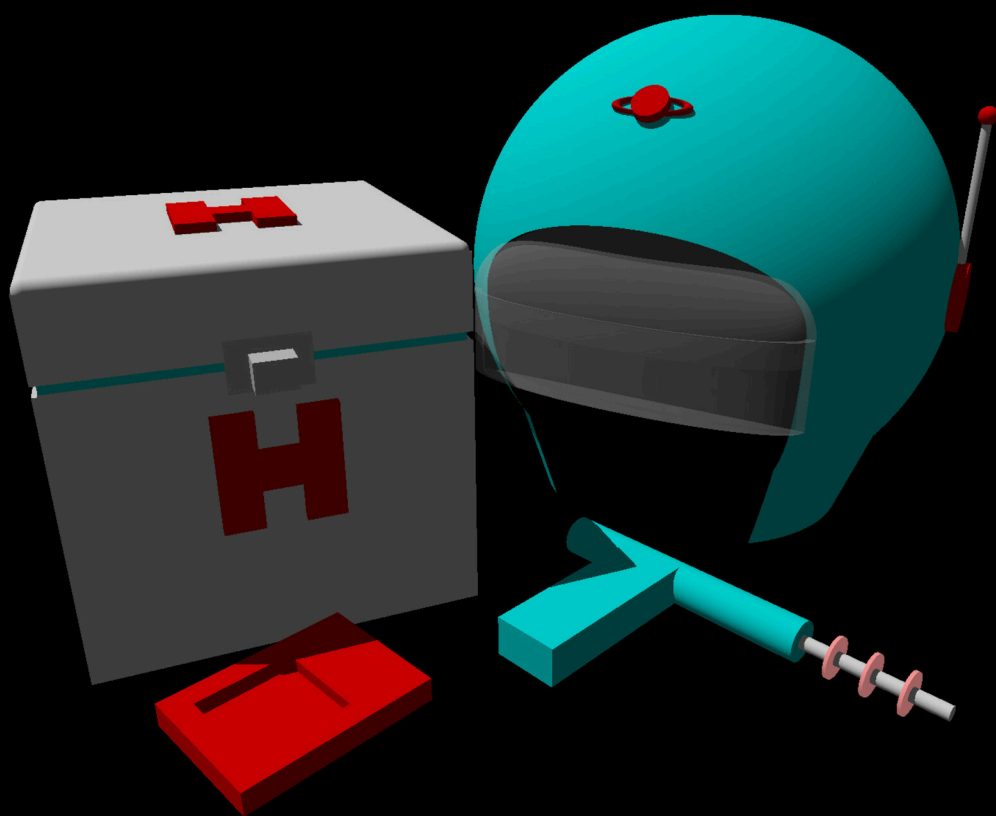


# STAR CADRE

COMBAT CLASS



USER MANUAL



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# Chapter 1

## Introduction

Greetings, cadet! It is three years since you entered the Star Academy. Your talents show you to be an excellent leader, and you're assured of a bright future commanding an elite squad of troops in missions of the utmost subtlety and importance. Your period of training is nearing its end, and soon you will be ready to go out into the field. All you need to do to qualify is to complete a number of missions in the combat simulator. Once you've completed these missions to an acceptable standard, your graduation is assured!

The combat simulator will provide you with a squad of four units, and assign you to one of a number of missions. On successful completion of each mission you will be given a score. You need to maximise your scores across all mission types in order to graduate, starting at the easiest level and progressing to the most difficult. No graduate has ever achieved 100% in all missions, but you should try to get as close to that as possible.

You can opt to be dealt random missions, with random units. Or you can select the mission yourself, and if you like, hand pick the unit types that you will command. You'll get more details on this process later. Good luck!

## 1.1 Installing the Game

The game runs on an IBM PC or compatible computer. It requires an 8088 processor or better, so it should run on anything from the original IBM PC to its faster clones. It supports CGA and Hercules graphics, and looks best when connected to an RGB colour or TTL or composite monochrome monitor. It requires 512k of memory.

Before playing the game you must install it either to another floppy disk or to a hard disk. This is because the program saves your scores, settings and progress, and the original disk is write-protected so your games could not be saved there.

To create a floppy disk to play the game from, have a formatted disk ready. Put the original game disk in your floppy disk drive (it is assumed your drive is drive **a:**) and type the following command at the **A>** prompt:

```
A> diskcopy a: a:
```

DOS will copy all the files from the original disk to your destination disk, prompting you to swap disks as and when necessary. If you want to copy the game to your hard disk drive, you should insert the original game disk into your floppy disk drive as before, but issue the following commands at the **C>** prompt instead:

```
C> mkdir \sccc  
C> copy a:\*.* \sccc
```

Once installed, you can put the original disk away in a safe place and run the game.

## 1.2 Starting the Game

If you installed your game to a floppy disk, insert the disk into your disk drive (assumed in this example to be **a:**), and type the following command:

```
A> sccc
```

If you installed the game to your hard disk, then you need to use the following commands instead (this example assumes that you installed to **c:\sccc** as above):

```
C> cd \sccc  
C> sccc
```

You will then see the *Cyningstan* logo and the game will start.

*Star Cadre: Combat Class* chooses what is hoped to be an attractive colour palette for the graphics. Some monitors might not display this palette as well as intended. If this is the case with your monitor, then you have two options. Firstly, you can play with the standard CGA palette of black, cyan, magenta and white by running the game with the **-p** option as follows:

```
A> sccc -p
```

Alternatively, you can run the game in monochrome mode. This is obviously a good idea if you have a monochrome display, and can be done with the **-m** option as follows:

```
A> sccc -m
```

*Star Cadre: Combat Class* plays music when it starts, and plays sound effects throughout the game. If these offend you, or you are playing in an environment where sound would be unwelcome, then you can use the **-q** option as follows:

```
A> sccc -q
```

This option can be combined with **-p** or **-m** as described above. To get the maximum enjoyment out of the game, though, it is recommended to run it without any of these options and experience the game as it was intended.





## Chapter 2

# Your First Mission

When you first start the game, you're presented with the title screen. There is a slight delay as a mission is prepared for you, and then you see the prompt *Press FIRE*. If you didn't use the **-q** parameter for quiet play, you should hear the title music.

Now would be a good time to discuss the game's controls. The game can be controlled entirely with the cursor movement keys (← → ↑ ↓) and the *fire* key, which is your choice of *Ctrl*, *Space* or *Enter*. Press your chosen *fire* key to proceed past the title screen.

