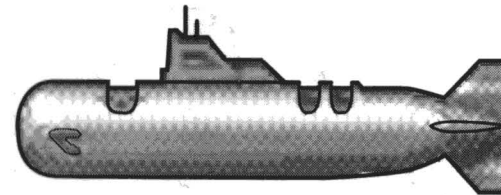
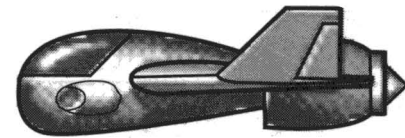
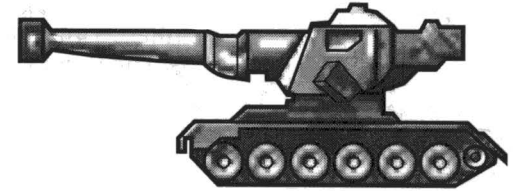
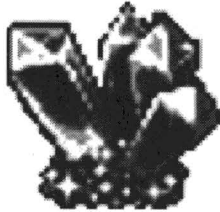


**ENGLISH**  
**5036937**

# ARMED FORCES MANUAL

**ARMY • AIR FORCE • NAVY**



**UBI SOFT**

*Entertainment Software*

**UBI SOFT**

*Entertainment Software*



**„ARMED FORCES MANUAL”**

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by thomas hertzler  
lektor thorsten knop  
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© 1991 Ubi Soft

**THIS BOOK BELONGS TO:**

---

(fill in)

NAME:

---

SERIAL NUMBER:

---

RANK:

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UNIT:

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UNIT'S ADDRESS:

---

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# PREFACE

Armed Forces Bureau  
 Technical Department, Programs and Training,  
 02.05.176 n.Z.







This manual is a reference guide that will allow you to better use the CombatControl / 1-80 and CombatControl / 1-90 combat consoles. The weapons of the Army, Air Force, and the Navy are described and represented graphically. The graphic representations have been completely redone with respect to previous models. Consequently, we strongly recommend that you study the pictograms closely so as to avoid confusion during combat. The two consoles are furnished with a guide that you can consult on the screen. Use this guide instead of the weapons manual during combat.

## IMPORTANT NOTE :

We have underlined the passages that are of particular importance. The passages written in capital letters are written orders and should be considered as such. Any person caught breaking these orders will be subject to legal action.

The authors

# LEGENDS

TACTICAL SIGNS					
	<b>A</b>		<b>B</b>		<b>C</b>
	<b>D</b>		<b>E</b>		<b>F</b>
	<b>G</b>		<b>H</b>		<b>I</b>

Tactical description that represents the unit on the tactical screen.

Symbol that represents the unit on the tactical screen.

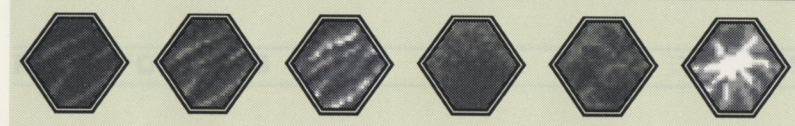
Designation of the unit

<b>A</b> Maximum distance that can be traveled at one time.	<b>B</b> Weapon's range when employed against land targets.	<b>C</b> Weapon's range when employed against air targets.
---	---	--

<b>D</b> Evaluation of the defense's capacity (armour, size, strength of troops).	<b>E</b> Effectiveness of weapons employed against land targets.	<b>F</b> Effectiveness of weapons employed against air targets.
---	--	---

<b>G</b> Maximum-strength unit's importance.	<b>H</b> Global force of a unit after inserting it in a troop.	<b>I</b> Production costs of a maximum-strength unit.
--	--	---

## M O B I L I T Y



Deep water                      Very shallow water                      Woods  
 Shallow water                      Plain                      Mountains

The modules marked with a cross are, generally, impossible to negotiate. The majority of vehicles will find moving about very difficult on hilly terrain not suited for general circulation.





R-1  
"DEMON"



ARMY

**D E S C R I P T I O N**

The DEMON is a humanoid combat robot familiar with basic tactics. It is the only unit capable of assaulting buildings. Very vulnerable, it must be protected at all costs against eventual aggressors. ONLY USE OFFENSIVELY IN EXTREME CASES!

