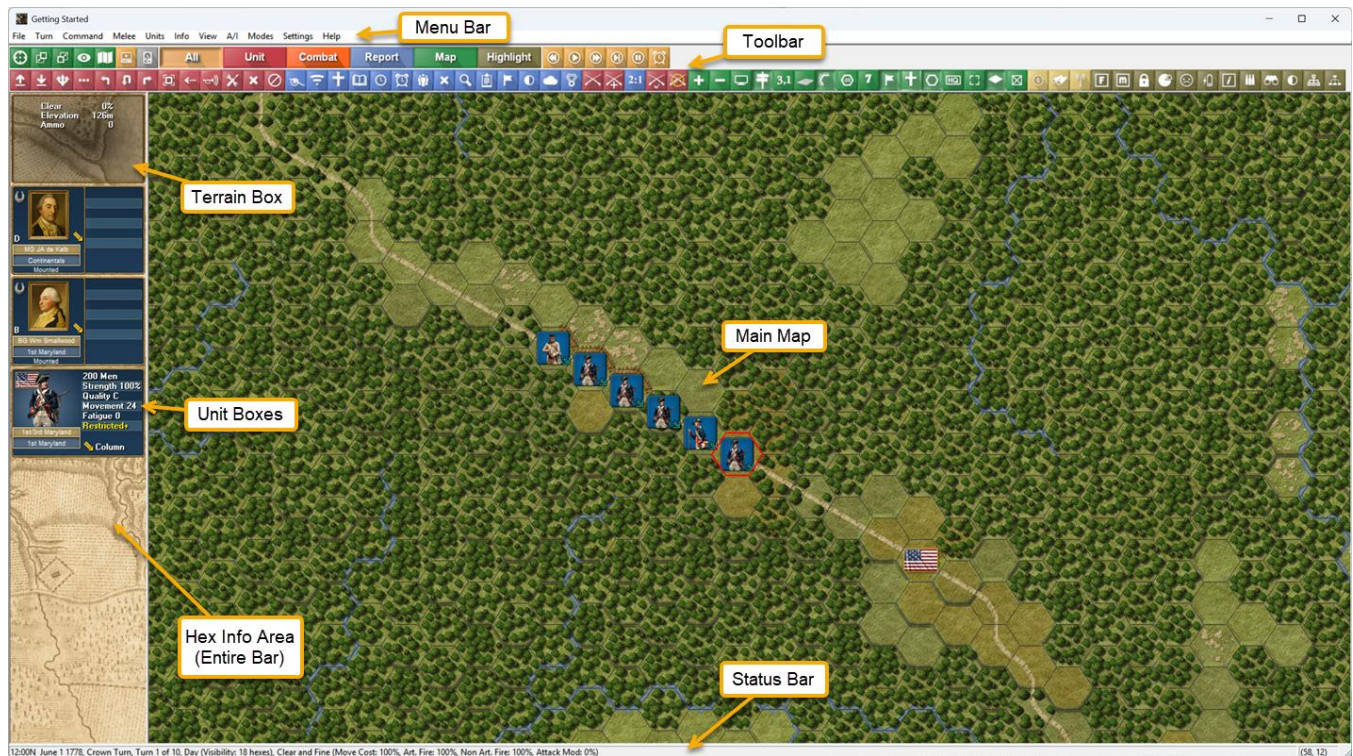


# Getting Started – American Revolutionary War

Welcome to **Musket & Pike: American Revolutionary War**, we will use the abbreviation ARW as needed going forward. This guide is intended to get you playing quickly. This will be broken down into three parts, with three associated scenarios. The first will go over game play fundamentals – moving, firing, formations, terrain and the like. The second will be a Battalion Level scenario and the third will be a Company Level scenario.

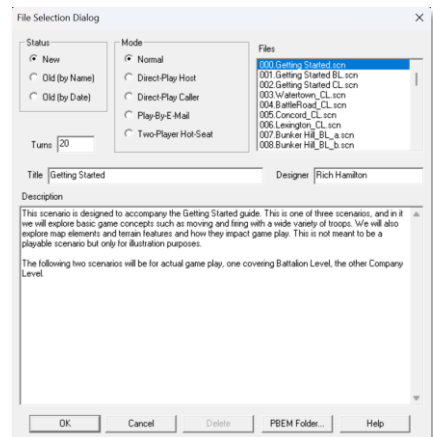
The image below gives you a quick overview of the game screen, and the various parts of it. We'll be referring to these parts as we step through this tutorial. Do note that this is customizable using the “Settings” and “View” menus in the game and will adjust to fit your desired window size and layout.

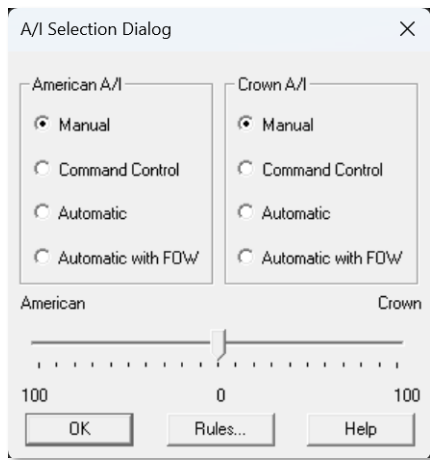


This document is not meant to be exhaustive however, so a thorough reading of all the documentation for the game is a must to gain a full understanding of the system. The Design Notes (Notes.pdf) document is especially useful for period specific details. This is accessible from the Help menu in the game, and in the \Manuals folder.



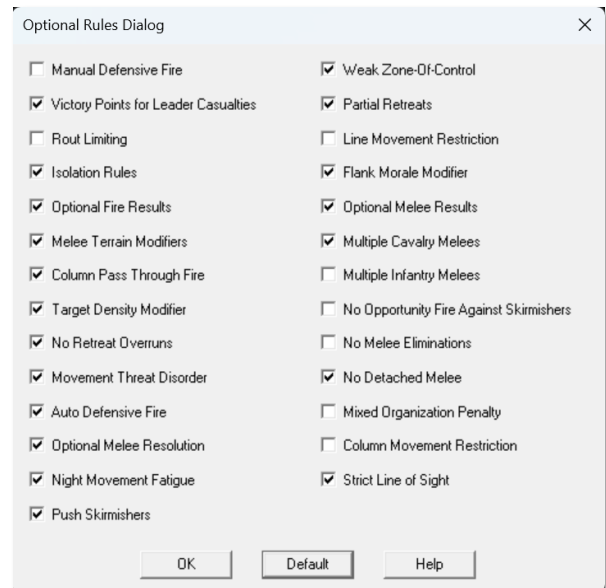
If your game isn't currently running, select the Main Program icon in your game folder, or the icon created on your desktop during installation. You will be taken to the File Selection Dialog. The first scenario is titled “000.Getting Started.scn”, select this and then click OK.





This takes you to the AI Selection Dialog where you choose the side you wish to play. For this tutorial we will leave "Manual" selected for both sides. FOW (Fog of War) is the normal mode you will play in as this hides the A/I's moves from you for units not within your field of view (called Line of Sight, or LOS). However, you may choose to play without FOW if you desire. In the other tutorials we will use more normal settings.

The Rules button brings you to a page listing all the optional rules available to you. We will be playing with the "Default" rule set here, but as you gain experience you may want to experiment with these. These rules are explained in detail in the Main Program section of the User Manual, section 9.20. You can access this at any time during game play by pressing the F4 key, or from the Help Menu. You can also rest your mouse over each one to display a brief description of each.



These can be revisited in future games, but bear in mind that they can only be set when you first begin the scenario.

Also, if changed, those rules will remain in effect for new games until changed. If you change them over time in subsequent games and later want to return to the default set simply click the Default button on this screen.