After the title screen, *Star Cadre: Combat Class* dumps you straight into the action. You see the Player Turn screen. There are six different types of mission in the game, and one of them is chosen for you at random the first time you launch the game. The rightmost window is the Mission briefing, which tells you which of the missions you are attempting, and what you need to do to succeed.

Two of the missions, *Assassination* and *Annihilation*, involve killing units. Another two missions, *Hostage* and *Rescue*, require captives to be located and freed. And in the final two mission types, *Retrieval* and *Gathering*, you need to locate and collect one or more data cards.

In the middle of the screen is the Map window. There is a cursor, which starts out highlighting the entrance to the area. You can move the



Figure 2.1: The title screen.

cursor around using the cursor movement keys ( $\leftarrow$   $\rightarrow$   $\uparrow$   $\downarrow$ ) to examine the layout of the area. The map is different each time you play, so it can be useful to look around and familiarise yourself with it before you deploy your units.

The mission area contains rooms and corridors separated by automatic doors. Some rooms have furniture in them, like cabinets, chairs and tables. In a *Retrieval* or *Gathering* mission, take careful note of where the cabinets are located, as these might contain the data card(s) you're looking for.

To the left of the screen is the Unit stats window, showing the currently selected unit. In your first mission, your team has four units: a Medic, a Scout, an Auxilliary and a Soldier. To see the other units' stats, you'll need to use the *next Unit* option on menu. Now is a good time to introduce menu operation. To bring up the menu, press **and hold** the *fire* key. The menu appears at the bottom right. While holding the *fire* key, use the  $\uparrow$  and  $\downarrow$  keys to highlight an option. When the option you



Figure 2.2: The player turn screen, before any units have been deployed.

want is highlighted, in our case *next Unit*, release the *fire* key.

On selecting *next Unit*, the unit details in the Unit stats window will change. The cursor will also jump back to the entrance, as the unit has not yet entered the area. If the unit was already on the map, the cursor would jump to the unit's position. Notice that the *U* of *next Unit* is capitalised. This shows that *U* is the shortcut key for *next Unit*. Instead of bringing up the menu, you can just press *U* for the next unit instead. You can tell the shortcut key for any menu option by seeing which letter is capitalised in the menu.

Beneath the three windows already mentioned is the log window. As the mission progresses, the log window will contain messages telling you when units enter and leave the area, when enemies and hostages are spotted, and the results of actions like attacking, healing or freeing hostages.

## Understanding the Unit Stats

The Unit status window is quite complex so it's worth examining in detail. At the top you have the unit's name and class. Your team, as mentioned above, has one unit from each of the classes *Medic*, *Scout*, *Auxilliary*, and *Soldier*. These unit classes are described in detail in the *Appendices* section, but in brief:

- *Medic*: equipped with a medikit and usually a weapon, the medic is skilled in healing themselves and other members of the team. All missions are dangerous, and it's useful to have someone on hand to patch up wounds before they become fatal.
- *Scout*: skilled in stealth and in one or more types of combat, the scout can move about without being detected. It's often useful to have a scout creep into a large room or long corridor to gain advance warning of what enemies you might encounter there.
- *Auxilliary*: these units occupy a combat support role. They are armed with a laser pistol, and sometimes have a helmet or body armour. Auxilliaries are useful for close combat, as their laser pistol can be used at close range.
- *Soldier*: heavily armoured, the soldier will always have body armour and a helmet. They'll also have a Laser Rifle, a long range weapon that does a lot of damage but cannot be fired at close range. Use the Soldier to take out the strongest enemy units.

Beneath the class are the stats themselves: *Strength* denoted by the fist, *Agility* denoted by the foot, and *Endurance* denoted by the raised hand. Underneath these are current and maximum *Action points*, denoted by the arrow, and current and maximum *Health points* denoted by the heart.

The window below the stats shows the unit's skills. Each skill has a level from 1 to 6, with 1 being a beginner and 6 being an expert. Skills are allocated randomly according to class, with your team each having 12 skill points in total.

Below the skills is the unit inventory. The upper section shows the equipped items (head above, hands left and right, and body below). The lower section shows items carried in the unit's backpack; this should be empty at the start of the mission.

Once you've examined the map, and your team, it's time to bring them into the mission area. That's the subject of the next chapter.



## Chapter 3

# Deploying Your Team

To deploy your first team member on the map, ensure the cursor is highlighting the entrance. If you've moved the cursor away, you can easily find the entrance again: there should be only one door leading off the map. With the cursor at the entrance, select *Move* from the menu (shortcut key *M*). You'll see the unit appear in the doorway.

Before you can deploy another unit, you'll need to move the current unit out of the doorway and into the mission area. Move the cursor to an adjacent empty square, and select *Move* again. The unit should move away from the door, leaving the way clear for another unit to enter. Notice that *Action points* are spent entering and moving around the map.

To deploy the next unit, select *next Unit* from the menu. That unit's stats should be displayed in the Unit stats window, and the cursor should jump back to the entrance. Bring this second unit into the area the same way as you did the first unit. Then do the same for the remaining two units.

There shouldn't be any enemies in the first room, so you won't be immediately ambushed on entering. Your first turn is best used positioning your units ready for any attack. Try to make sure your ranged units, those with Laser Pistols and Laser Rifles, have a clear view of



Figure 3.1: All the player units are now on the map.

any doors leading from this first room. This will allow them to fire at any enemies coming into the room. If you have any units that are unarmed or who carry blades, you might want to position them adjacent to these doors, so they may immediately attack any enemy coming through.

It's useful at this point to detail the action point cost of movement. This is as follows:

- A move in one of the four cardinal directions north, south, east, or west, costs 2 action points.
- A move in a diagonal direction costs 3 actions points.
- A move through a door or over a chair costs an extra action point.
- A move over a dead or unconscious body also costs an extra action point.



- If the unit is carrying more than its carrying capacity (strength minus 2), every extra item adds 1 action point to the movement cost.
- If the unit is *cReeping* rather than *Moveing*, that adds an extra action point.

When deploying the units, try to leave them with at least 6, preferably 12, action points, at the end of the turn. A single attack costs 6 action points, and if the units have enough points remaining, they can use *Opportunity Attacks* to attack enemies that are sighted during the computer's turn. Opportunity Attacks are described fully in *The Enemy's Turn*.

Once your units are all deployed and ready for action, it's time to let the computer play. Select the *End turn* option from the menu (shortcut *E*) and sit back while the computer takes its turn.



