



Red Stars, White Nights

Version 2.0

A Traditional Battle Strategy Simulation
of A Soviet Invasion of the United States
For the Mac 512K, Plus, SE and II



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Red Stars, White Nights © 1987 is a battle strategy simulation game of a Soviet-led attack on the United States in the early 1990's. The game is played on a map which represents an area of North America, 3250 miles across by 1944 miles wide. The map is further divided into nine regions of 1080 by 648 miles. A grid of squares is laid over each regional map. Each square represents an area 72 miles across by 72 miles wide.

There are four scenarios on the disk. The scenario is selected from a menu screen when you start the game. When you select a scenario, you receive a short summary. The summary provides a background for the situation you have selected to simulate. One scenario, The Surprise Airborne Attack, uses a random routine to drop Soviet units anywhere within the U.S. borders.

The game uses infantry, armor, AirCav, missile launchers and tactical fighter wings to help simulate the conditions in this future war.

PLEASE NOTE - FOR YOUR ENJOYMENT

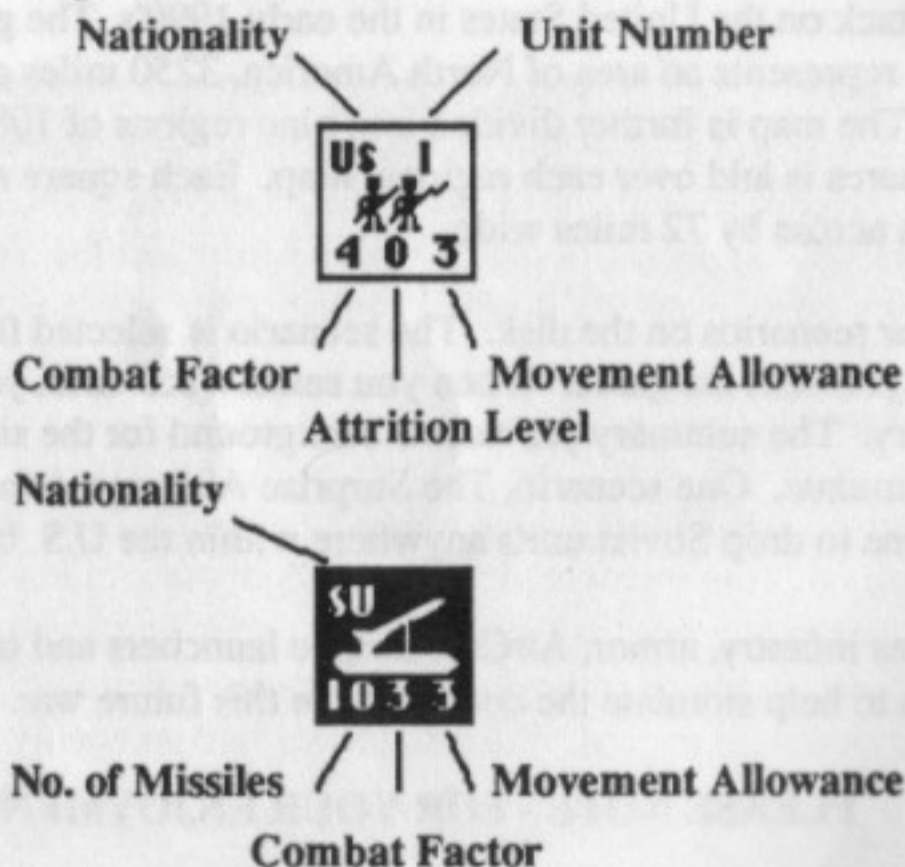
It is extremely important that you have added the Moscow-12 font, included on the game disk to the startup System file using the Font/DA Mover utility (available from your Apple dealer if you don't have it). As city control changes from American to Soviet control, the city and region names will change from English to their Russian equivalents.

