

# ENCYCLOPEDIA OF WAR

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## ANCIENT BATTLES

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**BN**

By  
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**SPECTRUM/AMSTRAD**

# SPECTRUM/AMSTRAD

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## 1. INTRODUCTION

"Ancient Battles" is a wargame for 1 or 2 players designed to simulate pitched battles in the ancient world from 3000BC until the fall of the western Roman empire in c 475AD. A number of scenarios are provided allowing the refighting of several ancient battles. A range of army lists are also provided which enable players to quickly choose armies from the forces available to a particular nation, so providing a new battle for every game.

If you are playing the game for the first time, you are advised to read the rules as far as the end of the "Battle" section and then try playing the "Hydaspes" scenario which is automatically loaded when you load the battle program.

## 2. TAPE CONTENTS

### 2.1 Amstrad and Spectrum 48K

Two tapes are provided, one containing the 2 parts of the program and the other containing 3 battle scenarios.

The battle program is used to actually fight battles. Only this program needs to be loaded if you wish to play the scenarios provided. When loaded the program is ready to play the "Hydaspes" scenario, but you can load a different one from the other tape if you wish.

On the other side of the tape to the "battle" program is the "selection" program. This is used when you wish to set up your own battles.

Players should note that the "Chalons" scenario described in the notes and provided on the Spectrum tape, is for use on the Spectrum 128K only.

### 2.2 Spectrum 128K, +2, +3

Only one of the tapes provided is needed. This has the 128K version of the program on one side, and 4 battle scenarios on the other. The fifth scenario, "Hydaspes" is automatically loaded with the game.

The 128K version of the program is a combination of the "battle" and "selection" programs provided on the other tape for 48K use.

## 3. CONTROLS

The game can be played from the keyboard, or with a joystick. When using the keyboard, the arrow keys are used for the 4 joystick directions and the Space Bar is used for the "FIRE" key. Spectrum owners must select either joystick or keyboard control, but Amstrad players may use either. Some use of the keyboard is still needed even if playing with a joystick.

NOTE: The Spectrum version of the "selection" program can only be operated with the keyboard.

NOTE: Amstrad users - Copy key may also be used as fire button and ESC may be used as Q.

## 4. USING MENUS

Many features of the game are controlled from a series of menus. To select an item from the menu, move the highlight bar to the desired item using the joystick or up and down arrow keys and select it by pressing the fire button or "ENTER" or "SPACE" keys.

From time to time the program will put a small box on the screen informing a player that it is his turn. Pressing any key will cause the program to proceed.

## 5. THE MAIN MENU

The main menu is presented when the "battle" program has loaded and can be returned to after any turn of the battle. A number of options are provided to the players, depending on the stage of battle reached. Several of the options are only applicable when designing your own battles and these are described in that section.

### 5.1 Begin or Continue Battle

Choose this option to proceed with the battle.

### 5.2 Load Game

This allows one of the battle scenarios, or a previously saved game to be loaded from tape. The program loads the next game on the tape, so select this option again if it is not the one desired.

If the game was saved as a scenario, then players will be asked to select human or computer control before beginning the game. If not, each side will be played by whoever controlled it when the game was saved.

### 5.3 **Change Players**

This allows players to change the number of players, or switch sides either during the battle, or after loading a saved game.

### 5.4 **Change Settings**

This brings up another menu that allows players to set the length of the battle, change the visibility level and choose whether to use normal or free deployment. This latter choice must be made before deployment in order for it to have any effect. The other 2 may be changed whilst the battle is in progress. The menu shows the current settings and these can be changed by selecting them in the usual way.

It also allows Spectrum players to select the type of joystick to be used.

### 5.5 **Save Game or Scenario**

This saves the state of play to tape so that it may be continued at a later date. If the game is saved before the battle has started, it is saved as a scenario. Players must enter a name of up to 8 letters for the filename.

### 5.6 **End Battle**

This is used to finish the battle before all the turns have been completed. It is useful when the winner of the battle is clear, but players do not wish to continue it to the bitter end. The usual debriefing information is given. A battle must be ended before it is possible to restart the battle, load in a new scenario, or load the selection program.

