

You are major Tom Foolery, part of the Royal Espionage Team, responsible for intercepting and broadcasting radio messages.

You have been given two documents—  
– one to **decipher our messages**,  
and another **to decode enemy communication**. Both use the same characters, but with different meaning.

With these, you can **translate messages**, but with the machines on your desk, you can also generate **new encoded messages**-- which you can then broadcast to either **your allies** to help them, or to **your opponents** to mislead them (although they'll catch you if you send misinformation often).

Troops will try to make the best move with the information they have, even if you don't send them anything. **Translate messages as quickly as you can** to lead your troops to victory! You win if one of your units reaches the leftmost outpost, and lose if an enemy unit reaches the right. Good luck, soldier, and remember-- even if you aren't on the battlefield, **you're still fighting along us.**

**Onward! To glory and victory!**

These are your responsibilities:

- 1) You intercept a message on a radio frequency. If it's an allied message, you can use the cipher in this book. For enemy messages, you can use another document.
- 2) Based on the information you obtained, you update the map with new unit positions.
- 3) If necessary, you compose either a helpful response for your allies, or a misleading message to the opponent.

You win by reaching the leftmost outpost or wiping out all enemies, and lose if an enemy troop reaches the rightmost outpost or all of your units die.

The type of messages you can both send and receive:

**Unit location:**

[Unit type] [Alliance] [Amount]  
[Location ID] (6 characters)

**Unit movement:**

[Unit type] [Alliance] [Amount]  
[Past Location ID] [Current  
Location ID] (8 characters)

**Location Status:** [Location ID]  
[Status ID] (3 characters)

**Combat**

In case of opposing units meeting each other, either the strongest unit will wipe out the weaker opponent, or if the same type, the larger troop eliminates the other.

## Codes

### Status

Clear	E
Dangerous	A
Unknown	C
Inaccessible	H

### Troop types

Infantry	E
Cavalry	G
Tanks	H
Anti-tank	C

### Alliance

Friendly	D
Hostile	B

## Number of troops

100	AH
200	HG
300	CD
400	AC
500	DF
600	HB
700	DC
800	HC
900	ED
1000	AG

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