## Chapter 4

# The Enemy's Turn

During the enemy's turn, you don't need to do anything. But you will probably want to watch the screen closely. While the computer plays, you will see reports of any attacks the enemy units make upon you, and any Opportunity Attacks you make on the computer.

Slower computers will take a significant amount of time to take their turn, but probably not as long as a human player would take. To reassure you that something is happening, there's a progress counter in the right-hand window, and if an enemy unit moves into view, you'll see it on the map.

### Opportunity Attacks

Although it's the computer's turn, your team will sometimes be able to act. If an enemy unit moves into the line of sight of one of your units, and that unit has 6 or more action points left, your unit can fire. If your unit is unarmed or has a knife, it can attack any enemy that moves adjacent. Your unit will continue to attack, at 6 points per attack, until it runs out of action points, or until the enemy is knocked unconscious. If you want to finish off the unconscious enemy, you can attempt to do so



Figure 4.1: The progress display as the computer takes its turn.

once it is your turn again.

The computer can take advantage of opportunity attacks during your turn in the same way. This is why the previous chapter advised you to deploy your units in the first room and leave them there; any unit popping its head into an adjacent room or corridor would risk immediate attack.

Once the computer units have all made their move, the computer turn is over, and it's your turn again. In your second and subsequent turns, you'll want to conduct your mission in earnest. This is the subject of the next chapter.

## Chapter 5

# Going on the Attack

If any enemy units are visible at the start of your turn, you probably want to examine them, and either attack them or retreat. To examine an enemy unit, move the cursor over to them and use the *Select* option from the menu (shortcut *S*). The unit stats screen will show their name and class, and the items they have equipped. Their stats, skills and the items in their backpack will be hidden.

If you want to shoot at the enemy, move the cursor to one of your units carrying a Laser Pistol or a Laser Rifle and use *Select* again. Make sure this unit is within sight of the enemy. Move the cursor back to the enemy, and use the *Attack* option (shortcut *A*). If your unit has enough action points, it will spend them shooting at the enemy. Remember that the Laser Rifle can't attack from an adjacent square; you need to be at least two squares away from the enemy.

If you want to attack the enemy using a blade or unarmed combat, you need to select your unit, and move it square by square up to the enemy. Then once adjacent, use the *Attack* option in the same way. Keep a careful eye on your action points as you do this; you don't want to walk right up to the enemy and have too few action points remaining to make the attack.

In either case, the result of the attack will be printed in the log



Figure 5.1: When viewing an enemy unit, their stats, skills and backpack contents are hidden.

window. It's up to you whether you attack again, assuming you have enough action points left. In some cases you might want to make a single attack and then retreat around a corner or through a door, perhaps to lure the enemy unit towards an ambush. These are the tactical decisions that make the game interesting.

## Sneaking Around

Scout units have a distinct advantage. If they move using the *cReep* option instead of *Move*, they have a high chance of not being detected. Creeping costs 1 extra action point, compared to normal movement. Once your scout attacks an enemy, though, the enemy becomes aware of the scout and fights back.

Creeping is especially useful against powerful enemies like those



Figure 5.2: Attacking an enemy unit.

armed with Laser Rifles. A scout can creep up to them and hit them at close range before the enemy fights back. And once the scout is adjacent to the enemy, they are safe from the Laser Rifle which can't be used at such close range. The enemy is reduced to hitting back using unarmed combat.

Note that other units can creep, too. All they need for a chance of success is the *Stealth* skill; the higher the *Stealth* skill, the more chance of creeping around unnoticed.

## Freeing Hostages

The *Hostage* and *Rescue* mission involve freeing hostages captured by the enemy. Hostages are physically tied up and cannot move until their bonds are cut. To do this, you need a unit with a knife. If you start such a mission without a knife, you'll need to find one in a cabinet, or

take one from a fallen enemy (see *Looting*, later).

To free a hostage, move your unit adjacent to them, and use the *Free* option from the menu (shortcut key *F*). Be careful of enemy units in the area; not only will they attack you, but once you free a hostage, they'll target the hostage too. It's probably best to take out any enemies in direct line of sight of the hostage before freeing them.

Once a hostage is freed, they become part of your team. You can move them immediately towards the exit if you want. Or, in a *Rescue* mission with multiple hostages, you might want to arm them with gear looted from enemies or cabinets, and have them help you finish the mission. Hostages with *Medicine* skill are especially useful if you can find a spare Medikit.

## Healing Up

Your units will sometimes become injured by enemy attacks, especially at higher difficulty levels. Sometimes injury will be enough to render your units unconscious. If you have a *Medic* on your team, or if you have anyone with *Medicine* skill and a *Medikit*, then you can revive your units.

A unit with an equipped medikit can self-heal. Assuming the current unit is the unit that wants to self-heal, ensure that unit is highlighted by the cursor and use *Heal* from the menu (shortcut key *H*). If successful, the unit will regain between 1 and 6 health points.

If a unit has no medikit, or is unconscious, then they will need to be healed by a conscious medikit-equipped colleague. Select that colleague as the current unit, and move them adjacent to the unit that needs healing. Highlight the injured unit with the cursor and use *Heal* from the menu. You can heal freed hostages too, as they are part of your team, but it isn't possible to heal enemies or unfreed hostages.

Healing costs 6 action points, or more if the healing unit is creeping or encumbered. A particularly competent medic (with *Medicine* skill at level 6) might sometimes apply healing so efficiently that there is no action point cost.



## Inventory, Looting and Sharing

The *Inventory* option on the menu (shortcut *I*) brings up your inventory, allowing you to browse your equipped and unequipped items. If you select *Inventory* while the cursor is on your current unit, or pointing at nothing in particular, then a cursor appears in your inventory window, allowing you to move around and highlight items.

You can loot a fallen enemy (whether dead or merely unconscious) by moving your unit adjacent, highlighting the enemy with the cursor, and selecting *Inventory*. A double inventory will appear, and you can move the inventory cursor freely between your own inventory on the left, and the enemy inventory on the right. You can similarly exchange items with one of your own team by moving adjacent and using *Inventory*. Finally, the same method allows you to open a cabinet and access any items stored in it.



Figure 5.3: Accessing the contents of a cabinet.

