

Computer Combat System (CCS) Help File

MAIN SCREEN

The screenshot shows the main interface of the Computer Combat System (CCS). At the top is a menu bar with five items: 'Load Scenario' (1), 'Save Game' (2), 'Load Save Game' (3), 'About' (4), and 'Help' (5). Below the menu bar, there are several input fields and buttons. The 'Scenario Name' field (6) contains 'Battle of River Plate'. The 'Date' field (7) contains 'December 1939'. The 'Environmental Conditions' field (8) displays 'Weather: None', 'Visibility: Average Day', and 'Sea State: Calm'. Below this is a section for 'Current Scenario Victory Status' showing 'Side A VP: 0' (9) and 'Side B VP: 0'. Further down is the 'Turn' field (10) showing 'TURN 1'. At the bottom are two large buttons: 'START GAME' (11) and 'END GAME' (12).

(1) = **Load Scenario Menu Item**: Clicking on this brings up a file-selection dialog box. With this dialog you can select a scenario to load. Scenario files have a file-name extension of “.scn”. Note that you may only load one scenario per session – to load a different scenario close the CCS program and restart it.

(2) = **Save Game Menu Item**: Clicking on this brings up a dialog box that will allow you to choose a location to save the current scenario to. A saved scenario file will be named the same as the Scenario Name [see item (6) below], but the current time and date will be appended to this to create a unique file name for the save game. Save game files use a “.sav” file-name extension. You may save a game as often as you like, as long as you have sufficient disc space for the files.

(3) = **Load Save Game Menu Item**: Clicking on this brings up a dialog box that allows you select a save game to load. You may only load one save game per session – to load a different save game close the CCS program and restart it.

(4) = **About Menu Item**: Clicking on this a dialog box will display the version of the CCS program and some copyright information.

(5) = **Help Menu Item**: Clicking on this brings up the help file (the one you are reading right now ;-)

(6) = **Scenario Name**: Displays the Scenario Name. This value cannot be altered in the CCS.

(7) = **Date**: Displays the month and year the scenario takes place. This value cannot be altered in the CCS.

(8) = **Environmental Conditions**: Displays the current Weather, Visibility, and Sea State. Note that while this cannot be changed by the user in the CCS, it may change during the game based upon settings in the scenario itself.

(9) = **Victory Status**: Displays the current total Victory Points (VP) for each side. This VP only includes points for damaged and destroyed/sunk units, and does not include points for scenario-specific objectives or other items.

(10) = **Turn**: Displays the current Game Turn.

(11) = **Start Game Button**: Clicking on this button will begin the current scenario and bring up the **Combat Screen**. Note that you must first load a game (or load a save game) before this button will function.

(12) = **End Game Button**: Clicking on this will bring up a dialog asking if you wish to end the current game. If you answer yes the game will be ended, the VP for each side will be displayed, and the After Action Report (AAR) will be written.

COMBAT SCREEN

The screenshot shows the 'Gunnery/Torpedo Combat' window in the game 'Battleships Zenith'. It is divided into two main sections: 'GUNNERY COMBAT' and 'TORPEDO COMBAT'. The 'GUNNERY COMBAT' section includes fields for 'Firing Unit' (1), 'Choose Battery' (2), 'Pick Target' (3), 'Target Bearing' (4), 'Assign Main Battery Mounts' (5), 'Use HE Ammo' (6), 'Target Status' (7), 'Target Range' (8), 'Target ID Level' (9), 'Open Fire New Target' (10), 'Spawning Plane in Use' (11), 'Firing Ship Turned' (12), 'Firing Ship Evading' (13), 'Radar Land Clutter' (14), 'Firing Through Stack Smoke' (15), 'Target Turned' (16), 'Target Speed' (17), 'Evading' (18), 'Target Aspect' (19), and a 'SET TARGET' button (20). The 'TORPEDO COMBAT' section includes fields for 'Firing Unit' (21), 'Pick Target' (22), 'Target Bearing' (23), 'Assign Torpedo Mounts' (24), 'Mount 1 Arc SB' (25), 'Mount 4 Arc PB' (26), 'Target Range' (27), 'Target Speed' (28), 'Target Turned' (29), 'Target Aspect' (30), 'Spread Attack Turn' (31), and a 'SET TARGET' button (32). At the bottom, there are buttons for 'MAIN MENU' (33), 'MISC' (34), 'Check Unit Status' (35), and 'TARGETING COMPLETE SIDE A' (36).

