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BATTLE TANK

BARBAROSSA to STALINGRAD

Grand Tactical Armoured
Combat in the East, June 1941 ~ May 1943



BATTLE TANK: BARBAROSSA TO STALINGRAD,
Grand Tactical Armoured Combat In The East,
June 1941 to December 1942.

Index:

- 1.0 Introduction
- 2.0 General Course of Play
- 3.0 Game Equipment
- 4.0 Getting Started
- 5.0 Reports and Intelligence
- 6.0 Doctrine
- 7.0 Orders
- 8.0 Post-Mortem
- 9.0 Scenarios
- 10.0 Notes on Play
- 11.0 Designer's Notes

Credits:

Game Design: S.M. Newberg.
Program Design: S. St. John.
Development: S.M. Newberg & S. St. John.
Playtesting: Peter Hollinger, Ross MacFarlane,
Bill Nichols, Dave Wilson & The W.I.T. Group.
Cover Art: J. Kula, (c) 1989.
Printing: Halcraft Print.

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1.0 INTRODUCTION: It is June 22nd 1941 the beginning of Barbarossa, the invasion of Soviet Russia. Both the Germans and most foreign observers expect the Soviet Union to crumble within a few weeks. A year and a half later the last German hopes of victory are dying in the snow at Stalingrad. As an Axis regimental commander you enjoy the advantage of having superbly trained and confident troops working under an excellent command control system, but the situation you start the war in will be as good as it will get. As a Soviet commander your command control organization is never as effective as that of the Axis, however, at their best, your equipment and troops are at least as good as anything Germany can field. Sometimes, as in the case of the T-34 tank they are better. As the war goes on the morale of your troops and the proportion of your equipment that is of high quality will increase.

BATTLE TANK: BARBAROSSA TO STALINGRAD (BTBTS) is a command orientated cat-and-mouse game of World War II grand tactical combat on the Eastern Front. It requires adaptation to the vagaries of both terrain and weather. Your main maneuver elements will be companies, though some specialist units, particularly reconnaissance, will be platoons. Air strikes and off map artillery are on call. Your mission will be to

hold or to take a geographic local within the combat area while minimizing casualties to your forces and maximizing damage to the enemy.

2.0 GENERAL COURSE OF PLAY: BTBTS is a menu oriented program. The introductory screen is followed by a query as to whether you wish to play a saved game. If you have a game that you had previously saved and now wish to restart answer yes (Y) here. Note that games should be saved with only one name and no extenders. Otherwise answer no (N). If you aren't playing a saved game you will be asked for a random number seed. Just enter any number between 1 and 999. Next, for both new and saved games, the "Computer Player Menu" will appear. This menu allows you to enter which side(s) the computer will be playing. If you are playing a saved game you can just press the escape key (Esc) to keep the old settings. The next menu in new games is the "Scenario Menu". It allows you to select a pre-built scenario or to build a scenario of your own.

In new games, after having selected or constructed the scenario you wish to play, you will be asked if you wish to do set-up with the "limited staff" rule. For new games and games saved before resolution was begun, the "Main Set-Up Menu" then follows. Games saved during resolution skip this menu. The "Main Set-Up Menu" allows both players to do their doctrinal set-up and to give their initial orders. Resolution is started from this menu.

The "Main Set-Up Menu" also allows access to the "Service Menu". The "Service Menu" allows players to 1) access the "Computer Player Menu" (which allows changing the computer and player controlled sides), 2) save the current game, 3) read a previously saved game, or 4) end the current game. A "Post-Mortem Menu" is also available before the game actually ends. The "Post-Mortem Menu" allows you to review what happened during the game that may not have been obvious during actual resolution.

If players select the Set-Up option for a particular side from the "Main Set-Up Menu", they will find themselves in the "Force Selection Menu" for that side. This menu lists all the units of the given side with their ID numbers to the left. You enter a unit's ID number and press return to select that unit (or force). Note that all the units of a battalion formation may be accessed through their HQ unit for the purposes of reports and orders. Sometimes during resolution this will be the only way for the Soviets to give orders to rifle companies if they are outside of the regimental HQs command range. The "Force Selection Menu" is used at a number of different places in the game with slightly different prompts at the bottom of the screen. Here it allows you to select the "Unit Set-Up Menu" for any particular unit.

The currently selected unit is indicated in the upper right hand corner of the "Unit Set-Up Menu". This menu allows you to access a standard report on the current unit and to set its doctrine, that is, to set how often and when it will report during resolution and to set the rules under which it will engage the enemy. You will also be able to give the unit its initial orders for the upcoming engagement. The Reports, Doctrine, and Orders rules sections will discuss in detail how these things are done. When you have finished your set-up for the current unit, you return to the "Force Selection Menu" to select another unit

for set-up. There are two ways of doing this. You can press the Escape key, or you can choose the 'Select Next Force' option of the "Unit Set-Up Menu". If, once in the "Force Selection Menu", you wish to end your set-up, simply press the Escape key. Having escaped the "Force Selection Menu" for unit set-up, you will be back in the "Main Set-Up Menu". From here you may choose to start resolution.

Resolution consists of a series of messages interspersed by unit reports. The most common messages are the 'tickover' messages which indicate the time every 5 minutes. Also, every 20 minutes, the current light and weather conditions will be given. Messages reporting the sounds of shellfire, weapons fire, and the detonation of mines will also be given. These messages, and all other short messages which come from units reporting losses or combat actions, are subject to being lost or distorted due to field conditions or jamming.

Full unit reports are in the same format as those in the set-up. They will tell you where a unit is, whether it is dug-in or not, what shape it is in, whether it has spotted the enemy, and what the unit is doing. However, even full unit status reports can be lost in the same manner as noted above for contact and combat reports.

You will always have the option of giving an order to a reporting unit. After a full unit status report you will have a chance to either receive a general report or give an order to any another unit. You will always be able to access the "Service Menu" before exercising either option, or you may simply resume resolution if you should wish.

Artillery units that have just finished firing a mission automatically generate unit status reports. All other unit status reports will depend on the conditions you set for each unit during your doctrine set-up and whether or not you specifically ordered a unit to report. The pre-set defaults will provide a reasonable rate and pattern of reporting, but they are not mission optimized, so you should set them yourself as soon as you get a feel for what to do.

