

AIR PHASE

This phase is used to control your air force. Air units can be assigned to various missions and moved into or out of reserve. This is shown at the top right of the screen. The main display shows which missions you can perform and how many air units you have assigned. Missions are highlighted in RED, GREEN or YELLOW depicting whether the enemy has MORE/LESS or the SAME number of units assigned to that style of mission.

The various missions are as follows:

AIR SUPERIORITY: Air units seek to gain control of the air over the battlefield. Important as it affects all other missions.

COUNTER AIR: Attack enemy airfields. Helps in the battle for Air Superiority.

INTERDICTION: Attacks the enemy supply network (roads, rail etc) — delays reinforcements.

RECONNAISSANCE: The more units assigned to this mission the more detail you will get about the enemy units.

ASSAULT BREAKER: Used to attack ground units. You must have a minimum of 10 units assigned to ASSAULT BREAKER before you can use it. Use the COMBOX to select the ASSAULT BREAKER target.

DEEP STRIKE: Attacks the enemy command & control centres. Carries a slight risk of nuclear retaliation.

IRON SNAKE: Attacks the enemy rail network and may cause delays in reinforcement schedule.

SPECIAL MISSIONS

a) STRATEGIC CHEMICAL LAUNCH

Launches an attack using missiles equipped with chemical warheads (GAS). The target will be an enemy supply city. Risk of nuclear response.

b) STRATEGIC NUCLEAR LAUNCH

Input the correct code (MIDNIGHT SUN) and you will be given a choice of 3 missions:

- STANDBY — No launch but ready.
- SINGLE LAUNCH — Allows you to target 1 nuclear strike via the radar screen.
- FIREPLAN WARM PUPPY — Not recommended.

You also have access to the REFLEX SYSTEM. If you turn it to ON the computer will automatically respond to a nuclear or chemical attack. This may sound insane but there is evidence that the Pentagon has seriously considered it.

RADAR SCREEN

Used to target a nuclear attack or detail incoming missiles. Move the target cursor to your target and press fire.

COMMAND KEYS

All versions operate via a joystick (Kempston on Spectrum).

The Spectrum keyboard controls are:

- Q = UP
- A = DOWN
- P = RIGHT
- O = LEFT
- ENTER = FIRE

UNIT LIST

| NATO UNITS IN GAME | ARM | AIR | SUP |
|-------------------------------|-----|-----|-----|
| DANISH I CORPS | 2 | 1 | 1 |
| DUTCH I CORPS | 3 | 1 | 2 |
| BELGIUM I CORPS | 3 | 2 | 2 |
| BRITISH I CORPS | 4 | 2 | 3 |
| WEST GERMAN I CORPS | 7 | 3 | 3 |
| WEST GERMAN II CORPS | 7 | 3 | 3 |
| WEST GERMAN III CORPS | 5 | 2 | 3 |
| UNITED STATES V CORPS | 9 | 4 | 5 |
| UNITED STATES VII CORPS | 8 | 4 | 5 |
| FRENCH I CORPS | 3 | 2 | 3 |
| FRENCH II CORPS | 2 | 1 | 2 |
| ITALIAN II CORPS | 2 | 1 | 1 |
| ITALIAN IV CORPS | 1 | 1 | 1 |
| ITALIAN V CORPS | 3 | 1 | 2 |

| NEUTRAL UNITS | ARM | AIR | SUP |
|----------------------------|-----|-----|-----|
| SWISS ARMY | 2 | 2 | 1 |
| AUSTRIAN ARMY | 2 | 1 | 1 |
| YUGOSLAVIAN I CORPS | 2 | 1 | 1 |
| YUGOSLAVIAN II CORPS | 2 | 0 | 1 |

| WARSAW PACT UNITS | ARM | AIR | SUP |
|----------------------------|-----|-----|-----|
| 3rd SHOCK ARMY | 9 | 4 | 4 |
| 1st GUARDS TANK ARMY | 8 | 4 | 4 |
| 3rd GUARDS TANK ARMY | 6 | 3 | 3 |
| 4th GUARDS TANK ARMY | 6 | 3 | 3 |
| 8th GUARDS TANK ARMY | 4 | 3 | 3 |
| 2nd GUARDS ARMY | 8 | 4 | 4 |
| 8th GUARDS ARMY | 8 | 4 | 4 |
| 20th GUARDS ARMY | 7 | 3 | 4 |
| 10th ARMY | 4 | 2 | 2 |
| 16th ARMY | 4 | 2 | 2 |
| 21st ARMY | 3 | 1 | 2 |
| 28th ARMY | 7 | 3 | 4 |
| 41st ARMY | 6 | 3 | 2 |
| 1st AIRBORNE ARMY | 3 | 1 | 1 |
| 1st AMPHIBIOUS ARMY | 3 | 1 | 2 |
| 1st POLISH ARMY | 5 | 2 | 2 |
| 2nd POLISH ARMY | 4 | 2 | 2 |
| 2nd RUMANIAN ARMY | 5 | 1 | 2 |
| 3rd RUMANIAN ARMY | 4 | 1 | 2 |

VICTORY CONDITIONS

If you take the role of the Warsaw Pact commander you must break the N.A.T.O. alliance which you see as a powerful invasion force poised on your borders. To do this you must take over West Germany.

As N.A.T.O. commander you must prevent any further Pact invasion of Europe — prevent the occupation of West Germany.