

Getting Started with Squad Battles:

Red Victory

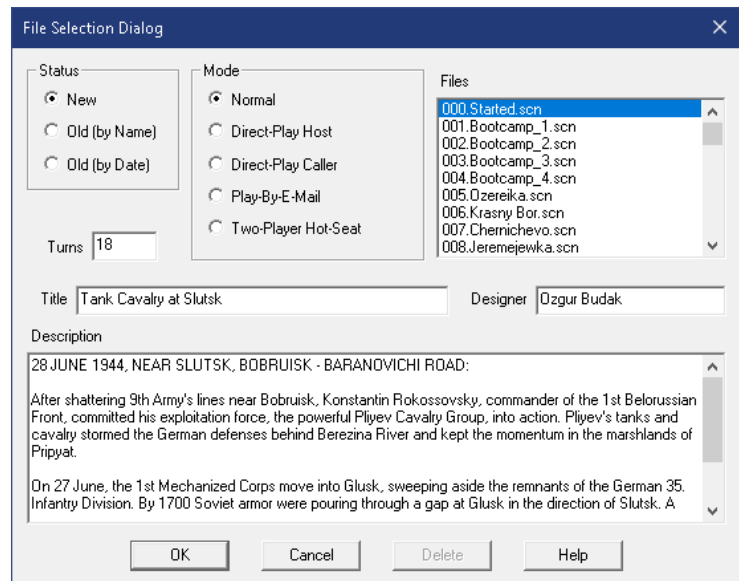
Welcome to the latest edition to the Squad Battles series of games, Red Victory (RV). This title covers the last half of the Eastern Front conflict where Advance of the Reich left off. You will command armies from both the Axis and Russian forces. This file contains instructions on how to get started with Red Victory.

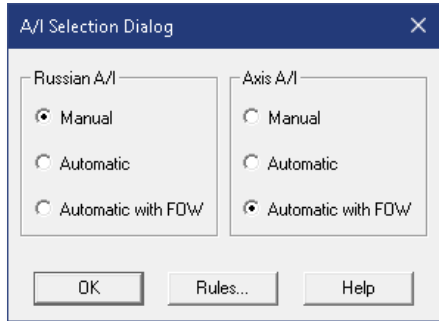
If it is not already running, you should run the Main Program by clicking on the Main Program entry in the Red Victory program group (The Red Victory program group can be found under the Programs list from the Start button) or use the icon created on your desktop. If you prefer, you can print these instructions. You will get about 14 pages of text and graphics if you do this.

You'll be greeted by the **File Selection Dialog**. The first battle in the list to the right is **000.Started.scn**. This is going to be your tutorial scenario. If you are new to the series, you will want to read these instructions as you fight this battle for a basic understanding of just how this game works.

In the bottom center of this same screen is a window that gives you information on the scenarios in the game. The text even gives you some hints on what you are to do and usually the historical or hypothetical background of the battle. Take the time to read the information about this battle. You will be better prepared to enter this battle and win it.

After reading the information we now know that we are taking the role of the Russian forces fighting against the Axis and trying to assault our way across the Slutsk Bridge and into the town outskirts. The mission of this scenario is to cross the bridge and take out the defending strong points on the far side along with the objective hexes. Inflict as many casualties as possible, but it is also always a goal to limit your own casualties.

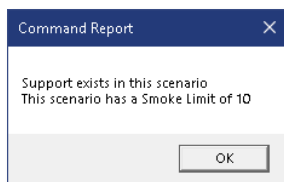




Once you hit the enter key or click on OK, you'll see another menu of choices. This is the **A/I Selection Dialog**. In this menu you'll pick which side you will be controlling. So choose Manual for the Russian A/I which means you will be controlling the Russian side. Next, click either on Automatic or Automatic with FOW for the Axis side. Now the computer will control the Axis troops. FOW means **Fog-of-War**. If you choose it, you won't be able to see any enemy units until they come within the line of sight (LOS) of one or more of your units. Playing with FOW turned on makes the battle much more realistic and exciting as surprise and LOS are key elements of small unit actions. If you are, however, a first time player, it will be easier to play in Automatic without the Fog of War.

