



SPECTRUM
WARMMASTER
INSTRUCTIONS

PAX s 4

SIDE 1

DREADNOUGHTS

TO LOAD TYPE : LOAD ""

Side 1 - Game 1

LOADING - Type: LOAD ""

COMPUTER - Spectrum 48K

A. Scenario - a two player war game

It is a winter's day in late 1914; the "Great War" is 4 months old. In the North Sea two battle fleets, one British and one German, are steering on a course which will shortly bring them into contact. The German ships are on their way to carry out a "hit and run" bombardment of targets on the east coast of Great Britain. The British force has been exercising off the Firth of Forth, but were diverted south to head off the Germans when their presence was betrayed by signal traffic intercepted by Admiralty intelligence experts. The same experts have advised the British commander that the enemy's strength is similar to his own: 4 battle cruisers, 4 light cruisers and 12 destroyers. The German admiral has been similarly fortunate; a patrolling Zeppelin has sighted the British force and passed on its composition.

With 6 hours of daylight left the opposing ships sight each other's smoke. The 2 Commanders consider how best to deploy their units

At this point you, the players, take over and the game of Dreadnoughts commences.

B. Game Description

"Dreadnoughts" simulates an engagement, between British and German battle cruisers together with their supporting light forces, in the North Sea during the First World War.

Each player's force consists of 2 units of 2 light cruisers each (units 1 & 2), 3 units of 4 destroyers each (units 3-5), and 4 Dreadnoughts (units 6-9). The ships' characteristics used in the game, such as speed, gunnery and defence strength, are exactly based on those of the original vessels.

The game lasts for up to 24 moves. Each move represents 15 minutes of real time activity. All distances, ranges, and speeds are quoted in graphic spaces: one graphic space equates to 1.25 nautical miles. There are 3 phases to each move: The British Player Decision Phase, the German Player Decision Phase and the Action Execution Phase.

During his decision phase, each player may review the information available to him and enter his decisions concerning the deployment and use of each of his units. Use of private Player Codes ensures that a player cannot gain access to details of his opponent's exact status and decisions.

C. Game Mechanics

After a short setting-up period the program asks the players to enter the level of the game to be

played; this may take any value between 1 and 4, and represents the number of enemy Dreadnoughts which must be destroyed to win. If both players exceed this level in the same move, the one with the highest "score" wins.

If both players exceed the victory condition at the same time and have equal scores, the game is a draw.

It is also a draw if after 24 moves no-one has actually won.

Next each player enters his private 3-letter Player Code. (From this point on, if the game is to be played realistically, the players must take care not to look at the television display when their opponents are at the screen).

The game then moves on to the first British Player Decision Phase.

D. Player Decision Phase

During a decision phase a player may call up any of the following options (all except option 0 may be called as often as desired):

1. *Unit Names and Defence Strengths.* This option lists the names of the ships making up each "unit", together with their relative defence strengths.

2. *View Situation.* This displays the position of all friendly units and those enemy units which are "in sight". Observation of enemy units depends on the visibility, which varies from move to move. The current visibility is shown at the foot of the main "menu". Each type of unit is represented by a symbol:

Light Cruiser Unit

Destroyer Unit

Dreadnought

The colour of the background to the unit symbol indicates its nationality: green for British Units, yellow for German Units. Associated with each unit symbol is a "wake", which gives an indication of that unit's current speed and heading. The situation display is organised to illustrate as many units as possible each move, taking into account their relative movement.

3. *Combat Reports.* Selection of the combat reports option will provide information on the latest occurrences concerning all friendly units and all observed enemy units.

4. *Change Courses/Speeds.* This option permits the player to "steer" his units. It also permits him to recall any units which have left the combat area.

DREADNOUGHTS contd...

5. *Allocate Gunnery Targets*. Use of this option enables the player to allocate gunnery targets, provided that the chosen targets are within sight and range of the selected firing unit. Gunnery results are affected by a number of factors: the range to the target, whether the effect is NOT degraded when firing at light cruisers and destroyers.

