

Battlelords Manual

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1. Getting Started

System Requirements

MS-DOS Compatible System / Win9x
486 CPU
4 MB RAM
VGA Graphic Adapter
2 – Button Mouse
2 MB space on your HDD

If you can read this on your machine, then you probably already have all these components running under or on your desk and you need not worry unless you are using a non-MS compatible system such as Linux, Unix or MAC-OS, which are not supported by Battlelords directly but may run on an emulation basis.

Installing the Game

The Battlelords installation comes as a single self-extracting file named `batlords.exe`. Download it from our server and run it anywhere on your system. You will be prompted for an installation directory, which is set to `c:\batlords` by default. You can change the installation path in whatever way you like, as long as your last folder is named `batlords` (i.e. `c:\games\batlords` or `d:\others\freeware\batlords`). After pressing ok, the installation routine will extract the game files into the designated directory. When it has finished, press the “close” button, which will return you to your desktop / OS Shell.

Starting the Game

On your first start, run the `setup.bat` file in your newly created `batlords` folder. Alternatively you can run `batlords.bat`, which will automatically execute `setup.bat` on its first startup. Follow the few easy steps to setup the game for your system.

Note that sound environment – although detected by the setup routine – may not work due to DOS driver incompatibility. In this case Battlelords will start without sound even if you have selected sound in the setup process. Make sure, you have a proper DOS driver installed that is 100% compatible to the SoundBlaster standard to use sound in Battlelords. Please note that running wrong or no DOS drivers with activated sound have on very rare occasions been known to even cause a system crash, making a reboot necessary. Should this occur in your case, please simply run `batlords.bat` again. Sound will be disabled automatically. If you wish to try a different driver version, please run `setup` again and reactivate sound. After this, Battlelords will run the main program automatically and on further sessions, you will only have to run `batlords.bat` to start the game.

After a short system speed check and a very short intro – in fact it’s just the Horizont Entertainment Logo – you should find yourself in the main menu.

Implemented Online Help Function

Although we strived to make the Battlelords game interface as intuitive as possible in order to ensure maximum game control, as you certainly noticed by now, the complexity of the game itself still calls for a multifaceted order and function system to unfold the entire tactical immergence that we aimed for.

This full game-documenting manual elaborates on every order and its specific usages in detail, but since we are dedicated gamers ourselves, we know that having to read a monumental manual before being able to actually play a game isn’t exactly what you are looking for as your leisure time entertainment.

Therefore we have implemented an online help function into the program itself so you can have your console display a short reference on any order button or unit you wish while you are actually playing the game.

To activate this function, simply choose a desired item such as a unit (friend or foe) and right click on it. A short description of the order or unit will appear in a transparent box in your map console window. To exit this screen, simply press the right mouse button again. The given information should help you answer most of the questions that you may have encountered.

2. The Main Menu



Here you can create new games, manage your saved games or end the program and exit back to your OS. Available options are depicted to the left.

Each of these options will be elaborated upon in the following paragraphs.

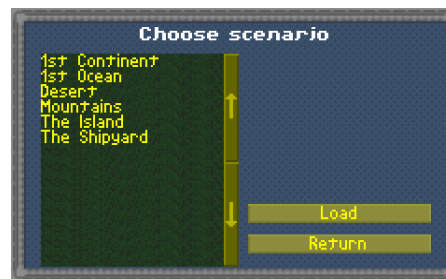
Starting a Single Player / Hot Seat Game

To setup a new single player or hot seat game, press the “Start New Game” button.

Battlelords will now open the scenario selection screen, where you can choose the battlefield for your game to take place on. Note that a scenario is always a complete map at the size of a continent with 8 player start positions and a given set of standard units plus additional units for the scenario. For detailed information on the scenarios please visit the Battlelords web resources at

<http://www.horizont-entertainment.com/batlords>.

Battlelords will automatically locate and integrate any scenario files found in your batlords directory and offer them in the selection box to the left of the scenario window. Choose one of them by left-clicking on its name and press “load” to continue or “return” to get back to the main menu. “Load” will get you to the savegame screen where you can select a save game name for the game session you are about to begin.



Note that all previously saved games are also displayed and can be overwritten if you no longer wish to use them.

Click “New” and enter a name for a new save game to be created.

Battlelords will automatically save your game after every turn or within a turn if instructed by a player through the “Save Now” button, located on the bottom left on the tactical console, depicting a floppy disk.

Now all that is left to do is choosing who will get to play against whom and under what nation’s color.

Clicking into the open space behind the colored nationalities in the now upcoming screen lets you enter



a name for a human player.

Entering just a simple “c” will be interpreted by the game as “Computer”, rendering this particular nation to the control of the CPU Player.

You can enter any combination of human and/or CPU Players into the contest, not necessarily having to fill up all the slots given although we would still like to encourage you to do so in order to experience maximum game play and balance. Should you wish to fill in all except the manually entered slots with CPU Players, just press the “Remaining as CPU” button.

As soon as you are pleased with your selection, clicking “Start Game” will begin the scenario with the first player in turn one.

For further instructions on game control and interface, please proceed to “The Tactical Console”.



Loading Saved Games

Game sessions are saved automatically at the end of every invasion day, a day being complete as soon as every player has finished his turn. Alternatively you can save your game at any point you like, ending the session immediately and allowing you to pick up the game where you left it when you run Battlelords the next time.

To load a saved game, click on the “Load Game” button and wait for the save game selection window to appear.

You will then be asked to choose the game you wish to continue by marking its name with a leftclick and confirming your choice with the “Load” button.

To aid you in your save game management, marking a game will also display a short summary of the session stats in the upper right window, informing you which scenario it takes place in, how many human and CPU players participate and how far in terms of turns the game has proceeded. Once you have chosen a game, the program will take you exactly where you have exited the game on your last session.



Alternatively the “Return” button will bring you back to the Main Menu.

Renaming / Deleting Saved Games

The incident may occur that you wish to rename or even no longer continue a game you have previously saved. Reasons for this may vary, but once you have decided to rename or abandon a saved game, the “Rename / Delete Game” button will give you the power to do so.

Clicking it will open a dialogue similar to the “Load Saved Game” window, only this time rendering you with the respective management options to rename and delete the game session files.

Again, a summary in the upper right corner will help you utilize this tool.

Mark a game slot in the selection list – given of course that you have created a saved game in one of your previous sessions – and choose what you wish to do with it.

Clicking on “Rename” will open a prompt that enables you to enter a new name for that session, while clicking

“Delete” will remove the game from the list after rechecking with you if you are sure you really want to delete it.

Please note that removing a saved game is irreversible and should therefore be executed with extreme caution!

Again, alternatively the “Return” button will bring you back to the Main Menu.



Exiting to OS

To terminate your current Battlelords session, simply click on the “Exit to OS” button.

The Program will then close itself automatically and return you to your previously used OS Shell.

Please note that, depending on your DOS settings in Windows, you may still need to manually close the MS DOS Window in order to return to your desktop.

3. General Game Structure

Being a turn based strategy game of the old school, Battlelords strongly yields to the concepts of classical board games in terms of unit movement, player hierarchy and even basic tactical resolution.

To allow you to understand the general idea behind the game, we have provided you with the following brief insights on what makes it work and why.

Turn Structure

The game itself takes place in chronological steps called invasion days, each of these consisting of one turn per player, starting with Player 1, letting him move his units and finish his turn, then rendering control to Player 2 in the same fashion and after that to Player 3 and so on, right down to the last Player on your game session's list.

Once the last player has completed his troop movement and thereby concluded his turn, the day ends and the game is automatically saved within the save game slot you were asked to name when you first started the session you are currently playing.

As soon as the game has been successfully written to disk, you will be forwarded to the next day of invasion, thus returning control to Player 1 for his or her next turn.

