



WC: ORIGINS

Previously known as "World Conquest"

A Strategic Game of Air, Land and Sea Warfare

R U L E B O O K

Regular Game

Original game ©1987 Prime Time Programming
Revised to match the current game engine, 2026

About This Edition

World Conquest, now **WC: Origins**, was a labour of love. The original game took the better part of ten years of hard work by many developers and players: people who designed it, wrote it, tested it, argued over it, and kept it running one turn at a time through the mail. Everything that makes this game what it is comes from them.

This edition is a second life for that work, and we want to be plain about how it happened. **The game has been rebuilt as a modern Windows program with the help of AI tools, chiefly Claude, made by Anthropic.** Claude helped read the original 1980s Pascal source, port it to a current programming language, build the new software, and draft and update this rule book. Without that help, bringing the game back like this today would not have been practical.

GOOD TO KNOW

AI did the heavy lifting on the typing; people made the decisions. The game's design, rules and character belong to its original authors, and the choices about what to keep, what to fix and what to leave alone are made by the Principal Developer and checked by real players. Where this book describes a rule, it has been compared against the original game's code wherever possible, but if you find a mistake, tell us. A human will read it.

We would rather tell you up front than have you wonder. Use of AI tools is part of how this project is made, and we think it is a good use of them: keeping a beloved old game alive and playable, rather than letting it fade away with the computers it ran on.

— *Robert Vivrette, Principal Developer*

Prologue

The sound of mighty thunder shatters the early morning tranquility as the great guns of the Battleships open fire on the coastline. Waves of fighters scream overhead, strafing the enemy beach defenses. The landing craft depart loaded with troops as you are deafened by the sounds of rockets flying overhead and impacting upon the city, causing even more destruction. Your veteran infantry hit the beach under withering enemy fire. Victory is yours, as by the day's end, you sail your fleet into your new port city. This becomes merely another victory in a long line of successful battles that bring you closer and closer to the global domination that is WC: Origins...

How this book is organised

1 Getting Started	What the game is, how a turn works, and how to get started.
2 Using WCView	Opening your turn, reading the map, giving orders, running your cities, and every shortcut key.
3 The Units	The thirty unit types, their numbers and statistics, and how experience works.
4 Cities and Production	Build steps, production programs, technology, villages, and capturing cities.
5 The World	Terrain, exploration and spotting, seasons, and storms.
6 Orders, Movement and Combat	Every order code, endurance, extra and early moves, loading, combat, and how a turn is processed.
7 Playing the Game	Initiative, alliances, messages, winning, and hints for new commanders.
Appendices	Glossary and error messages.

1 Getting Started

"Amateurs talk strategy. Professionals talk logistics." — old soldiers' saying

What WC: Origins is

WC: Origins is a computer-moderated, play-by-mail game that pits a dozen players against each other as each strives to build up the massive forces needed to capture and hold the cities required to win. World War II technology is the basis for every unit in the game, ranging from standard Infantry to Tanks to Aircraft Carriers and Battleships. The early part of a game is spent capturing neutral, yet armed, cities and villages until the players meet one another. At that point the diplomacy, and the great battles, begin.

Each turn you receive a turn file showing your forces, your cities, and everything you have explored. You open it in the **WCView** program, give orders to every unit and city, and send the file back. The computer works out what everyone did, all at once, in a fixed sequence of five phases, and your next turn shows you the result.

The world

The game is played on a grid of squares (the standard map is 50 by 60, 3,000 squares) representing a war-torn section of some fictitious world. Each square has one dominant type of terrain, and each type affects your units differently (see *The World*). All four edges of the map wrap around, so moving off any edge brings you back on the opposite one.

The map you see is the map you have **explored**. The world is intentionally left blank, and the terrain only becomes visible as your units move across it. Every player's map shows that player's own capital at the centre of the playing area, so players do not know where they are relative to each other, even if they compare maps. For the same reason you cannot give map coordinates in messages to other players; describe landmarks instead.

Your starting position

Each player starts with one city (the capital) and five combat units. Each player is also assigned a **player letter**, which identifies you to the other players. When your units meet an enemy, that enemy's player letter is shown with the units you spot, and you may write messages to any player whose letter you know.

A turn in five phases

Every turn is split into five phases. In each phase, everything moves, then every city builds, then every clash is fought:

	PHASE 1	PHASE 2	PHASE 3	PHASE 4	PHASE 5
MOVE	Orders run	Orders run	Orders run	Orders run	Orders run
BUILD	Cities build	Cities build	Cities build	Cities build	Cities build
COMBAT	Battles fought	Battles fought	Battles fought	Battles fought	Battles fought

What you receive each turn

Your turn is a single file. When you open it in WCView you can see:

1. **Your units:** every unit you own, its condition, where it is, and a row of five order slots (one per phase) where you give its orders.
2. **Your cities:** every city you hold, with what each is building and a set of spaces for what you want built next.
3. **The map:** the part of the world you have explored, with the enemy units you can see. Units you cannot identify show as "Enemy Activity".
4. **Messages and combats:** notes from other players, and a report of every fight your units were in.

Chapter 2 shows how to use all of this. The rest of the book explains the rules the orders are played under.

How to win

Victory goes to the first player to control the required number of full cities at the end of any turn. Villages do not count. **The number required is set for each game and is printed on your turn** (it is usually 12). At the end of the turn in which a player meets the condition, the game ends and that player is declared the winner.

Occasionally your turn will carry a game-status note: how many players remain, how many cities and villages the surviving empires hold, and how many build steps each produces. These totals are listed in descending order, so it is up to you to work out which belongs to whom. Neutral cities and villages remaining on the map are noted too. If an empire falls, the report will say so.

A typical game reaches its end in 25 to 30 turns. Winners receive a warm feeling inside and a place in the WC: Origins Hall of Fame.

Your first turn

A good way to go about a turn:

1. Open your turn in WCView and look over the map. Click the squares where enemy or neutral units are shown; "Enemy Activity" means units are there that you cannot identify.
2. Step through your units one at a time (press Space for the next one) and give each a set of orders: one letter per phase (see *Orders*). Leave a phase blank if the unit does nothing.
3. Give your cities their production orders (see *Cities and Production*).
4. Save your orders and send the turn file back.

COMMANDER'S TIP

In the first few turns, explore as much as you can. Move Infantry and Tanks faster than their normal speed (see *Extra moves*). Territory explored early is worth far more than the endurance it costs.

2 Using WCView

Everything you need is on one screen. Mostly.

WCView is the program you use to play. It opens your turn, shows you the map and your forces, lets you give every order, and saves everything back into the turn file you return. This chapter shows how it works. The rules your orders play out under are in the chapters that follow.

GOOD TO KNOW

WCView's look is still being refined, so the pictures in this chapter are placeholders for now. The menus, keys and behaviour described here are how the program works.

Opening your turn

Start WCView and choose **File > Open turn...** to pick your turn file. The window title shows the game and turn number (for example, *WC: Origins - game 1, turn 5*), and adds (*orders not saved*) whenever you have unsaved changes. When the turn opens, the map is centred on your capital.

[SCREENSHOT]

The File menu with "Open turn..." highlighted, and the main window just after a turn has opened.

Opening a turn.

The main window

The big area on the left is the **map**. On the right is a panel with details of the square you have selected, and below it a set of tabs. The bar along the bottom (the *status bar*) shows where you are, the phase, and how many of your units still have no orders.

[SCREENSHOT]

Main window with callouts: 1 map, 2 square details and city line, 3 unit panel (Name, Orders, Type, Hits, Endurance, Normal moves, Experience, Last turn, Carrying, Memo), 4 tabs (Units here / Messages / Combats), 5 status bar.

The main window.

The **square details** at the top of the panel give the coordinates of the selected square, its terrain and season, and, if there is a city, its name and size. If a storm is over the square, its strength is shown.

The **unit panel** shows the unit you have selected: its name, its five orders, its type, hits, current endurance, the phases in which it normally moves, its experience rating, what happened to it last turn, and anything it is carrying. If you have written a **memo** for the square, it is shown here too.

The **tabs** list *Units here* (your units in the selected square, and other players' units you can see there), *Messages* (notes sent to you) and *Combats* (reports of fights; see below).

Getting around the map

To do this	Do this
Select a square	Click it, or use the arrow keys or the keypad (Home, PgUp, End and PgDn are the diagonals).
Move the map	Drag it with the mouse.
Centre on a square	Ctrl + click it, or press J to jump to coordinates you type in.
Zoom	Roll the mouse wheel, or press + and -. Press F to fit the whole map in the window.
Select your next / previous unit	Space / Backspace.
Pick a unit from a list	Press T (or Orders > Your units...) for a list of all your units. Choose one and click <i>Go to unit.</i>

The **View** menu switches things on the map on or off: units, rivers, the grid, weather, squares seen only by a spy, destroyed units, combat markers, city names and memos. Each has a one-letter key (see the shortcut table at the end of this chapter). The **Legend** (press **F1**) explains every picture on the map: terrain, city sizes, storms and units. Each player has his own colour, and each unit type has its own symbol; Orders > Unit types... lists them.



The Legend: what the pictures mean.

Giving orders to a unit

Select a unit (click it, or press Space to step through your units), then press **Enter** to go to its **Orders** box. Type up to five letters, one for each phase. The orders and what they mean are listed in *Orders, Movement and Combat*.

You do not have to hunt for the letters. With the cursor in the Orders box, the **keypad and arrow keys** type the movement letters for you, laid out like a compass:

7 = B	8 = C	9 = D
4 = I	5 = A	6 = E
1 = H	2 = G	3 = F

North is up. A means "stay where you are". The compass is also drawn in the unit panel.

When you are done, press **Enter** to keep the orders and return to the map, or **Esc** to throw your change away. To rename a unit, press **N** to go to its Name box (Enter keeps, Esc undoes, just the same).

