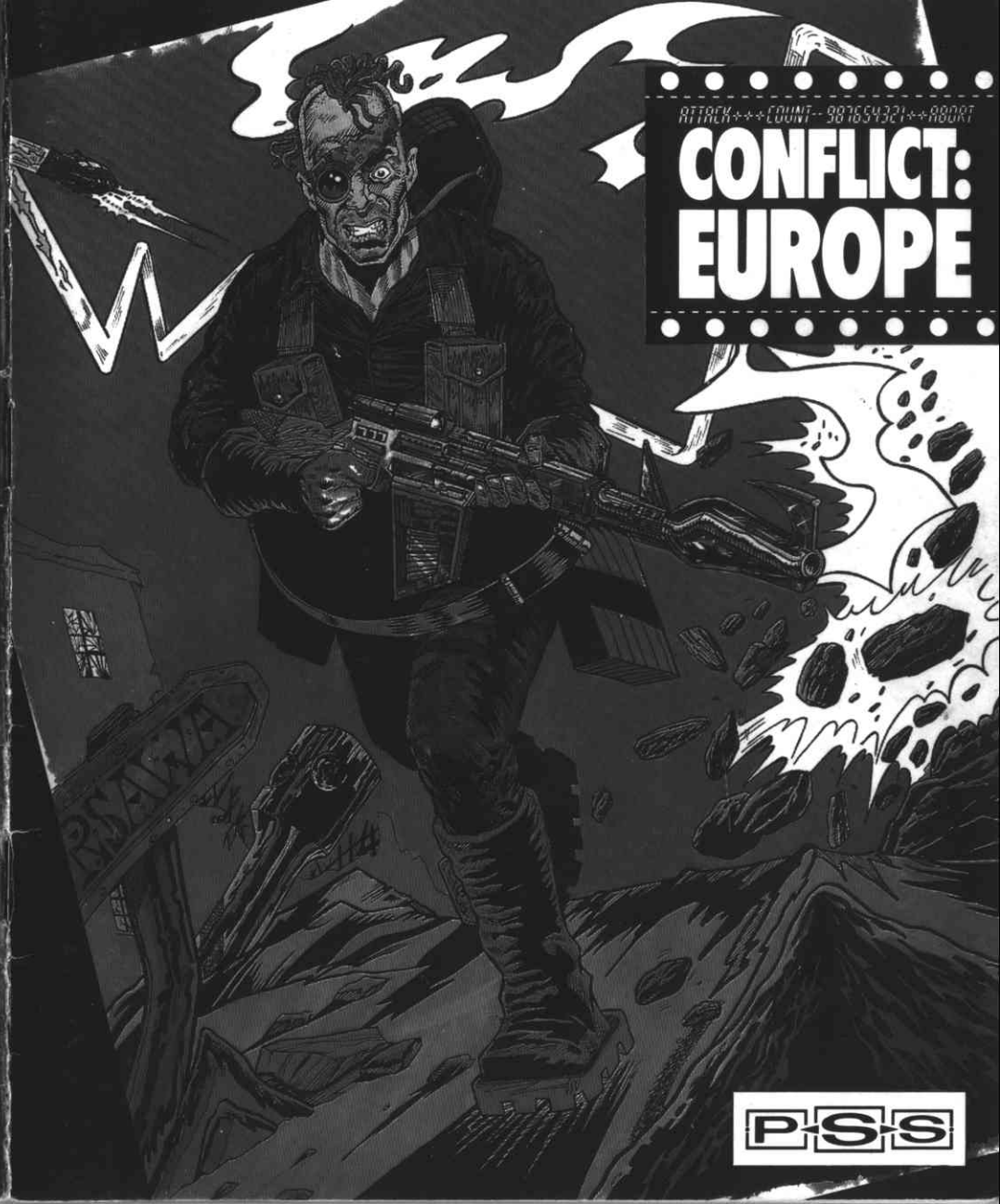




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MP1X-EUR 3



ATTACK... FIGHT... BATTLE... BURN...
ATTACK... FIGHT... BATTLE... BURN...

CONFLICT: EUROPE





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THIS PROGRAM IS DEDICATED TO THE PEOPLE OF THE WORLD IN THE HOPE THAT THE GAME IS NEVER PLAYED FOR REAL.

Amiga music by Darius Zender and Thrust

Alan and Friends, APRIL 1989

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1 INTRODUCTION

Conflict Europe is a simulation of the possible outbreak of World War Three on the mainland of Europe. It allows the player to explore the hazards and benefits inherent in the use of nuclear weapons on the 'modern' battlefield. Various Scenarios can be used to study the effects of nuclear disarmament and changing political alliances within the Theatre.

The game covers the first thirty days of the next war in Europe. You can choose to be the Supreme Commander of N.A.T.O. or of the Warsaw Pact. Under your command are the ground and air units of the chosen alliance. To back up these forces you can call upon a variety of special missions including chemical/nuclear strikes and special forces raids.

