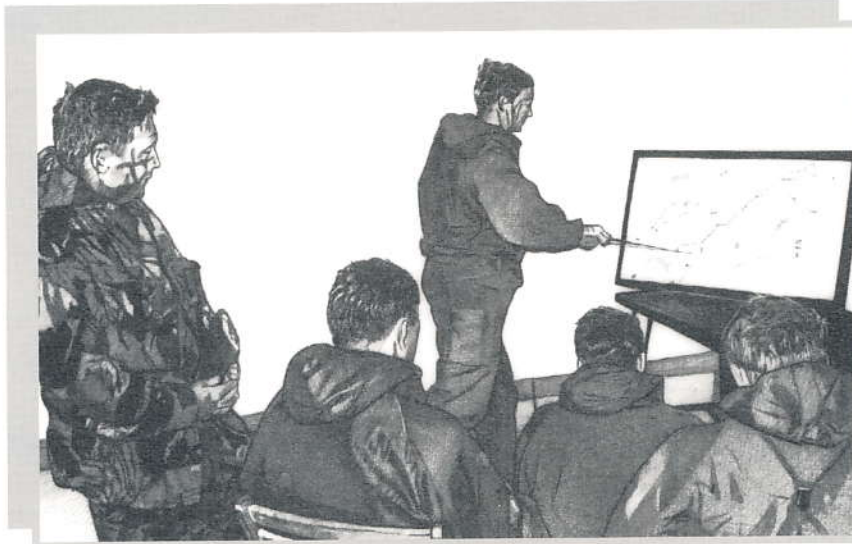


SPECIAL

FORCES



MICRO PROSE[®]
SIMULATION • SOFTWARE



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Introduction

Special Forces is a strategic action-packed simulation of a modern elite rapid deployment combat force. You control a platoon of eight hand-picked soldiers as they are sent to trouble-spots around the globe with the brief to go in, secure objectives, and leave the area as quickly and efficiently as possible.

Each mission involves up to four team members. It is impossible for you to always have control of every man, so your squad perform their own tasks to the best of their ability, while you can "takeover" direct control at any critical time. But you're also issuing orders on a strategic level, analysing the data available and utilising each member's personal resources. No holds barred shoot-'em-ups are for would-be Rambos. This is reality, and your most powerful weapon is your brain.

Your tactics spell the difference between victory and defeat. You're the "guiding spirit" of the Special Forces mission troop.



FORT BRAGG, NORTH CAROLINA, USA

Already 97° at 1000 hours. Twenty paces away from the twelve-foot wall, it's a heat-hazed blur.

The eight men eye each other, the glint of the cutting edge of competition in their eyes. An 1800 metre hop-skip-and-jump over twenty eight obstacles for these guys; defeat is not an option.

An aura of competence shrouds the glistening bodies, an aura that is at once reassuring and intimidating, emanating from men who will admit no limits as to what they can achieve. They know they are the elite forces of their country.

Hand picked from various regiments, these men are specially trained to form their own Special Force. An elite team prepared to act at a moment's notice; success boosts politicians' standings; discovery prompts denials.

The slow crescendo of a Blackhawk approaching at low level sends adrenaline coursing through the veins. It turns heads, the dry throat anticipation spreading as each man thinks ahead. Twelve hours from now I'll be briefed, armed and ready.

Outnumbered and alone.



Getting Started

This Handbook provides detailed operating instructions, technical data and tactical tips. It applies to all computer systems.

The Technical Supplement gives specific instructions for your computer system.

The Key Guide presents all the main controls and key functions at a glance, and is designed to be placed next to your keyboard.



Loading

The Technical Supplement has complete information about loading the simulation and its installation onto hard disk.

Once the simulation has loaded you will be asked to insert a roster disk. Instructions as to how to create a roster disk can be found in the Technical Supplement.



Controlling the Simulation

The control interface on general selection/mission planning screens will support mouse, joystick and keyboard input. When a mission has begun you must use a joystick or keyboard to control your team members.



The Main Menu





The Main Menu

When the simulation has loaded the Main Menu will appear. On the left hand side of the screen are five options, which will not become selectable until you have inserted a roster disk and pressed fire.

Any blank, formatted disk can be used as a roster disk. For further details of how to prepare a roster disk, please consult your technical supplement.



The Roster Screen

ESCAPE TO DELETE		RETURN TO ACCEPT	
NAME		POINTS	MISS. ATMP.
LADS ARE BACK	ACT	0	0
THE ELITE CREW	MIA	0	0
SILENT VICTORY	MIA	0	0
UNSUNG HEROES	MIA	0	0
23RD BATTALION	MIA	0	0
THE FOURTH	MIA	0	0
JACKSONS EIGHT	MIA	0	0
MOTHYS MADMEN	MIA	0	0

You can create and keep records of up to eight different Special Forces squadrons on each roster disk. Each squadron is given a name, and one will be highlighted when the roster screen first appears. Select the squadron you wish to control, or create a new one if it the first time you have run the simulation.

To create a new squadron press the 'ESC' key on the keyboard. The highlighted name will be erased and you should enter your new squadron's name via the keyboard. Press the "Return" key or the Fire button on the joystick to accept the new squadron. Be warned, creating a new squadron automatically erases the previous squadron's record.

The roster screen also shows the points awarded to each squadron, the missions attempted by that squadron, and its current status (ACT = Active, RTD = Retired, MIA = Missing in Action).

If you have created more than one roster disk, and wish to switch between them via the roster screen you may do so by inserting the new roster disk, moving the on-screen pointer over the "DIR." icon on the right of the screen and then pressing the left mouse button or joystick fire button (this method of

The Main Menu



selecting an option is referred to throughout this handbook as "clicking on" an icon).

The squadron names stored on the new roster disk will appear.

When you have selected a squadron you will be returned to the main menu. The first icon on the left of the screen, "DIFF. LEVEL" will no longer be shaded. This shows that it is now selectable. You should click on it to set the difficulty level at which you wish to attempt your first mission.

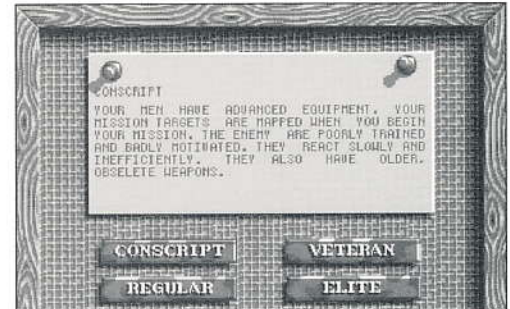
You must select one of four levels of difficulty for the operation you are going to undertake.

Levels of difficulty are selected by clicking on one of the four icons at the bottom of the screen; Conscript, Regular, Veteran or Elite. The level currently selected is highlighted. You may view the text reproduced below by moving the on-screen pointer via mouse, joystick or keyboard over one of the options. Click on an option to select it.

Conscript: Your men have advanced equipment. Your mission targets are mapped when you begin your mission. The enemy are poorly trained and badly motivated. They react slowly and inefficiently. They also have older, obsolete weapons.

Regular: Your team have modern weapons. Your mission objectives are given using a grid reference system. The enemy are properly trained but inexperienced. They have good reactions in training but may hesitate or freeze in combat. They have older equipment but are familiar with it.

Operation Difficulty Level





The Main Menu

Veteran: Your men have advanced equipment. Mission objectives are not shown on your maps. The enemy are experienced soldiers. Many of them fought in previous campaigns and are highly skilled. They have modern equipment and know how to use it.

Elite: Your men have advanced equipment. Mission objectives are not shown on your maps. Missions must often be completed within set time limits. The enemy are highly motivated and experienced combat veterans. Armed with the latest weapons, they won't hesitate to shoot.

First time squadron commanders are advised to select Conscript level of difficulty for their first assignment and Regular for their second. This allows you to develop a feel for the simulation gradually and to experience combat without coming under intense pressure from the enemy.

The difficulty level selected will have a bearing on the number of points and medals awarded on its completion, to reflect the danger you face at higher levels of difficulty.

When you have selected a difficulty level you will be returned to the Main Menu. "Diff. Level" will now be shaded, but "Select Mission" will be selectable. You should do so.

The Main Menu



The sixteen missions available to each squadron are set in one of four areas of the world, defined by the climate found in that area; Tropics, Desert, Arctic or Temperate. Pages 63-84 of this handbook give a general overview of the enemy likely to be found in each area and offers background information specific to each scenario.

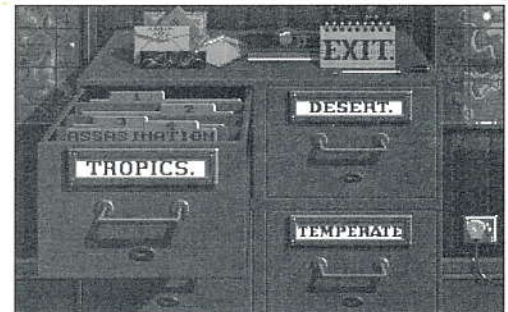
Each of the missions varies greatly according to the level of difficulty selected, as does the amount of information given to you at the mission briefing stage. Squadrons may perform each mission only once; they can perform one mission at, for example, "Regular" difficulty level and another one at "Elite" level, but cannot repeat a previously attempted mission at a different level of difficulty. If a squadron member becomes "Missing in Action" (MIA) during a mission you may also return to attempt a rescue at a later stage, further details of which can be found on page 15.

Although each of the sixteen missions can be performed in any order, you will find the simulation at its most rewarding if the missions are played through from the first Tropics mission to the final Temperate mission in sequence.

If you do so, a story will unfold and your actions during a mission will affect the briefing given for a subsequent mission.

The mission briefing documents are filed in one of the four drawers you will see on the "Mission Select" screen.

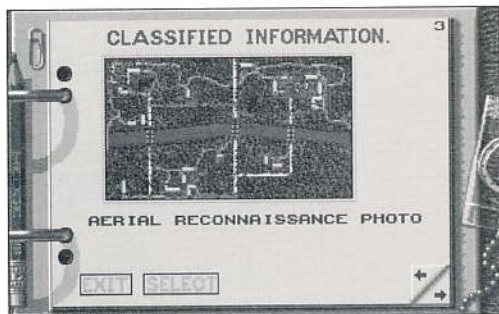
Select Mission





The Main Menu

To open a drawer, simply click on it. Click on the front of a drawer again to close it. Four files will be found in each drawer. To select a file, click on it. The name of the mission will appear. They are;

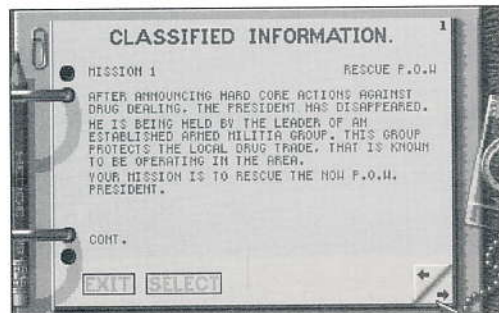


Tropics

1. Rescue Prisoner of War.
2. Crop Fire.
3. Diary 1991.
4. Assassination.

Arctic

1. Sabotage.
2. Alpha Documents.
3. Submarine Attack.
4. Wipe Out.



Desert

1. Egg Nests.
2. Tank Busting.
3. Supply Lines.
4. Black Box.

Temperate

1. Fuel Dumps
2. Scud Busting
3. The Complex
4. Power Cut

When the name appears, click on it again to receive the mission briefing.

The mission briefing files usually contain three pages of notes. The first two pages give a written brief for the mission, which



should be read carefully, and the third page shows an aerial reconnaissance photograph of the mission area. When you start a mission you will have access to the map which you take with you; the mission objectives and conditions can be found on pages 63-84 of the handbook. Please note that mission briefings may change from those given in the handbook as a result of your actions on an earlier mission.

To turn the pages in the mission briefing file, click on one of the arrows in the lower right-hand corner of each page. One arrow turns the pages forwards and the other backwards.

Each mission has a clearly defined objective, which must be achieved for successful completion of the mission. However, in some cases missions must be completed according to certain conditions, or "Rules of Engagement"

Rules of engagement outline the range of enemy equipment and forces your team can and cannot destroy. Special Forces squads are often used in times of conventional warfare, when one state has declared war on another, and knowledge of the war is public. However, the activities of an elite Special Forces squadron are most effective when they are undertaken without public knowledge, enabling politicians to deny involvement in the affair.

During such stealth missions, your team must try not to expose themselves at all. When an operation is undertaken in the context of a limited or conventional war it is important that the enemy are not able to report that a specific Special Forces

Mission Conditions





The Main Menu

squadron carried out the attack. Such knowledge would allow them to prepare for future attacks. Often you will be 'softening' targets to prepare for the movement of other forces into the area.

During a mission briefing, note whether a mission is a conventional, limited or stealth engagement. Further information about rules of engagement can be found on pages 41-42 of the handbook.

You will also be informed as to whether your "Drop-Points" are 'pre-set' or 'selectable'. You will be taken to the area of operations by helicopter, which will, if drop-points are selectable, drop any man at any point decided by you. If they are pre-set, the men will be dropped at the pre-set point. The choice of drop-points is covered more fully on page 20.

In the lower left-hand corner of each page of the mission briefing are two icons, "Exit" and "Select". "Exit" will return you to the Mission Selection Screen to select an alternative mission. If you are ready to attempt the mission for which you have been briefed, click on "Select". You will be returned to the Mission Selection screen. You should immediately click on the "Exit" icon to return to the Main Menu.

The "Select Mission" option will be available, if you wish to return to select an alternative mission or to check on your mission briefing.

If you are happy with the mission you have selected, choose the "Select Squad" option.



