THE SHATTERED ALLIANCE

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HOW TO OPERATE THE GAME

The game disk will automatically load the game program when your computer is turned on.

Once loaded, the game will display a menu which gives a selection of scenarios. You are given the choice of starting a fantasy/historical scenario, restarting a saved game, starting a demo game, or creating a new scenario.

The game shifts to a different menu when you select a new scenario. You now select which scenario you wish to play; either one of the three fantasy scenarios (Key 1-3) or one of the historical scenarios (Key4-7). The program will load and then the computer will display the armies

The armies are displayed on the screen one at a time, in their order of battle. Each unit type and tribe is displayed as well as each unit's training class, weaponry and numerical strength. After this display leaves the screen, you will be able to select whether you wish to play a solitaire or two-player scenario. The computer will ask

you to name the commander of each army. If you press Key "C" for one or both commanders, the computer will control those armies. You will also be asked if you wish to have the morale and combat calculations printed in full detail. Press Key "Y' to accomplish this.

If you decide to play a particular scenario against the computer, you will have a chance to select the skill level and size of the solitaire player's army. First you will Choose from two skill levels, beginning and advanced. Then, you will select the solitaire player's army size; you can choose a normal size army, or raise the training class of each unit by one grade and choose a normal size, 25% greater than normal size or double size army.

The disk drive will load the main program and then display the map.

The computer will allow both players to move all of their units, one side at a time. After the initial move, the computer calculates when each unit should be moved and displays it for movement at the appropriate time. At any time-point (time-point counter is located in the upper-right corner inside direction guide), any number of units can move.

To move a unit simply check the movement indicator in the upper-right corner to determine which direction you

want to move the unit. Then press the appropriate key (Keys 1.6) for the direction in which you want the unit to move. If you don't want the unit to move. press Key 0 Pressing the space bar will move the unit in the same direction as its last move. The unit's last move is displayed at the bottom-center of the screen, below the countdown timer.

Now that you have pressed one of the keys 1 to 6 and moved your first unit, move the rest of your units in the same manner.

Now that you're able to move your units, let's look at combat. Since the object of the game is to defeat the opposing army, you must attack it. There are two methods of attack: Fire combat and Melee combat. Fire combat is done at a distance with missile weapons; melee combat is done with hand-held weapons when your unit is next to the enemy.

To attack a unit with fire weapons, you unit must be equipped with missile weapons and you must be in range

of the opposing unit. Press Key Fill fire on the opponent, the computer will ask in which direction you wish to fire. If you have made a mistake and cannot fire, press key Q to abort the command. If not indicate the direction in which you wish to fire. You will have to indicate the direction for each hex of distance to the target unit. Press Key 0 to attach particular hex.The detail display, if selected. and the battle report will be displayed on the screen. Note that if the opposing unit cannot return defensive fire, the attacker will suffer no casualties.

To melee attack all adjacent opponent. simply press Key A and the computer will ask you which direction you wish to attack Press Keys 1-6 for the appropriate direction or Key Q if you wish to abort your attack. The computer will display the combat factors if you have selected the detail display option at the

beginning of the game. Otherwise. the computer will jump to the battle report. This gives you the beginning and ending strengths of both units, the victory result and an indication of which unit has routed, if any.

If you wish to use magic simply press Key S. The computer will ask you which one of four spells you wish to cast: Made Enhancer, Shield, Haste or Courage. After you select the spell, it will ask how many spell points you wish to use. Enter the number and the spell will take effect. Remember, not all scenarios have magic

To save the game, press Key E and the computer will instruct you in the procedures necessary.

Movement cost chart

The values below represent the number of time-points between moves
for each type of unit specified.

Unit	Terrain					
Type	clear	l.woods	h.woods	l.hills	h.hills	mountain
HI	12	18	24	12	24	30
LHI	10	17	21	10	20	29
MI	12	18	24	12	24	30
LI	10	17	20	10	20	28
EHC	6	19	25	7	--	--
HC	6	18	24	7	--	--
LC	4	16	21	5	--	--

Terrain Symbol key
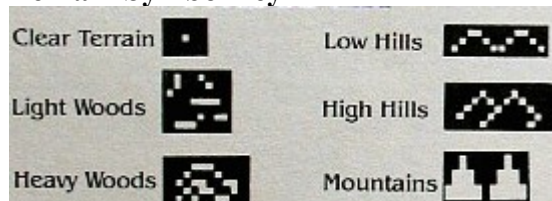
Combat

COMBAT FACTOR CHARTS

The charts and tables listed below give a step-by-step guide to the combat resolution system of
The Shattered Alliance.

When a unit engages all opponent in melee combat. the outcome of the battle is determined by the number of casualties caused. This is determined by the total number of combat factors each unit has when fighting an opponent 'The number of combat factors is the total of weapon, tactical and random factors the unit has during Its attack During an attack both units compile their combat factors, casualties are calculated and a victory result is declared.

Weapon Factor Chart

	HI	LHI	MI	LMI	LI	EHC	HC	LC
Cavalry weapons								
Lance	4	4	4	4	5	3	4	5
Javelin	3	3	4	4	5	2	2	3
Sword	2	2	3	3	5	1	1	3
Infantry weapons								
Pike	3	3	4	4	5	4	5	5
L Spear	2	2	3	3	4	2	4	5
Javelin	1	1	2	2	3	1	2	3
2 Hand	4	4	4	4	4	4	4	4
Sword	0	0	1	1	2	0	0	!

