

Battles In Time

Game Manual



QUANTUM QUALITY PRODUCTIONS, INC.
A Subsidiary of American Laser Games, Inc.

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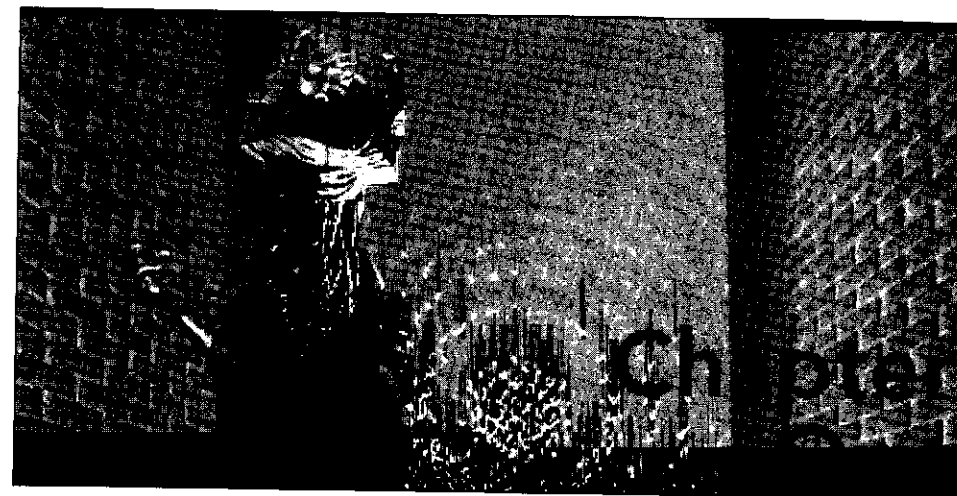
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Welcome To Battles In Time

In the far future, human society has evolved and eliminated the need for war. Peace has reigned for hundreds of years, and society has reached new heights of intellectual and artistic achievement.

But now, Earth faces imminent attack from a hostile alien race. War is the only option. In order to fight the alien forces, the people of Earth must determine who in this new, pacifistic society possesses the greatest aptitude for the strategy and tactics of war. This leader will command Earth's forces against the alien invaders. You are one of a small number of candidates chosen to compete for this responsibility.

To test the prospective general against all conceivable scenarios and potentialities, a time gate has been constructed to send you and the other candidates into Earth's past, and the many unique military challenges it presents. Gateways have been established to four distinct time frames, and your resourcefulness, cunning and strategic abilities will be challenged in different ways with each. Once your skills have been assessed during these battles in time, you and the other candidates will command an appropriate amount of military forces against the alien invaders in what is likely to be the first of many such encounters.

Playing Battles In Time

Battles In Time supports play for 1-4 players. You can play against any combination of human and computer players at the same machine, or against the computer and one other human player via modem or null-modem cable. You may elect to fight a single battle or a campaign, consisting of one battle (randomly chosen) from each of the four time frames, and three battles against the alien invaders.

There are four time frames included with *Battles In Time*: Prehistoric, Roman, World War II, and 2025. Each time frame has three different battles associated with it, and each battle has its own distinct challenges.


To play *Battles In Time*, we recommend that you take time to read this entire manual and familiarize yourself with the game's concepts and rules. If you decide to jump right in, however, use the Table of Contents and Index to help you find subjects for which you need assistance.

How To Use This Manual

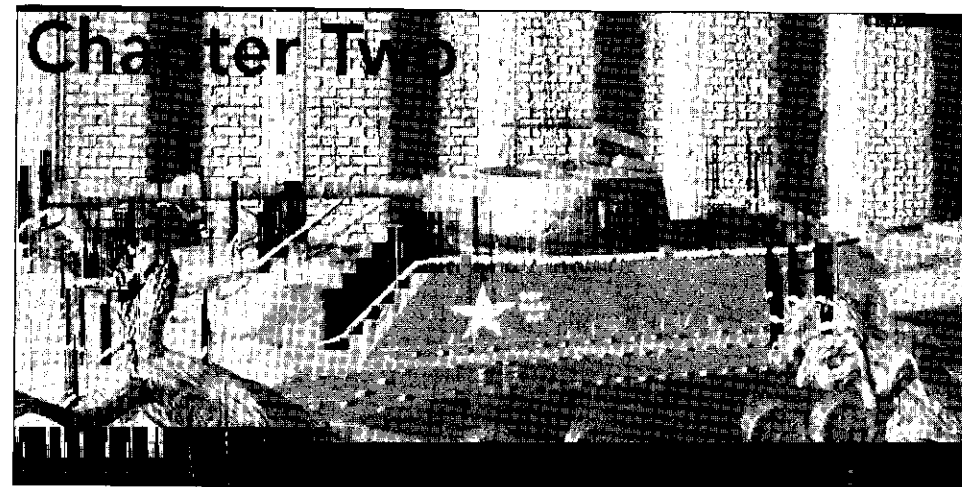
In addition to describing the rules and intricacies of the game, this manual also at times presents you with precise instructions. Here's a quick summary of the format for these instructions:

Text you enter	Any text, such as DOS commands, which must be specifically entered by you is presented LIKE THIS .
Mouse clicks	Any clicks of the left mouse button are described simply as "clicks." Clicks that require the right mouse button are "right-clicks." Thus, the instruction to "right-click the Brontosaurus icon" means you should click on the Brontosaurus icon with the right mouse button.
Key presses	Keys which must be pressed are presented like <this>. For example: press the <enter> key.
Manual sections	Other areas of the manual which contain related information are in bold .

Special Manual Sections

Occasionally you will encounter this symbol:  This indicates a *special tip* that will aid in your enjoyment of the game or perhaps offer a shortcut around a longer process.

An index is provided at the end of the manual to help you find the information you need quickly.



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System Requirements

Battles In Time requires a minimum system configuration of:

- IBM 386DX/33 or higher
- 4MB of RAM (570k conventional memory and 2MB of available expanded memory)
- MS-DOS 5.0 or higher
- 14 MB of hard disk space
- Super VGA Graphics
- Mouse
- CD-ROM drive

The game also supports the following:

- SoundBlaster or compatible sound cards
- Modem and null-modem play (2400 bps or higher modem or null-modem cable required)
- Extended memory (but expanded memory is recommended). Note that with extended memory, up to 600k+ of conventional memory may be required and the video in the game will run slower.

Installation

To install *Battles In Time* for play, insert the CD-ROM containing the game into your hard drive. Access the CD-ROM drive by typing the drive letter (usually D) at the DOS prompt, followed by a colon. Your entry should read

D: <enter>

At the d: prompt, type

install <enter>

Then follow the on-screen instructions for installing the game files to your hard drive.

Starting the Game

To start *Battles In Time* from your hard drive, type

C: <enter>

CD\BIT <enter>

BIT <enter>

Where C: is the drive containing the *Battles In Time* directory, and where the first "BIT" is the name of the directory containing the *Battles In Time* game files.

Other Starting Options

Battles In Time uses SVGA, which is not an accepted standard between video card makers. Some video cards therefore may not work directly upon loading the game. If you experience problems with your video, try the following loading commands, in the order listed here, until the game displays properly:

BIT <enter>

BIT V <enter> [Note the space between "BIT" and "V."
This stops the use of video memory.]

BIT N <enter> [This works with machines that lack a
VESA driver.]

BIT VN <enter> [This addresses machines with video
memory and VESA problems.]

Load a VESA driver for your video card.

BIT <enter> [This time with the VESA driver loaded.]

BIT V <enter> [This time with the VESA driver loaded.]

If you still have difficulty loading the game, contact QQP Technical Support (see Contacting QQP). Please have handy information regarding your hardware configuration, memory allocation, and DOS version.

Making a Boot Disk

Battles In Time requires 570k of conventional memory and 2MB of available expanded memory (As opposed to a total of 2MB expanded memory. You can check your available expanded memory with the DOS command MEM.), thus a 4MB system is required. This can cause problems for those who load TSRs (Terminate and Stay Resident programs) such as screen savers, virus checkers, pop up calendars, etc. These may need to be disabled before running *Battles In Time*. If you do not wish to disable them, or your machine absolutely needs them, you must make what is called a boot disk.

To create a boot disk, do the following:

1. Put a blank, unformatted disk into your A: drive.
2. Type `FORMAT A: /S` followed by the enter key. Once this disk is formatted, we will need to put AUTOEXEC.BAT and CONFIG.SYS files on it.)
3. Type A:
Type `COPY CON CONFIG.SYS <enter>`

Type `DEVICE = C:\DOS\HIMEM.SYS <enter>`

Type `DEVICE = C:\DOS\EMM386.EXE RAM <enter>`

Type `DOS = HIGH,UMB <enter>`

Type `DEVICEHIGH = (cd driver)`

You will have to install your CD drivers in this file as well. There will be one line from the CONFIG.SYS and one line from the AUTOEXEC.BAT files.

Press the F6 key and <enter>

Your CONFIG.SYS may have to be slightly different if you are using DoubleSpace, Stacker, or any other disk compression utility. You may also have to alter the location of HIMEM.SYS or EMM386.EXE.

4. Type `COPY CON AUTOEXEC.BAT <enter>`

Type `LH (cd driver, usually MSCDEX)`

Type `C: \ (mouse path) \MOUSE <enter>`

Press the F6 key and <enter>

You've now made a boot disk. Put the boot disk in Drive A: and restart your computer by pressing CONTROL-ALT-DELETE simultaneously. Once this is completed and the machine has restarted, type:

C: <enter>

CD\BIT <enter>

BIT <enter>

If you are still having problems running *Battles In Time*, please contact QQP Tech Support (see Contacting QQP, below). Please have the following information handy:

1. The contents of your CONFIG.SYS and AUTOEXEC.BAT files. To print these files, type the following: `COPY AUTOEXEC.BAT PRN: <enter>` and `COPY CONFIG.SYS PRN: <enter>`.
2. Your PC configuration, including memory (RAM), operating system, TSR programs, video cards, etc.

