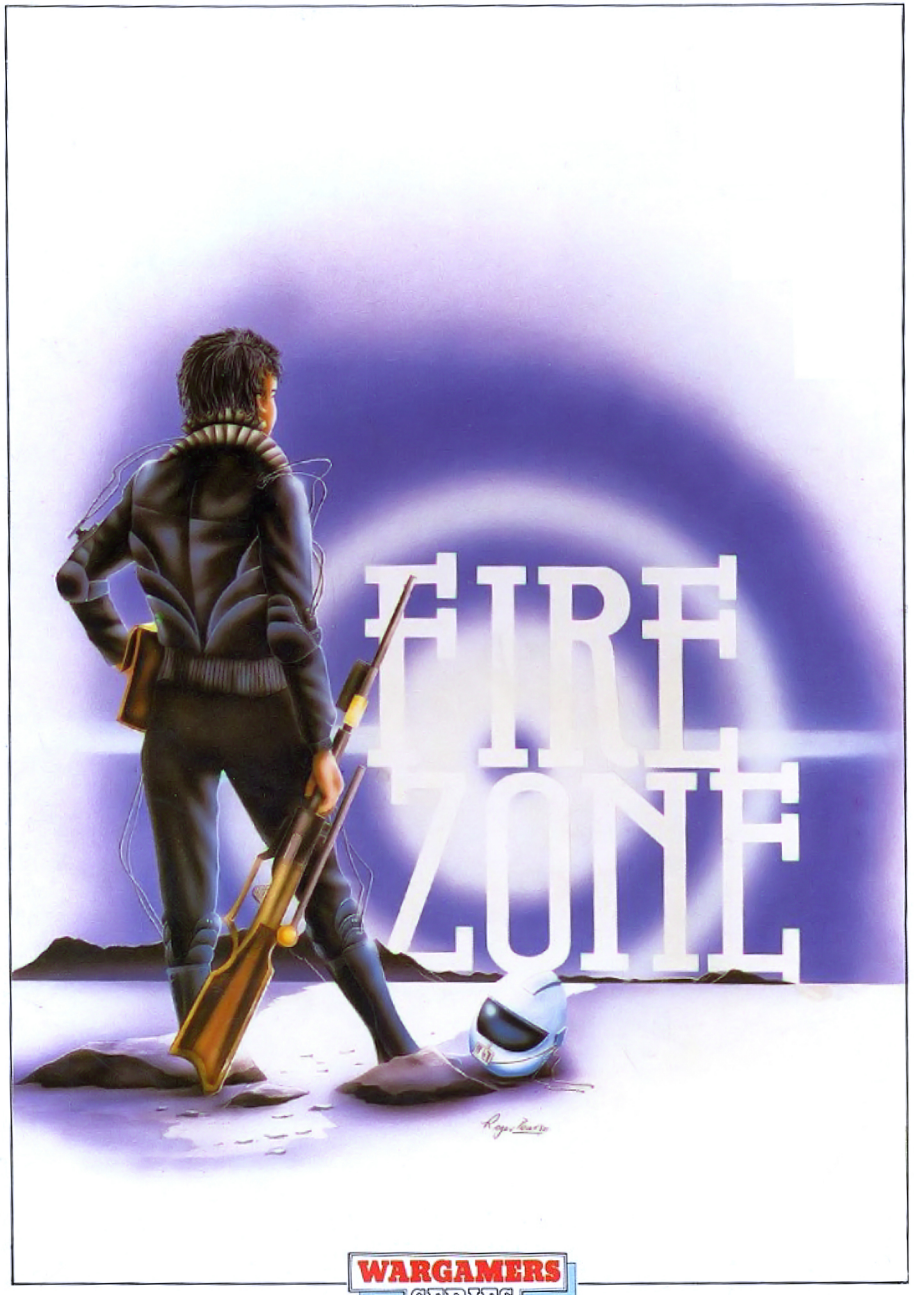
A GAME OF 21ST CENTURY WARFARE.



FIREZONE

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21ST CENTURY

INTRODUCTION

Following the break up of the old Superpower blocks at the end of the 20th Century colonial wars ravage the world.

Powerful beam weapons and defensive energy shields are developed that give a new lease of life to ground warfare and reinforce the place of the Armoured Fighting Vehicle.

Now in the 21st Century propulsion systems have been designed beyond recognition. The new Grav engine means a tank can skim across the battlefield at the speed of a 1980's helicopter gunship and is worth a battalion of the 20th century equivalent.

Firezone simulates this new style of combat in which battles are fought in minutes not hours. Although several countries and power blocks are contesting what's left of the World the main protagonists feature in the game and are the European League and the Pacific Combine. You can command either side against human or an artificially intelligent computer opponent in three pre-set scenarios or design and save your own using the game generator.

This manual includes a Quickstart ''Load 'N Go'' section that allows you to start playing the game in minutes with a key that will direct you to any relevant sections of the manual in case you get stuck.

Players who prefer to know the lay of the land and gauge the enemy they will face before they're staring down the barrel of a gun will find full instructions as well as some basic tactics to get you going, full briefings for each of the three present missions, and instructions and a guide to creating your own Firezone scenarios with the Gamegen program.

Finally, when you play Firezone remember that everything is going to happen quickly so your wits and your strategy will have to be razor sharp to win the day.

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THE COLONIAL WARS

1990 — Reduction in Nuclear Arms between the Superpowers continues rapidly. Soviet States enjoy a high standard of living. The Islamic Revolution spreads to Saudi Arabia.

1999 — Channel Tunnel completed which improves links in Europe. The USA becomes insular and States demand more independence. Poland breaks free from the Soviet Union and joins the newly formed European League.

2012 — Black Africa combines to form the UAS (United African States and declares war on South Africa. More Soviet States gain independence. China and the USA form closer links. Islam (the group of fundamentalist states) grows throughout the Middle East.

2034 — China and USA form the Pacific Combine against threats from the growing European League.

2059 — The Grav drive is invented by a Dutch scientist but is almost immediately leaked to the Combine. The Colonial Wars begin.

2063 — Australasia joins the Combine. UAS and Islam clash. the League and the Combine fight over the Balkan States. Northern Africa falls to the superior League forces.

2160 — The League and Combine are now the major powers in the Colonial Wars and fight for global domination. Defensive shields have been perfected and the Infantry, Grav Tanks, Heavy Tanks, Striders, Nova Guns and Leviathans clash in the Firezone.

QUICKSTART INSTRUCTIONS

If you can't wait to play Firezone then simply follow these brief Load 'N Go instructions and start playing in minutes.

Load the game by following the instructions on the key card.
Select the required number of players and load in the First Blood scenario by pressing the appropriate keys and start the game.

