

CONFLICTS 1



WARGAMERS
SERIES

INSTRUCTION BOOK

CBM 64, AMSTRAD CPC, SPECTRUM

CONFLICTS 1

A compilation of 3 strategic simulations for your computer

CBM 64

BATTLE OF BRITAIN - THEATRE EUROPE - FALKLANDS '82

SPECTRUM

BATTLE OF BRITAIN - THEATRE EUROPE - FALKLANDS '82

AMSTRAD

BATTLE OF BRITAIN - THEATRE EUROPE - TOBRUK

Publishers note:

All the titles in this compilation are computer wargames and none are intended as any form of political statement. Neither do we intend to glorify war or pretend that it is a game. We simply hope to enlighten the users of our products in the various aspects of military strategy and tactics.

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LOADING THE GAMES

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Cassette Versions:

All the games are recorded in the order shown on the previous page on both sides of the tape. Load each one using the normal command for your machine, ie:

CBM 64	—	SHIFT & RUNSTOP
SPECTRUM	—	LOAD""
AMSTRAD CPC	—	CTRL & ENTER

Make a note of the tape counter reading at the end of each game so in future you can easily find the game you want.

Disk Versions:

Use the following commands:

CBM 64

BATTLE OF BRITAIN	—	LOAD "BOB",8,1/RUN
THEATRE EUROPE	—	LOAD "TE",8,1/RUN
FALKLANDS '82	—	LOAD "F82",8,1/RUN

AMSTRAD CPC

BATTLE OF BRITAIN	—	RUN"BOB
THEATRE EUROPE	—	RUN"TE
TOBRUK	—	RUN"TOBRUK

BATTLE OF BRITAIN

Getting Started

Once loaded, follow the screen prompts to select the style of game you want to play.

There are three main options:

Training Game: this is designed to get you into the mechanics of the game without putting you under too much pressure.

Blitzkrieg: a one day game where the Luftwaffe have been programmed to give you as hard a time as possible.

Campaign: played over 30 days of the actual battle and as historically accurate as possible within the constraints of game play.

Additionally there are optional arcade style screens should you wish to use them.

THE MAP

At the top of the screen is a message line for giving you warnings etc. Below this is an updated loss counter and the current time and date. Further down you will see the REPORT BOX. Moving the white square (COM BOX) over a unit will display information in the REPORT BOX:

FTR — gives the number of fighters in a unit.

BMB — the number of bombers.

FUE — shows the amount of fuel an RAF unit has. All units start with 115 minutes of flying time. More fuel is used in combat.

AMO — reads either 1 for yes or 0 for no. It is assumed that all the ammunition is used once the unit has been in conflict.

RAD — displays the number of planes in a Luftwaffe unit whilst over the sea and in a working radar zone.

RADAR STATIONS

Press R to display the current radar coverage.

AIRFIELDS

There are 9 airfields available to you. Move the COM BOX over one and press fire. The AIRFIELD SCREEN will now be displayed.

At the top of the screen just below the airfield name is the status display — either operational or non-operational.

The list of squadrons on the 'field are now shown together with their status — ready or refuelling. At the bottom of the screen is the runway condition — clear or cratered. If cratered you are liable to take losses on landing. Below this is the weather — in heavy rain your refuelling time will be longer. Fog closes the airfield.

LAUNCHING A SQUADRON

Enter the AIRFIELD SCREEN and move the arrow (flashing bar on Spectrum) to the squadron of your choice — it must be READY — and press fire. The squadron will now be scrambled and you will return to the map screen.

MOVING A SQUADRON

Put the COM BOX over a unit and press fire. The COM BOX is now a cross. Move the cross to where you want the unit to go and press fire again. The unit will now move to that point.

COMBAT

The RAF will (if they have ammunition) attack any Luftwaffe unit they are adjacent to. Both units will flash when in combat. If you have selected to play the game with action sequences, at this point you will be asked to "SELECT WHICH BATTLE?". Move the COM BOX over one of your units in combat and press the fire button. You will now be flying a Spitfire in aerial combat. If a Luftwaffe unit is attacking a ground target, it will also flash at the time of attack and you will similarly be asked to select a battle. Move the COM BOX over the flashing Luftwaffe unit, press fire button and you will be in control of an anti-aircraft gun. (Not available on Spectrum versions due to memory limitations). These sequences directly affect the outcome of any combat.

LANDING A SQUADRON

To land a squadron move it directly over an airfield and it will automatically land there if it can. If the field is unoperational or there are already 4 squadrons on the airfield it will not land and a message will appear. You must move the squadron to another airfield unless you command an existing squadron to take off.

