

HCE – America’s Navy Quick Start Guide

November 2, 2009

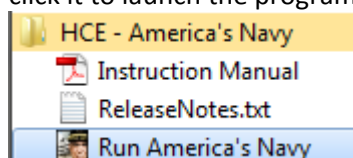
Introduction:

Welcome to the America’s Navy rendition of Harpoon Classic. The program allows you to take command of a range of platforms to foil Cold War, current day, and potential future adversaries of the United States of America.

This guide will highlight the basic actions needed to join the fight and command your platforms.

Launching the America’s Navy program:

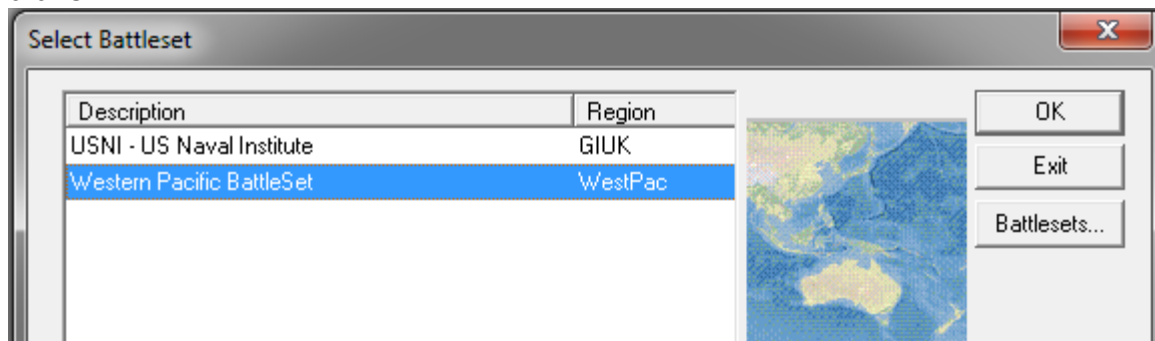
Once you have installed the program, go to your Start menu (or Windows button in Vista/Windows 7), into All Programs, then to HCE – America’s Navy. Within that program group is the Run America’s Navy icon, click it to launch the program.



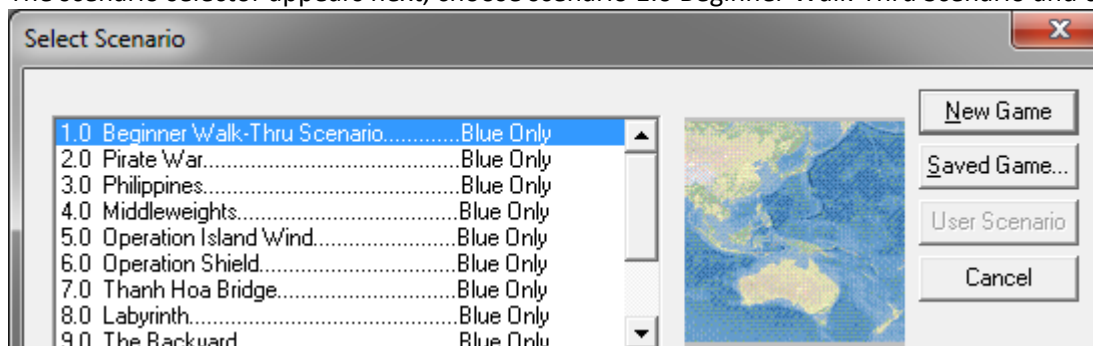
Launching a Scenario:

A scenario in HCE often represents a single battle or even a single engagement. Multiple scenarios bundled together form a Battleset. America’s Navy contains two Battlesets; US Naval Institute - a series of Cold War scenarios pitting NATO against the USSR, and Western Pacific aka WestPac consisting of a variety of current, near-term and future scenarios.

For your first introduction, please choose the Western Pacific Battleset in the Battleset selector dialog and click OK.



