



QUICK START & TUTORIAL GUIDE

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1 A Quick Start

Welcome to **FLASHPOINT CAMPAIGNS: RED STORM (FPC:RS)**. A fast paced game of modern grand tactical combat set in Central Europe in the 1980s. You are either the NATO or Warsaw Pact (Soviet) commander in charge of formulating and managing the battle plan for your forces.

This Quick Start Guide and Tutorial will be focused on getting you into the action as fast as possible. It would be a great idea to read through the entire game manual to get full explanations of all of the game methods and functions.

If you are looking to mod the game you should consult the **FPC Modding Guide**.

1.1 A Brief Overview

Below is a quick summary of the basic elements of the Flashpoint Campaigns game engine:

- Game play is asynchronous WEGO. Players issue orders during their specific orders phase and then the game resolves all actions until a new orders phase occurs.
- Maps cover an area typically measuring 20 km east to west by 15 km north to south.
- Map hexes are 500 meters center to center or edge to edge.
- Militarily significant terrain is represented by hex color (shades of green), terrain art (fields, trees, buildings), and map markers (VP locations, bridges, wrecks, and craters).
- Forces are organized into individual maneuver units (game counters) of companies, platoons, or sections. They can be made up of mixed elements (vehicles and infantry).
- Certain air, artillery, and WMD (Nuclear and Chemical) assets are located off map.
- Scenarios are four to fourteen hours of in-game time long depending on the scenario maker.
- Victory points are awarded for the destruction of enemy units and the capture of specified map locations. The player Mission Briefing will describe the intent and specific requirements of the scenario.

One of the “tricks” to surviving on the modern battlefield is knowing more than your enemy. Proper use of recon assets to find the enemy location and type of forces allows you to define the axis of attack or positions of defenders. With this knowledge you can better employ your forces to achieve your mission objectives with minimal losses to your forces.



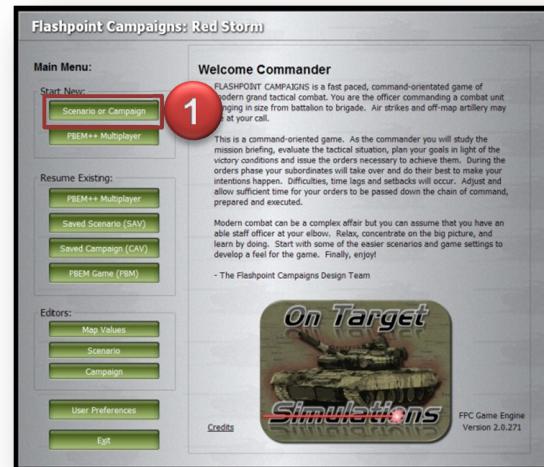
2 Starting a New Scenario

After launching the game and going through the opening cinematics and splash screen, you will start on the Welcome Commander Screen seen to the right. This is the Main Menu screen for the game and it is here that you can play game, go into the editors, set preferences or exit back to your desktop.

We will be setting the game up to play the Tutorial Scenario as the NATO player for this Quick Start.