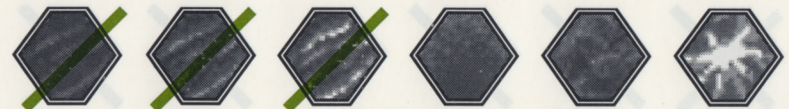
**T A C T I C A L  
S I G N S**



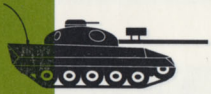
"MECH FUSILIERS"

	4		1		-
	25		32		-
	1		6		7

**M O B I L I T Y**

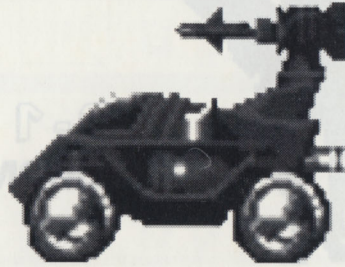






ARMY

# FAV "BUSTER"



## D E S C R I P T I O N

FAV is the abbreviation for «Fast Attack Vehicle». Its ability to attack from long distances compensates for its weak armor. This unit is basically used for reconnaissance missions and rapid intervention.

	8		2		1
	25		35		12
	3		6		11

## TACTICAL SIGN S

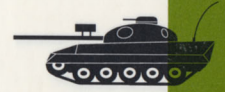


"RECON SQUAD"

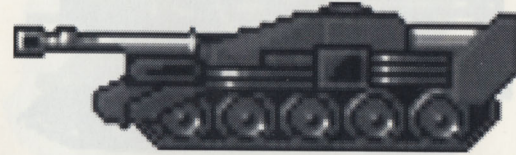
## M O B I L I T Y



# T-3 "SCORPION"



ARMY



## D E S C R I P T I O N

The SCORPION is a highly mobile tank. Like its main gun, its armor is of a medium durability. However, a team of several SCORPIONS forms a rapid intervention troop capable of vanquishing more powerful armored units. ONLY FOR GROUP MISSIONS!

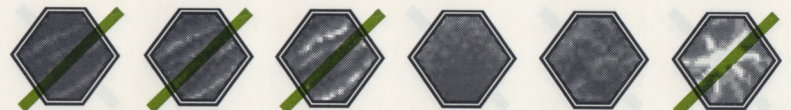
## TACTICAL SIGN S



"ARM. VEHICLES"

	7		1		-
	45		40		-
	3		6		10

## M O B I L I T Y







ARMY

# T-4 "GLADIATOR"



## D E S C R I P T I O N

The GLADIATOR is a medium-weight tank used as a tank hunter. Its weapons are very powerful and its good mobility make it a fearsome enemy, especially if it is part of a combat group.

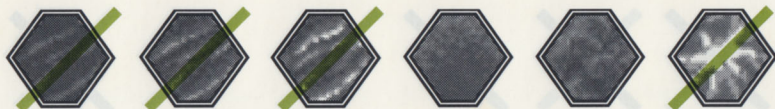
	6		1		-
	50		52		-
	4		6		14

## TACTICAL SIGN S

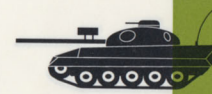


"TANK PLATOON"

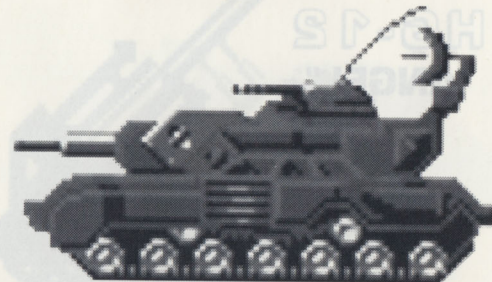
## M O B I L I T Y



# T-7 "CRUSADER"



ARMY



## D E S C R I P T I O N

The CRUSADER is the most powerful land unit. Due to its reinforced armor and its streamlined 140-mm gun, it is particularly adapted to serve in the main tank battles. Thus, it can also be thought of as an MBT (Main Battle Tank). It does have an anti-air defense system, but its weight handicaps its mobility.

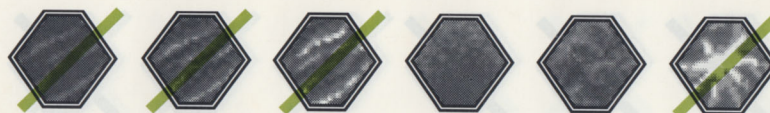
## TACTICAL SIGN S



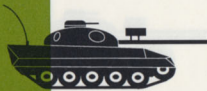
"BATTLE TANKS"

	4		1		1
	65		60		15
	6		6		19

## M O B I L I T Y







ARMY

# HG-12 "ANGEL"



## D E S C R I P T I O N

The mobile artillery unit ANGEL defends positions and prepares the terrain for the attack. However, it becomes operational only after 30 minutes, an important factor during an advance or a rapid retreat. BE AWARE OF THE FIRING RANGE!