The scenario selector appears next, choose scenario 1.0 Beginner Walk-Thru Scenario and click New Game.



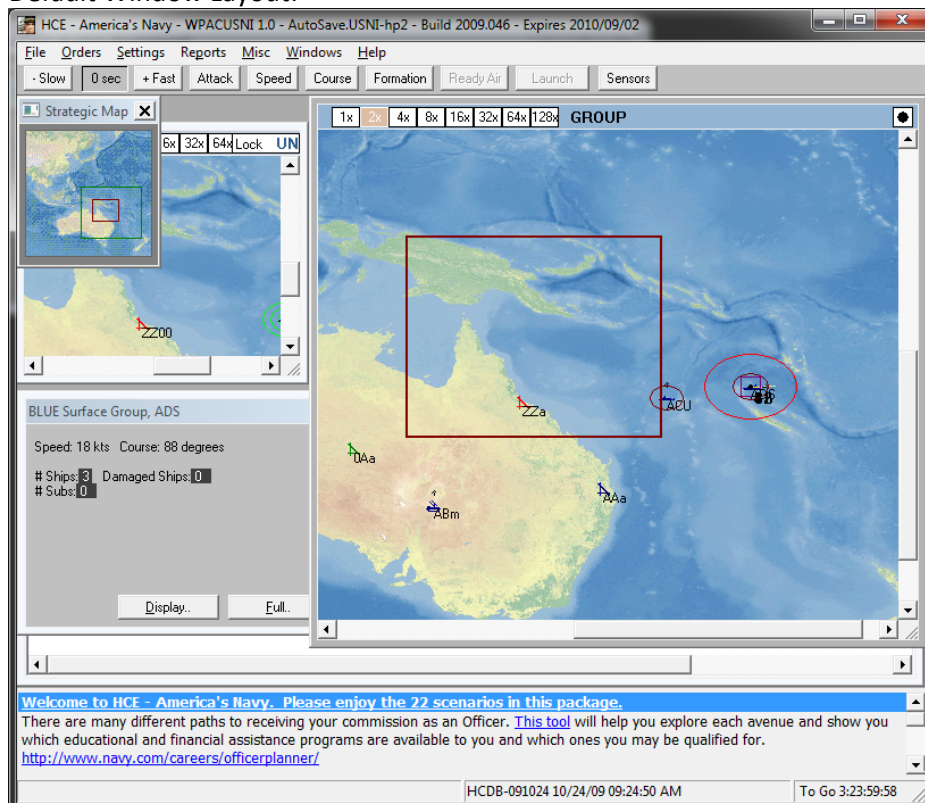
Choose the default game options (play as Blue) and click OK.

Your next task is to arrange the jumble of windows comprising the program interface. By clicking and dragging the title bar of each window it can be moved. Most of the windows can also be resized to suit your preference. Note that the game clock is running, you can press the - key to reduce the time compression to 0:1 (i.e. time stands still).

