

# Fleet Battle School Scenario Editor Help File

04 August 2015

## 1. Introduction

This help file covers how to run the FBS scenario editor and how to create and modify scenarios using it. When the Scenario Editor is run, it will prompt you for the name of an existing scenario file. All scenario files have the extension ".scn". After opening a file, you can view and edit it as described below.

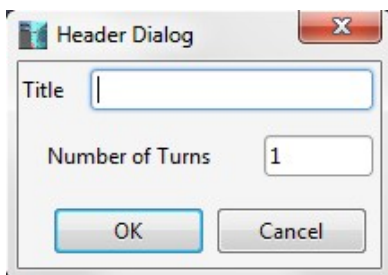
## 2. Making a New Scenario

A new scenario requires the following files:

- **Chart File** (Extension ".cht").
- **Order of Battle File** (Extension ".oob")
- **Rule File** (Extension ".rul")

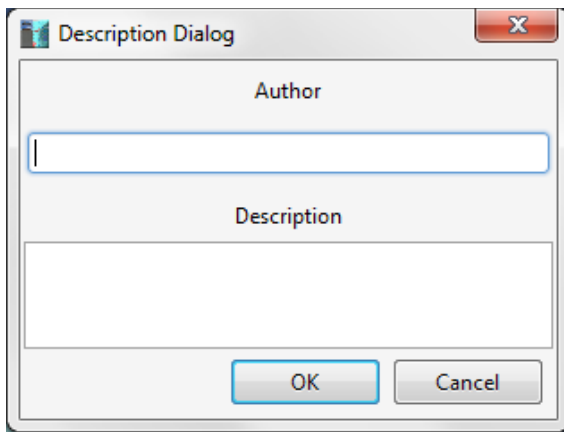
You can start a new scenario using the **New** option of the **File** menu. You will be prompted in turn for each of these files. Chart files and order of battle files are described in their respective editor help files. Rule files are described later in this help file.

You will also be prompted by the **Header Dialog** to enter other information about the new scenario such as its title and number of turns:



You can re-specify the information in the Header Dialog at any time by using the **Header** option of the **Scenario** menu.

You will be prompted by the **Description Dialog** to enter the name of the author of the scenario and a description that will be displayed when the scenario is started in the main program.



You can re-specify the information in the Description Dialog at any time by using the **Description** option of the **Scenario** menu.

### 3. The Editor Layout

The interface of the Editor consists of various parts:

- **Main Chart** – In the middle of the editor window, the Main Chart is displayed. It consists of a number of hexes, each one a size determined by the specific scenario. In each hex, you have a number of counters. Each counter represents a group of units of a given type such as seacraft, aircraft, etc.
- **Unit List** – On the left-hand side of the editor window, the Unit List is displayed. When you click on a hex in the Main Chart, the Unit List will display the units in that hex. You can click on units in the Unit List to select or unselect them for various functions you perform in the Main Program.
- **Status Bar** – At the bottom of the editor window you will see the Status Bar. It displays various information such as the turn, the current hex coordinates, and the characteristics of that hex such as water depth, etc.

You can scroll around the Main Chart by two methods:

- **Edge Scrolling** – Moving the mouse to the edge of the screen causes the Main Chart to scroll in that direction.
- **Drag Scrolling** – Holding down the left mouse button in the Main Chart and dragging the mouse will scroll the chart.

Both of these are enabled by default, but you can turn either of them off by using the **Scrolling Method** option of the Options Menu. In any case you can use the arrow keys to scroll the Main Chart.

You can zoom in and out in the Main Chart in two ways:

- You can use the scroll wheel on your mouse to zoom in and out.
- You can press the predefined zoom scales 1, 2, 3, and 4 on the keyboard (across the top, not the numeric keypad).

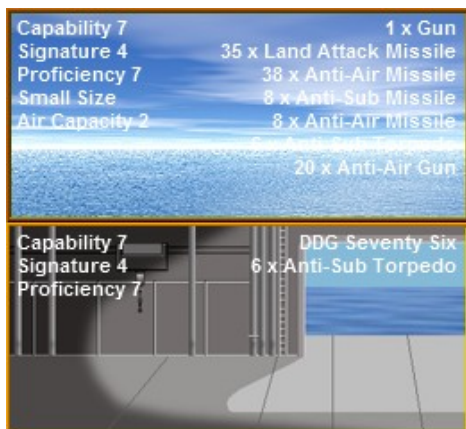
You can also zoom in and out in the Unit List by holding down the **Ctrl** (Control) key while using the scroll wheel on your mouse or pressing the keys 1, 2, 3, and 4 on the keyboard.

When you **left-click** on the chart, any units in the selected hex will be displayed in the Unit List as shown in the example below.



The Unit List displays which ships in any group serve as the Flagship for the group and likewise for these ships the predefined Detection Level of that group of ships is displayed. This value can be modified using the **Unit Menu** as described below.

Units in the Unit List can be **selected** by clicking on their picture in the Unit List and thus making them highlighted. Likewise, clicking on a highlighted picture will cause the unit to be unselected. Commands associated with units are often applied to those units currently selected.



