

CCN Scenario Designer v1.1

(for use with *Commands & Colors: Napoleonics* by GMT Games LLC © 2012)

Rob Hickman © 2020

User Help Manual

Overview

Introduction

Commands & Colors: Napoleonics - The Game

Commands & Colors: Napoleonics (abbreviated to 'CCN') is a series of board wargames produced by **GMT Games** depicting European warfare during the Napoleonic period (1805 to 1815). The game series essentially comprises a base game (covering French, British and Portuguese armies and battle scenarios) and a number of optional 'expansion' games (covering Spanish, Austrian, Russian and Prussian armies and associated battle scenarios).

Battles are fought over game turns by moving units on a mapboard and engaging them in combat (ranged fire and melee) in a pre-defined order of game phases. The winner of a game is determined by gaining victory 'banners' (points) by destroying enemy units and/or achieving geographical objectives as laid out in the notes for the scenario being played.

The game is played according to a standard set of rules of moderate complexity, however they may be somewhat challenging to the beginner and there are many subtleties.

CCN Scenario Designer

CCN Scenario Designer is a software application which enables the creation of new CCN game scenarios (i.e. additional to those provided 'out of the box' by GMT Games). **CCN Scenario Designer** also comes with all of the standard scenarios (base and expansion) 'pre-designed' for use and adaptation.

CCN Scenario Designer is intended for use in conjunction with its companion program **CCN Game Assistant** which provides rules support when playing a CCN game.

CCN Scenario Designer enables the creation and editing of CCN scenario data which can then be imported into **CCN Game Assistant** to create a game instance. **CCN Game Assistant** can then be used to keep track of game progress and provide game play assistance. Further information on the purpose and use of **CCN Game Assistant** is provided in the help system within that application.



IMPORTANT: 'Commands & Colors: Napoleonics' is a registered trademark of GMT Games LLC. The published base CCN game is the copyrighted intellectual property of GMT Games (© 2010, 2012, 2016). The expansion games are also the copyrighted intellectual property of GMT Games (Spanish Expansion © 2011, 2014; Russian Expansion © 2013; Austrian Expansion © 2013; Prussian Expansion © 2014; Generals, Marshals & Tacticians Expansion © 2015; Epic Napoleonics Expansion © 2016).

Both *CCN Scenario Designer* and *CCN Game Assistant* are NOT substitutes for the published CCN games. In order to use either of these applications you must own the CCN base game produced by GMT Games (and optionally one or more of the appropriate expansion games), or be playing with someone who owns the appropriate game(s).



It is strongly recommended that this help information is read through before attempting to use the *CCN Scenario Designer* application. This will help to ensure that the full functionality of the application is understood, along with its limitations, so that *CCN Scenario Designer* can be used effectively to create and edit CCN scenarios.

Main Window



Figure 1.1: Main Window Layout

The **CCN Scenario Designer** main window comprises the following five 'areas':

Title Bar

The Title Bar is located at the top of the Main Window and displays the title of the application followed by the directory path to the currently loaded scenario file. The standard 'Minimise' and 'Close' window buttons are located at the right-hand end of the bar. Note that the Main Window is fixed in size, hence the 'Maximise' button is disabled.

Menu Bar

The Menu Bar is located immediately beneath the Title Bar and provides access to application functions through a number of menu options, which include the creation of a new scenario, the loading and saving of scenarios, editing of scenario and mapboard data and the display of help information.

Information Panel

The Information Panel is located at the left-hand side of the Main Window and, depending on selection, displays general scenario information or information on the currently selected mapboard hexagon (hereafter referred to as a 'hex'). The contents of the panel are vertically scrollable where the information cannot be fully displayed in the available space.

Mapboard Canvas

The Mapboard 'Canvas' occupies the central area of the Main Window and displays a representation of the mapboard as provided in the CCN base game. The canvas enables the display of a visual representation of a scenario through the placement of terrain 'tiles', combat units, leaders and markers on the mapboard hexagonal grid.

Actions Area

The Actions Area is located at the bottom of the Main Window. This area is not active within **CCN Scenario Designer**. It is only used within **CCN Game Assistant** and is only present here as the main window layout is common to both applications.

The Graphical User Interface

The Main Window

The main window is fixed in size (cannot be reduced, enlarged or maximised) and comprises five 'areas' as follows:

- **Title Bar**
- **Menu Bar**
- **Information Panel**
- **Mapboard Canvas**
- **Actions Area** (not used)

Each of these areas is described below, with the exception of the Actions Area which is not used in *CCN Scenario Designer*.

Title Bar

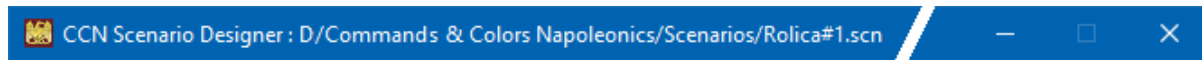


Figure 2.1: Title Bar

The Title Bar is located at the top of the Main Window and displays the title of the application followed by the directory path to the currently loaded scenario file. The standard 'Minimise' and 'Close' window buttons are located at the right-hand end of the bar.

When there is no scenario currently loaded, or a new scenario has been selected but not yet saved, in place of a directory path being shown, the Title Bar will display the following message instead: '<no scenario loaded>'.

When the application is terminated via the Title Bar 'Close' button, and there are unsaved edits pending, a dialog will be displayed giving the option to abort exiting the application or to continue and lose the changes.

Menu Bar



Figure 2.2: Menu Bar

The Menu Bar is located immediately beneath the Title Bar and provides access to a number of application functions through the menu options described below. Note that depending on the application state, individual options may not be enabled for selection.

File Menu

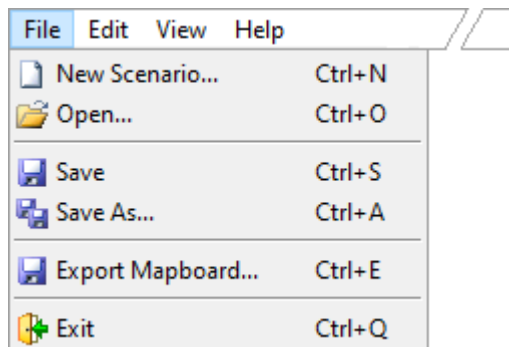


Figure 2.3: File Menu

New Scenario...

The 'New Scenario...' menu option enables the creation of a new scenario from scratch. If there are unsaved edits pending for the current scenario, a message dialog will be displayed giving the option to abort new scenario creation or to continue and lose the changes.

Following selection, the 'New Scenario' dialog will be displayed for entry of a scenario name and associated scenario information and notes. The name is used to identify the scenario within the application (and within *CCN Game Assistant*) and is not to be confused with its filename. Pressing 'OK' (when enabled) will initialise the Main Window for a new scenario to be designed based on the entered scenario data. Pressing 'Cancel' will abort creation of a new scenario.

For detailed dialog information refer to the *New/Edit Scenario Dialog* help topic.

Open...

The 'Open...' menu option enables the loading of an existing (saved) scenario into the application for editing. If there are unsaved edits pending for the current scenario, a dialog will be displayed giving the option to abort opening of a scenario or to continue and lose the changes.

Following selection, a 'Select Scenario File' dialog is displayed for navigation within the directory structure to locate and select an existing scenario file. All valid **CCN Scenario Designer** files have the file extension **'.scn'**, and the dialog file type is initially set for files with this extension. If a file with a different extension (or a corrupted **'.scn'** file) is attempted to be opened, a message dialog will be displayed indicating that the file is not valid and loading will be aborted. In this event, any existing scenario in the application will not be lost.

Save

The 'Save' menu option enables the saving of a currently loaded (or previously saved) scenario when there are unsaved edits pending. On selection, the scenario will be saved to the current filepath (as indicated in the Title Bar) and a message dialog displayed to indicate successful saving.

Save As...

The 'Save As...' menu option enables the saving of a new (as yet unsaved) or currently loaded scenario to a new **'.scn'** file (or an existing **'.scn'** file if it is to be overwritten).

Following selection, a 'Save Scenario' dialog is displayed for navigation within the directory structure to locate the directory where the scenario is to be saved, and for entry of a new filename (or selection of an existing file). All **CCN Scenario Designer** files are saved with a **'.scn'** file extension and the dialog file type is initially set to save files with this extension.