(1) = Gunnery Firing Unit: Use this combo-box to select the unit that you wish to make a gunnery attack with. Note that **only** non-destroyed units (and units that have at least one gun battery) are shown here.

(2) = Gunnery Battery: Use this combo-box to select which gun battery the unit [that you selected in (1) above] will fire. Note that only batteries that exist on the unit/ship, and are not destroyed, will be shown here. MB Target 1 = Select the Main Battery for firing. MB Target 2 = Select the Main Battery for firing at a second target (splitting fire). SB Star = Select the Starboard Secondary Battery for firing. SB Port = Select the Port Secondary Battery for firing. TB Star = Select the Starboard Tertiary Battery for firing. TB Port = Select the Port Tertiary Battery for firing.

(3) = Gunnery Target: Use this combo-box to select a target that the selected gun battery will fire at. Note that the target must be within the battery's firing arc (as set in the **Target Bearing** combo-box) or the battery cannot fire at the target.

(4) = Gunnery Target Angle: Use this combo-box to set the angle (bearing) to the target from the firing unit. This setting will determine which, if any, Main Battery turrets (or other batteries) will be able to bear and fire on the target. This box retains the last bearing setting used.

(5) = Main Battery Turrets Bearing: This section shows the firing unit's Main Battery Turrets. *If a turret is destroyed it will not be shown here.* All turrets that will bear upon the selected target are shown normally and are checked by default, while turrets that either cannot bear upon the target or have no ammunition left are 'grayed-out' and cannot be selected to fire. 'Un-grayed' turrets that are checked will fire at the selected target – you may click on a turret to uncheck it and not allow it to fire upon the selected target (or click again to re-check a turret).

(6) = Use HE Ammo: If this item appears then the selected gun battery has HE ammo available to fire. Checking this box will have the battery fire HE ammo at the selected target. This box is reset to an unchecked state after a battery is set to fire with the "**Set Target**" button.

(7) = Target Status Button: Clicking this will bring up the **Target Status Screen**, which shows general information about the currently selected target.

(8) = Gunnery Target Range: Use this combo-box to set the range to the current target, in DUs (1DU = 1000 yards). Round any fractional distance to the nearest DU for purposes of this: i.e. a range of 6.5 DU would be set as a “7”, while a range of 1.3 DU would be set as a “1”. This box will retain the last range entered when selecting another unit/battery to fire, unless the newly selected battery’s maximum range is less than this, in which case the box will reset to a “0” range.

(9) = Target ID Level: Use this combo-box to set the *Identification Level* that the firing unit has upon the selected target. This box defaults to “Level 2+”, which is the setting you should use if you are not using the optional Target ID rules. This box will retain the last setting selected.

(10) = Opening Fire at New Target: Check this box if the unit is opening fire at a new target for the first time in the scenario. This box is unchecked by default, and will reset to an unchecked state after a battery is set to fire.

(11) = Spotting Plane in Use: Check this box if a spotting plane is being used (and meets the requirements as described in the rules) for spotting against the target. Note that even if this box is checked, if the target is not within a valid Range Band a spotter bonus will not be gained. This box retains the last setting used (i.e. checked or unchecked).

(12) = Firing Ship Turned: Use this combo-box to set the amount (in degrees) that the firing ship turns in this Game Turn. It is set to “0-29 Deg” by default, and will retain the last value entered. This setting is ignored if a land unit is firing.

(13) = Firing Ship Evading: Check this box if the firing ship is Evading this turn. This box is set to unchecked by default, and will retain its last state (i.e. checked or unchecked).