If you **right-click** and hold in the Unit List, then alternative information about the units will be displayed. This includes for air units their base. Alternatively, you can right-click while holding down the Ctrl (Control) key to toggle the display of alternative information. The Loads carried by each unit are displayed in this alt display.

## 4. Placing Units in the Scenario

All units available to be placed in the scenario will be shown in the **Unit Dialog** as determined by the order of battle and those units already placed.



The Unit Dialog is a floating dialog that normally appears on the right-hand side of the screen but it can be moved to any position. If you close the Unit Dialog, it can be reopened using the **Unit Dialog** option of the **Scenario** menu.

To place a unit on the chart, select its entry in the Unit Dialog and then **right-click** on the chart where you want the unit to be placed. You can move a unit on the chart by selecting it and then **right-clicking** on the chart while holding down the **Ctrl** (Control) key.

## 5. The Unit Menu

The Unit Menu is used to change the state or other information about units which have been selected in the Unit List.

- **Toggle Flagship** – A ship in a stack of ships in the same hex may be designated as the Flagship. This means that all ships under that ship in the stack are part of the same group. In the game, such a group is shown as a single counter on the chart and any command given to the group applies to all ships and any aircraft carried by those ships in the group. The Toggle Flagship command can be used to toggle the Flagship state of a selected unit.
- **Move To Top** – This command moves the selected units in the Unit List to the top of the stack.
- **Move To Bottom** – This command moves the selected units in the Unit List to the bottom of the stack.
- **Dec Strength** – Decrease the strength by 1 of the selected units in the Unit List (Hot Key: **d**).
- **Inc Strength** – Increase the strength by 1 of the selected units in the Unit List (Hot Key: **i**).

- **Toggle On Surface** – Units can be deemed to be on the surface. For submarines, this means they are on the surface as opposed to being submerged. For aircraft, it means they have landed as opposed to being airborne. The Toggle On Surface command can be used to toggle the On Surface state of the selected units in the Unit List.
- **Set Base** – Air units always have a base which determines where they are based and where they will return if need be. An air unit base can either be a land air base or a home ship. If you select air units and invoke either the Air Base or Home Ship options, then you can select the base for the selected air units from the list presented. The base of an air unit is displayed if you right click in the Unit List.
- **Set Detection** – Select a value to set the Detection Level of the selected units in the Unit List. This value will be the Detection Level for the units on the first turn of the scenario when it is started in the Main Program.
- **Remove** – You can select units in the Unit List and use the Remove command to remove them from the chart and return them to the Unit Dialog.

## 6. Placing/Removing Mines



Mines are owned by a specified Force, have a specified strength, and can be placed in any Sea hex. You toggle **Mine Mode** in the editor by selecting the Place/Remove Mines option from the Hex Menu. While in Mine Mode, **right clicking** in a Sea hex will place a mine there owned by the specified Force or increase the strength of an existing mine by 1. **Control right clicking** will decrease the strength of the mine by 1 and remove it if the strength goes to zero. If you are in Mine Mode, you exit that by selecting the Place/Remove Mines option a second time.

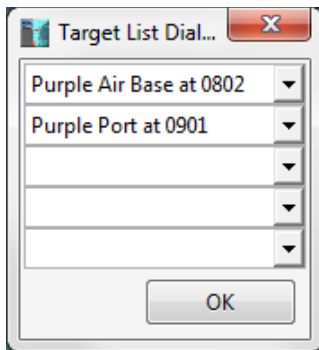
## 7. The Hex Menu

There are multiple on-chart entities that you can place and remove on the chart using the Hex Menu.

- **Add/Edit Port** – A Port can be placed on a Land hex adjacent to one or more Sea hexes. When you select this option, you will be prompted to enter information about the Port in the current hex. If you select **None** as the Force, then any existing Port in the current hex will be removed.
- **Add/Edit Air Base** – An Air Base can be placed in any Land hex. When you select this option, you will be prompted to enter information about the Air Base. If you select **None** as the Force, then any existing Air Base in the current hex will be removed.
- **Add/Edit Missile Site** – A Missile Site can be placed in any Land hex. When you select this option, you will be prompted to enter information about the Missile Site. If you select **None** as the Force, then any existing Missile Site in the current hex will be removed.
- **Add/Edit Location** – A Location can be placed in any Land hex. When you select this option, you will be prompted to enter information about the Location. If you select **None** as the Force, then any existing Location in the current hex will be removed.

## 8. The Target List

Each side in a scenario can be given a prioritized list of land targets which is used by that side to determine which locations to attack during the scenario. Selecting the **Target List** option from the **Scenario Menu** displays the TargetListDialog for that side so that the targets for that side can be specified. These targets should be listed in priority order with the most important targets listed first.



## 9. Establishing Orders

You can establish predefined orders for counters in the scenario in the same way you issue orders in the Main Program. Any orders you define in the scenario will be part of the scenario when it is started in the Main Program. The Help File for the Main Program has more information about creating and editing orders.