RESCUE MISSIONS

If a team member becomes "Missing in Action", you may return to the WarZone to attempt a rescue at a later date. This will be your only mission objective. The original mission will be replaced in the filing cabinet with a file entitled "Rescue POW", which can be selected in the normal way. You will be given the position of the POW at the mission briefing stage.

Upon selecting a difficulty level and mission you must select your squad. Initially, eight Special Forces operatives are available, from which you may select up to four. You can attempt a mission with less than four operatives, but such a decision should only be taken in exceptional circumstances. As missions are performed, squad members may become injured, demoralised, or become missing in action. In such circumstances, you may be forced to attempt a later mission with less than four operatives.

A team member who has become Missing In Action will be greyed out. One who has been Killed In Action will not appear.

Each of the eight team members has been trained as part of the team. Their specialist skills have been developed so as to compliment one another. Their levels of fitness will vary throughout a campaign, but at the start of a campaign all will have 'average', 'good' or 'excellent' levels of fitness. Fitness is closely linked to morale. Although a team member may not be injured during a mission, his participation in an unsuccessful

Select Squad





The Main Menu

mission is likely to affect his morale and therefore his effort in training. The net result is likely be be a dropping in his level of fitness.

A squad member's fitness also has a direct bearing on the weight load he is able to carry during a mission. The fitter he is, the more equipment he can take with him.

When the squad selection screen first appears, Sergeant Mike Kolowsky's details will be shown on the clipboard at the bottom of the screen. He is the soldier standing at the left-hand edge of the upper screen. Clicking on another one of the eight operatives will bring him to the standing position and will display his details. The personal details for each squad member can be found on pages 85-87 of the handbook.

During a mission, team members are known by one of four codenames; **Shark, Tiger, Cobra or Eagle.**

You assign a codename to each man you wish to take on a mission. To assign him a codename, and hence select him for the forthcoming mission, click on a codename when his details are displayed (the man will be standing up) . He will be tagged with the first letter of his assigned codename and is now part of the team. He will remain standing until deselected.

When you have selected all the members of your team and assigned them each with a codename, select the "Exit" icon to return to the Main Menu. The option to "Select Weapons" will now be available.

The Main Menu



To the left of the screen is a monitor showing various details about your team and icons for you to select in arming your team. To the right is the kit-bag to be loaded. In the upper left-hand corner of the screen you will see the four symbols representing the codenames of your team members, Shark, Tiger, Cobra and Eagle.

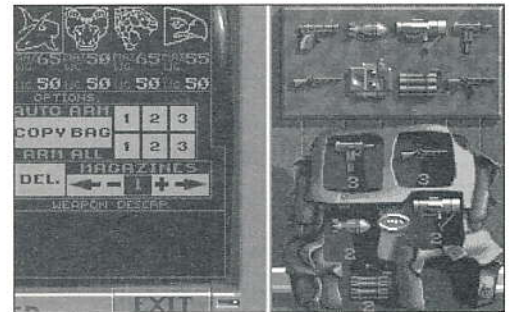
Below each symbol you will see that man's maximum load rating, in Kilograms. Your men can only carry equipment that weighs equal to or less than their maximum load rating. This is determined by physical fitness. The fitter a team member is, the more equipment he can carry.

As you assign weapons to each man, the weight he is to carry will be shown just below his maximum load rating.

There are eight different weapons from which to choose, shown on the right of the screen just above the kit bag. They are a Browning Pistol, a Sterling Machine Pistol, a Lee-Enfield Rifle, Grenades, L.A.W. Rockets, Laser Target Designators, Remote Explosives, and an Engager Machine Rifle. They can be combined in any arrangement for each team member, provided that his maximum load rating is not exceeded. Full weapon specifications can be found on pages 60-62 of the handbook.

You can either choose one of three standard auto-loads, or alternatively load with your own customised selection of weapons.

Select Weapons





The Main Menu

AUTO-LOADING

To auto-load a single team member, highlight his codename symbol. Then select icons "1", "2" or "3" immediately to the right of "Auto-Arm". He will be loaded with your chosen standard load. Details of the three standard loads can be found on page 62 of the handbook.

To auto-load the next team member, highlight his codename symbol and repeat the process. Alternatively, all team members can be immediately auto-armed with the same standard load by selecting icons "1","2" or "3" immediately to the right of the "Arm-All" icon.

CREATING YOUR OWN BAGS.

Click on a weapon and the mouse pointer turns into the selected weapon. A description of the weapon you have picked up will appear in the message window. Take careful note of the weapon weight. You can now increase or decrease the amount of ammunition as required for that weapon by clicking on the + or - buttons. Take note of the maximum number of magazines/weapons allowed for each weapon type, and the weight of any ammunition. If you exceed either the number of rounds allowed or the maximum load rating for that operative you will not be allowed to place that weapon into the kit bag. When you have decided to take the selected weapon and have set the amount of ammunition, simply move the weapon over an empty bag slot and click.



You can also arm each team member with the same custom picked bag.

If, for example, you make up a bag for Shark, by selecting the next team member and then selecting the COPY BAG option, you may duplicate Shark's bag for the next team member.

The DEL. option will delete every item in the current bag displayed.

When you have armed each team member with his required weaponry, you are ready for combat! Select the "Exit" icon to return to the Main Menu.

Select the "Enter Warzone" icon. There's no turning back.

Your team of men are flown to the mission area by helicopter. The exact point at which they are dropped off is often your decision; occasionally drop-points will be pre-set, when advance intelligence has indicated that only limited safe drop-points are available. Pre-set drop points should always afford your team a margin of safety in the first few minutes of the operation.

Entering The Warzone





The Main Menu



Selecting Drop-Points



As soon as you select to enter the warzone you will view the map of the area. As each map is different, it is not possible to give you more than a general overview of the environment you are about to enter. Enemy reactions and concentrations of troops will vary by scenario and by difficulty level chosen.

You are advised to spend some time studying the map of the area. The likelihood of success of a mission usually depends on carefully selected drop-points. Your drop-points are also used as pick-up points. The helicopter will only return to a point at which it has previously dropped off a team member, except in extraordinary circumstances.

The buildings, roads, rivers and any bridges on the map are easily identifiable. For each mission, a brief overview is provided on pages 64-83 of the handbook, illustrating important buildings and points of note in the mission area. You should, of course, take careful note of the hints given during the mission briefing. Installations described in the briefing will usually be easily identifiable from that description.

You will be invited to select the drop-point for your first team member, usually "Shark". Find the cross-hair pointer on the map. You can move the cross-hairs via joystick (the recommended method of control) or keyboard. The cross-hairs will move quicker if you press the fire button while moving the joystick. As the cross-hairs move you will see red dots appear on the screen. These red dots represent the last known position of enemy troops, as seen by infra-red spy satellites monitoring the area.



When considering the best position for drop-points you should pay special attention to the position of enemy troops. Each building or installation is likely to show a high concentration of troops. Troop barracks, the enemy HQ, key junctions such as bridges or cross-roads and any specifically named targets are likely to be heavily guarded. Selecting drop-points immediately adjacent to such features is unwise, particularly during stealth missions.

Do not assume that your team members need be dropped near each other or near specific targets. If the enemy are well drilled, you will almost certainly need to cause a diversion away from the central target. Often, only one team member will reach the primary objective. Others will be drawing attention away from him.

The best option is often to drop troops away from installations, but near enough to reach that installation quickly, and to return to the drop-point for pick-up quickly. Do not expect your first mission to be easy. You will learn the appropriate tactics for each mission as you play it.

Note that each team member need not return to his specific drop-point to be picked-up. Any team member can be picked up from any other member's drop-point.

To select a drop point simply position the cross-hair and press the spacebar. Each team member can be assigned a different drop-point, but your team may be more effective working in pairs or as a team of four. Although a team of four is more easily spotted by the enemy, they will be able to cover each other during the mission.



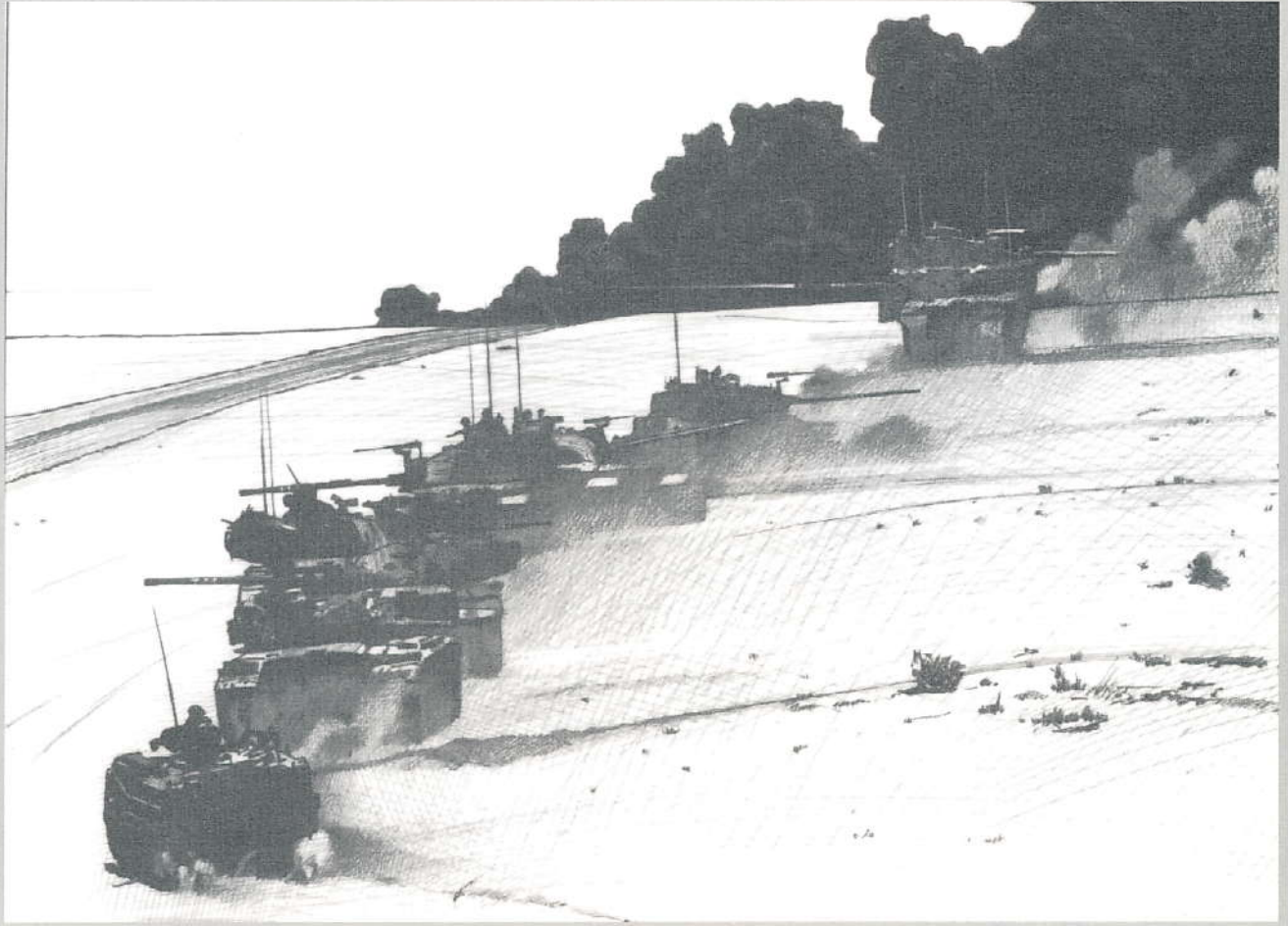
The Main Menu

When you have selected a drop-point for the first team member, you will be invited to repeat the process for the others. If you change your mind about a drop-point after assigning it, simply continue through the cycle until you return to the team member whose drop point you wish to change, and then re-assign it.

When you are happy with your drop points press ESC to continue. Your view will change to the detailed warzone view, centered on your first team member.



The WarZone View





The WarZone View

The first view you will see, centered on your first team member, shows him under computer control. Your men remain under computer control until you issue them with orders or take direct control yourself.

The first control to memorise is the Pause function. This stops the game-clock, which runs from the moment your team are dropped. The game is paused by holding down the "Alt" key and pressing the "P" key. To un-pause the game, simply re-press the "P" key.

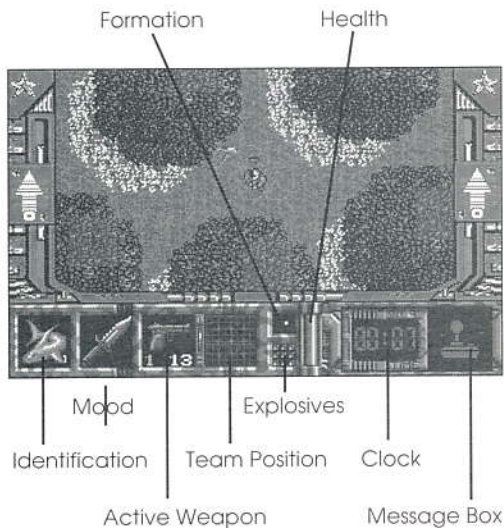
Pause the game while you study the information boxes at the bottom of the screen.

Team Member Identification: The team member's number and symbol is shown.

Team Member Mood Indicator: While a team member is under computer control he will act in one of two modes, Stealth or Attack mode. A dagger shows that he is in Stealth mode and a Gun indicates attack mode. He will initially be in Stealth mode. More information on moods can be found on page 39.

Active Weapon Indicator: Shows which weapon the team member is currently ready to use. Changing and using weapons is covered on page 49.

Team Position Scanner: Shows the relative positions of your team members. The team member currently being viewed or controlled flashes yellow as the display scans, and other team members flash white. The square represents the whole of the warzone.