0. *All actions completed*. Control is passed over to the other player or to the Action Execution Phase.

Tactical Notes

"Dreadnoughts" has been designed so that each type of unit may be employed to best effect in its true historical role, as follows:

a. *LIGHT CRUISERS* (units 1 & 2). The light cruisers can be used to scout ahead of the main force, to help fend off the enemy's light cruisers and destroyers, and to bolster the attacks of their own destroyers.

b. *DESTROYERS* (units 3-5). The destroyers may be used to deliver torpedo attacks on the enemy's battle cruisers and to defend their own battle cruisers against similar attacks.

c. *DREADNOUGHTS* (units 6-9). These carry the heavy guns which are the primary means of deciding the outcome of the engagement. Do not forget that the Dreadnoughts are the high-value units of the force; they should not be lightly risked.

A player may decide to launch torpedo attacks early in the engagement in an attempt to weaken the enemy, and risk losing all his destroyers to no effect, or he may hold back his destroyers to pick off damaged stragglers.

He may concentrate all his fire on one unit in an attempt to gain a rapid result, accepting the firing unit is itself under fire, the number of other units (and secondary batteries) firing at the target (several units firing at one target leads to confusion as to whose hits/misses are whose), the speed of the target, and whether the target is ahead or astern of the firer (such a condition reduces the number of guns which can be brought to bear).

The effectiveness of the battle cruisers' main guns is reduced when used against the manoeuvrable destroyers.

6. *Torpedoes/Secondary Batteries*. Selection of this option permits the player to allocate targets for torpedo attacks by his destroyer units, and also allocates targets to his battle cruisers' secondary batteries.

All torpedoes have a range of 0-3 graphic spaces. Each destroyer can only make one such attack during the game. An important point to note is that if a destroyer unit suffers the destruction of all its armament during an Action Execution Phase in which it was to launch torpedoes, there is a 50% chance that it will not be able to carry out the launch.

The success of a torpedo attack is affected by the speed of the target, the range to the target and whether the attacking unit is itself under fire.

The battle cruisers' secondary batteries are primarily intended for defence against torpedo attacks by enemy destroyers. They are subject to the same restrictions as "main battery" gunfire, with the important exception that their penalties of multiple units firing at a single target, or he may spread his fire among all the visible targets, so that all his units fire to maximum effect and at the same time degrade the fire of the target units.

These, and other such, decisions, can only be made by the player (you!) in the light of the prevailing circumstances.

Finally, if things are looking really black cut and run! (using your light forces to cover/decoy as appropriate). In this way it may be possible to rescue the remnants of your Dreadnought force and so hold your opponent to a draw - after all, all's fair in love and war!

E. Loading

Follow the instructions in the relevant user's manual for your machine, always ensuring that the cassette recorder head is clean and the volume control and leads are correctly adjusted.

PANZER ATTACK

TO LOAD TYPE : LOAD ""

Panzer attack is an all graphics wargame for one player, against the computer, re-enacting the Battle of the Bulge.

YOU play the part of General Hodges, commander of the U.S. First Army in the Ardennes.

There are fully detailed playing instructions and tactical hints contained WITHIN the program. There is NO SEPARATE instruction booklet with this game.

Look out for the companion game Bulge Blitz.

SIDE 2

RED BARON

TO LOAD TYPE : LOAD ""

Side 2 - Game 1

LOADING - Type: LOAD ""

COMPUTER - Spectrum 48K

A. Introduction

Red Baron is a real-time simulation of World War 1 plane to plane combat in which you, as the pilot of a Sopwith Camel are pitted against the best air aces of the German airforce. Ruthlessness, cunning, determination and quick reactions are essential to achieving your objective - elimination of German air supremacy in W. Europe.

B. The options

There are six different options in the game, a brief description of each is given below.

1 - Enemy plane spotting

To become a competent combat pilot you must be able to determine the range and direction of movement of enemy planes, and also the conditions under which they are able to fire at you. This option will assist you in these respects.