Contacting QQP

We can be reached via standard mail at:

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495 Highway 202

Flemington, NJ 08822

You can also send us e-mail at:

CompuServe Forum Area: 75300,3223

GEnie: QQP

Delphi: QQP

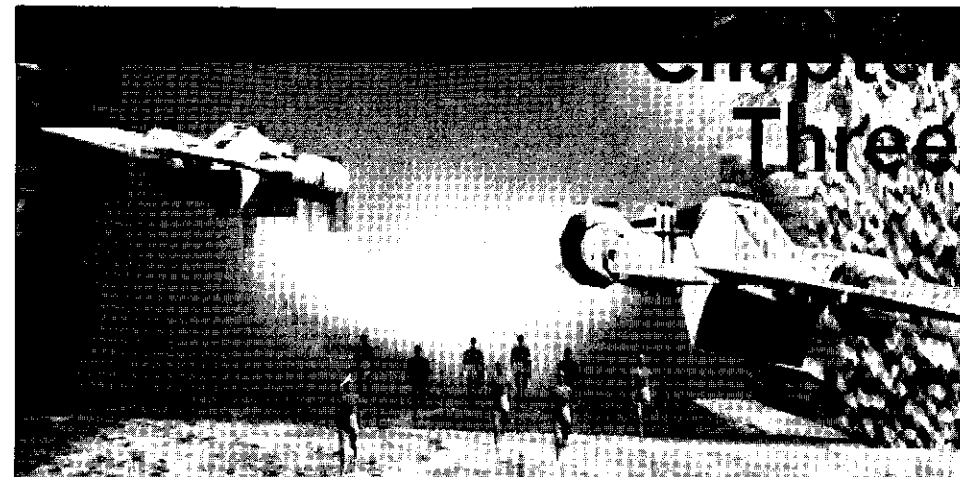
America Online Forum: QQP

Internet: QQP@aol.com

Our technical support phone number is

(908) 788-2799

Tech support hours are from 9am to 5pm, EST, Monday through Friday.



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A Brief Summary of Turn-Based Gaming

If you are familiar with the concept of turn-based games, you should feel free to move to the next section.

Turn-based games differ from real-time games in that the action of the game is divided into managed turns, instead of occurring simultaneously. The advantage of turn-based gaming is that it allows for real strategic and tactical thinking and planning to occur, and more clearly allows players to see their plans unfold before their eyes.

Action in these types of games is usually divided into turns and phases. Turns are supersets of phases. For instance, a player's turn consists of a Replenishment Phase, a Movement Phase, and (when necessary) a Tactical, or Combat Phase. A full turn occurs when all the players of the game have each completed their individual turns. The only time in the game in which this order changes is during the setup process, and that will be discussed later in the manual (see **The Order of Things**, below). In most cases, the order of play looks like this:

Full Turn

Player 1 Turn

Replenishment Phase

Movement Phase

Tactical (Combat), if necessary

Player 2 Turn

Replenishment Phase

Movement Phase

Tactical (Combat), if necessary

Player 3 Turn

As above

Player 4 Turn

As above

Different games structure their turns in different ways, but certain things remain the same. First, each player has an opportunity to act during each full turn (some games penalize players by revoking that privilege, but that's not important here). When every player has completed his turn, a full turn is completed.

Battles In Time divides the action into three phases: Replenishment, Movement, and Tactical (Combat). Replenishment

and Movement always occur. Tactical only occurs when opposing units move into combat with each other.

During your turn in any particular phase, you will have the opportunity to perform actions related to the nature of the phase. During the Replenishment Phase, for instance, you can create additional units and place them on the battlefield. During the Movement Phase, you can direct the movement of your units. During the Tactical Phase, you control how your units behave in battle.

The battlefield in turn-based gaming is divided into squares called hexes (the original pencil-and-paper wargames were plotted on hexagonal graph paper). Hexes clearly delineate one region from another and make it easy to determine how far each unit can move, and when one unit has encountered another.

There's lots more to know about turn-based gaming, but this is enough to get you underway. You'll learn even more as you play the game.

Getting Started


To start playing *Battles In Time*, go to the directory containing the *Battles In Time* game files by typing:

```
CD\BIT <enter>
```

Once in that directory, type this to launch the game:

```
BIT <enter>
```

You will see a brief illustrated introduction to the game.

 **Special Tip:** You can speed up the introductory sequence by pressing any key on the keyboard after each new picture loads. You can forego the introductory sequence completely by pressing the <escape> key at any time.

The Setup Screen

Once the introductory sequence is finished, the Setup screen appears (see figure 3-1, *The Setup Screen*). *Battles In Time* gives you control over the following parameters:

Number of players

The game supports 1-4 players, one of which must be human. Any combination of human and computer players may compete at the same machine. Only two human players may compete if a

modem or a null-modem cable is in use; 0-2 computer players may also compete in that case.

When the Setup Screen first appears, you'll see that the settings match those established for the most recently created game of *Battles In Time*. Players are initially designated as Player 1, Player 2, Player 3, and Player 4.

To establish your player selections, click on the number of the Player you wish to create. Doing this repeatedly will cycle through the available options. When the program boots for the first time, Player 1 and Player 2 are both listed as Human Players. As you cycle through, you will see the choices: "Human Player", "Modem/Null Modem" and "Computer" alternatives.

If you click on "Human Player", you will then go to a screen where you may select a previously-created Player or create a new one (see **Player History**, below).

If you wish to play a friend via modem or null-modem cable, select that option. When two players decide to play via modem, their choices for Player 1 and Player 2 must be coordinated. For instance, if Pete is going to dial Steve for a game, his setup might read:

Player 1: Human

Player 2: Modem/Null Modem

Steve's setup screen should then read:

Player 1: Modem/Null Modem

Player 2: Human

In other words, Steve's selections should be the opposite of Pete's. The player with the lower player number (in this case Pete, who is Player 1) is the Controller of the game. He selects the battle or campaign to be played and makes all relevant game settings.

When you start the game, you will be prompted for additional modem connection information (see **Configuring for Modem Play**).

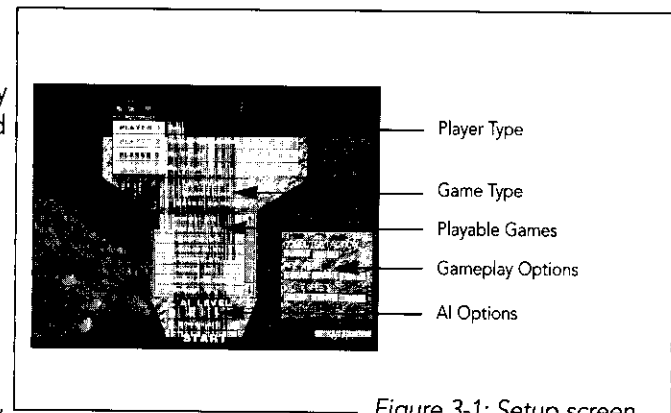


Figure 3-1: Setup screen

Player History

Battles In Time lets you create and store up to eight players and track their success in battles and campaigns (see figure 3-2, *Player History* screen). To create/modify a player record, click on the appropriate square, and then on the box where the name will be entered. Type in a name which suits you and press the <enter> key when finished. To review battles and campaigns

fought by that player, press the appropriate button under that player's name. To return to the Setup screen, click on the Main Menu button in the lower right corner of the screen.

Type of Game

Beneath the Player options are the choices for the type of game you wish to play. As you click

on the button for the game type, additional choices are displayed in the scrolling box below. Click on the up and down arrows of the scrolling box to see all the available options.

Battles

These are new battles, independent of each other. There are 12 battles packaged with *Battles In Time*, three for each time frame (Prehistoric, Roman, World War II, and 2025). Other battles, in other time frames, may also be made available as supplements. Click on the name of the battle you wish to play and its name will appear just above the Start button at the bottom of the screen. For a description of all four time frames and their attendant battles, see **Chapter 4: Time Frames**.

Campaigns

A complete campaign includes multiple battles linked together. Once you've fought in the four time frames, you'll face the alien invaders. You can only fight the aliens by completing the battles in time contained in the campaign game. Click on the name of the campaign you wish to

play. Its name will appear just above the Start button at the bottom of the screen.

Saved Games

You can resume games that you have saved by selecting this option, and then clicking on the name of the saved game from the resulting list. Its name will appear just above the Start button at the bottom of the screen.

AI Level

You get to determine the level of the computer players' artificial intelligence. An AI setting of 1 is the lowest (least challenging) setting; whereas 5 represents the highest level of intelligence available.

Computer Tactical

By selecting Show, you instruct the computer to show you its moves during any tactical (combat) phases, which makes for a more complete gaming experience but does slow down the pace of things. Selecting Quick results in the computer still making its tactical decisions, but not showing them to you as they happen. This option can also be modified from within the game, so don't worry about getting it exactly right here.

Fire Speed

The three speeds indicate the speed of projectile firing during tactical (combat) phases. You can also modify this setting within the game, so your decision here isn't final.

Move Speed

The three speeds indicate the speed with which units move across the screen. Like the previous two options, this one may also be modified during the course of game play.

Start

Once you have established the game parameters to your liking, press the Start button.

Configuring for Modem Play

Battles In Time lets you play against one other human player via modem or null-modem cable. Assuming you have selected this option during the Player Setup process, you will go to the

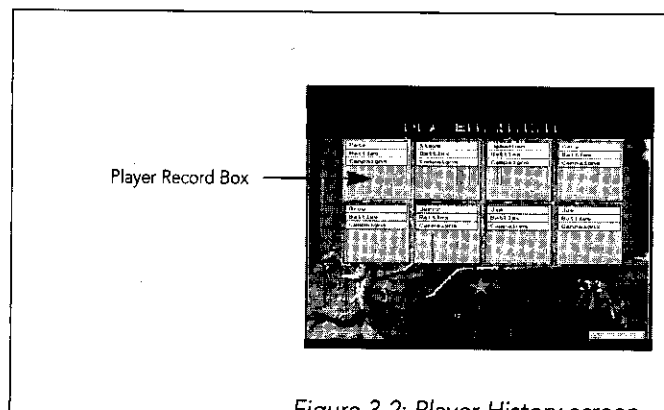
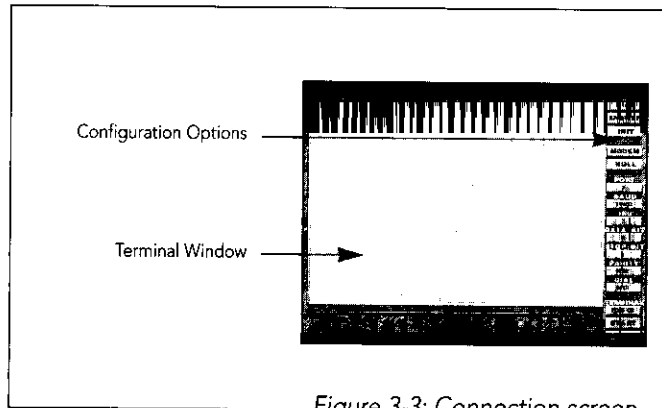


Figure 3-2: *Player History* screen

Connection screen (see figure 3-3, Connection screen) after you've entered in all other game parameters and pressed the Start button.

