INVASION FORCE

by Stewart Green

Spectrum 48/128K

Invasion Force

by Stuart Green

FORWARD

This program has been written to appeal to the players of pure strategy games. There isn't, as far as I know, any Spectrum game which gives as wide a scope of actions and possibilities as this program does. Most wargames tend to be reinactments of famous historical battles. This limits your choice of unit types and strengths to historical facts. Such games allow you only a limited strategy, ie to reposition your units.

Invasion Force allows you greater variety by taking it one step further. You are given your orders to invade, capture or destroy objectives. You must decide how many, and of which types of units you will use, and how and when you will deploy them. YOU have full command, and are not just lumbered with someone else's choice of and deployment of units. Of course, if you fail, you have only yourself to blame!

This greatly extends the lifetime of the program because of the unlimited options. You have the choice - a large scale infantry attack, a small elite group of commandos, fly in paratroops, send in tanks, or indeed any combination.

The choice is yours!

Stuart Green

CONTENTS

SCENARIO

The player takes the role of The Commander-in-Chief of the invasion forces. The program starts with you being asked to select, from a choice of three grades, which mission you wish to embark upon. When you have chosen your grade you will be sent a coded message. This should be de-coded using the code sheet provided. The message tells you your mission, and your objectives. You should remember what you have been told because, for reasons of security, it will not be redisplayed.

You then have the opportunity of choosing your forces. However, before doing so, you should work out how you intend to achieve your objectives, as you will not be allowed to alter your selection when the battle is under way!. If you have to blow up a bridge don't forget the demolition unit...

1.0 STARTING THE GAME.

Once the game has loaded you will be presented with the following:-

1.1 Welcome Menu.

This allows you to choose between two options - either to load a saved game or to start a new game. If you press '1' the program will load a previously game saved from tape. Press '2' if this is your first game or you want to start a new game.

1.2 Keys Menu.

You will be asked how you wish to control the game. Options will include Cursor (the arrow keys and the space bar) or Joystick (Kempston, Sinclair 1 or Sinclair 2) control. Chose by pressing the corresponding key - 1,2,3 or 4. Once selected, the whole program

should be able to be driven by this method of control, or by single key entry. We recommend that you use joystick control, if possible.

From this point most of the options are selected from a list of icons (small pictures) on the screen. Move the pointing finger up or down until it is adjacent to the option that you want, and press FIRE to select it.

1.3 Players Menu.

You must tell the computer whether you want to play, against the computer or another player. The computer will always play the Red army (the defender).

1.4 Missions.

There are a total of 15 missions - all for the Blue player - divided up into three grades. If you are playing the Red army, then your objective is to prevent the Blue player from achieving his mission. The mission is given in code and has to be de-coded using the code sheet provided.

Missions are split into three grades EASY, AVERAGE or EXPERT. Expert is the hardest and takes the longest time. When you have chosen the grade you will be sent a coded message. Each number in the message represents a word in your Code Sheet. Look up each number and write down the word next to that number, repeat this process for all the numbers. It is important to remember your mission - especially for long games that are saved to tape. For reasons of security, the message will be destroyed after you have read it, to prevent it falling into enemy hands!

1.5 Unit Selection.

Your next task is to select the units you will use to accomplish your

mission. You will be given a number of resource points. How many depends on the grade that you selected. Easy = 40,000, Average = 100,000 and Expert = 200,000. These resource points are used to 'buy' the units you want to use for the mission.

Choose carefully! Selecting the wrong units can doom your mission to failure before it even starts. Obtaining a large infantry force and forgetting the ships to transport them, or having to destroy a bridge and not taking a demolition unit with you. Take a good look at your objectives. It is no use planning an airborne invasion if there is no where nearby to land your forces.

You select a unit by moving the highlighted cursor over the icon of the unit type that you want. As you move over a unit the small window at the bottom right shows all attributes of that type of unit along with its name and cost. Each type costs a fixed number of points, the faster, stronger or better defended the unit is, the more resource points it costs.

To select the unit press FIRE. You will be prompted as to what strength (how many) you want. The maximum strength of any one unit is 250. The top screen will then show you the cost of having that size of unit and will ask you for confirmation. If you confirm, and the unit is able to arrive by air, you will be asked if you want it to arrive by air. Because of the extra training and equipment required this will be charged an extra 5000 points, but the unit will be able to start any where on the map and be carried by aircraft.

