

# ONSLAUGHT

STRATEGIC

LEVEL

WARFARE



*Frontal Assaultware, Inc.*

# THE ONSLAUGHT

TM

## Strategic Level Warfare For The Macintosh®

### Special Thanks

G. Arthur and Violet Horn for providing the wisdom and other "things" necessary for this project. Ronald G. Gammont for further support and encouragement. Erin Callaway for putting up with two years of "it's almost done, did you get your paycheck yet?" Bligham for making ONSLAUGHT more than just a game, and to Mike and Pat for helping him get it there. More thanks go to Bill, Matt, Aaron, Klaus, Neil and Vivian, Michelle, Jeff and the many others for their various kind deeds. Thanks also to Gordon Walton at Alliance Interactive for his advice, encouragement, and patience.

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# Designer Notes

## Why Onslaught

If you're a wargamer like us, you probably grew up with the good old board wargames. They were fun, but they were also frustrating at times. When computer wargames first came around they solved a lot of the problems board games either couldn't handle or make practical enough to enjoy. With a CPU to take care of things such as hidden movement and number crunching, wargaming became more realistic, more interesting and infinitely more challenging.

If you are also an avid computer user, as we are, you most likely see the evolution of board wargames into computer wargames as logical and beneficial. You anxiously and impatiently await each new quality wargame release. Unfortunately, if you're with us so far, you are probably often let down by the overall quality and quantity of today's computer wargames.

Why do so many computer wargames leave computer-using wargamers unsatisfied? We feel it's because most of them have little more to offer than our favorite board wargames or they are so simplistic that they are more like arcade games. In addition, many of these games tend to under utilize the power of modern computers and have only a weak grasp of good user interface. We tried to make Onslaught innovative, powerful, graphically alive, and a pleasure to use. We did this by adding things like simultaneous turn resolution, detailed unit characteristics, tons of colorful sprites and an intuitive interface. So play the game and let us know what you think. We really want to get it right for all of us.

## Realism

From the very start, we designed Onslaught as a warGAME. Although we based the game on reality, we make no claim that Onslaught is completely realistic. In fact, you might find that some of Onslaught's features stretch reality a bit. Just remember that those features are not mistakes, or the result of laziness. Rather, they are the calculated result of balancing fun, realism, and playability. Is it realistic for artillery to bombard units two hexes away? No. On the other hand, is it fun to bombard your friend's units two hexes away when he or she can't do anything about it? Most certainly, yes.

Although we are quite happy with Onslaught's game/realism balance, we know there is always room for improvement. So, we welcome whole heartedly your constructive criticism and suggestions. We ask only that you take the time to explain why your suggestion would make Onslaught a better game rather than saying simply, "it would be more realistic if you did x, y, and z".

# Setting Up

## System Requirements

Full color and B&W installation requires 5MB of hard disk space or a little over 3MB for the color version only. To run Onslaught you need a 68020 or better Macintosh running System 7.1 or greater with at least 4MB of free RAM. We recommended a Quadra 605 or better, at least 5MB of free RAM, and System 7.5 for optimal performance. Onslaught is a "fat binary" application for both 68k and Power Macintoshes.

## Installing

Insert Disk One into your computer's floppy drive and double-click on "Onslaught™ Segment#1". You will be asked to load the final segment first, so eject Disk One and insert Disk Two. Make sure "Onslaught™ Segment#2" is highlighted and then click on "Load". You will then be asked to switch disks again. After you reinsert Disk One and choose where you want Onslaught installed on your hard drive, click on the Extract button.

If you have any problems installing Onslaught with the above method, copy "Onslaught™ Segment#1" and "Onslaught™ Segment#2" to a new folder on your hard drive and follow the same basic steps to install the game. Note: you will temporarily need an additional 2MB of disk space until installation is completed and both archive segments have been deleted.

### What is Installed

After installation, you should have a folder entitled "Onslaught™ Folder" containing the application and a "Data Folder". In order to run Onslaught, you must leave the application and the "Data Folder" together in a common folder. To save space, you can delete either the "Color Data" or "B&W Data" folder located in the "Data Folder". You can rename the "Onslaught™ Folder" but DO NOT ATTEMPT TO RENAME ANY OTHER GAME FOLDERS OR ONSLAUGHT WILL FAIL TO RUN.

### Network/Demo Installation

Included on disk two is a compressed file entitled "Onslaught™ Demo.sea". To decompress the file, double-click and choose a place to expand the file to on your hard drive. This self extracting archive consists of a folder with two files, "Demo ReadMe" and "Onslaught™ Demo". You can use the demo application as a network guest (no serial number needed) or give it away to friends (please read the Demo ReadMe file first).

## Copy Protection

We hate obtrusive copy protection as much as the next user, so you won't be seeing manual look ups or key disks. All we ask you

to do is type in your serial number (located on your registration card) the first time you boot Onslaught. Unless you try to move Onslaught to another system you will never again be asked for your serial number.

Copy protection, unfortunately, is a necessary evil. We are a small company that caters to a niche market within the relatively small Mac computer base. As gamers, designers and programmers, we love wargames and the power of the Macintosh. However, the downside is that our costs are the same as many large volume game companies yet, our return on investment is much smaller. Therefore, we need every sale in order to continue bringing high quality wargames to the Mac.

We have gone out of our way to provide an alternative to giving pirated copies to curious friends by including a demo app on Disk Two. Feel free to use and distribute it to friends and online services (see the Demo ReadMe file for instructions). Please do your part to keep software companies like us operating and don't pirate.

## Registration

Please register your copy of Onslaught! Unless you do, we won't know how to get in touch with you with important information on upgrades and future products. If you want us to keep your information confidential, we will. Just check off the appropriate box on the Onslaught registration card.

## Tech Support

If you have any questions or encounter problems with Onslaught, please contact us. Email is the cheapest (for you) and most convenient way (for us) to support you. We answer ALL Email, generally on the day it is received. However, if you need immediate assistance or do not have access to Email, please don't hesitate to call.

America Online: FAI

Internet: [fai@aol.com](mailto:fai@aol.com)

Phone: (617) 623-6006 from 10:00 am to 5:00 pm EST

# Getting Started

## Beginning a New Game

Double-click on the Onslaught application. When the splash screen comes up click on the "New" button for a one or two player, single computer game, "Network Host" to set up a networked game, or "Network Guest" to play someone else. If you selected "New" or "Network Host", the setup dialog will appear so you can determine the size and composition of the options you want to play. When you have selected the game you want, click on "Accept" to generate a new game or "Reject" to return to the splash screen.

### Scenarios

There are many different scenarios you can choose from. This setting, more than any other, will determine the size and length of your game. A small description of the scenario you select will be displayed to the right.

### Number of Players

Choose a one or two player game or let the computer fight against itself.

### Number of Neutrals

Some scenarios are big enough to allow additional countries, called Neutrals, to be placed in between the two major players. The scenario description will tell you how many Neutrals, if any, you can select.

### Resources

The ability to build and maintain units depends on the availability of resources in your world. With more resources, you can build more units, and vice versa. Richer games tend to turn into massive slugfests while poorer games can end quickly if one side makes a major blunder. This setting is meant primarily for the more experienced player.

### Starting Season

To add a twist, you can choose what season the game starts in. Summer is generally the best, as Spring is often very muddy, Winter more tiring for troops, and Fall generally unpredictable.

### Terrain

A game's terrain sets its tone and pace. The more dense the terrain, the slower and bloodier the game is likely to be.

### Player Options

Here you can customize each player's name and the degree of wealth for each of their countries. The Mobilization rate will determine the number of turns a country's starting cash is spread out over. This setting can change dramatically the start of the game, especially if one country gets all of its money up front and the other receives funds over several turns.

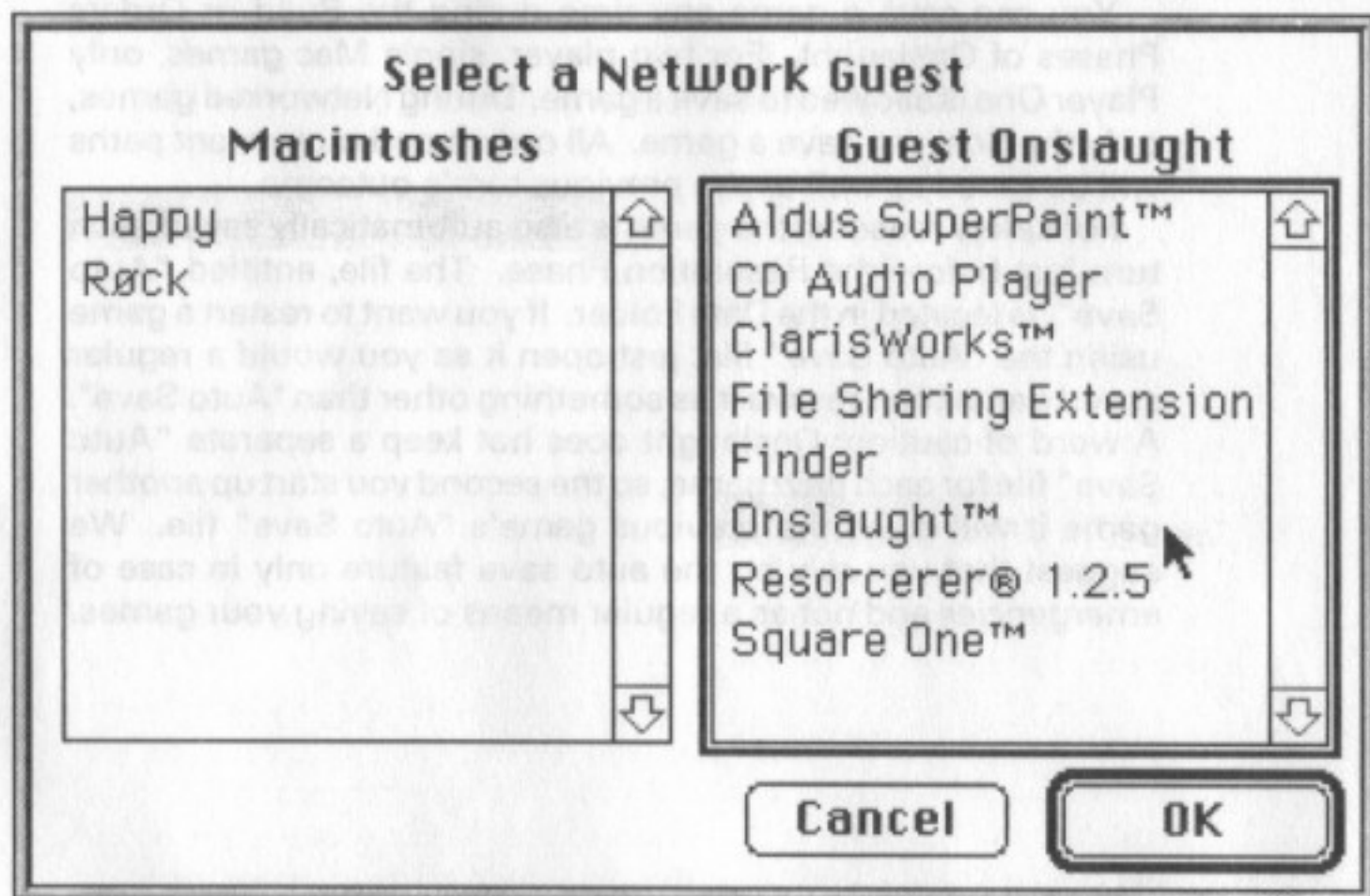
### Miscellaneous Options

You can also choose from six optional game elements. Each element will add some degree of difficulty and/or flexibility to the game. Choose to have or exclude fog of war, air units, Neutral armies, weather, air and naval transports, and nukes. For more info on what these features do, see the related sections in this manual.

