

# THE SHATTERED ALLIANCE™

## PLAYER INTRODUCTION CARD

### HOW TO OPERATE THE GAME

You will boot this game much like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems, but those players with the PASCAL system will have to use the BASICS disk to boot the disk. Once booted, the game will display a menu which gives a selection of scenarios. You are given the choice of starting the introductory scenario or a fantasy/historical scenario, restarting a saved game, or creating a new scenario. You may also view the different unit symbols in order to familiarize yourself with the types of units available (see Unit Types in the rulebook).

The game shifts to a different menu when you select a new scenario. You now select which scenario you wish to play; either one of the four fantasy scenarios (Key 1-4) or one of the historical scenarios (Key 5-8). The program will load and then the computer will display the armies selected.

The armies are displayed on the screen one at a time, in their order of battle. Each unit type and tribe is displayed as well as each unit's training class, weaponry and numerical strength. After this display leaves the screen, you will be able to select whether you wish to play a solitaire or two-player scenario. The computer will ask you to name the commander of each army. If you press Key "C" for one or both commanders, the computer will control those armies. You will also be asked if you wish to have the morale and combat calculations printed in full detail. Press Key "Y" to accomplish this.

If you decide to play a particular scenario against the computer, you will have to chance to select the skill level and size of the solitaire player's army. First, you will choose from two skill levels, beginning and advanced. Then, you will select the solitaire player's army size; you can choose a normal size army, or raise the training class of each unit by one grade and choose a normal size, 25% greater than normal size or double size army.

The disk drive will load the battle program and then ask which map scale you wish to see, strategic or tactical. Press Key "S" for strategic or Key "T" for tactical. If you select the tactical map, the computer will

ask you which row and which column you wish to start with. The computer will print the tactical map, with a square display in the lower right hand corner. The larger square represents the strategic map, the small rectangle represents the tactical map, which is placed relative to its position on the strategic map. The units are represented on this indicator by small dots. The tactical map also has scrolling capabilities; press Key "U" for up, "D" for down "L" for left and "R" for right, to center your tactical map position.

We suggest you use the strategic map for planning your battle, deploying troops and examining terrain. It is best used for an over-all view of the battle. Select the tactical map for combat (especially fire combat) and movement. Combat is much easier with the tactical map, as you can judge distances and positions better than with the strategic map.

Once you choose the map which suits you, the computer will allow both players to move all of their units, one side at a time. After the initial move, the computer calculates when each unit should be moved and displays it for movement at the appropriate time. At any time-point (time-point counter is located in the upper-right corner inside the direction guide), any number of units can move.

To move a unit, simply check the movement indicator in the upper-right corner to determine which direction you want to move the unit. Then press the appropriate key (Keys 1-6) for the direction in which you want the unit to move. If you don't want the unit to move, press Key 0. Pressing the space bar will move the unit in the same direction as its last move. The unit's last move is displayed at the bottom-center of the screen, below the countdown timer.

Now that you have pressed one of the keys 1 to 6 and moved your first unit, move the rest of your units in the same manner. You will find it very easy to maneuver your units to effectively attack the enemy.

Now that you're able to move your units, let's look at combat. Since the object of the game is to defeat the opposing army, you must attack it. There are two methods of attack: Fire combat and Melee combat. Fire combat is done at a distance with missile weapons;



melee combat is done with hand-held weapons when your unit is next to the enemy.

To attack a unit with fire weapons, your unit must be equipped with missile weapons and you must be in range of the opposing unit. Press Key F to fire on the opponent; the computer will ask in which direction you wish to fire. If you have made a mistake and cannot fire, press Key Q to abort the command. If not, indicate the direction in which you wish to fire. You will have to indicate the direction for each hex of distance to the target unit. Press Key O to attack a particular hex. The detail display, if selected, and the battle report will be displayed on the screen. Note that if the opposing unit cannot return defensive fire, the attacker will suffer no casualties.

To melee attack an opponent, simply press Key A and the computer will ask you which direction you wish to attack. Press Keys 1-6 for the appropriate direction or Key Q if you wish to abort your attack. The computer will display the combat factors if you have selected the

detail display option at the beginning of the game. Otherwise, the computer will jump to the battle report. This gives you the beginning and ending strengths of both units, the victory result and an indication of which unit has routed, if any.