2 - Training flight

Prior to setting out on your first mission, it is advisable to get to know your plane, its controls and handling capabilities under non-combat conditions.

3 - Level of play

There are 13 different levels of play, ranging from combat versus a single plane with a relatively inexperienced pilot up to combat versus two planes at once, piloted by Lothar von Richtofen and his brother Manfred -the dreaded RED BARON.

4 - Campaign Game

One after another enemy planes will be sent up against you, until after your tenth kill your reputation is such that they begin to hunt in pairs.

Your objective then is to get through all 19 levels and your 28th kill.

5 - Design your own game

This option is included for those "super aces" who get to the 19th level and are still looking for further challenges, or for those of you who didn't quite get that far, but would like to change the specifications of the planes, enemy planes and pilots.

The possibilities of designing your own game are almost limitless.

6 Finish

For when you've had enough!

C. Plane Specifications

Before plane take-off, the specifications of not only your own plane but also those of your opponents will be displayed. If you have a ZX printer attached to your Spectrum there is an option to get a hardcopy printout of this data for future reference. This is particularly useful in the design of your own game option, to help you recreate earlier games.

The data presented is as follows:-

1. *Pilot* - name of pilot (either yourself or the enemy).
2. *Plane colour* - the colour of planes as displayed during combat.
3. *Damage points* - indicates the capacity of the plane to absorb damage (when this figure has been reduced to zero a plane is considered to have been shot down).
4. *Machine-gun skill* - represents the maximum amount of damage that can be inflicted, and is affected by target range and altitude difference, most damage being caused at short range. *No damage can be done at long range or at altitude differences of greater than 2.* All enemy fire is carried out automatically. When you are in a position to fire, the 'm' key must be pressed while the "FIRE" message is flashing.
5. *Pilot flying skill* - is only significant for enemy pilots and is a measure of how likely a pilot is to make errors. The higher the figure the fewer mistakes he will make.
6. *Maximum speed* - is the highest velocity a plane can attain, and will be in the range 3-9.
7. *Acceleration* - is the maximum change in speed per manoeuvre. Any change in speed up to this maximum may be used as long as the max. speed is not exceeded.
8. *Moves per turn* - is the number of manoeuvres that must be made before the new positions of the planes are displayed. Most levels in the campaign game use 1 move/turn, although 2 are used on levels 9, 10, 18 and 19.
9. *Time base* - is displayed only with the data for your plane and it indicates the time allowed for each of your manoeuvres. If you do not make a turn within the time limit your plane will continue to move in the direction it is facing.
10. *Gives clues* - some less experienced pilots are not very adept at hiding their intentions, and it is possible to tell which way they are about to turn. Horst Krankel in level 1 is such a pilot.

D. Plane Status Area

On take-off the view from your cockpit will be displayed (either front, right, rear or left facing) together with the position of the enemy planes.

Under the cockpit display is the plane status area, which looks like this :

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YOU s2 al3 r d19 AJ TS UC GJ
ONE s4 al5 r89 d11 AJ TS UC GJ
TWO s7 al3 r123 d22 AJ TS UC GJ
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(The above is for combat versus two enemy planes; the last line will not be present in one to one combat situations.) The first item is the plane identifier. YOU is your plane, ONE is enemy one and TWO is enemy two. The displays are each in the relevant colour for the plane. Following this is the plane speed (s2 means a speed of 2). Next comes the plane altitude (1-9); 1 being the lowest level, 9 being the highest. Although the approximate range to enemy aircraft can be gauged from the plane's size, a more accurate range is given in the next item (eg. r89). The three basic ranges used in the game are long (r>80), medium (r>20 and r<80) and short (r<20). The range value should be consulted frequently during the game as manoeuvres will appear to produce unusual results otherwise, especially at short range. The "d" with a number after it is the number of damage points remaining to that plane. When this reaches zero the plane will be shot down. The four sets of initials on the right of the status area have no numbers associated with them, but will flash on and off when a particular condition exists. AJ indicates that the ailerons have jammed when it is flashing. When this occurs the plane will be unable to perform any turns. TS indicates that the throttle has stuck when it is flashing. When this occurs the plane will be unable to alter its speed or perform altitude changes. UC indicates that the pilot is unconscious if it is flashing. An unconscious pilot is unable to fire, change speed, do turns or perform altitude changes. GJ indicates the machine-gun has jammed, and so will not be able to fire until it becomes free. Once again this condition only applies while it is flashing.

