Computer Conflict

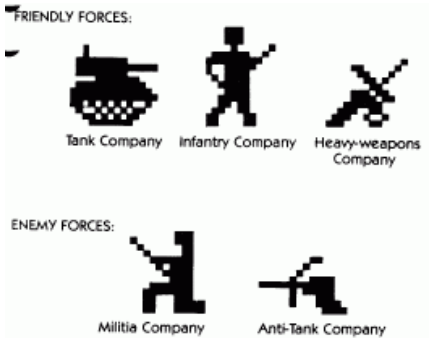
featuring: Rebel Force & Red Attack
by SSI, 1980

REBEL FORCE

1.0 INTRODUCTION
1.1 OVERVIEW
REBEL FORCE is a company level simulation of a battle between a modern combined arms force and a well equipped rebel force. Each turn represents about 15 minutes of real time. A hexagonal grid map representing 500 meters per hex, is used to regulate movement and combat. A Terrain Effects Table summarizes how the features on the map affect the movement and combat of the units. A Combat Results Table has been provided to explain the combat system although the computer automatically calculates and implements combat results as they occur.

1.2 THE UNITS

The player commands the combined arms force which from here on shall be referred to as the Friendly Force. The computer commands the rebel, or Enemy Force.



1.3 GETTING STARTED
Insert the disk in drive #1 and turn on the computer. Users without Autostart or with Applesoft ROMS will have to boot the disk manually. Select to play REBEL FORCE. The menu will appear listing scenario options. Select the number of the desired option. Wait while the computer sets up the scenario. When the table showing UNIT 1 TURN 1 etc. appears and the unit flashes on the screen, the game is ready to begin.

1.4 COMMANDS
There are eight basic commands. The keys 1 to 6 control movement (see section 3.0). The space bar terminates the unit's turn. The space bar can also be used to clear minefields (see section 3.0), increase effective combat strength (see section 4.0), and reorganize units (see section 6.0). By hitting one of the keys indicated under DIRECTION, the player can move the unit forward and continue to move until either it has no movement allowance left and the computer moves to the next unit, or the player hits the space bar to signal that no further movement is required. By pressing the S key, the game will stop. This should only be used if you are interrupted during play. To restart the game from where you left off, simply press any key.

2.0 SEQUENCE OF PLAY
The player can move each of his ten units with any combat results being applied immediately. One completion of the sequence of play is called a Game-Turn. Each Game-Turn consists of movement by both Friendly and Enemy units.
2.1 FRIENDLY PLAYER TURN
Each unit, in turn, will be identified by its flashing shape, and details relevant to that particular unit will appear at the bottom of the screen. The player can then move (as described in section 3.0) or hit the space

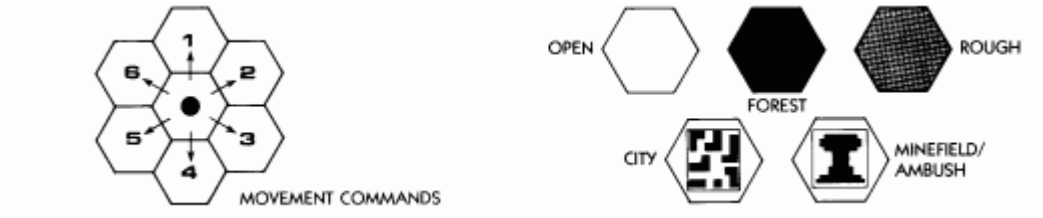
bar. When all 10 units have been deployed, the computer will go on to the Enemy turn.

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2.2 ENEMY TURN
The Enemy units will then move and the Game-Turn counter will be advanced by one. (Enemy tactics vary with each scenario.)
2.3 At the end of each Game-Turn, the victory count is updated if any Friendly units are in the city or any Enemy units occupy the left row of the map. The sequence of play will continue until one side's victory counter reaches 100 (see section 7.0) at which point the game will finish and the result appear.
2.4 At this stage it would be advisable to play a game on level 5 and get used to the system, referring to the rules as you need them. An illegal move cannot be made as the computer checks each move and displays the possible choices.

