Theme 2

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v 1.0

In this chapter we'll see the basics of combat: attack and reaction, experience, entrenchment, resupply, retreat and surrender ... We will also see some of the abilities of the units: Fire Support and Close Support. Later we will see exactly the rules and formulas that apply that in some cases are rather complex. As always use the OG forum for any questions.

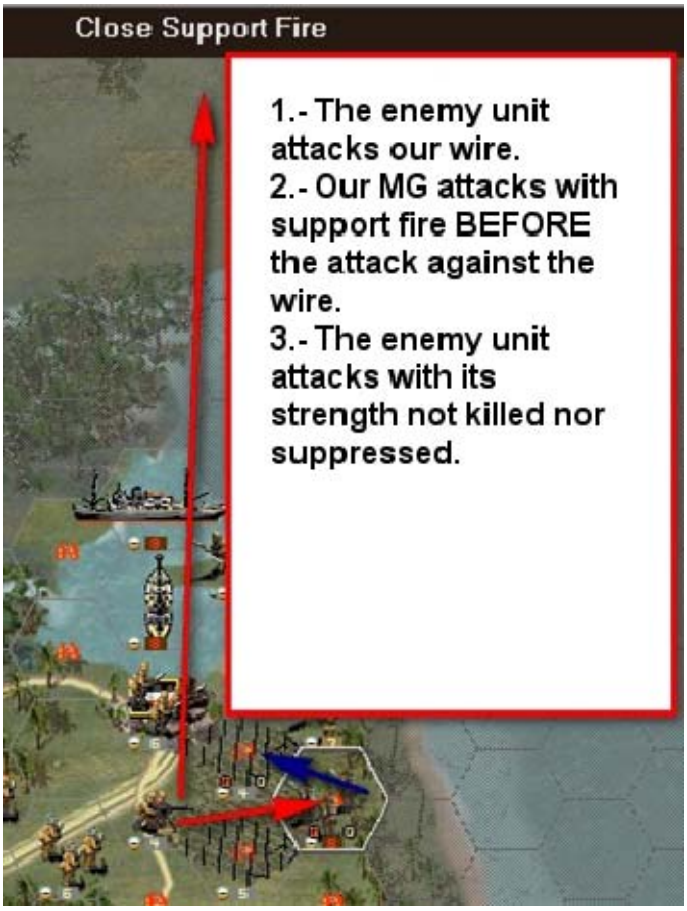
Let's continue where we left in chapter 1, right in the first round of Tanga. This is what we had.

We will enable a new feature of the game called "Fog of War" (FoW). It's enabled and disables with **Alt +9**, and it's enabled by default. This option darkens the hexagons that aren't detected by our units. As you notice, our VH has a range of detection of one hexagon.

This is a defensive scenario, and as we can't see any enemies we will not do anything. We finish the turn and see what happens.

Look at this enemy infantry unit that appears and is attacked by our machine gun unit... Why? Let's take a deeper look at this.

First we take a look at the abilities of the Machine Gun unit (MG). It has several of them. Let's focus on the Fire Support (S) one. This ability is given by default to artillery units, and allows shooting at enemy units that attack one of our units in the range of the Fire Support unit. The enemy unit must be within range, in this case 2 hexagons. The fire support is made in the enemy's turn, when one of our units is attacked.



Here are the steps.
There are two types of fire support: the normal only uses half the attack value, while the Close Support Fire uses the full value and, as shown in the image, it's the one used now.
As we are attacking a soft target (enemy infantry) attack will be 7 (take a look at the unit's properties).

When there is an attack, there are two types of damage: destroyed (strength points eliminated), and suppressed. The suppressed strength points aren't available to the attack against the wire, but later they will be available again.
These two concepts are very important in the game and we will return to them later.

When the enemy's turn finishes, we see that we have new units (Reinforcements). We move them closer to the front.

Now we can attack the enemy units. When you attack an enemy unit it defends itself, and our unit is attacked also. But we see that our MG unit can attack an enemy unit to two hexes away, so it can return the attack, as it can only attack adjacent hexes.