All the units you have selected are shown in the window at the bottom of the screen. You are allowed a maximum of 30 units, and these can be of any size or type that you want - and have the points for. When you have selected all your units exit this selection screen by pressing FIRE while over the EXIT icon.

If you are playing a two player game, the RED army will now have the chance to select his/her forces.

1.6 Main Menu.

Before the battle commences, and between every turn, you will be presented with the main menu screen with five options as follows:

Continue: Lets you continue the battle, or start the game if it is your first turn.

Keys: Gives you a chance to alter your choice of key/joystick.

Save: Allows you to save the current game to tape. It can be re-loaded at a later date using the Load Game Option at the start of a game.

Options: Leads to the options menu described in section 1.7

Exit: Ends the battle! It should only be chosen when you have completed your mission or when you wish to admit defeat. It leads to a screen showing the result of your mission, then it returns to the Welcome Menu.

1.7 Options Menu.

This menu allows you to toggle on or off the following options:

Scroll: When you move the cursor around the map the screen automatically scrolls to show the new sections of the map. The scrolling can be either SLOW or FAST. In slow mode it will scroll only one character at a time. In fast mode it starts moving by one character, but if you keep moving in the same direction, it will start to accelerate. The acceleration can be stopped by a change of direction or by reaching the side of the map. The fast option has the drawback that you can overshoot your target, but it speeds the game up if your

forces are spread out.

Movement: You can have either HIDDEN or VISIBLE movement. With visible movement you can see all the enemy units and their movement. This makes the game a lot easier but less realistic.

Hidden movement recreates 'the fog of war'. You will only see the enemy units that are within four positions of any of your units. Once a unit has been seen it will remain seen for the rest of that turn even though it may move out of range of your units.

Air-landing units will only display hidden units after they have landed. Remember they will be destroyed immediately if they land on enemy units, so it is a good idea to scout the area before landing!.

Planes can be used for reconnaissance. Fly them over the area that you wish to examine.

Sound: Sound is optional - you can toggle it on or off.

Wind: You can opt for wind or no wind (sunshine). If it is windy, air-lifted units may be blown off-course while landing - possibly with fatal consequences!

Exit: When you have chosen the options that you want you can exit back to the main menu.

1.8 Quick Start

To help you get started there are two introductory scenarios included with the game. This allows you to load up and start, without having to worry about selecting units. Don't take the selection you are given as being a 'perfect' example! As you play, think of what types would have been more useful. In the next game choose those units and see if you can do better.

Invasion by Sea

You control the Blue force, and your mission is to destroy the emplacement on Longman Island, controlled by the Red army (the computer).
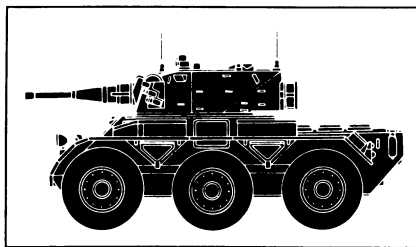
Most of your units have been positioned ready to make their first landing. The landing craft 2,4,24,and 25 are loaded with your forces, and are just out of range of the Longman emplacement, which has been captured by another of your units. This is an ideal moment to rush up and land your forces before the Red army recaptures the emplacement. On the beach is another landing craft, enabling more units to be carried after landing the first wave.

To the north are units 8 and 9 which can use their guns to bombard the enemy positions, drawing their fire away from your landing beach. More of your units are expected in about five turns.

Air Invasion

You are the Blue army, and your target is the Red army's airport. The Red army is controlled by the computer.

Some typical units have been selected for this mission. You must choose where to land them. Read the relevant section in the rules first - choosing the wrong landing site can be very costly! More airborne units will arrive in a few turns, including a demolition unit. You will need to clear a safe landing area for this valuable unit. Some units should capture key road junctions, to prevent the enemy reinforcing the airport.

Good Luck!

2.0 PHASES.

The battles are played in turns, which are sub-divided into five main phases. Side A goes through each phase in order, then side B goes through an identical set of phases. This continues until one, or both, sides cannot move or claims success/defeat by selecting Exit from the options menu.
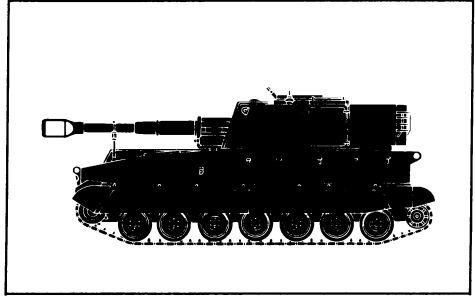
2.1 Reinforcement Phase.

