the methods of taking towns:

The methods used to capture any given town can generally be broken down into six ways.

1. Town is captured with no resistance (Soft-Cap)
2. Town is captured directly with brute force or strategic use of force. (Standard Capture)
3. Town is captured due to a prompt and overwhelming wave of numbers (Known as the “Zerg”, or “Fast Swap”)
4. Town is captured by stealth and careful timing, with precision to elements of the town capped (Known as the “Ninja Cap”) – *This definition of careful timing, can also coincide with captures within other towns.*
5. Town is attrited to the point that no supply remains to defend it, and is then captured. (Capture by Attrition)
6. Town is captured by virtue of the fact that the enemy was forced to withdraw to defend elsewhere, or forced to withdraw due to risk of being cut-off. (Strategic Capture)

As Map OIC's we need to be aware of these methods used to capture towns, not only to identify the best way to go about taking territory, but to be aware of the risks posed to towns within our currently held territory.

The first three modes of capture are usually driven by the effectiveness driven by Field OIC's and Squad OIC's as well as veterans within your playerbase. Generally as a MOIC, though you pick the objectives, unless you are doubling up in your role, you are usually not directly responsible for the success or failure to take or hold a town with these methods. As a MOIC your responsibility to any objective exposed to these modes of capture (offensively or defensively) is to ensure that sufficient supply is available for your players to use, and that the primary resource at your disposal (players) are spread effectively throughout your objectives.

The last two modes of Capture, when they occur ARE more directly attributable to MAP OIC's guidance and actions.

Whatever the mode used to take a town, or a town falls to... It is key to remember though, that regardless of your actions, no victory is possible with players, the support of players and their squads, and normally (though not necessarily) other HC.

Generally speaking as you progress through learning MOIC, you will take towns successfully in the order the modes of capture were listed above. Progressing to the Attrition and Strategic Capture as your knowledge of the MOIC role expands.

The order you will usually lose towns, has a degree of dependence on who is the opposing Map OIC, during your stint in the role, and will largely depend on how well you manage your Map OIC 101 learnings.

Method 1: Softcaps

Softcaps require “boots” (infantry) and a method to get to the target town, that is all. I won’t say all softcaps are of low importance, as that is untrue, but GENERALLY speaking they are done in “spare time” or with “spare objectives” as a filler of time.

It is knowing WHEN and HOW to softcap that is the key to seeing the best returns.

Two things to consider, before ordering a softcap:

- 1. Is the town you are softcapping easily recapped by the opposition should they wish to do so. If it is, then consider the LIKELIHOOD of the opposition recapping the town by their own softcap, and weigh that against the value of the town. If the likelihood of recapture outweighs the time you will need to invest to capture, resources needed to defend the town or importance of the town, then it is most probably a waste of time.*
- 2. How long is it going to take to get to the target town, how long is it going to take to complete the softcap, what is the likelihood of resistance?? Will I need this attack objective elsewhere within that time frame?*

Generally speaking I order a softcap, only when the spare resources are available on my side to get it done fast, without opposition and without likelihood of being recapped.

EXCEPTIONS to that are:

1. Softcapping where flags are following behind and will move into the town as soon as practical.
2. Softcapping where either your sides flags will pass ADJACENT to a town, in order to improve movement timers of flags, or the enemies flags are projected to move past a town, to slow their timers.
3. Softcapping where capture will force the opposition to move flags to cover up a threat, and prevent further softcapping advances, but only so far as to the softcap is still time economical.

Method 2: Standard Capture.

There are many ways that could be deemed standard, my idea of a standard attack, is guns towed to high points and 3-4 frus before placing an attack objective and calling for infantry, and a sensible amount of armour. In a GOOD attack planning will go further to identify a Zone of Control (Zoc) where armor and infantry can mass and safely traverse to enter town proper. Additional planning will go into the consideration of forward base defence, and specific FRU’s that may be needed to capture or defend strategic points. Planning may also include the co-ordination of Air or Naval assets to assist capture.

Method 3: The Zerg and/or Fast switch

Both of these operate on the same principal that a significant number of your sides players, will spawn in, disperse, and lockdown key areas before the opposition responds.

The difference between the two is subtle, in that the “Zerg” starts from the forward base, and is the use of overwhelming numbers as the attack commences, where the fast switch already has an attack objective operating

(often for a period of time) has FRU's and some limited assets in place. The timing of both varies, with ZERGS often sending all the gear they can muster in one hit before the AO is placed. Where fast swaps often are only executed after a key spawnable or other CP is capped.