Though infrequent reporting will leave you without sufficient information and order points to control your forces, overly frequent reporting has disincentives. Your staff can only receive and process so many reports in a given period. About one report every few minutes can normally be handled, but higher report rates lead to delayed or lost reports.

Resolution ends automatically after either 36 hours of game time or after either side falls below 20% of its starting strength. Who has won, if anyone, is indicated. You will be placed in either the "Post-Mortem Menu" or the victory point display, depending on your computer. You may also end a game whenever you wish from the "Service Menu".

3.0 GAME EQUIPMENT: Two identical laminated maps representing a hypothetical piece of terrain 10 by 7.5 kilometers in size are included in the game. This terrain contains a variety of features typical of central Russia. Forests are the dark green patterns. Urban areas are yellow. These are the main types of cover available. Swamps are denoted with a light green and a lighter pattern. Note that swamps do not provide cover but they do slow movement drastically. Elevations are indicated by color, with the lightest being the lowest (that is, from white in the lowest valley to dark brown on the

highest hilltop). Note that differences in elevation can provide cover by blocking lines of sight. There are also 1st class roads (double thick brown lines), 2nd class roads (single brown lines), rivers (double thick dark blue lines), and streams (single light blue lines) indicated on the map. Bridges occur where brown roads cross streams or rivers. Fords, indicated by a brown striation pattern, also are river crossing points, though at retarded rates. All of these terrain features affect movement. There is a 40 by 30 square grid superimposed upon the map. Each square location represents an area of about 250 by 250 meters. The map is further divided in quadrants (or sectors) which are sized to 10 by 10 grid locations. These quadrants are numbered 1 to 4 across the top of the map, 5 to 8 across its center, and 9 to 12 across its bottom. The quadrants are used in determining geographic objectives, the award of victory points, and for indicating force deployments when players build their own scenarios.

Two differently colored markers are provided for making notations upon the maps. These are quality markers. They can be sharpened to a good point and will, if reasonably used, preserve it well. However, since the markers use a harder writing material to allow fine lines, pressing hard into the map surface will eventually cause damage. Please mark lightly. To erase marker notations completely from the laminated surfaces, simply rub them off promptly with a damp cloth. Using a dry cloth will remove most of the markings, but leave some residue.

Solo players may find it convenient to use the plastic game box with its clear cover as a map holder. The map can be seen through the box's cover and it provides a rigid surface that cannot be damaged and is easily cleaned.

4.0 GETTING STARTED:

4.1 BOOTING: Before first booting the game you should format a blank disk for saving games. Consult your DOS manual for how to format a blank disk. IBMPC users should use DOS 2.0 or later and boot the game by inserting the disk in the default drive of an already running system and typing 'BTBTS'. Atari, Amiga, & Macintosh users should click on the BTBTS program file to start the game.

4.2 ENTERING INFORMATION: The computer detects the completion of each information entry by the player the <RETURN> or <ENTER> key. 'Y' or 'N' are responses to Yes/No questions while digits are used for number responses. In cases where it is indicated by the prompt, the escape key (Esc) may be pressed to exit a menu. This is an exception to the need to press the <RETURN> or <ENTRY> key before the computer will accept an entry. Note that all entries should be made in upper case. Note also that the number of digits that can be entered is limited to the maximum reasonable for a particular entry. Unacceptable entries will result in an asterisk (*) being echoed to the screen at the cursor position. To continue you must backspace over the asterisk to acknowledge your error. There are numerous places where the game pauses until you press the escape key or space bar. A prompt at the bottom of the screen indicates these places.

At a less basic level, you will often be called upon to enter locations and times. Locations are indicated by (x,y) co-ordinates. The first co-ordinate to enter is the 'x' horizontal axis. You enter a number between 1

and 40 for it and press return. You will then be prompted for the location's 'y' co-ordinate. This represents the location's position on the vertical axis. Enter a number between 1 and 30 for it and again press the <RETURN> or <ENTRY> key. You will usually receive some acknowledgement of the location you have entered.

To enter a time you will have to first choose a day. There will be two contiguous days to choose from the particular dates varying with what year and season. The 'As soon as possible' option is a shortcut, but usually represents a hasty mode of action with possible organizational and morale penalties. If you have chosen a day and not the "As soon as possible" option, you will next be prompted for what time on that day. This entry should be a 4 digit number representing the desired time on the 24 hour clock. (i.e 1:00 p.m. is '1300', 9:24 p.m. is "2124", and 3:53 a.m. is '0353'). Leading digits may be dropped, but the following ones are essential.

4.3 OPTIONAL LIMITED STAFF RULE: In new games, before entering the "Main Set-up Menu" players choose whether they wish this rule to be enforced. It limits the number of initial orders that can given during the set-up part of the game. The limit imposed is variable, but not completely random. It is intended to reflect the premium placed upon simple, carefully executed plans, due to lack of time and limited staff resources. The setting of doctrine is not affected by this rule.

5.0 REPORTS AND INTELLIGENCE:

5.1 GENERAL: BTBTS is at its core a game of command and control. Both of these functions are derivatives of information, both about the enemy and about one's own units. Reports are where this information resides, and the player must dig it out before it can be used. In the case of the prompt sighting or combat engagement report, this is simple. The involved friendly units will attempt to send a radio message with details of the enemy they have contacted. This will be your first intelligence on the enemy, and occasionally your last. But your staff will be monitoring all the radio nets and creating for you a number of consolidated reports detailed below. Though not as prompt, these reports will often contain information of greater importance about many units, as well as more detailed information about individual units.

5.2 THE UNIT REPORT: This report is your basic source of information about your individual units. It has the time and day indicated in the upper right corner. It contains the name of the unit in the menu title. The first line indicates the unit's location and whether, if it is artillery, it is limbered or unlimbered. If a unit is transporting another unit or being carried itself this will indicated on the first line. The second line gives the unit's strength and ammunition levels. The third line indicates unit's condition and the fourth line displays the locations of any enemy units sighted by the reporting unit. The next few lines contain the unit's current orders: the order it has been given, the route it is to follow if the order was a movement order, and the time it is to start carrying out the order. Whether a unit is dug-in and how well be indicated along with its orders. The report's last line indicates if the unit is independent or to whom it is subordinate. The unit report is accessed at two places, first from the "Unit Set-Up Menu", and second during resolution 'full unit reports'.