All units have a turn number on which they arrive. The number is chosen by the computer, and means that some of your forces may not be available till later in the game. You can either attack immediately, without your full strength, or wait, allowing your opponent to prepare for your attack.

When the units arrive, they appear on the map and can be re-positioned (within a limited area). Unlike air-landed units there is no loss of strength and effectiveness, on arrival. If the unit is on land it can move, over the border will be white. If the border is black, the unit cannot start the game from this position and should be re-positioned to a legal location. If you try and start a unit on one of these locations it will not arrive, but be put in reserve until your next turn. This can be used to keep reinforcements until later in the game.

All units allocated to land by air on this turn, will be displayed on the map, in an expanded size. They can then be moved anywhere on the map by moving the cursor. When you have positioned the cursor

over the section of the map that you wish the unit to land upon, it can be dropped by pressing the FIRE button. The unit may lose strength and effectiveness depending on what terrain it has landed.

2.2 Deployment Phase.

During the Deployment Phase you can move, transport, carry, load or unload or change the size of any or all of your units. Press 'E' to exit from this phase.

2.3 Explode Charges.

If you have set any charges, and the bridge/emplacement concerned is still in your control, the charges will detonate, destroying the bridge/emplacement and all units still remaining at that position. The computer will show the relevant section of the map and display a message about its destruction.

2.4 Combat Phase.

In this phase you choose units to attack selected enemy units. Press 'E' to exit from this phase when you have finished attacking.

2.5 Set Charges.

If a unit is capable of laying demolition charges it will have a 'D' on its graphic symbol. When it has been on a bridge/emplacement for one turn (you need time to lay charges) and has an effectiveness of over 80%, you will be asked if you wish to lay charges. Press the FIRE button if you do, any other key if not.

If you lay charges and the bridge/emplacement is not overrun by your opponent the charges will detonate next turn. The resulting explosion will destroy the bridge/emplacement and all units remaining in the position. The computer will locate and display any possible positions, and prompt you as to whether charges should be laid.

3.0 DEPLOYMENT OF FORCES.

Deployment involves the positioning of your units. Your units will only be allowed to move during your deployment phase. Any unit that you can see and move the cursor over will have its statistics displayed in the stats area of the screen - including units not under your control. However, you can only deploy units under your control. Information is displayed to help you identify individual units and to help you to devise tactics.

The stats area will inform you what movement allowance a unit has left for this phase. If you wish to move a unit, select it and it will move with the cursor, using up its movement allowance as it moves. If a unit has insufficient movement points to move further or if you try and move it where it is not allowed then it will be 'dropped' and remain in the last allowable position.

When you have moved a unit to the required position, release it by pressing the FIRE button. A dropped, or released, unit, which has not exhausted all its movement points, can be re-selected and moved again, using the same method.

Units can also move by being carried.

3.1 Terrain. Due to the weight, size or design of a unit, most have limitations as to which types of terrain they can enter. Planes can move over any type of land, except if occupied by enemy units.
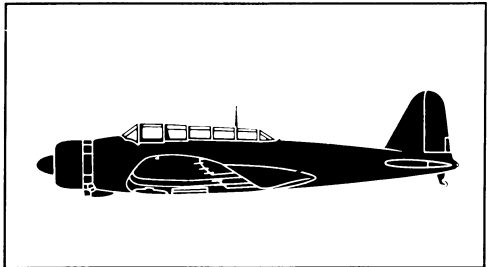
	ROUGH	WATER	BLDGS	OPEN
INFANTRY	YES	NO	YES	YES
MOTOR.INF	YES	NO	YES	YES
TANK	YES	NO	NO	YES
ARTILLERY	YES	NO	NO	YES
TRUCK	YES	NO	YES	YES
SHIP	NO	YES	NO	NO

	SWAMP	TREES	BEACH	ROAD
INFANTRY	YES	YES	YES	YES
MOTOR.INF	NO	YES	YES	YES
TANK	NO	NO	YES	YES
ARTILLERY	NO	NO	YES	YES
TRUCK	NO	YES	YES	YES
SHIP	NO	NO	YES	NO

These charts only give a general guide. Some special units can move through terrain which is otherwise forbidden. For example ENGINEERS (Infantry) can travel through water locations but will drown if they end a turn in a water location. Details can be checked by pressing the 'R' key when the unit is selected. Areas the unit cannot move into are then shown on the tactical map.

