

# Advanced Tactics Editor (Fields) with Descriptions

By Gary Krockover

## LAND - Landscape Types

### 0) Plains (a-h available to all Landscape Types)

- a) Name [click to change the name of this LandscapeType]
- b) Special Layer Sprites [Click to activate SpecialLayer. Which enables you to set the 64 sprites for this LT.]
- c) BuildRoad [Click to set if a road can be built on this landscapetype]
- d) RoadCostMod [Click to set the modifier for the EP cost of building a road on this landscapetype]
- e) AIBlock [Click to set AIBlock. 0=none, 1=yes.. means AI will not try to move through this LT]
- f) Re-Randomize Sprites [Click re-randomize all sprites of the Landscapetypes]
- g) CanParadrop [Click to toggle on/off if a unit can be paradropped on a hex with this LT]
- h) Property Sheets

#### Sprites [Click to change the prehex sprite]

- 1. Optional Graphic [Click to change the optional graphic that is optionally drawn over the sprite at end of drawing]
- 2. Plot Last [Click to toggle on/off the optional drawing over the optional graphic]
- 3. Artistic Picture [Click to change the artistic picture representing this sprite for this LT]

#### Movecost + Stats

- 1. BuildGround [Click to set the Buildground Type]
- 2. Is Sea [Click to set if LT is 'sea' or not]
- 3. HidePTs [Set the hide points a unit in this LT gets]
- 4. Movecost for MoveTypes [Click to set new movecost for this movetype for this LT in Action Points]
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10) Air9
  - 11) Air8
  - 12) Air7
  - 13) Air6
  - 14-99) Custom

#### Entrench per Unitgroup

[AutoEntrench: Click to change the AutoEntrench the selected unitgroup will receive in this landscape]

[MaxEntrench: Click to change the Maximum Entrench level the selected unitgroup can attain in this landscape]

- 0) Infantry AutoEntr MaxEntr
- 1) Soft Mobile AutoEntr MaxEntr
- 2) Artillery AutoEntr MaxEntr
- 3) Armor AutoEntr MaxEntr
- 4) Surface Vessels AutoEntr MaxEntr
- 5) Submarines AutoEntr MaxEntr
- 6) Fighers AutoEntr MaxEntr
- 7) Non-Fighters AutoEntr MaxEntr
- 8-99) Custom AutoEntr MaxEntr

### 1) Sea

- h) Property Sheets

#### Sprites

#### Movecost + Stats

#### 64 Special Sprites

#### Graphic overrides

#### Entrench per Unitgroup

### 2) Light Forest

- h) Property Sheets

#### Sprites

#### Movecost + Stats

**64 Special Sprites** [Click to replace a single selected special sprite. Advice: disable specailsprites, enable again and select dir to input all 64 from]

#### Graphic overrides

- 0) Plains
- 2) Light Forest
- 3) Heavy Forest
- 4) Swamp
- 5) Low Mountains

- 6) High Mountains
- 7) Urban
- 8) Fortification
- 9) Fortress

**Entrench per Unitgroup**

**3) Heavy Forest**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- 64 Special Sprites**
- Graphic overrides**
- Entrench per Unitgroup**

**4) Swamp**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- Entrench per Unitgroup**

**5) Low Mountains**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- Entrench per Unitgroup**

**6) High Mountains**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- 64 Special Sprites**
- Graphic overrides**
- Entrench per Unitgroup**

**7) Urban**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- Entrench per Unitgroup**

**8) Fortification**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- Entrench per Unitgroup**

**9) Fortress**

- h) Property Sheets
- Sprites**
- Movecost + Stats**
- Entrench per Unitgroup**

**ROAD - Road Types**

- 1) Name [Click to change the name of this roadtype]
- 2) Sprites
- 3) Movecost for Road
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10-13) Air9, Air8, Air7, Air6
  - 14-99) Custom
- 4) Construction Cost
  - a) EPCOST [Click to set the number of engineer points necc to build road. Only rulevar(32) can be built.]
  - b) Thickness [Click to set the thickness in pixel of the line used to draw road on str.map]

**RIVER - River Types**

**1) River**

- a) Name [Click to change name of this rivertype]
- b) BridgeCostMod [Click to change the modifier for the EP cost to build a bridge over this rivertype and the modifier for the structural points of a bridge over it]

1. Sprites
2. Move-over River Penalties
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10-13) Air9, Air8, Air7, Air6
  - 14-99) Custom
2. Attack-over River Penalties
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10-13) Air9, Air8, Air7, Air6
  - 14-99) Custom

## 2) Stream

- a) Name [Click to change name of this rivertype]
- b) BridgeCostMod [Click to change the modifier for the EP cost to build a bridge over this rivertype and the modifier for the structural points of a bridge over it]