Notice the word Rules at the bottom of the dialog box. Clicking on it will allow you to turn on or off the optional rules in the game. We'll leave that alone for this time, but when starting future battles you can go in and select the optional rules that you desire. For more details on each rule click the Help button on that screen. After you have picked the method of play in the A/I Selection Dialog Menu, click on OK.

Since you are playing the Russians the Axis side will go after us. That may not always be the case, as sometimes the A/I player will go first. A box will appear designating which army has the turn; this box will appear at the beginning of each turn through out the game. You can either left-click on it to make it go away, and then repeat that each time, or you can right-click on it and it will display briefly then automatically go away each turn for the remainder of your session.



Notice a small dialog box appeared once your turn started stating that **Support** exists and there is a Smoke limit of 10 for this scenario. Remember this as we'll come back to it in a couple of minutes. For now just click the OK button.

Now you see the battlefield and your troops. If you wish to scroll around the map with ease, click on the menu list at the top called **Settings**. Then click on **Auto Scroll** unless it already has a check mark. Now you can simply run your mouse pointer to any corner of the map and the screen will move until the edge of the map is reached.

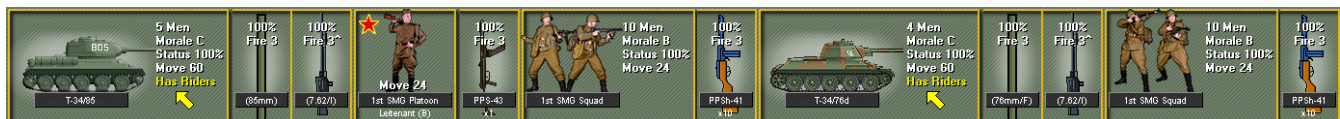
Your forces will be in view in the upper-right segment of the map, coming in along the road. This map is not that large, so depending on your screen resolution you shouldn't have too much scrolling to do. You will see three **Objective** hexes along the edge of town to the Southwest of your current position; these are the little boxes on the map with a number inside them. Holding these, along with eliminating the enemy are what you need to win the battle. The number is the points you earn when you capture the objective. Right now they all belong to the Axis... I'll come back to those in a minute. If you want more information on objectives, strength or victory status, click on the **Info** menu at the top of the screen. Also, if you depress the **Back Quote** or **Tilde key** (`) you will see the label displayed denoting the town name. You can also do this by clicking on the **Labels** button on the toolbar.



Notice also that you can zoom in or out on the map with the **Mousewheel** or the **Number keys** **1** (2D Zoom Out), **2** (2D Normal), **3** (2D Zoom In), **4** (3D Zoom Out) and **5** (3D Zoom In). Using the Zoom Out option lets us survey the map quicker and get that big picture. This allows you to be more aware of potential dangers and opportunities. You may also use the + and - buttons on the tool bar, or make your selection from the **View** Menu.



Take a careful look at your forces. Left-click on any hex containing units and then look at the bottom of the screen. I chose the stack on hex 29,3 (you can find your hex numbers in the bottom right hand corner of the screen), and I see that within that hex I have two tanks each with a squad of riflemen along with an officer armed with a PPS-43. If your screen resolution is not large enough, you may also see some red arrows on the right side of the display. This lets us know there are more units in the hex not currently being displayed. Click them to cycle through.

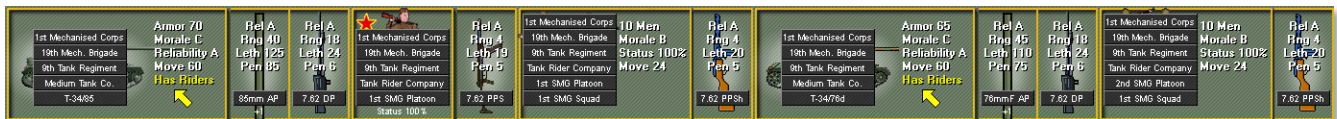


The **Hex Info Area** to the left of your units displays the type of terrain your unit is currently in, the elevation and the visibility range currently active in the scenario. The right side box with the number displayed in the center indicates the total number of men stacked in the hex along with any special terrain features that might be present.



