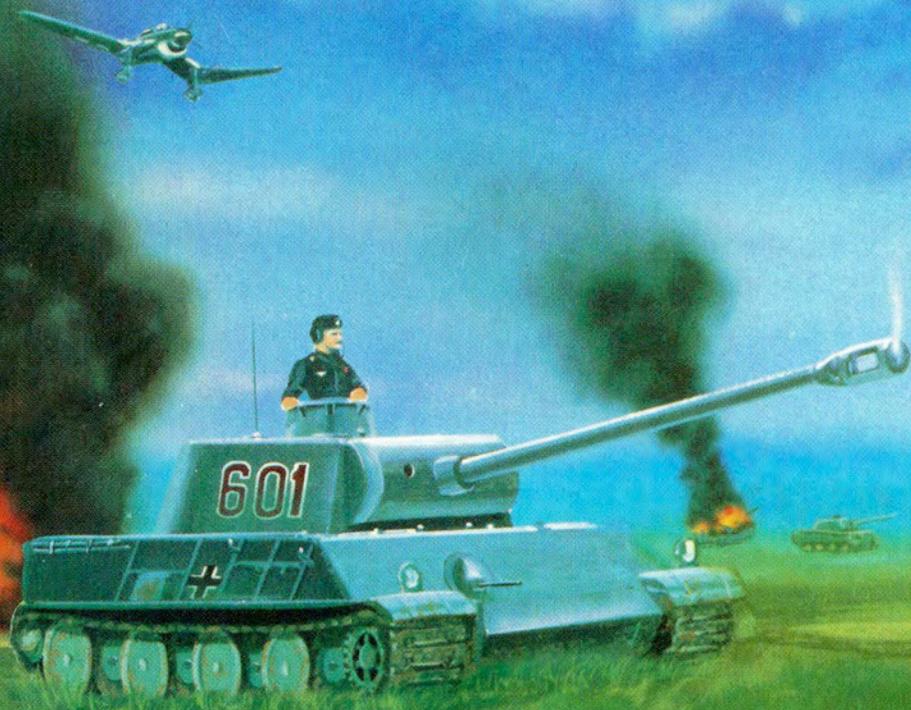


FIRE-BRIGADE

The Battle for Kiev • 1943

Dave O'Connor
Tony Oliver
Ben Freasier



© Pat Gillespie 1987



Made in Australia

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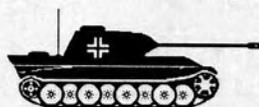
Game Components

Each game pack should contain this player manual, a map card, two orders of battle cards, a registration card, a version supplement (for non-Mac versions), a save-game label and a 3.5" master disk (plus an additional 5.25" disk with IBM PC versions). If any components are missing or defective we will replace them immediately. Please contact our nearest agents or our Australian office direct:

Panther Games Pty Ltd
PO Box 8
Hughes ACT 2605
Australia
Phone (062) 815150.

FIRE-BRIGADE

PLAYER MANUAL



By
Dave O'Connor
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In conjunction with AJJA, Australia

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Introduction

Thank you for purchasing Fire-Brigade, the computer simulation of the battle for Kiev in 1943. Please take the time to complete and post your **registration card**. Unlike the pirates, you will then be on our mailing list and eligible for direct discounts on game updates and forthcoming additional scenarios.

This player manual sets out the operating instructions for all versions of the game. However, it is based around the Macintosh version. So please consult the enclosed **version supplement** which sets out any differences specific to your version.

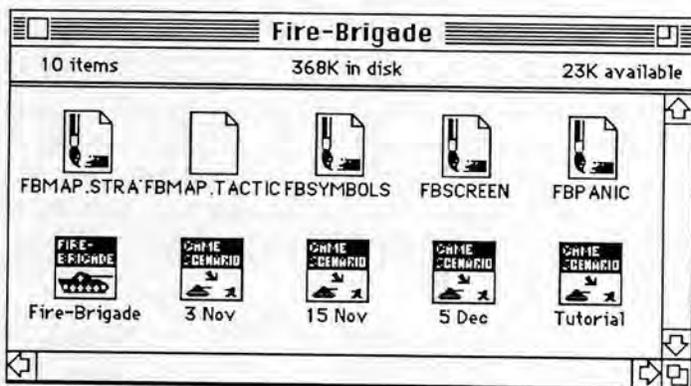
Fire-Brigade is **easy-to-learn**. We recommend you begin with the Introductory Tutorial. Playing the basic game, this should take about an hour, including reading time. Then try the tutorial using the advanced game. After that take command of either the German 4th Panzer Army or the Soviet 1st Ukrainian Front in one of the campaign scenarios. Refer to the Reference section for more details if you wish. The Reference section is organized alphabetically or use the index at the back to locate the subject you're looking for. If you're unfamiliar with military organizations, read the following section before playing the tutorial.

Fire-Brigade is a **command game**, played in daily turns. Each day begins with your briefing or Command phase, where you can access reports and give orders to your subordinate formations (Korps for the Germans and Armies for the Soviets). When you're through you activate the commencement of the Movement and Combat phase. You then sit back and watch your units move, overrun and fight their way towards their objectives. During the Movement phase you cannot directly influence events. Just as in reality, you will have to live with your decisions and wait for the reports to come in.

However, you do have the **support of a trained staff**, in the form of the computer. Your staff, will provide a full range of reports and will, if requested, present their own plan of action. They will keep track of all the bits of information and do all the book-keeping. They will keep you posted on the status of your own forces and provide realistic assessments of enemy strengths, deployments and intentions.

You decide just how involved you get. On the one hand, you can simply endorse your staff plan and let them run the battle. Or you can get really involved, changing your formation orders, objectives and frontage; allocating combat and logistic support; transferring and detaching units; adding replacements; committing air assets; and ordering formations to force-march.

Getting Organized



First things first - **make a back-up copy** of the Fire-Brigade (FB) disk. The disk is unprotected, but copying is only allowed for your personal use. By all means show a friend the game but giving them a copy is breaking the law and denying us the rewards we so truly and desperately deserve.

Systems & Finder. Fire-Brigade does not come with a Systems file or Finder on the disk. You will need your own. Fire-Brigade has been tested extensively with System 3.2/Finder 5.3 and with System 4.1/Finder 5.5. System 4.2/Finder 6.0/MultiFinder has not been extensively tested and we make no promises. Fire-Brigade has problems operating with Switcher.

The game disk is formatted to 400K and crammed full of files. There is over 20K of free space. This is used to temporarily store data required for saving a game. To play the game, you must have at least 20K of free space on your disk, regardless of whether its a 400K, 800K or 80Mg hard disk.

If you're using a hard disk, copy the contents of the FB disk into a folder on your hard disk. If you're running 800K drives, copy the FB disk onto an 800K formatted disk and add a System and Finder, if you wish.

If running 400K drives, create a separate start-up/saved game disk. Use the blank label enclosed in the game to mark it. Place a copy of the System and Finder on it and use it to store all saved games. If using only one drive, you will be asked to re-insert the start-up disk 6 or 7 times in the first turn. Thereafter, it will run on the game disk. When you quit or save the game, you will be asked to re-insert the start-up disk once or twice.

Hierarchical File System. While you can create separate folders for your scenarios and saved games, all other FB files must be located within the same folder as the FB application.

Mac II. The game runs perfectly fine on Mac II systems. However, colour is not supported. So select '2 colours' from the Monitor section of the Control Panel.

Military Organization

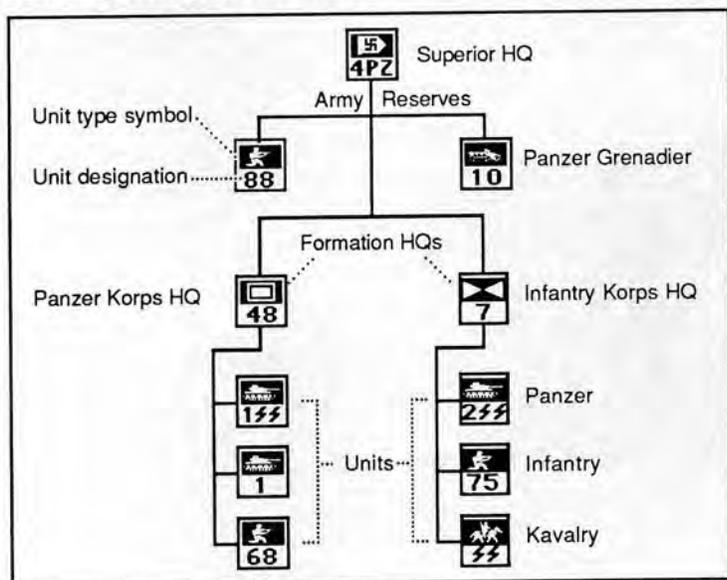
Fire-Brigade pits the forces of the German 4th Panzer Army against those of the Soviet 1st Ukrainian Front. Like all military organizations these are hierarchical structures. At the top and in command are the 4th Panzer Army headquarters (HQ) and the 1st Ukrainian Front HQ - referred to as the superior HQs.

Each controls a number of subordinate formations - Corps (or Korps) for the Germans and Armies for the Soviets. Each formation consists of its own HQ and a number of subordinate units - generally divisions for the Germans and corps for the Soviets. Despite the difference in titles these units equate for command purposes.

The main types of units are infantry (or rifle), armour (or tank/mech/panzer) and cavalry. Infantry units are equipped with rifles, machine guns, mortars and field artillery. Cavalry units are principally mounted infantry, supported by armoured cars, assault guns, and rocket launchers. Armoured divisions/corps consist of a mix of tank, assault gun, armoured car, self-propelled artillery and motorised or mechanised infantry sub-units.

Some units are detached from formations. Under the direct control of the superior HQ they form the Army/Front reserve. The superior HQ also controls the allocation to formations of a large number of specialist support units, represented in the game as combat and logistic support points.

The organization of each side at the start of each scenario is detailed in the Orders of Battle (ORBATS) cards. A full unit key is also provided.



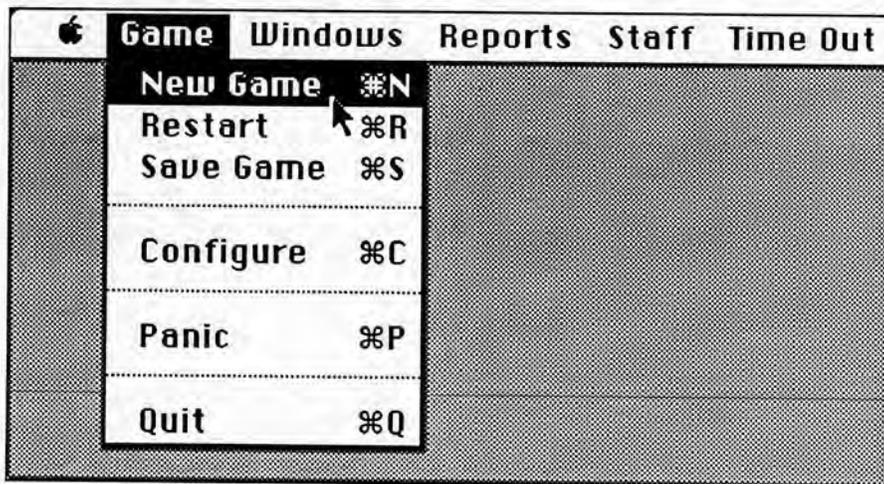
Tutorial

The tutorial is designed to walk you through the mechanics of the game. To start with, you will learn how to open a scenario and play the basic game version from start to finish. In the basic game you will look at reports, issue orders and objectives and transfer units: the computer staff handle the rest. Once mastered, we'll go through the tutorial again using the advanced game version, learning all the advanced features.

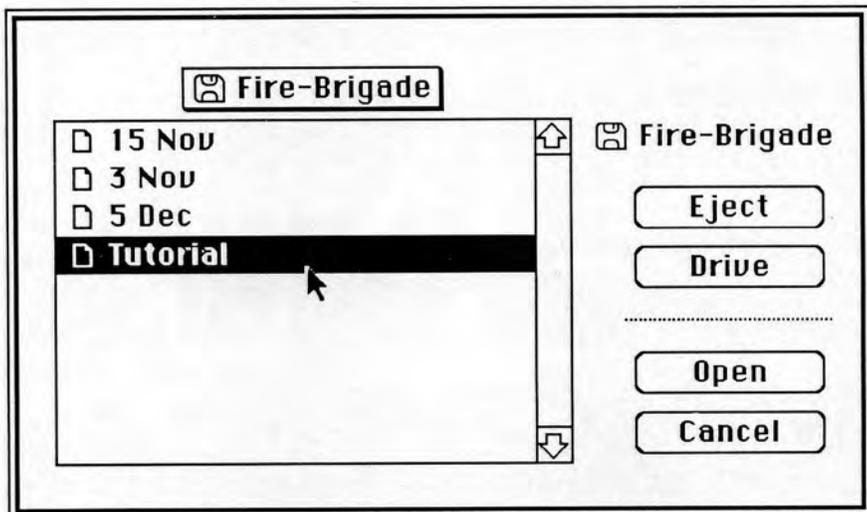
Starting the Tutorial

Turn on your computer and insert a start-up disk (ie. one with a systems application). Insert the Fire-Brigade (FB) disk in another drive, or if you only have one drive, remove the start-up disk and insert the FB disk. If using a hard disk, just power it on and insert the FB disk in the internal drive.

Open the FB disk icon either by clicking it and selecting 'Open' from the File menu or by double-clicking directly on it. Select the FB application in the same manner. The title screen will appear. Click the mouse and a blank screen will appear with just the menu bar at the top. Select 'New Game' from the Game menu. (Move the pointer to 'Game'; click; drag down to 'New Game' and release.)



The scenario box will then appear. Select 'Tutorial', either by double-clicking directly on it or by clicking once and selecting open. Loading the scenario may take some time, so don't panic.

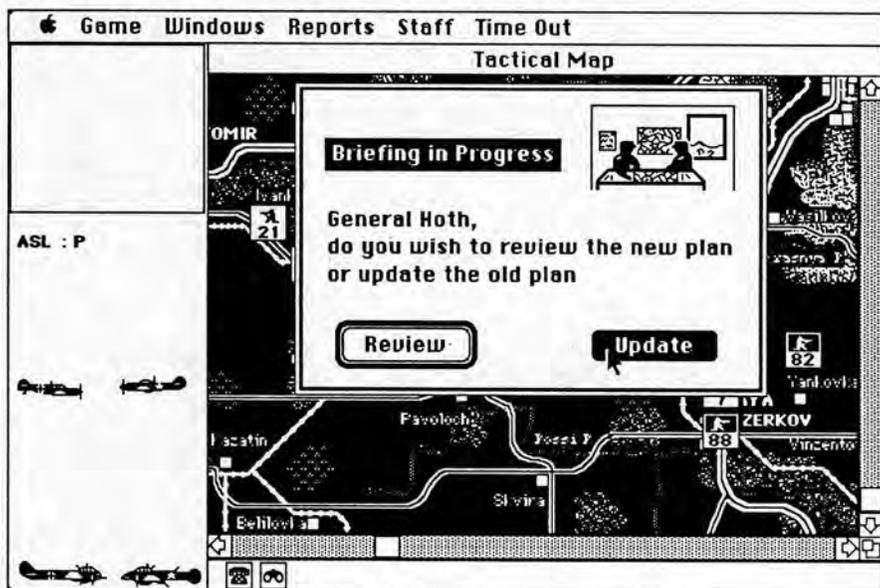


The 'Configuration Box' will appear already pre-set (or defaulted) for the basic game.

FireBrigade Configuration			
German Player		Soviet Player	
<input type="text" value="Hoth"/>		<input type="text" value="Datutin"/>	
Play	<input checked="" type="radio"/> Human <input type="radio"/> Computer <input type="radio"/> Remote	Play	<input type="radio"/> Human <input checked="" type="radio"/> Computer <input type="radio"/> Remote
Skill Level	<input checked="" type="radio"/> Recruit <input type="radio"/> Veteran <input type="radio"/> Elite	Skill Level	<input type="radio"/> Recruit <input type="radio"/> Veteran <input checked="" type="radio"/> Elite
<input checked="" type="checkbox"/> Show Enemy Units		Symbols	<input type="radio"/> Military <input checked="" type="radio"/> Icons
<input type="checkbox"/> Advanced Game		<input type="button" value="OK"/> <input type="button" value="Cancel"/>	

Select 'OK' or hit the 'return' or 'enter' key.

You're now into the game. After a second, the maps, display and briefing box appear and the screen should look as follows:



Playing Your First Turn

Each turn begins at 6 am, just before dawn, with the appearance of the 'Briefing' box, asking you to either review the new staff plan or update the old plan.

Selecting 'Review' means your staff will present you with a plan for the forthcoming day, based on their best assessments. They will select objectives and orders for your formations; commit air assets; allocate combat support; and determine logistic requirements.

Selecting 'Update' instructs your staff to maintain existing objectives, orders and support allocations. They will however, re-calculate logistic requirements, re-do air commitment and update the figures to reflect losses etc.

Whichever you choose, you will have the option of changing the plan if you wish.