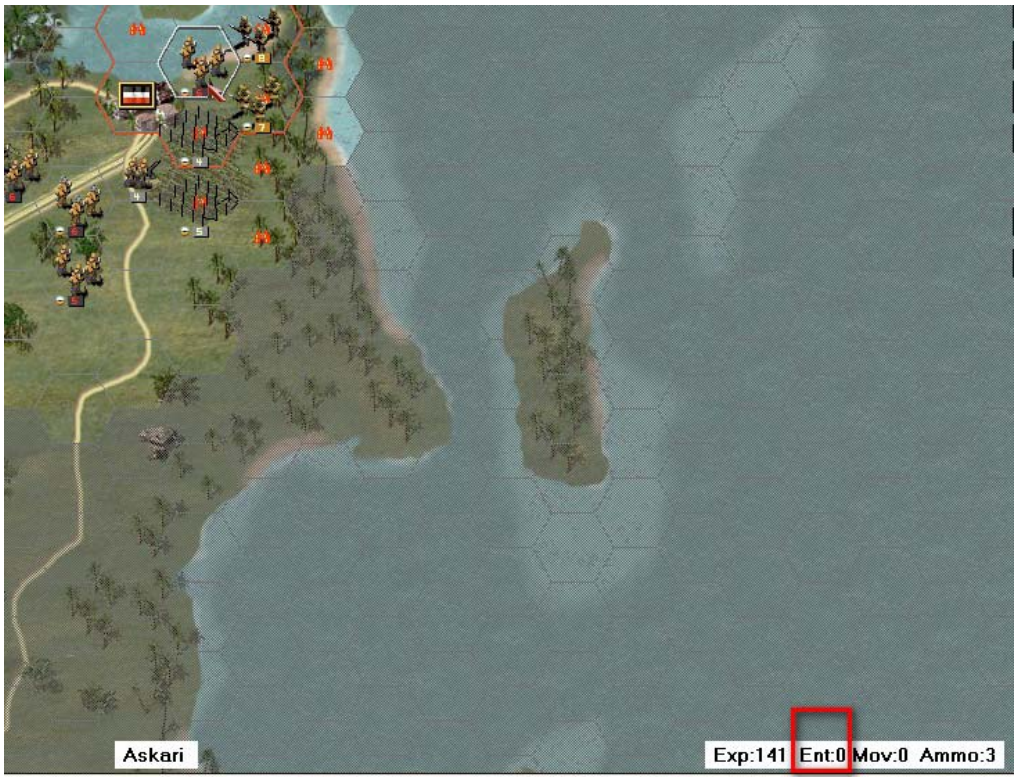
To make an attack with the selected unit, move the cursor to the unit you want to attack and click in it.

The cursor changes into a crosshair and shows the estimated losses; it is only an approximation, but may be useful in simple attacks like this one.

Let's see a very important characteristic, especially for infantry units: it is called Entrenchment (Ent). If you point the cursor at any unit you can see it in a white box that appears at the bottom right corner.

When a unit is entrenched it suffers less damage. The entrenchment depends on several factors: terrain, unit typet, attacks suffered and turns without moving. In this case our unit has a high entrenchment of 10.

If the unit moves, it loses its entrenchment.



Moving the unit out of the city of Tanga allows it to attack, but losing the entrenchment is a disadvantage. Also we have left our unit very exposed to enemy attacks. Look at what happens.

It is best not to move the unit. As we can´t do anymore we finish the turn.

We see that the enemy forces have continued landing and attacking, despite the fire support of the MG.

The result of the attacks has a random factor: the fighting is always uncertain. We could be more or less fortunate and suffer or cause more or less damage. In this case our wire has suffered major damage.