Formation Indicator: Shows the formation of team members who are working in a group of two or more. Formations are explained on page 43.

Explosives Indicator: Shows primed explosives set for detonation by this team member and, after detonation, shows that the explosive has been used. Setting and detonating explosives is explained on page 52.

Health bar: Shows the current state of health of this team member. The height of the green bar depends on his fitness. If he suffers injury it will drop away, becoming red if his health reaches critical.

Game Clock: Shows the time elapsed since the commencement of this mission. Some missions must be completed within a certain time limit. During timed missions, the game clock will count down from the allowed time.

Radio Message Box: Your team is linked to the outside world via incoming radio messages. You will be informed of any information received by HQ from the reconnaissance satellite. Radio messages are explained on page 37. Between radio messages an icon will be displayed showing your current method of control (joystick or keyboard). To switch to joystick control press Alt/J. To switch to keyboard control press Alt/K.

Unless two or more team members are working in formation, you control one team member at a time directly, while the computer controls the others.

All team members start under computer control, with you viewing their actions. Each team member is assigned a Function

Viewing, Controlling and Moving Team Members





The WarZone View

Key corresponding to his team number. For example, Tiger is team member 2, and you may re-centre the view on him by pressing Function Key F2. To take direct control of a team member, centre the view on him by pressing the relevant Function Key and then press the Function Key again. A white cross-hair will appear near him. This cross-hair shows his line of aim with the weapon which is currently active. By moving the joystick you can now move that team member. All movements are described for joystick control. For details of equivalent keyboard controls, please consult your Technical Supplement.

CONTROL SUMMARY

Your men are controlled by computer until you take direct control by pressing a Function Key.

F1 - Watch/control Shark

F2 - Watch/control Tiger

F3 - Watch/control Cobra

F4 - Watch/control Eagle

When you're in charge you'll see the team member's cross-hairs. To return the team member currently under direct control to computer control, press the relevant Function Key again.



To use the weapon currently active (as shown in the box at the base of the screen), press the fire button. It will cause fire-arms to be discharged, or grenades to be thrown, in the direction of the cross-hairs. If the current weapon is Explosives or an LTD it will be primed and set at the point at which that team member is standing.

The use of the range of weapons is covered more fully on page 59.

TOGGLE SNIPING/MOVEMENT MODE. (F10)

By pressing Function Key F10 you can toggle the control method of your team members between sniping mode and movement mode. In sniping mode the gun-sight position will take priority over the movement of the man. In movement mode the reverse is true and your team member will move whilst changing his firing angle.

Multi-View (RETURN)

You can also watch all team members simultaneously by pressing the "Return" key. The screen will split into four, giving you a useful, but limited view of all team members at once. You still control the last team member you were viewing or controlling alone, and the information at the bottom of the screen will still refer only to that team member.

Other WarZone Views





The WarZone View

Mini Map.

Pressing the mini map key (HELP on the ST, DEL on the Amiga) will display a mini map of the immediate area in the top left hand corner of the play area. If the multi-view is active this window is displayed in the centre of the screen.



The Scaled Terrain Map





The Scaled Terrain Map View



By pressing the Scaled Terrain Map key you can view the whole WarZone at once. Using this view you can make and execute strategic decisions, based on knowledge of all current activity within the warzone. Note the game is active at all times. To return to the WarZone View, simply repress the key.

You can check on the position of your team, on any enemy near them, issue orders, check on the position of mission objectives if known, check pick-up points, watch the execution of orders, and even move your men directly via this map.

The map shows the current position of your four team members, represented on the map by numbers 1 to 4. (1- Shark 2- Tiger 3- Cobra 4- Eagle). The team member (if any) you were previously viewing will be flashing. If he was under direct control, a red dot will show his exact position, immediately next to his number.

The scaled terrain map also shows the position of all enemy forces currently visible to your team members, represented by red dots. You will see that the red dots move as the enemy move. If an enemy disappears from the map, it's because he's disappeared from view. This occurs either (a) when they move out of sight of a team member, (b) all of your team members that saw them moved away, (c) the enemies or your team members that saw them have been killed or captured.

Show Latest Intelligence Update (I). Pressing the "I" key will display the last intelligence update on the enemy's positions, as gathered by satellite. As these are last known positions they may no longer be accurate. Note that the red dots do not move on the

The Scaled Terrain Map View



intelligence update, as they show photographed positions. The frequency of satellite updates depends on the difficulty level chosen for the mission.

While the update is being shown, the game freezes, as you are not looking at the current map, but one gathered some time ago. You must de-activate the Intelligence update, by repressing the "I" key before proceeding on the 'live' map.

There are two methods of movement via the Scaled Terrain Map; by direct control or by the setting of waypoints.

SETTING WAYPOINTS

The Scaled Terrain Map allows you to issue movement orders to team members. The orders will then be executed under computer control. Before selecting to set waypoints via the scaled terrain map you must therefore ensure that all team members are under computer control and not under direct control.

To set a waypoint for a team member, press his relevant Function Key when viewing the Scaled Terrain Map. The cross-hairs will appear. Move the cross-hairs (by moving the joystick) to the point you wish that team member to go to, and then press the Space Bar to set that waypoint. If the waypoint is acceptable, the cross-hairs will disappear and the team member will begin moving towards the waypoint. He will work out a route to the waypoint and follow it. The route may not be in a direct straight

Moving Team Members via the Scaled Terrain Map





The Scaled Terrain Map View

line; he will move around obstacles such as buildings or non-traversable terrain, and may stop to take cover if he comes under attack.

If you select a waypoint to which the team member cannot move (for example the middle of a river or dense jungle or snow-drift) the cross-hairs will remain on screen and you must select an alternative waypoint.

If your men are working in formations, the setting of a waypoint for the lead man in the formation will cause all men in that formation to move together.

Once a waypoint has been set, you may watch the team member's journey by returning to the WarZone View. On completion of his journey a message will appear in the radio message box, and he will stop moving. You can halt his journey prematurely for whatever reason by simply pressing his Function Key to re-take direct control. The cross-hair will re-appear and you can move him by moving the joystick.

MOVING VIA DIRECT CONTROL

The team member displayed on the Main Screen immediately before you accessed the Scaled Terrain Map will be flashing and his exact position denoted by a red dot immediately next to the flashing number. You still have direct control of this team member, and moving the joystick will cause him to move.

Obviously, it is difficult to control his movements accurately, and impossible to see where he is discharging his weapons.

The Scaled Terrain Map View



However, he will discharge weapons if you press the fire button!

You can take direct control of a team member and move him around via the Scaled Terrain Map even if he was originally under computer control, by pressing and holding the "SHIFT" key and simultaneously pressing the team member's Function Key (F1-F4). By holding the "SHIFT" key and pressing the Function Key again you can put him back to computer control.

Moving team members directly via the Scaled Terrain Map can be useful, especially if the team member is in open space with few enemy close by. However, near buildings and installations (and therefore usually near enemy troops!) direct control via the Scaled Terrain Map is not usually advisable.

Troops moving in formation will continue to do so if you take direct control of one man in that formation and move him via the Scaled Terrain Map.

MOVEMENT SUMMARY

There are three ways of moving team members;

- 1) Via the WarZone View, under direct control
- 2) Via the Scaled Terrain Map, under direct control
- 3) Via the Scaled Terrain Map, by the setting of waypoints.

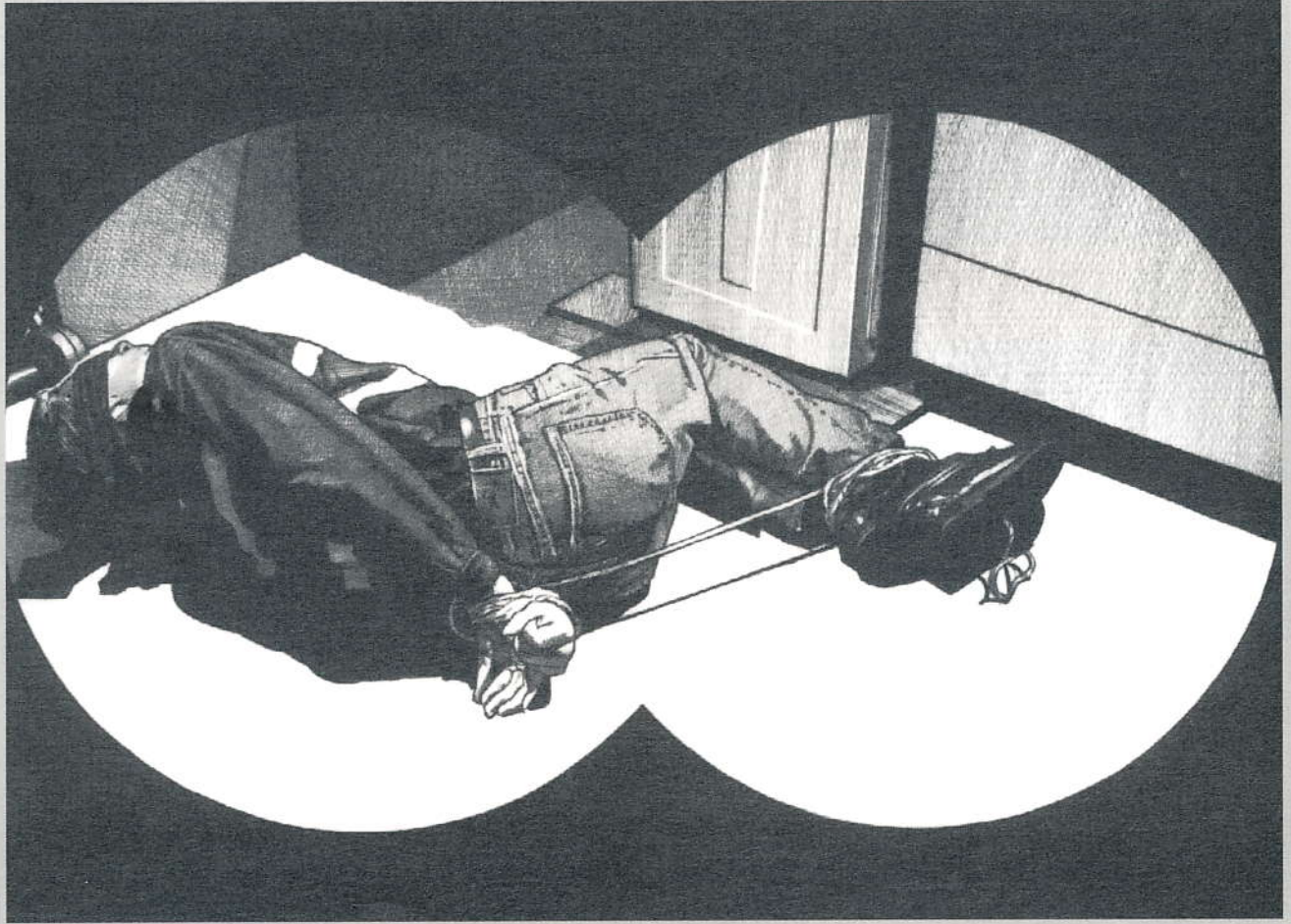


The Scaled Terrain Map View

Now that viewing, controlling and moving team members have been explained, we'll take a look at what you can do during the mission in order to achieve your objectives.



Your Objectives





Your Objectives



Identifying your Objectives

At each mission briefing you will be given certain objectives. You may have one specific objective, such as the assassination of an individual or the recovery of a named item, or you may be given more general tasks, such as the destruction of all supply depots or fuel dumps within the area.

Locating the position of your objective(s) is central to the successful completion of a mission, and the ease of this task depends largely on the difficulty level you have chosen.

Identification of general areas for attack, such as fields, complexes, buildings, bridges or depots should not prove too difficult at any level.

Often you will be required to leave Laser Target Designators in such areas for a later airstrike. When playing at "Conscript" level the exact site for the L.T.D.'s will be marked by a circle on the Scaled Terrain Map. At higher levels you must use your judgement, to place the L.T.D.'s in the position you think would cause maximum damage to the installation during an airstrike.

At "Conscript" level, any specific mission targets will also be mapped when you begin your mission. When you first look at the Scaled Terrain Map the position of the person or item forming your objective will be highlighted by a circle.

At "Regular" level your specific mission objectives will be given using a grid reference, which will considerably aid you in your task. The WarZone is divided into sixteen squares, labelled 1 through 4 from north to south and A through D from west to east. The Grid can be seen when the Scaled Terrain Map is on the screen by pressing the "G" key on the keyboard. Re-press the "G" key to remove the Grid.



When playing at "Conscript" level your mission objectives will be marked on the Scaled Terrain map.

If you are playing at "Regular" level you will be given a radio message indicating where the object (if it is an item) or target (if it is a person) is currently located. On some missions you may be recovering an object and eliminating a target, in which case you will be given both grid references. References are given in the form "Object is in C.4" or "Target is in A.2".

Immediately access the Scaled Terrain Map and turn on the Grid. Be aware that, if your target is mobile (e.g. a person), it may move from grid to grid. Obviously, it cannot move directly from grid reference A.2 to D.4, but will move to an adjacent square.

You will receive any updated grid references via the Satellite Radio Link.

When playing at "Veteran" or "Elite" levels your specific mission objectives remain unmapped. You must search for them yourself. Although this can prove difficult, a little thought will go a long way! People and documents are unlikely to be found very far from buildings, except in exceptional circumstances, and other clues can often be found in the mission briefings.

You will receive radio messages informing you of any change in the enemy's state of alert and the movement of any target object, the frequency of which depend on the level of difficulty you have chosen. Messages will also appear to inform you if another team member comes under attack, is wounded, or has become missing in action, and to tell you when a new satellite map update is available.

