

GENERAL SETUP

“The Low Countries Campaign”

Scorched Earth is a web-based multiplayer platform that allows Virtual Squadrons to engage in online campaigns against each other. Information about the “Scorched Earth Dynamic Campaign System” project can be found at <http://seow.sourceforge.net/>.

This document is written primarily for the “Campaign Administrator”. It contains important and relevant information necessary to set up the various components of the Scorched Earth Dynamic Campaign System (SEOW) for “The Low Countries Campaign”.

To successfully run a campaign a number of factors need to be addressed before the campaign starts. The following paragraphs should be reviewed and acted upon sequentially before beginning this campaign.

1. Campaign Map

The map to be used for the “The Low Countries Campaign” will be “L’vov”. This map is of average size permitting a wide variety of terrain types and geographic locations suitable to a mid-sized campaign representing the French Lorraine-Alsace Region commonly referred to in WWII history as “The Low Countries”. The map is approximately 180 kilometers by 180 kilometers and represents a combat area of approximately 32400 square kilometers.

Included in this campaign package is a PDF document entitled “Chapter II, The Lorraine Campaign”, by Hugh M. Cole, which was used as the basis for this SEOW campaign. This document provides excellent information for the campaign administrator and opposing team commanders on the state of the armies and prosecution of the combat in late 1944. Maps and historical orders of battle for this campaign are also included.

This campaign takes place the month of September in the fall of 1944. The campaign is designed to last no less than 10 game days and the victory conditions for the campaign are based upon this time period. However, the campaign could be run for a period of 30 days. If the campaign administrator desires to use a period longer than 10 days, necessary adjustments should be made to the Victory Conditions for the extended period. Liberal use of the “Skipped Time” option in the Scorched Earth DCS is recommended for campaigns lasting longer than 10 days.

2. Campaign Objectives

The following objectives should be used for this campaign:

To win, at the end of 10 days:

- Allied Major Victory = Capture Nancy (Lvov)
- Allied Minor Victory = Capture 7 enemy towns and/or cities east of the Blue Line shown on the campaign map
- Axis Major Victory = Prevent the capture of any towns east of the Black Line shown on the campaign map
- Axis Minor Victory = Prevent the loss of Nancy (Lvov)

If none of these objectives have been reached at the end of 10 days, the opponent with the greatest number of total points will win.

Included in this campaign package is a "Table of Map Objectives" PDF document which outlines each map objective and its corresponding point value.

3. Campaign Administrators

The campaign administrator will be responsible for the overall campaign and database administration aspects to ensure successful completion of "The Low Countries Campaign". This includes the initial campaign template creation, template merger, the addition or removal of reinforcement and replacement units, supply and resupply efforts, and overall officiating of the campaign and includes any database administration that may be required to prosecute the campaign to a successful conclusion. The campaign administrator must have an intimate knowledge of SEOW and be prepared to correct any issue that may arise. The campaign administrator is also responsible for preparing an After Action Report and management of the "Points Based System"; both to be posted within SEOW Statistics module.

If necessary, subordinate campaign administrators may be designated and would be a single representative from each of the participant Allied and Axis teams and would be appointed by the overall commander of either team. These individuals, when agreed upon, may be responsible for mission file maintenance and therefore should not be a member of the campaign Commanders Staff. These individuals should be knowledgeable about the functions contained in the Full Mission Builder (FMB).

4. Selection of Commanders

Planning the ground, sea and air war can become time consuming and it is 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.

There should be at least one (1) overall commander designated for either the Allied or Axis Team. Each team (comprised of one or more virtual squadrons) will select one overall commander. Within each team, one or more subordinate commanders may be delegated and are recommended. Teams will advise the Campaign Administrator of the individuals who will perform these functions prior to commencement of the campaign so that user accounts can be established in SEOW.

All members of the squads participating should be involved where applicable as the planning phase is one of the most rewarding areas of the campaign.

