

# **PATRIOT Game Controls**

*I am a man under authority, having soldiers under me: I say to this man, Go, and he goeth; and to another, Come, and he cometh.*

Matthew VIII, v 9

## **Command and Control**

Effective Command and Control is the difference between an army and a mob or gang. The amount of intelligence available to the commander and the extent of his control over his own troops is a primary determinant in his success or failure. PATRIOT will place you in the position of commander, either of the Iraqi Army or the Coalition forces. The section that follows explains the information and command tools available for your use.

## **Mouse Control**

The left mouse button is used to perform the various selection, dragging, and implementation functions. The right mouse button performs special information and on-line help functions. By clicking on various screen components (i.e. buttons, windows, etc.), the right mouse button will invoke a popup help box, clicking on a unit will invoke a popup box that provides descriptive information on the selected unit.

## **Start Up Options**

The opening screen of PATRIOT presents the Commander with his or her first set of decisions. The options available are COMMAND LEVEL, COMMAND, WEATHER, SELECT BATTLESET, SELECT SCENARIO, INITIAL AIR CAMPAIGN, and AIR ENVIRONMENT. There is also an ORDERS dialog box that shows the orders for the currently selected scenario. The options are invoked in the following manner and have the effects listed:

**COMMAND LEVEL:** This option's setting is displayed in a window immediately beneath the caption in the upper left hand corner of the screen. The **SELECT COMMAND LEVEL** button below the window will bring up a dialog box when invoked. This dialog box has the following options:

- Command (Army Level)
- Corps
- Division
- Brigade (Regiment)
- Custom

**COMMAND:** This option will determine which side the commander will control, and is accessed by clicking on the desired side displayed below the caption.

**WEATHER:** This option allows the commander to select the prevailing weather over the course of the game. The **CHANGE WEATHER** button immediately below the weather window will bring up a dialog box with the following options:

- Clear: Best visibility, most effective air support.
- Overcast: Good visibility, effective air support.
- Light Rain: Reduced visibility, impaired air support.
- Heavy Rain: Impaired visibility, impaired air support.
- Smoke/Mist/Fog: Severely impaired visibility, handicapped air support.
- Sandstorm: Units without vision aids are blinded, aircraft are grounded.
- Historical: Re-creates the actual weather conditions encountered on a day by day basis during Desert Storm.
- Realistic 1: Weather typical for the region and time of year, but NOT HISTORICAL.
- Realistic 2: Weather typical for the region and time of year, but NOT HISTORICAL.

**SELECT BATTLESET:** As additional BattleSets become available for PATRIOT they will be accessed from this control window.

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**SELECT SCENARIO:** All the available Scenarios for the selected BattleSet will appear in this control window and may be accessed by clicking on the desired Scenario Name within the window. Note that saved and user defined/modified scenarios must be manually loaded (since they will not appear in the SELECT SCENARIO window) by invoking the LOAD GAME FILE button immediately beneath the Selected Game File window. The LOAD GAME FILE button will bring up the FILES dialog box, which displays the current directory at the top, the current file in the typing space, and the available files in the directory in the main window area. Available drives are shown as buttons at the bottom of the dialog box, along with the OKAY and CANCEL option buttons.

**INITIAL AIR CAMPAIGN:** This caption appears on the upper right hand side of the screen, with a small window below displaying a numerical value. This represents the number of days elapsed since the beginning of the air campaign, and may be adjusted by means of the arrow buttons beneath the window. When the game loads it will index the length of the INITIAL AIR CAMPAIGN with the AIR ENVIRONMENT to determine the net effect of the air campaign on the ground and air forces.

**AIR ENVIRONMENT:** This caption appears over a window displaying the current air supremacy situation. The effects of AIR ENVIRONMENT are two fold. First, in combination with the INITIAL AIR CAMPAIGN, the AIR ENVIRONMENT will determine the starting MORALE, SUPPLY, FATIGUE, and equipment on hand for both sides. AIR ENVIRONMENT will also determine the effectiveness of aerial support for both sides during the course of the game, both in terms of effectiveness (both for AIR SUPPORT and TRANSPORT) and attrition. The CHANGE ENVIRON button below the window will bring up a dialog box allowing the commander to select between-

**Coalition Air Supremacy:** The Allies own the skies, the Iraqis may not use any type of air transport or support.

**Coalition Air Superiority:** The Allies control most of the air space over and near the battle area. Some Iraqi aerial missions can be conducted with the probability of severe losses. Allied Air Forces will also suffer somewhat degraded effectiveness and increased losses.

**Air Contested:** Neither side has firm control of the air space over and near the battle area. Both sides will enjoy equal access to the skies over the Battle Area and suffer equal levels of attrition.

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**Iraqi Air Superiority:** The Iraqi's control most of the air space over and near the battle area. Some Allied aerial missions can be conducted with the probability of severe losses. Iraqi Air Forces will also suffer from somewhat degraded effectiveness and increased losses.

**Iraqi Air Supremacy:** The Iraqis own the skies, the Allies may not use the any type of air transport or support.

**ORDERS:** This window displays the orders for the current Scenario and COMMAND options, and provides a Situation Report, Mission, plan of Execution, and Service Support information.

## Clock Functions

The clock (displayed on the left hand side of the screen just above the map area) provides the date and time of day (based on a 24 Hour Clock) and has the following option buttons:

**Pause:** Toggle switch, stops or resumes game action.

**Time Compression:** Toggle switch, wither sets time to a real time setting or to the maximum compression available based on computer CPU speed. Note that TIME COMPRESSION will have no effect when units are in combat.

## Staff Assistant Functions

The Staff Assistant functions are accessed through the MESSAGES PENDING Button. This button will bring up a dialog box with the Staff Assistant, and pending messages, and the following controls:

**NEXT Message Button:** Displays the next message in the message queue.

**DUMP SUB Message:** Removes from the queue all messages from units subordinate to unit issuing the currently displayed message.

**DUMP ALL Messages:** Removes all messages from the message queue.

**CONFIGURE Messages:** Allows the Commander to select which messages will be relayed by the Staff Assistant. The selections from which the Commander may

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choose are:

Unit Changing Posture

Unit Detects Enemy Unit

Unit Engaged in Combat

Unit Low on Supply

Unit Morale Low

Unit is Heavily Fatigued

Friendly Unit Destroyed

Hostile Unit Destroyed

Battle Reports

Interrupt Commander or place report in Queue

## Menu Functions

The menu bar is an easy way to access game functions. The menus can be accessed by pulling down the desired menu (i.e., depressing and holding the left mouse button when the mouse pointer is over the desired menu subject). A menu will then drop down from the subject bar revealing the menu items. A menu item can be selected by dragging the mouse pointer down to the desired menu selection (**Highlighting** the selection) and releasing the mouse button.

Menu items may also be selected by pressing the key (on the keyboard) that is associated with that menu item. These keys are denoted by a letter (in parenthesis) to the right of the menu item (a blank within the parenthesis indicates that there is no shortcut key).

Note: Not all menu functions are available at all times. Whenever a menu item is not available it will be displayed in red in the pull down menu.

## File

<b>Restore</b>	<b>(R)</b> — Loads a previously saved scenario game file.
<b>Save</b>	<b>(S)</b> — Saves the current scenario to disk.
<b>About</b>	<b>(A)</b> — Displays the Credits.
<b>Start/Stop</b>	<b>( )</b> — Starts or Stops Game Action.
<b>Quit</b>	<b>(Q)</b> — Exits the game.

# Edit

<b>Edit Air Bases</b>	( ) — Edit the number and type of Aircraft available at an Air Base or Air Bases.
<b>Edit Allied org Chart</b>	(O) — Move units within the chain of command or delete units from a formation.
<b>Edit Iraqi org Chart</b>	( ) — Move units within the chain of command or delete units from a formation.
<b>Edit Allied Units</b>	(U) — Allows customizing of unit attributes.
<b>Edit Iraqi Units</b>	( ) — Allows customizing of unit attributes.
<b>Edit Equipment</b>	(E) — Displays all available equipment types and allows selected types to be edited.
<b>Edit company Types</b>	(C) — Allows customizing of company types.
<b>Change Sides</b>	( ) — Toggles back and forth between opposing sides.
<b>Prepare Scenario</b>	(P) — Prepares a new scenario from the data you have edited.

## Map

**Split/Single/Preview** ( ) — Causes a dialog box to be displayed that allows the player to select between the **PREVIEW**, **SINGLE**, and **SPLIT** Map Display Modes.

**Options** ( ) — Causes a dialog box to be displayed that allows the player to select which **MAP FEATURES** will be displayed at various levels of magnification.

**Automatic/Manual** ( ) — Allows the player to choose between manual and automatic map controls. The map will not shift to a new unit in **MANUAL** mode unless the player chooses to do so.

## Air/Marines

**Show Aircraft Support** ( ) — Displays the air bases and fixed wing air assets and their support assignments.

**Show Helicopter Support** ( ) — Displays the air bases and rotary wing air assets and their assignments.

**Show Helicopter Transport** ( ) — Displays the air bases and rotary wing air assets and the units they are assigned to provide lift for.