As the Warsaw Pact Commander your task is to destroy the N.A.T.O. alliance, which you see as a powerful invasion force poised upon your western border. A surprise attack resulting in the takeover of West Germany will remove this threat.

If you play the N.A.T.O. Commander your aim is to prevent any further Soviet expansion into Western Europe. You will achieve this by preventing the occupation of West Germany by Warsaw Pact forces.

2 LOADING THE GAME

Amiga

Insert the disk into the drive and switch your machine on. It will then boot automatically.

ST

Insert the disk into the drive and switch your machine on. It will then boot automatically.

PC

Insert the disk into the drive and type CONFLICT.



3 GAME CONTROLS

During the game various controls are used to perform actions. In this manual abbreviations are used for these controls as shown below.

SELECT = Mouse Left Fire Button, Joystick Fire Button ONE or Space Bar on Keyboard.

CANCEL = Mouse Right Fire Button, Joystick Fire Button TWO* or Esc on Keyboard.

MOVEMENT = Cursor Keys, Mouse or Joystick Movement.

ADD, NEXT = + Key on Keyboard or Keypad.

SUBTRACT, PREVIOUS = - Key on Keyboard or Keypad.

* Not available on Atari ST version.

4 SCENARIO SELECTION

The screen now displays a book bearing the NATO symbol. SELECT will mean you have chosen to be in charge of NATO. CANCEL will alter the book's symbol to that of the WARSAW PACT and SELECT will then give you command of the Warsaw Pact.

After you have chosen which side to command the book will open and display the Scenarios you can play. The current Scenario is highlighted, MOVEMENT will allow you to pick other Scenarios and SELECT will confirm your choice.

The screen will now show brief details of the Scenario and its level of difficulty.

Scenario Descriptions

1 Opening Gambit

This Scenario assumes that there has been two weeks of steadily mounting tension between the Pact and Nato Governments. Both sides have used this time in a race to build up forces; the Pact is now ready.

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2 Out of Step

A diplomatic crisis has triggered an immediate declaration of war. Both sides' units are caught out of position and in need of reinforcements.

3 After the INF

Following on from the INF Treaty, negotiations (mainly due to West German pressure) have removed all non-strategic nuclear weapons from the European Theatre. To placate their allies America and Russia have installed Reflex systems. These guarantee a full nuclear response if nuclear weapons are used on the European Battlefield. As in Scenario 1 both sides have had two weeks to prepare.

4 The Star Wars Option

The superpowers have developed various anti-missile systems based in Earth orbit and on the ground. These are so effective that only short range battlefield nuclear weapons are expected to reach their targets. A crisis, as in Scenario 2, has caught both sides out of position.

5 What If?

The Americans have pulled out of the European Theatre as a result of bitter trade disputes with the E.E.C. This has led to a different form of NATO with much greater E.E.C. commitment. On the reverse side of the coin Poland and Rumania have broken from the Russian empire. They are now neutral but still allow the passage of Russian Units and supplies through their countries.

5 THE WAR ROOM

After the selected scenario is loaded the game will start and the WAR ROOM will be displayed. The far wall is mainly taken up by the THEATRE MAP of your operational area. Directly below the map is a STRIP DISPLAY which will show various messages and prompts. Below this is the INFORMATION DISPLAY which contains the DAY number, POPulation and RADiation levels etc. The floor of the War Room is taken up with various consoles and displays. This is the COMMAND AREA and members of your staff will be seen working here.

Theatre Map

The Blue and Red solid squares on the map are the positions of NATO and WARSAW PACT army units. Around one of these units you will notice a white box; this is called the COM-BOX and is similar to a normal cursor. MOVEMENT will move the Com-Box around the Theatre Map. Details of units or areas covered by the Com-Box will appear in the Information Display.



Command Area

If MOVEMENT is used to take the Com-Box off the lower edge of the Theatre Map, control switches to the Command Area. One of the Control or Information Terminals in this area will become highlighted. Different Terminals can be chosen using sideways MOVEMENT. Upwards MOVEMENT will switch control back to the Theatre Map Com-Box.

A quicker way of accessing the Terminals is to use the Function Keys on the Keyboard. These correspond left to right with the Terminals, e.g., F1 will access the Population Map Terminal.

6 MOVEMENT

Normal Movement

You can only move units after your side's [MOVEMENT] Prompt appears on the STRIP DISPLAY. The Com-Box will appear on the Theatre Map over one of your Units. The Units name, Arm, Air and Supply strengths will be shown on the INFORMATION DISPLAY. Using SELECT will turn the Com-Box blue showing that the Unit can now be moved. The Com-Box's movement is now limited to show where the Unit can be moved to. Move the Com-Box to where you wish the Unit to go and SELECT. The Unit will move and then be marked with a dot to show it cannot move again this turn.

The Com-Box colour will return to white and other units can now be moved if required. Use MOVEMENT to put the Com-Box over the next Unit you wish to move. Alternatively, NEXT and PREVIOUS will step through your Unit List and position the Com-Box over the selected Unit. You may move as many or as few Units as you wish during the Movement Phase. A Units Move order can be cancelled using CANCEL while the Com-Box is still coloured blue. To exit the Movement Phase use CANCEL when the Com-Box is coloured white and on the Theatre Map.

