

Squad Battles: The Proud & The Few

Getting Started

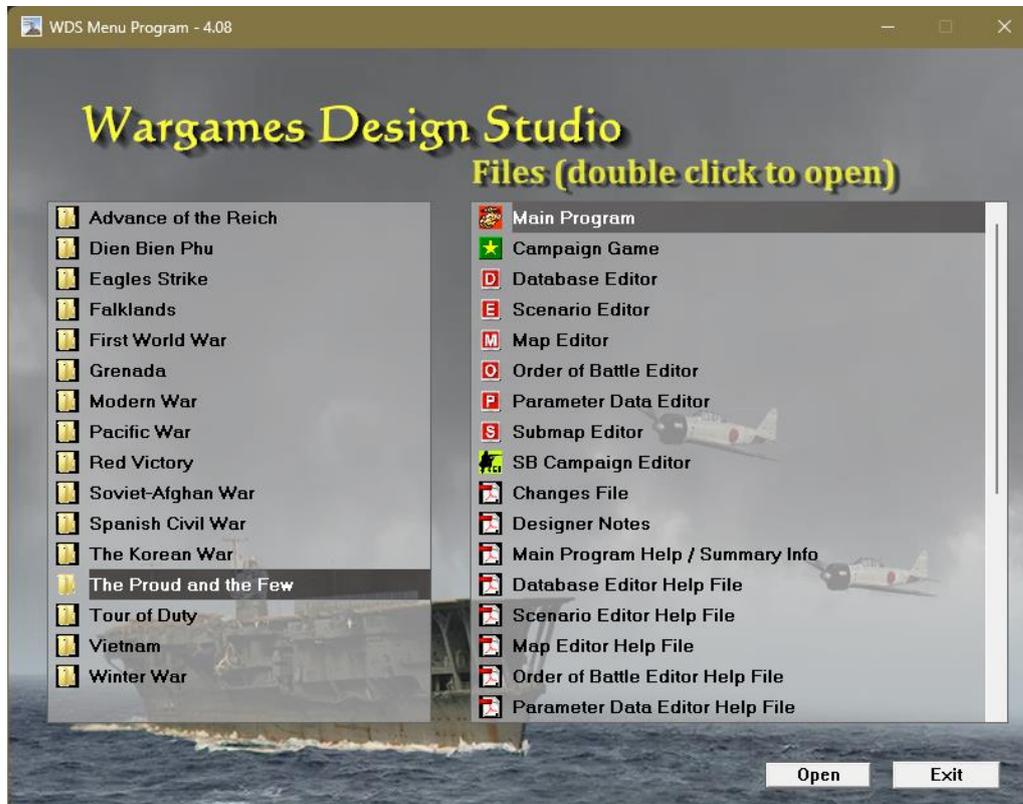


Welcome to the war in the Pacific! You are about to become a part of the Proud and the Few, the United States Marine Corps, in its combat odyssey across the Pacific Ocean during World War II. All of that is well and good, but if you are a newcomer to this fine game, you probably want to know how to play it. You've come to the right place.