1. Sprites
2. Move-over River Penalties
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10-13) Air9, Air8, Air7, Air6
  - 14-99) Custom
2. Attack-over River Penalties
  - 0) Artillery
  - 1) Foot
  - 2) Wheel
  - 3) Horse
  - 4) Rail
  - 5) Tracked
  - 6) Air10
  - 7) Land Transfer
  - 8) Ship
  - 9) Supply Movement
  - 10-13) Air9, Air8, Air7, Air6
  - 14-99) Custom

## REGIMES - Regimes

### 1) Add Regime

- a) Color [Click to change the color of the counters and backgrounds of this regime]
- b) Sprite [Click to change the color of the sprite and text on the counters, and over backgrounds]
- c) BaseMorale [Click to set basemorale for regime. 100 means the basemorale of a people is not modified. 50 means basemorale of a people will be 50% lower]
- d) Pol Pts [Click to set the political points this regime starts with]
- e) Name [Click to change the name of the regime]
- f) is AI [Click to set if this regime is an AI as default or not]
- g) UnitName [Click to set the default name for a normal non-hq unit for this regime]
- h) UnitCounter [Click to set the numbering of units start point. Example: if 3 the next unit will be 4th Division]

- i) HQName [Click to set the default name for a normal hq unit for this regime]
- j) HQCounter [Click to set the numbering of hq units start point. Example: if 2 the next hq unit will be 3rd Army]
- k) DipBlock [Click to set if this regime is on diplomatic block. If so you will not be able to declare war on it]
- l) Set All SF Ppl [Click to set all subformations of this regime to its current people!]
- m) Sleeping [Click to set if this regime is sleeping. (sleeping means it wont be able to play until an event wakes it)]
- n) Property Sheet

#### 1. Statistics

- People [Click to select which people rule this regime. (is important for people basemorale and production)]
- HQ Sprite [Click to change the HQ sprite]
- HQSymbolOverrule [Click to select if this HQ sprite should always overrule or logo of sftype should be shown]
- National Icon [Click to change the National Icon of this regime]
- ExtraGraphic [Click to select if this regime will be using an extra graphic for its sftypes. -1 for default]

#### 2. RegimeSlots [Click to change value of regimeslots. Regimeslots can be used in events. Their names can be set in settings]

0-499)

#### 3. ResearchFields [Click to enable or disable a researchfield for this regime] [Click to set all research up to lvl X on..and above off]

- 0) SMG Infantry
- 1) Machinegun
- 2) Scout
- 3) Mortar
- 4) Bazooka
- 5) Armored Car
- 6) Light Tank
- 7) Medium Tank
- 8) Tank Destroyer
- 9) Heavy Tank
- 10) Infantry Gun
- 11) Artillery
- 12) Anti-Tank Gun
- 13) Flak
- 14) Fighter
- 15) Transporter
- 16) Levelbomber
- 17) Cruiser
- 18) Battleship
- 19) Carrier
- 20) Submarine
- 21) Destroyer
- 22) Paratrooper
- 23) Divebomber
- 24-90) Class II-IV Regimes Research types

#### 4. Diplomatics [Click to change diplomatic relation of selected regime with this regime]

- 0) Default Regime

#### SFTYPES - Subformation Types

(traits available to each Subformation Type)

##### 0) Rifle (Name) [Click to change the name of this SFType]

#### Graphics

- Counter symbol** [Click to change the graphics used to symbolize this sftype on a counter of unit]
- Artistic Graphic** [Click to change the artistic graphic for this sftype]
- Symbol Group** [Click to assign the sftype a symbolgroup number, used for pre-calculation which symbolgroup is shown in mixed unit]
- Symbol Weight** [Click to assign the sftype as symbolweight, the more weight the earlier it prevails as symbol shown in mixed unit]
- OverRule Symbol** [Click to toggle symbol overrule on or off. A symboloverrule means that this symbol will not be colored as regime pen color]

#### Statistics 1

- Move Type** [Click to set the MoveType of this SubformationType]
- Supply Carry** [Click to set how much supply sftype can maximally hold with it without using carrycap]
- Cap** [Click to set the Land or Naval Capacity of this sftype. This generates landcap and navcap points for transf/Str. transfers]
- Basic Supply Need** [Click to set how much supply the sftype can maximally consume per round]
- SFType Group** [Click to set the UnitGroup of this sftype. Is used for combat detail stats and landscape entrench stats]
- Can be recruited from** [Click to toggle on/off if this sftype can be recruited from selected peoplegroup]
  - Set all true [Click to set all peoplegroups for all sftype to true]
- Theater** [Click to set the Theater type of this sftype. 0=land, 1=navy and 2=air]
- Weight** [Click to set the weight of this sftype. Is used in mobility determination calcs and transfers/str. transfers]