In the second case a prompt at the bottom will inquire if you wish to give the reporting unit an order.

5.3 THE FORMATION REPORT: This report is an alternative to the unit report for battalion HQs. When battalion HQ units report you will be given the choice of a normal unit report for the battalion HQ unit itself or a formation report for the entire battalion. The formation report gives the location and condition of the battalion HQ and of each of its subordinate units. It also indicates sighted opposing units for each subordinate friendly unit that is reporting an enemy contact.

5.4 THE GENERAL REPORT: This report is available as an option following a 'full unit report' during resolution. It lists all friendly units and their current locations. The report also lists the location and type of any enemy units sighted for each friendly unit reporting a contact.

5.5 UNIT NAMES: The convention followed for line unit's names is 'how equipped', 'unit number', 'battalion number', and then 'unit size'. So that "T34 2/1 Co" is Soviet T34 equipped, the 2nd unit of the 1st battalion, and a company sized unit. The T34 is, of course, the famous standard battle tank of the Soviets believed by many to be the best all around tank of the war. It didn't really become available in effective numbers until 1942. Most Soviet units were burdened with older or lighter machines. The older of these was the T26, a 6 to 9 ton copy of a Vickers (British) design of the late 1920's. The somewhat heavier Russian designed BT7 was a good tank of incredible speed with a good gun. It was conceptually a predecessor of the T34. However, it was still a light tank having less armour than some armoured cars. The actual predecessor of the T34 in the medium tank category was the T28, which came out in the early thirties. On paper it appears to be remarkably similar in its specifications to its illustrious successor. In tactical practice it seems to have been a very inferior machine. It had a very high profile and badly placed armour.

'KVI' stands for Klimenti Voroshilov One. It was the main Soviet heavy tank in this period. It had very thick armour and was all but invulnerable to the smaller Axis anti-tank weapons which were standard at the campaign's beginning. The shocked Axis troops had to resort to a combination of heroic improvisation and large caliber artillery or anti-aircraft guns to deal with it. Nevertheless, the KVI was not better armed than the T34, was slow, and was available only in limited numbers.

Soviet infantry units are designated 'Rfl' (for rifle), 'Rfl(-)' (for rifle - reduced in strength), and 'Gds' (for Guards). Guards units were proven units given elite status, kept up to strength, and given larger scales of better equipment. 'Hv Wp' stands for Heavy Weapons, meaning mortars, heavy machine guns, and anti-tank rifles. '45AT' means the 45mm Anti-Tank gun that was standard Soviet issue. '76IG' is the 76mm Infantry Gun intended for close support. '76FG' is the 76mm Field Gun, a longer ranged weapon also effective against tanks. Captured and used by the Germans in this latter role, it appears as the Axis '76AT', 76mm Anti-Tank gun. '120M' & '120H' are the 120mm Mortar and gun-Howitzer respectively. 'Eng' is an abbreviation for Engineer.

On the Axis side 'Recce' stands for Reconnaissance, normally containing armoured

cars. 'PzIIIG' stands for Panzer Mark III version G, this being the standard battle tank with which the Axis began the war. It was slightly under armed with the 50mm short tank gun (It is possible some units may have still been armed with a 37mm gun at the campaign's beginning). 'Pz38' stands for Panzer 38(t) the Czech tank taken over by the Germans and used to equip five of their Panzer divisions at the start of Barbarossa. It was equipped with a 37mm gun and thus rapidly became obsolete. 'PzIVE' stands for Panzer Mark IV version E, this being the larger of the two main German Mark IV designs. It had a short 75mm good for infantry support but not against the T34.

This 75mm was also mounted on the Sturmgeschütz Mark III version B abbreviated 'SGIIIB'. The SGIII was an open topped assault gun intended for infantry support and organized in independent battalions.

It should be noted that the Axis was still using large numbers of the Panzer Mark II light tank armed with a 20mm high velocity gun when Barbarossa was launched. Recce units, the 'PzIIIG', and 'PzIVE' companies should be considered to have some of these machines. As it was not the dominant weapon of the units it is not represented in their names.

'PzIIIJ' and 'PzIVF' represent the later versions J and F of the two main German tanks. They were up gunned and given improved armour in reaction to the tactical problems encountered in 1941 and first became available in significant numbers in 1942.

'Inf' is an abbreviation for Infantry. 'MG' stands for Machine Gun. Axis infantry units are comparable to Soviet rifle units and Axis machinegun units to Soviet heavy weapon units. Pioneers, sometimes abbreviated 'Pnr', is what the Germans called their combat engineers. The difference in nomenclature is mainly intended for convenience in distinguishing units during resolution. Again '(-)' indicates one of the under strength units that pre-dominated throughout the war.

Axis artillery designations run as follows: '37AT' for 37mm Anti-Tank gun, '50AT' for 50mm Anti-Tank gun, '75IG' for 75mm Infantry gun, '150IG' for 150mm Infantry gun, '88AA' for 88mm Anti-Aircraft gun, 105H for 105mm field howitzer, and '105G' for the 105mm cannon.

'Bde' is short for "Brigade". 'Regt' means regiment. 'Rgt' is used for regimental. 'Btl' means battalion. 'Co' means company. 'Plt' means platoon. 'Bty' means battery. "Support Co" refers to an abstract consolidation of a force's supply and support elements.

6.0 DOCTRINE:

6.1 GENERAL: Doctrine is set for each unit during set-up. It can be changed indirectly during resolution by issuing orders, but cannot be changed completely or directly. There are reasonable pre-set doctrines for each unit that players may rely on if they wish, but keep in mind that they have not been tailored to a specific mission or scenario, which the experienced player will want to do before starting play. Doctrine falls into two main areas: report frequency and engagement rules.

6.2 REPORT FREQUENCY: This is an option that can be chosen from a unit's "Unit Set-Up Menu". By using it, players can set how frequently a unit will attempt to report during resolution. Players can also toggle 'yes' or 'no' as to whether certain events, such as reaching an ordered objective, sighting the enemy, engaging the enemy, or

experiencing a movement delay, should trigger an attempt by the unit to report. Only command changes, due to the destruction of HQs, will cause a change to report frequency doctrine during resolution. However, you may require a given unit to report when giving orders, without regard to its pre-set doctrine.

