BGE Module for H&S Games Ostfront

Version 3 Feb. 14, 2016

# Introduction

This readme introduces a BGE module for playing Ostfront by H&S Games. Ownership of the game is required as there are intentionally no rules references incorporated into the module. The CRT table is the only table that has been included for quick reference. All of the game images released to date are included, either on board or as overlays which can be placed on the map as components.

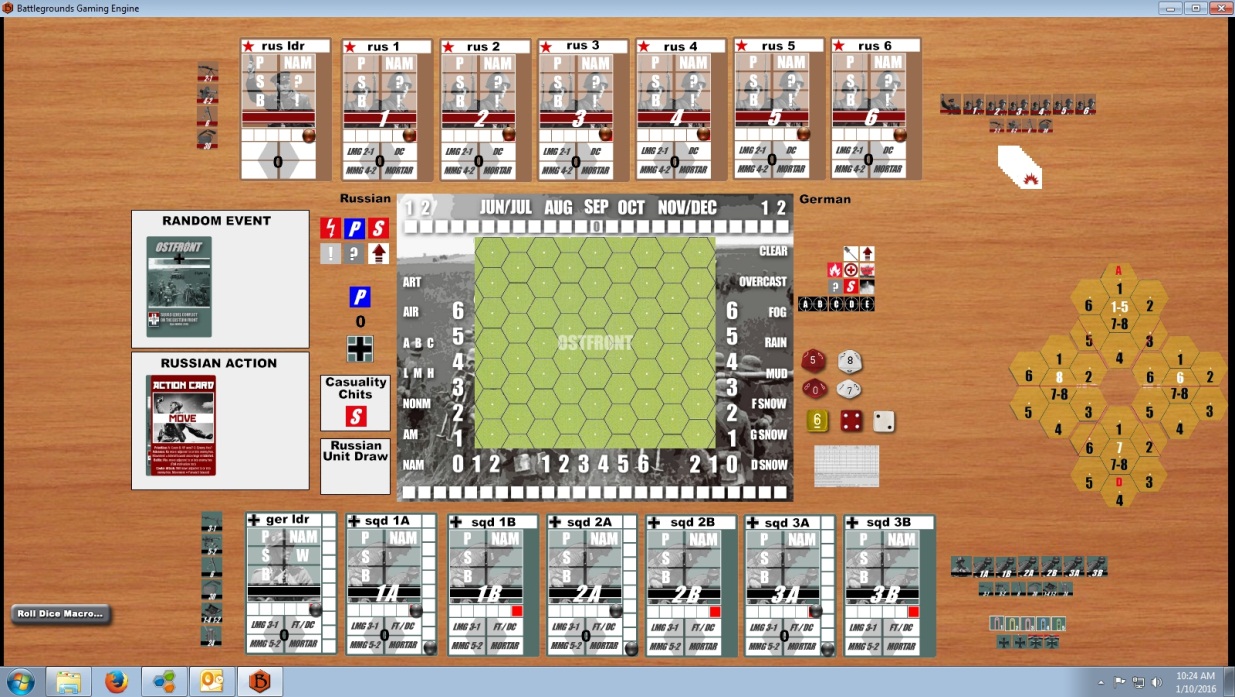
Owners of the game can easily customize this module to include rules information if desired. This can take the form of pop-up help with rules references and tables or customized dice roll macros. For help with customizing, please post a request on the Battleground forum. We are always willing to help out.

# Installing the Module

After downloading the files for the module prepare a fresh instance of the current version of BGE. Then copy the files from each of module folders into the appropriate similarly named folders in the new instance of BGE. You are now ready to begin using the module.

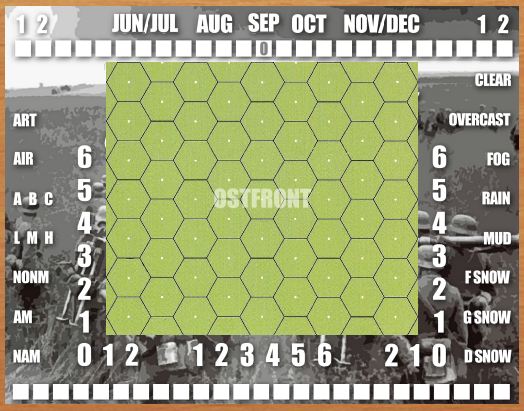
## Loading the provided standalone scenarios

The seven scenarios that come with the game have been provided as individual game files. To load one, simply select “Load Game File” from the menu or use the keyboard short cut (“E”) and select the scenario you wish to play. You should be good to go.



# The Viewfinder

This is where the action takes place. The various information tracking items on the viewfinder (outlined in red below) are multi component tokens that are forced to remain in position by setting the component “Unmovable” option. They are cycled by selecting them and changing their status with the “<” and “>” keys on the keyboard. Go ahead and try a few, some toggle and some cycle through several items.



## Playing campaign games

Campaign games are played by linking scenarios together. To do this within this BGE module requires loading a starting scenario game file and then modifying the map for each new scenario to preserve the status of your squads. Start by opening the Unit Manager and changing the status of each map overlay to Un-Tiled (click the little button with “T” on it, the “T” should grey out). Then return to the map and delete each of the newly untiled overlay items. You should have a clean background, either green or white.

Load the new map overlay by loading a Deployment file of the desired map. This is accomplished by selecting “Load Deployment” from the BG button drop down and selecting the desired map overlay. The files are prefaced by “Map Overlay-“. You should now see the new map components on the map. Make any position adjustments of each component selecting it and relocating its’ position with the “spacebar+arrow key” keyboard combination short cut. When the item is in position, right click on it and select “Tile” from the submenu. This locks it in place. Do this for each overlay component. When you’ve finished, the map is ready for play.