Firezone is played in a series of game turns where each turn represents 60 seconds and although there is a maximum of 50 turns in a game few battles last more than 10-15 minutes. Each turn consists of the following phases.

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Combine Round.

Combine player moves some or all of his pieces.

Both players fire any pieces in range.

League Round.

League player moves.

Both players fire.

The keys you need to play the game are summarised on the enclosed key card.

Scan mode allows you to scroll around the map by moving the cursor and allows selection of the next piece to move.

In move mode, moving the cursor moves the piece. You can only select **move mode** with the cursor over one of your units.

Combat is controlled by the computer that randomly selects the next piece to fire. Simply, move the cursor over the target and press fire.

To find out about terrain turn to page 10

To find out about the combat units turn to page 15

A mission briefing is on page 20

Basic tactics are on page 19

The full instructions start over the page.

Good luck and remember that in the Firezone things happen fast.

HOW TO PLAY

Firezone depicts ground combat in the 21st Century when battles are fought at high speed and last minutes and not hours. Although Firezone pits you against human or an artificially intelligent enemy the game is remarkably simple to learn and play.

The computer will handle all the complex logic and mathematics involved in calculating the effects of the different weapons and terrain in the game and provide you with a computer opponent that will challenge even experienced wargamers. This will leave you free to command the forces at your disposal and devise your game winning strategies.

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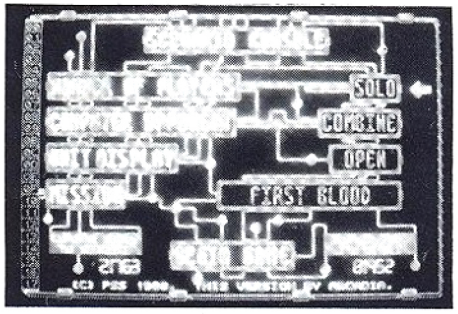
Beginning the Game.

Once the game has loaded (follow the instructions on the enclosed loading card) you will be presented with the following screen and a menu of options to define your game.



By pressing the appropriate key you can alter . . .

P — Number of players:— (Default = Dual)

Choose between a 2 player (dual) game, a solo (1 player) game or a demo game where both sides are controlled by the computer.

C — Computer Opponent:—

If you select a 1 player game you can decide whether the computer will control the European League or the Pacific Combine.

D — Unit Display:— (Default = Open)

Units may be displayed in either a hidden or open mode. If open mode is selected then all units will be visible throughout the game. Hidden mode is more realistic and only displays the units spotted by the current player. Beginners should select Open mode.

M — Mission:— (Default = First Blood)

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Selects the game scenario you will play. Each time you press ''M'' this option will toggle between the three pre-set scenarios ''First Blood'', ''Surprise Attack'' and ''Final Conflict'' and the Expansion Game that loads in missions designed using the ''Gamegen'' program.

Note: The disk version of the game has nine pre-set scenarios. The first three are as listed above, with 'Wastelands War', 'Swamp Raid', 'Stalingrad II', 'Jungle Firefight', Armoured Thrust' and 'Infantry Assault' as the other six.

B — Begin Game:—

Loads in the required game (so make sure the appropriate tape or disk is ready). Once the message ''Loading Complete'' appears the game is ready to play.

Game Sequence.

Firezone is played in a series of turns, rounds and phases. A game can last up to 50 turns but it is unlikely they will go the distance as most games end between turns 10 and 12. Each turn represents one minute of the battle and has the following order of play.

Turn Sequence.

Combine Round.

Combine Movement Phase.
Combat Phase.

League Round.

League Movement Phase.
Combat Phase.

In missions where the League moves first then the Combine Round of the first turn is skipped.

During the movement phase the active player (the League player in the League Round) may move some or all of his units. However, during each combat phase both players may fire at any target in range.

When the last phase of a turn has been played a new turn begins.

Victory.

The game ends when only one side's forces remain on the battlefield and the enemy has been destroyed or forced to retreat. Units can leave the battlefield off the same edge they came on but are lost from the game. This is only allowed if the retreating force has suffered heavy casualties.

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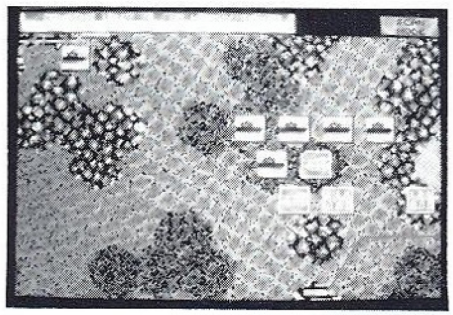
During the game, victory point totals are displayed for each side as a running total of losses sustained. Although the battle isn't decided until the last piece has been lost or routed these totals give an at-a-glance guide to the state of the game.

At the end of the game the program displays a game report that shows the game turn, the scenario and other options selected as well as the percentage of total force that both sides lost and a percentage rating for each player. Anything over 70% will mean a good result.

Game Screen Display.

The screenshot below shows the main areas of the Firezone screen display.



The **Game Map** displays a scrolling window that can move over the whole game map. This is because the scenario game maps are far bigger than the size that could be displayed on a single screen. The map is divided into hexes to regulate movement. Hexes are far better in wargames than say squares as they have six sides, each of equal length and movement over them doesn't suffer the distortion of diagonal movement on a squared board or the restriction of movement to only four adjacent squares.

The **Terrain/Unit Display** shows the type of ground in the hex the cursor is currently in or details of any units (name, side, strength, attack and defence strengths — full details in Unit Types section) that are in that hex.

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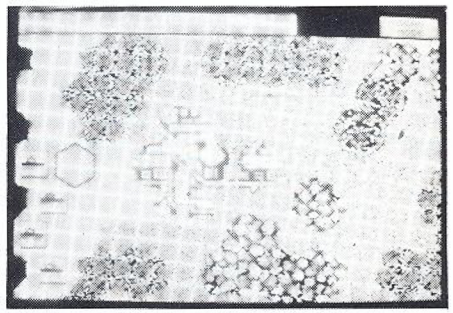
The **Mode Indicator** is a reminder so that you know whether you're in scan mode (looking around the map) or movement mode.

Game Information: this display box is set to the colour of the current players side.



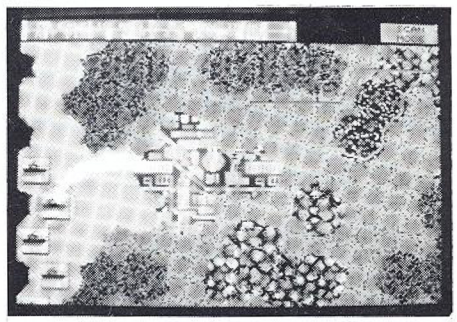
Turn Number: each turn represents one minute of the battle.