Using this simple procedure you can see information, weapons, status and a lot more on every one of your units. Right-clicking on the **Unit List** reveals other information about your units and especially their weapons such as:

- Reliability (Rel) – Ranging from A (best) to F (worst).
- Range (Rng) – Just how far the weapon will reach in hexes.
- Lethality (Leth) – The effectiveness of the weapon.
- Penetration (Pen) – This refers to the weapon's ability to penetrate an enemy's protection.



Also notice the **Status Bar** at the bottom of the screen where other pertinent information, such as the date and time of day, number of turns and weather conditions are given to you. Knowing more about what is going on, what your men can and cannot do, and the terrain you are in can be a big help to you in planning your tactics. If an error occurs during play, for example you try and give a unit a command it is not allowed to execute, then error messages will also display in this lower bar.

20:00 28 June 1944 Russian Turn, Turn 1 of 18, Normal Conditions

(29, 3)



In order to have proper tactics, you must know what your goals are. What are you trying to do here? Victory depends on a **Victory Point** ratio. Points are acquired or lost in three ways. The first one is capturing (or holding) the objectives on the map. Doing so gives you points. There are other types of objectives, such as an **Exit Objective**. When used these will be objectives along the edge of the map with a ? on them. The army they belong to gets extra points if they move their forces to those hexes and then remove them from the map with the **Remove Units** toolbar button or through the **Command Menu** at the top. In other scenarios, some objectives will be of the **Capture** type. Once you have taken them, the opponent cannot retake them.

There are three objectives in this battle, and your goal is to capture them from the Germans. Whoever controls an objective (the last one to move into the hex) at the end of the game will get the point value of the objective. Thus it can change hands every turn but the final count comes at the end of the battle. You can take and then lose it sometimes shifting from one victory level to another in a

single turn. Victory conditions are usually tight in the Squad Battles games, so each and every piece of real estate is very valuable.

The next way to get points is by destroying the enemy. You add to your final score for each enemy eliminated. They can often add up to more than the objective points. This means that you must create casualties on the other side in sufficient numbers to help you to get the points you need. And finally, you win by avoiding excessive losses. Remember the points for casualties work both ways. The computer or other human player will get points for losses that you suffer. Thus it is very important that you try to preserve your force while taking out the enemy. If you remain aware of these three factors you will have a better game with a better final score. Treat your force like they are real men under your command... don't send them on suicidal charges and you will stand a better chance of keeping your losses low!

In this game there are a series of what are called Hot Keys. These are keys that you can press during the game that will allow you to facilitate many of the features included. Practice using them and you'll find that they will soon become second nature to you. A complete list of these keys can be found in the **User Manual** by pressing **F2** in the game, or going to the **Help** Menu and making the appropriate selection.

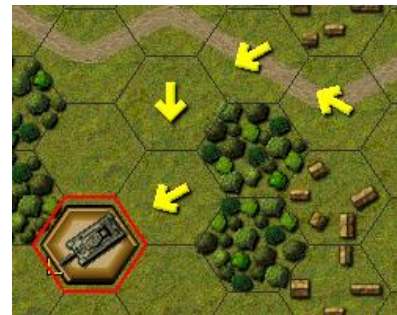
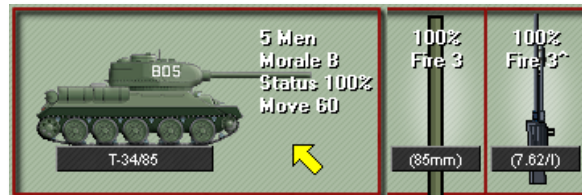
With this information it is time to go into action. Much of what I am going to mention now is already thoroughly covered in the User Manual, but I'll help you out a bit here so the play can get underway. Let's take stock of our force and situation first. By clicking on the four hexes containing our force we find that we have a lead T-34/85 tank followed by some tanks with troops riding on them (denoted by the yellow **P** mark on the image) and then some half-tracks, apparently carrying more troops. We also see the town on the other side of the river to our Southwest. There is a rail road running over a bridge into it and no apparent other way to reach the town. So, our immediate goal is to approach the bridge, try to discover what sort of enemy presence is in the town and start formulating our assault plans.

But how do you move a unit? There are two ways. First make sure the **Move/Fire Mode** button (with the cross hairs) at the top far left is not depressed. You depress it to fire. Go ahead. Try it. Now un-depress it so that you can move and not waste shots firing into thin air. You may also toggle to and from fire mode by pressing and holding the **Ctrl** key; if you just want to fire one unit and then go on to move others.