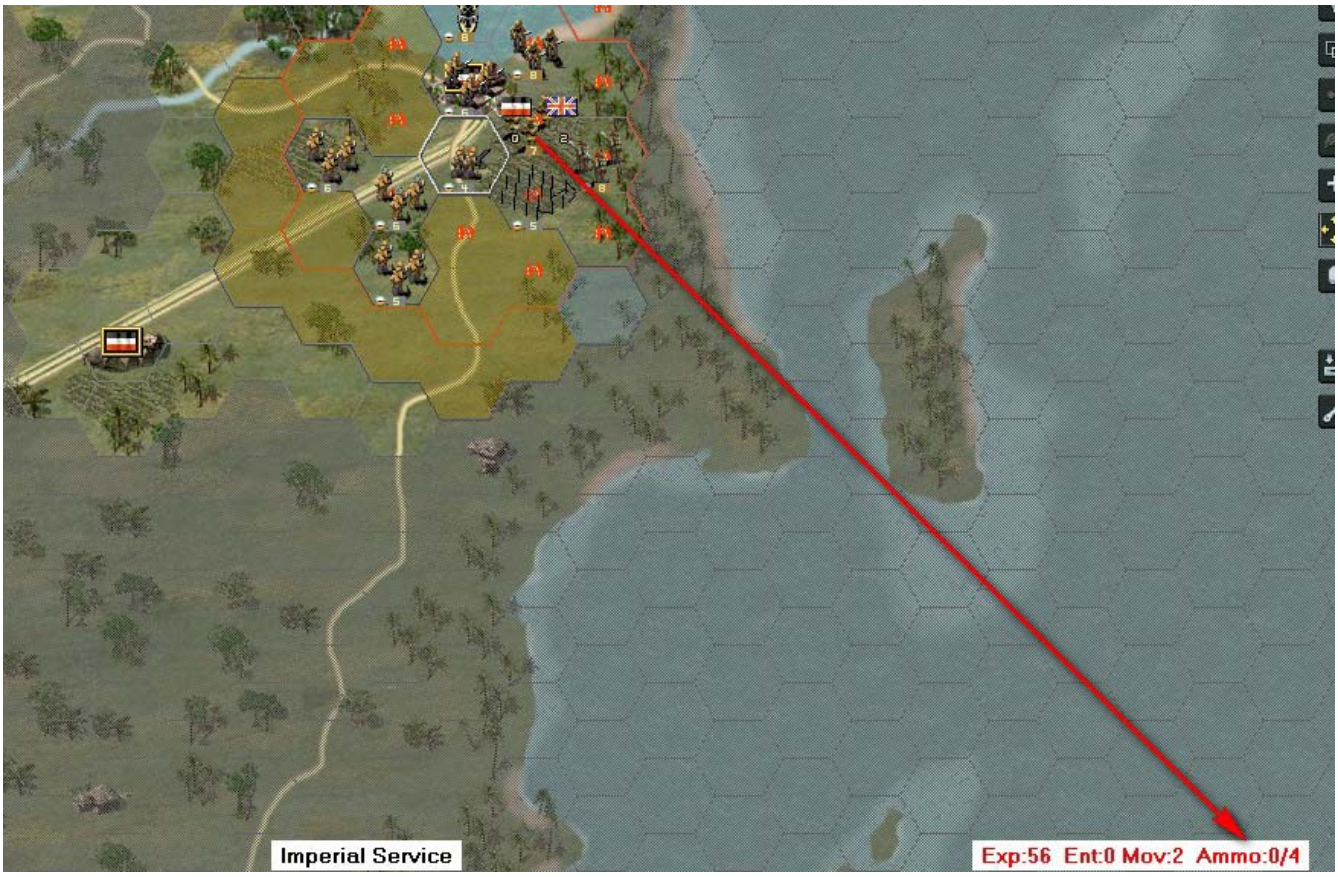
We attack again: our machine gun can effectively attack enemy units without response, and has no less than three enemies within reach. Which one we choose? To make a decision we look at the ground defense (GD) of these units.

We see that the units have different GD; one of them even has run out of ammo (this would be important if it could counterattack), and also has penalties in case of an attack. It can't answer, as we attack from 2 hexes away. However, we notice that the unit adjacent to Tanga can receive both the MG attack and the one from our infantry in Tanga.

Furthermore, due to the entrenchment, the result of this attack is expected to be favorable.

Indeed, the unit has suffered heavy losses and after the last attack it withdraws to an adjacent hex. This happens because it has suffered the suppression of all its strength; when this happens and the unit doesn't have a hex to withdraw to, the unit surrenders and is therefore removed from the battle.

Let's see a similar situation. In this case the enemy unit cannot respond even as it's adjacent to our unit, as it has no ammo.