Current Terrain Type: indicates the terrain of the hex the cursor is currently in.

Victory Points: an at-a-glance guide to the state of play.

Cursor: controlled by the keyboard and used to scan map and move units.

Unit Information: details of any combat units highlighted by the cursor and temporarily replaces the game information.



FIREZONE – 21ST CENTURY

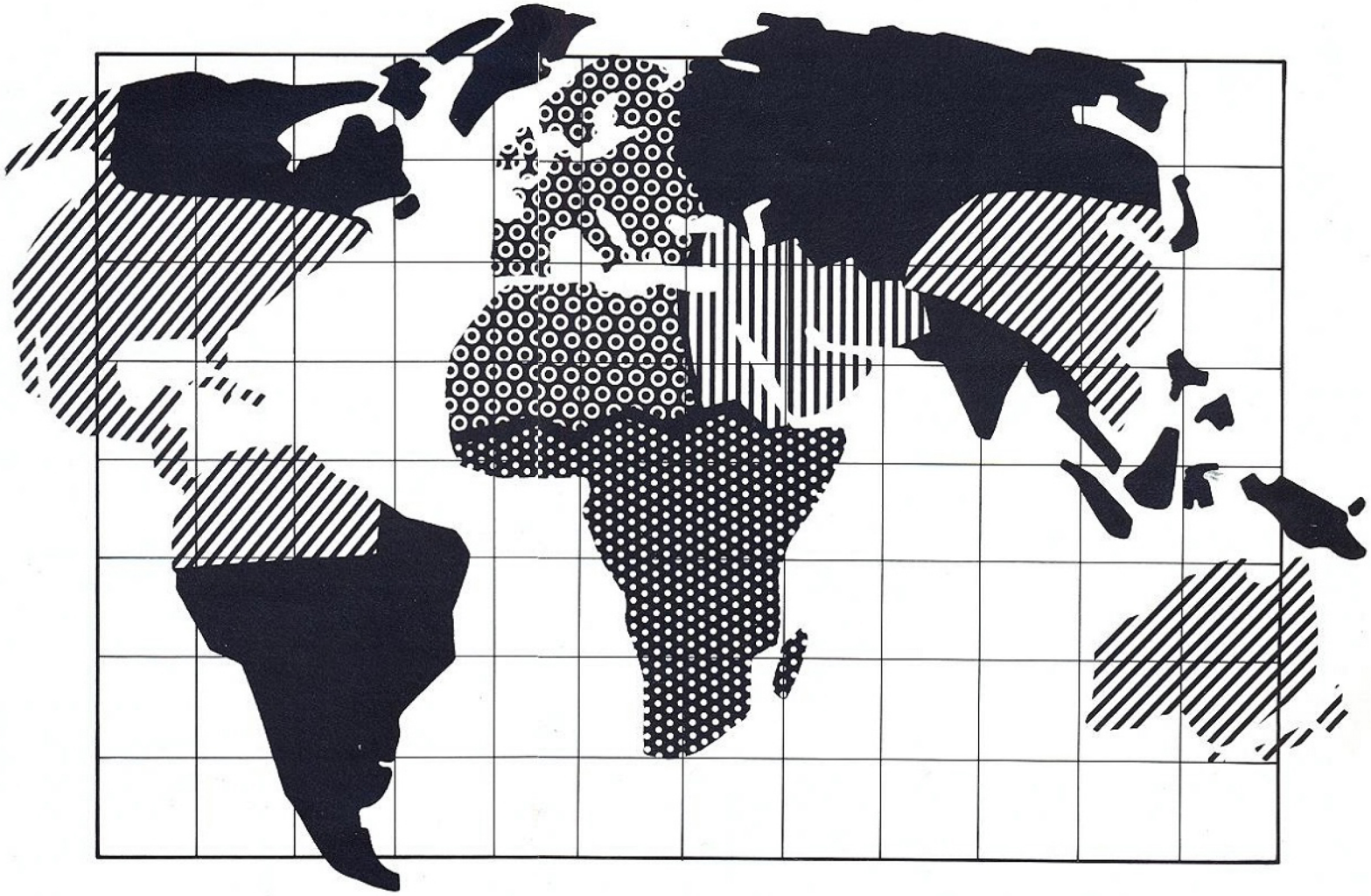
THE POWER BLOCKS

PACIFIC COMBINE

EUROPEAN LEAGUE

U.A.S.

ISLAM



THE WORLD - 2160 AD

Terrain.

There are seven different types of terrain in Firezone which are:—

Clear — Vast plains of desolate land that contain few obstacles to obstruct movement or hinder vision.

Woods — Dense masses of vegetation that are difficult to see through and even harder to move through.

Rough — Small hills that provide limited cover.

Marsh — Boggy ground that can slow down a force but leave it in a clear line of sight and attack.

Water — Either open sea or inland lake.

Ruins — The smouldering remnants of an Urban hex that provides limited cover.

Urban — A town or city complete with internal roads.

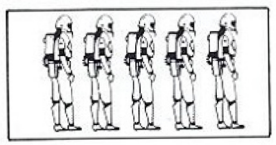
In addition to the above hexes a road can run through a hex (which aids movement) or a river run along it's edge (which hinders movement). Where a road crosses a river, a bridge is assumed which counteracts the effect of the river.

UNIT TYPES

There are seven different types of combat unit in Firezone that range from infantry clad in powered armour to the ultimate killing machine — the Leviathan. (*Note* — When more than one unit is present in a hex only the top one is shown.)

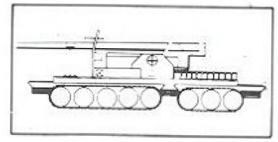
The most important thing a Commander must do before he enters a battle is know what the enemy forces can and can't do. Therefore for new Commanders eager to take their posts here is a brief guide to the units that fight in the Firezone.

Infantry



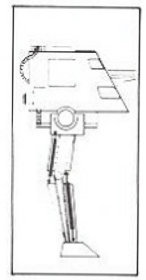
Wearing powered plasma armour the infantryman is a formidable force. Armed with an X14 nuclear laser rifle that can fire either a single armour piercing beam or a grenade blast. Like all infantrymen they are essential to take and hold ground.

Nova Gun



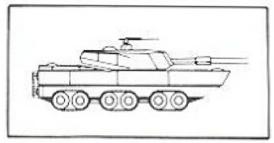
The heavy artillery of the Firezone. These computer controlled, self aiming, self sighting, rapid firing guns can deliver a staggering 150 nuclear shells a minute.