Normal Units cannot move over the sea or on top of other units. All Units move slower in mountain terrain. If a Unit moves into mountain terrain it will start the next movement phase already marked with a dot. This shows the Unit will not be able to move again until the next movement phase. Units with a Supply Level of 0 cannot move at all.

Exchange Movement

It is possible for two adjacent friendly Units which have not moved to exchange places. Position the Com-Box over one of the Units, SELECT and then place the Com-Box over the other Unit and SELECT. The two Units will exchange places and they will not be able to move again this phase.

Sea Movement

The Warsaw Pact 1st Amphibious Army can move from land onto the sea and then move across the sea. Once it returns to land it moves as a normal Unit and cannot move over the sea again.

Air Movement

The Warsaw Pact 1st Airborne Army can use Air movement once during the game. This Air movement must be the first movement this Unit makes, although it can make this first move at any stage of the game. The distance the Unit can Air move is shown by the Com-Box as normal. After using Air movement this Unit moves as a normal Unit for the rest of the game.

7 ASSAULT

Order Assaults

After you exit from the Movement Phase all the dots will be wiped from your Units and the STRIP DISPLAY will show the [ASSAULT] prompt. During the Assault phase you can order your Units to carry out attacks. To order Attacks the Com-Box is controlled as in the Movement Phase. Place the Com-Box over a friendly Unit and use SELECT. The Com-Box will turn blue to show you can order an Attack. Move the Com-Box over the Unit you wish to Attack. Using SELECT will cause your Unit and the Unit you have chosen to Attack to be marked with dots. The Com-Box will return to white and you can order further Attacks as required.

Each of your Units can only Attack one enemy Unit per Assault Phase. However, more than one of your Units may Attack a single enemy Unit, providing they are all within range. To exit the Assault Phase use CANCEL as in the Movement Phase.

View Assaults

After you Exit the Assault Phase the computer-controlled side will allocate any attacks it wishes to make. Then all Units involved in combat will flicker on the Theatre Map as the battles take place. Units which have been destroyed will vanish from the map and some Units may move as a result of retreats. Various messages will appear on the STRIP DISPLAY to keep you informed about events on the battlefield.

8 REBUILD



After the Attack Phase is over the STRIP DISPLAY will show the prompt [REBUILD]. This phase allows you to give reinforcements to your ground Units. To Rebuild Units

the Com-Box is controlled as in the Movement Phase. Place the Com-Box over a friendly Unit and the ARM, AIR and SUP strengths of that Unit will appear in the INFORMATION DISPLAY area as normal. However, to the right of the Information Display the DEFCON area will now show ARM followed by a number. This is the amount of ARM reinforcements you have in reserve. To increase the ARM strength of one of your Units, position the Com-Box over the Unit and use SELECT. The Unit's ARM strength will increase by one and the reserve decrease by one. If you have remaining ARM reinforcements you may add more to the same Unit or give them to other Units. Any ARM reinforcements that are not used will be kept in reserve and will be available on the following Rebuild phase. To exit the ARM Rebuild phase use CANCEL; the Information Display will now show the number of AIR reinforcements in reserve.

The AIR and SUPPLY reinforcements are assigned in exactly the same way as the ARM reinforcements. No Unit may have an ARM, AIR or SUP value higher than nine and Units with a SUP of zero will not be able to move.

9 COMMAND AREA TERMINALS

To access the Terminals use MOVEMENT, or the corresponding Function Key, to take the Com-Box off the lower edge of the Theatre Map. Control will now switch to the Command Area Terminals. One of the Terminal Screens will be outlined in blue. Different Terminals can be chosen using sideways MOVEMENT. Upwards MOVEMENT will return control to the Theatre Map Com-Box. When the Terminal you require is outlined use SELECT to access that Terminal. Some Terminals may not be available at certain times and others will require your immediate attention. The following is a guide to the various Terminal states you are likely to see during the game.

Disabled Terminal (No Access Possible)

The Terminal will have a dark grey screen or there will be no lights on the printer. This state is mainly due to enemy action or equipment failure.

Unavailable Terminal (No Access Permitted)

The Terminal will have a clear dark green or the printer will show a red light.

Available Terminal (Access Permitted)

The Terminal will have a light green screen or the printer will show a green light.

Active Terminal (Your Attention is Required)

The Terminal screen will show scrolling text or the printer will have a flashing green light.

10 AIR MISSION TERMINAL

If you access the Air Mission Terminal the display will show the Air Missions Screen. The main feature of the screen is a list of the Air Missions to which you can assign your aircraft. Also shown on this screen are the number of squadrons you have in reserve and whether or not AWAC aircraft are available to you.

One of the Air Missions will be highlighted and MOVEMENT will allow you to choose different Air Missions. Using SELECT or ADD will take aircraft from the reserve and assign them to the highlighted mission. Aircraft can be taken off a mission by using SUBTRACT but they will not be available in reserve until later. The following is a brief guide to the effects of various Air Missions and AWACS.