As you type, WCView shows the unit's **estimated endurance** at the end of the turn and warns you if the orders would run it out. It also shows the phases in which the unit *normally* moves, so you can tell at a glance whether a move is a normal, early or extra move (see *Endurance*).

[SCREENSHOT]

The unit panel with an order such as "_ _ C C _" typed in, the Endurance estimate, and the "Normal" row showing the move phases.

Typing orders. The endurance estimate updates as you type.

COMMANDER'S TIP

The status bar tells you how many units still have no orders. Before you save, glance at it: units with blank orders do nothing this turn. You can also press **Z** (Zap) to fill all unkeyed units with "AAAAA" in one go.

Watching your orders play out

Press **F5** (*Skip to next phase*) to see where your units would be at the end of each phase if everything goes to plan. Movement arrows show the paths. Press **Esc** to return to the start of the turn. This is a preview of *your* orders only; it cannot know what the other players will do.

[SCREENSHOT]

The map in phase 3 with movement arrows showing planned paths.

Stepping through the phases with F5.

Running your cities

Click one of your cities and press **P** (or choose Orders > City production...) to open its production orders. Here you choose what the city builds in each of its build steps: enter the **unit number** of each unit (the numbers are on the Unit Statistics Chart), or one of the program codes 96 to 99 (see *Production programs*). You can only issue orders for cities you own.

[SCREENSHOT]

The city production window for a 6-step city showing the current build, the steps remaining, and the build spaces.

City production.

Memos

Press **E** to attach a short **memo** to the selected square, such as "Enemy tanks here, turn 6" or "Good ambush spot". A small yellow note on the map marks squares with memos, and the memo is saved with your orders.

Messages

Press **F2** (or Orders > Messages) to read the notes other players have sent you. To **send** a note, press **F4** (Orders > Messages to send...). Each message is addressed to a player letter, or to "All Players" (see *Sending notes to other players*), and is kept with your orders until you return your turn.

[SCREENSHOT]

The Messages to send window with a short note being written.

Writing a message to another player.

Combats

Press **F3** to see the Combats tab: a report of every fight in the turn, who shot at whom, what hit, and what was destroyed. By default it shows the fights in the selected square; tick *Show all combats* to see all of them. Combat markers on the map show where the fights took place.

[SCREENSHOT]

The Combats tab listing a combat in the selected square.

The Combats tab.

Saving and returning your turn

Press **Ctrl + S** (File > Save orders) to save your orders into the turn file. If you try to leave with unsaved changes, WCView asks whether to save them first. When you are done, send the saved turn file back as described with your game. How and where to send it is announced for each game.

WATCH OUT

Save before you quit, and check the title bar: if it says "(orders not saved)", your latest orders are not in the file yet.

Shortcut keys at a glance

This list is also available inside WCView with **Shift + F1**.

Key	What it does
Arrow keys, keypad	Move the selected square
Space / Backspace	Select your next / previous unit
Enter	Go to the Orders box of the selected unit (in the box: keep the change and return to the map)
Esc	In an order or name box: throw the change away. On the map: back to the start of the turn
N	Name box of the selected unit
P	City production for the selected city
E	Memo for the selected square
J	Jump to coordinates
T	Your units (a list to pick from)
Z	Zap unit orders (blank them all, set them all to AAAAA, or fill only the unkeyed ones)
F5	Skip to the next phase
F2 / F3 / F4	Messages / Combats / Messages to send
Ctrl + S	Save your orders
+ / - / F	Zoom in / zoom out / fit the whole map
Mouse wheel; drag; Ctrl + click	Zoom at the pointer; move the map; centre on that square
U R G W X D C A O M	Switch on or off: Units, Rivers, Grid, Weather, Spy-explored squares, Dead units, Combat markers, city names (A), Overlay, Memos
F1 / Shift + F1	Legend / this list
Q	Quit

3 The Units

Thirty kinds of trouble, each one built to a purpose.

Every unit type has a number, a three-letter abbreviation, and a set of ratings. **The unit number is the number you write in a city's build spaces.** The ratings are:

- **Hits:** how many hits of damage the unit can take before it is destroyed.
- **Moves:** how many phases of the turn the unit normally moves in. Each unit's card shows *when*.
- **ToHit:** the percentage chance that a shot hits. Each shot is a random roll from 1 to 100; the shot hits if the roll is equal to or less than the unit's modified ToHit. Experience, terrain, technology and other effects modify it, and there is always at least a 5% chance (and at most 100%).
- **Steps:** the number of build steps a city needs to produce the unit. A city with 5 steps takes 4 full turns to build a Battleship.
- **END:** the unit's maximum endurance (see *Endurance*). An asterisk means the unit carries endurance for other units to take, rather than using it itself.

Unit Statistics Chart

#	Unit	Hits	Moves	ToHit	Steps	END
1	INF	1	1	50%	2	100
2	SPF	1	1	50%	3	50
3	PAR	1	2	70%	6	50
4	MIL	1	1	25%	1	50
5	TNK	1	2	75%	4	100
6	ART	1	1	75%	5	50
7	AAG	1	1	50%	4	50
8	TRK	1	2	0%	2	30*
9	RTR	1	5	0%	6	50*
10	FTR	1	3	75%	5	25
11	ASW	1	3	20%	5	25
12	CGO	1	3	0%	4	30*
13	RCN	1	2	0%	4	30
14	BMR	3	3	10%	6	40
15	PTB	1	4	30%	3	20
16	TRN	2	3	0%	6	50*
17	SUB	1	3	10%	6	40
18	DES	2	3	50%	6	50
19	CRU	3	3	2x70%	12	50
20	CAR	3	3	25%*	10	100

#	Unit	Hits	Moves	ToHit	Steps	END
21	BAT	5	3	3x85%	20	50
22	MIN	1	0	10%	3	0
23	SWP	1	2	100%	5	50
24	RKT	1	*	100%*	6	0
25	LDR	1	3	0%	4	Unlim
26	SPY	1	2	0%	3	Unlim
27	FOR	*	0	0%	2	20*
28	AIR	*	0	0%	5	100*
29	MEC	3	2	3x50%	n/a	100
30	CAV	3	2	3x75%	n/a	100

Asterisks: Aircraft Carriers shoot twice at 75% at enemy aircraft in their square and once at 25% at anything else. Rockets are fired at a target square rather than moving. Forts and Airfields have no hit rating; they act as a target that absorbs hits. Truck Convoys, Rail Transports, Cargo Planes, Naval Transports, Forts and Airfields hold supplies of endurance that other units may take. MEC and CAV units cannot be built in cities; they are formed from other units.

WATCH OUT

Unit numbers. Use the numbers in this chart. Numbers 1 to 8 and 24 to 30 are the same as in earlier editions of the rules; 9 to 23 are not. For example, Rail Transports are 9 and Fighters are 10.

Unit descriptions

Ground units



1 Infantry INF

The basic combat forces of the game.

HITS 1	MOVES 1	TOHIT 50%	STEPS 2	END 100				
MOVES IN PHASES		1	2	3	4	5		
Clear 1	River 11	Desert 1	Beach 1	Ocean —	City 1	Mtn 11	Forest 1	Jungle 1

Early move +5 • Extra move +10 • Can redeploy • Defends (also in cities) • Carried by TRK/RTR/CGO/TRN

Cities can only be captured by forces that include at least one Infantry-type unit (INF, SPF, PAR and MEC). They are slow and hit only half the time, but they are cheap. Infantry (not the other Infantry-types) are also a component of MEC and CAV units.



2 Special Forces SPF

Tough units, treated the same as Infantry except that they start with Veteran experience, they need fewer experience points to advance, and an enemy attacking them in Forest, Jungle, Mountains or a City has 10% deducted from its ToHit.

HITS 1	MOVES 1	TOHIT 50%	STEPS 3	END 50				
MOVES IN PHASES		1	2	3	4	5		
Clear 1	River 11	Desert 1	Beach 1	Ocean —	City 1	Mtn 11	Forest 1	Jungle 1

Early move +5 • Extra move +10 • Can redeploy • Defends (also in cities) • Carried by TRK/RTR/CGO/PTB/TRN/SUB/DES

A single SPF can also be carried by a Submarine or Destroyer.



3 Paratrooper PAR

Elite para-infantry that can jump to any land square within 6 squares of their starting location.

HITS	MOVES	TOHIT	STEPS	END
1	2	70%	6	50

MOVES IN PHASES					1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle	
1	11	1	1	—	1	11	1	1	

Early move +5 • No extra moves • Can redeploy • Defends (also in cities) • Carried by TRK/RTR/CGO/TRN

To jump, write a Jump order (J) followed by the four digits of the target square: J 1 1 2 7 jumps to square 11,27 on your map. The paratrooper arrives on the phase equal to the distance jumped (3 squares arrives on phase 3). Since there are only five phases, jumps of 5 or 6 squares both arrive on phase 5. A jump costs 30 endurance, and the unit cannot jump without that much endurance left, so it must be resupplied before it can jump again. The target square need not be explored. If it is ocean, the jump is aborted.



4 Militia MIL

Cheap units that are useful for last-ditch defense or temporary garrison.

HITS	MOVES	TOHIT	STEPS	END
1	1	25%	1	50

MOVES IN PHASES					1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle	
1	11	1	1	—	1	11	1	1	

No early moves • No extra moves • Can redeploy • Defends (also in cities)

At the end of each turn, starting with the turn they are built, Militia in a city have a 25% chance of disbanding and going home; outside a city the chance is 50%. There is no limit to how many you may have, but every one of them takes that chance every turn. Neutral Militia never disband. Militia do not count as Infantry for capturing cities and cannot be carried by transports. Civilian Defense Programs (order 97) let a city train Militia in secret.



5 Tank TNK

The muscle of your land forces.