There are 4 methods in which the game can be played:

- Turns, with distinct melee sub-phase (default).
- Turns, which allows everything to take place in any order within the same turn.
- Phases, with automatic defensive fire.
- Phases, with manual defensive fire.

Both of the "Turns" options use what is called "Opportunity Fire" which allows the units from the opposing force to react to your units' actions and conduct ranged defensive fire. A single unit can possibly do this fire multiple times within a given turn based on what unfolds – but this fire is at 50% effectiveness to offset this. Both "Phases" options allow for more discrete control of each segment with the last requiring the most amount of file transfers if playing by email (PBEM). The default method of play gives the best overall balance of play versus realism while also keeping the action moving along. Setting up each style is controlled by the optional rules selected at the beginning of a scenario and is covered in more depth inside section 2.3 of the User Manual.

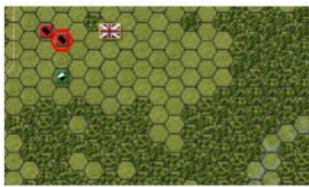


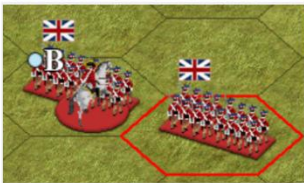
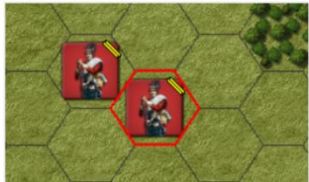
Click OK to close the rules window. Then, click OK to get the scenario underway.



The map will appear along with a dialog announcing the current turn. Click it to close. (A left-click will clear the dialog box for this turn, but it will be reappear for acknowledgement for all future turns. If you right-click then it will display briefly and then clear on its own in future turns.)

**Note:** ARW scenarios are designed as either Battalion Level (BL) or Company Level (CL) engagements. For BL actions, each turn represents 15 minutes of real time and each hex covers 100 meters across. For CL actions, each turn represents 5 minutes of real time and each hex covers 40 meters across. It will be noted in the Scenario Description which scale applies to the selected scenario.

Now a few details about viewing and moving around the game.

 <p>HotKey 1</p>	 <p>HotKey 4</p>
<p>2D Extreme Zoom Out</p>  <p>HotKey 2</p>	<p>3D Zoom Out</p>  <p>HotKey 5</p>
<p>2D Zoom Out</p>  <p>HotKey 3</p>	<p>3D Normal</p>
<p>2D Normal</p>	

There are 5 views within the game, pictured here.

They can be cycled through with your wheel mouse, the Zoom-In & Zoom-Out buttons on the toolbar, or the hotkeys listed next to each picture.



Feel free to use these views according to your taste to better see your objectives, your forces, and the action around you as you play.

**Note:** It doesn't matter which map view you choose, in this tutorial we will often be using 2D Zoom Out.

(Tip: Auto Scroll is the default and will move the map when you move your mouse to the edge of your display. If you prefer to use manual scroll bars, you can do so by de-selecting Auto Scroll from the Settings menu).

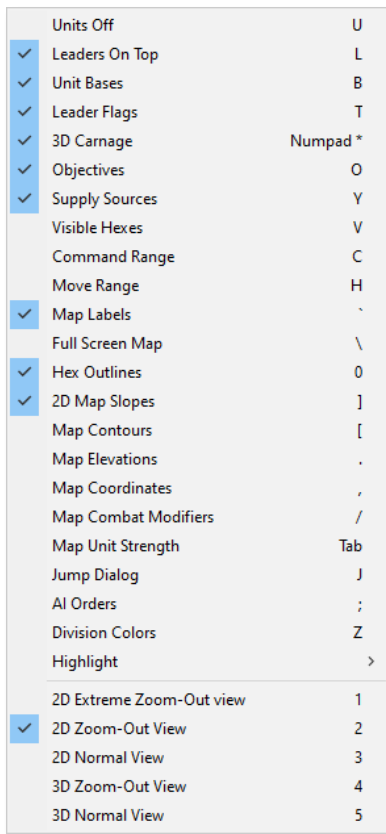


**Note:** You can also use the Jump Map to display a reduced sized image of the entire battlefield. Clicking on any point on this map will cause the game screen to "jump" there. This is exceptionally helpful in games played on very large maps. Use the button on the Toolbar or press the J hotkey.

The compass is displayed in the top left-hand corner of the map when Map Labels are on (which they are by default) and then only in the 2D Zoom Out view.

(Tip: To see map localities press the ` key or use the Toolbar button.)





Again, you can control what is displayed on the screen to meet your preferences, for example this is the View menu, and you can see a wide variety of options are displayed. The > symbol on the same line as an entry indicates that a further sub-menu exists (see Highlight for example).

The other letters or symbols listed on the right are the Hot Keys associated with those commands. So, if we press the letter “O” on the keyboard the “Objective” symbols will be turned off... and in this case that would be the British flag pictured at right. Press again to turn On.



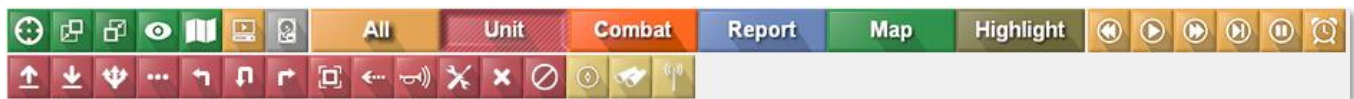
You can even hide all the units from the map (View -> Units Off) if you want to get a clearer view of the underlying terrain.

When you click on a hex it is surrounded by a red hexagon. This indicates the current **Hot Spot** hex which in turn controls the information displayed in the Hex Info Area and the ability to assign commands to units.

For this scenario the map will take up your whole game window regardless which view you have selected. This can vary widely based on the scenario being played – some actions focus on a tiny area of the battlefield; others cover huge sprawling areas that will have you scrolling and scrolling to get from side to side (and using the Jump Map feature a lot).

Let’s take a moment and look at the Toolbar in more detail. In addition to HotKeys, this is the most common way you will interact with the game.

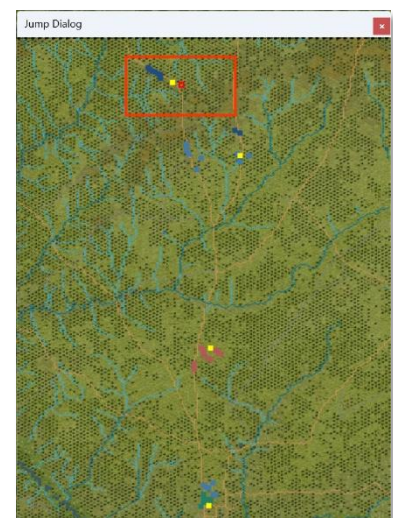
**Note:** There is a detailed document breaking out each button, the command associated with it and the hotkey. Press F1 to access this in game, or you can go to the Manuals folder and find the **mpb.pdf** file.



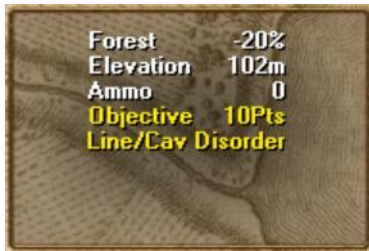
The Toolbar is dynamic to help meet your needs. You can click on one of the large buttons to display only a certain group of buttons – in the above example we have selected the Unit section. This gives us access to the various commands which allow us to change formations, facing, or position in the hex. If you hover your mouse over a specific button a tool tip will be displayed telling you what it does (and its associated HotKey).

Let’s take a look at the map now. As mentioned in our introduction, this is not a typical scenario, but rather a series of “stations” scattered around the map which we will visit to accomplish specific goals. Use the Jump Map to get the big picture. You will see four yellow dots and many other colored dots. The yellow dots represent Objectives and they will be navigation points for our time with this scenario. Click near the top objective which will move the game map near a column of Continental forces. Each faction or army will have its own color for counters, unit/leader boxes and 3D bases.