6.3 RULES OF ENGAGEMENT: The menu for setting this doctrine item is also selected from the "Unit Set-Up Menu". There are basically two engagement rules for each unit: one covering movement and the other fire. Each has an aggressiveness and a range setting associated with it. For movement you may choose to have a unit treat the set range as a minimum distance to be maintained from the locations of any known enemy forces or as a range to be closed to in relation to such known enemy forces. For fire you may indicate whether a unit should return fire if it is fired on by enemy units, regardless of the range involved, and at what range the unit should initiate fire against opposing units, regardless of it has as yet been fired upon by those units. Both of these doctrine settings may be overridden or changed by the unit having 'Attack', 'Retreat', or 'Screen' orders and the tactical situation as the unit sees it. The 'Hold' order affects only the move rule. Please note that you may change the doctrine settings as often as you wish during set-up, but once into resolution you cannot directly alter doctrine any further.

7.0 ORDERS:

7.1 GENERAL: Orders are given through the "Orders Menu". You will use the "Orders Menu" to give orders to a specific unit and the ID of the unit being given an order will be indicated on the menu. The "Orders Menu" can be accessed at three places: 1) from the "Unit Set-Up Menu" during set-up; 2) from the 'Full Unit Report' during resolution for the unit currently reporting; and 3) again from the 'Full Unit Report' during resolution as the alternative to a 'General Report'. In this last case you will pass through the "Force Selection Menu" so that you can select the specific unit to which you wish to give orders.

7.2 STANDARD ORDERS: These orders are selected directly from the "Orders Menu" and apply to all units found on the map (on-map units).

7.21 REPORT: This is a specific order to a unit to report. It is the only order that a unit can have in addition to its other orders. It will not be shown in reports as the current order for the unit. You will be prompted for the time the report should be made. The 'As soon as possible' option for this order will not degrade the unit's performance, though you may also indicate a specific time for the report to keep your information flow regulated.

7.22 MOVE: This order requires a unit to begin movement. You will be prompted for a time for the movement to start and a route for the unit to take. There is a relatively short delay required if this order is to be carried out without adverse effects and the staff (as represented by the computer) will not allow a time to start movement too close to the current time, though you may, of course, order "as soon as possible" and suffer potential problems in the order being carried out. You have the option of selecting road movement, which will allow your unit to move more quickly, but only along roads. Road movement only allows you to set a final objective for the unit. With the default cross-country movement you may set up to two intermediate objectives. The 'Move'

order should only be given to those units that you do not expect to encounter the enemy. Units with 'Move' orders will automatically switch to 'Screen' orders upon arriving at their final objective.

7.23 ADVANCE: This is a more tactically adept version of the 'Move' order. There is a longer delay before it can be implemented but it is often the only reasonable way to order movement. Since units ordered to 'Advance' will maintain some combat readiness, this order should be given to units that have a chance of meeting light or medium enemy resistance.

7.24 ATTACK: This is a highly aggressive tactical order. 'Attack' requires the longest delay of all the orders for effective implementation, the delay being in the vicinity of a half hour. Giving a unit this order overrides pre-set doctrine for the unit to force an aggressive attack on the enemy. It is the order to give when you expect heavy resistance to your taking a particular location. Units with an 'Attack' order will switch to 'Hold' orders upon reaching their final objective and clearing it of opposing forces, assuming that they are still relatively intact.

7.25 RETREAT: This is a tactical move order that requires the unit to be anything but aggressive. A 'Retreat' order requires only about a 10 minute delay to be implemented without risk of adverse effects. It overrides pre-set doctrine to require a unit to avoid the enemy. Retreating units will be given 'Screen' orders upon reaching their final objective. This is the order to give when it is necessary for a unit to break off an engagement and withdraw, while units that are not engaged can be shifted more safely by ordering an 'advance'.

7.26 SCREEN: This is a tactically neutral order. It takes effect immediately. 'Screen' is the order to give so that units will defend, but not in a manner that pins them to any particular location.

7.27 HOLD: This is a highly aggressive defensive order. It mandates a dug in positional defense. As the units given this order will attempt to improve their current position by fieldworks, a relatively long delay is required for its effective implementation. You will be prompted for a time to begin to implement the order. Since units with this order will be occupied completely by the task, they may be less attentive to their surroundings and hence are more likely to be surprised by opposing forces. The pre-set doctrine for units with 'Hold' orders is changed for movement aspects so that units will neither close with, nor avoid, enemy units. This is the order to give if you want to stubbornly defend a particular location.

7.3 SPECIAL ORDERS:

7.31 FOR AIR SUPPORT: Instead of being given access to the "Orders Menu" you will be directly prompted for where you wish these units to attack. The attack will normally occur slightly more than a half hour after it is ordered. Air units, like all other units, may suffer attrition while attacking. As might be expected, air support is not available during bad weather or at night.

7.32 FOR ARTILLERY: On-map artillery units access the "Artillery Orders Menu" via the Special Orders option of the "Orders Menu". On-map artillery units can be given the standard orders. Standard orders, but not the Special Orders (from the "Artillery Orders Menu"), can be passed on as formation orders by an artillery battalion HQ to its subordinate batteries. Off-map artillery directly accesses the "Artillery Orders Menu" instead of (and

without selecting) Special Orders from the "Orders Menu". Consequently off-map artillery cannot be given standard orders, it can only use the Special Orders from the "Artillery Orders Menu".

From the "Artillery Orders Menu" you may choose one of six missions for your artillery unit: 1) to fire a regular barrage; 2) to fire a smoke barrage; 3) to directly support a given unit; 4) to stand-by on call (this will ensure the prompt execution of missions 1 or 2 that are ordered later); 5) to limber (i.e. prepare to move); or 6) to unlimber (i.e. prepare to fire).

If you choose a barrage you will be prompted for the time for the barrage is to be fired and the target location for the impact. The battery will then attempt to fire as ordered. Smoke from a smoke barrage dissipates in an unpredictable fashion in a period that ranges from 5 minutes to 20 minutes or more. Smoke serves to block sighting through the target location. The selection of a direct support mission requires you to use the "Force Selection Menu" to determine the unit to be supported. The battery will then fire automatically as required to support the indicated unit. Only HQ units can be directly supported.