Battles may be continued even after ending, by using the "Extend Game" selection. This is useful if you wish to continue after the time limit for the game is up, or if you accidentally end the battle.

### 5.7 **Debriefing**

This prints up a summary of forces and losses so far for both sides. Press any key to return to the main menu. The information given is the same as is given when the battle is over.

Use of this facility is interesting, but remember it is not a luxury enjoyed by historical commanders.

### 5.8 **Restart Battle**

This option is only available after a battle has been ended. It allows players to begin a new game without the bother of reloading from tape and also to fight the scenarios using the historical forces, but with their own battle plan. The data for all units is reset and they must be deployed before battle can begin again. See the section on "Deployment" for how to do this.

## 6. **COMPUTER PLAYERS**

Before playing, it is necessary to choose whether each side will be human or computer controlled. Press P for a human player and C (or computer control. Choose computer control for both sides to get a demo game.

As an alternative to total human or computer control, there is shared command. If this is selected, then the player will control those units commanded by the commander in chief (C in C) and the computer will control those commanded by subordinate generals (see below for allocating commanders). This is particularly recommended for large games.

Demonstration games will pause for a few seconds at the end of every turn to allow players the chance to return to the main menu, but will continue for the maximum number of turns if left uninterrupted.

## 7. **THE BATTLE**

The battle is played over a sequence of turns. During each turn actions are carried out in the following sequence:-

- Computer checks which units are visible to each side.
- Players give orders to units.
- Computer carries out both sides' orders.
- Computer adjudicates missile fire.
- Computer calculates effects of hand to hand combat.
- Computer checks morale of all units.
- Players are shown which units rout or must retreat.
- Units are given another chance to complete their orders.

Each side's forces are represented by a number of units each of which represents a number of men. Players manoeuvre their units to attempt to destroy or rout their opponent's units. Units are of various different types and these are described in the "Unit Types" section.

## 7.1 Visibility

At the beginning of each turn the computer works out which units are visible to the other side. When giving orders, all your own units are displayed, but only those of the enemy that are currently visible. During the movement phase, only units that are visible to the other side are displayed. The level of visibility may be set to normal, poor or night using the "Change Settings" option on the main menu.

When a general is with a unit, the symbol for the general is shown rather than the unit symbol.

## 7.2 Giving Orders

Every turn, each player is given an opportunity to change the orders of his units. Only the player giving orders should look at the screen at this stage. Once ordered, units remember their orders in subsequent turns, so orders only need to be given once even if they will take several turns to complete. To select a unit to be ordered, move the cursor over it using the joystick and press "FIRE". Once selected, a unit may be ordered in several ways.

To order a unit to move, position the cursor over the desired objective and press "FIRE" again. Pressing "FIRE" with the cursor over the unit leaves the unit with its old order.

Pressing "F" issues a follow order. The unit will follow the last unit that was given a move order. The unit will move in such a way, that it stays in the same relative position as it currently is, to the unit it is following. For example, to move a line of units, order 1 unit to move to the desired position and give the rest follow orders. The whole line will then move towards the objective at the same rate as the originally ordered unit.

Pressing "R" changes the information in the right hand window to a report on the unit's state. See below for reports.

Pressing "G" changes the selected unit to the general stacked with the unit, if there is no general with the unit, it has no effect. This enables the general to be ordered separately from the unit he is with.

When all the orders have been given, press "Q".

During their order phase players may also examine the map and enemy units. To do this move the cursor over a unit, press the "FIRE" button and keep it held down. The unit will disappear, the terrain under it will be shown and the unit's name will also be displayed. If it is a friendly unit it will be selected for ordering when the "FIRE" button is released. Simply click the "FIRE" button again if you do not want to change its orders.

Players can use this information to gauge the quality of enemy units and to discover which unit is underneath an enemy general.

## 7.3 Number of Orders Allowed and Delays

The number of orders a player may give each turn is limited by how many generals he has. Each general gets 2 order points each turn, which he uses up giving orders. When a unit is ordered, order points are deducted from that particular unit's general. If a unit's general has used up his order points for the turn, then the unit may not be given any new movement orders. Giving an order costs 1 order point if the ordered unit is a disciplined unit, 2 if not.