END OF DAY

At the end of a day in any of the 3 games, a score screen is displayed. This shows the number of aircraft lost on either side, the number of successful Luftwaffe attacks and your command ability in percent.

In addition, on the Campaign game you are given an overall rating for the game so far.

To leave the score screen press the space bar (ENTER on Spectrum). In the Campaign game this will take you to the RESUPPLY SCREEN, in the other games it will take you back to the main menu.

RESUPPLY SCREEN (Campaign Game Only)

This screen is for allocating your overnight reinforcements. At the top is the new pilots calibre. This will vary from excellent to poor as the campaign progresses in an attempt to reflect the loss of experienced pilots and their replacements having little or no combat experience. Their combat effectiveness will obviously decrease.

Below this you will see the list of squadrons, their current number of aircraft and their location. Those squadrons in red are below full strength, those in blue are at full strength and the white one is the position of the cursor. Pressing fire will take one from the reserve at the top and add it to the "white" squadron. Moving the joystick up or down moves the cursor correspondingly. You can have a maximum of 15 planes in one squadron.

Press the space bar (ENTER on Spectrum), to leave this screen and return to the campaign menu. You will note the date has now changed. Pressing 3 will continue the campaign.

UNIT LIST

Squadron	Type	Location
234	Spitfire	Middle Wallop
609	Spitfire	Middle Wallop
87	Hurricane	Middle Wallop
213	Hurricane	Middle Wallop
602	Spitfire	Tangmere
17	Hurricane	Tangmere
43	Hurricane	Tangmere
1	Hurricane	Northolt
79	Hurricane	Biggin Hill
501	Hurricane	Biggin Hill
54	Spitfire	Hornchurch
111	Hurricane	Debden
257	Hurricane	Debden
19	Spitfire	Duxford
310	Hurricane	Duxford
66	Spitfire	Coltishall
74	Spitfire	Coltishall
242	Hurricane	Coltishall

PAUSE

To pause any game press P. PAUSE will appear in the DATE/TIME BOX. The COM BOX can still be moved but you will not be allowed to move or control a unit. To start playing again, press P again.

TO ESCAPE

To return to a menu at any time (except during the action sequences), press ESC (Amstrad) or F1 (CBM 64). (Space on Spectrum).

TACTICS

There are three main objectives you should keep in mind whilst playing Battle of Britain:

1. Maintain the RAF as an effective fighting force.
2. Inflict losses on the Luftwaffe.
3. Defend your cities. The sight of massed bomber raids over your cities in daylight will not endear you to the civilian population.

CONTROLS

On the Amstrad and CBM 64 versions of this game, use a joystick. The Spectrum version is compatible with KEMPSTON/PROTEK/+2 joystick interfaces or you can use the following keys:

- Q = UP
- A = DOWN
- I = LEFT
- O = RIGHT
- N = FIRE

THEATRE EUROPE

GETTING STARTED

Once loaded follow the screen prompts to set up the game variations as you want. The screen will clear and you will be presented with the main playing map.

MAP MODE

At the top of the screen is a line of text used for displaying messages, information etc. Below this is your DEFCON status reading from 1 to 5. This shows how close you are to making a nuclear attack. DEFCON 1 means you are making it!

Over Sweden you will see a white square. This is your COMBOX and is used to move units and get reports. When you move the COMBOX over any part of the map a report will appear in the REPORT BOX at the top left of the screen.

MOVEMENT PHASE

Position the COMBOX over one of your own units and press fire. The COMBOX will change colour showing you the unit is ready to move. Now position the COMBOX where you want the unit to go and press fire again. A unit may only move once per phase and its range will be restricted according to the terrain. To leave the MOVEMENT PHASE press space.

CHEMICAL RELEASE

You can instruct your units to use tactical chemical weapons in their attacks. To do so input "Y" when asked for the code. This will give your units an Attack Bonus and cause greater damage to the enemy. Once selected it will always be used. We leave the moral question to your own conscience.

ATTACK PHASE

Place the COMBOX over the unit you want to attack with and press fire. Now move the COMBOX over the enemy unit you want to attack and press fire again. You can only attack adjacent units. You can attack a single enemy unit with as many of your units as you like as long as they are all adjacent to the enemy. You can only attack once per unit per phase.

To leave the ATTACK PHASE press space.