Pressing the 'Save' button in the dialog will save the scenario to the selected directory with the entered filename (the **'.scn'** file extension need not be entered when this is set as the file type) and a message dialog will be displayed to indicate success. If the file already exists, a warning message will be displayed prior to saving for confirmation that the file is to be overwritten or to abort the save.

Export Mapboard...

The 'Export Mapboard...' menu option enables the current state of the scenario mapboard (as displayed in the **Mapboard Canvas** area of the Main Window) to be exported as a **'.png'** image file.

Following selection, an 'Export Mapboard (as PNG)' dialog is displayed for navigation within the directory structure to locate the directory where the scenario mapboard image is to be exported to, and for entry of a filename. Mapboard images are saved in **'.png'** format only.



The Mapboard Canvas area of the Main Window must be wholly located on the primary display (monitor) in order to export a mapboard image. If this is not the case, an error message will be displayed and the export will be aborted. In this event, move the application window to the primary display in order to successfully perform an export.

Pressing the 'Save' button in the dialog will export the visible portion of the mapboard to the selected directory and a message dialog will be displayed to indicate success. If the file already exists, a warning message will be displayed prior to export for confirmation that the file is to be overwritten or to abort the export.



Note that in order to export a full mapboard (other than for the Base Map), a number of export 'snapshots' will need to be taken with the mapboard scrolled to appropriate positions within the mapboard canvas area, and then 'stitched' together using a suitable graphics application (e.g. Microsoft Paint). This is a current limitation of the programming environment.

Exit

The 'Exit' menu option enables the application to be closed.

Following selection, the application will be terminated unless there are any unsaved edits pending. In this event, a dialog will be displayed giving the option to abort exiting the application or to continue and lose the changes.

Edit Menu

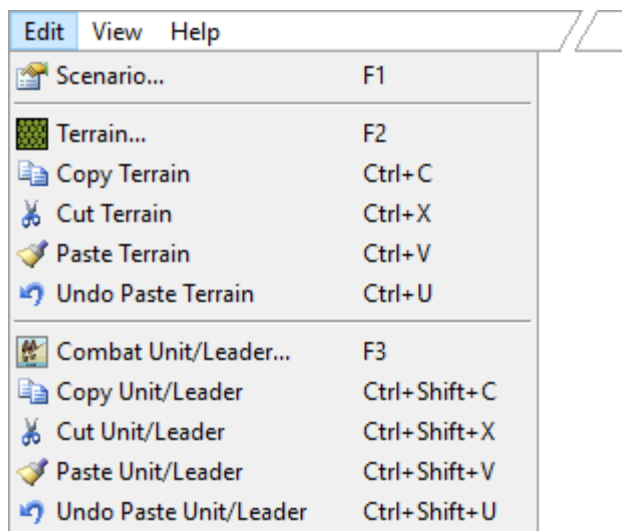


Figure 2.4: Edit Menu

Scenario...

The 'Scenario...' menu option enables certain general scenario details to be modified.

Following selection, the 'Edit Scenario' dialog will be displayed for editing of the scenario name and certain other general scenario data fields. For detailed information refer to the **New/Edit Scenario Dialog** help topic.

Terrain...

The 'Terrain...' menu option enables the mapboard terrain features for the scenario to be defined and modified. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted.

Following selection, the 'Edit Terrain' dialog will be displayed to define the terrain attributes for mapboard hexes and their associated hexsides. For detailed information refer to the **Edit Terrain Dialog** help topic.

Copy Terrain

The 'Copy Terrain' menu option enables the terrain for currently highlighted hex within the Mapboard Canvas to be copied to the application clipboard for subsequent pasting. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted.

Following selection, the terrain in the selected hex (including all its associated attributes) is copied to the clipboard. Any combat unit and/or leader in the selected hex is **NOT** copied to the clipboard.

Cut Terrain

The 'Cut Terrain' menu option enables the terrain in the currently highlighted hex within the Mapboard Canvas to be both cut and copied to the application clipboard for subsequent pasting (if required). This menu option is only available if the highlighted hex contains a terrain type other than 'Clear'. Following selection, the terrain in the selected hex is cut (returned to 'Clear' terrain). Any combat unit and/or leader in the hex is unaffected.

Paste Terrain

The 'Paste Terrain' menu option enables the terrain currently on the application clipboard to be pasted into the mapboard. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted and the application clipboard is not empty.

Following selection, the terrain currently on the clipboard, along with its associated attributes, is pasted into the currently highlighted hex within the Mapboard Canvas. Any combat unit and/or leader in the selected hex is not affected by pasting terrain. The clipboard is not emptied following a paste, so the terrain is available for pasting into further mapboard hexes as required. Any existing terrain in the hex will be replaced by the paste operation.

Undo Paste Terrain

The 'Undo Paste Terrain' menu option enables the last terrain paste operation to be undone. This menu option is only available if a paste terrain operation has been previously performed. Once the paste has been 'undone', this option is disabled until another subsequent paste terrain operation has been performed.

Combat Unit/Leader...

The 'Combat Unit/Leader...' menu option enables the starting position of units and leaders for the scenario to be defined and modified. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted.

Following selection, the 'Edit Combat Unit/Leader' dialog will be displayed to define the unit and/or leader to be placed in the currently selected mapboard hex. For detailed information refer to the ***Edit Combat Unit/Leader Dialog*** help topic.

Copy Unit/Leader

The 'Copy Unit/Leader' menu option enables the unit and/or leader for currently highlighted hex within the Mapboard Canvas to be copied to the application clipboard for subsequent pasting. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted and contains a combat unit and/or leader.

Following selection, the unit and/or leader in the selected hex (including all associated attributes) is copied to the clipboard. Where both a unit and leader are present in the selected hex then both are copied to the clipboard (i.e. they cannot be copied independently). Any terrain in the selected hex is **NOT** copied to the clipboard.

Cut Unit/Leader

The 'Cut Unit/Leader' menu option enables the combat unit and/or leader in the currently highlighted hex within the Mapboard Canvas to be both cut and copied to the application clipboard for subsequent pasting (if required). This menu option is only available if the highlighted hex contains a combat unit and/or leader. Following selection, the combat unit and/or leader in the selected hex is cut (removed from the mapboard). Terrain in the hex is unaffected.

Paste Unit/Leader

The 'Paste Unit/Leader' menu option enables the unit and/or leader currently on the application clipboard to be pasted into the mapboard. This menu option is only available when a mapboard hex within the Mapboard Canvas is currently highlighted and the application clipboard is not empty.

Following selection, the unit and/or leader currently on the clipboard, along with associated attributes, is pasted into the currently highlighted hex within the Mapboard Canvas. Any terrain in the selected hex is not affected by pasting a unit and/or leader. The clipboard is not emptied following a paste, so the unit and/or leader is available for pasting into further mapboard hexes as required. Any existing unit and/or leader in the hex will be replaced by the paste operation.

Undo Paste Unit/Leader

The 'Undo Paste Unit/Leader' menu option enables the last unit/leader paste operation to be undone. This menu option is only available if a paste unit/leader operation has been previously performed. Once the paste has been 'undone', this option is disabled until another subsequent paste unit/leader operation has been performed.

View Menu

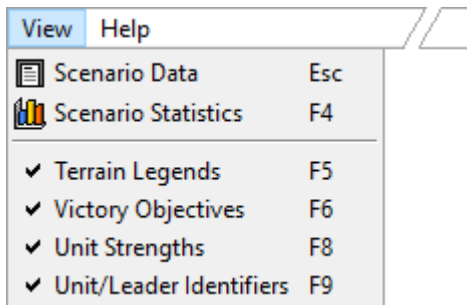


Figure 2.5: View Menu

Scenario Data

The 'Scenario Data' menu option displays general information for the scenario in the **Information Panel**, replacing mapboard hex information which is displayed when a mapboard hex is currently selected. This menu option is not available when scenario data is already on display in the Information Panel.

Following selection, the highlighted hex indicator is removed from display on the mapboard. Clicking on any hex in the Mapboard Canvas area will restore the highlighting and replace the scenario data in the Information Panel with data for the selected hex instead.

Scenario Statistics

The 'Scenario Statistics' menu option displays certain statistical information for the scenario.

Following selection, the 'Scenario Statistics' dialog is displayed. The information is presented in a scrollable text box, and includes:

- **Terrain Tiles:** The number and type of terrain tiles used in the scenario
- **Units & Leaders:** The number and type of units and leaders used in the scenario for each participating army, along with the number of individual 'blocks' required
- **Force Mix:** The relative 'strength' of each main army (which includes any allied armies) in terms of the number and ratio of infantry, cavalry and artillery 'blocks'

Although the content of the scrollable text box is 'read only', it can be selected for copy and paste into a text editor, if required, for further use.