## Networking

You can network Onslaught between two Macintosh computers using the built-in capabilities of System 7's Program Linking and AppleEvents®. You need to have two full, legal versions of Onslaught or one full legal version and a demo copy to play. Both systems need to have Program Linking turned on in the Sharing Setup control panel. Both computers must also be connected via AppleTalk® or EtherTalk®. If you are unfamiliar with how Program Linking and network connections work, consult your Macintosh user manual.

When everything is set up, both players should launch Onslaught. When the splash screen comes up one player should click on "Network Host" and on "Network Guest". The host (which works best if its on the faster computer) should see the following dialog:



If you do not see this dialog, something is wrong with your network connection or Program Linking is not enabled on both Macs. Check your connections and settings and then try again. Once you're all set continue on...

The guest's computer name should be displayed in the left side of the dialog. If it isn't listed, then you most likely have Program Linking turned off on one machine or the other. Select the guest's computer name, if it isn't already highlighted, and a list of the guest's running applications will appear on the right side. Select "Onslaught" or "Onslaught Demo" (one or the other will be displayed in the right portion, depending on the version the guest is running) and click on the "OK" button. Next you should get the standard AppleShare dialog requesting a user name and password. The "Guest" option will work for most users but you may need to enter a user name and password in some cases.

After you enter in the correct information and clicking on "OK", the regular Setup Dialog will appear for the host. Set up a game as desired (see "Starting a Game") and click on the Accept button. The game will be generated, sent to the guest, and then the war can begin!

## Saving Games

You can save a game any time during the Build or Orders Phases of Onslaught. For two player, single Mac games, only Player One is allowed to save a game. During Networked games, only the Host can save a game. All orders and movement paths will be saved as well as the previous turn's outcome.

For safety reasons, the game is also automatically saved each turn just before the Resolution Phase. The file, entitled "Auto Save", is located in the Data Folder. If you want to restart a game using the "Auto Save" file, just open it as you would a regular saved game then resave it as something other than "Auto Save". A word of caution: Onslaught does not keep a separate "Auto Save" file for each new game, so the second you start up another game it will erase the previous game's "Auto Save" file. We suggest that you rely on the auto save feature only in case of emergencies and not as a regular means of saving your games.

# Game Overview

## Onslaught's World

For 100 years, your people were dominated by a mighty, foreign empire. Recently, times have changed. Weak from internal strife, your oppressors have withdrawn to their original homeland far to the north and across the sea. In the power vacuum that ensued, old national boundaries were reinstituted and armies were raised to defend them. Most of the reconstituted nations are small and weak, but two stand stronger than the others: yours and your age-old adversary.

Onslaught is a game of divisional level continental warfare based on a 1950's style army. You choose Onslaught's level of complexity, its size, economic richness, terrain, and many other elements. Once the continent is generated you must build an army to conquer it. Each unit's statistics are in easy to understand terms of number of soldiers, Experience level, physical condition, degree of Supply and level of Entrenchment. Unlike many other wargames, your units are not disposable: you must nurture them.

Your challenge is to lead your army by land, air and sea against your age-old adversary and the smaller nations that lie in between you. Build air and naval transports for rapid movement, amphibious assaults, or airborne landings. Onslaught's flexible and easy to use orders system makes it simple to get your units to act the way you want them to.

## Goal of Onslaught

Like in most other wargames, your goal in Onslaught is to conquer your opponent. But Onslaught differs in how this is achieved. Simply piling your best units on a narrow front and driving into the enemy line is probably not going to win you the game. A skillful opponent can make use of terrain, air power, surprise amphibious landings, weather, time, and the many other elements of Onslaught to slow and then crush such a move. But in the end, who comes out the victor depends on the players and circumstances. Because there is no one way to achieve victory in Onslaught.

## Major Countries



The two major antagonists in each game will be located on the map's left side (or top) and right side (or bottom). Onslaught starts off where the politicians and their peaceful solutions failed. The only question left to be settled is not "how to best avert a war" but "how to best win a war". The only chance peace has is if one side can't hack it and surrenders unconditionally to the other.



Onslaught is a tough world, but aren't they all?

## Neutrals

Some Onslaught game scenarios incorporate Neutral nations into play. Neutral nations exist between you and your adversary, they are autonomous and defensive in nature, and they practice a "don't bother us and we won't bother you" policy. Neutrals will defend their airspace but won't launch a ground attack on you unless you attack them first. If you do attack, a neutral will do its best to contain and counter attack your forces.



Even though it won't pose a threat, you might find some tempting reasons to attack a Neutral nation. For example, If you conquer a neutral, you could win more land and perhaps a more direct path to your opponent's country. You could also give your troops valuable combat experience. The choice to attack a Neutral is yours to make. Just remember that your opponent has the same option.



## Game Time

Each turn in Onslaught represents one week's worth of movement and combat. Just like in the real world, four weeks make up a month, twelve months make up a year and the weather acts in seasonal yet sometimes unpredictable patterns. Also, there is no limit to how long a game of Onslaught can go on, so the old "all or nothing" attack before the game runs out does not apply here.

## Game Scale

Onslaught is played out on one continent, the size of which you determine at the beginning of the game. The continent is surrounded by a band of deep and shallow sea allowing naval movement to take place. The whole map area is divided up into hexes, each one representing roughly 400 square miles. When you first play Onslaught, you might feel that some units have ranges or movement that is inconsistent with this scale. This is actually a fair criticism as we sometimes altered reality to make the game more enjoyable.

# Game Phases

## Build Phase

Initially, you will start out with nothing more than a country and the resource points necessary to build an army. The Build Phase is used to create and deploy your forces for the upcoming war. Think of it as years of military planning and build up simulated in a single turn.

During the Build Phase, you can build, delete, and place units within your country's borders without any kind of movement or financial penalty. Position, reposition, build, and disband as many units as many times as you want. You can also think of this as the "build now or pay later" phase because units built later cost twice as much, take up to five turns to complete training, and can only be built in cities. See the "Building Units" and "Build Palette" sections for more details on creating units.

When you position your units, be very careful to check out the terrain bordering your front line and think of the best way to get where you want to go. The initial placement of your army is very important because it will take both time and energy (in the form of Condition loss) to radically shift your forces to other areas. And time, as you will come to appreciate, is always in short supply.

We suggest that you spend all of your money in the Build Phase, even though you can keep what you don't use for later use. Because units cost more and take time to build in later turns, it is better to build as much as you can at the start.

## Orders Phase

Once you leave the Build Phase, the game really begins. The first Orders Phase will give you a cash starting bonus to spend as you like. Depending on the Mobilization setup option you choose, you might get additional funds as well. While you are in the Orders Phase, you issue orders to your troops, build reinforcements, review the last turn's combat, and do everything else necessary to crush your opponents. This is the "hands on" part of Onslaught. When finished select "End Turn" from the "Turn" menu.

## Resolution Phase

This is where all the action takes place. Air strikes, bombardments, movement, ground combat, etc. will be resolved as you watch. Everything that you and your opponents did during the Orders Phase will be carried out. You can not interact with the resolution, but you can skip over it with a simple Command Period if you like. When the Resolution Phase finishes you are dropped right back into the Orders Phase to figure out what to do next.

## **Air Movement and Combat**

Air movement orders are the first orders carried out by the Resolution Phase. Units will move according to their type, beginning with fighters, fighter bombers, medium and heavy bombers, and ending with air transports. Patrolling enemy fighters and flak guns will try to attack moving air units. When multiple interceptions or flak attacks occur in one hex they will be consolidated in a single report in the Combat Report palette (see "Combat Report"). Any damage and Condition loss your air units suffer from such attacks will be deducted from the unit's statistics as they occur.

## **Bombardment**

Artillery bombardments will be carried out in random order after air units have had their say. Victims of Bombardment will receive any Strength and Condition losses as soon as they occur.

## **General Movement**

Movement in Onslaught refers not to battle, but literally to units moving along the paths you have plotted for them. After players are done issuing orders, the computer will randomly select a country and a unit within it, and then carry out that unit's commands. The computer will repeat this random process for every single unit on the map.

A unit will move from hex to hex until it reaches its destination, runs out of movement, is blocked by friendly units (see "Stacking Limitations"), or bumps into an enemy unit. If the latter happens, combat will occur but is carried out later (see below).

Units have a total of 8 chances to finish their movement during the Resolution Phase. If after 8 chances the unit still cannot move, it will remain in the last hex it was able to reach. To prevent this from happening, be sure to pay attention to stacking.

## **Ground Combat**

If a unit can't complete its movement orders because it ran into an enemy, the unit will mark the enemy hex for battle (if you move any other units in to the same hex they will join in the fighting). All units attacking a contested hex will be grouped together as the Attacker and any enemy units in the hex will be grouped as the Defender (see "Basic Combat Rules"). All battles will be resolved in the order in which they arose, but only after all units on the map have had a chance to move.




When all ground attacks have been resolved the Resolution Phase is over and you enter the Orders Phase again.

# User Interface

## Short Cuts

### Option Pop-Up

This feature allows you to view all units in a stack as a selectable list. Click on a stack of units while holding down the Option key and a pop-up list will display the icon, name, Strength, Experience, and Condition of each unit in the hex. You can also access this pop-up menu by clicking on the unit icons in the Info and Join Palettes. Units that have a "•" before their name have already been issued an order or movement path. When you highlight a unit and release the mouse button, that unit will become the top, current unit.

