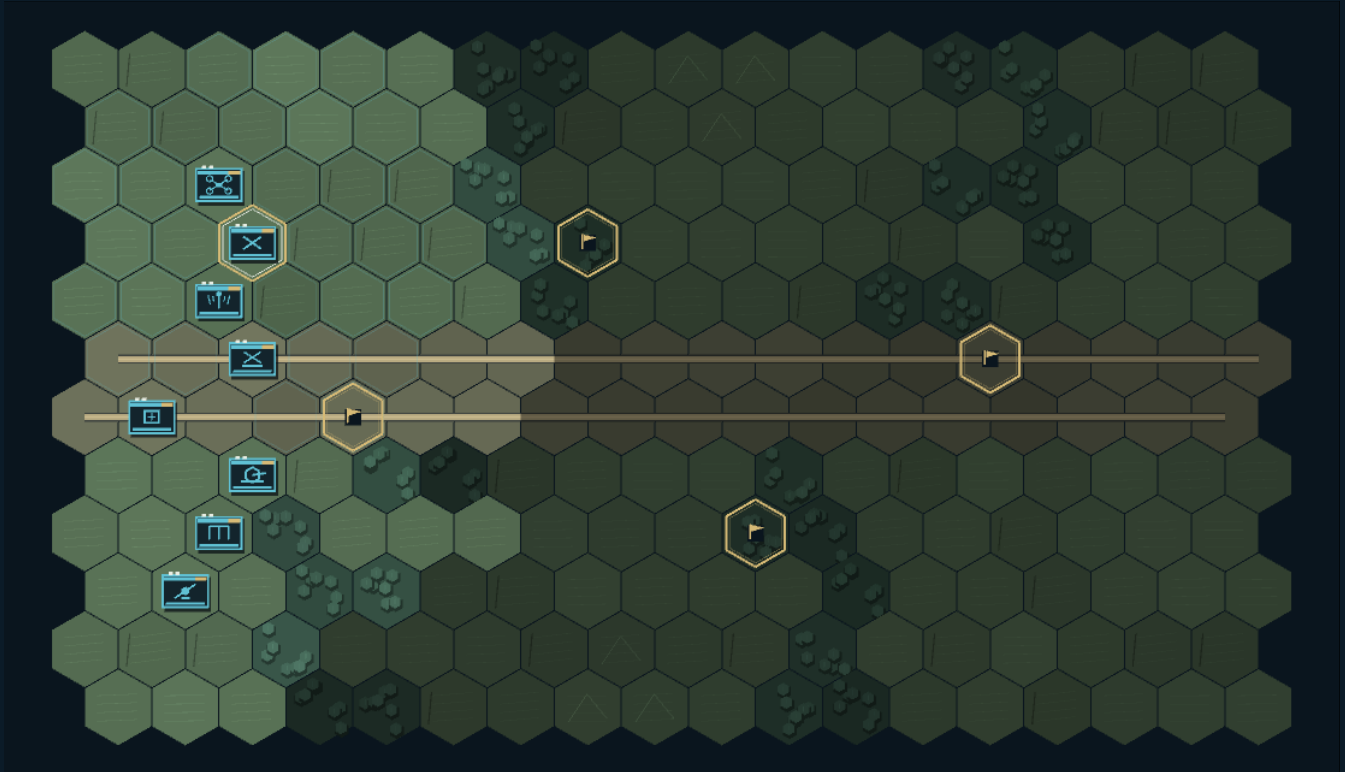


BATTLESCOPE

# UKRAINE

CONTESTED GROUND



Actual Windows 1.0.1 scene rendered offscreen; interface omitted for capture.