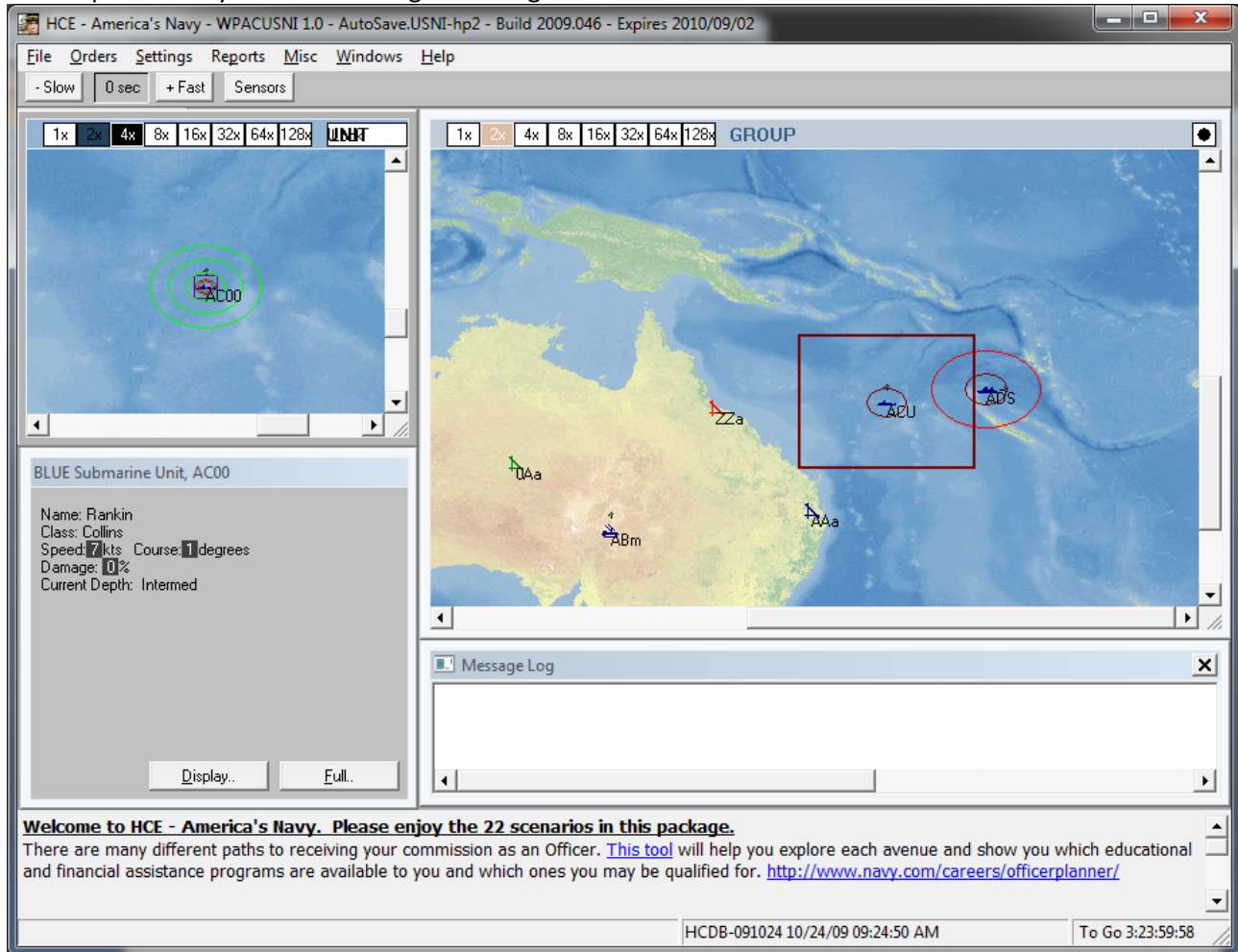
Window descriptions:

1. Strategic Map – A map window providing orientation information. The green rectangle represents the area shown by the Group window. The brown rectangle represents the area shown by the Unit window. (Left-) Click in the Strategic map to move the Group window coverage area. Right-click in the Strategic map to move the Unit window coverage area.
2. Group - Displays bundles of units which often represent a task group, task unit, task element, ... This is your main focus as commander which can be noted by clicking on a group and noting all of the interface buttons that come alive. Press Alt-i to toggle the display of group and unit identifiers.
3. Unit – Displays individual units and allows setting EMCON status individually rather than at the Group granularity. This window helps understand the disposition of enemy forces (as well as your own) and to plan strategy accordingly. Note that the Report window Display and Full buttons usually enable when a unit is selected allowing you to see more detailed information on the selected platform. Also be aware that a single unit may represent multiple planes carrying an identical loadout as well as multiple weapons of the same type and with the same target.
4. Report – Shows information about the currently selected group or unit. It is also where animations occur.
5. Message Log – A running record of many different game events.