Terrain Legends

The 'Terrain Legends' menu option enables the display of terrain legend text on the mapboard to be toggled 'on' and 'off'. When the display of terrain legend text is toggled 'on' the menu option will be 'ticked'. This menu option affects all mapboard hexes (legend text cannot be turned on/off for individual mapboard hexes).

Figure 2.6 below gives an example of a mapboard hex with terrain legend text displayed 'on'.



Figure 2.6: Example Mapboard Hex Terrain Legend

Victory Objectives

The 'Victory Objectives' menu option enables the display of victory banner objective hexes and hexsides (see the **Edit Terrain Dialog** help topic) on the mapboard to be toggled 'on' and 'off'. When the display of 'victory objectives' is toggled 'on', the menu option will be 'ticked'. This menu option affects all hexes and hexsides identified as victory objectives (the display cannot be turned on/off for individual mapboard hexes).

Victory objective hexes and hexsides are displayed with a yellow border. **Figure 2.7** below gives an example of both a victory objective hex and victory objective hexsides with the display set to 'on'.

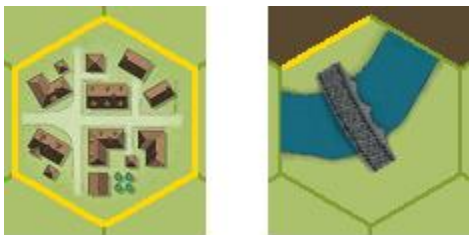


Figure 2.7: Example Victory Objective Hex and Hexside Display

Unit Strengths

The 'Unit Strengths' menu option enables the display of unit strength indicators on the mapboard to be toggled 'on' and 'off'. When the display of unit strength indicators is toggled 'on' the menu option will be 'ticked'. This menu option affects all units currently displayed on the mapboard (strength indicators cannot be turned on/off for individual units).

Unit strength indicators denote the number of 'blocks' that the unit comprises at the start of the scenario (see also the **Edit Combat Unit/Leader Dialog** help topic). **Figure 2.8** below gives an example of a unit with strength indicators 'on' and 'off'.



Figure 2.8: Example Unit Strength Indicators On & Off

Unit/Leader Identifiers

The 'Unit/Leader Identifiers' menu option enables the display of unit identifier codes and leader names on the mapboard to be toggled 'on' and 'off'. When the display of 'identifiers' is toggled 'on' the menu option will be 'ticked'. This menu option affects all units and leaders currently displayed on the mapboard (identifiers cannot be turned on/off for individual units or leaders).

Unit identifier codes follow the same convention as used in the scenario booklets which form part of the published CCN games, and are displayed above the unit image. Leader names (when defined) are displayed beneath the leader image (or beneath a unit image where the leader is attached). **Figure 2.9** below gives an example of a unit (with attached leader), and a lone leader, with identifiers set to 'on'.

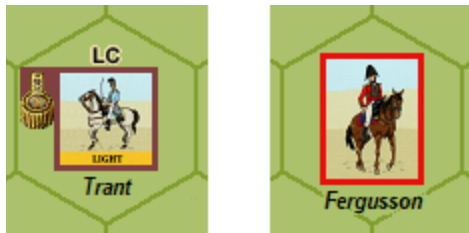


Figure 2.9: Example Unit & leader Identifiers

Help Menu

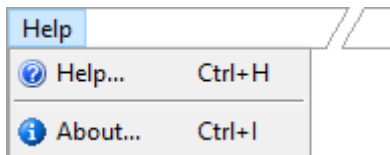


Figure 2.10: Help Menu

Help...

The 'Help...' menu option displays the help system for the application. The help information is HTML-based and is displayed in a separate browser window. The application used will be the system default browser on the host computer. The help system will open on the 'home' page which provides an overview of the application. The available help topics are all accessible from this page via hyperlinks.

About...

The 'About...' menu option displays a 'Help About' dialog which details the application title and version.

Information Panel

The Information Panel is located at the left-hand side of the Main Window and displays textual information on the current scenario. The panel includes a 'slider' along the right-hand edge of the panel to enable the information area to be vertically scrolled.

Two types of read-only information can be displayed in the Information Panel depending on its 'mode':

- **General Scenario Data:** Scenario name, combatant armies, army moving first, scenario description (battle notes etc.) - see **Figure 2.11a** below
- **Mapboard Hex Data:** Terrain, combat unit and leader information for the currently selected mapboard hex - see **Figure 2.11b** below

Scenario Data

Scenario Name: **[001] Rolica (French First Position) - 17 August 1808**

Mapboard Size: **Base Map (13 x 9)**

Army #1 (Map Top)

Main Army: **British**

Allies: **Portuguese**

Army #2 (Map Bottom)

Main Army: **French**

Allies: **None**

Army Moving First: **British**

Description

HISTORICAL BACKGROUND:

After landing unopposed at Mondego Bay, Sir Arthur Wellesley led a Portuguese/British army of some 15,000 men south towards Lisbon. Opposing him was General Henri Delaborde, with a force consisting only of some 5000 infantry, 500 cavalry and 5 field pieces. Delaborde resolved to fight a delaying action against Wellesley's advance while awaiting reinforcements from Generals Junot and Loison.

Delaborde chose his first defensive position in the hills just northwest of the village of Rolica. Wellesley advanced in three columns against the French, ordering the Portuguese troops under Colonel Trant on the right and Fergusson's column on the left to turn the enemy's flanks, while the artillery and infantry in his center were to engage the enemy in the front and hold them in position.

The British attack was underway by seven o'clock in the morning on the 17th. Although the French were hotly engaged all morning, Delaborde's outnumbered force still held onto the hill position. However, by early afternoon, the wary Delaborde could see that his position was being outflanked and quickly moved his forces back to a second defensive position to the south.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

BATTLE NOTES:

British Army

- Commander: Wellesley
- 6 Command Cards
- 5 Tactician Cards (Optional)
- Move First

Figure 2.11a: Scenario Information Panel

Mapboard Data: [C6, R1]

Hex:

Terrain

Name:

Legend:

Terrain Type: **River (Straight)**

Hill Plateau:

Terrain Orientation: **2**

Victory Objective:

Objective for:

Special Rule Conditions

Ignore Movement Restrictions: **No**

Ignore Combat Restrictions: **No**

Ignore One Additional Flag: **No**

Breaks Charge: **No**

River Fordable: **Yes**

Combat Unit

Unit: **British Line Infantry**

Code: **LN** Strength: **4**

In Square: **No**

Leader

Name: **Wellesley**

Nationality: **British**

Hexside 1:

Terrain Type: **Clear**

Victory Objective (to cross): **No**

Objective for: **N/A**

Hexside 2:

Terrain Type: **River**

Victory Objective (to cross): **No**

Figure 2.11b: Mapboard Hex Information Panel

General scenario data is initially displayed on opening a scenario or creating a new scenario. It is also selectable via the 'Scenario Data' menu option under the 'View' menu (see **Menu Bar** above) or by pressing the 'Esc' keyboard key.

Mapboard hex data is displayed for the currently highlighted hex on the mapboard in the Mapboard Canvas area. Clicking on a hex will update the displayed information for the selected hex.

Hexes are identified by column and row position in the hexagonal grid (e.g. [C6, R1]). The top left hex is located at [C1, R1] with column value increasing to the right and row value increasing downwards.

Hexsides are identified by a number from 1 to 6 clockwise, starting from the top left hexside bordering a hex (see **Figure 2.12** below).

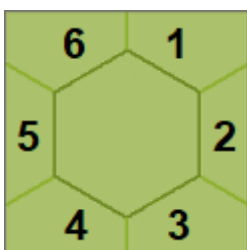


Figure 2.12: Hexside Identification

Data (as opposed to legend) is displayed in red text for clarity (apart from the scenario descriptive text).

Refer to the **New/Edit Scenario Dialog** help topic for an explanation of each of the general scenario data fields.

Refer to the **Edit Terrain Dialog** and **Edit Combat Unit/Leader Dialog** help topics for an explanation of each of the mapboard hex data fields.