The largest part of the Connection screen consists of a blank area where your connection information, initialization commands, etc. are displayed. This is the Terminal Window.



- Figure 3-3: Connection screen

The Terminal Window's primary usefulness is discovered if you choose to dial into a bulletin board system (BBS) in search of fellow *Battles In Time* players. Thanks to the Terminal Window, you can see all the BBS commands and prompts without having to rely on a separate communications package.

Along the right side are a series of buttons. Here's what they do:

- | | |
|--------|--|
| Dial | Lets you dial out to a friend who is ready to answer. |
| Answer | You receive the call.

(Note that it is not necessary to use the Dial or Answer buttons when connecting via null-modem cable. The connection typically takes place as soon as the Connection screen comes up.) |
| Init | Enter the initialization string for your modem here. |
| Modem | Press this button if you are using a modem for the connection. Usually you will click this button, or the Null button below, first. Everything else pretty much stems from this choice. |
| Null | Press this button if you are using a null-modem cable for the connection. |
| Port | Cycle through the numbers 1-4 until you have the one indicating your modem port. Most machines use port 2. |

- | | |
|----------|---|
| Baud | This setting controls your comm port speed, not the connection speed of your modem. This setting must be equal to or greater than the maximum baud rate of your modem. Cycle through the supported baud rates (2400 to 57,600 bps) until you find the correct setting. Note that both machines must be set at the same baud rate. If you are having difficulty establishing a reliable connection at a high baud rate, try setting the connection speed of your modems to a lower baud setting. |
| IRQ | This is changed automatically by the computer to the IRQ of whichever comm port the modem is attached to. |
| Data Bit | Allows you to select the number of data bits being sent. This is one of the more advanced options and rarely changes. You can set the game to send 7 or 8 data bits. Seven data bits is the required setting for Internet play. Both players should have the same setting here. |
| Stop Bit | Allow you to specify the number of stop bits. This setting must be the same on both machines in order for the game to run properly. You may have 1 or 2 stop bits. |
| Parity | You can set the parity to None, Even, or Odd. This setting must also be the same on all machines. |
| Dial | Here you specify the dialing prefix. ATDT is for dialtone phones; ATDP is for pulse-dialing phones. |
| Echo On | This toggle allows you to turn echoing on or off. Echoing simply means that what you type on the keyboard (when echoing is on) appears in the Terminal Window. |
| Start | Starts the game once the connection has been made. |
| Quit | Returns you to the Setup screen. |

Note that the Connection screen opens with its default settings, which are usually correct. Before changing these settings you should consult the manual which came with you modem for more information.

Playing By Modem

There are very few differences in playing against someone via modem/null modem and playing against them on the same machine, or playing against a computer. The only real difference is the Chat feature. This allows you to send messages to your opponent at any point during gameplay.

To do this, click on the colored Chat Button (see *Communications Display, below*) representing the color of the opposing player. A box will appear, in which you may type your message. Press the <Enter> key when done, and your message will be sent.

The Interface

When you start a new game, you'll begin with the Replenishment Phase. The interface here is pretty much the same as with all phases of the game (although the Movement and Tactical phases do have some important variations, discussed in those sections).

Take a look at the Replenishment screen (see *figure 3-4, Replenishment screen*). It is essentially divided into two parts. The

larger section to the left is the Battlefield. This is where you will place armies, move your forces and wage war. Along the right side is the Information Panel, which contains information needed to help you make and carry out decisions during the game.

Time Indicator

At the top of the Information Panel is the Time Indicator. During each Phase you have an optimum amount of time to complete all your activities for that Phase, as displayed in the Time Indicator. If you complete all your activities and click on the Done button at the bottom of the screen before the Time Indicator has filled, you receive bonus points. This is to reward efficient planning and management of resources. There is no penalty for taking longer than the time allotted in the Indicator.

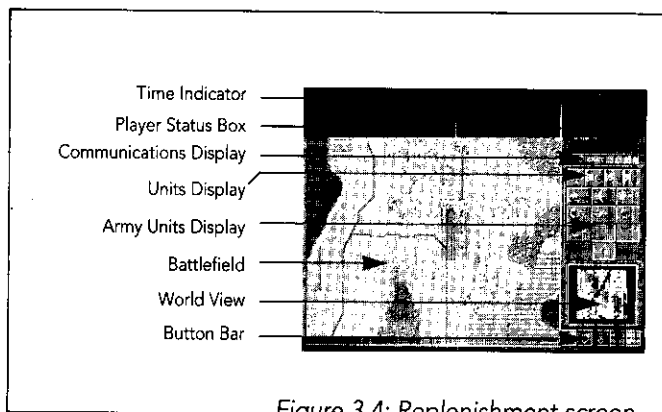


Figure 3-4: Replenishment screen

If you earn the time bonus in a strategic phase (Replenishment or Movement) you earn 6 points. If you earn the bonus during Tactical, you get 3 points.

Player Status Box

The Player Status box shows important information about the status of this battle. The first line shows the name of the currently active Player. The second line shows his current score. The third line shows the number of Buy Points this Player currently has with which to buy units. The fourth line shows the number of points needed to replenish all damaged Army, Recon and Headquarters units to the maximum possible for that turn (see **Replenishing Units**). The last line in the Player Status Box is the name of the city on which you most recently clicked.

Communications Display

The Communications Display is used during modem/null-modem games. The RD and SD buttons indicate the reception and sending of data, respectively. The Chat Buttons allow you to send a personal message to the player represented by the appropriate color (see **Playing By Modem**, above).

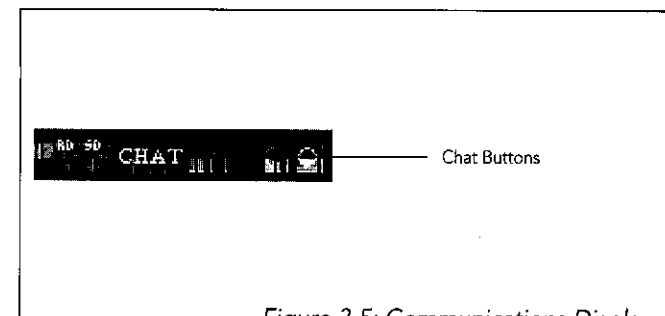


Figure 3-5: Communications Display

Units Display

The Units Display shows the four main unit types you can create during the Replenishment Phase. (The fifth unit type, the Headquarters unit, is created for you at the start of a new battle.)

Units are described in more detail under **Creating Units**, below. You can right-click on any unit button for additional information about that unit's general capabilities and cost. This information is also available in **Chapter 4: Time Frames**.

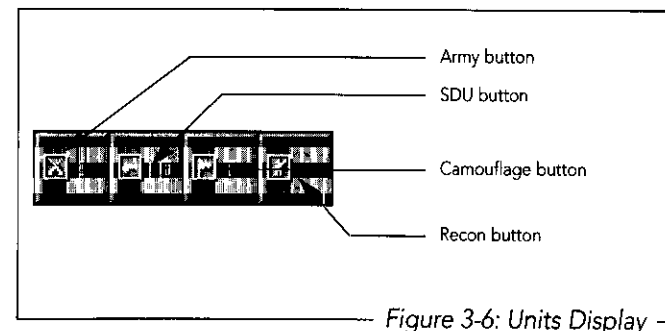


Figure 3-6: Units Display

Army Units Display

This display shows the different types of fighting units which can comprise your Armies. Each time frame has its own types of fighting units. There are typically six to seven different fighting

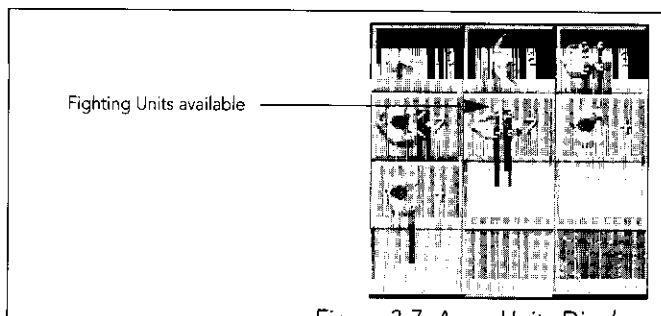


Figure 3-7: Army Units Display

units per time frame. You can right-click on any fighting unit button for additional information about that fighting unit's general capabilities and cost. This information is also available in **Chapter 4: Time Frames**.

World View

This is a zoomed-out view of your world, allowing you to see things on a global scale. The part of the world represented in the Battlefield view is highlighted in the World View. You can jump to another part of the world by clicking on your intended destination in the World View. The Battlefield view will update accordingly.

The World View also shows you the position of enemy forces and cities around the world, as represented by colored squares.

Button Bar

Along the bottom of the Information Panel is a Button Bar containing several important buttons. The keyboard equivalent for a button, when available, is in parenthesis ().

STOP (S). This button is used during the Movement Phase to indicate that you have finished moving a unit, even if it has additional moves remaining.

DONE (D). This button is used to indicate that you are finished all your activities for a Replenishment or Movement Phase. It's also used when creating an Army during the Replenishment Phase, to indicate that you have finished placing fighting units into that Army (see **Creating Units**, below).