Damage to AJ, TS, UC can only occur when the plane's damage points fall below 15, and are a result of damage from enemy fire. GJ on the other hand is a mechanical fault which may occur at any time, but unlike the three other effects its onset will not be announced, so keep a close eye on GJ.

One final point on these plane defects is that during the first turn that the defect has been rectified, it will continue to flash until the end of that turn - just to add a little uncertainty to your observations of the enemy.

E. Manoeuvres, Firing and Damage

Flying your Sopwith Camel is fairly easy as there are only eight controls to master, three for direction, two for speed, two for altitude and one for firing.

Direction controls are as follows:-
5 - left turn 8 - right turn 7 - go straight
(Left and right turns will produce a 45 degree direction change; eg. if going North and you

make a right, then the final direction will be North East.)

Altitude controls are as follow:-
c - climb d - dive

Maximum altitude change per turn is 2. The lowest possible altitude is 1, and the highest is 9.

Throttle or speed controls are:-
f - go faster s - go slower

The speed and altitude controls can be used in one of two ways. A quick single press of the key will change the speed or altitude by one unit, and so two or more rapid presses will produce larger changes. The second method involves holding the key down for several seconds; this will give the maximum speed change possible. Increases of speed above the max. acceleration or speed ranges will not be allowed.

Speed and altitude changes must be performed before any direction controls are pressed, and all MUST be done during the period when "do your manoeuvre now" is displayed beneath the cockpit.

If no manoeuvre is performed during this short time your plane will continue on its present course at its present speed and altitude. To help you gauge how much time there is left to manoeuvre in, there is a constant "beep" which rises in pitch to a maximum at time up. You will only be able to fire on the enemy if you can see the whole of the instrument panel (ie. facing the front of the plane) and the enemy is in the central part of the display. If you are unconscious or your guns have jammed or the enemy is at long range or the altitude difference is greater than 2, then you will be unable to fire. For the conditions under which the enemy is able to fire at you see "Enemy aircraft spotting" in option 1 of the program.

To fire the machine-gun press 'm' when the message "FIRE" appears on the screen (you must be quick, there are only 2 seconds in which to hit the trigger).

The amount of damage caused by machine-gun fire will be displayed and subtracted from the damage points for the plane. Any special effects will also be displayed (eg. ailerons damaged).

F. Tactical Notes

In the first couple of levels you may find that flying head to head against the enemy results in success, but this extremely crude tactic will only work while you have a plane of superior specifications to the enemy. To be really successful as a pilot you must develop the skills to get into positions where you can fire on him but he can't fire at you, preferably from the rear.

G. Two Enemy Planes

In games versus two enemy planes at once, in a real situation you'd only have time for a quick glance at each plane. The game tries to simulate this but it always shows the planes in the same order, ONE first then TWO.

H. Further notes on design your own game

Having played the game several times you will become familiar with the terms used in the plane specifications, and have an appreciation for how each affects play. However, when designing your own game there is one term you will not be familiar with:-

Speed base (1-3)?

This determines the maximum plane speed, 1 gives a maximum of 3, 2 of 6, 3 of 8. Acceleration may not be greater than the maximum speed; ie. 3 x speed base.

No further advice will be given on this aspect of the game, so just get on and start to experiment until you've designed the ultimate scenario for Red Baron.