The inventory has its own menu with the following options:

- *Cancel*: don't do anything, used when you change your mind about doing anything with the item under the cursor.
- *Equip*: equip the item under the cursor.
- *Unequip*: put away the item under the cursor.
- *Transfer*: when accessing a cabinet or the inventory of an enemy, comrade, transfer the item to or from the cabinet, enemy or comrade. This is how you loot enemies and cabinets, and share items with comrades.
- *Drop*: when accessing your own inventory, drop the current item on the ground directly under your unit.
- *Close*: close the inventory and resume moving around the map.

When taking items, bear in mind the limits of your unit's strength. As mentioned in the section on movement, if your unit is carrying more items than it can handle (Strength - 2), movement, attacks and other actions will have a higher action point cost.

Now you're familiar with the various actions in the game, you can progress towards completing the mission. That is the subject of the next chapter.

# Chapter 6

## Completing the Mission

What you need to do to complete the mission depends upon the mission type. Once you're happy you've completed the mission, as described below, then you need to get your units (and any freed hostages) to the exit.

### The Mission Types

There are six different mission types, from which one is chosen at random for your first game. The objective of each is given in the *Mission* window, and is left there during your turn throughout the game. The missions are as follows.

- *Assassination*: find an individual named in the briefing, and assassinate them. You must ensure that they are actually dead, not just unconscious.
- *Annihilation*: kill as many of the enemies as possible. Just a single enemy counts as success, but your score will be higher the more of the enemies that you kill.

- *Hostage*: find an individual named in the briefing, and free them. For the mission to be successful, the hostage must leave the area safely.
- *Rescue*: like Hostage, but there are multiple hostages and you need to free as many as possible. The more hostages you free, the higher your mission score at the end.
- *Retrieval*: the team must find and retrieve a single data card and retrieve it safely from the area. The data card may be in a cabinet, or may be carried by one of the enemies.
- *Gathering*: there are multiple data cards on the level, and the team must find and retrieve as many of them as possible. The more cards are retrieved, the higher the mission score will be.

The speed with which you conduct the mission, and the health of your original team on completion, are figured into the score of all mission types, so you should attempt to conduct them as quickly and safely as possible.

## Leaving the Area

Once your mission is complete, you need to return your team and any freed hostages to the exit (which is the same as the entrance), and leave the area. When a unit is in the exit doorway, leave the cursor highlighting that unit, and use the *Move* menu option to leave.

Once all conscious team members and freed hostages have left through the exit door, you need to *End turn*, after which the game will be over. It's important during the mission to make sure at least one team member is still present on the level (and conscious), otherwise the game will be deemed to be over.

Once you've ended the game, the mission will be assessed for victory or defeat, and you will be shown the appropriate screen with the mission scores. These scores are explained in the next chapter.

# Chapter 7

## The Scores

Missions are scored on five different aspects, the weighting of which is dependent on the mission type:

- The health of your team. This is relevant in all missions, so it is a bad idea to sacrifice your units unnecessarily.
- The number of enemy units killed. This is only relevant in the Annihilation mission. In the Assassination mission, the kill isn't counted, as it is the difference between victory and defeat. In the other missions, killing isn't necessary, so kills don't contribute to the score.
- The number of hostages freed. This is only relevant in the Rescue mission. In the Hostage mission, freeing the lone hostage is the difference between victory and defeat. The other missions have no hostages.
- The number of data cards gathered. This is only relevant in the Gathering mission. In the Retrieval mission, retrieval of the lone data card is the difference between victory and defeat. The other missions have no data cards.

- The number of turns taken. This is relevant in all missions. There is a number of turns for each mission type that will give a 100% score for speed; the score will decrease as you take longer than this.

These scores are presented differently depending on whether you failed or succeeded at the mission.

## Defeat and Victory

If you didn't succeed at the mission, you will see the defeat screen. The scores on this screen show the absolute number and the potential maximum for each, such as the number of enemies killed and the number of enemies that exist. Weighting is irrelevant here, as failed missions don't contribute a score.

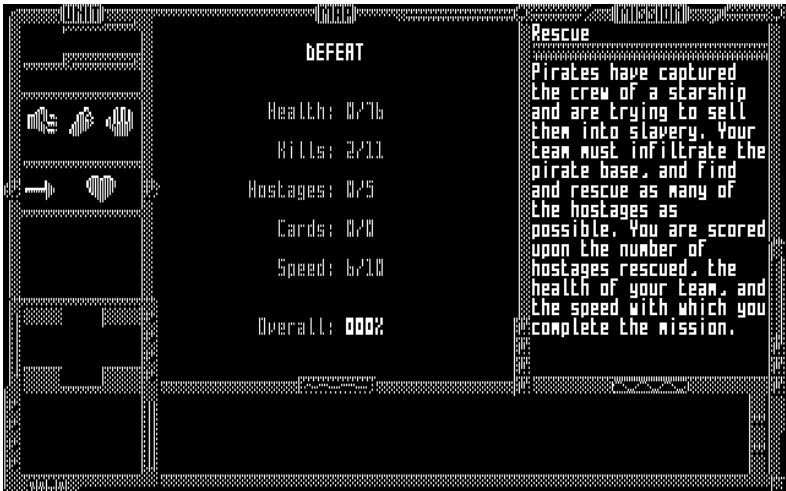


Figure 7.1: The various scoring categories after a defeated mission.

On a successful mission, you will instead see the scores as percentages, with uncounted scores listed as **N/A**. There's a combined percentage on the *Overall* line. If you're quick at mental arithmetic, then you might notice that the combined percentage isn't the exact mean average of the scores above. That's because the scores are weighted.

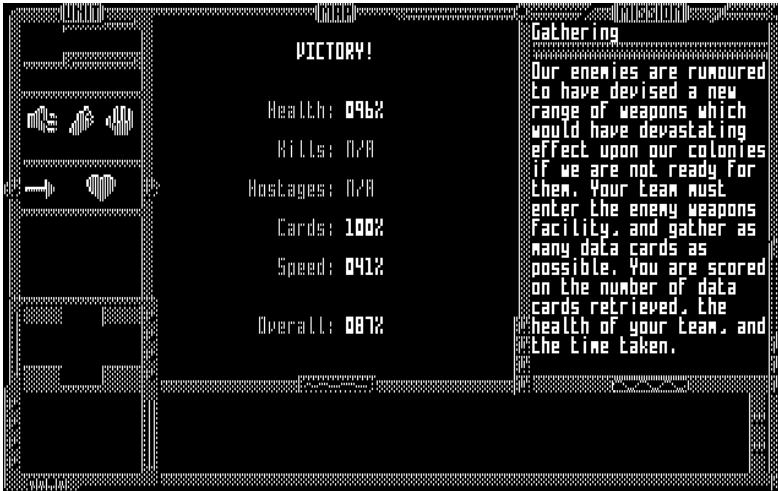


Figure 7.2: The mission scores upon successful completion.