Tiling overlay components fixes the items on the map and permits multiple map playing piece selection by dragging without disturbing the map overlay component. If you want to change the position of a Tiled map overlay component, go to the Unit Manager, and un-Tile it. Return to the map to make desired adjustments. Don’t forget to Tile it back in position when done.

## Creating new maps for scenarios

Start with the desired background hex map. See the next item for an explanation on changing the background hex map. This is the terrain palette:



Terrain items are selected from the “Terrain Palette” located above the playing table. Use the Views palette to jump to either the Winter or Summer terrain palettes. Each terrain category item is a multi-component token that contains all of the graphics for that category. Choose the component from the desired category and duplicate it with “Control-D” (Command-D, on Mac). Move the duplicated component down to the background hex map. Cycle through the graphic choices with the “<” or “>” keys. When you locate the one you want position it where you want it (see second paragraph in the Playing Campaign Games section above) and “Tile” it in place when you are happy with the position.

Note that you may have to slightly adjust both the image scale and rotation of every overlay item you place on the map. You do this by right clicking on the component and selecting the “Edit Component…” submenu item. This is because the map graphics that were provided with the PNP files were usually slightly rotated and/or off scale.

Something to remember if you want to save your map layouts as Deployment files for later use: Components that are Tiled in place do not save in Deployment files. So, if you want to reuse the map, place all of your components where you want them and save as a Deployment file prior to tiling anything in place.

Maps can be exchanged with other users by sharing Deployment files.

## Changing the background for maps

To switch the background hex map you have to find the one currently in use in the Unit Manager and turn off Tiling. The green one is entitled “greenvf” and the white one is “whitevf”. Pretty imaginative names, don’t you think? Once un-Tiled, drag it to the right of the table to place it out of the way. Then select the other one and drag it into position and Tile it down. One word of advice is to always try to position the background hex maps in the same location. If it is slightly off, deployed map overlay components will all need to have their positions adjusted before tiling them down.

# Card and Chit Draws



Random event cards are shuffled at the start of the engagement by drag selecting the deck of random event cards and shuffling with the keyboard shortcut “Shift-S”. Then when a random event is called for, flip the top card over and place it to the right of the deck for consultation.

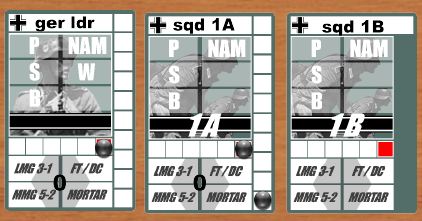
Russian action cards, if you choose to use them, are shuffled in the same manner, but all cards need to be returned to the deck prior to each draw to preserve action statistics.

The casualty chit draw area is prepopulated with the required chits. To randomly select one, drag-select the stack and shuffle it with “Shift-S”. The one that ends up on top is the randomly selected chit.

The Russian unit draw area works the same way as the chit draw area. Place a duplicate of any unit on the map area here. Use “Shift-S” to bring one of the chits to the top randomly when you want to select a unit for activation.

The last area in this section of the playing area is where status markers are located. Create duplicates (using “Control-D” keyboard shortcut, Command-D on Mac) of these for use as you need them. The top group of markers are individual components with pop-up help cards associated with them. The single marker slightly lower is a multi-component token consisting of all the status markers. If you don’t want the pop-up reminder you can use this instead and cycle through the markers with the “<” or “>” keys. The number “0” is used on the soldier cards to track their use of action points. You cycle through 0, 1 or 2 with the “<” and “>” keys. The bottom counter in this area is the initiative marker. Again, you change it with the “<” and “>” keys.

# Soldier Cards



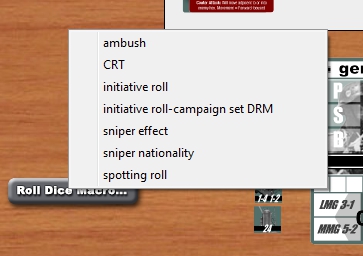
The text in the identification area at the top of each card is selectable and editable. Double-clicking on the text will open an editing dialog.

The status area of the card is where you place squad status markers.

Unit strength and experience are tracked on their respective tracks with the gray circular token. Drag it to the appropriate space on the appropriate track as strength and experience points change.

Place support markers in the support marker area of the appropriate squad card to indicate possession of equipment. This section is also where the squad action point token resides.

# Rolling Dice

This area of the table houses scaled-down information markers for map use, on-table dice and the pop-up CRT table for use with the table dice. Selecting the CRT or mousing over it will pop up a larger reference image on the screen. You can also access the CRT via the Library feature of BGE (“L” hotkey) or the Visual Aid feature of BGE (“V” hotkey), in the event that you have a second display and would like to keep the CRT always visible on it.

## On-Table Dice Rolls

On-table dice rolls are a feature offered by BGE. To roll any combination of dice, drag-select the ones you want to roll and roll them using the keyboard with “Control-R” (Command-R on Mac).

## Dice Macro Rolls

Seven dice macros are included with the module. You roll one by pressing the “Roll Dice Macro…” button and selecting the desired dice macro. As stated earlier, they have been stripped of the rules help, but that can easily be added back by the player.

# Closing Thoughts

That covers the main points. I am certain that individuals will make personal modifications to the module over time, customizing it to suit their playing style. That is the beauty of the flexibility offered by BGE. Please don’t hesitate to seek help on the BGE forum if you have any questions.