3.2 Stacking.

There is no limit to the number of units of the same force that may stack together in the same location. However, any attacks will do damage to all units in the location.

3.3 Carrying and Loading.

As in real life relatively slow moving units can be carried by larger, faster moving units. This allows them to move faster, and over terrain not normally permitted - ie a ship carrying tanks over water. There are four types of units capable of carrying other units, these are listed below together with the types of units they can carry.

SHIPS can carry all types of units. TRUCKS can only carry INFANTRY or ARTILLERY. MOTORISED INFANTRY can only carry INFANTRY or ARTILLERY. AIRCRAFT can only carry PARA-TROOPS and AIR ARTILLERY that have arrived by air and are positioned at the airport.

These transportation units can carry a maximum of two other units. The transported units can be of any strength, giving an advantage to units of large strengths. In order to pick up a unit, the transporting unit and the unit to be carried must be in the same location, and the transported unit must have some movement points left.

3.4 Unloading.

A unit which is being carried can be unloaded at any time by pressing the FIRE button while its statistics are being displayed. Do not release units over forbidden terrain, or they will be destroyed. The loaded units can be 'rotated' by pressing the 'Symbol shift' key.

A unit which has been transported must spend time re-organising and so has no movement points left. It is only possible to transport a

particular unit once in a single movement phase.

A unit being carried by air will disappear from the map during the turn in which it is being moved, reappearing at its destination the following turn.

3.5 Size (Expanded/Normal).

The usual size of a unit is a single character position on the map. However, a unit can spread its forces over four positions to defend a larger area. Press 'D' on the keyboard, when the unit has been selected. It can only expand if it has sufficient movement points to do so. A unit will not expand if doing so would put part of it on forbidden terrain, or a location occupied by enemy units.

Changing from one size to another costs movement points equal to the largest movement point cost of one of the types of land over which it is positioned over. For example, a unit is on open land, and expands into the neighbouring three positions, which are 'open', 'rough', and 'buildings'. The unit will lose three movement points as the highest movement cost is for the buildings (3 points). Movement costs when moving in an expanded size is calculated in the same way.

Attacks are not affected by unit size, although defence is doubled while expanded. Its main use is to protect a larger area, than is possible in the normal size. However, the unit becomes an easier target since it is four times its normal size.

An expanded symbol changes from a single character position to cover four positions, ie 2X2 character positions. The original character becomes the top left position of the new symbol.

An expanded unit can change back to a normal unit by pressing the 'D' key once the unit has been selected. This also costs movement

points.

3.6 Special Options.

Pressing the 'S' key, will result in the units being removed from the map, showing the underlying terrain.

When the 'R' key is held down the tactical map will show roads as well as unit positions. If the cursor is over a unit when you press the 'R' key then the tactical map will display the positions that the unit cannot enter.

3.7 Movement Costs.

ROUGH	WATER	BLDGS	OPEN
2	1	3	1
SWAMP	TREES	BEACH	ROAD
3	3	1	1

The table shows the movement points needed to enter that type of terrain (expanded units see 3.5).

3.8 Effectiveness.

The effectiveness of a unit is reduced by travel and by combat. If a unit travels its full movement allowance its effectiveness will be reduced by 25%. Not moving a unit allows it to rest and its effectiveness will increase up to a maximum of 100%.

4.0 COMBAT/BATTLES.

You get the chance to attack your opponent during your combat phase. All units have attack points, representing the force with which the unit can attack. A unit may only attack once per turn. If the

position attacked contains more than one unit, the attack points are used against each unit, and not spread between them.

4.1 Attack Points.

The damage done by a unit is affected by many factors - strength, effectiveness, distance, unit type and whether it is expanded or not.

Strength is the number of individuals in the unit. The attack points are multiplied by this figure.

EXAMPLE 1: if a unit has 3 attack points and a strength of 20 then the total attack points are 60. (3*20=60)

EXAMPLE 2: If a unit has 8 attack points and a strength of 3 then the total attack points are 24. (8*3=24)

Effectiveness is very important. It is a measure of how well the unit is performing. A unit's attack points are scaled down by this percentage. 100% means the unit is fully effective, while 50% will reduce your attack points by half.

