

RULES OF ENGAGEMENT

“The Low Countries Campaign”

GENERAL RULES

Team Rules:

There will be two teams; a Red Team and a Blue Team. The Red Team will represent the Allied Forces and the Blue Team will represent the Axis Forces.

A human commander must be assigned to each Team. Commanders may designate subordinate commanders at their discretion. Commanders must identify subordinate commanders to the campaign administrator. The subordinate commanders should be familiar with the SEOW Mission Planner and the FMB.

A maximum of 16 human pilots are allowed per opponent plus one flight of non-human (AI) pilots equaling no more than 20 planes per side per mission hour. AI can occupy human seats if no human is available to fill that seat.

Unit Rules:

There will be no transfer of technology between the Red Team and the Blue Team. The Red Team will use Allied object/unit types. The Blue Team will use Axis object/unit types. Commanders will use the included “Axis Order of Battle” or “Allied Order of Battle” and the “SEOW Objects” documents included with this package to determine the approved objects and the point values for those object/unit types to be used in this campaign. Any units purchased from the commander’s point’s pool must be placed on the map immediately. Unit hording will not be permitted.

There will be a limit of 24 ground units (icons) that can be moved on the map in a single one hour period. For example, in a single mission hour, a commander could move:

- 5 Tank platoons equaling 20 tanks (5 icons)
- 4 Light Armor platoons equaling 16 (4 icons)
- 4 Mechanized Infantry Platoons equaling 16 vehicles (4 icons)
- 8 AAA (8 icons)
- 3 Engineer Columns equaling 3 columns (3 icons)

Total units = 24

Any combination of 24 units may be moved during any one hour mission.

Care must be taken to monitor the movement of troops. If the movement of units in the previous mission hour did not complete and is to be carried over into the next mission hour, then these unit movements count towards the total of 24 units in the next mission hour.

For example: During the 0800 mission, 24 units are moved. 6 of those units have movement plotted that extends into the 0900 mission hour. When plotting the unit movements for the 0900 mission hour, only 18 unit movements may be plotted. These 18 units plus the 6 from the previous hour equal the 24 unit movement limitation.

Ground units will follow the road system where ever possible. Movement of ground units over open ground is acceptable. If ground objects/units have movement plotted through towns and

cities, the campaign administrator will modify the movement routes plotted by the commanders in the mission file to avoid buildings in those towns and cities prior to running the mission.

Rivers will only to be crossed via bridges. The campaign administrator will modify any plotted ground movement across rivers and force that ground movement across the nearest bridge consistent with the plotted route. If the bridge to be crossed has been damaged, movement will terminate at that point until such time as the bridge has been repaired. Bridges that are destroyed will not be repaired for 6 hours, and then only when an "Engineering Column" unit is within 500 meters of the downed bridge. As the SEOW DCS can not make this judgment, the campaign administrator will judge this condition and modify the database/mission file accordingly to reflect the correct bridge condition. The individual commander may then re-plot the movement route crossing the bridge first.

Map Rules:

A copy of the initial campaign template will be provided to each commander for placement of the initial allocation of units identified in the Order of Battle documents. The template is included in this package. Commanders will have one week to place these units and return the template to the campaign administrator. In addition, a campaign map (graphic) will be provided to each commander which identifies any map objectives (control points), front lines, no-fly or no-action zones. A color coded legend will be provided that identifies the campaign objectives for both commanders.

POINTS BASED STATISTICS SYSTEM RULES

With the release of SEOW version 2.4, a new "Points Based Statistics System" was implemented that tracks the gains and losses of units and pilots and their costs within the SEOW environment. The Campaign Administrator is responsible for the setup and maintenance of the costs involved with the new "Control Points" feature and the "Object Costs" feature of this new system. Having a points based system within the SEOW environment allows specific campaign goals to be assigned and apportions an accountability to Team Commanders. No longer can you just go get a new aircraft when you need one – now its cost points to purchase that aircraft. If you don't have the points then you don't get the aircraft. Team commanders must heavily weigh their plans and pilots must not risk their loss without consequences to the team.

Points Rules:

Campaigns are won or lost by achieving and maintaining major and minor victory conditions or thru the accumulation of points.

The campaign administration is responsible for maintaining the Points Pool used in this campaign.

Each team will begin the campaign with an initial point pool allocation and the specific unit allocations outlined in the "Axis Order of Battle" or "Allied Order of Battle" documents included in this package.