**Land Marines** ( ) — Causes afloat Marine Units to come ashore at the shore line along their current path.



## Preferences

<b>Unit Symbols</b>	(Y) — Changes symbols used to display units. Available options include NATO symbology, Icons, and Text Symbols.
<b>Movement Arrow Style</b>	( ) — Allows the commander to choose between Objective Arrows, Waypoint Arrows, and (Left and Right) Boundary Lines.
<b>Data Base Report</b>	(D) — Dumps a copy of the Data Base to file.
<b>Dump Screen to IFF</b>	(F) — Creates a file of the current Screen in IFF Format.
<b>Sound</b>	( ) — ON/OFF: Allows the Commander to turn game sounds on and off as desired.
<b>Music</b>	( ) — ON/OFF: Allows the Commander to turn the music Sound Track on or off as desired.

# On Screen Functions

## Interactive Window Mode Select

The window(s) at the bottom of the screen can be switched between various interactive 'modes.' They are ...

**MAP** - Allows you to view the map or maps of the theater of operations and to perform various map related functions.

**ORG** - Allows you to view the army organizational chart of the current playing side. The MAP and ORG CHARTS are both tied to the CURRENT UNIT WINDOW. The computer will automatically center the display on the unit displayed in the CURRENT UNIT WINDOW.

## Current Unit Window

Displays the symbol of the currently selected unit and allows the Commander to change the current unit by moving up or down and/or left or right in the ORG CHART using the arrows on the bottom and right side of the window, or by clicking on a unit in the MAP Window. The Commander can also change the POSTURE, PRIORITY, and FORMATION of the unit displayed in the current unit window.

## Unit Status Indicators

The status indicators show the relative levels of supply, morale and fatigue for the unit shown in the Current Unit Window. The status markers are also color coded, with Green indicating all is well, Yellow indicating difficulties, and Red indicating serious problems.

**Supply:** Shows the current level of supplies for the displayed unit.

**Morale:** Shows the current level of morale for the displayed unit.

**Fatigue:** Shows the current level of fatigue for the displayed unit.

**Rate of Change Indicators:** Show the rate at which a status indicator for the selected unit is changing. A bar to the left of center indicates a decrease whereas a bar to the right of center indicates an increase. A unit with a high rate of decrease (in any area except **FATIGUE**, where an increase is detrimental to combat capability) in one or more categories is either in trouble or soon will be.

## Posture

The **POSTURE** settings in **PATRIOT** determine to a large extent what individual units are doing at any given time. By changing the **POSTURE** of the current unit you can control how fast it moves across the terrain and how effective it will be in combat. You may select any one of the following **POSTURES** as circumstances dictate.

**Travel:** The unit will move as fast as possible, and will be in a non combat stance. Units in the **TRAVEL POSTURE** are particularly susceptible to enemy action and are particularly ineffective at delivering accurate sustained fire on the enemy.

**Mounted:** The unit will move quickly, leg units will ride in vehicles, a mobile stance will be used. Only vehicle mounted weapons will fire in combat.

**Dismounted:** The unit will move slowly, leg units will move at their own speed, a more cautious mobile stance will be used. All weapons will fire as circumstances dictate.

**Probe:** The unit will advance cautiously until it makes contact with the enemy.

**Defend:** The unit will not move forward. The unit will attempt to use the terrain to its advantage, operating from cover and establishing overlapping fields of fire.

A defensive stance will be used.

**Delay:** The unit will remain mobile while taking advantage of terrain to establish ambushes and traps. The main body will be prepared to withdraw and trade real estate for time, thus slowing the enemies advance.

**Withdraw:** The unit will establish a rear guard while the main body moves in the reverse direction.

## Priority Window

Allows you to change the **PRIORITY** of units within the same battle group (i.e. reporting to the same command unit). **PRIORITY 1** units have the highest **PRIORITY** while the lowest **PRIORITY** is equal to the number of units in the group. High **PRIORITY** units get to attack first, are re-supplied first, get the greatest air support, and artillery fire support. Note that a **PRIORITY** set for a higher echelon unit (such as a division or corps) will **NOT** be shared by that unit's subordinates. Each subordinate unit must have a **PRIORITY** assigned to it as well. **PRIORITY** is adjusted by clicking on the Arrow Buttons beneath the **PRIORITY Window**.

## Formation Buttons

Allows the commander to place the selected unit in one of four **FORMATIONS**:

**Covering:** The Unit(s) assigned to **COVER** will scout ahead of the main body to find and fix the enemies location. This mission is typically assigned to Armored Cavalry units.

**Line:** The Unit(s) assigned to **LINE FORMATIONS** are the heavy units expected to conduct sustained intense combat with the enemy. These Units represent the primary fighting power of a formation.

**Reserve:** Unit(s) assigned to RESERVE FORMATIONS are not actively involved in combat or combat support operations and may be transferred between different headquarters and transported by air to provide re-enforcement's where needed.

**Support:** Unit(s) assigned to SUPPORT FORMATIONS are units which provide combat support services (such as indirect fire, air defense, and Combat Engineering Support) to LINE and COVERING units.

Note that formations may also be set from the Scenario Editor while editing units.

## Personnel and Equipment Window

The PERSONNEL AND EQUIPMENT WINDOW allows you to view all the equipment types that are attached to a unit. It also shows the number of pieces of equipment that were originally dispatched with the unit and the actual number of pieces that the unit retains. You can scroll up and down through this list viewing each equipment type in turn. A toggle switch is provided at the bottom right corner of the PERSONNEL AND EQUIPMENT WINDOW which will invoke the ENEMY EQUIPMENT DESTROYED WINDOW.

## Enemy Equipment Destroyed Window

The ENEMY EQUIPMENT DESTROYED WINDOW is invoked from a toggle switch in the PERSONNEL AND EQUIPMENT WINDOW. This window shows the number of pieces of each type of equipment that a unit has captured from the enemy or destroyed in the course of combat. Invoking the toggle switch at the bottom right of this window will return you to the PERSONNEL AND EQUIPMENT WINDOW.

# FILES (Menu Subject)

The **Files** menu subject drops down a menu with the following options:

**Restore (R)** menu item pops up the restore dialog box to allow the user to retrieve a new scenario or a saved game from any disk or directory. Drive options appear as buttons along the bottom of the dialog box. The top line of the box includes the current path, with the next line housing a type in box showing the current (or selected) file name. The contents of the current directory are displayed in the remainder of the window. The current directory may be changed by clicking on the (.. <DIR>) listing to move to the parent directory or by clicking on the (NAME <DIR>) listing for a child of the current directory. Files may be selected by clicking on the desired file name.

**Save (S)** menu item pops up a save dialog box that allows you to save the game (i.e. scenario) as a standard DOS file in the disk/directory of your choice with a name that you provide. The Drive options again appear as buttons on the bottom of the dialog box. The current directory may be changed by clicking on the (.. <DIR>) listing to move to the parent directory or by clicking on the (NAME <DIR>) listing for a child of the current directory. A new file name may be typed in or an existing file may be selected (NOTE: this will overwrite the existing file resulting in the loss of that files data.) by clicking on the desired file name.

**About (A)** menu item pops up a dialog box with the credits for PATRIOT.

**Start/Stop ( )** menu item allows the action to be toggled to the on or off settings. This command must be invoked to start a scenario once loaded or set up using the PREPARE SCENARIO menu item. It must also be invoked to stop a scenario before the scenario can be saved using the SAVE menu item.

**Quit (Q)** menu item exits the game after prompting the player to save the current game state or lose it. IT IS IMPORTANT TO NOTE THAT QUITTING WILL NOT SAVE THE CURRENT GAME STATE UNLESS YOU CHOOSE TO DO SO WHEN PROMPTED BY THE DIALOG BOX.

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# Edit (Menu Subject)

The Edit menu subject drops down a menu with the following options:

**Edit Allied Org Chart (O)** menu item allows you to move units within the Allied chain of command, add units to the Allied forces, or delete units from the Allied forces. A toggle switch is provided to **ACTIVATE/DE-ACTIVATE** units. A de-activated unit will appear in gray, while active units will be displayed in either sand or gold. Saving changes after de-activating units will remove those de-activated units from the **ORG CHART**.

**Edit Iraqi Org Chart ( )** menu item allows you to move units within the Iraqi chain of command, add units to the Iraqi forces, or delete units from the Iraqi forces. A toggle switch is provided to **ACTIVATE/DE-ACTIVATE** units. A de-activated unit will appear in gray, while active units will be displayed in either sand or gold. Saving changes after de-activating units will remove those de-activated units from the **ORG CHART**.

**Edit Allied Units (U)** menu item allows you to customize unit attributes and assigned equipment for the Allied forces. See also the Scenario Editor Section.

**Edit Iraqi Units ( )** menu item allows you to customize unit attributes and assigned equipment for the Iraqi forces. See also the Scenario Editor Section.

**Edit Equipment (E)** menu item displays all available equipment types and allows you to edit selected equipment. See Equipment Data Base Section.

**Edit company Types (C)** menu item allows you to customize company composition. See Editing Company Types.

**Prepare Scenario (P)** menu item will prepare a new scenario based on the editing changes you have made. This function **must be invoked** in order to actually load a scenario that has been altered by the Commander. The Commander should also Save the newly edited and prepared scenario prior to starting play.