UNIT COUNTERS

There are thirteen unit counters used in the game. Each unit type has a maximum unit allowance. The ten army unit counters and their maximum allowance are shown below:

| | | | |
|--------------------------|---|-----------------------------|---|
| U.S. Infantry (30) |  | Soviet Infantry (35) |  |
| U.S. Armor (18) |  | Soviet Armor (18) |  |
| U.S. AirCav (12) |  | Soviet AirCav (12) |  |
| U.S. Lance Missiles (12) |  | Soviet Scud-B Missiles (10) |  |
| U.S. Fighter Wings (12) |  | Soviet Fighter Wings (12) |  |

Look at the unit counters below. Notice the numbers and characters which appear around the image. The values are:

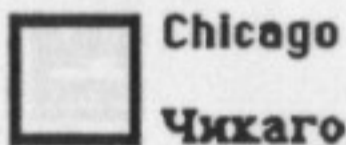


There are five nations represented by the playing pieces. They are the United States (US), Canada (Cn), the Soviet Union (SU), Cuba (Cu) and Nicaragua (Ni). The Combat Factor is the offensive/defensive value of the unit. The Movement Allowance is the number of squares a unit may move per turn not including any terrain restrictions.

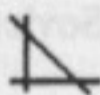
Note the missile units contain both a Combat Factor and a No. of Missiles value. The Combat Factor is used during conventional attack and defense. The No. of Missiles is used when a nuclear strike is launched. The number of missiles is decreased for each launch.

There are three more counters used in the game. These are informational pieces. They are:

Cities



Airbases



Radiation



Cities are represented by a heavy lined square. The name appears in either English or Russian depending on which army last occupied the city.

Airbases are symbolic, and unless the optional airbase rule is used, they are of no value. The Radiation counters appear on all squares which have been attacked by a nuclear missile. The number on the lower right shows the game turn the square will be decontaminated. There is no movement through radiated squares. There are 20 cities and 16 airbases. There can only be twenty radiation counters in use at one time.

PLAYING THE GAME

To start the game insert the game disk into the MacIntosh[®]. When the desktop appears, double click the icon titled 'Red Stars'. Follow the screen prompts to the scenario menu screen. Select the scenario by pointing the mouse arrow anywhere on the desired line and clicking the mouse once. A scenario summary screen appears. If you decide to play the scenario, select the Yes button. A second question appears asking if you wish to use hidden movement.

Hidden Movement

Hidden movement is a feature which hides enemy units from the friendly player. Enemy units are uncovered when a friendly unit either moves next to the enemy unit or when a friendly unit tries to occupy a square already occupied by an enemy unit. A unit is uncovered as long as it remains adjacent to an enemy unit or until it is moved. If a unit moves into an enemy zone of control, it will remain or become uncovered.

At this point the selected scenario setup screen is displayed. Click the mouse once anywhere on the screen and the Game Campaign Map is displayed and the game menu bar is lit up.

THE MENU BAR

There are six menu options available. As each menu option is pulled down, the menu items appear. Below is an explanation of those items.

File

Save The Game - This option allows you to save the game you are playing. To resume the saved game, select that option from the scenario menu.

Quit Without Saving - This option returns you to the Finder. It does not save the game in progress.

Options

This option allows you to select from one to three options to enhance the game.

Airbase Rules In Effect - This must be selected from the menu. It means the Special Airbase option is in effect. Once selected, this cannot be undone.

U.S. Amphibious Movement - This option allows U.S. land units to become amphibious forces and move across water surfaces. Soviet forces and their allies cannot move across sea squares unless they start on a sea square .

Multiple Missile Launches - This option allows both players to launch up to three missiles per turn instead of the default of one missile launch per turn.

Information

This selection displays information of interest during the game. There are two menu items for the Information option.

English To Russian Cities - Displays the cities and their Russian equivalent. Below is a sample of the screen.

English - Russian City Names And Control

| English Name | Russian Name | Control |
|---------------|---------------|----------|
| Seattle | СХЭТЛ | Soviet |
| San Francisco | Сан-Франциско | American |
| Los Angeles | Лос-Анжелос | American |
| Phoenix | ФИНИКС | Soviet |

American Reinforcements By City - Displays the type of unit the American receives if the American controls the city during a reinforcement turn. A sample screen is shown below:

American Reinforcements By City

| City | Reinforcement Unit | Current Control |
|---------------|--------------------|-----------------|
| Seattle | Fighter Wing | Soviet |
| San Francisco | Infantry | American |
| Los Angeles | AirCav | American |
| Phoenix | AirCav | Soviet |

Because there are twenty cities to display, at the bottom of both city screens, two buttons appear. These ask you to either select the next page or to return. If you select the NEXT button, the next screen starts listing cities from the top. If you select RETURN, you will not see the next page.