Strider



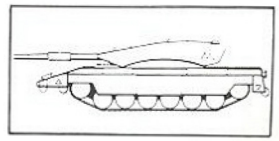
Until the 21st Century the concept of a walking, bipedal war machine was confined to science fiction. Now it is a reality. These giants of the battlefield strike terror into the infantry as they tower above them. The fear is well founded as each packs a powerful arsenal of short and especially long range weapons.

Grav Tank



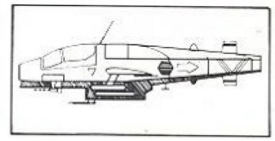
The fastest battle tank that has ever fought a battle. The Grav engine transformed the tank from a slow but effective assault weapon to a terror that could skim over any terrain at frightening speed. The Grav tank quickly became a more reliable and stronger version of the old helicopter gunship as it could strike right at the heart of the enemy.

Heavy Tank



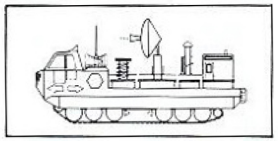
Slow but powerful It's lack of speed rules it out as a first strike weapon but in defence or for wiping out battlefield remnants it just can't be beaten.

Leviathan



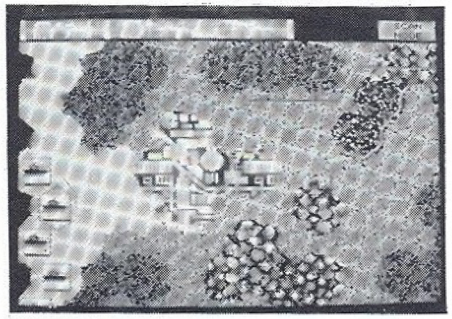
Imagine a battalion of heavy tanks moulded together on one massive armour assisted chasis and you're halfway to imagining the sheer power of the Leviathan. Nothing can prepare you for your first head to head conflict with this monster. You ignore it at your peril but if you try and destroy it you will commit so much fire power to the attack that you will leave yourself wide open to fire from other units.

Com-base



The static or (rarely) tracked nerve centre that controls the computer that controls the Nova guns and issues orders to the unit leaders. It also has several feet of plasma powered armour and enough firepower to keep a battalion at bay. It's your base for the coming campaign so look after it.

Whenever a unit is highlighted by the cursor the display box shows the following information.



Unit Name:—

Identifies the company and the battalion or regiment the unit belongs to.

Unit Side:—

Colour is used to distinguish between units of the two sides.

Unit Strength:—

This displays the type of weapon system and the number in the unit. E.g. 12 Grav tanks, 15 infantry squads or 1 Leviathan.

Attack Rating:—

Two numbers that represent the strength of the attack and the maximum range of the attack.

Defence Rating:—

This represents the strength of the units armour and defensive shields.

Movement Rating:—

The unit's current movement rating is followed by the maximum movement rating. Movement points are consumed according to the terrain the unit crosses during the movement phase.

MOVEMENT

During your movement phase you can move some or all of your units as far as their movement rating will allow them. For each terrain hex you move through movement points are deducted from your units movement rating. Obviously more points are deducted for moving through a wood than along a clear road. We've included some pointers in this manual as to how the terrain affects each unit but it's up to the Commanders to quickly find out what their units can and can't do. You must have enough movement points left to enter the hex and won't be allowed to ''move halfway''. Movement points cannot be stored or transferred to another unit or a later turn although they are replenished at the beginning of each turn.

The mode display shows whether the cursor is in Scan mode or Movement mode.

In Scan mode the cursor can be moved freely over the entire map.

In Movement mode, moving the cursor also moves the highlighted unit as far as permitted by it's movement rating.

The keys that are used to move the cursor and change modes are explained in the key guide.

Make sure that you press the mode select key when you have moved a piece as far as you want it to go otherwise when you move the cursor to select another piece you'll move the existing piece if it has any movement points left.

Hidden Movement.

If you select hidden movement then you can only see the enemy units that your units could see. So it's important to remember that rough, woods, ruins and urban hexes will hide your units.

COMPUTER PLAYER

When the computer player is taking it's turn all movement and computer combat is resolved automatically without any input from you. If the hidden movement option is selected movement is only shown if it can be spotted by one of your units. So early on, you'll see little of the computer's activity, until perhaps, it's too late.

SAVING AND LOADING

At the end of each round you have the option to SAVE the game or LOAD in a saved position.

If you select SAVE or LOAD you will be prompted for a file name and the game continues once saving or loading is completed. Try not to use the filenames SCEN1, SCEN2 or SCEN3 as they are reserved for the pre-set scenarios.

PRE-SET SCENARIOS

Three pre-set missions (nine in the disk version) are included in Firezone and are explained fully, with hints and tips for both sides, in the Mission Briefings section of this manual. A brief outline of each scenario is included below.

1. First Blood.

Introductory game in which both sides have four Grav tank and four heavy tank companies which start at opposite sides of the map.

2. Surprise Attack.

Three League Grav tank units attempt a hit and run raid against a lightly defended coastal command post before the Combine forces call up reinforcements.

3. Final Conflict.

A major battle for a heavily populated urban area that was started by an attack by a Combine Grav force on the League city. Both sides quickly call up heavier backup forces for a deciding battle.

4. Wastelands War.
5. Swamp Raid.
6. Stalingrad II.
7. Jungle Firefight.
8. Armoured Thrust.
9. Infantry Assault.

We leave you to discover the background to these scenarios.

COMBAT

Each game turn contains two combat phases that follow each players movement phase. However both players can attack in both combat phases.

During a combat phase the computer randomly selects a unit to fire next which then is replaced on the map by a flashing cursor. This cursor can then be moved anywhere within the firing units attack range onto any visible target (one that isn't obstructed from view by rough, urban, ruins or woods terrain hexes.

Once a target has been selected the computer will display any losses inflicted and then display the next unit to fire.

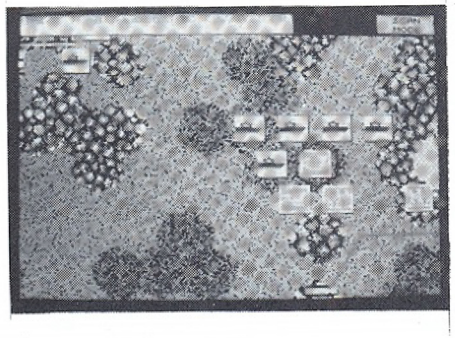
If no target is possible a message will be displayed and the next firing unit selected.

In the early turns there may be no combat at all.

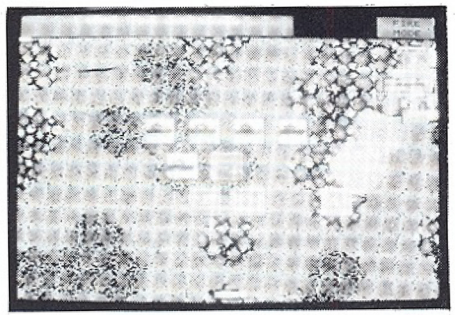
When all combat has occurred the game continues with the next players movement phase.