There are eight armies featured within ARW, with four of them making an appearance in these opening tutorials:



Continental	British
Militia / State	Loyalist / Provincial
French	German (Hessians, etc.)
Indians allied with Americans	Indians allied with British



Now click on another objective hex and look at the Terrain Box in the Hex Info Area. The Terrain Box shows that this objective is worth 10 victory points in a Forest hex (91,41). This is near the top center of the map. It also shows the Artillery Ammunition for the given side. In this case 0, as none has been allocated. A few other details are also included, which will vary from hex to hex.

Some further notes on objectives: To take control of an objective you must occupy the hex with a non-detached combat capable infantry, artillery or cavalry unit. When you take control of it the flag will turn to your nation's flag. You do not need to remain on the objective to retain control of it, but if you don't it could potentially be captured by your opponent. There is a special type of objective called an Exit Hex. To use this, you move your forces to the flag of your nation then with the units selected go to Command -> Remove from map. That will remove your units from play, and you gain points accordingly. Generally these type of objectives will be along a map edge.

**Note:** the hex location is displayed in the far-right corner of the Status Bar at the bottom of your screen. (91, 41)

Take a few minutes and look around at the terrain as well. There's Clear hexes, Wooded, Rough and so forth. If you press the F1 key or go to the Help Menu and choose General Help the **Summary Info** document (mpb.pdf) will be displayed. This has a wealth of information displayed in a concise format. To this particular point, the first item is the Terrain Effects Chart (TEC) which lists all the different terrain types, any combat modifiers they impart as well as movement costs, if they cause Disorder by entering, and other special notes. If you examine the entire map you will find examples of most of the terrain types included with the game.

In Musket & Pike, infantry may maneuver in Column, Column of March, Line, Open Order, Block, Shortened and Extended Line. To alternate between these formations, use the Change Formation (Ctrl+C), Change Block (Ctrl+D) and Change Extended Line (Ctrl+E) buttons on the Toolbar. The other commands are also listed with the associated Hot keys in parentheses.

Artillery may be Limbered or Unlimbered. To alternate between these formations, use the Change Formation button on the Toolbar (or Ctrl+C).



Most Cavalry and Leaders are always Mounted, with the exception of Dragoons who may also dismount. Cavalry may also Charge. To alternate between these formations, use the Change Charging (Ctrl+B) button on the Toolbar.

Supply Wagons always move in Column or Column of March formation.

Some units may also deploy skirmishers or squadrons. More later.

This is the age of "Linear Tactics" – where armies fought primarily in Line or Open Order formation under tight control of their officers. The Brigade operated as a cohesive unit, and the Division as a collection of Brigades. Accordingly, you should not detach individual regiments and send them all over the map doing different things. There will be consequences. For example, on the turn following a unit departing from the Command Radius of its Brigade Commander it becomes "Detached". With the default rule set, this unit will not be able to initiate melee until it returns to the command radius of its Brigade commander and that leader's Command Check is run the following turn. Additionally, it will not be able to take

control of an objective hex. If a unit becomes Detached and then Disordered or Routed it will be very difficult if not impossible for them to return to good order on their own. Individual units simply did not operate independently like this in the late 18<sup>th</sup> century. When a detachment did take place, it was to guard and hold a town or to escort a supply column – not venture off on offensive operations by itself.

The following image will display some of the tools available to you to help maintain Command & Control. In this image the Brigade leader is selected, and then the menu View > Command Range (C) option is selected – which shades everything outside of that. Use the Jump Map to return to the topmost objective so you can replicate these settings.



Additionally, the View > Highlight > Organization command (Q) is used which surrounds all his troops with a yellow border, but also places the alt highlight (orange) around the selected unit and his superiors in the chain of command – pictured here is his Divisional commander.

You can repeat the process, but this time select the Division commander, and you will see that all of his Brigade leaders start the scenario inside of his command radius.

**Note:** If a Brigade leader gets Detached from his superior it only impacts his ability to pass command checks. It does not impart the same Detached effects to his troops as when they detach individually. See the User Manual section 5.4 for an in-depth discussion on command checks so you can grasp the importance of the chain of command.

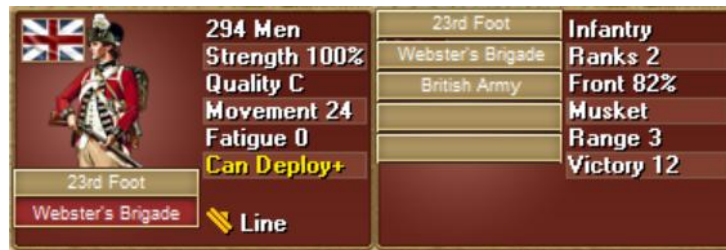
Now we will spend some time looking at the various units on the map and explore some of the actions we can take with them.

**Very Important:** A unit must be Selected to accept any orders you give it. Its background will be “highlighted” or become brighter when it is selected.

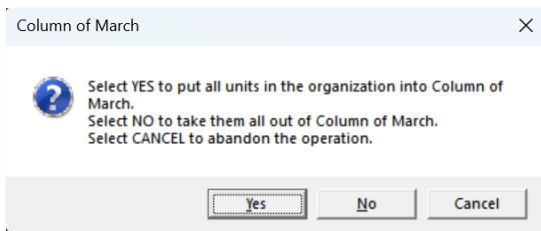


In addition to the information shown on the front of the unit card you will also want to right-click and review the information on the Alternate view. Further information about the unit’s place in the overall force organization is

included as is critical information about its armament, range and the amount of the available hex frontage the unit takes when in Line formation as pictured. The percentage will vary based on the formation the unit is in.



Beginning near the top objective we have the column of Continental troops moving down a road. We are going to use this force to explore a new feature that has been added to the series – Column of March (CoM). The intent is for CoM to be used to move troops over long distances and through terrain you are relatively certain is free of enemy combatants. It has your units strung out along the road so that they get the Road Movement bonuses (reduced movement points cost and no disorder from obstructed terrain). We are going to change the entire Division into CoM at the same time. To do this select MG JA de Kalb at hex 58,13 and then use the Hot Key combo of Ctrl + K (or you can use Command -> Change Column of March).



When you do this a dialog box will appear – select the Yes button and the entire command should switch to CoM.

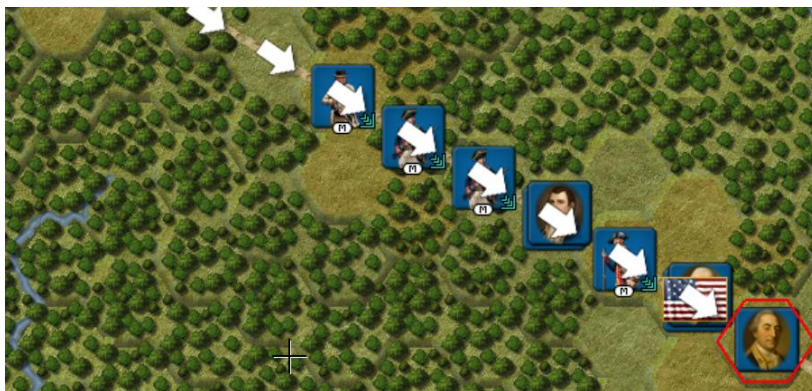
If you select only an individual unit the entire command will not be impacted, only when a Leader is involved. This can be issued to a Brigade or Division, but higher organizations cannot be switched at once. The units do not have to be in adjacent hexes

either to switch. To change out of CoM use the same process, but then click No.

Depending on the Parameter Data File (PDT) settings and the size of the individual unit, a second counter may be created when a unit goes into CoM. See section 4.3.12 for further details on CoM.

**Note:** CoM functionality is not available in all scenarios. Generally, it is not active in Company Level actions as the smaller units are assumed small enough to fit on the roads as is.

