R.O.T.C.

You are a senior Reserve Officer Training Candidate. Today you take your final exam. As you sit in front of your simulator you are keenly aware of your instructions. Capture the 4 flags held by the Red Team in the shortest possible time with the fewest possible casualties.

Sounds easy enough doesn't it? You know better though. Those who have gone before you have told you how doggedly the Red Team clings to it's flags. Your career hangs on the outcome of this test. Don't fail!

Your forces start the game at the bottom of the screen. The 4 objectives are the 4 Red flags visible in the upper portion of the screen. You will receive additional units as the game progresses. Replacement troops will also be supplied beginning on turn 5. (See your WGDII manual for a full explanation of how these troops are distributed.)

This classic type military exercise makes use of Infantry, Artillery, Armor and Air Support including Airmobile forces. The Red Team Has Infantry, Artillery, Armor and Fighter—bombers only. They have one objective. Hold the 4 flags or die!

R. O. T. C. is a WARGAME DESIGNER II

scenario. As in other WGDII scenarios, the game has an unlimitted number of turns. You can end the game VICTORIOUS if you destroy ALL of the Red Team units or capture ALL 4 of the RED flags. The only way to lose is to lose ALL of your units. You can resign (quit) if you feel your situation is hopeless by selecting END GAME from the menu.

Your skill as a military strategist will be tested to the limit in this scenario, perhaps more then any scenario to date. The Red Team forces are extremely aggressive around the objectives and rarely withdraw. You can of course use this against them. Your mobility is probably your best asset. The key to victory is to turn the enemy's strenght against him. Blindly attacking will surely lead to defeat.
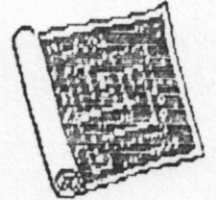
If you have WGDII you can modify this scenario. Just replace the following files on this scenario disk with the files of the same name from your WGDII system disk: ICONS/BAS, TERF/BAS, L2/BAS and ARMY/BAS.

We hope you enjoy R. O. T. C.
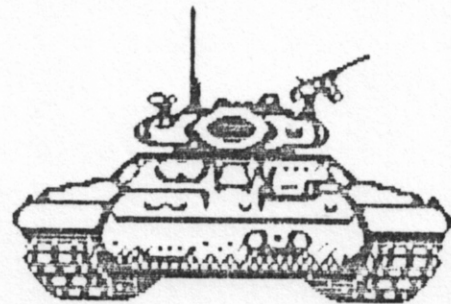
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Addendum
UNIT ATTRIBUTES

Two new menu options have been added to the UNIT ATTRIBUTES module since the manual was printed. Also a change was made to the UNIT ATTACK STRENGHT option. All are discussed below.

ATTACK STRENGTH

In order to use less than 20 units in a force, assign the units you do not want to use a strength of zero (0). The map screen will appear and the unit will be removed. When using WGDII to create Science fiction or Adventure type games, it is often desirable to have less than 20 characters in one or both forces. Use this method to remove unwanted units from the game.

LIFT ALL UNITS

If you are creating a NEW scenario, you may find it easier to organize them on the map if you remove all of them first. Highlight LIFT ALL UNITS and press the button. The map screen will appear and all of the units in the force you are working on will be lifted off of the map. The computer will remember where they were though. You can use this option any time you wish.

REPLACE ALL UNITS

Use this option to put the units back on the map after you have removed them with the LIFT ALL UNITS option. All units, except those whose location has been changed since the previos command was used, will be replaced in the same place they occupied when LIFT ALL UNITS was selected.

ICON DESIGN

A change has been made to the PEN UP/PEN DOWN routine. These two items no longer appear on the menu. When you select DRAW from the menu, the PEN will be UP. Press the space bar to lower the pen. To raise the pen, press the space bar again. The words PEN UP or PEN DOWN will appear to the right of the word DRAW so you know it's present position.

If you have a two button joystick, button 2 controls the pen up/down control. This should make editing icons much easier.

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