PARAS

TO LOAD TYPE : LOAD ""

Side 2 - Game 2

LOADING - Type: LOAD ""

COMPUTER - Spectrum 48K

A. Setting and Objective

Military strategists at High Command have drawn up a plan which will bring an end to the war within weeks. The entire plan relies on breaking the enemy's main lines of communication. On the 14th of March at 0600hrs, twenty seven teams of highly trained specialists will be dropped behind enemy lines. YOU are in command of one of these forces - your objective - DESTROY THE BRIDGE.

"Paras" is a simulation of small unit actions, in which a force of 15 men are under your direct control. You must decide what action each of these men will take each turn - there is a choice of up to 10 different actions. At the start of the game your force has already been dropped by parachute.

The game comprises of two separate scenarios. In the first you must eliminate all enemy forces in order to secure a safe route for your retreat. The objective for the second part is simply to destroy the bridge.

(Note - all enemy need not be eliminated in this part, just the bridge.)

B. Introduction

1. The Enemy

In the first scenario, all enemy will be hidden in cover (trees, buildings, etc.), and will only be spotted when they fire or when opportunity fire is used (see later).

In the second scenario, all are hidden except for the three prone men near to the bridge. Enemy status is denoted by its colour. Red on green is "normal", yellow on green is "wounded", inverse indicates he is in cover. All enemy are armed with submachine guns. They do not have hand grenades.

2. Your Men

You have 15 men who must first be given firearms - machine guns, submachine guns, bazookas or rifles. All men are considered to have an unlimited supply of hand grenades. Their status is also denoted by colour. Blue on green is "normal", white on green is "wounded", inverse indicates he is in cover.

3. Cover.

Trees, buildings, ridges and artillery craters are

all classed as cover. A man in cover has a better defensive position than one not in cover.

4. Artillery Attacks

During the course of the game your forces will be subjected to artillery fire. Any of your men within 2 squares of the point of impact of the shell is liable to be either killed or wounded. Prone men are less likely to be injured. By pressing 'p' during one of these attacks all your men will adopt a prone position.

5. Difficulty Levels

There are 10 levels of difficulty Levels 1-5 are "short" versions of the game involving the second scenario only. Levels 6-10 are the full game versions.

C. The Play

1. Initial set up

Each of your men must be placed towards the left-hand side of the map using the cursor keys (5-8), with the restriction that only one man per square is allowed.

2. Playing the game

PARAS is played in a series of game turns. Each turn has three separate phases:

- (i) Choose actions for each man and carry out movement.
- (ii) Carry out all attacks on the enemy.
- (iii) Enemy action and fire.

(i) Player Action and Movement

Each man must elect to perform one action per turn. These actions are selected by depressing the appropriate keys (0-7 in scenario 1; 0-9 in scenario 2).

KEY 0 NOTHING - man does nothing.

KEY 1 MOVE - maximum move allowance will be shown. Use cursor keys to show destination of move. Movement is not allowed off the map, into swamps, river or an already occupied location. However, movement through occupied squares is allowed.

KEY 2 FIRE - once chosen this action is performed in the fire phase. Maximum weapon range is 7.

KEY 3 MOVE AND FIRE - combines 1 & 2, although movement allowance is less and the

PARAS contd ...

PARAS contd ...

probability of hitting a target is also reduced. A prone, wounded man may not move and fire.

KEY 4 FALL PRONE - standing men may fall to the ground thus presenting a more difficult target for the enemy.

KEY 5 STAND - prone men may stand up.

KEY 6 PREPARE GRENADE - before a hand grenade can be thrown, the normal weapon must first be shouldered and the grenade prepared for throwing.

KEY 7 THROW GRENADE - only available to men with prepared grenades. Once chosen this action is carried out in the fire phase. After throwing the grenade use of the usual firearm is restored. Grenades have a range of 3 for standing men and 2 for prone ones.

KEY 8 LAY EXPLOSIVES - only used at the bridge demolition stage and only if the man is actually standing on the leftmost section of the bridge. Once laid the explosives may be detonated by any man at that location.

KEY 9 DETONATE - any man on the leftmost section of the bridge may detonate explosives, providing they have been laid previously. Detonation will destroy the bridge and your mission will be accomplished.