Limbering an artillery unit up will prevent it from being able to fire and will allow it to begin moving immediately if it should receive orders that require it. Limbering up takes about a half hour. Unlimbering is the opposite process and is necessary if a unit is to fire, it takes about 15 minutes.

7.33 FOR ENGINEERS: The special orders for engineers are always accessed through the Special Orders option of the "Orders Menu". The "Engineering Orders" menu allows engineers to be ordered to lift mines, lay mines, build bridges, and destroy bridges. Engineers may lift mines in any location adjacent to their current one. They lay mines in their current location. Engineers build bridges from their current location to an adjacent location. They destroy bridges that they are located at one end of; that is, bridges allow road movement between two locations and to destroy a bridge the engineer unit must be in one of those two locations. Engineers will always attempt to report the completion of their tasks.

7.34 FOR TANKS AND TRUCKS: These units may transport infantry units. The process is automatic both for mounting and dismounting upon the selection of special orders for the transporting unit. If it is not already transporting, the unit being given the order will automatically search for a suitable infantry unit within 500 meters to transport. If the unit given the order is already transporting it will dismount it. In either case the process will take a significant period and the units involved will not be available. Units cannot be giving orders while being transported. Players will be shown a message explaining the automatic order and given a chance to abort the process before it is actually initiated.

7.35 FOR SUPPLY UNITS: There are no special orders for supply units. Re-supply feeds and arms your forces and occurs automatically during the night for any units within about four kilometers of an intact friendly supply unit. Forces will not always have a supply unit available in pre-built scenarios and picking a supply unit is optional in build your own scenarios.

7.4 FORMATION ORDERS: When

accessing the "Orders Menu" for a Battalion HQ, you will be given the option of indicating that your orders to the HQ are for its entire formation. If you do so, your choice will be indicated by the addition of the word "Formation" to the "Orders Menu" title. Orders given from such a "Formation Orders Menu" will be passed on to all of the subordinate units of the HQ. Where movement is indicated, the objectives of the formation orders will be displaced somewhat from those that you give the HQ so that individual subordinate units will attempt to move in a tactical formation. You may later check the orders given the individual units of a formation and alter them if you wish.

8.0 POST-MORTEM: The "Post-Mortem Menu" allows players to review selected elements of the just concluded game resolution so as to gain a better picture of what actually happened during play. This feature is extremely useful in determining what tactical actions did and did not work well, since during actual play limited information, fog of war, and opposing activity will often make it difficult or impossible to really be sure what has occurred. The break down of victory points used to determine who won is also given here. Because of memory limits post-mortems for very long games with a great deal of activity may be truncated.

8.1 EVENT LISTING: As the unfiltered listing tends to be quite long, the event listing is accessed through a number of filter options. These will allow you to view all records except with movement filtered out, view the records of losses through combat, view only the records of orders given to units, or, view only the records pertaining to a selected unit. Each record has at least the time, the unit it pertains to, and the sort of event it is recording displayed. You have the opportunity of escaping from the event listing after the display of each page.

8.2 PLAYER UNIT REPORTS: This option of the "Post-Mortem Menu" cycles through the units of the selected side. It indicates which have been destroyed and gives unit reports for those that still exist. In effect it is like viewing the unit report on each of the units for the indicated side.

8.3 GRAPH MOVEMENT: This option graphically displays the movement pattern of the units selected by the chosen filter. Displays are in increments of about 15 movement events. Units are indicated by their unit ID numbers. Axis unit paths are indicated by a '-', Soviet by a '^'. Destroyed units are indicated by unit ID numbers in inverse. Asterisks '*', indicate where units have incurred losses. About every 150 movement events the displayed paths and ID numbers of destroyed units are erased. Only 22 lines of the 30 line map are shown at a time. You can scroll using the arrow keys to see the hidden lines. There are line numbers at the right end of the top and bottom borders which indicate the top and bottom map lines currently being displayed. The time of the latest movement event displayed is indicated in the center of the top border. You may chose to filter for the movement of a particular unit, for that of combat units only, or for that of HQ units only.

8.4 VICTORY POINT DISPLAY: This is a table indicating the victory points each side has earned. Each side has its points for its handicap, the quadrants free of enemy, the quadrants it occupies, and its losses

displayed. The total of these is given for each side. The handicap allows some offsetting of inherently unbalanced scenarios. A quadrant is considered clear of the enemy if it has no enemy units located in it when the game is ended. A quadrant is considered occupied only if there is a friendly force of a minimum size in it. This size is roughly half a battalion worth of units at half strength. Note that although unit sizes vary, this is accounted for when the computer judges for occupation.

8.5 VICTORY POINTS BY QUADRANT: This graphic shows in greater detail how the victory points for geography were awarded. For each quadrant the following information is shown for each side: 1) The number of steps (roughly equivalent to vehicles) a side has in a quadrant; 2) The number of victory points awarded for the quadrant being clear of the enemy and the number of points that could potentially have been awarded for this; 3) The number of victory points awarded for the quadrant being friendly occupied and the number of points that could potentially have been awarded for this.

8.6 SAVE POST-MORTEM: A variation of the normal save current game feature, this allows the players to save a post-mortem for further viewing and analysis at a later time.

8.7 ENDING THE GAME: Merely escaping (ESC) from the "Post-Mortem Menu" will give you a courtesy message after which the game will end and the Post -Mortem will no longer be available (unless saved as in 8.6 above).

9.0 SCENARIOS:

9.1 GENERAL: Players choose a pre-built scenario or build a custom game scenario of their own from the "Scenario Menu" at the start of the program. The scenario, pre-built or custom built (Own-Built), determines the forces the players will have, where they will be deployed, and what the victory conditions will be.

9.2 PRE-BUILT SCENARIOS: By choosing a pre-built scenario the player(s) are provided with a pre-set selection of already deployed forces. A pre-built scenario will usually have minefields already laid at a few key locations and the victory conditions will also be pre-set. The 7 pre-built scenarios provided with the game are detailed briefly below.