Region

These menu items display the map for each region with all friendly and enemy units. There are nine regions in Red Stars, White Nights. They are:

Pacific Northwest
Far West
Soviet Mexico

Great Plains
Midwest
Texas

Northeast
Mid-Atlantic
Florida

The Campaign Map can also be selected from the Region option.

When all the cities in a region are controlled by the Soviets, the region name on the Region screen and Campaign Map is changed to its Russian equivalent. The Russian equivalents are:

Pacific Northwest
Far West
Soviet Mexico
Great Plains
Midwest
Texas
Northeast
Mid-Atlantic
Florida

Тихий Северо-Запад
Отдалённый Запад
Советская Мексика
Великие Равнины
Середина Запада
Техас
Северо-Восток
Середина Атлантика
Флорида

Movement (Only possible from a Region screen)

American - Select this option to move an American unit.

Soviet - Select this option to move a Soviet unit.

Combat (Only possible from a Region screen)

American Attack - Used for any conventional American Attack.

Soviet Attack - Used for any conventional Soviet Attack.

American Tactical Strike - Used to launch tactical nuclear weapons from any American missile launch unit.

Soviet Tactical Strike - Used to launch tactical nuclear weapons from any Soviet missile launch unit.

The Campaign Map

The Campaign Map is a menu item under the Region menu. It shows the entire battle area of North America, all units, cities, airbases and irradiated areas. If you are playing with Hidden Movement, the menu item lists either the Soviet View or the American View. The map then shows all friendly units and any discovered enemy units.

Game Turn

New Turn - Select this option to begin the opposing player's turn.

Current Turn - Select this option to review the current game turn information.

Override Soviet Initiative - Select this option to change turns when the Soviet has not satisfied the initiative combat requirements.

The game is measured in game turns. Each full turn represents a season of the year.

Sequence of Play

The game must be played according to a set sequence. The sequence used in all scenarios is listed below:

Soviet Sequence of Play

Unit Movement
Combat (Nuclear then Conventional)
Fighter Wing Added Movement (Optional)
Game Turn

American Sequence of Play

Unit Movement
Combat (Nuclear then Conventional)
Fighter Wing Added Movement (Optional)
Game Turn

Movement

Units move across the map surface based on their movement allowance. The movement allowance is the number of squares a unit may move in a turn during a movement sequence. It does not include movement after combat. The Movement Allowances for each unit type is shown on the lower right side of the unit counter.

To move a unit, you must be in a Region. Select the Movement option from the menu bar for the American or Soviet. The menu bar is dimmed and a message box appears at the bottom of the screen. Point and click the mouse pointer on the unit you wish to move, and click the mouse pointer on the square to which you are moving. You may continue to move units on that region by pointing and clicking. To move a unit from one region to another, move the mouse pointer to the edge of the region and click. The unit will move to the adjacent region.

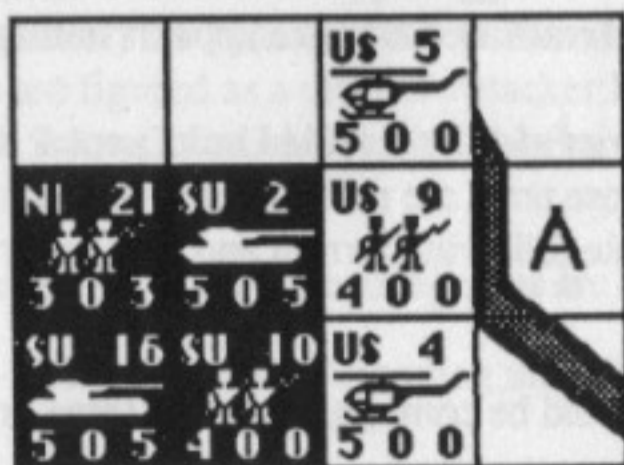
To end movement in a region, point and click the mouse on the box at the bottom of the region screen.

