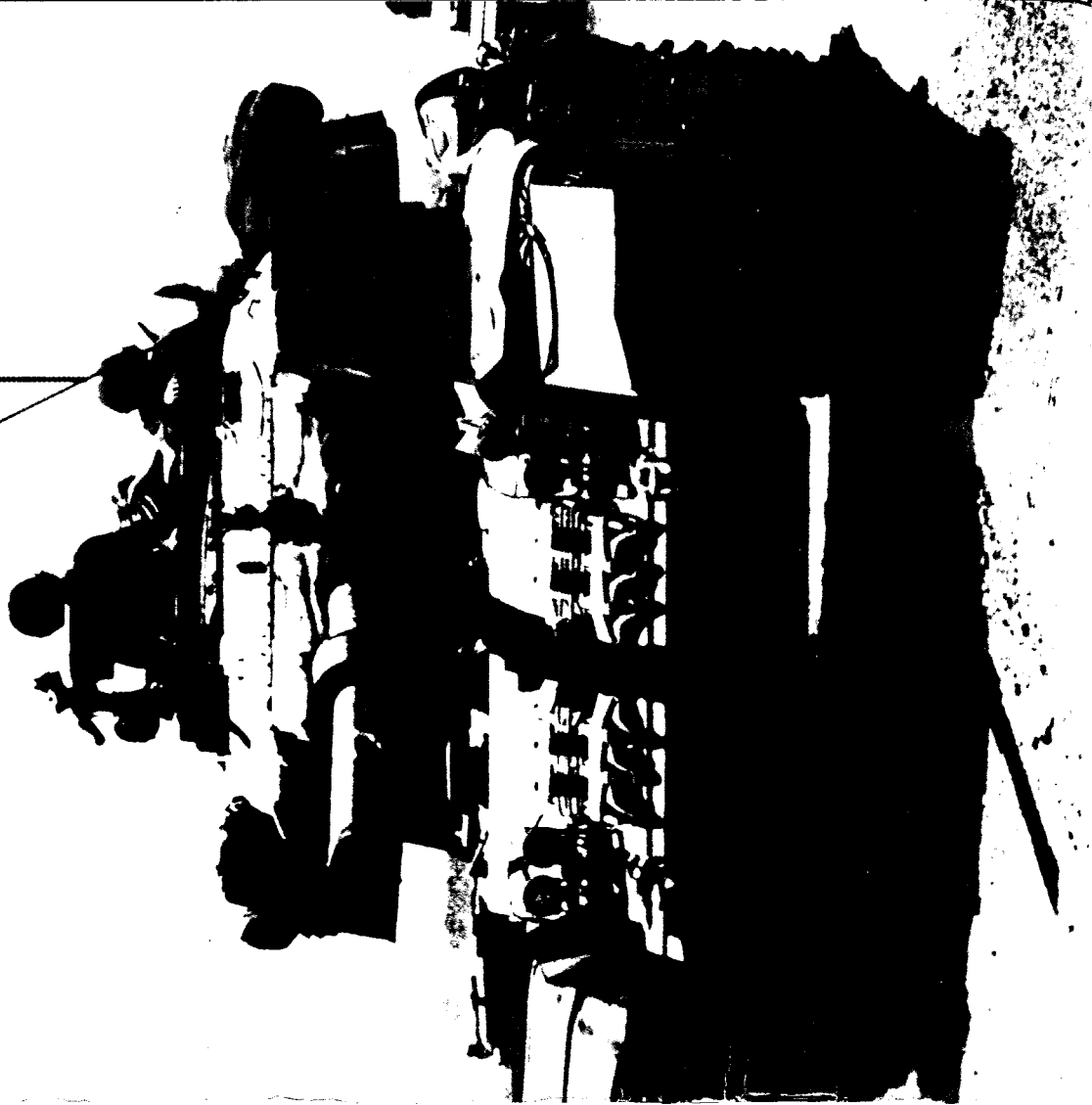


CONFLICT

by Roger J. Keating



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INTRODUCTION

OVERVIEW

CONFLICT is a company level simulation of a battle between a modern combined arms force and a well equipped rebel force. It is designed to run on any APPLE II Computer with at least 32k RAM using APPLESOFT BASIC. Each turn represents about 15 minutes of real time.

A hexagonal grid map representing 500 metres per hex, is used to regulate movement and combat. A Terrain Effects Table summarizes how the features on the map affect the movement and combat of the units.