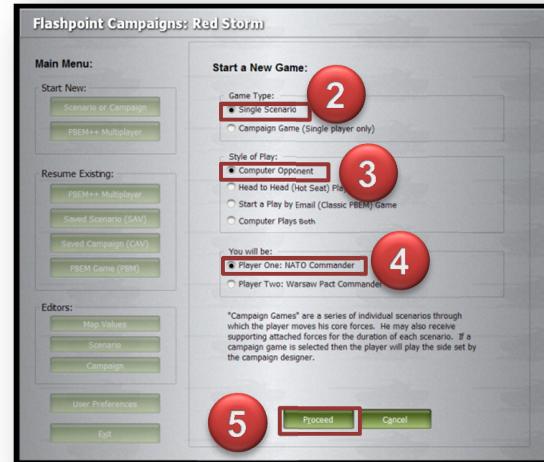
2.1 Main Menu

1. In the Main Menu frame, click the “Scenario/Campaign” button on the Welcome Commander Screen.



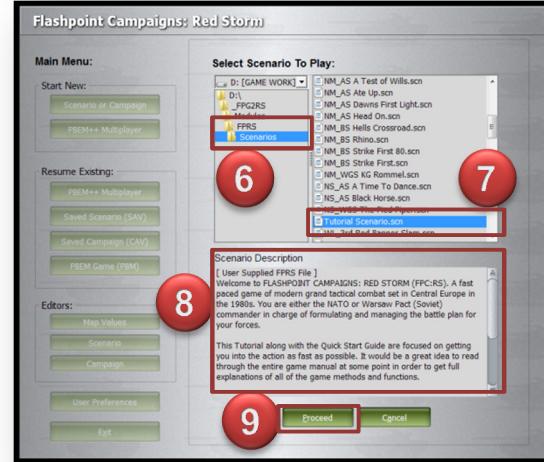
2.2 Start a New Game

2. Select “Single Scenario”.
3. Select “Computer Opponent” since we wish to fight the game AI (artificial intelligence).
4. Select “Player One: NATO Commander”. The tutorial is written from the NATO (British) side. You can come back and play from the Russian side if you wish.
5. Click the “Proceed” button.



2.3 Select Scenario to Play

6. The game should default to the Scenarios folder in the FPRS module. If for some reason it is pointed to another folder, use the dialog to navigate to the Modules/FPRS/Scenarios folder.
7. Scroll down the list of scenarios and select “Tutorial Scenario”. Fancy name. I know.
8. In the message box you can read a short summary of the scenario that is selected.
9. Assuming you have selected the Tutorial Scenario, click the “Proceed” button.





2.4 Game Play Options

10. Uncheck 1A so the enemy will be seen only when spotted by our units.
11. Uncheck 1F so we cannot get detailed information on enemy counters.
12. That is a good starting point so let's click "Proceed" and get this battle started.

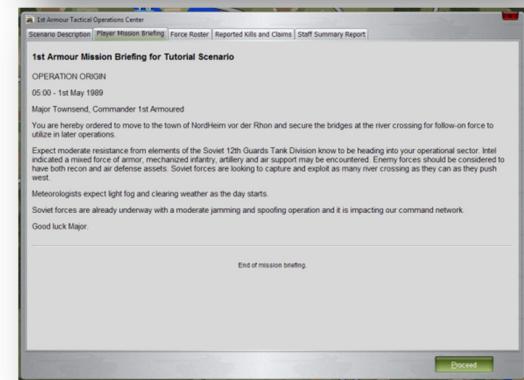
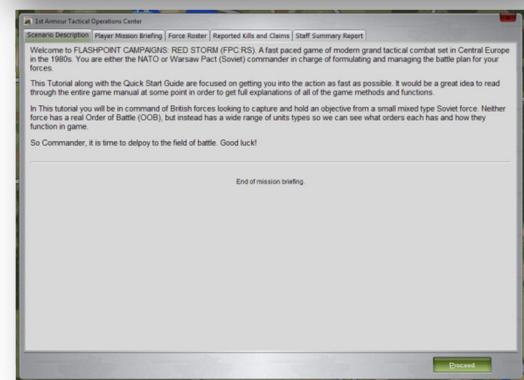
After you play this once with these setting you can go back and change the others to see their effect on game play. Refer to the Game Manuel for details on these other settings.



3 Pre-Game Information

After hitting Proceed, we are presented it the tabbed display we call the Tactical Operations Center or TOC for short. The TOC is our tool for getting the best overview of the mission, status of our forces and status of the mission. A quick review of the tabs here will show us the following:

- Scenario Description – This is the same description we saw in the Scenario Selection screen and it is here for us to review.
- Mission Briefing – We need to read this one. This tells you what your objectives are and also provides any other mission relevant information. This can be weather, Intel reports on enemy forces, information about reinforcements or withdrawal of units or other items deemed important by the scenario designer.
- Force Roster – We can scroll down this listing to see what our force composition looks like and the status of the units. The training level of the troops, current morale, ammo and Readiness is shown as is the subunits status (ready versus fallen out) and we can see information on unit kills is listed here as well.
 - This information updates as the scenario plays out. You can return here and see the overall force condition quickly.