There are 2 exceptions to the above. Firstly, any unit that is with, or adjacent to, a general may be ordered by him at no cost, even if the unit is under another general's command. Secondly, FOLLOW orders do not cost any order points. Units may be ordered in the above circumstances, even when their generals have used up all their order points.

Orders do not necessarily take effect immediately. Delays may be a half or a full turn. Units adjacent to a general react with no delay. Units within 15 squares of their commander react with no delay if drilled and a half turn delay if undrilled. There is an extra half turn delay if further away. Units more than 20 squares from their general always take a full turn to react. During the first turn, each general has 4 order points and units react with no delay.

## 7.4 Stacking

Stacking is a term meaning, having 2 units in the same square. Units may not stack, nor move through each other (ie only 1 unit may ever be in each square), unless they are generals. Each unit may be stacked with 1 general. If a general begins the game stacked with a unit, he will automatically be given orders to follow it, so that he will stay with the unit throughout the battle, unless given orders to the contrary.

## 7.5 Movement

During the movement phase units attempt to move towards their objectives. If this takes more than one move, they will continue moving in subsequent turns until countermanded. The rate of movement depends on unit type and terrain. In clear terrain the movement rates are as follows:-

HI, SP, BI	2 squares
LI, EL, HCH, SCH, SHC	3 squares
HC, HCL, LCH	4 squares
LC, GEN	5 squares

Units that are next to enemy units may not move. Units will also not move into squares adjacent to enemy units that would heavily defeat them in combat.

Units that are 20 or more squares from all enemy move at double speed.

## 7.6 Automatic Moves

Units will make automatic moves in 2 circumstances. At the end of movement units that are unengaged will make a support move of 1 square to attack an enemy that is engaging another friendly unit. The second type of automatic move is an evade move. GEN, LC, HC, HCL, LCH and LI type units contacted by a more powerful enemy unit will attempt to evade it by moving away.

## 7.7 Shooting

Shooting is automatically adjudicated by the computer after movement. Units automatically shoot at the nearest enemy unit. Troops with javelin may only fire 2 squares, those with bows and slings may fire up to 4 squares, but are more effective at close range. Units with mixed missile weapons fire at full strength if in javelin range, and half strength if not. Slings are more effective than bows against armoured targets.

Units may only shoot at targets that are in the direction they are moving in. Units standing still can shoot in any direction. Units in hand to hand combat cannot shoot, unless they are HI, SP or BI type units armed with bows and were not in hand to hand combat at the start of the turn. These may shoot at their assailants as they charge in.

Units with armour suffer less casualties from shooting than unarmoured units. Units without shields suffer extra damage. Horse armour greatly reduces shooting casualties for cavalry.

## 7.8 Hand to Hand Combat

The computer adjudicates hand to hand combat after movement and shooting. Units fight against all adjacent enemy units. If there are more than one of these the attack is split between them. The casualties caused by an attack are affected by the following factors:-

- Strength of the attacking unit
- Number of units attacked.
- Terrain occupied by attacking and attacked units.
- Unit type of attacking and attacked units.
- Attack quality of attacker.
- Whether or not attacker is wild.
- Whether or not attacker is accompanied by a general.
- Fatigue level of attacker.
- Shooting casualties on attacker.
- Armour and shield of attacked unit

Units that suffer more casualties than they inflict in combat suffer extra fatigue. Units are not directly forced to rout or retreat by the effects of hand to hand combat, but its outcome is the most important factor considered when testing a unit's morale.

## 7.9 Morale

After combat the computer checks the morale of every unit. This may cause some units to retreat or break and rout. Players are shown those units that break or retreat. Two pieces of information are given about them. Firstly, the losses suffered that turn and secondly, their morale level. The higher this second figure is, the more unhappy a unit is. This allows players to gauge how close a retreating unit is to breaking. Units break when their morale level is greater than or equal to twice their own morale plus two. The factors taken into account in the morale test are as follows:-

- Casualties suffered that turn.
- Whether unit is winning or losing hand to hand combat.
- How many consecutive times the unit has lost in combat.
- Whether lighting elephants or chariots.
- Whether infantry losing in combat to cavalry.
- Fatigue level of unit.
- Whether enemy units are behind units rear or flank.
- Whether unit is with a general.
- Whether a general can be seen in rout.
- Other friendly units that can be seen routing or being destroyed. Units are more disturbed by seeing units of higher morale factor rout, than those of lower morale.
- Enemy units that can be seen in rout.