Here you will find the instructions on how to get started with the **Squad**

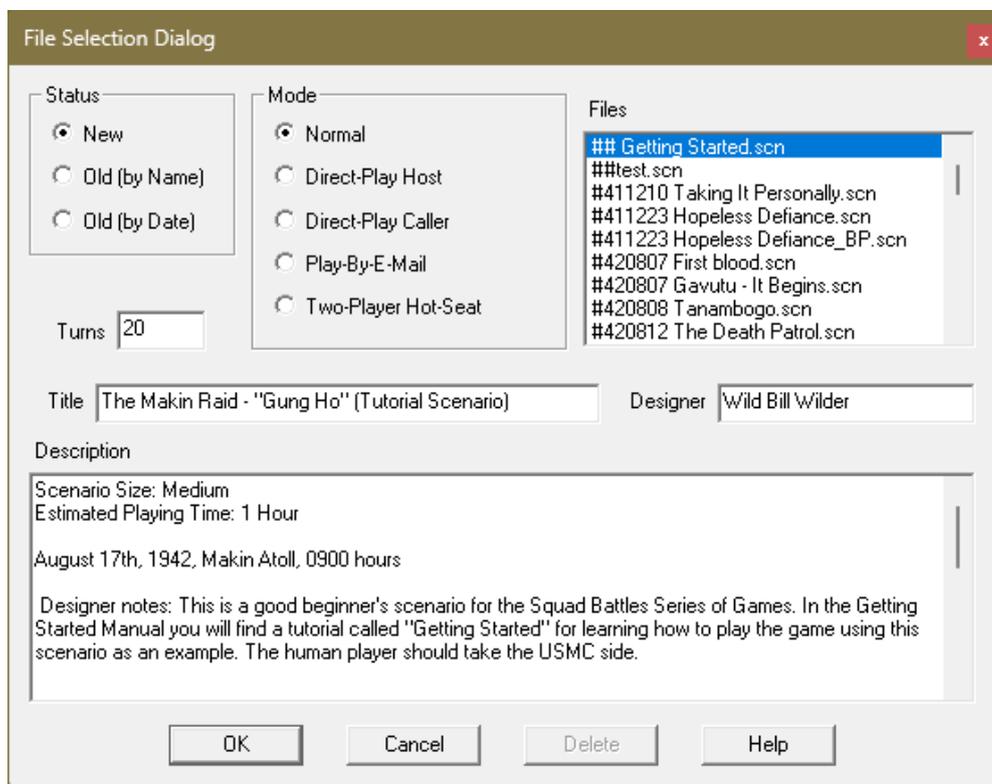
Battles: The Proud and the Few software. If it is not already running, you can click on the shortcut added to your desktop during installation.

You might also want to look at the **WDS menu program**. This free tool enables you to access all your WDS games and all the documentation from one interface, saving a lot of delving around with explorer. Get it here: <https://wargameds.com/pages/resources-other-downloads>

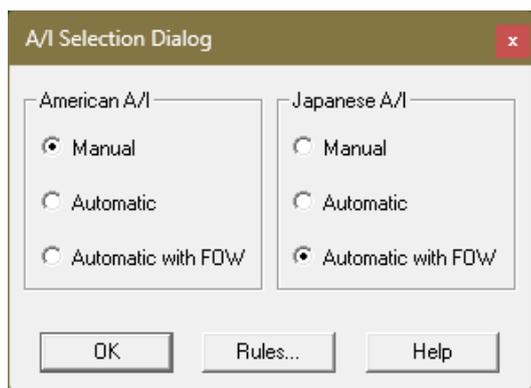


Please note this is just a Quick Start document. There is comprehensive information of all the game details in the User Manual.

After a brief introduction, the Main Program begins by displaying the **File Selection Dialog**, where you are prompted to select a file to open. In the dialog below, you will see that the file “## Getting Started.scn” is selected. These instructions will get you started using this tutorial scenario, which has the title “The Makin Raid - Gung Ho”.



Notice that a short description of the battle appears at the bottom of the dialog along with historical and designer notes. After reviewing them, click on the **Ok** button.



Next, the **A/I Selection Dialog** will appear. Since we are going to play as the Americans, select “Automatic with FOW” in the Japanese A/I group on the right-hand side of the dialog. The AI will then play as the Japanese.

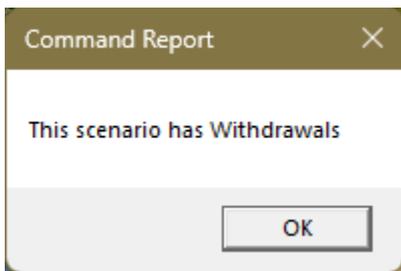
Later, you can also use this dialog to experiment with Optional Rules by clicking on the **Rules...** button. For now, just click on the **OK** button.

The battlefield will be drawn on the screen, and the **Turn Dialog** will appear in the center.