STRY (F). This is the sentry button, used during the Movement Phase. When you place a unit on sentry, it no longer becomes highlighted during a particular phase. For instance, during the Movement Phase, all non-sentried units are highlighted, in order, to allow you to move them as you desire. Sentried units are not

highlighted in this manner. Putting a unit for which you plan no activity for an extended period of time on Sentry speeds up the pace of the game. You remove a unit from Sentry by right-clicking on that unit's icon in the Battlefield display.

AUTOPLAY. If you are tired of making all the decisions and want the computer to take over for a while, press this button. The computer will make all decisions for the remainder of the phase in which this button was pressed. This can be invoked during any of the three Phases of the game. You cannot cancel an AutoPlay once you've selected it for that phase.

MENU. Brings up the game's menu commands (see below). You can also bring up the menu bar by clicking on the top of the game screen, just above and outside of the Battlefield area. You hide the menu bar by right-clicking on it.

Menu Commands

By clicking on the Menu button (the rightmost button of the Button Bar), you bring up a series of menu options, grouped under menu titles, at the top of the Battlefield display. You can also bring up the menu bar by clicking on the top of the game screen, just above and outside of the Battlefield area.

Click on a menu title to see the options beneath it, and click on the menu title you wish to invoke. Note that not all menu options are available at all times. Also be aware that while some menu options automatically hide the menu bar, others do not. To hide the menu bar and resume gameplay, you need to click the Menu button once again; or right-click on the menu bar itself.

File Menu

New. Creates a new game. You will not be asked to save the game in progress so be certain that you are ready to create a new game before selecting this option.

Save. Saves the current game under its original name. Games may be saved anytime during your Replenishment or Movement phases. Note also that *Battles In Time* auto-saves the game in progress for you at the beginning of each player's turn. This file is saved as autosave.sav.

Save As. Saves the current game under a different title. As before, games may only be saved at the beginning of your turn.

Quit. Exits the program. *You will not be asked to save the game in progress so be certain that you are ready to quit before selecting this option.*

Sound Menu

Digital On/Off. This toggle turns digital sounds on/off. You must have the sound files included on the *Battles In Time* CD installed on your hard drive in order to digital sounds to be active. When you click on the Sound menu title, the name of the menu option shows the current state of your digital sound. So if you click on the Sound menu title and the menu below reads "Digital Sound On," it means that the digital sounds are currently turned on. Clicking on that menu item will turn the sounds off.

Music On/Off. This toggle operates exactly as the Digital On/Off menu option and controls the playing of music in the game.

Strategic Menu

Zoom (Z). This menu option allows you to zoom the Battlefield display in and out.

Graph (L). Selecting this menu option once will show the Battlefield divided into squares (also known as hexes), which may be helpful for plotting the movement of units. Selecting this menu option once again hides the squares.

Icons Era/Std. This is a toggle. The default setting, "Icons Era," shows Battlefield icons as pictures representative of the time frame, or era, you're in. For instance, an Army icon would look like a dinosaur. You can change this to "Icons Std," which uses a letter instead of a picture to represent units on the Battlefield (Armies are represented with the letter "A", Recon units with the letter "R", etc.). The name of the menu option shows the current setting. So if you click on the Strategic menu title and see "Icons Era," then your Battlefield icons will be displayed as pictures.

Slide On/Off. This toggle controls how units move across the Battlefield. When sliding is turned on, you will see the unit move each hex from its origin to its destination. When sliding is turned off, the unit "pops" from one point to the next. The default setting is on. Those with slower machines or a lack of patience may wish to turn sliding off.

Slide Speed Medium/Fast/Slow. This toggle controls how swiftly units slide across the Battlefield, and is only available when sliding is turned on (see above).

Tactical Menu

Fire Slow/Medium/Fast. This is the same as the option available during Setup. It controls the speed of the firing animations during combat.

Move Slow/Medium/Fast. This is the same as the option available during Setup. It controls the speed of unit movement.

Computer Tactical Show/Quick. This is the same as the option available during Setup. The "Show" setting lets you see the computer's movements during its turn of the Tactical Phase. This will slow down the pace of the game but may be more enlightening. "Quick" opts for a faster pace by not showing each of the computer's tactical choices.

Human Tactical Show/Quick. This option is not available during Setup. With it, you can decide whether to see the movements of your opposing human players during their tactical turns, or opt for quicker play by not seeing the movements.

About Menu

Provides credits for this version of *Battles In Time*.

The Order of Things

Battles In Time proceeds in managed turns and phases. The setup part of the game differs in its order of play from the rest of the game. During setup, play goes like this:

Player 1: Replenishment Phase
Player 2: Replenishment Phase
Player 3: Replenishment Phase
Player 4: Replenishment Phase
Player 1: Movement Phase
Player 2: Movement Phase
Player 3: Movement Phase
Player 4: Movement Phase

During the rest of the game, the order is like this:

Full Turn
Player 1 Turn
Replenishment Phase
Movement Phase
Tactical (Combat), if necessary
Player 2 Turn
Replenishment Phase
Movement Phase
Tactical (Combat), if necessary
Player 3 Turn
As above
Player 4 Turn
As above

The Replenishment Phase

The game begins with a Replenishment Phase (see figure 3-4, *Replenishment screen*) for each player. During the Replenishment Phase you create and fortify your military forces and the cities under your control. You can only create and strengthen forces from near supply cities. These are cities in which you have established firm control (see **Supply Cities**, below).

Creating Units

You may create four types of units during the Replenishment Phase. Buttons for each of these units make up the Units Display. Beside each icon is a number, which is the number of points required to create that unit. A fifth fighting unit, the Headquarters, is generated for you by the computer at the start of the battle and cannot be created later in the game.

You begin each battle with a pre-allotted number of Buy Points, according to this chart:

Prehistoric	
PreSplit	450 points
PreIsld	600 points
PreMote	1400 points
Roman	
RomMed	500 points
RomGer	800 points
RomWmed	1100 points

World War II	
WW2Pol	650 points
WW2Eur	1000 points
WW2Spac	1000 points
2025 Era	
2025Land	300 points
2025Isld	400 points
2025Asia	1800 points

Note: More information about each time frame is available in **Chapter 4: Time Frames**.

You receive additional Buy Points at the beginning of each Replenishment turn according to how many cities you control and the size of those cities, multiplied by four. The more cities under your domain, the more Buy Points you are allocated. Your Buy Points will also be supplemented by 20% of the size of cities belonging to players with whom you are at peace.

You may only create units from supply cities (see **Supply Cities**, below). During your first Replenishment Phase, you may create and place units within three hexes of a supply city (areas in which you cannot create or move units are shaded in red). If you attempt to create a unit there the game will tell you that you cannot.

After the first Replenishment Phase, you create units from the Supply Cities themselves. To create a unit then, click on the city itself, and then create the unit. The program either places the unit in the city or, if there's no room, within one hex of that city.

Armies

Armies are your primary means of aggression, of seizing and destroying enemy forces and cities. Each side may have up to 50 Army units on the Battlefield at the same time (although the alien invaders, at the end of the campaign game, will be allowed to have 100). An Army unit may hold up to 12 fighting units. Note that the larger an Army, the slower it moves across the Battlefield (see chart below). Also remember that an Army's movement rate is based on its original size, not its current size. If an Army of 12 units loses half of them in battle, it still (and always) moves at the 12-unit rate.


No. of Fighting Pieces in Army	<u>1-4</u>	<u>5-8</u>	<u>9-12</u>
Moves per Turn over Roads*	12	8	4

*Movement rates are slower over other terrain. See **Terrain Effects on Movement** for more details.

At the start of the game, you may create an army within a three hex radius of one of your supply cities (outlined in white). Thereafter, your Armies are created within the Supply Cities themselves and placed a maximum of one hex away.

To create an Army, first click on the hex of the Supply City where you want the Army placed (or, during your first Replenishment Phase, anywhere in an unshaded area, three hexes from any Supply City). The area in which you click will be outlined in your player color. Next, position the cursor on top of the Army button and right-click. You'll see detailed information appear about the general performance of Armies in this time setting, including Detailed and Basic Sighting, Cost, and Movement (see the chart above). Right-clicking on any of the other Unit Icons produces similar information. This information is also available in **Chapter 4: Time Frames**.

When you choose to replenish an existing Army, the procedure is different. Replenishment of existing Armies is actually handled during your Movement Phase (see **Replenishing Units**, below).

 **Special Tip:** A great deal of information is available during the course of game play by right-clicking on various icons. Right-clicking never creates a disadvantageous situation, so always look for information on a unit by right-clicking.

Now click on the Army button with the left mouse button. You have created an Army, and it has been placed on the Battlefield, on the hex of the Supply City you selected a few moments ago, or within a one-hex radius (except, again, during the first Replenishment Phase, when it's placed anywhere you selected within a three-hex radius of that Supply City). Now you must determine what types of fighting units will comprise this particular Army.

As soon as you clicked on the Army button, a box appeared featuring a variety of icons with numbers below them. These icons represent the different types of fighting units which may comprise

your Army. Up to 12 fighting units, in any denominations, may be placed inside a single Army. The types of fighting units available vary according to time frame (see **Chapter 4: Time Frames**).

However, fighting units generally come in one of two types. Artillery units fire at areas, not specific targets. Direct-fire units fire at specific targets, not broad areas. This becomes important during the Tactical (Combat) Phase (see **Line of Sight**, below).

When creating a new Army, all of the numbers below the fighting unit icons in this box are set to 0 (0). The first number indicates how many of that particular fighting are currently available. The number in parenthesis indicates how many of that particular fighting unit were created for this unit. For instance, later in the game one of your Armies may consist of Pterodactyls, with a count of 0 (4). This means that no Pterodactyls are present now (probably destroyed in battle), but 4 were created for this Army and may be replenished at any time.

Of course, when you create a new Army all of the counters are set to zero. To populate this Army, click on the icon of the fighting unit—located in the Information Panel—that you wish to add. From the Replenishment screen you can see that there are seven fighting units available for Armies in the Prehistoric era: Brontosaurus, Pterodactyl, Tyrannosaurus Rex, Triceratops, Raptor, Slingshot, and Spearman. The number beside each fighting unit icon is the number of Buy Points required to add one of them to your Army. For additional information on Units available in other time frames, see **Chapter 4: Time Frames**.