Radio Messages





Your Objectives

You will also be told when a team member comes near to an object which is worth retrieving or a target. This will usually be a mission objective, but may be an enemy disguise. If you collect the enemy disguise you can move anywhere on the map without being detected.



Locating your Objectives

Eventually you will come very close to specific objectives. In the WarZone View, specific objectives will always be clearly identifiable. A person who must be rescued will be standing with his hands tied, and someone who must be assassinated will be marked by an arrow above his head.

If the person who forms your objective is to be assassinated, you can do so by any means. Simply eliminate him as you would any other enemy soldier.

If the person is to be rescued, simply move alongside him and press the "ESC" key on the keyboard. A helicopter will arrive quickly to speed you away to safety, in the same way that you are normally picked up from a mission. Note that you do not have to be in a pick-up zone to be rescued if you are accompanied by a hostage.

If you must find an object as part of your mission, you must move over the object, then it will disappear. You must then return to a pick-up zone for collection.



Stealth or Attack?





Stealth or Attack?

When your men are under computer control (which is most of the time) they can each be set to behave in one of two general ways; to be stealthy, attempting to hide from the enemy whenever possible, eliminating them whenever necessary; or to attack, opening fire on any enemy within range, without regard to concealment or secrecy. These two "moods" are called "Stealth" and "Attack".

The current mood of a team member can be seen on the WarZone View, as explained on page 24. A dagger indicates "Stealth" and a pistol indicates "Attack". Each team member can be in either mood, independent of team-mates' moods.

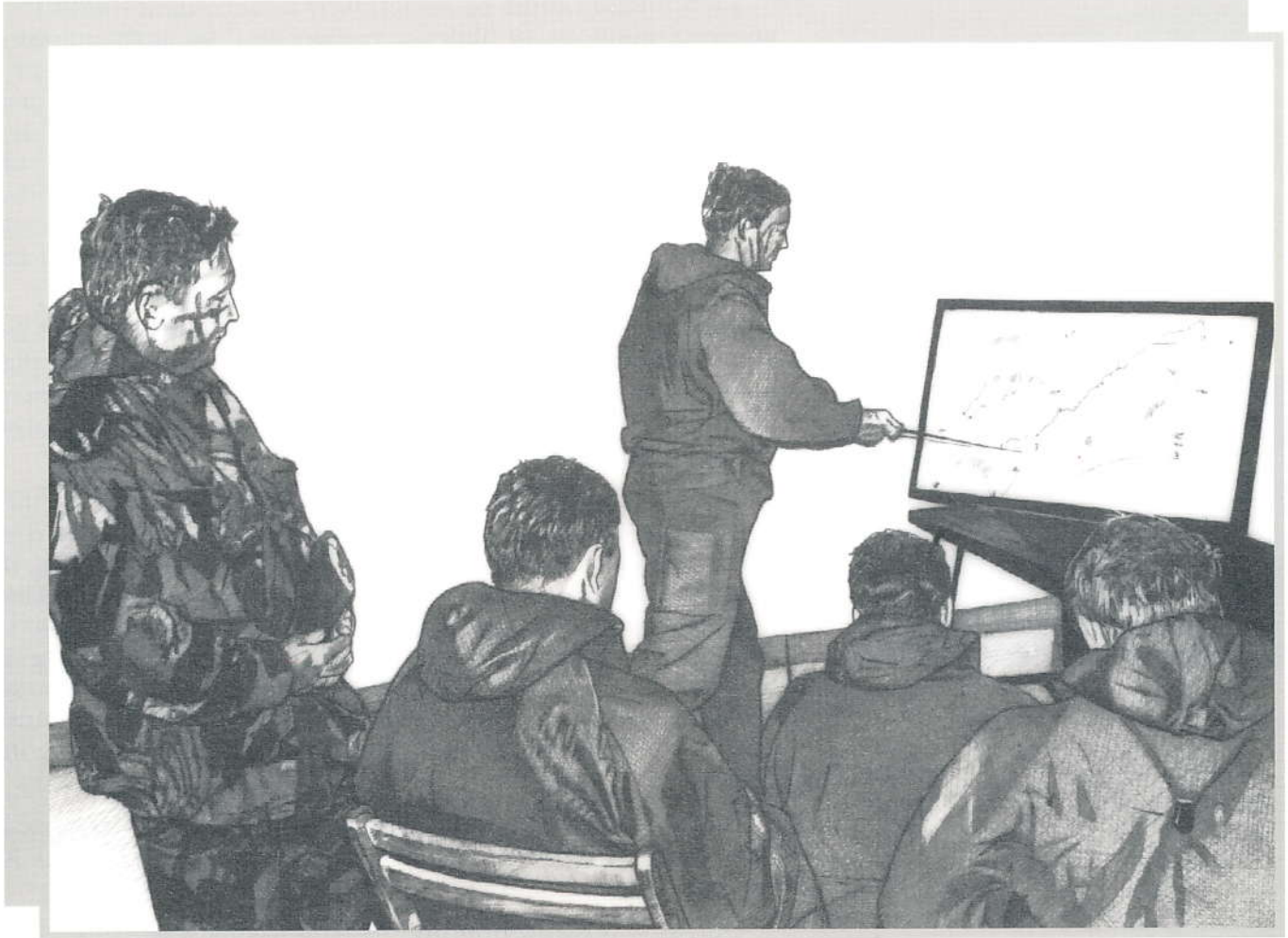
To toggle between these two moods, simply press the "TAB" key on the keyboard.

When in Stealth mode a team member will hide from as much enemy activity as possible. He will not attack unless he has been seen and is about to be attacked. Stealth mode is designed to be used on the stealth and limited engagements.

When in Attack mode a team member will attack the enemy regardless of whether he has been seen or not. Destruction of enemy installations will be attempted. While Attack mode can be used on stealth and limited engagements, it is really designed for use on conventional engagements.



Rules of Engagement





Rules of Engagement

Each mission must be undertaken in accordance with the mission conditions, or "Rules of Engagement" set at the mission briefing. Rules of engagement outline the range of enemy equipment and forces your team can and cannot destroy. Special Forces squads are often used in times of conventional warfare, when one state has declared war on another, and knowledge of the war is public. However, the activities of an elite Special Forces squadron are most effective when they are undertaken without public knowledge, enabling politicians to deny involvement in the affair.

During such stealth missions, your team must try not to expose themselves to the enemy at all. Points are scored for the accomplishment of the Primary Objective and for your men leaving the WarZone safely. The destruction of other buildings will result in the removal of points.

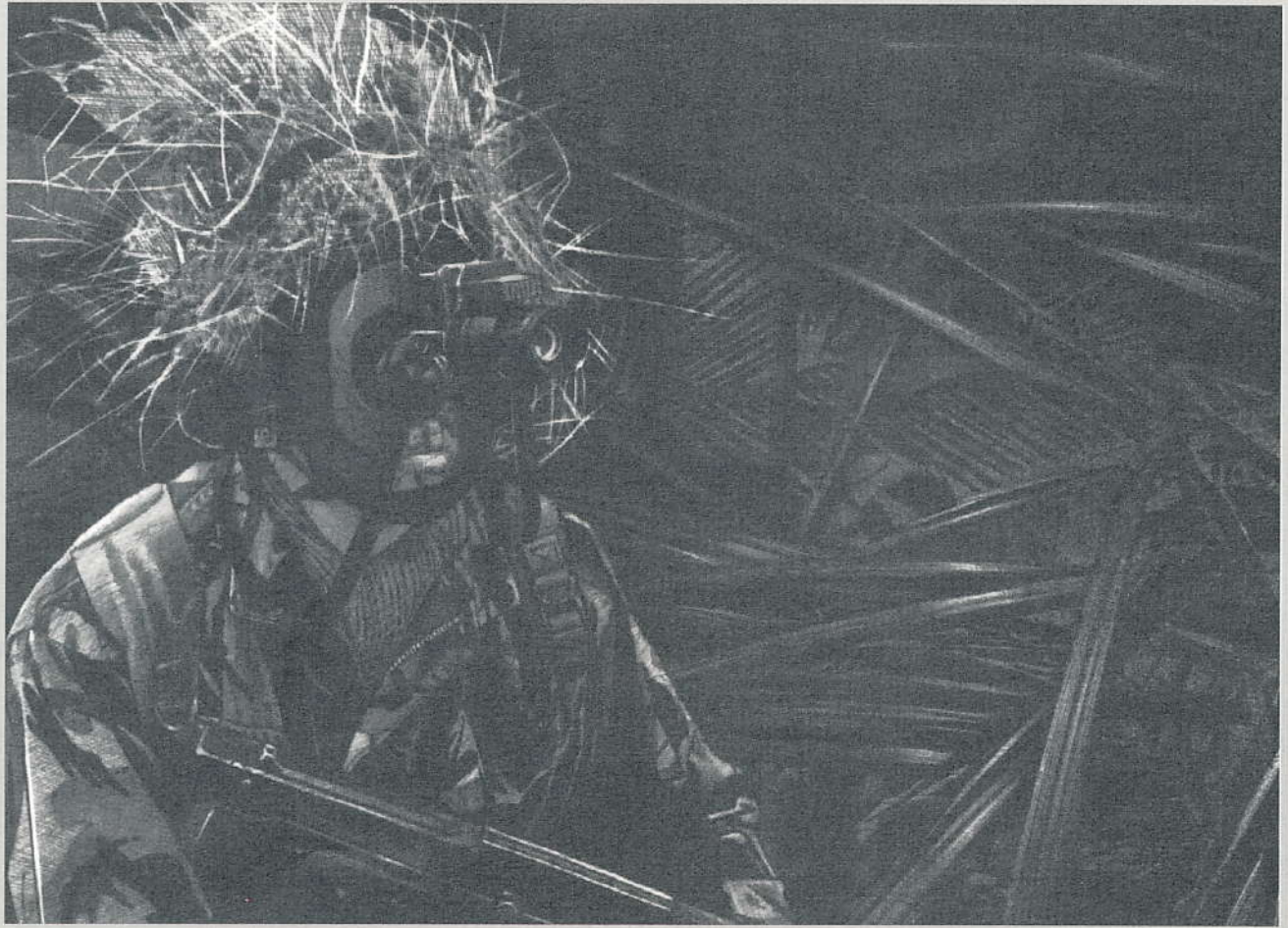
During Limited Engagements you will receive points for the accomplishment of your mission objective and for the destruction of some buildings and all enemy troops. However, if the number of enemy troops killed exceeds a limit determined by the level of difficulty selected, the enemy will be put on full alert. A message will appear informing you of "Enemy Alert, Abort Mission". Your men each then have five minutes to reach a pick-up point before a helicopter will automatically be sent in. Any men not at pick-up points at this time will become Missing in Action.

During a Conventional engagement a state of full war exists and the elimination of any enemy troops or installations is desirable.

During a mission briefing, note whether a mission is a conventional, limited or stealth engagement.



Formations, Tactics and Cover





Formations, Tactics and Cover

You are the "guiding spirit" of the Special Forces Mission Troop, and as such must co-ordinate the activities of the four team members to best effect. You will not find it easy to accomplish missions if you spend long periods of time controlling just one man. The playing area is large and, at higher levels of difficulty, the enemy's response will be swift. You must use your men as a team.

Special Forces teamwork can be divided into two separate but related areas; formations and tactics.

FORMATIONS

Team members will often be working in very close physical proximity, whether travelling from point A to point B together, undertaking a sweep search of an area, or holding a position. In such circumstances you will be asking a pair of men, or all four, to move in the same direction at the same time.

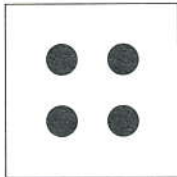
The issuing of such orders to each man via the Scaled Terrain Map would be tedious; via the WarZone, impossible. However, the special formation option allows you to overcome these problems.



There are three formations which your men can adopt;



Single Member - the standard one-by-one 'formation'.



Pairs - Your team works in two pairs, consisting Shark/Tiger and Cobra/Eagle. Shark and Cobra are the team leaders.



Team Support - all four team members work together, in a triangular formation around the central team leader.

By pressing the "F" key you will step through each formation in turn, until you arrive at the required one.

When your men are in formation, moving the team leader via the WarZone view will cause the other man/men in the formation to follow. The following member(s) remain under computer control for the purposes of fighting and combat; they will often turn as they walk, to check for enemy in several



Formations, Tactics and Cover

directions. Sometimes they will 'stop' to avoid walking into an enemy ambush or sniper they have spotted; take it as a warning and stop the team leader!

When the squad is working in Team Support Formation the effective range of vision of the squad is far greater than that afforded a single team member. This proves useful during searches, as you control one man with the effective vision of four, and he is 'covered' on all sides.

You may set waypoints via the Scaled Terrain Map for formation leaders when your men are working in pairs, and both men will move to the waypoint. You cannot set a waypoint for the whole squad to move in Team Support formation, but you can move the whole squad in Team Support formation under direct control.

Remember that the formation leader must be under computer control before you set a waypoint for him, and that waypoints are cancelled as soon as you take direct control of him again.

TACTICS

There are numerous tactics which can be used in close-combat engagements such as those executed by the Special Forces, many of which you will learn as you play the game. However, there are four basic tactics which you will need to know immediately you play the game.



