

RUBICON I I

RUBICON II is the 32K upgrade to ACROSS THE RUBICON, the Battle for the Huertgen Forrest during WWII. Player controls American forces and wins by capturing pillboxes, cities, and an airfield in under twenty turns.

Though knowledge of Across the Rubicon is not necessary for playing RII, changed sections are noted with '==>' for the player familiar with ATR.

PREPARATION

- 1) PCLEAR 1 OR PCLEAR 0-see NOTES, last page.
- 2) CLOAD from either side
- 3) RUN
- 4) SELECT N>ew game or F>ile.

NEW:

- a) Select Difficulty (1-easiest)
- b) Purchase Order of Battle.

FILE: Select File # (1-9)

Order of Battle

Unit Type	Abr	Cost	Moves	Graphic	Strength
Infantry	INF	15	2	I	13-17
Recon Tnk	LT	30	4	R	15
Heavy Tnk	HT	55	3	A	25
Tactical Air	TA	75	n/a	:	8
Artillery	ART	90-350	n/a	§	16-30
==> Mortar "M"	(INF with strength > 15 carry mortars)				
Supply	SUP	n/a	3	S	1

RESTRICTIONS:

- a) At least 15 INF must be purchased.
 - b) No more than 38 Total units may be purchased.
 - c) Four Supply Units are free and do not count toward b, above.
- ==> d) ART costs increase, i.e., 1 ART unit costs 90, 2 cost 210, and 3 cost 350 points. No more than 3 ART units may be purchased.

==> STRATEGIC COMMAND NODES 1-8

MAP-1 INT RPT-2 REIN-3 REPL-4
SIT-5 MERGE-6 SAVE-7 PRINT-8

==> (To view UNIT STATUS, <ENTER>)

We'll skip MAP-1 for now.

INTELLIGENCE REPORT Enter <2> INT RPT displays memory, the strength (STR) of the enemy force, the number of its Panzer units, its unit losses, F (friendly) and E (enemy) casualties, victory points (VP) awarded, American TA remaining, ground troop STR and reserve points (RP) left.
<ENTER> to return to STRATEGIC COMMAND.

REINFORCEMENTS Enter <3> Reinforcements are eliminated INF units revived. Enter the INF unit's number, the new STR you wish it to have.
The cost is one RP per STR. You cannot overspend.
The new STR cannot exceed 15.
As many Elim INF may be reinforced in a turn as desired, provided there are enough RP's to pay for them.
Reinforced units enter the game one move south of the river in the middle of the map.

REPLACEMENTS Enter <4> Replacements are not fresh troops but rather are stragglers from other units. To simulate this, you will not receive replacements until friendly losses exceed random 100.
When given, replacements are awarded only once per turn.
Only non-eliminated units, units in supply, and units with STR's less than 12 are eligible for replacements.
Capturing pillboxes (replacement objectives) increases the likelihood of receiving replacements.

SITUATION map Enter <5> Available sometime after turn 2. Displays strategic territory belonging to Germans <blue-red> and Americans <white>.
Also displays Battles and Victories <V> for all INF engagements. (Not TA, ART, etc.) Victories over ride Battles. (This data is m/l saved as "MAP".)
<ENTER> to return to Strategic Command Modes.

===>MERGE Enter <6> Allows players to combine like units (INF with INF, LT's with LT's, HT's with HT's).
Computer will list units eligible and then ask you to select 1st unit; 2nd unit. 2nd unit receives merger, 1st is elim.
Units must be in the same location and have a combined STR of less than 16 to merge.
Patience. When no units fit above criteria the search may take half a minute.
More than two units may merge but they will be displayed one pair at a time.

===>SAVE Enter <7> After turn one. For Disk. Must be converted (see computer manual) for cassette.
Enter file number (1-9)

===>PRINT Enter <8> Select M>AP S>TATUS or I>NT RPT for printout.

MAP(screen) Enter <1> Where tactics are played: movement, combat, para drops, art strikes, etc.

FEATURES

I) Graphics:

River: The blue stripe, shown as ;;;... on printouts. Impedes all non-retreat movement, modifies combat in favor of the Germans when Americans attack from it.

Rough terrain: <>> << Non INF move through at the rate of 1 move per turn. Modifies combat in favor of Germans.

Pillboxes: (=) Also called replacement objectives. There are 5, worth 1 VP each. Disappear after capture. No modifier.

Airfield: ZZZ one, (1) worth 4 VP's. Requires control of ==> center "Z" for capture; then becomes rubble.

Cities: The 3 black tri-squares. Shown as \$\$\$ on printouts. Worth 2-8 VP's. Central location control, rubble.