3.0 MOVEMENT OF UNITS
3.1 UNITS
Each unit has a movement allowance which is indicated at the bottom of the screen. As the unit moves, that counter is automatically adjusted. The possible movement for any unit is also displayed on the screen under the heading 'DIRECTION'. '1' means to the top of the screen, '2' means the direction to the right (clockwise) of the '1' and so on. (see diagram). Each unit can move until it has no movement allowance left or its movement can be terminated by hitting the space bar (SPC).
3.2 Combat results are automatically applied to any Friendly and Enemy forces that are adjacent during the movement phase.
3.3 There is a five second time limit for each move. If that limit is exceeded, it will be assumed that the space bar has been hit and the computer will pass on to the next unit.
3.4 MINEFIELDS
When a unit moves into a mined hex the bomb symbol will flash a number of times, indicating the strength of the field, and the movement and strength of the unit in the hex will be adjusted. If a unit is in a mined hex it will not be affected by it, although it will not be able to use the combat bonus that would normally apply when the space bar is hit. To clear a mined hex simply hit the space bar. The strength of the unit will determine how long itwill take before the field is finally cleared.
NOTE: A mine field is actually an indication of fixed rebel activity and represents mines, ambushes, and general fixed defense, which take time to reduce.

3.5 TERRAIN
The following are the types of terrain in the game: OPEN–Costs one movement point to enter. ROUGH–Costs two movement points to enter. FOREST–Costs three movement points to enter. CITY–Costs two movement points to enter.



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3.6 STACKING
Only one unit is allowed in anyone hex at a given time. This can be inconvenient when a weak unit occupies the city as it is not easy to replace it with a stronger unit.

4.0 COMBAT
As a Friendly unit moves through the map it may become adjacent to an Enemy unit. Any Enemy unit which is adjacent to a Friendly unit will become visible and combat will immediately take place, with the results applied before the Friendly unit continues its move.
4.1 COMBAT RESOLUTION

When combat takes place the results can affect either or both of the adjacent units.
4.2 Before combat takes place the combat odds are calculated. Firstly, the strengths of the adjacent units are taken into account as the types of units involved affect the totals (see Unit Differential Table). The terrain is then taken into account.
FOREST—gives a combat bonus of 3.
ROUGH—gives a combat bonus of 2.
OPEN—gives no combat bonus.
CITY—gives a combat bonus of 2 (except for Tank Companies)

(Obviously you have to judge whether to go slowly through forest and have the terrain benefits or travel fast through open terrain but be prepared to take more casualties)
4.3 If Friendly units surround an Enemy unit the Friendly units get advantage points and vice versa.
4.4 If the space bar is pressed then the remaining movement points are added to the unit's strength before any final combat is calculated. (This will not apply if a unit is in a mined hex).
4.5 Combat also occurs before any movement takes place. Combat results affect both strength and movement and it is possible that after the initial combat a unit will have no movement allowance left and the computer will move on to the next unit.
4.6 A Friendly unit that destroys an Enemy unit may always advance into the square formerly occupied by the Enemy unit unless the Friendly unit has 0 movement points remaining.
NOTE: The Combat Results Table (see Section 8) explains in detail how results are calculated.

5.0 SCENARIOS
There are 5 scenarios which have been created from the options below.
RANDOM TERRAIN: The computer will produce a map with a different arrangement of terrain features.
INCREASED FRIENDLY STRENGTH: The strength (and movement allowance) of all Friendly units is increased.
INCREASED ENEMY STRENGTH: The strength of Rebel units is increased.
NO ENEMY REINFORCEMENTS: Only the Enemy units that start the game on the map will be involved in the game (unless the next option is in effect in which case reinforcements will only appear on the map when a Friendly unit is occupying the city hex).
INCREASED ENEMY REACTION: Enemy units will be more active in counterattacking the city hex.
INCREASED ENEMY MOVEMENT: The Enemy units have greater mobility.
DECREASED ENEMY MOVEMENT: The Enemy units have less mobility (this option cannot be in effect when INCREASED ENEMY MOVEMENT is in effect).
SOUND OFF: For players who like to stay up late.
NO HEX DRAW: The hex structure is not drawn, leaving a more realistic terrain.
Provision has been made in the menu for the player to choose his