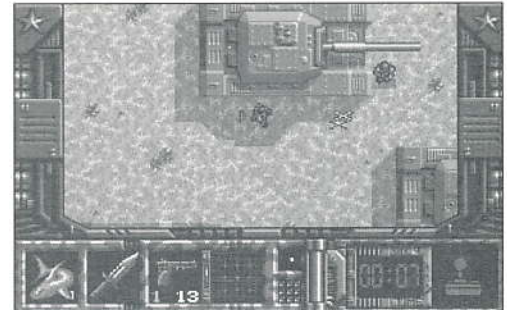
COVER

Any of your men can take cover from the enemy by digging a foxhole, disappearing out of sight or camouflaging himself. He will then stand a good chance of remaining undetected as the enemy pass by. However, the enemy will, especially on higher levels of difficulty, spot him eventually. To send a man you are controlling directly into cover, simply press the "C" key. Press the "C" key again to remove him from cover.

You may, from time to time, see team members who are under computer control disappear from sight, identifiable only by their 'marker arrow'. A team member can only take cover if the surrounding terrain is suitable. If it is not, he will remain visible.

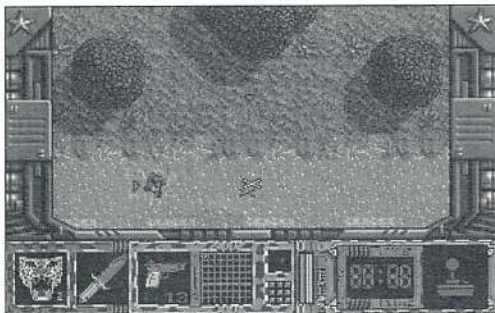
LINE-OF-SIGHT SNIPING AND MOVEMENT

One of the most effective ways to destroy enemy patrols and guards is to use the surrounding buildings as line-of-sight cover for your men. When an enemy guard appears around the side of a storage crate or doorway you have the element of surprise and the enemy can be shot before he sees your man.



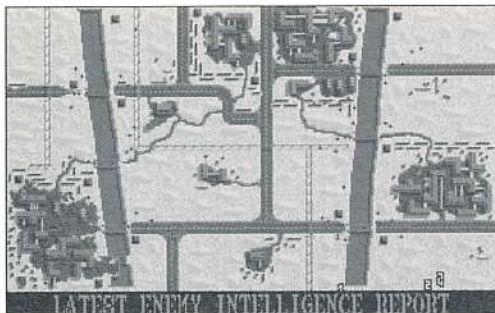


Formations, Tactics and Cover



POP-UP ATTACK

The pop-up attack technique again uses the element of surprise. Your men hide in cover, possibly by the sides of a main road or busy thoroughfare such as a bridge. When an enemy soldier walks past, your men pop-up behind him, breaking cover when his back is turned.



DIVERSIONS

Diversion are used to draw enemy patrols or guards away from their current position. By planting explosive charges a little way from the enemy and then detonating them when your team have moved from the area you are able to cause a diversion. The enemy subsequently investigate the explosion, leaving their positions unguarded.



Using your Weapons





Using your Weapons



Selecting Weapons

Each team member can carry up to five different weapon types on an engagement, from a choice of eight. The weapons available are a Browning Pistol, a Sterling Machine Pistol, a Lee-Enfield Rifle, Grenades, L.A.W. Rockets, Laser Target Designators, Remote Explosives, and an Engager Machine Rifle. They can be combined in any arrangement for each team member, provided that his maximum load rating is not exceeded. Details of how to arm your men prior to a mission are given on pages 17-18, and full weapon specifications can be found on pages 59-61 of the handbook. The weapons each have different handling characteristics, and care should be taken when using Grenades or LAW Rockets, as they must be discharged at sufficient distance from the target to allow them to become active before reaching the target.

The effectiveness of each weapon against a range of targets is also covered on page 62.

To use the weapon currently active (as shown in the box at the base of the screen), press the fire button. It will cause fire-arms to be discharged, or grenades to be thrown, in the direction of the cross-hairs. If the current weapon is Explosives or an LTD it will be primed and set at the point at which that team member is standing.

To change the active weapon, press the "+" (plus) or "-" (minus) keys. Please note that a team member must be under direct control before you can change his active weapon. If the team member is under computer control, pressing the 'plus' or 'minus' keys will have no effect.



When you press the 'plus' or 'minus' keys, the weapons will become active in turn as you step through them. However, each weapon also has a "Hot Key" to allow instant activation. They are;

KEY WEAPON

H Select Hand Gun

A Select Automatic Weapon(s)

This will select any automatic weapon(s) you have chosen. If both automatic weapons are being carried then pressing this key a second time will toggle between them.

R Select Rifle(s)

This will select any rifle(s) you have chosen. If both rifles are being carried then pressing this key a second time will toggle between them.

X Select Explosives

D Select L.T.D

L Select L.A.W Rockets

G Select Grenades



Using your Weapons



Discharging your Weapons

TOGGLE SNIPING/MOVEMENT MODE. (F10)

By pressing Function Key F10 you can toggle the control method of your team members between sniping mode and movement mode. In sniping mode the gun-sight position will take priority over the movement of the man. In movement mode the reverse is true and your team member will move whilst changing his firing angle.

You can fire your current weapon in any one of 24 directions. This gives every firing angle you will ever need. The sniping method of control is the easiest to use to line up the enemy. Bullets will always travel in the direction of the cross-hair.

Only 1 hit is required to kill the enemy soldiers at all times. You will be able to survive for as long as your Health Bar holds out. At "Conscript" level you will be able to survive more 'hits' than at "Elite" level.

GRENADES AND LAW ROCKETS

Care should be taken when using Grenades or LAW Rockets, as they must be discharged at sufficient distance from the target to allow them to become active before reaching the target.

PLANTING EXPLOSIVES

Explosives are planted by selecting the Explosives as your active weapon and then pressing the fire button. They will be planted where the team member is standing.

Using your Weapons



At the bottom of the WarZone View is an Explosives Indicator (see page 25). This shows primed explosives set for detonation by this team member and, after detonation, shows that the explosive has been used.

Up to nine Explosive charges can be carried and used by each team member. As the first explosive is planted, the light on the Explosives Indicator corresponding to that numbered "1" on the diagram opposite will be illuminated red.

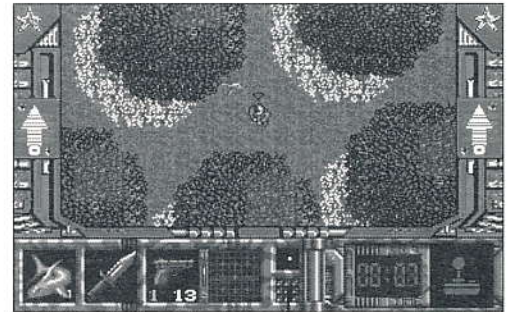
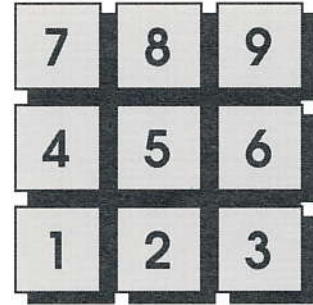
As you plant subsequent Explosives, the lights will illuminate red in numerical sequence.

To detonate an Explosive charge you must press the number on the numeric keypad of your keyboard which corresponds to the Explosive you wish to detonate.

To check on the position and number of planted Explosive Charges for a team member, look at the Scaled Terrain Map and press the "X" key while that team member is under direct control.

Numbers will appear indicating the position of planted Explosives. Press Fire to clear the information. Information will also appear indicating the position of planted L.T.D.'s. Please see below for further details.

Before discharging Explosives it is important to retire a safe distance to avoid the team member becoming injured. The detonation of Explosives is likely to bring enemy troops swarming into the area as they attempt to discover the cause and location of the Explosion. Explosives can be detonated from any position within the WarZone.



Explosives Indicator



Using your Weapons

Detonating an Explosive Charge can prove a useful tactic even if installations destroyed in the blast are of little strategic significance themselves. Enemy troops are likely to leave other installations lightly guarded as they take time to investigate the explosion.

The technique can also be used to ambush enemy troops. If, for instance, an explosive is detonated on one side of a river crossing, causing enemy troops to file over a bridge to investigate, the enemy becomes vulnerable to subsequent attack. A well positioned sniper can pick-off enemy soldiers on the bridge or, alternatively, the bridge itself can be destroyed with enemy soldiers on it, or stranded across it.

By pressing the 0 (zero) key on the numeric keypad you can detonate all charges set by the current team member simultaneously.

SETTING L.T.D'S

Select the L.T.D's as your active weapon and then press the fire button to set it.

The position of set L.T.D.'s can be seen by pressing the "D" key when viewing the Scaled Terrain Map.



Completion of Missions





Completion of Missions

During most missions you will receive a message telling you that the mission is complete, in one form or another. Once your men have achieved their objectives and returned to the pick-up points, press the ESC key.

A helicopter will arrive to collect any men at pick-up points or any man accompanied by a hostage, wherever he is in the WarZone.

The mission will continue until all men not MIA or KIA have been picked up.

Eventually, when the mission is over, the mission summary screen will appear, detailing the status of each team member after the mission. If team members have become KIA or MIA it will be indicated. The number of enemy soldiers eliminated by each team member will also be shown, along with an indication of the mission's success or failure, and the total number of points scored. Any score over 2000 points generally reflects exceptional mission performance.



Promotions and Decorations

The mission summary screen is followed by a screen showing the availability of promotions and decorations for your squad. So long as they are available, you may promote or decorate any team member who has returned from a mission. The number of promotions and decorations available is shown in a small box on the left hand side of the screen.

To promote or decorate a soldier, simply move the mouse pointer over the soldier's call sign symbol (his details will appear on the clipboard), and then select either the 'promote' or



'decorate' box. If you promote a team member you will see his rank increase by a level. The ranks, in ascending order are; Private, Corporal, Sergeant, Lieutenant and Captain.

If you choose to decorate a team member another screen will appear, showing all that team member's previous decorations and the decoration which has now been awarded to him.

The medals which can be won are;



THE PURPLE HEART

A bronze heart shaped medal bearing the Bust of George Washington in the centre on a background of purple enamel. The reverse bears the words "For Military Merit".

The Purple Heart is automatically awarded to soldiers who leave the mission wounded.



GOOD CONDUCT MEDAL

A bronze medal depicting an Eagle perched on a Sword and Book with the words "Efficiency: Honour: Fidelity" around the circumference.

The reverse has a Star and Scroll with the words "For Good Conduct" surrounded by two Sprays of Foliage.



Completion of Missions



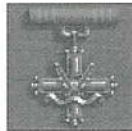
THE SOLDIERS MEDAL

A bronze octagonal medal depicting an Eagle with Wings spread perched on Fasces with six Stars to the left and seven to the right.



THE BRONZE STAR

A simple Five Pointed Bronze Star with a smaller Star again in bronze in its centre, awarded for gallant or meritorious conduct in action or indirect support of combat operations not involving participation in aerial flight. Lower in precedence than the Silver Star and Legion of Merit.



THE DISTINGUISHED SERVICE CROSS

A bronze cross bearing the American Eagle above a Scroll bearing the words "For Valour". An Oak Leaf Cluster can be worn on the Ribbon to denote any further awards.



MEDAL OF HONOUR

A bronze five pointed Star backed by a Green Laurel Wreath. At the centre of the Star is a Medallion showing the Head of "Minerva" with the words "United States of America" encircling it. Suspended from a Bar inscribed "Valour" which has an eagle wings spread above. Space is left on the reverse of the Bar for recipient's name.



Weapons Data





Weapons Data

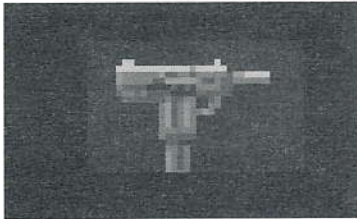
The Weapon Descriptions which appear on the arming screen are reproduced below, with additional notes on their use.



BROWNING PISTOL

CALIBRE 9MM
WEIGHT 2KG
MAGAZINE CAPACITY 13 ROUNDS
MAGAZINE WEIGHT 1KG
MAXIMUM MAGAZINES 6

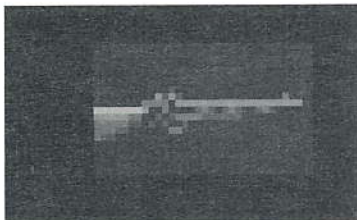
Notes: General sniping pistol. The pistol has a slow rate of fire but will not gain much enemy attention. It is also light, so a lot of magazines can be carried. This is the stealthiest weapon.



STERLING MACHINE PISTOL

CALIBRE 9MM
WEIGHT 3KG
MAGAZINE CAPACITY 34 ROUNDS
MAGAZINE WEIGHT 1KG
MAXIMUM MAGAZINES 3

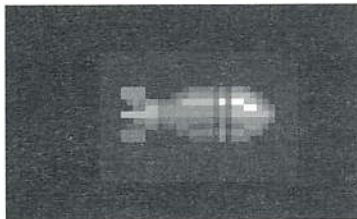
Notes: Rapid fire high power automatic weapon. It discharges ammunition quickly and enemy patrols will hear it operating some distance away. When all else fails this is a good attack weapon.



LEE-ENFIELD RIFLE

CALIBRE 7.62MM
WEIGHT 3KG
MAGAZINE CAPACITY 10 ROUNDS
MAGAZINE WEIGHT 1KG
MAXIMUM MAGAZINES 5

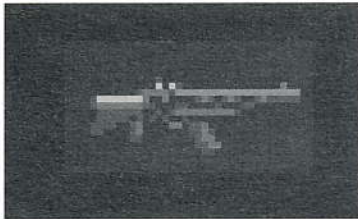
Notes: This general sniping rifle has a slow rate of fire but is extremely accurate. Ideal for long range sniping.