**CarryCap** [Click to set how much weight points this sftype can carry/mobilize]  
**EntrenchPower** [Click to set how many entrench points this sftype generates at start of every turn]  
**PowerPts** [Click to set the powerpoints of this sftype. Very important for experience calculations! Used to display counter strength]  
**UpgradeToo** [Click to set if sftype can be upgraded to other sftype. -1 = not possible]  
**Upgradecost(prodP)** [Click to set the cost of an upgrade in Production Points. Rulevar(77) specifies how much supply you'll need for the upgrade]  
**UpgradeXP** [Click to set the amount of experience a subformation will need to have before its eligible for an upgrade]  
**MoveRedux** [Click to set the percentage of movement cost reduction this sftype will get on its movetype costs. Example: 40 is 40% less AP cost]  
**ReconPts** [Click to set amount of reconpoints]  
**HidePts** [Click to set amount of hidepoints. Specifying the minimal number of reconpoints needed to see this sftype]  
**ZOCPts** [Click to set the number of Zone of Control points]  
**CanDoParadrop** [Click to toggle on/off if the sftype can be used for paradropping. Without paradrop airlift is always still possible]  
**AntiStrucPts** [Click to set the number of anti-struct points per combatround this sftype can maximally do]  
**AirCarrierCap** [Click to set a positive number if this is to be an Aircraft Carrier. Its the amount of weight points in aircraft it can carry]  
**ActionPoint Mod** [Click to set a possible actionpoint mod. Making it possible to give this sftype more or less than 100ap if fully ready]  
**RdnLossPerAttack** [Click to set how much absolute readiness points this sftype loses with each attack]  
**AutoDestroy** [Click to toggle on/off if this sftype should autodestroy after having finished one full combatround]  
**EP** [Click to set the amount of engineer points this sftype will get every round]  
**MoveWAV** [Click to choose the sound that has to be played when the sftype moves]  
**BattleWAV** [Click to choose the sound that has to be played when the sftype fights]  
**StaffPts** [Click to set the number of staff points this sftype has. 1 Staffpoints is needed for each Powerpoint under command]  
**BlowBridgePts** [Click to set the anti-struct points generated by this sftype when attempting to blow a bridge]  
**KillToRetr%(in def)** [Click to set the percentage chance a kill against this sftype is mutated into a retreat]  
**StaffCombatMod** [Click if the sftype has staff points to set the max combat modifier for units under a hq with this sftype]  
**StaffMoraleMod** [Click if the sftype has staff points to set the max morale modifier for units under a hq with this sftype]  
**AntiSupplyPts** [Click to set the antisymply points this sftype has versus land hexes]  
**AntiSupplyRange** [Click to set how far in Action Points these antisymply points are in effect]  
**AntiSupplySea** [Click to set the antisymply points this sftype has versus sea hexes]  
**Abs.Rdnloss100ap** [Click to set an absolute readiness loss points for every 100ap spent. (50 ap spent is half specified loss)]  
**Railcap** [Click to set railcap pts]  
**KillsRegVar** [Click to set regimevar of regime that kills 1 of this sftype to be raised by 1. -1 = no regvar raise]

## Statistics 2

**Hitpoints** [Click to set the hitpoints of this sftype]  
**Initiative** [Click to set the initiative of this sftype if attacking and if defending]  
**Attacks** [Click to set the number of attacks this sftype can do every combatround (10 ap per combatround)]  
**MaxAttacked** [Click to set the max number of times this sftype can be attacked before these attacks get penalties]  
**Stack Pts** [Click to set the stackpoints this sftype consumes]  
**Rear Area** [Click to toggle on/off if this sftype is a rear area sftype (instead of frontline)]  
**Art.Range** [Click to set artillery range. Range of 0 means it has no artillery capability]  
**FavTarget Tries** [Click to set the number of random enemy individuals the sftype can browser through to select a best opponent]  
**AARange** [Click to set the range of the Anti-Air power of this sftype]  
**Kill%** [Click to set the percent chance that a hit by this sftype is a kill]  
**Retreat%** [Click to set the percent chance that a hit by this sftype is a retreat for the attacked individual]  
**Change Description** [Click to change the description of the sftype]

## Combat Detail Stats

**Fav** [Click to set how favorite this unitgroup is as a target for this sftype. The higher the more favorite]  
**Pow** [Click to set the attackpower of this sftype in offense versus this unitgroup]  
**PowDef** [Click to set the attackpower of this sftype in defense versus this unitgroup]  
**ArtPow** [Click to set the attackpower of this sftype versus this unitgroup if it does an artillery attack]  
**ArtFav** [Click to set how favorite this unitgroup is as a target for an artillery attack of this sftype. The higher the more favorite]  
0) Infantry Fav Pow PowDef ArtPow ArtFav  
1) Soft Mobile Fav Pow PowDef ArtPow ArtFav  
2) Artillery Fav Pow PowDef ArtPow ArtFav  
3) Armor Fav Pow PowDef ArtPow ArtFav  
4) Surface Vessels Fav Pow PowDef ArtPow ArtFav  
5) Submarines Fav Pow PowDef ArtPow ArtFav

- 6) Fighters Fav Pow PowDef ArtPow ArtFav
- 7) Non-Fighters Fav Pow PowDef ArtPow ArtFav
- 8-99) Custom Fav Pow PowDef ArtPow ArtFav