(14) = Radar Land Clutter: Check this box if the firer has radar, and the target is near enough to land for the radar land clutter rules to apply. This box is set to unchecked by default, and will retain its last state (i.e. checked or unchecked).

(15) = Firing Through Stack Smoke: Check this box if the firing unit line-of-sight to the target passes through a line of stack smoke. This box is set to unchecked by default, and will retain its last state (i.e. checked or unchecked).

(16) = Gunnery Target Turned: Use this combo-box to set the amount (in degrees) that the target ship turns in this Game Turn. It is set to “0-30 Deg” by default, and will retain the last value entered. This setting is ignored if the target is a land unit.

(17) = Gunnery Target Speed: Use this combo-box to set the targeted ship’s current speed (in DU/Turn). The default for this box is the target ship’s current maximum speed, and it retains the last value selected. This value is ignored for land unit targets.

(18) = Gunnery Target Evading: Check this box if the target ship is Evading this turn. This box is set to unchecked by default, and will retain its last state (i.e. checked or unchecked). This setting is ignored if the target is a land unit.

(19) = Gunnery Target Aspect: Use this combo-box to set the target ship’s current aspect towards the firing unit. If the target is presenting its 301 to 59 degree arc towards the firing unit then select the “Bow” setting, if the target is presenting its 121 to 239 arc towards the firing unit then select the “Stern” setting, if the target is presenting its 60 to 120 arc then select the “Starboard” setting, if the target is presenting its 240 to 300 arc then select the “Port” setting. The default setting is “Bow”, and the box retains the last value selected.

(20) = SET GUNNERY TARGET BUTTON: Clicking on this button will set the selected ship/gun battery to fire upon the selected target, using the conditions set on the rest of the gunnery controls. *Note that once this button is clicked the selection cannot be undone, so make sure that all the other controls are set properly before you click this button.* Since all combat is simultaneous, actual firing and damage determination will not occur until the end of the current Game Turn. Also note that in some cases you may not be allowed to fire if the set conditions are not legal – a dialog box will pop up to tell you if the target was set or if the firing was not allowed. Once a battery is set for firing it will no longer appear in the Gunnery Battery combo-box for the remainder of the current turn.

(21) = Torpedo Firing Unit: Use this combo-box to select the unit that you wish to make a torpedo attack with. Note that *only* non-destroyed units (and units that have at least one torpedo mount) are shown here.

(22) = Torpedo Target: Use this combo-box to select a target that the selected ship will fire torpedoes at. Note that the target must be within at least one of the ships Torpedo Mounts firing arc (as set in the *Target Bearing* combo-box) or the battery cannot fire at the target.

(23)= Torpedo Target Angle: Use this combo-box to set the angle (bearing) to the target from the firing unit. This setting will determine which, if any, Torpedo Mounts will be able to bear and fire on the target. This box retains the last bearing setting used.

(24)= Torpedo Mounts Bearing: This section shows the firing unit's Torpedo Mounts. *If a mount is destroyed it will not be shown here.* All mounts that have torpedoes and will bear upon the selected target are shown normally and are checked by default, while mounts that cannot bear upon the target are 'grayed-out' and cannot be selected to fire. 'Un-grayed' mounts that are checked will fire at the selected target – you may click on a mount to uncheck it and not allow it to fire upon the selected target (or click again to re-check a mount).

(25)= Target Status Button: Clicking this will bring up the **Target Status Screen**, which shows general information about the currently selected target.

(26)= Torpedo Target Range: Use this combo-box to set the range to the current target, in DUs (1DU = 1000 yards). Round any fractional distance to the nearest DU for purposes of this: i.e. a range of 6.5 DU would be set as a "7", while a range of 1.3 DU would be set as a "1". This box will retain the last range entered when selecting another ship/mount to fire, unless the newly selected mount's maximum range is less than this, in which case the box will reset to a "0" range.

(27)= Torpedo Target Speed: Use this combo-box to set the targeted ship's current speed (in DU/Turn). The default for this box is the target ship's current maximum speed, and it retains the last value selected. This value is ignored for land unit targets.

