

WWIOL HIGH COMMAND QUICK TIPS

PRO TIP: .HCCP – pulls up HC MAP PANEL

******* CRITICAL RULE #1 – DO NOT ATTEMPT TO SWITCH TOWN OWNERSHIP UNTIL YOU HAVE BEEN PROPERLY TRAINED EITHER BY SENIOR ALLIED HIGH COMMAND OR A GAME MANAGER *******

IF YOU ACCIDENTALLY ATTEMPT TO SWITCH TOWN OWNERSHIP – USE .HCCP PANEL TO VETO THE SWITCH

***** CRITICAL RULE #2 – SEE CRITICAL RULE #1 *****

Move Brigades (FROM & TO)

You can move a unit from the map screen WITHOUT having to create a mission into the brigade or garrison you want to attack from.



EX: Move brigade FROM city of Avelgem TO city of Oudenaarde (destination)

STEP 1: MOUSE OVER & **LEFT CLICK** on the city **FROM** where the brigade currently is located.

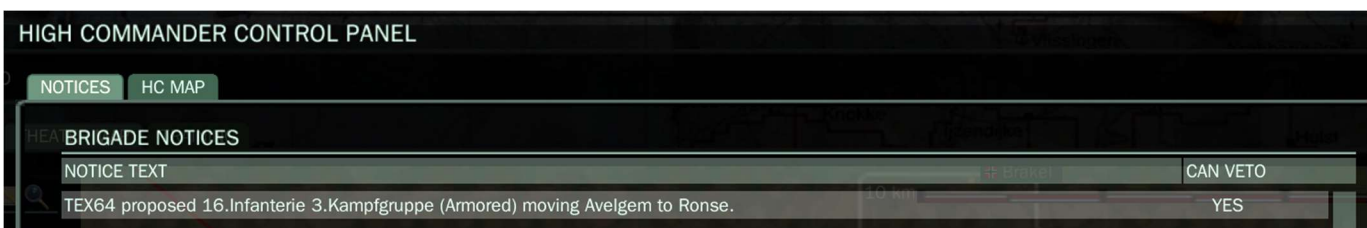


STEP 2: MOUSE OVER & **RIGHT CLICK** on the destination city where the brigade is moving TO. Small pop-up windows appear & as you MOUSE OVER each selection another window opens.

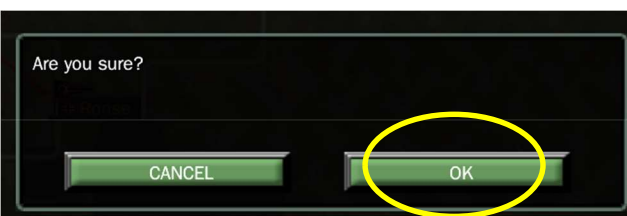
MOUSE OVER “Move Here >” then MOUSE OVER the BRIGADE and **LEFT CLICK** to select.

***** Made a mistake or want another target instead? *****

Type “.HCCP” and VETO the move. **YOU HAVE 2:30 SECONDS or the command will be executed** ***



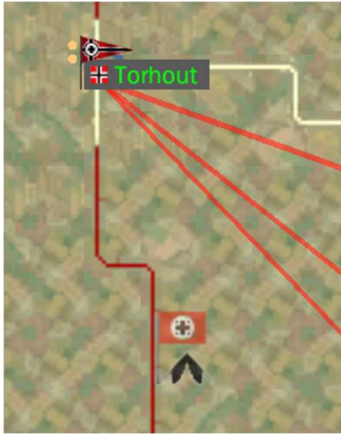
VETO the move by MOUSE OVER **LEFT CLICK** on “VETO SELECTION” then **LEFT CLICK** “OK” to confirm your selection.



Place an AO / DO (FROM & TO)

Just like when you can move a brigade from the map screen, you can also place an AO from the map screen. Your own specific mission is NOT needed in placing an AO from the brigade or garrison you want to attack from.

MOUSE OVER **LEFT CLICK** on the town you wish to attack **FROM**



STEP 1: MOUSE OVER & **LEFT CLICK** on the city **FROM** where the brigade or garrison will attack from.

STEP 2: MOUSE OVER & **RIGHT CLICK** on the target for the AO where the brigade / garrison is attacking **TO**. Small pop-up windows appear & as you MOUSE OVER each selection another window opens. MOUSE OVER "HC Options>" then "Objectives >" then Roulers > then MOUSE OVER to Attack Here and LEFT CLICK to set AO



Defense Objectives (DO's) are easy and quick!



STEP 1: MOUSE OVER & **LEFT CLICK** on the target bridge you want to Attack or Defend.

STEP 2: MOUSE OVER & **RIGHT CLICK** on the target bridge you will Attack or Defend. Small pop-up windows appear & as you MOUSE OVER each selection another window opens. MOUSE OVER "HC Options>" then "Objectives >" then Bridge Name > then MOUSE OVER to Attack Here or Defend Here and LEFT CLICK to set the DO.