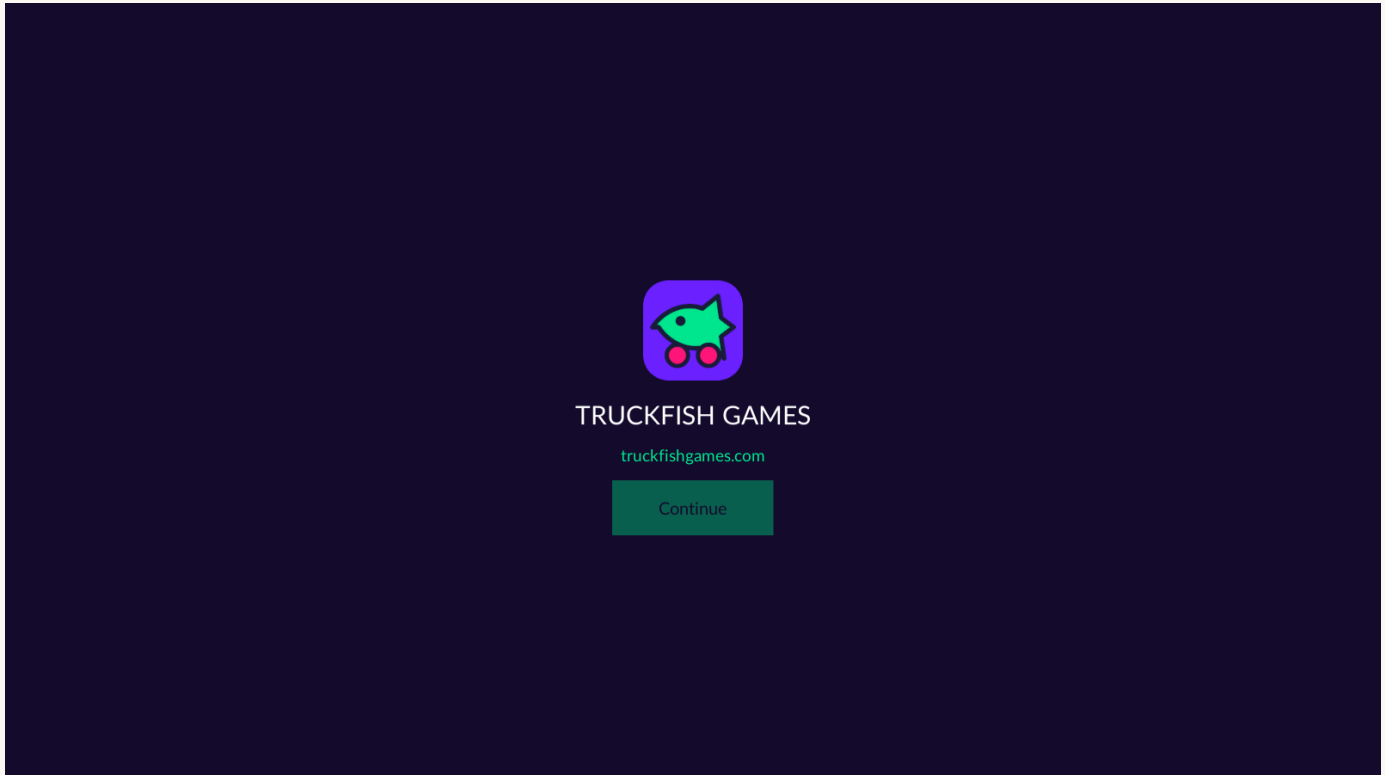
Lead Ukraine or Russia through twenty authored sectors in an offline, single-player hex strategy game. Play an independent skirmish or guide a persistent force through ten campaign operations, choosing between two routes at each stage.

## FREE FIELD GUIDE

Installation, controls, tactics and campaign essentials.  
Keep this booklet beside you for your first command.

# Take command

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The actual publisher screen rendered from this release. Continue opens the game; it also proceeds automatically.

## Install and start

1. Download the game's Windows ZIP and extract the entire archive into a folder.
2. Run BattleScopeUkraine.exe. Keep every supplied file and folder beside the executable; do not launch it from inside the ZIP.
3. Create or select a local commander profile. The packaged player does not require the Unity editor, an online account or a network connection.

## Choose your first game

Choose Learn to Command for guided practice, Skirmish / 20 Sectors for a standalone battle, or New Campaign for persistent progress. Both factions are available in skirmish and campaign.

Begin with Learn to Command. Its five steps cover movement, formation, reconnaissance, digging in and ending a turn; you can keep playing after the lesson.