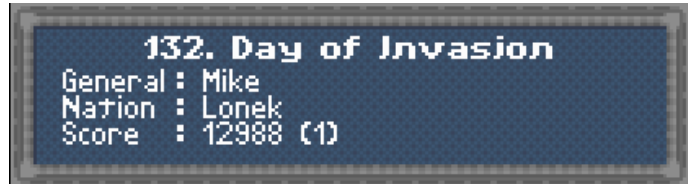
Note that the term "Player" fits for human as well as CPU controlled contestants.

Computer controlled players will make their moves hidden from human players but will still be calculated and executed at exactly the same place that a human player would fill in the turn hierarchy. A computer player making his moves will be displayed by a small window, showing his progress throughout his units' moves.



Don't worry, if you don't see them in the first turns – there is just not enough material yet to really challenge their abilities. The computer will finish his turns before you even recognize they are taking place. With growing armies moving across the map, this will slightly change. However major delays with CPU tactical calculations should not occur unless you are running an absolute minimum system constellation.

When it comes to a human player's turn again, an info box will be displayed stating exactly whose go it is, ensuring that the tactical console will not be unveiled before the proper player in a hot seat game has secured privacy from his other human opponents. You will also be given short information on score, ranking and game progress. A simple leftclick will then get you to the tactical console.



Units Structure

Coming to the concept of unit management, troop movement and in basic terms even combat resolution, try and think of the game as a far fetched descendant of ideas from a brilliant tactical game of ancient times: Chess



In fact, troop movement in Battlelords is very similar to the movement of a pawn in the game of kings, only this time, your pieces on the board are tracked or winged, wield machine guns or anti aircraft cannons and snipe away at each others hit points instead of patiently waiting for a possible diagonal strike.



Battlelord's units consist of a band of war machines, infantrymen or miscellaneous vehicles, always combining one and only one single type of them into a manageable strike force.

Therefore you will command Infantry Units, Tank Units, Fighter Plane Units, Battleships, Troop Transport Units and many other formations always organized in this self same fashion.



Each of these units has stats based on the type of machine or personnel forming it.

Unit Statistics

Your standard unit will have the following characteristics (the letters in braces being the abbreviations used in the tactical console's status window):

Quantity (Q):	Number of vehicles / infantry men left in this unit
Move (M):	Number of moves a unit can make per turn – a move being an actual change of position or an attack
Attack (Pictograms):	Combat values against the four categories of forces: ground, air, sea, submarine
Attack Range (AR):	Maximum range an enemy unit may be at when your unit attacks it
Armour (A):	Unit's defensive value against all attacks
Rank (R):	Unit's level of experience from 1 to 10, higher experiences increasing its combat stats (see combat resolution)

Apart from these standard characteristics, some units also have the following additional features:

Load out (L):	Ammunition or units currently loaded into the unit's cargo hold
Fuel (F):	Aircraft fuel status (depicting fuel left / distance to next refueling point)
Damage:	Hitpoints for all kinds of sea vessels, substituting the Quantity characteristic of ground or air units (depicting current damage / maximum damage)

Ammunition Supplies

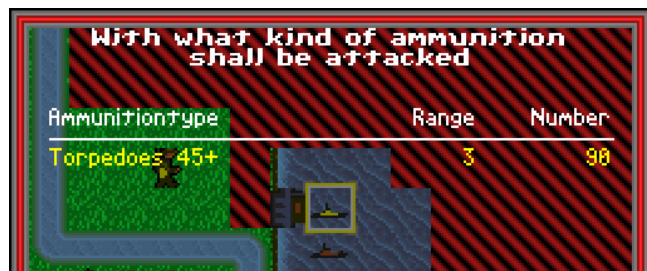
While most of your ground units, battleships and fighter wings benefit from the blessing of unlimited ammunition resources and – except for the air force – unlimited fuel supplies, game balance and the development of greater tactical depth have brought us to creating exceptions from these principles in some otherwise much too powerful cases. Units affected by these exceptions can be thought of as mere platforms for attacking enemy targets. Without the proper load out of ammunition to fire, they are almost helpless against opposing forces.

A simple example are all missile-firing units, may they be ground force components or the feared and deadly missile submarines. Once you have produced the latter once, you will soon notice that – apart from anti aircraft standard equipment, they appear to be useless. That is because to fully make use of their extraordinary killing potential, you will also have to produce and equip the respective ammunition: Missiles.

You will find that Battlelords offers you the choice between a variety of different versions of the same ammunition, each of which coming with its own combat effects and statistics (for a detailed overview on these stats, see Appendix B "Ammunition Database"). Usually their main separating characteristics are range, firepower and area effect.

A unit can always load its respective ammunition up to a given maximum load out (given in the unit statistics).

Within this limit, you are free to load and mix any kinds of respective ammunition you wish, for instance equipping a missile submarine with some long range target focused sea to ground missiles, some shorter range area effecting barrage missiles and of course some anti aircraft ammo to fend of those pesky subhunter-helicopters before they get to close. Once you decide to attack using the "Ammo Attack" order, you will get to choose the ammo you like from the supply currently loaded into the units hold.



Every time you fire, the unit will use up ammunition equal to the quantity / hitpoints it currently possesses.

A damaged missile submarine with the damage stats of 3/10 for example will use up 7 Missiles on every attack, since it only has 7 hitpoints left. Naturally a fully operational submarine wielding 10 Missiles at a blow will deal more damage to its designated target, working out just like a normal combat resolution would.

Ammunition can be produced in every respective production facility for the units of your ground, sea and air force.

Ammo transfer between two sites can be easily performed by an ammo using unit itself, since you can unload and reload any ammo in a facility at any time without using up extra moves, or you can make use of the TKW – Ammo Carrier, a very handy little ground unit complemented of a transport vehicle conversion that can be produced at any factory for a lousy 16 PT.

Note that ground force missiles and naval missile ammunition are identical and can thus be used by both troop assignments.

Fuel Supplies

Just like with ammunition, fuel is not really an issue for most units on your campaign map, as they have access to an unlimited supply and therefore need not be managed separately.

But also like with ammunition, there are exceptions to that rule: All of your aircrafts.

While with the ammunition you had to produce supplies in your respective facilities, fuel makes a little but helpful difference. For your air units, it's unlimited, too, just that it only stands ready for them in an airfield or aircraft-carrying unit. It's there, but it's only there.

Each plane or helicopter therefore has a fuel value given in its statistics. You will see it in the status window on your tactical console, once you have focused on an air force unit.

This value complements to pieces of very important information separated by a slash. The first depicts the current fuel that is left in the unit's tank and the second gives the momentary distance to the next possible refueling point on the map.



Thus should the first value ever be lesser than the second one, you can be sure that your pilot is beginning to wipe the sweat from his glasses, as he is most certainly going down somewhere he doesn't want to.

1 piece of fuel is used up every time a unit uses a move, may that be through actual movement or due to combat action.

To refuel, simply move the unit into an airfield or any aircraft carrying supply unit such as a cruiser for helicopters or an aircraft carrier for all air force units. Here its current turn will end, no matter whether it still has moves left or not. It will be fully refueled and ready for your orders on your next turn.

Note that the distance value in your unit statistics can be tricky, since the calculated distance may well be dependant on a unit that is itself moving. Should you have a recon plane spying around and trusting that there will be an aircraft carrier with a nice barrel of kerosene waiting in the coastal waters for instance, be sure not to move that carrier to far away, because the units value will differ with the actual distance every turn, eventually leaving the pilot with more than just wet feet in case you miscalculated.

Of course you may ground planes and helicopters on plain ground anywhere on the map and have them waiting until a friendly infantry unit has conquered an enemy airfield nearby or until that sluggish air craft carrier and her escort finally make the distance between your own and the enemy's islands. As you will soon find out yourself, tactical depth and the occurrence of interesting situations will give you a neat little extra challenge in managing your swarms of bombers and fighters on the way into the opposing territory.