## 7.10 Routing Units

Units that are in rout do not fight and cannot be given orders. If attacked they suffer 4 times the normal rate of casualties. Routing units attempt to move away from enemy units and towards their own map edge. They are removed from play when they reach it.

Elephants and scythed chariots, however, will continue to fight while in rout, but will attack friends and enemies indiscriminately.

## 7.11 Routing Generals

Routing or dead generals are unable to give orders. The units under their command are transferred to that of the most senior surviving general. If this general is within 3 squares of the unit then the transfer happens automatically, otherwise there is a 20% chance each turn of each unit changing commander. This may mean that some units will not be able to be ordered for some time after the demise of their general.

If playing with shared command, this may entail players taking control of previously computer controlled units, or. If the C in C routs, the computer may assume complete control of the battle. When all of a side's generals are dead or in rout, then no more orders may be given.

## 7.12 Winning

The computer makes no judgement as to the winner of the battle, although this will be readily apparent. In cases of dispute look at the debriefing statistics. The number of points left is the best guide to which side has possession of the battlefield and thus of the wounded. If one player has at least 10% of the starting points more than his opponent remaining, he may claim a great victory. The other player may claim that the battle was indecisive.

## 7.13 Reports

The information presented when a player brings up a report on a unit is as follows:-

- The name of the unit.
- The name of its commanding officer (CO).
- The unit's type.
- The unit's armour and whether or not it has a shield. Units can be unarmoured, have some armour (eg mail coat or breastplate) or have heavy (ie all over) armour. Cavalry units with horse armour are described as barded.

If a unit is armed with missile weapons, their type will be shown, together with the percentage so armed and their skill at shooting also expressed as a percentage. Weapon types are bows, javelins (Jav), slings (SI) and mixed bows and javelins (Mix).

STR gives the unit's strength in men, elephants or chariots depending on the unit type.

FAT is the unit's failure level. This affects fighting and morale. Units become fatigued by shooting and fighting, particularly if losing or if forced to retreat. MOB gives the unit's morale factor. The higher this is the better the unit. 5 is average and 8 is exceptional. Following this is the unit's hand to hand fighting ability expressed as a percentage. This represents the unit's skill and aggression.

There are 3 further attributes that a unit may have. Disciplined (Dis) units are easier to order. Drilled units react to orders faster than others. Wild units fight much more ferociously in combat while fresh. Better morale units remain wild for longest, but no unit will count as wild after it has been forced to retreat.

## 7.14 Debriefing

At the end of the battle, or when they select "Debriefing" from the main menu, players are presented with statistics on the forces taking part in the battle, left on the battlefield and killed. The difference between the numbers starting a battle and the total of those left and those killed, is the number that have routed off the battlefield.

The figure for those killed also includes wounded which would account for about 80% of the total. The winner of the battle would be able to rescue his wounded and most would be able to fight again another day. The loser's wounded would either be taken prisoner or killed. In addition to the losses suffered in the battle, the loser would lose many more men in the after battle pursuit. The casualties suffered in pursuit would depend on a number of factors, such as whether or not the loser has a fortified camp, the number of cavalry left on each side and the amount of daylight remaining.

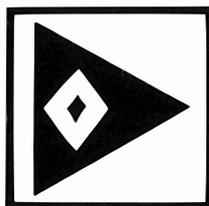
## 8. UNIT TYPES

There are various different types of units, representing different types of troops.

Generals (GEN)                      These represent senior officers and their staff. They are not fighting units, but can join other units to encourage them.