Note: Edit Functions are no longer available once the game has been started, and invoking any of the Edit Menu Items will prevent the scenario from being loaded until the **PREPARE SCENARIO** Menu Item has been invoked.

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# Map (Menu Subject)

The Map menu subject drops down a menu with the following options:

**Split/Single/Preview** ( ) menu item calls up a scroll box that allows you to choose between the PREVIEW, SINGLE, and SPLIT Map Modes. Note: the mode name which appears in the Menu Item is the current mode.

**Options** ( ) menu item displays a dialog box that allows you to select which Map Features will be displayed at the various magnification levels. Map Features include:

- Oil Fields
- Pumping Stations
- Cities
- Air Strips
- Rail Road Lines
- Rivers
- Roads
- Borders
- Unit Symbols
- Unit Boundaries
- Weather Overlay
- Enemy Recon
- Enemy Positions

**Automatic/Manual** ( ) menu item has a toggle switch (with the currently selected option appearing as the Menu Item) allowing the Commander to either take manual control of the map box (or boxes) or to allow the computer to manipulate the map to show actions and items of interest. We strongly encourage the Commander to leave the map in Automatic Mode until he or she becomes intimately familiar with the flow and mechanics of PATRIOT.



## Air/Marines (Menu Subject)

The Air/Marines menu subject will drop down a menu with the following item:

**Show Aircraft Support** ( ) menu item is a toggle switch (along with the **SHOW CURRENT UNIT**, **SHOW HELICOPTER SUPPORT**, and **SHOW HELICOPTER TRANSPORT** items) which displays a window delineating all the air bases and fixed wing air assets, or reverts to the normal status displays of the **CURRENT UNIT WINDOW**. Clicking the Left Mouse Button on an airbase in the **AIR BASES** list selects the air base and shows it on the **MAP OR ORG CHART** display (automatically switching displays to Iraqi or Coalition forces as required). The **AIRCRAFT ASSIGNMENTS LIST** on the right hand side will be updated to show the aircraft at the selected air base and their current assignment(s). Air assets assigned to a friendly unit will support the friendly unit, and air assets assigned to a map coordinate will attack the hostile unit closest to those coordinates yet within the aircraft's search radius. Any units not assigned to either support a friendly unit or to attack a set of map coordinates will be listed at the bottom of the list as **SPARE**.

Clicking once on an air asset will show the unit to be supported or the coordinates to be attacked. Double Clicking on an air asset will bring up a dialog box. To delete an assignment, reduce the number of aircraft assigned to zero. To make an assignment, click on the air base providing the support, click on the unit to be supported or the coordinates to be attacked, and then double click on the "spare" aircraft and assign the number you desire in the dialog box that appears.

**Show Current Unit** ( ) menu item is a toggle switch (along with the **SHOW AIRCRAFT SUPPORT**, **SHOW HELICOPTER SUPPORT**, and **SHOW HELICOPTER TRANSPORT** items) which reverts the display to the **Current Unit Window**.

**Show Helicopter Support** ( ) menu item is a toggle switch (along with the **SHOW AIRCRAFT SUPPORT**, **SHOW CURRENT UNIT**, and **SHOW HELICOPTER TRANSPORT** items) which displays a window delineating all the air bases and rotary wing air assets and the units they are supporting, or reverts to the normal status displays of the **CURRENT UNIT WINDOW**. Clicking the Left Mouse Button on an airbase in the **AIR BASES** list selects the air base and shows it on the **MAP OR ORG CHART** display. The **AIRCRAFT ASSIGNMENTS LIST** on the right hand side will be updated to show the aircraft at the selected air base and their current assignment(s). Air assets assigned to a friendly unit will support the friendly unit, and air assets assigned to a

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map coordinate will attack the hostile unit closest to those coordinates yet within the search radius. Any units not assigned to either support a friendly unit or to attack a hostile unit will be listed at the bottom of the list as SPARE.

Clicking once on an air asset will show the unit to be supported or the coordinates to be attacked. Double Clicking on an air asset will bring up a dialog box. To delete an assignment, reduce the number of aircraft assigned to zero. To make an assignment, click on the air base providing the support, click on the unit to be supported or the coordinates to be attacked, and then double click on the “spare” aircraft and assign the number you desire in the dialog box that appears.

**Show Helicopter Transport** ( ) menu item is a toggle switch (along with the SHOW AIRCRAFT SUPPORT, SHOW CURRENT UNIT, and SHOW HELICOPTER SUPPORT items) which displays a window delineating all the air bases and rotary wing air transport assets and the Units they are supporting, or reverts to the normal status displays of the CURRENT UNIT Window. Clicking the Left Mouse Button on an airbase in the AIR BASES list selects the air base and shows it on the MAP OR ORG CHART display (automatically switching displays to Iraqi or Coalition forces as required). The AIRCRAFT ASSIGNMENTS LIST on the right hand side will be updated to show the aircraft at the selected air base and their current assignment(s). Double Clicking on an air asset will bring up a dialog box. To delete an assignment, reduce the number of aircraft assigned to zero. To make an assignment, click on the air base providing the support, click on the unit to be transported, and then double click on the “spare” aircraft and assign the number you desire in the dialog box that appears. You will also be prompted for the distance to move the supported unit along its current path.

**Land Marines** ( ) this menu item, when invoked, will cause Marine Forces currently afloat to begin landings along the currently specified path.

## Preferences (Menu Subject)

The Preferences menu subject will drop down a menu with the following items:

**Unit Symbols** (Y) menu item pops up a scroll box displaying the three sets of symbols available to display units. These three sets of symbols are NATO symbology, Icons, and Text symbols.

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**Movement Arrow Style** ( ) menu item brings up a dialog box which allows the Commander to select between Objective Arrows, Waypoint Arrows, or (Left and Right) Boundary Lines. The current selection will be shown as the Menu Item.

**Data Base Report** (D) menu item copies user defined portions of the PATRIOT Data Base to an ASCII file.

**Dump Screen to IFF** (F) menu item captures the current screen to an IFF/LBM format file. Note: Invoking this function twice or more while the game is running will save **only the most recent iteration**.

**Sound** ( ) menu item is a toggle switch (ON/OFF) which allows the Commander to turn the PATRIOT system sounds on or off.

**Music** ( ) menu item is a toggle switch (ON/OFF) which allows the Commander to turn the PATRIOT sound track music on or off.

## ORG Chart (Interactive Window Function)

The ORG CHART is basically an interactive organizational chart with the top row of the chart at the army level and bottom row at the battalion level. Unselected units are displayed with a sandy background color. Selected units (of which there can only be one at a given time) are displayed on a yellow background with the chain of command displayed in gold.

When you select a unit in the ORG CHART it will immediately scroll to the center position of the window and all subordinate levels will be updated to show units that are subordinate in the chain of command to the one selected. If there are more units than can be displayed in the window or if the centering operation forces units 'off screen' to one side, scroll arrows will appear on the end where there are more units than can be displayed.

There are five distinct levels in the ORG CHART, which are (from largest to smallest and top to bottom):

<b>Army</b>	<b>XXXX</b>
<b>Corps</b>	<b>XXX</b>
<b>Division</b>	<b>XX</b>
<b>Brigade/Regiment</b>	<b>X/III</b>
<b>Battalion</b>	<b>II</b>

## MAP mode

MAP MODE shows a map of the BattleSet area, depicting a variety of information including locations of cities, towns, roads, rivers, oil wells, ruins, etc. and, more importantly to the Commander, the current locations of army units and their boundaries. Also displayed is the recon radius of each unit, as well as the last known position of enemy units.

The MAP MODE display consists of three different viewing modes (accessed under the MAP menu topic):

### SPLIT mode

Whenever the SPLIT MODE is enabled, the display will consist of two small windows. The right window shows the current unit (highlighted in red) along with all of its siblings in the ORG CHART. The left window is a blow-up of the current unit, showing all of its subordinates. Where the current unit has no subordinates, simply the current unit is displayed (in red). Both the left and right windows are cameras focused on different parts of the theater map, each can be moved about independently to show any part of the map using the appropriate control buttons above it. (See WINDOW BUTTONS below.)

Note: Of the three different viewing modes, SPLIT is the only one that does not preserve

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the right window as the current view when switching from one mode to the other. **SPLIT MODE** always serves to return you to a view of the current unit and siblings in the right window, and the current unit's subordinates in the left.

## **SINGLE mode**

Whenever the **SINGLE MODE** is enabled the display will change to one large window covering most of the bottom half of the display. The view displayed in this window is an enlarged version of whatever was being displayed in the right window before the **SINGLE MODE** was invoked. As in **SPLIT MODE** this large view can be scrolled around, enlarged, shrunk, etc. using the control buttons above it. (See **WINDOW BUTTONS**).

## **PREVIEW mode**

Whenever the **PREVIEW MODE** is invoked the display will of two small windows, just as in **SPLIT MODE**. The difference is that in **PREVIEW MODE** the left window acts as a reference of where the right window's view is in the full theater map. In this mode, the left window always displays the full map, and a red square indicating the relative position of the right window view. As the right window's view is scrolled, enlarged, shrunk, etc. (see **Window Buttons**) the position and size of the red box is updated.