(28)= Torpedo Target Turned: Use this combo-box to set the amount (in degrees) that the target ship turns in this Game Turn. It is set to "0-30 Deg" by default, and will retain the last value entered. This setting is ignored if the target is a land unit.

(29)= Torpedo Target Aspect: Use this combo-box to set the target ship's current aspect towards the firing ship. If the target is presenting its 301 to 59 degree arc towards the firing ship then select the "Bow" setting, if the target is presenting its 121 to 239 arc towards the firing unit then select the "Stern" setting, if the target is presenting its 60 to 120 arc then select the "Starboard" setting, if the target is presenting its 240 to 300 arc then select the "Port" setting. The default setting is "Bow", and the box retains the last value selected.

(30)= Target Moving Directly Away: Check this box only if the target ship is moving away -- see Rules section 6.0 (b) for details. If setting this value increases the effective target range to beyond the maximum range of the torpedo type fired then the firing will not be allowed.

(31)= Torpedo Spread Attack Turn: This box shows the Game Turn in which the torpedo spread being fired will reach the target (and hence on which Game Turn the attack will be resolved). This value will be affected by checking the "Moving Directly Away" checkbox if the attack turn is increased because of an increase in the effective range. This item may not be altered by the user directly.

(32)= SET TORPEDO TARGET BUTTON: Clicking on this button will set the selected ship/mounts to fire upon the selected target, using the conditions set on the rest of the torpedo controls. *Note that once this button is clicked the selection cannot be undone, so make sure that all the other controls are set properly before you click this button.* Note that torpedo hit and damage determination will not occur until the Game Turn indicated by the Torpedo Spread Attack Turn box. Also note that in some cases you may not be allowed to fire if the set conditions are not legal – a dialog box will pop up to tell you if the target was set or if the firing was not allowed. Once a mount is set for firing it will no longer appear in the Torpedo Firing Unit combo-box for the remainder of the scenario.

(33)= Main Menu Button: Clicking this button will return you to the Main Menu Screen, and will hide the Combat Screen.

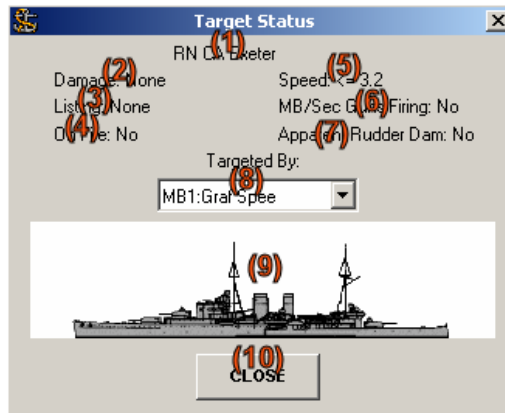
(34)= Miscellaneous Menu Button: Clicking this button will display the *Miscellaneous Screen*, and will hide the *Combat Screen*. The *Miscellaneous Screen* is used to determine Spotting and Anti-Aircraft fire.

(35)= Check Unit Status: Clicking this button will display the Unit Status Screen. The Unit Status Screen allows the player to check the status of any of his land units/ships, and displays much greater details than does the *Target Status Screen*.

(36)= TARGETING COMPLETE SIDE A (or B): *ONLY CLICK THIS BUTTON WHEN YOU HAVE FIRED ALL GUN BATTERIES AND TORPEDO MOUNTS THAT YOU WISH TO FIRE IN THE CURRENT GAME TURN.* When this button is clicked by Side A, then Side A player's side is completed and the *Combat*