#### Combat Landscape Mods

**Att** [Click to set the modifier for this sftype if it attacks this landscape. 1=no mod, 0.5=half power, 1.5=+50% power]

**Def** [Click to set the modifier for this sftype if it defends this landscape. 1=no mod, 0.5=half power, 1.5=+50% power]

- 0) Plains Att Def
- 1) SeaAtt Def
- 2) Light Forest Att Def
- 3) Heavy Forest Att Def
- 4) Swamp Att Def
- 5) Low Mountains Att Def
- 6) High Mountains Att Def
- 7) Urban Att Def
- 8) Fortification Att Def
- 9) Fortress Att Def

#### All Role Scores

**AIRoleScore** [Set the AIRolescore for this sftype. Basically you set 100 at the role it is supposed to be used at]

- 1) Staff Score
- 2) LandCap Score
- 3) SeaCap Score
- 4) AirCap Score
- 5) Engineer Score
- 6) Infantry Score
- 7) InfantrySupport Score
- 8) Artillery Score
- 9) Mobilizer Score
- 10) ArmorScore
- 11) Paratroop Score
- 12) AA Score
- 13) Fighter Score
- 14) Bomber TacticalScore
- 15) Bomber Strategic Score
- 16) Transporter Score
- 17) Cargoship Score
- 18) Naval Superiority Score
- 19) Raider Score
- 20-49) Custom Score

- 1) Truck
- 2) Fighter
- 3) Destroyer
- 4) Light Tank
- 5) Artillery
- 6) Carrier
- 7) SMG
- 8) Engineer
- 9) Infantry Gun
- 10) AT-Gun
- 11) Medium Tank
- 12) Cargoship
- 13) Submarine
- 14) Levelbomber
- 15) Transporter
- 16) Horses
- 17) Paratrooper
- 18) Flak
- 19) Heavy Tank
- 20) Machinegun
- 21) Scout
- 22) Mortar
- 23) Bazooka
- 24) Staff
- 25) Tankdestroyer
- 26) Armored Car
- 27) Cruiser
- 28) Battleship
- 29) Divebomber
- 30) Rifle II

- 31) Rifle III
- 32) SMG II
- 33) SMG III
- 34) Fighter II
- 35) Fighter III
- 36) Destroyer II
- 37) Destroyer III
- 38) Light Tank II
- 39) Light Tank III
- 40) Artillery II
- 41) Artillery III
- 42) Carrier II
- 43) Carrier III
- 44) Infantry Gun II
- 45) Infantry Gun III
- 46-99) etc.....

**UNITS** - Units in Hex and Units Predefined  
Predefined Units

**ACTCARDS** - Action Cards

- 1) Add Action Card
  - a) Title []
  - b) Text []
  - c) PPCost []
  - d) ExecuteEvent []
  - e) EventPicNr []
  - f) ColorScheme []
  - g) AllLabel []

**SETTINGS** - Settings

- Shroud** [Click to toggle initial setting for shroud of darkness on/off]
  - FOW** [Click to toggle initial setting for fog of war on/off]
  - LoadPass** [Click to set a Load Password on this file. Leave blank for none. Use for scenarios only accessible through campaign]
  - EditPass** [Click to set an Edit Password on this file. Leave blank for none. Use if you dont want players to be able to see AI or events in advance]
  - Master (not read ppl)** [Click to set a Masterfile for this scenario. By clicking you can also specify if people should be read from masterfile. Leave blank for none]
  - VP Win** [Set the amount of Victory Points needed to win. -1 = no victory point condition win]
  - PasswordsOn** [Click to toggle initial passwords setting on/off]
  - ScnName** [Click to set the name for this scenario..not the filename but the title]
  - Designer** [Click to set name of designer]
  - Add Hex X** [Click to add hexes to the right of the map]
  - Add Hex Y** [Click to add hexes to the bottom of the map]
  - Set SF, LOCs READY!** [Click to set all units on ap 100, auto entrench, rdn 100 and full supply]
  - Start Regime** [Click to set which regime will have the first turn]
  - NEW!** [Click to start a completely new scenario without masterfile. Current one will be lost]
  - No Alternate Round System** [Click to toggle round number or date system. If date system you will be able to set start date ddmmyyyy and round increases in days]
  - ResCostMod** [Click to set the researchcost modifier. 1=no mod. Example: 0.5=50% of normal cost, 1.5=150% of normal cost]
  - ScnDesc** [Click to set the briefing for this scenario]
  - ResProdRelMod** [Click to set the productionpower modifier on research. The number of prodpts specified is where researchcost will stay unmodified. -1 is no modifier]
  - Load Overlay** [Click to load a graphical file (bmp,jpg) to overlay ove rthe whole hexmap with light alpha. Use this to copy maps!]
  - NoPlayChoice** [Click to toggle play choice on/off. If no play choice players cannot set which regime is humand which is AI and scenario settings in this have to be used]
  - NoAIAdvice** [Click to toggle if NO AI advice is given. If this is true then the player is not allowed to let AIs play]
- Property Sheets
- a) Group Names
    - 1. MoveGroup 0-985
  - b) Game Slots 0-499
  - c) RegimeSlot Names 0-499
  - d) RuleVars [Click to change the value of a rulevar]
    - 1. Movement types & Ranges**
      - 0) Land Transfer Movement Type Nr used
      - 1) Sea Transfer Movement Type Nr used
      - 2) Rail Transfer Movement Type Nr used