When creating Armies, you must understand that there are two costs involved. The first cost is that required to simply create the Army. Then you pay a price for each fighting unit you place within that Army. This is not true for other types of Units, such as SDUs, Camouflage and Recon units, where you pay a single price for the creation of the entire unit.

To cancel the "purchase" of a fighting unit for an Army, right-click on that particular button during the purchase process. This removes your purchases of that fighting unit one increment at a time. To cancel the purchase of an entire Army, reduce all your fighting unit purchases to 0 and then click the "Done" button at the bottom of the Information Panel.

Once your army is comprised as you wish, click on the "Done" button.

Now look on the Battlefield, at the hex containing the Army you just created. Beneath the icon for the Army you will see a small horizontal bar. This is your Unit Strength Bar. See **Unit Strength Bar**, below, for more details.

If you right-click on one of your Army units on the Battlefield, you will see detailed information on that Army—including what fighting units, and how many of each, comprise it.

SDUs

Beside the Army button on the Information Panel is the SDU button. SDU stands for Static Defense Unit.

To create an SDU, click on a hex in the large battlefield where you will want the SDU to be placed. That area will become outlined in blue. Now click on the SDU button on the Information Panel. You'll see a box appear, again with seven different fighting unit icons (the same as with Armies)—but this time, the units have already been purchased for you. When you choose to create an SDU, the computer randomly determines what units will comprise it. The creation of an SDU costs 15 Buy Points, but you pay no additional cost per fighting unit selected for the SDU. Note that there are a finite, pre-determined number of SDUs that you may create in each battle. You can right-click on the SDU button to see how many are still available for purchase in the current battle.

Static Defense Units are very economical. For only 15 Buy Points you receive a number of useful fighting units that would have cost more to place within an Army. SDUs are designed, as the name implies, more for fortification than for roaming about the countryside; hence, their movement rates are very slow. The other drawback of SDUs is that they may not be replenished once damage has been taken.

Camouflage Units

The third type of unit you can purchase during the Replenishment Phase is the Camouflage Unit. As with SDUs, Camouflage Units are completely created by the computer—but for an even better reason: Camouflage Units are not real Armies! Instead, they appear to any opposing force to be a real Army until they are met in battle, in which case their true nature is immediately seen.

Camouflage Units are ideal tools for misdirection and good old-fashioned bluffing. But beware: your enemies have an equal ability to create Camouflage Units of their own!

You create Camouflage Units in the same manner as with SDUs (see above). As with SDUs, Camouflage Units may not be replenished.

Recon Units

The last unit type you can create is the Recon Unit. As the name implies, Recon Units are your eyes and ears, useful for obtaining information regarding your enemies' actions and the composition of his forces. As with SDUs and Camouflage units, the composition of a Recon Unit is determined by the computer and positioned at your discretion. They are weak militarily and you should avoid engaging them in battle. For more information on the usefulness of Recon Units, see **Sighting**, below.

Headquarters Unit

Although very potent in battle and useful elsewhere, you must be very careful in how you employ your Headquarters unit. It cannot be replaced if it is destroyed.

The Headquarters Unit is created for you at the beginning of each battle and placed in the same location per battle, but not per time frame. So your Headquarters Unit in the PreSplit battle will always appear in the same spot; but it may be somewhere else completely in the Prefsld battle.

Headquarters Units also confer special advantages on the rest of your forces. Cities within a range of four hexes of a Headquarters Unit receive a bonus of 2 on building for every turn they are within range. Conversely, enemy cities lose 2 points of size per turn if an opposing Headquarters Unit is within four hexes.

Finally, units attacking within the range of the Headquarters Unit cannot miss during Tactical.

Supply Cities

Supply Cities are those firmly under your control. You can identify them on the Battlefield as those with a white border around their names. To convert a city under your control to a supply city, you must maintain a unit of any type in that city for three consecutive turns.

Unit Strength Bar

The Unit Strength Bar is located immediately beneath the icon for the unit, and gives important information about the strength and size of the unit (see figure 3-8, Unit Strength Bar).

The bar is essentially divided into two parts. The larger segment to the left indicates the current strength of the unit. The smaller segment to the right shows the unit's original (not necessarily current) size. You can determine the unit's original size by the color of the smaller segment.

Segment Color	Original Unit Size
Red	1-4 pieces
Lt. Blue	5-8 pieces
White	9-12 pieces

If the larger segment of the Unit Strength Bar is colored entirely in the player color, then the unit has all its original pieces. Any area of black inside this segment shows the percentage of

units which are currently destroyed. For instance, if this segment is one quarter black, then 25% of the unit's original pieces are gone (destroyed in battle and not yet replenished).

The Unit Strength Bar of opposing forces is visible when the unit(s) is

within Basic Sighting Range, giving you an indication of what you're facing. See **Basic/Detailed Sighting** for more.

Finishing the Replenishment Phase

When you are finished all your replenishment activities for this turn, click on the Done button at the bottom of the Information Panel. Play proceeds with either the next player taking his Replenishment Phase (during the setup process), or you taking your Movement Phase.

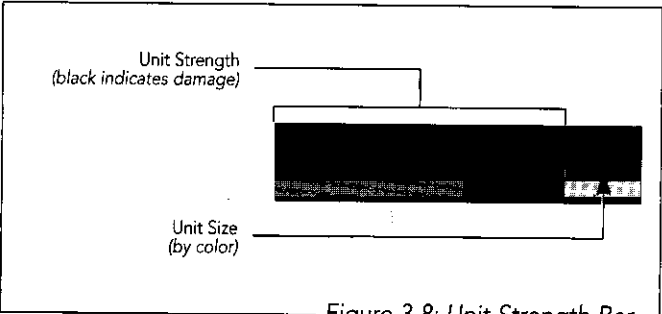


Figure 3-8: Unit Strength Bar

Movement Phase

Once the Replenishment Phase is finished, the Movement Phase starts. In other words, now that you've created your forces, it's time to move them around.

Movement Interface

The interface during the Movement Phase is very much like that for the Replenishment Phase, with a few subtle changes. In the Player Status box there are now only three lines of information. The first line indicates the current turn and the total number of turns for this battle. (For more information on the specifics of each battle, see **Chapter 4: Time Frames**.) The second line contains your name, and the third line your current score.

You'll also notice that new information appears now just below the Communications Display on the Information Panel. Here you will see a Player Summary, listing each player in the game and their current point total.

Besides each opposing player name is an icon indicating their War/Peace Status with you (see **War and Peace**). If the icon is a reddish-purple heart, you are at peace with that player. If the icon is crossed swords, you are at war. If half of each picture appears, it indicates that you are currently at war, but that you have offered peace. If you right-click and hold down on these icons, you'll see that player's War/Peace Status with all other players in the game, as well.

Below the Player Summary you will see icons representing each of the types of fighting units available in the time frame. This is the Unit Counter. As a Unit becomes available for movement, the number of fighting units which comprise it is shown here.

Note that the Time Indicator is in effect here as well. If you complete all your movement actions before the timer expires, you get six bonus points per turn. There's no penalty if you do not.

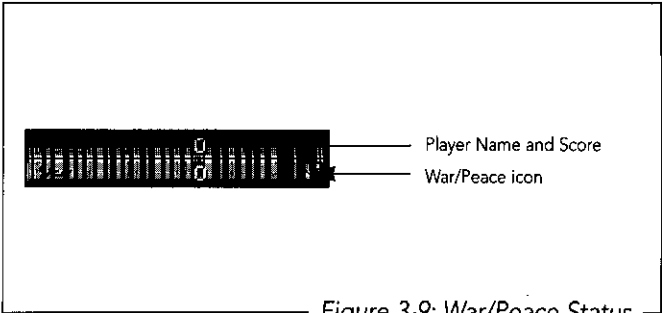


Figure 3-9: War/Peace Status

Moving Units

When your turn in the Movement Phase comes, each of your Battlefield units will be highlighted in turn. When a unit is highlighted, you'll see arrows extending from that unit in every direc-

tion in which the unit is capable of moving during this turn. The arrows will also show how far away that unit is able to travel (see figure 3-10, Movement screen). To move a unit, simply click on the arrow representing your intended destination for the unit. If your unit travels to a location and it still has moves remaining, you may continue moving it

or you may click the Stop button at the bottom of the Information Panel to indicate that you're finished moving that unit. When one unit is finished, the next will be highlighted.

You do not have to move your units in the order dictated by the computer. To move a unit out of turn, simply right-click on it. It will become highlighted and the arrows will appear indicating movement options for that unit.

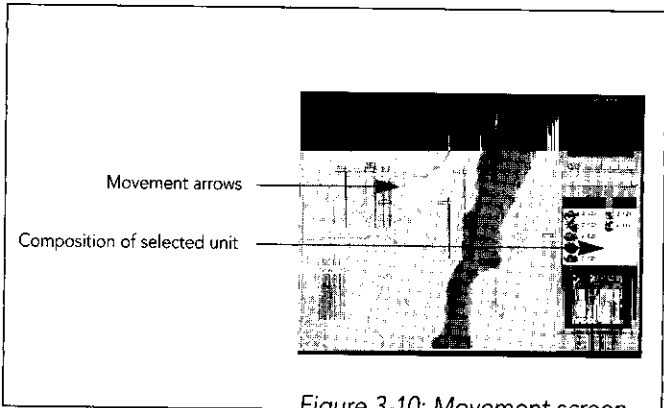
You'll notice that units travel differently according to their composition and the terrain on which they travel. The fastest mode of travel is by road. All other movement rates are based upon that.

Movement According to Unit Type

Different Unit types have different base movement rates.

<u>Unit Type</u>	<u>Base Movement Rate</u>
Army, 1-4 units	12 hexes per turn on roads
Army, 5-8 units	8 hexes per turn on roads
Army, 9-12 units	4 hexes per turn on roads
SDU	2 hexes per turn on roads; 1 hex per turn on all other terrain
Camouflage	8 hexes per turn on roads
Recon	14 hexes per turn on roads
Headquarters	8 hexes per turn on roads

Figure 3-10: Movement screen



Terrain Effects on Movement

And, naturally, the type of terrain a unit is moving over affects its movement rate as well.