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- Kills and Claims** – This is a matrix of your units and a breakdown of the types of kills they have made on the battlefield. You can also see how many of your own units are fallen out or destroyed. This updates as the fight goes on as well.
- Staff Summary Report** – This is the most important tab in the TOC. Here you can see the current state of forces, a listing of what units are still active and the all-important Victory Conditions. During the fighting you can check this screen to see how well (or poor) the battle is going.
 - At the end of the game the information for the enemy forces will also be displayed here. There is also an option to see the enemies TOC that will appear at the bottom of the TOC screens. You can see their mission and remaining forces like you view yours.

1st Armour Tactical Operations Center																	
Scenarios Description	Player Mission Briefing		Force Roster		Reported Kills and Claims		Staff Summary Report										
Unit	A	F	D	Recon	Hele	Tanks	Mech	Inf	SPAT	AT	HQ	AD	SPArmy	Arty	Trans.	Air	Total
SHQ 1st Arm	3	0	0													0	
2nd Inf	1	0	0													0	
21st Arm	3	0	0													0	
31st Arm	3	0	0													0	
41st Arm	3	0	0													0	
1st Rec	2	0	0													0	
1st Inf	0	0	0													0	
CHG 1st Inf	6	0	0													0	
111th Inf	8	0	0													0	
121st Inf	8	0	0													0	
131st Inf	8	0	0													0	
1st Inf Bn	6	0	0													0	
Rec Bn	4	0	0													0	
1st Mtr	4	0	0													0	
1st AA	4	0	0													0	
AA 1st AH	3	0	0													0	
AC (Torpedo)	1	0	0													0	
CHG DM (Torpedo)	4	0	0													0	
1st Arty	0	0	0													0	
202M Arty	4	0	0													0	
Grand Total:	90	0	0													0	

A / F / D = Active / Fallen Out / Destroyed
Enemy kills claimed include both fallen out and destroyed isolunits.

Proceed

When you are done reviewing all of the information, hit “Proceed” to get the fighting underway.

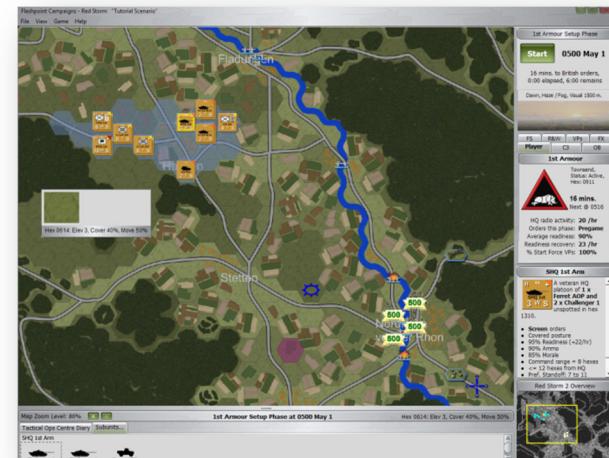
4 Getting Down to Business

Before we see the whole map, we are presented with a Radio Traffic dialog telling us some important information. Hit “Proceed” to move on or wait until the dialog closes on its own.

4.1 Scoping Out the Map

Now, depending on your screen size, you will see your main force and a good chunk of the map. To see a bit more of the map, go to the zoom level buttons at the bottom left of the screen and hit the minus sign once or twice to zoom out until you see both your forces and the objective area.

Looking at the map we see that the approach to the city is pretty much downhill and there are hills with trees on either side. To add to the bad news the Soviet side of the river has good cover as well. On the positive side, we do have a minefield and road obstruction along the primary travel paths. We also have a fortified position on the hill overlooking the objective. It is about 5km south-east of our kickoff point but if we can get some units with reach in there it will be a great boost to our mission. We also have one artillery target reference point (TRP). It is the blue plus sign marker south-east of the minefield. The TRP is in a good place if the Soviets come up the road and get bogged down at the minefield we may be able to hit the resulting traffic jam.