- 3) Supply Action Point Range
- 38) Use which landscapetype for unit movementtype logo prediction
- 78) Transfer Action Point Range
- 99) Supply Movement Type Nr used
- 148) Show Big VPs on Mini & Strategic Map
- 149) Show small VPs on Mini & Strategic Map
- 302) Highlighted hex color white
- 306) Highlighted hex color alpha value
- 2. ZOC, Recon & Autoconquer**
  - 8) Minimum Recon Pts needed to see anything
  - 9) Minimum ZOC Pts needed to capture an enemy hex
  - 10) Minimum ZOC Pts needed to capture a neutral hex
  - 11) Recon Dist 1 Modifier
  - 12) Recon Dist 2 Modifier
  - 13) Recon Dist 3 Modifier
  - 14) Recon Dist 4 Modifier
  - 21) ZOC Dist 1 Modifier
  - 22) ZOC Dist 2 Modifier
  - 23) ZOC Dist 3 Modifier
  - 24) ZOC Dist 4 Modifier
  - 40) X times more ZOC points needed than enemy ZOC pts to capture a hex
  - 55) Minimal Recon Pts needed for partial info on Unit
  - 56) Recon Pts needed for full info on Unit
  - 79) Auto Conquer neutral hex start of turn
- 3. Supply**
  - 33) Supply Weight
  - 41) Excess Supply at HQ uses MovementType Nr
  - 51) only 75% supply at Action Point distance
  - 52) only 50% supply at Action Point distance
  - 53) only 25% supply at Action Point distance
  - 77) 1 Supply Point Costs X Production Points (for calculation of upgrade cost)
  - 82) ActionPoint penalty for supply from sea to land without port
  - 303) Anti Supply Point Multiplier if on sea hex next to enemy port
- 4. Bridge, Road, River & AP**
  - 4) Enemy Territory entry extra AP cost
  - 7) Bridge Structural Pts
  - 32) RoadType your engineers can build
  - 44) Minimum Action Points for navy left if out of supply
  - 305) Bridges cannot be destroyed by combat (see 505 for engineers)
- 5. Readiness**
  - 48) Readiness modifier for assigning new HQ
  - 49) Readiness modifier for transfer to same HQ unit
  - 50) Readiness modifier for transfer outside HQ
  - 59) Max Readiness increase compared to before autodrop
  - 60) Minimum readiness allowed
  - 61) Autodrop Readiness in %, before supply
  - 131) Readiness modifier for strategic transfer
- 6. Experience, Morale & EP**
  - 36) Officer Xp loss with transfers/getting new troops
  - 42) Max turns Engineer Points can be saved up
  - 63) Free XP up to xp point limit
  - 64) Max Free XP a turn
  - 65) Max normal Morale recovery per turn of basemorale value
  - 75) XP modifier for staff of combat individual xp at 100% staff level
  - 80) XP growth modifier is used as
  - 81) MaxSP allowed
- 7. Political Points**
  - 46) PP Cost for formation
  - 47) PP Cost for HQ
- 8. HQ Power**
  - 73) Distance (in hex) at which hq pow mod stays 100%
  - 74) X% for hq pow for every distance step beyond 100% distance
  - 140) Basic staff 100%level and hqpow combat modifier in + 0.x
  - 141) Basic staff at 100%level and hqpow morale modifier in 0.x
  - 304) Max number of HQs in a chain of command
- 9. Combat Calculations**
  - 5) Bridge attack river penalty modifier
  - 30) Hex minimum StackMax
  - 31) AttackMax Per Hexside in FrontagePts
  - 35) PowerPts Destroyed gives 1 officerXp



