World Battlefest: Battle Plans

Battle Plans are only available during the Attack Phase and are designed to complement the offensive maneuvers undertaken during that phase.

You can choose between options for **Bombardment**, **Unit Repositioning**, **Infrastructure / Sabotage Raid** or **Army Drill** and each are available for use in your controlled territories that have met the requirements to run them (i.e. you need to have an Artillery unit to run a Bombardment Battle Plan).

Battle Plans are designed to be used as companions or opening salvos to your main offensive attacks and all of them, except for Army Drill, require a direct attack to occur to allow the plan to be put into action. Each Bombardment, Unit Reposition and Raiding Battle Plan created will begin as an opening act for your next offensive move.

Before walking through the steps of a Battle Plan, each of the 4 types are listed below with a brief description of their primary purpose and general use case(s).

- Bombardment – those territories with an Artillery unit can undertake Bombing Campaigns against neighboring opponents and attempt to cause Infantry casualties and damage to Military structures (Forts, Military Centers and other Artillery) through ranged Artillery fire with little to no danger to themselves.
- Unit Repositioning – provides for the ability to move a percentage of housed Infantry units, along with up to 1 Artillery unit, if applicable, from one territory to a friendly neighboring territory.

This feature differs from Fortifying as it only allows movement to 1 territory per Battle Plan and you can only move a maximum of 50% of the Infantry units from the transfer source. However, Artillery may be repositioned without the need to include Infantry.

- Infrastructure/Sabotage Raid – the main purpose of raids is to send troops into enemy territory with the goal of damaging and knocking out their current Military structures (Forts, Military Centers and Artillery).

  Raids can also be used to cause direct enemy troop casualties through Barrack attacks, but is a harder goal to accomplish especially if the enemy territory contains more than just a few Infantry units.

- Army Drill – used for a single purpose, and that is to train Infantry troops which in turn provide your territory with +50 Army Experience Points. Army experience points can be very useful to have during combat operations. Note: Can only be used with territories that contain a Military Center.

Video Short: Setting a new Battle Plan

World Battlefest Video Short: Setting a new Battle Plan - this 3 minute narrated video walks you through setting and running a few different types of Battleplans to know what to expect during a Game.

To setup a new Battle Plan, click the **Set Battle Plan** Set Battle Plan **Button** to enter a temporary Battle Planning Phase to create a plan to accompany your next offensive attack.

Every player receives 1 free Battle Plan per round, and at the beginning of each Attack Phase your Set Battle Plan button should be enabled. One Battle Plan can be set prior to any offensive attack and can be run with your attacks as many times as you have resources to add them.

Note: once the free Battle Plan has been used, you can purchase additional ones at the cost of 125 Army Experience points (Army XP) per plan, for the remainder of the Attack phase (more on this below).

Any territory that has at least 1 Battle Plan option available should be identified on the map at this point. To begin adding a Battle Plan, click on the territory on the map you like to include to begin the process.

All 4 Battle Plan types will be listed, with each one displayed on their own card. Only the ones available in that specific territory will be enlarged and in color to signify that have met the prerequisites and can be selected. (i.e. Only territories that have an Artillery unit also eligible to use the Bombardment Battle Plan, the requirements are listed below for each type).

Click on the appropriate Battle Plan type, either **Bombardment**, **Unit Repositioning**, **Sabotage Raid** or **Army Drill** to choose that item. You can click on the Exit Territory button to exit the Battle Plan process with that territory.

If Army Drill is selected, this is the only step required in the process and the only Battle Plan type that does not require an accompanying attack. Once you have confirmed ✓ the action you will receive the results from the Battle Plan immediately. With Army Drill the benefits include +50 Army Experience Points provided to the selected territory, for having their Infantry units undergo training at the local Military Center.

If any of the remaining options are selected, either Bombardment, Sabotage Raid or Unit Reposition, you will then be asked to choose the territory you want to target, or territory you want as the transfer destination in regard to the Unit Repositioning plan, in the 2nd step of the Battle Plan creation process.

All Bombardment targets must have adjacent access from your source territory and contain at least 2 Infantry units.

Sabotage Raid targets have the ability to attack over 2 degrees of adjacency (targets do not have to be directly adjacent, as a Raiding party can move through up to 1 territory to bridge the additional territory gap.


