

Firing Range

(rules.wri) incomplete shareware documentation

Main screen:

Purchase units:

Selecting a unit type a pressing buy will build a new platoon in your capital and subtract the cost from your treasury. If your capital is overstacked, you do not have enough money, you have not executed a pending overrun, or you already have ten units of that type, you cannot buy.

Intell:

This will bring up your messages window which informs you of events that took place during other players turns. It also serves as a communication device between you and the other players. If you are playing multiple human players on one machine, all game related talk should be through this system. This screen also allows you to send forged messages to your opponents. The more money you spend on the message, the better the chance the message will fool them.

The second function of this button is recon. If your selected unit is adjacent to an enemy unit, you can perform recon on that unit by selecting it as your Target and clicking Intell. This costs one movement point. The accuracy of the report depends on the experience of the reconing unit and visibility.

End turn:

This will end your turn after verification. When your turn ends, all units in industries or capitals how have movement left will automatically supply and train. Any jets not landed in a fort, industry, or capital will crash.

Day/Night indicator:

During the night, (every third turn), visibility is decreased and jets cannot fly. Strategic attacks are also slightly harder.

Game:

This brings up the game options screen. Saving your game will end your turn, so finish your actions before you save.

** In the event of a program crash, you can restore your game with autosave.fir or autosav2.fir (1 turn ago and 2 turns ago) If the problem continues, email me both these files (uuencoded) to infinite@pairienet.org to help me debug **

Red Status info at bottom:

There are two sections to this. The info to the right tells you current messages and responses to game actions. It will also describe the terrain of the currently selected game square. The info on the left gives a listing of game pieces in that square. The first # after unit type is the controlling player. The second # is the unit's ID number. ** Double-clicking a unit in this area will select it in either the Unit or Target box above, depending on the preceding option button **

Unit Control Box:

This box controls all unit functions. The currently selected unit appears in the first combo box. A list of all your units is in the drop-down portain of this box. You can change selected units by picking a unit from this box or by the above method. This units statistic are displayed in the box immediately below it. The first line gives the units experience. As a unit trains and fights, it becomes more skilled. Better skilled units are much more effective than Green ones. The second line tells how many subunits it has. When this reaches zero, the unit is eliminated. The next line gives the # of remaining moves. The forth line gives the amount of supplies the unit has. A unit with no supply cannot attack strategically and is greatly weakened otherwise. The fifth line tells if the unit is dug in, and the last tells if it has fired. Only Jets can fire more than once per turn.

The buttons on the right move the unit in the correspondng direction. Stacking limits are 4 units + 1 jet. The options below can be performed by selecting one and pushing Execute.

Attack will strategically bombard the unit specified by the Target field. All units have a strategic range of one square except artillery, mortars, and AA guns. Damage dealt depends on target cover and experience, unit experience and strength. Units with anti-armor capabilities are much more likely to damage an armored target.

Supply will either supply and train the selected unit or supply the Target. If unit is in a industry or capital, the unit will gain 1 supply (6 if truck) and train. Note, training can only increase unit skill to a given level, only combat experience will go above that. If the selected unit is a Truck, it will attempt to supply the Target unit. This only has a range of one, but is a quick way to supply wayward units.

Bld/Tran will either build or transport. If the selected unit is an engineer, it will build a minefield in the current square. If the selected unit is a truck or jet, it will pick up the current Target if it is in the same square, (jets can only carry infantry) or drop a carried unit.

Dig in will make a unit take cover. This increases their ability to defend and lowers their visibility. If an engineer digs in in grassland and has full supply, he will build a fort.

Overrun will execute the current overrun. Overruns occur when you move one or more units on top of an enemy unit. This will switch game play to tactical combat.

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(Complete rules available with registered version)