A unit cannot move into a square occupied by another unit and cannot move into restricted terrain. If the Hidden Movement option is used, any enemy units next to the destination square or occupying the destination square are discovered.

In addition, a unit may try to pass through a route completely blocked by enemy troops or terrain. The move will be halted and the message **Move Blocked By ZOC Or Terrain** is displayed.

Zone Of Control (ZOC)

Each unit exerts a Zone of Control on each square next to the one it occupies. A unit which enters an enemy ZOC, uncovers the enemy unit. In some cases, a unit may not pass through a ZOC if there is no available route through the enemy forces.



A blocking ZOC is shown above. The 21 Nicaraguan Infantry wants to move to square A. But its three movement points will not allow it to find a clear path around the US units. Its move would be stopped. The Soviet armor units may

be able to move to square A if the squares above and below the US units are clear.

Cities And Rivers

Unoccupied cities and airbases have no Zone Of Control. Zones Of Control do extend across rivers. Movement across rivers is unrestricted and follows the terrain the river is in. It is assumed engineering units have placed pontoons at the crosspoints prior to the unit's arrival. The unit just moves across.

General Rules On Movement

Movement should be confined to the nine regions. A unit cannot move off the play field.

Units cannot move into an enemy occupied square, regardless of friendly ZOC.

Infantry, armor and missile launchers cannot cross oceans or the Great Lakes, unless the U.S. Amphibious Movement option is used.

The Great Lakes can be crossed at Sault St. Marie, Detroit, Niagara Falls (between Lakes Erie and Ontario) and anywhere from Ottawa north by all units. Infantry, armor and missile units can only move one square per turn on mountain terrain.

Rivers have no effect on movement.

AirCav and Fighter Wings can move over any terrain at their full movement allowance. That includes oceans, mountains and the Great Lakes.

No unit can move into or through a square with a radiation symbol. The message **Cannot Enter Irradiated Square** appears halting movement.

In several scenarios, Soviet and Latin Allied units appear in the Gulf of Mexico and Atlantic Ocean. Those units are making an amphibious assault and must be landed as soon as possible following terrain and ZOC restrictions. Movement on oceans is normal.

Amphibious Assaults should be completed by turn three or they will be eliminated.

Stacking

There is no stacking of units. The message **No Stacking Of Units Allowed** is displayed.

Combat

Combat is never required. It is always done at the option of the moving player. There are two types of combat in the game - Conventional Attack and Tactical Nuclear Strikes.

Conventional Attacks

Conventional attacks occur when one or more friendly units are next to one or more enemy units. Nuclear strikes cannot occur during or after a conventional attack. Nuclear strikes must occur prior to any conventional attack.

To attack pull down the Combat menu and select the American or Soviet Attack menu item. The menu bar is dimmed and a box appears at the bottom of the screen. Move the mouse pointer to an attacking or defending unit and click once. Continue selecting units until all the units in a combat are selected. Then point and click the mouse pointer on the box at the bottom of the screen. The Combat Results will appear in a window. For another combat in the same square or in another region, repeat the combat procedure.

Up to eight units for each side may join in an attack or defense. All units must be next to each one of the attacking or defending units.

Combat Results

There are seven combat results. Naturally, the greater the combat odds in favor of the attacker, the better chance you have to eliminate the enemy. Combat odds are figured as a ratio of Attacker:Defender. Odds range from 1:3, 1:2, 1:1, 3:2, 2:1 to 3:1. Odds less than 1:3 are treated as 1:3. Odds greater than 3:1 are treated as 3:1.

Defender Eliminated - All Defending units are eliminated.

Defender One-Half Elim - All Defending unit Combat Factors are halved.

Defender Retreats - All Defending units retreat one square away from the combat toward their lines.

Battle Rages - Neither side wins. There is no retreat or loss.

Attacker Retreats - All Attacking units retreat one square one square away from combat toward their lines.

Attacker One-Half Elim - All Attacking unit Combat Factors are halved.