Mapboard Canvas

Mapboard Layout

The Mapboard Canvas occupies the large central area of the Main Window and holds a representation of one of the three CCN mapboard sizes ('Base' - 13 x 9 hexagons, 'Epic' - 20 x 11 hexagons & 'La Grande Battles' - 26 x 11 hexagons), oriented with the opposing armies at the 'top' and 'bottom' of the Mapboard Canvas (indicated by national labels).

The vertical dashed orange lines indicate the various mapboard section boundaries as defined in the CCN rules (e.g. between centre, left flank and right flank mapboard sections). The left and right flanks for each opposing army are also indicated by the letters 'L' and 'R' in the mapboard border (in red for the 'top' army and in blue for the 'bottom' army).

See **Overview - Main Window** and **Figure 2.13** below for examples.



Figure 2.13: Example Mapboard Canvas

Mapboard Navigation

The 'Base' mapboard fits entirely within the mapboard canvas, however for the larger mapboards only a part can be displayed within the mapboard canvas at any one time. Horizontal and vertical scroll bars are provided to enable the mapboard to be moved around within the canvas (see **Figure 2.13** above).



In addition to the use of scroll bars, the mapboard can be moved within the mapboard canvas by holding down the keyboard 'M' key then pressing one of the four keyboard 'Arrow' keys to move the map left, right, up or down.

Mapboard Content

Each individual hexagon (abbreviated to 'hex') comprising the mapboard 'grid' can be selected by left-clicking or right-clicking within it. The hex outline will be coloured red to highlight the selected hex. The keyboard 'Left', 'Right', 'Up' & 'Down' buttons can also be used to move the hex selection in the corresponding direction. In the example above, the currently selected hex is located at [3, 5].

Just as in the published game, each hex can contain a terrain feature (tile), a combat unit, a leader and an 'in square' game marker. Terrain tile, unit and leader representations are the same as those supplied with the published CCN games. Unit and leader nationality is indicated by the colour of the border around the unit or leader image.

Unlike the published game, however, each unit is not displayed as a number of blocks, but as a single unit image with an associated 'strength' which equates to the number of unit blocks. The strength of a unit can be displayed in the bottom right-hand corner of the unit representation by selecting the 'Unit Strengths' main menu option under the **View Menu**.

A further difference from the published CCN games is the representation of a hex containing both a unit and an attached leader. For space considerations, the full leader image has been replaced by an 'epaulette' to the left of the unit, with the background colour indicating leader nationality (as can be seen in the example mapboard above).

Mapboard Context Menu

Right-clicking inside a hex on the Mapboard Canvas will pop up a context menu to provide quick access to certain menu options relevant to the selected hex.

The following menu options are available from the mapboard context menu:

- **Edit Terrain...**
- **Copy Terrain**
- **Cut Terrain**
- **Paste Terrain**
- **Edit Combat Unit/Leader...**
- **Copy Unit/Leader**
- **Cut Unit/Leader**
- **Paste Unit/Leader**

These context menu options function in exactly the same way as the corresponding menu options accessed from the **Edit Menu** of the Menu Bar.

New/Edit Scenario Dialog

Purpose

The New/Edit Scenario dialog enables general scenario information to be entered. This information is equivalent to the textual content of each scenario provided in the scenario booklet which is supplied with each of the CCN published games. The scenario data fields also enable the mapboard size to be selected, the opposing armies and their allies to be defined (for subsequent mapboard population of combat units and leaders), and to help control the game flow within the **CCN Game Assistant** companion application.

When the dialog is opened from the 'New Scenario...' menu option under the File menu, it will be displayed as a 'New Scenario' dialog with the fields initialised for the entry of data for a new scenario. **Figure 3.1** below shows an example of a populated 'New Scenario' dialog.

When the dialog is opened from the 'Scenario...' menu option under the Edit menu, it will be displayed as an 'Edit Scenario' dialog with the fields populated with the current scenario data (see **Figure 3.2** below). In this mode, only certain fields are enabled for editing (see **Data Entry** below).


Layout & Usage

Figure 3.1: New Scenario Dialog - Layout

Figure 3.2: Edit Scenario Dialog - Layout

Data Entry

Table 3.1 below describes each of the data fields which comprise the dialog:

Scenario Name	<p>A text field for entry of the identifying name (title) for the scenario. The maximum permitted length is 60 characters.</p> <p>Entry of a name is mandatory, the OK button is not enabled if the field is blank.</p>
Mapboard Size	<p>A drop-down list of the three published CCN mapboard sizes. The default is the 'Base' mapboard (13 x 9 hexes).</p> <p>This setting will configure the mapboard to be displayed within the Mapboard Canvas for a new scenario.</p> <p> The mapboard size can only be set via the 'New Scenario' dialog. It cannot be subsequently amended (changed in any way) via the 'Edit Scenario' dialog, so ensure that this field is set as desired before closing the dialog.</p>

Top (Army #1)	<p>A drop-down list of armies by nation (excluding the 'Portuguese' army which does not represent a main combatant army). Select the appropriate army (Army #1) that occupies the top of the mapboard at the start of a game.</p> <p>This setting also affects the nation label that is displayed at the top of the mapboard.</p> <p>When defining a new scenario, entry of a value other than 'None' is mandatory and the OK button will not be enabled otherwise.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Bottom (Army #2)	<p>A drop-down list of armies by nation (excluding the 'Portuguese' army which does not represent a main combatant army). Select the appropriate army (Army #2) that occupies the bottom of the mapboard at the start of a game.</p> <p>This setting also affects the nation label that is displayed at the bottom of the mapboard.</p> <p>When defining a new scenario, entry of a value other than 'None' is mandatory and the OK button will not be enabled otherwise.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Army #1 - Allied Army #A	<p>A drop-down list of armies by nation.</p> <p>When defining a new scenario, select an appropriate army if it is 'allied' to main Army #1 (i.e. provides contributing units and/or leaders in the scenario). If the scenario only requires units and/or leaders from the main army (Army #1) then ensure 'None' is selected.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Army #1 - Allied Army #B	<p>A drop-down list of armies by nation.</p> <p>When defining a new scenario, select an appropriate army if, in addition to 'Allied Army #A', it is also 'allied' to main Army #1 (i.e. also provides contributing units and/or leaders in the scenario).</p> <p>The drop-down list is only enabled if a value other than 'None' is set for 'Allied Army #A' and will be set to 'None' otherwise. If the scenario only requires units and/or leaders from the main army (Army #1) and 'Allied Army #A', then ensure 'None' is selected.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Army #1 - Allied Army #C	<p>A drop-down list of armies by nation.</p> <p>When defining a new scenario, select an appropriate army if, in addition to 'Allied Army #A' and 'Allied Army #B', it is also 'allied' to main Army #1 (i.e. also provides contributing units and/or leaders in the scenario).</p> <p>The drop-down list is only enabled if a value other than 'None' is set for 'Allied Army #B' and will be set to 'None' otherwise. If the scenario only requires units and/or leaders from the main army (Army #1), 'Allied Army #A' and 'Allied Army #B', then ensure 'None' is selected.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Army #2 - Allied Army #A	<p>A drop-down list of armies by nation.</p> <p>When defining a new scenario, select an appropriate army if it is 'allied' to main Army #2 (i.e. provides contributing units and/or leaders in the scenario). If the scenario only requires units and/or leaders from the main army (Army #2) then ensure 'None' is selected.</p> <p>When editing an existing scenario, this field is not enabled (i.e. the current value is read only).</p>
Army Moving First	<p>A drop-down list with two options: Army #1, Army #2. Select the main army which moves first in the scenario.</p> <p>This setting is also used by the CCN Game Assistant application to ensure correct game turn sequencing.</p>

Scenario Description	<p>This is a scrollable text field for entry of descriptive text for the scenario. An entry is not required, the field can be left blank if desired. There is no restriction on the number of characters that can be entered.</p> <p>Normally, this field would contain the same type of descriptive text as provided in the published CCN game scenarios, including:</p> <ul style="list-style-type: none"> • Historical Background: Brief description of the battle depicted by the scenario • Battle Notes: For each army - name of overall commander, number of cards and counters at start and which army moves first • Victory Conditions: Number of victory banners to gain in order to win the game • Special Rules: Scenario-specific rules which extend or replace the standard rules (particularly in respect of victory objectives)
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Table 3.1: New/Edit Scenario Dialog - Data Fields



If the scenario is to be subsequently used to control a game using *CCN Game Assistant*, ensure that the main army values (i.e. for 'Army #1' & 'Army #2') along with any required allied armies for 'Army #1' and 'Army #2' match the nationality and mapboard orientation (top and bottom) for the combat units and leaders which are to be placed on the Mapboard Canvas.