If you wish to use magic, simply press Key S. The computer will ask you which one of four spells you wish to cast: Blade Enhancer, Shield, Haste or Courage. After you select the spell, it will ask how many spell points you wish to use. Enter the number and the spell will take effect. Remember, not all scenarios have magic.

To save the game, press Key E and the computer will instruct you in the procedures necessary. You must have a fresh uninitialized disk available to store your program.

If you have any questions about the game, send a SASE to SSI, 465 Fairchild Drive, Suite 108, Mountain View, CA 94043 or call (415) 964-1353. Good luck and enjoy the game!



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# THE SHATTERED ALLIANCE™

## MORALE

There are two levels of morale in *The Shattered Alliance*: unit morale and army morale. Listed below are the factors which affect unit and army morale and the procedures to change the morale levels.

### UNIT MORALE AND MORALE CHECKS

A unit can be routed by two methods. The first is by failing a morale check (see below). The second is by losing more battles, without moving, than the unit's training class can withstand (see Training Class Chart).

#### FREQUENCY

Morale checks occur under the following circumstances:

1. When a unit is attacking and its last order was 1 to 6 (a move order)
2. When unit is within 3 hexes of a friendly unit which routs
3. When a routing unit is more than 3 hexes from any enemy unit

#### PROCEDURE

Three AVERAGE die (a dice marked with the numbers 2,3,3,4,4,5, instead of 1,2,3,4,5,6) are rolled and their totals added.

Unit Morale Factors (see below) adjust this total.

#### Unit Morale Factors

- 1 Each 10% of Warriors lost
- +/-1 Each Battle won/lost
- +/-1 Each Friendly/Enemy unit within 3 hexes at time
- +/-1 Each Friendly/Enemy unit not in rout within 3 hexes at time of check

After the die rolls are added and the appropriate factors are subtracted, the Morale Table is read for the result.

#### Example:

Suppose that we have a B class infantry unit which has lost 20% of its men, has won two more battles than it has lost and has one enemy unit within three hexes. Three dice are rolled: a two, three, and two, for a total of seven. The computer subtracts two for the 20% casualties, adds two for the number of battles won and subtracts one for the nearby enemy unit. The total is six; a B class unit with a morale result of six will continue to take orders (refer to the Morale Table).

Note that if this unit had been D class, it would have halted for 20 time-points and refused to take orders.

### MORALE TABLE

RESULT	TRAINING CLASS			
	A	B	C	D
take orders	4+	4+	6+	8+
halt	3-0	3-2	5-3	7-4
rout	-1	1	2	3

### TRAINING CLASS CHART

TRAINING CLASS	BATTLES LOST
A	4
B	3
C	2
D	1

A unit will rout after it has consecutively lost, without moving, the number of battles which correspond to its training class.

### ROUT MOVES

The routing unit will attempt to move away from the enemy.

### ARMY MORALE

Each unit is worth three points in determining the initial army morale level. (Exception: each Valkyrie unit is worth five points). The factors listed below change the army morale level by the indicated amounts. Note that each factor adds one to the gaining army's level AND subtracts one from the losing army's level. When an army's morale level reaches zero, the battle ends.

#### Army Morale Factors

- +/-1 Each battle won/lost
- +/-1 Enemy/Friendly unit goes into rout
- +/-1 Enemy/Friendly unit moves while routing
- +/-4 Enemy/Friendly unit destroyed



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## SCENARIO CARD

### MOVEMENT COST CHART

The values below represent the number of time-points between moves for each type of unit specified.

Unit Type	Terrain					
	clear	l. woods	h. woods	l. hills	h. hills	mountain
HI	12	18	24	12	24	30
LHI	10	17	21	10	20	29
MI	12	18	24	12	24	30
LMI	10	17	20	10	20	28
LI	9	15	18	9	18	27
EHC	6	19	25	7	xx	xx
HC	6	18	24	7	xx	xx
MC	6	18	24	7	xx	xx
LC	4	16	21	5	xx	xx

**NOTE:** The symbol xx means that the terrain indicated is prohibited to that unit type.

### TERRAIN SYMBOL KEY

Clear Terrain

Low Hills



Light Woods



High Hills



Heavy Woods



Mountains



## SCENARIOS

### I. Ambush of the Zorgs

The Valkyries and their friends, the Unicorns are ambushed at a festival by hordes of Zorgs. A massacre of the Valkyries is averted by the timely intervention of the Centaurs. Attack the Valkyries or defeat the Zorgs, the choice is yours. There is no magic in this scenario.