***** Made a mistake or want another target instead? *****

Type ".HCCP" and VETO the move. YOU HAVE 2:30 SECONDS or the command will be executed ***

AO/DO Removal

Clearing an AO/DO is quick and easy.



STEP 1: MOUSE OVER & **LEFT CLICK** on the OBJECTIVE where the AO/DO has been placed.

STEP 2: MOUSE OVER & **RIGHT CLICK** on the OBJECTIVE. Small pop-up windows appear & as you MOUSE OVER each selection another window opens.

MOUSE OVER “HC Options>” then “Objectives >” then OBJECTIVE NAME > then MOUSE OVER to “Clear Objectives”. Voila!

***** Made a mistake or want another target instead? *****

Type “.HCCP” and VETO the move. **YOU HAVE 2:30 SECONDS or the command will be executed *****

Nominate OIC



STEP 1: MOUSE OVER & **LEFT CLICK** on the town where the brigade or garrison is located.

STEP 2: MOUSE OVER & **RIGHT CLICK** on the town. Small pop-up windows appear & as you MOUSE OVER each selection another window opens.

MOUSE OVER “HC Options>” then “Brigades >” select EITHER the Brigade or Garrison when you click on “Nominate OIC”

Timers

<u>Timers</u>	<u>Time before initiated</u>	<u>Time before removal or completed</u>	<u>Total time</u>
VETO thru HCCP Panel	Immediate	Immediate	Immediate
AO/DO Placement / Removal	2:30 minutes/seconds	7:30 minutes/seconds	10 minutes
Brigade moving front-line town to front-line town	2:30 minutes/seconds	2:30 minutes/seconds	After move, 1-hr timer before next move
Brigade moving back-line town to back-line town	2:30 minutes/seconds	12:30 minutes/seconds	15 minutes

List of OBJ commands (type dot no space OBJ space LETTER)

.obj i

Shows AO/DO info for town or bridge (how long it's been on, etc).

PRO TIP: This is handy for knowing when CPs are going hot

.obj n

Shows the number of objectives. Your Attack limit and how many attacks you've got up, how many defenses, and the limit/number of bridge AOs.

PRO TIP: Max number of Bridge AO/DOs is 12

.obj c

Shows the towns with AOs and DOs.

PRO TIP: Use this to quickly assess where the focuses on the map are without having to drag yourself all over the map looking for glowing / flashing boxes

.obj l (letter "L")

Similar to .obj c pulls a list of EVERY objective on map, including bridges.

PRO TIP: Useful to find the one bridge AO you need to clear but can't see the little icon at first glance.

.du

Quick way to check the supply of a unit IF you are on a mission in THAT brigade. The "tickets" are the number of units used. Following that is a list of units and a timer, so you can predict when supply is coming back in.

PRO TIP #1: Use this command with a space ADD the unit code (every brigade has one) so you do not have to join or create missions to check the status of EACH brigade. This is a HUGE time saver when you are Map OIC.

PRO TIP #2: Under 100 tickets is good, 100-200 is iffy, over 200 is BAD supply

NOTE: If you have taken a town recently, that garrison will show enemy units as well as your own in the ticket number (due to the garrison code not changing, simply the units available flip from their side to yours), the best way to check this supply is the old-fashioned way by making a mission.

.ne (type dot no space NE)

Will show you the brigade you are in and where the unit will fallback (retreat) IF the town is captured.

PRO TIP #1: Use this command with a space ADD the unit code (every brigade has one) so you do not have to join or create missions to check the status of EACH brigade. This is a HUGE time saver when you are Map OIC.

PRO TIP #2: If using PRO TIP #1, the brigade will show "READY" (can be moved now) OR a countdown timer until the flag can move again.

PRO TIP #3: The above command with UNIT CODE will the fallback for the brigade. PLUS, this command works for enemy brigades, too. You can predict where enemy brigades will fallback and allows you to plan.

High Command Video Links & Timestamp FAQ

[CRS YOUTUBE CHANNEL](#)

** Each high-lighted section is linked to the appropriate High Command video ***

[TIPS](#)

TIME	TOPIC	TIME	TOPIC
00:00	Communication – key to success	00:26	Checking FB Command
00:17	Opponents move	00:40	Use the .OBJ Command

[MOVING BRIGADES](#)

TIME	TOPIC	TIME	TOPIC
00:03	Brigade Fallback	00:48	Front-line timers
00:09	Moving the Brigade	00:54	Back-line timers

[ATTACK / DEFEND ORDERS](#)

TIME	TOPIC	TIME	TOPIC
00:11	Removing an AO	01:52	Bridge AO/DO
01:02	Placing an AO		

[CHAT COMMANDS](#)

TIME	TOPIC	TIME	TOPIC
00:15	Accessing the HCCP panel	01:36	Using .du and unit code
01:11	Using .du command	01:50	Using .ne command and unit code

[HIGH COMMAND CHAT & OVERVIEW](#)

TIME	TOPIC	TIME	TOPIC
00:39	HC Message of the Day	01:11	Map OIC
00:41	What is “Blue Chat”	01:17	AO & DO OIC Leadership
00:48	Secure HC Communication		