BattlePlan Medieval

Scenario Editor

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Incredible Simulations, Inc. P.O. Box 411237 Chicago, IL 60641 773-804-7403
www.IncredibleSimulations.com

Over View

The Medieval BattlePlan scenario and symbol editors provide you with the means to edit and or create any period battle that you desire for use in the Medieval system. Within these editors lies the power to:

-Create entire new battles of a historical (or fictional) nature
-Create or modify terrain types and settings
-Create or modify units, rankings, weapons, armor, shields, and more...
-With the symbol editor, you can change or add different terrain or unit symbols to suit your needs or desires.

Because of the open nature of Medieval's design, we will be setting up a Medieval Scenario "clearinghouse" at the Incredible Simulations web site at www.Incredible Simulations.com. Please feel free to stop in and see what's available. We also encourage your participation. If you've developed a scenario you'd like to share, please do!

MenuBar Functions

The Windows menu bar provides access to all of the functions one may perform or set in the BattlePlan editor. The menu bar groups are as follows:

File

Open Battle
Opens a previously saved battle

Create New Battle
Clicking on Create New Battle from the File menu group begins the process of setting up a new Medieval Battle scenario. The following are the options presented by the battle creation screen:

Scenario Settings

Battle Name	The name of the battle
Western Forces	The name of the army starting the game to the left or western side of the map.
Eastern Forces	The name of the army starting the game to the right or eastern side of the map.
Game Turns	Edit the maximum number of turns in the game.
Battle Description	Edit the battle's history or description

Battle Icon
Each Medieval battle displays a graphic icon or picture at various stages in the game. You may select a picture to represent the battle from the Battle Setting Menu option. Battle icons are simply 120x120 Window's BMP format graphic files. You may add custom icons to your scenarios by placing additional BMP files in you Medieval Icons directory.

Map and Symbol Selections
Symbol Set   The name of the symbol set used in creating the battle

Map Size   The actual number of rows and columns in the map

Notes:
-A scenario's symbol set and map size cannot be changed after a battle has been created. The scenario setting however can be modified at any time in the Battle Settings section.

Save Battle
Saves the current battle to disk
Save Battle As...
Saves the current battle to disk under a different name
Exit
Exits BattlePlan Medieval and returns to Windows

Battle

The Battle menu provides functions pertaining to the general aspects of the battle being created. They are as follows:

Battle Settings

The Battle Settings screen allows you to quickly modify general items of the battle its initial creation. Those items are:

Battle Name	The name of the battle
Western Forces	The name of the army starting the game to the left or western side of the map.
Eastern Forces	The name of the army starting the game to the right or eastern side of the map.
Game Turns	Edit the maximum number of turns in the game.
Battle Icon	Change the game's battle icon.
Battle Description	Edit the battle's history or description

Army Statistics
Provide you with a quick overall assessment of the forces arrayed against each other on the battlefield.

Men	Total number of men in each army.
Units	Total number of units in each army.
Avg Morale	The average morale of each army.
Fire Power	An indication of an army's "raw" missile fire capability.
Combat Strength	An indication of an army's "raw" melee or combat capability.
Total Value	The total point value of all units in each army.

Terrain Objective Status
In battles that contain a terrain goal, the Terrain Objective Status screen provides you with the name, owner, value, and hex number of the terrain goal.

Map Information
The Map Information screen indicates the number of rows and columns in the map, total number of hexes, number of map text entries, and total number of units in the scenario.

Terrain

The Terrain Menu provides functions pertaining to the placing and editing of terrain types on the battle map. The Terrain Menu functions are as follows:

Place Primary Terrain
Clicking on Place Primary Terrain brings up the Terrain Select/Edit Screen. From the list of available terrain types, click on the name of the terrain type that you'd like to place. Next, click on the map hex that you'd like to place the terrain type into.

Fill Primary Terrain
Fill primary terrain works basically the same as a paint program's flood fill. First click on the name of the terrain type that you'd like to fill the map with. Next click on the battlemap hex to begin the fill. All connected terrain hexes of the same type you clicked on will be filled with the new terrain type.

Place Secondary Terrain
Placing secondary terrain works exactly the same as placing primary terrain with the exception being that up to three secondary terrain types may be placed into a single hex. From the list of available terrain types, click on the name of the terrain type that you'd like to place. Next, click on the map hex that you'd like to place the terrain type into.