	4		2-6		-
	25		45		-
	5		6		15

## TACTICAL SIGN S



"HVV. ARTILLERY"

## M O B I L I T Y



# AD-5 "BLITZ"



ARMY

## D E S C R I P T I O N

The BLITZ defends the air space. Very mobile, it effectively protects you from pilots flying at a low altitude. On the other hand, it can only intervene if it is close to the enemy, which means within the range of enemy fire. Due to the close proximity of the enemy, losses are inevitable. ONLY USE IN EXTREME CASES AGAINST THE LAND TARGETS!

## TACTICAL SIGN S



"AIR DEFENSE"

	5		1		1
	30		25		40
	4		6		12

## M O B I L I T Y

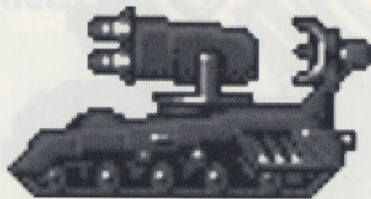






ARMY

# AD-9 "SPHINX"



## D E S C R I P T I O N

Contrary to the BLITZ, the Sphinx can fight the enemy from a distance. However, you must protect it with armored units since it cannot defend itself against direct attacks. As with the mobile unit ANGEL, the SPHINX needs 30 minutes to become operational. **BE AWARE OF THE FIRING RANGE!**

	5		-		2-6	
	30		-		48	
	3		#	6		10

## TACTICAL SIGN S



"MISS. AIR DEF."

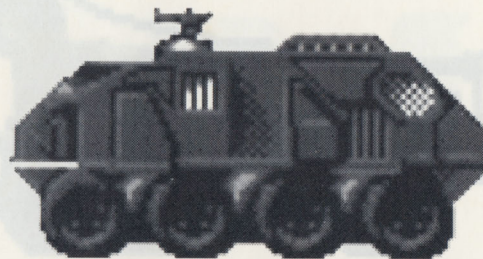
## M O B I L I T Y



# SC-T-32 "PROVIDER"



ARMY



## D E S C R I P T I O N

The PROVIDER is the army's multiple-use vehicle. It transports combat robots and aldinium. Its loading capacity is limited to 7 units. The armor is only resistant to hand guns; use it in well-protected zones. **ONLY USE OFFENSIVELY IN EXTREME CASES!**

## TACTICAL SIGN S

	7		1		1	
	25		15		8	
	2		#	6		9



"SUPPORT REG."

## M O B I L I T Y







ARMY

# SC-P "MERLIN"



## D E S C R I P T I O N

Due to its equipment, the SC-P Merlin can construct a depot in one hour. While in enemy territory, this vehicle proves itself indispensable for the success of the operations. It must be accompanied by armored vehicles since it does not have a means of defense. USING IT OFFENSIVELY IS STRICTLY FORBIDDEN!

	5		-		-
	30		-		-
	7		# 6		30

## TACTICAL SIGN S

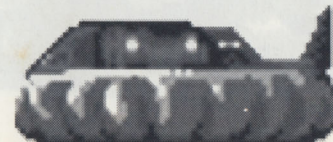


"PIONEERS"

## M O B I L I T Y



# TLAV "INVADER"



ARMY

## D E S C R I P T I O N

The INVADER is a vehicle used by the Army and Navy. With a cushion of air, this boat carries the essential logistic charge for the landings. It reaches its highest speed in shallow water or on flat land. The Navy has its own INVADER units, technically identical to the Army's.

## TACTICAL SIGN S



"BEACH BOYS"

	7		1		1
	30		40		10
	8		# 6		12

## M O B I L I T Y

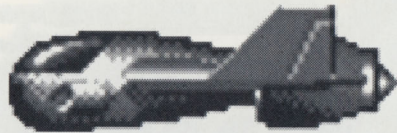






AIR FORCE

# SC-FXF-7 "MOSQUITO"



## D E S C R I P T I O N

The XF-7 MOSQUITO was developed to assure air supremacy on the battlefield. In fact, it is the only fighter available. Its main weapon is the air-air OMEGA-1 missile. It is not heavily armored, nor is it very resistant to direct fire and grenade explosions.