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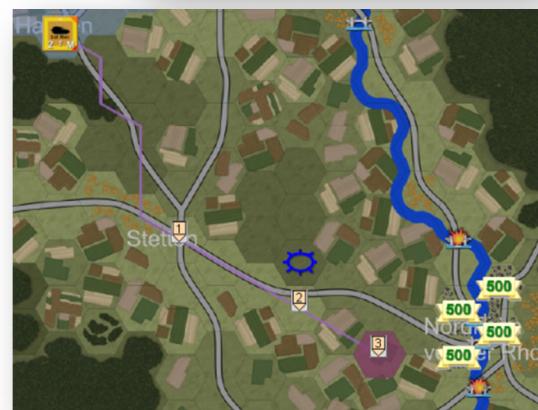
4.2 Moving Out

We need to get our forces on the move and get eyes on the objective and more importantly the enemy. We have to be careful with it being dawn. Our Thermal sights on a number of our units will be next to useless during the thermal inversion of temperatures we need about an hour for surface temperatures to heat up and show well in the sights.

Let right click on the 1st Rec unit and select “Show” then “Show LOS Area”. As you can see visibility is very limited here with the trees and hills. Hit Ctrl+L to hide the LOS overlay and let’s right click the unit again and choose “Deliberate Move”. Select the three waypoints as shown in the picture and to have our recon finish up its move about a kilometer west of the city. Click back on the unit to issue the order. You should see the movement path the unit will take. Let’s choose the “Assault” order for 1st AT and move them down the same road but stop and place it in the fortified location on the hill. The Assault order will place the unit in a **hold** stance when it gets there. We need to do the same for the 1st AA unit. Because of the poor weather and visibility, we may want to think about moving the 1st AA into town to better cover our mechanized assets.

Now we need to move our tanks. We have a squadron of Challenger 1s. Select the SHQ 1st Arm unit. Hold down the shift key and select the SHQ again and also the other four tank units. A thin yellow outline should be seen around all of them. Right-click the SHQ (or any of the selected units) and issue a “Move-Deliberate” order. Plot a move to the fields just north-east of the fortification and click back on any of the selected units to set the order. You can also at this point click on any of the tank units and see the path. It is a good idea to adjust the last waypoint to a new location to spread the forces out and to place HQs further back from the estimated threat. You can actually move any or all of the waypoints.

Mechanized infantry is great for taking and holding objective. Especially in a city or forest where cover is high. Perform another shift select to grab the CHQ for 1st Inf and the three 1st Inf platoons. Order an “Assault” and plot a move to Stetten then over to the



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north-west victory point marker at the objective. Again, click on one of the units to set the order. The dismount dialog will pop up and you can set it to 1 hex this time. Then select each of the infantry platoon and move the final waypoint to one of the other victory locations to spread the force out.

Next, in the tabbed notebook, select the OB tab. At the top of the list is the High HQ for the force. Click on the RHQ 1st unit in the listing to highlight it on the map. You can use the OB tree to locate units on the map or to attach units to different HQs. Right now let's right click and select "Show", then click "Show Command Radius". You will see the effective command range of this HQ. Notice that it falls short of the objective area. It is not a good idea to get your units out of command since orders take longer to process and recovery actions are degraded. To fix this problem, order the HQ to "Move-Deliberate" to the town of Stetten. The town will provide good cover and also give the HQ reach beyond the objective area. Hit Ctrl-D to turn off the command range.

The last move to make is to move the artillery units into range to cover the objective area and beyond a few kilometers. Select 1st Mtr. Right-click and select "Show" then click "Show Max Fire Area". This is the reach of the artillery unit. In this case it falls about 2km short of covering the objective and 4km from the TRP. Hit Ctrl-F to toggle the range off. Select both 1st Mtr and 1st Inf (a mortar platoon from 1st Infantry). Give them a Move-Hasty" order and plot them south through the trees and into the fields just south of Stetten.