Method 4: The Ninja Cap

It is, one of the most annoying methods of capture for a defense to face off against. The principle is that the attack is kept low-key, so low key in fact that ideally you want to bore the defense to death, and lead them into a false sense of security that the town is under control. Whatever means is necessary (as long it is kept low key and done with barely any people) is used to cap 1, maybe 2 CP's in the hope of getting the AB contested. Typically this will continue for ten to 15 minutes after the radios get contested. But never capping too many at once... Then, with a single co-ordinated force... attempt capture by stealth of any Army Bunkers in hope they are not defended. An advanced variant of this co-ordinates TEAMS to capture these in case resistance is met... Typically 5-6 will clear a bunker, more will be required to hold it...

Method 5: Attrition Cap

By far the longest of the methods to capture a single town, as it requires time to kill every unit of consequence within a enemy flag. CP caps if this is the intended mode of capture are not as important... Capping CP's should be done to IMPROVE the "burn rate" or Kill rate of enemy supply, as they strive to regain it. Capping Army Bases is not as important as surrounding them and locking them down. Though these take time, the pay off is, IF your side has done some solid strategic work with its flags, and fresh supply is rotated... Then once the town is captured by attrition, quite often it is very easy to push on to another town and chase the flags that are in a poor state of supply, until they get help.

Method 6: Strategic Capture

This is where a series of objectives, or flag movements provide such a threat to the opposition elsewhere, that they are forced to withdraw their defensive units, in order to cover the greater threat to their line, and therefore allowing the town to be captured. Many opportunities exist for this type of capture on a regular basis, but it may take HOURS of work in charge of the map to see results and the payoff. Often the ground work laid out by one map OIC, and plan issued, is not seen by himself, but the following MOIC reaps the benefit of the work.

OTHER TYPES OF ATTACK OBJECTIVE – WHERE CAPTURE IS NOT THE INTENDED OUTCOME

Obviously capturing an enemy town is 99.9% of the time better than leaving it, the exceptions hopefully I will get to in later headings. There is cause sometimes to place AO's where capture will be difficult or irreparable, but there is purpose. WHEN PLACING ANY SORT OF NON CAPTURE OBJECTIVE – BE VERY VERY CLEAR TO STATE THAT IT IS NOT A CAPTURE AO, AND IT –MAY–BE WITHDRAWN AT VERY SHORT NOTICE... You will find the playerbase SIGNIFICANTLY more understanding when “their” objective is removed, even though the town goes uncaptured.

AIRKICK AO : Taking airfield towns is notoriously difficult, however removing the Airflags themselves is often not as difficult. Objectives are commonly placed with the sole purpose of kicking the air flags of an airfield town, whilst not capturing the town itself.

ATTRITION AO: On occasions objectives will be placed with the intent of draining an amount of supply in a neighboring town so that it may not be used to reinforce another objective elsewhere. Often this involves the use of a lot of ATG's focused at Army Bases, to see how many enemy armor units can be destroyed cheaply. Rifles are the preferred infantry weapon. There IS DANGER that this can escalate beyond their intended scope, and need to be controlled carefully. If it becomes apparent you are using more supply than the opposition, then it is being done wrong and the AO should be cleared.

STRATEGIC PINNING AO: As with the attrition AO, this has the same purpose, in that it is designed to weaken or reduce the reinforcement chances of another nearby primary objective. The difference is that, the presence of the attack objective itself and the fact the town already has its 10 minute timers active, is sufficient enough deterrent to rote flags. Pinning AO's also often keep the opposition in doubt over WHAT is your side's primary objective, and can also be used for fast swaps, zergs and ninja caps ... IF things are done right..

MOLE AO: Another common use of an attack objective without intent of capture. The objective of this AO, is to use a SMALL Number of your side's resources (player numbers) to tie up and keep busy a greater amount of opposing player resources. If done right this can help mitigate being underpopulated, and on occasions also provide opportunities for a fast swap or a zerg. Mole objectives are typically large cities, but under the right circumstances this may apply to other key towns. I say KEY TOWNS, because a mole AO on a low priority town, is not going to carry anywhere NEAR the effectiveness it will on an important one. The BIGGEST risk of a Mole AO is having your own side's resources and players tied up in it too heavily, often resulting in stalled progress elsewhere.

PLACEHOLDER AO: This is when as a MOIC you absolutely HAVE to dump an AO somewhere, or have the system stick it where you don't want it. It also may be because you NEED to AO a town with a flag in it, in order to be able to place a softcap (Softcaps can only make up 50% of your objectives). Very important to announce these to the PB as you place them so they can be withdrawn without argument quickly....