5. Campaign Rules

Every campaign needs rules. These need to be discussed and written down and agreed upon 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 for this campaign are contained in the following documents and are included in this campaign package:

- The "Rules of Engagement" outlines criteria on how objectives can be captured and what is required to hold them.
- The "Rules of Engagement" specifies the Points Based System Rules and how many starting points for both sides and the point value for items used.

- The “Rules of Engagement” identifies the length of time the missions will run as well as those day/night periods when missions will not be executed.
- The “Rules of Engagement” identifies how often the missions are to be run.
- The “Rules of Engagement” identifies the number of participants both human and AI allowed per mission.
- The “Rules of Engagement” identifies the start time for the missions. One of the biggest problems is getting all the human pilots to turn up on time.
- The “Allied and Axis Order of Battle” contains the type and amount of ground units to start the mission.
- The “SEOW Objects” spreadsheet identifies what ground units can and can not be used for this campaign.
- The “SEOW Objects” spreadsheet and the “Allied and Axis Order of Battle” identifies the what objects can be used and what objects can not be used during this campaign.
- The “Table of Map Objectives” outlines win/lose objectives including what towns/airfields are considered targets and their point values. A “Campaign Map” is also included showing the locations of all objectives.
- The “Schedule of Reinforcements” provides a day-by-day list to the campaign administrator of how, when and where reinforcements are brought onto the map and the amount of reinforcements that can be used. The use of this document is optional.

There are many things that need to be discussed but the time for discussion is BEFORE the game begins. Any changes agreed upon by the campaign administrator and opposing team commanders must be documented in the documents above before proceeding to the next phase of the campaign setup.

6. Points Based System

A “Points Based Statistics System” will be used for determining both the current status of the campaign and the campaign victory conditions. Specific rules governing the “Points Based Statistics System” are outlined in the “Rules of Engagement” document included in this package.

The campaign administrator is responsible for maintaining the “Points Based Statistics System” and providing After Action Reports to the opposing team commanders at the completion of each mission. This can be accomplished through the SEOW Statistics module in conjunction with any other means determined to be useful to the respective Command Staffs.

A “SEOW Objects” spreadsheet is included with this package that identifies all of the objects contained in SEOW and those that may or may not be used for the “The Low Countries Campaign”. Point values for each object that is available for use is contained in the SEOW database “Object_Costs” table. Points for map objectives are contained in the “Control_Points” table and identified in the “Table of Map Objectives” PDF Document.

7. SEOW Database Changes

The following changes are required to the SEOW database for the “The Low Countries Campaign”. It is recommended that the newest version of the SEOW database be used for this campaign but in no case should any database older than version 2.4 be used. Because of the extent of changes listed below, it is recommended that a new database be used and that no other campaigns be conducted while this campaign is on progress.

- a. Modify the Airforce Units Table as follows:

- (1) Query this table for all units assigned to the “Lvov” Sector and change them to some

other sector – any other sector will work.

(2) Query this table for all 9th Air Force units and change them to the “Lvov” campaign sector.

9AF_036FG_22FS
9AF_036FG_23FS
9AF_036FG_53FS
9AF_048FG_492FS
9AF_048FG_493FS
9AF_048FG_494FS
9AF_354FG_353FS
9AF_354FG_355FS
9AF_354FG_356FS
9AF_362FG_377FS
9AF_362FG_378FS
9AF_362FG_379FS
9AF_365FG_386FS
9AF_365FG_387FS
9AF_365FG_388FS
9AF_404FG_506FS
9AF_404FG_507FS
9AF_404FG_508FS

(3) Query this table for all 8th Air Force “Bomber Groups” ONLY and change the following air force units to the “Lvov” campaign sector.