We've switched to this formation – now let's move the entire command. Our General started the scenario on the side of the road for illustrative purposes, so he will need to be moved back to the lead hex. Do this by selecting him and right-clicking on hex 58,12 – directly above him. Then hold down the Alt key and right-click a hex further down the road. I selected 64,15. As you can see from the image below, the entire column moved along behind him. This is called Travel Movement and is not limited to just roads but can be used any time you want a collection



of troops to follow along in a single column.

Some points here. In most cases you should have your leader stacked with the top unit in the column so they are not exposed. We did not do that here simply to reduce the complexities of the illustration. Normally the Division and Brigade leaders would be stacked with the lead unit, you would change to CoM

and then issue your movement orders. Additionally, this style of movement can be used for 2 units or 200 units, as long as they are adjacent to each other they will move. There are many caveats that you will learn with time where good force management will yield the best results. See section 5.2.13 of the User Manual for more details.

Before we move away from this group click on the last unit in the column. This is a Supply unit, and its role is to supply small arms ammunition. Each unit (Infantry & Cavalry) is deemed to have a certain amount of ammunition with it at the beginning of the scenario. As the game progresses a check is performed each time ranged fire takes place and there is a percentage chance of going Low Ammo, or if already low they can go Out of Ammo. In order to replenish there must be a Supply Wagon within 5 hexes at the beginning of the turn. If the wagon has enough supplies the unit(s) will be replenished. In many scenarios wagons are worth points for capture as well, so you get an added bonus above depriving your enemy of ammunition!



Use the Jump Map again and you will see a light blue column directly south of the units you have been working with. Click near there now. This brings us to a collection of Virginia and South Carolina Militia moving down a road. Note, these units are in Column formation, so they do not get the Road Movement bonuses, however they are still very mobile and can move through a variety of terrain at a decent speed. In most cases they will not Disorder either when moving through Woods, Rough or Marsh terrain. This is a formation you want to use where you are unsure of your surroundings, or you know hostile forces are near. These units are positioned assuming they have come out of CoM on the previous turn and they are now moving down to deploy in the nearby fields. They can either continue to move as a cohesive unit, or fan out now to cover a wider area. Their firepower is not significant in this formation, but it is much better than in CoM, and they have great mobility.



Before doing anything with them though, look at the unit in front of the column a few hexes, at 70,40. This is a special unit in that it is designated as a Light unit. These units are capable of breaking down into skirmisher companies, which we will do in a minute. The + also denotes that the unit can form Open Order. So, we have a choice to use Open Order or Skirmish companies. A skirmisher cannot form Open Order as it is already in a looser, more flexible fighting stance than Open order provides.



Select this unit and hit the Ctrl + S hot key combo. You will see a skirmish company was created and you now have two counters. In this scenario the PDT value for Skirmisher Fraction is set to 10, so you can break this unit down into 9 skirmisher companies of 25 men each and then the “parent” unit of 25. These units are good for scouting ahead of your main force or defending in obstructed terrain, such as forest, a village or large buildings. If they get caught out in the open, they can be overrun by charging cavalry or pushed aside by larger formed infantry units. So, keep them in a scouting and harassing role for the most part.



Go ahead and deploy a skirmish screen out ahead of your column and then bring the balance of the column forward. Your deployment should look something like this:

In the next turn I would change my units to Line formation behind the skirmisher screen, but they do not have enough movement points left now. Let’s move on to the next group of units – the two Cavalry counters right below the current forces.

These two units represent two common types of cavalry you will see in the game. Irregulars and Dragoons. Irregulars are often used for mounted Militia which are not necessarily highly trained but are skilled horsemen. These forces are generally best used as scouts or escorts for supply columns.

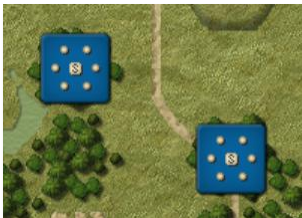
Dragoons on the other hand can also serve as scouts, but they can also dismount and conduct harassing fire. They are good for masking a retreat or pinning a force and engaging them while the balance of your columns advance. When Dragoons dismount, they are automatically in Open Order. Note: These images are done with a different symbol set which can be changed from Settings -> Unit Symbols -> Block.



These are both very versatile units but should not be confused with much of the Cavalry on the European continent at this time. While charges are possible, it is not an ideal use



of these forces. They are the eyes of the army so keeping them moving and fluid will yield the best results for you. Both of these are complete units, and as such will only benefit from Road Movement bonuses if they are changed into CoM. A Squadron of cavalry however will automatically take advantage of this movement benefit. When a squadron is broken off a main cavalry unit the line denoting Strength will be changed to Squadron.



Let's move to the right and explore the next group of units. Starting some hexes above the objective at 91,41 we have what are known as independent skirmishers. These units did not break off a parent unit, like the ones we worked with a moment ago, but rather they are permanently in this Skirmish formation. They do benefit from Road Movement bonuses and have their own leader. Like the other skirmishers, these should primarily be used in obstructed terrain.

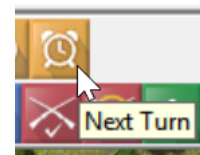
Going down to the objective at 91,41 we have another collection of units. Here we are going to illustrate the differences between how Line and Open Order operate in wooded terrain. Select the 2<sup>nd</sup> Orange County NC Militia at 91,41 by double-clicking the hex. This will select both the unit and the two leader counters stacked with them. Now right-click one hex up & right into 92,40. What happened? Right, your unit Disordered. The remaining points available to the unit have been cut in half and if the unit was attacked it would defend at 2/3 effectiveness in melee.



Now let's go over to the Light unit at hex 95,41. We see it has a + mark next to its type designation – that means it can form Open Order. Select that unit and then issue the command to switch into open order by the menu option or the hot key combo Ctrl + V. Now right-click into a wooded hex and you will see that not only will your unit move, but it will also not Disorder. This is a looser fighting formation that allows flexibility when moving through Forest and Orchards. No Disorder will take place there, but these units can still Disorder in other terrain.

Another new feature introduced with this release is the ability for units to automatically recover from Disorder that was the result of movement only, such as (but not limited to) crossing a Stream or a wooded hex. Disorder from combat is not included with this. It is assumed our unit that was in Line would have stopped and dressed ranks at the end of their turn, returning to good order at the beginning of the next.

Now we are going to work with some Crown units. So go up to the Toolbar and click on the clock, which will be roughly in the middle of the screen. This advances the turn. You will be prompted to save the file, which you can do with the default file name of battle.btl and click the OK button. Next the box will display telling you it is the American Melee phase. We have no melees to conduct so go ahead and advance the phase again. Now it's the Crown turn.



User your Jump Map and go down to the third objective hex, and the collection of British units gathered there. The first thing we are going to do is conduct another type of group movement called Attack Movement. To do this double-click the unit and leader at hex 82,110 which will select them both. Then, press and hold the Shift key and right-click a distant hex. Your result should be something like the image on the following page.



This is an exceptionally useful way to move an entire command that is deployed for an open field battle. You retain your positioning and move everyone at the same time. There is no limit on this command beyond all units being in the same formation and facing the same direction. As long as it is a contiguous line of troops everyone moves.

Now go over to the units to the left of the objective. Select either one and right-click a hex 4 or 5 spaces away. Your unit should move to the destination, or as far as its available movement points will allow. With the other unit you can try the drag and drop method, which works in much the same way. Select and hold your mouse button down, move over the desired destination hex and release the mouse button, the unit will move.

We have now demonstrated a number of different ways to move a unit, or a collection of units, a single hex or many hexes – depending on the need. The intent here is to show you that when the circumstances are right you do not have to manually move each and every unit one hex at a time. This will save considerable mouse clicks and time.