HITS	MOVES	TOHIT	STEPS	END
1	2	75%	4	100

MOVES IN PHASES					1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle	
1	11	1	1	—	1	11	1	—	

Early move +5 • Extra move +10 • Can redeploy • Defends • Carried by RTR/TRN

They move faster than Infantry and hit more often, but cost twice as much to build. Tanks cannot enter jungle. They are a component of MEC and CAV units.



6 Artillery ART

Batteries of large-calibre guns.

HITS	MOVES	TOHIT	STEPS	END
1	1	75%	5	50

MOVES IN PHASES					1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle	
1	11	1	1	—	1	11	1	—	

Early move +5 • Extra move +10 • Can redeploy • Defends • Carried by TRK/RTR/CGO/TRN

They cannot shoot at aircraft. Their listed ToHit applies in their own square; they can also fire into an adjacent square at 10% ToHit (see *Ranged combat*).



7 Anti-Aircraft Guns AAG

Heavy anti-aircraft batteries.

HITS	MOVES	TOHIT	STEPS	END
1	1	50%	4	50

MOVES IN PHASES

		1	2	3	4	5
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Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	11	1	1	—	1	11	1	—

Early move +5 • Extra move +10 • Can redeploy • Defends • Carried by TRK/RTR/CGO/TRN

They can shoot only at aircraft. Their listed ToHit applies in their own square; they can also fire at aircraft in an adjacent square at 5% ToHit (see *Ranged combat*).



8 Truck Convoy TRK

Medium-sized convoys of trucks, half-tracks and wagons.

HITS	MOVES	TOHIT	STEPS	END
1	2	0%	2	30*

MOVES IN PHASES

		1	2	3	4	5
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Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	—	0	0	0	0

Early move +5 • Extra move +10 • Can redeploy • Holds 30 END for others • Carries 1 unit

Their purpose is to carry slower units and to transport endurance for other units. A Truck Convoy holds 30 endurance that is *not* spent when the convoy moves, so it moves for free. Any ground unit sharing its square may take endurance from it with the Take Endurance order (T), issued by the unit that wants it: each T moves 10 points from the truck to that unit, until the truck is empty or the unit is full. Rail Transports, Cargo Planes and Naval Transports work the same way. Trucks may take early and extra moves, but the penalty is paid from the endurance they are carrying, and they cannot make such a move if they cannot pay for it. A Truck Convoy can also carry one of INF, SPF, PAR, ART, AAG, MIN, RKT, LDR or SPY. Cargo costs the truck no endurance. If the truck is destroyed, its cargo is lost with it.



9 Rail Transport RTR

Rail networks that carry units and supplies within your empire.

HITS	MOVES	TOHIT	STEPS	END
1	5	0%	6	50*

MOVES IN PHASES

		1	2	3	4	5
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Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	—	0	0	0	0

No early moves • No extra moves • Can redeploy • Holds 50 END for others • Carries 6 units

They can move only through explored territory and have no combat ability. A Rail Transport holds 50 endurance that is not spent as it moves, which any non-aircraft unit may take as described for Truck Convoys. It moves in **all five phases** and cannot take early or extra moves. It can carry up to 6 units from INF, SPF, PAR, TNK, ART, AAG, MIN, RKT, LDR, SPY, FOR and AIR, in any mix, or alternatively one MEC or CAV and nothing else. Cargo costs no endurance. If the Rail Transport is destroyed, its cargo is lost. Rail Transports and any unit in a city or village are immune to storms.

Air units



10 Fighter FTR

Fast aircraft that are excellent for combat and exploration.

HITS	MOVES	TOHIT	STEPS	END
1	3	75%	5	25

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	1	1	1	1	1	—	1	1

Early move +5 • Extra move +10 • Crashes at 0 END • Carried by CAR
 Fighters have an advantage in combat against ground units (see *Combat*). Their limited endurance keeps them near a supply source. A fighter that runs out of endurance crashes and is destroyed.



11 Anti-Submarine Aircraft ASW

Aircraft trained to find, track and destroy enemy submarines.

HITS	MOVES	TOHIT	STEPS	END
1	3	20%	5	25

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	1	1	1	1	1	—	1	1

Early move +5 • Extra move +10 • Crashes at 0 END • Carried by CAR
 They are treated like Fighters except that: (1) they spot enemy Submarines in their own and adjacent squares, (2) they attack Submarines at 75% ToHit but all other units at only 20%, and (3) they cannot attack Strategic Bombers.



12 Cargo Plane CGO

Fleets of unarmed cargo aircraft that carry small quantities of troops, equipment and supplies.

HITS	MOVES	TOHIT	STEPS	END
1	3	0%	4	30*

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	0	0	—	0	0

Early move +5 • No extra moves • Holds 30 END for others • Carries 2 units
 A Cargo Plane holds 30 endurance that is not spent as it moves, which ground units may take as described for Truck Convoys. A Cargo Plane may take **early moves** (paid from the endurance it carries) but not extra moves. It can carry two of the units a Truck Convoy can carry. Cargo costs no endurance. If the plane is destroyed, its cargo is lost.



13 Reconnaissance Aircraft RCN

Light observation planes used to explore and to identify enemy movements.

HITS	MOVES	TOHIT	STEPS	END
1	2	0%	4	30

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	1	1	1	1	1	—	1	1

Early move +5 • Extra move +10 • Crashes at 0 END • Carried by CAR
 In most respects they act like other aircraft, except they are slower and cannot fight. A Recon Aircraft explores terrain, and correctly identifies enemy units, one square further away than other units do (2 squares instead of 1).



14 Strategic Bomber BMR

Hard-hitting heavy bombers.

HITS	MOVES	TOHIT	STEPS	END
3	3	10%	6	40

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	1	1	1	1	1	—	1	1

Early move +5 • Extra move +10 • Crashes at 0 END

They are designed only to attack cities, and have only a token attack against Fighters. They are not pinned by enemy units and do not pin enemy units, but they can be attacked by Fighters and Anti-Aircraft Guns (only). A bomber that runs out of endurance crashes. When a bomber is over an enemy city (not a neutral one) it conducts a bombing run: each hit point the bomber has left gives a 50% chance, adjusted by its experience, that one step of the city's production is temporarily removed. A bomber needs more than 5 endurance remaining to bomb, pays 5 endurance after the attempt, and bombs only once per turn. Bombing happens after normal combat, so a bomber shot down over a city gets no bombing run. Each bomb load that hits earns the bomber one experience point.

Naval units



15 Patrol Boat PTB

Small, light ships whose main advantage is speed.

HITS	MOVES	TOHIT	STEPS	END
1	4	30%	3	20

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	1	1	1	—	—	3

Early move +5 • Extra move +10 • Carries 1 unit

They are an inexpensive combat unit and good ocean explorers. Because they are so manoeuvrable, they can enter Jungle squares at a cost of 3 endurance (2 more than normal). If at the end of a phase a Patrol Boat is not adjacent to any land square, there is a 10% chance it is swamped in the open sea and destroyed. Patrol Boats are attacked by Minefields normally but are not pinned by them. A Patrol Boat can carry one SPY or LDR; if it is destroyed, its cargo is lost.



16 Naval Transport TRN

Troop transports that move men, equipment and supplies across the ocean.

HITS	MOVES	TOHIT	STEPS	END
2	3	0%	6	50*

MOVES IN PHASES		1	2	3	4	5		
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	0	—	0	0	0	—	—	—

No early moves • No extra moves • Holds 50 END for others • Carries 6 units

They hold 50 endurance that is not spent as the transport moves, which any non-aircraft unit may take as described for Truck Convoys. They cannot take early or extra moves. A Naval Transport carries up to 6 units of the types a Rail Transport can, in any mix, or one MEC or CAV and nothing else. Cargo costs no endurance. **If a Naval Transport is sunk, everything it carries is lost.** Transports may enter Beach squares.



17 Submarine SUB

They lurk below the waves where you cannot see them, until it is too late.

HITS	MOVES	TOHIT	STEPS	END
1	3	10%	6	40

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	—	1	1	—	—	—

Early move +5 • Extra move +10 • Carries 1 unit

A Submarine can be spotted only (1) by a naval unit in its own square (that is, in combat with it) or (2) by an ASW Aircraft or Destroyer within 1 square. You are not told of an enemy Submarine in your explored territory unless it is spotted. Submarines can attack any naval unit except another Submarine. When a Submarine shoots at a Destroyer its ToHit drops to 10% unless the Submarine had better initiative that turn. Only Destroyers, ASW Aircraft and Minefields can shoot at a Submarine. A Submarine can carry one SPF, SPY or LDR; if it is destroyed, its cargo is lost.



18 Destroyer DES

The basic component of any navy, excellent for escorting transports and hunting Submarines.

HITS	MOVES	TOHIT	STEPS	END
2	3	50%	6	50

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	—	1	1	—	—	—

Early move +5 • Extra move +10 • Carries 1 unit

A Destroyer can carry one SPF, SPY or LDR; if it is destroyed, its cargo is lost.



19 Cruiser CRU

Halfway between a Destroyer and a Battleship.

HITS	MOVES	TOHIT	STEPS	END
3	3	2x70%	12	50

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	—	1	1	—	—	—

Early move +5 • Extra move +10

They absorb more damage than Destroyers but lack the ranged combat of Battleships. A Cruiser gets 2 shots at 70% at enemy units.



20 Aircraft Carrier CAR

Valuable if you want to operate aircraft far from cities.

HITS	MOVES	TOHIT	STEPS	END
3	3	25%*	10	100

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	—	1	1	—	—	—

Early move +5 • Extra move +10 • Carries 4 units

Fighters, ASW Aircraft and Recon Aircraft may use a Carrier as a resupply source as long as it is not exhausted. Any number may demand resupply from it in a turn (subject to its limited endurance). At the end of a turn a Carrier automatically resupplies at most 4 of those aircraft. A Carrier fires twice at 75% at enemy aircraft in its square (its Combat Air Patrol), and once at 25% at other enemy units. It takes 3 hits and carries 100 endurance.