Air Superiority

Your aircraft will attempt to gain Air Superiority over the battlefield. If they achieve this it will have a beneficial effect upon your ground Units and increase the enemy's air losses.

Counter Air

Successful use of Counter Air will disable enemy airfields and so lower the number of missions he can fly.

Interdiction

If successful this Mission will reduce to a shambles the enemy's forward area supply and transport systems. This will reduce his reinforcement and supply rates for around two days.

Assault Breaker

This Mission will not be flown unless at least ten squadrons are assigned to it. The Mission will carry out a coordinated air attack on one enemy ground Unit. If the Mission is flown you will receive an extra Phase after you have allocated your Assaults on the Theatre Map. A [SELECT ASSAULT BREAKER TARGET] prompt will be shown on the STRIP DISPLAY and a Target Designator will appear on the Theatre Map. Use MOVEMENT to position the Target Designator over the enemy Unit to wish to attack. The Assault Breaker attack will be carried out before normal combat takes place.

Deep Strike

This strike is aimed at the enemy's Command, Communication and Control (C3) systems. It will produce interesting effects if sufficient numbers of aircraft are assigned.



Iron Snake

If successful this Mission will dislocate the enemy's rear area supply and transport networks. This has no immediate effect but expect to see his reinforcement and

supply rates fall in around four days.

Air Defence

Aircraft assigned to this Mission will defend against enemy missions into your territory. They will also protect any AWACS you may have.

Strategic Bombing

This Mission is aimed at inflicting civilian casualties upon the enemy.

Reconnaissance

Adequate numbers of aircraft will give you detailed information about enemy ground Units and reinforcements. These aircraft will be backed up by any Satellite assets you may have.

Awacs

The name AWAC is an abbreviation for Airborne Warning And Command which explains the aircraft's purpose. AWAC aircraft will enhance the effect of your Air Defence Mission aircraft. However, they are very vulnerable if your Air Defence falls to low levels. Possessing AWACS will also allow you to view the enemy's Air Mission assignments.

11 SPECIAL MISSIONS TERMINAL

Accessing this Terminal will allow you to select various Special Missions. Use MOVEMENT to highlight the required Mission and then SELECT to confirm the Mission. Any Missions which are available can be only used once. The Missions are as follows.

Chemical/Biological

This orders your ground and air Units to use Chemical and Biological weapons from now on. This will increase your side's combat effectiveness for a short while until the enemy adopts counter measures.

Asat

This mission may destroy enemy 'Spy' satellites which will lower the effectiveness of enemy reconnaissance.

Special Forces Raids

If this Mission is chosen you will be given the choice of three targets for the Special Forces Units to attack. These are as follows:

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Counter Air

The Special Forces Units will raid enemy airfields.

Supply Dump Destruction

The Units will raid enemy Supply Dumps and assembly areas.

Counter Cruise

Raids will be launched against areas known to contain enemy Cruise missiles

12 NUCLEAR REQUESTS TERMINAL

This Terminal allows you to request Nuclear strikes against the enemy. The first time you attempt to access this Terminal you must enter the correct Nuclear Request Authorisation Code. The code for First Use is MIDNIGHT. The code for Major Fireplans is PROWESS.

After accessing the Terminal you may choose to LAUNCH STRIKE or ALTER REFLEX STRIKES. If you wish to Launch a Strike enter the Fireplan Name for the Strike you require. The Fireplan Names and Target/Warhead Details are listed below in categories. Note that some of the Fireplans make use of Nuclear Capable Delivery Systems armed with conventional or chemical warheads.

BATTLEFIELD

Nato Name	Pact Name	Target	Warhead Details
SHARP STICK	MAY THE FIRST	1 Unit	1x40 Kt AB. (Airburst)
SWITCHBLADE	BEAR PAW	1 Unit	1x1 Kt NU. (Neutron)
DIRTY HARRY	SMOG BIRD	1 Unit	1x40 Kt GB. (Groundburst)
KNUCKLE DUSTER	RED STAR	1 Unit	3x60 Kt AB/M.(Multi Warheads)
HIGH LIGHT	SHARK BITE	1 Unit	3x1 Kt NU/M.
HEADBUTT	THUNDER CLOUD	1 Unit	3x60 Kt GB/M.