Heavy Cavalry (HC)	These are mounted shock troops. They form the main attacking force of many armies, but can be withstood by quality infantry, particularly if spear or pike armed. They are also hampered by difficult terrain.
Lancers (HCL)	These are HC equipped with a lance. They are superior to HC when fighting infantry.
Light Infantry (LC)	These are mounted skirmishers, useful for wearing down an enemy, rather than for close combat.
Cataphract Cav (CAT)	These are men in very heavy armour, riding in close formation. Very powerful in attack, but less mobile than HC. Cataphracts are most often found in oriental armies.
Heavy Infantry (HI)	These are infantry fighting in close formation. They are hampered by difficult terrain.
Spearmen (SP)	These are infantry fighting in close formation with long spears or pikes, such as the Greek phalanx. They are good at resisting attack, especially from cavalry and are very powerful in attack if used in a deep formation. However, they are badly hampered by difficult terrain, and when attacked from more than one direction.
Barbarian Inf (BI)	These are infantry generally fighting in close formation, but equally at home in any sort of terrain. Less able to stand up to cavalry than HI.
Light Infantry (Lt)	Foot skirmishers, fighting in a dispersed formation. They are generally weak in close combat, unless in difficult terrain.
Elephants (EL)	Elephants make a very powerful attacking force that can seldom be withstood, but are unreliable and will often end up trampling their own troops. Cavalry cannot fight against elephants, since the horses are frightened of them.
Heavy Chariots (HCH)	These are chariots with several crew, used as shock troops. Generally used by early armies, since their role is fulfilled by HC in later ones. Chariots are useless in difficult terrain.
Light Chariots (LCH)	Smaller chariots used for skirmishing.
Scythed Chariots (SCH)	These are sturdily built chariots festooned with spears and blades of various sorts, designed to break up enemy infantry formations. They would charge straight at the enemy, then the driver would jump out just before contact. In practice scythed chariots were seldom useful and like elephants, could be turned back on their own army.

### UNIT SYMBOLS



General GEN



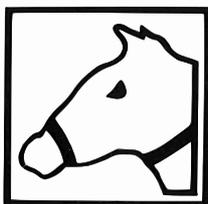
Heavy Cavalry HC



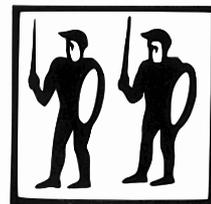
Lancers HCL



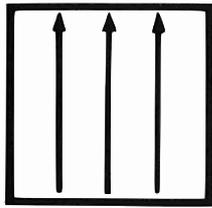
Cataphracts CAT



Light Cavalry LC



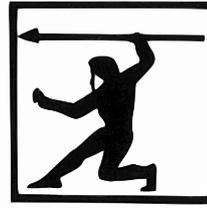
Heavy Infantry HI



Spearmen SP



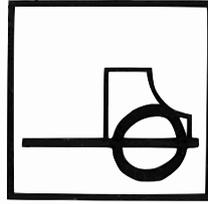
Barbarian Infantry BI



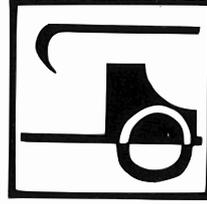
Light Infantry LI



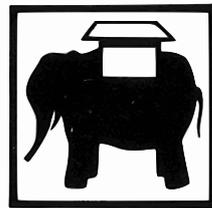
Heavy Chariots HCH



Light Chariots LCH



Scythed Chariots SCH



Elephants EL

## 9. THE MAP

The battle takes place over a map representing the battlefield. The types of terrain shown on the map are as follows:-

Clear Terrain	Has no effect on anything.
Desert.	Gives some combat advantage to troops in it.
Woods.	Conceal troops in or behind them. Also reduces fighting ability of troops in them, apart from LI and BI.
Hills.	Hides troops behind them. Improves fighting ability of all troops on them.
Mountains.	Similar to hills, but reduces fighting ability of troops other than LI and BI.
Scrub.	Similar in effects to woods, but less serious. Only hides LI.
Marsh.	Reduces effectiveness of troops other than LI and BI. Impassable to some troops.
Buildings.	Increases defensive ability of all troops and hides occupants.
Rivers.	Reduces fighting ability of all troops in them.
Sea.	Impassable to all troops.

Terrain, other than hills, also slows movement of most troop types.