	Name	Str	Exp	Con
	•7th Mechanized	111	75	89
	•14th Armored	149	76	94
	13th Armored	149	76	94

### Command Pop-Up

Hold down the Command key and click on a unit to bring up a pop-up list of possible orders for that unit. Select the order you want, then release the mouse button to issue the order you choose. Orders that are gray can not be used by that unit.

Clear Orders
Destination
Follow
Alert
Entrench
Bombard
Sleep
Wake

### Hot Keys

Some orders have command keys, while others have non-command key equivalents. Simply select the unit you want and then press the key representing the order you want to issue. Here is a list of orders that have hot keys:

A .....	Alert	P .....	Patrol
E .....	Entrench	R .....	Relocate
F .....	Follow	T .....	Transport
D .....	Destination		(Air & Naval)
B .....	Bombard	Z .....	Air Drop
C .....	Bomb City	S .....	Sleep
X .....	Air Strike	W .....	Wake
N .....	Nuke		

## Stack Orders



Hold down the shift key when you use any other command to issue the same order or movement path for an entire stack at once. You can use the shift key when you reposition units in the Build Phase, change settings in the Info Palette, and drag a movement path. You can also issue orders to a stack using the Command pop-up, Orders menu, or hot keys.

## Miscellaneous

Onslaught's interface is forgiving enough that you don't have to click on a pop-up or check box dead on to select it. For example, you can just click on the displayed area next to a pop-up button to select a pop-up menu or click on the text labels of check boxes rather than the check box itself. Likewise, you don't have to grab the title bar to reposition a palette. Rather, you can click/drag on any "dead" areas within the palette. A "dead" area is anywhere that is not a button or pop-up menu.

## Main Map

You will focus the majority of your time and attention on Onslaught's Main Map, where all the game activity and information will be displayed. The current date and player name will appear in the title bar at the top of the map and messages will be displayed in the lower left corner, next to the horizontal scrollbar. If you have Apple's PlainTalk™ software installed you can opt to have the computer read messages as they appear.

You can scroll the map using the scrollbars or by holding down the space bar and click dragging anywhere in the map. You can also resize the map's window to fit your screen size or the maximum size of the map. If you make the Main Map larger than 16 inches you will probably need to increase Onslaught's RAM allocation, especially when you choose larger scenarios.

## Strategic Map

The Strategic Map is a resizable, navigatable miniature of the Main Map. Where ever a unit (friend or foe) appears on the main map, a corresponding dot will be shown on the Strategic Map. If you want to scroll the Strategic Map, use the scrollbars or click while pressing the spacebar and then drag in the map area. You can also scroll the Main Map by click dragging the cursor in the Strategic Map.



## Info Palette

The Info Palette contains four panels worth of information. These panels will be your most important source of information and unit navigation. Although you can play Onslaught with NO palettes, you will most likely want to keep the Info Palette visible.

The top panel of the Info Palette shows you a picture of the current hex, its type (city names are editable), and its economic value.

The second panel shows you the current unit, the unit's icon, name (editable), and statistics. If there is more than one unit in a hex, click on the small arrow buttons in the lower right corner of the panel to shuffle through the stack or click on the current unit's icon to reveal a pop-up menu of all other units in that hex.

The third panel allows you to change the current unit's Attack and Defense Thresholds.

The bottom panel allows you to prevent the current unit from receiving reinforcements or advancing after combat. If you uncheck the Reinforce button your unit will not be reinforced. Likewise, if you uncheck the Advance button your unit will not advance even it is able to. Air units and Airbases do not use this last feature.








## Combat Report

After the Resolution Phase is complete the Combat Report palette will appear to explain what happened. Hexes will be highlighted wherever combat took place. Click on a highlighted hex to see who fought whom and where, what kind of battle it was, its outcome, and the attacker's odds.

Player one will always be displayed on the left, player two always on the right, and a picture of the contested hex in the middle (clicking on this recenters the map). An arrow will point from the attacking side to the defending side. Below this is a summary of battle information which will include: the total Strength involved, how much Strength was lost, the average Condition reduced, the total Entrenchment levels destroyed, how many units were eliminated and the total number of units that were forced to retreat (defender) or allowed to advance (attacker). You can also click and hold on either unit icon to view precise details on how that side fared in the battle.

Several different types of attacks can happen in a hex during the same turn (i.e. a flak, air interception, and ground attack), but the combat report can display only one at a time. Battle reports will be stacked in the order in which they occurred. Use the arrow buttons in the upper left corner of the Combat Report or the Tab key to shuffle through each attack. After viewing the last battle, shuffle one more time to bring you back to the first one.

Combat Report		
 	1.8:1	  
Total Str	322	278
Str Loss	3	5
Cond Loss	5%	10%
Ent Loss	-	0
Units Lost	-	-
Adv/Ret	-	1

## Combat Descriptions



Air Strike



Air Drop



Infantry Attack



Bomb City



City



Armor Attack



Patrol



Nuke



Amphib. Assault



Intercept



Flak



Naval Transport



Air Transport



Bombard

## Build Palette

Choose the type of unit you want to build from the panel of icons displayed on the right side of the Build Palette. You can use the default settings for the unit's Strength, name and starting Experience, or you can edit them. A unit's cost will change as you manipulate its stats. A pop-up will indicate whether you have selected default or custom settings for your unit.

To choose where unit a ground unit is built, click directly on a friendly hex (Build Phase only) or a city hex (Orders Phase). To build an air unit you must first click on an Airbase to be built on. In addition, you can shuffle through the cities and airbases you own using the arrow buttons in the lower right corner of the palette (note that this corner will be blank during the Build Phase).

Click on "Build" after you choose a unit's settings and your new unit will appear in the current friendly hex (Build Phase only) or city (Orders Phase). A dot in the upper left hand corner of the unit's icon will indicate that the unit is Training (see "Training Units").

If you have customized a unit's stats you may save them as a template for later use in the current game or future ones. To save a template, click on the pop-up labeled "Custom" and select "Save...". The name for your custom settings will become a part of the template menu. To reuse your saved custom settings when you build future units, just select the unit type you want, click on the template pop-up, and choose the template you want to use.



## Join Palette

Only units that are in the same hex at the beginning of the turn can be joined together. Click on the hex where the units are located and select the Join Unit option. The Info Palette will automatically double in size allowing you to see two units at a time: the donor unit on the right, and the receiving unit on the left.

Using the stack shuffle arrows (to the right of Entrenchment), select the receiving unit from the left panel. Select the donating unit from the right panel in the same way. Next, select how much Strength to donate to the receiving unit using the arrows at the top of the right panel. You can donate as much Strength from a unit as you wish but you can not reduce a unit to below its minimum required Strength. When you are satisfied with the amount of Strength you want to add to the receiving unit, click on the Join button. The Strength will be automatically added to the receiving unit and subtracted from the donor. For more details see "Joining Units".

The screenshot shows the 'Info' palette with the following details:

Unit	Strength	Experience	Condition	Support	Entrenchment
Grass	20				
1st Infantry	86	78	95%	99%	0
2nd Infantry	45	54	95%	99%	0

Attack Threshold: Very High  
Defense Threshold: Medium

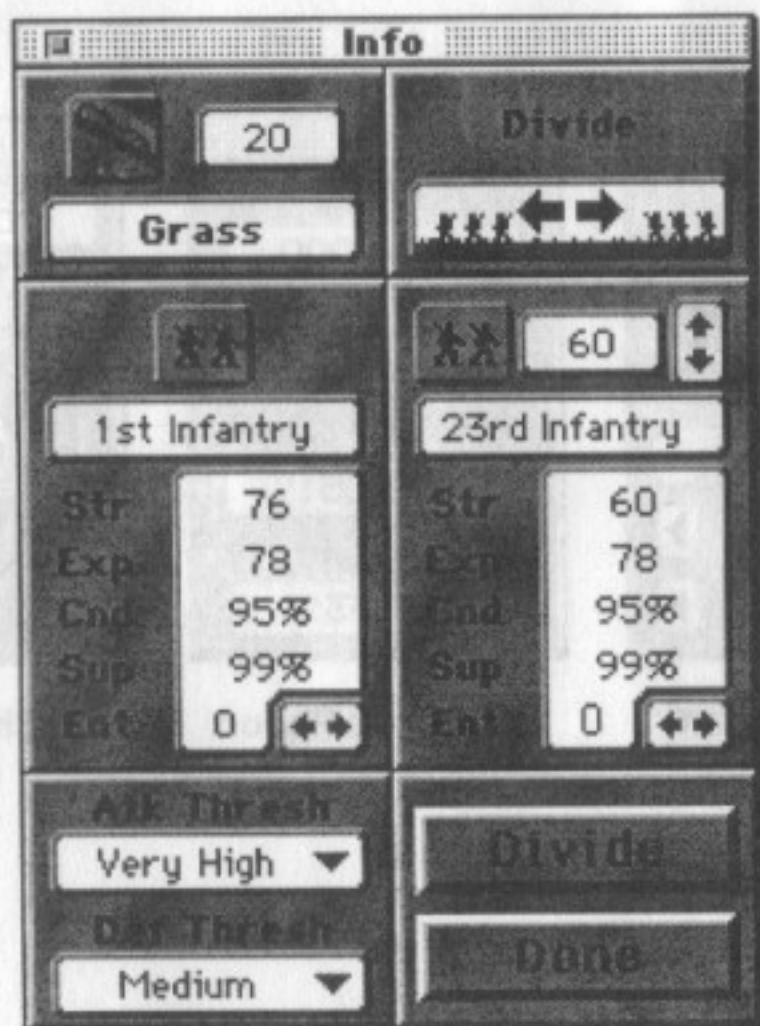
Buttons: Join, Done

## Divide Palette

Click directly on the unit you want to divide and select the Divide Unit option. The Info Pallet will automatically double in size allowing you to see the unit you are going to divide on the left and the panel for the new unit on the right.

Select how much Strength you want to donate to the new unit using the arrows at the top of the right panel. When you are satisfied with the amount of Strength you want to give to the new unit, click on the Divide button. The Strength will automatically be deducted from the donor unit and given to the new unit. See "Dividing Units" for more details.

