

DESERT FOX

STEEL BEASTS PRO PE CAMPAING

H2H Multiplayer



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Final Version. V2

Desert Fox is a multiplayer H2H campaign that takes place on a specially modified desertic terrain.

Players would be divided in two teams, Blue and Red.

The objective of the Campaign would be the conquest and possession of 3 different objectives (villages) defined on the scenario.

In order to capture and own an Objective, a team must have a superior number of infantry on that objective than the enemy by the time the match ends. (90 minutes)

In this campaign, logistics has a significant impact.

The vehicles and their numbers would be limited as stated on the table below.

Vehicles would be also classified into different categories:

New generation MTB: tanks such Leopard 2E, Leopard 2A5 DK, STRV-122

1st generation MTB: Tanks such Leopard 2A4 and Abrams M1A

Heavy Armoured vehicles: Vehicles such, CV90-40 and series, M2A2 Bradley and series, Centauro, Pizarro.

Light Armoured vehicles: Any other light armoured vehicle, for instance PiranhaIII, ASLAV, M-113.....

Armed car: Vehicles such as Eagle IV, Bushmaster, HMMWV, Technicals...

Special Vehicles: M88RV, Biber, M113 Ambulance, M113 MCLIC....

Trucks: Ural, MAN SX45, any other truck available.

On this table you can see the total virtual “stock” of vehicles a team is allowed to have, but also, the maximum number of those vehicles that team can use in a mission.

So even if for instance the total of special vehicles is 12 and a team lets say it has 9 available on stock after having lost 3 on previous missions, that team can only deploy a maximum of 4 of that type of vehicles on every mission.

Team leader can also decide to deploy less vehicles of that type, but never more than the allowed on the table.

On this campaign logistics play a very important role.

	Maximum number in map	Maximum number in stock
New generation MBT	3	6
1st generation MBT	3	6
Heavy armoured vehicle	6	12
Light Armoured vehicle	6	14
Armed Car	6	16
Special Vehicles	4	12
Trucks	6	20

On every mission every team would have to protect a convoy of supply trucks and bring it safe to its base. Of course the enemy could try to stop and destroy it.

If the convoy (a minimum of 3 supply trucks) manages to arrive at base, it will provide a bonus of logistic support for the next mission for that team.

The Bonus will consist in supply of **3 vehicles per class** to be added to the virtual "stock" although never exceeding the maximum allowed number. Those new resupplied vehicles would be available on the stock for the next week combat.

Team leader will decide which model and type of vehicles his team uses, but never exceeding the maximum number allowed per class.

Another relevant factor for this campaign related to the importance of the "Supply Bonus" is that at the campaign Start (first mission) teams would have available only vehicles as trucks, armed cars, Special vehicles and light armoured vehicles.

In order to achieve the "Supply Bonus" a team must get a minimum of that have started the mission from the "convoy start point" east of the map, **inside the base walls**. To score the "touchdown" Supply Bonus, the team must have this **minimum 3 trucks inside the base walls at the same time**. This will be considered that the convoy has arrived and the supply bonus will be given to that team. After this moment, the team can use or move away those trucks from base and even if they are destroyed, the team will keep that week supply bonus.

If the team wins the "Supply bonus" on that mission, on the next mission that team would additionally have available the vehicles for the "heavy armoured vehicles" and if for the next mission they also achieve the "supply bonus" they will have access to the 1st generation MTB tanks for the subsequent mission.

So in case a team manages to win all "supply bonus" on every mission, it would take them 2 missions to be able to deploy new generation MTB tanks.

Besides protecting and escorting their convoy, other possible missions would be attacking the enemy convoy or also capturing an objective.

It is up to the Team leader to define the team mission goals, and use of resources for this. There is not specific "objective" for the mission. The campaign is won by capturing and holding the 3 villages objectives.

For this task of course the team would need resources that would only come from the stock and the resupply bonus.

As mentioned before, on the first mission the Objective "Al-Cachofa" would be "conquerable" meaning that this one could be captured by any team. The other two objectives would not be at that moment open to conquest.

Once the mission is ended and 1st Objective is conquered by one team, this objective belongs to that team and they can deploy units there on the next mission. The team leader that won the last objective would decide which would be the next "contested" objective. However it is important to note that already conquered objectives, will remain always open to be conquered by the enemy thus forcing the owning team to consider the defence of that objective in one way or another.

In order to determine who is owner of an objective, an in game trigger would calculate which team have more infantry on each "contested" objective and will announce it by text message 60 seconds before match time ends.

Every mission will last 90 minutes.

Every team will have several "deploy" areas to deploy its vehicles, defense positions and also up to 3 minefields to be deployed on the designated deploying area (Yellow squares)

Regarding the occupied objectives, those would be considered territory of the owning team, thus that team can deploy there any kind of vehicle its has available for that mission and in any numbers they wish and have available. At this effect occupied objectives would be considered as "own base" with the sole exception that **only Main Team Base** will have Repair area inside.

Each occupied objective will have as the main base has, a 3 x 3 grid yellow square as deployable area for mines and tank defensive positions

Each base has a "repair area" where damaged vehicles will be fully repaired after 5 minutes inside that area. When adding the vehicles for the mission map, **each team will add the condition "repair in 5 minutes if vehicle inside repair area"**

In order to consider a vehicle destroyed the simulator must be declare it destroyed. Otherwise even if heavily damaged on this mission, that very vehicle would remain on the Team virtual stock list.

Based on the vehicle table list above, before the campaign begins, each team will make public the list of chosen models and numbers for their vehicles:

For instance:

Light Armoured vehicles: total possible 14. A team, as example could report that it would have 6 Piranha IIC and 8 ASLAV As example.

For every vehicle class the team will declare before the campaign begins with models and numbers they select.

While adding the vehicles to the map, the team mission editor would be able to choose any ammunition or loadout for that vehicle as long as this is allowed by the simulator mission editor.

The objective of this campaign is have fun and challenges playing the Steel Beasts Pro Pe.

Each team should decide its strategy and procedures, logistic management, use of vehicles and so.

There will be **no artillery support**.

Each team can add deployable "vehicle emplacements" as much as heavy vehicles they are deploying on that mission and only inside their deployable yellow areas. Minefields would be also deployable inside the central yellow zone and in any owned yellow zone around own base or captured objective.

The loss of vehicles will have a very heavy impact on this campaign since the maximum number of destroyed vehicles that can be recovered in case of obtaining the "Supply bonus" on the previous mission would be 3 per each class of vehicle, thus if for instance a team lost 4 tanks in one mission but gets the "supply bonus" it would only recover 3 tanks.

For each combat, each team will decide what vehicles available from their "virtual stock" can use never exceeding the maximum allowed number of that class.

For this, each team will place on map protected by password and only on the "**initial deployment area**" (outside the terrain in map), the vehicles.

On the actual combat mission and while on the "prepare phase", each team will distribute and deploy the vehicles as they wish but respecting the following rule:

Convoy supply trucks must be deployed to start mission in the convoy start point.

MTB tanks can only be deployed to start mission in Main Base or own captured objectives.

As mentioned above, each team vehicle types, and available numbers would be defined before the Campaign begins and would not be able to be changed after that.

All the missions would be played on same terrain map, however for every 2 daylight mission, one night mission would be played.

Once an objective is captured, the next week combat, that objective would belong to the owning team and it will be as well a Deploy area for that team where they can deploy defensive forces

The campaign is based on wise use of vehicles, not wasting them. The strategic concept of goals and the smart use of the logistics.

This would be the keys to become **“The Desert Fox”**