<u>Terrain</u>	<u>Movement Rate Compared to Road</u>
Plains and cities	Twice as slow
Hills and forests	Four times as slow
Rivers	Six times as slow
Mountains	Eight times as slow

Moving Over Large Bodies of Water

You can move your forces over large bodies of water. In these instances, all units, regardless of size or type, move at a rate of five hexes per turn; but units entering water cannot enter a land hex until the next turn. In addition, units cannot move directly from water into a city.

When one of your Units moves onto water, you'll see its icon change to indicate its seafaring status. Each Unit type has a slightly different icon for traveling over water, so that you can identify it.

Sighting

Aside from engaging enemy forces in combat, one of the main results of movement is the sighting of the opponent's pieces on the Battlefield. Different units have different sighting capacities and ranges.

To find out the sighting capability of a unit type, right-click on the icon of that unit. You will see a number for Basic Sighting and a number for Detailed Sighting. These numbers are the range (in other words, the number of hexes away) from which the unit can perform these sighting types. A range of 0 means that the unit is incapable of this type of sighting. Thus, a unit with a Basic Sighting range of 4 can Basic Sight any opposing piece within four hexes.

The icons of all opposing forces (with whom you are at war) not within Basic Sight range are generic. Right-clicking on these forces reveals no information.

Basic vs. Detailed Sighting

With Basic Sighting, you learn some very cursory information about the opposing unit encountered. On the Battlefield,

opposing units within Basic Sight range show their icons (SDUs and Camouflage Units appear as Armies, however) and their Unit

Status Bar. Right-clicking on a unit within Basic Sight range reveals the largest piece in the enemy unit and the total number of pieces in that unit (see figure 3-11, *Basic Sighting Report*).

A Detailed Sight, in addition to the detailed icon display described above, also shows you the entire composition of the enemy unit (see figure 3-12, *Detailed Sighting Report*) when you right-click on the discovered unit. Recon Units are so valuable because they allowed Detailed Sighting of enemy units from a significant distance.

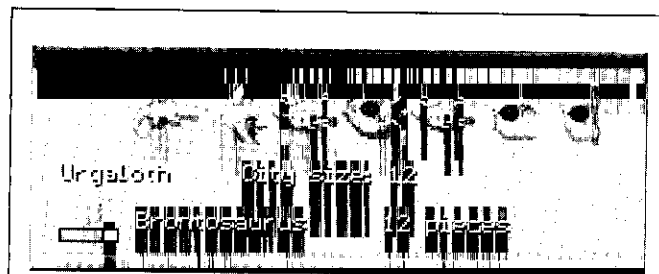


Figure 3-11: Basic Sighting Report

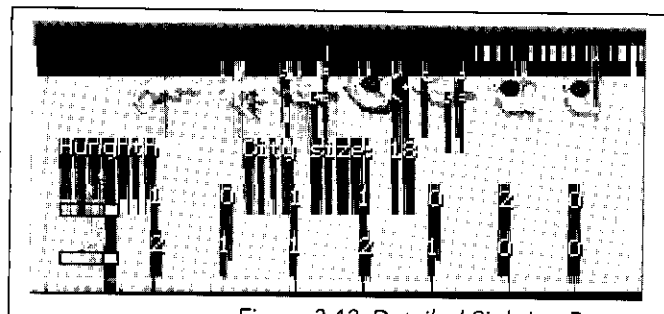


Figure 3-12: Detailed Sighting Report

Here's a summary of sighting capabilities per unit type:

Unit Type	Basic Sight Range	Detailed Sight Range	Notes
Army	2	0	--
SDU	1	0	Always sighted as an Army by the enemy
Camouflage	2	0	Always sighted as an Army; can only be discovered through attack
Recon	4	2	--
HQ	4	2	--

Replenishing Units

The Movement Phase also allows you the opportunity to replenish some military units which have sustained damage in battle. Here's how:

During the Replenishment Phase, you saw a number in the Player Status Box labeled "Required Points." This was the number of Buy Points you had to leave available at the end of your Replenishment Phase in order to replenish all damaged forces to the maximum amount possible that turn. For example, if you had 200 Buy Points remaining and the Points Required was 170, you would be able to replenish all damaged units to the maximum amount possible.

Note that you can only replenish Army, Recon and Headquarters units. SDUs cannot be replenished, and Camouflage Units certainly cannot. To replenish damaged units, simply make sure that they are within one hex of any of your supply cities, or the supply cities of any player with whom you are at peace (see **War and Peace**, below), at the end of the Movement Phase. Military units so placed will be replenished to the maximum amount possible.

The amount that a unit can be replenished depends upon its size. As a rule, larger units replenish faster, on an average of 2-3 units per turn. Smaller units replenish about one unit per turn. Another factor here is the cost in Buy Points of the units to be replenished.

Occupying and Managing Cities

Part of the goal of the Movement Phase is to occupy cities not currently under your control. If the city is neutral (colored gray), then you merely need to occupy it with a military force large enough to overcome its population. You do this by moving your units into the city. When the color bar under the city icon changes to your player color, you have captured the city.

Remember that you might not be able to occupy and control a city in one turn. Larger cities, or those being attacked with an inferior number of forces, will be more stubborn. It can take as many as three rounds to subdue a city. You can quicken this process by bringing more units against the city.

If a city is held by an opposing player, you have to defeat his military forces before you can attempt to occupy the city. To

engage them, move your attackers onto the city hex during your Movement Phase. You'll battle his forces in the Tactical Phase.

In order for your city to thrive and earn you maximum points per turn, you should control a two-hex region around the city. Cities owned by the player will increase in size by one point per turn as long as this region is controlled, unless that player's Headquarters Unit is within four hexes, in which case it will grow at double this rate. If any enemy unit is within the two-hex radius, a city loses one point in size per turn. If an enemy Headquarters Unit is within four hexes of your city, it will lose two points of size per turn.

War and Peace

Contrary to popular opinion, you don't need to always be at war. Indeed, it may be strategically viable to maintain a peace with certain opponents. Your current War/Peace Status is displayed in the Player Status area of the Movement interface (see figure 3-9, *War/Peace Status*).

The reddish-purple heart indicates you are at peace with that player. The crossed swords indicate a state of war. The presence half of each picture indicates that you are at war, but have offered peace during this turn. You offer peace by clicking on the icon for war. If your offer is accepted, the icon will change to that of peace next turn. If you right-click and hold down on an icon, you'll see that player's War/Peace Status with all other players.

There are advantages to peace. They are:

- You receive 20% of the production points generated by your ally's cities as Buy Points for replenishment (he, in turn, receives the same percentage from your cities' production).

- You see all of your ally's pieces on the Battlefield as if they were your own (including knowing which units are only camouflaged).

- You may replenish your units within a one-hex radius of any supply city owned by an ally.

Upon declaring war, you lose 50 points from your score. It's therefore advantageous to prolong peace as long as you can and encourage the ally to declare war on you at the time of your choosing.

Initiating Tactical (Combat)

The Movement Phase leads into another Replenishment Phase, except when the movement of forces results in two opposing forces occupying the same hex.

A maximum of two units may be moved into the same hex each turn on the strategic map. When you enter a hex containing an enemy unit, your unit's movement for that turn is finished. Combat between the conflicting forces will be settled during the Tactical Phase, which will begin as soon as you've moved the remainder of your pieces for that turn.

Once the Tactical Phase is completed, each of your opponents who has not yet moved receives their Movement turn, and again the need for a Tactical Phase is assessed. When all players have moved and all combat resolved for the turn, the Replenishment Phase starts again.

Tactical Phase

The Tactical, or Combat Phase is the meat and potatoes of *Battles In Time*. Here your forces will collide and your best laid plans will be put to the ultimate test. The Tactical Phase arises only when opposing units occupy the same hex at the same time. Because the Tactical Phase is invoked immediately after a player's Movement Phase, only two players can meet in Tactical at the same time.

Overrun Forces

Sometimes a battle is over before it starts. In cases where one player's forces cost equal to or more than four times the cost of another's in Buy Points, an overrun is declared. The player with the larger force automatically wins the battle, and all opposing pieces are destroyed. The winning player will lose a number of pieces roughly equal to the disparity between his forces and those he defeated.

For instance, Player A's Army has a combined cost in Buy Points of 80. Player B's Army has a combined cost in Buy Points of 10. Because Player A has more than four times the forces that B does in this battle, Player A automatically wins and all of B's forces are destroyed. Because B had 1/8 of A's forces, A will lose approximately 1/8 of his Army as a result of the overrun.

When two or more Armies meet and an overrun occurs, the program will tell you immediately and Tactical will not occur.

In addition, Camouflage Units are automatically destroyed when encountered by any enemy units.

Tactical Interface

As with the Movement interface, the interface for the Tactical screen (see figure 3-13, *Tactical screen*) is very similar to that of the Replenishment Phase. But important differences do appear, and in different stages of the Tactical Phase. The first thing you'll

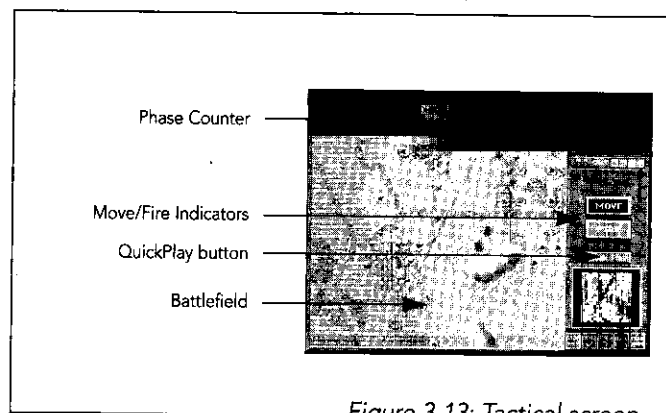


Figure 3-13: Tactical screen

notice is that the Battlefield zooms in dramatically, giving you a close-up view of where the fighting takes place.

Once again, the Time Indicator bonus is in effect. If you complete all your actions within the time allotted, you receive three bonus points per turn. If you do not, you are not penalized.

The Player Status Box is also somewhat different. First you will see a line indicating how many Tactical Phases the current battle will consume, and which phase you are in. Battles involving less than 33 total fighting units will be settled in one Tactical Phase (consisting of six segments). Those involving 33 or more fighting units will require two Tactical Phases (consisting of a total of ten segments).