For this first turn, select 'UPDATE'. The 'Briefing' box will disappear and the screen will look as follows:

Time/Weather Display Menu Bar Tactical Map Strategic Map (behind)

Game Windows Reports Staff Time Out

Time 6 : 00
15 Nov 1943

Weather
Temp warm
Air clear
Ground good

ASL : 62

Tactical Map

Information Display Palette ORDERS OBJ DET TFR Scroll Bars



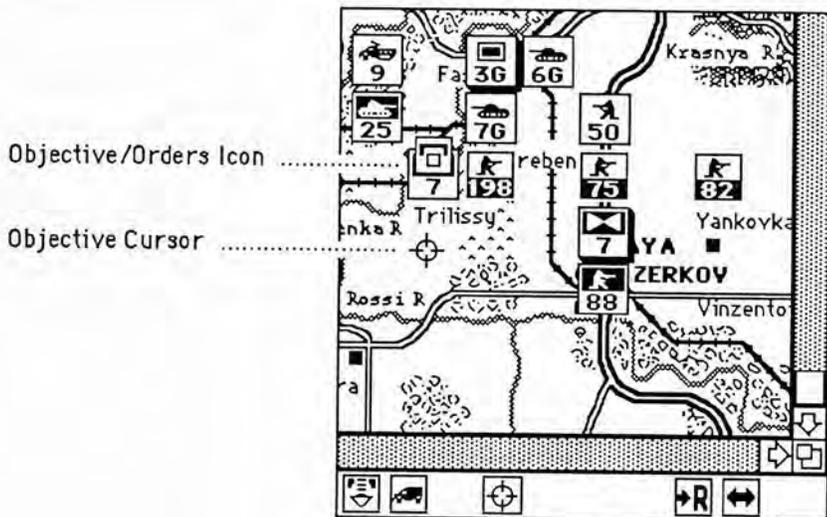
Let us first have a look at our own (or **friendly**) headquarters (HQs) and units. Select the operations (OPS) icon from the palette. When selected the cursor changes to a telephone and an "objective/orders" icon appears over the objective of each friendly HQ on the map. Select the 48th Panzer Korps HQ (not its obj/orders icon). It and its subordinate units will be highlighted and the HQ details will appear in the display. Do the same for the 25th Panzer Division and note that units have a slightly different data display. For full details refer to the Reference Section. Continue selecting friendly HQs and units until you're ready to move on.



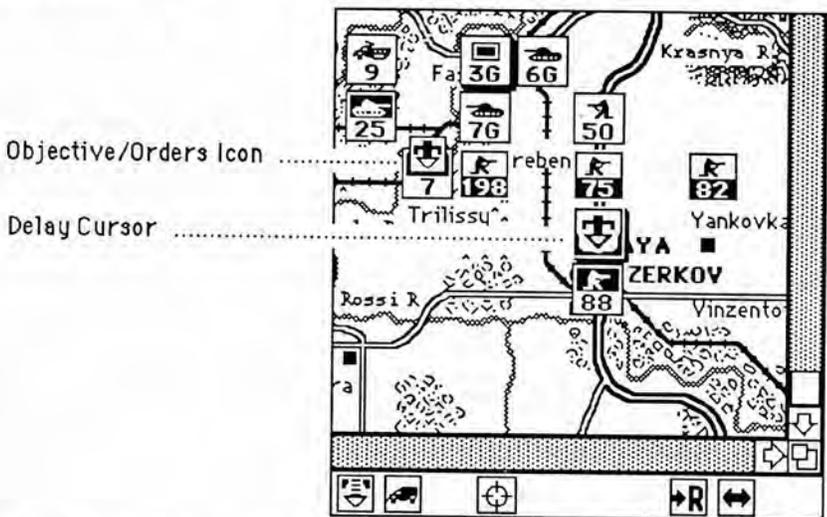
Select the intelligence (INT) icon from the palette. This functions in the same manner as the OPS icon but is used to access information on **enemy** HQs and units. Select any enemy HQs or units you wish to find out about.



Select the objective (OBJ) icon from the palette. Use it to change the objectives of your HQs. Select the 7th Korps HQ and drag the cursor to Trilissy (ie. north west of its current position at Belaya Zerkov) and release. (You may have to adjust the cursor's position slightly around the town's location.) The HQ's objective/orders icon now appears over Trilissy and the new objective is recorded in the display. The screen should look as follows :



Select the delay orders icon from the palette. Use it to change HQ orders to delay. Select the 7th Korps HQ (not its obj/orders icon) and the orders component of its objective icon will change to delay. The display will also record the new orders.



Start the Movement Phase, by selecting 'MOVE' from the 'Time Out' menu. In a great flurry of activity, units will move and where possible overrun (attack off the march) enemy units. A separate Combat Phase will be conducted automatically after all the units have moved and when night falls, the screen will invert and most units will hold and rest.

Playing Your Second Turn

Note the clock has ticked over to 6 am of the next day. A new turn has begun and the 'Briefing' box appears. This time select 'REVIEW'. Before doing anything else, let's have a look at the reports on what happened last turn.

First, select 'Strategic Map' from the Windows menu and the strategic or STRAT map will be brought to the front of the screen. You can now see at a glance the whole battlefield. All HQs are displayed but not units. Select 'Tactical Map' from the Windows menu and you will return to the Tac map. You can scroll the Tac map, both vertically and horizontally, using the scroll bars.

 Select 'VICTORY/PROGRESS' from the Reports Menu. Control icons will appear over the towns and cities, within the scenario boundaries, controlled by each side. The display details the current level of victory; the current and historical victory point totals; the number of friendly steps lost last turn; the number lost since the beginning of the scenario; the ratio of friendly to enemy steps lost last turn; the historical step-loss-ratio and the step-loss-ratio since the beginning of the scenario. To clear the maps of the control icons, click on any open space on the palette bar.


 Select 'AIR ACTIVITY' from the Reports menu. Interdiction icons will appear over each unit hit by German/Soviet air interdiction during the previous turn. No specific details of the strike are provided. However, by using the OPS and INT functions you can examine the current strength of the units interdicted. Units interdicted suffer one or two step losses.

 A bar chart indicating the relative commitment of opposing fighters and bombers will appear in the display, along with an estimate of what the air superiority level (ASL) is. If $ASL = P$, there is parity between the opposing air forces (ie. neither has superiority). If $ASL = G1$ or $G2$ or $G3$, the Germans have air superiority - the higher the number the greater chance of German ground support and air transport missions getting through and the less chance of Soviet missions getting through. If $ASL = S1$ or $S2$ or $S3$ the Soviets have air superiority.

 Select 'BATTLE' from the Reports menu. BATTLE icons will appear over the location of each battle fought last turn. Where the icon displays a German tank burning (ie. the tank is heading to the right) the result is a German defeat. Where the wreck is facing to the left the result is a Soviet defeat. A drawn result will be indicated as a defeat for your side. Select one and the details of who fought and the results are printed in the display. For full details see the Reference section.

 Now that we've checked up on what happened last turn, lets hot up the tempo. Change the 7th Korps' objective to Fastov (the rail junction north of Trilissy) and change its orders to assault by selecting the assault orders icon from the palette. Please note that if 7K HQ is more than 16km/10

Game Windows Reports Staff Time Out

Time 6:00
16 Nov 1943

Weather
Temp warm
Air clear
Ground good

	German	Soviet
Steps	1	5
Arm	high	med
Art	high	low
Air	high	med

Soviet
3RD GD RIFLE DIV
GROUP CHECKOVSKY

German
1ST SS PANZER DIV
48TH PANZER KORPS

Battle Report Display

Tactical Map

Outside Scenario Boundary

miles away (about the width of two units) the orders will automatically be converted to attack. See the Reference section for full details on conversion of orders.

Change the objective of 48th Panzer Korps to Group Checkovsky (with the OBJ cursor select the GpC HQ, which should be in or near Brusilov). Ensure 48PzK still has attack orders. 

Select 'FORCE-MARCH' from the Staff menu and select 48th Panzer Korps HQ. An asterisk (*) will appear after its orders in the display indicating that it will now force-march. When all other formations stand-down at night its units will continue moving and fighting. Of course they will fatigue quicker doing so. At the end of the turn the formation will automatically revert to 'Normal-March'. 

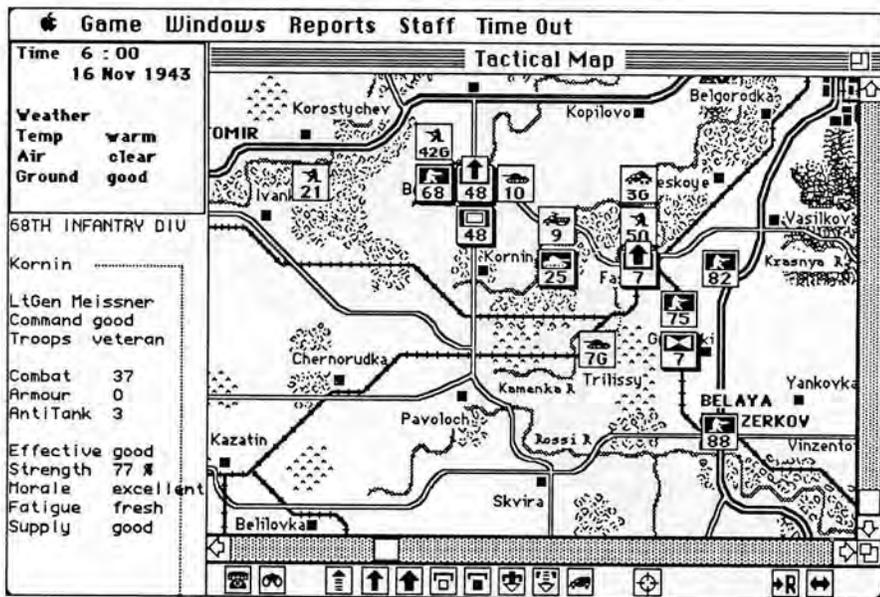
If you change your mind during the command phase select 'NORMAL-MARCH' from the Staff menu and then the formation HQ. The * will then disappear from the display. 

Select the transfer (TFR) icon from the palette; select the 88th Inf Div (located in Belaya Zerkov); drag to 7th Korps HQ and release. Note the unit display will change from 'unattached' to '7TH KORPS'. 

Select the 'DETACH/RESERVE' icon from the Staff menu. Select the 68th Inf Div (currently part of 48PzK) and drag the cursor to Kornin (16km/10miles south of Brusilov) and release. The unit display will indicate the 68th is now 'detached' to Kornin. The unit will endeavour to move to 

Kornin and, once there, hold until assigned to a new objective or attached to a formation.

The screen should now look like the one below (though some of the actual locations may be different).



Detached Unit Objective

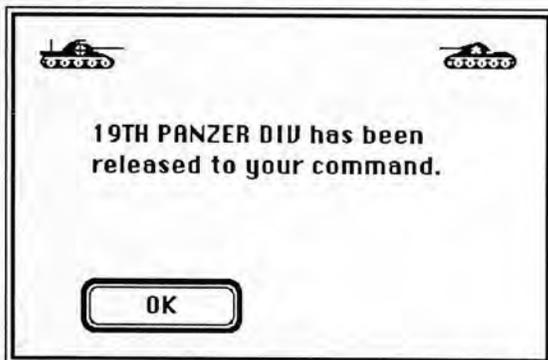
Select 'MOVE' from the Time Out menu and the whole process begins again. You're now equipped to play-out the remaining turns of the Tutorial scenario. Good Luck!

Recommended Sequence of Play. While you can execute functions in the Command phase in any order you wish, the following sequence is recommended:

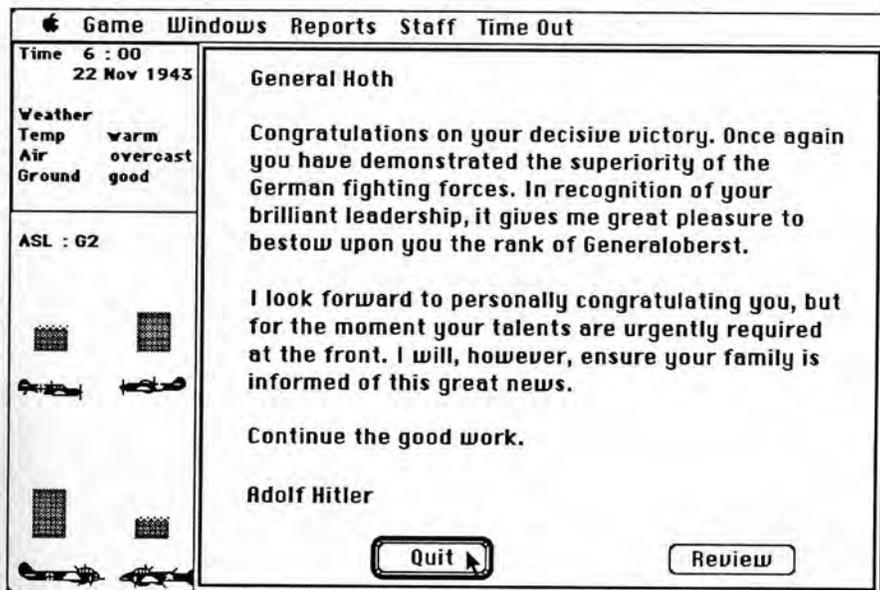
1. Examine Victory Reports
2. Examine Air Activity Reports
3. Examine Battle Reports
4. Assign Objectives
5. Assign Orders
6. Transfers/Detach Units

Scenario Boundaries. Please note that for the tutorial you can only select objectives within the nine sectors bounded in the top left by sector 2/3; the top right by sector 4/3; the bottom right by sector 4/5; and the bottom left by sector 2/5. Objectives outside this area are ignored by the computer.

Reinforcements. During the Movement phase of one of the next few turns you will be advised of the release of 19th Panzer Division. Click 'OK' or hit the 'Return' or 'Enter' key and the 19th Pz Div will appear on the map. In the subsequent Command phase transfer it to either the 7th or 48th Panzer Korps or detach it to some friendly town.



Ending the Scenario. The tutorial is scheduled to end immediately after the Command phase on the 22nd of November turn. An end screen will appear praising or admonishing you, as appropriate. Select 'Quit' and you will be returned to the desktop. Select 'Review' and you will be able to use the OPS and INT functions to examine the final situation. When finished, select 'Move' from the Time Out menu and you will be returned to the desktop.



Moving into Top Gear - the Advanced Game

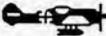
Once you've got the hang of the basic version, start a new Tutorial scenario. This time when the Config box appears check the 'Advanced Game' box and de-select the 'Show Enemy Units' box before selecting 'OK'. You will now be playing the advanced game, with full palette bar and access to all functions in the Staff menu.



Select 'Review' when the briefing box appears and make any changes you desire to formation orders and objectives. These and all other functions of the basic game are performed exactly the same in the advanced game.

Select 'AIR COMMITMENT' from the Staff menu and the 'Air Commitment' box appears.

Air Commitment

<p style="text-align: center;">Air Superiority</p> <div style="text-align: center;">  A 50% B 25 </div>	<p style="text-align: center;">Interdiction</p> <div style="text-align: center;">  50% 25 </div>
<p style="text-align: center;">Ground Support</p> <div style="text-align: center;">  90% 90 </div>	<p style="text-align: center;">Interdiction</p> <div style="text-align: center;">  10% 10 </div>

OK
Cancel

Key: A = % of the total points available to the Army/Front.
 B = points allocated this turn by staff.

Allocate more fighter points to interdiction by clicking on the bottom arrow. The number of fighter points assigned to air superiority will decrease as the number allocated to interdiction increase. The % figures will correspondingly change. To reverse the allocation, click on the top arrow. Holding down the mouse button continues the allocation until released.

Allocate bomber points in the same manner. Those allocated to ground support will be available for assigning to your formations this turn. Fighter and bomber points assigned to interdiction will conduct independent strikes against enemy units.

As the Germans have the edge in air superiority and are on the offensive, you can afford to allocate a few fighters and a measure of bombers to interdiction. This should cause some step losses on enemy units, yet still leave you in control of the skies with plenty of ground support. If the ASL (air superiority level) indicator in the display drops below parity you have allocated too many fighters.

When you are happy with your air allocations, select 'OK'. To revert to the original allocation select 'CANCEL'.

Select the combat support icon from the palette. Use this to allocate combat support points to HQs. Select the 7th Korps HQ and the 'Combat Support' box will appear.



Combat Support

7TH KORPS

<p>Armour</p> <p>3  17%</p> <p>5  4</p>	<p>Anti-Tank</p> <p>6  53%</p> <p>7  3</p>	<p>Engineers</p> <p>4  50%</p> <p>9  1</p>
<p>Field Artillery</p> <p>15  27%</p> <p>10  11</p>	<p>Heavy Artillery</p> <p>20  33%</p> <p>30  10</p>	<p>Rockets</p> <p>10  20%</p> <p>16  4</p>

Ground Support

<p>A 0  31%</p>	<p>C</p>
<p>B 45  11</p>	<p>D</p>

OK
Cancel

- Key:
- A = points assigned at the end of last turn.
 - B = points allocated this turn by staff.
 - C = % that 'B' represents of the total points available to the Army/Front.
 - D = points available for allocation from reserve.

Select the 7th Korps HQ again and the 'Logistic Support' box appears.

Logistic Support

7TH KORPS

Truck Transport

A20		24%.....	C
B17		23.....	D

Air Transport

0		0%
0		10

Supply Points

E26	
F24	

53.....**D**

OK

Cancel

- Key:
- A = points assigned at the end of last turn.
 - B = staff bid for truck point allocation this turn.
 - C = % that 'B' represents of the total points available to the Army/Front.
 - D = points available for allocation from reserve.
 - E = supply points on hand, after subordinate units have been supplied this turn.
 - F = staff bid for new supply point allocation this turn.

In the same manner as combat support, re-allocate trucks, supply and air transport. Please note that unlike all other support points, supply points (SPs) on hand (E) cannot be stripped from a formation. The total amount of SPs that will be available to a formation next turn will be the sum of figures E and F. This total can never exceed 50SPs.

The amount of SPs that can be bid for and hence allocated (F) directly depends on the amount of transport assigned. If you strip truck or air transport points away, the number of SPs bid for drops automatically. However, the reverse does not apply. If you strip SPs away, transport points will not be reduced automatically. In addition, no more than 60/90 truck points may be allocated to a German/Soviet formation. There is no limit on the number of air transport points.

Your logistic staff generally do a pretty good job of allocating transport and supplies. Where there's not enough to go around, priority will be given to those formations assigned to the most important objectives. If one of your formations is getting low on supplies, it is probably because its truck columns can't get through. If so, allocate all available air transport.

If a formation does not get enough supplies, its troops get hungry, its tanks run out of petrol and its guns run out of ammunition. Needless to say, its units will not fight very well and the HQ may even ignore your orders.

Click 'OK' when you're finished. Select 'CANCEL' to revert to the previous bid.



Select the frontage icon from the palette. Use this to change the frontage of each formation. Select 48th Panzer Korps HQ and the 'Frontage' box appears.