Typically, a mission that requires you to kill, free or gather as many units/cards as possible will be heavily weighted on this aspect of your performance; the other missions will merely record the speed and safety with which you kill/freed/retrieved the single target.

If you lodged a successful score, you can use the *View scores* option from the menu (shortcut *V*) to see it highlighted on the high score table. Otherwise, you can start a *New game* or *Exit game* for now.

## The High Score Table

The high score table is a matrix of the highest scores you have achieved for each mission. There is a column for each difficulty level, and at the bottom of each column is an average score for all missions at that difficulty level.

SCORES	Easy	Fair	Hard
Assassination	014%	000%	000%
Annihilation	000%	000%	000%
Hostage	000%	000%	000%
Rescue	000%	000%	000%
Retrieval	000%	000%	000%
Gathering	000%	000%	000%
Average	014%	000%	000%

**Performance**  
 The object of the game is to achieve the highest average score you can, starting at Easy level and progressing through Fair to Hard levels. Incompleted missions are counted towards the average, so you need to attempt all six mission types at each level for the best score.

Figure 7.3: The high score table, with a newly-registered high score highlighted.

The 0% score for missions you've not completed is counted in the average, so your average score will start very low, even if you gained a high score for your first completed mission. To maximise this score, you need to complete each mission at least once for that difficulty level.



## Saving and Loading

A single mission is short, but you might still want to interrupt play when real life gets in the way. There is no specific “Save” option, but when you use *Exit game*, the game in progress is saved. When you next run *Star Cadre: Combat Class*, you will be returned to the exact point at which the game was saved.

This also applies when a game is over and you are viewing mission scores or the high score table: if you quit at that point, then the next time you run the game, you are returned to the screen from which you exited.



## Chapter 8

# Your Next Mission

When you have played your first game, and viewed the scores, you can start a game with the *New game* option on the menu (shortcut *N*). This option is available from almost all menus, so you can use it to abandon a game you consider lost.

When you start a new game, you're taken to the game configuration screen. The configuration of your first game was chosen for you, but now you're more familiar with the game mechanics, you'll better understand the options on the game configuration screen and set the mission parameters yourself.

*Level* is the difficulty level of the game. Initially set on *Easy*, it's recommended that you try to complete all the missions at Easy level before trying them at *Fair* or *Hard* levels. At Easy level you'll probably complete every mission without team losses. At Fair level, unit losses are more common. At Hard level, you will be lucky even on a successful mission for all of your team to make it out alive.

*Type* is the mission type. Initially set to *Random*, this chooses a random mission from the six mission types available. You might want to continue completing the missions in random order, but sometimes you'll be presented with a mission type you've already attempted or succeeded at. So you might instead want to set this to an explicit mis-

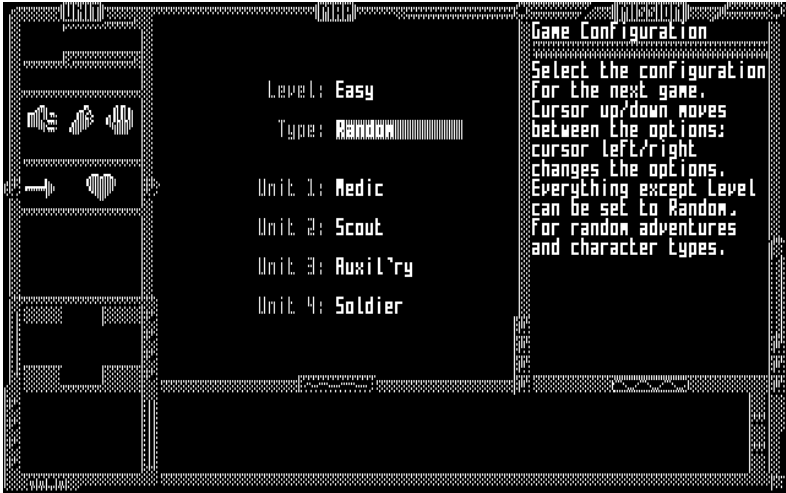


Figure 8.1: Configuring a new game.

sion type of your choice each time you start a new game.

*Unit 1.4* allows you to set the class of your team members. On your first mission, these were set to give you one of each unit type, to give you maximum flexibility in the face of an unknown mission type. If you've chosen an explicit mission type, then you might want to tailor the unit classes to those you think will excel at that mission. Alternatively, you can set some or all of the unit types to *Random*, to increase the variety of challenge. To maximise the challenge you could set difficult combinations, like sending a team of four Medics on an Annihilation mission.

When you're happy with the parameters for your next game, you can start it with the *Start game* option from the menu (shortcut key *S*). If you exit the game at this stage, the configuration will be saved, to be restored when you next run the game.

# Chapter 9

## Game Reference

This section of the manual has all the information of the game in reference form: the missions, the skills, the units, the items and the controls (including shortcut keys).

### Missions

There are six different mission types in the game. When starting a new game, you can explicitly choose the mission type, or leave the configuration at *Random* to allow the game to surprise you with a random mission type. An outline of the mission types has already been given (p.25). More information is given about the missions in the sections below.

At *Easy* difficulty, the number of enemies is weighted down towards 7, although it's still possible that as many as 12 enemies will be present. Each enemy in this mode has 6 skill points, compared to your team's 12. Once you are competent, you can generally expect to complete a mission without casualties at this level.

At *Fair* difficulty, the number of enemies is not weighted, so any number of enemies between 7 and 12 is equally likely. Each enemy

has 9 skill points. There is a reasonable chance that you will suffer casualties at this level of play.

At *Hard* difficulty, the number of enemies is weighted towards 12, although it's still possible to encounter missions with as few as 7 enemies. The enemies have 12 skill points, like your own units, making them highly skilled at combat. You will be lucky if you complete a mission at this level without casualties.

## Assassination

<i>Mission content</i>	<i>Score weightings</i>
	Health: <b>40%</b>
Enemies: <b>7-12</b>	Kills: N/A
Hostages: -	Freed: N/A
Data cards: -	Cards: N/A
Turns expected: <b>5</b>	Speed: <b>60%</b>

In an *Assassination* mission, your team must locate and kill the individual named in the mission briefing. The target must actually be killed, not merely rendered unconscious, in order to succeed at the mission. The mission is over once your surviving, conscious units leave the area.