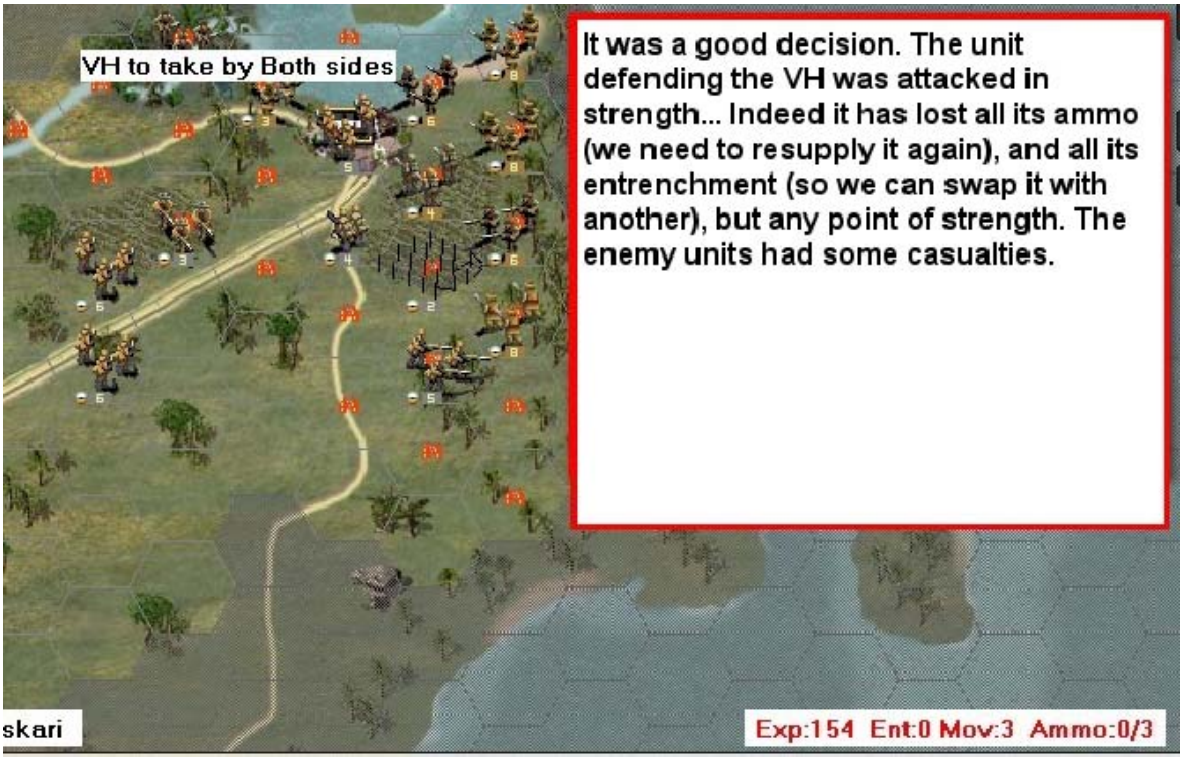
The unit's experience is also a determinant factor in the battle: experienced units do more damage and receive less. The experience is acquired in the fighting. In this case we already have experienced units. We can see the experience in the Properties window or in the lower right corner of the screen.

Maybe not so good. This is a defensive scenario, don't forget that. This means that we are facing superior forces. The unit has been left very exposed: it can be attacked by three enemy units, but will be supported by the MG. We'll see what happens in the enemy's turn.

We can see that there are many factors to consider. In this case the experience hasn't been enough. Our goal is to defend Tanga, we must not forget that.

The battle continues: it's our turn to attack.

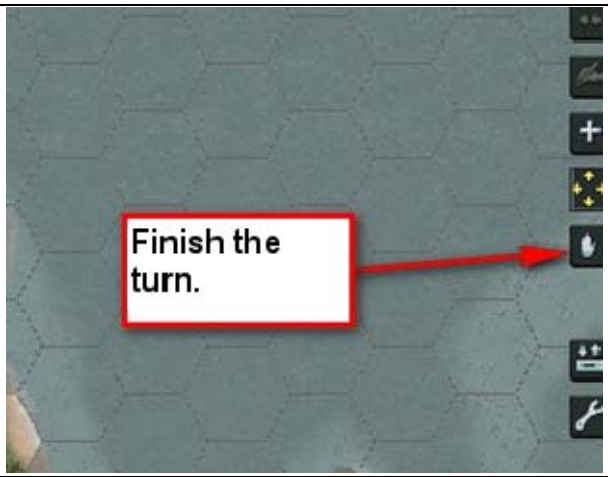
We finish our turn.



In this turn reinforcements have arrived and we'll see a new skill that units can have.

To the west of Tanga there is a weakened enemy unit; we have an opportunity to destroy it.

First, we attack with the MG, as it can't defend against it, and after that we attack with the infantry.



But...

Why did we lose? Maybe the attack we mentioned (p. 12) wasn't a good idea. Perhaps it would have been a good idea to move the unit with CS adjacent to the one defending Tanga, so it can share its experience (p. 15). Perhaps it would have been better to attack the unit east of Tanga, which had 4 points of strength (p. 15). Perhaps we have had some bad luck... Open General is a game about thinking and making decisions, and we still have much to learn to become Generals. Now you can try it. Did you get the victory in this scenario? We wait your comments at the Forum.