21 Battleship BAT

The strongest units in the game.

HITS	MOVES	TOHIT	STEPS	END
5	3	3x85%	20	50

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
—	1	—	—	1	1	—	—	—

Early move +5 • Extra move +10

A Battleship takes up to 5 hits and fires 3 shots at 85%. It can also attack ground and naval units in adjacent squares (ranged combat); in that case it fires once at only 10% ToHit.

Special units



22 Minefield MIN

Generic land or sea mines.

HITS	MOVES	TOHIT	STEPS	END
1	0	10%	3	0

DOES NOT MOVE				1	2	3	4	5
---------------	--	--	--	---	---	---	---	---

Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	0	0	0	0	0

No early moves • No extra moves • Can redeploy • Carried by TRK/RTR/CGO/TRN/SWP/SUB

They work in any square that is not a city. Because they cannot move, they must be carried by a TRK, SWP, RTR, CGO or TRN, or be Strategically Redeployed. They pin enemy units that move into the square. Mines have a ToHit of 10%, but attack every non-aircraft enemy that enters. Extra Minefields in a square add nothing (only one works at a time). They can be picked up and moved. A Minefield can be spotted only (1) by a non-aircraft unit in its own square (that is, in combat with it) or (2) by a Minesweeper within 1 square. Only Minesweepers can destroy a Minefield; other units cannot hit it in combat.



23 Minesweeper SWP

Generic Minesweepers that can move on water as well as land.

HITS	MOVES	TOHIT	STEPS	END
1	2	100%	5	50

MOVES IN PHASES				1	2	3	4	5
-----------------	--	--	--	---	---	---	---	---

Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	1	1	1	1	1	11	1	1

Early move +5 • Extra move +10 • Can redeploy • Defends • Carries 2 units

They spot minefields in their own square and adjacent squares. A Minesweeper always destroys a Minefield in combat, but the Minefield fires once at it first. Minesweepers have no other combat ability. A Minesweeper can carry up to 2 Minefields.



24 Rocket RKT

Attacks by barrages of small and medium rockets: a one-shot unit with a range of 10 squares.

HITS	MOVES	TOHIT	STEPS	END
1	*	100%*	6	0

FIRED, NOT MOVED				1	2	3	4	5
------------------	--	--	--	---	---	---	---	---

Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	0	0	0	0	0

No early moves • No extra moves • Can redeploy • Carried by TRK/RTR/CGO/TRN

To fire, write a Shoot order (S) with the four digits of the target; the S goes in phase 1, 3 or 5 and is the phase the rocket arrives (see *Shoot Rocket order*). The target need not be explored. When the rocket lands it does 0 to 3 hits to the force in the square (1 to 2 against a city, and the city does not absorb one of them). Aircraft are immune and are not pinned. A random enemy unit is picked and damage applied until it is destroyed (then another is picked) or no hits are left. If the target is out of range the rocket does not fire; if no enemy is in the square it is wasted. Rockets never harm your own units in the target square. Rockets can be Strategically Redeployed to a better firing position.



25 Leader LDR

When a Leader is stacked with other friendly units in combat, he moves one unit from combat group 3 to group 2 (see *Combat*).

HITS	MOVES	TOHIT	STEPS	END
1	3	0%	4	Unlim

MOVES IN PHASES				1	2	3	4	5
-----------------	--	--	--	---	---	---	---	---

Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	0	0	0	0	0

Early move +0 • No extra moves • Can redeploy • Carried by TRK/RTR/CGO/PTB/TRN/SUB/DES

More than one Leader may be in a stack, and each has this effect. A Leader moves in phases 1, 3 and 5 whenever he likes, but cannot take extra moves. Leaders are also a component of MEC and CAV units. A Leader can ride on Truck Convoys, Rail Transports, Cargo Planes and most ships.



26 Spy SPY

Solitary individuals who gather information from the enemy.

HITS	MOVES	TOHIT	STEPS	END
1	2	0%	3	Unlim

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	0	0	0	0	0

Early move +0 • No extra moves • Can redeploy • Carried by TRK/RTR/CGO/PTB/TRN/SUB/DES

Spies move like normal units except that they do not pin, are not pinned, and do not normally explore terrain. A Spy may give a Map Square order (M) to explore the square he is in. Each enemy INF, SPF or PTB in a Spy's square at the end of a phase has a 5% chance to catch and kill him; if all of them miss, neither player gets a combat report. A Spy who gives an M order in the same phase he shares a square with an enemy INF or SPF is caught automatically. Each turn you receive a Spy Report listing each Spy, its location, its terrain and the terrain of adjacent squares, plus an occasional tidbit about the nearest enemy player. Spies may enter any terrain.



27 Fort FOR

Bunkers, pillboxes and other improvements to a square.

HITS	MOVES	TOHIT	STEPS	END
*	0	0%	2	20*

DOES NOT MOVE				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	—	0	0	0	0

No early moves • No extra moves • Can redeploy • Holds 20 END for others • Carried by RTR/TRN

Forts cannot move; they are put into place with a Place Fort/Airfield order (W), described under *Orders*. Because a Fort is a valid target in combat, it reduces the chance that other units in the square are hit: with one Infantry beside a Fort there is a 50% chance an enemy shot hits the Fort instead, with five Infantry only 1 in 6. A Fort that absorbs a hit has a 5% chance of being reduced to rubble. Forts hold 20 endurance that other non-aircraft units may take, and may themselves take endurance from a TRK, RTR, CGO or TRN, so you can build forward supply depots. A Fort is captured at the end of any phase in which an enemy ground unit is in its square and no friendly ground unit is.



28 Airfield AIR

Airfields work like Forts, but for aircraft.

HITS	MOVES	TOHIT	STEPS	END
*	0	0%	5	100*

DOES NOT MOVE				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
0	0	0	0	—	0	0	0	0

No early moves • No extra moves • Can redeploy • Holds 100 END for others • Carried by RTR/TRN

They are placed and captured in the same way. An Airfield holds 100 endurance that aircraft in the same square may take by demand resupply, and may itself take endurance from a TRK, RTR, CGO or TRN, so you can maintain forward airbases. Aircraft in a square with an Airfield are immune to storms.



29 Mechanized Infantry MEC

Not built in cities but formed by combining lesser units: give a Combine order (X) to 3 Infantry, 1 Tank and 1 Leader in the same square.

HITS	MOVES	TOHIT	STEPS	END
3	2	3x50%	n/a	100

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	11	1	1	—	1	11	1	—

Early move +5 • Extra move +10 • Defends • Carried by RTR/TRN
See *Grouping units*.



30 Armored Cavalry CAV

Like Mechanized Infantry, but formed from 1 Infantry, 3 Tanks and 1 Leader.

HITS	MOVES	TOHIT	STEPS	END
3	2	3x75%	n/a	100

MOVES IN PHASES				1	2	3	4	5
Clear	River	Desert	Beach	Ocean	City	Mtn	Forest	Jungle
1	11	1	1	—	1	11	1	—

Early move +5 • Extra move +10 • Defends • Carried by RTR/TRN
See *Grouping units*.

Experience

Most units keep an experience rating, which modifies their ToHit. The ratings are Green, Trained, Veteran, Crack and Elite (shown with each unit as G, T, V, C or E).

Rating	ToHit modifier	Points needed (most units)
Green	-10%	0 (units are built Green)
Trained	0%	1
Veteran	+5%	3
Crack	+10%	5
Elite	+20%	7

Heavy units such as Bombers, Cruisers and Battleships need more points than shown, and MEC and CAV need three times the Infantry amounts for their later levels. A unit that is built or formed already has its starting rating (Special Forces and Militia start higher than Green). A unit with no experience rating, such as a transport, has no modifier.

Every hit a unit scores earns it one experience point. A Bomber earns a point for every bomb load that hits. When a point lifts a unit to a new rating it fights at the new rating at once.

4 Cities and Production

An army marches on its factories long before it marches on its stomach.

Build steps

Every city you control has a number of **build steps** per turn. Your capital starts with 6; other cities start with 4 or 5 (see *Capturing*); a city can never have more than 10. Select one of your cities in WCView and press **P** to open its production orders. You will see what the city is currently building, how many steps remain, and a row of spaces, one per build step. In each space, enter the **unit number** of what you want built in that step.

Cities are classed by size: a **Village** has 3 or fewer steps, a **Town** 4 or 5, a **City** 6 to 8, and a **Metropolis** 9 or 10.

A unit is placed on the map on the phase it is completed. When a city has more than 5 steps, the extra steps are spread evenly over the five phases of the turn, beginning with phase 1: a 6-step city completes steps as 2, 1, 1, 1, 1; an 8-step city as 2, 2, 2, 1, 1. A unit you complete is available at once and may be loaded, but is generally considered after units that were already in the square. MEC and CAV cannot be built in cities.

Progress on a unit is kept. Construction of one unit is spread over as many steps and turns as it needs, and the city remembers the progress it has made on each unit type separately. If you stop building a Tank to make Infantry, the half-built Tank is not lost: it picks up where it left off the next time you order a Tank. Examples for a city with 6 steps:

Order spaces	Meaning
1 1 1 1 3 3	Spend the first 4 steps on 2 Infantry and the last 2 starting a Tank.
1 1 1 1 1 1	Spend all 6 steps on 3 Infantry.
21 21 20 20 20 20	Finish a Battleship (2 steps left) and start an Aircraft Carrier (4 of its 10 steps).

If you miss a turn, each city carries on with any unit it had partly built, and then builds Infantry with its free steps. Naval units can be built only in a port: a city next to an ocean or river square.