Attacker Eliminated - All Attacking units are eliminated.

Combat results are applied immediately. Lost units are removed from the map. Each player has to retreat any units required to retreat from combat. Retreats are required under four conditions - One-Half Defender Eliminated, Defender Retreats, One-Half Attacker Eliminated and Attacker Retreats. A unit may ignore a retreat requirement IF it is in a city.

Retreats

Retreating units cannot retreat into restricted terrain or into an enemy occupied square. If a unit must retreat into restricted terrain or an occupied square, it does not need to retreat.

A retreating unit can retreat into a square covered by enemy ZOC even if no friendly unit's ZOC covers the same square.

A retreating unit only moves one square.

Movement After Combat

The winning units in any combat can occupy the vacated square or squares of the retreating or losing units. If only one unit retreats or is lost, only one winning unit may advance. Advance after combat is a special move allowed to the victor and does not count toward the movement allowance. Movement after combat is never mandatory.

Breakthrough And Exploitation

Armor units have a special after combat movement allowance. If the armor unit has remaining movement points AND is next to the attacking friendly unit, it may move through the enemy vacated square up to its remaining movement allowance barring enemy ZOC. That is known as breakthrough.

Exploitation is similar except if the unit breaking through did not participate in the combat which allowed it to advance, it can attack enemy units. A defending unit can be attacked many times during a combat. An attacking unit can only attack once per turn.

Let's illustrate how a combat could evolve.

| | | | |
|----------------|----------------|---------------|-----|
| | NI 21 3 0 3 | US 5 5 0 0 | |
| | SU 2 5 0 5 | US 9 4 0 0 | Min |
| SU 16 5 0 5 | SU 10 4 0 0 | US 4 5 0 0 | |

Above is an example of multiple unit combat. The 21 Ni Infantry, 2 SU Armor and 10 SU Infantry are attacking the 9 US Infantry. The attack could not include either the 4 or 5 US AirCav since they are not adjacent to all attacking units.

| | | | |
|----------------|----------------|----------------|-----|
| | NI 21 3 0 3 | US 5 5 0 0 | |
| | SU 2 | SU 10 4 0 0 | Min |
| SU 16 5 0 5 | | US 4 5 0 0 | |

The Soviet attack was successful and the 9 US Infantry eliminated. The Soviets move the 10 SU Infantry into the vacated square.

| | | | |
|--|----------------|----------------|----------------|
| | NI 21 3 0 3 | US 5 5 0 0 | |
| | | SU 10 4 0 0 | SU 2 5 0 3 |
| | | US 4 5 0 0 | SU 16 5 0 3 |

To breakthrough the opening caused by the elimination of the US 9 Infantry, the Soviets move the 2 Armor through the square. Because the 2 SU Armor participated in the attack, it could not attack again, but it could move using its remaining movement allowance.

Finally, to exploit the situation, the Soviets move the 5 SU Armor through the gap. Since it did not participate in the attack, it could turn and attack the US 4 AirCav.

Attrition In Combat

In modern warfare the attacker loses combat effectiveness with each attack he makes. That is known as Attrition In Combat. The game simulates Attrition In Combat by reducing the Attacker's Combat Strength by one quarter to three quarters of a point as a result of each combat in which the unit participates.

The middle number along the bottom shows the current Attrition level of the unit. It will be a number between 0 and 3. When the number reaches four, the unit loses one full combat strength point. That point counts toward the enemy victory points.

Only attacking infantry, armor and aircav units are subject to Attrition In Combat.

Tactical Nuclear Strikes

Tactical Nuclear Strikes are launched by Missile Units at the normal rate of one launch per unit per turn. The number of missiles available for a launch unit is shown on the lower left side of the missile unit. Its conventional combat factor is shown in the middle and its movement allowance on the lower right.

To launch a missile, select the American or Soviet Tactical Strike menu item from the Combat menu. The menu bar is dimmed and a message appears at the bottom of the region screen. Move the mouse pointer to the launch unit and click once. Then select the target. The target square can be any empty square or enemy unit within three squares of the launch unit. Move the mouse pointer to the target and click once. If you select a target out of range, you will get an Out of Range message.