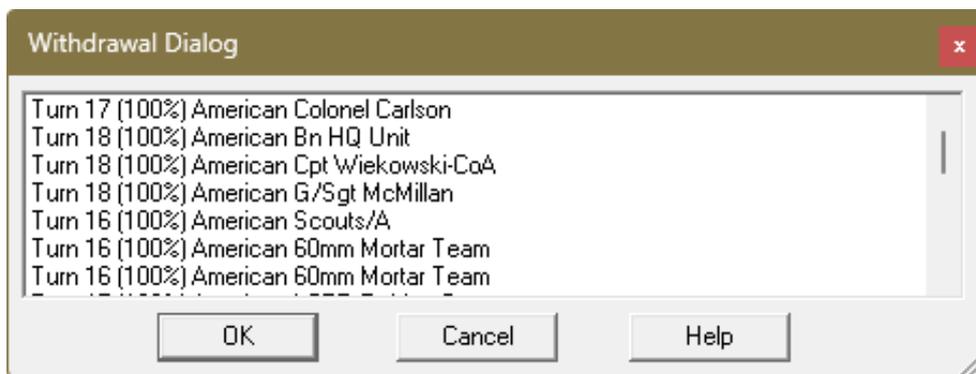
This box will appear at the start of every turn, and will help you keep track of the turn and duration of the battle.

Click anywhere in this box to close it or, if you would like it to automatically dismiss itself after a brief appearance at the beginning each turn, right-click on it to have it automatically disappear after a couple of seconds.



After you close the **Turn Dialog**, some scenarios will display a **Command Report**. The Makin scenario has Withdrawals, and this is stated in the Command Report that popped up. Withdrawals are set by the scenario designer to simulate a unit leaving the battlefield for some reason. Additional information in the Command Reports may include the number of Smoke Rounds or Banzai attacks in the scenario.

To see which units will be withdrawn, simply select the menu option **Units > Withdrawals** and this will bring up the **Withdrawal Dialog**.



You will find yourself in command of two companies of the 2nd Marine Raider Battalion led by Lieutenant Colonel Evans Carlson. They are landing on the island in rubber boats that were launched from two submarines. You can use the scroll bars along the sides of the map to change your view of the battle area. If you scroll to the left, then you will see one of the two groups you are in command of.

As you click around the map you will notice that lists of units appear at the bottom of the screen. This area is the **Hex Info Area**. It will show you the units in each location, their weapons, their condition and some general information about the hex itself. Just below the **Hex Info Area** is a small bar with additional info such as the time, date and turn number. This is the **Status Bar**.

In the lower right-hand corner, there will be a pair of numbers such as (21, 24) indicating the current location of the "Hot Spot" that is indicated on the map by a flashing red hexagon.

Also notice the colored squares on the counters in the given example to the right. These identify the different Company organizations, and you can activate these in the game by selecting the "Company Markings" option from the **View Menu**.

To perform most actions in the game, you first need to select some units. To select individual units, you can click on their picture in the Hex Info Area, and this will toggle them to a highlighted state, indicating that they are selected. Alternatively, if you double-click on a map location with a stack of counters, all units in that location will be automatically selected.



Clicking on hex (21,24) we find the Bn HQ Unit along with Major Roosevelt and Colonel Carlson. In the Hex Info Area, you will see the units displayed and their weapons.

The first unit in this list to the left is a Rubber Boat. Following the left-to-right convention discussed further below, this vehicle is carrying the units shown to the right of it.



First in the list of passengers is the Bn HQ, comprised of six men. Four of these men are armed with M1 Carbines and 2 with a Reising M50, as indicated below each of the weapon graphics. Following the Bn HQ is Major Roosevelt and Colonel Carlson, each armed with an M1 Carbine.

Finally, note the **Terrain Information Box** on the bottom right of the screen. This shows that you are in Shallow Water, the hexside below us shows a reef, you are at sea level (Elevation 0m) and the visibility is 20 hexes.



Your hex information area might only show the text on the left panel and not the image of the shallow water hex you can see above. I am using the “Separate Terrain Box” option. This can be selected from the **Settings** menu, but you can get the same information by right clicking on the Terrain Information box. Use whichever method you prefer. The number 10 in the center of the water hex shows the current stacking level.