Each Tactical Phase is divided further into six segments, as represented by the six boxes. The segments consist of the following:

One Phase Battle

- Segment 1: Attacker fires (mini-segment, see below)
- Segment 2: Defender fires (mini-segment)
- Segment 3: Attacker moves/fires
- Segment 4: Defender returns fire
- Segment 5: Defender moves/fires
- Segment 6: Attacker returns fire

Two Phase Battle

As above, repeating segments 3-6

When a segment is complete, the corresponding box is filled in. When all the segments are completed, the outcome of the battle is determined, if it hasn't been determined already!

Below the Phase Indicator is a brief summary of the two forces currently battling, and the percentage of their original fighting units still intact on this Battlefield. You do not need to annihilate the opposition in order to win, merely have a higher survival rating (see **Winners and Losers**, below).

During the Setup stage (see below), the Army Units Display is visible, with each button showing the number of each particular fighting unit available for placement on this Battlefield.

After Setup, other buttons are visible. Follow the remainder of the Tactical Phase instructions for more details.

Terrain is even more important during Tactical than during other phases of the game. During Tactical, you can use terrain features as cover against direct-fire fighting units (see **Line of Sight**, below). In addition, some fighting units cannot be placed over some types of terrain because of their size. Units capable of flight, obviously, can be placed anywhere within the non-shaded area. You can preview what Tactical battlefield will look like from a Strategic display by clicking, over the hex you wish to see enlarged, with both the left and right mouse buttons.

Movement during Tactical is a little different than during Strategic phases. During Strategic, different terrain types can impede movement, but still allow it. A unit can, for instance, move over mountains, but very slowly. In Tactical, a unit can either move over a piece of terrain or it cannot. If it can move over a piece of terrain, its movement rate is the same as that over any other type of terrain on the Tactical Map.

Tactical Setup

The first stage of the Tactical Phase is the Setup stage, during which you position all the fighting units meeting on the same hex that turn. The side which initiates the combat gets to position its fighting units first.

The attacking player will place his pieces behind the shaded area, on a size of land equal to 1/4 of the fighting area, based on the direction he was moving when the opposing force was


encountered. The defending player will place his pieces behind a differently shaded area, on a size of land equal to 1/2 of the fighting area.

Note that all pieces not placed on the Battlefield during this setup process are lost.

During the Setup stage, the defending player will have the option to DIG IN as many of his fighting units as he desires. This feature allows the defending unit to avoid damage from secondary artillery shots (shots which land near the unit but not directly on it). But a unit that is dug in may only move one hex, and upon doing so loses its "dug in" status. You can tell if a unit is dug in by its icon, which is bordered by sandbags.

To dig in your unit(s), click on the DIG IN button and then place all units you wish to see entrenched. When all of those units have been placed, click again on the DIG IN button. Units placed thereafter are positioned normally.

To set up a fighting unit, be certain that its corresponding button in the Army Units Display is depressed, and then click on a non-shaded area of the Battlefield to place that unit. If you place a unit and then decide you wish to place it somewhere else before the fighting has begun, you can right-click on the placed unit. This returns it back to the Army Units Display, and this unit can be re-placed as before. When you have finished placing your units, your opponent will have an opportunity to place his, if he hasn't done so already.

 **Special Tip:** If you right-click on a fighting unit button in the Army Units Display during the Setup stage, you'll see a wealth of important information about how that unit behaves in battle, including its potential for damaging each of the other unit types. This information is also presented in **Chapter 4: Time Frames**. Note that because artillery units fire at a broad area and not as specific targets, the potential damage information is much more generalized.

Fighting the Fight

Immediately after all pieces have been placed by all sides, a small mini-segment is held during which the attacking and defending units trade fire without performing movement. This

occurs because the movement for this mini-phase is assumed to have been the placing of the fighting units themselves. The mini-segment occurs only once at the start of each battle.

After the mini-segment, the "real" segments begin. First, the attacking unit has his Move/Fire Segment, during which he may move and/or fire his units.

All units in Tactical have three hit points. This means that if you do three points of damage to the unit, it is destroyed.

During battle, the icons of your opposing forces give you a great deal of information about their strength, and their potential for damage, and being damaged, by your forces. When one of your units is highlighted, the icons for all opposing units are updated to indicate which of them may be fired upon, and how much damage will be incurred.

Here's how to interpret those icons:

In the upper corner of any opposing icon within range of your highlighted fighting unit, you will see a colored box. The color of the box indicates how much damage you will do to that unit on a successful hit.

<u>Box color</u>	<u>Damage Result</u>
Green	1
Yellow	2
Red	3

If you see a black diagonal slash through the colored square, this indicates that the target is out of short range, but is within long range of the highlighted unit. When you fire within the short range of your fighting unit, you hit automatically. Long range targets are not automatically hit. There is a small (usually about 30%) chance you will miss a target from long range. Note that if you have a Headquarters unit within four hexes of the battle location, all your fighting units will automatically hit any target within range, long or short.

Remember, if you do not see a colored box above an opposing unit, then that unit cannot be hit by the currently highlighted fighting unit.


If the currently highlighted fighting unit is within range of an opposing unit, then you will see a small colored arrow beneath the picture of that opposing unit. The color of the arrow indicates how much damage that unit can do to your highlighted unit.

Arrow color	Damage Result
Green	1
Yellow	2
Red	3

This information can be very important. If a highlighted fighting unit has two targets within range, but only one target shows a colored arrow beneath it, then it makes sense to fire on the target with the arrow, since it is the only one capable of damaging the highlighted fighting unit. This logic may not always apply to every battle situation (sometimes it's more important to fire on a target even if it doesn't threaten the highlighted unit), but it shows how useful the arrows can be.

When you hit an enemy unit and damage it, its icon will change. When one point of damage is inflicted, you will see a small bit of damage to the icon. For two points of damage, the icon is further destroyed. If the enemy unit has received three points of damage and is destroyed, the entire icon is nothing but a mass of rubble. The icons of your fighting units are affected in the same manner. You'll soon recognize these variations instantly and know exactly how much damage any unit has taken.

If your highlighted fighting unit is capable of moving during its turn, you will see the red movement arrows appear on the Battlefield, just as they do during the Movement Phase. The arrows show how far the highlighted unit may move, and in what directions, during this segment.

 **Special Tip:** If you click and hold down on one of the red movement arrows, your Battlefield will update to show you the revised movement and firing information if you were to actually move to that location. For instance, your Hover Tank has a movement arrow two hexes away. Beyond that, an enemy Rocket Launcher stands, but its icon indicates that it is currently out of range. By clicking and holding down on the red movement arrow, the icon for the Rocket Launcher changes to show that you would be able to hit it for two points of damage if you moved to that new location.

For direct-fire units, there is a clear distinction between where you can move and where you can fire. These units can only fire upon enemy units, and can only move on unoccupied terrain.

For artillery units, the situation is different. Because artillery units fire at broad areas, not specific targets, they potentially have the option of moving or firing on the same hex. Therefore, when an artillery unit's turn comes and it is capable of movement and firing, another icon appears alongside the red movement arrows. Separated by each red arrow by a small dividing line is a thin crosshairs. If you wish to move to a certain hex, you would click on the red arrow there. If you wish the artillery unit to fire on that hex, you would instead click on the crosshairs.

Note that the special tip above, concerning clicking and holding down on movement arrows, still applies here as well.

When your highlighted unit has taken its turn, it will be covered by a large X, and the next fighting unit in your Army will be highlighted. Play proceeds similarly.

When the attacker's Move/Fire Segment is finished, the defender receives a Return Fire Segment. These two segments are repeated once more in a single-phase battle (with the Defender moving and firing and the Attacker return-firing), and three times more in a two-phase battle.

Quick Play

The Quick Play button can be found on the Information Panel, just below the Move and Fire indicators. You can press it anytime. When pressed, it tells the computer to resolve the battle automatically, without any more decision-making on either side.

Line of Sight

During Tactical you should remember that direct-fire units obey line of sight rules. This means that such a unit cannot fire upon something that's obstructed or blocked from view. You can take advantage of this during battle. For instance, you might position one of your tanks behind a building in order to avoid fire from a heavy tank just a few hexes away. However, using cover in this fashion does not work against artillery units, which fire at broad areas instead of single targets. Your enemy may choose to use his artillery units to destroy the building giving you cover, allowing his direct-fire units an opportunity to then engage you.

In addition, some direct-fire units, such as mortars, are able to circumvent the line of sight restriction because of the way in which they target and fire. In these cases you have a fighting unit with the ability to target specific units, but one that is not

restricted by line of sight limitations. This can potentially be a very useful unit. For information on which units have, and do not have, Line of Sight restrictions, see **Chapter 4: Time Frames**.

You will know if your direct-fire unit has this capability when its turn to fire comes. If an obstructed opponent nevertheless has an icon which indicates it as a target, then you know your fighting unit is able to overcome the line of sight limitation and fire on that target.

Battles at Sea

Military forces may meet and engage at sea, but these conflicts are resolved by the program and are not executed in Tactical. The losing force in a sea battle never loses all its pieces.

Winners and Losers

The objective of the Tactical Phase is not necessarily to annihilate the opponent's forces. You will win the battle if, at the end of all segments, you have a higher percentage of surviving forces than he does. This percentage is updated constantly in the Player Status Box.

Retreat Paths

The winner of a battle has the opportunity to dictate the retreat path of the loser. When a battle is finished you will return to the Movement screen, and you'll be asked to click on a red movement arrow indicating the retreat path you wish the defeated forces to take.

Defeated units cannot retreat into cities owned by another player, or into hexes occupied by the forces of any other player. If the battle took place on land, the defeated army must retreat to a land hex. If the battle took place on water, the defeated army must retreat to a water hex.

If there are no available retreat paths, the defeated unit is destroyed.

Scoring

At the end of Tactical, all scoring is updated. You receive points based on the following:

- All the opposing forces destroyed this turn

- The value of all cities you own

These points are added to your current score.

Winning The War

You win a specific time frame by having the highest score when the turn limit for that time frame has been reached. In most games it will be virtually impossible to completely destroy all the units of an opposing player. Winning on points is far more likely.

