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HEADQUARTERS

STRATEGIC EXERCISE DIRECTIVE

TITLE: OPERATION BACKROOM BOYS I

DATE: OCTOBER 10, 1955

TO: ALL ASSIGNED PERSONNEL

FROM: LT. COL. J. J. BOYCE, STRATEGIC PLANNING DIVISION

I. OBJECTIVE:

The Objective of this mission is to determine the comparative effectiveness of recently developed military hardware. Your mission is to develop digital models of existing military assets from the period 1947-1955 using OpenRA's mod framework. These assets will be utilized for advanced war-gaming scenarios to determine optimal strategic and tactical deployment methods. All modifications must be functionally accurate within the engine's limitations and provide a realistic battlefield comparison.

The Cold War is an arms race, a contest not merely of numbers, but of technical superiority, doctrine, and strategic execution. As both sides build their arsenals, it is our duty to analyze, refine, and predict how future engagements may unfold. Through this directive, you are tasked with constructing simulated weapon systems, ensuring fidelity to real-world specifications and capabilities to rigorously test battlefield effectiveness. This effort will be instrumental in evaluating our preparedness against Soviet advancements.

II. BACKGROUND:

Since 1947, intelligence assessments have consistently identified the Soviet Union's aggressive pursuit of military modernization. Their doctrine of mass deployment and redundancy counters NATO's emphasis on precision and technological superiority. The Soviet T-54, MiG-15, and emerging missile technologies indicate a calculated strategy: overwhelming force, rapid exploitation, and attritional endurance. To counter this, we must develop a clearer understanding of the balance between armor, mobility, firepower, and cost efficiency in modern warfare.

Reports obtained from sources close to Soviet industry suggest that production capabilities have surpassed conservative estimates. There is

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evidence to suggest the Soviets have implemented novel metallurgical techniques in their tank armor, reducing weight without sacrificing protection. Additionally, advances in their rocketry programs indicate a potential shift toward missile-based artillery, presenting an evolving battlefield threat. This information has not been publicly disseminated.

III. TASKS AND PARAMETERS:

You are to create new or adapted units within the CodeWar1955 Mod, focusing on the following categories:

1. Tanks (e.g., M47 Patton, T-54)
2. Aircraft (e.g., F-86 Sabre, MiG-15, Tu-4)
3. Missile Submarines & Conventional Submarines (e.g., USS Nautilus, Whiskey-class)
4. Infantry – AK-47 Riflemen (First mass-produced Soviet assault rifle, operational testing needed)
5. Artillery & Missile Fires (BM-13 Katyusha, M114 Howitzer, emerging Soviet missile platforms)

IV.DELIVERABLES

Each participant is required to:

1. Develop four .shp files and place them in the bits directory (2 for animations, 2 for icons).
2. Develop a .yaml file in the sequences directory to define animations.
3. Develop a .yaml file in the rules directory to define unit behavior and statistics.
4. Update mod.yaml if necessary to integrate new unit definitions.
5. Playtest each unit within OpenRA’s environment to ensure proper function and balance.

V. FILE STANDARDS

1. Must follow model#name.shp for sequences and modelnameicon.shp for icons.
2. Must use model name with comments for common name used, year produced, and website url where data was found on topline
3. Must comment historical justifications for game-trait parameters

VI. Steps:

1. Sprite Creation (Using Blender & Open Source Shape Builder):
    - Design model animations and icons for selected units.
    - Export sprite sheets in .shp format.
    - Save two animation .shp files and two icon .shp files in the bits directory.
2. Defining Sprites in OpenRA (Sequences Directory):
    - Create a .yaml file in sequences directory.
    - Define how the engine interprets the sprite sequences (idle, moving, firing animations, etc.).
    - Include descriptive # comments in the file, explaining frame timing and sequence structure.
3. Implementing Unit Behavior (Rules Directory):
    - Develop a .yaml file in rules directory to establish unit attributes (speed, firepower, health, etc.).
    - Assign appropriate traits such as Armament, Armor, Speed, and BuildCost.
    - Ensure values match historical data.
    - Document all attributes with # comments for transparency.
    - The first line of each .yaml file must include a # URL source for research justification.
4. Integration and Testing:
    - If necessary, modify mod.yaml to include new unit definitions.
    - Compile and launch OpenRA to verify correct sprite behavior and game integration.
    - Adjust any balancing issues through parameter tweaks.

VI. Time Allocations:

Session 1: Modify appropriate files and use the “make” command to compile them into a working mod.

Session 2: Test game play to determine an appropriate balance of numbers and effective tactics (debug mode).

Simulation: All newly developed technologies will be added to CodeWar1955 and teams will play vs one another.

VII. EVALUATION METRICS:

Code Integrity: YAML files must compile without errors and accurately simulate aircraft capabilities.

Logistical Effectiveness: The quantity of supplies delivered to Berlin within the given timeframe.

Strategic Planning: Quality of AARs and recommendations for force adjustments, demonstrating a deep understanding of C2 and logistics.

VIII. SECURITY CLASSIFICATION:

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AUTHORIZED BY:

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