There are three results to a nuclear attack. There is a nine in ten chance that the target will be destroyed. If so, the target is completely destroyed. There are no survivors. A radiation marker is placed on the target square. The number on the radiation marker shows what turn the square will be decontaminated. Also, if a missile unit was destroyed, the destroyed unit's remaining missiles are added to the attacker's Victory Points. The attacking unit's No. Of Missiles value is reduced by one.

There is also a 10% chance the launcher will misfire and destroy itself. When this happens, the launching missile unit is replaced by a radiation marker. The destroyed unit's remaining missiles are added to the enemy's Victory Points.

There is also a chance the launch will be terminated. That will happen when there are twenty radiation counters in use and the launch would require the twenty first. The No. Of Missiles value is not decreased.

Like conventional combat, results are applied immediately and a result message appears in a window.

Controlling Cities

City Control is very easy. All a Soviet or American unit must do is end its movement in a city square. Control of the city is placed immediately in the hands of the occupying army. Of course, if a city is occupied by enemy forces it must be taken in combat. A friendly unit cannot enter an occupied city square any more than it can enter any enemy occupied square. Units are not required to retreat from a city after combat. Cities have no ZOC, but units within a city exert a ZOC on all squares next to the city.

You may be tempted to nuke cities. It is possible and is a viable alternative to conventional attack. Its main advantage to the Soviet is to prevent the American from receiving reinforcements for the city during a reinforcement turn. Its main advantage to the American is to deny the Soviets control over an American city.

In practice, there are some reasons for not nuking cities. First, city control is unchanged after a nuclear attack. If the Soviets attack an American city they must wait three turns before they can enter the city, since no unit can enter a radiated square. The Soviets must control all the cities. They cannot do that if the cities are nuked. The Americans cannot receive reinforcements for a nuked city, even though they retain control over the city.

A city does not need to be occupied to be controlled. The last army to stop in the city, controls the city. That is where partisans play a key role. undefended Soviet cities can be easily taken by partisans. And the Soviet will have to soak off front line units to retake the city.

Game Turn

Once a player has finished his turn based on the sequence of play, he ends his turn by selecting the New Turn option under the Game Turn menu. The next screen shows a sample game turn screen.

Red Stars, White Nights Звёзды Красные, Ночи Белые

| | |
|------------------------------------|-----------------------------|
| Game: The Surprise Airborne Attack | Total Game Turns: 20 |
| Season: Summer | Year: 1992 |
| Turn: American | Game Turn: 4.5 |
| Current American Turn: 4 | Current Soviet Turn: 5 |
| American Victory Points: 32 | Soviet Victory Points: 143 |
| American Controlled Cities: 11 | Soviet Controlled Cities: 9 |

Combat Losses

| Unit Type | American | | | Soviet | | |
|-------------------|----------|--------|----|--------|--------|----|
| | TNA | Losses | CN | TNA | Losses | CN |
| Infantry | 16 | 9 | 7 | 33 | 12 | 21 |
| Armor | 14 | 5 | 9 | 16 | 5 | 11 |
| AirCav | 10 | 4 | 6 | 8 | 3 | 5 |
| Missile Launchers | 9 | 4 | 5 | 5 | 3 | 2 |
| Fighter Wings | 8 | 5 | 3 | 3 | 1 | 2 |

Game turns are measured in half turns for each side. The screen shows whose turn it currently is and the number of victory points for each side. In this example, the Soviet player ended his turn so the Soviet player is now on turn 5, while the American player is on turn 4.

On the lower half of the Game Turn screen, the Combat Losses for the scenario are displayed. TNA stands for Total Number Available and CN stands for the current number left after losses. As reinforcements are received, the TNA value increases.

Soviet Initiative

The Soviet player is guided by a political doctrine which requires several things from him. First, the Soviets rely on the offensive to bring victory. Nothing succeeds like success and Soviet experience in WWII taught them to take the offensive on a wide front and relentlessly push back the enemy. There are few reasons to retreat and retreats must be authorized by the political rulers in Moscow.

