

FH↑¶ The Large Scale Combat Simulator was written to make ADD
FH↑¶ campFH↑¶aigms where large armies battle faster and easier to
FH↑¶ playFH↑¶. The LSCS Version 1.0 is the first version of this
FH↑¶ progFH↑¶ram and does the following:

- FH↑¶ Mediates combat between two armies of variable size and
FH↑¶ qualiFH↑¶ties.
- FH↑¶ FH↑¶Considers each fighters area size and his opponents area
FH↑¶ sizeFH↑¶.
- FH↑¶ FH↑¶Combats at distant or close range.

FH↑¶ LSCS keeps track of armour, shielding, unit type (Cavalry,
FH↑¶ InFH↑¶fantry or Wagon), and close or open order battle. It
FH↑¶ countFH↑¶s casualties from each melee and displays figures on
FH↑¶ theFH↑¶ screen or printer.

FH↑¶ The program is self explanitory, so instructions are
FH↑¶ unneededFH↑¶.

FH↑¶ Version 2.0 will include morale checking, surrender and any
FH↑¶ cFH↑¶orrections necessary fron version 1.0.

FH↑¶ LSCS was adapted from Fantasy Wargaming, chapter 7, section
FH↑¶ oFH↑¶n Large Scale Combat, by Bruce Galloway. Almost all
FH↑¶ factorsFH↑¶ have been reproduced in this program without
FH↑¶ modificalFH↑¶tion.

FH↑¶ This program is for public distribution and should not be
FH↑¶ solFH↑¶d.

FH↑¶ If you have any comments or suggestions, leave a message on
FH↑¶ tFH↑¶he Viking BBS at 594-8989 to David Jones. Your comments
FH↑¶ wilFH↑¶l influence the creation of version 2.

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→ Your comments

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