Before we start the Command Cycle resolution it is a good idea to check the R&W tab in the notebook to see when new units will show and others may leave. 1st Armour is going to get two platoons of M109 155mm artillery units that will be off map 40 minutes into the battle. About an hour into the fight you will get an attack helicopter section coming on the map edge west of Stetten. Two hours into the battle a Tornado close air support aircraft will be on station to provide a boost in firepower.

A quick review of the C3 tab will show how long in minutes it will be before the next chance to issue orders. You are now ready to go to war!



Player	C3	OB
FS	R&W	VPs
Reinforcements/Withdrawals		
Arriving at 40+ minutes:		
- CHQ OM Arty		
- 1/OM Arty		
- 2/OM Arty		
Arriving at 59+ minutes:		
- AH 1st AH in 0116		
Arriving at 120+ minutes:		
- AC Tornado1		
Withdrawing after 179 minutes:		
- AH 1st AH		

AH 1st AH
 A veteran Heli section of 3 x Lynx AH Mk7 unspotted in hex 0116.
<ul style="list-style-type: none"> • On Call orders • Covered posture • 96% Readiness (+24/hr) • 100% Ammo • 80% Morale • Altitude = 3 • Night Capable • All Weather Capable • Pref. Standoff: 7+ hexes



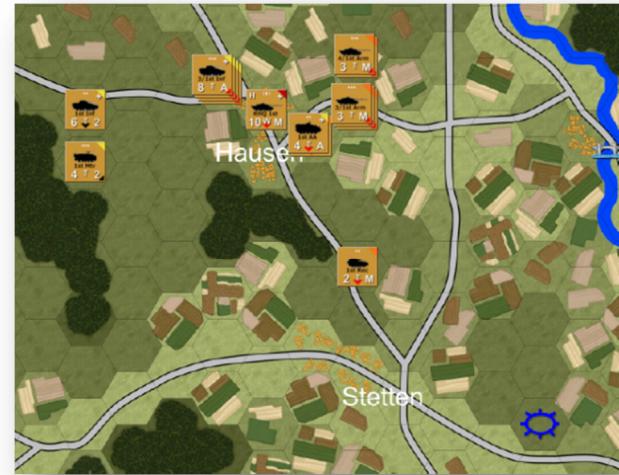
5 Resolving the Command Cycles

Now we get to sit back and watch the action unfold as the AI commanders do their best to fulfill your orders. Click the “Start” button. As the events occur, watch to see where your forces are going, what they spot and if any of them come under fire. Most plans made before a battle rarely survive first contact. It will be your ability to react and plan ahead for surprises that will keep you in the fight.

5.1 Action in the First Turn (0500)

Just before the end of the first command resolution you will get a radio message dialog telling you that it has changed to daytime. It still may be Haze/Fog or the weather could change. It may also be different from what happens in this tutorial since the weather is has a random element in its modeling.

Taking a look at the map the 1st Rec unit should have moved a fair amount down the road and all of the other units should be in motion. We have no spotted enemies at the moment and the fog still has line of sight reduced to 2km for our recon and thermal sight equipped units.



5.2 Action in the Second Turn (0516)

33 minutes into the scenario and still no contact with Soviet forces as the 1st Rec heads toward the objective area in the fog. The rest of the battle group continues to make its way to their final waypoint locations.

Looking at the units you should notice that there are small black and red triangles on the counters. These indicate both the direction the unit is travelling and also the mode of travel. Black if the unit is in road march. This is the fastest of the travel modes via the “Move-Hasty” order. Red denotes a combat movement. Slower but spread out and using terrain to mask approach.

With any luck the enemy should be sighted toward the end of the next turn



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5.3 Action in the Third Turn (0533)

We are notified midway through the turn that our off-map artillery is now available. If we click on the FS (Fire Support) tab we will see the addition of the two self-propelled artillery platoons. There is also a check mark at the bottom of the panel for “Allow staff FSCC control”. This places the artillery under AI control and they will fire on targets submitted to the high HQ from other units.