# Controls at a glance

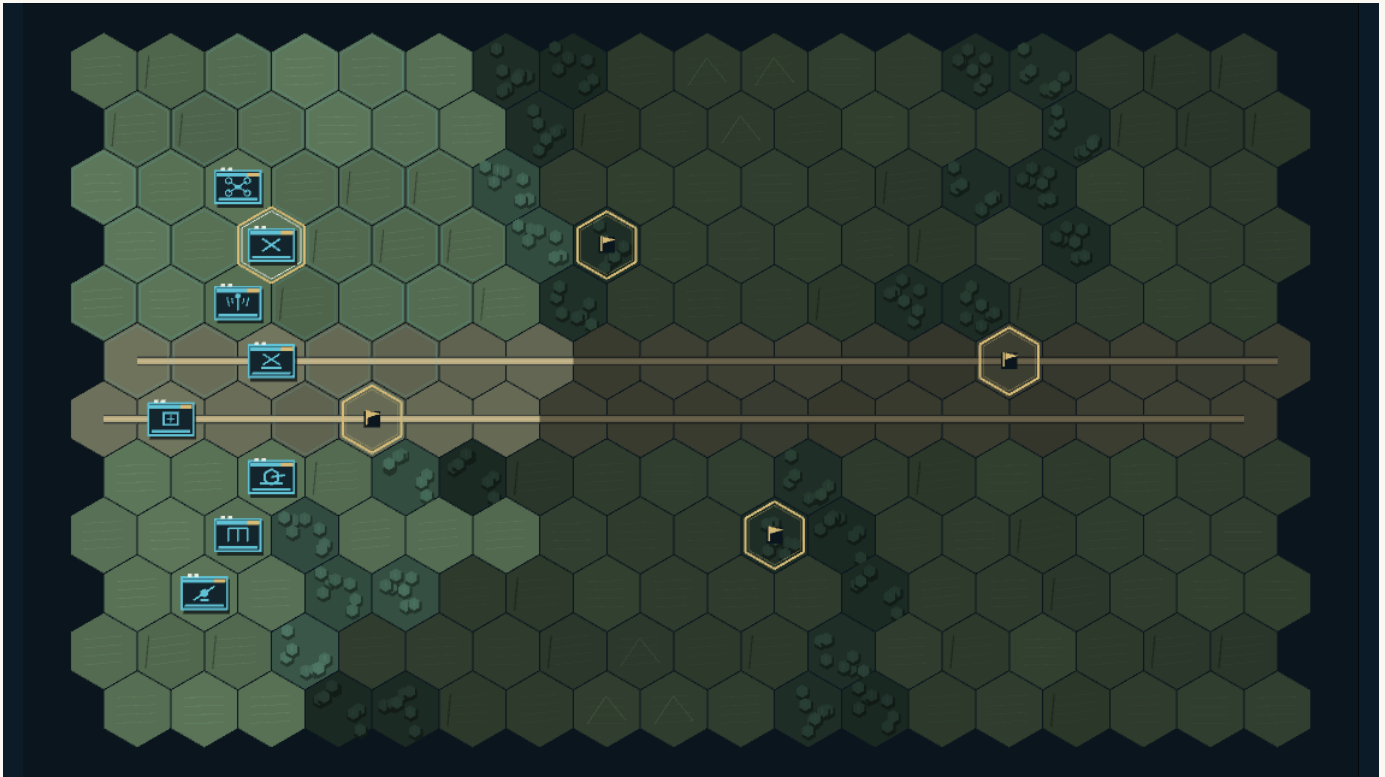
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| INPUT                                  | ACTION                                                        |
|----------------------------------------|---------------------------------------------------------------|
| Left-click a friendly counter          | Select a team.                                                |
| Click an order, then a map hex         | Issue a targeted order.                                       |
| Right-click ground / an observed enemy | Move / fire with the selected team.                           |
| N                                      | Select the next ready team.                                   |
| Enter                                  | End your turn.                                                |
| Esc                                    | Cancel targeting, close a panel, or pause.                    |
| H                                      | Open the field guide during battle.                           |
| F5 / F9                                | Save / load the most recently used save slot.                 |
| Ctrl+Q                                 | Quit.                                                         |
| Record button                          | Read the operation's command and contact log.                 |
| Esc > Save & Title                     | Preserve an unfinished battle and return to the title screen. |

## A useful habit

Read the sector's target score, round limit and objectives before deploying. Damage alone does not secure a score-based victory.

# Read the battlefield



Actual live battlefield; the interface is omitted in this offscreen capture. Objectives and terrain shape the fight.

## Alternating turns

Ukraine takes the opening turn. Each fresh team normally has two actions on its own turn. Suppression and broken morale can reduce what it can do. Unused actions do not accumulate.

## Eight team roles

Infantry, mechanised troops, armour, artillery, drones, electronic warfare, engineers and logistics each have a distinct job. Campaign losses can leave your roster below strength.

## Observation and fire

Enemy teams appear only while observed. Direct fire needs line of sight; artillery can fire indirectly using another team's observation. Terrain, armour, formation and condition affect combat.

## Drones and interference

Recon spends one shared support charge to reveal an area for the current turn. Drone strikes cost two and need an observed target. EW interference reduces hostile drone effectiveness nearby; it does not prevent ordinary ground fire.