In this same area we have a variety of artillery pieces and some supply. We are going to take the two-gun battery at hex 78,112 and move it forward one hex and then unlimber it – or place it in a formation where it can fire. Double-click the unit, then right click to move one hex up-right and then use the Ctrl + C or Change Formation command. The battery will deploy and it will be ready to fire on the following turn.



Most artillery will need to wait till the following turn in order to fire. Light artillery is an exception in that it can fire immediately. Occasionally some Heavy Artillery might require setup, so a "Setting Up" message would be displayed over the unit image and it will take a number of turns until it is ready to fire.



Next look at the column coming up the road near these troops. This is two artillery batteries and one supply unit. Select the first unit and right-click on the next road hex. Note that the unit paid 9 movement points, which is the cost to move across a Clear hex + 2 for the elevation change, rather than the 4 points for Road. These units must be placed into CoM as well if you wish to get the road bonus. Again though, this should only be done when you are not in danger of being attacked. Now place that unit in CoM (with Ctrl + K) and move on up the road as far as you can.

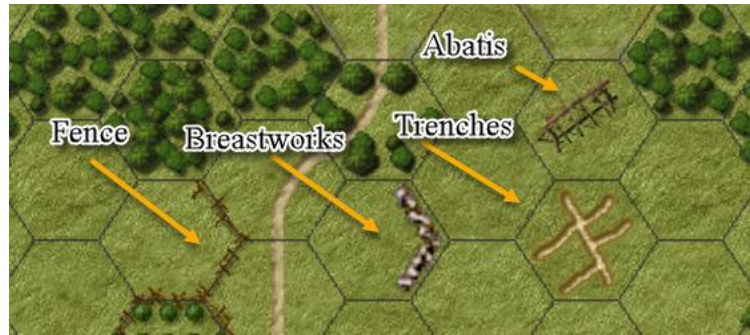
**Note:** If an artillery battery has three or more guns it will automatically generate a second counter when switched to CoM.

Now you can repeat the process with the following battery. Another wrinkle associated with CoM is, a unit must switch back into standard Column before it can unlimber, so an important aspect to keep in mind. A unit in Line or Column can switch into CoM, but coming out of it always goes to Column.

Artillery Ammunition is listed in the Terrain Info Box, as we mentioned early on, and that represents a central pool for the entire army. As long as an artillery battery is not Isolated then it will be able to fire until the pool drops to zero. The amount will increase when artillery reinforcements enter the map and will decrease if your artillery units get captured. Note that the Crown forces have 20 artillery rounds assigned for this exercise.

Before we leave this area look above and to the left of the objective and you will see a variety of terrain features that we will collectively call “works”.

Each has its own function and can provide a certain level of protection to units stationed behind them. All will cause Disorder for a unit moving across them in Line, outside of Breastworks. For Column only Trenches and Abatis will cause Disorder. These features are included in the Summary Info document mentioned previously (F1) and are also discussed in the User Manual. When FOW is in effect all are hidden from you unless they are within LOS, with the exception of Fences.



For our last stop, use the Jump Map again and bounce to the area around the bottom objective. Now we have a combat situation before us. We will conduct ranged fire with both our infantry units and artillery and then we will conduct a melee. Let’s tackle the artillery first.



I will always fire off my artillery first, unless of course I plan on limbering up and moving away during the turn. I also generally use the Artillery Dialog (Ctrl + A) to do this, so go ahead and open that up – it’s the blue icon with the artillery piece on it.



To the left you will see the dialog open. Double-click the highlighted line in the dialog to move the hot spot (red outline) to the relative Artillery unit. You can also see that the available target has a yellow highlight around it. This way you don’t have to guess or work out what is in range – the

system shows you your options. In this case we have only one, so right-click on that unit to fire the battery. If you are like me, you got a “No Effect” message, which is not surprising since the unit is up in the trees.

Now select the unit closest to the opposition and then press Shift + F, which highlights the Firing Range. This not only displays your available fire arc but also gives the range at which you can fire. Now press and hold the Ctrl key which places us in Fire mode and right-click on the center militia unit. I was rewarded with inflicting a 1-man loss.



You can have more verbose reporting if you wish by going to the Settings menu and de-selecting the On Map Results option. That will display a dialog box with information that must be acknowledged after every combat action.

If you wish to place the game in Fire mode for a prolonged time so you don't have to hold the Ctrl key, you can do so by selecting the far-left green button on the toolbar. I generally prefer to swap between movement and fire as I cycle through my available troops, so using the Ctrl key is the easiest for me.



The direction a unit faces is important. Select (double-click) the Royal North Carolina regiment in hex 78,162 on the edge of town. Click Counterclockwise on the Toolbar. If it possesses sufficient movement points, the icon will turn reflecting its new facing and its Unit Box will show its Line formation pointing northwest (or up-left). You will see the firing arc changed and now no opposing units are within range. Facing is important during combat. A unit may only fire at a target that it faces. Also, fire taken outside a unit's facing causes a severe "enfilade" penalty. Also, the two hexes immediately in front of a unit are those it exerts a Zone of Control (ZOC) over.

If an opposing unit enters one of those hexes their movement points drop to zero for the remainder of that turn.

Normally you will want to have your infantry in Line formation when entering combat. Line formation gives them more fire power, and it puts them in a better position to defend themselves as well.

Go ahead and press Shift + F again to clear the Fire Range mask, as we are going to move a unit in position to conduct a melee. Take the Loyalist unit on the right side of the line and move it towards the tree line, adjacent to the militia units. You most likely took some fire as you did so! This is opportunity fire and will happen as you conduct your actions.



To Melee you must be in an adjacent hex to the target unit. It is possible to add multiple attacking units to a melee, either from the same originating hex or from multiple adjacent hexes as long as you remain under stacking size limitations.



Now to be clear, this melee we have setup is not a great one. We are attacking uphill against a good order defender ensconced in some woods... so not something you will usually want to do. But for our situation it will illustrate the process.

Go ahead and advance the turn and it will place us in the Crown Melee Phase.

To initiate a melee you select your attacking unit(s) and then drag and drop them on the destination hex. If you wish to add a unit from another hex, repeat the process. It is advantageous to include a leader with a melee, but only one is needed, as only one will be used for the calculations. Any more simply place those leaders at risk of loss.

When the melee is setup and we get an indication on the map. We also get a dialog displaying the predictions of the melee, like I said – not good odds. Generally with FOW in effect we wouldn't get so much detail in the report. Close the dialog, the defending unit will likely fire, and you can execute the melee. This can be done by pressing Ctrl + P or clicking the button on the toolbar. The melee will resolve; the results will display on the screen – and you most assuredly failed to take the destination hex!

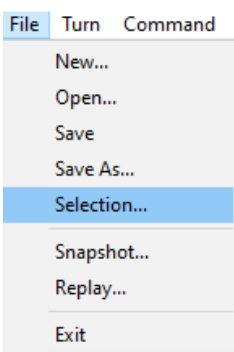


Another item to look at here. Click on hex 77,165 and you will see a collection of barrels. This represents a Supply Source, or just "Source" as the label in the Terrain Info Box will display. The sole function of this hex type is to prevent isolation. You will often find these placed inside a fort, fortified town or on an island where troops are stationed. This allows these units to conduct a normal defense without suffering the effects of isolation if they become surrounded. It's important not to confuse these with Supply Wagons – a Source will not resupply your small arms ammunition.

We can tell the time of day or any special weather conditions by looking at our status bar. If those details don't display, then click on any empty hex and the bar will update.

12:00N June 1 1778, American Turn, Turn 1 of 20, Day (Visibility: 18 hexes), Clear and Fine (Move Cost: 100%, Art. Fire: 100%, Non Art. Fire: 100%, Attack Mod: 0%)

Ok, so that concludes the first stage of your training. You know how to load a scenario, view the map and units to gain information. You can move and fire your various unit types, so you are now ready to actually play a scenario.