You can divide a unit into as many new units you want. The units do not have to be of equal Strength, but you will not be able to divide a unit smaller than its minimum required Strength. If you try to divide a unit beyond its minimum required Strength, a message will appear at the bottom of the screen to alert you that you cannot complete the divide



## Report Palette

As you play Onslaught you can obtain updated reports on various factors that influence the course of the turn or game. There are three separate "report" palettes:

### Weather Report

A picture at the top of the Weather Report shows the atmospheric, ground, and sea conditions. Labels below the picture tell you what the current condition is and pop-ups describe how each weather condition affects the game for that turn.

### Economic Report

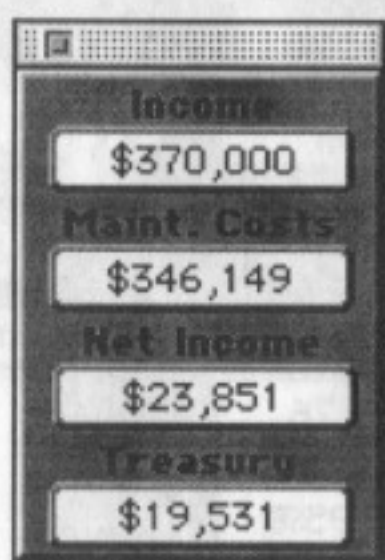
The Economic Report states your per turn Gross Income, Army Maintenance cost, and any Net Income for that turn. This report also shows your overall Reserve Funds.

### City Report

The City Report shows a picture of the current city and its condition, income value, and status.



Weather Report



Economic Report



City Report

## Unit Settings

At times, you might want to change the Attack or Defense Thresholds or alter the default Experience for Auto Reinforcement, for every unit of a certain type. For example, if you are about to embark on an offensive, you might want to increase the attack Threshold for all of your Armored units so they can gain maximum ground when they attack. Rather than having to increase the Attack Threshold for each separate Armored unit, you can use the Unit Settings to make changes for all the units at the same time. You can change as many of the settings for as many types of units as you want. You can also change these settings as many times as you want each turn and throughout the game.

To use the Unit Settings Palette, click on the type of unit you want to change and select the new settings from the pop-up menus at the bottom of the palette. If you change the Auto Reinforce Experience setting the name of the selected unit type will be displayed in bold to alert you that you have made a change. When you finish changing settings, click on the Done button. All your changes will take effect immediately.

Type	Reinforcements	Atk/Def	Thresholds
Guards	Veteran	-	-
Armored	Trained	-	-
Mech	Trained	-	-
Infantry	Trained	-	-
<b>Marines</b>	<b>Veteran</b>	High	Very High
Rangers	Veteran	-	-
Garrison	Green	-	-
Airborne	Veteran	-	-
Mech Air	Veteran	-	-
Artillery	Trained	-	-
Flak	Trained	-	-
Fighter	Trained	-	-
Ftr Bomber	Trained	-	-
M. Bomber	Trained	-	-
H. Bomber	Trained	-	-

Reinforcements	Atk. Thresh	Def. Thresh
Veteran ▼	High ▼	Very High ▼

Reject

Accept

# Unit Statistics

## Strength

Strength refers to the number of troops in a unit. Each point of Strength equals 100 soldiers. Each type of unit is allowed a different maximum amount of Strength, the lowest in the game being 40 and the highest 200. Combat will reduce a unit's Strength, while Auto Reinforcement or joining with another unit will increase it. When a unit's Strength is reduced to zero the unit is destroyed and ceases to exist. Note: A unit's Strength does not necessarily represent its true combat potential. A unit's type, Experience and Condition, as well as terrain, and weather all are vital to combat performance.

## Experience

Experience is represented by a number between 20 and 99. The higher a unit's Experience number is the better it will hold and take ground, inflict casualties on the enemy, minimize its own losses, and handle adverse situations.

Every time a unit engages in battle its Experience will increase, but the more experienced it becomes, the slower it will gain Experience points. Experience will decrease only if you add significant numbers of less experienced Strength to the unit (see "Joining Units" and "Reinforcement").

## Condition

Condition indicates the physical readiness of your troops from zero to 100%. Every time a unit moves, attacks, or defends against the enemy it will lose Condition points. As a unit's Condition drops, its combat performance will decrease and it will suffer more Strength loss in combat. Moving over rough terrain or in bad weather tends to rob units of the most Condition. A unit can regain Condition only in proportion to its Supply level (see below).

## Supply

A unit's Supply level represents its ability to get ammunition, vehicles, tanks, food, troop reinforcements, spare parts, etc. Supply is displayed as percentile ranging from 0% (unsupplied) to 100% (fully supplied). Supply's most important function is to increase a unit's Condition level. A unit will regain 1% of its Condition for every 2% Supply it receives, or up to 50% Condition per turn. For example, a unit supplied at 50% will regain only 25% of its Condition. See the "Supply" section for details on how supply is determined.

## Entrenchment

Every ground unit has the ability to fortify its positions with fox holes to elaborate bunkers. A mobile defense has an Entrenchment level of 0 and fully dug-in unit has an Entrenchment level of 5. Deeply entrenched units inflict more casualties, suffer fewer losses and are less likely to retreat than mobile units. Entrenchment is crucial for holding off strong enemy attacks. See the "Entrenchment" section for more details how it works.

## Thresholds

Threshold settings determine how vigorously a unit will fight. Units with high Threshold settings will fight harder and thus lose more Strength and Condition in battle. Higher Thresholds may also inflict higher casualties on the enemy, depending on the quality of the units involved. For more information see the "Thresholds" section.

# Handling Units

## Building Units

Although you can Build new units at any point during the game, you will use the Build Phase to create and deploy your initial army. While in the Build Phase, you can choose to Build a new unit on any hex you own. There are many reasons why you should create as many units as you can during the Build Phase. As a matter of fact, you gain nothing from not making units in the Build Phase. See the "Build Phase" for more information.

During the Orders Phase, units are much more difficult to Build. They cost twice as much, need time to Train, and can only be built in cities. Building cities must have a status greater than 30% and may have no more than one hex with enemy units adjacent to it. See the "Build Palette" for more details on the mechanics of building units.

## Training Units



If you build units at any time outside of the Build Phase, they must be Trained. Training units will be marked with a small red and yellow icon in their upper left hand corner. This icon will disappear when a unit completes its Training.

Brand new units start off with an Experience level of Poor. Each turn you leave a Training unit undisturbed it will gain Experience until it has reached the level of expertise you paid for. If you move a unit while training, or ground units (except artillery) attack it, the unit will cease Training and remain at its current level of Experience. You will not be reimbursed for unfulfilled Training, so try to build your units away from threatened areas.

Experience Level	Actual Experience	Turn Finished
Poor -----	20 -----	Immediately
Green -----	50 -----	Turn Two
Trained -----	70 -----	Turn Four
Veteran -----	80 -----	Turn Five

## Joining Units



From time to time, you will find it necessary to take worn out units and Join them into a new and stronger unit. This is the single best way to quickly repair severely damaged units.

You can Join units only of the same type (i.e. Infantry with Infantry, Guards with Guards, etc.). Likewise, you can Join units only if they are located in the same hex at the start of the turn. You can Join units as many times as you want but the units involved will not be available for movement or orders until your next turn.

When you merge units, their Experience and Condition statis-

tics are averaged in relation to the amount of Strength you transferred between them. This "weighted" average means that adding a small, poor unit to a large, good unit does not adversely affect the good unit too much. If one or both of the units you join is Entrenched, the Entrenchment value for those units might be reduced, depending on how much Strength you transfer between them.

There is no undo feature for Join, so once you click on the "Join" button the deed is done. To help you avoid an unwanted Join, statistics are temporarily changed "on the fly" so you can see what will happen to your units *before* you click on Join (see "Join Palette").

## Dividing Units



There may be times when you want to divide up a unit so it can cover more territory or perform separate missions. Dividing up larger units can be a quick and cost effective way to spread your forces thinner.

Dividing units can produce only a new unit of the same type (i.e. Dividing an Airborne produces another Airborne). The new unit will always be created in the same hex as the donating unit. Stacking limitations apply to newly created units, so you may not be able to perform a Divide in a congested hex (see "Stacking Limitations").

When you Divide a unit, its Experience, Condition, and Supply are the same as the donating unit's. However, Entrenchment for the new unit will always be zero. Depending on the amount of Strength it donated, the donating unit might have its Entrenchment reduced. Check out the "Join Palette" for more information.

## Disbanding Units

If a unit is damaged hopelessly and beyond repair, you can remove it instantly from the game by ordering it to disband. You might also choose to disband one or more units if you can't afford your total maintenance costs. Whatever your reasons, think carefully before you command a unit to disband: it is a drastic measure. Once a unit is gone, it is gone for good. However, depending on the unit's Supply level at the time you issue the Disband order, up to 10% of the unit's value will be added to your Reserve Funds. Units that are below 30% Supply, contaminated (see "Nuke"), or are at sea never give back funds.

Click on the unit and select the Disband command. You won't be asked to confirm before the unit is removed, so make sure you have selected the correct unit and that you really want to disband it.

## Thresholds

Each unit has an Attack and Defense Threshold setting which you can view in the Info Palette. A unit with a high Attack Threshold will attack with more force and is more likely to advance after clearing an enemy hex. A unit with a higher Defense Threshold setting will be more resistant to the enemy and less likely to retreat.

When you boost either Threshold, your unit will suffer more casualties and Condition loss than units with lower Attack and Defense Thresholds. Units with lower Threshold settings, however, will participate less in combat and are more likely to retreat under attack. A unit's Experience and Condition levels will influence the degree to which the Threshold Settings affect the way it attacks or defends.

Click on an individual unit to change its settings in the Info Palette, shift click to change settings for all the units in a stack, or select the Unit Settings Palette to change the settings for all units of the same type (see "Unit Settings").

## Override Settings

You can prevent a unit from receiving Auto Reinforcements or from advancing after clearing an enemy hex. Click on the Override Settings button in the Info Palette to make changes for a single unit, or hold down the shift key while you click to change the settings for all the units in one stack. You can override settings as many times as you want and for as many units as you want in one turn and throughout the game.

## Entrenchment



Try to man your defensive line with well rested, strong, and entrenched (dug in) units. Entrenched units can make battle very costly and difficult for the enemy (especially when they dig in on rough terrain) because they fight harder and suffer less casualties while inflicting higher losses on the attacker. Also, an entrenched unit won't retreat until all its levels of Entrenchment are destroyed.

There are six levels of Entrenchment (0-5), with five being the highest possible level. Level 0 represents a mobile defense, levels 1-3 reflect various forms of impromptu entrenchment (trenches, barbed wire, etc.), and levels 4 and 5 equate heavy fortification (concrete bunkers, emplaced heavy guns, etc.). Entrenchment levels 4 and 5 cost extra since they require resources that are not inherent to the entrenching unit.