Frontage

48

48TH PANZER KORPS

Units		Frontage
<div style="margin-bottom: 5px;"> good</div> <div style="margin-bottom: 5px;"> good</div> <div style="margin-bottom: 5px;"> OK</div> <div style="margin-bottom: 5px;"> good</div>	<div style="margin-bottom: 10px;"> OK</div> <div style="margin-bottom: 10px;">.....</div>	<div style="margin-bottom: 10px;"><input type="radio"/> Narrow</div> <div style="margin-bottom: 10px;"><input type="radio"/> Medium</div> <div style="margin-bottom: 10px;"><input checked="" type="radio"/> Broad</div>
	Combat effectiveness	
	<div style="border: 1px solid black; padding: 5px; display: inline-block; margin-right: 20px;">OK</div> <div style="border: 1px solid black; padding: 5px; display: inline-block;">Cancel</div>	

All subordinate units are displayed along with their combat effectiveness. Select 'BROAD' frontage by clicking on the button next to it. The Korps will now try and cover a frontage of some 60km/35miles. A medium frontage is some 40km/25miles and a narrow frontage some 25km/15 miles.

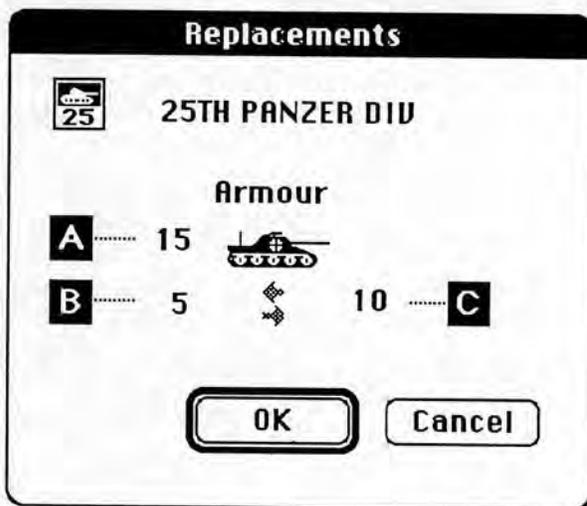
Use a broad frontage to sweep or cover a wide area. A narrow frontage is useful to concentrate your units for assault or defence, especially if they're not all that strong individually. Medium is the good all round frontage.

Click 'OK' when you're finished. Select 'CANCEL' to revert to the previous selection.



Select the replacements icon from the palette. Use it to add replacement points (RPs) to your units. Select the 25th Panzer Division and the 'Replacements' box appears. Click on the left arrow to allocate RPs to the unit. Click on the right arrow to re-allocate them back to the replacement pool. Click 'OK' and the display will update the unit's strength. The unit's morale may also be improved by the addition of replacements. If you click 'CANCEL' no RPs will be allocated.

Once you click 'OK', you cannot go back and undo your allocation - so be careful. (Commanders were loathe to return replacements.)



Key: A = maximum points that can be allocated this turn.
 B = points allocated this turn.
 C = points available for allocation from reserve.

If you don't allocate all available RPs, your staff will do so at the conclusion of the Command phase. Priority will be given first to elite unattached units, then to non-elite unattached units, then to elite attached units and finally to non-elite attached units.

Units with 'poor' or 'useless' effectiveness (as indicated in their display) should be either detached to a quiet area of the front, where your staff can allocate RPs to them automatically, or they should be allocated a large number of RPs as soon as possible. However, you will need to balance this against the need to maintain your principle fighting units - there is rarely enough to do both.

Another feature we have not touched upon, which is more useful in the larger campaign scenarios is your staff's ability to keep track of where an enemy unit was last seen. This is particularly useful if all of a sudden you can no longer see where his elite armoured units are.



Select 'Unlocated Enemy' from the Staff menu. Then click on the INT icon in the palette. An enemy unit, which is no longer displayed, will be highlighted in its last known location. Click again and it will highlight another such enemy unit. Keep clicking until a dialogue box appears indicating there are no more reports.

Select 'OK' and this feature will be de-activated. You can also de-activate this feature before you reach the last report by selecting 'Unlocated Enemy' from the Staff menu. Note the "✓" next to it disappears. Until de-activated the INT icon cannot be used for its normal function.

Recommended Sequence of Play

You can go back any number of times during the Command phase and re-allocate combat and logistic support, re-commit air assets, change orders and objectives etc. You can perform all these functions in any order you wish - it doesn't matter. Your staff will adapt to your method and style of command - which is more than can be said for many real-life situations.

For those who prefer to follow a set sequence, the following is recommended:

1. Examine **victory/progress** report
2. Examine **air activity** report
3. Examine **battle** report
4. Examine specific friendly and enemy HQs/units (using **OPS** and **INT**)
5. Examine **unlocated enemy** (if required)
6. Examine overall supply status (by selecting **LOG** on the Strat Map)
7. Assign **objectives**
8. Assign **orders**
9. **Force-march** selected formations
10. Commit **air assets**
11. Allocate **combat support**
12. Allocate **logistic support**
13. Determine **frontages**
14. **Transfer/detach** units
15. Add **replacements**

Reference

This section is organized alphabetically. Where possible headings correspond to the functions used in the game. If you can't find what your looking for, consult the index at the back of the manual.

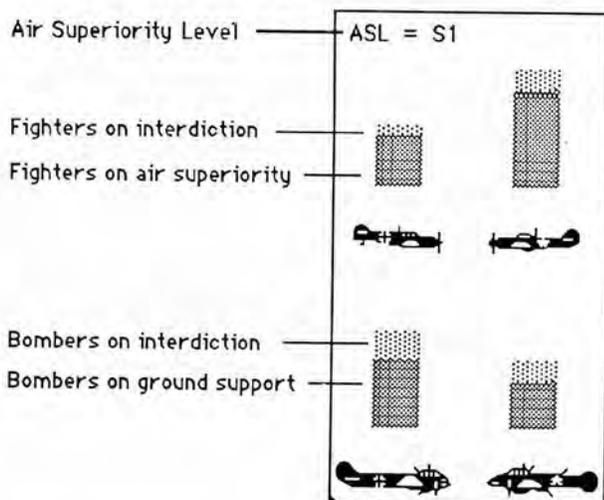
Air Activity Reports

To find out the level of friendly and enemy air interdiction last, turn pull down the 'Reports' menu and select 'Air Activity'. An interdiction icon will appear over each friendly or enemy unit significantly interdicted during last turn. No specific details of the strike are provided. However, by using the OPS and INT functions you can examine the current strength of the units interdicted. Interdiction strikes causes one or two step losses on the unit struck.

The display will also provide information on the level of friendly and enemy air activity this turn. Information on enemy air activity are estimates only.



Understanding the Display



Air Superiority Level (ASL). Indicates which side controls the skies above the battlefield. If ASL = P, there is parity between the opposing air forces (ie. neither has superiority). If ASL = G1, G2 or G3, the Germans have air superiority - the higher the number the more likely German bombers will get through to their targets and the fewer Soviet bombers will get through. If ASL = S1, S2 or S3, the Soviets have air superiority.

Interdiction. The more points you allocate to interdiction, the greater the number of strikes on enemy units (subject to air superiority). Each successful strike causes one or two step losses. These are highlighted in next turn's air activity report.

Ground Support. The more points you allocate to ground support, the more you will have available when allocating combat support to your formations. Ground support points are used to bombard enemy units. They conduct a separate bombardment to heavy/rocket artillery, but of course must get through enemy fighters first.

Air Commitment

Select 'Air Commitment' from the Staff menu and the Air Commitment box appears:

Air Commitment

<p>Air Superiority</p> <p></p> <p>A 50%</p> <p>B 25</p>	<p>↕</p> <p>↕</p>	<p>Interdiction</p> <p></p> <p>50%</p> <p>25</p>
<p>Ground Support</p> <p></p> <p>90%</p> <p>90</p>	<p>↕</p> <p>↕</p>	<p>Interdiction</p> <p></p> <p>10%</p> <p>10</p>

Key: A = % of the total points available.
B = number of points allocated.

Click on the top arrow to allocate more fighter points to air superiority. The number of points allocated to interdiction is automatically decreased by the same amount. Click on the bottom arrow to reverse the allocation. Do the same for bomber allocation. When you're finished, select 'OK' to confirm, or 'CANCEL' to revert to the previous allocation.

Each time you adjust the ground support allocation, your staff will automatically adjust the numbers of points allocated to your formations according to their objective priority. So it's best to do so before allocating combat support.

Basic Handling

Where possible use the normal procedures appropriate to your machine to handle the basic functions. Please consult the owner's manual for your computer, if unfamiliar with procedures on how to turn on your machine; insert a disk; open a file; use the mouse; select an item in a dialogue box; save a document etc.

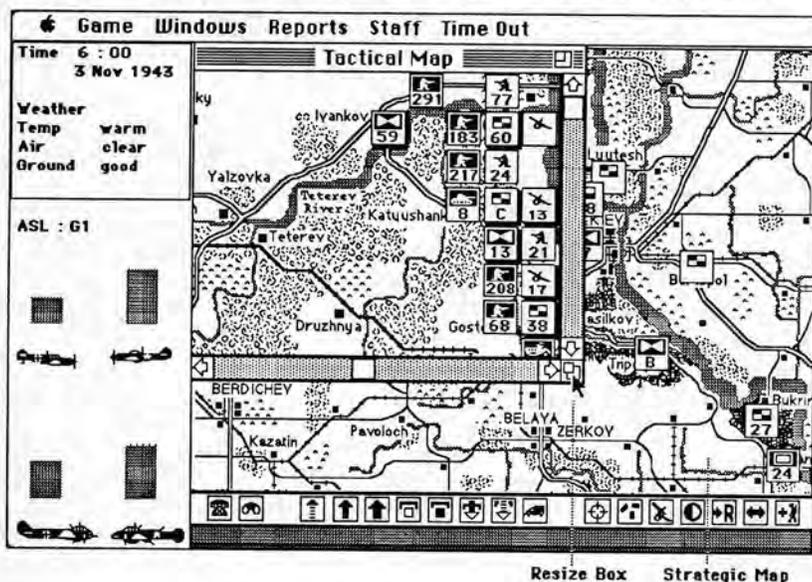
Accessing and Manipulating the Maps

How the Hell do I get to that Strategic Map ?

You can access the strategic map by clicking directly on any visible portion of it. Alternately, you can select 'Strategic Map' from the 'Windows' menu. The active window will always come to the front of the screen.

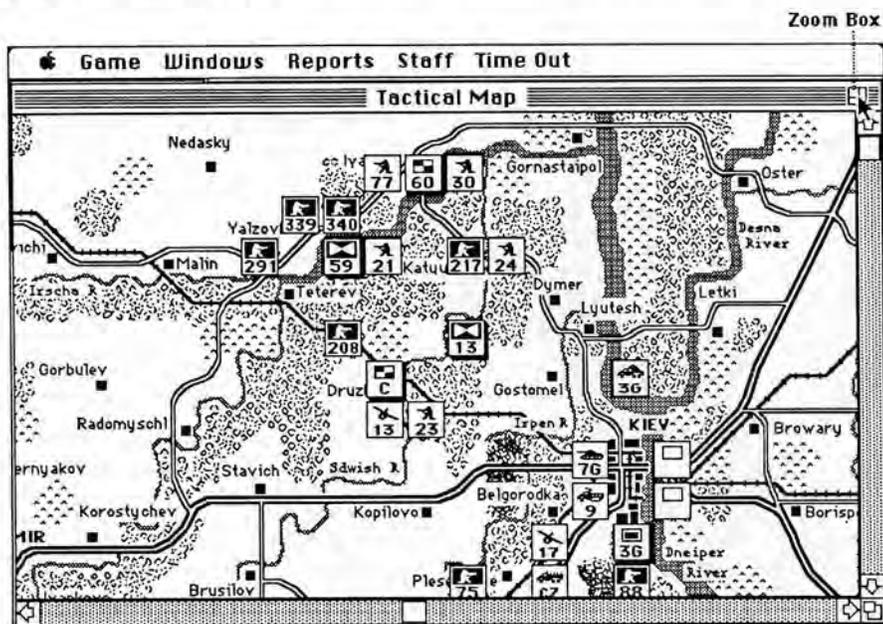


You cannot reposition or resize the strategic map. However, you can with the tactical map. To reposition, click on the top bar of the tactical map window; hold down and drag the window to wherever you like; and



release. To resize, click on the size boxes in the lower right corner of the window and drag left or right, up or down to shrink or increase as you wish.

By clicking on the zoom boxes in the top right hand corner of the window, it will either expand to its fullest, within the screen size available, or revert to its former setting, if smaller. (Note this function is not available on Macs with 64K ROM.)



The tactical map can be scrolled vertically and horizontally using the scroll arrows, scroll bars or scroll boxes in the normal manner. For small adjustments, use the scroll arrows. For larger adjustments, click on the scroll bar or drag the scroll boxes.

If you position the tac map over the display, select 'Display' from the Windows menu to bring it to the front or click on any visible portion of the display. This can get quite annoying after a while so it is recommended you don't overlap the display.

Selecting an Item from the Menu Bar

With the mouse, move the cursor to the desired title on the menu bar; click; hold and drag to the desired menu item and release. Note that as you drag past each item of the menu, it will be highlighted. Certain menu items, when activated, will be indicated by a "✓". To de-activate these functions, de-select them using the same procedure.



Selecting an Icon from the Palette

Position the cursor on top of the desired icon and click once. The cursor will change to that of the icon selected. Note that until de-selected, only the functions relevant to the icon can be performed.



De-select a palette icon by clicking on an open space of the palette bar; selecting any other icon from the palette or any item from the 'Staff' menu.

Selecting a HQ or Unit from the Map

To select a HQ or unit, position the cursor on top of its icon and click once. The selected HQ or unit will be highlighted (ie. inverted). If clicking on a stack (indicated by the shadow) the top icon or unit will be selected. To select another unit from the stack continue clicking until the desired unit is cycled to the top.



Battle Reports

Select 'Battle' from the 'Reports' menu and a battle icon will appear over the location of each battle that occurred last turn. Click on a battle icon and its relevant information will appear in the display. Clicking on another battle icon will refresh the display. When you're finished, de-select by clicking on any blank space of the palette bar.



Please note that battle reports are not available in the first Command phase of a new or saved game.

Battle reports cover only normal combats, resolved during the Combat phase at 1800hours each day. They do not cover overrun combats, which occur during the Movement phase. Determine the number of steps lost in overruns, by subtracting the number lost through battle reports from the total lost that turn, as recorded in the Victory/Progress display.



German defeat



Soviet defeat

Understanding the Display

		German	Soviet
Steps Lost	Steps	4	1
Armour Commitment Level	Arm	med	high
Artillery Bombardment Level	Art	low	high
Air Bombardment Level	Air	low	med
Side without Initiative	German		
Units involved	20TH PZ GREN DIV		
	75TH INFANTRY DIV		
Side with Initiative	Soviet		
Units/HQs involved	CZECH MOT BDE		
	5TH GD TANK CORPS		
	38TH ARMY		
	17TH ARTILLERY DIV		

Steps Lost. The number of casualties suffered. Each step lost represents about 150 - 400 men killed, wounded or captured; 4 - 10 tanks/assault guns; 9 - 24 anti-tank guns; and/or 1 - 6 guns destroyed. The exact amount varies from unit to unit. Each step equates to one point of combat value, before any morale, fatigue or supply modifications are taken into account.

Armour Level. The amount of tanks, assault guns and anti-tank guns committed by that side, both from units and support points. There are three levels - low, medium and high.

Artillery Level. The intensity of preparatory bombardment from heavy and rocket artillery. There are three levels - low, medium and high. Artillery and rocket divisions will also bombard. Artillery bombardment is conducted and casualties inflicted before the ground units conduct their assaults.

Air Level. The intensity of preparatory bombardment from ground support bombers. There are three levels - low, medium and high. Air bombardment is conducted separately and prior to artillery bombardment.

Apart from causing step losses, **bombardment** may disrupt units. **Disrupted** units have their combat, armour and anti-tank values halved; cannot take on replacements and cause command and control problems. They recover at the end of the next Command phase.

Initiative. Indicates which side initiated or began the battle. Where both sides were attacking (a meeting engagement), the side with the higher command rating and troop quality will be more likely to get the initiative. Otherwise, the attacker gets the initiative.

Combat

There are two types of combat - overrun and normal combat.

Overruns are simply attacks conducted off-the-march. As such, they are conducted during the Movement phase. They use the same procedure as normal combat, but severe modifiers apply to the allocation of combat support - these modifiers tend to favour the attacker.

When a unit's advance is blocked by an enemy stack, it will attempt to conduct an overrun. The chance of doing so depends on the initial odds (ie. the odds based on the combat and armour/anti-tank values of the units involved). If the unit fails it may attempt to move elsewhere or more than likely will prepare for and conduct a normal combat, which will be resolved at the end of the day around 1800 hours.

Normal Combat. Units adjacent to enemy units consult their formation orders and determine whether they will attack or defend. Units whose formation orders are hold, defend, delay, withdraw or travel have a good probability of converting attacks into probes. As such their combat value will be reduced and they will not be allowed to advance after combat.

Formation HQs then determine the priority of all combats involving their units and allocate direct support accordingly (ie. armour, anti-tank, engineer and field artillery points). Heavy artillery, rocket and ground support points are allocated to targets; air superiority and flak effects resolved; air then artillery/rocket bombardments conducted; casualties inflicted and units disrupted if appropriate.

Initiative is awarded to the attacker or randomly if both sides are attacking. Raw odds are determined by comparing the total combat value of participating units and direct support points, applying modifiers for rivers and disruption. Final odds are determined by applying shifts for the effects of terrain, engineers assaulting towns/cities, and for armour and command ratios. Initial steps lost are then determined; morale checks undertaken; retreats and subsequent advance after combat conducted; and final losses applied.

Terrain Effects. Woods and towns provide the defender with a shift in their favour (ie. -1). Marsh, rough and city provide -2 shifts. The combat, armour/anti-tank values of units attacking across rivers are halved (.33 across the Dneiper).