	10		-		1
	25		-		45
	10		6		18

## TACTICAL SIGN S



"FIGHTER WING"

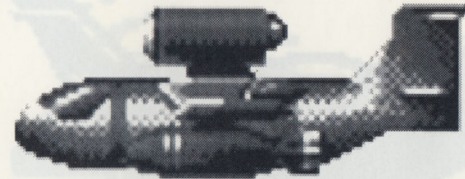
## M O B I L I T Y



# XA-7 "RAVEN"



AIR FORCE



## D E S C R I P T I O N

Contrary to MOSQUITO, the XA-7 RAVEN is sufficiently armored since it was developed for land combat. The main canon can even destroy reinforced armor. Its armament is composed of air-surface bombs and missiles for the attack of scattered land targets.

## TACTICAL SIGN S

	9		1		1
	25		50		25
	10		6		20



"HVY. WING"

## M O B I L I T Y

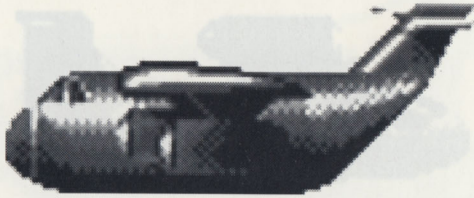






AIR FORCE

# G-2 "GIANT"



## D E S C R I P T I O N

The G-2 GIANT is the «mule» of the Air Force. It is capable of transporting up to seven vehicles (GLADIATOR and CRUSADER included) and taking off and landing without a landing strip. Its transportation weight is limited to 14 tons. MOVE ONLY WITH AN ESCORT!

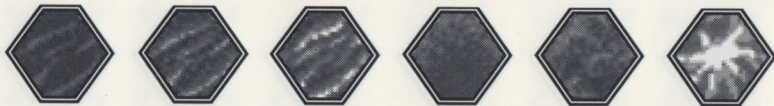
	9		-		-
	20		-		-
	-		# 6		15

## TACTICAL SIGN S



"TRANS. WING"

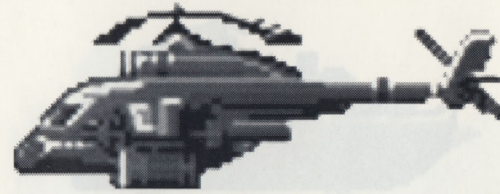
## M O B I L I T Y



# CAS "FIREBIRD"



AIR FORCE



## D E S C R I P T I O N

The CAS-FIREBIRD combat helicopter is at least as fearsome as the RAVEN. Its mobility is inferior to the MOSQUITO's. Weapons: a 35-mm Gatling gun, air-surface missiles, two batteries of launchers with 24 FFARs each. The FIREBIRD is protected against ground attacks. BE AWARE OF THE FIGHTING RANGE!

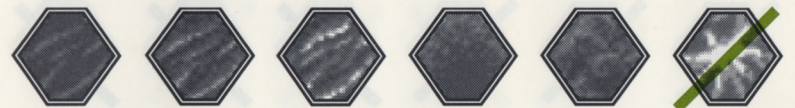
## TACTICAL SIGN S



"AIR CAVALRY"

	7		1		1
	30		35		10
	10		# 6		17

## M O B I L I T Y

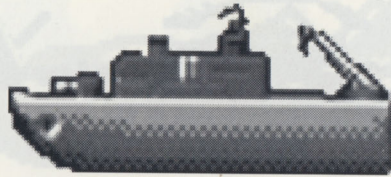




# MB-A "BUCCANEER"



NAVY



## D E S C R I P T I O N

The BUCCANEER is a mine sweeper capable of planting and picking up mines. These boats are weakly armed and armored. The mines that the BUCCANEER transports can block port entrances in a few minutes. The recovered mines (even the enemies') can be reused.

	7		1		1
	70		38		15
	-		6		-

## TACTICAL S I G N S



"SEA HORSES"

## M O B I L I T Y



# TB-X "MARAUDER"



NAVY



## D E S C R I P T I O N

The boats of the MARAUDER class are extremely fast and agile hydrofoils. In a group, the MARAUDERS attack vessels and aircraft carriers. The SHARK torpedoes can be fired from a distance. Its firing precision is very high. These boats have an anti-air defense system.