GRENADE

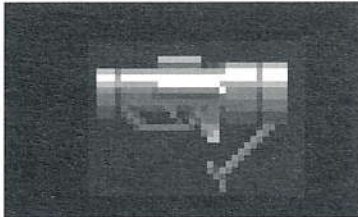
CALIBRE 40MM
GRENADE WEIGHT 2KG
MAXIMUM GRENADES 8

Notes: Grenades will destroy all soft targets. They need a medium distance to arm and will attract a lot of attention.



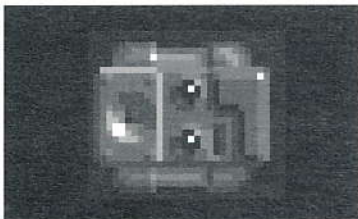
ENGAGER MACHINE RIFLE
CALIBRE 5.56MM
WEIGHT 4KG
MAGAZINE CAPACITY 30 ROUNDS
MAGAZINE WEIGHT 1KG
MAXIMUM MAGAZINES 5

Notes: A high power automatic rifle. This is more accurate than the automatic pistol, but just as loud. It is also heavier.



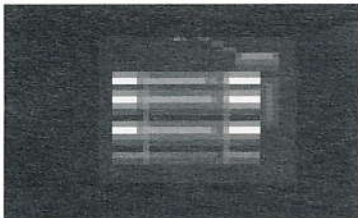
LAW ROCKET
CALIBRE 94MM
ROCKET WEIGHT 3KG
MAXIMUM ROCKETS 5

Notes: L.A.W rockets will destroy all targets. They must be used over a long distance as they need the distance to arm. They will attract a lot of attention.



LASER TARGET DESIGNATOR (L.T.D.)
LTD WEIGHT 2KG
MAXIMUM LTD's 9

Notes: Device to designate targets for later airstrikes. A new kind of L.T.D, it is computer operated. All your men need do is leave it in the right place. At a set time it will emit a laser beam which will allow any airstrike to be accurately pinpointed.



EXPLOSIVES
EXPLOSIVES WEIGHT 2KG
MAXIMUM TIME BOMBS 9

Notes: Remote controlled explosives. Once planted they can be activated at any time from anywhere within the map area.



Weapons Data



The Standard Loads

LOAD 1

TOTAL WEIGHT = 19 KG.

Browning Pistol	(x2 mags)
Engager Machine Rifle	(x2 mags)
Grenades	(x3)
LAW Rocket	(x1)

LOAD 2

TOTAL WEIGHT = 26 KG.

Sterling Machine Pistol	(x3 mags)
Lee-Enfield Rifle	(x3 mags)
Grenades	(x2)
LAW Rockets	(x3)
Explosives	(x2)

LOAD 3

TOTAL WEIGHT = 31 KG.

Sterling Machine Pistol	(x3 mags)
Engager Machine Rifle	(x4 mags)
Grenades	(x3)
LAW Rocket	(x1)
Explosives	(x2)
Laser Target Designators	(x2)



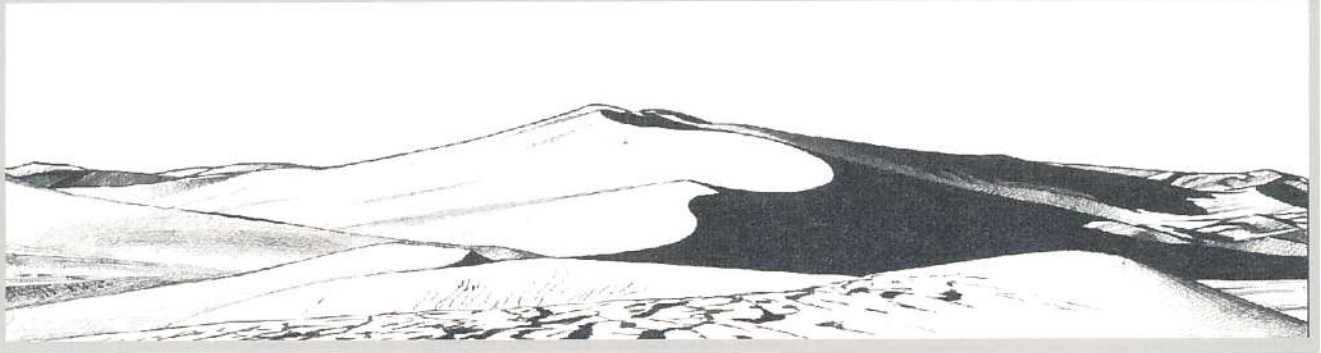
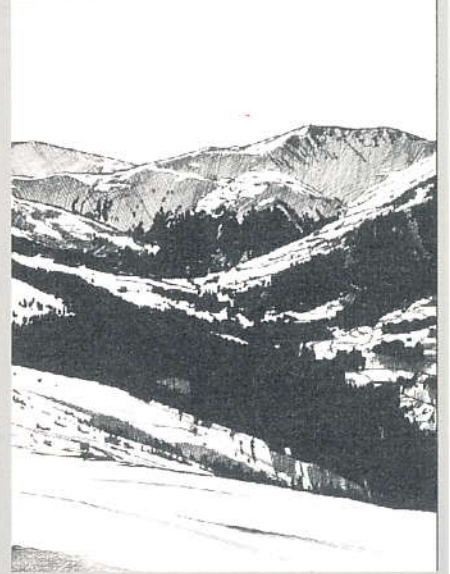
Weapon Effectiveness

The following table shows each weapon's effectiveness against each building type;

TARGET	SELECTED WEAPON			
	L.A.W	Grenade	Explosives	Guns
Bridges	0%	0%	100%	0%
Buildings	100%	100%	100%	0%
M-G Posts	100%	100%	100%	0%
Enemy Soldiers	100%	100%	100%	100%
Vehicles	100%	0%	100%	0%
Fuel Dumps	100%	0%	100%	0%



Mission Briefings





Mission Briefings

The sixteen missions are categorised by the climate in which they are to be performed; Tropical, Arctic, Temperate or Desert. For each region, an overview is detailed below.

Before each individual mission you receive a briefing, outlining the objectives and conditions of the mission.

The briefings are also reproduced on the following pages, along with the operations maps. Key structures are shown.

The successful completion of a previous mission may result in further activity being sanctioned in the area, while the loss of a team member can necessitate your team's return to the warzone to perform a rescue. Such additional briefings depend on your actions, and cannot therefore be reproduced here.



The Tropics

Your objective is to break up the activities of a huge drug-ring operating in the area. The President is currently being held captive by an armed militia that protect the drug-ring. His capture came as a result of new political plans to crack down on the sale of illegal substances. Deep within the jungle, there are cultivated drug fields and heavily defended compounds. The head of the organisation, Feodore Dvorak, is responsible for selling their product. He is a famous and very clever business man.



MISSION 1

RESCUE P.O.W.

After announcing hard core actions against drug dealing, the President has disappeared. He is being held by the leader of an established armed militia group. This group protects the local drug trade known to be operating in the area. Your mission is to rescue the now P.O.W. President.

The only clue we have to his whereabouts is that he is being held within a compound of some kind. A stealthy approach and robust seize tactics are advised when entering buildings.

Due to the urgency of the operation, actions must be undertaken in full daylight. This is a stealth engagement and drop points are preset.

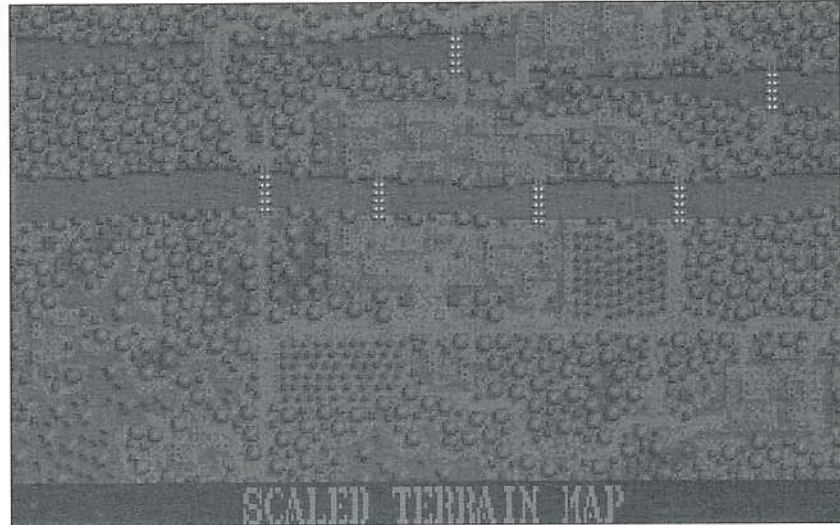
The Tropics



Mission Briefings

MISSION 2

CROP FIRE



Your team has been assigned the task of breaking up the local drug trade in the area. The objective is to plant laser target designators in the two cultivated drug fields located in the southern half of the map. An airstrike is planned under cover of darkness when the designators have been planted.

A stealthy approach is required as the government does not want its involvement in this situation discovered. The mission is very delicate and it must be kept top secret. This is a night mission and your team are fully equipped with the best night vision equipment. This is a stealth engagement and drop points are preset.

The Tropics



MISSION 3

DIARY 1991

Headquarters is plotting something big for the future. Your team is required to ensure that its plans can be executed successfully. The multi-millionaire businessman Mr. Dvorak, who leads the local drug ring, must be disposed of, once and for all. Without his leadership and business skills the whole set-up will collapse.

So that we can set-up an ambush, your team must retrieve Dvorak's diary from his own secret command headquarters. These headquarters are believed to be remote and heavily guarded. You are advised to get in and out as soon as possible.

This is a day mission. This is a limited engagement and drop points are selectable. Demolition of some installations will be acceptable, but too much destruction may give away your position and endanger the mission's success.

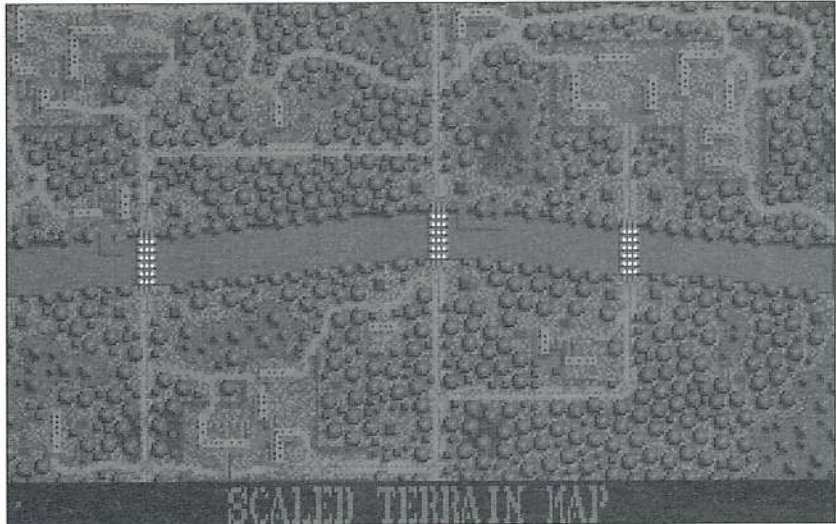
The Tropics



Mission Briefings

MISSION 4

ASSASSINATION



Your objective is to find and kill Feodore Dvorak. Headquarters has decided that it is time to terminate him and his business, once and for all. He is meeting with a known associate. This meeting is rumoured to be happening in a large security compound.

A stealthy approach will be needed until your team is in a position to kill him. If too many installations are destroyed or enemy soldiers eliminated, the enemy will be alerted. Dvorak would then be flown out of the area.

This is a day mission. This is a stealth engagement and drop points are selectable. The mission has been planned for many months. This is the first real chance we have had to put it into action. Your men must not fail.

The Tropics



Recent terrorist actions have forced the government to take positive action. A group calling themselves Q-Liberation have set up a base deep in the arctic circle. They have seized two nuclear-powered submarines and must be prevented from loading these with nuclear warheads. A key commander will be at the base and he must be assassinated in order to complete your overall objective. An airstrike will be executed if missions go as planned. This will allow complete destruction of the enemy base.

The Arctic

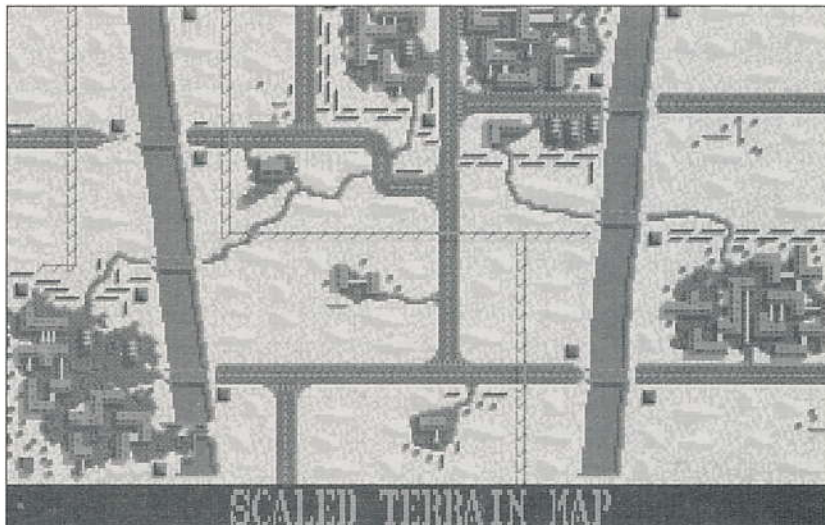




Mission Briefings

MISSION 1

SABOTAGE



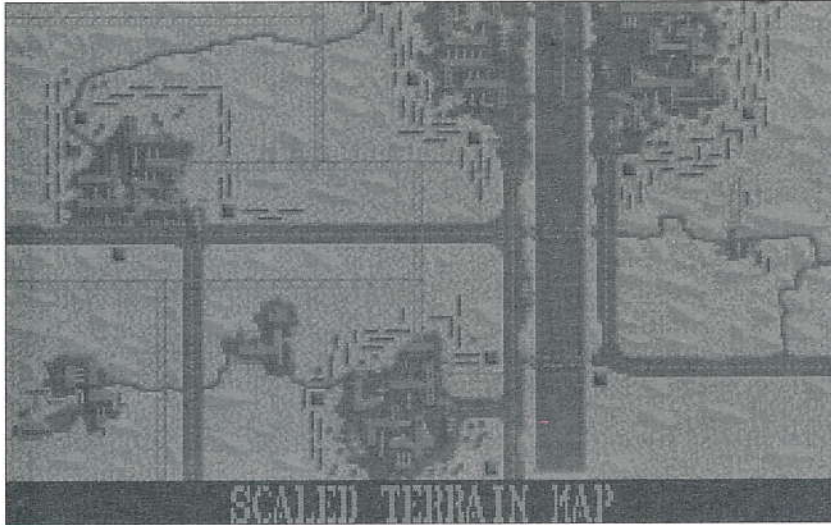
Recent terrorist incidents have forced the government to take positive action. The terrorists call themselves Q-Liberation. You have been given the task of ending the terrorist threat.