These army-related fields can only be set via the 'New Scenario' dialog. They cannot be subsequently amended (changed in any way) via the 'Edit Scenario' dialog, so ensure that all the army-related fields are fully and correctly set via the 'New Scenario' dialog before attempting to add combat units and leaders to the Mapboard Canvas.

Dialog Buttons

Selecting the **'OK'** button saves the current content of the data fields and closes the dialog. The scenario data on the Information Panel will be updated with any changes made.

For the 'New Scenario' dialog, if the 'OK' button is selected when any of the fields have been set incorrectly (e.g. 'Top (Army #1)' and 'Bottom (Army #2)' have been set to the same value), then an error message dialog will be displayed instead for correction of the fields. Following selection with valid data, the mapboard canvas will be initialised ready for population with terrain features, combat units and leaders.

For the 'Edit Scenario' dialog, scenario data on the Information Panel will be updated with any changes made to the permitted scenario fields following selection of the 'OK' button.

Selecting the **'Cancel'** button closes the dialog without saving any changes made to the data fields. In the case of the New Scenario dialog, scenario creation will be aborted.

Edit Terrain Dialog

Purpose

The Edit Terrain dialog enables terrain 'tiles' (along with their associated game parameters) to be placed on the Mapboard Canvas according to the desired terrain configuration for the scenario. This is equivalent to the terrain features displayed in the pictorial mapboard forming part of the definition of each scenario provided in the scenario booklet which is supplied with each of the CCN published games.

The dialog can be opened either from the Edit Menu of the **Menu Bar** or from the Mapboard Canvas Context Menu. A mapboard hex must be selected (highlighted) first in order for the dialog to be opened via the Menu Bar. Alternatively, right-clicking a hex both selects (highlights) it and enables opening of the dialog from the pop-up context menu.

Double left-clicking a mapboard hex will open the dialog directly for that hex.

Layout & Usage

The dialog has two tabs (pages) for data entry; one for the editing of hex attributes and one for the editing of hexside attributes. When the dialog is first opened, the **Hex Attributes** tab page will be displayed (see **Figure 4.1**).

Selecting the 'Hexside Attributes' tab will display the **Hexside Attributes** tab page (see **Figure 4.2**) for the editing of data associated with each 'face' of the selected hex. Selecting the 'Hex Attributes' tab will re-display the **Hex Attributes** tab page.

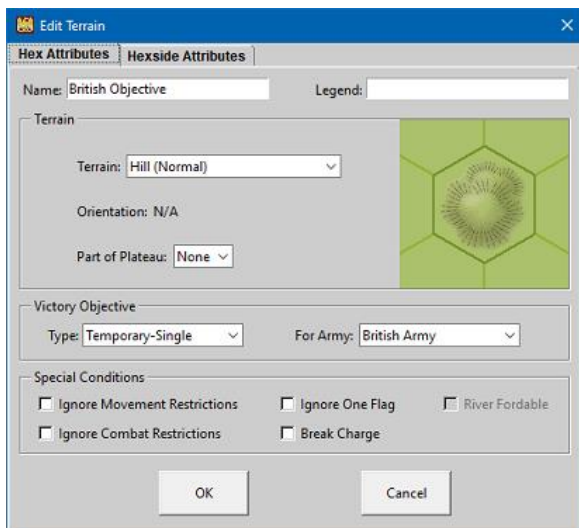


Figure 4.1: Edit Terrain Dialog - Hex Attributes Tab Page Layout

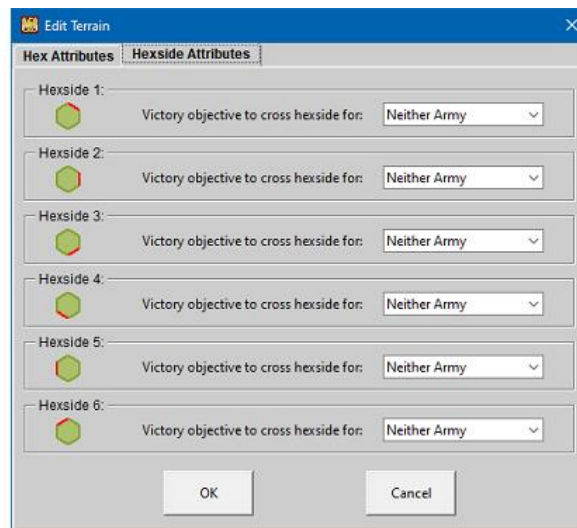


Figure 4.2: Edit Terrain Dialog - Hexside Attributes Tab Page Layout

Data Entry - 'Hex Attributes' Tab Page

Table 4.1 below describes each of the hex attribute data fields:

Name	<p>A text field for entry of an identifying name for the hex. The maximum permitted length is 30 characters.</p> <p>Entry of a name is optional and it is not displayed on the mapboard. It can be used simply to provide a reference.</p>
Legend	<p>A text field for entry of a legend for the hex. The maximum permitted length is 60 characters. Entry of a legend is optional.</p> <p>When the 'Terrain Legends' option under the 'View' menu is set to 'on', the text legend will be displayed centrally in the selected hex in black text with word wrapping.</p> <p>Legends are mainly intended to be used to identify terrain features such as town names, river names and victory objectives.</p>
Terrain - Terrain	<p>A drop-down list of terrain features. Selecting a terrain feature will display the corresponding terrain tile on the mapboard.</p> <p>The terrain tile is previewed in the box to the right of the drop-down list. The default terrain feature is 'Clear' (i.e. no terrain tile).</p> <p>River and fieldwork terrain features additionally possess an 'orientation'. When these types of terrain are selected, the preview box will additionally contain six small buttons to select one of the possible tile orientations (see opposite).</p>



Terrain - Orientation	<p>A non-editable field which will display the selected orientation for river and fieldwork terrain types.</p> <p>'N/A' will be displayed instead of an orientation for all other terrain types.</p> <p>The terrain orientation for river and fieldwork terrain types is defined by selecting one of the appropriate hexside buttons (numbered 1 to 6) in the terrain preview box (see above).</p>
Terrain - Part of Plateau	<p>A drop-down list which is only applicable (and enabled) for hill terrain types (including the Rugged Hill type).</p> <p>For hill terrain features (both fieldwork and non-fieldwork), the list contains the values 'None' and identifiers 'A' through 'J'.</p> <p>This field is used to indicate (by use of a unique identifier) that a group of adjoining hill hexes form part of a particular 'plateau'. This setting is used by CCN Game Assistant to aid it in determining 'Line of Sight' (LoS). It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p> <p>Refer to the Building Scenarios help topic for further information.</p>
Victory Objective - Type	<p>A drop-down list of victory objective 'types'. The default setting is 'None'.</p> <p>When a value other than 'None' is selected, the 'Victory Objective - For Army' drop-down will be enabled.</p> <p>When the 'Victory Objectives' option under the 'View' menu is set to 'on', the affected hex will be displayed with a yellow border on the mapboard.</p> <p>This setting is used (in conjunction with the 'Victory Objective - For Army' drop-down) by CCN Game Assistant to help in the recording of victory points.</p> <p>Refer to the Building Scenarios help topic for a definition of each of the available options.</p>
Victory Objective - For Army	<p>A drop-down list containing an entry for each of the two combatant armies along with 'Neither Army' and 'Both Armies'. The default setting is 'Neither Army'.</p> <p>This drop-down is only enabled when the Victory Objective type is set to a value other than 'None'.</p> <p>The field indicates which of the opposing armies (which may be both) the victory objective is applicable to. A value other than 'Neither Army' must be set if the Victory Objective type is set to a value other than 'None'.</p> <p>This setting is used by CCN Game Assistant to help in the recording of victory points.</p>
Ignore Movement Restrictions	<p>A check box to indicate whether or not any movement restrictions which would normally apply to the selected terrain type according to the CCN rules are to be ignored for this hex (i.e. a scenario-specific exception). The default state is unchecked.</p> <p>This setting is used by CCN Game Assistant to help in determining unit and leader movement. It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p>
Ignore Combat Restrictions	<p>A check box to indicate whether or not any combat restrictions which would normally apply to the selected terrain type according to the CCN rules are to be ignored for this hex (i.e. a scenario-specific exception). The default state is unchecked.</p> <p>This setting is used by CCN Game Assistant to help in combat resolution. It applies only to the hex occupied by a defending unit or leader. It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p>
Ignore One Flag	<p>A check box to indicate whether or not one 'flag' die roll can be ignored in combat resolution which would normally apply to a defender in a hex of the selected terrain type according to the CCN rules (i.e. a scenario-specific exception). The default state is unchecked.</p> <p>This setting is used by CCN Game Assistant to help in combat resolution. It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p>
Break Charge	<p>A check box to indicate whether or not a charge can be broken which would normally add additional dice to the subsequent melee combat when attacking a defender in the hex according to the CCN rules (i.e. a scenario-specific exception). The default state is unchecked.</p> <p>This setting is used by CCN Game Assistant to help in combat resolution. It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p>