9.21 AXIS INFANTRY ATTACK: Set in the summer of 1941. An Axis infantry regiment is deployed in the center of the map around location 20,20. It is charged with securing a bridgehead across the river and the high ground in quadrant 4. It faces a Soviet rifle battalion which can expect tank reinforcements.

9.22 PANZER ASSAULT: Also set in the summer of 1941. A powerful Axis combat force consisting of a panzer battalion, an infantry battalion, and substantial artillery assets seeks to overcome two Soviet rifle battalions. The Axis forces are assembled in quadrant 9. They have air support. The Soviets are defending a line along the Eastern edges of quadrants 6 & 10. The Axis objective is to clear quadrants 10 & 11 of Soviet units and reach quadrant 12 in force. The Soviets wish to prevent this.

9.23 AXIS EXPLOITATION: In the summer of 1941 an Axis panzer battalion with plentiful support from combat engineers, artillery and air units faces a regimental sized Soviet force of all arms, but which starts strung out across the center of the map in disarray. The Axis forces begin in northwest quadrant 1 and have as their objective the securing of a bridgehead

at the river bend in quadrant 7. The Soviets would like to stop the Axis forces as far forward as possible, but it is imperative they hold the river line.

9.24 SOVIET COUNTER ATTACK: In the winter of 1941 a depleted Axis regiment defends a line centered on the crossroads village at location 20,23 against Soviet tank attack from the east.

9.25 AXIS ASSAULT: With the arrival of summer in 1942 the Axis is on the attack again. A panzer heavy Axis kampfguppe starting near the map's western edge attempts to pierce a thin Soviet anti-tank screen in the middle of the map in order to seize the high ground in quadrant 4.

9.26 SOVIET ASSAULT: In the summer of 1942 it was not just the Axis that was attacking. In this scenario a Soviet tank brigade with Guards infantry and heavy artillery support jumps off from the south east map corner in an effort to secure the road exit in quadrant 1 and the high ground dominating it in quadrant 2. A strong Axis anti-tank defence with an infantry regiment for a backbone is dug in roughly along the stream that runs from location 01,14 to location 24,07.

9.27 CITY-FIGHTING: It is still 1942, but now winter. An Axis infantry regiment with three infantry battalions and a supporting panzer battalion is tasked with securing the city in the map's south-east corner. The city is held by a Guards rifle battalion and some regimental units. They can expect only sporadic infantry reinforcements.

9.3 OWN-BUILT SCENARIOS: In the own-built scenarios players may use the supplied 'building blocks' to construct and deploy their own forces, within certain limits imposed by the program. They may then give these forces victory conditions as they wish. The construction of the forces for the two sides is partitioned so that an element of surprise regarding the enemy opposition may be introduced. Between sizes of 16 and 30 units there is a one for one trade-off between the force size of the two sides. Between two human players the force size selected by the Axis player limits that which can be chosen by the Soviet side. For this reason, between human players some pre-arrangement will be necessary. If the computer is playing a side, the human player has the choice of setting the size of the computer's force or of allowing the computer to do so. Since the side the computer is playing can be changed during the game (via the *Service Menu*) it is possible for a human player to set up both sides of a scenario and then give one side to the computer. The actual process of scenario construction follows a fairly rigid sequence which is described below.

9.31 BASIC PARAMETERS: The Axis player is prompted for the quadrants he wishes to be able to deploy in, what quadrants he wishes to receive victory points for if they are cleared of the enemy, and what quadrants he wishes to receive victory points for if they are occupied by friendly forces. The Axis player is then asked to enter the size for his forces. The Soviet player then receives the opportunity to make the same entries that the Axis player has just completed, but may be limited to some degree by the computer, depending on the force size picked by Axis (as noted above).

9.32 FORCE COMPOSITION: The Soviet player goes directly from setting the basic parameters for his side to selecting the units his force will be composed of. If his total force size is large enough, he will be first prompted for what package of regimental assets

he wishes to have. He can only choose one such package. He then goes to the menu that allows him to choose his battalion sized formations. After each selection, the player is cycled back to the force selection menu until he presses the escape key to leave it. Usually a player will be able to select several battalions. Players will then find themselves being prompted to select supporting units in a manner similar to that with which they picked their battalions. This assumes that sufficient space remaining for such units. If there is insufficient space, the player must escape from this menu without selecting any supporting units. At this point the player has the opportunity to cancel the force composition he has selected and start over. In all three of the above menus the amount of space left in numbers of units is indicated at the top of the menu, and the amount of space each selection takes is indicated to the right of its line.

9.33 UNIT DEPLOYMENT: Having selected the units their force will be composed of, the players must next deploy them. At the beginning of this section the players will be asked if any of their units will be arriving as reinforcements. An affirmative answer to this question will produce a routine in which the player is asked for each unit if it is to be a reinforcement. If it is, the player will be prompted for its time of arrival. Otherwise players are asked to give the deployment location for each unit. This location must be within one of the deployment quadrants indicated in the basic parameters section. After having given a deployment location for each of their units, the players are then presented a with listing of their force deployment. They are queried as to if they wish to modify it. Such modifications are may be done to selected units and do not require cycling through the entire force again. After the Soviet player is done, the Axis player selects his force composition and carries out deployment.

9.34 VICTORY POINT HANDICAP: Finally, the players may set the initial victory point handicaps for each side. This can be used to balance out unequal forces or terrain, as well as to handicap differing play skill between the players or between the computer and the player.

10.0 NOTES ON PLAY:

Played with care, BTBTS is a game of cat-and-mouse, with the roles of cat and mouse not necessarily being very clearly assigned. The vagueness of our pre-built scenario descriptions is not accidental. Playing with full and precise information on your enemy would move you a long ways towards winning a game of BTBTS, and would also take a lot of the fun out the game. Nor would it be very realistic. In practice, tactical success at this level pivoted on good reconnaissance and on adaptation to local circumstances. A lot of the German Army's tactical superiority lay in its emphasis on these points. Set-piece thinking was a deadly flaw.

Players should place a significant proportion of their efforts into determining the deployment of enemy forces without becoming committed in a piecemeal or premature manner. Indeed, the trick of success will be found in knowing when to switch from a cautious probing of the enemy to a determined attack. Even players on the defensive will find that determining the main thrust of the attacker's effort and committing your reserves in a timely

fashion are the keys to victory.