BOGUS/FAKE/DECOY AO: This is used at times, as part of a diversionary technique designed to get the opposition to spawn in the wrong place, from your intended target. This works by having your side set off the early warning system to a town, possibly even drive a few trucks and a couple of light tanks in... Make it look for ALL MONEY like this is the next big attack for the opposition to defend... Placing the AO on the town, seals the deal on the deception, and usually will see a heavy opposition response... To pull this off though it NEEDS TO BE ADVERTISED that the attack IS FAKE, and you NEED to be confident that the playerbase understands the deception. (You also need a spare AO for the real one :P) ... Why this works ??? -- Players once they spawn at any given town, like to settle in... They do not like shifting from town to town quickly... And that's understandable, as you get a degree of “local area knowledge” the longer you stay in one

place, as to where Tanks and Infantry are coming from. So getting the opposition to setup heavily at an alternate fake target first... Will usually boost (significantly on occasions), the time you have to setup at your real target.

FB BUSTING – The Destroyer of Your opponents momentum.

One of the most underrated pieces of knowledge that veterans have, is knowing how to get a forward base down, no matter what the situation. Sometimes it is a lack of supply, sometimes it is a staunch defense... Either way it is usually the games finest that get the tough FB's down and back in your sides control.

Forward Bases are the lifeblood of ANY attack and getting them down is what will HANG the oppositions momentum and allow you to get your own plans moving. As such it is important to know a series of tricks and key pieces of information about how to destroy them.

I will go through this from a green tag level, for completeness.

BASIC FB KNOWLEDGE

Forward Bases exist between every link between two towns for about 80% of towns on the map.

Provided an Army, non HQ flag is in the town the FB base is linked to, then you may spawn those units from the FB as you would from the Armybase in town. Naval Units, Airforce Units and HQ's CANNOT spawn at a forward base.

Where a forward base exists, you need to have it under your sides control in order to spawn from it.

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Determining the existence of a forward base, and who owns it, can be down by LEFT-CLICKING, both the linked towns in question on the map. If after selecting both towns on the link in question, NEITHER shows a Forward Base then one probably does not exist. Confirm the towns are linked by checking the CP's in one town.

If the town is linked but no forward base exists between those towns, then units will need to be spawned from the Armybases or CP's in these towns in order to attack or defend between them.

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A forward base usually has two components:

1. An Infantry Spawn
2. A Vehicle Spawn

On occasions, usually on the maps far edges a third component "Supply Tents" will exist as well

In order to destroy a forward base, sapper satchels need to be applied to each of the components.

Infantry Spawn requires 8 satchels, placed on any of the green tent roofs.

Vehicle Spawn if done correctly, and satchels are attached to the support poles inside the spawn, requires 4 satchels. If satchels are applied elsewhere 5 or 6 may be required.

Supply Tents typically require 1 satchel on each of the additional supply tents.

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Advanced FB Knowledge

There is no graphical interface to check the damage on a Forward Base, there IS however a command line “dot command” that can be used to check this LEFT CLICKING the Forward base to select it and then typing “.own” will give a readout of the forward bases damage. If you see “down” it means the component of the forward base is already destroyed. Otherwise the % is shown of each component. Each satchel does 12.5 % to Infantry and 25% to vehicle, so it should be possible to calculate how many more charges are required.

FB’s regenerate their %’s slowly to full... and provided it is completed within about 10 minutes, the minimum number of satchel charges will be needed. If it process is drawn out over time (usually due to defence) then additional charge will be needed.

There IS ONE QUIRK with FBS and their repair process... If a facility (say vehicle) is down... Even if the % recovers and shows under 100%... it will be classed as down until the the forward base completely repairs on all facilities. Meaning if you destroy one component, even if it apparently repairs, it does not need any additional satchels. That knowledge allows what is usually a limited number of satchels to focus on the remaining undestroyed component.

FRU’s to FB’s – FB’s may be set as the target of a mission and sometimes it is necessary to do so... Fru’s may be set to a range of 400m – TO THE FB MARKER on the map... The FB marker on the map is NOT always over the top of the actual facilities at the FB, and if you zoom in close enough on the map... you will see the facilities marked on it. What this means, is because the distance is tied to the FB marker and not the facilities... it is often possible to get well inside the 400m range, and sometimes even within 100m.

Some FB’s have their vehicle and infantry spawn well separated apart. Occassionally even with a road dividing the two. When expecting resistance at a forward base, it is important to consider both spawns locations.

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A popular recent trend is to NOT set the target to the FB, but to town nearest the FB, provide the FRU creation rules would permit deployment. As the Max range of a FRU is now well beyond 2km, and closer to 2.5 or 3km... This is often sufficient enough Maximum Range to get close enough to a FB to attack it with infantry.

There are a couple of advantages to targeting like this.