Combat examples.

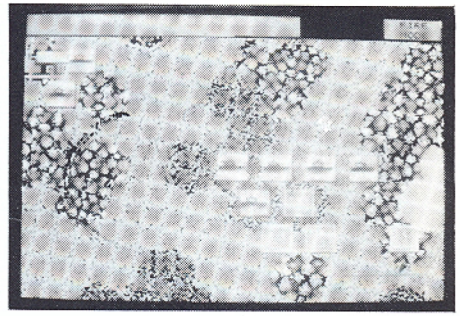
The following sequence of annotated screenshots show part of a Firezone game and illustrate some examples of combat and basic tactics.



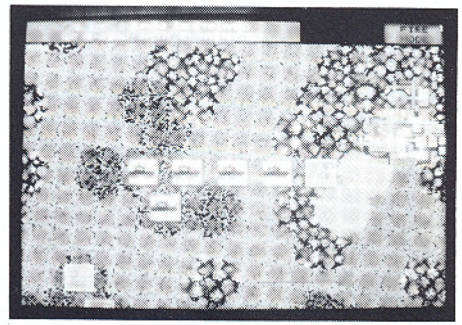
Five units of League Grav tanks have advanced to take on a unit of 10 Combine heavy tanks, well emplaced in a 'rough' hex. They stick to cover as much as possible.



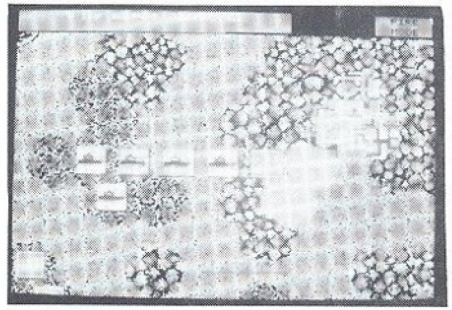
The heavy tank happens to get first shot, destroying 1 of the Grav tanks in the open.



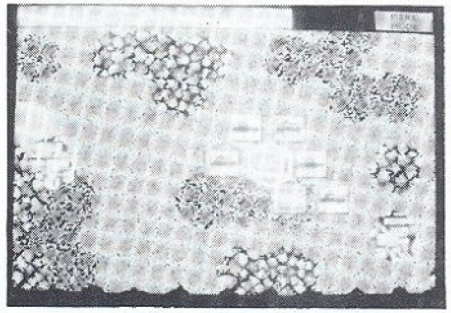
All Grav tank units return fire, but destroy 2 of the heavy tanks between them.



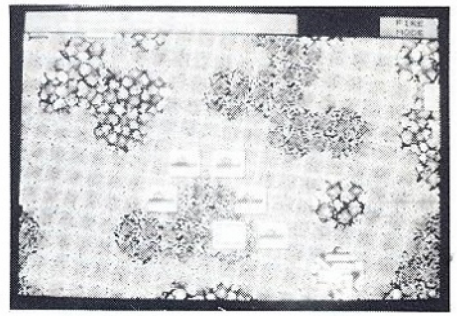
In the Combine movement phase the heavy tanks retreat, but an infantry unit gets caught by the Grav tanks and is eliminated.



Another infantry unit takes heavy casualties.



The League Grav tanks then pursue the retreating heavy tanks.



The Grav tanks finish off the heavies, but another unit remains untouched. The heavy tanks are killing 4 Grav tanks for every one they lose, and the League player must now retreat, bring in reinforcements, or bypass the Combine heavy tanks.

TACTICS

As you play Firezone more and more you will gradually build up your own strategy and tactics. It will take you a few games to gauge the strengths and weaknesses of the various units and terrain types so here are ten tactic tips to get you started.

1. If this is the first wargame you have ever played then you should start by reading this manual fully then follow what the computer players do in a few demo games. Once you have a brief idea of what to do and the capabilities of each unit type and the effects of the terrain, set up the First Blood scenario but without hidden movement.

2. Before you make a move scan the entire map and look for enemy units and key terrain features such as blocks of woods or roads that lead over bridges. If you get control of these and use the terrain to your advantage by forcing your opponent to stay in the open while you lurk in cover, then you should win the day.

3. Think before you launch an attack (that means think before you move) as the computer selects the order of battle randomly your unit could be destroyed before it's had a chance to fire a shot. A good General looks at the battlefield and the units uses the strengths of his and exploits the weaknesses of the enemies. You should try to do the same.

4. If you're playing a hidden movement game (and this is recommended) it's often useful to send in a single Grav tank unit on a scouting raid as every unit it spots will appear on the screen. You can then either retreat or take cover. Now you know where some of the enemy locations are you can plan your attack. A human player (who should look away or turn the screen away) won't even know you've spotted his units.

5. If you think you've been spotted then quickly move away or swap some units to provide a few surprises. For example, if you think an infantry unit has been spotted add in a few tanks to surprise the force that will be sent in to "take it out".

7. Use the terrain to your advantage, not only for defence but also to fire at opponents that can't hit back. Nova guns can fire over any terrain and striders can fire through woods.

8. Similarly, use the difference in ranges to have a "free shot" at an opponent. They will be able to move into range on their turn but because the combat order is random you may fire first and finish them off before they get a shot.

9. Think before you move and fire, as a wrong move or a shot at the wrong unit could cost you dearly.

10. Don't stack your units in enemy range as attacking units get a shot at each unit in the stack. Conversely, if you see a stack, attack it.

MISSION BRIEFINGS

Firezone includes three pre-set scenarios (nine on disk) that each pose a unique challenge. The next few pages contain your briefing for each mission. Try to read the briefing for the side you've selected only (at least for one game) as inside knowledge of what the enemy is trying to do will confuse more than help you. In later games between two skilled players, using the hidden movement option these briefings will represent intelligence reports and add to the cat and mouse feel of the game.

FIRST BLOOD

Since both sides begin with the same units the same briefing applies to both players.

League/Combine.

Both you and the enemy begin this game with four Grav tank and four heavy tank units. Your mission is to obliterate the enemy. That means get him before he gets you.

If you're a beginner then use this mission to get to know the lay of the land. See how quickly the Grav tanks can skim across the landscape and gauge the relative defence afforded by the different types of terrain.

If you use your Grav tanks to attack the enemies heavy tanks try to attack over a river as if the going gets tough you can get going back over the river and the heavy tanks won't be able to follow.

Wherever possible try to attack with odds in your favour. Two or three against one will have more chance of success.