Although it is impossible, especially in the absence of full information, to depend on everything going right, players should still carefully calculate their plans. This should be done in set-up before the game begins. If using the limited staff rule in set-up, you should then be careful to give your orders in order of their importance, since this rule limits the number of orders that can be given. If you are not using the limited staff rule you are free to give carefully detailed orders to all of your units and, especially if you are playing the Soviets, you should consider how you can best use this freedom.

Set-up is also the only time during which you may set doctrine for units. You can set both the terms under which to engage the enemy and frequency of unit reporting. This gives you the opportunity to tailor the independent behavior a unit to the mission it will have. A standard tactic would be to give units covering an assault a doctrine setting that has them close to a stand-off range and fire while still a good ways from the enemy, but to have the assaulting units set to close to zero range, holding their fire until they are quite close to the enemy. Players should bear in mind that in **BTBTS** it is possible for units to sight and fire at enemy units beyond the effective range of their weapons and that the ammunition for each unit is limited.

A major source of the necessity for calculation in the game comes from the greatly differing capabilities, advantages and disadvantages, of the various unit types. Just getting the assorted tracked, leg, and wheeled units all to the same place at the same time under varying conditions of terrain and weather can be a challenge. Before attempting the question of co-ordination directly, we will briefly note the major advantages and disadvantages of each unit type.

Recce units are elite troops possessed only by the Axis. They are very mobile but they tend to be somewhat more visible than dismounted infantry. If required, they can take on just about anything and do some damage. Avoid exposing them to long range fire in the open since they are fragile.

Combat engineers (pioneers for the Axis) are another variety of elite troops and they also can take on just about anything, especially in close assaults. However, they also have unique abilities that can be crucial. They can lay and lift minefields. And even more importantly, they can both build and destroy bridges across a major river. As there are no amphibious vehicles in **BTBTS**, bridges channel movement to an extreme degree and therefore are of critical tactical importance. So you may not want to expose your engineers on recce or assault missions.

Tanks (panzers for the Axis) are the power base of your forces. Nobody wants to be the object of a concentrated tank attack. This is particularly true if the tanks have used their mobility to catch their opponents while moving or not entrenched. However, tanks tend to be too visible at times and can blunder into entrenched anti-tank screens. Caught in such a position, tank units can be quickly destroyed. During the period of the game's coverage tanks don't cope with rivers and swamps very well. They also experience problems moving in heavy snow or in the mud which can be caused by rainstorms. In very close quarters much of the tank's superiority is lost. If they must assault a prepared anti-tank screen, tanks benefit from having it softened up by artillery and by assistance from

infantry.

Infantry can't be praised enough. When dug in (and they can dig in very quickly) they are the backbone of any defence. They are deadly at close range and, due to their low profile, they can often get close in before being spotted. The infantry don't ever move quickly, but they take rivers, swamps, snow, and mud all in stride. However, if caught moving in the open they are in on trouble.

Artillery is great equalizer. Under the right circumstances it can become your major killer. The best situations are targets stopped in the open and not entrenched. But even entrenched targets will suffer morale and fatigue losses from an artillery bombardment. Heavy artillery will even inflict losses on entrenched units. As bombardments degrade the observational capabilities of their targets, artillery units can be of major assistance in an assault. This all assumes, of course, that the targets have been located and are not moving quicker than the artillery can be laid. It is up to units of the other arms to see that these prerequisites are met. Even if targets haven't been located, artillery laid smoke to block lines of sight can provide valuable protection for other units. Limbered artillery is itself extremely vulnerable. Smaller caliber guns tend to be specialized in effectiveness against either armoured or soft targets. Infantry guns and small anti-tank guns also tend to be quite limited in range. Anti-tank guns are not set up to provide indirect fire. Artillery is also, on balance, the least mobile of your combat arms.

Air support is highly effective when the target is willing to wait for it to arrive. Aircraft fly only in the daylight when it is clear or hazy. This means they are most useful in the summer when days are long and the weather good.

Other support units and HQs want to stay out of combat if it is at all possible. This can be problematical as units need to be within a few kilometers of a supply unit to benefit from its support. Also the morale of units whose HQs are too far away tends to be fragile. The actual presence of Soviet Regimental HQs is necessary to control rifle companies, artillery batteries, and tank platoons during resolution, so it is necessary to expose these units more than would otherwise be desirable.

Having an idea of what the peculiarities of the different unit types are, the player can begin to tackle the problem of how to co-ordinate them. It's too big a topic to cover fully, but the classic routine of softening them up with air and artillery strikes, breaking them up with tank attacks, and securing the objective with infantry can be made to work very well. Players will find that in a multi-unit melee the side with a better mix of units will be at a definite advantage.

Players may be either relieved or disappointed to find that the computer auto-general is not outstandingly sophisticated in its co-ordination of the different arms. It is solid under most circumstances, however, and given the difficulties of obtaining true tactical proficiency in actual practice it should give everyone plenty of good opposition. Those of you who, because of perserverance or a special knack, win through to a consistently high standard of play and do not wish to always play against numerical odds may find it worthwhile to find a human opponent. The game was playtested extensively in human vs human play and can be quite fascinating.

Some further tactical observations we

made of play might be of use. The stratagem of seizing vital ground, digging in, and then letting your supposedly defending opponent do the actual attacking proved most effective when it could be managed. Although it was usually fatal to try to break off an engagement in progress, pulling back after combat had died down to regroup (and resupply) could make for victory in an otherwise lost situation. It is easy to neglect the potentially very long sighting ranges and the effects of weather upon sighting and movement, but you do so at great risk. Remember you can be seen by units you don't spot yourself and that lines of sight along the edges of blocking terrain are not completely predictable. Bad weather can lift, leaving you exposed in the open. Bad weather tends to hinder the movement of all units, but that of vehicles worse than infantry. The rate of advance of units varies a lot depending on terrain, weather, unit type, unit condition, and opposing actions. Never use road movement when contact with the enemy is likely. Try not to leave your recon units (the Soviets can use light tanks for recon) totally unsupported. If they must be sacrificed, at least the enemy can be made to pay a price. And, again, emplaced artillery with a an open field of fire on a clear day must be treated with extreme circumspection.