### II. The Battle of the Two Kingdoms

The two human kingdoms and their allies go to war in the climactic battle of ancient Osgorth. Northwold and its allied Valkyrie, Centaur, Elf and Fanchon Fighter troops battles The Far Reaches with the allied Lords of Lockwood and the Dwarves.

### III. Treachery of Ormolu, the Wizard

In this scenario, the wizard Ormolu is hunted by a group of humans and their allies. The searchers include human infantry and cavalry from Northwold and the Far Reaches, Hozgit infantry and Valkyrian lancers. The Wizard has the ability to create several illusionary replicas of himself.

### IV. Defeat of the Beasts

The humans and their allies gather an army to stop the chaotic Beasts from despoiling the countryside. The human army includes infantry and cavalry with Elvish archers, Dwarven infantry, Valkyrian and Centaur cavalry as allies. The Beast army is composed of Zorgs, Lizardmen (with a MzLiz detachment) and the dreaded Demons.

## ERRATA

### LINE OF SIGHT

Line of sight is blocked;

1. When firing from a clear, woods, or low hill hex by any non-clear hex.
2. When firing from a clear, woods, or low hill hex by a clear hex with a unit in it.
3. When firing from a high hill or mountain hex by a high hill or mountain hex.

### RACIAL BONUSES

Elves and Centaurs have a +1 tactical factor bonus when using bows.

Dwarves have a +1 tactical factor bonus when fighting Zorgs.

Demons have a +1 tactical factor bonus during combat and lower the morale score by 1 of any enemy unit within 3 hexes during the opponent's morale check.

Lizardmen (and women) have a -1 tactical factor bonus subtracted from the combat factor total of the opposing unit.

Unicorn/Valkyrie units always move one time-point sooner than their unit type normally moves.

### DETAIL DISPLAYS

When you select the detail display option at the start of the game, you will be shown the morale and combat detail displays at the appropriate times.

### MORALE DETAIL DISPLAY

This is only displayed during morale checks. This display shows the various factors which comprise the morale result. The abbreviations are:

1. **Dice** signifies the total of the die rolls used in morale checks.
2. **Close** signifies the aggregate total of enemy and friendly units within 3 hexes at the time of the morale check.
3. **Dead** signifies the percentage casualties of the checking unit; 1 factor is given for each 10% casualties.
4. **BS** signifies the cumulative number of battles won by the checking unit; may be positive or negative.
5. **RS** signifies the cumulative number of routs seen or experienced by the unit whose morale is being checked. A positive value signifies more enemy routs than friendly routs; a negative signifies the opposite.
6. **Total** signifies the total of the above factors.

### COMBAT DETAIL DISPLAY

This is only displayed immediately before combat is resolved. The combat factors for each unit are totaled and displayed on the screen. The abbreviations are:

1. **WF** signifies the weapons factor of the appropriate unit.
2. **TF** signifies the tactical factor of the appropriate unit.
3. **RF** signifies the random factor of the appropriate unit.



# COMBAT

## COMBAT FACTOR CHARTS

The charts and tables listed below give a step-by-step guide to the combat resolution system of *The Shattered Alliance*.

When a unit engages an opponent in melee combat, the outcome of the battle is determined by the number of casualties caused. This is determined by the total number of combat factors each unit has when fighting an opponent. The number of combat factors is the total of weapon, tactical and random factors the unit has during its attack. During an attack, both units compile their combat factors, casualties are calculated and a victory result is declared.

### Weapon Factor Chart.

	HI	LHI	MI	LMI	LI	EHC	HC	MC	LC
<b>CAVALRY WEAPONS</b>									
Lance	4	4	4	4	5	3	4	5	5
Javelin	3	3	4	4	5	2	2	4	3
Sword	2	2	3	3	5	1	1	2	3
<b>INFANTRY WEAPONS</b>									
Pike	3	3	4	4	5	4	5	6	5
L. Spear	2	2	3	3	4	2	4	4	5
Javelin	1	1	2	2	3	1	2	4	3
2 Hand	4	4	4	4	4	4	4	4	4
Sword	0	0	1	1	2	0	0	1	1

To fully illustrate this, let's look at an example as we proceed through the charts.