In a hidden movement game you will have to be very careful as a scouting mission that loses you a unit could put you at a disadvantage. You probably will have devised your own tactics but I'd suggest you attack in packs. Send your Grav tanks out,try and outflank the enemy and then follow up with the heavy tanks.

Finally, be alert and be quick to respond to whatever your opponent does as in an eight unit a side game one mistake could cost you the battle.

SURPRISE ATTACK

European League.

With three Grav tank regiments at your disposal you must attack a lightly defended Combine coastal command post. You must move fast as the Combine forces will call up reinforcements.

The Combine forces begin with infantry and Nova guns but these will be joined by heavy tanks and even striders.

Attack in packs and attack quickly. Take out the Nova guns first as their constant assault will drain your forces.

Remember that you don't get any reinforcements so don't try anything silly.

Once you've taken care of the guns, weaken the infantry with ranged attacks before finishing them off. Once that's done don't take on the command post instead wait in the hills near the Combine side of the screen for the reinforcements to arrive and then swamp them before they can attack you.

If you think things are getting too hot then fall back and either ambush any pursuing units (the striders will probably reach you first) or regroup for another attack.

Finally, take out the command post. Good luck, with just Grav tanks you've got to keep on the move and avoid any losses.

Pacific Combine.

Your job is to defend the command post from an enemy attack. We expect the League to attack with Grav tanks only so expect a fast moving onslaught.

We've radioed for reinforcements so if your Nova guns and infantry squads can hold out,the expected heavy tanks and striders will smash the League forces and win a great victory for the Combine.

The League will probably try and attack the Nova Guns so protect them with infantry squads or pull back around the command post so that it's guns can join in the action.

When the reinforcements arrive hit the League hard. Use the striders to weaken them and the heavy tanks to finish them off. Remember that striders can blast a Grav tank even if it's retreating through woods.

When the Grav tanks retreat, tread carefully as an ambush may be set. Again your striders are the key as even if a Grav tank runs with it's full move the striders move and superior range will usually allow a free shot.

In a hidden movement game watch out for blind spots that could allow the Grav tanks to get close to your Nova guns before you've blasted a few of them.

FINAL CONFLICT

European League.

Your mission is to defend a heavily populated urban area from a major Combine attack. This is a crucial battle as a crushing defeat for the Combine could help our Eastern Empire.

The attack will happen very quickly but will be led by a Grav tank force. These must be repelled and destroyed with your initial force of infantry and Nova guns. Fail in this task and the ensuing battle will be even harder.

Your own Grav tank force will arrive in time to wipe up any remains but is needed to defend against the full force that is now approaching. Soon your striders will appear which you should quickly move up to attack the enemies striders along with your Grav tanks. If you get strider advantage the battle should be yours.

The rest of the enemy forces consist of a few infantry regiments, heavy tanks and even some Leviathans.

A determined attack by full strength infantry and tank regiments can dislodge a Leviathan so don't give up. Soon your victorious striders will join in the assault. Remove them and the game is over.

We don't expect anything to go wrong as only our best Commanders defend cities such as this one.

Pacific Combine.

Commander, armed with an initial strike force of Grav tanks followed by an army of infantry, tanks, striders and Leviathans your task is to take the city and the enemy command post. We do not expect you to fail.

Use the Grav tanks to weaken the enemy defences ready for the main attack but beware of oncoming reinforcements. You may elect for total annihilation tactics or hit and run, the choice is yours. In a hidden movement game the Grav tanks should also scout out the area and monitor enemy reinforcements.

Your main force is led by a powerful combination of striders and Leviathans. If you play it well this combination will be unstoppable. We suggest you weaken any full strength enemy battalions as quickly as possible as these could, with a lucky shot, take out a Leviathan.

The striders and remaining Grav tanks should take out the enemy striders and then rout any remaining forces leaving the Leviathans with heavy tank escort free to smash through to the command post.

GAMEGEN

Gamegen is Firezone's game designer program that will help you to design your own scenarios.

Gamegen must be loaded separately so follow the instructions on the loading card. Once Gamegen has loaded you will be prompted by the message ''Load Which File?'' and should answer either SCEN1, SCEN2 or SCEN3 for one of the pre-set missions or the name you gave the file for a game you've already created using the Gamegen program. Obviously, you shouldn't call your own scenarios SCEN1, SCEN2 or SCEN3. Once that is loaded the game map will appear and you're ready to begin.

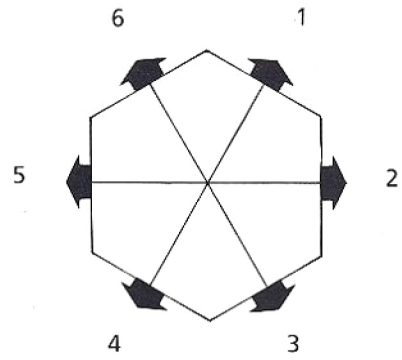
Gamegen Controls.

Gamegen uses the following controls (which are selected from the menu and summarised on the enclosed key card.

T — Changes the border colour to green and pressing the following keys will set or alter the terrain of the selected hex.

- **1 — Clear**
- **2 — Woods**
- **3 — Rough**
- **4 — Marsh**
- **5 — Water**
- **6 — Ruins**
- **7 — Urban**

R — Turns the border red and sets a road from the centre of the hex through



one of the six sides depending on the following keys.

Pressing a second number key will add another road.

Ø — removes all roads from the hex.

V — River set. Keys 1-6 place a river hex edge on the appropriate hex sides.

Ø — removes all river sides from the hex.

K — Sets key variables.

Opy — decides which player goes first (O is the Combine, 1 the League).

Mu — sets the maximum number of units, between 1 and 52.

Scen — indicates if one side is on a raid mission (1 is Combine raid, 2 a League raid and 3 by both sides).

U — Sets unit data through a list of options that can be altered to fully define each unit in the battle.

1 — Company (0 = Co-A, 1 = Co-B, 2 = Co-C, 3 = Co-D).

2 — Battalion (1-7 = Combine units, 8-13 = League units).

3 — Unit type (0 = Infantry, 1 = Nova Gun, 2 = Strider, 3 = Grav Tank, 4 = Heavy Tank, 5 = Com-base, 6 = Leviathan).

4 — Side (0 = Combine, 1 = League).

5 — Unit Strength (the number of each type in the unit, 1-15).

6 — Range (1-4).

7 — Attack Strength (1-15).

8 — Defence Strength (1-15).

9 — Movement Rating (0-15).

A — Deployment Zone (0, 1, 2, 3, 8, 9, 10, 11 = map edges, 4, 5, 6, 7, 12, 13, 14, 15 = map interior).

B — Deployment turn (0 = Start of game, otherwise game turn that reinforcements appear).