Economic Basics

Since your forces won't grow on trees or bud like flowers, Battlelords will naturally also face you with the challenge of managing a very basic but never the less very important economy system in order to get your supply and reinforcement production underway.

To keep economic aspects as simple and thereby tactically transparent as possible, all production in Battlelords is based on a single currency system: PT (standing for Production Tons).

Each unit stats overview will tell you the worth of that unit in PT just as every production line in a factory, shipyard or airfield will display them, too. Building an unit will always cost you that certain amount of PT. Should you decide to produce a Panther Tank Unit for example, you will have to spend the amount it is worth: 28 PT. Now how do I get these PTs, you might ask. A very understandable question. And a simple answer, too:

They will be given to you at the beginning of every turn as daily income, consisting of a fixed income of 16 PT (equivalent of 1 Infantry unit) and a bonus income depending on the number of factories, shipyards and airfields you currently have in your possession, each of these production facilities supplying you with an extra 2 PT per turn. To speak in an early game example, should you possess 3 shipyards, 5 factories and 2 airfields so far, then your daily income will be $16 + 6 + 10 + 4 = 36$ PT.

The amount will be added to your PT stock and thereby allow you to spend it on new forces and supplies.

Note that the nature of this stock of course also allows you to save PTs for several turns, not forcing you to spend all your income on one day. Also you will not have to pay for a new unit at the beginning of its production or at its end as a whole, but you rather pay



on a ratio basis every turn. Therefore you won't need all the PTs to for instance build a mighty Battleship in a shipyard in order to start its production. You can get the facility to work and pay whatever you have at the beginning of every turn, until you finally have reached the full amount and the production is finished.

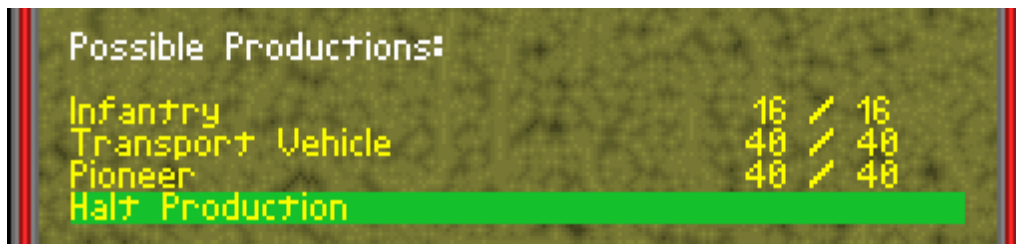
This counts for every production on the map, may it be ground forces, sea vessels or aircraft wings.

At the beginning of every turn, your current PTs will be split between all current productions and then used to go forth in the assembly process, eventually finishing the respective unit and rendering it to your command. Thus, many productions will subsequently slow the process of reinforcing your armies and few, well picked productions will fasten the output, but decrease the number of units of course. While in the game itself, you will soon experience the differences and start to strive for a well-weighted balance between the two effects.

Production

Production itself is commenced in the already mentioned production facilities, each of which giving home to its respective troop assignment (factories for ground forces, shipyards for naval forces and airfields... well, you get the idea).

Each facility has a set of three given production lines, but can only produce one of them at a time. You may switch production between these lines freely, even rendering a half finished production to a halt and taking up another line whenever you see the necessity to do so.



Alternatively you can also ground the whole site to a full stop, leaving the facility to nothing but simply a PT supplier until you decide to take up local production again.

Production progress is displayed by the two numbers to the right of each production line, the first giving the amount that has yet to be produced, the second giving you the total value of PTs necessary for this unit.

Thus, if the left one reaches 0, your production is finished.

Naturally the three given lines or ports will not always match the actual tactical needs you experience in one or another situation, and therefore you are of course empowered to change a production line completely. But this action will also cost you a little extra PT, depending on the unit you choose to change the port to and it will also take a single turn to undergo the change before production can start again. The extra costs will be displayed when you get to change the production so you can decide whether it is worth it or not.

Apart from other units, you may of course also choose to produce ammunition necessary for some units in the same way as described above.

Other than producing new units, only the shipyard has a second possible use for the PT stock, allowing it to refit damaged sea vessels that are moved into the facility and given repair orders. PTs will in this case be used up depending on the damage that has to be undone and repair orders will always cause an eventual current production inside the shipyard to pause until the orders are carried out and work on the vessel is completed.

Radar / Sonar Concept

By now you have learnt all about units, ammunition, fuel supplies and the way they are produced and paid for. The next logical step should be to get your army moving around the map and have it wreck havoc upon your enemy's forces, you might think quite correctly.

Well that's a good idea, but it does have a catch to it: Where exactly is the enemy?

Now, you won't find him sitting in the trenches and besieging your hometown right at the beginning of your campaign, since you will be supplied with the time needed for expanding your territories before you eventually stumble into your first skirmishes with hostile units. But for sure you know that your opponents are out there all the time and they could be lurking anywhere. Without doubt, any commander would feel much more comfortable, if only he could make that anywhere into a nice, definable and none the least attackable somewhere, which means that he – and thereby you – needs to get into another far brought military tradition: Reconnaissance.

Now with Battlelords, you will make use of two different ways of Reconnaissance. On the one hand there is territorial exploration based on an actual sight at the range of 1 for any of your units.

In game terms, every time one of your units moves into yet unexplored territory (denoted by the black and red diagonal patterned fields), it reveals the terrain that is just next to its position. Once these terrain fields have been unveiled, they stay visible for the rest of your campaign.

On the other hand though, there is the much more important concept of enemy unit reconnaissance through unit based radar systems.

Now when you are in the game, you will notice, that each of your units and towns is surrounded by a halo of a certain range – in most cases the range of 1 – while the rest of your already explored territory seems to be darkened by a shadow of some kind. These halos or auras are the actual radar range of your specific units, depicting the range at which your troops can spot an enemy unit close to themselves. Any field that is not part of one of these brightened areas might host a foe that you can't see until you move your forces into the proper position.



As mentioned above, most units come with a radar range of 1, being able to detect an enemy only when they actually run into him. Now that may end up to be an extremely frustrating engagement, since you might have your infantry transport vehicle, packed with four valuable infantry units and set out for a siege at an enemy production facility, run into a hostile panther unit with the bad habit of enjoying to blast things that run your colors. Therefore you will soon come to respect the few but evermore-valuable exceptions to the rule:

Reconnaissance units. These come with an radar range of more than 1, enabling you to actually see ahead of your assault and thereby plan the safest or most profitable route into your enemy's lines. The best example for such an important and almost inevitable addition to your force is the **Lux Tank** unit, itself bringing absolutely no attack value against anything, but reigning supreme with its radar range of 5. Note that with this unit as well as with all others supplied with extended radar range you will only detect enemy forces and not explore new terrain at a higher rate. Therefore you might see hostile units in yet unexplored



territories without knowing which terrain – including eventual production facilities - surrounds them.

Finally you need to know about another exception to the radar rules: **Submarines**.

Submarines are specially designed to be undetectable by surface radar equipment, since they naturally submerge into deeper water until they are virtually invisible to any enemy vessels, even if they are right next to them.

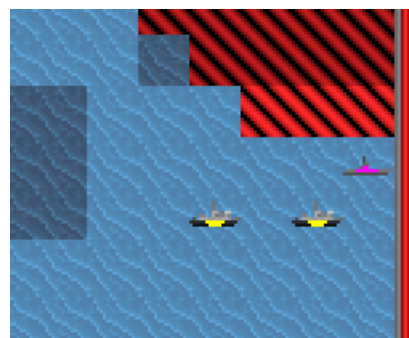
This makes them extremely dangerous opponents, since you can only attack and eventually destroy what you can actually see. So should one of your precious transport vessels make a miraculous disappearing act from one turn to another, leaving nothing but final S.O.S. signals from its last position, you might have a deep sea visitor with a mood for destruction circling your fleet.