Armour Effects. The side with initiative compares its 'armour' total to that of the other. If the result exceeds 1.5:1, a +1 shift is awarded; if $\geq 2:1$ a +2 shift; if $\geq 3:1$ a +3 shift and if $\geq 4:1$ a +4 shift. If $\leq 1:1.5$ a -1 shift is awarded and if $\leq 1:2$ a -2 shift. For the side with initiative, only half its anti-tank values count towards the 'armour' total. The other side receives the full benefit of its anti-tank. Note that each armour/anti-tank point has a combat value of one, but an armour/anti-tank value of two.

Combat Support

-  Select the 'combat' icon from the palette; select the desired HQ and the combat support dialogue box will appear.

Combat Support

7TH KORPS

Armour			Anti-Tank			Engineers		
3		17%	6		53%	4		50%
5		4	7		3	9		1
Field Artillery			Heavy Artillery			Rockets		
15		27%	20		33%	10		20%
10		11	30		10	16		4
Ground Support								
A	0		31%	C	<input type="button" value="OK"/>	<input type="button" value="Cancel"/>		
B	45		11	D				

- Key :
- A = points already assigned at the end of last turn.
 - B = points allocated this turn by staff.
 - C = % that 'B' represents of the total points available to the Army/Front.
 - D = points available for allocation from reserve.

To increase the number of points allocated, click on the left arrow. To decrease the number allocated click on the right arrow. Holding down the mouse button will continue the process.

You cannot allocate more points than are available in the reserve, nor re-allocate more points to the reserve than you started with. Points originally assigned (A) that are re-allocated to the reserve are not available for allocation to other formations until the following turn. You can change your mind at any time during the 'Briefing' phase by repeating this procedure. The computer will keep track.

When finished, select 'OK' and the dialogue box will close. You can now select another HQ and repeat the procedure. Select 'Cancel' to revert to the previous allocation.

Command Control

Maintaining effective command control over your formations and units is vital to winning any battle. This is very true in Fire-Brigade. All HQs have a **command rating** which measures the effectiveness of the commander and his staff.

The command rating determines the optimum number of units a formation can control and the optimum number of subordinate HQs and unattached units a superior HQ can control. If more units are attached to a formation than it can handle, things start going wrong with its ability to process orders and allocate support. As is to be expected, such HQs will make up excuses like 'your orders arrived too late' etc. When this occurs reduce the number of units under command.

Formation HQs also have a **command range** (around 30km/20miles) beyond which they cannot exercise effective control over their units. Units that are beyond their HQ's command range are **out of command**. As such, they cannot receive combat support and will endeavour to move back towards the last known destination of their formation HQ.

If a unit is out of command and cannot trace a line of communications through enemy controlled territory back to its controlling HQ, it will become **isolated**. This is not good. Isolated units lose their zones of control (ZOC)(ie. the 8km/5mile area surrounding it); cannot receive combat support, supplies or replacements and will endeavour to move back towards their formation HQ. Isolated units are denoted by an asterisk (*) next to their HQ's name in the unit display. (Note, this * could also mean they are disrupted or have taken on replacements).

Configuration

The 'Configuration Box' appears automatically after selecting a scenario. You can alter the pre-set (or defaulted) options by selecting the respective radio button or hollow box. You can even change your name.

You can also change the configuration during play by selecting 'Config' from the Game menu. You can do so during a Command phase or call 'Time Out' and do so during the Movement phase. If you're playing another "human" you cannot change sides or alter skill levels, without first saving the game. You will also not be allowed to select 'Show Enemy Units'. It's not that we don't trust you!

Entering Your Name

Click in the name box and drag over the pre-set name. Type in any name you like for the commanders of the respective sides. The text can be no longer than 15 characters.

Fire Brigade Configuration			
German Player		Soviet Player	
Do Again Dave		Stonewall Tony	
Play	<input checked="" type="radio"/> Human <input type="radio"/> Computer <input type="radio"/> Remote	Play	<input type="radio"/> Human <input checked="" type="radio"/> Computer <input type="radio"/> Remote
Skill Level	<input type="radio"/> Recruit <input checked="" type="radio"/> Veteran <input type="radio"/> Elite	Skill Level	<input type="radio"/> Recruit <input checked="" type="radio"/> Veteran <input type="radio"/> Elite
<input type="checkbox"/> Show Enemy Units		Symbols	<input type="radio"/> Military <input checked="" type="radio"/> Icons
<input checked="" type="checkbox"/> Advanced Game		<input type="button" value="OK"/> <input type="button" value="Cancel"/>	

Selecting Sides and Opponents

To play solitaire, select 'Human' under the desired side and 'Computer' under the other. To play both sides or to play another person on the same computer, select 'Human' for both sides. To play another person via cable or modem, select 'Human' under your desired side and 'Remote' under the other. Your opponent should select 'Human' for its side and 'Remote' for your's. Please note we use the term 'human' very loosely.

If both players select the same side, the game will hang or crash. This is not good so DON'T DO IT.

By selecting 'Computer' for both sides, the machine will play itself. You can interrupt by calling 'Time Out' and access information using the OPS and INT functions.

When **playing another human player on the same machine**, the Command phase will commence with the briefing box requesting first the German player and then the Soviet player to either 'Review' or 'Update' their orders. Once completed, the German player will be advised his staff plan is ready. Click 'OK' and begin the German Command phase.

When finished, the German player selects 'Move' from the Time Out menu. Any relevant messages for the German player will be displayed (eg. reinforcements, formation ignoring orders etc.). The Soviet player will then be advised his plan is available. After the Soviet selects 'Move' and any messages have been displayed, the Movement phase will commence.

Skill Levels

Whether applied to the computer or another human player, skill levels represent a handicap. The higher the skill level, the more realistic the intelligence and command system - ie. the less that player will know about the enemy and the more mistakes or 'stuff-ups' their staff will make.

Elite players require more victory points to achieve a victory and can afford to lose fewer to avoid defeat. They receive less replacements, and are more likely to have their reinforcements delayed. Their staff are also less efficient at allocating combat support to units within formations. The reverse is true for Recruit players.

You are recommended to begin at Recruit and work your way up to Elite. When playing another human opponent, use different skill levels to compensate for any differences in experience or ability. The biggest effect is when a 'Recruit' plays an 'Elite'. The Recruit player gets the biggest advantage and the Elite player the biggest disadvantage.

Unit Icons or Symbols

Select 'icon' for units to be represented by icons or little men and vehicles. Select 'symbol' for units to be represented by their official military symbol. Other than the way they look, there is no effect on play.

Show Enemy Units

Check 'show enemy units' if you want perfect intelligence on enemy units and plans. Obviously, this gives you a decided advantage. This function will be inactive when playing remote.

Advanced Game

Check 'Advanced Game' if you wish to play the advanced version, with full palette and staff functions. Unchecked, it will play the basic version.

Force-March

Select 'Force-March' from the Staff menu; select the desired HQs and an asterisk (*) will appear after its orders in the display, indicating it is force-marching. This function is de-activated by clicking on an open space on the palette bar or by selecting any other Staff menu function or palette icon.



When force-marching all units of the formation will continue moving and overrunning through the night, rather than resting like everyone else. This will drastically deteriorate their fatigue status. It is not recommended for formations with defend or delay orders. Formations with hold orders will ignore the instruction to force-march.

Formations automatically revert to normal-march at the end of the turn. So you have to repeat this function each turn you want a formation to force-march.

Normal-March



If during the Command phase you change your mind, select 'Normal March' and the desired HQs. They will then revert to resting at night and the asterisk (*) will disappear from their display.

Frontage



Select the 'frontage' icon from the palette; select the desired HQ and the Frontage box will appear.

Frontage

 **48TH PANZER KORPS**

Units		Frontage
 good	 OK ----- Combat effectiveness	<input type="radio"/> Narrow
 good		<input type="radio"/> Medium
 OK		<input checked="" type="radio"/> Broad
 good		

All subordinate units are displayed along with their current combat effectiveness. Select the desired frontage by clicking on the appropriate button. On narrow frontage, the formation will try and cover a front of about 25km/15miles; this will be extended to 40km/25miles on medium and 60km/35miles on broad frontage.

Select 'OK' to confirm, or 'CANCEL' to revert to the previous selection.

Your staff will automatically select narrow frontage if a formation has been assigned travel orders; has only one unit; or if its overall effectiveness is poor. If its overall effectiveness is good and the formation has more than three units assigned, a broad frontage is likely to be selected. Otherwise a medium frontage will be selected.

Select broad frontage to sweep or cover a wide area. However, your units will probably end up fighting alone. So if your units are weak, it's better

to concentrate using medium or narrow frontage. Narrow frontage is also good for concentrating your units to assault a well defended objective.

Garrisons

In the campaign scenarios the Soviet player has five garrison units - the 93rd, 206th and 309th Infantry Divisions and the 54th and 159th Fortified Areas. These begin the scenarios unattached with pre-set objectives on the eastern side of the Dneiper river. They behave like all other unattached units, but, as the Soviet player, you can only detach these to other friendly objectives. You can never transfer them to a friendly formation.

INT - Obtaining Information on Enemy HQs/Units

Your intelligence (INT) staff maintain relevant data on enemy HQs and units. To access this data, select the INT icon from the palette. Automatically, the objective/orders icons of known enemy formations are displayed on both the strategic and tactical maps. When you select an enemy HQ or unit, its details are entered in the display. When you select an enemy HQ, its known subordinated units are highlighted as well.



Understanding Enemy HQ/Unit Displays

38TH ARMY Name	unknown
ColGen Moskalenko Commander	unknown
Command excellent Command Rating	Command unknown
Orders attack Orders	Orders unknown
Object Druzhnya Objective	Object none
Effect good Combat Effectiveness	Effect unknown
Supply OK Supply Rating	Supply ?
Armour med	} Combat Support Ratings	Armour ?
Anti-Tank low		Anti-Tank ?
Engineers med		Engineers ?
Field Arty med		Field Arty ?
Heavy Arty med		Heavy Arty ?
Rockets high		Rockets ?
Bombers med		Bombers ?

These are similar to friendly HQ/Unit displays (see OPS, page 42), though fatigue ratings are not reported. In addition, for enemy units supply ratings are not reported and only an indication is given of whether their combat, armour and anti-tank values are low, medium or high.

10TH TANK CORPS Name	50TH RIFLE CORPS
27TH ARMY Superior HQ	38TH ARMY
MajGen Burkov Commander	unknown
Command OK Command Rating	Command ?
Troops trained Troop Quality	Troops trained
Combat low Combat Level	Combat low
Armour low Armour Level	Armour low
AntiTank low Anti-Tank Level	AntiTank low
Effect poor Combat Effectiveness	Effect ?
Strength 30 % Strength Rating	Strength 70 %

Of course, details are estimates only. At best, ratings will be accurate to one level, strength to within 10% and orders/objectives may not be current. The degree of accuracy depends directly on the current intelligence level.

Intelligence Levels

The detail and accuracy of information on enemy HQs/units increases with the level of intelligence on them. This is reflected in their icons displayed on the map and in the information provided in the display. Intelligence is gained through air reconnaissance, the activity of friendly units, battle reports and to a lesser degree partisans and signals interception.

The highest level of intelligence is obtained on adjacent enemy units who were engaged in combat last turn. For these strength estimates are accurate to within 20%. Less is known about enemy units further away from the front line and their estimates can be out by as much as 40%.

Air reconnaissance is often unreliable, but improves as more fighter/bomber points are allocated to interdiction. At best, it will indicate the location and type of unit.

Unlocated Enemy

When current intelligence on a given enemy HQ or unit is poor, its icon will not be displayed on the map. Your intelligence staff, however, keep records of where all sighted enemy HQs and units were last reported.

To access this information, pull down the Staff menu and select 'Unlocated Enemy'. Then click on the INT icon from the palette and the first such HQs or unit will be displayed on the Tac map and its relevant information in the display. Cycle through them by simply clicking on the INT icon. Note that while activated, the INT icon cannot be used to access information on located enemy HQs and units. When finished, select 'Unlocated Enemy' again and this function will be de-activated.

Kiev Bridges

All bridges across the Dneiper at Kiev begin the first campaign scenario blown or demolished. As such, units cannot travel across without engineer assistance. Two days after the Soviets gain control of the road bridge it will be repaired and ready for traffic. Thereafter, it will remain open. This is true even if the Germans regain control.

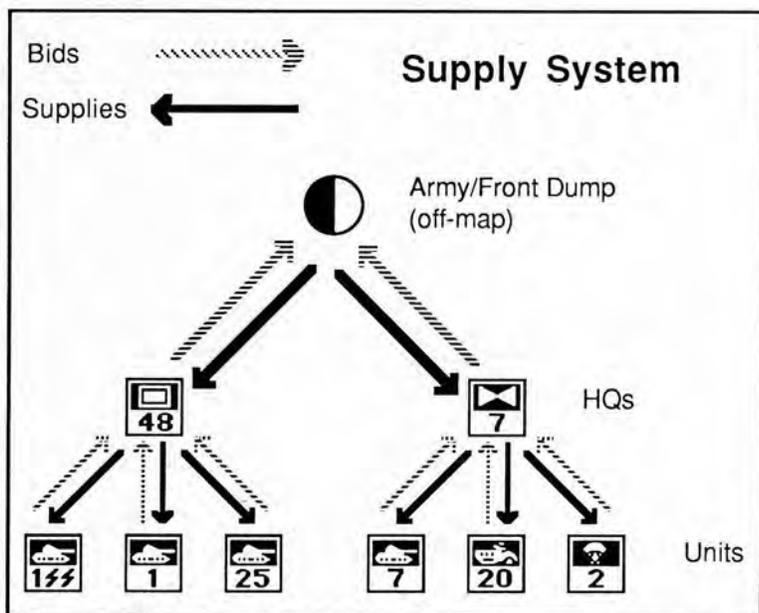
The rail bridges cannot be repaired in the course of this battle. The road bridge at Kiev begins the second and third scenarios open.



Logistics

There are two principle components in the logistics system - supplies and transport. Providing the right balance between the two, at the right place and time, is the key to good logistics.

Fire-Brigade employs a three-tiered system. A two-way process occurs where supply and the requisite transport points are allocated from the top down, according to the supply/transport bids made from the bottom up.

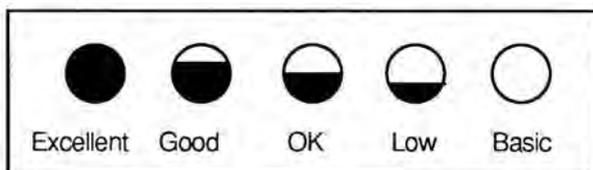


Each turn units place their bid for supplies with their formation HQ. The amount is based on their formation's orders as follows :

<u>Formation Order</u>	<u>German</u>	<u>Soviet</u>
Pursue/Attack/Assault	5	6
Defend/Delay/Withdraw	4	5
Travel/Hold	2	2

Key: # = Supply Points (SPs) required by units.

If the HQ has sufficient supply points on-hand, it allocates these to the units. If not, all supply points on-hand are allocated to the units on a pro-rata basis. Unit effectiveness is reduced accordingly and reflected in the HQ/unit displays and in the density of the supply icon shown against the HQ when the 'logistics' icon is selected from the palette.



In turn, the HQ places its bid for more supplies (and transport assets) with the Army/Front Logistic staff. HQs will normally try and maintain a stock of 50SPs.

The Army/Front Logistic staff then allocates points from the off-map supply dump equal to the supply bid or that which can be transported, whichever is less. If the bids from all HQs cannot be met, available points are allocated according to the priority of each formation, based on the priority value of its objective.

The off-map dump receives supplies in accordance with the scenario's supply schedule - around 100 SPs per turn. These are stored in the off-map dump until required.

Logistic Support

 Select the 'logistics' icon from the palette. A supply icon will appear to the right of each friendly HQ, indicating how well the formation is supplied. Select a formation HQ and the Logistic Support box will appear.

In the same manner as combat support, re-allocate trucks, supply and air transport. Please note that unlike all other support points, supply points (SPs) on hand (E) cannot be stripped from a formation. The total amount of SPs that will be available to a formation next turn will be the sum of figures E and F. This total can never exceed 50SPs.

The amount of supply points (SPs) that can be allocated (F) directly depends on the amount of transport assigned. If you strip away truck or air transport points, the number of SPs being allocated will drop automati-

cally. However, the reverse does not apply. So if you strip away SPs, transport points won't be automatically reduced. In addition, no more than 60 truck points may be allocated to a German formation and no more than 90 truck points to a Soviet formation. There is no limit on the number of air transport points.

Logistic Support

7TH KORPS

Truck Transport				Air Transport			
A20		24%.....	C	0		0%	
B17		23.....	D	0		10	

Supply Points

E26							
F24		53.....	D	<input type="button" value="OK"/>	<input type="button" value="Cancel"/>		

- Key:
- A = points already assigned at the commencement of the turn.
 - B = points allocated this turn by staff.
 - C = % that 'B' represents of the total points available to the Army/Front.
 - D = points available for allocation from reserve.
 - E = supply points on hand, after subordinate units have been supplied for that turn.
 - F = new supply points to be allocated this turn.

Your logistic staff generally do a pretty good job of allocating transport and supplies. Where there's not enough to go around, priority will be given to those formations assigned to the most important objectives. If they don't get enough supplies, formations may ignore orders (and go on hold), and units will suffer a marked drop in combat effectiveness.

More often than not, the reason for a formation going out of supply is because it is isolated and the assigned trucks can't get through. If so, allocate air transport points. If these survive air combat, each will deliver one SP to the formation. While there is never enough air transport, the little that does get through can often allow the formation to break out or to stay "in supply", albeit on hold orders, for some time.

When you're finished, select 'OK' to confirm or 'CANCEL' to revert to the previous bids. You can now select another HQ and repeat the procedure.

Movement

Fire and movement are the essential ingredients of military operations. To bring their firepower to bear units must be moved or deployed effectively. At the squad level, the commander can direct where each man and weapon shall be deployed. But the Army/Front commander must rely on his junior commanders for the detailed deployment of their units.

And that's what happens in Fire-Brigade. You can assign objectives to your formations (and to unattached units), but it's your subordinate formation commanders (as played by the computer) who detail where their units will move and along what route.