If you **right click** in the **Hex Info Area** and hold the button down, the display will change to show you important information about the weapons, including:



- **Reliability (Rel)** – from A (best) to F (worst).
- **Range (Rng)** – Measured in hexes.
- **Lethality (Leth)** – The ability of the weapon to cause casualties, higher is better.
- **Penetration (Pen)** – The ability of the weapon to penetrate protection.

Some weapons can fire multiple types of ordnance, such as high explosive or anti-armor rounds.

The map has three zoom levels in 2D and two in 3D. These can be selected from the numbers on the top row of your keyboard: Keys 1 ,2 and 3 zooms you from lowest to highest zoom levels in 2D mode, and then 4 and 5 moves you through the zoom levels for 3D mode.

Scenario Objective

Your aim is to capture the Japanese Objectives and hold them while keeping Marine casualties to a minimum. You gain points for capturing and holding the enemy Objectives and by killing the enemy. Some scenarios will have Exit Hexes. In these scenarios you can also gain points by moving your units into the Exit Hex and removing them from the map.

First things first. We now must move our units and fight when contact with the enemy is made. Looking over the map you can see that much of the area between your forces landing and the Objectives consists of trees. Trees will cut down on your Line of Sight (LOS) and provide excellent cover and concealment for Japanese troops, especially the dreaded Sniper.



To check the LOS of a unit, I have selected the scouts in hex 20,21 and clicked the LOS icon on the toolbar. You can see them in the image above surrounded by a red outline – the Hot Spot.

Note the limit of visibility—the light hexes are within LOS, while the darker hexes are beyond LOS either because intervening terrain blocks the view or because the hexes are beyond the maximum visibility range for the scenario (see the Terrain Information box).

There is a keyboard shortcut for checking LOS from a given hex, which is “V”. Most other actions in the game have a keyboard shortcut, and these are all described in the quick reference file **SQB.pdf** which you can find in the “Manuals” sub-folder.



The **Move/Fire Mode** button on the toolbar toggles between “Move” and “Fire” Modes. When in Move mode the cursor will be a cross, and when in Fire mode it will be a reticule.

Most veterans of the series play in Move Mode and switch to Fire Mode by simply holding down the Ctrl Key. Letting up the CTRL Key returns the game to Move Mode.



Now, if you select the **Reachable Hexes** button or the hotkey “H” you will be shown how far this unit can move in this turn. Remember the unit must be selected for this.

The shaded portions of the map are out of the range of this unit this turn. You’ll see that you have enough Movement Points to get into the tree line from the beach. Movement points are listed in the Unit Box, to the right of the unit picture. These scouts have 24 movement points.

Let’s move the scouts in hex (20,21) into the tree line. Make sure the unit is selected by double clicking on it, and then right click on an adjacent hex. The unit moves one hex, and the available movement points are reduced. Two more clicks and we are in the tree line with just four movement points left. Our track is shown by the yellow arrows.



Let’s unload some of these boats. You could move them a bit closer in if you wanted, but the men can wade through light blue (shallow water) hexes. They cannot wade through or be unloaded in the dark blue (deep water) hexes, however—they can only move through those when they are in a boat.

Double-click to select a boat, but this time, whilst holding down the left mouse button drag the boat onto the beach. Clicking and dragging like this is another way to move units if you don’t want to go hex by hex.



Once the boat is beached, or when you are in a shallow water hex, click the **Unload/Drop** (Ctrl+D) button on the toolbar and the men will disembark.

There is an important Squad battles convention that we should discuss here, one that applies to passengers in all types of vehicles.

When a vehicle is loaded with passengers, the vehicle is shown on the **LEFT** in the Hex Info Area, and its passengers are to the right. On the map, this is indicated by the vehicle's counter having a yellow "P" in its lower right corner.

When the passengers unload, they will be shown to the Left and their former transport will be to **RIGHT**. On the map we see that the former passengers are shown **ON TOP** of the transport.

It is important to understand this so that you can spot the difference between a vehicle that is carrying passengers and one that is simply in the same hex as potential passengers.

