

# THEATER OF WAR III: WESTERN FRONT 1918

more skill and strategy for the unexpanded VIC-20



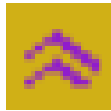
**INTRODUCTION.** March 1918. Russia, in the midst of revolution and civil war has surrendered in the East. Now is the chance to break the stalemate on the Western Front. As a commander of the German Empire's army, your task will be to take on the French forces as you advance to the Marne river, and then onwards to Paris. Be aware, however, that with each successful victory, the Allied resources of the British and the Americans will be increasingly used against you. Therefore, you should use your forces for maximum offensive effect, while keeping your losses to a minimum. Every unit you deploy has strengths and weaknesses, so take note of these and use them wisely!



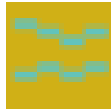
**THE GAME SCREEN.** The top of the screen represents the game map where units are deployed from their bases; the black flag at the upper right is where the human player places them for the German Empire, the blue flag of the French at the lower left is where the computer player places its units. Terrain affects movement—trees, hills and water stop most ground units from moving there. Those that can move there (such as infantry for trees, cavalry for hills, and armor for water) will see their movement slow down somewhat. While all ground units can move into the trenches, all subsequent movement and attacks are stopped completely for the rest of the turn.



**TREES / FOREST**



**HILLS / MOUNTAINS**



**WATER / LAKES**



**TRENCH LINES**

The bottom of the screen will show the following data and information:

**RESERVE** represents resources that can be used to deploy units. You begin each level with 100 of these, plus a bonus reserve for every enemy unit that you've destroyed while the enemy begins with 100 multiplied by the level number.

**SUPPLY** represents the number of reserve units you receive at the end of every turn (after resolving all movement and combat). You lose one supply point for every unit of yours that is destroyed (same thing with the enemy when he loses a unit). You can also lose supply points via strategic bombing that is performed by airships. However, your supply rating never goes lower than 1, so you always have a chance to build units in future turns. You begin each level with 10 of these, plus a bonus supply point for every 10 enemy units you've destroyed in previous levels. The enemy gets 10 of these multiplied by the level number.

**FIGHTER** represents the number of fighter aircraft you have.

**BOMBER** represents the number of bomber aircraft you have.

**AIRSHIP** represents the number of dirigible airships you have.



**THE BEGINNING OF YOUR TURN.** You are prompted to deploy units. You can exit this phase of the turn by pressing the SPACE bar. You will be asked to press a corresponding key from 1-7 to deploy the following:

**1. INFANTRY** -- Cost 10 reserve points. Move 2 spaces. They can also move through forest areas.

vs infantry: NORMAL  
vs cavalry: NORMAL  
vs armor: WEAK  
vs artillery: STRONG  
vs anti-tank gun: STRONG  
vs anti-aircraft gun: STRONG



**2. CAVALRY** – Cost 20 reserves. Movement: 4 spaces. These can move through hills and mountainous areas. Think of this unit as a form of mobile infantry.

vs infantry: NORMAL  
vs cavalry: NORMAL  
vs armor: WEAK  
vs artillery: NORMAL  
vs anti-tank gun: NORMAL  
vs anti-aircraft gun: NORMAL



**3. ARMOR** – Costs 30 reserve points. Movement: 3 spaces, and can also move through water areas.

vs infantry: STRONG  
vs cavalry: STRONG  
vs armor: NORMAL  
vs artillery: NORMAL  
vs anti-tank gun: WEAK  
vs anti-aircraft gun: NORMAL



**4. ARTILERY** – They cost 20, only move 1 space at a time, but they make their attacks from 2 spaces away. However, they cannot attack enemy units that are just 1 space away.

vs infantry: NORMAL  
vs cavalry: NORMAL  
vs armor: NORMAL  
vs artillery: NORMAL  
vs anti-tank gun: NORMAL  
vs anti-aircraft gun: NORMAL



**5. ANTI-TANK GUN** -- Costs 10 reserve points. Movement: 1 space. These are cheap to deploy when you need to defend against an onslaught of enemy tanks.

vs infantry: WEAK  
vs cavalry: WEAK  
vs armor: STRONG  
vs artillery: WEAK  
vs anti-tank gun: NORMAL  
vs anti-aircraft gun: WEAK



**6. ANTI-AIRCRAFT GUN** -- Costs 10. Moves 1. These are used for attacking enemy aircraft when they fly overhead. Very useful for protecting ground units against bombers.

vs infantry: WEAK  
vs cavalry: WEAK  
vs armor: WEAK  
vs artillery: WEAK  
vs anti-tank gun: WEAK  
vs anti-aircraft gun: NORMAL  
vs fighter: NORMAL  
vs bomber: STRONG  
vs airship: WEAK



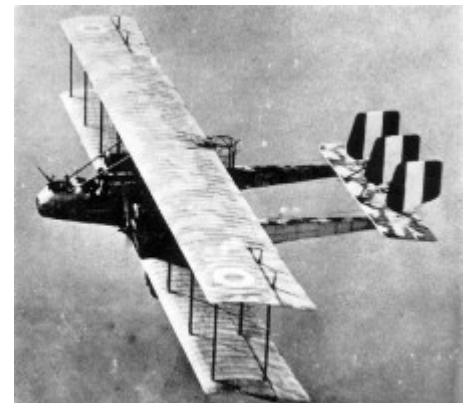
**7. FIGHTER** -- Costs 10. They are not deployed on the screen but are rather hidden on the respective player's side of the screen. When they attack, they fly a random path to the other side to attack other air units. They attack other fighters first, and when those are eliminated, they then attack bombers, and then finally airships.

