

## Rules for Tanks & Squads

1. To move a unit, place the dot over that unit, push the space bar, then move the dot to the place where you want the unit to go. (If the computer buzzes then the dot is not centered.)
2. To fire a unit, move the dot over the unit that is to fire, push the red button, then center the dot over the target unit and push the red button again.
3. Tanks can try to attack a squad from any distance except in the woods unless the squad is on the edge of the woods or is adjacent.
4. Squads can only attack tanks from an adjacent position to the tanks.
5. Squads can fire on other squads if the target squad is within the Line of Sight of the firing squad.
6. The size of the defending unit and the range between the defender and attacker will determine if the target is hit.
7. The armor of the defender, the firepower of the attacker, and the range between the two units will determine if the target unit is **destroyed**.

| <u>UNIT</u>    | <u>ARMOR</u> | <u>FIRE<br/>POWER</u> | <u>SIZE</u> | <u>SPEED</u> |
|----------------|--------------|-----------------------|-------------|--------------|
| Heavy Tank     | 6            | 8                     | 1           | 4            |
| Medium Tank    | 4            | 6                     | 0           | 6            |
| Light Tank     | 3            | 4                     | 0           | 8            |
| Elite Squad    | 2            | 2                     | 0           | 4            |
| 1st Line Squad | 2            | 1                     | 0           | 4            |

| <u>TERRAIN</u> | <u>MOVEMENT COSTS</u> |
|----------------|-----------------------|
| Road           | 1                     |
| Open Ground    | 2                     |
| Woods          | 3                     |

## How To Load

ATARI - Comes in 2 versions, one for cassette (16K is required) the other is for disk (32K is required).

To load the cassette version:

1. Insert the Basic Cartridge in the left slot.
2. Rewind the cassette to the beginning.
3. Type "CLOAD"
4. When the buzzer sounds hit the Return Key.
5. When the screen says "READY" type "RUN" to play.

To load the disk version:

1. Insert the Basic Cartridge into the Left Slot.
2. Insert the disk into the disk drive.
3. Turn on the computer and the game will run automatically.