Naturally, Battlelords will provide you with proper countermeasures for these instances, too.

In order to destroy enemy submarine forces, you first need to detect them with a sonar equipped unit such as a destroyer or subhunter helicopter wing and then simply get these specialists to dispose of the threat.

Once you have revealed submarine positions for the current turn, you can also attack them with most of the other air force units, as they usually come with a submarine attack value, too.

Still, should they survive your air raids and depth charge attacks, they will automatically submerge again for the following turn and then need to be detected by sonar once more.



Combat Resolution

Playing a turn-based strategy game like Battlelords, victory or defeat sooner or later depends only on one ability: To know how to do battle with your opponents.

A very important aspect on the way to such knowledge is to be able to estimate what skirmishes with enemy forces may be reasonable and which ones are nothing but suicide for your troops.

This leads us to the functions of combat resolution.

Now, we will not let you in on every mathematic formula through which the game runs your own and your opponent's numbers every time you let your weapons carry out your arguments, but an insight on the basic aspects that influence the outcome of a firefight might give you a helpful guideline in your campaigning.

How to initiate a firefight is explained in the orders section of this manual, but once you have started it, the following basic calculation begins to take place.



First, the attacker's unit will fire, given that the defending unit was not on guard orders (see orders section). After their fire, the remainder of the defendant will answer with a counterattack, provided that it still has the movement points to do so and its statistics allow it to do battle against the attacking unit.

However, these counterattacks will only take place if the attacker occupies an adjacent square next to the defendant, which is why range attack units have a significant tactical advantage in a firefight over longer distances, since their victims cannot retaliate.

Not that especially airborne units can only be attacked and counterattacked at a range of one.

The damage that is caused in an attack depends on the attacker's and the defendant's unit statistics as well as a minimal factor of chance to spice up combat outcome.

On the attacker's side, the prime adjective is of course the Attack Value against the respective troop type combined with the quantity of vehicles or men that commence the attack, while the defendant's troop division relies on its Armour Value to minimize the damage that is caused to its own quantity by the attack.

Both values are given in the unit database appendix for each different unit, but in the game itself, they may be slightly changed by secondary adjectives that also play a role in the individual combat situation.

These secondary values are the unit's experience rank and the terrain the defendant occupies.

The higher a unit's rank, the better are its combat values, both on the attacker's and on the defendant's side.

The rank itself is depicted by the symbols in the status window for the respective units, ranging from 1 to 10, rising by one, each time an enemy piece is destroyed by your unit.



You will soon notice that a highly experienced unit will cause much more damage than a newly produced piece of equipment, while it also endures longer on the battlefield, fending off more damage in an attack by enemy forces. The same or at least very similar calculations apply for those units that fire ammunition or barrage like artillery pieces, only that in their case, the Attack Value is substituted by the respective artillery value which you can also lookup in the respective appendices at the end of this documentation.



In terms of defense values, the terrain that your defendant covers in, will also change the outcome of a skirmish significantly.

Generally it is a good idea to establish defensive positions in areas of denser terrain, such as wood, swamp or even mountains, since the cover they provide makes it harder for the attacker to hit a designated target, therefore adding to your units armor value.

For a detailed rundown on the exact cover bonuses that each terrain provides, please see Appendix C "Terrain Overview" at the end of this manual.

4. The Game Interface

The Tactical Console

All right then. By now you should have a fairly good idea on how the game works and you are probably anxious to see some action on the field at last. So, let's get to it then.

After you started your game, you will be put directly in control of your tactical console, which is awaiting your commands to get the game into gear.

When you look onto your screen, you will see something similar to the following example of a game window, which in this case has been taken from a further stage of the game:



Let us take you through the console windows step by step, giving you the necessary details to utilize them.

The Status Window

This helpful device provides you with all the relevant information on the currently activated unit or facility, including unit stats such as attack values, quantities, experience, name and number and generally anything that might be useful to you. For a reference to the abbreviations used, please refer to "General Game Structure: Unit Structure and Statistics". In our case the currently activated unit is an AA-Tank unit (see the boxed unit pictogram in the map window) with 28 vehicles left, 3 remaining moves for this turn (M), attack values of 0 against ground, 10 against air, 0 against sea and 0 against submarines, a respectable rank of the level 3 (R) and an attack range of 1 (AR) as well as an armor of 9 (A). The contents of the status window will change as you move the cursor around the battlefield, giving you information on any unit you move over, but will always return to the active unit's statistics as soon you move away again. Moving over enemy units will not reveal anything more than their type and their respective owner. Alas, we don't want to spare you the excitement of finding out about its strong- or weakness yourself.

The Order Console

Forming the heart of the Battlelords Game Interface, the order console puts every possible command you can issue for your currently active unit right at your fingertips.

Each order is depicted by an according button and we believe the basic functions of many orders will probably come to your mind instantly as soon as you see the respective symbols. However, we know that the interface in all its complexity

does pose a challenge to the not yet adept Battlelords player. Therefore we will take you through ever order step by step in the “Orders” section, explaining you its basic functions in detail.

Please note that not every order is of course available for any unit, but any order that is possible in the current situation your active unit finds itself in, will be displayed in the order console.

The command that is activated by default is displayed at the topmost position in the Order Console. This command will usually be “Movement” or “Cancel” and remains activated until you select a different order.

The Map Window

Now here is your access to the game itself. The map window depicts a small portion of the whole scenario, enabling you to see what is actually going on. By default, the window will be centered on the unit or facility that is currently selected, but you are of course free to scroll around the scenario at your own will.

To do so, left-click on the red bars that frame the map window to scroll to the position you want or simply activate the scenario map with the “Game Control Buttons” and navigate the window cursor to the point you wish to jump to. Getting back to the currently active unit is just a click away, using the “Center on Unit” order, which is explained later on.

The Player Tag

This little tag doesn’t only tell you whose turn it is, but it also gives you a rough idea on your progress throughout your command issuing. The more units you have commanded, the further the gray bar will advance to the right, finally making the distance when you have reached your last unit and are about to conclude your turn.

The Game Control Buttons

Not being commands specific to units but rather to the game as such, the game control buttons allow you to perform the following tasks:



Scenario Map

This function is explained in detail in its respective later paragraph.



Fog of War

Toggling the Fog of War button on or off will allow you to disable the display of the radar halos explained earlier. Note that the fact they are no longer displayed does not mean that they are no longer active. This function is only for viewing comfort and does not change the game itself.



Save Game

Toggle this button on, if you want to save at the spot and exit your game session, so you can pick up the fight at the same point on your next session. When activated, the program awaits one more order or movement and then saves and exits back to the main menu.



Forces Overview

This function is also explained in detail in its respective later paragraph

The Distance Indicator

Not forming a self-standing part of the tactical console itself, but rather being implemented into the bottom of the order console, you will also find this very handy little device. The distance denominator will greatly help you to manage your forces around the map. The distance displayed is taken from your currently activated unit to the tip of your cursor, thereby easily allowing you to quickly measure distances for attack ranges and movement.



Game Orders

The following Sections will give you a detailed overview on all orders applicable in Battlelords beginning with basic movement and unit selection, advancing through combat actions right down to all miscellaneous little tasks, that you might want your forces to perform.

Basic Movement / Unit Selection

This section deals with the basic functions of unit movement and managing your equipment on the battlefield in the surpassing of a game turn.



Move Unit

Default order, allowing you to left click anywhere on the map and thereby ordering your current unit to move towards that designated point. Note that eventual obstacles might of course stop your forces in their tracks.



Center on Unit

In case you've scrolled far away from your currently activated unit and do not wish to undo this manually, this helpful little button will recenter your map window on your unit with a simple left click.