### TERRAIN SYMBOLS



Woods



Hills



Mountains



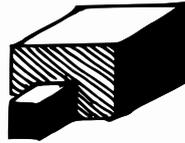
Rough



Marsh



Desert



Buildings



Sea



River

## 10. CONSTRUCTING YOUR OWN BATTLES

The scenarios that come with the game are provided for historical interest and to get you started with the game. The real purpose of the game is to allow players to construct their own scenarios. To this end, players may choose their own forces and design their own maps.

### 10.1 THE SELECTION PROGRAM

The selection program is used for picking forces. It must be loaded before loading the "Battle" program.

The 128K version of the program loads the "battle" and "selection" programs both at once.

### 10.2 Size of Battle

The first thing that must be decided is the number of points allowed for each army. 750 point battles will last about half an hour. 1,000 point ones about an hour and 1,500 point ones about 2 hours.

The unlimited points option is useful for very large battles and for setting up refights of historical battles. If unlimited points are chosen, then there may be a total of 136 (254 for 128K) units split between the 2 armies. Otherwise each side may have up to 68 (127 for 128K) units each.

NOTE: The computer may take some time to do its calculations, especially visibility checking, when playing with large numbers of units.

### 10.3 Picking Armies

Forces are selected by picking units from army lists that contain details of forces available to a particular nation. Therefore, players must decide which nation each army will belong to. If setting up a competitive 2 player game, then it will generally be best if players both decide which nation each will represent before either selects their forces. This will allow them to pick appropriate forces to face the opposing army. However, the composition of the army should be chosen secretly.

Army lists are provided for 24 historical nations. Each list shows which forces are historically available to that nation and specifies the maximum and minimum of each troop type that a player may have. Players choose forces from this list up to the maximum number of points allowed. To select a nation move up and down the list with the arrow keys (the list will scroll when the highlight bar is at the edge of the screen) and press "ENTER" to select one.

The last entry in the list of nations allows players to load a new set of army lists from tape. This option is provided to allow expansion and should be ignored for now. If it is selected accidentally, a copy of the standard set of lists is provided on the tape after the "selection" program and this must be loaded in.

NOTE: Amstrad users - Copy of the army lists are on the reverse side of the scenario tape.

### 10.4 Options

Some armies have a series of options that a player must choose from before selecting his forces. These tailor the army list to a specific campaign or period of history, allow foreign allies, or allow players to choose different historical interpretations of the army. To select an option, move the highlight bar over it with arrow keys and press "ENTER" again to deselect it. More than one option may be chosen for each army, but some options are mutually exclusive and some may only be selected if others are also selected.

Those options currently selected are marked with a tick. Press 'Q' when satisfied with the options.

### 10.5 Choosing Forces

The forces available are grouped in a number of entries, each of which contains at least one unit. Sometimes a player will get several units for each entry selected. Move up and down the list with the up and down arrow keys.

Add one unit with the right arrow key and remove one with the left arrow key. Pressing "ENTER" will print up details of the highlighted entry. This will show how many units the player

will receive for picking that entry and then give detailed information on the units similar to that given if a report is requested during battle (see "Reports" above).

Press 'Q' when satisfied with the army.

After selecting forces players must choose the names of their generals. The computer provides a list of suggestions for each army, or the players may enter their own names.

When forces have been chosen for both armies, players will be prompted to load the "Battle program". Once this has loaded, they may design a new map, or fight over the default map provided.

Once the battle is over players may reload the selection program by selecting the appropriate option from the main menu.

## 11. DEPLOYING

Before battle begins, player's must deploy their armies on the battlefield. Each side may deploy a few squares in from its map edge (exactly how far depends on the size of the map). Player 1 deploys at the top of the map and player 2 at the bottom. Players may choose to deploy the army themselves, or allow the computer to do it (auto deploying). The procedure for autodeploying is described below.

If "free deployment" is chosen from the "settings menu", then players may deploy units anywhere. This is useful for setting up ambushes and defensive battles. To deploy a unit, place the cursor over it and press "FIRE", then move the cursor to the desired position and press "FIRE" again. If the unit is within your deployment zone, the unit will be repositioned. Repeat this process until all units are positioned as desired, then press "Q".