C — Clone (copies another units stats into the current unit record).

P — (Sends all unit data to Printer).

U — (Selects new unit).

R — (Returns to Map set).

X — Saves game file once all map, key and unit data has been set.

Designing a Scenario.

Designing a scenario from scratch can be a daunting task so it's usually best to start by altering one of the existing scenarios by:—

1 — Changing the terrain.

2 — Altering the unit types.

3 — Changing the time units appear on the battlefield.

Once you've altered the scenario either play it or set-up a demo game so you can gauge the effects of your changes. After a few games you'll be ready to design your own Firezone game.

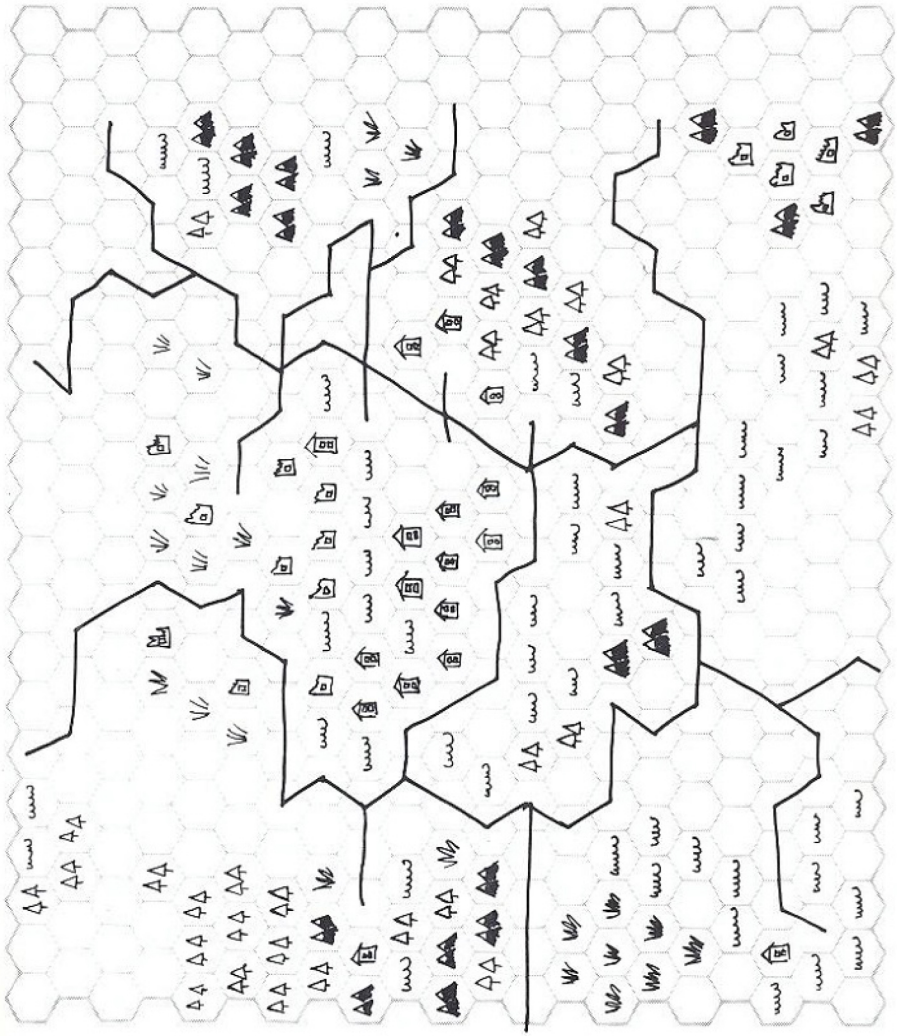
The Plot.

This is the reason behind a battle and can range from a surprise attack on a command post, a well laid ambush, a small skirmish between two patrolling forces to a full scale set piece battle. As an example of how to use Gamegen and it's flexibility we're going to build up a small scale skirmish between two opposing infantry patrols inside a city.

The scale of the battle is therefore small and so the units will represent single tanks and small groups of men and so we will exaggerate the terrain to build up the edge of a city and the surrounding terrain. We will have to cheat a little by outlining the buildings with river sides to stop the tanks driving through buildings at will. This also shows the variety of scenarios that you can build up with a little imagination.

Having decided on the plot the next stage is to build the map.

Example Scenario — Diagram



Map Making.

We have included a sheet of hexagons that represent the full map area of a scenario. Photocopy this and use it when designing your own scenarios. See our example of a completed scenario map to get an example of how to do it.

As you can see from the completed scenario map we have built up buildings from Urban hexes with clear and road hexes in between them. The river hexsides aren't really there but aim to stop tanks from roaming through buildings.

The north end of the city has been reduced to rubble and here are some surrounding woods and rough ground however most of the action will take place in the city. Once the map is completed save it to tape or disk.

Opposing Forces.

The next stage in building a game is to add in the units that will fight the ensuing battle.

In this scenario the units represent single tanks and single or small groups of men.

The full list and their starting positions and ratings of the two patrols are listed below with a brief description.

When assigning variables to unit types it is important to remember the scale of the game and not to exaggerate the abilities of units. For example, a squad of infantry in the full scale battle will rarely have an attack value above 2 but in a skirmish they may range between 2 and 7 to illustrate the differences in training and weapons skill. In this scenario the platoon Commanders are the best shots with the Sergeants a close second.

Reinforcements.

As in the pre-set scenarios both sides radio for reinforcements. However, in a small scale skirmish patrols have to put up with what they're sent. To simulate this and take away the obvious advantage the scenario designer has over his opponent we have supplied six different sets of reinforcements and the game turns and hexes they enter. Use these to create six different scenarios called pat1, pat2 to pat6 using the same map and unit strengths and save then to disk. When you want to play the game let your opponent secretly load in one of the variations (or you could throw a dice to decide). When you play the game you'll have a vague idea of what could happen but with hidden movement you just won't be sure.

League Forces.

Type	Attack	Range	Defence	Movement
Inf	7	4	6	4
Inf	5	3	5	4
Inf	4	3	4	3
Inf	3	3	4	3
Inf	2	2	4	4
Inf	2	2	4	4
Inf	2	3	4	4
Inf	2	3	4	4

Reinforcements

1.

Inf	3	3	3	3
Inf	4	3	2	4
Inf	2	4	4	4

2.

H. Tank	9	6	6	5
Inf	2	4	4	4

3.

Strider	10	5	6	6
Inf	2	4	4	4

4.

as number 1

5.

as number 3

6.

no reinforcements

Combine Forces.

Type	Attack	Range	Defence	Movement
Inf	6	4	7	4
Inf	5	4	4	4
Inf	2	2	4	4
Inf	2	2	4	2
H. Tank	10	6	5	6

Reinforcements

1.

