

GROUP SOLITAIRE WINSPWW2

Start WinSPWW2 so that it opens to the [WinSPWW2 Game Options](#) screen;

Select the [MISC](#) tab.



Set [Show ID Numbers](#) to [Yes].

Set [Shotgun V-Hex](#) to [100].

Go back to the Main tab and select [Play WinSPWW2](#).

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You should now be at the main WinSPWW2 screen where you will see the SCENARIO LIST in the upper left with

the SAVED GAMES, SCENARIOS, CAMPAIGNS, and other buttons.

Select the **BATTLE** button and you should be brought to the Main setup screen.



Select the **PREFERENCES** button and you should be brought to the Game Preferences screen where you can set the Player, Realism and General Preferences screen.

Set the **PLAYER PREFERENCES** to the following (the nations across the top may be different depending on the forces you are commanding and playing against);



Set the **REALISM PREFERENCES** to the following;



Set the **GENERAL PREFERENCES** so that AI TANK HEAVY is [OFF]. The other settings can be set to whatever settings you prefer to play with;



Exit back to the Main Setup Screen.

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You should be back at the Main Setup Screen and will be configuring the actual Scenario settings that you will be using for your Mission;



- Set the **MAP SIZE** to [50x50]
- Set the **MAP TYPE** to [RANDOM]
- Set the **MISSION TYPE** as defined in your OPORDER (Meeting Engagement, Advance, Delay, etc).
- Set **VISIBILITY** to that defined in your OPORDER.
- Set **BATTLE DATE** to [July 1944].
- Set **PLAYER 1** to your [NATION] and
Set PLAYER 1, PURCHASE and DEPLOY to [HUMAN].
- Set **PLAYER 2** to the [ENEMY NATION] defined in your OPORDER and
Set PLAYER 2, PURCHASE and DEPLOY to [COMPUTER].

Click **CONTINUE**

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You should now be in the UNIT PURCHASE screen.



Click the [Max Points](#) button.
Click the [View Map](#) button.

You are now in the Map Editor Screen. The first thing you will need to do now is set the MAP to match the general terrain that we will be using for the Campaign;



Click the [Change Map ID](#) button and enter [62] (this is the generic Normandy terrain).



Click on the [Redraw Map for the current Battle Location](#) button until you get a map that appears acceptable for your Scenario (do not cycle through until you get one to your obvious advantage but one that has varied terrain without masses of buildings, etc and would be a good map to fight over).



Click the [Redraw V-Hexes ONLY](#) until you get a good spread/mix of V-Hexes positioned on the map that would appear to make the Scenario challenging.

Now click the **EXIT** button and go back to the UNIT PURCHASE screen.

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You will now go through and purchase your forces based on your current OOB and any attached units provided by your higher headquarters. This is where it is imperative that you have set the [Show ID Numbers](#) to [Yes] in the Misc tab in the WinSPWW2 Game Options screen. Your OOB and any attached units will need to match the

actual vehicles, squads and sections assigned to your unit's actual TO&E. You should see the screen below with some variation depending on your NATION.



Once ALL of your units have been selected click **DONE** and you will go to the **DEPLOYMENT** screen. At this time you can re-assign and reorganize your forces (cross-attach, etc) and deploy your forces for the actual Mission in your OPORDER. Once you have deployed your forces you are ready to start the Mission.