- 37) Equal to this morale=capitulation
- 70) Panic chance if more casualties than morale can cope
- 100) Allow Bombing/Recon/Paradrop missions into shroud?
- 101) Counter Attack modifier for attacker on land
- 102) Counter Attack modifier for defender on land
- 103) Counter Attack modifier for attacker on sea/air
- 104) Counter Attack modifier for defender on sea/air
- 105) Flak assistance outside own hex modifier
- 106) Attacker max readiness penalty if attacking
- 107) Defender max readiness penalty if attacking
- 108) Landsurprise defender modifier
- 109) Paradrop defender modifier
- 110) Amphibious assault defender modifier
- 111) Rebel Advantage modifier
- 112) Modifier if shooting at orderly retreating attacker
- 113) Modifier if shooting at orderly retreating defender
- 114) Modifier if shooting at panicking attacker
- 115) Modifier if shooting at panicking defender
- 116) Max readiness penalty on hitpoints for defending individual
- 117) Minimal xp modifier due to powerpoint difference
- 118) Maximal xp modifier due to powerpoint difference
- 119) Score Kill gives XP pts
- 120) Score Retreat gives XP pts
- 121) Score Pinned gives XP pts
- 122) Score Retreat Readiness loss %
- 123) Score Pinned Readiness loss %
- 124) Score Retreat Morale loss %
- 125) Score Pinned Morale loss %
- 126) Score Retreat Entrench loss %
- 127) Score Pinned Entrench loss %
- 128) If Air and not a bombing mission anti-struct pts damage done modifier
- 129) Morale % penalty if individual panics
- 130) Max Supply Consume modifier
- 132) Concentric Attack Default 10% bonus
- 133) Concentric Attack Default 25% bonus
- 134) Concentric Attack Default 50% bonus
- 135) Concentric Attack Default 75% bonus
- 136) Concentric Attack Default 100% bonus
- 137) Concentric Attack Default 150% bonus
- 138) Concentric Attack Default 200% bonus
- 139) Concentric Attack Default 250% bonus
- 142) Allow artillery to fireback if artillery attacks
- 144) Below X% lowered morale recovery of max 100% if at 0% integrity
- 147) Intercept range as 0.x of normal range
- 300) Max division of attackval due to maxattacked
- 301) If retreat with rdn <x chance for surrender

#### 10. Artificial Intelligence

- 151) AI: FuzzyVP Wight \*X in LANDFRONT attack stand
- 152) AI: Matrix start Weight
- 153) AI: Mobilize % defenders
- 154) AI: Mobilize % attackers
- 155) AI: Frontoccupation %
- 156) AI: Arty's(x%): infantry ratio
- 157) AI: Armor(x%): infantry ratio
- 158) AI: Arty's(x%): infantry ratio
- 161) AI: Land Def Plan: Armor Goal%
- 162) AI: Land Def Plan: Infantry Goal%
- 163) AI: Land Def Plan: Artillery Goal%
- 164) AI: Always mobilize armor
- 165) AI: Always mobilize artillery
- 171) AI: Land Att Plan: Armor Goal%
- 172) AI: Land Att Plan: Infantry Goal%
- 173) AI: Land Att Plan: Artillery Goal%
- 181) AI: Pol.Pts minimum
- 182) AI: Minimum stackpts in Unit
- 183) AI: Enemy Unit Gets full danger score/seen for full
- 184) AI: Max stack points per unit
- 191) AI: Max Distance From HQ
- 201) AI: Each X prodpts is 1 AIVP
- 211) !!! AI: Do engineer bridge/road plans?

- 212) AI: Engineer Calcs Virtual Bridge Calculations AP
- 213) AI: Engineer Calcs Virtual Road Multiplier
- 214) AI: Try to mobilize engineers?
- 215) AI: Max amount of EP in engineer unit..then mobilize
- 216) AI: minimum AP improvement before engineers at LANDFRONT
- 217) AI: Minimum AP improvement before engineers a BACKPLAN
- 221) !!! AI: Do Air?
- 222) AI: Backbench multiplier for what to produce algorithm
- 223) AI: Hex Radius for air ops in theory calcs
- 224) AI: Air to land ratio in powerpoints
- 225) AI: Focus on destroying units level
- 226) !!! AI: Research investment
- 227) !!! AI: Do Naval AI
- 230) AI: Raidgoal... Raiders %
- 231) AI: Raidgoal... NavWar %
- 232) AI: Raidgoal... Cargo %
- 233) AI: SeaSupgoal... Raiders %
- 234) AI: SeaSupgoal... NavWar %
- 235) AI: SeaSupgoal... Cargo %
- 236) AI: Amphgoal... Raiders %
- 237) AI: Amphgoal... NavWar %
- 238) AI: Amphgoal... Cargo %
- 239) AI: Ideal naval units in a operation if distance
- 240) AI: NavHome... Raiders %
- 241) AI: NavHome... NavWar %
- 242) AI: NavHome... Cargo %
- 244) AI: Behind Lines Continent Reserve %
- 245) !!! AI: Blow Bridges without having engineers there
- 246) AI: Neutral forces are modified by
- 247) AI: Minimum Stack Points in Unit Optimally
- 248) AI: Random AI Personality on
- 249) AI: Block the AI of creating new units
- 250) AI: Give AI free autorepair of 33% per turn
- 251) AI: Garrison Modifier
- 252) AI: Defense in Depth
- 253) AI: AI's free land transfer
- 254) AI: Set Defense in Depth Strength modifier
- 255) AI: Disable use of staff and tactical HQs for AI
- 256) AI: Defend highest ProdPoint towns always. production towns prodpts=> X