Remember that each unit is always either in Fire mode or Move mode. Right now we want to move. You can do that in two ways. You can highlight the unit (double clicking on it) or units in a hex then right-click in an adjacent hex. The highlighted unit(s) will move there. You can keep doing that until your unit runs out of **Movement Points** (MP). The other way is to highlight the units in the hex and then while holding down the left mouse key, go to the desired hex and release the key (Drag-and-Drop).

Try it. Look for the unit in hex 28,2 mentioned previously. That would our lead T-34/85 tank. We are going to move it. Highlight the unit by double clicking with the left mouse key on the hex. Notice how the background lights up at the bottom of the screen. Now right-click on hex 27,3 (to the left from where your unit is). Remember you can left-click on any hex and nothing will happen. Doing that will help you find hex 27,3. If you do that, however, you'll have to go back to 28,2 and highlight the unit again. Okay, with the unit highlighted, simply right-click on hex 27,3. Notice that the arrow appears behind the unit so you see where you have moved from and your direction. The yellow **Facing** arrow will also change for vehicles that keep track of their direction. This can be changed manually at any time (at a cost in MPs) using the **Clockwise/Counterclockwise** toolbar buttons, or the hot keys **Ctrl+L** and **Ctrl+R**.



Let's move again, this time using the second method. Double click on the unit in hex 27,3. This time hold down the left mouse key after the second click. Now move your mouse over hex 24,4 (clear hex just to the left of the trees) and release the key. Your unit will move into the hex. This is the Drag-and-Drop method of movement. In most cases you will want to move along the roads so you expend the least amount of movement points possible for each hex moved. Obviously that isn't always possible, as in our current situation – but do keep in mind that each action, be it movement, changing facing location, or firing will cost you movement points on your unit. Be cautious in your movements... if your forces get caught marching down the road they can be decimated in a few short minutes. Use scouting elements and cover as much as possible when moving from point to point. In this scenario we have men riding on several tanks. This is great for mobility and getting someplace quickly, but it can be deadly if the

enemy spots you. You will have to make a judgment call on how far to allow your men to ride on the tanks and when they need to hop off and walk.

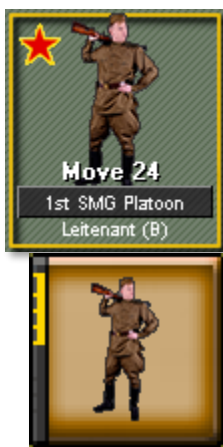
So let's take our current position, with our lead tank at hex 24,4. Go up to the toolbar and depress the - sign to zoom out (or use the hot key) and then depress the **Visible Hexes** button, or press **V**. This shades all the hexes we do not have a line of sight (LOS) to giving us an idea of what our tank commander can see.



We can see that the outlying buildings of the town are not yet within our LOS and that the trees along the rail road tracks are blocking a good portion of the terrain from seeing our approaching force. So let's go ahead and move a few more hexes south to continue to scout, prior to moving any of our other units. You can also press **H** (or use the toolbar button) to see the **Reachable Hexes**, or how far your unit can move this turn with its remaining movement point allotment. Note however that not all units can move the same distance through the same terrain. The condition of a unit and sometimes the equipment it is carrying will impact how far it can move.

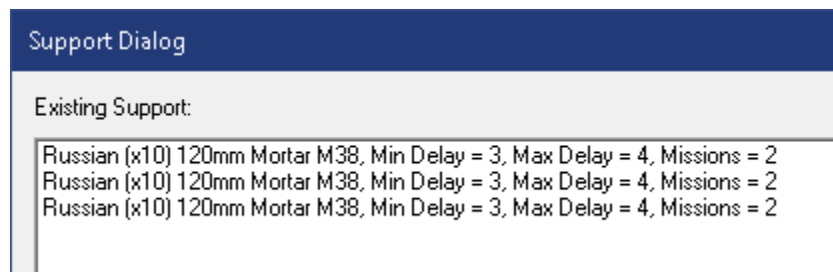


I chose to move my tank to 21,8 which gives a decent view of the bridge and outskirts of town. I did not draw any fire, so I am going to assume that it is safe to move the remainder of my column up – at least as far as the tree line I am next to.