Second, since a war with the Capitalist West is viewed as a war to the death (for communism and capitalism are incompatible and there can only be one survivor), the Soviets must press for their objectives. There are no halfway measures. **ALL** objectives must be met.

Third, Soviet commanders do not view initiative the same as an American battlefield commander. For a Soviet commander, initiative is how well he achieves his written objectives, and not on how well he can size up a battlefield situation and change the plan to maximize the result in the swirling confusion of a modern battlefield.

Red Stars, White Nights provides for Soviet Initiative by not allowing the Soviet player to end his turn without making three conventional attacks in the turn. Nuclear attacks do not qualify. There is an option to Override the Soviet Initiative from the Game Turn menu, but the American player must agree first. The American should ensure all attacks which could be made have been made regardless of combat odds.

Reinforcements

Reinforcements are received once a year on Game Turns 5, 9, 13 and 17.

American Reinforcements

The Americans receive reinforcements based on the cities they control on the reinforcement turn and the number of counters available. The Information screen shows the type of unit received for each city. In this way, the American player knows which cities are more valuable to defend. Counters become available as units are lost in combat.

If the American does not control the city or the city is radiated, no reinforcements are received. American reinforcements appear in the city square.

American Partisans

It is widely assumed partisan activity would increase as the war grinds on. After game turn 5, there is a 33% chance American partisans could appear. From one to three infantry type units could appear anywhere on the map. The Combat Factor is 2 and the Movement Allowance is 4.

Soviet Reinforcements

The Soviet official doctrine is for war to be total. As a result the Soviets do all they can to win. Because of that, the Soviets always receive reinforcements. The number of reinforcements depends on the number of available unit counters. If no counters are available, no units are received.

Soviet reinforcements always arrive in Soviet Mexico and Texas, south of the Rio Grande.

Important Note: If the city or reinforcement square is already occupied, no reinforcements will appear. It doesn't matter whether the units are friendly or enemy. So try to move your units out of those areas prior to a reinforcement turn.

Victory Conditions/Victory Points

The Victory Conditions for the game are based on Soviet Doctrine. That is not to infer that U.S. forces are committed to fighting a Soviet style war, but since the Soviets are the aggressor, the U.S. will be forced to react.

The game includes victory points and victory conditions. Victory points are points awarded in combat when enemy forces are destroyed. Each player receives points for enemy units or missiles lost in combat. Victory points play no role in determining the victor of the game. They are informational and usually provide a good way of knowing how the game is going.

Victory conditions control the game. The victory conditions are constricting for the Soviet, in much the same way as the doctrine on which they are based. Soviet ideologists firmly believe that a war with the capitalists will result in a Soviet victory. Their ideology promises it. As a result there is no holding back. Victory is total or not at all.

Viewed in that light, the Soviets **MUST** accomplish two objectives to win. First, they must **CONTROL ALL CITIES** by the end of the game. Failure in this is an American victory. Second, they must **DESTROY ALL AMERICAN FORCES**. Not even a lonely partisan unit can be left.

Because of those exacting conditions, it may be worthwhile for the American to fight to the bitter end. A partisan unit appearing on turn 20 could snatch victory from defeat.

On behalf of the Soviet commander, there is a less than 33% chance for partisans to snatch a victory from an overwhelming Soviet attack. As the American, it would not be wise to base your defense or hope for victory on partisans.

Optional Rules

There are three options which can be used to enhance the playability of the game. They are listed under the Options menu. The options which can be selected are: Airbase Rule In Effect, U.S. Amphibious Movement and Multiple Missile Attack.

Airbase Rule In Effect

This menu item selection requires all fighter wings to use the airbases. The option works like this.

Normally, fighter wings move like any other combat unit. That is the game default. When the airbase rule is put into effect by selecting the menu item from the Options menu, all friendly fighter wings can return to an airbase. They can use their full movement allowance on the return (basically, they move twice in a turn). Usually, a friendly airbase is chosen, but that is not required. The return flight cannot exceed the unit movement allowance and the unit must respect enemy ZOC (allowing for SAM's). Fighter wings which return to an airbase are kept in supply. Combat factors and movement allowances are not changed.