Distance - all units except artillery have their attack force reduced the further the attacking and defending units are apart. The exact force is calculated as follows:

force = attack_points/max_range*(max_range-range)

max_range = the maximum range of a unit

attack_points = the attack points

range = the distance between the two units minus one

This means one position away = range of 0. Diagonally is one position and fractions are rounded down.

EXAMPLE 1: A unit with 6 attack points and a maximum firing range of 3 will inflict a force of 6 one position away, a force of 3 two positions away, and a force of 2 three positions away.

EXAMPLE 2: A unit with 10 attack points and a maximum firing range of 4 will inflict a force of 10 one position away, a force of 7.5 two positions away, a force of 5 three positions away, and a force of 2.5 four positions away.

Unit Types Certain units have an extra advantage when attacking specific types of units. If the attacking unit is attacking such a unit, its attack force is doubled. This table shows which units they have an advantage over.

| ATTACKER	ADVANTAGE OVER
Infantry	Artillery
Motorised.Inf	Infantry
Tanks	Motorised.Inf & Infantry
Artillery	Tanks
Transport	------
Demolition	Tanks & Artillery

4.2 Defence Points.

Two factors effect a unit's defence - the terrain it is on, and its defence points. The attack force is divided by the terrain defence, and the resulting attack force is divided by the defending units defence points. This gives the number of units destroyed.

Expanded detending units have their defence points doubled, halving the damage inflicted.

Terrain Modifier effects a units defence. Attack points are divided by this value before inflicting damage on a unit.

Rough	10
Water	10
Buildings	25
Open	10
Swamp	15
Trees	15
Beach	10
Road	10
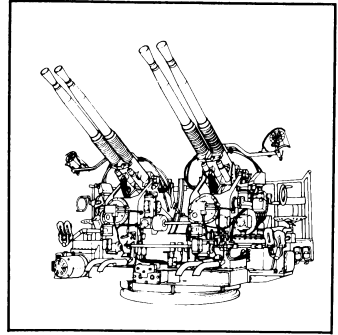
4.3 Damage.

The damage inflicted on a unit is calculated by taking the attack points, dividing by the terrain modifier and then dividing by the defending units' defensive points. This gives the value by which the strength of the defending unit is reduced.

EXAMPLE: A unit with an attack force of 50 (taking into consideration all the modifiers) attacks a unit with a strength of 25 and defence of 10. The defenders unit's strength is reduced by 5. (50/10=5)

Effectiveness - the Effectiveness of the defending unit is always reduced by 5% after an attack. This applies even if no casualties were inflicted by the attacker. Thus it is possible to wear down a superior force with lots of small mobile units (as in Vietnam).

5.0 AIR LANDINGS

Units allocated to arrive by air do so in the reinforcement phase. Their 'moves left' allowance is initially set to 255, which allows movement over the whole map. Units that can be airlifted/landed have a pair of wings in the graphic symbol.

5.1 Wind

Wind may blow a dropped unit off course. This is a random factor and you are able to choose whether to have wind or sunshine from the options menu.

5.2 Landing Sites

The choice of Landing Site may affect a unit. If it lands on open ground then it has landed safely, and is not affected. Landing in water, causes the total loss of the unit, and other types of land will cause the losses shown in the table below.

ROUGH	50%
WATER	TOTAL LOSS
BUILDINGS	90%
OPEN	0%
SWAMP	75%
TREES	80%
BEACH	10%
ROAD	90%

You must decide whether to land in a safe area - perhaps some distance from your objective, or risk total or partial loss of your force in order to launch a surprise attack.

Airlanding units cannot land on positions occupied by an enemy unit. If they are blown off course and land on an enemy unit they are automatically destroyed. This is important to remember when in hidden movement mode, as a unit may be hiding in the area. It may be advisable to send in a small party to capture an area before taking the risk of losing the whole of a large air-borne invasion force.

6.0 UNIT SELECTION

To give orders to a unit it must first be selected. Units are not selected sequentially - you must locate the unit by positioning the cursor over it. When the cursor is over a unit some of its details will be displayed in the stats area. These will be displayed in different colours to signify the side which controls the unit.

If more than one unit is in this position, the unit's details will be displayed for two seconds, followed by the next unit's stats. This continues until all the units have been shown. The computer will then 'BEEP' to inform you that all the units have been displayed, and repeat the cycling between these units.

While a unit's stats are being displayed, it can be selected by pressing the FIRE button. If it is capable of carrying another unit, the display cycles round the units still in this position, waiting for you to select units to carry. If you do not wish to select units to carry then you can continue moving the cursor.