Let's assume a class B Extra-Heavy Cavalry unit, armed with lances, attacks a class C Heavy Infantry unit with pikes. To determine the total Combat Factors of this unit, we look at the Weapon Factor Chart. Lancers attacking Heavy Infantry have a weapon factor of 4. Pikemen attacking Extra-Heavy Cavalry have a weapon factor of 4 also. Next, we must check the tactical factor chart.

### MELEE TACTICAL FACTOR CHART

This is a list of tactical factors which may be added to units engaged in melee combat.

Note: All factors are cumulative.

- +1 Bonus to the attacking unit
- +1 When enemy is shieldless
- +1 When enemy is shieldless MI or LMI
- +1 Bonus to Dwarves against Zorgs
- 1 When opponent is a Lizard person
- +N Blade Enhancer spell where N is the number of spell points cast
- N Shield spell where N is the number of spell points cast

0 to -3 Terrain differential; factors are subtracted from the unit in the appropriate terrain: 0 for clear terrain; 1 for low hills and light woods; 2 for high hills and heavy woods; 3 for mountains;

For this battle, nothing on the Tactical Factor Chart applies except the 1 factor bonus for attacking, which is given to the Extra-Heavy Cavalry. If the battle had been fought on different terrain or if magic had been used, we would have added the appropriate amounts to the Tactical Factor total. The Combat Factors now total five for the Extra-Heavy Cavalry and four for the Infantry. Next is the Random Factor Chart.

### MELEE RANDOM FACTOR CHART

+3 to -3 is the range of the melee random factor. Two average dice are rolled (2,3,3,4,4,5) and the second roll is subtracted from the first to produce the random factor.

A and B class units can have no random factor less than -1.

D class units can have no random factor greater than +1.

In our case, the computer generates a random factor of -2 for the cavalry and +1 for the infantry. Since the cavalry is B class, it can have a random factor no lower than -1. Its factor, therefore is -1. The infantry unit has a +1 random factor. The final combat factors are four for the cavalry and five for the infantry. To determine the total number of casualties we must now go to the Casualty Calculation Chart.

### CASUALTY CALCULATION CHART

Each engaged unit's combat factors are totaled. The combat factor totals are compared to the casualty chart. The percentage of casualties caused by each unit is multiplied by the same unit's number of warriors to determine the number of casualties taken by the opposing unit.

In this case, the cavalry unit has four total factors. By the formula given below, the cavalry has inflicted 10% casualties on the infantry unit. The infantry has five total factors and has inflicted 12% casualties on the cavalry. If we assume each unit to have 1000 men, the cavalry unit has lost 120 men, the infantry unit 100 men. Since the infantry has caused more than 5% total casualties on its opponent and has caused over 10% more casualties than it has suffered, the infantry unit has won the battle.



## TOTAL FACTORS CASUALTIES

< -1	1%
-1	2%
0	3%
1 to 5	2%+ (f ★ 2%)
6+	15%+ (f-6) ★ 5%

f = total number of factors

## VICTORY CONDITIONS

### UNIT VICTORY

All battles are drawn, unless one unit kills at least 5% of the opponent's total force and kills 10% more soldiers than it loses. A victory is declared for the unit which caused more casualties than it suffered.

### ARMY VICTORY

There are two ways a game can end. The first is the advent of nightfall after 144 time-points. The second occurs when an army's morale level reaches zero. The army will sound the retreat and give up the field. At this point, each army's remaining (alive and unrouted) troops are counted (15% is subtracted from the retreating army's total) and the results are compared.

NOTE: For victory purposes not all warriors are equal. For instance extra heavy cavalry is worth more than light infantry.

If the margin is	The result is
0-9%	Draw
10-29%	Victory
30%+	Decisive Victory

## FIRE COMBAT FACTOR CHART

The same method of determining battle results is used for fire as well as melee combat; weapon, tactical and random factors are totaled. As the chart below indicates, fire combat causes less casualties than melee. Also, a unit will never rout during fire combat.