ACTION SCREENS

If you have elected to include the ACTION SCREENS you will now be asked to SELECT BATTLE. Move the COMBOX over one of your attacking units and press fire. You will now be presented with an arcade style representation of that battle. Your results will be used in working out the combat results for all the units.

MAP COMBAT

If you have chosen not to include the action screens then your combat results will be worked out by the computer.

RESUPPLY PHASE

All your units will be displayed as numbers on the screen detailing their current strength in one of the following:

ARM (combat strength): **AIR** (air cover): **SUP** (general level of supply) on a scale of 0 to 9.

The text line shows how much of each are available and to assign it to a unit simply move the COMBOX over your unit

and press fire. The text line value will reduce and your unit's increase. To move onto the next resupply element press space.

The following schedule shows the proposed reinforcement rates and the day they are due to arrive. Note this is the best possible case and may change due to enemy action.

NATO

DAY	ARM	TAC AIR	SUP	AIR
1	1	1	1	0
3	4	4	6	1
5	6	6	8	3
7	1	0	4	7
9	1	2	6	6
11	1	1	8	1
13	2	4	9	1
15	2	3	8	2
17	1	1	8	2
19	3	4	9	1
21	0	1	8	1
23	1	0	4	2
25	1	3	5	0
27	1	2	4	1
29	2	1	4	1

WARSAW PACT

DAY	ARM	TAC AIR	SUP	AIR
1	1	3	2	0
3	2	2	9	0
5	1	1	9	1
7	1	0	6	2
9	2	2	8	0
11	1	2	8	1
13	2	3	9	0
15	8	4	9	1
17	8	5	9	1
19	6	3	9	0
21	1	2	6	2
23	0	2	4	1
25	2	1	2	0
27	2	1	2	0
29	2	0	1	0

AIR PHASE

This phase is used to control your air force. Air units can be assigned to various missions and moved into or out of reserve. This is shown at the top right of the screen. The main display shows which missions you can perform and how many air units you have assigned. Missions are highlighted in RED/GREEN or YELLOW depicting whether the enemy has MORE/LESS or the SAME number of units assigned to that style of mission.

The various missions are as follows:

AIR SUPERIORITY: Air units seek to gain control of the air over the battlefield. Important as it affects all other missions.

COUNTER AIR: Attack enemy airfields. Helps in the battle for Air Superiority.

INTERDICTION: Attacks the enemy supply network (roads, rail etc) — delays reinforcements.

RECONNAISSANCE: The more units assigned to this mission the more detail you will get about the enemy units.

ASSAULT BREAKER: Used to attack ground units. You must have a minimum of 10 units assigned to ASSAULT BREAKER before you can use it. Use the COMBOX to select the ASSAULT BREAKER target.

DEEP STRIKE: Attacks the enemy command & control centres. Carries a slight risk of nuclear retaliation.

IRON SNAKE: Attacks the enemy rail network and may cause delays in reinforcement schedule.

SPECIAL MISSIONS

a) STRATEGIC CHEMICAL LAUNCH

Launches an attack using missiles equipped with chemical warheads (GAS). The target will be an enemy supply city. Risk of nuclear response.

b) STRATEGIC NUCLEAR LAUNCH

Input the correct code (MIDNIGHT SUN) and you will be given a choice of 3 missions:

- i) STANDBY — No launch but ready.
- ii) SINGLE LAUNCH — Allows you to target 1 nuclear strike via the radar screen.
- iii) FIREPLAN WARM PUPPY — Not recommended.

You also have access to the REFLEX SYSTEM. If you turn it

to ON the computer will automatically respond to a nuclear or chemical attack. This may sound insane but there is evidence that the Pentagon has seriously considered it.

RADAR SCREEN

Used to target a nuclear attack or detail incoming missiles. Move the target cursor to your target and press fire.

COMMAND KEYS

All versions operate via a joystick (Kempston on Spectrum).

The Spectrum keyboard controls are:

- Q = UP
- A = DOWN
- P = RIGHT
- O = LEFT
- ENTER = FIRE

UNIT LIST

NATO UNITS IN GAME	ARM	AIR	SUP
DANISH I CORPS	2	1	1
DUTCH I CORPS	3	1	2
BELGIUM I CORPS	3	2	2
BRITISH I CORPS	4	2	3
WEST GERMAN I CORPS	7	3	3
WEST GERMAN II CORPS	7	3	3
WEST GERMAN III CORPS	5	2	3
UNITED STATES V CORPS	9	4	5
UNITED STATES VII CORPS	8	4	5
FRENCH I CORPS	3	2	3
FRENCH II CORPS	2	1	2
ITALIAN II CORPS	2	1	1
ITALIAN IV CORPS	1	1	1
ITALIAN V CORPS	3	1	2