H. Tank	10	6	4	3
H. Tank	9	5	5	4

2.

Inf	4	4	4	3
Inf	2	2	4	4
Inf	4	4	4	3
Inf	2	3	4	4

3.

Strider	10	5	6	6

4.

Inf	4	4	4	3
Inf	2	3	4	4
Strider	10	5	6	6

5.

as number 2

6.

no reinforcements

MP1X - FIR3

The Worlds Finest Strategy Games

FIREZONE

QUICK KEY GUIDE

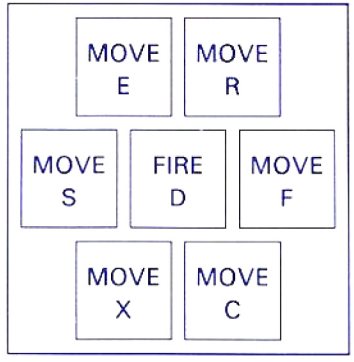
CBM 64/128

LOADING:

CASSETTE: Rewind the cassette and press SHIFT RUNSTOP simultaneously.

DISC: LOAD ''*'',8,1.

MOVEMENT CONTROLS:



SPACE BAR — Returns the cursor to **SCAN MODE** from **MOVE MODE.**

SPACE BAR — Puts the cursor in **MOVE MODE** from **SCAN MODE.**

D — When in **SCAN MODE** — TOGGLES BETWEEN ''STACKED'' UNITS — i.e. more than one unit in a single hex. When in **FIRE MODE** Press this to FIRE.

RETURN — Ends the Movement Phase.

MP1X - FIRC22

CBM 64/128 is a trademark of Commodore Business Machines Inc.

UNIT COLOURS

— **LEAGUE** Grey on Green

— **COMBINE** — Red on Green

GAMEGEN CONTROL KEYS

LOADING:

DISK: LOAD ''DESIGN'',8,1.

CASSETTE — Use side B of the tape and press SHIFT RUNSTOP simultaneously.

T — changes terrain to (press appropriate key)

1 — Clear, 2 — Woods, 3 — Rough, 4 — Marsh,

5 — Water, 6 — Ruins, 7 — Urban.

O — followed by number key places a road in the hex.

K — sets key variables from menu.

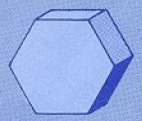
U — sets unit data (menu).

***** — saves game file.

FIREZONE™

Designers Hex Sheet





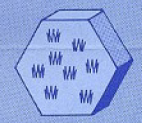
CLEAR



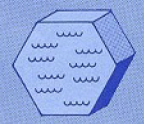
WOODS



ROUGH



MARSH



WATER



RUINS

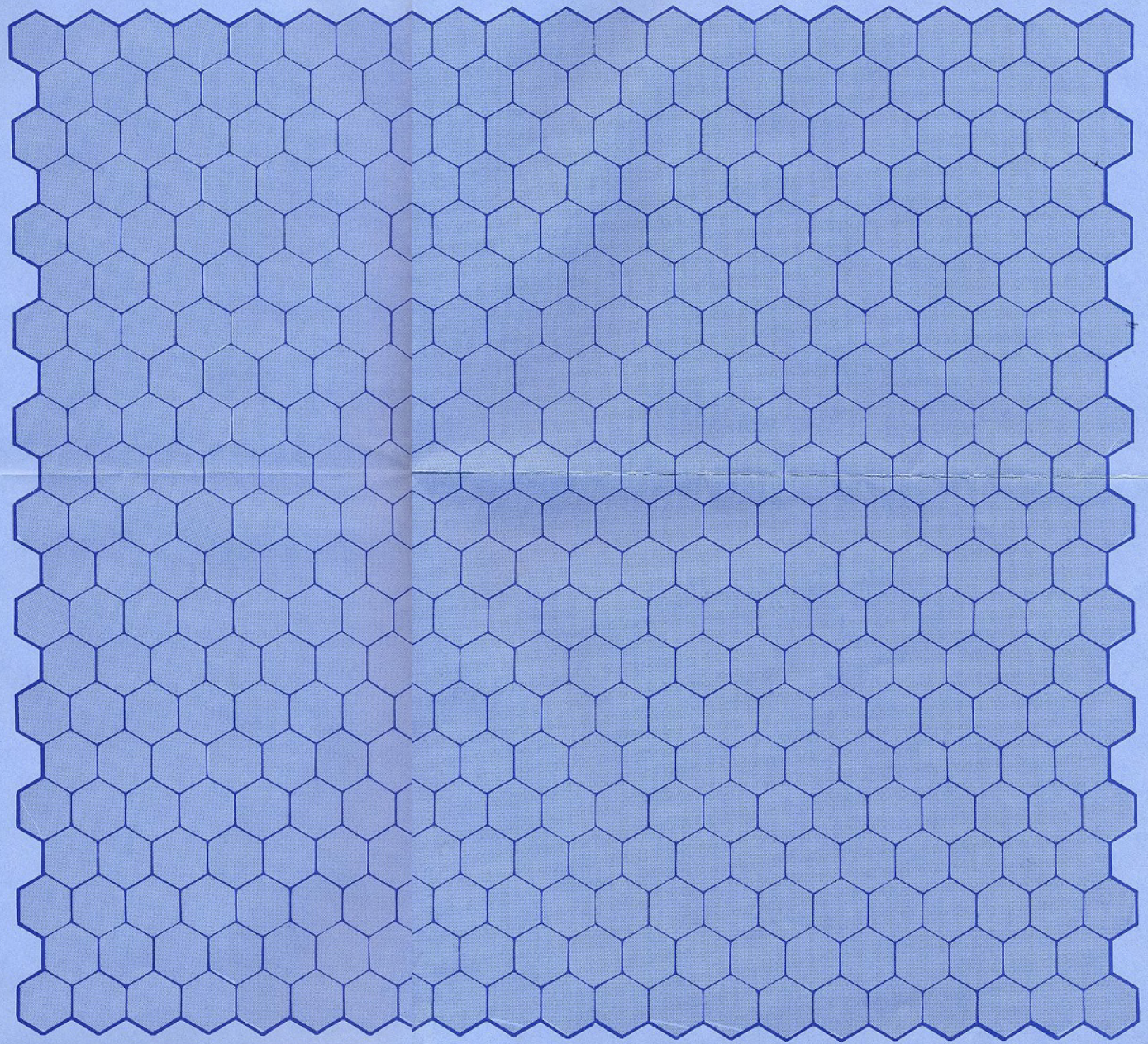


URBAN



ROAD

AVAILABLE TERRAIN TYPES



Note: 1 Screen is 14 × 11 Hex's

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MP1X-(FIR 21)