The number of kills is irrelevant: if the target is not killed, the mission is lost; if the target is killed, the mission succeeds and is scored on team health and speed of execution. You can kill units other than the target, but it isn't necessary. Taking time to ensure irrelevant enemies are dead may impact negatively on your speed score, so if they attack you it is best to stop attacking them when they fall unconscious, since enemy units don't heal one another.

## Annihilation

<i>Mission content</i>	<i>Score weightings</i>
Health:	<b>20%</b>
Enemies: <b>7-12</b>	Kills: 60%
Hostages: -	Freed: N/A
Data cards: -	Cards: N/A
Turns expected: <b>10</b>	Speed: <b>20%</b>

In an *Annihilation* mission, your task is to annihilate the enemy. You must hunt down and kill as many enemy units as possible. It's not sufficient for scoring purposes to render an enemy unconscious; you need to continue attacking an unconscious enemy until the game reports your attack to be fatal.

This is the only mission type in which the number of kills is relevant to the score. It's possible to win by killing just one enemy and leaving, but as you can see from the score weightings above, this will not grant you an impressive score.

## Hostage

<i>Mission content</i>	<i>Score weightings</i>
Health:	<b>40%</b>
Enemies: <b>7-12</b>	Kills: N/A
Hostages: -	Freed: N/A
Data cards: -	Cards: N/A
Turns expected: <b>5</b>	Speed: <b>60%</b>

A *Hostage* mission requires you to find an important individual who has been captured, free them, and get them out of the area safely. The individual is named in the briefing, but they are also easily identified by being the only hostage found.

As with most other missions, enemy kills are irrelevant. The freed hostage in this mission is also irrelevant to the score, as freeing the hostage is the difference between scored victory and a no-score defeat. Your performance is therefore scored on team health and speed.

## Rescue

<i>Mission content</i>	<i>Score weightings</i>
	Health: <b>20%</b>
Enemies: <b>7-12</b>	Kills: N/A
Hostages: <b>2-9</b>	Freed: 60%
Data cards: -	Cards: N/A
Turns expected: <b>10</b>	Speed: <b>20%</b>

The *Rescue* mission is similar to the *Hostage* mission, except that there are multiple hostages to find and free. Success is guaranteed by freeing at least one hostage, but a decent score requires finding most of the hostages, freeing them, and escorting them safely out of the area. The total number of enemies and hostages is capped at 16 for performance reasons.

There are some subtle tactical differences between *Rescue* and *Hostage*. Where in a *Hostage* mission, freeing the hostage signals the time to leave, freeing the first hostage in *Rescue* is not the turning point, and so it becomes a valid strategy to make use of the hostage's skills in freeing the rest of the hostages. This does have to be balanced against the risk against the freed hostages' lives, though, especially at higher difficulty levels.

## Retrieval

<i>Mission content</i>	<i>Score weightings</i>
	Health: <b>40%</b>
Enemies: <b>7-12</b>	Kills: N/A
Hostages: -	Freed: N/A
Data cards: -	Cards: N/A
Turns expected: <b>5</b>	Speed: <b>60%</b>

In a *Retrieval* mission, your team must locate a data card with important information, take it and escape with it safely. The card is most likely to be in a cabinet, but may be in the possession of one of the enemies.



As with other single-target missions, retrieval of the card doesn't have an explicit score, but is the difference between failing or scoring at all.

## Gathering

<i>Mission content</i>	<i>Score weightings</i>
	Health: <b>20%</b>
Enemies: <b>7-12</b>	Kills: N/A
Hostages: -	Freed: N/A
Data cards: <b>2-12</b>	Cards: 60%
Turns expected: <b>10</b>	Speed: <b>20%</b>

The *Gathering* mission, like *Retrieval*, is about collecting data cards. But in the case of *Gathering* there are multiple data cards, so the team will not expect to leave on encountering the first data card. Instead the team will generally want to explore the whole level, neutralising any enemies encountered. There will be cards in the cabinets and in the possession of enemy units.

Most of the score comes from the number of cards collected, so it really pays off in a *Gathering* mission to try to find as many cards as possible.

## Units

All units, be they on your team, enemies, or hostages, have a unit class, and share the same collection of stats and skills. All are generated the same way, and operate according to the same rules. This section explains the makeup of your characters in detail.

## Stats

The statistics, or stats, define a character physically. There are three *physical* stats, and two *status* status. These will affect the player's per-

formance in general, unskilled, activities such as carrying, moving, and surviving injury.

The physical stats are *Strength*, *Agility* and *Endurance*. Each of these is a value between 2 and 12, similar to the range available by rolling two six-sided dice. The method of generation is different, though: the three stats are initialised to a particular value defined by the unit's class (see *Minimum Stats* in the *Classes* section later). Then the values are incremented at random until the total of them all is 21, to give an average of 7 for each stat. These stats have the following effects:

*Strength* is the physical strength of the unit. It contributes to the unit's maximum hit points. It also defines the number of items a unit can carry in total before being over-encumbered: the number of items is *Strength* - 2. Each carried item over this limit will cause the unit to expend an extra action point in movement, healing, attacking, and freeing hostages.



*Agility* determines the speed at which a unit can move and perform other actions. In this game it is synonymous with dexterity. It has only one effect, but an important one: agility is the sole stat that contributes to the unit's maximum action points. The higher your unit's agility, the more actions they'll be able to perform in a turn.



*Endurance* is the unit's capacity to absorb punishment. It contributes to the unit's maximum hit points. It also determines how resistant a unit is to falling unconscious when injured. When a unit's hit points are reduced to half the maximum, a roll of two six-sided dice is made; if the total is less than the *Endurance*, the unit remains conscious. A similar roll is made when healing an unconscious unit to see if it is revived.



The status stats are *Action points* and *Health points*, each of these having a current value and a maximum. The *maximum* values of these are determined by the physical stats, and remain the same throughout the game. The *current* values change, however.

*Action points* are spent as the unit moves, attacks, and performs other actions. The maximum value is  $14 + \textit{Agility}$ . The cost of movement is dependent on a number of factors



and has been given in detail already on page 14. Attacks, healing and freeing a hostage each cost 6 points (+1 if the unit is creeping). Inventory actions cost 1 point and include opening the inventory of another unit or cabinet, transferring an item, equipping, unequipping, and dropping or picking up an item. Action points are restored to the maximum value at the beginning of each turn.