	1	2	3	4	5
Random Terrain	x	x			
Increased friendly strength		x			x
Increased enemy strength	x	x		x	
No enemy reinforcements				x	x
Increased enemy reaction	x	x	x		
Increased enemy movement	x	x			

Decreases enemy Movement				x	x

Sound Off / Hex Draw Off

6.0 REINFORCEMENTS

6.1 With the Reinforcement Option in effect the Enemy forces receive approximately one unit per turn arriving on the right side of the map. Generally these units are weaker than the units already on the map (unless there is a Friendly unit in the city) but you still have to be careful: Friendly units are generally weaker when they reach that side of the map.

6.11 When using the Increased Reaction Option the number of Enemy reinforcements increases when any Friendly unit occupies the city

6.12 There are no Friendly force reinforcements.

6.2 Reorganization

When a friendly unit has its effective strength reduced through combat, it can be retired from duty for a number of turns to build up its effective strength through the reorganizing procedure. If the space bar is pressed the unit will receive a strength increase up to 80% of its initial strength (If its initial strength was 12, it can never exceed 9 using this procedure).

6.21 The reorganizing procedure can be exercised when the Friendly unit is not in a mined hex and there are no adjacent Enemy units. A unit uses its complete movement allowance when using this procedure.

6.22 Tank companies are slower to reorganize than infantry or heavy weapons companies.

7.0 VICTORY CONDITIONS

7.1 VICTORY POINTS

Friendly units gain victory points for occupying the city hex. The victory point total is increased by three points for each strength—point in the city each turn. (If a tank unit of strength 10 is in the city then the victory point total is increased by 30 points each turn).

NOTE: This is the only way the Friendly player can gain victory points.

7.2 The Enemy forces gain victory points for:

1. destroying Friendly units.
2. occupying the left row of the map.
3. every turn in which a Friendly unit is not in the city.

The Enemy forces get 10 points for every Friendly unit totally destroyed (not for reducing the strength of a unit). They also receive 3 points for every strength point that they have in the left hand row at the end of each turn. The Enemy forces also receive 2 victory points for

7.3 Victory

When one side or the other exceeds 100 victory points (this could occur simultaneously at the end of one game-turn) the game has ended.

The result is then determined by the lower total.

Lower victory total	Result
greater than 80	Draw
between 66-80	Marginal
between 51-65	Substantive
less than 50	Decisive

8.0 Combat results

8.1 Combat results table

Combat odds	-- 1:3	.5- 1:2	1- 1:1	2- 2:1	3- 3:1	4- 4:1	5- 5:1	6+ 6:1
1	1/2	1/1	2/1	2/1	2/0	3/0	4/0	4/0
2	1/2	1/2	2/1	1/1	2/1	3/1	3/0	4/0
3	1/2	1/2	1/1	1/1	2/1	2/1	3/0	3/0
4	0/2	0/2	1/1	1/1	2/2	2/1	3/1	3/0
5	0/3	0/2	1/2	1/2	1/2	1/1	2/1	2/1
6	0/3	0/3	1/2	0/1	0/1	1/2	1/1	1/1
			Heavy		Medium			Light

Ratios below .5 are calculated using the 1:3 column. Ratios 6 and above are calculated using the 6:1 column.
The number on the left represents the number of Rebel strength points lost and the number on the right represents the number of Friendly points lost.

8.2 1:3 1:2 results indicate heavy resistance
1:1 2:1 3:1 results indicate medium resistance
4:1 5:1 6:1 results indicate light resistance
Heavy resistance causes a unit to expend 3 movement points, medium 2 points and light 1 point.
8.3 When calculating the combat ratio, 30% of the combined strength of all adjacent Enemy units is added to the Friendly total and vice versa.
8.4 All adjustments refer to the adding or subtracting of amounts from the combat ratio. The appropriate column is then chosen and the result calculated.

