

Agenda



- Part 1 – AHC Introduction
 - Brigade Officer Responsibilities
 - DXO/XO
 - CO
 - Officer Tools/ Forums/ Miscellaneous
- Part 2 – Army Branch Introduction
 - In-Game Chain of Command
 - Field Leadership
 - Attack Order
 - Defense Order
 - Overrun
 - Fallback
 - HAAC
 - Supply Checks
 - OIC Comms
 - Basic Map Concepts
- Questions?

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Brigade Officer Responsibilities



- Executive/Deputy Executive Officer (XO/DXO)
 - Active Throughout Week (No Hard Time Requirement)
 - Contact Bgd CO Once Per Week
 - Reinforce Understanding of Game Mechanics and Dot Commands
 - Develop Communication Skills
 - **Volunteer for OIC Position for AOs/DOs**
 - Learn/Understand/Implement AHC SOPs
 - Monitor Forums/Personal Email for Orders/R&U Messages
- Commanding Officer (CO)
 - Active Throughout Week (No Hard Time Requirement)
 - Contact Div CO Once Per Week
 - Manage/Review XO/DXO on HC Tools
 - Reinforce Understanding of Game Mechanics and Dot Commands
 - Develop Communication Skills
 - **Volunteer for OIC Position for AOs/Dos**
 - **Volunteer for MapXO Role**
 - Understand/Implement AHC SOPs
 - Monitor Forums/Personal Email for Orders/R&U Messages

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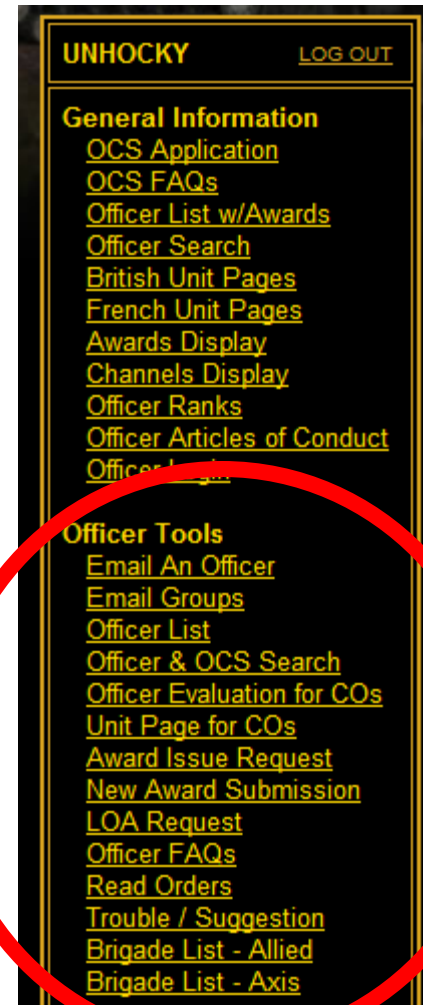


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Officer Tools/ Forums/ Miscellaneous

TOP SECRET

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



Officer Tools/ Forums/ Miscellaneous

TOP SECRET

- Forums
 - Allied High Command
 - Allied Army
 - Allied Air Force
 - Allied Navy
 - War Room
 - Archive 1
 - Archive 2
- Monitor AHC Forum Regularly (At Least Once Per Week)
- Participation in Discussion Threads NOT Required
- Forum Signatures Shall Indicate Current Rank and Orbat Billet
- Forum Avatars Exist for Each Brigade

Officer Tools/ Forums/ Miscellaneous

TOP SECRET

- Miscellaneous

- Awards Process

- Recommending/Awarding Medals to the PB
 - If You Have the Required Rank
 - Announce the Award on Allied Forums (Open or Secured)
 - If You Do NOT have the Required Rank
 - Notify a Senior Officer (Within Your CoC) Who will Approve/Deny
 - Announce the Award on Allied Forums (Open or Secured) if Approved
- Recommending/Awarding Medals to Other AHC Officers
 - If You Have the Required Rank
 - Request the Medal Through Officer Tools
 - Announce the Award on Allied High Command Forum
 - If You Do NOT have the Required Rank
 - Notify a Senior Officer (Within Your CoC) Who will Approve/Deny
 - Announce the Award on Allied High Command Forum if Approved

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In-Game Chain of Command



- The 'BIG FOUR'
 - 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
 - Communications with the Player Base
 - Delegate Tasks to other Officers On-line
 - **Primarily Filled by Division and Corps Officers**
 - MapXO
 - Assists MapOIC in Implementation of Strategy
 - Responsibilities
 - Supply Checks
 - Fallback Checks
 - Communications with the Player Base
 - **Whatever the MapOIC Tells Him to Do...**

In-Game Chain of Command



- The 'BIG FOUR'
 - AirOIC
 - Allied Air Commander
 - Responsibilities
 - Air Flag Placement in Support of MapOIC Objectives
 - Air Flag Supply/Rotation
 - Air Asset Coordination
 - BARCAP/CAP/CAS/RDP Run
 - Air SOP
 - NavyOIC
 - Allied Navy Commander
 - Responsibilities
 - Navy Flag Placement in Support of MapOIC Objectives
 - Navy Flag/Supply/Rotation
 - Navy Asset Coordination
 - Destroyer/Fairmile/TT/Amphibious Assault
 - Navy SOP