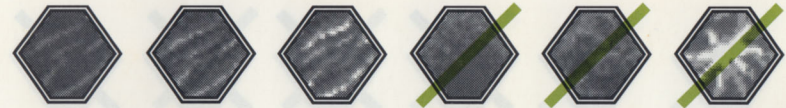
## TACTICAL S I G N S

	10		3		1
	65		60		15
	-		6		-



"POWER BOATS"

## M O B I L I T Y

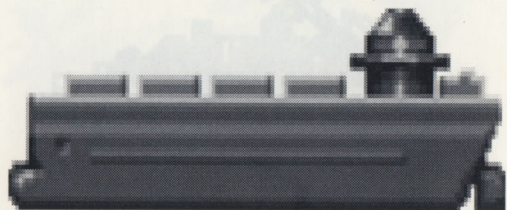




# CV "AMAZON"



NAVY



## D E S C R I P T I O N

Transport boats of the AMAZON class have an unlimited loading capacity. They are capable of transporting up to seven heavy-combat tanks. If no deep-water port can be found, the INVADERS can transport the load to shore. We suggest that you only send AMAZON on attacks with naval or aerial escorts; these weakly-armed vehicles have no means of defense.

	8		-		-
	70		-		-
	-		1		-

## TACTICAL S I G N S



"CONVOY"

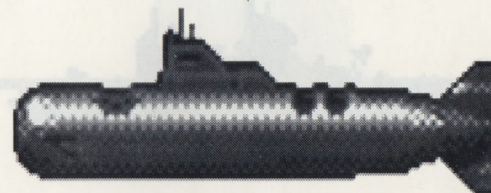
## M O B I L I T Y



# U-7C "BARRACUDA"



NAVY



## D E S C R I P T I O N

The BARRACUDA is a mortal menace to all boats. Invisible to the enemy, it can approach a convoy without being seen and carry out a surprise attack. The BARRACUDA is equipped with 10 torpedo-launching tubes (6 in front, 4 in back). The only means of defense against this unit is a permanent aerial reconnaissance unit to locate and destroy it.

## TACTICAL S I G N S



"WOLFSRUDEL"

	9		4		-
	85		100		-
	-		1		-

## M O B I L I T Y

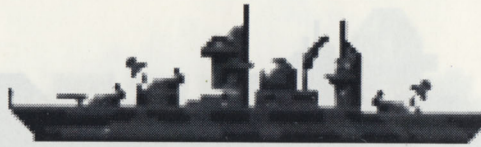




# W-1 "FORTRESS"



NAVY



## D E S C R I P T I O N

The FORTRESS is a floating combat platform which can reduce the coastal defenses to dust. At least four units are needed to sink the FORTRESS. It has reinforced armor, a very effective anti-air defense system and several weapons: one set of three 52-mm guns, 2x2 ground-to-ground missile launchers, and 16 8.8 cm anti-air guns. The crew can repair the boat.

	9		7		2
	100		75		25
	-		1		-

## TACTICAL SIGN S



"CRUISER"

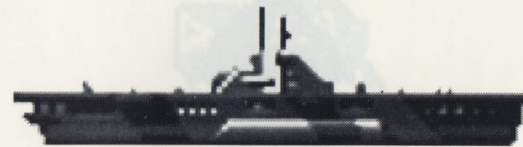
## M O B I L I T Y



# Z-1 "PEGASUS"



NAVY



## D E S C R I P T I O N

The PEGASUS is an aircraft carrier. It can serve as a base for seven planes. On board, planes can be repaired and the service robots can repair the boat. A constant attack of at least four units is needed to sink the boat.

## TACTICAL SIGN S



"CARRIER"

	9		-		4
	90		-		50
	-		1		-

## M O B I L I T Y



# M-17 "BRICK"



## D E S C R I P T I O N

The M-17 is the standard mine of the Army and Navy. The mines can only be picked up by special units (BUCCANEER) or destroyed by direct fire. The Army does not provide units to sweep for mines.

	2*		-		-
	80		-		-
	2		# 6		-

\* Range of the mine carrier

## TACTICAL SIGN S



"Blocker"

## M O B I L I T Y



# ALDINIUM



## D E S C R I P T I O N

Aldinium is the essential raw material used in factories. The crystals are collected by the PROVIDER and transported to repair or production sites.

## TACTICAL SIGN S

	-		-		-
	-		-		-
	2		# 6		50*



Aldinium

\* After transformation of exploitable raw materials

## M O B I L I T Y