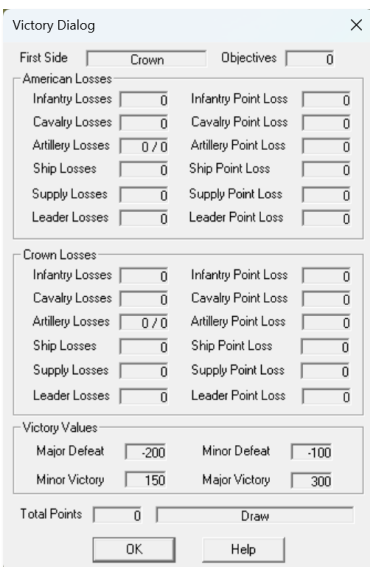
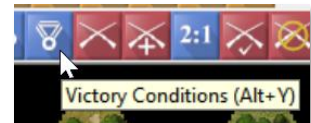


When you are ready go to the File menu in the top left-hand corner and choose "Selection..." – this will open the File Selection Dialog Box where you can select the second scenario, 001.Getting Started BL.

We are presented with the A/I selection Dialog and this time we are going to select Automatic with FOW for the American forces and Manual for the Crown. We'll leave the Rules at the default selections, so when ready click OK.



We see two objective hexes up ahead, both along the main road. Opening the Victory Conditions dialog (Alt + Y) we see the following screen.



Our Objective for this scenario is to dislodge the American forces from the positions in front of us, capturing the objectives and inflicting more casualties than we take. Ideally, we will completely break their force and disperse them.

These values will be updated as play progresses, but we see it is currently a "Draw". So, the burden is on you to attack and change that situation, as you likely derived from our initial description.

If you can take and hold the territorial objective hexes and inflict greater losses on the Americans than you take, you will obtain a Minor Victory for sure. However, if you take those hexes, but take a brutal beating in the process, you will not obtain a victory.

As you can see from this screen, you gain points for inflicting losses, but you also have points deducted from you for losses you suffer. The 0/0 display for artillery represents guns destroyed / captured.

Keep in mind, as combat progresses, your troops will suffer losses, gain fatigue, and have a reduction in morale. All of this will cause them to be more “brittle” – which means they may, or may not, execute the commands you issue them. They may even run away! Watching fatigue levels, maintaining command and control, and maintaining solid formations are all significant keys to your success. Again, once you get the basics of play down you will want to give the **User Manual** a thorough reading as this will provide ample details on these topics and more. This and other reference material is accessible from the “Help” menu within the game, or by pressing the F4 hotkey, or by browsing to the \Manuals folder where the game is installed on your computer.

As you progress through the scenarios you will want to learn details of how battles were fought during this time period, allowing the different “arms” of your Army to complement each other – softening up targets with artillery or infantry volleys and then following up with close infantry support – bringing the bayonet to bear. The game engine is designed to reward good tactics and penalize poor ones but not prevent you from doing things that were not done historically.

As you step through this scenario you will find things don’t always go as planned. If desired, you can start the scenario over from the beginning by going to File -> Selection... and start over.

Let’s jump into the scenario then and learn how to interact with our pieces – so we can get our command doing what we want them to do.

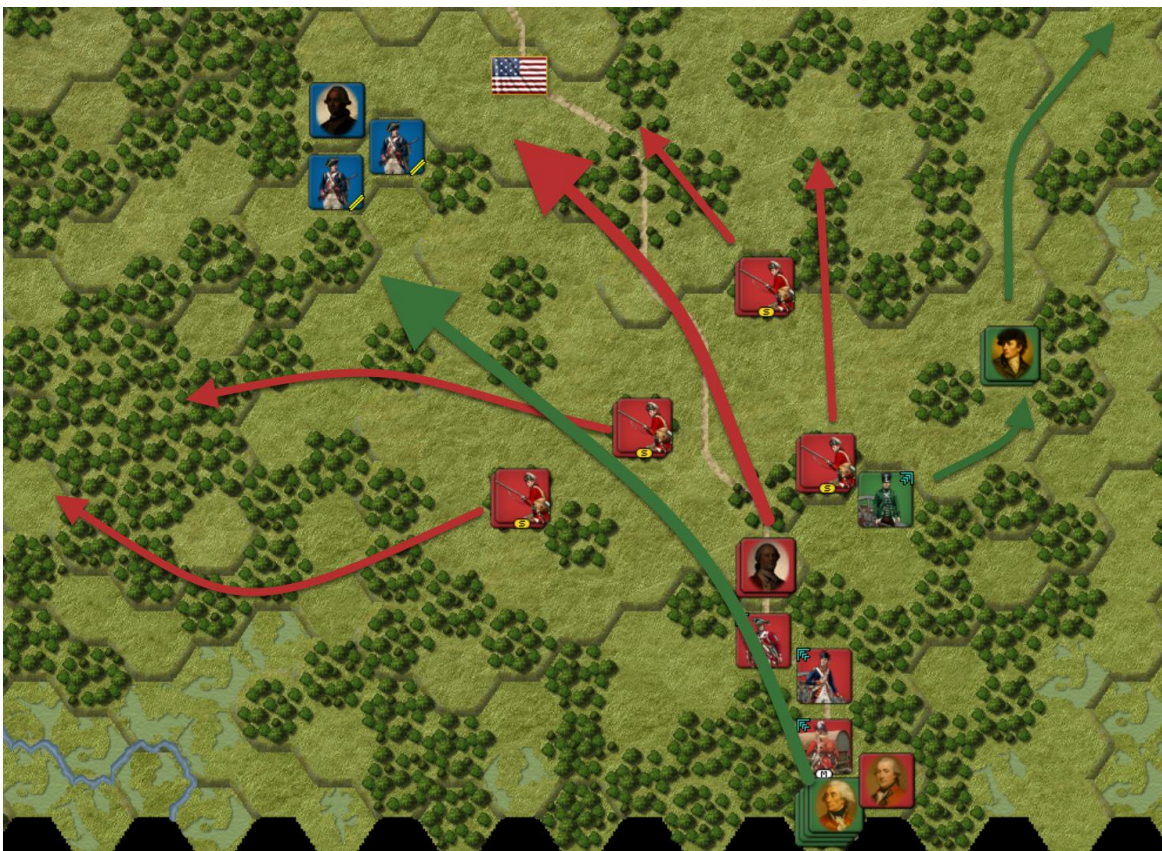
We are presented with a battlefield where our forces are emerging from a wood lined road, our scouts are fanning out probing for the opposition, and we catch a glimpse of some units on the ridge in front of us. We most likely are not seeing the entire American force. This is because we have FOW in effect and so will only see units within our Line of Sight (LOS). Our flanks are bordered by a couple of streams and associated marshland, so we have a relatively narrow path of advance to consider. We have no intelligence to provide any information as to the size of the opposing force, only that they are standing in the way of our advance.

We have a relatively small force at our disposal. The right flank appears to offer a bit more open terrain and as such we have deployed our lone cavalry unit and attached Light artillery battery to explore that area. On our left we have a lot more woodlands, and as such it is quite possible to be filled with our adversaries. While the way straight forward is only sparsely wooded, we can’t really afford to only focus in the center and plow ahead, as that will potentially leave harassing troops in our rear, exposing our supply line to further harassment.

The following image is my rough plan...keeping in mind, that no plan lasts past first contact! Normally we would want to maintain a reserve, but with limited forces we need to get our entire force moving forward. In the event resistance is found on either flank the closest brigade can shift to cover that new threat.

**Note:** Not every order to change formation or advance will be successful. The presence of the enemy may be sufficient to interfere with the attempt. This presence is called the “Threat Value”. If you right-click on the Terrain Box you will see the number of troops / and the threat value currently exerted on that hex. Note that the number of men is the “men equivalence”. In our current scenario 1 cavalry trooper counts as 3 men and one artillery piece counts as 100 men. That’s the amount of space they take up in a hex. Try a few hexes to see the differences.