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Field Leadership

Attack Order



- Attack OIC
 - Establish/Maintain Communication with the Player Base
 - Maintain Communication with the MapOIC
 - Monitor Supply Situation (Allies and Axis)
 - Provide Periodic Situation Reports on .hc (sitrep)
 - **Provide Field Leadership to the Player Base**
 - ZOC Setup/Maintenance
 - ATG/FRU Maintenance
 - FB Defense
 - CP Capture Priority List
 - CAS/Bomber Coordination (Liaise with AirOIC)
 - CAP/BARCAP Coordination (Liaise with AirOIC)
 - River/Deepwater (Liaise with NavyOIC)

Field Leadership

Attack Order



- **Rule of Three** – Delegation is the Key to Success
 - **FB Defense OIC**
 - **Zone of Control OIC**
 - **Town Assault OIC**
- Minimum of Three OICs Per AO
 - Reasonable Expectation of Success
- To be Filled as Needed
 - CAS FAC OIC
 - FB Defense OIC for Every FB
 - Para OIC
 - Enemy FB Interdiction OIC
 - Any Other Task Delegated by Attack OIC

Field Leadership

Attack Order



- ZoC - Zone of Control
 - **Establish Placement Prior to AO**
 - Consists of the Following:
 - ATGs
 - FRUs
 - Infantry
 - Spotters
 - ZOC Defenders
 - Mortarmen
 - Tanks & Armored Vehicles
 - PPOs – Player Placed Objects
 - **Steady Stream of ATGs and FRUs into ZoC is Essential**
- Town Assault
 - Passes Through ZoC into Town
 - OIC Directs Soldiers in Town (i.e. Traffic Cop)
 - CP Capture Priority List
 - CP Capture Status
 - AB Suppression
 - **Defend What You Capture!!!**

Field Leadership

Attack Order

TOP SECRET

- CP Capture List
 - **Spawnable CPs**
 - Allow Mission Posting within Town from Linking CPs
 - FB Required for Mission Posting
 - Reinforcement CPs
 - Deny Axis Flag Movement into Town
 - Attrition Objective of Individual Flag
 - ABs/Docks/AF Bunkers
 - **Bounce Flags to Their Fallback Location**
 - Depot CPs
 - Deny Axis Spawn Locations
 - All Other CPs (NOT Spawnable)
 - City/Factory/Farm/etc.

HIGH Priority



LOW Priority

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Field Leadership

Defense Order



- Defense OIC
 - Establish/Maintain Communication with the Player Base
 - Maintain Communication with the MapOIC
 - Monitor Supply Situation (Allies and Axis)
 - Provide Periodic Situation Reports on .hc (sitrep)
 - **Provide Field Leadership to the Player Base**
 - Perimeter Setup Maintenance
 - ATG Placement
 - Infantry Screen
 - LightAV FRU Hunters
 - FB Bust/Interdiction
 - CP Check/Defense Priority List
 - CAS/Bomber Coordination (Liaise with AirOIC)
 - CAP/BARCAP Coordination (Liaise with AirOIC)
 - River/Deepwater (Liaise with NavyOIC)

Field Leadership

Defense Order - Overrun



- Overrun
 - Player Dot Command
 - Type **'overrun'**
 - Town MUST be Contested
 - Notifies HC Town AB is Camped
 - **Allows HC to order HAAC, Fallback, or Delay**
 - Klaxons Sound In Town Alerting Spawned PB to Overrun Status
 - Must be Reported by Three Players for Overrun Status to be Granted

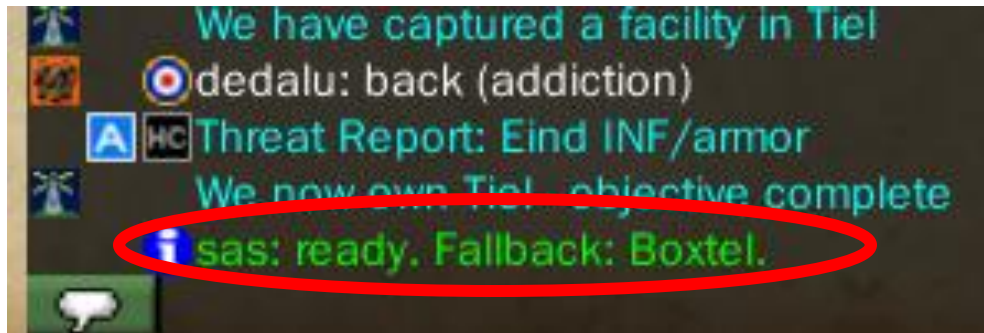
**NOT EVERY OPERATION GOES
ACCORDING TO PLAN...**

Field Leadership

Defense Order - Fallback

TOP SECRET

- Fallback
 - Check Fallback Location of Brigades in Towns Under Attack
 - Type “.ne ‘UNITCODE’”
 - Input .ne SAS
 - Output