Units will automatically gain up to 1 point of Entrenchment per turn, up to Entrenchment level 3. You will not be charged for the

first three levels of Entrenchment. But if you want to entrench units to level 4 or 5, you must order them to do so and it will cost you some money.

When you move an entrenched unit to another hex or advance the entrenched unit after combat, its Entrenchment value will fall to 0 and any impromptu or heavy fortification the unit built will disappear. Consequently, no other unit, friendly or enemy, can take over and utilize another unit's fortification.

When an entrenched unit attacks but does not advance after battle, it will lose only Entrenchment levels 4 and 5. There is a small movement penalty (approximately 1 hex) when you move a unit with Entrenchment of levels 4 or 5. Also, if you join or divide an entrenched unit, its Entrenchment value may decrease (see "Join Palette" and "Divide Palette").

## Supply



Your units are automatically supplied as a part of the Resolution Phase of the game. Supply allows your units to rest, receive reinforcements, and perform certain functions, so it is critical to your units' Condition.

Even though supply occurs automatically, you can insure that your units receive the highest level of Supply by keeping them in more accessible areas. An individual unit will receive more or less Supply depending on how far it is from a road or city, the type of terrain between the unit and the closest road or city, and how many enemy hexes surround it. In general, if you station a unit far from a road in bad terrain and deep in enemy territory, it will not be well supplied. Under ideal conditions, units can receive up to 100% Supply. But if you can't afford your army's maintenance cost, the maximum Supply level units receive will drop. For example, if you are short 5% of the funds necessary to pay for army maintenance then the maximum Supply level for that turn will drop to 95% (See "Economics").

## Army Maintenance

Every turn, your units need to be supplied with everything from ammo and artillery to boots and tank parts. Unfortunately, you have to pay for the supplies (see "Economics"). Maintenance costs for each individual unit will depend on the unit's strength and size. But if your unit remains close to its original size, maintenance will cost roughly half the amount you paid to build it. If you cannot afford to pay for the maintenance cost, your units' maximum Supply level will decrease in relation to the shortfall. You can offset your next turn's maintenance cost by disbanding units and/or conquering more territory. You will pay the same maintenance costs for units whether you build them during the Build Phase or later in the game.

## Reinforcement

By default, all your units will receive up to three points of reinforcement (Strength) every turn. Your unit's Supply level and the amount of money you have will affect the number of reinforcements your units receive. Lower Supply means fewer reinforcements will be added, and a lack of funds stops reinforcement.

You can change the default Experience level of these reinforcements for each type of unit by using the Unit Settings option (see "Unit Settings"). The reinforcement Experience setting you choose will determine the cost and quality of the reinforcements flowing to your units (better reinforcements will cost more than poor reinforcements, etc.). The cost for Auto Reinforcement will be deducted from your Reserve Funds and will show up as part of your Maintenance Cost in the Economic Report.

Reinforcement will cease under certain conditions. Your units will not be reinforced if a) you don't have enough money or b) you choose Auto Reinforce Override (see "Override Settings"). Also, the number of reinforcements a unit receives will be reduced if its Supply level drops.

# General Rules

## Stacking Limitations

You may pile no more than 1000 points of Strength in one hex at one time including up to 500 Strength points or six units (which ever comes first) worth of ground troops and up to 500 Strength points of aircraft, with an unlimited number of air units. Air transport units count towards the 500 points of aircraft Strength and airbases don't count towards stack limitations at all. There is no stacking limitation for units in Deep Sea hexes.

## Spotting Enemy Units

Your units will spot enemy troops in both friendly and enemy territory. Ground and naval units can see the enemy when they come within two hexes, but air units can spot the enemy only one hex away. Even if you do not have units nearby, you will spot enemy units as they cut across territory you control: civilians and off-duty military personnel will "report" any enemy presence. Neither side can spot the other in Deep Sea hexes.

## Economics

Like any country at war, your country's ability to fight will depend largely on its economy. In Onslaught, your economy consists of Reserve Funds, Gross Income, Army Maintenance cost and Net Income. The more funds you have, the bigger and better your army can be and vice versa.

You will receive Reserve Funds at the beginning of the game. The size of your initial Reserve will vary according to the scenario and user settings you choose. Reserve Funds will pay for new units and cover Maintenance Costs that exceed your weekly income.

Gross Income equals and depends solely on the combined value of all the hexes you control. Each hex has a certain economic value depending on its type. In general, cities will be your greatest single source of revenue (see "Cities").

Maintenance Cost equals the amount of money you will pay each week for army maintenance, automatic unit reinforcement and taxes. Army maintenance will be paid for first, then unit reinforcement, and then taxes. If you don't have enough Gross Income to cover your Maintenance Costs, you will have to make up the difference with your Reserve Funds. Be careful!! If you run out of reserve funds and can't cover Maintenance Costs your army will suffer (see "Army Maintenance")!

Net Income equals Maintenance Cost deducted from your Gross Income. A positive net income will be added to your Reserves while a negative net income will be subtracted.

## Weather

As in real war, weather can be your best ally or your worst enemy. We based Onslaught's weather model on the yearly weather patterns found in Europe and applied it evenly to the entire map area. The Weather Report Palette displays atmospheric, ground, and sea conditions and explains how they affect your units (See "Report Palettes"). Atmospheric conditions will determine the accuracy of air strikes, flak attacks, interception, etc. Ground weather will affect how easily units can move and fight on land. Sea conditions will determine how far naval units move and how much Condition they will lose.

Ground weather is probably the most important because it affects the most units at once. Weather is not the only factor that will affect a unit's Condition level, but if a unit moves or fights in bad weather, its Condition level will likely be lower than if it moves or fights in good weather. Individual units will respond to the weather based on their type (Infantry, Garrison, etc.) and the type of terrain they currently occupy. Units of the same type will respond uniformly to the same conditions.

## Cities

Each country in Onslaught has cities, including one capitol. Cities are vital because they serve as ports and they are the only place where you can build units after you leave the Build Phase (see "Build Units").



The capitol city is always the most valuable. When you capture a capitol city, you will receive 50% of that country's Reserve Funds. The value of all other cities depends on their location. You can see a city's value and other particulars in the City Report Palette (see "Report Palette").

Because cities are so valuable, you will likely fight hard to win and keep them. Likewise, cities you own will be very vulnerable to attack. Unfortunately, if you prolong ground combat, air strikes or artillery bombardments in a city hex, you risk reducing it to rubble and damaging its production capacity for many turns to come.



When a city is reduced below 30% it can no longer build units or, if it is a port city, accommodate incoming or outgoing naval transports. The good news is that damaged cities will repair themselves automatically by 2% per turn. The bad news is you will have to pay two resource points for each city point you repair. Also, a badly damaged city will take a long time to bring back up to a status of 100%.

## Airbases



Airbases are quite different from all other ground and air units. Airbases don't count towards stacking, they have a higher Reinforcement rate, and are not built using the Build Palette. You can place airbases only on Grass or Desert, you can't move them once you build them, and there can be only one per hex.

Unlike all other units in the game, Airbases don't use Experience, Condition, or Thresholds, (numbers are still displayed in the Info Palette, but they aren't used). Also, they don't need to be Trained and can't be Entrenched. Most importantly, they provide the sole facility from which air units can operate.

As long as an Airbase has 30 Strength and 30% Supply, air units can fly missions from them. If either number is lower than allowed, all air units on the base will be stranded until the numbers improve. If you sense an Airbase might soon be put out of action, it is wise to Relocate air units based there.

Airbases are extremely vulnerable to ground attacks (especially from sneaky Air Drops or marauding armor), so keep them well guarded. Unless you defend them with ground units, enemy ground forces will quickly overrun Airbases when they attack. Once an Airbase is overrun it is destroyed, along with all air units stationed there.

## Transporting By Air



You can use air transportation on its own to move ground units quickly over great distances or in conjunction with the Air Drop order for airborne assaults (see "Air Drop"). Regardless of what you use air transport for, it will cost you. In larger and crucial scenarios, however, the time you save relocating valuable units might outweigh the expense. Be careful about transporting units close to, or over, enemy lines because enemy flak and fighters could cause a lot of casualties to the vulnerable air transports. If you must get near the enemy, try as hard as you can to provide air cover. You can move any type of ground unit by air transport, but the unit must be located on an active airbase (see "Airbases") at the beginning of the turn. Likewise, air transports can land only on active airbases.

Click on the unit and select the Air Transport order. The unit's icon will change to an air transport and the cost of transport will be deducted from your Reserve Funds. If the ground unit's icon doesn't change then you are either on an inactive airbase or you do not have enough money to transport the unit. You can now move your air transport unit (see "Relocate") or plot its move for an air drop (see "Air Drop").

## Transporting By Sea



Like air transport, you can use naval transport to move land units more quickly across large areas. You might also opt to use naval transport for an amphibious assault or to reinforce areas cut off from the rest of your army. Regardless, units must be in a port city with a status of at least 30% at the beginning of the turn (see "Cities"). If the port city has less than 30% status then no units may be transported to or from that city until its status improves.

Units at sea are automatically supplied the same as the National Supply Level (see "Supply"). If a unit lands someplace that is out of supply (like an enemy beach) it will have four turns of decreasing Supply. Each turn the unit's Supply will be diminished by 25% points until it has no Supply or has established a supply line greater than its current level. It is, therefore, imperative that you take a city if you are doing an amphibious assault.

Transports must be within six hexes of a beach at the beginning of a turn in order to attack it. Units further out than this will simply move right up to the beach and not attack. This, of course, ruins one turn's worth of surprise, so plan accordingly.

Click on the unit you want to transport, select the Naval Transport order, and move the unit into Sea hexes just as if it were a ground unit on land (you can transport the unit more quickly through shallow sea hexes, but shallow waters are not as safe as the deep sea hexes). The unit's icon will change to a naval transport and the cost of transportation will be deducted from your Reserve funds. If the ground unit's icon does not change then you either are not in an eligible port city or you do not have enough money to transport the unit.

# Orders

## General Orders

### Plotting Moves



When you take time to plot your unit's moves you will have precise control over where and how they move. So long as a unit is not blocked by an enemy move or any other obstacle, it will attempt to move during the next turn along the path you choose. You can use the Destination order as a quick alternative to plotting moves, but there are drawbacks (see "Destination"). So plan on using the plot move feature as the primary means of moving your units.

