RAGNAROK '44

Valkyrie and the Beast

v1.0

DESCRIPTION

Ragnarok'44 is RTS mission based on *Window Of Opportunity "The battle from above!"* mission mode by Mondkalb, modified with his permission.

Your task here is to take enemy base. To do so you'll recruit troops, develop and defend your own base, capture strategic points and assault on the AI opponent base to win the game.

AI leading Soviet side will try to do the same thing against you. AI has symmetrical possibilities and resources (no any unfair advantages over player) except for the player's ability to place sandbag walls.

Mission requires WOO addon and two additional addon pbo (included) – eg put both in the same place, as WOO addon.

1. Base

When you choose "Commanding screen" from action menu you'll see your base from RTS-like view. At start there is only one building - your field HQ surrounded by four MG nest as free base defenses. There is also a single unit as your first group.

When you select HQ building a new menu panel will open, that allows you to use certain features provided by the building. Same way it works with all buildings and groups under yours command. By clicking the proper button you can recruit a Construction Vehicle (CV) or switch sandbag wall placement mode.

Selecting CV will bring up buttons, that allow you to transform CV into one of three buildings on CV's current position:

> **Barracks** - where you can recruit infantry.

> **Car Factory** - where you can construct light vehicles including Advanced Construction Vehicles (ACV).

> **Hospital** - that has ability of healing nearby infantry.

ACV can be used to build:

> **Tank factory** - where you can recruit armored vehicles.

> **Logistics** - where you can buy various improvements.

> **AT-, AA-gun or mortar** - as static defenses, that will autonomously shoot at known enemy in firing range.

Note that some buttons will be visible only when all conditions of relevant requirements are met. For example you'll see static defense buttons in the ACV panel only, when you buy proper improvement in the Logistics building. Similar for all Logistics' improvements, so don't be surprised if you find the Logistics panel empty sometimes.

Construction and recruitment need certain amount of time to complete. Improvement is valid immediately after purchase.

Buildings can be placed in the 300 meters radius around your HQ. Static defenses can be placed anywhere far enough from enemy base and controlled by enemy strategic points (300 meters). Sandbag walls can be placed in the 200 meters radius around HQ or 50 meters radius around any controlled strategic point.

2. Resource management

There are existing, two kinds of resources in the mission:

Crates that represent overall supply needed for army to fight.

Power that represents all needed sources of power, mostly fuel for power generators and vehicles.

Each side has to its disposal certain amount of resources at start and some basic gain rate provided by the base itself.

Each controlled strategic point will raise that rate.

Current amount and gain rate is constantly displayed at top-left part of the main view's GUI.

Resources are spent for buildings construction, units recruitment, and when buying improvements or call special abilities of some groups.

Each recruited group and static defense need a certain amount of resources constantly for maintenance costs (MC). So as long, as you have resources, yours units will be automatically resupplied with ammo and fuel. Gain rate of resources will be reduced by MC value.

Construction and maintenance cost of each building, unit or ability will be displayed as text tip if you leave cursor over relevant button a few seconds.

Recruitment of too many units may cause even negative gain rate, if summed MC will overgrown possibilities of yours supply lines (gain from the base and controlled strategic points).

If due to such supply shortages yours resource amount will drop below zero, yours troops will be no longer resupplied with ammo (crates shortage) or fuel (power shortages).

3. Basic tactical possibilities

Capturing the strategic point (Flag). To do so send at least one unit in the vicinity of the Flag. When close enough, you will be informed by a hint, about the capturing of the flag under way. During that 2D map marker of that Flag become pink, with time countdown displayed. If you'll keep unit close enough 30 seconds, Flag will be taken. This event is announced by another hint, Flag, 3D and map 2D marker change. Same for Flags taken by enemy.

Capturing the enemy base. To do so, send at least one group towards enemy HQ building. If there is at least one group in the 100 meters radius around opposite HQ, special hint will be displayed showing progress of the taking the base. If there is at least same amount of defending groups in 300 meters radius around that HQ, there will be no progress at all. Progress speed depends on attacker's group number advantage over defender's and my vary from about 16 minutes for one group advantage to about 6 minutes for 6 and higher advantage. Side, which take opposite HQ will win the game.

If process of taking Flag or base is interrupted, progress is zeroed.

4. Special abilities and concepts

Special Forces Infantry groups, if there is sufficient amount of resources, call three special abilities around their position:

Heavy artillery barrage - several artillery rounds will explode around designated position.

Bombing raid (CAS) - single bomber will arrive and will seek for hostile presence to engage over the battlefield.

Infantry Paradrop - a group of paratroopers will land around designated position, where will aggressively perform SAD order. These are out of direct control, and uses own ammo until depleted.

Each unit separately will slowly gain experience each kill it performed. Progress is roughly indicated via "Level" info in the group's panel info window, with value averaged for whole group (from 1 for skill below 0.3 to 5 for skill above 0.9). Gain is slow, semi-random and dependent on several factors like distance, target kind and speed.

Note, that the camera is limited to the "known" areas, which means it can be placed about 300 meters around each base building, controlled flag or group under command. So you won't be able to see what's going on with the enemy base if you don't have any "scout" nearby. Allowed areas are marked on map by semi-transparent grey circles.

5. Logistic improvements

Logistics building provides several improvements you can buy. Improvement button is visible only, when all conditions, including cost, are met. Some can be purchased multiple times, each next level is more expensive. Conditions are listed in the (quotes):

Combat Training (Barracks built;cr1000/pr500). Raises skill level of each newly recruited troop. Four levels possible.

Fuel-saving training (Tank Factory built;1000/500). Tanks burn less fuel (lower power MC per tank). Two levels.

Ammo-saving training (Barracks and Tank Factory built;1000/500). All units consumes less ammo (lower crates MC per group).

Improved supply chain efficiency (Car Factory built;2000/1000). Higher resources gain rate from base and each controlled Flag. Two levels.

Request heavy tank allocation (Tank Factory built;3000/2000). Heavy tanks are rare and limited asset. Thanks to that improvement you'll get allocation for them. Tiger tank possible to recruit for German side and JS-2 tank for Soviet Union side. There is second level for German side only for King Tiger allocation.

Static weaponry allocation (1000/200). Possibility of construction AT-guns, AA-guns and mortars as base static defenses. Such weaponry cannot be placed too close to enemy controlled areas (300 meters boundary).

CONTROLS

COMMANDING SCREEN - action menu

EXIT COMMANDING SCREEN - ESC key

SCROLL THE SCREEN - move cursor to the screen edge

ZOOM - mouse wheel

ROTATE/ANGLE - middle mouse button or ALT key + cursor movement

RESTORE DEFAULT VIEW - Backspace

JUMP TO THE SELECTED GROUP/HQ - H key

MOVE CAMERA ON MAP VIEW - 2xLMB

SELECT GROUP/BUILDING - LMB on object, its screen list icon or map icon

DE-SELECT - LMB on empty space

NEW WAYPOINT - RMB while group chosen

GROUP DIRECTION ON WAYPOINT - cursor movement while group chosen and RMB pressed

INCARNATE - SHIFT+LMB on chosen unit or X key while cursor over chosen unit

DE-INCARNATE - action menu

HIDE/SHOW GROUP ON SCREEN ICONS LIST - TAB key

PLACING BAG FENCES - when in proper mode press RMB, move cursor to choose direction, then release RMB

REMOVING BAG FENCES - when in proper mode, click RMB near fence to remove it

EXIT FENCE MODES - LMB.