A Combat Results Table has been provided to explain the combat system although the computer automatically calculates and implements combat results as they occur.

THE UNITS

The player commands the combined arms force which from here on shall be referred to as the Friendly Force. The computer commands the rebel, or Enemy, Force.

FRIENDLY FORCE



TANK COMPANY



INFANTRY COMPANY



HEAVY WEAPONS COMPANY

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ENEMY FORCE



MILITIA UNIT



ANTI-TANK UNIT

GETTING STARTED

Insert the disk in drive #1 and turn on the computer. Users without Autostart or with AppleSoft ROMS will have to boot the disk manually.

The menu will appear listing scenario options. Select the number of the desired option. Wait while the computer sets up the scenario. When the table showing UNIT 1 TURN 1 etc. appears and the unit flashes on the screen, the game is ready to begin.

There are seven basic commands. The keys 1 to 6 control movement (see section III). The space bar terminates the unit's turn. The space bar can also be used to clear minefields (see section III), increase effective combat strength (see section IV), and reorganise units (see section VI).

By hitting one of the keys indicated under DIRECTION, the player can move the unit forward and continue to move until either, it has no movement allowance left and the computer moves to the next unit, or, the player hits the space bar to signal that no further movement is required.

SEQUENCE OF PLAY

The player can move each of his ten units with any combat results being applied immediately. One completion of the sequence of play is called a Game-Turn. Each Game-Turn consists of movement by both Friendly and Enemy units.

FRIENDLY PLAYER TURN

Each unit, in turn, will be identified by its flashing shape, and details relevant to that particular unit will appear at the bottom of the screen. The player can then move (as described in section III) or hit the space bar. When all 10 units have been deployed, the computer will go on to the Enemy turn.

ENEMY TURN

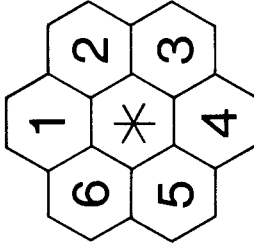
The Enemy units will then move and the Game-Turn counter will be advanced by one. (Enemy tactics vary with each scenario)

At the end of each Game-Turn, the victory count is updated if any Friendly units are in the city or any Enemy units occupy the left row of the map.

The sequence of play will continue until one side's victory counter reaches 100 (see section VII) at which point the game will finish and the result appear.

At this stage it would be advisable to play a game on level 5 and get used to the system, referring to the rules as you need them. An illegal move cannot be made as the computer checks each move and displays the possible choices.

MOVEMENT OF UNITS



UNITS

Each unit has a movement allowance which is indicated at the bottom of the screen. As the unit moves, that counter is automatically adjusted. The possible movement for any unit is also displayed on the screen under the heading 'DIRECTION'. '1' means to the top of the screen, '2' means the direction to the right (clockwise) of the '1' and so on. (see diagram) Each unit can move until it has no movement allowance left or its movement can be terminated by hitting the space bar (SPC).

Combat results are automatically applied to any Friendly and Enemy forces that are adjacent during the movement phase.

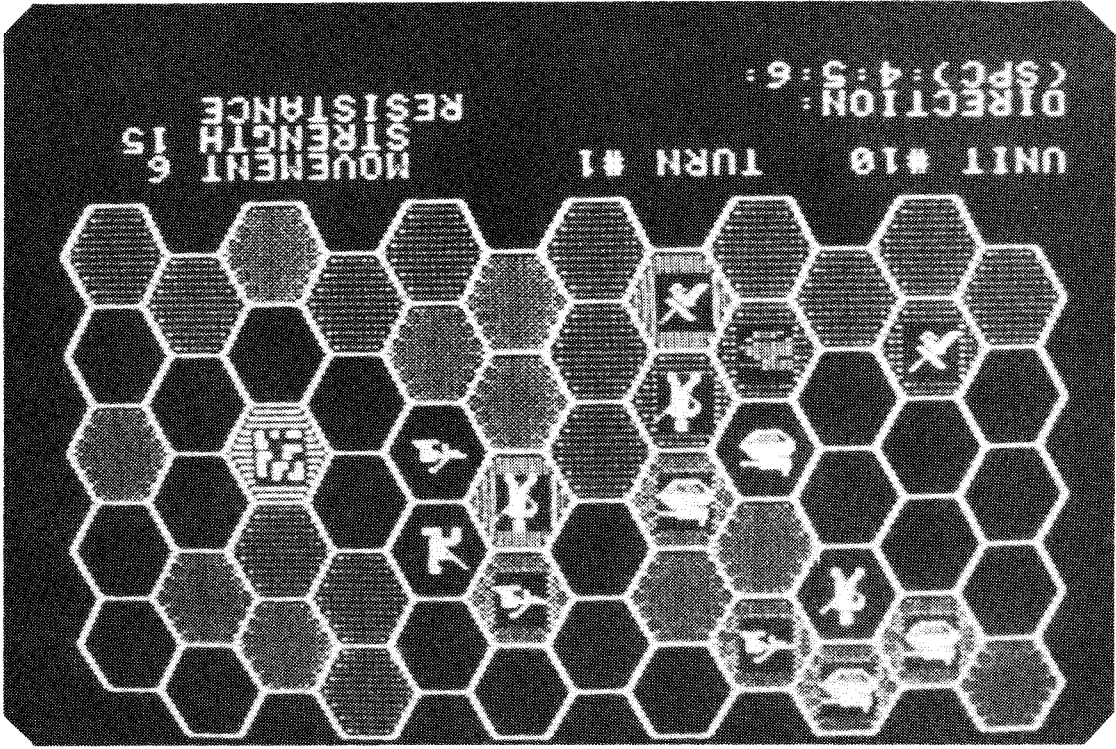
There is a five second time limit for each move. If that limit is exceeded, it will be assumed that the space bar has been hit and the computer will pass on to the next unit.