Skip Unit

Allows you to skip the current unit and return to it at a later stage in the same turn. You might find this very useful when you run coordinated attacks where you will want your tanks to hammer resistance out of a facility before you let your precious Infantry attack it.



Miss a Turn

The selected unit will lose all its remaining movement points for this turn and can be commanded again next turn. Note that aircrafts will still consume fuel for the missed moves unless they are grounded.



Cancel Orders

Left click on any of your units or facilities after activating this button to cancel any orders you have previously assigned to them. This enables you to i.e. end guard or movement orders as well as changing production in any of your facilities.

Advanced Movement

Here you will find special orders that apply only to aircrafts and their movement. These orders are necessary to enable you to successfully manage their fuel capacities.



Return to Refuel

Your unit will return to nearest refueling point, which can be at an airbase as well as a suitable unit such as aircraft carriers or cruisers for helicopters. Be warned that in the latter cases, the aircraft will follow an eventual movement of the refueling units.



Ground Aircraft

Grounding an aircraft has the same effects as an on guard order, only that your unit will NOT shoot first if attacked. However hostile movement will still be reported and fuel will not be consumed as long as the aircraft remains grounded. Only suitable on plain terrain.



Land Aircraft

To load or unload any units from a transport aircraft, you have to land it first. Landing is also necessary to put a transport aircraft on guard and can only be commenced on plain open terrain. It will NOT consume any movement points.



Ground Transport

When you have previously landed a transport aircraft, this order will enable you to permanently ground it under the same conditions as with the Ground Aircraft order.



Take Off

To resume movement of a landed transport aircraft, you will naturally have to take to the skies again first. This button enables you to do so. Taking off will also NOT consume any movement points.

Combat

Since there is no strategy without battle in this game, you will eventually have to attack something and the following orders will give you the power to do so.



Attack Enemy

Choosing this action and left clicking on your desired target lets the selected unit attack whatever you assign it to, given your unit has an attack value against the enemy's troop class and your foe is within attack range. One movement point will be consumed.*



Multiple Attacks

Your unit attacks the designated target as often as it has movement points left for this turn. Aircrafts will automatically cease attacking when their critical no return fuel point is reached. You will soon find yourself making excessive use of this very handy order.



On Guard

Putting units on guard will end the turn for them. Units on guard will shoot first if they are attacked by enemy units during your opponents turn and will report any hostile movement ending within their radar range. A perfect defense option for unused units.



Ammo Attack

Your unit will attack its target with the ammunition it has loaded. When clicking on this button, you will be prompted with the units cargo hold to select the ammo you wish to use. Having chosen your tool of destruction, just left click on the map to apply it.



Artillery Barrage

Affecting an area of 3x3 fields, the barrage attack option coming with your artillery pieces will need you to specify a target field with a distance of at least 2, which will form the center of your attack. Enjoy the fireworks.

** Infantry units commanded to attack a production facility will attempt to conquer the enemy structure. If successful, their surviving remainder will be transformed into the town's new garrison.*

Cargo Management

The cargo management gives you control over the special orders concerning units able to load ammunition or mount other units to transport them across the battlefield.



Overview

The contents of the currently selected unit's cargo hold will be displayed, giving you an overview on loaded ammunition or units as well as units currently stored in a production facility.



Ammunition Loaded

See above. This button is available to check the ammunition load out of units that are themselves loaded and displayed in a cargo hold overview like that of an aircraft carrier. Click the button and then left click on the desired unit in the list.



Units Loaded

See above. Works in the self same way as the Ammunition Loaded button, only this time for any units loaded into transports that are themselves loaded, i.e. a transport vehicle onboard a landing boat.



Transfer Ammo

This order enables you to load or unload ammunition in a respective production facility, given that your are currently commanding a unit that has an ammo firing / transporting ability. A new screen will be opened inside your map window containing the details.



Load Unit

Click this button and choose a unit you wish to load into your currently active piece. The selected unit will then begin moving toward your loading vehicle and eventually enter its cargo hold if space is available. Embarkation will consume one of its movement points.



Unload Unit

Reverse of the above order. Contents of the current unit's cargo hold will be displayed, allowing you to left click on a unit you wish to disembark. Disembarkation also consumes one movement point. Reddened units may not disembark until the next turn.

Production Facility Options

This set of orders empowers you to manage productions and other facility functions.



Rename Vessel

Having produced a new ship, you will automatically be prompted for a name. Should you wish to change that name in the later course of your campaign, move it into a shipyard and press this button when viewing the facilities contents.



Repair Vessel

Navel vessels that have been damaged in combat can be refitted at a shipyard. Move the damaged unit into the facility and assign this order to it. Repairing time depends on the damage caused and will use up PTs respectively.



Change Production

Allows you to change one of the three given production ports in a facility. Changing will cost extra PTs and time as explained earlier. You may change any port to any kind of ammo or unit you wish.



Add to Garrison

A town can hold up to 100 infantrymen as a garrison. Up to this number, you can add any infantry unit inside facility to its current garrison. Note that only whole units may join garrisons. Thus, reaching the number 100 will require already crippled units.

Pioneer Unit Abilities

Being a very handy addition to your force, the pioneers require an extra pack of orders for you to unfold their special abilities on the battlefield.



Repair Facility

Facilities that have been crippled by artillery fire may be repaired by friendly pioneer units. The time it takes to refit production depends on the number of pioneers involved and the damage that has been caused. Multiple units will speed up the task reluctantly.



Level Ground

Artillery fire can leave nasty marks in the landscape, severely hindering your troops advance. Move your pioneer units on a crater and press this button to level the ground and remove the obstacle. The action will take a few turns though.



Build Tank Blockade

Just like the earlier mentioned craters, tank blockades can severely hinder your troops advance – or that of your enemy. To build them, just move your pioneers into position and apply this handy order. Building will take some time, too, though.



Remove Blockade

Reverse of the above order. Enables you to remove these pesky obstacles that your opponent might have come up with when you tried to land a full-fledged land assault force on his shore.

Miscellaneous Orders

Two orders that do not fit in any of the above categories, but on the other hand, they do not need too much explanation either.



Yes

A button that doesn't really need any further explanation. Oh, and don't bother using the online help on it.



No

See above.

The Scenario Map

Having played Battlelords for a while, you will soon come to notice that scrolling around the map by clicking on the map window borders is rather comfortable, but with a growing territory to command your units upon, you will soon wish for a more powerful tool to navigate the scenario and jump from one end of the map to another.

The scenario map, which you can activate by the respective mini button on the earlier explained Game Control Button Panel, will give you precisely that ability.

Upon activating it with a left click, the tactical console will substitute your standard map view window with a scenario map overview that will look quite like this:



Of course the amount of unveiled terrain depends on the actual progress you have made throughout the game so far. Yet unexplored territories will remain black, while any other terrain will be displayed in the colors depicting its nature. These colors are for instance bright green for open ground, dark green for woods, brown for mountains and obstacles, blue for water and so on. You will also find spots in other colors on the map. These spots are of much more use than just telling you about the terrain structure. They show the positions of your units and production facilities as well as those of your eventual enemies, if they are within radar / sonar range.

White stands for a production facility running your colors, yellow depicts any of your units and red those of your enemy, troops and facilities alike.

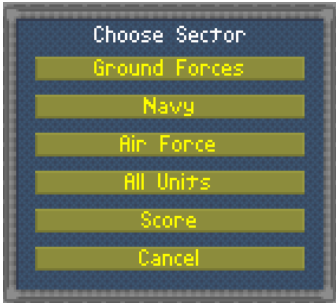
You may navigate the white box around the map and left click anywhere to jump back to the map window, which will then show you the section you have just chosen. Alternatively, you can simply right click anywhere on the map to switch back to the window that was displayed before you enter the scenario map.