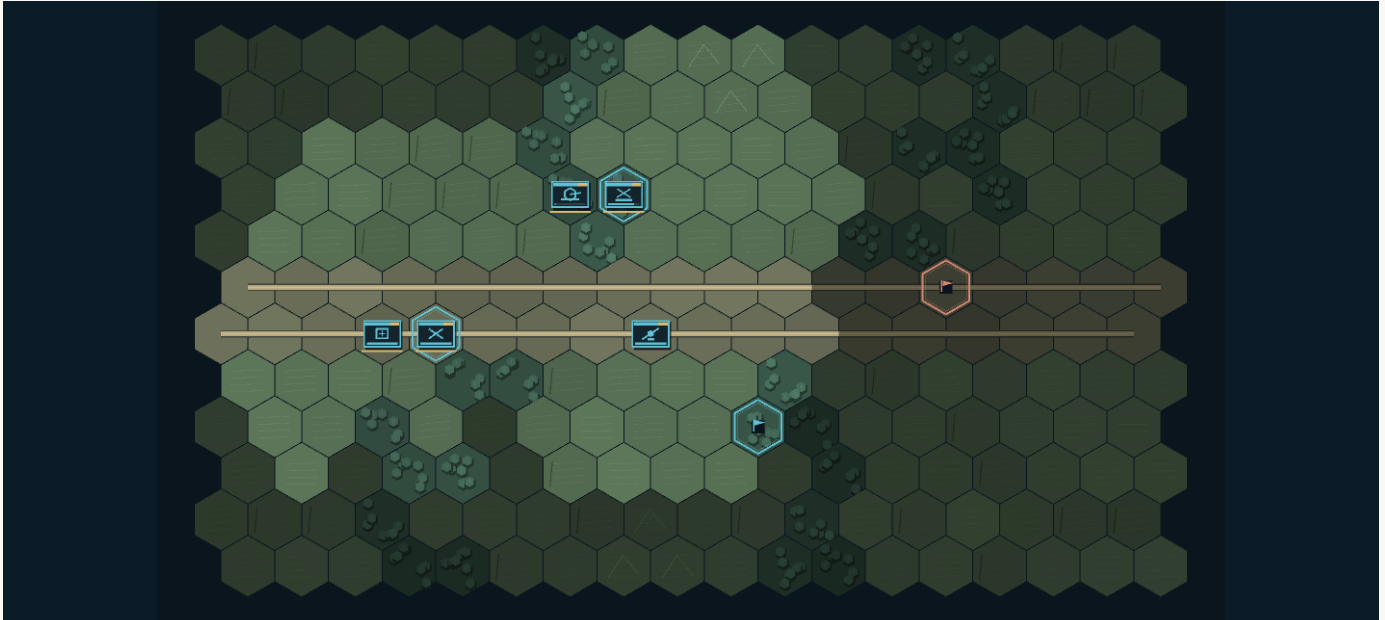
## Movement and protection

Travel formation moves farther; dispersed formation improves protection. Dig In adds protection that is lost when moving. Engineers clear marked obstacles. Water requires a crossing.

## Local supply

Resupply near an unbroken supply team or an owned, uncontested logistics objective. It restores ammunition and one shared support charge, up to six. Rest and Rally do not refill ammunition.

# The campaign continues



The live battlefield after automated play in this release. The interface is omitted from this offscreen capture.

## Campaign recovery

Carry team cohesion, morale and experience between operations. Spend requisition to repair surviving teams, replace lost teams or prepare extra starting support. Mission ammunition uses the selected sector's allowance. Repairs cost 3 requisition, replacements 6 and support preparation 2; buy at most two preparations for the next operation.

## What decides the result

Capture objectives with an unbroken team when they are uncontested. Ownership remains after you leave, but an opposing unbroken team on or adjacent to an objective contests it and stops it scoring.

Objectives score together at the end of each full round. A battle ends at its target score or round limit, or when an army has no surviving team capable of combat. Higher score wins a score-based ending; equal scores draw.

Complete all ten campaign stages with at least five wins and positive resolve. Zero resolve ends the campaign; so does losing every combat team without enough requisition for a replacement.

# Keep your command

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## Save, return and back up

Each local profile has one campaign slot and one skirmish slot. Starting a new game replaces that mode's slot for the selected profile. Profile names are case-insensitive.

The game saves at new player rounds, battle results and campaign changes, including preparations. F5 or Save writes manually. Practice is not saved and does not overwrite your normal slots.

F9 loads the most recently used slot. Resume Campaign and Resume Skirmish on the title screen select a mode explicitly. Use Save & Title to pause a campaign operation without withdrawing.

Back up the whole folder to preserve profiles and saves. Save filenames contain a profile-derived identifier.

The old three-sector prototype format cannot be resumed in this release. Refused prototype saves are preserved; start a new game in the current format.

Save folder: %USERPROFILE%\AppData\LocalLow\ChargingBull\BattleScope Ukraine

## About this game

Offline single player against AI; no multiplayer.

Maps, teams, deployments and numerical rules are fictional game content. They are not historical reconstructions, real equipment specifications or current operational information.

The 200-metre hexes and ten-minute rounds are game abstractions. Weather descriptions provide atmosphere without a separate weather system.

Supply is local and abstracted; there is no separate convoy or ammunition-production simulation.

## Your next visit

<https://truckfishgames.com/games/battlescope-ukraine/>

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