1. Supposing you are leaving a town under attack for the forward base. But on the way there you find 2 tanks or an ATG/AAA nest that NEEDS to be destroyed, and somehow you have got your truck right up near them on a good line. You may deploy your FRU and then jump in the sap them.
2. FRU’s set to a DEFENSIVE target will not disappear once the FB is destroyed, if you set the FB as your target your FRU will disappear, should you destroy the FB.
3. When coming from an ADJACENT town towards a town that is under attack. If you set the target the FB you intend to destroy, you may not be able to deploy. Where setting the Town, will allow you to deploy. Doing this and using the MAX range from town, to get as close to the FB as possible or desired. May allow the use of supply that otherwise would not be possible. Again it also has the advantage of KEEPING the mission up, so that once the FB is destroyed... You could then job the couple of KM towards town and setup a useful FRU in the field. Doing this, usually means you are coming in BEHIND any armor that left the FB you just destroyed, often resulting in easy kills.

The main disadvantage is your mission target/purpose is not 100% clear to the casual observer.

Sourcing Alternate Supply for FB's

Often one of the main issues with getting FB's destroyed is that all the sappers have been used and there is no supply available.

Here is an order of things to consider when trying to find supply – When sapping forward bases... This is my preferred order to source supply from. Standard Army Brigades should be preserved at all expense

1. Check Any Airforce Brigades that may be in town for sappers.
2. Check Any Naval Brigades that may be in town for sappers
3. Check any Army HQ in town for sappers.
4. Check any Standard Army Flags in town for sappers.

If No sappers are available from these then repeat this order for adjacent towns. BE PREPARED TO DRIVE A TRUCK FROM REAR TOWNS – IT ONLY TAKES 4-5 MINUTES USUALLY. Consider using the TOWN as a target as described earlier.

In the advent that Adjacent Towns are not possible, do not lose hope. Look for the nearest Airfield with flags in it.

Paratroopers DO come with one satchel on riflemen and smg's... these can be used to sap the forward base, but due to the fact you will need at least 12 people... they are HIGHLY inefficient.

Usually the better way to do it is a Glider run...

Glider Run with Sappers:

Your imagination, and a little thought will decide the best/most time efficient method for this.

The simplest way is to have someone create and infantry based Airforce mission, then have sappers spawn in and get onboard a plane. The plane flies to the target forward base... Lands safely.. The sappers get out run over and try and destroy it.

However sometimes the flight is a LONG one, and tying up 5 people for 20 minutes to arrange this is not practical, so sometimes the para-plane will fly to a nearby town to the target FB... Land, collect sappers, then fly the rest to the FB, and the sappers try to destroy the FB.

How close you land to the FB is dependent on expected defence, and proximity to AAA that may exist in town.

There is ONE method I do not highly recommend expect in desperation... and that is CRASH LANDING a plane full of sappers RIGHT ON TOP OF THE FB... IF it is defended with only inf and no AAA.. you can occasionally surprise and overwhelm a lightly defended FB before the guard can respond. Its more amusing then practical... But as with many zany plans... Once in a while it works.

Often your players will give up on forward bases... But if you have the knowledge and the willingness to DO THE EXTRA MILES, you can make your own job as MAP OIC easier, by doing the work on the ground yourself.

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Camping FB's

The last way to get a FB back, if it is defended is to gather a decent number of players and CAMP it until it becomes unviable to defend it. FB's are in the middle of terrain and have no fortifications. As such they are highly susceptible to being camped. Much of an enemy's best gear can be destroyed like this IF it is done right, and if the enemy is silly enough to keep spawning. ATG's, AAA get great returns on their investment in being towed to FB camps... Planes will get excellent kill rates as well, as there is such a concentration of exposed forces. Camping a FB is prone to mistakes that needed to be avoided.

1. Ensure that the mix is right... Too many ATG's/AAA's with MG cover (from inf or armour) will see them shredded.... If using tanks, ensure they are covered from enemy sappers.
2. DO NOT SEND IN SAPPERS IMMEDIATELY WAIT until the forward base is well and truly locked up and under camp before sapping. There is a HIGH risk that you will waste too many sappers.
3. Enemy ATG's around the forward base will be your PRIMARY concern... Wherever possible have 2or3 Guys IN THE VEHICLE spawn... To knock out enemy AAA or ATG's...
4. Too few a numbers will see the camp broken, and supply lost... make SURE you have enough punch to camp it properly... as well as the right balance.
5. Use the air smartly, and don't keep the fly boys hanging if there is nothing spawning... Get them to check for a pre-camp (enemies waiting at your new FB site)

Judging when to call the camp over and send in the Sappers is key to the operation... Too soon and you will lose supply, and also miss the chance to inflict heavy damage to the oppositions supply... Too long and you will have too many players too idle.... Get the mix right and its deadly...

Apologies to all for not writing further... But my real job finally caught up with me and 3 months out of the game, has put me a little out of date... Hopefully what is in here is of use, and if I ever do get around to writing more, I will publish it of course.

If this helps even a half-dozen take map or understand the map, then it has achieved some good.

S!

Karellean

Retired Allied CinC - Campaign 71 - 4 Day Victory / Retired German commander of various stuff.