The scenario map overview also gives you two more game functions.

The buttons in the order console to the right enable you to end the game immediately without saving and to start an email game, which will be explained in detail in the respective paragraph.

Forces Overview

Commanding a few units around the map is rather easy. But what happens, if your armies grow and the number of your units all over a wide spread territory demands for a much more structured management of supplies and productions? How do you know, whether producing a new AA-Tank is reasonable? After all, you might still



have two of them around and production resources would be much better spend on that destroyer desperately needed to back up your fleet just off the enemy shore.

Well, the forces overview function will at least relief you of some of these problems.

It will give you an insight on your current armies' strength or weakness and show you, what your facilities are currently producing and how many PTs remain until production finishes. It will also give you a hint on your score ranking compared to your contestants.

To activate it, just left click on the respective button in the game control button panel.

You will then be prompted for a category you wish to see for details.

A table will subsequently be displayed in the map window of your tactical console, providing you with the desired data.

Its contents show information on various stats of your respective troop assignments.

On the top row, you will find the number of production facilities for this troop type and in parentheses behind them the number of PTs that are added to any producing factory each turn. Thus this value will vary depending on the number of units that are currently under construction.

What follows is an overview for each unit type, unveiling the number of active units you posses, how many are currently under production and how long it will take in terms of PTs to finish the production process for the next one of them. Finally a summary on the material that you posses in this category as a whole is displayed in PTs and a score depending on the PTs worth of the enemy units you have destroyed so far is given, added with your current ranking compared to the other contestants in the game.

Should you wish to see an overview on the scores for each contestant, click on the score button in the overview selection window.

Leaving the overview requires a right mouse click or a left click on the Yes button on the right order console.

Overview on the Ground Forces			
Factories: 41 (25,2 PT/Turn)			
Unit	Qty.	Pro	Time
Infantrists	5	-	-
Pioneers	11	-	-
TKW-25 Ammo Carriers	1	-	-
Transport Vehicles	4	-	-
Lux Tanks	17	-	-
Panthers	16	2	28
Bloodaxe Tanks	13	1	36
AA Tanks	11	1	40
Missile Launchers	-	-	-
Material in whole: 1223 PT		Score: 14394 (1)	

5. Play-by-Mail Functionality

Setting up / Taking part in an email game

Being a turn-based strategy game and, as we have mentioned before, a far brought derivative of classic games like chess, Battlelords naturally unfolds its true capabilities in a game that faces you not with the still challenging but never too well witted AI opponents, that you encounter in a solo player session, but rather brings you front up with the most tempting adversary you could wish for: Another human intellect.

Now, as we mentioned earlier, Battlelords is able to handle up to eight different contestants in one game, even if they are human and gathered around one single computer.

Though this will be fun to play with a handful of comrades by your side, you will soon find these hot-seat multiplayer matches rather difficult to handle, since growing forces will mean growing turn-time for each human contestant and thus waiting periods for the others, not to speak of the problems that you will run into if you want to secure privacy while you make your moves.

Now this is no reason to discard the multiplayer option of the game, since it is far too much fun to waste it.

Therefore, you will definitely like the Play-by-Mail option that comes with the game, since Battlelords is ideal for long-term, month-spanning email game sessions with your friends and foes.

In these sessions, the game itself will work exactly like in a hot-seat multiplayer session, only that you will have to pass the saved file, which is created every time a human player finishes his or her move. Even more, you may also transform hot-seat sessions at any point in the a game that you started at one computer into email games that each player may then use their own computers in.

Sounds easy, and works out even easier, once you have properly set up the game to create such a game session.

To do so, follow these easy steps:

- 1.) Run Battlelords and start a new game
- 2.) Follow the start settings exactly as you would for a hot-seat game session
- 3.) As soon as the first human player is given command over his troops – or of course as soon as you wish to continue a session as an email game, go to the scenario map overview and click the email game button, which depicts an letter symbol (see “The Scenario Map”)
- 4.) A dialogue box will appear and prompt you for a password, that will be encoded into your version of the game, to ensure that your opponents won’t be able to access your command console on their computers.
- 5.) Once you have entered a password, you will be returned to the game to finish your turn in the normal fashion. The program will then save your file and terminate.
- 6.) Don’t be shocked when Battlelords will completely shut down and then start up again. As soon as the new session is fired up, the game will only prompt you for a filename under which you want the email session to be saved. The File that will be created is then labeled “FILENAME.rar” and can be passed on to the next human player as an email attachment.



- 7.) As soon as the next player receives the game file, he or she simply copies it into his or her Battlelords directory and executes the command line “email FILENAME” which will then immediately forward him or her into the game and the respective turn.
- 8.) After he or she has finished, the game will again be saved as FILENAME.rar and can be passed on to the next human player in the row or returned to the first player, if he or she is the last one on the list.


Well that about covers it. Should you have read every line of the above, you are now a Battlelords expert and should not run into any more surprises in the course of your campaigns. We hope you have as much fun playing it, as we have had for the past few years in which Battlelords has grown to what it is today!


What follows are the Appendices, containing vital statistics on units, ammunition and terrain, gameplay and technical FAQs and, of course, a little credit to our own. Enjoy!


Appendix A


Unit Database


The following rundown states all statistics for any unit that has so far been introduced to Battlelords, beginning with ground forces, continuing with aircrafts and ending with the naval forces.


 Infantry		Attack Values		
Quantity	40	Comments: conquers production facilities	Ground Forces	4
Armour	2			
Moves/Turn	1			
Radar	1			
Costs in PT	16		Attack Range	1


 Pioneer			
Quantity	50	Comments: levels ground, repairs crippled production, deploys / removes tank blockades	
Armour	5		
Moves/Turn	1		
Radar	1		
Costs in PT	40		


 TKW-25 Ammo Carrier			
Quantity	8	Max. Capacity any Ammo	250
Armour	5	Comments: May only transport, not fire ammo	
Moves/Turn	3		
Radar	1		
Costs in PT	16		


 Transport Vehicle			
Quantity	8	Max. Capacity any infantry type units	4
Armour	5	Comments: standard infantry support vehicle	
Moves/Turn	3		
Radar	1		
Costs in PT	40		


 GSC-100 Amphibious Vehicle		Attack Values		
Quantity	10	Comments: light air defense	Ground Forces	6
Armour	7		Naval Forces	6
Moves/Turn	2		Air Forces	5
Radar	1			
Costs in PT	44		Attack Range	1


 Lux Tank			
Quantity	4	Comments : standard radar unit	
Armour	8		
Moves/Turn	2		
Radar	5		
Costs in PT	40		


 Panther			Attack Values	
Quantity	30	Comments : standard combat tank	Ground Forces	10
Armour	15		Naval Forces	4
Moves/Turn	2			
Radar	1			
Costs in PT	28		Attack Range	1


 Fast Attack Tank			Attack Values	
Quantity	20	Comments : quick respond / attack vehicle	Ground Forces	15
Armour	4			
Moves/Turn	3			
Radar	1			
Costs in PT	24		Attack Range	1


 Bloodaxe			Attack Values	
Quantity	20	Comments : advanced combat tank	Ground Forces	10
Armour	10		Naval Forces	4
Moves/Turn	2			
Radar	1			
Costs in PT	36		Attack Range	2


 Naval Defence Battery			Attack Values	
Quantity	20	Comments : standard coast to sea defence	Naval Forces	15
Armour	9			
Moves/Turn	2			
Radar	1			
Costs in PT	30		Attack Range	5


 AA Tank			Attack Values	
Quantity	28	Comments : standard anti aircraft vehicle	Air Forces	9
Armour	8			
Moves/Turn	3			
Radar	1			
Costs in PT	40		Attack Range	1