Specific point values for each object are outlined in the "SEOW Objects" spreadsheet included in this package and in the "Object_Costs" table of the SEOW database.

A "Table of Map Objectives" PDF document is also included outline the specific point values to achieving and maintain specific map objectives.

To obtain points each Team must do the following:

- Kill air units
- Kill ground units
- Capture towns, airfields, bridges or any locations designated as major or minor objectives (control point)

Air and Ground Units:

Teams do not loose points for having units killed, captured or destroyed. Teams may have to replace them if needed at their point cost.

For example, in a mission where a Team kills 4 tanks and the same Team loses 2 AAA, the Team will be credited with 40 points; being the kill points for the tanks. If the Team wants to replace the AAA then it will cost 20 points from the Teams point's pool. So the Team earns 20 points. The Team does not have to replace the AAA if they do not want to - it's up to the Team.

Teams will lose points if a human pilot is killed or captured. If you lose a human pilot to death or capture, **50 points per human pilot** will be deducted from the Teams' point pool. The rationale behind this is that it is important for human pilots to remain alive or bail over friendly airspace. You will lose the asset of the plane which might cost you 20 points to replace, but if the pilot dies or is captured, it is going to cost the Team 50 points from its point pool plus the cost of replacement aircraft.

For example, a Team has a point pool of 500 points. After the mission the Team has killed 4 tanks, lost 2 aircraft destroyed on the ground and two destroyed in the air – one of which was a human pilot.

4 tanks killed = + 40 points

4 aircraft lost = 0 points

1 human lost = - 50

$$40 + 0 - 50 = -10$$

Total score = The Team now has 490 (500 – 10) points in their pool before any unit replacement action.

The enemy Team has the following:

4 tanks lost = 0 points

4 aircraft killed = 4 x 20 = + 80 points

No humans lost

$$0 + 80 = 80$$

Total score = The Team now has 580 (500 + 80) points in their pool before any unit replacement action.

However, this Team has been depleted by 4 planes which may need to be replaced and the first Team may need to replace the 4 tanks.

Towns, Cities, Airfields, Bridges and Map Objectives:

A campaign map (graphic) identifying specific map objectives is included in this package. A "Table of Map Objectives" PDF document is also included in this package identifying each map objective and its point value. These map objectives are called "Control Points".

Teams must move a specific combination of units into a town, airfield, bridge or "Control Point" to gain points for that map objective. The specific combination of units is specific during the campaign initialization performed by the campaign administrator. For this campaign, the following combinations are required to be within 3 kilometers of the "Control Point" before points will be awarded:

4 Platoons of any type unit, or

10 Trucks or cars, or

6 Mechanized Infantry units, or

6 FLAK or Artillery units

This information, as well as all other global campaign settings, is visible to all commanders on the Sector Headquarters display of the SEOW Mission Planner.

Teams will be awarded points for capturing the map objective. The points will be added to the Teams point pool to enable the Team to purchase additional units and/or aircraft. Teams are not penalized points for loosing a map objective to the opposing Team. The winning Team will be awarded the points for the map objective and the loosing Team may be required to purchase replacement units lost in the battle for the map objective.

For example, a Team captures a map objective (control point) by occupying it with one of the qualifying unit(s) noted above. The SEOW Mission Planner will show a change of ownership for the map objective (control point). At that point, the Team will be awarded the point value. Two

missions later, the Team gets pushed out of that map objective (control point) by the enemy Team. The Team loses the map objective (control point) - but no points. The SEOW Mission Planner will again show a change of ownership for the map objective (control point) to the enemy Team and are awarded the points for that map objective (control point). There is nothing to stop a Team from re-taking the map objective which would mean that the Team would receive another round of points. The rationale behind this is that once a Team takes a map objective (control point), the Team needs to keep it.

Supply Points and Routes:

Towns and cities are linked together by roads and railroads and constitute supply routes for a Team to its front line units. Supply routes must be traceable to the friendly "Resupply Points" on the edges of the map. These supply routes are protected by a Team by maintaining possession of the towns, cities, roads, railroads, bridges, etc. between the "Resupply Point" and the Teams forward units. Disruption of a supply route will remove the capability of a Team to maintain its source of resupply. If a traceable supply route can not be found for a unit, that unit will be determined to be "out-of-supply" by the campaign administrator. The Team commander will be advised of this condition. If the "out-of-supply" condition can not be resolved within 6 hours (missions), then that Team's unit will be deemed to be captured and destroyed and the point value of the units involved will be awarded to the opposing Team. The losing Team's units will be removed from the campaign accordingly and will no longer remain on the campaign map.