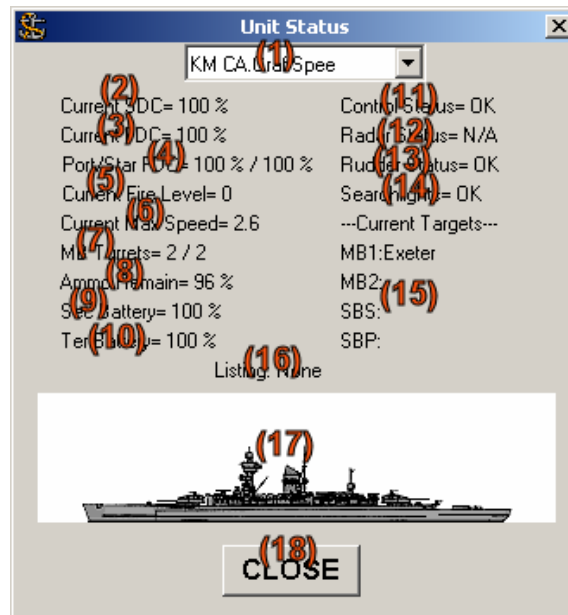
Screen is setup for the next Side/Player. *If the this button is pressed on Side B turn, the Game Turn is ended, and combat is then resolved for both sides. The Combat Results Screen will first display the results of all gun and torpedo firings by Side A. Pressing the “View Side B” button on the Combat Results Screen will then display the firing results from Side Bs gun batteries and torpedo mounts.*

TARGET STATUS SCREEN



- (1) = Target Name Display:** Displays the name of the selected target (along with its type).
- (2) = Target Damage:** Displays the general damage level of the selected target: None, Light, Moderate, or Severe.
- (3) = Target Listing:** Displays the list of the target due to flooding (if any): None, Minor, Serious, or Critical.
- (4) = Target On Fire:** Displays “Yes” if target currently has any Fires, or “No” if it does not.
- (5) = Target Speed:** Displays the current maximum possible speed of the target. The target may actually be moving at any speed less than or equal to this value.
- (6) = Target MB/ Sec Guns Firing:** This is “Yes” if the ship has fired either its Main or Secondary batteries at a target this Game Turn or the previous Game Turn.
- (7) = Target has Apparent Rudder Damage:** If the target has a rudder that is jammed to either Port of Starboard this will display “Yes”, else it will display “No”. Since it is very difficult to determine if an enemy ship has a jammed rudder if the rudder is in the Ahead position this is not reported.
- (8) = Targeted By:** This combo-box displays all of the units/batteries that are set to target the unit this turn. Note that **MB** means Main Battery, **SB** means Secondary Battery, and **TB** means Tertiary Battery.
- (9) = Target Picture Display:** This displays the pre-set drawing or photo of the target class. If the selected unit has no picture available this area is left blank.
- (10) = Close Screen Button:** Pressing this button will close the *Target Status Screen* and return you to the *Combat Screen*.

UNIT STATUS SCREEN



(1) = **Select Unit Box:** This combo-box allows you to select which unit you wish to view.

(2) = **Unit Current SDC:** Displays the current percentage of SDC the selected unit has remaining.

(3) = **Unit Current FDC:** Displays the current percentage of FDC the selected unit has remaining.

Note that this value is listed as "N/A" for land units, as they do not use Floatation values.

(4) = **Unit Port/Starboard FDC:** Displays the current percentages of FDC for the Port and Starboard sides of the selected unit. This value is displayed as "N/A" for land units and small ships (such as destroyers) that do not use this.

(5) = **Unit Current Fire Level:** Displays the current Fire Level the unit currently has or "None" if it has no fires.

(6) = **Ship Current Maximum Speed:** Displays the ship's current maximum speed in DUs/Turn. Note that this value shows as "N/A" for land units.

(7) = **Main Battery Turrets:** Displays two numbers – the first is the number of Main Battery Turrets that the unit has still functioning, while the second number is the total number of Main Battery Turrets the unit had before any losses. This will display "N/A" for units without a Main Battery.

(8) = **Ammunition Remaining:** Displays the overall percentage of ammunition the unit has remaining for its Main Battery. This includes both AP and HE type ammo.

(9) = **Secondary Battery Status:** Shows the status of the ships Secondary Battery, as a percentage of its original FirePower capability. If this value reaches 0 then the Secondary Battery has been completely destroyed. If the unit has no Secondary Battery this will display "N/A".