8.5 Terrain Effects Table (a)

Terrain	Movement points to enter	Combat bonus
Forest	3	3
Open	1	-
rough	2	1
City	2	2

(except tank companies)

8.5 Terrain Effects Table (a) Combat differential

Friendly/Enem	Forest	Rough	Open	City

y unit in				
Forest	-	2	3	1
Rough	-2	-	1	-1
Open	-3	-1	-	-2
City	-1	1	2	-

Only Infantry and Heavy Weapons units gain a bonus in the city.

8.7 Unit differential Table (a)

friendly unit	Anti-tank unit	militia unit
Tank company	-3	2
HeavyWeapons	2	-1
Infantry Company	1	1

8.8 Example
A Tank Company, strength 10, in the Forest has combat with an Anti-tank unit, Strength 4 in the Rough.
Strength ratio - 10:4 = 2.5:1
2.1 (rounding down) combat odds
Terrain differential - +2 (i.e., go to the right 2 columns from 2:1, which is the 4:1 column)
Unit differential - —3 (i.e., go to the left 3 columns from 4:1 which is the 1:1 column)
We are now on the 1:1 column of the Combat Results Table. If the dice roll is a 5, the result would be (1/2). Therefore the Tank strength would be reduced to 8 and the Anti-tank unit would be reduced to 3.

9.0 BASIC TACTICS
When playing REBEL FORCE it is best to divide the game into two stages: preparation and attack on the city. Firstly, minefields should be cleared and heavy Enemy resistance avoided. Every opportunity should be taken to reorganize weaker units. When attacking the city, ensure that there is sufficient strength to withstand the enemy counterattack. At all times consider the Terrain and Unit Differentials.

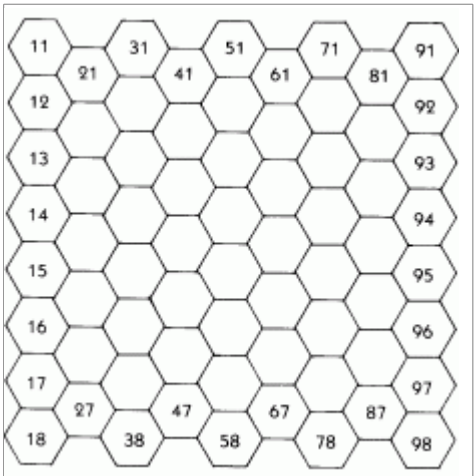
CREDITS
Roger Keating: REBEL FORCE Game Design
Jim Yarbrough: RED ATTACK! Game Design
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A&a Printers & Lithographers: Printing

Red Attack

1.0 INTRODUCTION

1.1 DESCRIPTION OF PLAY AND VICTORY CONDITIONS
RED ATTACK! is a two-player level game which simulates an attack by a mixed Soviet tank and infantry force against a defending infantry force. The attacking (Soviet) player wins the game by occupying two of the three towns on the mapboard at the conclusion of the fifth complete game turn. The defender wins if the attacker fails to achieve these victory conditions.
1.2 STARTING A GAME
To begin a game, boot your game disc and select to play RED ATTACK! The computer will then display a random set-up of terrain and units and ask whether this is acceptable to the players. if a player feels that the set-up is unacceptable, the computer will generate a new set-up. Each player is allowed to refuse the set-up
maximum of three times. Once a player has refused the set-up three times he must accept what the computer gives him. Once oath players have agreed to the set up the game begins.
1.3 MAPBOARD COORDINATES

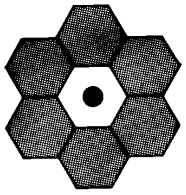
To identify a particular hex on the map, first read the column number from left to right and then the row number from top to bottom (i.e., The hex in the upper right corner of the map would be 91 – nine columns across and one row down).