Enough theory, let's get back to our game...

Using the terrain and coordinated movement of your units, you are to advance on the Japanese Objectives. The Radio Station is in hex (34,10), and there are four other objectives to the east, or to the right on the map.



You can use the **Labels** toolbar icon or the "tilde" key to toggle map labels on or off. An alternative style of label can be selected from the **Settings** menu.

North is to the top in this map, but this may vary by scenario. When moving, pay close attention to your surroundings, LOS and your Leaders. Make your way to the Objective and beware of danger every step of the way. Enemy troops may be waiting in the next hex or around the patch of trees. Sometimes you may not be aware of the enemy until you try to move into an adjacent hex and are ambushed.

You can also select the posture of your units. By default, your units are standing up. This is the most efficient mode for movement. However, in this mode you are more vulnerable to enemy fire. So, as you advance into combat you will want to ensure that you are **On Ground**.



To toggle this mode, first select the units and then click on the **Toggle Ground** (Ctrl+G) button on the toolbar. Once you do this you will notice that your units on the map are marked by a white stripe along the bottom. Also, in the Hex Info Area the words “On Ground” will be displayed on the units in this mode. Note that going from “On Ground” to Standing will use some Movement Points.



Now, using the technique described above for Movement, move your units to the beach and get organized. Locate the Platoon Leaders and their respective troops and move out towards the Objectives.



This is easy to do by clicking the **Highlight Org** (Q) button on the toolbar, or selecting the menu **View > Show Organization** (Alt+Q) to bring up the **Organization Dialog**.

To use the **Highlight Org** button, select a unit and then click on this button. All units in the same organization as the top selected unit will be highlighted.



Here I have used the **Organization Dialog** to select the 1st Platoon, which highlights all their members in blue or red depending on what option is set from the Settings menu – “Alternative Highlighting”.



Use care when proceeding and keep your eyes open. Although you were not ambushed upon landing on the beach, you must know that there will be a reception for you as you get closer to the Objectives. Once you have moved all the units you desire, you will need to end your turn so the AI can make its moves. To advance, click on the **Next Turn** (Ctrl+N) button on the toolbar.

The Japanese Turn Dialog will popup. Click anywhere on this dialog to close. Depending on what the AI does during its turn, the time between your turns may vary. As in this case, it is very short. No Japanese units have come into view and our units that landed have not come under fire—yet!



Locate Company B on the right side of the map and move your Scout unit through the forest to hex (54,19), on the edge of the trees and high grass. Once there, a Japanese Sniper may fire on you. If so, any Marine losses will be listed on top of the unit. In the example on the right we see that no Marines are killed. Since we are playing with Fog of War on, we will only have limited information on the Japanese unit discovered. This might be a single officer out for a stroll, or there might be a whole platoon right around the corner! How can we tell if he is an officer? The white strip on the left side of the counter tells us he is a senior officer—if that strip is Gold then he is a junior officer. No strip means a regular infantry unit.

You could return fire right away or move other units up for support if they have enough Movement Points to get there this turn. Remember: to fire, just select the unit you wish to attack with and either select or unselect the weapons to use. Our Scout unit has two Reising M50's and one M1903 with a Grenade Launcher.

Since we have no movement points left, let's pass the turn to the A/I. During their turn, the Japanese A/I will likely fire on your scout, and a firefight may ensue where your scout will return fire automatically.

While in a firefight, your troops and the Japanese may suffer some ill effects beside casualties. The status of the units may be changed to one of the following:

Disrupted – The unit can move, but its fire effectiveness is reduced to 50% and movement costs are doubled. A disrupted unit has a single yellow bar in the bottom left-hand corner of its counter.



Pinned – A Pinned unit also has its fire reduced to 50% and its movement costs doubled, but it can only move AWAY from enemy units, and in doing so it will become demoralized. A Pinned unit is indicated by two orange bars in the bottom left.



Demoralized – These units can only move AWAY from the enemy and their fire effectiveness is reduced to 25%. However, their movement allowance is restored to 100%—these men are panicking and running to the rear.