Default Window Layout:



More optimized layout after moving and sizing windows:



Playing the Scenario:

HARPOON CLASSIC - INTRODUCTORY SCENARIO WALKTHROUGH

Introduction

Welcome to Harpoon: Commander's Edition. This walkthrough is designed to help you familiarize yourself with the game commands while participating in an actual scenario. There are a couple of things to take note of:

Missed contacts

Throughout the walkthrough you will be encountering enemy ships, subs, land units, and aircraft. Because of the unpredictability of the computer A.I., there is a chance that enemy platforms will not appear where expected. If this happens to you, explore the expected meeting area (by setting your course with the Course button as explained in the walkthrough) at a slow speed. If you are still unable to make the enemy contact, either start over or skip to the next section.

Pausing the game

This walkthrough is best played by reading ahead a section at a time. While doing so, you may pause the game by pressing CTRL-P. This will ensure that no game time passes while you are reading the text.

1.1 Background

This scenario is designed to teach the basics of Harpoon: Commander's Edition operations.

1.2 Blue Orders

You are the commander of a Ship group, Armored group, Submarine group and Airfield. Attack and destroy all enemy groups you detect.

1.3 Intelligence Brief

The US forces are struggling to control their Australian beach head that was created after the Australian Parliament criticized the size of Mickey Mouse's ears. Knowing, as do all proper Australians, that Mickey Mouse's ears are 12.25% too large, this incursion must be repelled. However, be aware of neutral airliners, they should not be harmed.

1.4 Minimum Victory Conditions

Destroy a US ship, sub, truck, and two airplanes.

1.5 Starting the Scenario

Start Harpoon: Commander's Edition. In the 'Select a Battleset' dialog, select the 'Western Pacific Battleset' and click the "OK" button. On the 'Select Game Options' dialog, click the "OK" button. On the 'Select Scenario' dialog, highlight the "1.0 Beginners Walk-Thru Scenario.....Blue Only". Click the "New Game" button.

The scenario will begin and you will note the clock is ticking in the lower-right portion of the game screen. Press Ctrl+Alt+i to toggle the group ID indicator to add the group names to the map.

2. Movement

2.1 The Report window

Select the Blue Submarine Group, ACU, located off of the coast of Australia by left clicking on the icon in the Group window. Notice that the details of the group are displayed in the Report window. This group consists of a single submarine at intermediate depth.

2.2 The Unit Window

Right click on the submarine group icon in the Group window. A close-up of the group appears in the Unit window. Click the "2x" button at the top of the Unit window. This zooms in on the vessels. Left click on the submarine in the Unit window. Notice that the information in the Report window has changed to display

information about this particular submarine, the 'Rankin', a Collins class sub. Notice the small arrow showing that the sub is moving and indicating direction of movement.

2.3 Setting a Course

Left click on the sub group ACU again in the Group window. Notice that this changes the command buttons which are available across the top of the screen. Click on the "Course" button. The 'Set Orders' dialog appears. Most of the buttons here are grayed out. Click on the "Clear" button and then "YES". Click on the "Enter New Legs" checkbox. Checking this option allows you to give the group a course to follow. Click on the Group map on a point just north of the group. Notice that a line appears from your group to the point selected. This is the course that the sub will follow. More legs could be added to this course by clicking more points on the Group window. Click the "OK" button in the 'Set Orders' dialog.

2.4 Setting Speed

In the Report window you can see that the speed of the group is 7 kts. Click on the "Speed" button along the top of the screen. The 'Set Speed and Depth' dialog appears. Click on "Cruise". The speed displayed in the dialog changes to 12 kts. Click on "Creep" and the speed will revert to 7 kts. Click "OK". Notice that the speed in the Report window is still 7 kts.