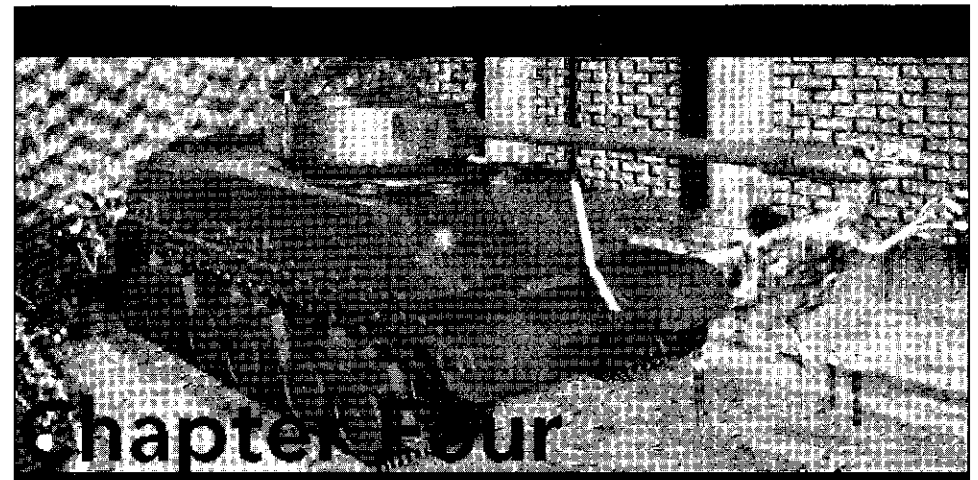
Winning Campaigns

Campaign games stretch across multiple time frames, and require a consistent level of superior play. It is not necessary for you to win every time frame in order to win the campaign.

After all players have played the four battles in time of the campaign game, they team up to compete against the alien forces for three battles. The player with the highest score at the end of the four battles in time receive the largest allocation of Buy Points for the alien battles. This allocation is directly proportional to his score relative to those of the other players. So in winning the four battles in time, you give yourself a greater chance of doing well against the aliens.

Against the alien invaders the players will almost certainly work in unison, although some jockeying for position and such is certain to occur. The player with the highest score at the end of the alien battles wins the campaign.

You'll find no information on the alien invaders in this manual. That's for you to discover after you've successfully completed the other battles in time.



TIME FRAMES

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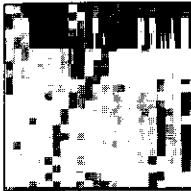
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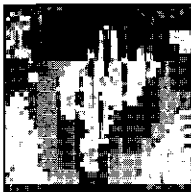
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The Prehistoric Era

The Battles



PreSplit
No. of Cities: 28
Starting Cities/Player: 4
No. of Turns: 12
Buy Points: 450



PreIsld
No. of Cities: 31
Starting Cities/Player: 5
No. of Turns: 16
Buy Points: 600



PreMote
No. of Cities: 26
Starting Cities/Player: 5
No. of Turns: 18
Buy Points: 1400

The Unit Types



Army



SDU



Camouflage










Recon



HQ

Unit	Basic	Detail	Movement		
	Sight	Sight	Cost	(1-4)	(5-8) (9-12)
Army	2	0	8	12	8 4
SDU	0	0	15		2
Camo	2	0	5		8
Recon	5	2	6		14
HQ	4	2	n/a		8

Fighting Units

Icon	Unit	S/L Range*	Move	Cost	Bronto	Pterg	I-Rex	Iric	Raptor	Sling	Spear	LOS Restriction?
	Brontosaurus	9	3	10								No
	Pterodactyl	6	5	8								No
	T-Rex	4/8	5	9	2/1	3/2	1/1	2/1	2/2	3/2	3/2	Yes
	Triceratops	4/8	6	7	2/1	2/1	1/1	2/1	2/1	2/2	3/2	Yes
	Raptor	4	6	7	2/2	0/0	1/1	2/2	2/2	3/3	3/3	Yes
	Slingshot	4/6	4	4	1/1	3/2	0/1	1/1	2/1	2/2	2/2	Yes
	Spearman	4/6	4	4	2/1	2/1	2/1	2/1	2/2	3/3	3/2	No

*Artillery unit ranges are not divided into short and long categories.

The Roman Era

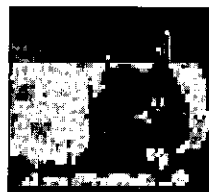
The Battles



RomMed
No. of Cities: 17
Starting Cities/Player: 2
No. of Turns: 17
Buy Points: 500



RomGer
No. of Cities: 19
Starting Cities/Player: 3
No. of Turns: 13
Buy Points: 800



RomWmed
No. of Cities: 18
Starting Cities/Player: 2
No. of Turns: 18
Buy Points: 1100

The Unit Types



Army



SDU



Camouflage









Recon



HQ

Unit	Basic Sight	Detail Sight	Cost	Movement		
				(1-4)	(5-8)	(9-12)
Army	2	0	8	12	8	4
SDU	0	0	15		2	
Camo	2	0	5		8	
Recon	5	2	6		14	
HQ	4	2	n/a		8	

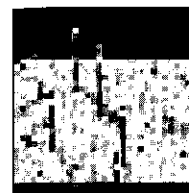
Fighting Units

Icon	Unit	S/L Range*	Move	Cost	FlamCat	S/L Range Damage vs.				Cent	LOS Restriction?
						Ballis	Cav	Cross	Arch		
	Flaming Catplt.	8	1	11	Artillery Unit: No specific target damage						No
	Balista	4/9	3	10		2/1	3/2	2/1	2/1	1/1	Yes
	Cavalry	4	7	8		3/0	2/0	1/0	1/0	2/0	Yes
	Crossbow	5/7	4	6		2/1	2/2	3/2	3/3	3/3	Yes
	Archer	4/6	5	6		1/0	2/1	2/1	2/2	3/2	No
	Centurion	4	6	4		2/0	1/0	2/0	2/0	1/0	Yes

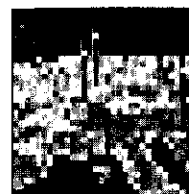
*Artillery unit ranges are not divided into short and long categories.

World War II

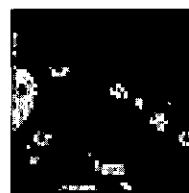
The Battles



WW2Pol
No. of Cities: 15
Starting Cities/Player: 2
No. of Turns: 11
Buy Points: 650



WW2Eur
No. of Cities: 18
Starting Cities/Player: 3
No. of Turns: 20
Buy Points: 1000



WW2Spac
No. of Cities: 20
Starting Cities/Player: 3
No. of Turns: 15
Buy Points: 1000

The Unit Types



Army



SDU



Camouflage










Recon



HQ

Unit	Basic		Detail	Movement		
	Sight	Sight		Cost	(1-4)	(5-8)
Army	2	0	8	12	8	4
SDU	0	0	15		2	
Camo	2	0	5		8	
Recon	5	2	6		14	
HQ	4	2	n/a		8	

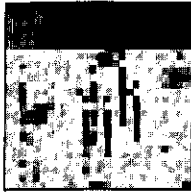
Fighting Units

<u>Icon</u>	<u>Unit</u>	<u>S/L Range*</u>	<u>Move</u>	<u>Cost</u>	<u>S/L Range Damage vs.</u>						<u>LOS Restriction?</u>	
					<u>HArt</u>	<u>LArt</u>	<u>HTank</u>	<u>LTank</u>	<u>ArCar</u>	<u>Baz</u>		<u>Mortar</u>
	Hvy Artillery	12	0	15	Artillery Unit: No specific target damage						No	
	Lt. Artillery	9	0	9	Artillery Unit: No specific target damage						No	
	Heavy Tank	5/11	4	13	3/2	3/2	2/1	2/2	3/2	3/3	3/3	Yes
	Light Tank	4/10	6	7	2/1	3/2	1/0	2/1	2/2	3/2	3/1	Yes
	Armored Car	4/8	10	5	3/2	3/2	0/0	1/1	2/1	1/1	2/1	Yes
	Bazooka	4/8	3	4	1/0	2/1	1/0	2/1	3/3	2/1	1/1	Yes
	Mortar	4/6	2	5	2/1	3/2	1/0	2/0	1/0	2/0	3/0	No

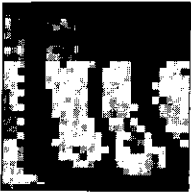
*Artillery unit ranges are not divided into short and long categories.

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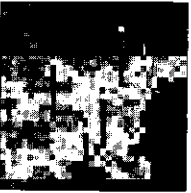
The Battles



2025Land
No. of Cities: 14
Starting Cities/Player: 2
No. of Turns: 11
Buy Points: 300



2025Isld
No. of Cities: 16
Starting Cities/Player: 4
No. of Turns: 14
Buy Points: 400








2025Asia
No. of Cities: 17
Starting Cities/Player: 3
No. of Turns: 15
Buy Points: 1800

The Unit Types



<u>Unit</u>	<u>Basic</u>		<u>Detail</u>	<u>Movement</u>		
	<u>Sight</u>	<u>Sight</u>		<u>Cost</u>	<u>(1-4)</u>	<u>(5-8)</u>
Army	2	0	8	12	8	4
SDU	0	0	15		2	
Camo	2	0	5		8	
Recon	5	2	6		14	
HQ	4	2	n/a		8	

Fighting Units

Icon	Unit	S/L Range*	Move	Cost	Rocket Lnchr	Gunship	Hover Tank	Chain Gun	Grav Pad	S/L Range Damage vs.	LOS Restriction?
	Rocket Lnchr	13	3	15						Artillery Unit: No specific target damage	No
	Gunship	4/8	6	14	2/2	2/2	2/1	3/1	2/0		Yes
	Hover Tank	4/10	5	10	3/2	1/0	2/1	3/2	3/2		Yes
	Chain Gun	4/9	6	5	2/1	2/2	1/0	2/2	3/3		Yes
	Grav Pad	4/8	4	7	3/2	1/0	2/2	3/2	1/0		Yes

*Artillery unit ranges are not divided into short and long categories.

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