Your team will be dropped into a known terrorist headquarters. The terrorists consider the base a safe haven; in sub-zero temperatures you don't get many visitors.

Although there are patrols, they are not proficient or careful. Your objective is to prevent the terrorists moving supplies to their cells. The trucks carrying weapons and the bridges they must cross are to be destroyed.

Drop points are preset. This is a stealth engagement and will be undertaken in daylight.

The Arctic



MISSION 2

ALPHA DOCS

Terrorists have hijacked two nuclear-powered submarines. These are currently being loaded with nuclear warheads. We need to know the terrorists' plans for these subs.

Enemy patrols are very tight, to protect the submarine commander who is currently briefing his crew at the base. Your objective is to seize the mission plans (codenamed The Alpha Documents) for the subs.

These are believed to be in one of the main complexes. You must also assassinate the submarine commander. Without his expertise the submarines could not operate.

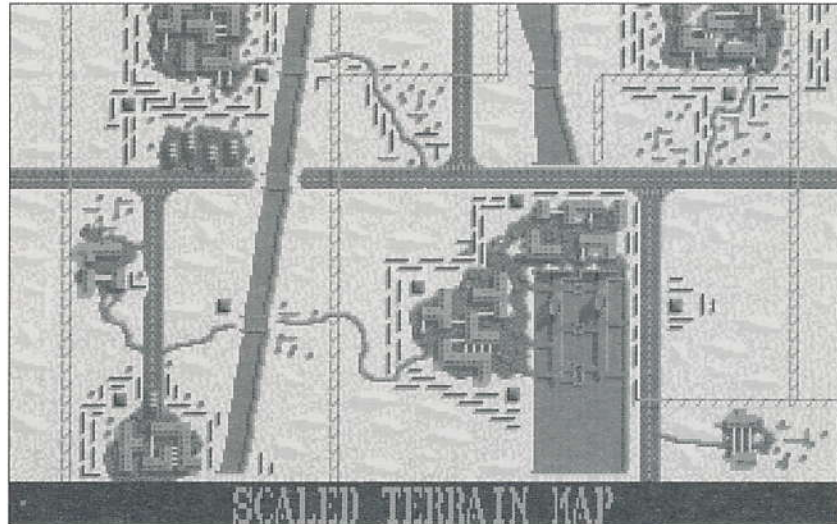
Drop points are selectable. This is a limited engagement and will be undertaken at night time.



Mission Briefings

MISSION 3

SUB ATTACK

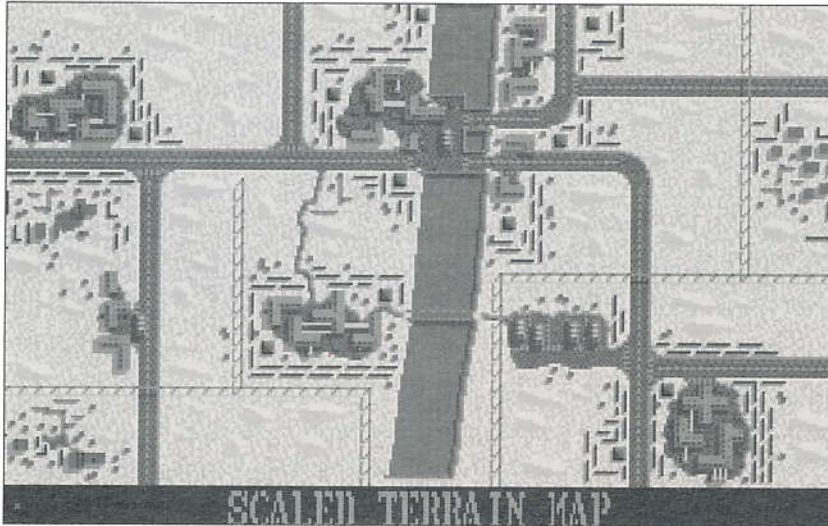


Terrorists have almost finished loading nuclear warheads into the submarines. The subs are due to leave shortly. This must be prevented. Your objective is to plant L.T.D.s on both subs. You must also destroy the bridges used for transporting supplies.

The destruction of these bridges will keep the subs in dock for another night which will allow an airstrike to be executed. Using the L.T.D.s we will be able to pinpoint the attack on the subs to those remote parts.

Drop points are preset. This is a conventional engagement and will be undertaken in full daylight.

The Arctic



MISSION 4

WIPE OUT

The terrorists hold no threats over the government and have no means of preventing us from attacking their base. Therefore we have decided to stamp out their organisation.

Your team is required to plant L.T.D.s at all the terrorists' supply dumps. These dumps are all isolated from the main complexes as they contain highly explosive chemicals. The destruction of the supply dumps will cripple the income of the terrorists and prevent them from operating.

Drop points are preset. This is a limited engagement and will be undertaken in full daylight.

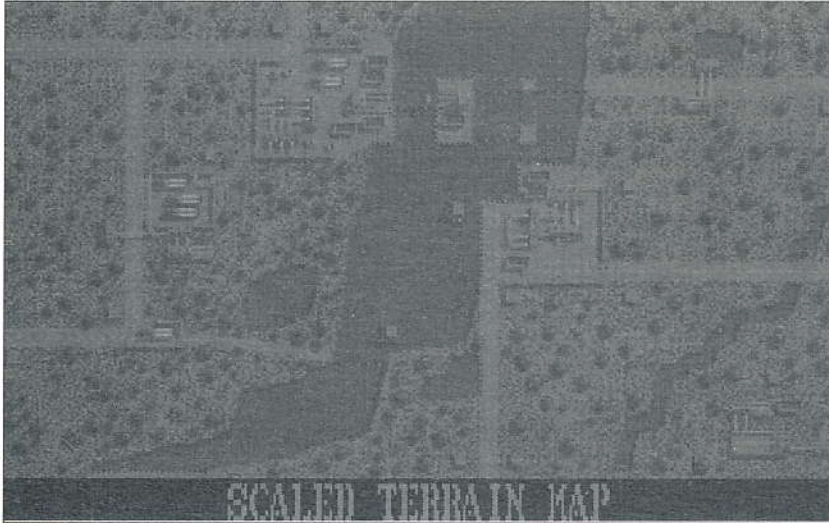


Mission Briefings



Temperate

A military junta has taken command of its country. The previous government is in hiding. The enemy has quite a large force of Scud launchers and missile carriers. The fuel for these must be destroyed, in order to prevent the vehicles moving out. If the vehicles are prevented from moving they will be an easy target, as they are in a huge compound. The enemy stronghold is an island, and this must be liberated at all costs.



MISSION 1

FUEL DUMP

A military junta has taken command of its country. The previous government is in hiding. Your team need to make a large impact in the area. As many enemy troops as possible should be destroyed to make future operations easier. Your mission objective is to destroy the fuel that the enemy use for their army of war machines.

These include missile carriers and scud launchers. The enemy have set up extensive defences. The fuel is stored in large metal tanks spread over your mission area. Destruction of the fuel storage facilities will prevent the enemy from using its vehicles.

This is a conventional engagement. This is a night mission and drop points are preset.

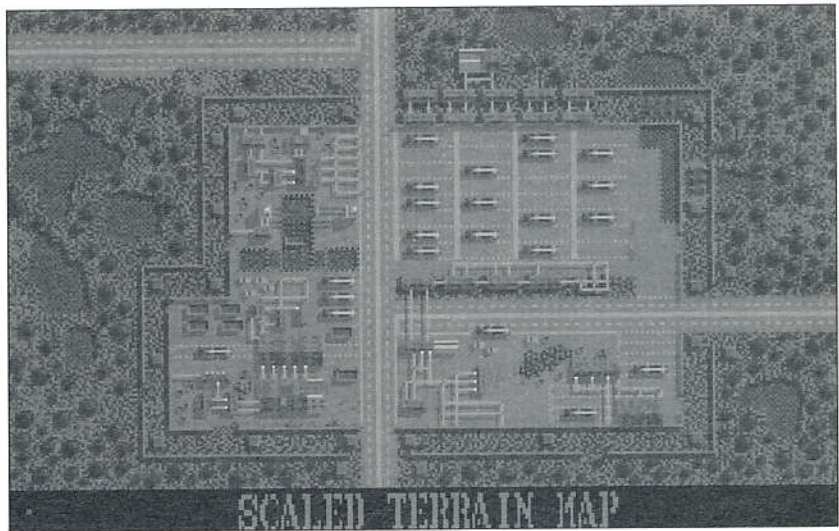
Temperate



Mission Briefings

MISSION 2

SCUD BUSTING

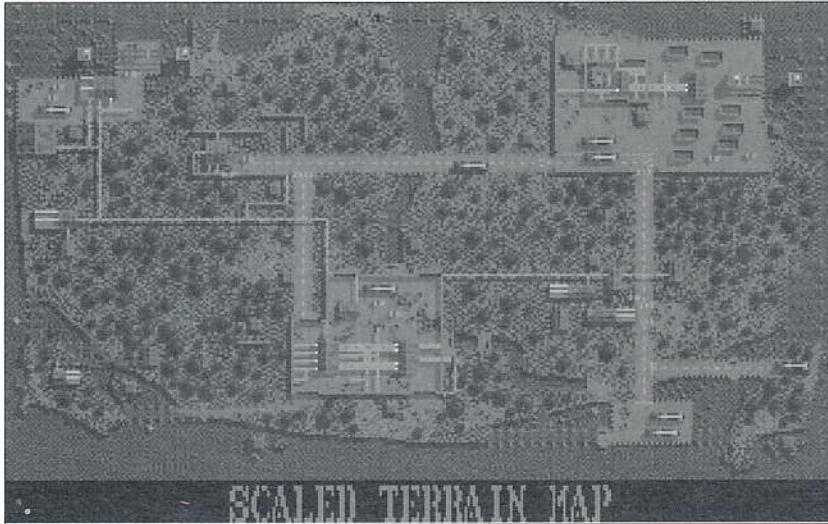


The enemy scud launchers are not moving as expected. It is now planned to destroy them before they begin moving. Your mission objective is to destroy the enemy scud launchers which are currently in a compound alone. Enemy activity is expected to be high in the vehicle area, as vehicles crews prepare to move out.

All scud launchers should be destroyed if possible. They are a major threat and an air strike cannot be executed until they are disposed of.

This is a limited engagement. This is a day mission and drop points are preset.

Temperate



MISSION 3

THE COMPLEX

The enemy are holding out inside a high security complex. They possess a highly advanced computer processor. This processor is capable of controlling multiple nuclear warheads. Your objective is to penetrate the defences and retrieve the computer processor.

You must also destroy the machine gun defences which are preventing other attacks from being successful. This is a limited engagement. This is a day mission and drop points are preset.

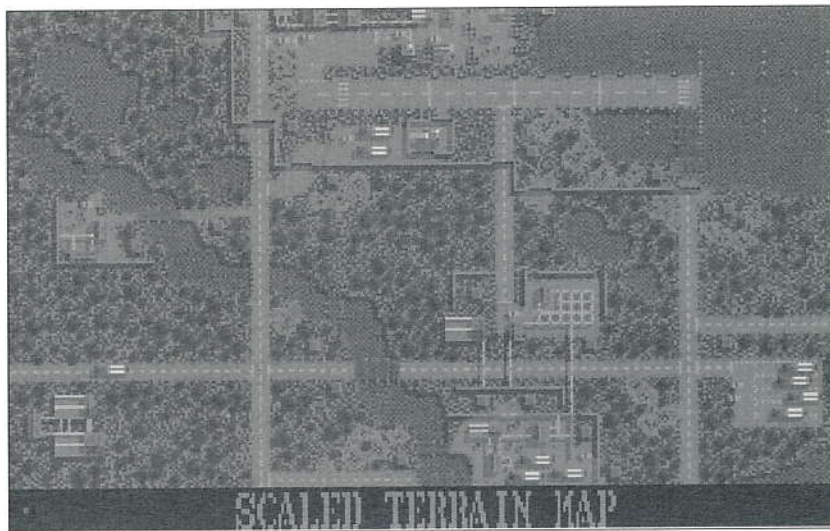
Temperate



Mission Briefings

MISSION 4

POWER CUT



Despite recent casualties, the enemy remain unmoved. They will not give themselves up. Your objective is to plant L.T.D.s at key points on the power grid. You must plant one at the generator site. Others must be planted at the stores that are linked by the grid, and at the major junction where various power lines cross over.

The enemy have no supplies to repair the damage an airstrike would cause. Without electricity they could not remain on the island.