One element that is vital to your success is your **Leaders**. The unit at hex 29,3 contains a leader (when he is unloaded from his vehicle you will note the gold-colored tab on his counter image). He has special qualities. His purpose is to keep the men in good order during combat. Do not risk your leaders by putting them too far up front. Place them instead in positions of less danger but readily available to aid the men. For example, this leader is stacked with the 1st SMG squad. Should it be fired upon and become **Pinned** or **Demoralized**, it will be his responsibility to rally those troops. Without the presence in the hex of a leader, rallying troops is more difficult and takes much longer.

Remember that dialog box we got at the beginning of the scenario about Support and smoke? Well its time to look back at that. Some scenarios offer off-map support for your on-map forces. To access this we want to locate a leader that is in the same hex as a radio. For us he is located at hex 31,3 so click to select them. Now we need to click the **Artillery/Air Support** icon from the tool bar (or select the option from the **Leader** menu) and a new box will appear. What we learn is that we have 3 entries which consist of 10x 120mm Mortars each. It will take a minimum of 3 turns for them to become available and a max of 4, and we only get two fire missions with them. Given this is a short scenario we better go ahead and call them in right away, or at least two of them. Select the entry and then click the **Call** button at the bottom of the screen for each you wish to call followed by the OK button when done.



Go ahead and move the rest of your forces into place. Take note that if you move your units one at a time they will be able to drive along the road for a period of time, thereby expending less movement points. However if you move an entire stack at once you do not benefit from the road movement cost but pay the full Clear hex cost, or whichever terrain you are moving through.

Be sure and review all the buttons on the toolbar by simply moving your mouse slowly across them. What each one does will be shown in a tooltip (small white box).



Here are a few points to keep in mind while moving your forces:

- a) Take advantage of the surrounding terrain, in this case trees and, later, buildings. Get into hexes that will provide you cover and make it more difficult for the enemy to hit you.
- b) Make sure you have good LOS so you can see the town and detect any enemy movement that takes place. Along this same line, create overlapping fields of fire – so no one unit is on its own in defense. You want your men to support each other as this will give them the best chance for survival.
- c) As much as possible, maintain a reserve...so you have reinforcements to throw into a trouble spot... and watch your flanks! You are the attacker, so you will determine the primary points of action, but you need men left to exploit any advantage you gain.

End your turn by pressing on the clock (**Next Turn**) button at the top of the screen when you have moved all your units. When the "Save as" screen appears give your game file a name and then click the "Save" button. Now the Axis forces have their turn and once that is complete your turn dialog box will again appear. Repeat this process as you move your forces into position and begin to respond to the enemy as they reveal themselves. Remember what I said about using covering terrain as well.



Notice that when your troops come into sight and range of the enemy their units will use what is called **Opportunity Fire**. Your forces will do this too during the A/I's turn. They will fire on the enemy automatically as they have the opportunity. As you advance towards the Axis your troops will begin to take fire from the units guarding the approaches to the town. You will note that as your units take fire they will often go **On Ground**, which is the natural reaction when someone is shooting at you! Keep this in mind when you go to move those units on your next turn, as a unit On Ground expends more Movement Points than one that is walking upright.



Once you have got to the point where you will dismount your men from the vehicles (select units and press **Unload/Drop**), you may want some or all of your units to go to ground. This simply means that instead of standing the units are in a crouched or lying down position. This can be done by selecting a unit with a double left-click and then clicking on the **Toggle Ground** button in the menu icon section. This is the icon with the three arrows pointing upwards. Once



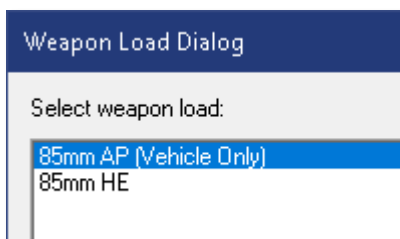
you do that, the selected units will then have a white line at the bottom of their icon indicating their state. It will also be written on them in the unit list. You can also use the **0** key on the number pad or **Ctrl+G** to perform this action. Note that no points are expended when going to ground, however 3 MP's are required to stand back up.