 Missile Launcher			Attack Values	
Quantity	10	Max. Capacity	150	/
Armour	8	any missile		
Moves/Turn	2	Comments :		
Radar	1	mobile missile firing platform		
Costs in PT	120	Attack Range	ammo	


 Grenade Launcher			Attack Values	
Quantity	20	Comments : artillery 3x3 target area, barrage 20	Ground Forces	barrage
Armour	8		Naval Forces	barrage
Moves/Turn	3			
Radar	1			
Costs in PT	60		Attack Range	2


 Mortar			Attack Values	
Quantity	15	Comments : artillery 3x3 target area, barrage 30	Ground Forces	barrage
Armour	7		Naval Forces	barrage
Moves/Turn	2			
Radar	1			
Costs in PT	70		Attack Range	3


 Artillery			Attack Values	
Quantity	15	Comments : artillery 3x3 target area, barrage 25	Ground Forces	barrage
Armour	7		Naval Forces	barrage
Moves/Turn	2			
Radar	1			
Costs in PT	80		Attack Range	4


 Hellbird Fighter			Attack Values		
Quantity	12	Maximum Fuel	25	Ground Forces	5
Armour	10	Comments : standard fighter aircraft		Naval Forces	5
Moves/Turn	6		Air Forces	10	
Radar	1		Submarines	6	
Costs in PT	64		Attack Range	1	


 XPJ-325 Falcon Interceptor			Attack Values		
Quantity	10	Maximum Fuel	28	Ground Forces	2
Armour	11	Comments : interception fighter aircraft		Naval Forces	8
Moves/Turn	7		Air Forces	15	
Radar	1		Submarines	6	
Costs in PT	80		Attack Range	1	


 Bomber			Attack Values		
Quantity	10	Maximum Fuel	28	/	
Armour	8	Max. Capacity	100		
Moves/Turn	6	any bombs			
Radar	1	Comments :			
Costs in PT	80	heavy air raiding unit		Attack Range	ammo


 Torpedo Bomber Orca			Attack Values		
Quantity	10	Maximum Fuel	28	/	
Armour	8	Max Capacity	100		
Moves/Turn	6	any aircraft torpedoes			
Radar	1	Comments :			
Costs in PT	80	anti ship air raiding unit		Attack Range	ammo


 Recon Aircraft			
Quantity	5	Maximum Fuel	30
Armour	6	Comments : air reconnaissance unit	
Moves/Turn	8		
Radar	2		
Costs in PT	56		


 Buffalo Aircraft			
Quantity	5	Maximum Fuel	20
Armour	8	Max. Capacity	1
Moves/Turn	5	any infantry, FAT, GSCs	
Radar	1	Comments :	
Costs in PT	72	troop quick deploy unit	


 AT Helicopter			Attack Values			
Quantity	10	Maximum Fuel	20	Ground Forces	10	
Armour	12	Comments : anti tank helicopter			Naval Forces	8
Moves/Turn	4				Air Forces	5
Radar	1				Submarines	6
Costs in PT	90				Attack Range	2


 Sub Hunter Helicopter			Attack Values			
Quantity	12	Maximum Fuel	20	Naval Forces	6	
Armour	14	Comments : equipped with sonar range 1			Submarines	12
Moves/Turn	5				Attack Range	1
Radar	1					
Costs in PT	80					


 Transport Helicopter			
Quantity	8	Maximum Fuel	20
Armour	6	Max Capacity	1
Moves/Turn	4	any ground forces	
Radar	1	Comments :	
Costs in PT	90	heavy carry-all air deploy unit	


 MG Boat (Shallow Water only)			Attack Values				
Quantity	15	Comments : standard shallow water patrol craft			Ground Forces	6	
Armour	8				Naval Forces	6	
Moves/Turn	3				Attack Range		1
Radar	1						
Costs in PT	40						


 Fast Attack Craft			Attack Values				
Quantity	15	Comments : naval air defence and quick respond vessel			Naval Forces	15	
Armour	8				Air Forces	9	
Moves/Turn	3				Attack Range		1
Radar	1						
Costs in PT	60						


 Hunter Submarine (Deep Sea only)			Attack Values		
Quantity	10	Max. Capacity	100	Air Forces	3
Armour	13	any sea torpedoes			
Moves/Turn	2	Comments : equipped with sonar range 1			
Radar	1				
Costs in PT	80				Attack Range


 Missile Submarine (Deep Sea only)			Attack Values		
Quantity	10	Max. Capacity	120	Air Forces	3
Armour	13	any missiles			
Moves/Turn	2	Comments : equipped with sonar range 1		Attack Range ammo	
Radar	1				
Costs in PT	90				


 Torpedo Boat			Attack Values		
Quantity	15	Max. Capacity	150	Air Forces	4
Armour	16	any sea torpedoes			
Moves/Turn	3	Comments : excellent ship killer		Attack Range ammo	
Radar	1				
Costs in PT	100				

 Destroyer (Deep Sea only)			Attack Values		
Quantity	20	Max. Capacity	200	Naval Forces	10
Armour	18	depth charges		Air Forces	4
Moves/Turn	3	Comments : anti sub unit, equipped with sonar range 2		Attack Range 1 / ammo	
Radar	2				
Costs in PT	120				

 Landing Craft			Attack Values		
Quantity	10	Max. Capacity	4	Air Forces	3
Armour	10	any ground forces			
Moves/Turn	3	Comments : isnvasion troop deploy unit		Attack Range 1	
Radar	1				
Costs in PT	120				

 Cruiser (Deep Sea only)			Attack Values		
Quantity	35	Max. Capacity	2	Ground Forces	18
Armour	20	any helicopter units		Naval Forces	25
Moves/Turn	2	Comments : all purpose cap ship		Air Forces	5
Radar	2			Attack Range 3	
Costs in PT	200				

 Battle Ship (Deep Sea only)			Attack Values		
Quantity	40	Max. Capacity	1	Ground Forces	20
Armour	25	MG Boats or GSCs		Naval Forces	30
Moves/Turn	2	Comments : supreme offence / defence cap ship		Air Forces	6
Radar	3			Attack Range 4	
Costs in PT	200				

 Air Craft Carrier (Deep Sea only)			Attack Values		
Quantity	45	Max. Capacity	6	Air Forces	5
Armour	25	any airborne unit			
Moves/Turn	2	Comments : supreme air support vessel		Attack Range 1	
Radar	1				
Costs in PT	220				

Appendix B

Ammunition Database

The following ammunitions can be loaded and fired by the appropriate units as mentioned above:


Name (deutsch)	Name (English)	Damage	Costs in PT	Attack Range	Possible Targets
Bomben 40	Bombs 40	40	15	0	Ground, Sea
Bomben 30+	Bombs 30+	30	20	1	Ground, Sea
FARAK 20	AA Missiles 20	20	16	4	Aircrafts
FARAK 8+	AA Missiles 8+	8	16	3	Aircrafts
RAK 40	AT Missiles 40	40	12	4	Ground, Sea
RAK 30+	AT Missiles 30+	30	17	4	Ground, Sea
S-RAK 30	S-AT Missiles 30	30	10	5	Ground, Sea
S-RAK 20+	S-AT Missiles 20+	20	15	5	Ground, Sea
Torpedos 45+	Torpedoes 45+	45	23	3	Sea
S-Torpedos 30+	S-Torpedoes 30+	30	21	5	Sea
U-Torpedos 20+	Anti Sub Torpedoes 20+	20	20	4	Submarines
Luft-Torpedos 30+	Aircraft Torpedoes 30+	30	20	3	Sea
Wasserbomben 20+	Depth Charge 20+	20	20	1	Submarines

A + behind an ammunitions name indicates, that it is suited to attack only one target field per shot, rather than attacking a 3x3 target area like a barrage artillery unit. Ammunition without the + will act like normal artillery and generally packs a much less impressive punch than their single aimed counterparts. Still, the advantage of the ammo's damage being applied to a much greater area has a tactical effect that should not be underestimated.