This is a limited engagement. This is a day mission and drop points are preset.

Temperate



An aggressor has invaded a small neighbouring country. The government has fled and your men are called in to unofficially enable the exiled army to retake its homeland. The enemy have a large tank squadron and lots of supplies. A front has been formed around the captured country with strong defences. If operations go well an airstrike will be executed in the area to give the U.S government credit for the liberation of the country.

The Desert

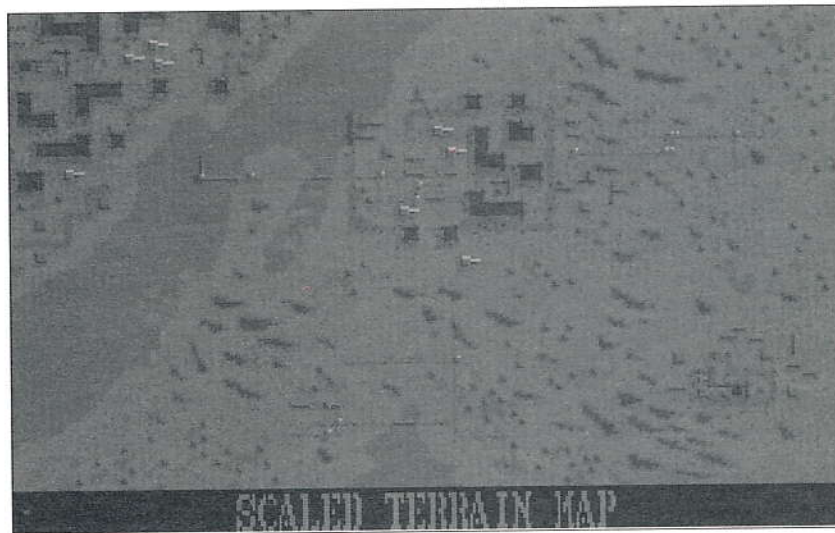




Mission Briefings

MISSION 1

EGG NESTS

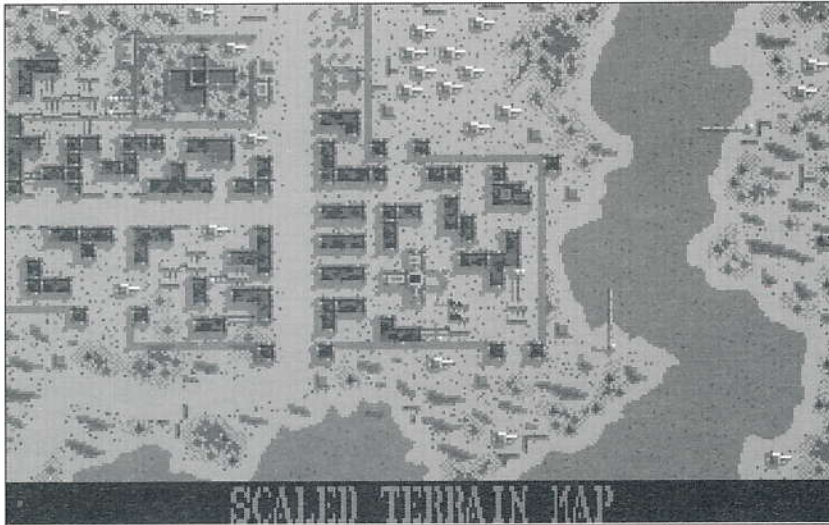


An aggressor has invaded a small allied country and taken it over. The legitimate government has fled and are now asking for help. The invaders have set up extensive defences. They are well trained and highly motivated.

Your mission is to destroy enemy machine gun installations. This will allow the exiled army to retake their homeland.

This is a night mission and your team are fully equipped with the best night vision equipment. This is a conventional engagement and drop points are selectable.

The Desert



MISSION 2

TANK BUSTING

Headquarters have continued to vote for aggressive actions against the enemy forces present in the area. Your objective is to destroy as much of the elite armoured tank squadron as possible. As your team are small you will be able to get within range of the enemy vehicles and destroy them. The squadron must be destroyed before they begin to move further into the captured country.

Enemy activity is high. This is a conventional engagement. This is a day mission and drop points are selectable.

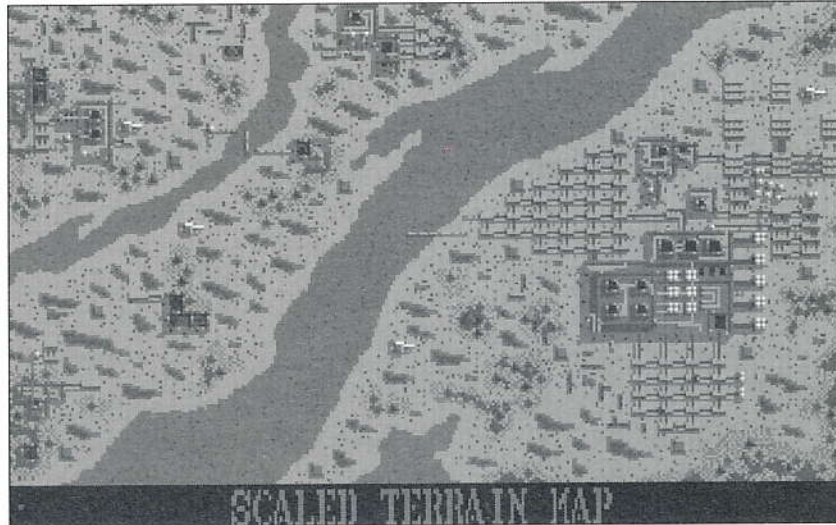
The Desert



Mission Briefings

MISSION 3

SUPPLY LINES

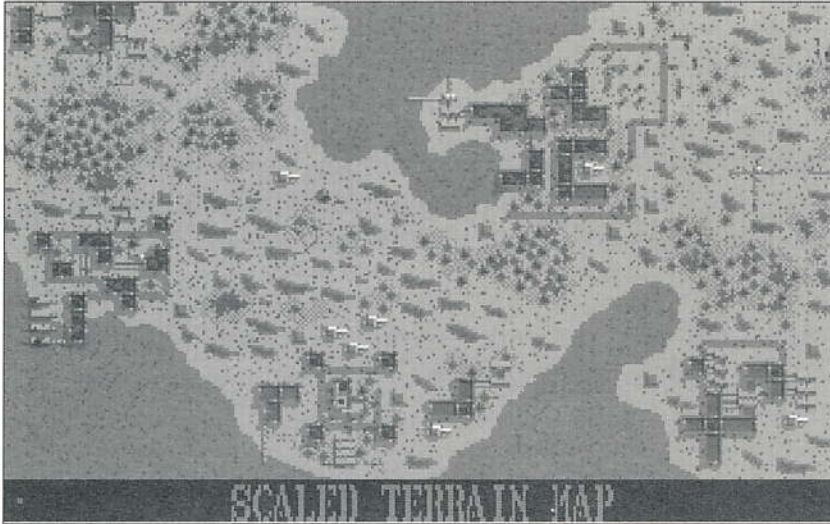


An offensive course of action must be taken to stop the enemy forces. Full scale conventional war is now under way. Your objective is to plant laser target designators at all major enemy installations. An airstrike will then destroy these production plants.

If these plants are destroyed, the enemy's vital supply lines will be severed and troops will not receive the equipment they need.

This is a conventional engagement and will be undertaken in daylight. Drop points are preset.

The Desert



MISSION 4 BLACK BOX

After a recent airstrike in the area, your team are called in to retrieve a black box flight recording device from a missing helicopter. The chopper was flying a ground attack mission south-east to north-west. It went missing half way through the mission.

Your men must find and recover the flight recorder. If it is not at the crash scene then you must search all enemy strongholds to ensure it has not been seized.

This is a stealth engagement and will be undertaken in full daylight. Drop points are preset.

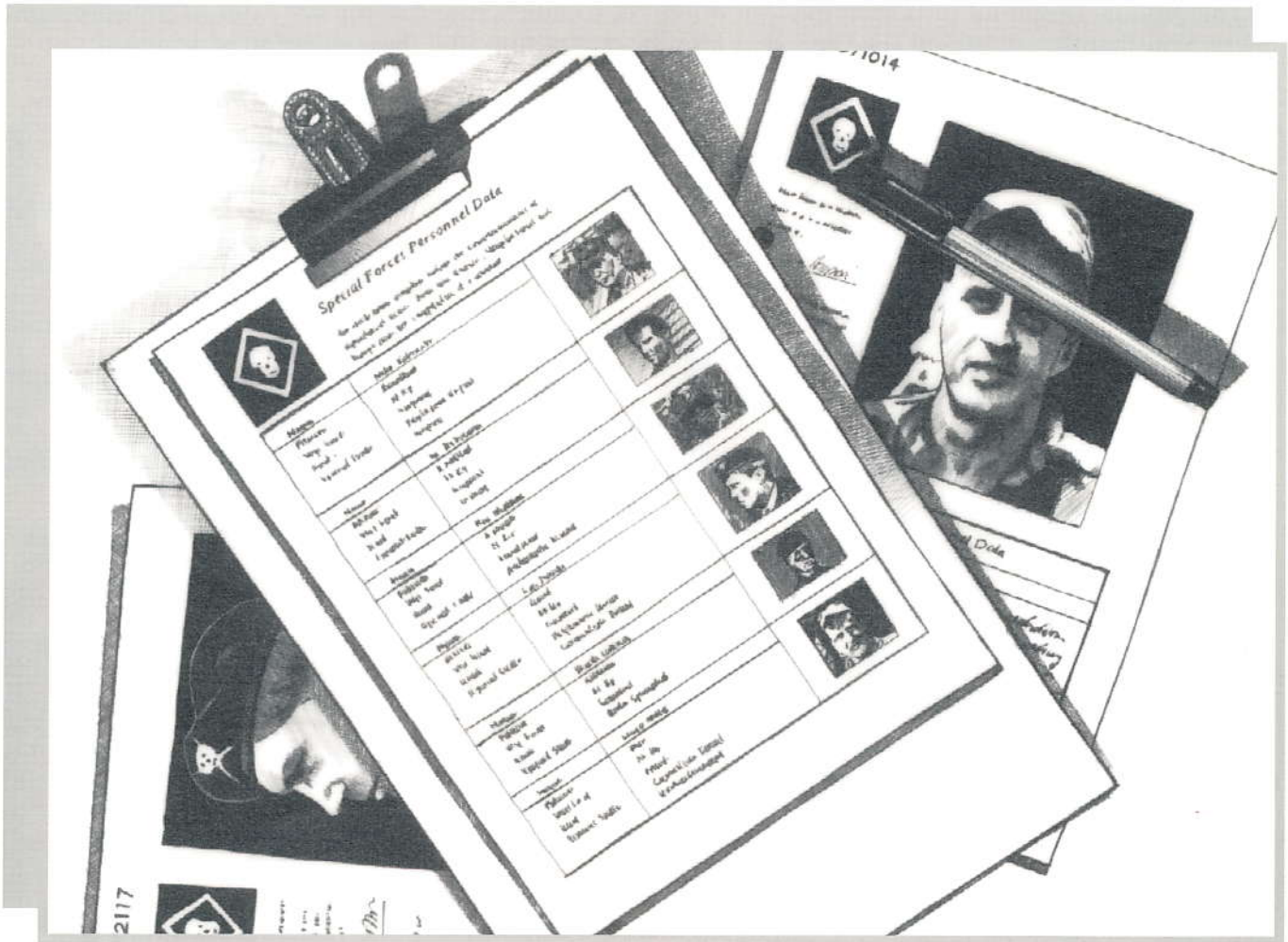
The Desert



Mission Briefings



Personnel Data





Special Forces Personnel Data

The Personal Details for each team member before the commencement of the first mission are reproduced below. Note that Fitness, Weight Load and Rank are subject to change after the completion of a mission.

Name:	Mike Kolowsky
Fitness:	Excellent
Wgt Load:	33 Kg.
Rank:	Sergeant
Special Skills:	Explosives Expert Sniping

Name:	Ian McKensie
Fitness:	Excellent
Wgt Load:	33 Kg.
Rank:	Sergeant
Special Skills:	Sniping

Name:	Ray Maddox
Fitness:	Average
Wgt Load:	25 Kg.
Rank:	Lieutenant
Special Skills:	Automatics Expert

Name:	Sam Nimitz
Fitness:	Good
Wgt Load:	27 Kg.
Rank:	Corporal
Special Skills:	Explosives Expert Camouflage Expert

Special Forces Personnel Data



Name: **Butch Johnson**
Fitness: **Average**
Wgt Load: **25 Kg.**
Rank: **Corporal**
Special Skills: **Rifles Specialist**

Name: **Lewis Puller**
Fitness: **Good**
Wgt Load: **27 Kg.**
Rank: **Private**
Special Skills: **Camouflage Expert**
Rocket Specialist

Name: **Alex Gray**
Fitness: **Good**
Wgt Load: **27 Kg.**
Rank: **Captain**
Special Skills: **Small Arms**
Expert

Name: **Nick Lawless**
Fitness: **Good**
Wgt Load: **27 Kg.**
Rank: **Private**
Special Skills: **Automatics Expert**
Electronics
Expert



Credits

Special Forces was developed for MicroProse Software by
Sleepless Knights.

Programming

Keith Jackson, Mark Fisher

Artwork

Anthony Rosbottom

Sound

Skinnybone Productions

Publisher

Paul Hibbard

Deputy Publisher

Pete Moreland

Producer

Steve Perry

Project Manager

James Hawkins

Quality Assurance

Andy Luckett

Game Design

Jim Bamba

Manual Text

Rob Davies

Manual Design

Joanna Smith

Packaging Design

Julie Burness

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