Reinforcements! This is great news when they come... but for this scenario we don't get any. It's an important point to cover though, so while we are waiting for the enemy to reveal their defensive positions, I thought I would do so. You will be notified at the beginning of your turn when reinforcements do arrive. You have to click them onto the map to actually begin to use them however. To bring them on the map select the **Arrived Units** button on the tool bar and a new box appears listing your reinforcements. Highlight the unit and click OK. Now they appear on the map and can be controlled like all the rest of your forces.



In this scenario as with most SB scenarios, time is of the essence. You must continue to move your men so that they can be in a position to accomplish the scenario objective prior to the end of the allotted turns, so make every move count.

A note on firing: When you fire, you can either select all the units in a hex and have them all fire all their weapons at one target hex, or you can be selective and fire different weapons at different targets, or choose not to use some weapons at all, to conserve their effectiveness. If you wish to be selective, use the Unit List to choose the weapons you want to use.



Also, some weapons allow you to choose the type of load you fire. This is a critical point if you are advancing with tanks towards soft targets, such as infantry – which, to our knowledge, we are in this scenario. Shooting AP (Armor Piercing) rounds at infantry is going to be useless, so we want to switch over to HE (High Explosive) to



gain the greatest chance of inflicting damage on the smaller dispersed targets. To do this select the vehicle and then go to the **Command** Menu and choose **Select Weapon Load** (or hot key **Ctrl+W**). You will then get a list of the options available to you for that particular weapon, which in this case is an 85mm main gun. You can see which load is currently selected through this dialog window, or by using the right-click alternate view of the Unit Info Bar.



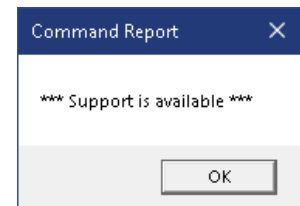
As you play, you may find that some of the Axis troops are very hard to finish off with ranged (distance) fire. In that case, try an **Assault**. An assault occurs when you attempt to move into a hex containing enemy troops. It is resolved automatically and winning it depends on a few things including the morale of your

units, the types of weapons you have and the condition of the enemy units. Casualty results will be displayed as attacker vs. defender losses, and a very successful assault will often displace the enemy from their positions.

I recommend that you initiate an assault with your troops in the prone position, as they tend to suffer fewer casualties that way. Assaults will be a big part of this scenario as the Axis try to hold the town and you try to take the objectives. I also recommend trying assaults only if you feel your units are superior in number and state to those of the enemy units being attacked. Otherwise you may come out on the losing end. It can be very effective but it can also be a disaster for you. For example: I have had a whole squad eliminated while assaulting a fortified position... a very painful loss to say the least! Soften the target up with support fire, grenades, satchel charges, etc. before you go in, whenever possible.

Continue your advance towards the bridge and try not to suffer too many losses. You can send some tanks on ahead to clear the way, but don't leave them alone without infantry support for too long, as they will not survive in close quarters without it.

Also remember that at some point that support you called for is going to show up, so while you need to close the gap between you and the enemy, you won't want to be too close when this becomes available to you or you may suffer some not-so-friendly fire! It arrived for me on turn 4. To access it you need to find your leader and radio again, then click on the **Support** button. The dialog box will appear and you need to select the battery of mortars and then click the **Target** button.



A new **Targeting Dialog** box will appear with the weapon image as well as a couple of drop down boxes. The one to the left denotes the weapon, so we leave that alone. The one on the right is for the weapon load, however. We can either leave it as the default of HE and try to lay down some suppressing fire on the enemy units that have revealed themselves



thus far. Or, we can choose smoke, as we have a 10-round allotment available to us for this scenario. With a bit of luck, this can lay down a screen between our troops and the defenders and allow us to move some of our forces up closer without taking return fire. Given the punishment my forces have taken thus far I am electing to try the smoke screen.

Now you need to right-click on the map hex you wish to target and the bombardment will commence. It is important to note that you must use Support when it becomes available, that turn. Otherwise, you will have to redo the calling process all over again. Your results from this strike will vary, as with any **Indirect Fire** there can be a certain amount of **Scatter** that will hit hexes other than the intended target.