In preview mode, the current view (the right window view) can be changed using the control buttons above the right window as well as with two special buttons above the left window. These buttons are the **CENTER** and **ZOOM IN** buttons, and they look like the regular **CENTER** and **ZOOM IN** buttons that are described under **WINDOW BUTTONS**. However, here they behave somewhat differently:

(left) **Center** button (looks like a crosshair target): Here, **CENTER** will move the red box and update the right window such that it is centered around the location you clicked on the theater map (left window). This allows you to explore the theater quickly by jumping around from one spot to another.

(left) **Zoom In** button (has inward facing arrows pointing at a box): Here, **zoom in** will move the red box and update the right window so that it shows the area selected by you on the full map (left window). This area is selected by the usual rubber band box method of click, hold, drag, and release. This button also allows you to explore the theater map quickly at both large and small views.

## Window Buttons

These buttons appear (when they are applicable) in all three of the possible map views ( **SPLIT**, **SINGLE**, **PREVIEW**) and always only affect the window directly below them.

**Full:** This button causes the view in the window below it to be changed to a full view of the theater map. This button disappears if the current view is already a full view.

**Center** (looks like a crosshair target): The **CENTER** button waits for you to click on some spot in the window below it, and then re displays the window with the view shifted so that it is centered around where you have clicked. This button disappears if the current view is a full view.

**Arrow** buttons: These buttons re display the window with the view shifted in the direction of the arrow. There is an overlap of 30% with the previous view for continuity. These arrows disappear when the current view abuts one or more edges of the theater map.

**Zoom In:** This button allows you to bring a smaller section of the current window into a larger view. You define a box, using the standard, click, hold, drag, release method. The area defined by the box you have just drawn now becomes the area which is displayed in the window. There is a limit to the number of times you can repeatedly zoom in, defined by the resolution of the map. When the area defined by the rubber banded box is beyond the map's resolution then **zoom in** has no effect.

**Zoom Out:** This button re displays the current view so that its area is double in size (but centered about the same spot) in the window below it. Of course, **zoom out** is limited by the full extent of the map, and never displays an area larger than the theater map.

## FIX ZOOM

This is a special button which appears in all of the three **MAP MODES** (**SPLIT**, **SINGLE**, and **PREVIEW**). This button allows you to change the current unit without effecting the current extent of map shown in a window. If you are looking at a large enough area of the map, with this button down you can switch the current unit (by using the arrows for current unit in the top half of the screen) and the window will be re displayed with only units changing — the map remains constant.

Without **FIX ZOOM** in effect, changing the current unit causes the current window to be re displayed so that the extent of map shown is just that which is necessary to show the current unit (and siblings in the **ORG CHART**). As you change current unit, not only does the display of units change, the extent of map area changes as well.

Notes:



## SCENARIO EDITOR

The PATRIOT Scenario Editor is the same tool used by the game's developers and contributors with certain features disabled (to prevent inadvertent data loss and data structure errors). The available tools/functions are as follows:

Unit Number [XXXXX]

(Indicates the ID number of the unit currently being edited.)

### Left Column

Command Unit	XXXXXX	Name
--------------	--------	------

This item identifies the command unit for the unit shown in the Unit Window at the bottom left corner of the screen. This field is not editable.

Next Unit in Group                      XXXXX      Name

This item identifies the next unit (sibling) in the org chart for the unit shown in the box at the bottom left corner of the screen. This field is not editable.

First Subordinate Unit	XXXXX	Name
------------------------	-------	------

This item identifies the first unit which is subordinate to the unit shown in the Unit Window at the bottom left corner of the screen. This field is not editable.

Number of Subord Units	XXXXX	Name
------------------------	-------	------

This item shows the number of subordinates directly attached to the unit shown in the Unit Window at the bottom left corner of the screen. This field is not editable.

Unit Name	Name
-----------	------

This item displays the name of the unit displayed in the Unit Window at the bottom left corner of the screen. The field is editable by clicking the pointer on the box where the name is displayed. This will cause a cursor to appear in the box, and the cursor may be moved using the arrow or backspace keys to erase and or type in a new name.

## Unit Size

## XXXXXX    Size Button

This item displays the size of the unit shown in the Unit Window at the bottom left corner of the screen. The size may be changed by selecting one of the options under the SELECT UNIT SIZE window invoked by the UNIT SIZE button to the right of the numerical field. The available options under the SELECT UNIT SIZE window are:

Army  
Corps  
Division  
Brigade  
Regiment  
Battalion

**Cancel**

(Selecting the **Cancel** button will exit without changing the size of the selected unit)

## Unit Type

## XXXXXX    Type Button

This item displays the unit type identity of the unit shown in the Unit Window at the bottom left hand corner of the screen. The type of the unit may be changed by selecting one of the options under the SELECT UNIT TYPE window invoked by the UNIT TYPE button. The available options under the SELECT UNIT TYPE window are:

Unknown Type  
Airborne  
Armored Cav  
Mech Inf W  
Towed Arty  
Aviation  
Atk HCopter  
Trs HCopter  
Infantry

Armored  
Engineers  
Mot Airborne  
Air Cavalry  
Air Def Arty  
Air Assault  
Mech Inf T  
SP Arty  
MR Launcher  
SS Missile  
Mot Infntry  
Commando  
Anti-Tank  
Marine Inf  
Marine MInf  
L Mot Recon  
Unknown Typ  
Air Base

**Cancel**

(Selecting the Cancel button will exit without changing the type of the selected unit)

Nationality

XXXXXX      **Nationality Button**

This item displays the nationality (nation of origin) for the unit shown in the Unit Window at the bottom left corner of the screen. Invoking the NATIONALITY Button will display a window with the following nationality choices:

Australia  
Bahrain  
Bangladesh  
Belgium

Britain  
Canada  
CIS  
Egypt  
France  
Greece  
Iran  
Iraq  
Israel  
Italy  
Jordan  
Kuwait  
Morocco  
Netherlands  
New Zealand  
Oman  
Pakistan  
Portugal  
Qatar  
Saudi Arabia  
Senegal  
Spain  
Turkey  
UAE  
US  
Yemen

**Cancel**

Strength XXXXX  
The Strength value is not user editable.

---

**Base Proficiency (0-255) Slider Bar and Arrow Buttons**

The Base Proficiency item displays the base line capability of the unit shown in the Unit Window at the lower left corner of the screen. The value may be adjusted by using the slider bar or arrows found to the right of the numerical value box.

**Current Proficiency (0-255) "Not User Adjustable"**

This item is a function of Base Proficiency and combat related functions, and is not user editable.

**Supply (0-255) Slider Bar and Arrow Buttons**

This item displays the Supply Status of the unit shown in the Unit Window in the lower left corner of the screen. The Supply Status is a numerical value between 0 and 255, and is adjusted using either the arrow buttons or the slider bar to the right of the numerical value window.

**Morale (0-255) Slider Bar and Arrow Buttons**

This item displays the Morale of the unit shown in the Unit Window in the lower left corner of the screen. The Morale Status is a numerical value between 0 and 255, and is adjusted using either the arrow buttons or the slider bar to the right of the numerical value window.

**Fatigue (0-255) Slider Bar and Arrow Buttons**

This item displays the Fatigue Level of the unit shown in the Unit Window in the lower left corner of the screen. The Fatigue Level is a numerical value between 0 and 255, and is adjusted using either the arrow buttons or the slider bar to the right of the numerical value window.

**Number of Companies XXXXX "Not User Adjustable"**

This item displays the number of companies assigned to the unit shown in the Unit Window appearing in the lower left hand corner of the screen.

**First Company XXXXX Companies Button**

This item displays the numerical identity of the first Company sized unit assigned to the unit shown in the Unit Window in the lower left corner of the screen. The Company Name and Type may be edited by invoking the Companies button to the right of the numerical

---

identity window. Executing the Companies window displays a menu window with the following items:

### Companies Belonging to Unit

1.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”
2.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”
3.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”
4.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”
5.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”
6.	Name Type Active equip	XXXXXX XXXXXX XXXXXX	<b>Name Button</b> <b>Type Button</b> “Not user editable”

---

7.	Name	XXXXXX	<b>Name Button</b>
	Type	XXXXXX	<b>Type Button</b>
	Active equip	XXXXXX	"Not user editable"

<b>Edit</b>	<b>Undo</b>	<b>Save</b>	<b>Done</b>
-------------	-------------	-------------	-------------

## Unit Window with Arrows

The unit which is currently being edited is displayed in this window. You may move about in the ORG CHART (to edit or view other units) by means of the arrow buttons (to go Up, Down, Left, or Right in the ORG CHART). Changes made to the Unit's symbol, name, or size will not be shown in this window until you move to another unit and subsequently return to the unit whose attributes you have changed.

## Right Column

Number of Captured Units	XXXXXX
--------------------------	--------

This item show the number of enemy units captured or destroyed by the unit displayed in the unit window at the bottom left corner of the screen. This field is not editable.

First Captured Unit	XXXXXX
---------------------	--------

This field indicates the ID number of the first enemy unit captured or destroyed by the unit shown in the unit window. This field is not editable.

First Battle Record	XXXXXX
---------------------	--------

This field indicates the ID number for the first battle record for the unit shown in the unit window at the bottom left corner of the screen.

First Move Record	XXXXXX
-------------------	--------

This field indicates the ID number of the first movement order for the unit displayed in the unit window in the lower left corner of the screen.