Appendix C

Terrain Overview

The following overview will give you an insight on the bonuses that terrain provides to a defending unit in a firefight. Additionally you will find comments on movement restrictions, where they do not combine out of common sense, common sense meaning the incapability of a Battleship to move onto a mountain terrain tile and other such things. Movement restrictions will not apply to any flying units, since they can go everywhere at any time. However, the ability of grounding aircrafts only comes with open ground and will be mentioned explicitly.

Typical Map Tile	Classification and Bonus	Comments and Movement Restrictions
	Grass Open Ground Defense Bonus: 0	None Aircrafts may land here May form crater by artillery fire
	Sand Open Ground Defense Bonus: 0	None Aircrafts may land here
	Ice Open Ground Defense Bonus: 0	None Aircrafts may land here
	Tank Road Open Ground Defense Bonus: 0	None Aircrafts may land here
	Wood Rim Wood Defense Bonus: 5	None May form crater by artillery fire
	Wood Wood Defense Bonus: 5	None May form crater by artillery fire
	Palm tree Wood Defense Bonus: 5	None
	Swamp Swamp Defense Bonus: 5	Only passable by infantry type units and amphibious vehicles
	River Shallow Water Defense Handicap: -50%	Only passable by small navel vessels, infantry type units and amphibious vehicles
	Coastline Shallow Water Defense Bonus: 0	Only passable by Fast Attack Tanks, infantry type units, amphibious vehicles and MG Boats
	Coastline Shallow Water Defense Bonus: 0	Only passable by small naval vessels
	Seawater Deep Sea Defense Bonus: 0	Not passable by MG Boats



Mountain Rim
Mountains
Defense Bonus: 5

Only passable by Fast Attack Tanks and infantry type units



Mountain
Mountains
Defense Bonus: 5

Only passable by Fast Attack Tanks and infantry type units



Mountain Peak
Mountain Peak
Defense Bonus: 5

Only passable by flying units



Crater
Obstacle
Defense Bonus: 5

Only passable by infantry type units



Tank Blockade
Obstacle
Defense Bonus: 5

Only passable by infantry type units

The tiles that are depicted here are only representatives of their respective terrain. Especially with rivers, coastlines and mountain rims, you will see different but nonetheless similar tiles on the scenario maps. The given stats do of course apply for these derivatives, too.

Appendix D

Gameplay FAQ

This list of frequently asked Questions concerning game play issues should answer many of the commonly arising problems when playing Battlelords without full knowledge of the manual.

Q: I have successfully produced a Missile Submarine / Missile Launcher or other such vehicle, but I cannot attack anything with it.

A: Unlike most of the other units, these units require special ammunition, which has to be produced and loaded separately. For details, please see the Ammunition Supplies Section.

Q: I am trying to move a naval vessel onto a water tile next to it, but the program refuses to comply.

A: First check, whether the tile you want your vessel to enter is a valid terrain for the unit. If you are trying to move a deep-sea vessel into shallow water, you will run into this problem. If that does not help, then the tile is occupied by an enemy submarine that you cannot see, because your sonar units have not detected it yet. Please check the Radar / Sonar Section for more details.

Q: My unit has less than its standard movement points at the beginning of my turn.

A: This usually arises, when the unit has already seen action in terms of combat during your opponents turn. Each time your unit counterattacked in a firefight with opposing forces, it spent a movement point. In many cases it might even end up with no points at all, leaving it tied to the ground for the current turn. Note however, that the loss of movement points might also originate from movement orders you issued in previous turns and that took part of this turn to be completed.

Q: I have a perfect reconnaissance network with Lux-Tanks all over the place, but still every turn I get hammered by enemy missile fire from foes that seem invisible.

A: Well, your reconnaissance might have a leak if you are talking about coastal regions. There is probably an enemy missile submarine cruising your shoreline. These submerged units are only visible to units equipped with sonar and their ammo firing ability allows them to send warheads into your mainland at distances of up to 6 fields. Be sure to send a destroyer to spoil the party for your opponent.

Q: My planes disappear after a while and I do not even get any last S.O.S. signals from them. What happened?

A: All aircrafts in Battlelords are restricted to fuel rules. They depend on refueling at certain intervals and if you skip that task, they simply drop out of the sky, which is rather annoying if you just produced them at high costs. For details please refer to the Fuel Supply Section.

Q: I tried to attack a tank that I ran into at a shoreline with my Fast Attack Craft, but the unit refused to comply.

A: You may only attack those units, that your piece has an attack value for. If you cast an eye on the status window of the Fast Attack Craft, you will see that it cannot attack any ground-forces. So be sure to move your little boat, since the tank you ran into may very well have such an attack value against naval units.

Q: I ran into an enemy unit and attacked it, but when the fighting started, the enemy got to shoot first, severely damaging my unit before it even got a chance to cause damage itself.

A: The enemy unit was "on guard", meaning, that it only waited for someone to attack it, its vigilance being invisible to any enemy. Units that are "on guard" will always shoot first in an encounter, as long as they still have movement points left to do so. For details on this function, please refer to the Combat Orders Section.

Q: Upon attacking an enemy unit with a freshly produced identical unit, I caused way less damage than the counterattacking enemy even though I got to shoot first.

A: Combat Resolution in Battlelords does not solely rely on unit strength in terms of quantities. If you attack an enemy Panther Unit with a seemingly identically strong Panther Unit of your own, combat results might be different than you expected, because side effects like terrain and experience are also taken into account when the results of the encounter are calculated. Please refer to the Combat Resolution Section for details.

Appendix E

Technical FAQ

This is a short list of problems that users have run into upon trying to execute Battlelords on their specific system configurations. However the best way to ensure technical reliability is to first of all check the Battlelords Website at <http://www.horizont-entertainment.com/batlords> for any updates to the game version you are currently running.

- Q: I am running a Windows NT system. Upon executing setup, I get a runtime error message and the program terminates.*
- A: Due to code incompatibility problems of yet unknown origin, Battlelords currently doesn't support Windows NT or related systems. It has been tested for Windows 9x and MS-DOS and should run fine on any such original or emulated system environments.
- Q: The setup routine recognizes my soundcard correctly, but when I start the game, an error message is displayed, stating that the device was not found.*
- A: Due to its MS-DOS origin, Battlelords unfortunately only supports the DOS drivers for your soundcard if they are properly installed and 100 % SoundBlaster compatible. If the game terminates, because it is unable to initialize your soundcard, please rerun setup and disable the sound function in order to run Battlelords without sound.
- Q: In an email game, I cannot load the save game file that the previous player has sent me.*
- A: To start the email game function, please do not run `batlords.exe` but rather execute `email FILENAME` instead. If you are running a GUI based OS like Windows, use the "Execute" or "Run Program" function, which will allow you to enter the command line, mentioned above. Be sure that you are in the right directory and that you have correctly copied the save game file into the Battlelords main directory.
- Q: I have downloaded an additional scenario from the Horizont Entertainment website, but the game does not offer the new campaign when I start a new session.*
- A: Please make sure, you have correctly unzipped the `szen*` files into the Battlelords main directory. Any such files that are in the directory when Battlelords is started, will be implemented into the game automatically and should be offered as an option in the "Start New Game" dialogue.

Appendix F

Credits

Proud or not, but relieved for sure, since early 1993 these few people have created and constantly strived to improve the game you are hopefully enjoying right now:

Peter Pipenbacher	Conceptual Design Program Code In-game Graphics Sound Recording and Design Scenario Design Manual Beta Testing
Mike Voss	Conceptual Design Sound Design Scenario Design Manual Beta Testing
Tobias Moshövel	Early Beta Testing
Karl Kroll	Additional Graphics



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