NEUTRAL UNITS	ARM	AIR	SUP
SWISS ARMY	2	2	1
AUSTRIAN ARMY	2	1	1
YUGOSLAVIAN I CORPS	2	1	1
YUGOSLAVIAN II CORPS	2	0	1

WARSAW PACT UNITS	ARM	AIR	SUP
3rd SHOCK ARMY	9	4	4
1st GUARDS TANK ARMY	8	4	4
3rd GUARDS TANK ARMY	6	3	3
4th GUARDS TANK ARMY	6	3	3
8th GUARDS TANK ARMY	4	3	3
2nd GUARDS ARMY	8	4	4
8th GUARDS ARMY	8	4	4
20th GUARDS ARMY	7	3	4
10th ARMY	4	2	2
16th ARMY	4	2	2
21st ARMY	3	1	2
28th ARMY	7	3	4
41st ARMY	6	3	2
1st AIRBORNE ARMY	3	1	1
1st AMPHIBIOUS ARMY	3	1	2
1st POLISH ARMY	5	2	2
2nd POLISH ARMY	4	2	2
2nd RUMANIAN ARMY	5	1	2
3rd RUMANIAN ARMY	4	1	2

VICTORY CONDITIONS

If you take the role of the Warsaw Pact commander you must break the N.A.T.O. alliance which you see as a powerful invasion force poised on your borders. To do this you must take over West Germany.

As N.A.T.O. commander you must prevent any further Pact invasion of Europe — prevent the occupation of West Germany.

FALKLANDS '82

(Spectrum & CBM 64 only)

GETTING STARTED

Once loaded follow the screen prompts to select the level of difficulty required (1-5 where 5 is the most difficult).

You are now asked to divide your 15 warships into Land Troop support and Escort duties. To begin we suggest you split them roughly in half.

THE MAP

The screen will now be showing a map of the northern part of East Falkland where much of the action took place.

There are four types of symbol indicating: SETTLEMENTS, ROUGH TERRAIN, OPEN COUNTRY & MOUNTAINS.

Additionally there are 4 landing sites numbered 1-4.

- 1) PORT STANLEY — capital and heavily defended.
- 2) URANIE BAY
- 3) COW BAY
- 4) SAN CARLOS BAY — the forces actually landed here.

ORDER OF ARRIVAL

At the start of the simulation, all 20 of the Argentine units set up on the map. Their location will only be revealed by the following methods:

1. Either of the British SAS or SBS units spot them whilst reconnoitring.
2. A British unit ends its move close to a concealed Argentine unit.

3. The Argentine unit prepares to move.
4. On game turn 20 all Argentine units will be revealed.

The first part of the British task force — 3 Commando Brigade — is available from turn 1 and consists of the following units:

SBS	Special Boat Squadron, Royal Marines
SAS	D and G Squadrons 22 Special Air Service
40 COMMANDO	40 Commando Royal Marines
42 COMMANDO	42 Commando RM, less M(3) Coy but plus J Coy
45 COMMANDO	45 Commando Royal Marines
2 PARA	2nd Battalion The Parachute Regiment
3 PARA	3rd Battalion The Parachute Regiment
B SQD RHG/D	2 Troops B Squadron The Blues and Royals
7 CMDO BTTY	7 (Sphinx) Commando Battery
8 CMDO BTTY	8 (Alma) Commando Battery
79 CMDO BTTY	79 (KirKee) Commando Battery.

On turn 10 the remainder of the Task Force — 5 Infantry Brigade — will arrive at the beach head.

It consists of:

1/7 GHURKAS	1st Battalion 7th Ghurka Rifles
2 SCOTS GUARDS	2nd Battalion Scots Guards
1 WELSH GUARDS	1st Battalion Welsh Guards
4 FIELD REGT RA	79 Field Battery and TAC HG 4th Field Regiment R.A.

UNIT FACTORS

A typical unit looks like this:

2 PARA : AF10 DF8 MV7 RG1

a) 2 PARA is the name of the unit (in this case 2nd PARACHUTE REG'T).

- b) AF is the Aggression factor. ie. the potential firepower of the unit. When 0 the unit is eliminated.
- c) DF is the Defensive factor and is compared with the AF of an opposing unit for determining combat results. This factor is modified by the type of terrain occupied by the unit. eg Mountains increase the DF.
- d) MV is the Movement factor or speed value. It represents the number of points which can be expended when moving around the map. Again this is moderated by terrain.
- e) RG is the Range factor — the number of squares that can separate a unit from its target and still be within attacking distance.