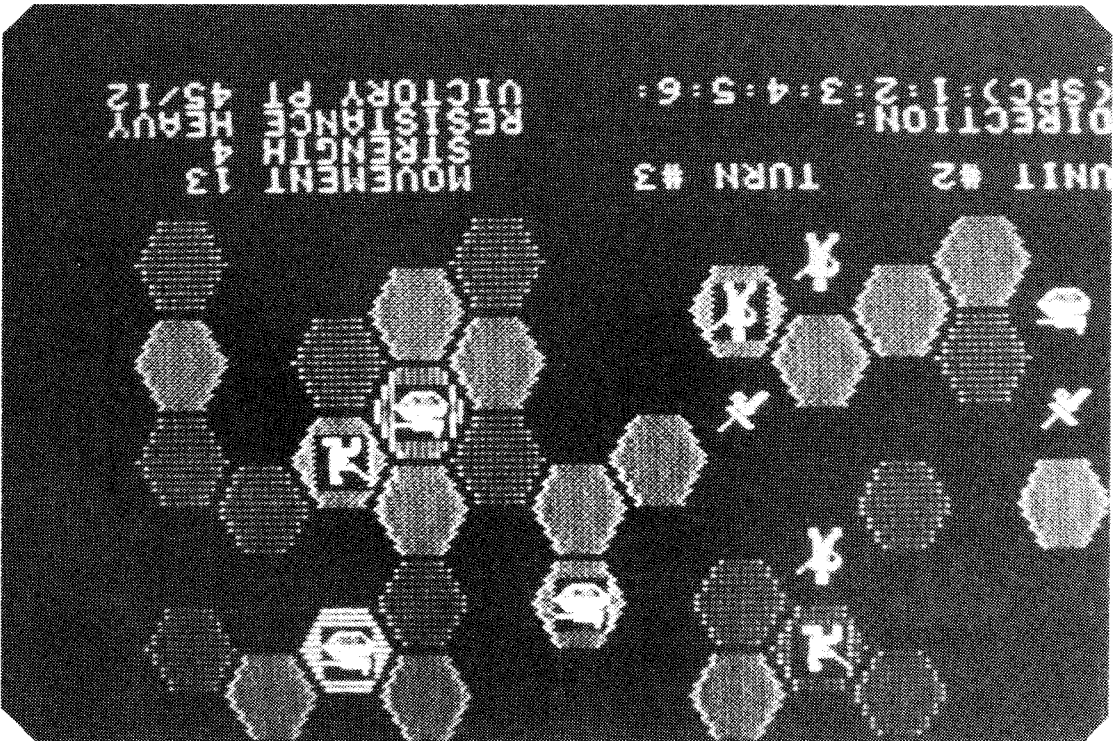
MINEFIELDS

When a unit moves into a mined hex the bomb symbol will flash a number of times, indicating the strength of the field, and the movement and strength of the unit in the hex will be adjusted. If a unit is in a mined hex it will not be affected by it, although it will not be able to use the combat bonus that would normally apply when the space bar is hit. To clear a mined hex simply hit the space bar. The strength of the unit will determine how long it will take before the field is finally cleared.