To fully illustrate this, lens look at an example as we proceed through the charts.
Lets assume a class B Extra-Heavy Cavalry unit armed with lances, attacks a class C. Heavy Infantry unit with pikes. To determine the total Combat Factors of this unit we look at the Weapon Factor Chart. Lancers attacking Heavy Infantry have a weapon factor of 4. Pikemen attacking Extra-Heavy Cavalry have a weapon factor of 4 also. Next, we must check the tactical factor chart.

MELEE TACTICAL FACTOR CHART
This is a list of tactical factors which may be added to units engaged in melee combat.
Note: All factors are cumulative.
+1 Bonus to the attacking unit
+1 When enemy is shieldless
+1 When enemy is shieldless MI or LMI
+1 Bonus to Dwarves against Zorgs(Orcs).
-1 When opponent is a Lizard person
+N Blade Enhancer spell where N is the number of spell points cast
-N Shield spell where N is the number of spell points cast

0 to -3 Terrain differential; factors are subtracted when attacking a unit in the appropriate terrain: 0 for clear terrain; 1 for low hills and light woods; 2 for high hills and heavy. woods; 3 for mountains:

For this battle. nothing on the Tactical Factor Chart applies except the 1 factor bonus for attacking. which is given to the Extra-Heavyy Cavalry. If the battle had been fought on different terrain or if magic had been used, we would have added the appropriate amounts to the Tactical Factor total. The Combat Factors now total five for the Extra-Heavy Cavalry and four for the Infantry. Next is the Random Factor Chart.

MELEE RANDOM FACTOR CHART
+3 to -3 is the range of the melee random factor. Two average dice are rolled (2.3.3,4,4,5) and the second

roll is subtracted from the first to produce the random factor.

A and B class units can have no random factor less than -1.

D class units can have no random factor greater than +1.

In our case, the computer generates a random factor of -2 for the cavalry and +1 for the infantry. Since the cavalry is B class, it can have a random factor no lower than -1. Its factor. therefore is -1. The infantry unit has a +1 random factor. The final combat factors are four for the cavalry and five for the infantry. To determine the total number of casualties we must now go to the Casualty Calculation Chart.

CASUALTY CALCULATION CHART

Each engaged unit's combat factors are totaled. The combat factor totals are compared to the casualty chart.The percentage of casualties caused by each unit is multiplied by the same units number of warriors to determine the number of casualties taken by the opposing unit.

In this case, the cavalry unit has four total factors. By the formula given below, the cavalry has inflicted 10% casualties on the infantry unit. The Infantry has five total factors and has inflicted 12% casualties on the cavalry. If we assume each unit to have 1000 men, the cavalry unit has lost 120 men, the infantry unit 100 men. Since the infantry has caused more than 5% total casualties on its opponent and has caused over 10% more casualties than It has suffered, the infantry unit has won the battle.

SCENARIOS
I. Ambush of the Zorgs
The Valkyries and their friends, the Unicorns are ambushed at a festival by hordes of Zorgs. A massacre of the Valkyries is averted by the timely intervention of the Centaurs. Attack the Valkyries or defeat the Zorgs, the choice is yours. There is no magic in this scenario.
II. The Battle of the Two Kingdoms
The two human kingdoms and their allies go to war in the climactic battle of ancient Osgorth. Northwold and its allied Valkyrie. Centaur, Elf and Fanchon Fighter troops battles The Far Reaches with the allied Lords of Lockwood and the Dwarves.
III. Defeat of the Beasts
The humans and their allies gather air army to stop the chaotic Beasts from despoiling the countryside. The human army includes infantry and cavalry with Elvish archers. Dwarven infantry, Valkyrian and Centaur cavalry, as allies. The Bcast army is composed of Zorgs, Lizardmen (with a MzLiz detachment) and the dreaded Demons.

COMMAND CARD
NOTE: Normally, when talking to the computer. you will press the indicated key and then RETURN. Whenever the count-down-clock at the bottom of the screen is running, simply press the indicted key (no RETURN!).

The command keys for *The Shattered Alliance* are as follows:

MOVEMENT
Key 1-6 — moves the unit displayed in white. in direction 1 to 6 as displayed on the screen.

Key 0 — leaves the indicated unit in the same hex until its next scheduled move.
AUXILIARY KEYS
Key H (halt) — stops the game until the RETURN key is pressed.

Key E (end) — tells the computer to save the game. The computer will prompt the players) for instructions.
MAGIC
Key S (spell) — casts a magical Spell. Then enter the number of the spell you wish to cast (Key 1.4, then press RETURN) and the number of spell points you wish to use (press RETURN).
COMBAT
Key A (attack) — engage an adjacent unit In melee combat

'Then Key 1-6 and RETURN to select attack direction or Q and RETURN to abort. After a melee attack a unit will not be displayed for twelve time-points.

Key F (fire) —fire missile weapons at a nearby unit. Then Key 1-6 to move the fire target in the

appropriated direction, Key 0 to fire at the hex on which the target is currently placed, or Key Q to abort the attack.