Notes:
-Primary terrain represents the base level terrain type of a hex. Secondary terrain represents land features found on or in primary terrain.
-To remove secondary terrain from a hex, just right click on the hex.
-For information on terrain statistics, see Terrain Select/Edit Screen.

Terrain Select/Edit Screen

The terrain select and edit screen serves the dual purpose of providing a method of selecting terrain types for placement on the map and for editing the "game" values of the terrain types.

Placing terrain on the BattleMap
To place a terrain type of the battle map, just click on the list of terrain types to select the type that you want to place. Once selected, the terrain symbol and its game values are displayed. Next, just click on the map hex that you want the terrain type placed into.

Note-The terrain select/edit screen is usually displayed as a floating (modeless form) which allows you to pick and place individual terrain pieces quickly.

Editing a Terrain Type's Game Values
Each terrain type has characteristic variables which influence movement, combat, and line of sight in a Medieval game. The terrain characteristic variables are:

Elevation/Height
For primary terrain, this number represents the base elevation of the terrain in the hex. For secondary terrain type features, this number represents height.

Cost Per Move (CPM)
The number of movement points that a unit must pay in order to move into a hex of this type.

-Terrain types with a CPM value of 13 are considered impassable, a unit can never move into them.
-Terrain types with a CPM value of 0, may visually appear on a map, but are ignored by the game system.
-A terrain type's final CPM value is determined by the uppermost terrain type in the hex.

For example, a hex contains the following terrain features:

Secondary Ter Bridge   CPM 1
Secondary Ter River   CPM 6
Primary Ter Clear   CPM 1

The total CPM for the hex is determined by the uppermost terrain type, in this case, its type bridge which has a CPM of one. Each hex contains one primary terrain type and up to three secondary terrain characteristics.

Defensive Modifier
The defensive boost or drag that a unit receives when fighting from this terrain type. A hex's total defensive modifier value is determined by the uppermost terrain type in the hex.

Name
The name of the terrain as it will appear in Medieval.

Unit Menu

The Unit Menu provides functions pertaining to the placing and editing of army units. The Unit Menu functions are as follows:

Add/Modify Units
Clicking on Add/Modify Units puts the BattlePlan editor into "Unit Mode".

Adding New Units
To add a new unit to a hex, just click on an empty hex and the Unit Screen will be displayed.

Editing Pre-existing Units
To edit a pre-existing unit, just click on a unit symbol on the map and its statistics will be displayed.

The Unit Screen
The unit screen displays the following editable statistics for a unit:

Symbol   The graphic symbol representing the unit
Faction   The army the unit belongs to
Name   The name of the unit
Group   The combat group the unit is part of. To add a new group, just enter its name in the selection box.

Unit Statistics
Men   The number of men in a unit (10-50)
Morale   The morale of a unit (30-125)
Movement Points   The max number of MPs a unit may expend per turn (0-12)
Missile Ammo   The unit's missile ammunition status (1,Low, or Hi)
ReSupply Level   The number of times a supply unit may resupply other units (0-20)
Activation Turn   The turn at which a unit becomes active (only greater than 1 for
                     reinforcements)
Value   The point value of a unit (0-25)

Type
Foot   Infantry Units
Horse   Mounted or Cavalry Units
Supply   Units capable of providing supply to missile units

Class
From peasant to hero, the base measure of a unit's training and morale

Weapons and Armor
Combat Weapon   A unit's close combat weapon
Missile Weapons   A unit's missile fire weapon
Armor   The type of armor the unit is equipped with
Shield   The type of shield the unit carries

Note Click on the [+] buttons above the Weapons and Armor input boxes for more detailed
statistics.

Command
If checked, the unit is designated as a Combat Wing Leader

Leader Abilities
Rating The measure of a leader's ability (-5-5)
Range The wing leaders command range

Raw Strength
A unit's raw combat, missile, defense ratings, and weight derived from your selections.

Order of Battle
Clicking on the "Western" or "Eastern" Forces Order of Battle selection from the unit menu
displays all units and their associated stats for the faction selected.