The Tank Company in the 4th row is hemmed in by the units in front of, and above it. The units in front will have to be moved before it can continue.



The Tank Company in the 7th row has just eliminated an Anti-tank unit during the initial combat phase and its movement allowance and strength have been reduced.
 It can now move in any direction, although, with a strength of only 4, not for long.
 The Friendly Player has gained 45 victory points for having a unit, strength 15, in the city for one turn. The Enemy has gained 10 victory points for eliminating one Friendly unit and 2 victory points for keeping the Friendly player from the city for one turn.



NOTE: A mine field is actually an indication of fixed rebel activity and represents mines, ambushes, and general fixed defenses which take time to reduce.

TERRAIN

The following types of terrain in the game are:

OPEN: Costs one movement point to enter.

ROUGH: Costs two movement points to enter.

FOREST: Costs three movement points to enter.

CITY: Costs two movement points to enter.

STACKING

Only one unit is allowed in any one hex at a given time. This can be inconvenient when a weak unit occupies the city as it is not easy to replace it with a stronger unit.

COMBAT

As a Friendly unit moves through the map it may become adjacent to an Enemy unit. Any Enemy unit which is adjacent to a Friendly unit will become visible and combat will immediately take place, with the results applied before the Friendly unit continues its move.

COMBAT RESOLUTION

When combat takes place the results can affect either or both of the adjacent units.

Before combat takes place the combat odds are calculated. Firstly, the strengths of the adjacent units are taken into account as the types of units involved affect the totals (see Unit Differential Table). The terrain is then taken into account.

FOREST: gives a combat bonus of 3.

ROUGH: gives a combat bonus of 2.

OPEN: gives no combat bonus.

CITY: gives a combat bonus of 2 (except for Tank Companies)

(Obviously you have to judge whether to go slowly through forest and have the terrain benefits or travel fast through open terrain but be prepared to take more casualties)

If Friendly units surround an Enemy unit the Friendly units get advantage points and vice versa.

If the space bar is pressed then the remaining movement points are added to the unit's strength before any final combat is calculated. (This will not apply if a unit is in a mined hex.)

Combat also occurs before any movement takes place. Combat results affect both strength and movement and it is possible that after the initial combat a unit will have no movement allowance left and the computer will move on to the next unit.

NOTE: The Combat Results Table (see Section VII) explains in detail how results are calculated.

SCENARIOS

There are 5 scenarios which have been created from the options below.

RANDOM TERRAIN: The computer will produce a map with a different arrangement of terrain features.

INCREASED FRIENDLY STRENGTH: The strength (and movement allowance) of all Friendly units is increased.

INCREASED ENEMY STRENGTH: The strength of Rebel units is increased.

NO ENEMY REINFORCEMENTS: Only the Enemy units that start the game on the map will be involved in the game (unless the next option is in effect in which case reinforcements will only appear on the map when a Friendly unit is occupying the city hex).

INCREASED ENEMY REACTION: Enemy units will be more active in counterattacking the city hex.

INCREASED ENEMY MOVEMENT: The Enemy units have greater mobility.

DECREASED ENEMY MOVEMENT: The Enemy units have less mobility (this option cannot be in effect when INCREASED ENEMY MOVEMENT is in effect)

SOUND OFF: For players who like to stay up late.

NO HEX DRAW: The hex structure is not drawn leaving a more realistic terrain.

Provision has been made in the menu for the player to choose his own options.

The last two options are only available when setting up your own scenario.

Options Table

Scenario	1	2	3	4	5
Random Terrain	*	*			
Increased Friendly Strength		*			*
Increased Enemy Strength	*	*		*	*
No Enemy Reinforcements				*	*
Increased Enemy Reaction	*	*	*		*
Increased Enemy Movement	*	*			*
Decreased Enemy Movement				*	*
Sound Off					
Hex Draw Off					

REINFORCEMENTS

With the Reinforcement Option in effect the Enemy forces will receive approximately one unit per turn arriving on the right hand side of the map. Generally these units are weaker than the units already on the map (unless there is a Friendly unit in the city) but you still have to be careful: Friendly units are generally weaker when they reach that side of the map.

When using the Increased Reaction Option the number of Enemy reinforcements increases when any Friendly unit occupies the city.

There are no Friendly force reinforcements.

REORGANISATION

When a Friendly unit has its effective strength reduced through combat, it can be retired from duty for a number of turns to build up its effective strength through the reorganising procedure. If the space bar is pressed the unit will receive a strength increase up to 80% of its initial strength (If its initial strength was 12, it can never exceed 9 using this procedure).