We still have not spotted any Soviet units, but our tank crews have spotted some form of obstacle not placed by our forces. Our recon, artillery and RHQ units have reached their final waypoints and have gone into Screen or On Call postures. Again, we are faced with a quiet turn. In order to see further south-east of the object, move 1st Rec down to the tree line on the hill south-east of their current location using a “Move-Deliberate” order.



5.4 Action in the Fourth Turn (0551)

Both 1st AD and the 1st AT make the fortification location and move to hold positions.

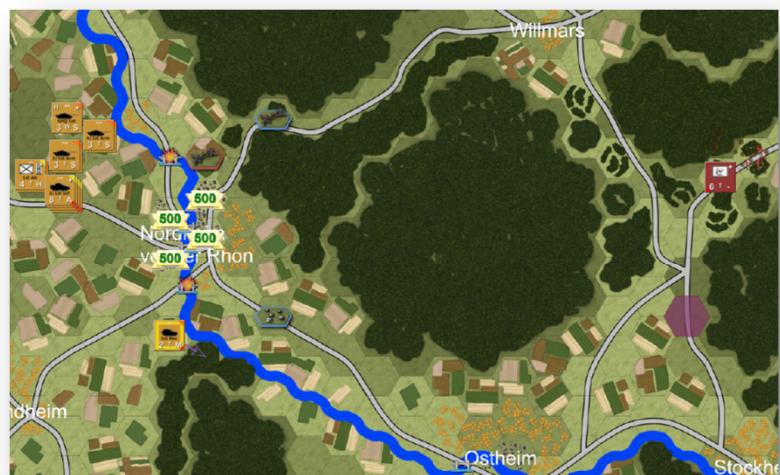
The attack helicopters arrived in the area and detected air search radars.

The enemy radars were also pin pointed enough for an artillery strike to be issued. Some targets were hit by our fire.

1st Arm's tank units have taken up their positions on the hill overlooking the northern approach to the objective area.

Locate 1st AH on the edge of the map and plot a “Move-Deliberate” order for the section heading south and taking up a position 2km south-east of 1st Rec in the trees on the hill in hex 2623.

Click on each of 1st Arm's tanks and switch them to “Hold” orders. This will keep them in place until they take moderate losses.



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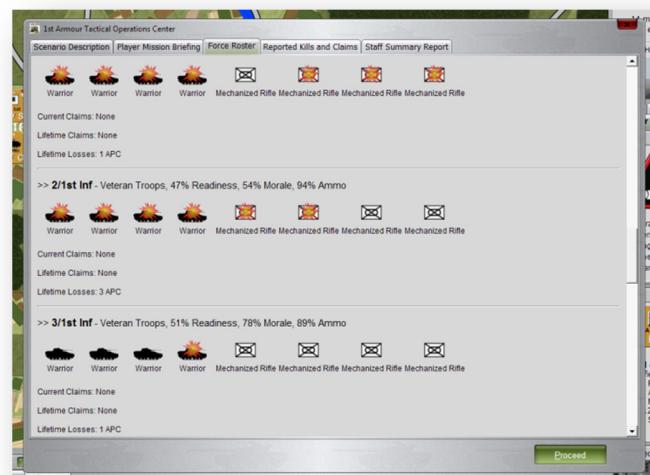
5.5 Action in the Fifth Turn (0611)

All hell breaks loose. The relative quiet of the morning is shattered in an instant as a pair of Soviet Mi-24 attack helicopters emerge out of the mists at the outskirts of the city and catch units of 1st Inf in the open downhill approach to the city.

As you can see from the TOC Force Roster the 1st Inf lost 9 Warrior APCs and five mechanized infantry squads to the Hind's missiles and rockets before both Mi-24s were shot down by light cannon and heavy machine gun fire. This was a tactical miscalculation having the air defense units in the fortification. This left them out of line of sight to the attacking helicopters, but able to witness the destruction of their fellow units. This will make holding the objective difficult having lost about 50% of the units firepower. So much for the initial plan.

The only good news from the sudden attack is that the remain units of the 1st Inf got into town before the rain of artillery fell on the smoking wrecks of the APCs. Before being forced down the enemy helicopters radioed in for artillery. The question now, did they spot the tanks?