*Health points* determine the state of the unit's health. The maximum value is  $7 + \textit{Strength} + \textit{Endurance}$ . When the current value is reduced to half of the maximum, the unit might fall unconscious (see *Endurance* above). When the value reduces to zero, the unit is dead and cannot be revived. Health is not revived automatically, but by using the *Heal* option.



## Skills

Some actions in the game require skill: shooting, blade and unarmed combat, healing, and creeping. How well a unit does these is determined by the unit's collection and level of skills. The six skills in the game are these:

- *Medicine*: the ability to heal oneself or other units.
- *Stealth*: the ability to move around unnoticed near enemies.
- *Heavy Firearms*: the ability to aim and fire a *Laser Rifle* accurately.
- *Light Firearms*: the ability to aim and fire a *Laser Pistol* accurately.
- *Blade Combat*: the ability to stab with a *Blade*.
- *Unarmed Combat*: the ability to fight without weaponry.

The level of skill ranges from 1 to 6. When performing a skilled action, two dice are rolled, and one or other must be equal to or less than the relevant skill level. A double 1 is always a success, even if

the character lacks the skill. A double 6 is failure, even for level 6 characters. This gives the following chances of success:

Level	Chance	Critical Success
-	1 in 36	-
1	11 in 36	-
2	5 in 9	-
3	3 in 4	-
4	8 in 9	-
5	35 in 36	-
6	35 in 36	11 in 36

Notice that levels 5 and 6 give the same chance of success; the only difference between them is the chance of a *Critical success*. The meaning of a critical success varies with the skill. With combat skills, a critical success means that an attack is fatal. With *Medicine*, it means the healing occurs with no action cost. Among the skills, only *Stealth* has no particular bonus for a critical success.


The skills are allocated when a unit is generated. A unit has 6, 9 or 12 skill points in total, dependent on class. A third of these (2, 3 or 4) are given to a *primary* skill. Another third are distributed randomly among the primary skill and a collection of *secondary* skills. The final third are distributed randomly among the *tertiary* skills. Primary and secondary skills for each class are given in the *Classes* section later. The tertiary skills are simply a set of all the skills in the game.

This allocation ensures that a character has the skills to achieve their primary purpose (e.g. a Medic will have a high level of *Medicine*), but it will also give characters some interesting quirks: a scout might have enough *Medicine* skill to provide first aid, or a soldier might have enough *Stealth* skill to sneak into a room and snipe a target before being noticed.

## Classes


An overview of the four player unit classes has been given already on 10. What follows is a detailed description of all six classes in the game: the four player unit classes, the enemies, and the hostages. In particular you'll learn how the units are generated, which will be useful when choosing unit classes for your missions.

### Medic

	<i>Min stats</i>		<i>Skills</i>
	Str: <b>2</b>	Points: <b>12</b>	
	Agi: <b>2</b>	Primary: <b>Medicine</b>	
	End: <b>7</b>	Secondary: <b>Lt Firearm</b>	<b>Blade Combat</b>
			<b>Unarmed Combat</b>

The *Medic* is indispensable on a dangerous mission, especially at the higher difficulty levels. When units are likely to get injured, the presence of a medic will allow your units to be restored to full health quickly. The medic has *Medicine* skill at level 4 or above. They will have some combat skills, probably including weapon skills. The medic will be equipped with a medikit, and a weapon appropriate to their highest weapon skill. There is also a chance that the medic will be equipped with a helmet and/or body armour for protection.


### Scout

	<i>Min stats</i>		<i>Skills</i>
	Str: <b>2</b>	Points: <b>12</b>	
	Agi: <b>7</b>	Primary: <b>Stealth</b>	
	End: <b>2</b>	Secondary: <b>Blade Combat</b>	<b>Unarmed Combat</b>

The *Scout* is very useful in gaining advance knowledge of enemy and hostage locations, allowing the other units to approach or avoid certain


rooms or corridors. A scout may also approach an enemy unawares and make the first attack. The scout will usually be armed with a blade, but occasionally a scout may be unarmed or carry a gun of some kind; this will be determined by the combat skills they have. The likelihood of being equipped with a blade makes a scout a good choice for hostage and rescue missions. A scout will not start the game equipped with a helmet or body armour, but they can make use of either if borrowed from colleagues or looted from defeated enemies.

### Auxilliary

	<i>Min stats</i>		<i>Skills</i>
	Str: <b>5</b>	Points: <b>12</b>	
	Agi: <b>5</b>	Primary: <b>Light Firearms</b>	
	End: <b>5</b>	Secondary: <b>Blade Combat</b>	
			<b>Unarmed Combat</b>

The *Auxilliary* is a second-rank combat unit trained to support soldiers and other units in completing the mission. Their use of light firearms allows them to shoot at long or close range, so they are a good choice for combat in both confined and open spaces. The auxilliary will be armed with a *Laser Pistol*, and may be equipped with a helmet and/or body armour.


### Soldier

	<i>Min stats</i>		<i>Skills</i>
	Str: <b>7</b>	Points: <b>12</b>	
	Agi: <b>2</b>	Primary: <b>Heavy Firearms</b>	
	End: <b>2</b>	Secondary: <b>Light Firearm</b>	
			<b>Blade Combat</b>
			<b>Unarmed Combat</b>

The *Soldier* is the backbone of any mission, and it is a good idea to have at least one on the team. They are strong, well armed and armoured. They will be equipped with a *Laser Rifle*, a *Helmet* and *Body*

*Armour.* Their only weakness is that, being armed with the laser rifle, they will not be able to fire at adjacent units. If they have *Unarmed Combat*, they can still fight adjacent units, otherwise they will have to rely on the support of an Auxiliary or other combat-capable colleague.

## Enemy


	<i>Min stats</i>		<i>Skills</i>
	Str: <b>2</b>	Points: <b>6, 9, 12</b>	
	Agi: <b>2</b>	Primary: -	
	End: <b>2</b>	Secondary: <b>Heavy Firearm</b> <b>Light Firearm</b> <b>Blade Combat</b> <b>Unarmed Combat</b>	

Enemies are a class of their own. There is no one primary skill for these units; instead, secondary skills take up two thirds of their skill points. This allows a variety of enemies to be generated. The different numbers of skill points reflect the mission difficulty level; on *Easy* level the enemies will have 6 skill points, at *Fair* 9 skill points, and at *Hard* 12 skill points like the player characters.