Generally, formations will advance along the most direct route. One unit of the formation will be assigned the vanguard (van) or point position and will be assigned the formation objective as its unit objective. Others will be deployed to their own unit objectives. With offensive orders (pursue, attack and assault), priority for unit objectives will be enemy towns and then enemy units. With defensive orders (hold, defend, delay and withdraw), priority is given to defensive terrain, friendly towns and then enemy units.

If units appear to be moving in the wrong direction, it may be that they are out of command or isolated. Such units will endeavour to move to their HQ's **last known** location and this may not be towards the formation's current objective.

Fatigue

As units move and fight they become tired and this adversely affects their performance. This is reflected in the unit's fatigue rating, which is recorded in the unit display. Each formation HQ also displays an aggregate fatigue rating for all units under command.

Units accrue fatigue each turn their formation is assigned orders other than hold, and each time they participate in combat. Normally at night they rest and recover from fatigue. However, if they force-march, they accrue even further fatigue.

Poor quality troops fatigue faster than high quality troops. Trained troops should be capable of maintaining normal offensive operations, without force-marching, for about a week before they become "tired". They will then rapidly (within two days) deteriorate to "exhausted" if not rested (ie. put on hold orders). Elite troops can go for around ten days or for about five days if force-marched all the way. Needless to say, raw troops won't last very long if force-marched on the offensive.

When a formation's fatigue rating is tired or exhausted, the formation may ignore your orders and go on hold where it is - you have been warned!

Movement Class

Units are divided into three classes for movement - motorised, cavalry and non-motorised. All armoured and mechanised units are motorised, including the 3GRL Division and the Czech Motorized Bde. The SS Kav Regt and 1st Guards Cav Corps are cavalry. All the rest move as non-motorised. Basically, motorised units move faster and further in clear terrain; then cavalry and then non-motorised units.

Terrain Effects

Units move faster when travelling down the highway. Roads are the next best thing, then clear terrain. Woods marginally impede movement. Rough and marsh are difficult to move in for all units, but worst for motorised. Rivers and streams can be crossed by all units, but do pose a delay.

The Dneiper requires engineer assistance and causes considerable delay in crossing. (The more engineer points assigned to a formation, the easier it will be for its units to cross.) There is no delay or engineer requirement if crossing at a road bridge - see page 37 for details on the Kiev bridge.

Zones of Control

Most units exert a zone of control (ZOC) in the 8kms/5miles around them. This represents the deployment of sub-units, patrolling and interdiction by artillery etc. Units pay a cost to enter and leave enemy ZOCs.

Beginning or Re-commencing the Movement Phase

To commence the Movement phase select 'Move' from the 'Time Out' menu. Do the same if you want to re-commence play after calling 'Time Out' during the Movement phase. 'Move' is also selected to end the game after you have 'reviewed'- see page 54 for details.

Objectives

Assigning objectives to your formations is the principal means by which you control where they deploy. You can choose any town, city or enemy HQ as an objective. 

Select the 'objective' icon from the palette; select the desired HQ; drag to the desired objective and release. Both the HQ's display and objective/orders icon will be adjusted. You can continue changing the objective of other HQs by selecting them in turn. 

Just release after selecting the HQ, if you wish to select its current location. If sometimes you find it difficult, move the cursor slightly to the left, right, above or below the town/city/HQ and then release. You won't be able to target enemy HQs on which you have insufficient intelligence (ie. their designation is unknown) - so select a nearby town.

OPS - Obtaining Information on Friendly HQs/Units

 Your operations (OPS) staff maintain all relevant data on friendly HQs and units. To access this data, select the OPS icon from the palette; then the HQ or unit you want and its data will be entered automatically in the display. Note that as soon as the OPS icon is selected, the objective/orders of all friendly formations are displayed on both maps. When a HQ is selected, all its subordinated units are highlighted as well.

Understanding the HQ Display

Name	7TH KORPS		
Commander	Gen Hell		
Command Rating	Command	excellent	
Orders	Orders	attack*	Force-March
Objective	Object	38 Army	Indicator
Combat Effectiveness	Effect	good	
Supply Rating	Supply	excellent	
Fatigue Rating	Fatigue	fresh	
Combat Support Ratings	Armour	med	
	Anti-Tank	low	
	Engineers	med	
	Field Arty	med	
	Heavy Arty	high	
	Rockets	low	
	Bombers	low	

Command Rating. A measure of the ability of the commander and his staff. There are five levels - excellent (5), good (4), fair (3), poor (2) and useless (1). The higher the rating the better the formation will be at gaining and interpreting intelligence reports, changing orders and allocating combat support to its units. The number in brackets is the optimum number of units that can be controlled without adversely affecting the HQ's ability to change orders and allocate assets.

Combat Effectiveness. An aggregate of the combat effectiveness of all subordinate units, based on unit strength, fatigue, morale and supply. There are five levels - excellent, good, fair, poor and useless. The higher the level, the better a formation will fight. Effectiveness can be recovered by placing formations on hold, adding supplies and replacements.

Supply Rating. A measure of how much supply the formation has on hand relative to its requirements. There are five levels - excellent, good, fair, low and basic. Directly effects formation effectiveness. The lower the

level, the more likely a formation will convert its assigned orders to hold. On basic, supply, ammunition and fuel are severely rationed making the formation very ineffective.

Fatigue Rating. An aggregate of the fatigue status of all subordinate units. There are five levels - fresh, good, OK, tired and exhausted. Directly effects formation effectiveness. The lower the level, the more likely a formation will convert its assigned orders to hold.

Support Ratings. An indication of the level of combat support assigned to the formation - the more the better. There are three levels - low, medium and high. Their corresponding range of points and major functions are :

<u>Type</u>	<u>Level</u>			<u>Role</u>
	<u>low</u>	<u>medium</u>	<u>high</u>	
Armour	0 - 5	6 - 15	16+	armour ratio
Anti-Tank	0 - 5	6 - 15	16+	armour ratio
Engineers	0 - 5	6 - 10	11+	assault cities + cross rivers
Field Arty	0 - 10	11 - 30	31+	close support friendly units
Heavy Arty	0 - 10	11 - 30	31+	bombard enemy units
Rockets	0 - 10	11 - 30	31+	bombard enemy units
Bombers	0 - 10	11 - 30	31+	bombard enemy units

The % of assigned support points, actually available for combat varies according to the formations orders. Formations assigned assault and defend orders will have the greatest % available; those assigned pursue, withdraw and travel will have the least (50% or less). When assigned orders other than assault or defend, a smaller % of heavy artillery points and a greater % of rocket points will be available. Command control and skill ratings also effect the availability of combat support.

Understanding the Unit Display

Name	68TH INFANTRY DIV		
Superior HQ	7TH KORPS		
Commander	LtGen Meissner		
Command Rating	Command	good	
Troop Quality	Troops	veteran*	Disrupted/ Isolated/ Replacement Indicator
Combat Value	Combat	16	
Armour Value	Armour	0	
Anti-Tank Value	AntiTank	1	
Combat Effectiveness	Effect	OK	
Strength Rating	Strength	34 %	
Morale Rating	Morale	excellent	
Fatigue Rating	Fatigue	fresh	
Supply Rating	Supply	excellent	

Command Rating. A measure of the ability of the commander and his staff. There are five levels - excellent, good, fair, poor and useless. The higher the rating, the better the unit will be at conducting overruns, gaining combat initiative and fighting battles.

Troop Quality. A measure of how well the troops are trained and their battle experience. There are five levels - elite, veteran, trained, green and raw. The higher the rating, the better the unit will perform in combat; be able to hold its ground; retain good morale; and fatigue less.

Combat Value. A measure of the unit's current combat power. Derived by modifying the unit's "establishment" (ie. at full strength) combat value by its current combat effectiveness. Used to determine initial combat odds.

Armour Value. A measure of the armoured shock power, provided by a unit's armoured fighting vehicles. Derived by modifying the unit's "establishment" armour value by its current combat effectiveness. Armour values determine the armour ratio, which modifies the combat odds.

Anti-Tank Value. A measure of the anti-tank power, provided by a unit's anti-tank artillery/launchers. Derived by modifying the unit's "establishment" anti-tank value by its current combat effectiveness. Anti-tank values determine the armour ratio, which modifies the combat odds.

Combat Effectiveness. A measure of how fit the unit is for combat. It is the product of the unit's strength, fatigue, morale and supply ratings. There are five levels - excellent, good, fair, poor and useless. The higher the effectiveness, the better the unit will fight.

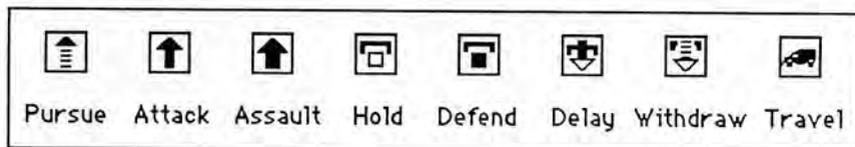
Strength Rating. Indicates the unit's current strength as a % of its "establishment" strength. Directly effects combat effectiveness and hence unit combat, armour and anti-tank values. Units below 20% should be placed in reserve and refitted (ie. take on replacements). If a unit is reduced to 0%, it is removed from play and returns in the rear area some days later at a nominal strength.

Morale Rating. Indicates the unit's current morale. There are five levels - excellent, high, OK, low and panic. The higher the better. Directly effects combat effectiveness and hence unit combat, armour and anti-tank values. A unit's morale rating is increased as replacements are added. It may also be increased by winning battles or reduced by losing them.

Fatigue Rating. Indicates the unit's current fatigue status. There are five levels - fresh, good, OK, tired and exhausted. The higher the better. Directly effects combat effectiveness and hence unit combat, armour and anti-tank values. A unit suffers fatigue each turn its formation's orders are other than hold and each time it participates in combat - see page 40 for details.

Supply Rating. Indicates the unit's current supply status. There are five levels - excellent, good, fair, low and basic. Directly effects combat effectiveness and hence unit combat, armour and anti-tank values.

Orders



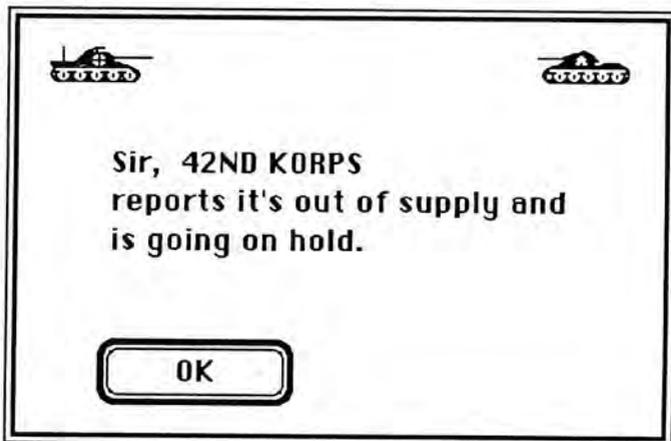
Select the desired orders icon from the palette and then the required HQ. Its orders will change automatically. You can continue changing the orders of other HQs by selecting them in turn. Remember, **select the HQ not the objective/orders icon.**

Offensive orders (pursue, attack and assault) are ignored if the objective is friendly (ie. it was last occupied by friendly units). Defensive (defend, delay, withdraw) and travel orders are ignored if the objective is enemy controlled. Hold orders can be given regardless of who controls the objective.

Orders Conversion

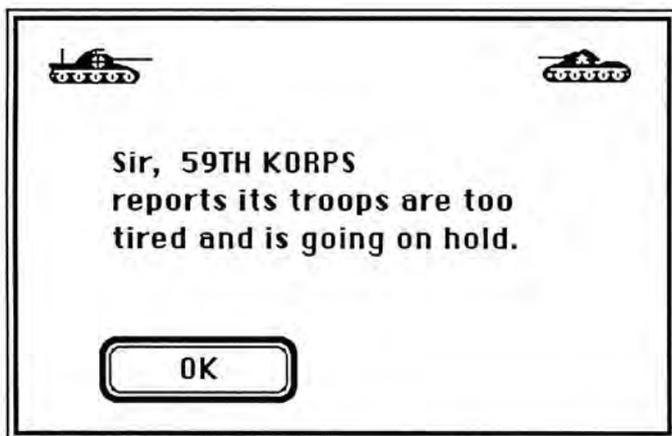
Pursue orders are converted to attack if the objective is within 16km/10 miles. (By way of comparison, Kiev is approximately 16km/10 miles north to south). Assault orders are converted to attack if the objective is further than 16km/10 miles. Defend orders are converted to delay if the objective is further than 16km/10 miles. Withdraw orders are converted to delay if the objective is within 16km/10 miles. Travel orders are converted to delay or withdraw, as appropriate, if the objective is within 32km/20 miles of an enemy formation.

Formations on **low or basic supply** may ignore their assigned orders and convert to hold orders. An information box will appear during the Movement phase to advise you.

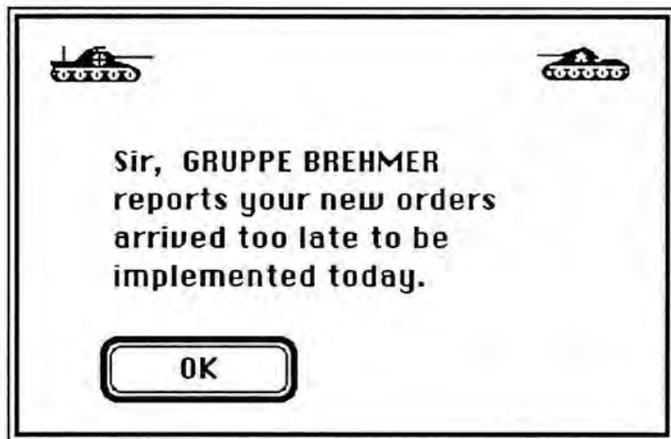


Alas there is nothing you can do about this until the next Command phase - such is the price of initiative and the fate of a commander (to be ignored). The chance of going on hold is greatest for basic formations.

Formations whose units are **tired or exhausted** may also ignore your orders and convert to hold. The chance of going on hold is greatest for exhausted formations.



A formation may also ignore your orders if the number of assigned units exceeds its **command** rating. The formation's staff, overloaded with paperwork, will continue with their previous orders (ie. last turn's if you updated or whatever your staff had recommended this turn reviewing). If these entailed capturing an objective they now control, or defending one they have now lost, the formation will go on hold. The chance of your orders being ignored increases as the number of assigned units exceeds the command rating.



Passwords

At about game turn eight, the password box will appear quoting a page number from this player manual. Refer to the manual and insert the three digit code, located at the bottom of the page, in the box provided and select 'OK'. If you get it wrong, you will be returned to the desktop.

Password

Enter code on page 20

Code

We apologize for this inconvenience, however, we thought this a better method than copy-protecting the disk, and thereby preventing you from copying it to your hard disk etc.

Reinforcements

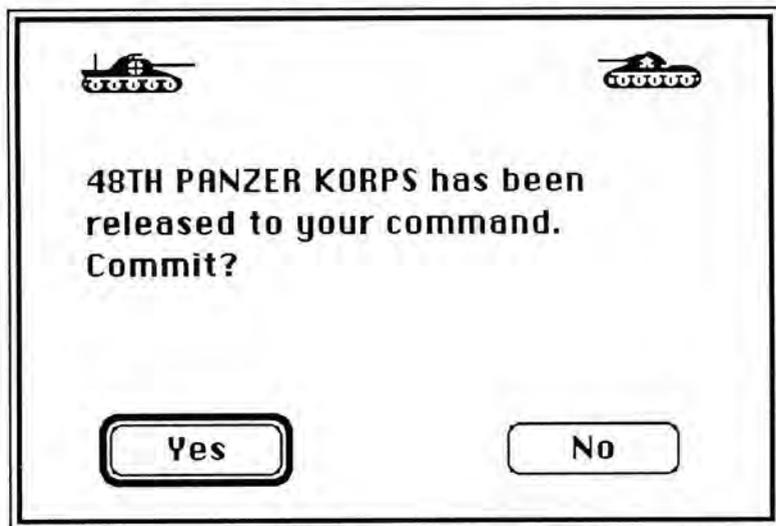
From time to time an information box will appear to advise you that a reinforcement unit has been released to your command.



**19TH PANZER DIV has been
released to your command.**

Click 'OK'. These units are automatically committed and will appear either at a friendly map edge, usually on a road, or at a friendly rail head (eg. Browary for the Soviets). Unless part of a released formation, they will be unattached and have orders to move to a friendly rear area town on the first turn. Thereafter, you can assign them to any formation you like. Their strength and fatigue ratings will vary, so it is a good idea to check them out first.

When a reserve formation is released to your command, an information box will appear asking whether you wish to commit the formation.



Select 'YES' to commit and the HQ and its units will enter the map in the same manner as other reinforcements. They may not all enter at once. You will be advised separately when other subordinate units arrive. They will automatically travel to their controlling HQ.

If you select 'NO', the formation will remain uncommitted and accrue, victory points (VPs) each turn it remains uncommitted, up to a maximum total of 10 VPs. Recruit players will accrue 3VPs per turn per unit of the formation; veteran players 2 VPs and elite players only 1 VP. If you don't need them, don't commit them.

Until you commit them, the box will appear once per day for each unit of the formation that would be available plus once per day for the formation HQ. Selecting 'Yes' to any of these will release the lot. For example, if the above box appeared once only, it may just be for the HQ or for one of its units. If it appeared four times, it would be for the HQ and for each of its three panzer divisions.

There is no additional benefit for withholding the commitment of a reserve formation, once you have gained the 10VPs.

Replacements

Replacements points (RPs) represent new/repaired equipment and troops that are used to rebuild units. RPs are received every second day according to the scenario schedule. In the campaign scenario, both sides receive 10-20 armour and 20-70 infantry RPs. Elite players receive approximately 5RPs less and recruit players approximately 5RPs more for both armour and infantry. Neither side receives any RPs for their artillery units.



Select the 'replacement' icon from the palette; select the desired unit and the Replacement Box will appear.



Key: A = absorption limit - maximum number of points that can be allocated.

B = points allocated this turn.

C = points available for allocation from the replacement pool.