vs fighter: NORMAL  
vs bomber: NORMAL  
vs airship: NORMAL



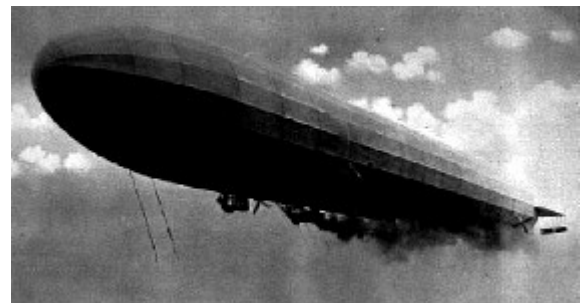
**8. BOMBER** -- Costs 20. These are deployed in the same manner as fighters, however when they fly their random flight path from one side of the screen to the other, they do not attack other air units but rather enemy ground units.

vs infantry: NORMAL  
vs cavalry: STRONG  
vs armor: WEAK  
vs artillery: STRONG  
vs anti-tank gun: NORMAL  
vs anti-aircraft gun: WEAK



**9. AIRSHIP** -- Costs 30. These are aircraft that do not attack other planes. If they can fly to the other side, they will attack the enemy's strategic capacity. If a successful hit is scored, the enemy's supply rating is reduced by 1. These are effectively strategic bombers.

vs supply: NORMAL



**STRONG ATTACK** denotes a 75% chance of scoring a hit.  
**NORMAL ATTACK** denotes a 50% chance of scoring a hit.  
**WEAK ATTACK** denotes a 25% chance of scoring a hit.

When you deploy units, they are placed right next to your flag. You are not allowed to deploy units to those spaces that are already occupied.

After you finished deploying, you can now move your units. The game will highlight the unit you're about to move in light blue. You can use the following keys to move your unit:

8	1	2
7		3
6	5	4

You can move the unit for the unit's designated number of spaces. You cannot move into rough terrain unless it's infantry through trees, cavalry through hills, or armor through water. Moving through these when allowed, will cost an additional movement point. Units can move into the trenches, but once they move there, all movement and attacks is stopped.

To attack an enemy unit, just place a unit right next to it, and if you still have a free movement point, just "move" towards the enemy unit and you will attempt to attack it. In order to attack with artillery, you must be two spaces away from an enemy unit. Once the artillery unit is in such a position, it can attack the enemy. Artillery cannot attack an enemy unit that is adjacent to it.

You can choose not to move a unit by simply pressing the space bar. You might want to do this in order to keep units out of range from enemy units, or that you prefer to hold the position there.

After you've finished moving a unit, the game will move on to the next unit until the process of moving all units is finished.

After ground movements/attacks are done, the air combat phase will commence. All of the deployed air units will fly from your side of the screen to the enemy's side. See fighter/bomber/airship descriptions above to learn how air combat is resolved.

Once air combat is finished, it is the computer's turn to deploy and move units, following by the air combat phase which will end it's turn.







**THE GOAL OF THE GAME.** To defeat the enemy, you must capture it's flag, after which you will progress to the next level. But with each succeeding level, the computer opponent gets progressively stronger, while you start each level with the same strength as the first level + a score bonus for reserves, and an additional bonus for supply (10 units destroyed = 1 bonus supply) . So in order to obtain additional resources at future levels, you should attempt to destroy as many enemy units as possible before progressing to the next level. You get a number of bonus reserve points at the next level that is equal to the number of units you've destroyed. Your SCORE is denoted in between levels (and at the end of the game). So, if you finish a level, and the score shown is this:

SCORE: 0014-0008

That means that so far, you've destroyed 14 enemy units while you've lost 8 units. But as a result of destroying 14 units, you receive 14 bonus reserve points for the next level. This might not seem like much now, but the effects of your score is cumulative so these will become helpful in the much later levels.

The game gets progressively more difficult as you complete each level. If you capture the enemy's flag at level 5, you will have accomplished an impressive victory in 1918: capturing Paris after a four year stalemate on the Western Front.



**SOME TIPS.** If you're unable to afford to deploy air units, consider deploying some anti-aircraft guns. These will be useful to shoot down enemy aircraft if their flight paths coincide with your A-A gun's position. Every hit you score means you deplete the enemy's supply rating and you get a future bonus.

Armor has the best defence against bombers, so you can deploy these the most safely onto the battlefield. However, they are quite weak against anti-tank guns.

Cavalry, while being quite mobile on the ground, have weak defence against bombers. So consider this when deploying them for the sake of a more mobile army.

If the enemy has failed to deploy much anti-aircraft artillery, it might be useful to deploy some fighter aircraft in order to score a few casualties against the enemy's air superiority.

Use the trench lines to your maximum advantage. If you are greatly outnumbered, place your units just behind them. If the enemy advances there, it's movement will be fully stopped just before you are. And because these units will have expended all of their maximum allotted movement, they will not be able to attack. On the next turn, you will get a chance to attack.

While it seems unfair that the computer player is given more resources and supply points at later levels, it's AI is not that strong, so you will have to use your ingenuity and devise strategies to overcome the sheer numerical odds.

**TWO PLAYER GAME.** Also included is a two player version where you and a friend can play head-to-head. You can choose the size/scope of the battle from a scale of 1 (small skirmish) to 9 (grand battle).

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