### 11.1 Allocating Commands

If an army has more than one general then players must allocate units to be under the control of each general. General 1 is assumed to be the C in C and all units are initially under his command. During this phase the computer will allow players to allocate units to the command of each subordinate general. To do this, move the cursor over the unit and press "FIRE". The unit will be highlighted to show that it is under control of the current general. Press "FIRE" again to return the unit to the C in C's control. Press "Q" when you have finished allocating units to the current general. Units of allied nations which have their own general, will automatically be placed under his command. Ally generals may not command any other units.

During play each general may only issue a limited number of orders and these only to units under his command. It is, therefore, most sensible to allocate the units in the army fairly equally between generals. Even if a general is stacked with a unit, it is still necessary to explicitly make it part of his command.

### 11.2 Auto Deploying

If auto deployment is chosen, the computer will automatically deploy that side's army and allocate commanders. Before deployment the player will be presented with a list of battleplans listed in decreasing order of preference

(as judged by the computer). Each plan consists of an action for the left and right wings of the army and the centre. To select a plan, move the highlight bar up and down with the arrow keys and press "FIRE" to select the highlighted plan.

There are 4 possibilities for each part of the army. Attack is an all out cavalry charge. An attack in the centre is a charge with elephants cataphracts and chariots. Advance is an attack with infantry. Skirmish means deploy light cavalry and infantry and harass the enemy. Defend means do not advance and deploy to take advantage of terrain.

One general will be allocated to command each wing and the centre. The C in C will command whichever part of the army is attacking and will command the centre in preference to the wings.

NOTE. Left and right refer to the left and right of the computer screen, so that strictly speaking, the action chosen for the left of player 1's army will actually be performed by its right wing.

If players do not use the auto deployment option with shared control, the computer will attack with its units, otherwise it will act as required by the deployment plan chosen.

## 12. DESIGNING MAPS

Before forces are deployed, players may redesign the map of the battlefield. This is achieved from the map design menu, which allows players to start a new map, edit the existing one and save and load them to and from tape. When a new map is being designed, players must first choose the size. Maps should be about 30-35 wide for 1,000 points battles and correspondingly larger for bigger battles. Depths should be 20-35 squares. Maps may be up to 99 squares wide and 99 deep, but the width multiplied by the depth must not exceed 1,500 (5,000 for 128K). Large maps can be created with the 128K version and although these are not useful for battles, they can be used to simulate pre-battle manoeuvring.

When editing a map use the joystick to move the cursor around and press the indicated keys to place terrain. Pressing the "FIRE" button will repeat the last piece of terrain placed Use the "C" key to place clear terrain.

### 13. **WRITING YOUR OWN ARMY LISTS**

The program provides the facility to load in different sets of army lists, so you may write your own if you wish. However, doing so is a difficult and time consuming task. Anybody attempting it should be a proficient BASIC programmer and understand the POKE instruction. Details on how to construct your own lists can be obtained by writing to CCS and enclosing a stamped addressed envelope.

### 14. **DESIGNER'S NOTES**

This program probably isn't what many people were expecting me to write as a follow up to my previous efforts. However, the ancient period has always been my main wargaming interest and it's overdue for computerisation. The basis of the game is firmly derived from traditional tabletop wargaming practice though the play is rather different.

The idea of representing units as squares on a square grid goes back to a boardgame that I first designed several years ago and which has gradually evolved since. This proved the principle that even though the units were indivisible lumps, the overall effect still looked like a battle, and also provided a quick game. I started work on a computer version at the beginning of 1987 (since I wanted something to write on my shiny new PC1512), working on it just when I felt like it. As it progressed it became clear that it worked very well, so at the start of 1988 I decided to do a commercial version. This was produced first on the PC1512, and then rewritten for Spectrum and Amstrad CPC range.