**SHORT RANGE (SR)**

Nato Name	Pact Name	Target	Warhead Details
LITTLE JOE	STAR BURST	1 Unit/City,	1x90 Kt AB. (T)
WHITE SPOT	BROKEN GLASS	1 Unit/City,	1x5 Kt NU. (T)
JULY 14	HELLFIRE	1 Unit/City,	1x90 Kt GB. (T)
FIRE WALL	IRON CURTAIN	4 Units,	1x1 Kt NU. on each
BLISTER	STEEL BOX	4 Supply Areas,	3x60 Kt AB. on each
GAROTTE	SPEARHEAD	8 SR Missile Sites,	3x5 Kt NU/M. each
GUILLOTINE	WARHAMMER	1 Command HQ,	1x90 Kt GB.
IRON FIST	STEAM ROLLER	8 Units,	1x90 Kt GB. on each

INTERMEDIATE

Nato Name	Pact Name	Target	Warhead Details
VAMPIRE	ROAD BLOCK	8 Road/Rail Areas,	1x60 Kt GB. on each
CORVUS	BROKEN WING	16 Airfields,	1x60 Kt GB. on each
AQUILA	SNOWDRIFT	16 Airfields,	1xCH (Chemical) on each
LEECH	BROADSWORD	8 Supply Areas,	3x60 Kt on each
WRAITH	SMOKE SCREEN	8 Supply Areas,	3xCH on each
CHARM	WHITE TIGER	8 INF. Sites,	1x90 Kt AB. on each
KEYSTONE	SWAN FLIGHT	8 Cruise Sites,	1x110 Kt AB. on each

STRATEGIC

Nato Name	Pact Name	Target	Warhead Details
KARMA	SKY ROCKET	1 Unit,	3x400 Kt AB/M. (T)
MITIGATION	MOTHBALL	1 Unit,	3x400 Kt GB/M. (T)
FUMBLE WINTER	FIRESTORM	4000+ Areas,	100Kt-10Mt GB. and AB.

**CONFLICT:
EUROPE**

CRUISE

Nato Name	Pact Name	Target	Warhead Details
PAPER BAG	TIN TACKS	16 Airfields,	High Explosive Bomblets
FIRE CRACKER	WHEATSHEAF	16 Airfields,	1x50 Kt GB. on each
GROUNDLED	AUTUMN MIST	16 Airfields,	Chemical sub-munitions
PLAGUE	WHIPLASH	8 Road/Rail Areas	High Explosive Swarm
FAMINE	FOG BANK	8 Supply Cities,	Chemical Aerosols
BRAINWASH	NIGHTMARE	8 HQ Sites	Chemical/High Explosive Mix

Note that some Fireplans may not be available at all in certain Scenarios and others may not be authorised unless the situation warrants it. If you request a Fireplan which has more than eight targets you will be asked for a Major Fireplan Authorisation Code; the code is PROWESS.

When you have entered the correct code name for a Fireplan the details of the Fireplan will be displayed. You can Cancel or Confirm the Fireplan Request at this stage. Once confirmed the Fireplan will be carried out in full.

All Battlefield Fireplans and any others marked (T) allow you to choose the Fireplan's Target. A [SELECT TARGET UNIT] prompt will be shown in the Strip Display. Select the target using the Target Cursor as in the Assault Breaker Target Selection.

Alter Reflex Strikes

The Reflex system will automatically respond to enemy nuclear attacks if you set the responses. To set the Reflex System enter the Nuclear Requests Terminal and SELECT ALTER REFLEX STRIKES. You can then set your Reflex response for enemy single and multiple launches. SELECT the Fireplan name you wish to use in response to an expected enemy attack. This Fireplan will be automatically launched in the event of an enemy nuclear attack of the correct type.

**13
DIPLOMATIC TERMINAL**

The Diplomatic Terminal is used to send Diplomatic messages and demands to the enemy. The terminal also receives communications from the enemy. Use MOVEMENT to highlight the required option and then SELECT. The options are explained below.

Surrender

You admit total defeat and surrender unconditionally, so ending the game.

Offer Ceasefire

You offer to stop hostilities and achieve a negotiated peace settlement.

Offer

You offer an agreement for the none use of nuclear weapons in the present conflict.

Threaten Single Reflex

You threaten to activate your Reflex System against single enemy launches.

Threaten Full Strike

As above but against multiple enemy launches.

Accept Nuclear Ceasefire (Only shows if Enemy offers it)

You agree to the non-use of nuclear weapons in the conflict. However, whether you are bound by your word or not is up to you!

Accept Ceasefire (Only shows if Enemy offers it)

You agree to stop hostilities and achieve a negotiated peace settlement.

View Diplomatic Messages

Enables you to view any diplomatic messages you have received.

**14
WARCOM TERMINAL**

Accessing the WARCOM Terminal will allow you to read any Teleprinter Messages that have been sent to you. In general these will keep you informed about the state of the war in other Theatres etc. If you do not read the messages as they arrive they will be stored. Then when you access the Terminal all outstanding messages will be printed.

**15
OPTIONS TERMINAL**

This Terminal allows you to use or set various options during the game. Use

MOVEMENT to highlight the option you require and then SELECT. The options available are:

Sound On/Off

Switches the game sound on or off during play.

Printer On/Off

This option allows you to print out the messages that appear on the Warcom Terminal as they arrive. If the you have a printer connected to your computer SELECT PRINTER ON to do this.

Archive

This option is used to save the game you are playing. First make sure you have a formatted disk in the drive. Then type in the name you wish to save the game as and press RETURN. This option is only available when you are in the MOVEMENT phase.