River Fordable	<p>A check box to indicate whether or not a 'plain' river terrain hex (i.e. which is not a ford or bridge) is to be treated as being 'fordable', negating the normal prohibition for entering such hexes in accordance with the CCN rules (i.e. a scenario-specific exception). The check box is only enabled when the terrain is set to an appropriate river terrain type. The default state is unchecked.</p> <p>This setting is used by CCN Game Assistant to help in determining unit and leader movement. It serves no other purpose and can be ignored if CCN Game Assistant is not used.</p> <p>Refer to the Building Scenarios help topic for further information.</p>
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Table 4.1: Edit Terrain Dialog - Hex Attribute Data Fields

Data Entry - 'Hexside Attributes' Tab Page

Table 4.2 below describes the attribute data fields which are provided for each of the six hexsides associated with the selected hex:

Victory objective to cross hexside for	<p>A drop-down list containing an entry for each of the two combatant armies along with 'Neither Army' and 'Both Armies'. The default setting is 'Neither Army' (i.e. hexside is not a victory objective).</p> <p>This would normally be used to indicate: (a) a mapboard edge hexside which units of a particular army (or both) have to exit through or (b) a river hexside which units of a particular army (or both) have to cross, in order to gain one or more victory points (banners).</p> <p>When the 'Victory Objectives' option under the 'View' menu is set to 'on', the affected hexside(s) will be displayed with a yellow border on the mapboard.</p> <p>This setting is used by CCN Game Assistant to help in recording victory points.</p>
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Table 4.2: Edit Terrain Dialog - Hexside Attribute Data Fields

Dialog Buttons

Selecting the **'OK'** button saves the current content of the data fields for the selected hex and closes the dialog. The terrain data on the Information Panel and the selected mapboard hex on the Mapboard Canvas will be updated with any changes made.

Selecting the **'Cancel'** button closes the dialog without saving any changes made to the data fields for the selected hex.

Edit Combat Unit/Leader Dialog

Purpose

The Edit Combat Unit/Leader dialog enables combat units and leaders (along with their associated game parameters) to be placed on the Mapboard Canvas according to the desired disposition for the scenario. This is equivalent to the unit and leader graphics displayed in the pictorial mapboard forming part of the definition of each scenario provided in the scenario booklet which is supplied with each of the CCN published games.

The dialog can be opened either from the Edit Menu of the **Menu Bar** or from the Mapboard Canvas Context Menu. A mapboard hex must be selected (highlighted) first in order for the dialog to be opened via the Menu Bar. Alternatively, right-clicking a hex both selects (highlights) it and enables opening of the dialog from the pop-up context menu.

Layout & Usage

The dialog has two sections for data entry; one for defining a combat unit and one for defining a leader.

In each of the sections, along with the data entry fields, there is a preview box on the right-hand side which displays the unit and leader graphical representations (mimicking the 'blocks' used in the CCN published games). The combat unit preview box additionally displays the standard unit label abbreviation (e.g. 'LN') beneath the unit graphic (see **Figure 5.1** below for an example layout).

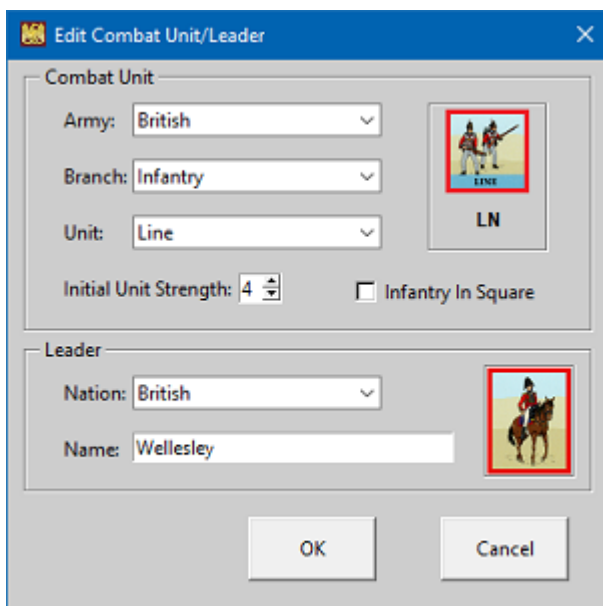





Figure 5.1: Edit Combat Unit/Leader Dialog - Layout

Data Entry

Table 5.1 below describes each of the data fields which comprise the dialog:

Combat Unit - Army	<p>A drop-down list of armies by nation. Select the appropriate nation for the unit which is to be defined.</p> <p>The default setting is 'No Combat Unit' which will not display a unit in the selected mapboard hex.</p> <p>The list of national armies is restricted to those defined when a new scenario is created (see the New/Edit Scenario Dialog help topic).</p>
Combat Unit - Branch	<p>A drop-down list of the unit branches: 'Infantry', 'Cavalry' and 'Artillery' (and additionally 'Transport' for the Austrian army). The default setting is 'None'.</p> <p>The drop-down will only be enabled when a nation has been selected from the 'Army' drop-down list.</p>

<p>Combat Unit - Unit</p>	<p>A drop-down list of the unit types appropriate to the selected 'Army' and 'Branch'. The default setting is 'None'.</p> <p>The drop-down will only be enabled when a branch has been selected from the 'Branch' drop-down list.</p> <p>Following the selection of a unit type from the drop-down list, the graphical representation of the unit is displayed in the preview box to the right, along with the standard unit abbreviation. This graphic shows a preview of what will be displayed in the currently selected mapboard hex.</p> <p> There are a few differences in the graphical representation of units from the published CCN games as follows:</p> <ul style="list-style-type: none"> (a) The Austrian Baggage Waggon Train is represented by a unique selectable graphic rather than using an Austrian Leader graphic. (b) French Swiss Infantry is represented by a unique selectable graphic rather than using a British Line Infantry graphic. (c) Spanish Swiss Infantry is represented by a unique selectable graphic rather than using a Portuguese Line Infantry graphic. (d) French Conscript Infantry is represented by a unique selectable graphic rather than using a French Line Infantry graphic and conscript counter.
<p>Initial Unit Strength</p>	<p>A spin box which enables the setting of the initial unit strength (number of unit 'blocks'). The default setting is the standard number of unit blocks defined for the selected unit type in the CCN published game rules.</p> <p>The minimum value that can be set is '1' and the maximum is '6' for Infantry/Cavalry units and '4' for Artillery units. The only exceptions to this are for Infantry Garrison units which have a fixed value of '1' and Austrian Transport units which have a fixed value of '0'.</p> <p>The spin box will only be enabled when a unit type has been selected from the 'Unit' drop-down list.</p> <p>This field is provided as the initial strength of a given unit may differ from the standard strength in certain scenarios.</p> <p>The strength (number of blocks) will be displayed on the mapboard when the 'Unit Strengths' menu option is selected 'on' (see the View Menu section of the Graphical User Interface help topic).</p>
<p>Infantry in Square</p>	<p>A check box to indicate that the combat unit initially starts the game in 'square' formation. The default setting is 'unticked' (i.e. the unit is not in square formation).</p> <p>The check box will only be enabled when 'Infantry' has been selected from the 'Branch' drop-down list and a unit type (other than 'Garrison') has been selected from the 'Unit' drop-down list.</p> <p>When the infantry unit is displayed in the selected mapboard hex, an appropriate 'in square' marker will be displayed to the right of the unit graphic (see opposite).</p> 
<p>Leader - Nation</p>	<p>A drop-down list of leaders by nation. Select the appropriate nation for the leader which is to be defined.</p> <p>The default setting is 'No Leader' which will not display a leader in the selected mapboard hex.</p> <p>The list of national leaders is restricted to those defined for the participating armies when a new scenario is created (see the New/Edit Scenario Dialog help topic).</p> <p>Following the selection of a nation from the drop-down list, the graphical representation of the leader is displayed in the preview box to the right. This graphic shows a preview of what will be displayed in the currently selected mapboard hex if the leader is alone in the hex (i.e. not 'attached' to a combat unit).</p> <p>Both a combat unit and leader can be defined for a selected mapboard hex, in which case the leader is regarded as being 'attached' to the unit. The mapboard representation of the leader in this case is different from the graphical representation shown (see the Mapboard Canvas section of the Graphical User Interface help topic).</p> <p> Note that the nationality of a leader does not have to be the same as the unit to which it is attached.</p>