NOTE: German Panzers receive a modifier in addition to any others received.

According to intelligence...

==> Enemy units may be shown as P-panzer, G-grenadier, V-volks, (homeguard), M-mechanized, or X-unknown before being contacted. Once contacted, enemy unit becomes exposed.

Other:

(+) Friendly movement path.

(!) Location of German unit during combat.

(STR) of friendly unit appears when entering "M" for movement. (See THE GAME)

Characters are printed in order of importance, least to most with German units last. Any number of characters may be stacked atop one another.

II) Alpha (Bottom to top)

====>LOC COM TN -- F -- E -- States current location of friendly unit, location of last German unit contacted, game turn and casualties.

The numerical location of the friendly unit will take the place of the abbreviation "LOC" during movement.

L/W Lower left. Last friendly unit moved.

MVS appears in upper left showing the moves the moving unit has remaining

UNIT LOC SUP MP STR (MTR) -- top

Names unit, its location, number of supply turns, movements, strength remaining; and if capable of firing mortars will mention MTR.

NOTE: All locations are print @ location of the computer's text mode.

END OF MOVE DISPLAY. States results of move. Self explanatory

TACTICAL COMMANDS (Entered from MAPscreen)

There are two kinds of tactical commands, UNIT and NON UNIT, but first we need to see how units move.

==> When the turn begins, a black arrow will point to the unit being described at the

top of the screen. Enter <M> to prepare that unit for movement, (and UNIT COMMANDS), <C> to defer to the NON UNIT COMMANDS or <E> to defer to the END OF MOVE DISPLAY, and to reset the arrow to the unit number closest to "0".

Entering any other key advances the arrow to the next unit having movement and supply turns remaining.

Holding down the right arrow advances the arrow faster.

NOTE: When no units have movement left the computer will automatically End the TURN.

UNIT COMMANDS (After entering <M>)

Enter the direction arrow to move the unit.

OR <Enter>:

<M> (again) prepares the unit (if eligible) to fire mortars. To be eligible, the unit must be INF, have not moved, and an STR greater than 15. Answer DIRECTION with an arrow. Mortars fire N,S,E,W.

<T> To send out patrol. Patrols attempt to expose enemy units without suffering casualties. *Only one (1) patrol is allowed per turn.*

A patrol may take five moves or until it contacts an enemy unit.

Forced March. INF ONLY! Doubles INF movement that turn,, causing attrition of from 0-8 STRs.

<M> and <T> preclude the unit's moving that turn.

===> NON UNIT COMMANDS Enter <C> instead of (first) <M>. Appearing at the top of the screen will be:

<A>rt TA<C> <P>ara <G>roup <S>upply <QUIT>

NEVER ENTER A DIRECTION ARROW AT THIS TIME!!!

1) Artillery. Enter <A>. Then enter location of spotting round. If not okay, enter <N> and correct. ART may be cancelled with <C> AFTER location is entered. Entering <Y>es starts the barrage.

===>NOTE: The availability of ART is limited, but unlike ATR, its return is only delayed: from 0-4 turns per ART used

2) Tactical Air. Enter <c>, then location of smoke marker. Correct as in ART above. Cancel with <C>.

NOTE: Tactical Air suffers attrition of 0-8 STR during strike. See INT RPT for accurate number remaining.

3) Parachute drops. Enter <P>; location of jump marker. Correct. <Y> lists units eligible to drop, reserve points remaining.

a) Eligible units must be at last 3 turns in supply, have an STR > 8, except SUP units with 1 STR, and be located south of the river.

b) There must be enough reserve points left to pay for the drop. INF pay 10, LTs

15, HTs 20, and SUP 25. Careful, if you overspend the result will be the loss of all RPs and no drop!

Dropped unit may suffer from 0-B STRs making the drop, but may always move.
To cancel, <ENTER> in place of a unit number.

RANDOM "HIT" ZONES:

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C C C
C T C
A A A

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The "T" above is the target location. It and the "C" are locations capable of being hit by tactical air. All locations are capable of being hit by ART or PARA.

4) Group Enter <G> Allows player to move units south of the river in groups.

Enter Start unit #; End unit #. Note brackets.

Enter (Y/N) if this is okay or not, or <ENTER> to cancel.

Enter arrow for direction of move, then the amount of moves you wish the group to take.

Units inside the brackets that have moved, or O/S units, or those located in or north of the river will not be affected.

Units whose total movement or remaining movement is less than that entered will move their allotment and stop. Others continue on.

5) Supply Enter <S> Displays those areas supplied by the 4 supply units. For reference only. Real supply occurs after <Q> is entered ending turn.