Production programs

Instead of a unit number, you may fill a city's spaces with one of four program codes. For programs 97, 98 and 99, **the first space is the one that counts**, and the program then takes the city's entire turn; write the code in every space to avoid confusion. (Technology, 96, is counted space by space.)

City Improvement: "99"

Spend a whole turn on City Improvement to add one build step to the city, effective the following turn. If the city has bomber damage when you start, that turn instead repairs up to 2 points of the damage and adds no step. Some games allow Improvement only in cities that already have 7 or more steps. Remember that Bombers can temporarily reduce a city's steps, and that a city is never above 10.

Combat Training: "98"

Normally units are built Green. A Combat Training Program, which takes a city's whole turn, makes the city produce better-trained units for **7 turns**. Your city information shows "CTP" and the turns remaining; "CTP-1" is the last turn. While it is in effect, units that would start Green start either Trained (75%) or Veteran (25%).

Civilian Defense: "97"

A city given a whole turn of "97" trains local civilians. At the end of the turn it gains **inactive militia** equal to half its build steps (if the steps are odd, a 50% chance of one more). Their number is shown with the city, they do not appear on enemy spotting reports, and never disband. If at the end of any combat phase enemy units are in the city, the civilians activate as ordinary Militia that you may then give orders to (and which may disband). In effect you pay 2 steps for each Militia, in exchange for secrecy and no risk of disbanding while inactive.

Technology Research: "96"

See *Technology*, below.

GOOD TO KNOW

The code 95 is used internally when a turn is missed (the city builds Infantry). Do not use it in your orders.

Technology

Players invest build steps in research to make breakthroughs that improve their units. Your turn shows the **Technology Research Points** you have accumulated.

- Each build step you spend on a "96" adds research points. A step is worth less the larger your empire is, so larger empires must spend proportionally more steps to get the same result.
- At the end of each turn the computer checks whether you have a breakthrough. The more points you hold, the better your chance; each breakthrough you already have makes the next one harder to get. Very large cities help your research.
- When you succeed, your accumulated points are removed and you start again from zero. The breakthrough is chosen at random and is announced on your turn. It improves one or more of your unit types in some way (cost, combat, defense, movement, endurance or hits).

Capturing cities and villages

When you attack a neutral or enemy city, the **first combat hit** you inflict each turn is absorbed by the city instead of the defenders. For example: three Infantry and a Tank defend a city, and you attack with 4 Tanks and 3 Infantry. The first hit your force scores is absorbed by the city, which then stays dormant until the next turn (not phase), when it can absorb a hit again. A city with no defenders does not get this free hit. Villages also absorb the first hit.

A city is captured when every defending ground unit has been eliminated and an Infantry-type unit (INF, SPF, PAR or MEC) remains among the attackers. This is checked at the end of each phase. A captured city has **4 build steps**, whatever it had before and whatever bomber damage it had; a captured neutral city has 4 or 5, depending on its starting garrison.

Neutral cities. A neutral city starts with 1 or 2 Infantry in garrison: those with 1 begin with 4 build steps, those with 2 begin with 5. Neutral cities occasionally build new units, more often and with stronger units as the game goes on, so a neutral city with several defenders may be a 4-step city. Neutral Militia never disband.

When a player loses his last city (a player with no city that has build steps is out of the game), the computer goes through all his remaining units. Each unit inside territory you have explored has a 50% chance of being enlisted into your forces; the rest are destroyed. All of his units outside your explored territory are destroyed. His villages and cities become neutral.

Forts and Airfields are captured at the end of any phase in which an enemy ground unit is in the square and no friendly ground unit is.

Villages

Villages are small cities that begin with no production. They resupply units like cities and have no neutral garrison. They do not count toward the cities needed for victory, but they absorb the first combat hit, as cities do. In winter, a village has a 50% chance of not resupplying units.

A village may gain build steps. On Spring and Summer turns, a village has a 20% chance of gaining a step; on Fall and Winter turns, a 20% chance of losing one (if it has any). When it reaches 4 steps it becomes a full city and seasons no longer change it. Neutral villages do not gain steps. Programs 98 and 99 cannot be used in a village that has not become a full city.

Repair and resupply

A unit that ends a turn in a city or village, was not pinned or engaged in combat, and did not shoot that turn, is repaired of all damage (this matters only for units with more than one hit). A unit that ends a turn in a city is fully resupplied with endurance whatever happened that turn. In winter, a village has a 50% chance of not resupplying.

There are two kinds of resupply:

- **Automatic** resupply happens at the end of a turn, in cities, villages, and with Aircraft Carriers. Up to 4 FTR, ASW or RCN units stacked with a Carrier are fully resupplied, using up the Carrier's endurance.
- **Demand** resupply can happen during any phase. A unit gives itself a Take Endurance order (T) to take 10 points from a Truck Convoy, Rail Transport, Cargo Plane, Naval Transport, Fort or Airfield in its square (or from a city, village or Carrier). Use it to get a partial load so you can keep moving.

5 The World

The map is blank until you walk it. Mind the weather.

Terrain

Squares are one of nine kinds of terrain. These are general rules; other sections may override them. Endurance costs for every unit are on its card in *The Units*.

Terrain	Movement	Combat	Notes
Clear	Not open to naval units.	-	-
Mountains	Not open to aircraft or naval units. Ground units pay 10 extra endurance to enter.	Attackers: ToHit -20.	A unit that ends its turn on a mountain explores and identifies enemy units out to 2 squares.
Forests	Not open to naval units. No endurance penalty.	Attackers: ToHit -20.	A stack ending its turn here has a 75% chance of showing only as "Enemy Activity" (25% in Fall, when the leaves are down).
Deserts	Not open to naval units. No endurance penalty (1 per square, as on clear ground).	Attackers: ToHit +10.	-
Beaches	Open to ground and air units, Patrol Boats and Naval Transports. Not open to other ships.	-	Unloading from a Patrol Boat or Transport onto a beach avoids the risk of being pinned (see Loading and Unloading).
Jungles	Not open to TNK, ART, AAG, MEC, CAV or ships (except Patrol Boats, 3 endurance). No penalty for other units.	Attackers: ToHit -20. Aircraft shooting at ground units in jungle have their ToHit halved.	A stack ending its turn here has a 90% chance of showing only as "Enemy Activity".
Rivers	Open to all units (enough water for ships, enough land for ground units). Ground units pay 10 extra endurance to enter; none in winter.	Attackers: ToHit -10.	In winter rivers are frozen and impassable to ships.
Cities and Villages	Open to all units.	The first hit by an attacker is absorbed by the city.	Units that end the turn here are resupplied (and may be repaired).
Oceans	Ground units may not enter. Ground units unloaded into ocean: see Loading.	-	A ground unit that is left in an ocean square loses 10 endurance at the end of the turn.

The ToHit modifiers for terrain apply to attackers of the ground type (Infantry-types, Tanks, Artillery and so on) in that square; they do not apply to aircraft or ships.

Exploring and spotting

As a unit moves, the terrain of the square it enters and the squares adjacent to it are revealed on your map. Recon Aircraft and units on mountains explore out 2 squares. "Explored" does not mean "yours": even if enemy units move into explored territory, it stays explored for you. When enemy units end a turn in your

explored area you are told about them: if one of your units can directly see them you learn their number, type and owner; if not, you see only "Enemy Activity".

A unit can spot an enemy unit in three ways:

1. The enemy is in the same or an adjacent square.
2. The enemy is within 2 squares of a unit on a mountain.
3. The enemy is within 2 squares of a Recon Aircraft.

Spotting can be reduced by terrain (forests and jungles), by Submarines and Minefields (see their descriptions), and by weather. The map shows everything you can see.

Seasons

There are four seasons: Spring, Summer, Fall and Winter. Each turn there is a 25% cumulative chance that the season will change (25% the first turn, then 50%, 75%, and so on), and the change takes place at the end of the turn. The bottom of your turn shows the season for the turn you are writing orders for and the percent forecast of a change after it. The effects are:

1. **Spring:** Infantry-types (and Militia) can live off the land, gaining 1 to 20 endurance at the end of the turn, in any terrain (there is no exception for deserts). Some games change how often foraging happens.
2. **Fall:** the chance of a Forest hiding "Enemy Activity" drops from 75% to 25%.
3. **Winter:** rivers freeze and ships cannot enter them. Ground units cross rivers with no endurance penalty at all. Villages have a 50% chance of not resupplying.
4. Villages grow in Spring and Summer and shrink in Fall and Winter (see *Villages*).

Storms

Each turn your report lists all storm activity in your explored territory: the location of each storm's centre (its **focus**), its **magnitude** and, if you have the Weather Forecasting technology, its direction of travel. Magnitude 1 means the storm fills only its own square; magnitude 2 also affects the squares around it; magnitude 3 reaches the next ring, and so on, with the effect growing stronger toward the focus.

Storms are born over the oceans, drift about, and grow in the cold seasons (Fall and Winter) and shrink in the warm ones (Spring and Summer). A storm never moves its focus into a mountain square, and it can change direction as it drifts.

Effects on units

At the end of each phase the computer works out an **Effective Magnitude (EM)** for each unit near a storm: the storm's magnitude minus the distance from the focus to the unit. The nearer the focus, the higher the EM, and the greater the chance of each of these effects:

- the unit is pinned;
- a ground unit loses some endurance (not if it is defending);
- a ground unit in a river is swept away and destroyed (**DROWNED**);
- an aircraft crashes and is destroyed (**CRASHED**).

Rail Transports and any units in a city or village are immune to storms. So are aircraft in the same square as an Aircraft Carrier or an Airfield.

6 Orders, Movement and Combat

No plan survives first contact, but a good set of orders survives phase one.

Writing orders

Each unit has five order slots, one for each phase. Enter an order letter in the phase you want the unit to carry it out. Leave a phase blank (or use A) if the unit does nothing then. When the computer runs the turn, each unit carries out its orders phase by phase.