See the **User Manual** for more information on these states and how to recover from them either automatically or by being Rallied by a Leader.

Once you regain control of your units, select the weapon(s) to fire with, place the cursor over the Japanese unit, hold down the **Control** (Ctrl) key and RIGHT CLICK on it. The first shots fired will cause the Japanese unit to go On Ground, if it's not already in that stance. It will now display a white striped bar at the bottom. The number of Japanese killed in this attack will not be displayed, because you have fog of war on.

Another essential way of dealing with enemy units, especially if they're not in good order, is by **Assaulting** them. An Assault is initiated when you attempt to move your units into a hex containing an enemy unit. It costs 1/3 of the movement allowance of the attacking unit to Assault. The Assault will be automatically resolved, casualties computed, and—if successful—the defending forces will retreat and the attacking forces will occupy their hex. Otherwise, the attackers will be Pinned automatically. Pinned, Demoralized or Fixed units cannot assault, and units that are assaulted while being Pinned or Demoralized suffer substantial penalties. Much more information on Assaulting is in the **User Manual**, which can be brought up using the **F2** Key.



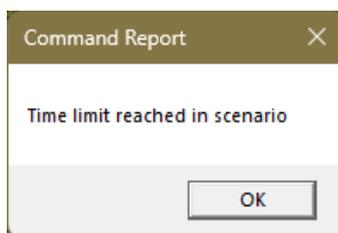
Once you have dealt with the enemy team, continue to make your way to the Japanese Objectives. You will notice there are points associated to the objectives. The values can be seen in the Terrain Information Box when the Objective is highlighted with the hotspot, or directly on the Objective when not in a zoomed-out view.

In this example, you will receive 10 points for each objective that you manage to occupy and keep until the end of the game.

You should keep an eye on your flanks and rear. You never know when or where the Japanese will pop up and attack as you advance.

Now you have the basics of the game. As you play, you will find many other features, such as off-map artillery, air support and a ton more that have been included to make your wargaming experience more realistic and challenging.

When the scenario is over, the **Command Report** will pop up with a message that the time limit is up. Clicking **OK** will then bring up the **Victory Dialog**.



The screenshot shows a 'Victory Dialog' window with the following data:

Side	Leader Losses	Men Losses	Vehicle Losses	Gun Losses	Captures	Leader Point Loss	Men Point Loss	Vehicle Point Loss	Gun Point Loss	Capture Points
American	2	38	0	0	0	4	38	0	0	0
Japanese	2	57	5	2	0	4	57	20	18	0

Category	Value
Major Defeat	20
Minor Defeat	30
Minor Victory	50
Major Victory	70

Total Points: 107
Outcome: American Major Victory

This box will show you the losses for both sides, the points awarded for Objectives captured, the Victory Values, Total Points scored and the Outcome. In this example, the Americans scored 107 Total Points. This is a Major victory for the Allies and a very good score. Although you may not score a victory on your first try, you are sure to improve with time.

You can display the **Victory Dialog** at any time during the scenario from the **Info > Victory** menu item. This will allow you to follow your progress, but do not be alarmed to see that your side is losing, particularly in the early part of a scenario. Often the winning side is not determined until the last couple of turns, and you have plenty of time to accomplish your mission.

Feel free to save this battle and come back to it later if you want to do more exploring at this point. Whatever battle file you save can be displayed by selecting the **Old (by name)** or **Old (by date)** radio buttons in the top left corner of the **File Selection Dialog**.

For more detailed instructions on how everything works, have a look at the documents in the \Manuals folder. The main document you will want to begin with is the User Manual, **User.pdf**.

That said, remember that you learn by doing, not so much by reading, when it comes to playing the game. The more you play, the more adept you become as a commander. Many of the things we have mentioned here will become second nature to you. You are beginning an odyssey of combat that will provide you with many hours of challenging fun.

Good Luck, enjoy, and we on the development team hope that you get as much enjoyment out of playing **Squad Battles: The Proud and the Few** as we did in helping to create it.

Last updated: 24 March 2025