To allocate RPs, click on the left arrow. To decrease the number allocated, click on the right arrow. You cannot allocate more RPs than are available in the pool, nor more than the unit's absorption limit, nor more than are necessary to bring it up to 100% strength.

Any RPs you don't allocate, are allocated automatically by your staff at the end of the Command Phase. RPs are then allocated in order of priority to unattached elite units, other unattached units, attached elite units and finally (if at all) other attached units.

Note, once you select 'OK', you cannot go back and change your allocation. So it often pays to have a look at your units first.

Stacking HQs/Units



Normally only one HQ and two units may be stacked or located together. Of these, only one unit can be a Soviet rifle corps. However, if forced to retreat units may temporarily over-stack. While overstacked, you will not be able to access units in excess of the limit nor will they contribute to combat in any way. The computer will try to resolve the overstacking during subsequent Movement phases.

Time Out

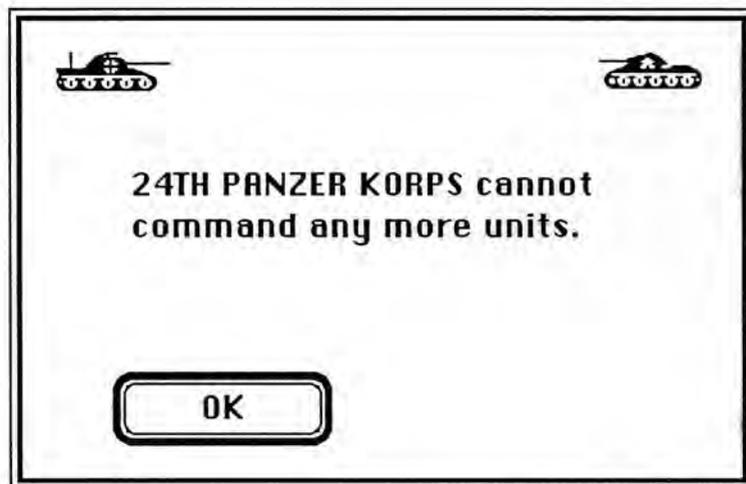
At any time during the game, you can halt the proceedings by selecting 'Time Out' from the 'Time Out' menu. During 'Time Out', you can scroll the map and use the OPS and INT icons to obtain information on friendly and enemy units. You can also access any of the utilities, such as 'Save Game', 'Config' etc.

Transfers



Select the 'transfer' icon from the palette; select the desired unit and drag to its new HQ and release. If within command range, transferring units will move towards the formation objective. If **out of command range**, they will move at best speed towards their HQ's **last known location**.

You cannot assign more than eight units to a formation. You will be advised if you try. (Remember, this is three more than the optimum number of subordinate units for even the best staffed formation).



You cannot leave a HQ without any assigned units. You will be reminded when you attempt to transfer the last remaining unit.



Detach/Reserve

To assign a unit to the Army/Front reserve (ie. to make it unattached) it must be detached from its formation and assigned to a friendly town or city objective. 

Select 'Detach/Reserve' from the Staff menu; select the desired unit and drag the cursor to a friendly town or city and release. The name of the town/city will be recorded in the unit display and the unit will travel towards it.

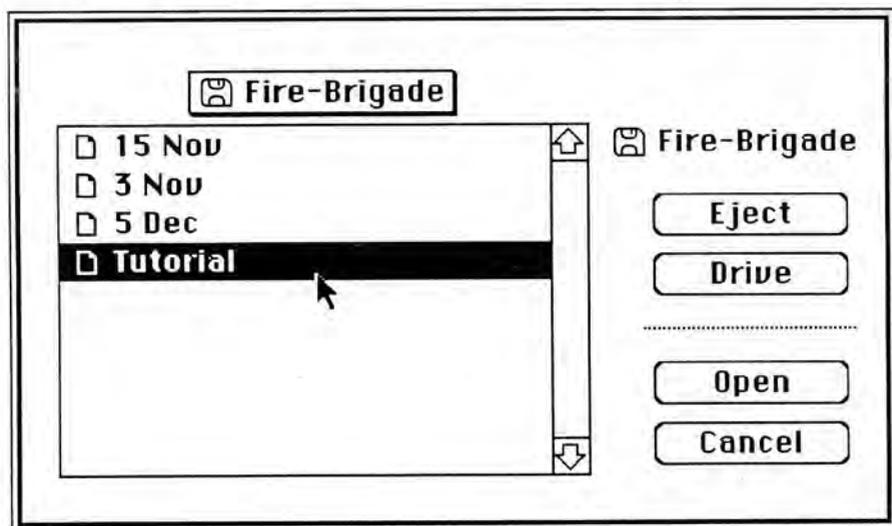
Once there, it will hold until evicted, transferred to a formation or re-assigned another reserve objective using the same procedure. If the objective becomes enemy controlled, the unit will do its best to move there, but may end up wandering around, bumping into enemy units.

Detaching a unit to a rear-area town, will ensure that once there it will rest and that your staff will give it priority on receiving replacements. Detaching a unit to that important town on the quiet sector, can also be useful. However, unattached units cannot receive combat support and won't last long against a well supported enemy.

Utilities

New Game

Select 'New Game' from the Game menu and the Scenario box will appear. Select the name of the desired standard scenario, either by double-clicking directly on it or by clicking once and selecting open.



Restart

Select 'Restart' from the Game menu and the Scenario Box will appear. Select the name of the desired previously saved game from the 'Scenario Box', either by double-clicking directly on it or by clicking once and selecting open. If the desired scenario is in another file or on another disk, use the normal procedures to locate it.

Alternate Start

You can launch a scenario or saved game by double-clicking directly on its desktop icon. When the start-up screen appears with the menu bar at the top, click the mouse (it doesn't matter where) and the game will automatically load. Remember, loading the game may take some time.

Save Game

Select 'Save Game' from the Game menu and the Save Game box will appear. Type in your own title and use the normal procedures to save it away to the desired file and/or disk. You can access the Game Menu during the command phase or by calling 'Time Out'.

When two humans are playing on the one machine, you will not be able to access the 'Save' function until the Soviet Command phase. Saving a game will end the current game and return you to the desktop. This may take some time.

If the game had been saved previously, it will ask whether you wish to over-write it or save the current game under a new title. If the selected disk is too full, write-protected, locked or corrupted, you will get an "I/O Error" message. Select 'OK' and then 'Save' again on another disk. Remember, you need at least 20K free space on the game disk and this can't be used to save the game.

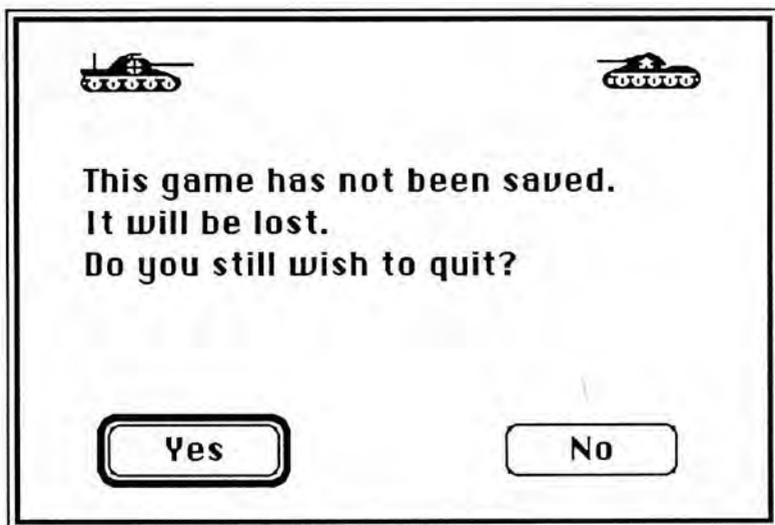
Panic Mode

Select 'Panic' from the Game menu and the screen will immediately refresh with the FB PANIC document located on the game disk. Select any key from the keyboard to return to the game. Depending on your screen size portions of the Panic screen may remain displayed under the game windows. Resize the tactical map to cover the remaining portions and they will be removed.

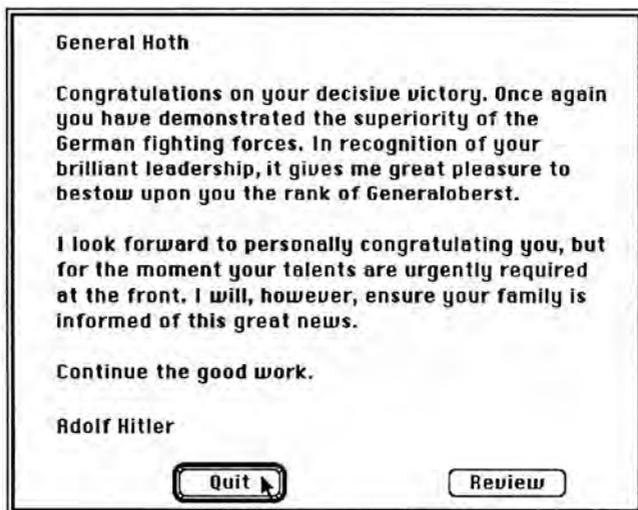
Create your own Panic document by re-naming any MacPaint document 'FBPANIC' (no space between letters). This useful function may temporarily conceal the fact you're playing 'Fire-Brigade'. There is no guarantee it will fool everyone all the time. We accept no responsibility.

Quit

Select 'Quit' from the Game menu to end the current game. The following dialogue box will appear, seeking confirmation.



Select 'No' if you wish to continue playing or save the game first. Select 'Yes' to end the game. The end screen will then appear, with a message from your superior on how well you performed.



Select 'Quit' and you will be returned to the desktop. Select 'Review' and you will be returned to the game, where you can use the OPS and INT functions to assess the final situation. The game will automatically re-configure to display all enemy units. When finished, select 'Move' from the Time Out menu to return to the desk top. If two players are using the machine, the game will end when the second player selects 'Move'.

Hard Disk

To install on your hard disk, simply use the normal copying procedures. The application and all non-scenario files must be located together in the one folder. It is recommended that all scenario documents be included in this folder as well.

Screen Dumps

A screen dump can be made at any time during play by holding down the 'Command - Shift - 3' keys together. This won't work while the mouse button is depressed. A MacPaint document, titled 'Screen #', will be created. It can then be printed in the usual manner, after you've finished the game.

Alternate Command Functions

You can select a menu item by holding down the command key  and pressing the appropriate lettered key from the keyboard. These are listed in the Glossary and next to each item in the menu window.

Desk Accessories

Most desk accessories can be accessed during the command phase or by calling time out.

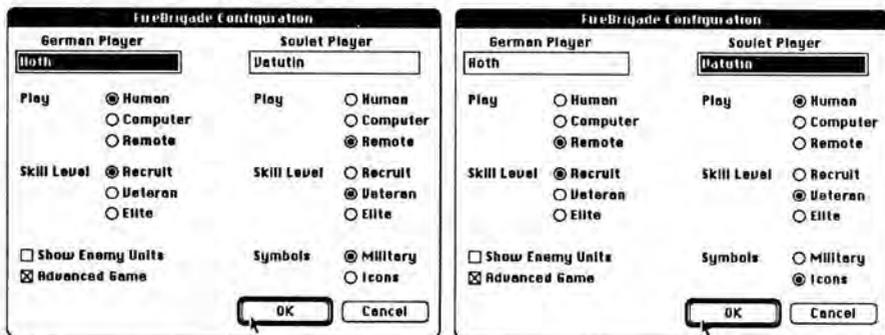
Networking - Playing Remote via Cable or Modem

Fire-Brigade can be networked between two machines and thus played simultaneously. This is the quickest, most realistic and most rewarding way of playing Fire-Brigade.

First, establish communications between the two machines, either using the normal procedures associated with your modems, or by connecting a cable directly between the modem ports (not the printer ports) on your respective machines. If you're unsure how to do this, or unsure about what cables to use, ask your local dealer or someone else who knows.

You can network between any of the machines supported (ie. Mac, IBM, Amiga, Apple IIGS). However, this compatibility means the game cannot be run over AppleTalk.

Both players must use a "purchased" copy of the game, appropriate to their machine (ie. a Mac version on a Macintosh, an IBM version on an IBM PC etc). Open the desired scenario or saved game in the usual manner. Both players must select the **same** scenario or saved game. Otherwise things will look very strange indeed.



Configure the game, with both players selecting 'Human' for themselves and 'Remote' for their opponent - ie. the Play settings must be reciprocal. Skill Level and Advanced Game settings must be identical. The Symbols setting can be different. So if you wish, one player can have military symbols and the other icons. Checking 'Show Enemy Units' has no effect, as the computer will ignore it.

Select 'OK' to confirm.

If the above instructions are not adhered to, unpredictable results will occur, least of which will be that the two machines get out of sync. We accept no responsibility for the outcome - be warned.

You will then be asked to set the desired baud rate (the speed at which the machines will communicate). Match this to that of your modems/telephone system or to '9600' if playing via direct cable link - this is the fastest. Both players must select the same rate. (For those who understand, the system assumes 1 stop bit, 8 data bit, no parity).

Communications Settings

Baud Rate 300 600 1200 1800
 2400 4800 7200 9600

Select 'OK'. After a short while the machines will complete their "handshake" and play will proceed in the normal manner. During play, you may have to wait some time after both players have selected 'Move' at the end of the Command phase. The time required for the two machines to send and receive all the relevant data will vary according to the machines being used and the selected baud rate. While the machines are communicating, the windows on your screen may go blank - don't panic.

If you want to stop play for any reason, select 'Break' from the Time Out menu and your opponent will receive a message advising him to save the game as you are going to lunch.



At the next command phase, both players should save the game in the normal manner and quit. You can then restart at your leisure - after lunch!

Victory/Progress Reports

Select 'Victory/Progress' from the 'Reports' menu to find out how well you're progressing. An Axis/Soviet icon will appear over each city and town indicating which side controls it. The display details your current victory level; your current victory point (VP) totals; the historical VP total; the net change in VPs last turn; the number of friendly steps lost last turn; the number lost since the start of the game; the ratio of friendly to enemy steps lost last turn, since the start of the game and historically. Deactivate this function by clicking on any open space on the palette bar.



Understanding the Display

Current Victory Level	
draw	
Victory Points	
Current	144
Historical	152
Net Last Turn	-14
Step Losses	
Last Turn	49
Since Start	188
Step Loss Ratio	
Last Turn	1.1 : 1.0
Since Start	1.3 : 1.0
Historical	1.5 : 1.0

Current Victory Level. A measure of how well you are doing. There are five levels - decisive victory, minor victory, draw, minor defeat and decisive defeat. If you end now, this will be the result.

Victory Points. These are awarded for controlling towns and cities and for withholding the commitment of reserve formations. They are also lost for delaying the withdrawal of units. The VP value of each town and city is listed on the map display (data card).

The historical total refers to the amount of VPs your side had historically accumulated at this time in the battle.

Net last turn refers to the amount you gained last turn less any you lost. As such, it does not necessarily equal the difference between current and historical.

Step Losses. These represent the amount of casualties you have suffered, both last turn and as a total since start.

Step Loss Ratio. (SLR) The ratio of friendly to enemy steps lost last turn, since the start of the game and historically.

Determining Victory

Victory is determined first by subtracting the historical VP total from your current total. The margin of VPs is then modified by the skill levels of both sides. For the campaign game, when both players are of the same skill (elite:elite, veteran:veteran or recruit:recruit), you will be awarded a decisive victory if the difference is $\geq +35$ VPs; a minor victory if $\geq +15$ VPs; a draw if between ± 15 VPs; a minor defeat if ≤ -15 VPs and a decisive defeat if ≤ -35 VPs.

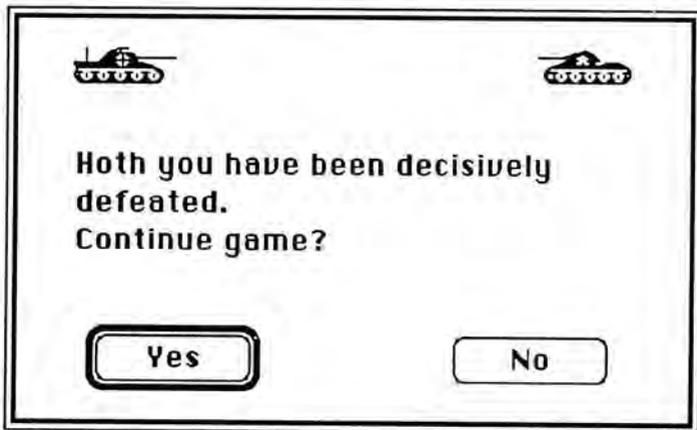
Where there is a difference of only one skill level (ie. elite:veteran, veteran:recruit) the more skillful player needs an extra 5VPs to achieve each level of victory and the less skillful needs 5VPs less. Where there is a difference of two levels (ie. elite:recruit), the more skillful player needs an extra 10VPs to achieve victory and the less skillful 10VPs less.

The initial victory level may be modified by +/-1 level according to the step loss ratio. If the SLR since start exceeds the historical SLR by more than .5 your initial victory level will be increased one level. If the historical SLR exceeds the SLR since start by more than .5 your initial victory level will be decreased one level.

Example: You're playing veteran to veteran. Your current VP total of 100 compared with the historical total of 78VPs produces an initial minor victory. However, the historical SLR of 1.5:1 exceeds your current SLR of 2.1:1 by .6. So the current victory level is reduced to a draw.

Promotion and Dismissal (Automatic End)

An automatic end can occur at the start of any turn in which a decisive victory or defeat has been achieved for the third consecutive turn. (In the tutorial this occurs after only two consecutive turns). When this occurs, you will be asked if you wish to continue the game.



Select 'YES' to continue and play will proceed as normal. If decisively defeated, we recommend you re-configure the game and change your name to reflect the appointment of a new commander. The box will re-appear each subsequent turn until the victory level changes.

Select 'NO' to quit the game and call it a day. The end screen will appear applauding your victory or lamenting your defeat. Take the opportunity to make a screen dump of this end screen - it may not happen often. You can then select 'Quit' or 'Review' as per the normal procedure.

Weather Effects

Each turn the prevailing weather conditions are determined and listed in the display.