(10) = **Tertiary Battery Status:** Shows the status of the ships Tertiary Battery, as a percentage of its original FirePower capability. If this value reaches 0% then the Tertiary Battery has been completely destroyed. If the unit has no Tertiary Battery this will display "N/A".

(11) = **Unit Control Status:** Displays the current damage status of the ships Con/Bridge: If this value is shown as "Out" then ship control is currently lost, if it is listed as "OK" then the Con/Bridge is fine. See Rules section 7.5.1 for details.

(12) = **Unit Radar Status:** Displays the current status of any Radar the unit has. If it has Radar and the radar is not damaged or destroyed then the Radar Class will be displayed. If the radar is damaged then "DMG" will be displayed, if the radar has been destroyed then "XX" will be displayed. If the unit has no radar then "None" will be displayed.

(14) = **Unit Searchlight Status:** Displays the status of the ships searchlights: If it lists "OK" then the searchlights are functioning, if it lists "XX" the searchlights have been destroyed.

(15)= Unit Targets Display: Displays the current targets that the selected unit has set. MB= Main Battery, SBS= Secondary Battery Starboard, SBP=Secondary Battery Port. Tertiary Battery targets are not displayed.

(16)= Ship Listing: Displays the level of Listing the selected ship has, if any. Displays “None” if no listing, or “N/A” if the unit does not use the Listing Rules.

(17)= Unit Picture Display: Displays the drawing or photo of the unit class selected. If no such picture is available then this display will be blank.

(18)= Close Screen Button: Pressing this closes the *Unit Status Screen* and returns the user to the *Combat Screen*.

MISCELLANEOUS SCREEN

(1) = Total AA Factor: Select the value that equals the total base AA Factor being fired at the target group. Note that this is the AA factor that applies before modification for target altitude or speed.

(2) = Target Altitude: Select the altitude the AA target group is operating at from this combo-box. This value is in DUs of altitude. As long as all aircraft engaged fall within the same Altitude Band then you may include them in the same group.

(3) = Target Speed: Select the current speed of the AA target group. This is the target’s speed in DUs/Game Turn.

(4) = Number of Targets: Select the number of aircraft in the group that you are firing at. Note that you are limited to firing at no more than 24 aircraft at one time with this control.

(5) = Survival Roll: Select the Survival Roll of the aircraft type being fired upon. *If you have different aircraft types with different Survival Rolls you must engage each type with a separate attack on this screen.*

(6) = Area / Light AA Selection: Check the appropriate button for the type of AA fire being use, either *Area AA* or *Light AA*. Area AA is checked by default.

(7) = CALCUALTE AA ATTACK BUTTON: Pressing this button will perform an AA attack using the conditions you set. A dialog will pop up and inform you as to how many of the targets were show down and how many were damaged. *This information is not recorded into the AAR.*

(8) = Spotting Ship: Select the ship that is attempting to spot the target ship here.

(9) = Target Ship: Select the ship that is the target of the ship that is attempting to spot.

(10)= Target Ship Range: Select the range between the spotting and the target ship, in DUs. Round any fractional DU value to the nearest whole DU.

(11)= Stack Smoke: Check this box if the line-of-sight between the spotting ship and the target ships crosses any line of Stack Smoke. This box is unchecked by default.

(12)= Illuminated by Star Shell: Check this box if the target is currently illuminated by star shell. While the target ship has, by definition, already been spotted, this is needed to determine the Level of Identification that may result from the attempted spotting.

(13)= Illuminated by Searchlight: Check this box if the target is currently illuminated by searchlight.

(14)= First Turn vs. Target: Check this box if this is the first time the target has come into spotting range of the spotting ship during this scenario.

(15)= CALCULATE SPOTTING BUTTON: Pressing this button will perform the spotting attempt using the conditions set in the controls. A dialog will then pop up that will inform you if the target ship was spotted or not, and the resulting Identification Level. It will also inform you if the target was only spotted by radar.

(16)= Close Screen Button: Pressing this button will close the *Miscellaneous Screen* and return you to the *Combat Screen*.