When prompted for either a Target or Destination, all eligible to be selected territories will have their colors slightly changing (i.e. blinking) to visually identify

them on the Game map. White adjacency arrows may also be present to assist in spotlighting those territories that are subject to inclusion.

For Bombardment Battle Plans, that is all that is required. Once you have decided on your bombing target, select confirm 🟠 to complete the Battle Plan.

For Sabotage Raids and Unit Repositioning, once your target / destination territory is selected, the last step is to enter the number of Infantry troops being included in the Battle Plan and to confirm the action.
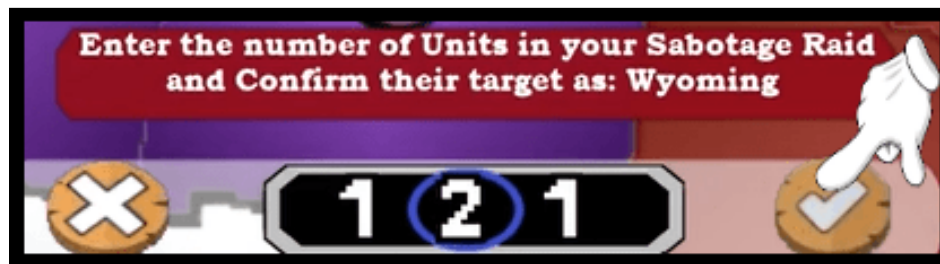
You can increase or decrease the number of Raiding / Repositioning troops by swiping your mouse left and right to move the meter. Once satisfied with your entry, click the confirm 🟠 button to save the action. Clicking the cancel 🟠 button can stop the action and return you to the previous step.

While in the Battle Plan Phase, if you want to return to the Attack Phase without setting a Battle Plan, click the **End Battle Plan** `End Battle Plan` **Button**. You will be returned to the Attack Phase and no Battle Plan will have been used; you may return to the Battle Plan Phase as long as you have a Battle Plan remaining.

Current number of available Battle Plans are denoted within the black circle displayed behind the top left corner of the Battlecards *Menu Icon, opposite side from your current Battlecard count.*

Once a Battle Plan is successfully created and recorded you will be automatically exited from the Battle Plan Phase and returned to the Attack Phase. Your **Set Battle Plan** button will have changed to an **Add Battle Plan** button and will no longer be enabled. The Battle Plan is properly stored and will automatically be run immediately prior to your next attack during the current turn.

Note: once setting a Battle Plan that requires a matching Attack to be performed, if no attack is entered and run during the current Attack Phase, that set Battle Plan will be lost and automatically deleted by the system.

Add Battle Plan: once you have used your free Battle Plan, any additional Battle Plans added during the Attack phase costs 250 of your accumulated Army XP points for each new plan. While free Battle Plans are "use them or lose them" each round, a Battle Plan purchased with Army XP that remains unset and unused during the current phase will be automatically saved and rolled over for use in a future turn.

To add a new Battle Plan during the Attack Phase, click the **Add Battle Plan** **Button** once you have accumulated 125 Army XP. Your player's Army Experience points total is displayed on the battlecard icon to the left of the battlecard buttons and circled below for reference.

Once you select confirm ✅ the new Battle Plan is added, and your Army XP deducted. You can then click the **Set Battle Plan Button** and use the same steps from above to record another Battle Plan. As previously mentioned, you can add and run a Battle Plan in tandem with your Attacks as many times as you have resources in which to obtain them during your turn.

Battle Plan source territory and target / destination territory requirements for using each type:

- Bombardment – a source territory requires an Artillery unit and at least one eligible bombing target, which is an opponent's territory on a reachable border (i.e. Attackable border) that contains at least 2 Infantry units.

- Unit Repositioning – requires the source territory to have at least 2 Infantry units and at least one eligible transfer target, which is another territory you control on a reachable border. While the Fortify function allows for movement over multiple adjacencies, the Unit Reposition only allows movement of 1 territory at a time.

- Sabotage Raid – requires the source territory to have at least 3 Infantry units, a minimum of 25 Army Experience points, along with having at least one eligible raiding target. A raiding target is an opponent's territory that contains either a Military structure (Fort, Military Center, Artillery) or at least 2 infantry units, and is no more than 2 territories away. A raiding target doesn't need to have direct adjacency with your source (raiding) territory, but the target does need to be adjacent to one of your controlled territories and within 2 degrees of adjacency.

- Army Drill – requires the source territory to have a Military Center.