Add/Modify Reinforcements
The Add/Modify Reinforcements selection allows you to define units that enter the battlefield at
some point AFTER the battle begins. Adding reinforcement units works exactly the same as
adding "normal" units with the one exception being that a reinforcement unit's turn of activation is
ALWAYS greater than one. See Add/Modify Units

Reinforcement Schedule
Clicking on the "Western" or "Eastern" Forces Reinforcement Schedule selection from the unit
menu displays all the reinforcement units for the faction selected.

Add/Modify Structures
Clicking on Add/Modify Structures puts the BattlePlan editor into "Structure Mode".

Adding New Structures
To add a new structure to a hex, just click on an empty hex and the Structure Screen will be displayed.

Editing Pre-existing Structures
To edit a pre-existing structure, just click on a structure on the map and its statistics will be displayed.

The Structure Screen
The structure screen displays the following editable statistics for a structure:

Symbol The graphic terrain symbol representing the structure
Faction The army the structure belongs to
Name   The name of the structure
Supply Level The number of times the structure may supply other units
Defensive Modifier The defensive plus or minus that a unit receives if fighting from the structure
Height The relative height of the structure (used of line of sight purposes)

Copy, Cut, and Paste Units

The unit copy, cut, and paste options provide you with a quick means for adding or removing units from the battlemap.

Copying Units
To copy a unit, click on the copy option from the unit menu then click on the unit that you'd like to copy. The unit is copied into the unit clipboard and may now be pasted onto the battlemap.

Cutting Units
To cut a unit, click on the cut option from the unit menu then click on the unit that you'd like to cut. The unit is removed from the battlemap and placed into the unit clipboard and may now be pasted onto the battlemap.

Pasting Units
Once a unit is copied or cut to the unit clipboard, it may be repeatedly pasted onto the battlemap. To paste a unit, select the paste option from the unit menu then click on the battlemap hex to paste the unit into.

Special Hexes

The Special Hexes menu group provides options for setting the attributes of special formations appearing on the battlemap. The Special Hexes menu group is as follows:

Set Special Hex Markers
Set Special Hex Markers allows you to select the terrain symbols which represent the following items:

Hot Hex	Indicates the currently selected unit
Combat Hex	Indicates the unit currently being attacked or fired upon
Legal Move	Indicates the all legal moves for the currently selected unit
Map OverLay	Overlays each hex on the map indicating each individual terrain piece
Unit Destroyed	Indicates that a unit was destroyed on the terrain piece
Western Reinforcement Hex	Hex Indicates a hex where "western" reinforcements will enter the battlemap
Eastern Reinforcement Hex	Indicates a hex where "eastern" reinforcements will enter the battlemap
Objective	Indicates the battle's terrain objective (if one exists)
Caltrops	Indicates a caltrops or minefield hex

Notes:
-Medieval special hex markers default to a set of selected symbols when using the basic Medieval graphic set. The Set Special Hex Markers screen allows you customize your scenarios by selecting different markers to represent the above categories.

-If using a graphic set other than Medieval.Set, there will be no default selections and you'll have to set each category manually.

Set/Modify Terrain Objective
Set/Modify Terrain Objective allows you to establish or modify a battle's terrain objective. First click on Set/Modify Terrain Objective from the Special Hexes menu, then click on the hex that you want to set as a terrain objective. The terrain objective screen will then be displayed.

Terrain Objective Statistics
Name The name of the objective
Value The value of the objective

Notes
-Medieval battles may contain only one terrain objective
-An army is considered in possession of a terrain objective ONLY when one of its units physically occupies the terrain objective hex

Place Caltrops
The Place Caltrops menu option allows you to set hexes that contain caltrops. Terrain areas containing caltrops are the medieval equivalent of a minefield. First select Place Caltrops to enter "caltrops mode" then left click on the battlemap to place them, or right click on the battlemap to remove them.

Add/Modify Map Text

The map text option allows you to place text on the map. This feature is handy for indicating the names of terrain formations like rivers, forests, towns etc. To place text on the map, first click on Add/Modify Map Text, then click on the hex that you want to anchor the text ot. This will bring up the Map Text Screen.

Map Text Screen
Font Group   Selects the font and color for the text
Style Group   Selects the style of the text (Bold, Italic, and Underline)
Size Group   Selects the point size of the text for each zoom level
Orientation Group   Selects the orientation of the text for each zoom level
Text Group   Enter the text that you want to display on the map here.