1st AH moved quickly and is almost in position. The off-map artillery is still harassing the enemy units with the air search radars.

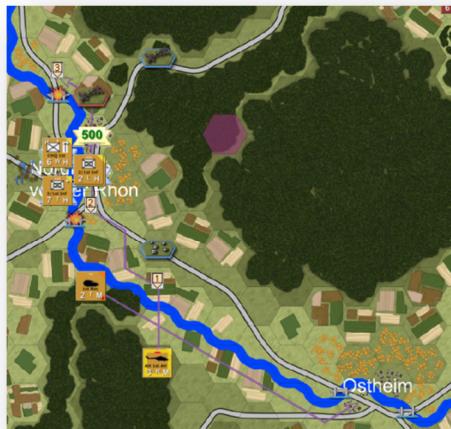


As we just found out the hard way, plans are a best guess gamble. If you call it right and the enemy follows your plan for their actions you walk away with medals and accolades. If you step in line with the enemy plan you may not get the chance to try again. As the commander you need to be looking five moves ahead. Having a crystal ball wouldn't hurt either.

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5.6 Action in the Sixth Turn (0629)

No Soviets yet. We have the southern route well scouted now and there is no sign of activity. 1st AH will now be sent north of the objective to recon that direction. To cover all the bases send 1st Rec south-east along the river to Ostheim to be very sure the route is clear.



Move the two southern platoons of tanks 1km east to setup in the fields on the hill north –west of the objective using assault orders.

5.7 Action in the Seventh Turn (0643)

A sudden flurry of activity this turn as the continued artillery harassment of the radar target has yielded kills. This is followed up by the emergence and rapid destruction of a group of Soviet BRDMs moving past the breached obstruction on the north approach.

This time the movement and placement of forces resulted in catching the Soviets in a cross fire from both tanks and attack helicopters.

An educated guess can now be made that more Soviet forces will be following the recon forces. Prepping for an assault of the objective from the north route seem the most like course of enemy action given what we have both seen and not seen (as the empty southern route indicates).



It is now time to use artillery to both blind the enemy and to slow the approach to the objective along the north route. Click on the “FS” tab to list the fire support units. Click 1st Mtr. Right click either on the unit or on the counter image in the Unit Display Panel (UDP) just below the tabbed notebook and select “Barrage” and then “Smoke screen” order. Select the three target points from the cleared obstruction down the road to the city. Next select one of the M109 platoons from the FS panel and do a Barrage – Deploy Mines over the same hexes as the smoke. Hit start and see if we if the trap can be sprung.

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5.8 Action in the Eighth Turn (0657)

A couple minutes into the turn and the Tornado close air support aircraft reports on station. Great timing too as two Soviet tank units emerge in the now smoke and mine infested route to the city.

Click on the FS tab again to gain access to the Tornado. You could also go to the OB tab and click on the Tornado there as well. In the UDP panel, right click on the counter image of the Tornado and select "Air Strike". Select the target hex; in this case the lead tank unit. The Air Strike Controller dialog will pop up. Leave the delay time alone and set the Target Zone Radius to one. Click "Proceed".

The enemy tank units were engaged by both 1st AH and also two platoons from 1st Arm. The enemy lost a few tanks in the exchange and also a couple to mines.

The mortars for 1st Inf are out of command range from the CHQ 1st Inf and as a result cannot be ordered to barrage any targets. To correct this, click on the OB tab. Find 1st Inf in the tree. It will show up in red since it is out of command to its parent HQ. Click and drag 1st Inf all the way to the top of the list and drop on RHQ 1st. It will now use RHQ 1st as its parent HQ for all actions. It can now be ordered to barrage. Select three more hexes in west and south of the enemy tanks to fill with smoke. It is possible for these special types of ammunition to run out. If that happens a message will pop up and the information will appear in the UPD for the unit.

Keep an eye on 1st AH. If it is very low on ammo, it will head back to within 1km of the RHQ. Once it is there, it will start a Resupply order to rearm so it can get back into the fight.