Time	Time 6 : 00
Date	21 Dec 1943
	Weather
Temperature	Temp cold
Air Condition	Air blizzard
Ground Condition	Ground snow

Temperature. Can either be warm or cold. It gets progressively colder as the game proceeds into winter. While temperature has no direct effect on play, it does effect air and ground conditions.

Air Condition. Can either be clear, overcast, rain, snow or blizzard. Air condition directly effects the number of available fighter and bomber sorties. Availability rates range from 100% for clear; 40-90% for overcast; 10-40% for rain or snow and 0% for blizzard.

In addition to grounding all aircraft, blizzards greatly restrict the movement of troops and vehicles. Towards the end of November the chance of rain increases sharply (the late Autumn wet). The more rain, the greater chance of mud; the more snow falling, the greater chance of snow ground condition. Blizzard automatically produces snow on the ground.

Ground condition. Can be either good, mud, snow or freeze. Ground condition directly effects movement and air availability. Availability rates range from 100% for good; 30-80% for freeze; 10-60% for snow and 0-25% for mud.

Mud is caused by rain and/or warm temperature. When warm, it will change to good conditions a few days after it stops raining. When cold, it will change to snow or freeze soon after it snows or immediately after a blizzard. Mud is disastrous for movement, especially for motorised units. Your staff will recommend against offensive operations.

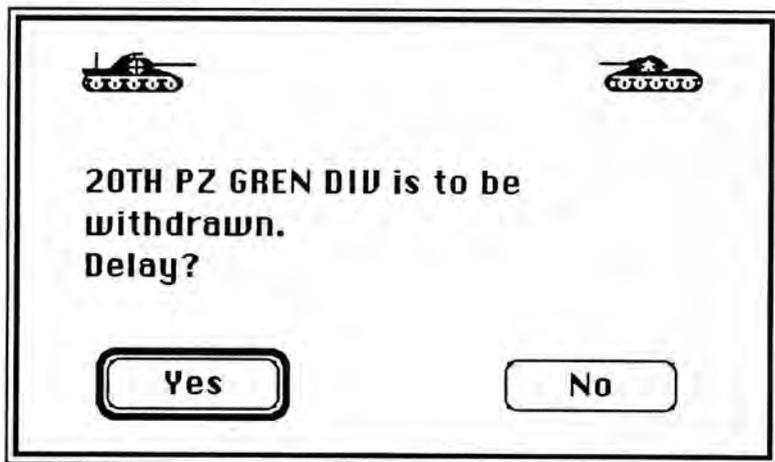
Snow is not quite so bad as mud, but it does slow things down. Freeze is better still, especially for motorized movement. Streams and rivers (but not the Dneiper) freeze over and are quicker to cross during freeze conditions.

Withdrawals

There are two type of withdrawals - scheduled and unscheduled.

Scheduled Withdrawals. Only the German has units scheduled to be withdrawn. These are the 3rd PZ, 10th PG and 20th PG divisions. The 20th PG Div is scheduled for withdrawal in mid-November, the others in late November. The exact date varies according to the skill level of the player and "lady luck". They are more likely to be withdrawn early if the player is elite and late if recruit.

As a computer player, the German doesn't get a choice - they are automatically withdrawn on the due date. However, the human player gets the option of delaying their release for the duration of the battle. Immediately after selecting 'Move' on the turn they are scheduled to be withdrawn, the unit's data will be entered in the display and the following box appear.



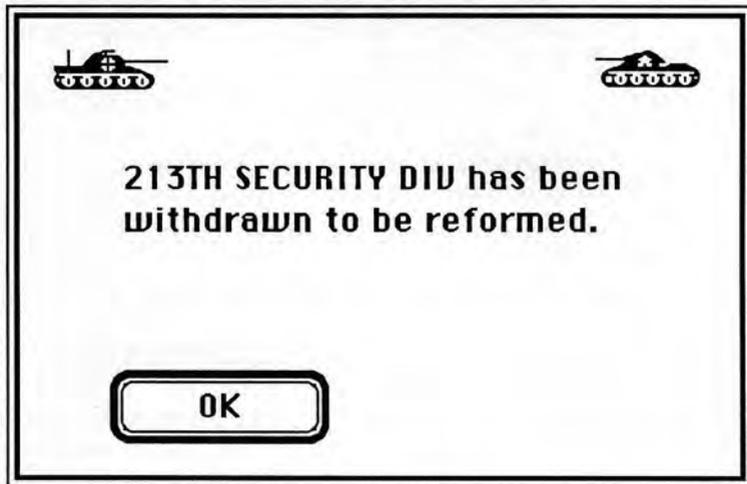
Select 'NO' and the unit will disappear from the screen, never to be seen again.

Select 'YES' and it will remain in play for the rest of the game. However, your current victory point total will be reduced by 3VPs for each unit in question and your opponent's VP total will be increased by the same amount.

You automatically get the option to delay the withdrawal of the 20th PG Div at the start of the 15 November scenario and you get the option on all three units at the start of the 5 December scenario.

The German needs extra units, but sometimes its better to have VPs on the board and fewer but stronger units. Choose carefully.

Unscheduled Withdrawals. This is a very polite term for units which have been chewed-out so badly they are withdrawn to be reformed. When a unit suffers sufficient losses to effectively wipe it out as fighting force, it will be removed from the map and you will be advised accordingly.



Alas, there is nothing you can do, so select 'OK'.

A few days later it will re-appear at a friendly map edge, still very weak. More often than not its troops will be tired and have low morale. So its a good idea to detach it to a friendly rear-area town and add some replacements as soon as possible. You will be advised the turn it re-appears.



Glossary

Attached - when a unit is assigned/subordinated to a formation HQ.

Combat Support - the supporting Korps/Army troops employed at the commanders discretion to support given units in combat. Eg. armour points represent tank battalions and regiments.

Detach - when a unit is assigned from a formation to a specified friendly town/city as part of the Army/Front reserve .

Establishment Strength - the number of men and equipment that should be in a unit when at full strength (ie. 100%).

Formation - a subordinate HQ and its units. Usually refers to German Korps and Soviet Armies.

Frontage - the area of front that a formation covers/deploys within.

HQ - command element controlling a formation (Korps/Army) or, in the case of superior HQs, controlling a number of formations.

Initiative - a measure of which side has the upper hand. In a battle, it usually refers to who started the combat.

INT - the intelligence staff who monitor all enemy activity and prepare detailed intelligence summaries.

Logistic Support - the supporting non-combat elements employed by the Chief of Staff to keep the combat element supplied. In the game only transport and supply are simulated.

Networking - a means of communicating between computers so that the game can be played simultaneously by two human players.

OKW - German high command.

OPS - the operations staff who keep track of unit status and prepare detailed operations plans.

Replacements - new/repaiored equipment and troops used to re-build units.

Stacking - when more than one unit or HQ are located together.

Staff - your supporting staff officers, represented by the computer.

STAVKA - Soviet high command.

Steps - a unit of measuring the strength of a unit, based on 1 step = 1 point of combat value.

Unattached - when a unit is assigned to Army/Front reserve.

Unit - the combat organizations. Refers generally to German divisions and Soviet Corps, but does include some independent Regiments and Brigades.

Zones of Control (ZOC) - the area a unit controls or influences.

Palette Functions

OPS - selects friendly HQs and units. Details are listed in the display and orders/objective icons on both Tac and Strat maps.

INT - selects enemy HQs and units. Details are listed in the display and orders/objective icons on both Tac and Strat maps.

Pursue - changes orders to pursue. Formation will advance towards enemy objective at best speed but with limited combat support available.

Attack - changes orders to attack. Formation will advance towards enemy objective at a steady rate with reasonable combat support available.

Assault - changes orders to assault. Formation will advance towards enemy objective at a cautious rate with maximum combat support available.

Hold - changes orders to hold. Formation will rest and recover fatigue status with only moderate combat support available.

Defend - changes orders to defend. Formation will move very slowly towards friendly objective with maximum combat support available. Units will try to stand rather than retreat.

Delay - changes orders to delay. Formation will move at a moderate rate towards friendly objective with reasonable support available. If pressed, units will give ground.

Withdraw - changes orders to withdraw. Formation will retreat at best speed towards friendly objective, with limited combat support available. Units will retreat rather than stand.

Travel - changes orders to travel. Formation will move at best speed on narrow frontage towards friendly objective, with minimum combat support available. Units will avoid enemy terrain.

OBJ - selects HQ's objective - either town/city or enemy HQ.

Frontage - changes the frontage or area around the objective a formation will deploy - either narrow, medium or broad.

Combat Support - changes the allocation of combat support points - armour, anti-tank, engineer, field artillery, heavy artillery, rocket and ground support.

Logistic Support - changes the allocation of logistic support points - truck, air transport and supply.

Detach/Reserve - detaches units to Army/Front reserve and assigns them to friendly town/city objectives.

Transfer - transfers units from one formation to another.

Replacements - allocates infantry, armour and artillery replacement points to depleted units.



Menus

New Game - starts a new standard game scenario.

Restart - re-starts a previously saved scenario.

Save Game - saves the current game and returns to the desktop.

Configure - re-configures the current game

Panic - refreshes the screen with the 'FBPANIC' paint document.

Quit - ends the current game, without the option of saving.

Tactical Map - activates the Tac map window and brings it to the front of the screen.

Strategic Map - activates the Strat map window and brings it to the front of the screen.

Display - activates the display window and brings it to the front of the screen.

Battle - displays battle icons over each battle.

Air Activity - displays air strike icons over each interdicted unit and enters the air bar charts in the display.

Victory Progress - displays German and Soviet control markers over towns/cities and enters progress information in the display.

Game

New Game	⌘N
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Restart	⌘R
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Save Game	⌘S
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Configure	⌘C
------------------	----

Panic	⌘P
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Quit	⌘Q
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Windows

Tactical Map	⌘T
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Strategic Map	⌘G
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Display	⌘D
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Reports

Battle	⌘B
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Air Activity	⌘A
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Victory/Progress	⌘U
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Staff

Air Commitment	⌘E
Force March	⌘F
Normal March	⌘H
Unlocated Enemy	⌘U

Time Out

Move	⌘M
Time Out	⌘O
Break	⌘K

Air Commitment - assigns fighter points to air superiority or interdiction missions and bomber points to ground support or interdiction missions.

Force-March - instructs formations to continue moving during the night.

Normal March - instructs formations to stop force-marching and rest during the night.

Unlocated Enemy - activates the INT palette icon to display currently, unlocated enemy units in their last known location.

Move - ends the Command phase and commences the Movement phase. Re-commences the Movement phase after 'Time Out'.

Time Out - interrupts play. Allows access to the Game Menu and OPS/INT icons during the Movement phase.

Break - tells the other human player on the network you're going to lunch and to save the game at the next Command phase.

Historical Background

With the decisive defeat of German armour at Kursk in July 1943, the Soviets began their first summer offensive of the war. Despite some bitter rearguard actions, the Soviet forces in southern Russia pursued the battered forces of Army Group South to the Dneiper river line. Here Field Marshal von Manstein intended to hold and refit his tired troops, before the onslaught of the inevitable Soviet winter offensive.

The Soviet high command, STAVKA, had other ideas and ordered both the First and Second Ukrainian Fronts to force crossings of the Dneiper before the Germans could consolidate. General Vatutin's 1st Ukrainian Front secured bridgeheads both north and south of Kiev, the strategic capital of the Ukraine.

In October Vatutin's 27th, 40th and 3rd Guard Tank Armies failed to break out of the rugged terrain in the Bukrin bend, south of Kiev. General Nehring's 24th Panzer Korps, heavily reinforced in good defensive terrain, had them bottled-in. So Vatutin decided to switch emphasis to Lyutesh bridgehead and take Kiev from the North.

With the 27th Army and elements of 40th Army conducting a diversionary assault out of the Bukrin bend, Rybalko's 3rd Guard Tank Army was moved North under cover of darkness. Huge artillery concentrations were massed undetected by the Germans in the narrow Lyutesh bridgehead.



As dawn broke on 3 November 1943, General Vatutin unleashed the biggest artillery barrage so far seen on the Eastern front. The objective was to crush the German defenders screening the bridgehead; storm Kiev and then exploit westward to seize the key towns of Korosten, Zhitomir, Berdichev and Fastov. These would cut the vital rail link to Army Group Centre and lay the ground work for a massive envelopment of Army Group South.

A bold and ambitious plan, which commenced very successfully. So successfully that even the cool headed Manstein began to worry. As Rybalko's tanks headed past a liberated Kiev on the 5th of November Manstein was pleading with Hitler for the release and commitment of the 48th Panzer Korps, the Fire-

Brigade, which had previously countered many a Soviet offensive on the southern steppes.

He also wanted the 40th Panzer Korps diverted from the Nikopol bridgehead so that enough forces would be available to recapture Kiev. But Hitler refused, sacked General Hoth, the defending 4th Panzer Army commander, and instructed the new commander Raus to blunt the Soviet advance and secure the Army Group's northern flank and its communications, via Korosten, with Army Group Centre.

A tall order even for the elite forces of 48th Panzer Korps. Reinforcements poured in, especially artillery and rockets. Despite huge losses at the hands of the assaulting Soviet forces, German infantry and armoured divisions were brought up to reasonable strength. Priority was given to the elite armoured units forming up around Belaya Zerkov in the south.

On the 7th of November, the first of 48th Panzer Korps's divisions to arrive - the newly formed 25th Pz Div - was ordered to move at speed and secure Fastov a key rail junction south west of Kiev. Its green troops ran headlong into the crack troops of the 7th Guard Tank Corps, who had stormed the town the previous night. With the support of the 3rd Guard Rocket Division, 7th Guards quickly put paid to the 25th's venture.

Rybalko pushed his tanks further west reaching Pavoloch, just 40 miles from Berdichev. Moskalenko's 38th Army soon wrested Zhitomir from the badly mauled 13th Korps. Chernakovsky's 60th Army was pressing 59th Korps at the gates of Korosten. 40th Army had re-deployed across the Dneiper and was moving south from Kiev. 27th Army had burnt itself out and went over to the defensive in the Bukrin bend.

Things were desperate for the Germans, but Balk, the 48th's skillful commander, refused to commit any more of his forces piece-meal. When the elite 1st SS and 1st Panzer Divisions arrived, and the 7th Panzer Division was transferred from 7th Korps, he unleashed them in a drive north to Brusilov and then west to re-take Zhitomir. With Rybalko's armour being committed to meet the challenge, a huge swirling tank battle ensued. For the latter part of November the elite armoured forces of both sides clashed, parried and counter-attacked.



When the dust settled (with the Autumn mud bringing operations to a standstill) both sides had suffered huge losses in tanks, men and artillery. The Germans had gained some breathing space, with the re-capture of Zhitomir and Korosten. The Soviets, while stymied, had generally held their own and STAVKA was releasing substantial reserves to ensure they held onto their hard fought gains.

By 5 December the winter chill had frozen the muddy grounds and the refitted Panzer Divisions of Balk's Fire-Brigade conducted a wide sweeping manoeuvre north of Zhitomir. Catching the Soviet infantry by surprise they advanced quickly towards Malin and Yalzvovka, on the Irscha river, hoping to envelope and destroy the 60th Army. 13th Korps reinforced with the crack 2nd Fallschirmjaeger Division advanced on Radomyschl to the east.

60th Army was forced to relinquish its grip around Korosten and the casualties mounted rapidly. The newly arrived 42nd Korps had successfully re-taken Brusilov and 7th Korps was threatening Fastov. While reluctant to commit forces earmarked for the forthcoming winter offensive, Vatutin was forced to ask STAVKA for more reserves. Acknowledging the desperate situation, Marshal Zhukov released the 1st Tank Army and the 18th Army, just arriving from fighting in the Crimea.

These new formations were rushed westward to stem the German assault. Additional tank and infantry corps were pouring in from other sectors. The refitted 4th Tank and 1st Guard Cavalry Corps were dispatched to 60th Army and along with elements of 3rd Guards Tank Army arrived in the nick of time to repulse the SS Tigers along the Irscha river. 1st Guard Army checked the 13th Korps' advance in bloody fighting around Radomyschl and 1st Tank Army put paid to 42nd Korps' advance east of Brusilov. With the commitment of 18th Army, Soviet forces went on the offensive and re-took Brusilov, Trilissy and 40th Army seized Tripolye on the Dneiper below Kiev.

By late December, both sides were too exhausted to continue. Action settled down while both sides licked their wounds. The Soviets had failed in their bid to envelope Army Group South, but had liberated Kiev, broken the Dneiper line and inflicted significant casualties on the German forces. 4th Panzer Army had failed to hold Kiev and the Dneiper line, but it did smash sizable Soviet formations and secure its vital rail communications with Army Group Centre.

A few days after 48th Panzer Korps was pulled back for rest and refitting the Soviets launched their winter offensive on Xmas eve. There was no respite.

Dave O'Connor

(Look for a more detailed account and analysis of this exciting battle by the principal researcher, Jack Radey, in Breakout magazine.)

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Scenarios

There are three campaign scenarios and one tutorial. The tutorial scenario runs for only 8 turns; covers only a small portion of the map; and includes only two formations and a limited number of units per side. Once the game system is mastered it is still a good, short mini-scenario, that can be played in an hour.

Each of the campaign scenarios cover the entire map (some 160 x 225 km or 100 x 140 miles) and include all subordinate formations and units under command. They are all scheduled to conclude at 0600 hours on 23rd December 1943, unless an automatic defeat/victory ends the game earlier. The only differences between the three scenarios are the initial deployment, start date and consequent length of game.

Each scenario is likely to take longer when playing another human player on the same machine. You can, of course, end a game before it is scheduled to finish, by selecting 'Quit' from the Game menu. If you want to return later and take up from where you left off, save the game first.