ORDERS

At the bottom of the screen appears a list of the orders available for the unit currently displayed.

The possible commands are:

ATTACK : LAND : MOVE : RECONNOITRE : PASS

To select a command input the 1st letter (ie A for Attack) and follow the screen prompts.

1 ATTACK

Units cannot move and attack in the same turn. A unit can attack whilst still AT SEA (tanks ready for firing from landing craft).

You will also be asked under certain conditions if you want an Airstrike or Naval Gunfire on your target. The input is Y for Yes or N for No.

2 LAND

When you have decided which of the four sites is to be your beach head input "L" followed by the site number. Once

chosen all your units must land there with the exception of SAS and SBS units (see RECONNOITRE).

3 MOVE

This option is an alternative to ATTACK. Follow the screen prompts for direction and use "P" (PASS) to end the move.

4 RECONNOITRE

Only SAS & SBS units have this option which reveals all enemy units within 5 squares of the unit. You can also use the units to Reconnoitre landing sites.

This option must be commanded before the unit moves or attacks.

VICTORY CONDITIONS

Your objective is to liberate all of the settlements displayed on the map. To do so your units must currently occupy or have been the last to occupy each of the settlement squares, and maintain the position for one full game turn beyond the turn in which the last settlement was occupied.

ARGENTINE UNIT LIST

3 INF REG	3rd Infantry Regiment
4 INF REG	4th Infantry Regiment
6 INF REG	6th Infantry Regiment
7 INF REG	7th Infantry Regiment
12 INF REG	12th Infantry Regiment
25 INF REG	25th Infantry Regiment
302 MARINES	302ND Marine Commando
5 MARINES	5th Marine Infantry Battalion
601 RANGERS	601st Rangers
602 RANGERS	602nd Rangers
MAR AMPH REC	Mowag Armd Cars of 1st Marine Amphibious Group
3 ARTY GROUP	3rd Artillery Group
8 INF REG	8th Infantry Regiment
11 ARTY GROUP	11th Artillery Group
MAR ARMD REC	Panhard Armd Cars of 1st Marine Amphibious Group
5th INF REG	5th Infantry Regiment
9 ENG COY	9th Motorised Engineer Company
10 MEC ENG	10th Mechanised Engineer Company
BT A/FLD DEF	Buzo Tactico (Special Forces) Artillery

TOBRUK

(Amstrad Versions only)

GETTING STARTED

Once loaded follow the prompts to set up the game of your choice. Tobruk follows the structure of THEATRE EUROPE quite closely so we recommend that you play THEATRE EUROPE before starting TOBRUK.

MAP MODE

Move the COMBOX around as with THEATRE EUROPE. Information will be displayed in the REPORT BOX at the top right of the screen.

Whilst the COMBOX is over one of your units you will see five factors displayed:

INF: ART: AFV: SUP: MOB

INF: shows your INFANTRY strength

ART: your ARTILLERY capability

AFV: your ARMoured FIGHTING VEHICLE (tanks etc) strength

SUP: general level of a units supply

MOB: mobility rating

The last is the factor most important for moving a unit.

MOVING A UNIT

This value is the MOBILITY of the unit. If it reads 6 for example, you can move 6 squares. Note that the unit will follow the EXACT course of the movement cursor. Move units in the same way as Theatre Europe.

ATTACKING

When you have positioned all your units press the space bar and the text line will read ASSAULT PHASE. To attack enemy units, your unit must be adjacent. Place the COMBOX over your attacking unit, press fire, move the cursor to the unit you want to attack and press fire again. Repeat for all your attacking units. When all your selections are made press space to move onto the next phase.

ACTION SCREENS

If you opted to include these from the main menu, you will now be asked to "SELECT BATTLE". Move the COMBOX over one of your attacking units and press fire. You will now be driving a tank in battle. Press T to control the main turret gun, and M to get the machine gun. D takes you back to driving. Your results in this phase will be applied to all your attacking units.

MAP ATTACKS

If you chose not to select the action screens, the combat results will be worked out by the computer.

Note: There are two movement and attack phases per day — A.M. and P.M.

RESUPPLY

At the end of the Allied P.M. assault phase you will move on to the RESUPPLY PHASE. Resupply your units as described in Theatre Europe but note that if you are playing AXIS your units must be within 6 squares of a mobile supply unit to be within resupply range.