#### 11. Random Map Instructions

- 401) Water LT
- 402) Land LT
- 403) Highmountain LT
- 404) Lowmountain LT
- 405) Lightforest LT
- 406) Heavyforest LT
- 407) Smallriver is river#
- 408) Bigriver is river#
- 409) Roadtype
- 410) Regime capitol LocTyp
- 411) Start Sftype
- 412) Start Sftype QTY
- 413) Town1
- 414) Town2
- 415) Town3
- 416) Town4
- 417) Swamp
- 418) Can be used for random game

#### 12. Disable features

- 501) Disable Research
- 502) Disable Action Cards
- 503) Disable Build Infra
- 504) Disable Build/Repair Location
- 505) Disable Blow Bridge
- 506) Disable Blow Location
- 507) Disable Load & Unload
- 509) Disable Rail Cap
- 510) Disable Active Cards

#### 13. Extra Statistics

- 650) Extra Statistic 1.

- 651) Extra Statistic 2.
- 652) Extra Statistic 3.
- e) EventPics
- f) Scn Variants [Click to set which game variable can be changed as a variant of scenario in setup (-1=n/a)]  
No Variant Option (select gameslot for variant #)

## LOCTYPE - Location Types

(These stats available to all LocTypes)

### Town

**Name** [Click to change the name of the loctype]

### Graphics

**LT#** [Click to set which landscapetype is used to show this locationtype]

**Sprite#** [Click to set which sprite of that landscapetype is used]

**GroundTypes** [Toggle if this loctype can be built on this groundtype]

Can be build on

- 0) Water
- 1) Swampy
- 2) Flat
- 3) Hilly
- 4) Mountainous
- 5) Light Forest
- 6) Heavy Forest
- 7-99) Custom

### Statistics

**ProdPts** [Give the amount of production points for this loctype]

**Is Port** [Click to toggle on/off if this loctype has port functionality]

**Is Airfield** [Click to toggle on/off if this loctype has airfield functionality]

**Struc.Points** [Click to set the number of structural points this loctype has]

**OnDestruct. LT** [Click to set the LandscapeType that will appear if locationtype is destroyed. -1 means its structural points can go to 0 but loc cant be destroyed]

**AutoReocverPts** [Click to give the number autorecovering structural points per round]

**LocTypeGroup** [Click to set the LocationType Group this loctype belongs to]

**Buildable** [Click to toggle on/off if this loctype is buildable by a player]

**EP Cost** [Click to set how many engineer points it costs to build this loctype. Specify -1 if it cannot be built or repaired by engineers]

**Invincible** [Click to toggle on/off if this loctypes structuralpoints can be damaged in any way]

**SupplyCost in ProdPoints** [Click to set number of supply points, express in prodpoints it costs to build this loctype]

**PoliticalPoint Cost** [Click to set number of political points it costs to build this loctype]

**PeopleGroups** [Click to toggle if selected peoplegroups can build this loctype]

Can build/ Must Own to Prod

Set all true [Click to set all peoplegroups for all loctypes to true]

0-99) "People's"

### ItemGroups

Can build itemgroup

- 0) Non-Combat
- 1) Vehicles
- 2-4) Custom
- 5) Infantry
- 6) Aircraft
- 7) Ships
- 8) Artillery
- 9-96) Custom

### DistanceLoc.Types

Minimum Distances

0-99) Custom

### Airfield

### Village

### Fortification

### City

### Capital

### Major Capitol

### Minor Supply Base

### Shipwarf

### Makeshift Port

### Fortress

### Fortification LF

### Fortification HF

### Fortress LF

### Fortress HF

**Major Supply Base**  
**Offmap Prod**  
**Offmap Supply**  
**Major Offmap Prod**

Add LocType  
Add LocType Copy  
Remove this L. Type  
Select as Pencil

**PEOPLE'S** - Peoples

**Name** [Click to change the name of this people]

**PeopleGroup** [Click to change the peoplegroup this people belongs to]

**RegimeCol#** [Click to change the regime # that is used if you want different people to have different unit color counters. -1=don't use this]

**Owned by Peoplegroup Modifiers**

**BaseMorale** [Click to set basemorale this people have if ruled by a regime of selected peoplegroup]

**ProdMod** [Click to set prodmodifier this people have if ruled by a regime of selected peoplegroup. 1=no mod. 0.5=half production. 0=no production]

**BattleFor** [Click to set combat modifier this people have if ruled by a regime of selected peoplegroup. 1=no mod. 1.5=50% better. 0.5=50% worse]

**BattleVS** [Click to set combat modifier this people have if they fight against a subformation of selected peoplegroup. 1=no mod. 1.5=50% better. 0.5=50% worse]  
0-99) Name BMor PrdMod BatFor BatVS

Add a People  
Remove a People

**HEX** - Hex

**Set Area Code Values** [Click to draw on the map a certain areacode slot with a certain value]

**HEX VP** [Click to change the number of Victory Points on this hex]

**Name** [Click to change the name of the HEx (Location name overrules this name)]

**EVENTS** - Events

Event Categories  
Add New Event

**ITEM TYPES** - Item Types

**0) Supply**

(These traits available to all Item Types)