Order	Meaning	Notes
A	Do nothing	
B	Move North-West	movement order
C	Move North	movement order
D	Move North-East	movement order
E	Move East	movement order
F	Move South-East	movement order
G	Move South	movement order
H	Move South-West	movement order
I	Move West	movement order
J	Jump to a square	Paratroopers only
L	Load a unit	transports
M	Map the square	Spies only
P	Prepare to Load	marks a unit to be picked up
Q	Defend	costs 1 endurance
R	Strategic Redeployment	phase 1, with a destination
S	Shoot a Rocket	Rockets only
T	Take Endurance	from a supply unit
U	Unload a unit	transports
V	Gift a unit to another player	phase 1, with a city; limited per turn
W	Place Fort/Airfield	phase 1, with a square; up to 2 per turn
X	Form MEC or CAV	see Grouping units

Examples:

Unit	Orders	What happens
Tank	_ D _ D _	Moves North-East on phases 2 and 4. Does nothing on phases 1, 3 and 5.
Infantry	_ _ C C _	Moves 1 square North on phase 3, and takes an extra move on phase 4 for 1 more square North. The extra move costs 10 more endurance.

Unit	Orders	What happens
Transport	L G G U G	Loads 1 unit in phase 1, moves 2 squares South on phases 2 and 3, unloads 1 unit on phase 4, and moves 1 more square South on phase 5. Only movement orders count against the number of moves; load and unload orders do not.
Fighter	T T C D B	Takes endurance on phases 1 and 2, then moves North, North-East and North-West on phases 3, 4 and 5. (Presumably the fighter shares a square with a unit that can give endurance.)

Movement and endurance

Ground units cannot enter oceans, naval units cannot enter all-land squares, and aircraft cannot enter mountains. Every unit may enter cities and rivers. Some units pay extra endurance in some terrain, or are barred from it; see *Terrain* and the unit cards.

Endurance

Endurance represents a unit's supplies and fatigue. Each move costs endurance, normally 1 per square entered, plus:

- +5 for each phase of combat the unit is in (+2 for aircraft);
- +10 for a ground unit entering a river (none in winter) or a mountain;
- +5 for an early move, +10 for the first extra move, and more for each additional extra move (see below);
- +1 for each Defend order (Q) it gives.

A unit with no endurance is **exhausted**: it fights and moves poorly. Aircraft that run out of endurance crash and are destroyed. You can restore endurance by ending a turn in a city or village, by demand resupply (T), by automatic resupply at a Carrier, and by Spring foraging.

Normal, early and extra moves

Each unit has **move phases**: the phases of a turn in which it normally moves (see its card). An Infantry unit moves 1 square, in phase 3; a Tank moves in phases 2 and 4; a Fighter in phases 1, 3 and 5. A move in a phase that is not one of the unit's phases costs extra:

- **Early move**: moving *before* the unit's scheduled phase. It costs an extra 5 endurance. A late move, in a phase after the scheduled one (when the unit still has moves to spare), costs nothing extra.
- **Extra move**: moving more times in a turn than the unit normally does. The first extra costs 10 more, the second 20 more, the third 30 more, and so on.

Not every unit may take early or extra moves; the unit cards say which (the error messages **NO EARLY** and **NO EXTRA** report a mistake). Units that carry endurance, such as Trucks, pay the penalties out of the endurance they are carrying. Defend, load, unload, take-endurance and similar orders do not count as moves.

The charges below assume terrain and weather add nothing. The number in each column is the total endurance spent up to the end of that phase.

Unit	Ph 1	Ph 2	Ph 3	Ph 4	Ph 5	Total	Notes
INF	-	-	1	-	-	1	One normal move in phase 3.
INF	-	-	-	1	-	1	One late move (no penalty)
INF	6	-	-	-	-	6	One early move in phase 1

Unit	Ph 1	Ph 2	Ph 3	Ph 4	Ph 5	Total	Notes
INF	6	11	-	-	-	17	Early move in phase 1, extra in phase 2.
INF	-	-	1	11	-	12	Normal move in phase 3, extra in phase 4. This tends to be the most common move for Infantry.
INF	-	-	1	11	21	33	Normal move in phase 3, extra in phases 4 and 5.
INF	-	6	11	21	31	69	Early move in phase 2, extra moves in phases 3, 4, & 5.
INF	6	11	21	31	41	110	Early move in phase 1, and extra moves in phases 2, 3, 4, & 5.
TNK	-	1	-	1	11	13	Normal moves in phases 2 & 4, extra in 5. This tends to be the most common move for Tanks.
TNK	-	-	1	1	11	13	Late move in phase 3 (no penalty), normal move in phase 4, and extra move in phase 5.
TNK	-	1	6	11	-	18	Normal move in phase 2, early move in phase 3, extra move in phase 4.
TNK	-	1	6	11	21	39	Normal move in phase 2, early move in phase 3, extra moves in phases 4 & 5.
TNK	6	6	11	21	31	75	Early move in phases 1 & 2, extra moves in all other phases.
TNK	6	6	11	-	-	23	Early move in phases 1 & 2, extra move in phase 3.
FTR	1	-	1	-	1	3	3 Normal moves in phases 1, 3, & 5. This is the most common move for Fighters.
FTR	1	-	1	6	11	19	Normal moves in phases 1 & 3, early move in phase 4, extra move in phase 5.
FTR	1	6	6	-	-	13	Normal move in phase 1, early moves in phases 2 & 3.
FTR	1	6	6	11	-	24	Normal move in phase 1, early moves in phases 2 & 3, extra move in phase 4.

WATCH OUT

An early move early in the turn tends to turn the moves after it into early or extra moves as well. Work the numbers out before doing something strange, or you may find your fighter parked at the bottom of the ocean.

Strategic Redeployment: "R"

Strategic Redeployments represent a reserve you can call on. Your turn shows how many you have available. To redeploy a unit, put **R** in phase 1 and the four digits of its destination in phases 2 to 5. For example, to send a unit to square 11,27: **R 1 1 2 7**. The unit stays where it is until phase 5, when it moves to the destination at once. It loses 20 endurance (or whatever it has left; it may redeploy without enough to pay). It can go to any explored square it could normally enter, and can redeploy into combat. If the destination is a square it could not normally enter, or if it is pinned before phase 5, it does not redeploy. The unit cards show which units may redeploy.

You can save up to 5 Redeployments. Each turn you may gain another, but it gets harder the more you have saved up.

Shoot Rocket order: "S"

Write **S** in phase 1, 3 or 5, followed by the four digits of the target square, with the S in the phase on which the barrage should land. S 1 1 2 7 fires at square 11,27 and lands on phase 1. 1 1 S 2 7 would land on phase 3. See *Rockets*.

Gift Unit order: "V"

Use **V** to give a unit to another player. Put V in phase 1 and the four digits of one of that player's cities in phases 2 to 5: V 1 1 2 7 gives the unit to the owner of the city at 11,27. The city must be another player's and explored by you, and the unit's own square must be explored by both of you. The unit does not move; it simply changes owner, on phase 1. A gifted unit cannot be given orders that turn. An improper gift is aborted (error **BAD GIFT**). The number of gifts you may give each turn is limited (it is shown on your turn), and any unit may be gifted.

Place Fort/Airfield order: "W"

A Fort or Airfield is built in a city like any other unit, and is then placed with **W** in phase 1 followed by the four digits of the destination, as with Redeployment: W 1 1 2 7 places it at 11,27. The destination must be an explored square that is not ocean, a city or a village. The Fort or Airfield **must be in a city** when the order is given, and arrives in phase 5. You may give at most 2 W orders per turn. A Fort or Airfield placed this way can afterwards be moved only by Strategic Redeployment.

Loading and unloading

When you give a Load order (L) to a Truck Convoy, Rail Transport, Cargo Plane or Naval Transport, the computer looks at all units in the square and loads the first eligible one it finds. You can't be sure which that will be. The sure ways are to move every other unit out of the square before the load, or to use **Prepare to Load (P)**. In many cases it does not matter: in a stack of 10 Infantry, any Infantry will do. Load orders do not count against a transport's moves.

COMMANDER'S TIP

Prepare to Load: "P". This optional order is for picking one unit out of a stack. When a transport is told to load, it first considers units that have a P in the *current phase* of their orders. If it finds none, it loads in its usual unpredictable way.

When a transport unloads, the unit unloaded is the first one in the transport's load list in the unit's panel, and each Unload order (U) unloads exactly one unit. Units may be unloaded into an ocean square provided they move onto a land square by the end of the following turn; if they fail they are charged a penalty of 30 endurance. For example, a Naval Transport carrying 2 Infantry and an Artillery moves North one square into an ocean square adjacent to a forest, gives 3 unload orders on phases 2, 3 and 4, then moves South away from the coast. The three units stay in the ocean square (in their landing craft) for the rest of the turn. Next turn they must move into the forest, or each loses another 30 endurance. Transport-type units will process unload orders even if pinned.

Grouping units

Two unit types can only be made by combining others. **Mechanized Infantry (MEC)** is formed from 3 Infantry, 1 Tank and 1 Leader: it has 3 shots at 50%, takes 3 hits, has 100 endurance and moves twice. **Armored Cavalry (CAV)** is formed from 3 Tanks, 1 Infantry and 1 Leader: 3 shots at 75%, 3 hits, 100 endurance, 2 moves.

Give an **X** order to each of the five units in the phase you want to form up. If the group is anything other than one of the two combinations, the combining aborts, so you can form only one MEC or CAV per square per phase; if you have more than one set, form them in different phases. The new unit always has 100 endurance, whatever its components had, and is considered Trained. MEC and CAV need three times the experience points to advance.

Advantages: they survive damage that would have destroyed single units (a damaged unit can be repaired in a city), they fight as a group, and they are faster than their component Infantry. Disadvantages: five units are now one, which must move as one, and the combined unit absorbs fewer hits and fires fewer shots than the units that formed it.