6) Quit Enter <Q> Ends turn.

THE GAME

MOVEMENT: All units with supply turns remaining may be moved.

Movement may be ended early with <E>. Even F/M.

Enemy units that have not been contacted move during STANDBY at the end of the turn. German Mechz units may move whether contacted or not.

All friendly units stop when contact is made or when entering the river voluntarily.

INF only may cross rough terrain at more than 1 move per turn.

ADVANCE MOVEMENT One (1) move is awarded to the victorious unit after defeating the enemy. Advance movement may cross all terrain except rivers.

Like normal movement, advance moves may be refused with <E>.

COMBAT

MAY occur when a friendly unit moves into a zone of enemy control. (ZOEK)

Depending on which ZOEC is entered, combat may not occur.

3 3 3
A A A
3 3 3

All the above are ZOEC's with the enemy unit in the middle. Combat has a 33% chance of occurring at a (3) location, ALWAYS occurs at an (A) location.

==>NOTE: The computer will check to the north of the friendly unit twice. Thus there is a 33% chance of combat each time the computer checks. It checks south, east and west only once.

During combat, the type of enemy unit and its STR are displayed in the upper right.

If the German unit is elim, a high/low pitch will sound; if the friendly unit is elim, the pitch will be low.

No sound indicates neither was elim and the friendly unit is being retreated one (1) move back in the direction it came.

Combat may reoccur during retreats.

Friendly Modifiers (For enemy, see Graphic Features)

Friendly units receive a large modifier when attacking from the north, and a moderate modifier when attacking from the east or west.

The last direction arrow entered before combat occurred determines the direction of attack.

Friendly modifiers are lost during retreats.

SUPPLY To function, units must be in supply. Units begining the game 3 turns in supply and lose one (1) SUP each turn they end away from supply.

"Away from supply" and "resupply" are opposites. To resupply, the unit must end the TURN (0) in one of the supply positions:

Y X X
X X X S X X X
X X X X X

The "S" and "X"s are supplied positions of the supply unit "S".

When a unit's SUP reaches zero it becomes (0/S) on the STATUS screen, ceases movement and loses two (2) STR's each turn it remains 0/S.

SUPPLY UNITS Have an arbitrary STR of one (1), but no effect in combat. If contacted, SUP units are ELIM and are immediately replaced at the starting position south of the river.

ELIM SUP units do not count against friendly losses.

There are always four (4) SUP units with a SUP factor of four (4).

GERMAN ARTILLERY- Occurs at random during play. When announced, played has opportunity to interdict with counter battery (CB) fire. If <Y>es is entered, there is a 7 to 1 chance of success.

Player loses ART unit for 0-4 turns if CB fire is ordered.

==>RESERVE POINT BONUS of 50 RP's. Given ONCE, when RP's run out the first time.

END of GAME/ VICTORY CONDITIONS

Game ends the moment a) more than 24 Victory Points (VPs) are captured, or b) when the American Ground Troop STR falls to less than 2/5 (40%) of American losses.

There are nine (9) VP objectives worth a total of 26 VP's. Pillboxes (5), worth (1) point each, the airfield worth (4), the south city (3), the NW city (8), the NE city (6).

Accumulated VP's are listed in the INT RPT.

VICTORY STATUS

There are 3 victory conditions, DECISIVE, CONDITIONAL and MARGINAL; a DRAW condition and a BATTLE LOST condition.

$$\text{Ending turn} - \text{VP's} = Y$$

Using the formula, if:

$$\begin{aligned} -6 > Y & \text{ then Victory is DECISIVE} \\ -6 < Y < -3 & \text{ then victory is CONDITIONAL} \\ -4 < Y < 0 & \text{ then victory is MARGINAL} \\ 0 < Y < 3 & \text{ then DRAW results} \end{aligned}$$

Any other result is BATTLE LOST.

A (+3) modifier is ADDED to the turn # whenever the 2/5ths rule is applied. (The end of game recap with reflect FL/GTS when this occurs.

==> A (+) modifier is subtracted for the integer value of total enemy losses / friendly losses.

EXAMPLE: A player captures 23 VP's in 21 turns. Enemy losses total 514, Friendly 317.

$$\begin{aligned} Y &= 21 - 23 - 1 (\text{INT}(E/F)) \\ Y &= -3, \text{ a MODERATE victory.} \end{aligned}$$

A second player captures 15 VP's when the game ends on the 18th turn because of the 2/5ths rule.

$$Y = 18 - 15 + 3 = 6, \text{ a BATTLE LOST.}$$