11.0 DESIGNER'S NOTES:

The **BATTLE TANK** series of World War II grand tactical armoured combat is a sister to the **MBT** series on modern grand tactical armoured combat. Despite many superficial similarities the game systems are amazingly different. Those of you that have played an **MBT** game, but not a **BT** game, should be warned that there are distinct differences in flavour, pace, and command control abilities between the systems. **MBT** is like a high speed down hill ski race, once started it is never quite under control and it cannot be slowed. **BT** is the thinking man's cross-country trek, a little excitement going down hills and some tedium working your way up them, but mainly a chance to exercise your awareness of the world around you by figuring out which path to take and how far to take it.

Before discussing obvious major differences we would like to mention a few of the items you would likely not otherwise notice. Sighting and movement have had their reliability in a wide variety of circumstances altered. The design for road movement in the **BT** system is entirely new. Also the constraints imposed by both terrain and weather are much more pronounced since the units facing these challenges were less capable and considerably more varied in their capabilities than those in **MBT**. Players will notice the most salient aspect of movement, the possibility of traffic jams, hasn't changed. If you try crossing the paths of large numbers of units in a small area, especially an area constricted by the presence of a river, swamp, or the map's edge, you are likely to find yourself as stuck as someone driving home from work in downtown New York City at 4:30 PM on Friday. Sorry, but this is real. It isn't mentioned in the eulogies much, but many spoiled time tables resulting in operational failures during the Second World War were the result of traffic problems of one sort or the other.

Major changes in game play such as the ability to maneuver while in contact with the enemy and the necessity of having units of drastically differing attributes complement each

other have been worked out and implemented without exceptionally difficult design effort. Other changes, such as unit transport, artillery limbering, close in combat, and tighter seasonal weather restrictions, required greater design activity.

It was pleasant to have yet another event driven simulation turn out highly workable. We believe strongly that, with a degree of care, event driven simulations are just as stable as more rigidly structured games, while at the same time being both more flexible and realistic. We are also pleased that a game can be played easily in 3-4 hours, though circumstances such as an early major engagement can reduce this to as little as 30 minutes, while large numbers of units playing cat and mouse can extend the game to a full day. All in all we are happy with the balance between the press of game events and machine time needed to calculate them.

Before finishing off, a few words about the historical situation and play balance. Many players may find the Soviets and Axis too closely balanced as compared to historical differences in performance. As regards organization, equipment, and the ability of the soldiers in the field, we feel we've got it roughly right. As implied earlier, we believe a lot of the historical discrepancy in performance came because of Axis command leadership superiority at exactly the command level that is the player's viewpoint in this game. Some factors at a lower tactical level, such as poor Soviet morale early on, poor optics and communications in individual tanks, and bad training that led to things like tanks being driven silhouetted along crest lines, we have tried to allow for. Still, at our level these things get blurred by the averages. As a result the players, by engaging their planning, command, and leadership, must make that difference so often noted in the historical events.

Stephen Newberg & Stephen St. John

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BATTLE TANK: BARBAROSSA TO STALINGRAD, Grand Tactical Armoured Combat In The East, June 1941 - December 1942.

"Early on Sunday morning, June 22, the German flood poured across the frontier, in three great parallel surges between the Baltic Sea and the Carpatian Mountains." As the commander of a front line regiment, you will be part of that surge, aiming your tanks and infantry for the heart of Russia. Or, backed by your T-34s and massed artillery, you can be part of the rock that tide would eventually wash up against at Stalingrad.

BATTLE TANK: BARBAROSSA TO STALINGRAD is a command oriented, viewpoint style study of the first half of the Second World War in the East. Your main maneuver elements are companies and platoons. The full range of TOEs of the period are under your command, from recon vehicles to Panzer regiments. 7 pre-built scenarios allow the players to get immediately into the game, but the heart of the simulation is a build-your-own routine that allows you to create scenarios simulating innumerable actions between German and Soviet forces. 2 may play, or the computer will play either side. Design and development by S. Newberg & S. St. John; art by J. Kula.

SIMULATIONS CANADA COMPUTER GAMES:

MALTA STORM, The Battle For The Central Med, Dec 1941 - Aug 1942.
MAIN BATTLE TANK: CENTRAL GERMANY, Modern Grand Tactical Combat.
KRIEGSMARINE, Tactical Naval Combat In The Atlantic, 1939-1944.
NORTHERN FLEET, Modern Naval Operations In The North Atlantic.
GRAND FLEET, Tactical Naval Combat In The North Sea, 1906-1920.
ROMMEL AT EL ALAMEIN, The Battles For Egypt, 1 July - 6 Nov, 1942.
IN HARM'S WAY, Tactical Naval Combat In The Pacific, 1943-1944.
MOSCOW CAMPAIGN, Typhoon & White Storm, 30 Sept 1941 - 13 Feb 1942.
LONG LANCE, Tactical Naval Combat In The Pacific, 1942.
TO THE RHINE, The Allied Advance In The West, 29 Aug - 14 Dec, 1944.
ROMMEL AT GAZALA, The Battles For Tobruk, 26 May - 27 June, 1942.
STALINGRAD CAMPAIGN, The Turning Point In Russia, Jun 1942 - Feb 1943.
KURSK CAMPAIGN, Operation Zitadelle, Summer, 1943.
OPERATION OVERLORD, The Invasion Of Europe, 6 June - 28 August 1944.
SEVENTH FLEET, Modern Naval Combat In The Pacific Ocean.
GOLAN FRONT, The 1973 Arab/Israeli War In The North.
BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1940-1944.
SIEG IN AFRIKA, The War In North Africa, 1940-1943.
FIFTH ESKADRA, Modern Naval Combat In The Mediterranean Sea.
FALL GELB, The Fall Of France, Spring 1940.
GREY SEAS, GREY SKIES, Tactical Modern Naval Combat.

NOTE PLEASE: Although most of our games are available for all major personal computer systems, in a number of the above titles the versions for the 16 bit computers (Amiga, Atari ST, IBMPC, & MacIntosh) are considerably more sophisticated and realistic simulations than the versions for the 8 bit computers (Apple II and C64/128), due to the greatly expanded capabilities of the larger systems.