2.5 Range Circles

Notice the circles around the subs in both the Group and Unit windows. These indicate ranges for such things as sonar, radar, and weapons. Click on the Settings menu and then the "Show Range Circles." menu item. The 'Show Range Circles' dialog appears. Using this dialog, you can toggle the range circles so that only those in which you are interested are displayed. For now, let's only worry about sonar ranges. Uncheck all of the boxes except "Best Active Sonar" and "Best Passive Sonar" for the Blue side. Click "OK". Notice that only green circles remain on the Unit window. These are the ranges for the passive sonar which we are currently using.

2.6 Setting the Sensors

Click on the "Sensors" button on the top of the screen. The 'Set Group Sensors' dialog appears. Currently the sonar and radar are both off, or passive. Set sonar to "Active" and click "OK". Now the range circles have changed to smaller yellow circles indicating the range of our active sonar. Since it is typically better to run with passive sonar and radar until an enemy is found, use the 'Set Group Sensors' dialog to turn off your sonar.

3. Launching an air patrol

3.1 Select group AAa, Blue airfield Amberley, in the Group window. Click the "Launch" button to bring up the Destination Type dialog. Select "Patrol" and click "OK". Note the mouse controlled cross-hairs, click not far to the north of your airfield, then click "OK" in the Patrol Destination dialog.

3.2 Add aircraft to the patrol. Select the "E-737 Wedgetail" of type AEW, Mission Patrol, and click the "Move >>" button. A quantity of 1 is excellent, click "OK". Now you see the E-737 has been added to the Launching Group. Click the "Repeat Patrol" button so that this patrol can refresh itself from time to time. Choose "Continuous Patrol" and click "OK".

3.3 After 30 seconds the aircraft will lift off the runway and become a new group. Select that new group in the Group window. When it is selected click the "Sensors" button or press F9 or press Ctrl+9 or select "Sensors" from the Orders menu. Set both available entries to "Active" and click "OK". Now you have powerful eyes in the sky!

4. Zooming

4.1 Note the 1x, 2x, 4x, ... buttons at the top of the Group and Unit windows, these allow you to zoom in and out as needed to best take care of the action on screen.

5. Time Compression

5.1 You can increase the time compression with the "+" key, reduce time compression with the "-" key, or use the "-Slow" and "+Fast" buttons.

6. Radar Stealth

6.1 Increase the time compression to 30 sec (30 game time seconds to 1 real life second) and wait around for the Staff Assistant to make himself known. He will announce a RADAR target at about 215nm. This represents a non-stealthy target. Click "Continue" on the dialog. Not long afterwards the Staff Assistant will prompt you about another contact, only about 80nm away! This is an example of the revised radar model of HCE, the distant contact is an F-14D, the closer one is an F-16. Bring time compression back down to 1 sec.

7. Fighter Intercept

7.1 Select your airfield AAa and click "Launch". On the Destination Type dialog, choose "Attack". When prompted to select a target, choose either of the Plane Groups and click "OK". In the list of Ready Aircraft, select the AF-18A/B Hornet and click "Move>>". Choose a quantity of 2 and click "OK", then click "Launch" to send your fighters on their way. Repeat the procedure for the other target plane group.

7.2 Once your fighters are airborne, turn on their radars. From here on out, boost time compression as you see fit.

7.3 With one of your fighter groups selected, click the "Speed" button or press F2, or press Ctrl+2 to bring up the Speed dialog where you can choose different speeds and altitudes. Set your group to Military at High and click "OK".

7.4 Eventually the Staff Assistant will offer to fire weapons, adjust quantities as you desire and watch the birds fly! You will undoubtedly destroy the invaders of your territory but it may take a couple of salvos. You can order your fighters to "Land" if desired, or leave them up watching for the next set of enemy aircraft.

7.5 Use your new air talents to attack the Red airfield.

8. Ground Warfare

8.1 Select your group ABm and set speed to maximum. Next step up the time compression. You may want to zoom in on ABm as well.