First Scenario (3 November 1943)

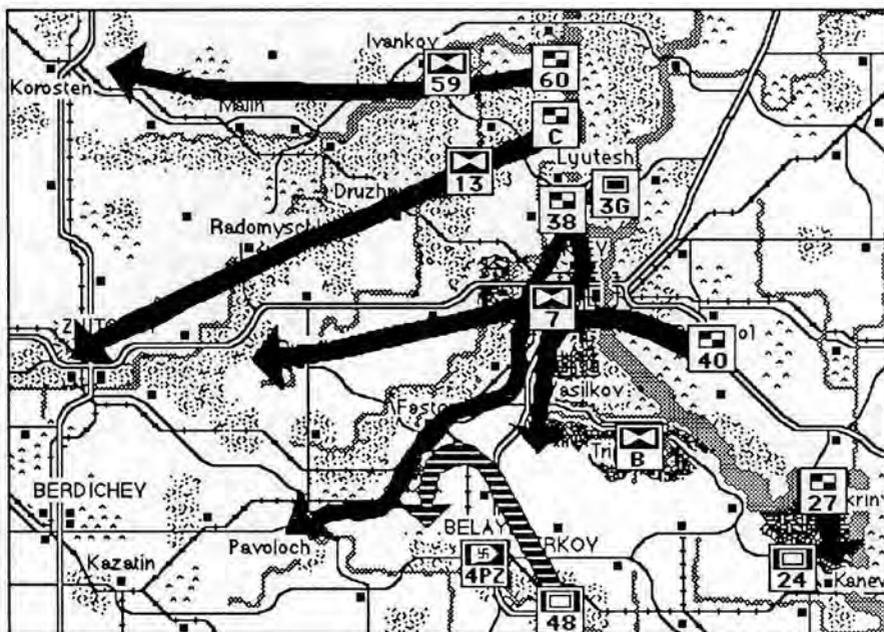
This is the full campaign scenario running for 50 days/turns from 3 November to 23 December '43. This scenario should take around eight hours to complete, unless an automatic victory or defeat ends it sooner.

The situation at-start dramatically favours the Soviet player, who is poised to launch an offensive to liberate Kiev and exploit westward. The map indicates the at-start Korps/Army locations and their historic axis of advance.

Please note that, historically, the Soviet 38th Army had a two pronged advance, one south to liberate Kiev and another westward to Zhitomir. For game purposes, we have used 'Group C' to command the forces driving westward. Similarly for the Germans, 'Group B' has been introduced to command the forces which historically made up the northern wing of 24th Panzer Korps. Also, the Soviet 40th Army, actually commenced with half its forces in the Bukrin bend. Those in the bend start the game under command of 27th Army. These were found to be necessary during playtesting.

Hints on Strategy

Soviet. Go like the clappers! You have only 10 to 15 days before the weight of German reinforcements even up the ratio of forces. During this time utilize your advantage in numbers to sweep the Germans from the battlefield. Never miss an opportunity to attrition strung out German units, but avoid set-piece battles which would prevent your exploitation westward.



Key: German advance/attack   Soviet advance/attack

Expand your bridgehead as fast and as far as possible to provide depth and room to maneuver when the inevitable German counter-attack gets underway. If you can pocket a German formation, do so but destroy it quickly.

3rd Guard Tank Army is the ace up your sleeve. It is likely to breakthrough wherever committed. The safe plan is to conduct a limited drive to Fastov. The more ambitious is to do what the Soviets did historically and drive like hell for Berdichev/Kazatin. Only the latter is likely to result in an early Soviet decisive victory.

German. Delay! Delay! Delay! In the first two weeks, the German has a real balancing act to perform. On the one hand, the Soviet rate-of-advance must be checked but not at the expense of heavy German casualties. Husband your armour and maintain a reserve. If you can, avoid committing 48th Panzer Korps until the 1st SS and 1st Panzer Divisions have arrived.

The 48th will need at least one other strong panzer division attached. Then apply the old maxim - "Hit 'em firstest with the mostest", where they least expect it. Maximize the step loss ratio in your favour. Avoid a head-to-head engagement with the 3rd Guard Tank Army - they're very tough "good ol' boys" too.

If the Soviets make an "end run" for Berdichev, you will need to also free up a mobile formation to re-claim lost territory in their wake. In this way you may be able to prevent an automatic Soviet victory. Once again this emphasizes the need to maintain a reserve.

Don't ignore the Bukrin bend but don't waste too many units there - three reasonably strong infantry and one panzer grenadier division should be enough after the initial 27th Army assault has been weathered. Consider assigning Group B to this sector, thereby freeing up the better staffed 24th Panzer Korps.

Crossing the Dneiper may catch the Soviets off guard - but be warned it may provoke an early and massive response from STAVKA. A drive on Kiev is always possible, but the safer option with the forces at hand is a series of limited attacks to reduce the Soviet bridgehead. Rather than conduct two separate Korps attacks, concentrate two or three assault formations and punch one big hole.

Second Scenario (15 November 1943)

This campaign scenario runs for 38 days/turns from 15 November to 23 December '43. This scenario should take around six hours to complete, unless an automatic victory/defeat ends it sooner.

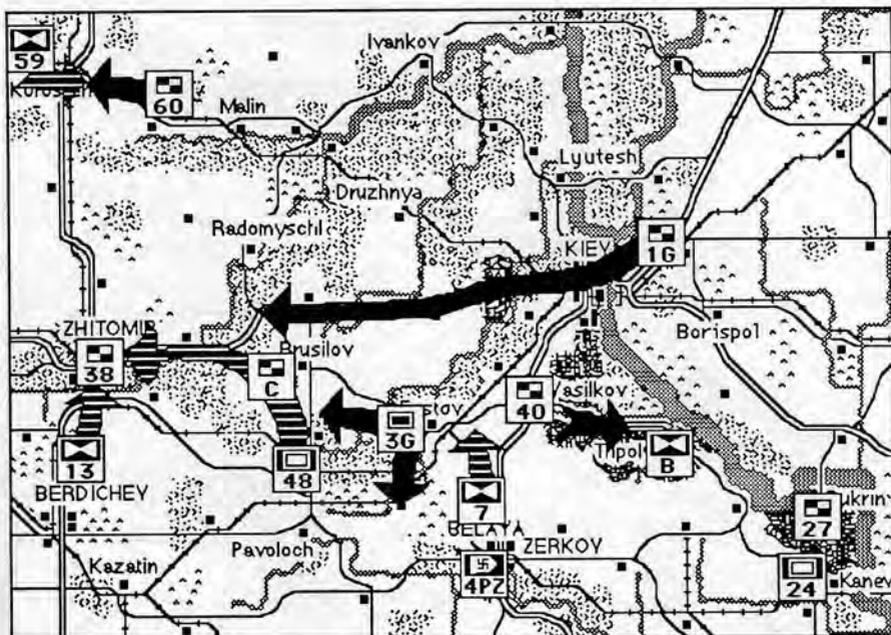
The scenario starts with the Soviet offensive peaking at the gates of Korosten, their forces weary and supply lines stretched. The Germans are ready to launch their counter-attack with the 48th Panzer Korps. Already it has re-taken Kornin in a limited operation over the previous two days. The map indicates the at-start Korps/Army locations and their historic axis of advance.

Hints on Strategy

Soviet. Batten down the hatches - it's hard hat time! Where possible rest and refit your tired troops. Create and maintain an armoured reserve - rebuild the 10th Tank Corps quickly as it will be needed by Group C to fend off the 48th Panzer Korps. 5th Guard Tank Corps should be rested and refitted before commitment.

You can either match the German spearhead or conduct your own attacks elsewhere to catch him off balance. The Fastov/Brusilov sector is vital, both to secure Kiev and to provide the springboard for your own renewed offensive. If the Germans come this way, you have little option but to defend.

Defend orders will maximize support and cause maximum losses on the German armour. But watch the step loss ratio. If you're taking too many losses, you may have to give ground facing the German spearhead and regain territory elsewhere.



Key: German advance/attack



Soviet advance/attack

German. Make hay while the sun shines! Maximum damage must be inflicted on the Soviets in the next two weeks before the mud sets in. Avoid fixed battles, concentrate and maneuver to peg back the Soviet bridgehead.

Capturing Zhitomir and securing the Brusilov sector will put you in a good central position for further exploitation when the frosts come. Alternately, a strong drive on Fastov by the 48th may allow a reinforced 7th Korps to breakthrough at Vasilkov and even drive on to Kiev. This could net you an automatic win, but may also end up in your best forces being bogged down in a costly battle of attrition.

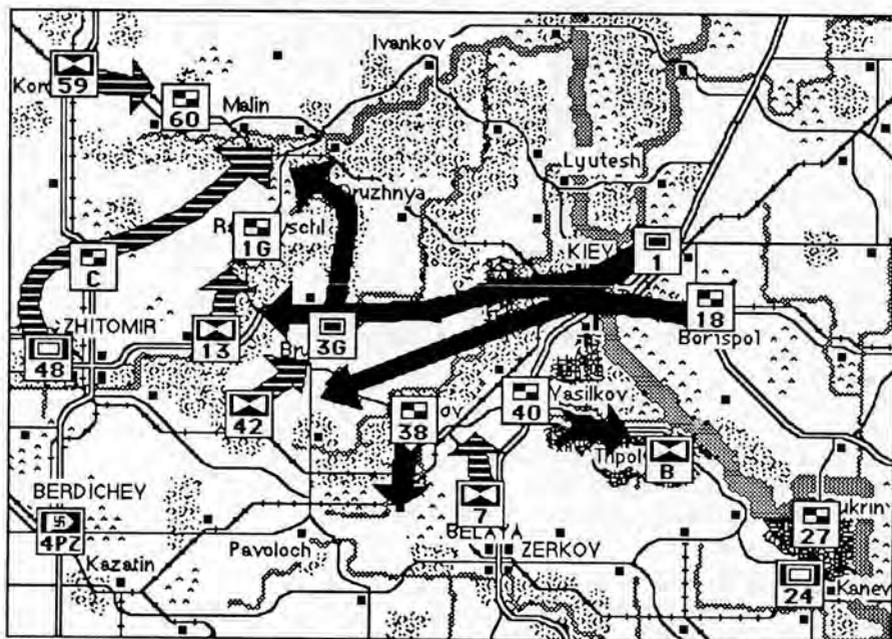
One of your biggest initial advantages is the freshness of your assault troops vis-a-vis the tired Soviet defenders. Be wary you don't fritter this advantage away by continued force-marching. Remember, at night there are no set-piece combats, only overruns and these won't dislodge strong defenders or make progress in rough or swampy terrain.

Think long and hard about delaying the withdrawal of the 20th PG and later the 10th PG and 3rd PZ Divisions. Three VPs each doesn't sound much but it may mean the difference between an automatic defeat and hanging on for an eventual minor victory.

Third Scenario (5 December 1943)

This campaign scenario runs for 18 days/ turns from 5 to 23 December '43. This scenario should take around three hours to complete, unless a automatic victory/defeat ends it sooner.

The scenario starts with the Germans ready to launch another 48th Panzer Korps counter-attack. Both sides have received substantial replacements and reinforcements. The map indicates the at-start Korps/Army locations and their historic axis of advance.



Key: German advance/attack



Soviet advance/attack

Hints on Strategy

Soviet. Wear down the enemy and then punch back! Use your existing forces to attrition and check the Germans wherever they choose to attack. Husband your reserves and wait until the German assault formations tire, then go on the offensive to secure as much terrain as possible.

If you can, try and pull 3rd Guard Tank Army out of the line. Rest and refit it. Then combine with the newly arriving 1st Tank Army to really smash the Germans for "six" (that's over the boundary in cricket).

Depending how desperate you are, consider relying solely on your at-start troops and the independent reserve units to stem the German counter-

attack. You can then delay the release of the 1st Tank and 18th Armies for a few days, earning valuable victory points.

When these do arrive, use your advantage in number of units to good effect by choosing objectives which will stretch the Germans. Avoid getting drawn into one big battle.

German. Maximize the step loss ratio and push in the Soviet bridgehead as far as possible. Don't get bogged down. Maintain a reserve. You're going to need it when the Soviets commit their reserve formations.

Consider delaying the three motorised divisions (3PZ, 10PG and 20PG). While weak, these do help offset the Soviet advantage in numbers which increases as the game progresses. However, you had better gain some quick VPs to cushion against early bad luck.

If attacking north, pursue and force-march 48th all the way to Malin. Force the Irscha early and 60th Army is ripe for envelopment. If you're too slow, you will find your way barred by the massive Soviet reserves coming in. To protect 48th's flank, 13th Korps must tie down the 1st Guard Army with nothing short of a frontal all-out assault. Ensure it has plenty of heavy artillery for the job.

Consider re-deploying your assault forces east, rather than north. The loss of a day may be offset by catching the Soviets off-guard. The Brusilov-Kopilovo axis is good tank country, even in winter, and it will provide an opportunity to further chew-out the 3rd Guard Tank Army. Look out though for the 1st Guard Army. It has substantial forces to the north and 13th Korps will need to keep it busy.

As soon as the Soviets commit their reserve formations to the offensive, go over to the defensive, create a reserve to counter-attack and choose your target carefully. A successful Soviets drive on Berdichev will effectively split your forces and prevent timely redeployments. This can be dealt with best by counter-attacking across the Soviet axis of advance. However, the Pavoloch and Zhitomir shoulders must be held at all costs.

Designers Notes

Design Philosophy

In designing Fire-Brigade, we set out to put the player in the commander's seat. Unlike a chess player, the commander of an Army or Front can't see where all his men are, nor does he have exact control over what they do. Rather, he must make his decisions based on the information to hand, the advice of his staff and his own intuition. He must issue orders through a chain of command, relying on subordinates to execute them correctly. He must expect that on occasions they will use their own initiative and he must rely on them to issue further orders to the units under their command. Such is the military machine!

To simulate what is not really an exact science nor a true art-form requires the creation of an artificial intelligence, so the computer can perform all the intermediate command functions and those of the opposing side when playing solitaire. In short, it must be taught to think, not just like a soldier, but like a collection of soldiers and that's no easy feat!

Only with the advent of the latest range of 16/32 bit machines, has there been enough power in a personal computer to drive such an artificial intelligence. But even these lack the speed for real line-of-path calculations, so supply paths and axis of advance calculations have to be done by algorithms which capture the effect rather than exactly simulate reality.

As to how the human player interfaces with the machine, we were keen to capitalize fully on the user friendliness of the Apple Macintosh interface and then port this over across the range of personal computers. The Mac interface with its windows, menu bars and icons allowed us to get away from the tedium of accessing gate after gate in a hierarchical menu system or of being locked into the rigid structure of a set sequence of play.

Players can freely access information and give instructions in any order they like. While it is still possible to forget to do something, this system maximizes efficiency and access in the Command phase. You only bother with those details needed to make your decisions and only issue those instructions needed at the time - your (computer) staff do the rest.

In short, for those who enjoy the detail, it's all there. For those who prefer to only set their formation objectives and orders and rely on their staff to handle the rest, this is also the system for you.

Strategy and Tactics

Without giving too much away, adherence to the well tried principles of war should be rewarded. Surprise, concentration of force, offensive action, maintenance of momentum and a strong reserve all pay dividends. Committing forces piece-meal, overloading the command capacity of formation HQs, assigning over-ambitious objectives to unsupported, tired or unsupplied formations will get you into trouble.

Fatigue is a killer. As a general rule, assign hold orders whenever possible. Avoid excessive force-marching. Rotate tired units out of formations. Detach them to a nearby town where they can rest. This will keep up the formation's fatigue rating. Remember, exhausted troops show little respect for unrealistic orders.

Command is crucial to controlling your fighting forces. Don't expect HQs with poor command ratings to control large numbers of units. They won't and you will be sorry when they ignore your instructions.

As a tactician, the computer's not perfect (more power needed!), but its logic is not fixed to a particular strategy directly associated with the scenario. Rather it is generic, with forces, objectives and orders being assigned according to the circumstances of the time place. The computer will assess the local force ratio of each of its formations and determine its posture and objective accordingly.

A plethora of modifiers apply to account for the overall initiative, action by enemy formations, supply, victory value of objectives etc. There are a few provisions within the code to ensure that certain key objectives get the attention they deserve and to counter for a few "unrealistic" moves - see what happens if the German cross the Dneiper early in force.

That's not to say the computer is perfect and can't be beaten. However, by avoiding set-piece strategies the computer should provide a variable and credible opponent in most situations.

By far the most interesting games are played against another human player. Then, much will rely on you second guessing your opponent. Playing simultaneously via cable is best, both for speed and true fog of war.

We think we've designed the best operational level wargame now available for personal computers. There's still room for improvement and we don't claim to have a monopoly on good ideas. So if you've got a good idea for improving the system, please drop us a line and we'll try and incorporate it in our future products.

Dave O'Connor

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Never before in human endeavour has so much been owed to so many for so long that they've nearly forgotten about it. JUST A JOKE!

In all seriousness, both Tony and myself would like to thank our wives, Jenni and Joy, for enduring almost two years of prolonged deprivation. Their unwavering support in the face of a project, which never seemed to finish, was vital.

I would like to thank fellow Panther Games director Steve Utick for his invaluable support, not only in game testing and marketing, but for his faith in "going computer". Special thanks to Ian Trout and the gang at SSG. Their unselfish assistance will always be appreciated.

Last, but not least, many thanks to all those punters who waited so patiently for Fire-Brigade's release.

Dave O'Connor

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Packaging/ Assembly	Strategic Studies Group Pty Ltd

Comments

Please let us know what you think of the game; what aspects you like and don't like; and those you would prefer to see in future releases.

Our policy is to satisfy our customers' requirements.

If you have any queries, please write to:

Panther Games Pty Ltd,
PO Box 8, ACT 2605
Australia.

Enclosing a screen dump (see page 54) may help to explain the situation or even enclose a saved game on a disk.

We will endeavour to respond as soon as possible.

FIRE-BRIGADE

RULES EDITOR SACKED

CANBERRA. 16 May 88. Error on page 13 ends budding career. "It's not fair!" claims rules editor "With all the changes, it's only human to miss one minor point."

"Instructing players in the Tutorial to select the 'DETACH/RESERVE' function from the staff menu instead of from the palette, is no minor point" replies company president. "There is no room in our organization for such an unprofessional attitude. You're fired!"

The rules editor, Dave O'Connor was heard to mumble "Well I quit" as he was shown the door.

Company President, Mr D O'Connor, offers his apologies and requests players to amend the first line of the last paragraph of page 13 of the Player Manual, by deleting "Staff menu" and inserting "palette".



In Conjunction with AJJA