Restore

This allows you to load a game you have previously saved using Archive. Make sure you have the disk with the save game in the disk drive and then type in the name you used to save the game. Press RETURN and obey the screen prompts. This option is only available when you are in the MOVEMENT phase.

Quit

Use this if you wish to quit the current game.

16 LOGISTICS TERMINAL

This Terminal allows you to study the currently expected reinforcements for your side. If your reconnaissance level is high enough you will also be able to study the enemy's future reinforcements. Use MOVEMENT to scroll through the list.

17 POPULATION MAP TERMINAL



This Terminal is used for information only and shows the current levels of Population within the Theatre. The population levels will be lowered by civilian fatalities caused by Combat, Nuclear weapons use, etc.

18 RADIATION MAP TERMINAL

Your Radiation Monitoring Network will constantly update this map of Theatre Radiation Levels. Military Units in radioactive areas will suffer attrition proportional to the levels of radiation. The civilian population will suffer greater effects from radiation levels than military Units.

19 VICTORY CONDITIONS & COMMAND ABILITY

N.A.T.O. Victory

The current assumption is that NATO and the Warsaw Pact have sufficient stockpiles of supplies to fight for 30 days. To reflect this the game will always end by day 30. If by this time Pact forces have not entered the German-French border area in numbers, the game will end as a N.A.T.O. victory. Alternatively, if all Pact Units are destroyed it is a N.A.T.O. victory.

Warsaw Pact Victory

If Pact forces enter or cross the German-French border area in numbers by day 30 the game will end as a Pact victory. The destruction of all N.A.T.O. ground Units in the Theatre will also be classed as a Pact Victory.

Command Ability

This is a more realistic assessment of how well you have done in the game. Ability is increased by your side's Victory and by minimising casualties. It is decreased by losing the war, by heavy casualties and by indiscriminate use of Nuclear weapons.

20 THE EUROPEAN THEATRE

The following is a very brief summary of the European Theatre of Operations, history and forces.

History

During the Second World War America, Britain and Russia were allied against Germany. After the defeat of Germany the Alliance soon fell into disarray over various issues.

The western members of the alliance were alarmed when Russia did not follow their lead and reduce its armed forces to peacetime levels. They also objected when Russia imposed Soviet style governments on the countries they had liberated during the war. Finally in 1949 they formed the North Atlantic Treaty Organisation (N.A.T.O.) to deter any further Russian expansion.

To Russia it appeared that it had fought and suffered a devastating war, only to see its former allies band themselves together into a hostile alliance. In 1955 West Germany joined N.A.T.O. and in retaliation Russia formed the Warsaw Pact. This is an alliance composed of Russia and the communist countries of Europe.

Overview

In the area covered by the game map, around six million people are in the armed forces of NATO or the Warsaw Pact. There are around 80 NATO and 170 Warsaw Pact Army Divisions in the area. Both sides have the equivalent of over 13 Divisions held off the map in reserve.

As a rough guide NATO has 3000 aircraft and the Warsaw Pact 7000 assigned to the Theatre. NATO could probably deploy, if the situation became grave enough, another 2000 aircraft. The Warsaw Pact would struggle to raise another 1000 combat-ready aircraft. The NATO/PACT Naval Units which would have a bearing on the conflict are more or less evenly matched. NATO has superiority in Aircraft Carriers and the Warsaw Pact greater numbers of Submarines. The Strategic Nuclear Balance gives NATO around 2000 delivery systems with 9000 warheads. The Warsaw Pact has 3000 delivery systems and 8000 warheads.

The above figures are only given as a rough guide. The numbers are constantly changing as new weapon systems are deployed and old ones phased out.

Infantry

Still regarded as the only arm capable of taking and holding territory. The major change since World War Two is that most Infantry now ride in an A.P.C.s (Armoured Personnel Carriers). Weapons carried are assault rifles, machine guns, grenades, mortars and various anti-tank/anti-aircraft missiles. Add to this N.B.C. (Nuclear, Biological, Chemical) suits, sensors, radios and you will begin to see why Infantry need A.P.C.s to move around!

Tanks

One of the most impressive weapons, appearing to the uninitiated to be invulnerable and unstoppable. In fact, without supporting Infantry and Aircover they are easily dispatched by modern anti-tank weapons. In spite of this they are still the cutting edge of any attack and the mobile reserve of any defence.



Artillery

The forgotten arm – forgotten that is by the press and television commentators. In World War Two artillery accounted for more military casualties than all other weapons put together. Modern Artillery is much more lethal than the 1945 variety, due to improved ammunition, accuracy, communications and mobility. NATO has the lead in Artillery techniques, the Warsaw Pact in numbers.

Aircraft

Both sides well remember the importance of airpower to army operations in World War II. If war breaks out well over 10000 aircraft could be drawn into the air battle over Europe. The Pact has the greater number of aircraft, but NATO has superior aircraft (in general) and more highly trained pilots. The high standards of NATO servicing and maintenance also allow more missions per aircraft per day.