Right-clicking a Unit Box will show the percentage chance that formation change will be successful as a result of any threats, if present. The absence of a percentage implies complete success. Generally, you may change formation so long as a unit possesses sufficient movement points to do so and the threat is low, and before it has fired. Once a unit has fired it is done with actions for that turn.



From this point on, our details and results will vary so I will give general guidance. You might encounter fire from a unit when I didn't, become Disordered from a move I didn't make, etc. Go ahead and start by moving your forces forward. Move your skirmishers units first, so they will flush out any hidden units they encounter before you put your main regiments into motion. In addition to the combat forces, don't forget to bring your Supply up behind them as well and keep it within reaching distance of your rearmost troops, at least. Keep Leaders stacked with combat units whenever possible.



And sure enough, as one of my skirmish companies moved forward they uncovered the presence of more troops on a further ridge, so caution is definitely warranted!

And with further movement even more are fleshing out... definitely have a sizeable force ahead it seems. Before I make any solid decisions on my deployment though I want to finish pushing my skirmisher screen out as well as getting my cavalry scouts out on my right flank. Once done I will have enough intelligence to determine where to send my regiments for the most effect.

Regarding my cavalry, I break off a squadron from the main force and send it scouting ahead first. I push it a good way forward and eventually a skirmish screen is exposed... interesting, no formed units are in view though. I have limited movement points left so I will stop there and bring up some more cavalry. First though I will detach another squadron to escort the artillery when they become available. Note: If you look at the Units -> Releases (Alt + J) you'll see they are due to release on the following turn with a High degree of certainty.



Now we have a bit more information. Our left is still undefined, and that will need to be resolved as soon as possible, but it seems reasonably certain that the main body of opposition lies across our path of advance. So by and large our initial plan can move forward. I'll be a little more conservative with Rawdon's Brigade, keeping it from becoming fully engaged until the contents of the left woods is revealed. So, go ahead and bring your column forward. It is suggested that you remain in Column formation for Webster's Brigade because you know hostile units are in the vicinity. Depending on how aggressive they are you could be engaged in close combat on the next turn, and CoM is not the formation for that. You could switch Rawdon's Brigade into it to get them up more quickly but ensure you end your second turn with them in standard Column.

With all movement completed we can check for any units that are able to fire. Toggle the game into Fire Mode by depressing the icon on to toolbar and then hit the N key – which is the "Next" command. The game will cycle to each unit that is eligible to fire, and you can fire them if you wish. Once all units are considered advance the turn, save the game file when prompted and proceed to your melee phase. Using the N key again will tell us if anyone is eligible to conduct a melee. Note: It is not advisable to initiate a melee with skirmisher units unless the defender is a supply wagon or lone leader, or a very depleted unit. Their role is to harass with ranged fire and slowly give ground when pressed – not to engage in hand-to-hand combat!

Advance the turn again and the A/I will conduct its turn. You will see everything the A/I does within your LOS. Once the A/I completes both its phases the turn will pass back to you.

**Note:** You can use the Speed Controls at the top right-hand side of the Toolbar to control the speed at which the AI operates or even Pause the action. Each command also has a Hotkey (F5 – F9).



You should have received a Command Report telling you that your Legion Artillery has been released, click OK to acknowledge this. The information contained in this report will vary as the scenario progresses, but it is often of critical importance to your operations, so pay close attention.

I now have a bit more information available to me. I see a Militia skirmisher unit on the edge of the woods to my left – that tells me those trees are most assuredly occupied with more troops. I've also had some opposition push forward into my skirmish line in the center, and some probing with cavalry on my right flank. From what I am seeing there I feel reasonably confident that they are a screening force and no major thrust is going to come from that angle. So, my plan generally remains unaltered.

The strength of the British troops is in their discipline. I want to get them deployed into Line formation this round and begin moving them forward. Bringing them to the point of contact as soon as possible so that they don't have to soak off losses from the ranged fire of the American forces. Here's a shot of how I end my turn two movement.



I advance the turn and let the AI process... I see more units coming into the line and a few more skirmishers on my left. Time to get my troops moving forward and making some progress. Move your forces to contact to try and dislodge the defenders. Keep in mind, Open Order and Skirmish formations operate smoothly within a wooded environment, Line will Disorder with every move. Your fire power is more concentrated, but on the move, you will be better served by the loose formations.

Turn five ends with not a whole lot of headway made – the AI is putting up a stiff defense with one regiment and a few skirmish companies holed up in a clump of trees in the center of the line. Where I have caught them in the open though my regiments have prevailed. I also have my artillery battery deployed in a commanding position delivery supporting fire. Here’s how my turn six ended.



The defenders pushed back on the following turn, capturing the objective back and also pushing one of my regiments back, but the center of their line is blown, and the Volunteers of Ireland are making headway against the Militia that had come up fill the gap.

I keep the pressure up... my forces are getting tired, but so are the defenders. I now have the central position firmly in hand, with one of the batteries captured and the second one surrounded. I also by a stroke of luck captured the American commander, General Gates who will make a fine prisoner of war.

On my last turn I captured the second deployed battery and solidified my central position, but I am by no means in a position of strength. The scenario ends and the opposing forces are revealed showing a dispersed American force, but by no means completely vanquished. The Light units on my left are still solidly engaged, and two rally points are defined with the defenders regrouping. The Victory Dialog says I have achieved a Minor Victory, but I have not completely vanquished my foe.

No two playthroughs are exactly the same... go ahead and play the scenario again and try to better your results, or you can switch sides and try it as the Americans. When ready go on the scenario 002.Getting Started CL – to experience a Company Level treatment of this same situation.

For this next exercise we are going to switch sides and control the American forces. The first thing you will notice is the significantly greater number of counters. Each regiment is broken down into multiple counters, or Companies. This allows greater control of your forces – covering a wider front for example – but each unit is

(obviously) significantly weaker than a full regiment. This also allows a wider diversity of units to be covered. For example, look at the Light Militia units on your right flank. We see the actual county names the units come from, instead of just one big Virginia or North Carolina Regiment. This style of play allows you to maintain a reserve more easily and cycle units out of the line to rest when heavily engaged. But with that greater fidelity also comes increased management, so it's a give and take. Many of the group movement commands we talked about earlier in this tutorial will be very important when playing this style of game.

Due to the smaller size of units, the CoM formation is not used in Company Level scenarios by default. It is possible to edit the PDT files and make it active if you wish, however. Details can be found in the Scenario Editor manual. Maps will be bigger as each hex represents 40 meters rather than 100, and weapon ranges will also be greater. So rather than engaging in firefights at 2-3 hexes you will start doing so at 6-8 hexes away, depending on the weapon being fired. Leaders are also different with Battalion (Bt) being the lowest level, then Brigade, Division and on up. The Command Range for a Brigade Leader is larger, for example, again to accommodate the different scales. Time is also segmented into 5-minute increments, so we have three turns for every one in the previous scenario.

A further consideration is Frontage. With the smaller hex sizes, you can't fit as many men on the firing line, so you need to be careful operating with Stacks of men. The total stacking limits for a hex do not equate to the number of men that can bring their firearms to bear out of a 40-meter frontage. Yes, it's helpful to have a stack when going in for a melee, but not as much when trying to conduct ranged fire. Note the image below. The two units on the left are on the "top" of the stack, so they can fire. The two units to the right are Masked – meaning they are behind the other units and cannot bring their muskets to bear.



This impacts Battalion Level scenarios as well, but it is more pronounced in Company Level due to the increased number of counters. See section 5.3.9 of the User Manual for further discussion on this topic.