To plot a movement path for a unit to follow, just click on the unit and drag. The cursor will change to a transparent representation, or "Ghost", of the unit you clicked on. Red arrows will appear on each hex as you move the Ghost icon along the path you want the actual unit to follow. Grey arrows mean the unit will, under no circumstances, move to those hexes during the current turn. When you are done, release the mouse button. To add to a unit's existing path click and drag the unit's Ghost, not on the real unit.

To have an entire stack move the same path, hold down the Shift key while clicking on the top unit. The Delete key will remove the last plot and Command Delete will totally wipes out all orders or movement paths for the current hex. For more information how movement works see the "Movement" section.

### Issuing Orders

Orders are the backbone of Onslaught's flexible game system. They allow units to perform very specific functions in a simple and easy to control manner. Each order is represented by a unique icon. When you issue orders to Entrench, Alert, Join, Divide and Patrol, the order icon will appear directly on the unit carrying out the order. When you order a unit to follow a command that requires a target (Destination, Follow or Bombard), the order icon will appear over the target and a red line will connect it to the unit carrying out the order.

Air, ground and naval units each have unique sets of orders only they can follow. But there are a few orders you can issue to any unit regardless of its type. When you want to issue an order, click on the unit and look at the Orders menu. If the name of a particular order is dimmed then the unit cannot use that order.

You can issue orders for a single unit or all the units in a stack using the Command-Click pop-up menu directly on the map, the Orders menu, or the command and hot keys. Dragging a path for a unit to follow is considered an order! You can issue only one order per turn to Ground and Naval units (i.e., you may NOT drag

a path for a Naval or Ground unit and then issue a second order from the Order Menu all in one turn). You may, however, command an Air unit to move and issue any one additional order, except for Relocate.

### Deleting

Use the Delete key to remove an order or to back up one hex as you plot a movement path. To clear a unit's orders or entire movement path, use the Clear Orders command in the Orders Pop-Up or Orders menu. Command Delete erases every order and movement path for an entire stack of units. Also, units delete their own orders if the enemy forces them to retreat during combat.

### Sleep/Wake



If you issue orders to a unit but decide you want it to execute them at a later time, it executes them, you can put the unit to Sleep. Sleeping units won't execute any orders until you wake them up, but they will react normally if the enemy attacks them. You can also view and even edit units' orders while they are sleeping.

Use the Sleep command instead of deleting orders that could be useful in another turn. Or use the Sleep All command to help all of your units through tough conditions like the muddy season. You can, of course, wake units up individually after using the Sleep All command. Issue the Wake command when you want a unit to resume its orders (Wake All to wake all sleeping units).

Click on the unit or Shift Click on the stack and select the Sleep/Wake command. A small black and white oval icon will appear in the upper right corner of the unit. Units remain in Sleep mode even if the enemy forces them to retreat.

### Air Transport



You can use air transportation on its own to move ground units quickly over great distances or in conjunction with the Air Drop order for airborne assaults (see "Air Drop"). You can move any type of ground unit by Air Transport, but the unit must start the turn on an active airbase (see "Airbases"). Likewise, Air Transports can land only on active Airbases.

Click on the unit and select the Air Transport order. The unit's icon will change to an Air Transport and the cost of transport will be deducted from your Reserve Funds. You can now move your transport to another Airbase (see "Relocate") or plot its move for an air drop (see "Air Drop"). If the ground unit's icon doesn't change then you are either on an inactive Airbase or you do not have enough money to transport the unit.

## Naval Transport



Like Air Transport, you can use Naval Transport to move land units more quickly over large distances. You might also opt to use Naval Transports for an amphibious assault, or if the enemy has cut your shore units off from the rest of your army. Regardless, units must be in a port city with a status of at least 30% at the beginning of the turn in order to be transported (see "Cities").

Click on the unit you want to transport, select the Naval Transport order. The unit's icon will change to a naval transport and the cost of transportation will be deducted from your Reserve funds. You can now move the unit, just as if it were a ground unit on land, into Shallow or Deep Sea hexes. If the ground unit's icon does not change then you either are not in an eligible port city or you do not have enough money to transport the unit.

## Ground Orders

### Follow



When you order a unit to Follow, you are telling it to literally follow another unit's movement. If you order your unit to follow an enemy, your unit will attack once it catches up with it (see "Combat"). If the target is friendly, the following unit will move in an attempt occupy the same hex as the target by the end of the turn. You might use the Follow order to attack an otherwise elusive enemy or if you want two or more friendly units to meet at the same hex. If you change the destination of the unit being Followed the other units will automatically adjust their destinations.

Unfortunately, units that are following always move last, forcing you to trade off movement initiative for the knowledge of where the target unit is going. This presents few problems when you order a unit to follow friendly units. But you will do run some risks when you order a unit to follow an enemy. First, a larger enemy unit might move into your path before your unit has a chance to move. Secondly, the unit you are following could move into tougher terrain making battle more difficult once you catch up with it. Finally, you won't be able to engage the target unit in battle until you actually catch up with it. Meanwhile, the enemy you are following is free to attack other vulnerable units. But if you order one unit to Follow and plot a move for another, you might avoid that problem by approaching the enemy from more than one direction.

To order a unit to follow, click on the unit and select the Follow command. Next, click directly on the target unit (if it is the first unit in a stack) or select it from the Option Pop-Up menu (if the unit is within the stack). A red line will join your unit to the unit you have ordered it to follow. Only stacking or movement restrictions can prevent one unit from following another (see "Movement").

## Destination



You can issue a Destination order as a quick and easy alternative to plotting a movement path (see "Plotting Moves"). The unit will automatically take the quickest path possible to reach its destination. The Destination order is particularly useful when you have to move new units quickly over long distances. Instead of plotting a long and windy path, simply issue the Destination order.

Use the Destination order carefully!! The computer, not you, will choose the path your unit takes. Therefore, you won't know what terrain or enemy forces your unit might encounter during its journey. Destination moves pay NO attention to who owns what so your units may try to move through enemy territory or units. It's generally safe, however, to issue a Destination order if your unit and its target hex are joined by an unblocked road.

Click on the unit or stack you want to move, select the Destination order, and click on the target hex. A red line will connect your unit to a target icon on the target hex. Your unit will attempt to follow its Destination Order even if it engages in ground combat before it reaches its target.

## Alert



When you put a unit on Alert, you are actually ordering it to standby for a Follow command. The unit will establish a 2-hex Alert Radius and then will sit quietly until an enemy unit enters the territory it is watching. Once an enemy intrudes, the unit's order will switch from Alert to Follow as it attempts to move and attack the invader.

The Alert order is very useful when you are unsure of the enemy's intentions. Click on the unit and select the Alert order. An exclamation mark icon will show that the unit is on Alert, and a shaded radius around the unit will show the Alert Radius. The unit will remain on Alert unless you cancel the order. Likewise, once your unit switches from Alert to Follow, it will follow the enemy intruder until it can destroy it or you cancel the Follow order.

## Bombard



Artillery units are the only units that can bombard the enemy. But when they do, they beef up ground attacks significantly. Bombarding can increase the enemy's casualties and rob it of more Condition and Entrenchment value, especially if you order multiple Artillery units to bombard a single target hex. Artillery units can Bombard up to two hexes away but will inflict more damage if the target is only one hex away.

Click on an artillery unit, select the Bombard order and then click on an enemy hex within two hexes of your unit. A red line will connect your unit to a bullseye icon over the target hex. A Bombard order remains in effect until you cancel it or there are no more enemy units in the target hex.

## Air Orders

### Air Drop



Only Airborne Infantry and Mechanized Airborne units can perform air drops. Airborne landings are somewhat expensive and tricky to pull off but, if you execute them well they can devastate the enemy. Airborne units can cut off supply and retreat routes, block reinforcements from getting to the front, take a strategic hex, attack Airbases, and generally be a nuisance. They are, however, only lightly armed and have supplies for only four turns, so treat them well.

While in the air, airborne units are highly vulnerable to enemy air and flak attacks. Airborne units will suffer additional casualties when enemy units are bordering the drop hex. If an enemy unit is actually in the drop hex, your airborne unit will instantly do battle with it. If the enemy unit does not retreat, your airborne unit will be forced to land in an adjacent, unoccupied, hex. But if an alternate hex is not available then your airborne unit will be destroyed. So choose your drop hex wisely!

Arrange Air Transports for your Airborne Infantry or Mechanized Airborne (see "Air Transport") and drag a path for your airborne unit to "fly". Select the Air Drop command when the Air Transport's Ghost is in the hex you wish to drop into.

### Patrol




In order to offer your ground, air, and naval forces air cover you need to have Fighter and Fighter Bomber units on Patrol. Patrol fighters constantly fly around looking for enemy air units to attack. When an enemy unit enters your Patrol radius (4 hexes) some of your fighters will be in a position to intercept them (see "Air Combat"). Keep fighter units as large as possible in order to engage the enemy with maximum force.

Each fighter unit can intercept only a limited number of times per turn. The enemy can overwhelm your Patrols by using more fighters against you than you have on Patrol. Once your protective air cover is compromised, the enemy is free to bomb at will.

When you click on a unit and issue the Patrol order, the Patrol icon will be placed on the unit and the area covered will be shaded. A unit will Patrol until it is destroyed or you cancel its order.


## Air Strike



Any air unit can attack ground units using the Air Strike order. Fighters and fighter bombers do well against flak, artillery, and armor but are not as effective against other targets. Medium and Heavy bombers are the heavy hitters and will seriously damage any target. As always, the more air power you use on a single target hex, the more destruction you will cause. Bombing units in cities causes some collateral damage to the city itself, but not nearly as much as the Bomb City order (see "Bomb City").

Click on an air unit, plot its path and select the Air Strike order when the unit's Ghost is in the target hex. An Air Strike icon will replace the Ghost image in the hex. The air unit will continue to bomb the designated hex until you order it to stop, friendly units occupy the hex, or it is destroyed by enemy action.


## Bomb City



Medium and heavy bombers have the option of attacking a city's production capability instead of just the units located in a city. A few bombing units won't do much damage, but many units bombing for several turns can devastate a city's production.

Click on an air unit, plot its path and use the Bomb City order when the Ghost is in the city you wish to bomb. The Bomb City icon will replace the Ghost image in the city hex. An air unit will continue to bomb the designated city until the enemy destroys it, you order it to stop, or friendly units occupy the target hex.