The main design aim of the game was to produce a game that would give a good overall feeling of an ancient battle, and be quick to play. Although the speed of play depends to a large extent on individual players, several factors mean that there is little advantage in playing slowly. The built in intelligence of the units means that there is little need to direct the actions of your troops in detail, as they can usually sort things out better than you can. The limitations on the number of orders allowed are another inducement to keep things simple by forcing players to move troops in blocks, rather than playing with individual units. Also, since you cannot check on where a unit is going once you have ordered it, players who try unrealistically clever manoeuvring will soon find themselves in a realistic mess. The game scale is 100 yards per square, meaning that infantry in eight ranks are in units of 800. This scale was chosen to allow any ancient battle to be fought without having to scale down the number of troops involved. Some battles are too big to fit in the 48K version, but a 128K Spectrum can handle 100,000 men per side. This scale is also the largest that can be used and still allow bows to shoot several squares. However, bow range still had to be exaggerated slightly. The range of 4 squares means that there are 300 yards between the front of the firing unit and the nearest part of the target, whereas 200 would be a more realistic figure. The main drawback of this scale is that it is difficult to represent small forces such as the armies of individual Greek city states. The army of the largest would be represented by a dozen units on this scale.

There is another drawback involved with using fixed sized units of any size, and that is that the unit sizes do not always accord very well with actual army organisations. For some armies I've varied the unit sizes slightly to accord with the historical units, but where this would give units too small or too large to be effective, I've given the army standard sized units and ignored history. I think this is reasonable, since it's more important to give the right feel to each army, than to exactly model its internal divisions.

The army lists are a very important part of the game design, since they make it realistic to set up a new battle each time. It is true that they prevent players having complete control over force selection, but without them only a dedicated few would bother to design their own battles. My original plan was to include army lists for the period up to 1200AD, unfortunately though, collating them proved to be a very time consuming business, so I decided that if I wanted the game to be released this year I'd have to limit my ambitions. However, if the program is successful I will produce a follow up with armies for the period from 500-1200AD, and with an extended game system to better reflect this later era. Anyway, I hope you have fun with the game. Of those that I have written this is my personal favourite, and I would like to recommend watching the computer play itself, as a fascinating way to waste a lot of lime.

Bob Smith

### 15. **PLAYER'S NOTES**

The essence of a successful battle lies in the commander's initial plan. It is important to have a clear plan before deployment, taking into consideration which troops the enemy has and how they will be used. Have a clear strategy for dealing with them and remember, that the best plans are the simplest ones.

It is best to stick to the methods used by ancient commanders when drawing up your troops. Unless you have a very clear idea of the advantages to be gained from unusual deployments, your army will probably end up in a shambles! Keep all your troops together as isolated groups can easily be destroyed. Remember, that the straight line best allows troops to support each other - either by making a support move onto the enemy's flank - or by shooting.

During the opening moves of the battle most of your troops will be using "follow" orders. There are a few points that should be borne in mind when deciding which unit will lead. The choice lies between a unit on

the flank of the line or in the centre. If you intend to make a straight advance, it is best to lead with a unit in the centre of the line since end units are most likely to be contacted by odd enemy units. If the end unit is held up without the rest of the line being engaged, the whole advance is halted. However, if you intend to advance diagonally, you should lead with a wing unit, since the adjacent units prevent a unit in the middle of the line from making any sideways moves. Don't be tempted into making wholesale redeployments when you see your opponent's line up. If you do, you are likely to be caught with them only half completed.

As the battle progresses, you will have more opportunity to make tactical moves with single units. If a general is at the decisive spot, taking close control of them can be very effective. You should try to get two or more of your units to attack one enemy and retreat with those of your own that are so threatened. Such manoeuvring is usually only possible with infantry, since cavalry units evade when attacked from two sides. The only sure way to win a cavalry melee is to have a clear edge in quantity and or quality.

Whether moving units en masse, or making delicate tactical adjustments, the positioning and survival of your generals is crucial. To begin with make sure you have enough. One general per 500 points of troops should be considered a minimum for small battles. Having a general at the critical point in the battle can be very useful. This allows for not only better tactical control, but increases the morale and fighting ability of your troops. Remember, however, that if you have no surviving generals, you cannot give any more orders, so try to keep one in a safe place during the early stages.

Do not despise light troops. Whilst it is true that at some moments they will seem irrelevant, used well, they can be devastating. Their ability to retreat from danger means that they can be left to their own devices while you concentrate elsewhere. Used singly they can keep up a steady stream of casualties on the enemy, but won't have any dramatic effect. However, by concentrating their shooting on one enemy, they will force it to missile fire and the shooting of one unit in support can often be decisive in cavalry melees.

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