Limitation of Assets:

There will be a maximum limit of 12 AAA (12 icons) stationed at or in a town, city, airfield or other map objective. Only 85mmFLAK (Allied) or 88mmFLAK18 (Axis) will be allowed as flak units. Teams can resupply the AAA from a nearby town's resupply point to another area. For example, a Team's AAA is taken out at a nearby airfield by the opposing Team. If there is a town that is controlled by the Team in close proximity to the airfield, and this town has 12 AAA protecting it, the Team can use the resupply at this town to buy 4 AAA for the airfield. There is now 16 AAA at the town. Four of the AAA must then be moved from the town to the airfield in the next hour (mission) to ensure the limitation of 12 AAA units is not violated.

Reinforcement Pool:

The Reinforcement Pool will be managed by the campaign administrator. Only those units available for reinforcement during the next mission hour will be made available to Team commanders at any one time. Any units placed in the Reinforcement Pool must be used during the next mission hour. The reinforcement pool will only be populated with those items purchased from the Teams Point Pool or those units in the Order of Battle as a part of the scheduled campaign reinforcements. Once the units are placed in the reinforcement pool, the purchase price will be deducted from the Teams Point Pool and the Team commander will be notified.

CAMPAIGN SPECIFIC RULES

Victory Conditions:

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
- Axis Major Victory = Prevent the capture of any towns east of Black Line
- 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.

Map Conditions:

The L'vov map will be used for this campaign. A picture of the map indicating the initial unit placement areas, front lines, campaign objectives, no-fly and no-action zones will be provided to each Commander. Commanders will be responsible for placing their units in their starting locations within their designated areas.

The Allied Commander will place the initial Allied Order of Battle units west of the Red Line shown on the map.

The Axis Commander will place the initial Axis Order of Battle units east of the Blue Line shown on the map.

Order of Battle:

Each Team will use the appropriate "Axis Order of Battle" or "Allied Order of Battle" as provide for in this package.

Reinforcements (New Units):

Reinforcements (new units) will be provided to the Team Commanders by the campaign administrator according to the "Schedule of Reinforcements" PDF document included in this package.

Note: Use of the "Schedule of Reinforcements" document is optional. It is not required to have a successful campaign and is only included for historical purposes. Should the campaign opponents decide to use the "Schedule of Reinforcements", great care should be taken to have the best host system available to support the 8 full divisions of ground units that will eventually be used.

If the "Schedule of Reinforcements" is not used, Team commanders are allowed to purchase "new unit" reinforcements.

If the "Schedule of Reinforcements" is used, Team commanders should not be allowed to purchase "new unit" reinforcements.

Replacements (Top-ups):

Teams are resupplied (topped up) through purchase of units from their point's pool. Top-up units will only be made during night-time hours and must be purchased during the 1700 hour mission time period. Once purchased, the units will be made available to the commander in the

reinforcement pool and must be moved onto the map at the resupply points controlled by that Team during the 1800 time period.

Points Pool:

Each Team will have a starting Points Pool of 500 points.

Mission Times:

Mission's generated as a part of this campaign will be run on Saturday (day) at 0100 EDT (-5 GMT) (Time (GMT)). There will be a minimum of one (1) mission(s) per week. Each mission will last a minimum of one (1) hour(s). There will be no air missions scheduled between the hours of 1800 and 0500 each campaign day. Ground missions may be scheduled during these the 1800 to 0500 hours. Mission scheduled for these time periods will be pre-planned by the opposing commanders prior to 1800 and will be executed by the campaign administrator off-line and the results posted to the SEOW Statistics and SEOW Mission planner accordingly.

Aircraft Rules:

Bombers may not be stationed at the airfields on the campaign map. Bomber missions must be scheduled to arrive from and return to off-map locations. No more than 1 flight (4 bombers) may be used during any one mission hour. AI escort flights may be scheduled for any bomber mission, but, the number of escorts will be deducted from the maximum number of human pilots that can take part in any single mission (see "Team Rules" above). If human pilots are to fly the escort missions, they must takeoff from airfields on the campaign map and rendezvous with the bombers en-route to the target. This rule applies to both Allied and Axis Forces.