If you are carrying units, and want to see the stats of a carried unit, pressing 'symbol shift' will display the carried units in turn.

6.1 De-Selection.

Once selected, a unit can be de-selected by pressing the FIRE button.

During the Deployment Phase the computer will automatically de-select your unit if: you try to move a unit into forbidden terrain, have insufficient movement points, or the position is occupied by an enemy unit.

If you have selected a unit in the combat phase, and try to attack a unit beyond the attacker's range of fire, the computer will display a message and reposition the cursor in range. Should you decide not to attack, position the cursor over a position that does not contain any units and press FIRE. You can now select another unit and return to this unit later, if you wish.

7.0 THE MAP

The map is 80 by 50. Each location is one terrain type (table 1).

7.1 Map Symbols.

The map is seen as an aerial view. Each position is one character, and is represented by a different colour and graphic symbol.

TERRAIN TYPES

TERRAIN	COLOUR	GRAPHIC SYMBOL
ROUGH	GREEN	grass
WATER	BLUE/WHITE	sea with white waves
BUILDINGS	RED/GREEN	bricks
OPEN	GREEN/BLACK	clear
SWAMP	CYAN/BLUE	part sea, rushes
TREES	GREEN/YELLOW	trees
BEACH	YELLOW/BLUE	mottled effect

UNITS

TERRAIN	COLOUR	GRAPHIC SYMBOL
BLUE ARMY	WHITE/BLUE	diagonal cross, in box
RED ARMY	WHITE/RED	circle, in box
NEUTRAL	BLACK/WHITE	diagonal cross, in box
CURSOR	transparent, highlighted position.	

7.2 Cursor Scrolling.

The map scrolls when the cursor is within three characters of the side of the map display. If the cursor reaches the edge of the map it does not swap to the opposite side of the map. The scrolling is either by single character or has inertia. This can be selected from the options menu.

7.3 Tactical Map.

In the top right-hand corner of the screen is a window displaying a smaller version of the map. This is the tactical map, and is used to identify your position and locate your units. The map can also be used to find the disposition of your opponent's forces.

The tactical map bears a direct relationship to the main map. One character on the main map equals one pixel on the tactical map. Inside this window is a box which is the area visible in your main map. The box moves as you move round the main map. The tactical map displays all your units, and unless in Hidden Movement mode, all the enemy's units.

During the Deployment Phase your units that have not moved flash, while your opponents and those unable to move do not. The same applies during the Attack Phase, when units able to attack will flash.

Pressing the 'R' key while over a unit will display all the terrain that the unit cannot move into. If the cursor is not over a unit the main roads are displayed. These remain while the key is depressed.

8.0 UNITS

Units are the pieces that can be controlled and moved around the map. Units are either controlled by Red Army, Blue Army, or are Neutral.

Units belonging to one side can only be given orders by that side in the appropriate phase.

Neutral units start the game belonging to neither side. The first side to capture this unit - by moving over it - will control it for the rest of the game.

Bridges/Emplacements are in the control of the last unit to move over its position. Bridge/Emplacement units can only be destroyed by units capable of demolition.

8.1 Unit Types.

There are seven main types of units. The numbers following the unit type are moves,range,attack.

1.Infantry.

Infantry	3-1-1
Air infantry	3-1-1
Parachutists	4-1-2
Demolition	3-1-1
Engineers	3-0-0

2. Motorised infantry.

Transport trucks	6-0-0
Motorised infantry	6-2-2

3. Tanks.

Light tanks	8-3-20
Heavy tanks	7-3-30

4. Artillery.

Air artillery	2-08-20
Light artillery	2-08-20
Heavy artillery	1-11-30
Mobile artillery	4-08-25
Static artillery	0-14-50 (Emplacements)

5. Ships.

Small Ship	4-05-00
Medium Ship	4-05-20
Large Ship	3-14-40

6. Planes.

Fighters	255-0-100
Bombers	255-0-200

7. Bridges.

Bridges	0-0-0

9.0 VICTORY CONDITIONS

When you exit from the main menu you will be given the result of the battle. It will show each of your objectives, and the points you have gained for each, out of a maximum of four points. Two points for capturing your objective and two for destroying it. You are then given the total percentage of the mission that you have completed and the percentage losses of resources that each side has lost.