Pinning

When units move into a square occupied by an enemy, most of the units involved are **pinned** for the remainder of the phase: they carry out no further orders that phase. At the end of that phase there is a round of combat in the square. The exceptions are:

1. Spies and Bombers neither pin nor are pinned.
2. Rockets do not pin aircraft.
3. Ranged attacks pin neither the attacker nor the defender.
4. Submarines are pinned only by Mines and naval units.
5. Patrol Boats are not pinned by Mines.
6. Transport-type units still process unload orders when pinned.

Storms can also pin units (see *Storms*). A unit that is still engaged with an enemy at the end of the turn is marked **ENGAGED**.

Combat

Combat is automatic. It begins when a unit moves into a square holding an enemy unit. It also occurs when (1) a Battleship is adjacent to an enemy ground or naval unit, (2) an aircraft flies adjacent to an AA Gun, and (3) a ground or naval unit moves adjacent to an Artillery unit (ranged combat, below). At the end of each phase, combat in a square proceeds in two steps:

1. **Normal combat.** All units in combat in the square are arranged in three groups. **Group 1:** ART, AAG, BAT and RKT. **Group 2:** FTR, ASW, SUB, CRU, MEC, CAV, and Carriers firing at aircraft. **Group 3:** everything else. The groups fire in order, and each group's results are applied to all units before the next group fires. Within a group fire is simultaneous: every unit in the group gets to shoot unless an earlier group destroyed it. A unit that is destroyed before its group fires does not shoot. (A Leader stacked with friendly units moves one unit from group 3 to group 2.)
2. **Ranged combat.** Each unit with a ranged ability that did not fire in step 1 (because there was no enemy in its own square) fires at one random eligible target in an adjacent square.

Each shot rolls against the shooter's ToHit as modified by its experience, technology, terrain and other conditions. There is always at least 5% chance of a hit. Each shot is aimed at a random enemy unit in the square. Combat continues in a later phase only if more units move into the square, and then every unit there may fire again, even those that fired before. You can therefore "trigger" extra rounds by sending in a large group in an early phase and then the rest, a unit at a time, in later phases. If you want to retreat from a battle, you (or the enemy) must move out of the square in phase 1 of the next turn; otherwise there will be another combat round at the end of phase 1, and your units will be pinned.

Each combat round also costs the units involved endurance (5 for ground and naval units, 2 for aircraft).

Defend order: "Q"

Units that can defend (see the unit cards) may be given **Q** in any phase. A unit attacked in a phase when it is defending lowers the enemy's ToHit by 10 and its own ToHit by 10. If it is defending in a city and is allowed to defend in cities, its own ToHit is lowered by 20 instead of 10 (it is harder to hit enemies when you are defending in a city), while the enemy is still lowered by 10. Each Q costs 1 endurance, and Q does not count against a unit's moves. For example, an Infantry moving through a forest with orders Q Q E D Q is defending if attacked in phases 1, 2 or 5.

Ranged combat

Battleships, Anti-Aircraft Guns and Artillery can attack most units in adjacent squares as well as those in their own. Ranged combat neither pins units nor stops them continuing their movement, and costs no endurance. For example, a Fighter flying to attack a city defended by an AA Gun is fired on once at reduced ToHit when it comes within 1 square, but it does not have to stop: if it survives, it moves on into the city, where it fights a new combat and the AA Gun fires again, this time at its normal ToHit. In ranged combat, ToHit is not modified for terrain or experience unless the unit type says so.

How a turn is processed

Orders are keyed in and each player's **initiative** is worked out. The computer arranges the turns in initiative order, the best (1) first. Then for each of the five phases it:

1. moves every unit that has a movement order this phase, in initiative order, pinning units that enter enemy-occupied squares;
2. performs one step of construction in each city, placing completed units;
3. finds every square where enemies share a square (and adjacent-square cases for AA Guns, Artillery and Battleships) and fights one round of combat in each;
4. checks for cities, Forts and Airfields that have been captured and transfers ownership.

Combat occurs only when a unit moves in. If opposing units fight in phase 1 and nobody else arrives, they do not fight again until the end of phase 1 of the next turn, when units still in the same square fight another round. "Probes" and "recons in force" (opposing units meeting with no backup) are much tamer than a full commitment in which one or both players keep adding units to provoke more rounds.

At the end of the turn: storms and seasons update, units in cities are repaired and resupplied, Militia may disband, Strategic Redeployments accrue, technology breakthroughs are rolled, and the reports are printed.

7 Playing the Game

Make friends early. Betray them late.

Initiative

At the start of each turn, every player is given an initiative rating from 1 (best) to the number of players left (worst). Initiative decides the order in which players' units move during the turn. It is set for the entire turn, not each phase. The ratings of your previous five turns modify the draw, so initiative tends to even out: if you have been last for a couple of turns, you are likely to do better in the next few.

When you return your turn you may **request** or **refuse** initiative. Requesting improves your expected rating for that turn; refusing worsens it. You can refuse for several turns to be more certain of good initiative when it counts.

Alliances

Players may negotiate with each other. Be careful about showing your turns to others, as information has a way of spreading. Alliances are difficult early in a game, when no one knows where anyone else is. Players may agree borders, neutral zones, exchanges of information, and so on. Because coordinates are relative to each player, refer to terrain features and cities by name. For example: "Let's make a border running East-West 4 squares North of the village of Birmingham."

Sending notes to other players

To send a message, address it to a player letter ("To Player X:") and enter it in WCView (Orders > Messages to send, or F4) before you save. Messages appear on the recipient's Messages tab with the sender identified (there are no anonymous messages) and must be 30 words or fewer. A message may be addressed to a single player or to "All Players", but not to "all players except X". You cannot message a player whose letter you do not know. Do not abuse messaging; messages are not for exchanging term papers.

Fair play

1. Each player may run at most one position per game.
2. Do not use insulting or abusive language in messages or in unit and city names.
3. A player may not "surrender" a position to another player by walking out of cities that another player then walks into; one player with 5 cities could otherwise hand them to another with 5 and end the game unfairly. Negotiated trades of cities or villages for mutual gain, such as to set clearer borders, are fine.
4. If you must drop a position, say so, so a replacement can be arranged; an abandoned position is soon unrecoverable.

WC: Origins is meant to be fun, and we are all adults.

Later in the game

As a game wears on, some rules shift in the players' favour (for example, the number of gifts you may give rises). Your turn states the limits that apply to you.

Game options

Each game has its own list of settings (about 80 are possible). They can change the number of cities needed to win, how Militia and other units disband, whether the map wraps, how villages grow, how often units forage, and more. Your turn states the ones that matter most, and where this book and your game disagree, your game is right.

Hints

Completing your turn. First, look over the map for all enemy and neutral units you can see; "Enemy Activity" marks units you cannot identify. Next, check where your own units are. Then give orders, taking your situation on the map into account. Last, give production orders to your cities.

Extra moves. In the first 4 or 5 turns, your main objective should be to explore as much as possible. Move Infantry and Tanks at least 2 and 3 squares. Endurance is cheap: if a unit is getting low, slow it down, or Strategically Redeploy it back to a city to be resupplied. Many players charge their Infantry out at 2 or 3 moves per turn until they drop from exhaustion, and that is a small price for all the territory it explores.

Early moves. Use them for two reasons: to beat an enemy into or out of a square, or to stagger units into a combat so as to provoke extra rounds, moving some in early and following with others on a normal move later.

Attacks on neutral cities. Early on, grab as many neutral cities as you can to build a production base. Count on about 2 to 1 superiority over the garrison. Fighters are especially good against neutral garrisons, which are usually Infantry (Infantry killed by fighters are removed before they can fire back). Remember that the city absorbs the first hit each turn and that you need an Infantry-type unit left in the city to capture it. A favorite tactic is to attack with 3 or 4 units in two phases early in the turn and then Strategically Redeploy an Infantry into the city on the last phase: if garrison is left, the arrival provokes a new round; if none, the arriving Infantry captures the city.

Special terrain. Look for unusual terrain. A city with only one ocean or river square next to it is an excellent candidate for a minefield protecting its only water approach. Rivers connecting two oceans let you relocate your fleet. Large forests near enemy cities can hide an army for a short time. Passes in mountain ranges are good defensive spots, and minefields work well there too. An attacker who meets a minefield can build a Minesweeper and redeploy it to the front (and wait), risk the mines, or go around (and take extra moves).

Mapping areas the enemy has seen. If you record the paths of enemy units you will know what areas he has seen. Later in the game, if you know the limits of an enemy's explored territory you can be fairly sure your units are unobserved when they move within it.

How well are you doing? The main indicator is the number of cities you control. Most games have 50 to 60 cities and 12 players, so average is 4 to 5 each. You can also compare your total units with the enemy units you can see; if the ratio is falling, you are in trouble.

Mapping your territory. Many players keep a large map on the wall with pins or markers for units. A good, reliable map lets you track enemy movement from turn to turn.

Wearing down the enemy. Each phase of combat costs a unit endurance, so throwing single Infantry units into an advancing force is a good tactic. The Infantry may kill something and pay for itself; more importantly, every unit in the combat loses an extra 5 endurance (2 for aircraft). If the enemy has come a long way, this can exhaust many of his units, which is especially useful against aircraft because they crash when they run out of endurance.

Flanking attacks. When attacking a city or a large enemy stack, don't approach from only one side. If one of his units gets ahead of your force you may be pinned before you reach him. Split your forces to attack from different angles and in different phases, and many more of them will reach the square.

Bombing cities. Don't be afraid to bomb a city you intend to capture from an enemy (not a neutral one): when you capture it, it will always have 4 build steps, whatever bomber damage you did or improvements the enemy made.