Notes:
-Select the New button to activate the Text Screen for new text
-Select the Remove button to remove pre-existing text from the map
-Select Exit to return to the battle map

Preferences

Victory Objective is: On/Off
Toggles the victory hex symbol display on or off

Reinforcement Hexes are: On/Off
Toggles the reinforcement hex symbol display on or off

Map Overlay is: On/Off
Toggles the map overlay grid on or off

Map Text is: On/Off
Toggles the display of map text entries on or off

Set Game Table Color
Set the game table (background) color

Help

Contents
Calls up the "online" help file

KeyWord Search
Allows you to search the help for a key index word

About
Medieval Battleplan copyright and version information

Scenario Development Notes

In General
Familiarize yourself with the game system and concepts. All game concepts and statistics are explained in greater depth in the Medieval game system help file. The Battleplan scenario editor and associated help file is based on the premise that you are already familiar with the game's concepts.

Western and Eastern Forces
Medieval is a "battle" game and the basic AI pattern runs horizontally or east to west. For best results you should always orient the placement of your forces as such. The initial deployment of forces should more or less be represented by the "western" army occupying the left side of the map vs the "eastern" army occupying the right side of the map. If you're modeling a battle whose attack lines run vertically or north-south, just rotate your (paper) map 90 degrees to orient the vertical axis along the horizontal.

Battle Types
There are basically two types of battles in the Medieval system.

Meeting Engagements (ME)
In a meeting engagement both sides are on the offensive attempting to drive the opposing force from the battlefield. A good example of a meeting engagement would be Clontarf.

Attacker-Defender Engagements (ADE)
In attacker versus defender battles, one faction usually sets up around a protective land formation (for instance, a hill) and attempts to hold the field against enemy attacks. A good example of an ADE engagement would be Falkirk.

Modeling Battle Types
The determining factor as to whether a battle's style is a ME or an ADE is the existence of a terrain goal. If you add a terrain goal to a battle and put a force in control of it, that force will fight a defensive battle around the terrain goal. A battle's terrain goal can be anything you desire ranging from a castle to a battle standard.

Army Size
The Medieval game system operates loosely around a 25 yards per hex/25 men per unit scale, however, you may bump the total men per unit count up to a maximum of 50. Medieval can support up to 300 units per army. How you choose to proportion your scenario's order of battle is largely a matter of taste. Hastings for example, had roughly a total of about 7500 combatants per side yielding a total of about 15,000 men on the battlefield. At 25 men per unit, we'd need 300 units per side to model Hastings at a 1/1 scale.I personally prefer to scale down my scenarios to about a 1/6 game to historical ratio yielding about a 50 unit per side maximum for battles.

Exporting Scenarios

Each Medieval scenario consists of the following files:

1) The scenario file, BattleName.SCN
2) Symbol Set files

Each Symbol set consists of the following files:

SetName.SET   Controller File
SetName.SDX   Index File

The Unit Graphic Files
SetName-U1.BMP   Zoom level 1 Unit BMP file
SetName-U2.BMP   Zoom level 2 Unit BMP file
SetName-U3.BMP   Zoom level 3 Unit BMP file

The Terrain Graphic Files
SetName-T1.BMP   Zoom level 1 Terrain BMP file
SetName-T2.BMP   Zoom level 2 Terrain BMP file
SetName-T3.BMP   Zoom level 3 Terrain BMP file

The Mask Graphic Files
SetName-M1.BMP   Zoom level 1 Mask BMP file
SetName-M2.BMP   Zoom level 2 Mask BMP file
SetName-M3.BMP   Zoom level 3 Mask BMP file

All of the files that make up a Medieval scenario are located in the Battles directory. To export a scenario, transfer the above associated files to your destination directory. If posting scenarios via e-mail or ftp, it is recommended that you compress your files into a single Zip Library file for ease of transfer.

Contacting Incredible...

If you have any questions or comments concerning Medieval, The BattlePlan Scenario Designer, or Symbol Editor, please feel free to contact Incredible Simulations at:

E-Mail   help@IncredibleSimulations.com
Voice   773-804-7403
Mail   Incredible Simulations P.O. Box 411237 Chicago, IL 60641
WebSite   http://www.IncredibleSimulations.com

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