

## Mode of Play

### Goal

The goal of the player is to destroy the enemies command center in the limited number of days available. The player loses if their own command center is destroyed or they run out of time.

### Turn based operation

The game is turn based. The computer enemy and the player take alternate turns of one moving squads, and the other attacking squads. The commands are planned out without the other side knowing. Then the commands are executed, battle first then movement.

- 1.) The player selects movement commands
- 2.) The computer enemy selects battle targets
- 3.) The computer squads attack
- 4.) The player squads move
- 5.) The computer enemy selects movement command
- 6.) The player selects battle targets
- 7.) The player squads attack
- 8.) The computer squads move

And back from the start.

### Fog of war

The player and the computer AI can only see that part of the area that the respective squads can see. The line of sight of non airborne squads is blocked by mountains or forests.



The view of the 1<sup>st</sup> light tank squad is blocked to the north west due to the forest.





## Interaction

### Navigating on the map

The white hexagonal border is the cursor, which is used to select squads and give commands. It can be moved using the joystick direction or the cursor keys. The squad or map hexagon is selected by pressing the joystick button or the space bar.

## Moving a Squad





A squad can only move in the visible area of the map (the fog of war cannot be crossed). Not all squads can travel over all ground types, and your mileage will vary. Airborne squads are not blocked by ground features.

First move the cursor to the squad you plan to move.	
Select the squad with the joystick button or space.	
The highlighted area are all the places that the squad can move to. Now move the cursor to the destination. A squad cannot simply bypass an enemy squad.	
And press the joystick button or space again to complete the command. You can abort the command by selecting an invalid hex or your original squad.	

## Attacking a Squad

Squads are either ground or airborne. Not all ground squads can attack airborne squads, and their effectiveness is usually lower against airborne targets (except for the air defense squads). The range of attack also varies per squad type. One cannot attack a squad that is hidden by the fog of war.

A squad will defend against an attack, if possible. A defense against a squad that is far away, or cannot be shot at (e.g. airborne) is not possible.

First move the cursor to the squad you plan to attack with	
Select the squad with the joystick button or space.	
The highlighted squads are all potential targets. Move the cursor to the target squad for the attack.	
And press the joystick button or space again to complete the command. You can abort the command by selecting an invalid hex or your original squad.	



## Repairing a Squad





Each squad consists of up to five individual units. If units get destroyed during combat, they can be repaired using the repair command. A repair command can be given instead of a move or attack command, but will only be executed if the squad is not attacked. The repair will rebuild one of the destroyed units.

## Joystick Menu

More commands are available with the joystick menu. Move the cursor to the unit or hex you want to target, push the button and keep it pressed. The joystick direction now selects the menu command. Keep the direction and release the button.

Menu functions are also available with shortcut keys.

Direction	Icon	Shortcut	Function
Top Left		R	Mark the unit for repair in the current move
Top Center			Info

Top Right		X	Undo the selected action for this unit
Bottom Left		M	Show Map
Bottom Center		Stop	Menu
Bottom Right		Z	Complete your move

## Squad Interaction

### Battle Execution

Battles are executed in the order they are commanded. Multiple battles against the same squad are executed in sequence. Each unit starts with full health in a battle sequence – thus it is recommended to attack the same target squad in sequence.

The health of units is restored after a battle sequence, but destroyed units remain destroyed. So a contiguous sequence of battles has a much higher probability of killing enemy units than several independent battles.

Each unit fires a limited number of shots per battle, based on the type. The order of shots fired is randomized, and a unit cannot fire after it has been destroyed. The target selection is also random and performed with the initial set of enemy units in mind. A lower number of targets will result in more shots fired on the same target, causing more potential damage to individual units – thus strength is in numbers.



The initial health of each unit depends on its type, armored units tend to have more health than simple infantry or drones. If a shot hits, the damage based on the firing unit type is deducted from the remaining health of the target, and if the health is depleted, the target is destroyed. The remaining and initial health of each unit is visualized with a health bar next to the unit.

The probability of a hit is determined by the shooter's accuracy and the target's agility. Both factors scale significantly with the experience of the squad. An additional agility bonus is given to ground

units based on the type of ground they are placed on. Infantry units also get a bonus on most ground types, if they had the ability to dig in by not being moved in the previous turn.

## Experience

Each squad has several attributes, displayed in the bottom status line.



The squad number, the type of squad, the number of units remaining in the squad and the experience level. The experience level rises whenever a squad is actively involved in battle, starting at rookie level and ending at battle hardened major. The experience has a major impact on the squads battle performance by scaling the agility and accuracy factors.

## Almanac






### Ground

	Beach	Passable by all units, small defense bonus
	Shallows	Passable by light units, no defense bonus
	Forrest	Passable only by infantry or airborne units, heavy defense bonus for infantry
	Ocean	Passable only by hovercraft or airborne unit, no defense bonus
	Mountain	Passable only by infantry or airborne units, extreme defense bonus for infantry
	Road	Passable by all units, fast travel for all tanks, no defense bonus, except for dug in infantry.

### Units

	Command	Destroy the enemy command post to win the game
	Infantry	Weak when on the move or in open area, great when dug in into a forest or beach
	Scout Drone	Fast scout drone with no armament, ideal for artillery support
	Light Tank	Fast and agile, but only light weapons and weak armor, minimum air defense
	Heavy Tank	Slow and steady wins the fight, fast on the road, range of fire is two fields
	Hovercraft	The only ground based unit to cross the sea, range of fire is two fields, provides some air defense
	Air Cavalry	The bane of all ground based units, fires two fields wide, weak against air defense
	Air Defense	Destroys all airborne units with ease using far range rockets
	Artillery	Fires shells against ground targets up to ten fields away, but requires one round of rest to set up
	Bomb Squad	Kills heavy ground units with ease

## Experience ranks

	Rookie	Initial rank of all squads
	Corporal	Received their baptism of fire
	Sergeant	Battle hardened experienced fighter
	Master Sergeant	The squad has reached veteran status
	Major	Maximum rank of a squad