Using Leaders to improve solitary units. Stack a Leader with a Tank and always move them as a team. The Tank now attacks at the same time as a Fighter, and has 2 hits (the Leader and the Tank). You can do the same with a Destroyer.

Explore evenly. In your initial exploration, advance in an even fashion, like an expanding box. There is nothing worse than finding an unexplored square in the middle of your empire that was a city you never bothered to look at.

Rockets. Rockets are an expedient. They usually destroy Infantry, and since the most you can do is 3 hits and Infantry cost 2 steps each, a Rocket only pays for itself at maximum damage. Having a rocket or two in each city is handy for situations that need quick striking power, such as taking out the garrison of a neutral city: if a Rocket gets a city one turn earlier, the extra turn of production just about pays for it.

Air support for your fleets. Maintain a Combat Air Patrol. An ASW flying over a Carrier will usually warn you of a Submarine attack. Fighters overhead significantly reduce the vulnerability of Transports and Destroyers, and spare ASW aircraft can fly ahead of a surface fleet to check for waiting Submarines.

Don't pick fights early. In the early game you are usually not in a position to make enemies. Talking to your neighbors will usually prolong your life, as they really do not want to fight either. Make friends by writing to players you meet.

Appendix A Glossary

AIR UNIT	In general, the combat units that travel in the air (as opposed to those that travel on land or on the oceans). Those units that qualify as an "Air Unit" are noted in the Unit Descriptions in the Unit Descriptions.
BUILD STEPS	Build steps represent the industrial might of an empire. With Build Steps an empire produces its military forces it will use to conquer other cities. Invariably a rough indicator of a positions strength (victory conditions aside) is the total number of build steps it has in its cities.
CATEGORY	A rating which indicates when, during a combat, the unit attacks. A unit with a better (i.e. lower numbered) category will attack sooner during the combat phase and as a result could destroy an enemy unit before it gets a chance to shoot back.
CITY	The main production centers in the game. There are four stages: a Village has 3 or fewer build steps; a Town has 4 or 5; a City has 6, 7 or 8; and a Metropolis has 9 or 10. The term "city" is often used for Towns, Cities and Metropolises together.
CRACK	An experience rating. Crack troops are those who have seen a lot of combat and are able to deal with virtually any situation.
E.M.	The Effective Magnitude of a storm with relation to a nearby unit. The EM is the magnitude (size) of the storm minus the distance from the unit to the storms focus. A unit 2 squares away from a Magnitude 5 storm would be in a square with an EM of 3. The higher the EM, the greater the possibility of some detrimental effect to the unit in question.
EARLY MOVE	Sometimes a unit will need to get to a particular location before an enemy unit can. As a result, many units can take "Early Moves" which allow them to move earlier in the turn than they normally would be able to. Early moves cost an extra 5 endurance for the unit.
ELITE	An experience rating. Elite troops are those who are the cream of the crop... the best of the best. They just don't get any better...
ENDURANCE	A representation of the units supply and fatigue condition. A unit with no endurance is considered "exhausted" and will have various detrimental effects on its combat and movement ability. A unit may completely resupply with endurance it it ends the turn in a city or village. Units may also demand endurance from some transport-type unit.
EXPERIENCE	A rating which indicates the relative training level of combat troops. The Experience levels range from "Green" to "Elite" and each rating will have an effect on the units ability to hit a target. Units gain experience points during combat.
EXPLORED	Explored squares are those areas of the world that your empire exerts some minor control over (even without combat forces there). Your forces have entered the squares and have mad your presence known to the inhabitants dwelling there. The civilians favorable to your cause let you know when enemy units are in the vacinity by announcing "EnemyActivity" if your forces are not there to see for themselves.
EXTRA MOVE	Moving more times in a turn than a unit normally does. Many units can take Extra Moves. The first extra move costs an extra 10 endurance, the next an extra 20, and so on.
FOCUS	The center or "eye" of a storm. The location of a storm as listed on your City/Spotting report is the location of that storms focus. The storm will exert a diminishing influence in the squares leading away from the focus based on the size of the storm.
GARRISON	Lightly trained forces whose primary responsibilty is to watch over a city or other location. Garrison troops usually consist of Infantry and poorly trained local Militia.

GREEN	An experience rating. Green troops are those fresh out of basic training. They have not seen combat yet.
GROUND UNIT	In general, the combat units that travel across the ground (as opposed to those that travel in the air or on the oceans). Those units that qualify as a "Ground Unit" are noted in the Unit Descriptions in the Unit Descriptions.
INFANTRY-TYPE	Any INF, SPF, PAR, or MEC. These are the units that are predominately composed of the basic foot soldiers. Infantry-type units are required to capture a city.
INITIATIVE	Initiative is a mechanism to determine an order that the players units will move. Players with a better (lower numbered) initiative will have their units move before players with a worse (higher numbered) initiative. This allows the player with initiative to determine where the battles will be, to get into a city first, to escape from some precarious position, and so on. Ratings range from 1 to the number of players still in the game.
LAND SQUARE	Squares that are predominately land. In practice, a Land square is any non-ocean square.
METROPOLIS	Any "city" with 9 or 10 build steps. This is as big as a City gets. A Metropolis was a major hub of the empire and its loss to enemy powers is tantamount to catastrophe.
NAVAL UNIT	In general, the combat units that travel in or on the oceans (as opposed to those that travel on land or in the air). Those units that qualify as an "Naval Unit" are noted in the Unit Descriptions in the Unit Descriptions.
PINNED	A premature halting of a units orders. A unit that has been pinned will not process any further orders for the rest of the turn (except for Unload orders). This represents that a unit is deploying for combat or is shaken and temporarily cannot continue forward. Units can be pinned by enemy units moving into their square, or by storms.
RANGED COMBAT	Ranged combat occurs when a unit can fire into an adjacent square rather than only in its own square. Only BAT, ART and AAG can do ranged combat.
REDEPLOY	Redeploys or Strategic Redeployments represent reserve forces built up in some central location that can be called out when needed. At the bottom of The Unit Report will be listed the number of Strategic Redeployments you have saved up.
SPECIAL UNIT	In general, those units that are not Ground, Air or Naval units (Minefields, Minesweepers, Rockets, Leaders and Spies).
SPOTTED	On your Spotting Report, you will be informed of all enemy activity in your explored area. If you have a friendly unit in a position to see enemy forces, those forces will be considered "spotted" and you will be told their exact type, composition, and owning player. If your units cannot see the forces, they will appear as a generic "Enemy Activity" report, thereby masking their true composition.
TECHNOLOGY	Advancements in military forces, industrial production, science, etc. Players may invest city build steps into Technology research in an attempt to improve their empires combat/industrial effectiveness.
TOWN	Any "city" with 4 or 5 build steps. A town is a small settlement just a few steps (no pun intended) above a village. There is moderate industrial capability.
TRAINED	An experience rating. Trained troops are those who have had their first taste of combat and lived to tell about it.
TRANSPORT-TYPE	Any unit that can carry or transport another unit. This includes TRK, SWP, RTR, CGO, PTB, SUB, DES and TRN.
UNIT	The "pieces" in the game, numbered from 1 (Infantry) to 30 (Armored Cavalry). Gamers have developed the generic term "unit" so they don't have to say "that thing there".

VETERAN	An experience rating. Veteran troops are the better-than-average front line troops. They have seen a number of combats and are well able to deal with most contingencies.
VILLAGE	Any "city" with 3 or less build steps. Villages tend to grow and shrink based on the seasons. When the winter months set in they tend to get "socked in" and isolated from the rest of the countryside.

Appendix B Error Messages

As the computer processes moves, unforeseen things happen to units. The computer notes them next to the unit in the turn you get back on the following turn.

Message	Meaning
DESTROYED	The unit was engaged in combat with an enemy unit and was destroyed as a result of that combat. It is only noted on your Unit Report to let you know that it is no longer a usable unit. Next turn, it will no longer appear on the Unit listing.
IMPASSABLE	The unit attempted to move into some terrain type that is classified as impassable to that unit. Movement was halted at that point for the remainder of the turn.
EXHAUSTED	The unit expended all of its endurance. Depending on when this happened, the unit may or may not have completed its movement orders for the turn.
ENGAGED	The unit engaged the enemy in combat which then cancelled any remaining orders the units involved may have had for the rest of the turn. As of the end of the turn, the unit was still engaged in combat with an enemy unit. If the unit (and the enemy unit it is engaged with) does not leave the square on phase #1 of the upcoming turn, there will be another round of combat.
BAD LOAD	For some reason, one of the units load orders was not successfully completed. There could be many reasons for this but the most likely would be that there were no eligible units to load. A likely cause for this would be that a unit to be loaded was destroyed. You also could have gotten confused and ordered the unit to move away so that it was not in the square with the loading unit when the load order came through. Note that this error means that only 1 of the load orders did not succeed. Other load orders might have been properly processed however.
BAD MOVE	For one reason or another, this unit issued a movement order which is illegal. This message is a catch-all/generic type of error message to indicate that you did something wrong with the syntax of a movement order.
STORM	The unit was affected by a nearby storm. Depending on the units orders, and the affects of the storm, the unit may or may not have completed its moves during the turn. Refer to the section on Storms for more information.
DROWNED	This unit attempted to cross a river during a locally heavy storm. The waters were too swift and the unit was destroyed.
CRASHED	This aircraft unit attempted to fly through a locally heavy storm. The weather was too severe and the aircraft crashed and was lost.
FIRED	This Rocket was fired at the square it now resides in, and therefore can not be used again.
NO EXTRA	This unit-type is not allowed to take extra moves.
NO EARLY	This unit-type is not allowed to take early moves.
CAN'T SR	This unit-type is not allowed to use the Strategic Redeployment order.
BAD GIFT	The Gift order was done improperly. This would occur if the coordinates were invalid, or if the square occupied by the unit in question was not explored by both players.