Leader - Name	<p>A text field for entry of an identifying name for the leader. The maximum permitted length is 30 characters.</p> <p>The text box will only be enabled when a nation has been selected from the 'Leader - Nation' drop-down list.</p> <p>The field can remain empty if desired. In this case, the leader name will be shown as 'Unnamed' in the Information Panel.</p> <p>The leader name will be displayed on the mapboard when the 'Unit/Leader Identifiers' menu option is selected 'on' (see the View Menu section of the Graphical User Interface help topic).</p>
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Table 5.1: Edit Combat Unit/Leader Dialog - Data Fields

Dialog Buttons

Selecting the '**OK**' button saves the current content of the data fields for the selected hex and closes the dialog. The combat unit and leader data on the Information Panel and the selected mapboard hex on the Mapboard Canvas will be updated with any changes made.

Selecting the '**Cancel**' button closes the dialog without saving any changes made to the data fields for the selected hex.

Building Scenarios

Introduction

This help topic provides some guidance on how to design and build scenarios for use with CCN published games, either with or without the use of **CCN Game Assistant**.

If **CCN Game Assistant** is not being used, then a number of the settings provided by **CCN Scenario Designer** are not relevant and can be left at their default values.

A completed mapboard can be exported as a '.PNG' image file, which can then be used along with the scenario description text to create a scenario page similar to those provided in the scenario booklets which form part of the published CCN games.

Scenario Design

Designing playable scenarios is not a trivial exercise as there are many factors to take into account such as: potential scenario duration, the victory conditions for both sides, at what 'level' to model a battle (i.e. what size of formation will each unit represent and how will this affect the number of units on the battlefield), the battlefield terrain features to include and exclude, the number of leaders to provide for each side, the overall play balance etc.

The answer to many of these questions will most probably be resolved by refining an initial design through trial and error (i.e. play testing).

Researching the battle that is to be replayed is of course fundamental to developing a scenario that captures the essence of the battle, however there will be a trade-off between accuracy and playability which again can only be resolved with play testing.

Further information on scenario design, along with additional game scenarios, can be found on the *Commands & Colors Napoleonic* website (www.commandsandcolors.net/napoleonics/), which is a source of very useful information.

Using CCN Scenario Designer

CCN Scenario Designer provides a simple way of building a scenario which can be freely modified and enhanced once built. Creating a graphical mapboard layout for a scenario using **CCN Scenario Designer** is much faster than using a graphics program as all the necessary images are already provided and can be easily manipulated.

The following steps to build a scenario using **CCN Scenario Designer** are provided for guidance, they are not intended to be hard and fast.

Step 1: Initialise New Scenario

From the **CCN Scenario Designer** application 'File' menu select 'New Scenario...' to display the **New/Edit Scenario Dialog** and enter a name for the scenario (normally the name of the battle to be represented).

Decide what type of scenario mapboard to use ('Base', 'Epic' or 'La Grande Battles') and set the mapboard size accordingly. Once the scenario is created the correct mapboard will be generated within the Mapboard Canvas. **Note that the mapboard type cannot subsequently be changed.**

Enter the nationality of the two main contending armies (Army #1 and Army #2) set for the appropriate army to occupy the top and bottom of the battlefield respectively. This will label the top and bottom of the mapboard with labels for the main national armies.



The usual convention is for the French army to occupy the bottom area of the mapboard and the opposing army to occupy the top area, and both the **CCN Scenario Designer** and **CCN Game Assistant** applications are geared to work in this way, so it is strongly suggested that this convention is followed.

Ensure that the fields in the 'Army #1 Allies' and 'Army #2 Ally' panels are set appropriately to indicate if either main army has units of one or more other nations participating in the battle. Up to three additional armies can be set as allies for 'Army #1' and one additional ally for 'Army #2'. For instance, 'Portuguese' might be set as 'Allied Army #A' when 'British' is set as 'Army #1' for a Peninsular War battle.



The setting of the contending main armies and their allied armies can only be performed while defining a new scenario. These fields cannot be subsequently amended via the 'Edit Scenario' dialog. It is therefore essential to get this step correct as the mapboard can only be populated with combat units and leaders belonging to the selected national armies.

Next select which of the two main armies ('Army #1' or 'Army #2') is to have the first move in the scenario. This setting is only important if **CCN Game Assistant** is going to be used.

It is not necessary at this point to enter any scenario description text, however if this information is already available then type it in, or copy and paste, as appropriate (it can be updated at any time via the 'Scenario...' menu option under the 'Edit' menu).

On selecting 'OK', a new scenario is then initialised. At this stage the appropriately sized mapboard is blank (devoid of terrain features and combat units etc.).

Step 2: Add Terrain Features

Place the required terrain features on the mapboard using the **Edit Terrain Dialog**. Where a number of the same terrain features are to be placed on the mapboard, use the copy and paste facility to speed the process up. Use the 'Legend' field to add textual information to the mapboard at appropriate hex locations to identify features such as towns, rivers, forests, hills etc.

The Scenario Statistics facility can be used to check that you have placed the correct number of each terrain type on the mapboard.

Step 3: Set Terrain Attributes (optional)

If the scenario is to be used in **CCN Game Assistant** ensure that the associated terrain attributes are set as desired for each terrain 'tile' placed, otherwise ignore this step. Steps 2 and 3 can of course be conducted for each mapboard hex at the same time to speed up the process. The following terrain attribute settings are applicable:

Terrain Name

The terrain feature in a hex can be given a name. This is not displayed on the mapboard, but within **CCN Game Assistant** it will be displayed in the Information Panel for the selected (highlighted) hex. Its purpose is purely to aid identification of a particular hex without using a legend on the mapboard.

Hill Plateau

The 'Part of Plateau' setting can be used to indicate that a hex containing a hill type terrain feature forms part of a hill plateau and is subject to the 'plateau effect' described in the CCN published rules.

Allocate the same unique letter identifier (A through J) to each hex containing a hill feature that forms a contiguous group of adjoining hill hexes which define a particular 'plateau'. This information is used by **CCN Game Assistant** to help determine 'Line of Sight' (LoS) for ranged combat and should **NOT** be used to infer how the CCN published rules regarding hill plateaus should be interpreted. The CCN published rules still fully apply as laid down.

There are some specific considerations to take into account when defining plateaus:

- (1) Single (unconnected) hill hexes (i.e. with no other hill features in the six surrounding hexes) should not be identified as forming part of a plateau (as it is just an isolated hill).
- (2) Two adjacent hill hexes on their own (i.e. they are only connected to each other) should not be identified as forming part of a plateau (as this does not qualify as a plateau).
- (3) Three or more adjacent hill hexes may form part of a single plateau as long as at least two of the hill hexes are two hexes apart (i.e. non-adjacent) but are both connected by an intervening hex. This may appear complicated, but in practice is quite simple (see **Figure 6.1** below).
- (4) Although 'Rugged Hill' hexes can be identified as forming part of a plateau, this should only be done where the scenario special rules indicate that rugged hills are to be treated as 'normal' hills for this purpose. Under normal circumstances, rugged hills cannot form part of a plateau.