Supplies ROC	(-128 to +127)	Slider Bar and Arrow Buttons
This field indicates the Rate of Change (ROC) for the Supply Status of the unit shown in the unit window. This value may be adjusted by use of the slider bar or the arrow buttons to the right of the numerical value window.		
Morale ROC	(-128 to +127)	Slider Bar and Arrow Buttons
This field indicates the Rate of Change (ROC) for the Morale of the unit shown in the unit window. This value may be adjusted by use of the slider bar or the arrow buttons to the right of the numerical value window.		
Fatigue ROC	(-128 to +127)	Slider Bar and Arrow Buttons
This field indicates the Rate of Change (ROC) for the Fatigue Level of the unit shown in the unit window. This value may be adjusted by use of the slider bar or the arrow buttons to the right of the numerical value window.		
Recon	XXXXXX	Not User Editable
Latitude	XXXXXX	
This field displays the current Latitude (North or South) of the unit shown in the unit window. This field is editable, though doing so is not recommended.		
Longitude	XXXXXX	
This field displays the current Longitude (East or West) of the unit shown in the unit window. This field is editable, though doing so is not recommended.		
Last Latitude	XXXXXX	Not User Editable
This field displays the Latitude of the unit on the previous turn.		
Last Longitude	XXXXXX	Not User Editable
This field displays the Longitude of the unit on the previous turn.		
Status	XXXXXX	Not User Editable

---



Move Status                                      XXXXX      Not User Editable

Left Boundary Points                            XXXXX      Not User Editable

Right Boundary Points                         XXXXX      Not User Editable

New Posture                                      XXXXX      **POSTURE Button**

This field shows the next posture in the order queue for the unit displayed in the unit window. This **POSTURE** may be edited by selecting a new **POSTURE** in the window invoked by the **POSTURE Button**. The available choices are:

Travel  
Mounted A  
Dismounte  
Probe  
Defend  
Delay  
Withdrawal  
Surrender  
**Cancel**

Time Till New Posture                         (0 to 254)      **Slider Bar and Arrow Buttons**

This item displays a value between 0 and 254 which represents the number of minutes until the new **POSTURE** will be implemented. This value may be edited by use of the **Slider Bar** or **Arrow Buttons** to the left of the numerical value window.

Delay    (0 to 254)      **Slider Bar and Arrow Buttons**

This item displays a value between 0 and 254 which represents the number of minutes until the new **POSTURE** ordered from within the game will be implemented. This value may be edited by use of the **Slider Bar** or **Arrow Buttons** to the left of the numerical value window.

## Current Posture

XXXXXX POSTURE Button

This field shows the current posture of the unit displayed in the unit window. This **POSTURE** may be edited by selecting a new **POSTURE** in the window invoked by the **POSTURE Button**. The available choices are:

Travel  
Mounted A  
Dismounte  
Probe  
Defend  
Delay  
Withdrawal  
Surrender  
**Cancel**

## Unit Priority

XXXXXX

This field displays the current **PRIORITY** of the unit shown in the current unit window. This value is best edited from the game though it may be edited here. The user must take care to insure that the assigned priority does not exceed the number of siblings in the org chart for the unit in question.

## Formation Type

XXXXXX FORMATION Button

This field displays the current **FORMATION** for the unit shown in the unit window. The **FORMATION** may be changed by invoking the **FORMATION Button**, which displays the following options:

Covering  
Line  
Support  
Reserve  
**Cancel**

## Screen Bottom Buttons

**Ripple:** Carries on current values for all units subordinate to the current unit.

**Undo:** Deletes all changes and returns to default settings.

**Done:** Saves changes and exits Scenario Editor.

Notes:

## EDIT EQUIPMENT

This menu item, under the **EDIT** Menu Subject brings up the **PATRIOT EQUIPMENT LIST** Window. Every piece of equipment modeled in **PATRIOT** is listed in this window and is thus editable. Selecting an item of equipment (by clicking on the item) from the **PATRIOT EQUIPMENT LIST** Window will bring up the **Equipment Editor** Window.

The **Equipment Editor** Window has the following data fields and controls:

**NAME** [13 Alpha Numeric Characters]

**IMAGE RECORD** [3 Numeric Characters]

Defines which graphic image will be displayed for the selected equipment. This field is best edited by invoking the **EDIT** Button to the right of the **INFO RECORD** FIELD, as the selected graphic is displayed and you may scroll through all available graphic records.

**INFO RECORD** [5 Character Numeric] **EDIT Button**

**WARNING: EDITING THIS FIELD DIRECTLY WILL EVENTUALLY CAUSE THE GAME TO CRASH.** Invoking the **EDIT** Button will allow you to add text or change the graphic image associated with the **INFO RECORD** and displayed by **PATRIOT** whenever equipment information is requested. **CHANGING THE RECORD NUMBER WILL CAUSE THE GAME TO CRASH.**

**AA EFFECTIVENESS** [4 Character Numeric Field] **Slider Bar and Arrow Buttons**

This data field represents probability of achieving a hit with the weapons system and the damage inflicted by Anti-Armor weapons which penetrate the armor of a target. This field may exceed 100% for some particularly effective anti-armor systems.

**AA RANGE** [0-99.9 Km] **Slider Bar and Arrow Buttons**

This field represents the range of the Anti-Armor weapons system.

**AA PENETRATION** [0-126 inches] **Slider Bar and Arrow Buttons**

This field represents the maximum armor (steel equivalency) thickness that the anti-armor weapons system can defeat.

AA SHELL TYPE [0 or 1] Type Button [HEAT or Conventional]  
This field represents the type of warhead carried by the Anti-Armor Weapons System (either HEAT or Conventional).

NOTE: ALL AA VALUES ASSUME THAT THE WEAPON IN QUESTION IS SPECIFICALLY DESIGNED AS AN ANTI-TANK WEAPON (SUCH AS TOW, HOT, MILAN, ETC.).

DP EFFECTIVENESS [4 Character Numeric Field] Slider Bar and Arrow Buttons  
This field represents the probability of achieving a hit with the weapons system and the damage inflicted by the Dual Purpose weapons which penetrate an armored target or which hit an un-armored target. This field may exceed 100%.

DP RANGE [0-99.9 Km] Slider Bar and Arrow Buttons  
This field represents the range of the Dual Purpose weapons system.

DP PENETRATION [0-126 inches] Slider Bar and Arrow Buttons  
This field represents the maximum armor (steel equivalency) thickness that the Dual Purpose weapons system can defeat.

DP SHELL TYPE [0 or 1] Type Button [HEAT or Conventional]  
This field represents the type of warhead carried by the Dual Purpose Weapons System (either HEAT or Conventional).

AP EFFECTIVENESS [0-255] Slider Bar and Arrow Buttons  
This field represents the probability of achieving a hit with the Anti-Personnel weapons system and the damage inflicted on enemy troops. This field may exceed 100%.

AP RANGE [0-99.9 Km] Slider Bar and Arrow Buttons  
This field represents the range of the Anti-Personnel weapons system.

INDIRECT HE EFFECT [0-255] Slider Bar and Arrow Buttons  
This field represents the probability of achieving a hit with the Indirect Fire weapons system and the damage inflicted on enemy troops or vehicles. This field may exceed 100%.

INDIRECT SUBMUNITIONS [0-255] Slider Bar and Arrow Buttons  
This field represents the probability of achieving a hit with the Indirect Fire weapons system using Submunitions and the damage inflicted by those Submunitions on enemy troops or vehicles. This field may exceed 100%.

INDIRECT FIRE RANGE [0-99.9] Slider Bar and Arrow Buttons  
This field represents the range of the Indirect Fire Weapons System.

AMMUNITION SUPPLY [0 or 1] Slider Bar and Arrow Buttons  
This field indicates whether or not weapons system carries sufficient reloads for sustained combat.

DEFENSIVE PROFILE [0 or 1] Button  
This field indicates whether the subject equipment is machinery or personnel.

ARMOR TYPE [0-2] Button  
This field indicates the type of armor used on the system. Available options are Steel (0), Composite (1), and Reactive (2).

ARMOR PROTECTION [0-255] Slider Bar and Arrow Buttons  
This field represents the armor thickness equivalency (versus steel plate) of the weapons system.

ROAD SPEED [0-2999 KpH] Slider Bar and Arrow Buttons  
This field is the maximum speed of the weapons system while traveling.

MOBILITY CLASS [0-7] Button  
This field represents the mobility and agility of the weapons system and defines cross country capability. Types include Agile Tracked (0), Basic Tracked (1), Agile Wheeled (2), Basic Wheeled (3), Slow Wheeled (4), Leg (5), Aircraft (6), and Towed (7).

VISION DEVICE [0-7] Button  
This field represents the vision enhancing or special sensors associated with the weapons system or vehicle (or personnel). Available options include: Thermal (0), Passive IR (1), Active IR (2), Light Amplification (3), Eyeball (4), FA-18 (5), A-10 (6), and Daytime Aircraft (7).

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RECON VALUE

[0-255]

Slider Bar and Arrow Buttons

This field represents the qualitative reconnaissance capability of the unit.

LEADERSHIP VALUE

[0-255]

Slider Bar and Arrow Buttons

This field represents the Command and Control capabilities of the unit.

