



GENERAL SET UP FOR SCORCHED EARTH CAMPAIGNS.

Scorched Earth is a multiplayer platform that allows Squads to engage in online campaigns against each other.

To successfully run a campaign a number of factors need to be addressed before the campaign starts.

1. Selection of the Map.

The selection of the map is of paramount importance and the following needs to be discussed before any decision is made.

How long do you want the campaign to run? Obviously the bigger the map the longer the campaign needs to be run. You can use parts of maps instead of using the whole map, simply draw a border around the “no go areas” to create your own theatre of operations.

You will need to decide on the season as the Scorched Earth DCS will enable the correct weather for winter and summer.

2. Selection of Objectives

You will need to decide on what will constitute a campaign win. It can be as simple as capturing a certain town or airfield or as complicated as you wish to make it. But you must have an objective as without one you will never complete the game.

3. Selection of Administrators

Campaigns will not run themselves and the Scorched Earth platform is not designed to run it for you. It will help greatly but in the end someone has to be responsible for seeing the rules are not broken, the correct units are used and when needed the Scorched Earth database to be adjusted.

We suggest an administrator on both sides. This halves the load and also keeps both sides “honest” when dealing with the campaign.

At present we run two “Super Admins” whose duties include the authorising and placing reinforcements, the editing of the .mis file in the Full Mission Builder to re route the ground unit movement through towns etc to ensure they don’t get hung up in the industrial areas and are routed to use the roads. They are also responsible for ensuring each weeks reinforcements adhere to the rules and don’t exceed the maximums, as well as ensuring the mission planning is completed by each side well in advance of the fight day. The Admins do not take part in any planning as they are able to see the whole campaign map.

4. Selection of Rules

Every campaign needs rules. These need to be discussed and written down before the mission can proceed. Whether it be run strictly along historical roles or not, you need the rules to be clear and workable and most importantly, agreed by all participants.

The rules should cover :

- The type and amount of ground units to start the mission.
- What ground units can and cant be used. [make a list]
- The amount and plane set and what planes can be used and what cant. [make a list]
- The type and number of ships to be used.
- The win/lose objectives including what towns/airfields are considered targets and what's not. [both sides should have a map showing details]
- How objectives can be captured and what is required to hold them. Whether you use a point's based system or not you still need some way of capturing airfields and towns etc and these need to be addressed.
- How, when and where reinforcements are brought onto the map and the amount of reinforcements that can be used.
- If using a points based system, how many starting points for both sides and the points value for items used.
- The length of time the missions will run on the night.
- How often the missions are to be run. Each week is a good time frame as there will be some planning that has to be completed each session.
- The number of participants both human and AI allowed per mission.
- The start time for the missions. One of the biggest problems is getting all the human pilots to turn up on time. A good rule that works is that if the time for the game starts is set for 1830 hrs then it starts then. Late comers miss out. You will find that those that miss out will be there on time next week.

There are many things that need to be discussed but the time for discussion is BEFORE the game begins.

5. If using a Points based System

If using a points based system compile a spreadsheet showing all the units you will be using and give each air/sea/ground unit a points value. Our spreadsheet will be available on the Scorched earth site so that you can adjust and modify it to suit your own campaign. Feel free to adjust the points for the units but once selected stay with them till the campaign ends.

6. Selection of Commanders

Planning the ground, sea and air war can become time consuming and we have found it easier for both sides to allocate a person to run each part of the war. Their duties are basically to plan the movement for the upcoming weeks fight. All members of squads participating should be involved where applicable as the planning phase is one of the most rewarding areas of the campaign.

7. Create the Template

Once the above have been discussed and agreed on then its time to make the template. This is quite easy to do. Currently when making the template we select the map, in the Full Mission Builder we place the full agreed starting amount of ground, sea and air units for one side, in the bottom corner of the map, send that to that's side admin who then gets the allocated ground/sea/air commanders to drag and drop the units to their starting locations. This is done for both red and blue sides.

Both red and blue .mis file are then sent back to the super admin who checks it and then combines both files into one, this is then used as the starting template. There is a program that has been made that makes this process easy. It is available from the Scorched Earth site.

That about covers the major points. Remember you need to sort out and agree on the above before you get the game up and running, many campaigns fail because the rules of engagement are not agreed upon at the start. This is not the fault of Scorched Earth but those that don't take the time and effort to get the ground work completed before they begin

8. Modifying the Template

From time to time it will become necessary to modify the template. This can occur when you need to place "dummy" airfields at location as well as changing supply points from one side to the other or to make them in conflict so no side can use them.

Although it seems to be a daunting task, once used to it, Super Admins should be able to modify the database in minutes. Trust me, you will need someone to be able to modify the database. There are a number of people in the Scorched Earth community that will help you at the start, so don't be afraid to ask.

Good Luck !!

III/JG11.

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