This Quick Start/Tutorial Guide gets you up and into the game with a fairly basic understanding of the game mechanics. We strongly urge you to read over the full game manual to get a more thorough and detailed look at all aspects of the game.

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5.9 Action in the Ninth Turn (0710)

The Challengers sitting on the hill made short work of the two Soviet tank units blinded in the smoke and hampered by the mine fields.

The Tornado dropped cluster bombs on an unidentified target in the smoke getting a couple kills. The Tornado returned on station and is on call for another strike if a target becomes visible.

1st AH is now back near the RHQ and has entered into resupply. It will be ordered to withdrawal from the battle in about 37 minutes.

1st Rec continues to drive south looking for any signs of Soviets on the southern approach.

Taking a quick look at the TOC and the Reported Kills and Claims, we find 1st Armour has had nine units fall out (rendered combat ineffective through damage or moderate casualties) and five units destroyed. The Soviets have lost 30 units to this point including sixteen tanks and two attack helicopters.

With a little less than four hours to go, the NATO forces hold the river crossing and appear to be in control of this mission. Just remember, more times than naught, control is an illusion.



1st Armour Tactical Operations Center															
Unit	A / F / D	Recon	Helicopter	Tanks	Mech	Infantry	SPAT	Attack	HQ	AD	SPArty	Artillery	Transport	Air	Total
SHQ 1st Arm	3 / 0 / 0														0
1/1st Arm	3 / 0 / 0														0
2/1st Arm	3 / 0 / 0	2		2											4
3/1st Arm	3 / 0 / 0				1										1
4/1st Arm	3 / 0 / 0	1		5											6
1st Rec	2 / 0 / 0														0
1st AT	3 / 0 / 0														0
CHQ 1st Inf	6 / 0 / 0		1												1
1/1st Inf	1 / 0 / 1														0
2/1st Inf	2 / 3 / 3														0
3/1st Inf	7 / 0 / 1														0
1st Inf	6 / 0 / 0														0
RHQ 1st	10 / 0 / 0			3					1						4
1st Mtr	4 / 0 / 0														0
1st AA	4 / 0 / 0														0
AH 1st AH	3 / 0 / 0	1		5											6
AC Tornado1	1 / 0 / 0			1											1
CHQ OM Arty	4 / 0 / 0														0
1/OM Arty	4 / 0 / 0										1	1	1		3
2/OM Arty	4 / 0 / 0										1	1	2		4
Grand Total:	76 / 9 / 5	4	2	16	0	0	0	0	1	2	0	2	3	0	30

A / F / D = Active / Fallen Out / Destroyed
Enemy kills claimed include both fallen out and destroyed subunits.

Proceed

6 Running to Conclusion

From this point forward you have enough of the basics to run this tutorial out until the time limit hits or until one sides force fall below 30% of its total unit value (on map units). When the battle is over you will be presented with the TOC and shown information for both sides. The winner will be the side that outperformed the expectations of the command staff. Controlling objectives, killing enemy units and preserving your forces will go a long way to winning battles.

There is no guarantee that your battle will follow the same timing or outcome as mine. The AI is very dynamic and has a habit of surprising you. This time the Soviets went with the north approach. Next time it might be the south. You may even get hit from both. The weather can change and alter visibility. If something does go wrong (like Mi-24s coming out of the fog and mauling APCs) replay the game with a different plan and tactics. The idea is to learn and have fun playing the game/simulation.

Good luck and good hunting!



7 CREDITS

7.1 On Target Simulations Design Team

Lead Programmer and Head Honcho: Robert “Ironman” Crandall

Data, Programming, Graphics, and Sound: Jim “Cap’n Darwin” Snyder

Maps, Scenarios, and Campaign Designer: Steve “Mad Russian” Overton

Quality Czar and Testing Lead: Charles “Hawkeye” Belva

Facebook Site Design/Maintenance: Rebecca Snyder

7.2 FPCRS-Quick Start Guide

Author and Graphics: Jim “Cap’n Darwin” Snyder

Editing and Review: Rebecca “Beck” Snyder

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