

THE PERFECT GENERAL

The Vennick Sector - Manual v2.1.1

Game Modes

Single Battle, branching Vennick Campaign, Hot-seat, AI Simulation, Replay Viewer, Scenario Editor, Campaign Editor, and AI Balance Lab.

Map and Terrain

v2.1.1 uses a textured classic operational-map treatment. Clear ground has mottled olive grass and fine grain. Woods use layered dark-green foliage. Rough ground mixes earth and olive patches. Hills use tan/olive shading with contour rings. Streams use slate blue-gray water with meandering highlights. Roads use a dark earth bed with a dusty ochre center. The hex grid remains deliberately subdued so terrain reads as continuous ground.

Command Flow

Select a friendly formation to see movement, fire targets, status and the command strip. After a formation completes its available command, selection advances to the next ready formation.

Movement and Fire

Reachable hexes are highlighted and hovered routes show movement cost. Legal targets receive red rings. Hovering a target shows line of sight, hit probability and expected loss. Combat results call out misses, hits, suppression, retreat risk, disabled vehicles and destruction.

Combat and Logistics

Combat includes direct and indirect fire, suppression, morale, armor facing, entrenchment and opportunity fire. Headquarters provide command support. Supply lorries provide finite ammunition and fuel. Engineers handle mines, wire, vehicle repairs and bridges.

Weather and Visibility

Weather, ground condition and time of day alter movement, spotting and fire. Fog of war and reconnaissance hide unobserved formations. Smoke and illumination modify visibility.

Victory Modes

Points, Hold, Exit, Survive, Destroy, Capture, Escort and Timed victory modes are supported.

Scenario Editor

Create custom maps, paint terrain and infrastructure, define objectives and deployment zones, set environment/victory rules, schedule reinforcements, and place fixed Blue/Red formations directly on the map.

Campaign Editor

Edit node names, scenarios, win/loss destinations, add nodes and delete nodes visually. Advanced JSON remains available.

AI Balance Lab

Run 10, 50 or 100 AI-vs-AI battles. Reports include Blue/Red wins, draws, average VP, average turns, average losses and a side-bias assessment.

Controls

Mouse/touch selects counters, destinations and targets; drag pans and wheel/pinch zooms. Keyboard: arrows pan, +/- zoom, 0 fit, N next ready unit, C center selected unit, Escape clear selection, Space end command.

Saving and Accessibility

Battle saves, campaign slots, preferences, custom content and statistics use browser local storage. High contrast, large text and reduced motion are available. Optional synthesized sound can be disabled. No network access is required.