Screen Bottom Buttons

**Edit**

**Prev**

Goes to the previous (by record number) piece of equipment.

**Next**

Goes to the next (by record number) piece of equipment.

**Undo**

Reverts to original record values.

**Save**

**Done**

Saves changes and exits.



## Military Organization

There will inevitably be some PATRIOT players who are just becoming interested in things military and who don't have a thorough understanding of land warfare (or have only a rudimentary knowledge of the field) and military terminology. The following is presented as a primer for the beginner and as a reference. Note that the actual reconstruction of both the Iraqi and the Coalition Orders of Battle (and their equipment) is imbedded in the data base and available for examination by all. The professionals and others who are well versed in matters military and standard unit symbology are encouraged to skip the following discussion of how armies are put together.

The first order of business is to present the symbology conventions used in PATRIOT:



Air Defense



Armor



Cavalry



Combat Engineer



Field Artillery



Infantry



Air Cavalry



Airborne Armor



Airborne Artillery



Airborne Infantry



Airmobile Helicopter



Airmobile Infantry  
w/ Organic Helicopters



Armored Artillery



Armored Cavalry



Mechanized Engineers



Mechanized Infantry



Marines or Naval Infantry



Ranger or Commando



Multiple Launch Rocket System (MLRS)



Anti-Tank



Amphibious Assault



Armored Car



Scout Car



Chemical

XXXXXX - Theater of Operations

XXXXXX - Army Group or Front

XXXX - Army

XXX - Corps

XX - Division

X - Brigade

III - Regiment

II - Battalion

I - Company

... - Platoon



United States First Infantry Division  
(Mechanized) "The Big Red One"

Having provided the basic symbol set, the next step is to start with the Company Sized units and then build up to the higher levels of organization.

**NOTE:** These formations represent the “Ideal” or authorized formations. The formations which actually participated in Desert Storm were mostly task organized, and none exactly matched the approved Table of Organization and Equipment (TO&E).

## **Platoons**

Platoons are not modeled in PATRIOT. They are included in this discussion only because Platoon sized units are often attached directly to Battalions and are sometimes attached directly to larger units. In general terms, a Platoon is three to five squads of Infantry or four to six armored vehicles. Also note that Platoon sized unit of Artillery is the smallest Artillery unit and is referred to as a section, and that Platoon sized units of Cavalry are called Troops.

## **Companies**

The company is the smallest unit modeled in PATRIOT. While the Commander does not have control over company sized elements, they serve as the building blocks for all larger formations within the PATRIOT game system. Composition of companies varies by Nationality and by the type of the company. Company sized units of Artillery are called “Batteries,” and company sized units of Armored Cavalry (in the U. S. Army) are called “Troops.” Companies are commanded by Captains.

## **Coalition Forces**

### **United Kingdom (Royal Army)**

#### **Air Defense:**

**Armored Company:** 14 x Challenger MBT.

**Armored Artillery:** 8 x 155mm (Self Propelled), or 6 x 8in (Self Propelled), or 6 x MLRS (Self Propelled).

**Armored Cavalry:** 8 x Scorpion, 8 x Scimitar, and 4 x Striker.

**Aviation:** 8 x Lynx with TOW, and 4 x Gazelle.

**Infantry:**

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**Mechanized Infantry:** 15 x Warrior IFV.

**Mechanized Infantry Weapons Company:** 24 x Milan ATGM (Vehicle Mounted) + 8 x 81mm Mortar (Vehicle Mounted).

## **France**

### **Air Defense:**

**Anti-Tank:** 12 x Milan ATGM (Vehicle Mounted).

**Armored (Anti-Tank) Car Company:** 12 x VAB w/HOT

**Armored Company:** 13 x AMX-30B2

**Armored Artillery:** 6 x 120mm Mortar (Self Propelled)

**Armored Cavalry:** 12 x AMX-10RC (Armored Car).

**Artillery:** 6 x 155mm (Towed) or 6 x 120mm Mortar (Towed).

**Aviation:** 6 x Gazelle (20mm Gun Ships) and 4 x Gazelle (Recce) — or — 10 x Gazelle (HOT) — or — 10 x Puma.

**Mechanized Infantry:** 12 x VAB

Note: The French forces in Desert Storm were drawn from various all volunteer forces within the French Military, including the Marines, the French Foreign Legion, and the Parachute Regiments.

## **U. S. Army**

**Air Defense:** 1 x Stinger Platoon (10 x 2 man Singer Teams w/6 x Missiles and 1 HMMV each) and 3 x PIVADS Platoons (3 x 3 Vulcan ADA (Towed or M113 Mounted) and 1 x Stinger w/2 x Missiles per Vulcan ADA).

**Armored Company:** 14 M1 Abrams MBT. (3 x Platoons of 4 x M-1 each, plus one Commander's vehicle and one Executive Officer's vehicle).

**Armored Artillery:** 8 x 155mm Self Propelled (usually referred to as a Battery).

**Armored Cavalry:** 19 x M3 Bradley CFV (Usually referred to as a Troop, consisting of 3 x Platoons of 6 x M-3 plus one Commander's vehicle.).

**Anti-Tank Mechanized:** 12 x I-TOW (mounted on M-901 ITV) and 60 men.

**Aviation, Attack:** 18 x AH-64 Apache and 13 x OH-58 Kiowa.

**Aviation, Scouting:** 6 x OH-58 Kiowa and 4 x AH-1 Cobra.

**Infantry:**

---

**Light Infantry:** 130 Officers and Men.

**Mechanized Infantry:** 13 x M2 Bradley IFV (3 x Platoons of 4 x M2 plus one Commander's vehicle). 58 men when dismounted.

**Rocket Artillery:** 9 x MLRS (Self Propelled).

## **U. S. Marine Corps**

**Air Defense:** LAAD (Low Altitude Air Defense, Battery) 30 Stinger SAM firing teams, consisting of 3 x Platoons (of 5 x Firing Teams (2 x Men and 1 x Stinger)).

**LAAM** (Light Anti-Aircraft Missile, Battery) 6 x Triple Hawk SAM launchers. 5/90.

**Armored Company:** 18 x M-60A3 MBT (3 x Platoon w/4 x M-60A3 + 2 x Command Tanks). 5/105.

**Armored Anti-Tank:** 72 HMMV w/TOW (3 x Platoon w/10 HMMV/TOW + 2 x Command Vehicles + 12 Missile Reload Carriers each). 5/241.

**Armored Artillery:** 6 x 155mm (Self Propelled) Howitzer — or — 6 x 8in (Self Propelled) Howitzer.

**Amphibian:** 60 x AAV7 + 5 x AAVC7 + 2 x AAVR7. 7/218.

**Artillery:** 8 x 155mm (Towed) Howitzer (M114 — or — M198).

**Aviation:** All fall under the MAG (Helicopter)

**Infantry:** 6/167 (3 x Rifle Platoon (1/41) + 1 x Weapons Platoon (1/40) + Command Element 2/4).

**Infantry Weapons Company:** Mortar Platoon (8 x 81 mm Mortar (1/60) + Anti-Armor Platoon (48 x Dragon ATGM (1/53)) + HMG Platoon (6 x HMG (1/21) + Command Element (2/5). 5/139.

**LAV:** 15 x LAV(25mm) + 9 x LAV(AG) + 1 x LAV(R) (3 x Platoons w/4 LAV(25mm) + 1 x Platoon w/9 x LAV(AG) + 1 x LAV(25mm) and 2 x Command LAV(25mm). 6/137.

**LAV Weapons Company:** 15 x LAV(AT) + 10 x LAV(AD) + 8 x LAV(M) + 6 x LAV(25mm) + 1 x LAV(R). 6/176.

Important Note: USMC Forces ALWAYS deploy as part of a MAGTF (Marine Air/Ground Task Force) and WILL ALWAYS have at least rotary wing aviation support and WILL USUALLY have at least VSTOL fixed wing support if not a complete composite squadron or wing.

## **Iraqi Forces**

### **Iraqi Army**

**Air Defense:** 18 AAA guns/missiles (Self Propelled) consisting of 3 x Platoons of 6 (4 x Platoons of 6 in heavy units) — or — 18 AAA guns/missiles (Towed) consisting of 3 x Platoons of 6 (4 x Platoons of 6 in heavy units).

**Armored Company:** 14 Tanks (3 x Platoons of 4 x T-55 (and variants) + 2 x Command Tanks).

**Armored Artillery:** Battery of 4 x 122mm or 152mm Howitzers (Self Propelled).

**Armored Cavalry:** 12 x APC.

**Artillery:** Battery of 6 x 120mm Mortar (Towed) — or — 6 x 122mm Howitzer (Towed) — or — 6 x 152mm Howitzer (Towed).

**Aviation:** (Helicopter)

**Infantry:** 5 Officers, 118 Enlisted.

**Mechanized Infantry:** 16 x IFV (3 x Platoons of 4 x IFV + 10 men, and Two Command IFV's, and Two Light Weapons IFV's).

### **Iraqi Republican Guards**

**Air Defense:** 18 AAA guns/missiles (Self Propelled) consisting of 3 x Platoons of 6 (4 x Platoons of 6 in heavy units) — or — 18 AAA guns/missiles (Towed) consisting of 3 x Platoons of 6 (4 x Platoons of 6 in heavy units).