COMMAND PHASE

This controls your air support and engineer activities. The two rows of three boxes each are as follows:

TOP ROW: AIR SUPERIORITY : INTERDICTION :
GROUND STRIKE

BOTTOM ROW: AFV RECOVERY : AFV DESTRUCT :
MINE LAYING/LIFTING

1) To understand the meaning of Air Superiority and Interdiction please read the relevant section in the Theatre Europe instructions. Ground Strike is similar to Assault Breaker.

2) **AFV RECOVERY:** If you assign engineers to this task, they will "rescue" wrecked tanks from the battlefield at the end of the day and increase your resupply capabilities.

3) **AFV DESTRUCT:** This mission prevents the enemy engineers from operating AFV RECOVERY.

4) **MINE LAYING/LIFTING:** This is a special phase requiring 10 units or more. The Axis player is allowed to lift mines 1 square at a time and the Allied player to lay them. The area selected must be within supply range.

In the Command Phase you allocate units from reserve to each mission when the cursor at the top is pointing down and take them from a mission to reserve when the pointer is pointing up. Press the space bar to switch phase. Note you cannot move units from 1 mission to another via reserve within 1 turn.

VICTORY CONDITIONS

As the Axis commander you must attempt to take as many

of the Allied command posts as possible with Tobruk as the ultimate goal. As the Allied commander you must defend the six posts from invasion while attempting to disrupt the Axis supply routes.

Your overall rating will be given as a percentage at the end of the game.

UNIT LIST

ALLIED UNITS	MAXIMUM		
IN GAME	INF	AFV	MOB
1 ARMY TANK BRIGADE	2	9	6
32 BRIGADE	9	0	2
150 BRIGADE (BOX)	11	0	1
151 BRIGADE	11	0	1
2 ARMOURED BRIGADE	2	9	6
22 ARMOURED BRIGADE	2	9	6
201 GUARDS MOTOR BRIGADE	9	0	4
4 ARMOURED BRIGADE	2	9	6
7 MOTOR BRIGADE	9	0	4
3 INDIAN MOTOR BRIGADE ..	9	0	4
1 S.A. BRIGADE	9	1	2
2 S.A. BRIGADE	9	1	2
3 S.A. BRIGADE	9	1	2
2 S.A. DIVISION (TOBRUK) ...	15	—	—

ALLIED COMMAND

Points

TOBRUK	1	—	—
GAZALA	10	—	—
ACROMA	3	—	—
KNIGHTSBRIDGE	5	—	—
EL ADEM	4	—	—
BIR HACHEIM	10	—	—

AXIS UNITS**MAXIMUM**

	INF	AFV	MOB
90 LIGHT DIVISION	10	4	6
21 PANZER DIVISION	9	9	6
15 PANZER DIVISION	9	9	6
ARIETE DIVISION	9	7	6
TRIESTE DIVISION	9	7	6
LITTORIO DIVISION	9	7	6
PAVIA DIVISION	9	0	1
BRESCIA DIVISION	9	0	1
SABRATHA DIVISION	9	0	1
TRENTO DIVISION	9	0	1
SUPPLY DUMPS (2)	3	0	6



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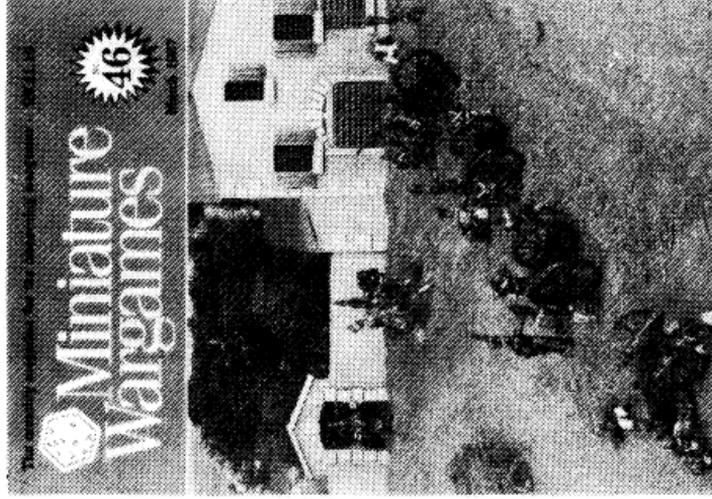
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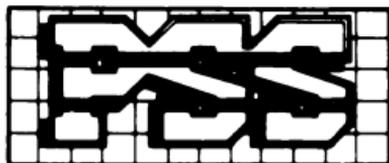
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