So, now we find ourselves as the blocking force. We are familiar with what lies before us and their goal. Our job is to stop their advance cold and send them back where they came from! As you saw, albeit from a detached point of view, certain elements of the American forces can be a bit brittle when things get close and hot. So, we'll want to be smart in the management of our forces.

Note the line behind the center objective in the following image. That is to denote a ready reserve, possibly a full 50% of your Continental forces. You can press forward with some, and apply pressure on the flanks, but you need to have a healthy reserve force to counter unexpected developments. Also note, the Militia coming in from the rear is poor quality. Ideally you get them into position where they can deliver a few volleys over some open ground and then pull back to another defensive position. Move through the trees in Column formation so they don't become Disordered, as you'll notice none of them can form Open Order.

Below is a suggested plan of action.



A tool I find very useful is Highlight Organization (Q). This places a border around all the affiliated units to the selected one. In the picture below and at left the unit is selected and so it has an orange highlight, all of its fellow units have a yellow highlight. The leaders up their chain of command also have an orange highlight. The second image is using the Divisional Colors (Z) option, which color codes all related units. Personally I find the first example much more focused and useful.

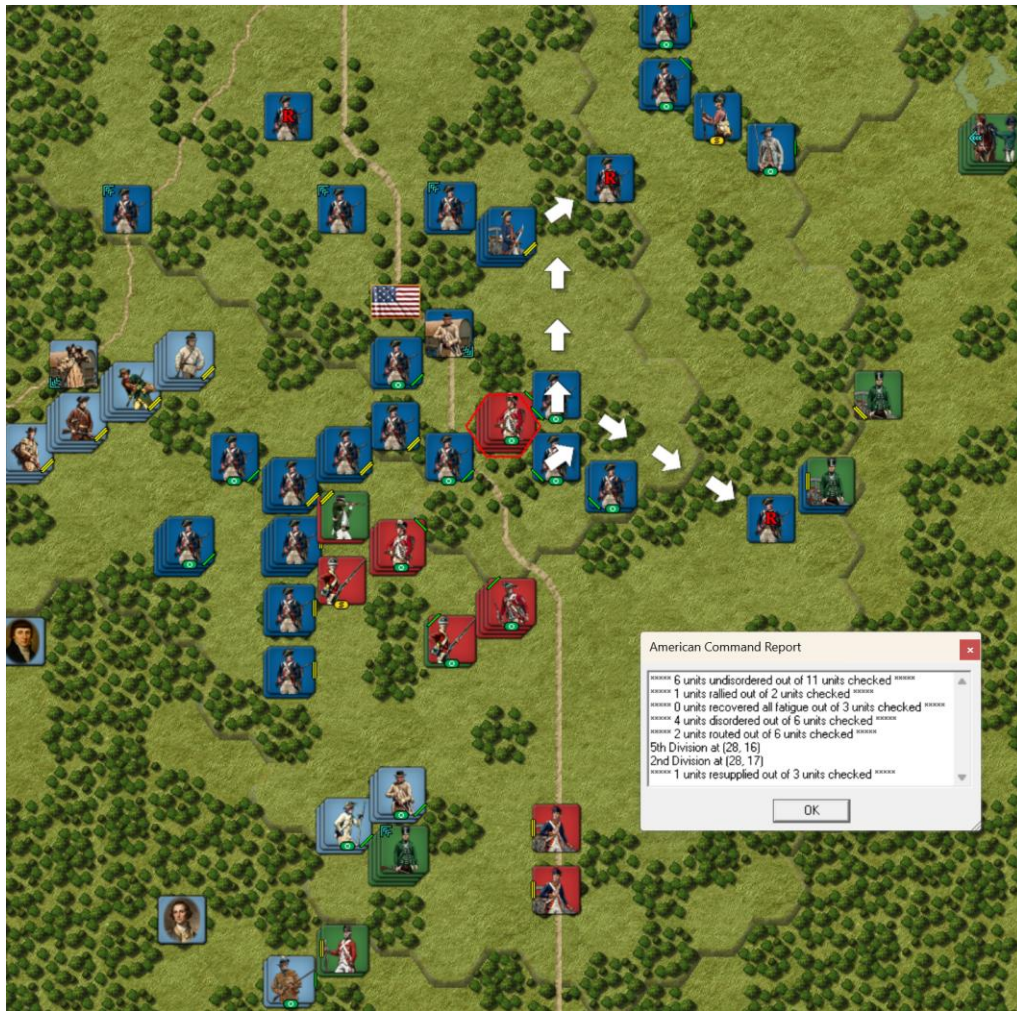


Go ahead and put things into motion. I'll step through mine and we'll meet back up with a progress report after the forces are fully engaged.

In my match I've executed my plan and by turn five I have my light troops harassing the Crown forces flank which in turn is limiting the troops they can commit to the main assault up the road. They are applying heavy pressure to my center and delivering a whoopin on my cavalry on the left. In fact, I need to divert some companies to that side to try and counter the Legion Cavalry I'll soon be finding behind my lines!

Turn six sees me having to commit some of my reserves to my center in order to plug the holes that have been created. With the close density of units, the possibility for a chain route is a real concern. But the congested landscape leaves me little choice. I specifically avoid engaging in melee, relying on my ranged fire to whittle the attackers down. They have no such qualms however and continue to bring the cold steel into play with each passing turn. By turn seven I experience my first batch of units turning tail from the fray... five companies head for the rear. Thank goodness I held a reserve!

Turn eight seems my left stabilized as their cavalry falls back to regroup, but now there's significant pressure on my right, as my light forces are steadily pushed back. My original center line is holding, but most of my Continental forces have been committed. That means there's a good chance the Militia will be seeing some action today.



I retired my line a bit over turns nine and ten in attempt to regroup and dress ranks. The Crown forces took it as an invitation to press forward. My right flank is now in a shambles, but I have a line of Militia waiting to deal the Loyalists a blow when they come into the clearing.

As the turns march on it is clear my intentions of driving the Crown from the field are history. I have reformed my line, and it is reasonably solid, but my troops are brittle in many cases and as the Crown units close again and again, more men take off for the rear. I have lost the central objective to repeated attacks. Apparently, these Brits have been promised something good for their successful efforts today!

On turn seventeen I launched a counterattack in hopes that I could reclaim the central objective. Some progress was made, but it remains to be seen how far it will go. By turn nineteen I was successful, but the pressure of the Crown troops was not wavering.



Turn twenty begins with me holding a Minor Victory, but a very long way from a Major. How about you?

We'll stop this walk through now, but hopefully this three-step process has brought you from learning the basics, to playing a scenario with minimal guidance.

## *Further Information*

This guide is designed to give you a basic introduction and feel comfortable with what's going on in the War of the Austrian Succession game, but it is no substitute for the **User Manual**, which is the series' rule book. The User Manual will expand upon everything discussed here and cover the issues of campaign play, leadership, morale, and supply amongst others that will allow you to fully enjoy the game. The General Help section also discusses the various elements of the interface in helpful detail. You can see this whilst playing by pressing **F4**.

The **General Help** shortcut provides you with Summary Info such as Terrain Effects Chart, Weapon Effects Chart, Toolbar definitions, hot key listing, etc. You can see this while playing by pressing **F1**.

If you wish to delve inside the game designer's head, press **F3** whilst running the game and the **Design Notes** will be yours.

Pressing **F2** invokes a feature called the Parameter Data Dialog. It provides a host of information including movement costs, terrain benefits and stacking limits amongst other things.

Documentation for the game's editors may be found in the following help files:

Scenario Editor Help Manual – mpedit.pdf

Campaign Editor Help Manual – mpcamp.pdf

For updates, downloads and the latest information visit WDS at <https://wargameds.com/> or email

[Helpdesk@wargameds.com](mailto:Helpdesk@wargameds.com)

You can also head over to the official forums and ask questions or discuss the games with fellow enthusiasts. Visit the Musket & Pike section here - <https://forum.wargameds.com/viewforum.php?f=16>