**Name** [Click to change the name of this itemtype]

**ItemType Group** [Click to set the itemtypegroup this itemtype belongs to]

**No GameSlot Needed x5** [Click to set a minimum value that a certain gameslot has to have in order to be able to produce this itemtype. -1=none needed]

**No RegimeSlot Needed x5** [Click to set a minimum value that a certain regimeslot has to have in order to be able to produce this itemtype. -1=none needed]

**Production Cost** [Click to set the production cost of this itemtype in prodpoints]

**ResField** [Click to set a researchfield that is necessary to produce this itemtype]

**No Research needed x5** [Click to set a researchfield that is necessary to produce this itemtype]

**IsPolPt** [Click to toggle on/off if this itemtype is a Political Point]

**ProdMultiplier** [Click to set a possible production modifier. Or the amount of this polpts/supply/sftype that is produced when 1 instance of this itemtype is produced]

**IsSftype#** [Click to set the Sftype that is created when this itemtype is produced. -1=no sftype]

**Blocks** [Click to set which itemtype should be blocked from the production list if it is possible to produce this itemtype]

**IsRegimeSlot** [Click to set if producing this itemtype adds 1 point ("multiplier") to a certain regimeslot]

**IsSupply** [Click to toggle on/off if this is a supply point]

**1) Political Points**

**2) Rifle**

**3) SMG**

**4) Engineer**

**5) Truck**

**6) Horses**

**7) Artillery**

**8) Infantry Gun**

**9) AT-Gun**

**10) Light Tank**

**11) Medium Tank**

**12) Cargoship**

**13) Destroyer**

**14) Carrier**

**15) Submarine**

- 16) Fighter
- 17) Levelbomber
- 18) Transporter
- 19) Paratrooper
- 20) Flak
- 21) Heavy Tank
- 22) Machinegun
- 23) Scout
- 24) Mortar
- 25) Bazooka
- 26) Staff
- 27) Tankdestroyer
- 28) Armored Car
- 29) Cruiser
- 30) Battleship
- 31) Divebomber
- 32-101) Class II-IV Types

Add a ItemType

Remove this ItemType

Set All to false

Who must own?

Change [Click to toggle on/off if this peoplegroup has to own the production location in order to build this itemtype]  
0-98) "People's"

#### BRIDGE - Bridge

**EPCOST** [Click to set the basic EP Cost to build a bridge. This is modified by the size of the river]

Property Sheets

The 6 Sprites

Sprites

Statistics

#### RESEARCH - Decision Room

Researchfields

##### 0) SMG Infantry

(these items available to all Researchfields)

**Name** [Click to change the name of the researchfield]

**Text** [Click to give a short one sentence description of this researchfield]

**SFTypeNr Sprite** [Click to assign the picture of a sftype to this researchfield. -1=none. This is also used by the AI for research directions!]

**PreReq** [Click to set which other researchfield is a prerequisite for this one]

**PreReq2** [Click to set which other researchfield is a prerequisite for this one]

**Blocks** [Click to set which researchfield is blocked once this researchfield is bought by a regime. -1=none]

**TechLevel** [Click to set tech level (used in regime menu and by random game). -1/0=no tech level assigned]

- 1) Machinegun
- 2) Scout
- 3) Mortar
- 4) Bazooka
- 5) Armored Car
- 6) Light Tank
- 7) Medium Tank
- 8) Tankdestroyer
- 9) Heavy Tank
- 10) Infantry Gun
- 11) Artillery
- 12) Anti-Tank Gun
- 13) Flak
- 14) Fighter
- 15) Transporter
- 16) Levelbomber
- 17) Cruiser
- 18) Battleship
- 19) Submarine
- 21) Destroyer
- 22) Paratrooper
- 23) Divebomber
- 24-90) Class II-IV Researchfields

Add a Research

Remove this Research

Set all to pplgroup0 [Clicking this button sets cost for all pplgroups equal to that of the first peoplegroup]

Research Cost

Change [Click to change the cost in pol. pts for selected peoplegroup to research this field. -1=impossible to research this for this peoplegroup]  
0-89) "People's"

#### **DRAWING TOOLS**

Mode

Slot#

What?

Landscapes

Plains Sprites

Sea Sprites

Light Forest Sprites

Heavy Forest Sprites

Swamp Sprites

Low Mountains Sprites

High Mountains Sprites

Urban Sprites

Fortification Sprites

Fortress Sprites

Roads

Default Road

Default Road

Regimes

Default Regime

Neutral (Hex)

LocType

Town

Airfield

Village

Fortification

City

Capitol

Major Capitol

Minor Supply Base

Shipwarp

Makeshift Port

Fortress

Fortification LF

Fortification HF

Fortress LF

Fortress HF

Major Supply Base

Offmap Prod

Offmap Supply

Major Offmap Prod

Default Loc Type

Rivers

River

Stream

Bridge

Bridge

Slots

Slots#0-9 Values 0-105