They are armed according to their highest weapon skill, and there is a chance that they will be equipped with a helmet and body armour. The stats and skills of enemies are not revealed to the player, and neither are the contents of their backpack inventories. Their equipped items are shown, though, giving you an idea about their combat skill.

Enemies are controlled by artificial intelligence, which further limits what they can do. Enemies do not take advantage of *Medicine* or *Stealth* skills, relying purely on their combat skills to provide a challenge to the player.

## Hostage

	<i>Min stats</i>	<i>Skills</i>
	Str: <b>2</b>	Points: <b>6</b>
	Agi: <b>2</b>	Primary: -
	End: <b>2</b>	Secondary: -

Hostages have no primary or secondary skills; their skill points are randomly distributed among all the skills in the game. This is largely irrelevant in a *Hostage* mission, where once the hostage is freed you will want to evacuate the area. But in *Rescue* missions, where the hostages may stick around to help, they may have skills that are useful to the completion of the mission.

Hostages are not controlled by artificial intelligence. At the start of the game, hostages are passive and do not move or attack. Once a hostage is freed, they become one of your team, and can move, attack, loot enemies and perform other actions like your original team members. So it's up to you to decide whether to evacuate hostages quickly or to use their help in completion of the mission.

## Items

There are seven items in the game, comprising weapons, armour, and other equipment. Each of them is described in this section.

### Medikit

An equipped *Medikit* is used to heal units. Any player unit or enemy with *Medicine* skill at level 4 or higher will be equipped with a medikit at the start of the game. Player medics will always have this, rarely other player or enemy units will be generated with Medicine 4 and will be equipped with a medikit.

Hostages carry no items regardless of skill level. A spare medikit can also be found in one of the cabinets.





## Blade

The *Blade* is a melee weapon and tool. When equipped, it allows a unit to stab an adjacent enemy. The amount of damage caused is the total of the highest two of three 6-sided dice; this is in the range 2..12 but tends towards higher values. A blade is also required in order to free hostages.



## Laser Pistol

The *Laser Pistol* is a small single-handed gun that can fire at close or long range. The amount of damage caused is the total of two 6-sided dice, in the range 2..12, tending towards 7. The Laser Pistol can be fired both at close and long range.



## Laser Rifle

The *Laser Rifle* is a large two-handed gun that can be fired at long range (2 squares or more). Its limitations are that it cannot fire at close range, and that it requires both hands to use; the offhand must be free and empty of items. The damage caused is the total of three 2-sided dice, in the range 3..18, tending towards  $10\frac{1}{2}$ .



## Helmet

The *Helmet* provides some protection from attack. The amount of protection is the lower of two 6-sided dice, in the range 1..6 tending towards 1. This value is subtracted from the damage caused by an enemy attack, before that damage is applied to the unit's health.



## Body Armour

*Body Armour* provides protection from attack. The amount of protection is the higher of two 6-sided dice, in the range 1..6 tending towards 6. This value is subtracted from the damage caused by an enemy attack, before that damage is applied to the unit's health.



## Data Card

The *Data Card* is a *macguffin* in this game. It has no use in and of itself, but it is the object a two of the missions: *Retrieval* and *Gathering*. When taking a data card into your inventory, you'll probably want to *Unequip* it so that it isn't occupying a hand, especially if your unit's weapon is the two-anded *Laser Rifle*.



## Controls

You only need to remember five controls to play this game: the cursor movement keys and a *fire* key. All other keys are shortcut keys, required only for convenience.

### Title Screen

These keys are active on the title screen.

Ctrl	<i>Fire</i> - interrupt the music and start the game.
Space	<i>Fire</i> - interrupt the music and start the game.
Enter	<i>Fire</i> - interrupt the music and start the game.

### Player Turn Screen

These are the keys active while taking your turn, with the exception of the inventory operations, which are described afterwards.

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
←↓↑→	Move the cursor around the map.
U	Select the next player-controlled unit.
M	Move the current unit to the highlighted square.
S	Select the unit under the cursor.
A	Attack the highlighted unit.
R	Creep to the highlighted square.
H	Heal the highlighted unit.
F	Free the highlighted hostage.
P	Pick up the item under the current unit.
I	Access the inventory of the highlighted unit or cabinet, or of the current unit.
E	End the current turn (requires confirmation).
N	Abandon the current game and start a new one.
Q	Quit the program, saving the current game.

---

### Inventory: Choose Unit

When accessing the inventory of a pile of dead or unconscious units, a small selector will pop up asking which unit you want to loot. The keys for this are as follows:

---

Ctrl	<i>Fire</i> - select the highlighted unit.
Space	<i>Fire</i> - select the highlighted unit.
Enter	<i>Fire</i> - select the highlighted unit.
↓↑	Move the cursor bar up or down.

---

### Inventory Browsing

When browsing the inventory, the following keys are active. When twin inventory screens are open, the cursor can be moved freely between them.

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
←↓↑→	Move the cursor around the inventory.
E	Equip an item; move it up to the equipped section.
U	Unequip an item; move it down to the backpack.
T	Transfer an item to the other inventory window.
D	Drop an item on the ground.
C	Close the inventory and return to map.

---

## Computer Turn

Controls are ignored during the computer's turn. You will have to wait until the computer has finished before you can do anything else.

## Victory Screen

When you have won the game, and you are looking at the final mission scores, the following keys are active. Note that once you proceed to the high score table, you will not see these mission scores again.

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
V	View the high score table.
N	Start a new game.
Q	Quit from the program.

---

## Defeat Screen

When you have lost the game, and you are looking at the mission scores, the following keys are active. Once you start a new game, you will not see these scores again.

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
N	Start a new game.
Q	Quit from the program.

---

## High Score Screen

If you have just achieved a high score, this score will be highlighted. The highlight is not a cursor and cannot be moved around. The keys active on the high score screen are these.

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
N	Start a new game.
Q	Quit from the program.

---

## Game Configuration Screen

When you start a new game, you see the game configuration screen. The keys used to configure the game are as follows:

---

Ctrl	<i>Fire - hold</i> this to access the menu.
Space	<i>Fire - hold</i> this to access the menu.
Enter	<i>Fire - hold</i> this to access the menu.
↓↑	Move the cursor bar up or down.
←→	Change the highlighted option.
V	View the high score table.
S	Start the new game.
Q	Quit from the program.

---



# Chapter 10

## Credits and Acknowledgements

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The title screen music is part of the Prelude in E minor, BuxWV142, by *Dieterich Buxtehude*, arranged for the PC speaker by *Cyningstan*.

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