Warships

Naval interest in the Theatre mainly centres on the Baltic and Atlantic Ports. The Pact will aim to deny NATO the use of Atlantic Ports and NATO will attempt to prevent PACT use of the Baltic. The main forces involved would be smaller surface units and submarines. The fast missile-armed patrol boats will be in their element in these areas. Major fleet Units and large numbers of submarines will be involved (off map) in the battle to control the Atlantic. The Pact's aim will be to prevent the seaborne movement of U.S. ground Units to reinforce the European Theatre.

Electronic Warfare

One of the fastest growing aspects of 'modern' warfare. An ever-expanding range of electronic equipment is available to blind, find, deafen or deceive the enemy. Of course it then becomes necessary to develop equipment that will stop the enemy doing this to you. It has proved of great value in the limited battles where it has been used. If war occurs in Europe and all the equipment is turned on at once, the results should prove interesting to say the least!

Chemical Weapons

Commonly referred to as Gas. Various chemical liquids, solids or gases are sprayed into an area. This gives rise to various effects that we will not discuss, but which are normally fatal in result. Chemical weapons are delivered by a variety of methods, including aircraft spray tanks, artillery shells, missiles etc.

Nuclear Weapons

These are available to both sides in a wide variety of forms and strengths, including artillery shells, mines, torpedoes, bombardment missiles, anti-aircraft missiles, bombs, depth charges etc. Even after the implementation of the INF (Intermediate Nuclear Forces) Treaty, NATO will still have the following available for use in the Theatre: over 300 nuclear-capable aircraft, 100 short range missiles, 2000 nuclear-capable artillery

pieces and more than 400 submarine-launched missiles. This ignores any Strategic Nuclear Forces which may be assigned to the Theatre. The PACT has an even greater nuclear capability within the Theatre.

This concludes our brief survey of the European Battlefield. We do not wish to overwhelm you with endless technical detail, but rather to give you an insight into the forces in the game. Anyone wishing to learn more of the technical details should refer to the relevant books listed in the bibliography.

21 DESIGNERS' NOTES

In CONFLICT EUROPE we have tried to produce a game which is both playable and informative. The game has gone through many revisions and alterations before reaching its present form. For those of you who are experts in the field we apologise for the simplifications we have had to make. Our task was to produce a game which could be understood and played by a wide age group. Within that group would be wargamers and non-wargamers, experts and novices. We hope the game in its present form is a reasonable balance between conflicting requirements.

Certain assumptions were made during the design of the game which we hope are valid. These include:

1. NATO will normally win the naval battle to control the Atlantic Ocean.
2. The PACT will usually win control of the Baltic.
3. The NATO Atlantic air 'bridge' operation will succeed in supplying the manpower for the divisions whose equipment is held at Reforger sites.
4. France will enter the war immediately on the side of NATO. 5. Austria, Sweden and Switzerland will remain neutral. 6. Non Russian PACT Units will remain loyal and 'enthusiastic'. (Except in Scenario 5)
7. The PACT will not open the war with a massive nuclear attack. 8. NATO will not automatically 'go nuclear' if it cannot stop the pact after X number of days.
9. Both sides will refrain from the use of Biological weapons.
10. The PACT will attack first.



The reasoning and aims behind some facets of the game are covered below.

Certain Divisions, brigades etc. are grouped into non-existent armies for ease of

play. The two most obvious examples are the 1st Airborne and 1st Amphibious Armies. The Warsaw Pact has the Units to form these armies, but in reality they are not organised as such.

The Exchange Move is mainly to allow the Warsaw Pact to rotate 'burnt out' Units to the rear and allow fresh ones to replace them. This simulates the Pact's tactical doctrine. The limit on the air move of the 1st Airborne Army is mainly a device to ensure the player makes a 'realistic' air move. The Unit could actually air move to anywhere on the map. However, we do not feel that the Warsaw Pact could maintain air supply outside the Unit's air movement range.

In an army Unit the ARM Level represents the current combat effectiveness of the Unit. It is not just a weapons count as other factors are also taken into consideration. As an example PACT Units are penalised because of their poorer maintenance levels. The TAC AIR level of a Unit reflects the number and quality of ground support aircraft, helicopters and anti-aircraft weapons assigned to a Unit.

The SUP (supply) level includes missile reloads, conventional ammunition, spares, fuel, food, water etc. The Rebuild Phase is an attempt to demonstrate the decisions required in the allocation of supplies and reinforcements. It is an easily abused part of the game, but it is left in its present form for ease of use.

The Chemical Special Mission is, in effect, you giving the authorisation for the use of Chemical Weapons in the Theatre. This may give your Units a large advantage at first, but this will rapidly fade with time. Once the Enemy gets adjusted to the 'Chemical Battlefield' (and retaliates in kind), little is gained by the continuing use of these weapons.

The nuclear aspect of the game has presented many problems. We felt it would be unrealistic if there were no nuclear weapons in the game. But we did not want the game to degenerate into a type of 'nuclear table tennis'. The threat of nuclear attacks or reprisals will limit the players' options in what we consider to be a realistic manner. You will find that nuclear attacks are an awesome asset in attack or defence. However, each use will invite retaliation and possible escalation into an all out nuclear war.