B_8AF_034BG_004BS - (Representing 9th AF, 409th BG, 640th BS – A20G)
B_8AF_034BG_007BS - (Representing 9th AF, 409th BG, 641st BS – A20G)

B_8AF_091BG_322BS - (Representing 9th AF, 410th BG, 644th BS – A20G)
B_8AF_091BG_323BS - (Representing 9th AF, 410th BG, 645th BS – A20G)

B_8AF_092BG_325BS - (Representing 9th AF, 416th BG, 668th BS – A20G)
B_8AF_092BG_326BS - (Representing 9th AF, 416th BG, 669th BS – A20G)

B_8AF_094BG_331BS - (Representing 9th AF, 386th BG, 552nd BS – B25J1)
B_8AF_095BG_332BS - (Representing 9th AF, 386th BG, 553rd BS – B25J1)

(4) Open this table, find the following Luftwaffe units and change the campaign sector to “Lvov”:

All units of JG1 (Fighters) - (I_JG1, II_JG1, III_JG1)
All units of JG2 (Fighters) - (I_JG2, II_JG2, III_JG2)
All units of JG7 (Fighters) - (I_JG7, II_JG7, III_JG7, IV_JG7, Stab_JG7)
All units of JG27(Fighters) - (I_JG27, II_JG27, III_JG27, IV_JG27, Stab_JG27)
All units of JG300(Fighters) - (I_JG300, II_JG300, III_JG300, IV_JG300, Stab_JG300)
All units of KG3 (Bombers) - (I_KG3, II_KG3, III_KG3, IV_KG3, Stab_KG3)
All units of KG26(Bombers) - (I_KG26, II_KG26, III_KG26, IV_KG26, Stab_KG26)
All units of KG40(Bombers) - (I_KG40)

b. Modify the Army Units Table as follows:

(1) Query this table for units assigned to the “Lvov” Sector and change them to some other sector – any other sector will work.

(2) Open this table and add the following units to the “Lvov” campaign sector:

For the initial campaign template, add **ONLY** the following:

USA	317_Infantry_Regiment	V	Allied	us	Lvov
USA	CCB_4_Armored	T	Allied	us	Lvov
USA	305_Engineer_Battalion	V	Allied	us	Lvov
USA	313_Field_Arty_Battalion	V	Allied	us	Lvov
Germany	553_Volksgrenadier_Division	V	Axis	null	Lvov
Germany	17_SS_PanzerGrenadier_Division	T	Axis	null	Lvov
Germany	31_Engineering_Battalion	V	Axis	null	Lvov
Germany	1_FLAK_Regiment	V	Axis	null	Lvov

The following will be added according to the “Schedule of Reinforcements” on or after Campaign Day 1 (The “Schedule of Reinforcements” are for optional use):

USA	134_Infantry_Regmt	V	Allied	us	Lvov
USA	137_Infantry_Regmt	V	Allied	us	Lvov
USA	320_Infantry_Regmt	V	Allied	us	Lvov
USA	60_Engineer_Battalion	V	Allied	us	Lvov
USA	318_Infantry_Regmt	V	Allied	us	Lvov
USA	319_Infantry_Regmt	V	Allied	us	Lvov
USA	216_Field_Arty_Battalion	V	Allied	us	Lvov
USA	219_Field_Arty_Battalion	V	Allied	us	Lvov
USA	314_Field_Arty_Battalion	V	Allied	us	Lvov
USA	CCA_4_Armored	T	Allied	us	Lvov
USA	CCR_4_Armored	T	Allied	us	Lvov
USA	CCA_6_Armored	T	Allied	us	Lvov
USA	CCB_6_Armored	T	Allied	us	Lvov
USA	CCR_6_Armored	T	Allied	us	Lvov
Germany	3_Parachute_Regmt	V	Axis	null	Lvov
Germany	120_Volksgrenadier_Regmt	V	Axis	null	Lvov
Germany	1119_Volksgrenadier_Regmt	V	Axis	null	Lvov
Germany	92_Luftwaffe_Field_Regmt	V	Axis	null	Lvov
Germany	29_PanzerGrenadier_Regmt	V	Axis	null	Lvov
Germany	104_PanzerGrenadier_Regmt	V	Axis	null	Lvov
Germany	115_PanzerGrenadier_Regmt	V	Axis	null	Lvov
Germany	3_PanzerGrenadier_Division	V	Axis	null	Lvov
Germany	49_SS_PanzerGrenadier_Brigade	T	Axis	null	Lvov
Germany	15_PanzerGrenadier_Division	T	Axis	null	Lvov
Germany	106_Panzer_Brigade	T	Axis	null	Lvov

c. Modify the Sector_Dominance Table as follows:

(1) Change the line:

Centre Lvov Germany Russian

to:

Centre Lvov Germany USA

This is necessary to align the identify the correct combatants in the Lorriane-Alsace Region of Northeastern France and Southwestern Germany and affects unit icons in the Mission Planner.

d. Modify the Resupply_Points Table as follows:

(1) Query this table for all units assigned to the “Lvov” Sector and change:

All the Supply_Control column entries that are “g” to “r”

All the Supply_Control column entries that are “r” to “g”

This is necessary to align the supply points geographically for the Lorriane-Alsace Region of Northeastern France and Southwestern Germany.

e. Modify the Control_Points Table as follows:

Add the following Control Points:

Map	Control_Point_Name	Location_X	Location_Y	Control	Point_Value
Lvov	Novoyavorovskoe	132479.20	143600.96	n	100
Lvov	Bryuhovichi	155991.86	141195.68	n	100
Lvov	Kulikov	164250.60	147279.53	n	100
Lvov	Stshizhuv	21406.14	135974.49	n	100
Lvov	Lvov (Nancy)	160408.10	132884.87	n	1500
Lvov	Pshemyisl	83103.96	128285.68	n	500
Lvov	Gorodok	136210.79	127282.53	n	500
Lvov	Pustomyty	153293.00	124432.52	n	100
Lvov	Davydov	169044.52	126474.37	n	100
Lvov	Krosno	19581.04	117564.61	n	500
Lvov	Bzhovuz	36159.02	118714.100	n	100
Lvov	Tyirava Voloska	56607.78	107179.34	n	100
Lvov	Dobromil	83770.01	108379.14	n	100
Lvov	Hyirov	86975.44	103421.63	n	100
Lvov	Staraya Sol'	94214.28	99448.33	n	100
Lvov	Sambor	111559.68	104029.86	n	100
Lvov	Nikolaev	158212.48	104247.37	n	100
Lvov	Lesko	54698.12	97140.73	n	500
Lvov	Stariy Sambor	96605.72	94378.12	n	100
Lvov	Borislav	123436.40	81419.32	n	100
Lvov	Yavora	100417.39	72219.42	n	100
Lvov	Drogobych	131820.04	86977.71	n	500
Lvov	Turka	98457.39	67988.72	n	100
Lvov	Stryi	150296.92	78669.55	n	500
Lvov	Dolina	162288.01	52062.05	n	500
Lvov	Nizhnie Vorota	103699.77	30036.30	n	100
Lvov	Mihalovtsze	29652.99	27983.32	n	500
Lvov	Perechin	63691.18	26824.90	n	100
Lvov	Volovetsz	110090.99	25233.62	n	100
Lvov	Trebishov	18169.36	17171.30	n	100
Lvov	Uzhgorod	55021.21	16570.14	n	700
Lvov	Velka Kapushani	39690.96	9226.48	n	100
Lvov	Chinadevo	89289.95	6016.37	n	100
Lvov	Mehzgoriye	130640.45	6065.91	n	100

This modification implements the points values identified in the “Table of Map Objectives”. See the “Rules of Engagement” for a further discussion of the Points Based Statistics System.

f. Modify the Object_Roles Table as follows:

(1) Open this table and add the following record:

VEN Vehicle: Engineers

This modification identifies the specific unit type which is required for "Engineers" icon on the Mission Planner map for easy identification.

g. Modify the Object_Specifications Table as follows:

(1) Query this table and locate "GermanyCarsColumnC" and change the "Object_Class" from "VTR" to "VEN".