Fighter wings which cannot reach an airbase will have their combat factors and movement allowances halved. For each turn they are unable to reach an airbase, the combat factor is halved, but never falls below one. The movement factor never drops below half.

Once a fighter wing reaches an airbase, during the New Turn phase, the original combat factor and movement allowance are restored. If a fighter wing lost combat factors in an attack on the return trip, that loss is NOT reflected when the combat factor is restored upon reaching an airbase.

Once the Airbase Rule is in effect, it cannot be changed.

U.S. Amphibious Movement

This menu option allows U.S. land units to stage movement over bodies of water. This simulates U.S. advantages in sea transport. To use amphibious movement, a unit must begin its move in a coastal city or pass through a coastal city during its move. Coastal cities are New York, Washington, Miami, New Orleans, Houston, Los Angeles, San Francisco and Seattle. Movement on sea squares is the same as movement on land squares. There are no added movement costs to perform sea movement.

Units landing from the sea can land on any coastal square and must respect enemy ZOC and terrain restrictions. Units at sea cannot move from the Pacific to Atlantic and vice versa or from the Atlantic to the Great Lakes.

Multiple Missile Attack

This menu option allows the Soviet and American players to launch up to three missiles per turn. This will create some interesting results, but the American should be leery of Soviet intentions as the Soviet always fires first.

American Strategy

You are outnumbered and in the opening months you will be tested. You must break up the Soviet attack into small scale actions where their numbers cannot overwhelm your forces. The best strategy is to fall back and defend the most productive cities like Detroit, Chicago, St. Louis and Seattle. You do not want to lose your tanks, missiles and aircraft.

Try to keep the Soviets pinned down in low cost areas like Florida, the Mid-Atlantic and Great Plains. Plan to build up forces to hit the Soviet Army Groups (he will build at least two army groups) one at a time. Use your partisans effectively to soak off Soviet front line units. That may keep some pressure off the front.

Soviet Strategy

The Soviets have a tremendous advantage in the beginning. In most cases, they have more troops, the first attack advantage and they always receive reinforcements (if units are available).

The Soviet must attack, attack, attack. The Soviet Doctrine is quite efficient on a massive scale. Do not get drawn into minor attacks. Destroy aircraft, tanks and missile launchers. They are not easily replaced.

Set strategic goals like the Moscow planners. Go for the very cities the American is forced to defend. If you get them, he cannot recover, even with partisans. Partisans are a real threat. They can take cities away from you well behind the lines. The Soviet should not garrison cities, but should keep AirCav units ready to go after the partisans as they appear.

For Both Sides

The Missile Units are the most powerful unit in the game as their destructive power is awesome. But do not rely on them for total offense (because of the 10% misfire rate). Use them sparingly. Conventionally, they are weak and must be kept behind the lines, yet they need to be near the front to hit targets. That makes them vulnerable to air and ground attacks. After several games you may take a more cautious approach to using these weapons.

Notes

You have now completed the rules to the game. The best way to learn the game is to play it. That way, all the map screens will become familiar to you. If you have any questions about the rules or need added interpretation send a self-addressed stamped envelope along with your question to:

Wartime Simulations™
Red Stars Question
PO Box 246
McHenry IL 60050

You'll notice on the Desktop for this disk is a folder titled Disk Too Full To Print (titled Need System On Disk To See This for 800K disks). That folder contains a picture StartupScreen for the game (it replaces your Welcome To MacIntosh screen). If you have an 800K drive, copy the game disk to an 800K disk and add the System Folder. The picture will appear when that disk starts the Mac. StartupScreens must be on the same disk as a System Folder and that disk must be the Startup disk. If you move the StartupScreen to a separate Startup disk, be careful not to blow away other StartupScreens. The StartupScreen does not affect the game. A StartupScreen, if installed on a Hard Disk System, may blow away any other StartupScreen on the hard disk.

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For further information on Soviet strategy and tactics, refer to:
Carl Von Clausewitz, On War

William P. Baxter, Soviet AirLand Battle Tactics

The StartupScreen picture portrays a Huey gunship launching a missile attack on ground units.

A special thanks to William M. Schalck for the ZOC routine.

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