You can claim a victory if you achieve 100% of your objectives, but you must decide at what cost - 'was the bridge really worth all those lost lives'. The ultimate victory would be to achieve all your objectives with no loss of life. It is possible for both sides to claim victory, or perhaps more accurately, for both sides to lose.

10.0 CODE SHEET.

+++CLASSIFIED INFORMATION+++

1	THE	2	WE	3	FOR
4	A	5	ON	6	MUST
7	BE	8	BY	9	TO
10	OUR	11	YOU	12	MILE
13	OF	14	ALL	15	RED
16	IT	17	IS	18	ONCE
19	TAKE	20	OVER	21	COVE
22	STAND	23	AIRPORT	24	LONGMAN
25	EMPLACEMENT			26	WESTFIELD
27	TROOP	28	GUN	29	NORTHERN

30	ALLOW	31	IMMINENT	32	SHIPS
33	INTERCEPTED	34	DESTROY	35	GAIN
36	BLUE	37	RIVER	38	HOLD
39	STRANDED	40	VITAL	41	EWE
42	POSSIBLE	43	FAR	44	SPOTTER
45	FOREST	46	SHOULD	47	HEAD
48	OFFICE	49	OR	50	THREE
51	ISLAND	52	TWO	53	NOTHING
54	ENEMY	55	NEUTRALISE	56	HOPE
57	SUPPLY	58	SOUTHERN	59	STRAIT
60	EASTMAN	61	LOSSES	62	HQ
63	GUARDING	64	BOTH	65	THEY
66	HALTED	67	BEGIN	68	ISLE
69	UNCOVERED	70	LOCATION	71	PLANES
72	W AVES	73	SEAL	74	HEAVY
75	INVASION	76	WILL	77	FIRST
78	BRIDGE	79	CUTTING	80	PLAN B
81	HAVE	82	SECRET	83	GUARDED
84	IN	85	ITS	86	MAY
87	PLANS	88	AND	89	DESTROYED
90	AT	91	SUPREMACY	92	PASSAGE
93	PREVENT	94	HAS	95	ACCESS

96 WHITE	97 SEA	98 SOUTH
99 NORTH	100 IMPORTANT	101 BEEN
102 ARRIVING	103 PATH	104 MESSAGE
105 REPORTS	106 LARGE	
107 REINFORCEMENTS		108 BUILT
109 FROM	110 DESTROYING	111 BEFORE
112 CAN	113 SAFE	114 SEAS
115 BEING	116 BRIDGES	117 CONTROL
118 ARE	119 FLEET	120 BUT
121 DOWN	122 FIGHTERS	123 JEOPARDISE
124 QUARTERS	125 CANNOT	126 REVEAL
127 EXACT	128 SHOT	129 PRONGED
130 COMPLETE	131 THEM	132 FOLLOWING
133 MADE	134 IN ORDER	135 ATTACK
136 JUST	137 ARMY	
138 EMPLACEMENTS		139 FOUR
140 WAR	141 ROUTES	142 APPROVED
143 OFF	144 MESSAGE ENDS.	

11.0 HINT SHEET

It is best to choose the keyboard option at the start of the game as it is easier to select your units this way and then choose the joystick option before playing the main game.

All units are less effective at longer range, except artillery. The Red army controls long range static artillery. It is best to keep out of range of this as ships will lose all their carried units if sunk.

Great use can be made of false landings as these draw fire and attract the enemy units. For example a dummy ship can draw fire while your invasion for ce makes a dash for the beach.

Due to their attacking force artillery units should be taken out or captured first. Your own should be protected, and need transport if moving far.

Keep some airborne units(infantry,artillery) along with an aircraft at the airfield, you may need to land these by air later in the game.

Full movement, soon reduces the attack force of a unit and it is best to let them rest and restore EFF.

The computer units have a very high morale and never retreat or surrender so if you are aiming for an objective past a strong unit it is best to draw it away.

Travel by road is a lot faster. If moving a large force it is important to capture and keep key points, like bridges and junctions.

Acknowledgements

Program written by Stuart Green

Front cover graphics - "The Drop" (detail) by Albert Richards. Reproduced by kind permission of the Imperial War Museum.

Copyright Warning

Published by CCS Ltd., 14 Langton Way, London SE3 7TL

Tel: (01)-985 7232

Guarantee

This software is guaranteed against the tape being faulty. If it is found to be faulty, return the tape only to CCS Ltd. This guarantee is in addition to any statutory rights.