- UNITCODE List

Field Leadership

Defense Order - Fallback



- Fallback Order
 - Type 'fall'
 - Type 'delay' - Delays Implementation/Cancel fall if Vote 1:1
 - Mimics Enemy Capture of AB and Moves Units in the Town to Their Fallback Location
 - Order Fallback of Town if:
 - Overrun Status Active
 - AB Camped/Recap of CPs Not Possible
 - Contested Town of No Strategic Value
 - Cannot Execute Fallback if HAAC is Active
 - Flags Moved by Fallback - **30 Minute Movement Timer** (even though Frontline)
 - Flags with No Valid Fallback Bounce to Training (12 Hours Off Map)
 - Better to Lose a Town but Save the Flag than Risk Cutoff/Bouncing to Training
 - **Under ToE Rules, Flags are More Important than Single Towns**

.fall

.delay

Field Leadership

Defense Order - HAAC



- HAAC – Hold At All Cost
 - **Unthrottles Depot Supply**
 - Infantry and ATG AB Spawnlist Available at Depot Spawns
 - **Type '.hold'**
 - Executed Only if AB Held
 - Cannot Execute HAAC if Town Awaiting Fallback
 - Order HAAC if:
 - **Infantry/ATGs Cannot Escape a Camped AB**
 - Depot Supply Light
 - Large Town is Contested (i.e. Antwerp)
 - Town is Separated by a River
 - Town with Isolated Depots
 - Only One HAAC can be Executed on a Town Per Hour

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Field Leadership

Supply Checks



- Supply Tickets
 - KIA
 - KIA/Enemy-Inflicted Damage - **9 Hours**
 - KIA/No Enemy-Inflicted Damage - 15 Minutes
 - MIA/Enemy Inflicted Damage - **9 Hours**
 - MIA/No Enemy-Inflicted Damage - 15 Minutes
 - RES
 - RES/Critical Damage - **9 Hours**
 - RES/No Critical Damage - 15 Minutes
 - RTB
 - RTB/No Critical Damage to Different Bde or Div HQ - 15 Minutes
 - RTB/No Critical Damage to Origin Bde or Div HQ - 0 Minutes
 - RTB/Critical Damage - **9 Hours**
 - Check Supply by:
 - Posting Mission within Brigade
 - Type **".du 'UNITCODE'"**
 - RDP Adjusts Supply Ticket Timer Up to 200% (**18 Hour Maximum**)

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Field Leadership

OIC Communications



- **TARGET Channel**
 - Primary Communication **SHOULD** be Conducted on TARGET
- OPS Channel
 - Major Events/Captures (Spawnable, AB, Docks, AF)
 - Urgent Requests for Manpower
 - Generally Left to MapOIC for PB 'Herding'
- SIDE Channel
 - Urgent Requests for Manpower
 - Generally Left to MapOIC for PB 'Herding'
- 55 – Allied Air Force
 - Urgent Requests for Manpower
- 30 – Allied Navy
 - Urgent Requests for Manpower
- **HC**
 - Provide MapOIC Periodic Sitrep

Field Leadership

OIC Communications



- PMs – Private Messages
 - **Establish Personal Relationships with the Player Base**
 - Make Requests
 - CPs Checked
 - Bunker Guards
 - FB Bust
 - Scout Location
 - Follow-Up with Public Acknowledgement
 - **Instruct GreenTags on Game Mechanics**
 - Player Retention (Makes CRS Happy)
 - Shallower Learning Curve
 - **NEVER Dress Down a Player on a PUBLIC Channel**

Field Leadership

OIC Communications



- SHOUTING
 - OCCASIONAL USE OF ALL CAPS ON TARGET TO HAMMER AN IMPORTANT MESSAGE HOME IS PERMISSABLE
 - Do NOT Over Use ALL CAPS or It Loses Its Effectiveness
 - Do NOT Use ALL CAPS on OPS/SIDE Channels (MapOIC Excepted)
- Positive Demeanor
 - Maintain At All Times
 - Frequent Words of Encouragement Go Along Way
 - Acknowledge Good Team Play/Comms from the Player Base with 'Atta Boys' on Public Channels
 - Praise the Following
 - CP Cappers
 - Frequent Accurate Map Markers
 - FB Defenders/Blowers
 - FRU Placers
 - ATG/AA Truck Drivers
 - All Others Doing the Dirty Work that Ultimately Wins Campaigns

Field Leadership

OIC Communications



- Reinforce Your Comms with Action
 - **Lead by Example**
 - IF You Call for a CP Assault – Lead the Assault
 - IF You Call for FRUs on a Town – Place One
 - IF You Call for ATGs in a ZoC – Haul Them Out
 - Players WILL Follow Leaders in the Middle of the Action
- Comms are Contagious
 - **Active Comms Breeds Active Comms**
- Larger Battles = More Coordination
 - Larger the Battle / More OIC Comms Required
 - Talk More / Do Less
 - Delegate Tasks Through PMs and Check Status Publicly
- **Traffic Cop and Cheerleader**

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Basic Map Concepts

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'

Basic Map Concepts

Cutoff and Surrender

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



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