Make no mistake; this is a difficult mission that is before you. The chances of you suffering heavy losses before you even get to the bridge are very high. Once across the bridge, you have a variety of unknown obstacles and forces ahead of you. The scenario is scored in such a way that it is possible for you to gain a victory, but not so you will gain one easily. Keep the pointers mentioned above in mind as you advance. Don't get across the bridge and go barreling for the objective hex at 8,19 without first attempting to clear the houses around the railroad, and provide covering fire for your units that are still trying to cross – they will need it. A knocked out vehicle on the bridge will prevent any further vehicles from crossing, so proceed with caution.

I'm going to leave you on this battlefield now, Commander. You know how to see, move, shoot and assault. You have the basics. You are ready to do your own fighting. 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'll go from a glorious victory to an ignominious defeat on occasion, but you will be learning and improving every time you play.

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.

Victory Dialog			
First Side	<input type="text" value="Russian"/>	Objective Points	<input type="text" value="0"/>
		Asymmetric Side	<input type="text" value="No Side"/>
Russian Losses			
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>
Men Losses	<input type="text" value="0"/>	Men Point Loss	<input type="text" value="0"/>
Vehicle Losses	<input type="text" value="0"/>	Vehicle Point Loss	<input type="text" value="0"/>
Gun Losses	<input type="text" value="0"/>	Gun Point Loss	<input type="text" value="0"/>
Captures	<input type="text" value="0"/>	Capture Points	<input type="text" value="0"/>
Axis Losses			
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>
Men Losses	<input type="text" value="0"/>	Men Point Loss	<input type="text" value="0"/>
Vehicle Losses	<input type="text" value="0"/>	Vehicle Point Loss	<input type="text" value="0"/>
Gun Losses	<input type="text" value="0"/>	Gun Point Loss	<input type="text" value="0"/>
Captures	<input type="text" value="0"/>	Capture Points	<input type="text" value="0"/>
Victory Values			
Major Defeat	<input type="text" value="-60"/>	Minor Defeat	<input type="text" value="-20"/>
Minor Victory	<input type="text" value="20"/>	Major Victory	<input type="text" value="60"/>
Total Points	<input type="text" value="0"/>	Outcome	<input type="text" value="Draw"/>
		<input type="button" value="OK"/> <input type="button" value="Help"/>	

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.



You can display the Victory Dialog at any time during the scenario from the **Info/Victory** Menu item, the toolbar button or the hot key **Alt+Y**. 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. When vehicles are involved in a scenario, the loss of them can radically affect the victory condition, so make sure you take care of your assets.

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 given a name to identify it for later play. For example, you could name your file "first game" When you go back to the game simply click on **Open** from the file menu at the upper left, then click on the saved file.



There are four scenarios immediately following the Getting Started scenario in the list called **Bootcamp**. These were designed with common situations set up so you can work with common battlefield problems like:

- Assaulting a fortified position
- Combined arms tactics
- Defending against an armored attack
- Defending against night attacks

By exploring these scenarios it will better prepare you for the remaining scenarios in the game.

All the members of this Red Victory design team want this to be the start of many exciting gaming hours for you as you fight your way through the battles and campaigns included in this game. And don't forget... while the A/I is a solid player in the Squad Battles series and can be quite a challenge, there's no substitute for a game against a real person. So adventure out on to the web and explore the on-line resources that exist to support this and the other WDS games when you are ready. The WDS site has more links you can explore.

What's New?

For returning players to the Squad Battles series there have been a few engine enhancements and additions to make the game series more enjoyable. They are listed below:

- 1) Added Sled vehicle flag to designate such vehicles as the Russian aerosled.
- 2) Added Infrared Detection Devices and three uses for those:
 - MP-44/StG-44 with Infrared
 - PzKw V Panther with Infrared
 - SdKfz 251/20 with Infrared
- 3) Added Demolition Vehicles SdKfz 301, 302, and 303 (See Remote-Control Vehicles under Movement section of User Manual).
- 4) Added Direct Fire vehicle flag for designating aircraft with no targeting scatter (see Support in User Manual).

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

You can also head over to the official forums and ask questions or discuss the games with fellow enthusiasts. Visit the Squad Battles section here – <https://forum.wargameds.com/viewforum.php?f=21>