## Nuke



Heavy bombers have the ability (if the option was chosen at the beginning of the game) to drop a nuclear bomb on any enemy hex it can reach. Nuke strikes are as dangerous as they are devastating. All units in the hex that you nuke eradicated will be and the hex itself, city or otherwise, will cease to produce any resource points for the rest of the game. A random number of hexes around the target hex will also become polluted and stop producing resource points. Any unit occupying a polluted hex will be contaminated and suffer 1/10 Strength loss per turn until it is totally destroyed. Contaminated units will also suffer Condition reduction and yield no Funds when disbanded.

Be very, very careful about using nuclear bombs!!! The damage is irreversible, and your victim will receive "financial aid" from sympathetic overseas countries. You also risk provoking a nuclear retaliation (providing your enemy can sneak a bomber through), polluting hexes so badly that you can't advance through them, and even contaminating your own troops.

Click on a heavy bomber unit, plot its path, and select the Nuke command when the bomber's Ghost is in the target hex. A Nuke

icon will replace the Ghost in the target hex. As long as the bomber unit reaches its target with at least 35 Strength points it will succeed in its nuclear attack.

## Relocate



The only way to move air units, including Air Transports, from one Airbase to another is to issue the Relocate order. You may Relocate air units to a friendly Airbase up to twice as far away as their attack range. Relocating will take an entire turn and the unit cannot do anything else until it has landed at the new base.

Click on the air unit, select Relocate, and click on the Airbase hex you want the unit to relocate to. The Relocate icon will appear on the target hex and a red line will connect it to the current unit. If your order a unit to relocate but it doesn't move, the destination airbase is too full or the Airbase is not active (see "Airbases").

# Ground Combat

## Basic Combat Rules

Combat will be carried out after all units have had a chance to move. Battles are marked during movement when one or more units try to move into a hex occupied by at least one enemy unit. Battles cause both sides to gain Experience and loose Strength, Condition, and perhaps Entrenchment. Combat may also result in attacking units advancing and defending units retreating (see below for more details).

Units being attacked still have a chance to move or attack somebody else before combat is resolved. Attacking an adjacent hex is always allowed (except if the unit retreats first) but moving to a friendly occupied hex happens only if the defending unit is stronger than the currently attacking unit(s). Since movement is random, a unit will have a better chance of exiting a contested hex if it moves sooner rather than later.

It is possible for a unit to attack and be attacked in the same turn. There are no additional penalties when this occurs, but the unit suffers Strength and Condition losses from two separate battles. Also, if a defending unit is forced to retreat it is no longer capable of attacking for that turn.

## Combat Review

Battle Markers will appear on the map to show where battles of any type took place, and you can view their results in the Combat Report palette (See "Combat Report"). It is highly possible that several different kinds of battles will happen in one hex in the same turn (i.e. air interception, flak, and ground assault). Battle Markers don't indicate which kind of battles were fought on a hex, but you can use the battle "filters" located in the Map Menu to turn some, or all, of the battle markers on or off by type of combat. For example, if you want to see only the hexes where ground combat occurred, deselect all the options except for "Show Ground Combat". Battle Markers will now show up only on hexes where ground combat took place.

## Zones of Control (ZOC)

Whether you are familiar with ZOCs or trying to understand the concept for the first time, you should read this section to learn about the unique way in which Onslaught handles them.

Onslaught defines a ZOC as the six hexes that surround a hex occupied by at least one unit. Overlapping ZOCs occur in hexes that are shared by two or more neighboring hexes controlled by the same side. The number and Strength of units in a hex has no affect on quality of the ZOC surrounding it.

Unlike many other wargames, which prevent units from retreating into a single enemy ZOC units in Onslaught always can retreat into a single enemy ZOC. Because each hex represents about 400 square miles, a single hex's ability to control its surrounding hexes is understandably limited. Consequently, a player needs at least two overlapping ZOCs to have a serious impact on retreating units. However, units can retreat to a hex regardless of enemy ZOCs if the hex is also occupied by a friendly unit (See "Retreating").

Besides blocking enemy retreats, overlapping ZOC's can prevent the enemy from building units in cities, supplying hexes and moving units out to sea.

## Retreating

A unit will not retreat if it is entrenched. But if you attack a defending unit with enough force, you might be lucky enough to destroy all its Entrenchment points and thus force it to move. Forcing a unit to retreat might not be easy if the unit raises its Defense Threshold setting. If you attack a unit with a high Defense Threshold, your own unit is likely to receive more casualties, while the defending unit is less likely to retreat.

If you do force a unit into retreat, the unit will move to the nearest available hex. But if the surrounding hexes are fully occupied by friendly units, occupied by a single enemy unit, blocked by the overlapping ZOCs of more than one enemy unit, or cost more Condition to enter than the unit can expend, then the unit will not retreat. If you immobilize a unit, you will likely cause it to lose Strength and Condition points. You might even destroy the unit or force it to surrender on the spot. But just because you prevent a unit from retreating does not mean that you have destroyed it automatically. You might have to continue attacking the immobilized unit to destroy it or force it to surrender.

## Advancing

After combat, units have a chance to Advance if no enemy units remain in the contested hex. A unit's chance of Advance depends on the odds of the battle, its Condition level, and whether or not it was told to Advance (see "Override Settings"). Armor type units are more likely to move into a hex before Infantry types.

## Surrendering

If you force a unit to retreat but it has no where to move, the unit might surrender depending on its size, Experience, and Condition. Units that are small, inexperienced and tired are far more likely to surrender than large, well-rested veteran units. Gener-

ally, experienced units will surrender only if you beat the hell out of them. But Green and Poor units might be more eager to raise the white flag if you hit them with a lot of force.

## Destroying Units

As in real war, your army will find it difficult to destroy large formations of troops. Unlike many other wargames, you won't necessarily destroy a defending unit simply by preventing it from retreating. Whether you do it in one turn or ten, you can destroy a unit only by eliminating all of its Strength.

Your chances of destroying a unit will increase if you first cut off its line of supply and its path of retreat, and then attack the isolated unit with overwhelming force. If you prevent the enemy unit from receiving supplies it will be only a matter of time before you are able to destroy the unit or force it to surrender.

# Air Combat

Unlike ground combat, air combat is often short, brutal, and decisive. Very expensive air units can be decimated if they are in the wrong place at the wrong time. Although you can't win Onslaught's ground war from the air, you can make life miserable for your enemy when you dominate the skies.

When air units move (see "Air Movement and Combat") they might encounter flak or fighters. In either case, the air units will engage in an immediate, quick, one on one battle. The results of each such battle will be applied to the units involved as they happen. As long as the moving air unit is still alive, it will continue to carry out its mission, engaging in combat each time it encounters the enemy. When the unit finishes its mission, it will return automatically to its airbase.

To protect your forces against enemy air attacks, station Flak guns wherever enemy air activity is likely. Flak inflicts some losses on the enemy, more so if positioned densely. On the other hand, Fighters and, to a lesser extent, Fighter Bombers are the ones responsible for clearing the skies. Fighters can do a lot of damage when intercepting incoming aircraft (see "Patrol"). Lastly, if you get the chance to bomb an enemy airbase you can cause huge enormous damage, and even put the airbase out of action.

When you are on the offensive, you will most likely have to deal with some combination of the above. To counter this, try to avoid Flak "nests", even though Fighter Bombers can cause them severe grief. To make sure your bombers are protected, have some fighters fly the same path as the bombers. Also, you can fly (i.e. move without orders) your fighters into enemy controlled areas in order to knock out their patrols. To protect your own airbases, make sure to always have nearby Flak guns and fighters on Patrol.

# Naval Combat

Onslaught was designed to be a ground warfare game. Adding a full scale navy would have subtracted substantially from that aim. Another problem with adopting large scale, detailed naval warfare is the fact that Onslaught has only a small strip of sea hexes to operate in. With a full navy, this would present the old "Battleship in the Bathtub" scenario. However, real naval actions can have an important impact on large scale ground wars; therefore we compromised. We added naval transportation and amphibious landings without a full naval warfare model.

Air and artillery attacks against Naval Transports are the most common forms of naval combat. Such attacks, if concentrated, can devastate the helpless troops secured below the ships' decks. Therefore, it is a good idea to have artillery or air units within easy reach of rear areas that may be the target of an enemy invasion.

Naval Transports can also do some things to protect themselves from enemy air and artillery attacks. The best thing to do is move your units in areas that are not in range of enemy air units. If you have more time on your hands, moving units through Deep Sea prevents them from being spotted and engaged by the enemy. Also, Flak and Artillery can act as offensive and defensive cover when moved into Shallow Sea with other Naval Transports. While these units are being transported they behave the same as they do on land.

Combat between Naval Transports may happen, but it isn't very dramatic. All units, regardless of type, will fight and defend at the same level, making Naval Transport duels relatively ineffective. Additionally, the lack of ZOCs at sea allows for easy extraction from a conflict, so save yourself some trouble and simply move around enemy units. Also, since transporting units by sea is not cheap, maintaining a "navy" takes resources that would be better spent elsewhere.

# Unit Descriptions

## Armor Units

An army needs the fast, offensive punch of Armor if it is to succeed. Armor units can never participate in amphibious or airborne landings. However, you can transport them by air or by sea.

### Guards

**Max/Min Strength: 200/20**



Guards are a very large, lavishly equipped, and highly trained armored division. Guards divisions are the most powerful type of unit in Onslaught. Unfortunately, Guards units are as expensive as they are powerful. Be careful not to squander too many resources on these units.

### Armored

**Max/Min Strength: 150/15**



The Armored division is the backbone of your army's offensive power. Armored divisions are large, offensively strong units. They cost slightly less money to build and maintain than Guards, but are also slightly weaker.

### Mechanized

**Max/Min Strength: 120/10**



Mechanized divisions are similar to Guards and Armored divisions but lack most of their offensive punch. Although mechanized units move as fast as Guards or Armor divisions, they fight only slightly better than units in the Infantry category.

## Infantry Units

Use Infantry type units for the basis of your army. You can airlift or transport them by sea between friendly cities, and they can also participate in amphibious landings. But only Airborne Infantry and Mechanized Air units may be used for airborne landings.

### Infantry

**Max/Min Strength: 140/10**



The Infantry division is the most versatile division in your army. Infantry units are fairly inexpensive to build and maintain, great on defense, and can be used for almost any purpose. But they are slow and attack better in force or with Armor units.

### Marines

**Max/Min Strength: 180/20**



The Marine division is like a larger, better equipped Infantry division. Only the Marines possess amphibious armored fighting vehicles, making them the most powerful unit that can assault a beach. Although their partial mechanization aids them in battle, it is not enough to move them faster than Infantry.