8.2 The Staff Assistant should report a visual contact, that would be the enemy ground force. Click the "Attack" button and select "Armored: ZYr" as your target. The Staff Assistant will prompt you to close to attack range, click "Continue". You may want to lower time compression as well to make the upcoming battle manageable.

8.3 You can try the "Attack" command as you get closer, most likely the ground forces will start firing on each other without any more input from you. When in range, the Attack command will allow you to choose which guns to fire at which target. Eventually you should get a report from the Staff Assistant that units are dying, be they yours or the US. Keep at the battle and hopefully you will wipe out the opposing force.

9. Surface Warfare

9.1 Select your group ADS and turn on radars. With some time compression you should detect an enemy to your East. Attack the enemy with your ship, SSMs should sink the opposing, unescorted ship, use guns if you must.

10. Submarine Warfare

10.1 If things go according to plan, you will soon have a sonar contact, the suspect sub will be yellow, i.e. unidentified as to affiliation (remember that there may be Neutral units in HC). Select your submarine group ACU and continue on.

10.2 Lo and Behold! A new submarine contact much closer to your own sub. This is the result of the expanded passive sonar model giving submarines a wider range of passive sonar signatures than in previous HC releases.

10.3 When ready, start firing torpedoes, since the sub is so close, you likely no longer care of the sub is neutral or not.

10.4 Adjust your course as needed to pursue the submerged contacts, launch P-3 aircraft from your airfield to assist if you so desire. If the unknown subs fire on you, you might launch some torpedoes in their direction with the "Attack" command or a bearing only launch (BOL)

11. Conclusion

Hopefully your forces are still in tact, picking off the straggling US forces. From here you will only improve as a HCE player, Congratulations!

Additional Play-Aids:

Keyboard Command Cards

HARPOON Commander's Edition Keyboard Commands

COMBAT

F1 at-tak / intercept
F5 ready air
F6 launch / land air
B bearing-only launch
ALT - 3 nuke 'em !!!

MOVEMENT

F2 set speed / altitude
F3 set course
F4 formation editor

DISPLAY

ALT - T show / hide paths
I, ALT - I show / hide IDs
V show / hide buoys
O show On Station areas
TAB toggle active window
Z zoom in
X zoom out
C, KPD 5 center window
ARROWS, KPD scroll window
CTRL - T time compression
- slower
+ faster
ENTER, L 1:1 time
SPACE next group or unit, down
BKSP next group or unit, up

MISC

CTRL - F range & bearing
ALT - R force refuel
F10 enter note

SENSORS

F9 sensors
. drop buoy

ORGANIZATION

F7 join group
F8 split group

REPORTS

CTRL - D platform display
CTRL - B order of battle
D (GRP) platform display
F (GRP) group status
D (UNIT) unit display
F (UNIT) active unit display
CTRL - E orders
CTRL - W weather
CTRL - H status
CTRL - A staff report

SETTINGS

CTRL - Y sound options
CTRL - K game options
CTRL - M staff options
CTRL - I icon display
CTRL - R range circles
CTRL - P pause
CTRL - T time

FOR TESTERS

(use these with **CTRL - ALT**)
F fast saves toggle
S show all toggle
Z "auto play" toggle

Notes: 1) Orders in red cannot be implemented with the mouse, not even via a work-around. 2) Not all duplicate options are listed. In particular, each F# option has a CTRL - # equivalent. 3) File Menu operations are not listed. 4) All characters are actually lower case.

HARPOON COMMANDER'S EDITION KEYBOARD COMMANDS

NOTES:

- 1) File menu operations are not shown.
- 2) Not all duplicate options are shown. In particular, each F# command has a CTRL - # equivalent.

COLOR CODES

- key in use
 - key not in use
 - BLACK — single key
 - CYAN — use with CTRL
 - RED — use with ALT
- All characters are lower case.
The SHIFT key is not in use.

TESTER COMMANDS

----- use with CTRL - ALT
All characters are lower case.
The SHIFT key is not in use.