**Armored Company:** 14 Tanks (3 x Platoons of 4 x T-72 (or T-62) + 2 x Command Tanks).

**Armored Artillery:** Battery of 6 x 122mm (Howitzer Self Propelled) — or — 6 x 152mm Howitzer (Self Propelled) — or — 6 x 155mm Howitzer (Self Propelled).

**Armored Cavalry:**

**Artillery:** 6-12 x 120mm Mortar — or — 12 x 107mm MRL.

**Aviation:** (Helicopter)

**Infantry:**

**Light Infantry:**

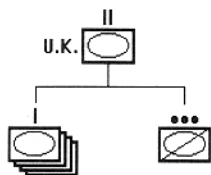
**Mechanized Infantry:**

## Battalions

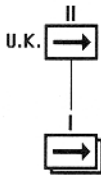
The Battalion is the smallest independent unit in most armies. It is small enough to be transportable and large enough to pack considerable combat power and some sustainability. Battalion composition varies by the type of Battalion and by Nationality, but a Battalion usually consists of three to five companies plus assigned platoon size supplemental forces. A Battalion sized unit of Armored Cavalry (U. S.) is called a "Squadron." Battalions are commanded by Lieutenant Colonels.

### British Battalions:

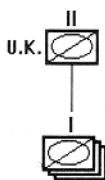
U.K. Armored Battalion



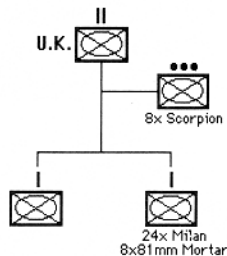
U.K. Artillery (MLRS) Battalion



U.K. Armored Cavalry Battalion

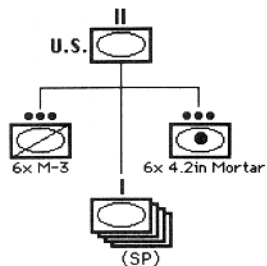


U.K. Mechanized Infantry Battalion

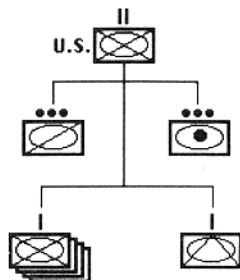


# U. S. Army Battalions

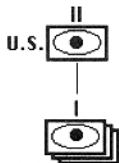
## U.S. Armored Battalion



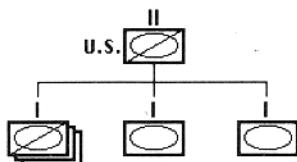
## U.S. Mechanized Infantry Battalion



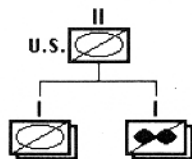
## U.S. Armored Artillery Battalion



## U.S. Regimental Armored Cavalry Squadron

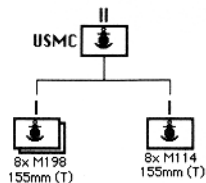


## U.S. Divisional Armored Cavalry Squadron

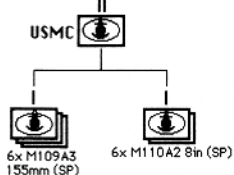


# U. S. Marine Corps Battalions

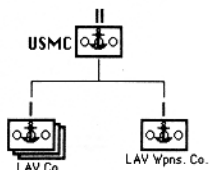
**USMC Artillery Battalion (Direct Support)**



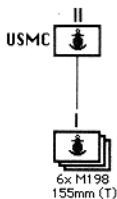
**USMC Armored Artillery Battalion (General Support)**



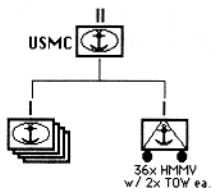
**USMC LAV Battalion**



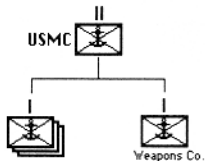
**USMC Artillery Battalion (General Support)**



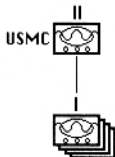
**USMC Armored Battalion**



**USMC Infantry Battalion**



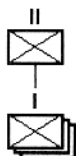
**USMC Amphibious Assault Battalion**



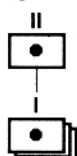


# Iraqi Army Battalions

**Infantry Battalion**



**Artillery Battalion**



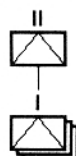
**Armored Battalion**



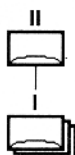
**Special Forces Battalion**



**Anti-Tank Battalion**



**Anti-Aircraft Battalion**

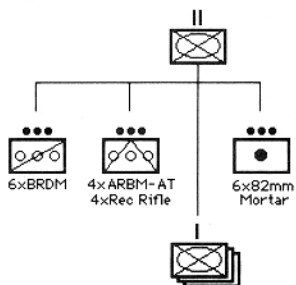


**Transportation Battalion**

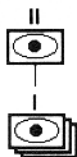


# Iraqi Republican Guards Battalions

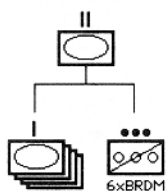
## Rep Guards Mechanized Battalion



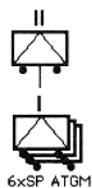
## Armored Artillery Battalion



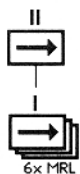
## Rep Guards Armored Battalion



## ATGM (Self-Propelled)



## MRL Battalion

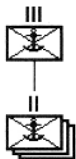


## Regiments

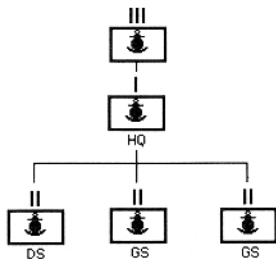
Regiments exist in name only (for historical and traditional purposes) in the United States Army, with one notable exception: Armored Cavalry units of Brigade size are known as “Armored Cavalry Regiments.” Regiments are also used in the United Kingdom, where they replace Brigades, and in the United States Marine Corps. In those Armies that still use Regiments, they consist of three to five Battalions plus assigned company size supplemental forces. Regiments are commanded by Colonels.

### United States Marine Corps Regiments:

USMC Infantry Regiment



USMC Artillery Regiment

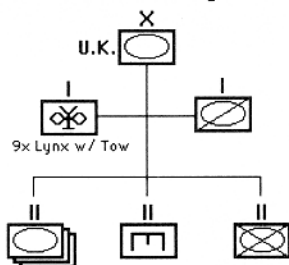


## Brigades

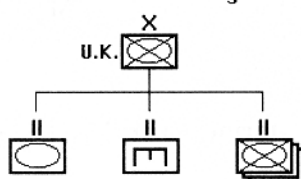
Brigades are composed of three to five regiments or three to five Battalions depending on the organizational scheme in use, plus assigned Battalion or Company size supplemental forces. A brigade with additional units attached may be referred to as a “Brigade Task Force.” Brigades are commanded by Colonels or Brigadier Generals.

## British Brigades:

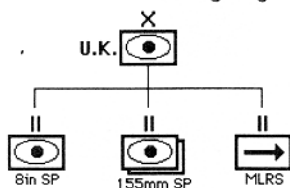
### U.K. Armored Brigade



### U.K. Mechanized Brigade

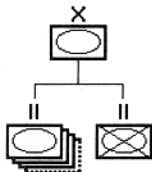


### U.K. Armored Artillery Brigade

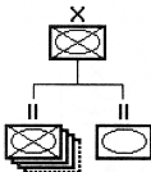


## U. S. Army Brigades:

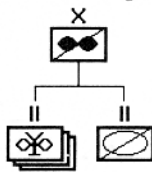
U.S. Armored Brigade



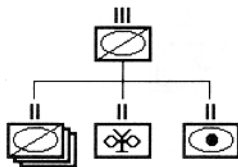
U.S. Mechanized Brigade



U.S. Aviation Brigade



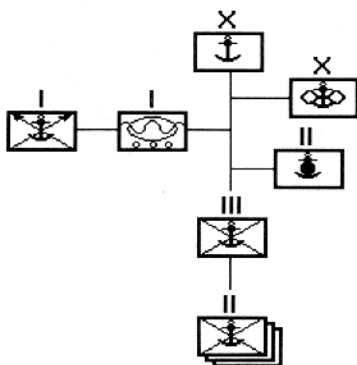
U. S. Armored Cavalry Regiment



Important Note: U.S. Army brigades usually consist of three Battalions, but it is common for one Brigade per Division to have four battalions.