The reorganising procedure can be exercised when the Friendly unit is not in a mined hex and there are no adjacent Enemy units. A unit uses its complete movement allowance when using this procedure.

NOTE: Tank companies are slower to reorganise than infantry or heavy weapons companies.

VICTORY CONDITIONS



VICTORY POINTS

Friendly units gain victory points for occupying the city hex. The victory point total is increased by three points for each strength point in the city each turn. (If a tank unit of strength 10 is in the city then the victory point total is increased by 30 points each turn).

NOTE: This in the only way the Friendly player can gain victory points

The Enemy forces gain victory points for:

1. destroying Friendly units.
2. occupying the left row of the map.
3. every turn in which a Friendly unit is not in the city.

The Enemy forces get 10 points for every Friendly unit totally destroyed (not for reducing the strength of a unit). They also receive 3 points for every strength point that they have in the left hand row at the end of each turn. The Enemy forces also receive 2 victory points for each turn in which a Friendly unit does not occupy the city.

NOTE: It pays to leave some units close to the left row particularly with the INCREASED ENEMY MOVEMENT option in effect.

VICTORY

When one side or the other exceeds 100 victory points (this could occur simultaneously at the end of one game-turn) the game has ended.

The result is then determined by the lower total.

LOWER VICTORY TOTAL RESULT

greater than 80 DRAW
between 66 - 80 MARGINAL
between 51 - 65 SUBSTANTIVE
less than 50 DECISIVE

COMBAT RESULTS

Combat Results Table

Combat ratios	-	.5-	1-	2-	3-	4-	5-	6+
Combat odds	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
Dice roll								
1	1/2	1/1	2/1	2/1	2/0	3/0	4/0	4/0
2	1/2	1/2	2/1	1/1	2/1	3/1	3/0	4/0
3	1/2	1/2	1/1	1/1	2/1	2/1	3/0	3/0
4	0/2	0/2	1/1	1/1	2/2	2/1	3/1	3/0
5	0/3	0/2	1/2	1/2	1/2	1/1	2/1	2/1
6	0/3	0/3	1/2	0/1	0/1	1/2	1/1	1/1

Heavy * **Medium** * * **Light** *

Ratios below .5 are calculated using the 1:3 column. Ratios 6 and above are calculated using the 6:1 column.

The number on the left represents the number of Rebel strength points lost and the number on the right represents the number of Friendly points lost.

1:3 1:2 results indicate heavy resistance
1:1 2:1 3:1 results indicate medium resistance
4:1 5:1 6:1 results indicate light resistance

Heavy resistance causes a unit to expend 3 movement points, medium 2 points and light 1 point.

When calculating the combat ratio, 30% of the combined strength of all adjacent Enemy units is added to the Friendly total and vice versa.

All adjustments refer to the adding or subtracting of amounts from the combat ratio. The appropriate column is then chosen and the result calculated.

Terrain Effects Table (a)

Terrain	Movement points to enter	Combat bonus
Forest	3	3
Open	1	*
Rough	2	1
City	2	2
	- 9 -	2 (except Tank Companies)

Terrain Effects Table (b) Combat differential

Friendly unit in	Enemy unit in	Forest	Rough	Open	City
Forest	*	2	3	1	1
Rough	-2	*	1	-1	-1
Open	-3	-1	*	-2	-2
City*	-1	1	2	*	*

*Only Infantry and Heavy Weapons units gain a bonus in the city.

Unit Differential Table

Friendly unit	Enemy Unit
Tank Company	Anti-tank unit
Heavy Weapons Co.	Militia unit
Infantry Company	
	-3
	2
	1
	2
	-1
	1

Example

A Tank Company, strength 10, in the Forest has combat with an Anti-tank unit, Strength 4, in the Rough.

$$\text{Ratio} = \frac{10}{4} = 2.5$$

= 1.5

or the 1:1 column.

If the dice roll is a 5 the result would be (1/2). Therefore the Tank strength would be reduced to 8 and the Anti-tank unit would be reduced to 3.

BASIC TATICS

When playing Conflict it is best to divide the game into two stages: preparation and attack on the city. Firstly, minefields should be cleared and heavy Enemy resistance avoided. Every opportunity should be taken to reorganise weaker units. When attacking the city, ensure that there is sufficient strength to withstand the enemy counterattack. At all times consider the Terrain and Unit Differentials.