(ii) *Player Fire*

All men who opted to fire, move + fire or throw grenade will be shown as highlighted characters. Use cursor keys to indicate attacking man and then the target location. The effects of fire will be resolved immediately. It is permissible to fire on any target within range (7 for weapons, 3 or 2 for grenades). If you still have men who have not yet fired and there are no more eligible targets you may cease firing by pressing key 'f'.

Opportunity fire - At the start of the game a number of enemy are hidden in cover and their locations will be unknown to you. Their positions will only be revealed once they have fired. From then on, the man will be considered to have been spotted and his position will be constantly displayed until he is either killed or the game has ended. Even though they may be hidden, you know they are in one of the locations providing cover. If the occasion arises it is permissible to fire at any cover in the hope of hitting an as yet unseen enemy. This is most likely to occur if move + fire has been selected for your action.

Scatter - Attacks with either grenade or bazooka are treated slightly differently from all other types of attack. Due to the nature of these weapons, they are subject to scatter - that is the missile may not necessarily land at its intended target as it is liable to roll or fall short before exploding (because of this uncertainty these weapons are best used against closely packed enemy). The amount of scatter is a function of range - the longer the range, the more likelihood of scatter.

Despite those drawbacks grenades and bazookas are particularly useful in the endgame, as they are capable of destroying the bridge at long range, unlike machine guns, submachine guns and rifles which are of no use for this purpose.

(iii) *Enemy Action and Fire*

During this phase the enemy will perform its actions and attacks on your men.

D. Winning the game

For levels 6-10, all the enemy must be killed in Part 1, and the bridge destroyed in Part 2 (not all the enemy need be killed in Part 2).

For levels 1-5 the mission is simply to destroy the bridge.

The portion of the bridge that must be destroyed is located at the leftmost section of the bridge, and may be accomplished by one of three methods:-

- i) explosives
- ii) grenade attacks
- iii) bazooka attacks

The Action Sheet overleaf displays all the relevant information, summarised into easy to use tables.

E. Loading

Follow the instructions in the relevant user's manual for your machine, always ensuring that the cassette recorder head is clean and the volume control and leads are correctly adjusted.

Attack factors

range weapon	1-2	3-4	5-7
Machine gun	90	60	30
Sub-machine gun	80	60	40
Rifle	70	60	50

Weapon	Range	Factor
Bazooka	up to 7	60
Grenade (standing)	up to 3	60
Grenade (prone)	up to 2	60





















Defence factors†

Condition	Factor
Prone	0.5
Cover	0.7
Move+fire*	0.8

*applies to attacker
†effects are cumulative

PARAS contd ...

ACTION SHEET KEY

	Machine gun (standing)		Machine gun (prone)
	Sub-machine gun (standing)		Sub-machine gun (prone)
	Rifle (standing)		Rifle (prone)
	Bazooka (standing)		Bazooka (prone)
	Enemy (standing)		Enemy (prone)
	Grenade (standing)		Grenade (prone)
	Tree		River (2nd Part only)
	Crater		Building (1st Part only)
	Marsh		Bridge (2nd Part only)
	Ridge (1st Part)		Mountain (2nd Part)

Objectives

Level 1-5: Destroy the bridge at "square" H19.

Level 6-10: Kill all the enemy in the 1st part, then proceed to part 2 and destroy bridge at H19.

Player Actions

KEY 1 Move
 KEY 2 Fire
 KEY 3 Move+Fire
 KEY 4 Fall Prone
 KEY 5 Stand Up
 KEY 6 Prepare Grenade
 KEY 7 Throw Grenade
 KEY 8 Lay Explosive
 KEY 9 Detonate
 KEY 0 Nothing

Movement allowances

	normal	wounded	move +fire	wounded+ move+fire
Standing	4	3	3	2
Prone	2	1	1	-

OTHER PACKS AVAILABLE FOR THE ZX SPECTRUM

Games Pack

Sports Pack

Action Pack

Starwar Pack

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