### **Rangers**

**Max/Min Strength: 120/10**



Due to their specialized training, Ranger divisions are the only units that can land on any non-city coastal hex. Use them sparingly and carefully as they are expensive to build and maintain.

### **Garrison**

**Max/Min Strength: 100/10**



Garrison units provide inexpensive but adequate defense forces. The organization, training, and weapons of a Garrison unit allow it to defend almost as well as Infantry; unfortunately, they attack with about half the force. Use Garrison units to guard airbases, beaches, rear areas, and cities that are generally safe from ground attacks.

### **Airborne Infantry**

**Max/Min Strength: 120/10**



Airborne divisions were made for cutting off supply and travel routes, tying up enemy reserves, and creating confusion. Expensive to build and maintain, a good Airborne division is an asset you should take care of. When you drop an Airborne division behind enemy lines, make sure you can break through to them quickly; they can't survive long on their own.

### **Mechanized Airborne**

**Max/Min Strength: 150/15**



Mechanized Airborne divisions are similar to normal Airborne, except they have more offensive power. Mechanized Airborne divisions are equipped with some light-weight tanks and personnel carriers but they move at the same speed as the Infantry.

## **Heavy Gun Units**

Units in the Heavy Gun category are specialized to provide extra offensive and defensive capabilities to your army. Although they have attack ranges greater than one hex, the closer the target the better the attack. You can airlift or transport them by sea, but they can not participate in amphibious or airborne landings.

### **Artillery**

**Max/Min Strength: 60/5**

**Range 2**



This is the only ground unit that can attack other ground units from up to two hexes away. Artillery units offer frontline troops long distance fire support without directly engaging the enemy. Warning: their reputation for inflicting damage precedes them. Enemy Armor and Fighter Bombers will be hunting for them.

### **Flak**

**Max/Min Strength: 40/5**

**Range 1**



All units have the ability to shoot down aircraft, but Flak units are especially good at it. Flak units, combined with the more expensive Fighters, will contribute greatly to your air defenses. Placing Flak units near threatened cities or front line units will give enemy aircraft something to think about.

## Air Units

Mastery of the skies is crucial since aircraft can bomb units, damage cities, drop airborne units, and deliver a nuclear bomb to your enemy's doorstep. Aircraft must always reside on an Airbase.

### **Fighters**      **Max/Min Strength: 100/10**      **Range 7**



Fighters are designed to bring down enemy aircraft, although they can Air Strike ground and naval targets with lesser affect. If you place them on Patrol, Fighters will defend the skies from enemy incursion. Fighters can also intercept the enemy's Patrols to protect your bombers while on missions.

### **Fighter Bombers**      **Max/Min Strength: 100/10**      **Range 7**



Fighter Bombers are specially designed to attack and devastate enemy ground and naval units. Although Fighter Bombers can take on enemy air units, they are not nearly as good at it as Fighters are.

### **Medium Bombers**      **Max/Min Strength: 80/10**      **Range 9**



Medium Bombers can cause grave casualties against cities, ground units, air bases or naval units. Medium Bombers are offensive units and can be easy prey if sent unescorted.

### **Heavy Bombers**      **Max/Min Strength: 50/5**      **Range 12**



In some ways, Heavy Bombers are the deadliest units in Onslaught. Heavy Bombers are better defended than Medium Bombers, but they cannot be escorted all the way to far targets. Also, Heavy Bombers are the only units that can deliver a nuclear bomb.

### **Airbases**      **Max/Min Strength: 100/100**



Airbases provide the runways, fuel depots, hangers, etc. that air units need to fly missions. Airbases are expensive and you cannot move them once you build them, so position them well. Airbases that have a Strength of less than 30 are considered inactive and can not be used until repaired to more than 30 Strength points.

# Transport Units

Transports are temporary vehicles created for the sole purpose of moving units from point A to B. When you order a unit into transport, a variable amount of money will be subtracted from your Reserve Funds. The amount will depend on the Strength and type of unit being transported. No funds, no transports.

## Air Transports      Range 12



Air Transports are mostly large civilian aircraft pressed into military service. Although you will use them primarily for quickly transporting troops from one airbase to another, you can also use them to drop airborne units over enemy territory. They have great range but, because of their size and slow speed, they are very vulnerable to flak and Fighter patrols. Protect them well. Each Air Transport lost means the unit being transported will have one less point of Strength making it to the landing strip or drop zone.

## Naval Transports



Naval Transports are similar to Air Transports; they are temporary and cost money. They are similarly vulnerable to enemy air units that take an interest in them. However, Naval Transports can avoid enemy detection by moving in Deep Sea. Use Naval Transports for rapid relocation of troops or the dreaded amphibious assault. Either way they can prove invaluable.

# Terrain Descriptions

## Terrain Types

### Cities



Your units will find it easier to defend cities than to attack them. Narrow and confusing streets, buildings, sewer systems, etc. all offer the defender a huge advantage. You won't find taking cities impossible, but be prepared for a tough fight when you go up against an able opponent with good troops. See the section on "Cities" for more details.



### Grass



Grass hexes are the best to attack on and, with the exception of roads, the quickest and easiest terrain for your troops to traverse. They are optimal for battle or travel even during the winter, but your troops will tire more quickly when it is cold. Watch out for the rainy season!! Your troops will become quickly bogged down in mud and expend enormous amounts of energy just to move. They will find attacking in mud and rain even more difficult. Under any conditions, unprepared troops can have a difficult time holding a Grass hex against a strong attacker.

### Forests



Trees provide excellent cover and thus will aid any unit's defense. Attacking Forests can be tough as most strong units don't fare so well amongst the trees. During the winter, attacking will be a little bit easier, but muddy weather make Forests very difficult to defend or attack as movement and Condition loss is fairly high.

### Mountains



Units will have a tough time moving through Mountains and an even harder time fighting in them. It even may be better to leave experienced and well-supplied enemy troops alone if they are in the Mountains. However, once you cut Mountain defenses off from Supply they can quickly become a graveyard. Although summer weather is no picnic, winter will not treat your troops very kindly. One bad attack during winter will put a unit out of useful action for weeks. Still, it pales in comparison to muddy weather. Only a cruel or desperate commander would move troops into or out of the Mountains during the rainy season, and only a fool would attack.

### Desert



As with Grass hexes, troops will find the Desert easy to navigate and fight in. But the heat will strain movement and fighting and thus cost them more Condition points. Supply must be maintained at the highest level to offset heat exhaustion or else

your troops will waste away. Winter will bring only minor relief to Desert areas while the muddy season will make it an inhospitable place to be.

### **Beach**



You might like to own Beach front property in civilian life, but during war, you just might find the enemy crashing your beach party with a couple of Marine divisions backed by Artillery. Therefore, you would be wise to garrison any Beach territory you occupy. Also, it's hard to attack from Beaches and, if you force the enemy to retreat, they will discover that swimming home is not an option. Consequently, you will need only a small force to guard a beach but a much larger one to take it. The seasons will have little direct affect on the Beaches; winter, however, will have a heavy impact on Naval Transports.

### **Swamps**



Swamps are an integral part of the ecosystem, yet they are a terrible place to fight a war. Your troops will crawl through Swamps and, at best, will become absolutely exhausted from moving or fighting in them. In fact, many units will find Swamps practically impassable. Winter will subdue the worst aspects of the Swamp but keep your units out of the Swamps during the rainy season!!! The mud, dank waters, and mosquitoes create a breeding ground for malaria and other diseases. If you think your troops will not be affected by water up to their mosquito bitten ears, think again.

### **Roads**



Roads are obviously a valuable asset because they make movement incredibly fast and easy. The only roadways visible in Onslaught are the highways, capable of moving large amounts of troops and supplies year round. Roads don't modify the nature of the terrain they pass through; they just make it easier to traverse. Only the muddy season gives road travel some problems, though not seriously so.

### **Rivers**



Unless you find a Road over a River, your units will have to get down and prepare for a long, tedious crossing when they come up against a River. Add a few defending units on the opposite bank and the situation will become more difficult still. When winter comes around, Rivers will lose their defensive value and do little to slow down movement. The rains, however, will make moving and attacking across Rivers very tiring.

## Shallow Sea



Large numbers of troops can move quickly over long distances of Shallow Sea. But under the wrong set of circumstances, you might wish you stuck to the Roads. Shallow Seas are often calm, but can turn violent without warning, especially in the winter and rainy seasons. Also, when Naval Transports are in shallow waters they will be close enough to the shore that they may encounter enemy aircraft. Fortunately, there are ways of minimizing these risks (see "Naval Transport").

## Deep Sea



Units at Deep Sea are safe from all but storms, which make the storms in coastal waters look like a kiddie ride. When winter comes, the Deep Sea will become turbulent and deadly. Not only are the waters rougher, but it will take longer for units to get back to shore when a storm rolls in. The rainy season will make the Deep Seas even more violent and unpredictable. Still, you might find the increased protection and concealment valuable enough to make up for the increased travel time and the risk of storms. Also, there are no stacking limitations in Deep Sea hexes.

# Tips

- ⇒ If you hold down the shift key while clicking on any pop-up menus or buttons changes you make will affect all units in that stack.
- ⇒ If you want to change the settings for most of your units but not all, using Unit Settings is still the best way to go. Make the changes for all your units, and then fine tune by changing the settings on individual units.
- ⇒ Use the right tool for the right job. Learn each unit type's strengths and weaknesses and apply them to your strategies. For example, don't waste your airborne units trying to take a beach or deploy Flak where they can't cover effectively for your troops.
- ⇒ A tired unit is a useless unit. Once a unit's Condition drops below a certain level the unit will cease to be an effective fighting force. There is no magic number to indicate a unit is worn out, but if you notice a unit is attacking with worse and worse odds every turn then you should probably relieve it.
- ⇒ An army fights on its stomach. If your units are poorly supplied don't expect them to perform to high standards. They won't recover as much Condition, either.
- ⇒ Make sure you consider terrain and weather when you plan both attacks and defense. If you try to push units too hard under adverse conditions they could suffer serious Condition loss and become easy targets for a well-rested enemy.
- ⇒ Joining units can sometimes be a more cost effective alternative to Disbanding. When you join one unit to another, you add the two units' values together. But when you disband a unit, its total value is lost.
- ⇒ Try Dividing a seasoned unit into halves, then Join those halves with the halves of a newly trained unit. This way you have two good units instead of one excellent and one average unit.
- ⇒ Units that are severely reduced in Strength, but not enough to Disband, take a long time to heal automatically. One way to speed the healing process is to build a new unit to match the amount of Strength your good unit is short. After the new unit is properly Trained, use the Join function to merge the units together.

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