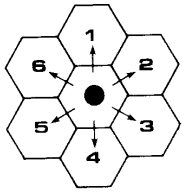


2.0 GENERAL DESCRIPTION
2.1 DEFINITION OF TERMS
2.11 MOVEMENT ALLOWANCE: The maximum number of hexes which a unit may be moved in a single movement phase, expressed in Movement Points.
2.12 COMBAT STRENGTH The relative strength of a unit with regard to attack and defense, expressed in terms of Strength Points.
2.2 MAPBOARD CODES
2.21 GENERAL The game map represents a typical part of a country being invaded by the Soviet Union. Each hex represents about 1500 meters. The entire map consists of 9 horizontal columns by 7 or 8 alternating vertical rows**.**
2.22 TERRAIN: There are three types of terrain: clear, woods, and town. Clear hexes are white, woods hexes are green, and town hexes are represented by 6 violet squares.

2.23 COMBAT UNITS: There are two types of combat units – infantry and tanks. Defender infantry units are represented by black soldiers and Soviet infantry units are represented by orange soldiers (if you have a 6-color Apple). Soviet tank units are also orange.
2.24 UNIT STRENGTH: All units have a combat strength of 1.
2.25 UNIT MOVEMENT: All infantry units have a movement allowance of 3. All tank units have a movement allowance of 4.
3.0 SEQUENCE OF PLAY
The game is played in a series of same turns each consisting of a Soviet player turn and a Defender player turn. Each game turn represents 1 hour of real time.
3.1 SOVIET PLAYER TURN
The Soviet player is always the first to move and engage in combat. The Soviet player turn is broken into two parts: the Soviet movement phase and the Soviet combat phase.
3.11 SOVIET MOVEMENT PHASE: The player commanding the Soviet invaders moves each of his units on the mapboard in any order he chooses, within the limitations imposed by the Movement rules. As orders are given, the computer moves each unitto its new location. Once a legal move is entered it

CANNOT be taken back!
3.12 SOVIET COMBAT PHASE: The Soviet player may now attack any Defenders which are adjacent to any Soviet units. All attacks on enemy units are entirely voluntary and may be conducted in any order the attacking player chooses. As each attack is resolved, retreats and advances are executed as required.
3.2 DEFENDER PLAYER TURN
The Defender player now moves his units and engages in combat in the same manner as the Soviet player.
3.21 DEFENDER MOVEMENT PHASE: The Defender now moves his units within the same limitations and restrictions as the Soviet player.
3.22 DEFENDER COMBAT PHASE: The defender now conducts his attacks following the same procedures as the Soviet player.
3.3 Repeat 3.1-3.2 until five game turns have been completed. At the end of five game turns the computer will evaluate the position and select a winner in accordance with the previously described victory conditions.
4.0 MOVEMENT
During each movement phase the phasing player may move any, all or none of his units. Units may be moved in any direction or combination of directions. A given unit's movement, however, is always restricted by the unit's Movement Allowance, as well as by restrictions imposed by terrain and other movement rules.
4.1 MOVEMENT RESTRICTIONS
4.11 MOVEMENT POINTS: Movement is calculated in terms of Movement Points. The number of Movement Points expended by a unit during a single Movement Phase may not exceed its total Movement Allowance.
4.12 The Movement Allowance of the units are as follows: Infantry – 3 Movement Points
Tanks – 4 Movement Points
4.13 A unit may expend any portion of its Movement Allowance, but
unused Movement Points may not be accumulated from one Movement Phase to the next or transferred from one unit to another.
4.14 A unit expends one movement point to enter a clear or town hex.
4.15 Woods hexes are impassable; units are never allowed to enter a woods hex.
4.16 No unit may exit the mapboard for any reason.
4.17 No unit may move onto or through another unit, whether enemy or friendly, at any time.
4.2 ZONES OF CONTROL
The six hexes that surround a unit are controlled by that unit and constitute its Zone Of Control. A unit must cease movement for the current movement phase when it enters an enemy unit's Zone
4.21 All units exert zones of control throughout the game. These zones are never negated by units, enemy or friendly.
4.22 Units do not pay any additional movement points to enter an enemy controlled hex.
4.23 A unit may leave a Zone Of Control but may never move from one Zone Of Control directly to another Zone Of Control (except as a result of an advance after combat).
4.24 Friendly zones of control never inhibit the movement of friendly units.
4.3 For the purposes of issuing movement commands, the various directions which a unit may move are assigned the following numbers:


ZONES OF CONTROL



MOVEMENT COMMANDS

4.4 MOVEMENT PROCEDURE
The computer will display which player turn is being conducted and the current game turn. The player whose turn it is will be allowed as many ' move sequences" as he has units
4.41 A move sequence is the act of moving one unit. 4.42 Players may move their units in any order they wish
4.43 Information displayed as "UNIT NUMBER' is the current unit move sequence that a player is executing. Each unit is allowed 1 move sequence per turn.
4.44 The player will next be asked to input the STARTING HEX of the unit that he wishes to move. This

number is entered WITHOUT pressing the return key.
4.45 The computer will now ask for a direction input and will display the current MOVE NUMBER (i.e. The number of movement points to be subtracted from a units movement allowance) The direction input (1-6) is also entered WITHOUT pressing the return key.
4.46 There are 3 ways that a unit's movement sequence can be terminated
1 Moving adjacent to an enemy unit
2. Expending a unit's total movement allowance
3. Pressing the RETURN KEY
If a player wishes to end a unit's movement before it has expended its total movement allowance, he must press the RETURN KEY to terminate that unit's movement and move on to the next unit By the same token if a player has units that he doesn't wish to move at all, he merely presses the return key to terminate each excess movement sequence

5.0 COMBAT

Combat between adjacent opposing units is entirely voluntary. The player who has just completed the Movement Phase is the attacker and the other player is the defender, regardless of the overall situation.
5.1 No unit may attack more than once per combat phase and no enemy unit may be attacked more than once per combat phase Units may only attack an enemy which they are adjacent to
5.2 Units in two or more different hexes may combine their attack against a single adjacent enemy unit

5.3 COMBAT RESOLUTION PROCEDURE

After the attacker has inputed the target hex, the computer asks for the hex locations of the attacking units Pressing RETURN indicates that there are no more attacking units. The computer automatically subtracts the strength of the defending unit from
the combined strength of the attacking unit(s) to arrive at a combat differential (+1, +3, etc.). The computer then generates a random number between zero and seven and consults the combat results table to arrive at the result.

5.4 COMBAT RESULTS PROCEDURE

The players are not allowed to see the combat results tables, however, it can be summarized as follows:
1. Combat results are largely bloodless.
2. A +1 combat differential is necessary for the attacker to obtain an even chance against the defender.
There are five possible results for each combat action.
5.41 ATTACKER MUST RETREAT — All attacking units must move back one hex. The computer selects the attackers in the order that they were entered and asks for the retreat direction (1-6). This sequence will repeat over and over again, allowing the player to retreat all his attacking units.
5.42 DEFENDER MUST RETREAT — The defender must retreat
the defending unit one hex. The computer asks for the retreat direction of the defending unit. The computer then asks: Attacking Unit To Advance? The attacking player will input the hex location of the attacking unit he wishes to advance into the target hex after combat. Pressing return will indicate no advance after combat.
5.43 ATTACKER ELIMINATED — All of the attacking units are eliminated.
5.44 DEFENDER ELIMINATED — The defender's unit is eliminated. The computer will ask: Attacking Unit To Advance? as described above.
5.45 DEFENDER HOLDS POSITION — The attack results are inconclusive. All participating units remain in their original hexes.
5.5 Units may not retreat into a hex they would normally be unable to move into, nor may any unit retreat into an enemy unit's zone of control. Units may not retreat off the map or onto another unit. If a retreating unit has no hex to retreat to then it is eliminated.