The Reflex System is an attempt to simulate the 'Automatic Computer-controlled Reaction System' that has been discussed by both sides at high levels. The system is seen as a 'safeguard' in case an enemy nuclear attack should succeed in killing everyone who has the authority to launch a nuclear counter attack. In this event the computer would launch a nuclear strike without human approval. It would be apparent that there are no limits to human insanity if this system ever became operational.

The Fireplans that use Chemical weapons to attack supply networks and centres, indicate that horrendous civilian casualties could be suffered even without the use of nuclear weapons. It also points out the possibilities for mistaking 'Chemical' launches

for Nuclear attacks before they impact.

The Air Terminal is our solution to the problems of having a simple to use airpower segment which would produce realistic effects. Playing the game you will realise that we do not think it will be as easy for NATO to achieve Air Superiority as is widely believed.

We do not believe a computer game should be used as a platform to make political statements. We have tried our hardest to be impartial in our treatment, whatever our feelings on the subject. No doubt we have fallen victim to both sides' dis-information services during our research and we apologise for any errors this may have led to. Finally we will leave you with a problem. Read the following description and then answer the questions, honestly.

THE QUESTIONS

Two thirds of the planet's population are starving to death or suffering from severe malnutrition. Some of the remaining third destroy food stocks to maintain high prices. The planet's population is also split into two armed camps, who between them have the nuclear equivalent of 3.5 TONS of high explosive for EVERY man, woman and child on the planet.

Q1. What is the planet's name?

Q2. Is there intelligent life on the planet?



22 UNIT LISTS

NATO UNITS IN GAME

	ARM	AIR	SUP
BELGIUM I CORPS	3	2	2
BRITISH I CORPS	4	2	3
DANISH I CORPS	3	1	2
DUTCH I CORPS	3	1	2
FRENCH I CORPS	3	2	3
FRENCH II CORPS	2	1	2
ITALIAN II CORPS	2	1	1
ITALIAN V CORPS	3	1	2
UNITED STATES V CORPS	9	4	5
UNITED STATES VII CORPS	8	4	5
WEST GERMAN I CORPS	7	3	3
WEST GERMAN II CORPS	7	3	3
WEST GERMAN III CORPS	5	2	3
WEST GERMAN IV CORPS	5	2	3

NEUTRAL UNITS

	ARM	AIR	SUP
AUSTRIAN ARMY	2	1	1
SWISS ARMY	2	2	1
YUGOSLAVIAN I CORPS	2	1	1
YUGOSLAVIAN II CORPS	2	0	1

WARSAW PACT UNITS

	ARM	AIR	SUP
(RUSSIAN)			
10th ARMY	4	2	2
16th ARMY	4	2	2
21st ARMY	3	1	2
28th ARMY	7	3	4
41st ARMY	6	3	2
1st AIRBORNE ARMY	3	1	1
1st AMPHIBIOUS ARMY	3	1	2
2nd GUARDS ARMY	8	4	4
8th GUARDS ARMY	8	4	4
20th GUARDS ARMY	7	3	4
1st GUARDS TANK ARMY	8	4	4
3rd GUARDS TANK ARMY	6	3	3
4th GUARDS TANK ARMY	6	3	3
8th GUARDS TANK ARMY	4	3	3
3rd SHOCK ARMY	9	4	4
(NON-RUSSIAN)			
1st POLISH ARMY	5	2	2
2nd POLISH ARMY	4	2	2
2nd RUMANIAN ARMY	5	1	2
3rd RUMANIAN ARMY	4	1	2

NOTE. Units and strengths are correct for Scenarios 1 & 3 only

23 REINFORCEMENT SCHEDULES

These schedules represent the best possible supply rates for NATO and the Warsaw Pact. The reinforcements will arrive on the day stated unless enemy action causes delays or losses.

NATO					WARSAW PACT				
DAY	ARM	TAC-AIR	SUP	AIR	DAY	ARM	TAC-AIR	SUP	AIR
1	1	1	1	0	1	1	3	2	0
3	4	4	6	1	3	2	2	9	0
5	6	6	8	3	5	1	1	9	1
7	1	0	4	7	7	1	0	6	2
9	1	2	6	6	9	2	2	8	0
11	1	1	8	1	11	1	2	8	1
13	2	4	9	1	13	2	3	9	0
15	2	3	8	2	15	8	4	9	1
17	1	1	8	2	17	8	5	9	1
19	3	4	9	1	19	6	3	9	0
21	0	1	8	1	21	1	2	6	2
23	1	0	4	2	23	0	2	4	1
25	1	3	5	0	25	2	1	2	0
27	1	2	4	1	27	2	1	2	0
29	2	1	4	1	29	2	0	1	0

NOTE. These rates are correct for Scenarios 1 & 3 only.



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THE THIRD WORLD WAR by General Sir John Hackett & others
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