### Weapon Factor Chart.

	HI	LHI	MI	LMI	LI	EH	HC	MC	LC
Javelin	0	0	1	1	1	0	0	1	1
Rks	0	0	1	1	1	0	0	1	1
Bow	0	0	1	1	1	0	0	1	1

### TACTICAL FACTORS for Fire Combat

- +1 Enemy shieldless
- +1 Enemy shieldless and MI or LMI
- +1 Elves and Centaurs armed with bows
- 1 Enemy moved last turn
- 1 Enemy is situated in light woods
- 2 Enemy is situated in heavy woods
- +N Blade Enhancer spell, N is the number of spell points used
- N Shield spell, N is the number of spell points used

### RANDOM FACTOR for Fire Combat

-1 to +1.

### DEFENSIVE FIRE

Not allowed for units without missile weapons or whose missile weapons are out of range of the attacker.

## Guide to Weapon Types

### CAVALRY WEAPONS

**Lance** is the 8 to 12 foot thrusting lance used by many ancient units. The most notable Terran proponents were the Byzantine Cataphracts. The lance was also favored by the Osgorthian Knights of Northwold.

**Javelin** is the 4 to 6 foot javelin used as a missile or thrusting weapon. Horsemen usually carried several into battle, as multiple attacks depleted the trooper's supply. Notable examples are the Terran Mongols and Osgorthian Windseekers, both light cavalry units.

**Sword** represents the various other weapons that can be used on horseback. These range from hand axes and swords, to maces, morning stars and flails.

### INFANTRY WEAPONS

**Pike** is the 16 to 21 foot thrusting spear. This weapon was extremely effective against light or medium units and especially cavalry. The only Terran unit of note to carry the pike was the Macedonian phalanx.

**L. Spear** is the 8 to 14 foot thrusting long spear. This was the standard infantry weapon for thousands of years on both Earth and Osgorth. The Greek Hoplites and the Hawks of Gavin are famous carriers of the long spear.

**Javelin** is the 4 to 6 foot javelin or short spear. This is the standard infantry missile weapon, which can also be used as a thrusting spear for melee.

**2 Hand** represents two-handed crushing or cutting weapons. These weapons include large axes, swords, maces, flails, clubs or rhomphaia, which need two hands to be wielded. The Saxon and Viking huscarls and their Osgorthian counterparts, the Dwarves, used weapons of this type.

**Sword** represents any of the other weapons used by infantry. These include hand axes, small maces, swords, bows and slings in melee, etc.

### MISSILE WEAPONS

**Javelin** is the 4 to 6 foot javelin that many ancient armies used. The javelin has a range of one hex; you must be adjacent to use it.

**Rks** represents troops armed with hand-held slings. Slings have a range of two hexes.

**Bow** represents weapons such as the English longbow or the Byzantine horse-bow. Bows have a range of three hexes.



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# COMMAND CARD

**NOTE:** Normally, when talking to the computer, you will press the indicated key and then RETURN. Whenever the count-down-clock at the bottom of the screen is running, simply press the indicated key (no RETURN!).

The command keys for *The Shattered Alliance* are as follows:

## MOVEMENT

**Key 1-6** — moves the unit displayed in white, in direction 1 to 6 as displayed on the screen.

**Key 0** — leaves the indicated unit in the same hex until its next scheduled move.

## AUXILIARY KEYS

**Key H** (halt) — stops the game until the RETURN key is pressed.

**Key M** (map) — selects the type of map display. Then press either Key "S" for the strategic map or Key "T" for the tactical map (and RETURN). When the tactical map is requested, the computer will ask for the row and column of the strategic map to be displayed. In the lower right corner of the tactical map, there is an indicator which shows where the units are placed on the tactical map.

**Key E** (end) — tells the computer to save the game. The computer will prompt the player(s) for instructions.

## MAGIC

**Key S** (spell) — casts a magical spell. Then enter the number of the spell you wish to cast (Key 1-4, then press RETURN) and the number of spell points you wish to use (press RETURN).

## COMBAT

**Key A** (attack) — engage an adjacent unit in melee combat.

Then Key 1-6 and RETURN to select attack direction or Q and RETURN to abort. After a melee attack, a unit will not be displayed for twelve time-points.

**Key F** (fire) — fire missile weapons at a nearby unit. Then Key 1-6 to move the fire target in the appropriate direction, Key 0 to fire at the hex on which the target is currently placed, or Key Q to abort the attack.

BOW 3 HEXES  
SLING 2  
JAVELIN 1