## United States Marine Corps Expeditionary Brigade:

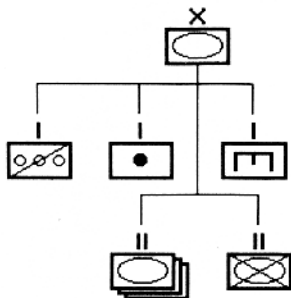
### 1st MEB



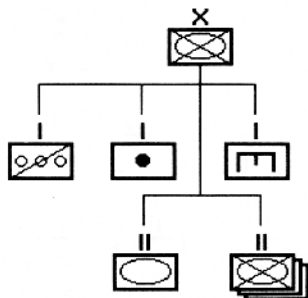
# Iraqi Army Brigades:

## Iraqi Brigades (Army)

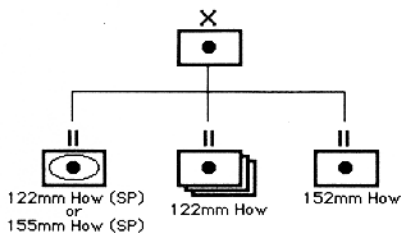
### Armored Brigade



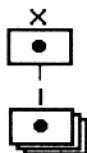
### Mechanized Brigade



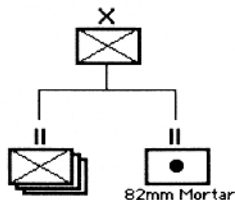
### Artillery Brigade (M)



### Artillery Brigade (I)

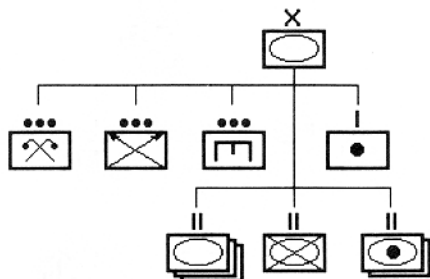


### Infantry Brigade

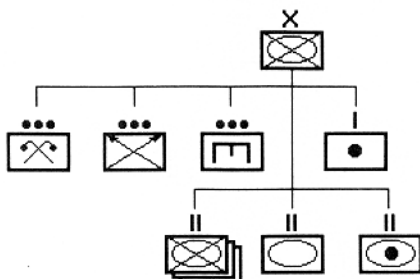


## Iraqi Republican Guards Brigades:

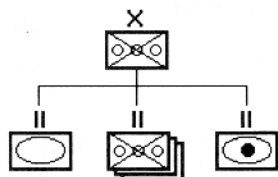
**Armored Brigade (RGF)**



**Mechanized Brigade (RGF)**



**Infantry Brigade (RGF)**



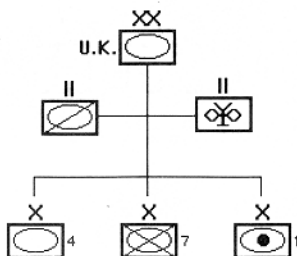


## Divisions

Divisions are composed of three to five Brigades and assigned Battalion size supplemental forces. Divisions are commanded by Major Generals.

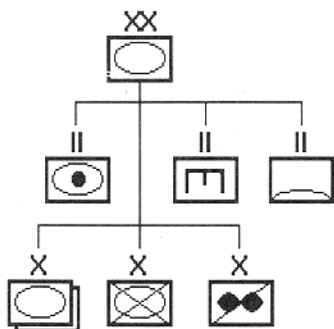
### British First Armoured Division:

U.K. Armored Division

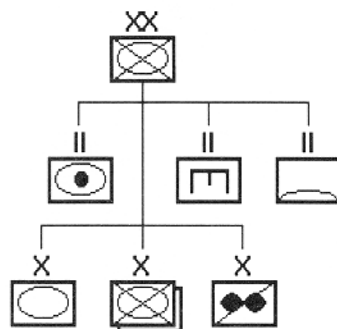


### U. S. Army Divisions:

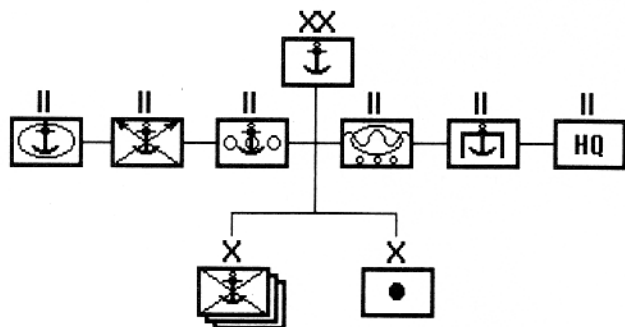
U.S. Armored Division



U.S. Mechanized Division

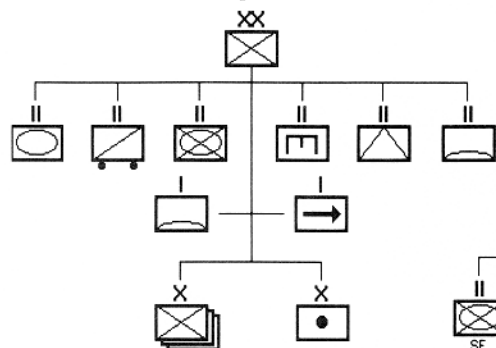


**United States Marine Corps Division:**

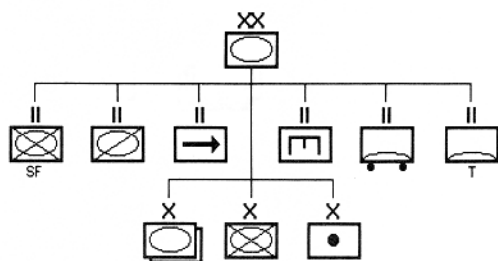


## Iraqi Army Divisions:

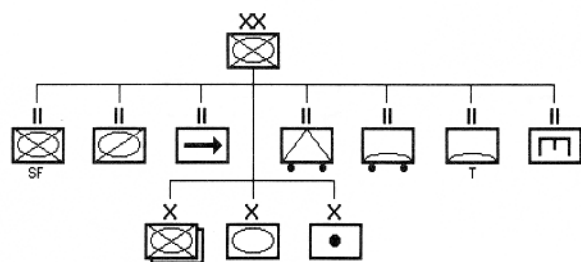
Infantry Division



Armored Division

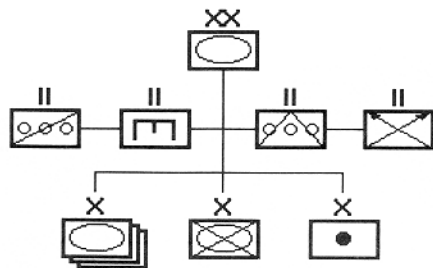


Mechanized Division

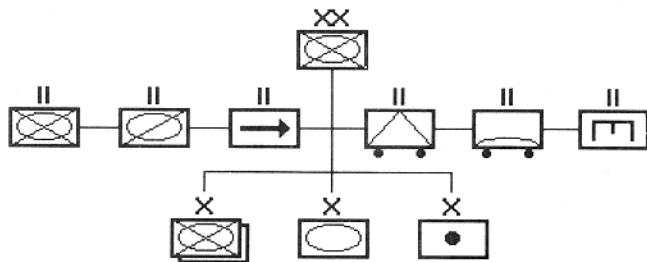


## Iraqi Republican Guards Division:

### Armored Division (RGF)



### Mechanized Division (RGF)



## Corps

Corps are composed of three to five Divisions and are commanded by Lieutenant Generals.

## Armies/Army Groups

Armies are composed of two or more Divisions and are commanded by Generals. Army Groups consist of three or more Armies and are commanded by Generals or Field Marshals.

Notes:

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# **PATRIOT:**

**MODERN LAND WARFARE  
SIMULATION**

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**TRAINING MANUAL**

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**Three-Sixty Pacific, Incorporated**  
2105 S. Bascom Avenue, Suite 165  
Campbell, CA 95008

**PATRIOT:**  
**Modern Land**  
**Warfare Simulation**

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**PATRIOT: Modern Land Warfare Simulation**  
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**Artwork By:** Cheryl Blaha

**Special Thanks to:** Mike Robel, MAJ AUS.

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**PATRIOT** is dedicated to the men and women of the United States Armed Forces, whose faithful service and legacy of excellence made possible the feat of arms known as Operations Desert Shield and Desert Storm.

*The tree of liberty must be refreshed from time to time with the  
blood of patriots and tyrants.*

Thomas Jefferson, Letter to William Stevens Smith, November 13, 1787.

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PATRIOT is different. As a computer gamer you have no doubt heard this before, and discovered that what was different was the cosmetic aspects of a "New game," while the model was still based on look up tables, hexagonal terrain blocks, and sequential turns. Occasionally a "new game" really does live up to the promise of delivering something new. We believe the game you have before you is one of these milestones.

Veteran wargamers and aficionados are served notice: you would do well to discard any preconceptions based on other game systems. The development of microcomputers has obviated the need for many of the abstractions found in board games and carried over into most computer games. It is no longer necessary to break up terrain into an artificial grid or hex system. Instead, a state of the art polygon based computer mapping system defines the terrain based upon the actual size and shape of different terrain types and regions. Computer technology also allows us to model individual weapons, vehicles, and troops instead of abstracting such considerations in to a unit combat effectiveness value. Large scale combat can thus be modeled based on interactions at discreet hardware levels. Some elements of combat, such as modeling each individual soldier or the psychology of men in combat, remain beyond the current levels of technology and understanding. But PATRIOT makes a concerted effort to model and simulate where most games rely upon abstractions.

Since PATRIOT is both a new model and a new paradigm for land warfare, we hope that the user will begin to think like a Commander instead of a game player. The difference being that a Commander seeks to defeat the enemy, while the game player seeks to beat the game system. With time and experience some game players will figure out the system, but in so doing we hope they gain insight into the complexity of modern land warfare and the limitations imposed on the Commander. We also hope that you will enjoy PATRIOT, both as a game and as a learning experience.