(2) Query this table and locate "USACarsColumnC" and change the Object_Class from "VTR" to "VEN"; change Verbose_Names_Axis from "Engineers Column" to "Combat Engineers".

This modification identifies the specific unit type which is required for "Engineers" icon on the Mission Planner map for easy identification.

8. SEOW Campaign Template

This campaign package contains two (2) templates.

a. The initial campaign template to be used by opposing commanders and is identified as "LowCountries.mis".

b. The scenery template to be used by the campaign administrator and is identified as "LowCountriesScenery.mis".

A copy of the initial campaign template file along with the campaign map (graphic) showing the campaign objectives and the "Axis Order of Battle" or "Allied Order of Battle" will be provided to the opposing commanders. The individual Command Staffs will place their initial orders of battle on this template in their desired locations using the FMB. Once completed, each commander will return the completed campaign template file to the campaign administrator.

The Allied campaign template should be identified as "LowCountries_Red.mis".

The Axis campaign template should be identified as "LowCountries_Blue.mis".

The campaign administrator will review the submitted templates for any corrections necessary to prevent database errors at initialization time. Any issues will be addressed to the respective commander for clarification. The campaign administrator will also review the "historical unit assignments" made by the SEOW DCS after the template has been uploaded to the database. Any corrections required to maintain the historical authenticity of the campaign and its intent will be made to the ObjectMissionData tables.

There will be two (2) template merger operations.

(1) The campaign administrator will merge the two template files above into a single temporary template file.

(2) The temporary template file will then be merged with the "LowCountriesScenery.mis" template to include the additional scenery required for the campaign.

The final merged template file should be called "TheLowCountries.mis". This is the file that will be used to initialize the SEOW DCS for the campaign.

All four (4) template files should be placed in the coop mission folder identified in the installation guide for SEOW for safe keeping and future reference. A backup copy should also be made for safekeeping. The campaign administrator will review the final template file for completeness before loading it into the SEOW DCS.

9. Scorched Earth DCS Setup

The following options and settings should be used for "The Low Countries Campaign" using the SEOW DCS application:

For Campaign Settings:

The campaign settings are identified in the "Rules of Engagement" and will be agreed upon by the campaign participants.

To Initialize the Database enter:

Host: (Enter Host Name)
Theater: The Low Countries

Click the "Initialize Campaign" button
When prompted for the campaign start date, locate and select September 1, 1944.

With all the above accomplished, you are now ready to begin "The Low Countries Campaign".

Attachments:

The following documents are considered a part of this campaign package:

- “The Low Countries Campaign” General Setup
- “The Low Countries Campaign” Rules of Engagement
- “The Low Countries Campaign” Allied Order of Battle
- “The Low Countries Campaign” Axis Order of Battle
- “The Low Countries Campaign” Table of Map Objectives
- “The Low Countries Campaign” Schedule of Reinforcements
- “The Low Countries Campaign” Map Diagram
- “The Low Countries Campaign” SEOW Objects
- “The Low Countries Campaign” mission template file (LowCountries.mis)
- “The Low Countries Campaign” scenery template file (LowCountriesScenery.mis)

Additionally, the following documents are included as additional resource material related to the historical Lorraine Campaign:

- ‘Chapter II, The Lorraine Campaign’ by Hugh M. Cole
- Historical Order of Battle – 35th Infantry Division
- Historical Order of Battle – 80th Infantry Division
- Historical Order of Battle – 4th Armored Division
- Historical Order of Battle – 6th Armored Division
- Map – 4th Armored Division
- Map – 80th Infantry Division
- Map – Attack of 22 September 1944
- Map – XII Corps, Plan of Attack
- Map – XII Corps, Right Wing
- XIX Tactical Air Command Order of Battle