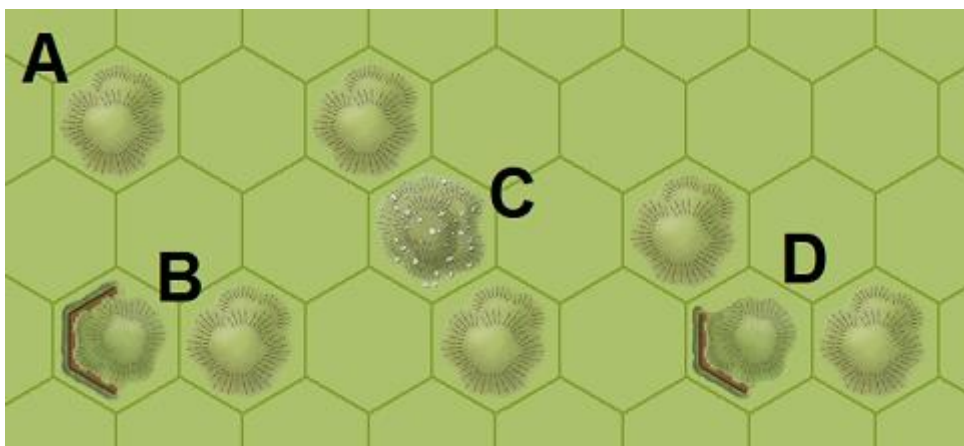


Figure 6.1: Hill Plateau Examples

In the above examples:

'A' should not be identified as a plateau as it is a single unconnected hill hex.

'B' should not be identified as a plateau as there are only two connected hill hexes.

'C' should not **normally** be identified as a plateau as although there are three connected hill hexes with two of them two hexes apart, the intervening hex contains a 'rugged' hill which should not form part of a plateau (and which blocks Line of Sight (LoS)), however this is not prevented by the application.

'D' can be identified as a plateau as there are three connected hill hexes with two of them two hexes apart. Each of the three hill hexes should be given the same unique plateau identifier.

Victory Objectives

Victory objectives can be set for a hex and/or for one or more of the hexsides which bound the hex.

In the CCN published rules, there are a number of terms used to describe the various types of victory objectives. In **CCN Scenario Designer** these have been somewhat simplified. **Table 6.1** below provides a mapping between the terms used in the Edit Terrain dialog and the CCN published rules.



Note that currently only one type of victory objective can be set for a hex or for a hexside. This limitation may affect how victory objectives need to be defined for scenarios when used within **CCN Game Assistant**.

Victory Objective Terminology	
CCN Scenario Designer	CCN Published Rules
Temporary-Single	<ul style="list-style-type: none"> • Temporary Victory Banner Objective Hex • Temporary Victory Banner Objective Hex (Turn Start) • Single Objective Hex (core game rules)
Temporary-Partial	<p>This victory objective type is similar to 'Temporary-Group' with the exception that only some (rather than all) of the hexes in the group need to be held in order for victory banner(s) to be gained (e.g. the occupation of three out of four hexes in the same group).</p> <p>This type has been introduced to help players distinguish between the two variations of the 'Temporary-Group' victory objective type.</p>
Temporary-Majority	<ul style="list-style-type: none"> • Temporary Majority Victory Banner Objective Hexes • Temporary Majority Victory Banner Objective Hexes (Turn Start)
Temporary-Group	<ul style="list-style-type: none"> • Temporary Group Victory Banner Objective Hexes • Temporary Group Victory Banner Objective Hexes (Turn Start) • Group Objective Hexes (core game rules)
Temporary-Other	<p>This victory objective type is included to cater for 'temporary' scenario victory conditions that do not fit into any of the other 'standard' victory objective types defined in the existing CCN published rules (i.e. are unique to a particular scenario).</p>
Permanent-Single	<ul style="list-style-type: none"> • Permanent Victory Banner Objective Hex • Permanent Victory Banner Objective Hex (Turn Start)
Permanent-Partial	<p>There is currently no direct equivalent in the CCN published rules or in any of the CCN published scenarios. This type has been included for completeness.</p> <p>This victory objective type is similar to 'Temporary-Partial' with the exception that once all the individual objective hexes have been gained, the victory banner(s) are permanently held (not put back into play for any reason).</p>
Permanent-Majority	<p>There is currently no direct equivalent in the CCN published rules or in any of the CCN published scenarios This type has been included for completeness.</p> <p>This victory objective type is similar to 'Temporary-Majority' with the exception that once all the individual objective hexes have been gained, the victory banner(s) are permanently held (not put back into play for any reason).</p>
Permanent-Group	<p>There is currently no direct equivalent in the CCN published rules or in any of the CCN published scenarios This type has been included for completeness.</p> <p>This victory objective type is similar to 'Temporary-Group' with the exception that once all the individual objective hexes have been gained, the victory banner(s) are permanently held (not put back into play for any reason).</p>
Permanent-Other	<p>This victory objective type is included to cater for 'permanent' scenario victory conditions that do not fit into any of the other 'standard' victory objective types defined in the existing CCN published rules (i.e. are unique to a particular scenario).</p>
Cross Hexside	<p>This hexside victory objective type is provided to indicate:</p> <ul style="list-style-type: none"> • Mapboard edge hexsides which units of a particular army have to exit through in order to gain one or more victory banners • River hexsides which units of a particular army have to cross in order to gain one or more victory banners

Table 6.1: Victory Objective Terminology

'Special Condition' Flags

A number of 'special condition' flag attributes are provided for a hex, which when set will override the standard effects applicable to the particular terrain feature in the hex (i.e. act as scenario-specific exceptions). These flag settings are used within **CCN Game Assistant** to modify how it calculates movement and combat. The purpose and effect of each of these flags are detailed in **Table 6.2** below.

Flag	Description
Ignore Movement Restrictions	This flag indicates that all movement restrictions which would normally apply to the selected terrain type according to the CCN rules are to be ignored for the hex. This includes entry to prohibited hexes (i.e. 'plain' river, rugged hill and lake hexes). For a 'plain' river terrain hex (i.e. which is not a ford or bridge), this flag will override the River Fordable flag if both are set.
Ignore Combat Restrictions	This flag indicates whether or not any combat restrictions which would normally apply to the selected terrain type according to the CCN rules are to be ignored for the hex. For example, when set for a river ford hex which would normally result in a battle dice reduction on combat, then this reduction would be ignored.
Ignore One Flag	This flag indicates whether or not one 'flag' die roll can be ignored in combat resolution which would normally apply to a defender for the terrain type in the hex according to the CCN rules.
Break Charge	This flag indicates whether or not a charge can be broken which would normally add additional dice to the subsequent melee combat when attacking a defender in the hex according to the CCN rules. For example, when set for a hex, this would result in no additional dice being gained if the attacker were to play a 'Bayonet Charge' or 'Cavalry Charge' tactic card.
River Fordable	This flag indicates whether or not a 'plain' river terrain hex (i.e. which is not a ford or bridge) is to be treated as being 'fordable', negating the normal prohibition in the CCN rules for entering such hexes. Note that the movement effects of a 'Fordable River' terrain hex according to the CCN rules will still apply. For example, when set for a river hex which does not have a ford or bridge, perhaps representing a stream, then movement into the hex would not be prohibited (although the unit or leader would have to stop on entry unless the 'Ignore Movement Restrictions' flag was also set).

Table 6.2: 'Special Condition' Flags

Step 4: Add Combat Units and Leaders

Place the required units and leaders on the mapboard using the **Edit Combat Unit/Leader Dialog**. The placement indicates the starting positions for the participating armies. Where a number of the same combat units are to be placed on the mapboard, use the copy and paste facility to speed the process up.

The Scenario Statistics facility can be used to check that you have placed the correct number of leaders and combat unit types for each participating army on the mapboard.



Where a scenario calls for a leader belonging to one national army (e.g. a British Leader) to be used to represent a leader within a different national army (e.g. to represent a Swiss leader within the French national army), **CCN Game Assistant** cannot handle this. Use a leader belonging to the **same** national army instead (which makes no practical difference to the support for game play).



There is no restriction enforced on the placing of units and leaders in relation to terrain type for any given mapboard hex. It is therefore possible to place units and leaders in prohibited terrain (e.g. rugged hills). It is left to the scenario designer to ensure that units and leaders are placed in conformance with the published CCN rules and scenario special rules and 'Special Condition' flags (see above).

Step 5: Generate Documentation (optional)

If the scenario data is to be used in documentation, then configure the mapboard as required (i.e. by setting the **View Menu** options appropriately), then select the 'Export Mapboard' menu option to generate and save an image of the scenario mapboard.



Where the mapboard is larger than the Mapboard Canvas, multiple 'snapshots' (four) using the 'Export Mapboard' option will be needed to capture the entire mapboard. Move the mapboard appropriately between 'snapshots' to cover a different mapboard area. The generated PDF images will then need to be 'stitched' together to recreate the whole mapboard. This is currently a limitation of the programming environment.

In addition, if required, the scenario Name and Description text fields from the 'Edit Scenario' dialog can be copied and pasted into an appropriate text editor, along with scenario statistics information from the 'Scenario Statistics' dialog.



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