Chronicles of Osgorth

THE SHATTERED ALLIANCE™

TOOL KIT

LIMITED WARRANTY

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1.0   INTRODUCTION

The Shattered Alliance Tool Kit allows you to create scenarios that you can play with your Shattered Alliance game disk. This allows for individuals or clubs to play campaign games using a highly popular system. An evening's entertainment could be for two people to make armies, place terrain, and then do battle. You can also do what I do: make various historical armies and watch what happens when they bump into each other.

The TOOL-KIT allows you to create most armies that fought in the spear/sword/bow era. The information contained in Appendix 2 — Army Description — is provided to help you to plan your armies.

The tutorial (appendix 3) is provided to help players become familiar with the basic concepts in scenario creation. We recommend that you first go to the tutorial after reading section 2.3 and refer to the sections of the manual as you go along.

2.0   GENERAL DESCRIPTION

2.1   Getting Started (Apple DOS 3.2 or DOS 3.3)

To begin a session: boot your Tool-Kit disk and that main menu will appear automatically.

2.2   Overview

The Shattered Alliance program must have a properly constructed scenario file. This Tool-Kit provides you with the means to properly make game files. You should always remember to save your files before proceeding to the next step. Help menus are provided at strategic places in the program. Use the question mark key to activate them.

A scenario file is composed of two army files and a map file. The Tool-Kit is a series of programs that allows you to make armies, maps, and combine them into a scenario file. Utilities are provided for disk file functions. You must initialize new file disks from within the program.

2.3   The Programs

2.3.1 Army file generator. This program allows you to select units, weapons, magic, etc. Several housekeeping options are provided, such as switching an army from the left to the right side, disk I/O, etc.

2.3.2 Map file generator. This program allows you to modify every hex with one of 8 terrain types plus do file I/O.

2.3.3 Deployment. This program requires both a map and an army file. It allows you to move units around on the map plus do file I/O.

2.3.4 Scenario file generator. This program allows you to combine files to create a scenario file. That then can be used with your Shattered Alliance game disk.

2.3.5 System disk operations. This program allows you to initialize an SSI Save Game disk for use as a data disk for your game files.

3.0   ARMY FILE GENERATOR

This module allows creation of army files. Read/Write/Modify are the major features. Armies can have magic. A hard copy may be obtained with a printer. The menu is described below:

3.1   Create/Modify

When you create/modify an army, the army roster is displayed with the cursor in the upper left corner. All fields may be modified using keyed entries. A help key (?) is provided for on-the-spot prompting. The I/M/J/K keys perform their usual Up/Down/Left/Right function of moving the cursor. The W/Z keys scroll through lists for unit race, type, class, shield status, and weapons.

When you create/modify an army, note that most functions require a single key stroke.

The 'M' key serves the double function of moving the cursor down, and if it is at the end of the list then it wraps around to the top of the roster (if all units are displayed). The 'C' key calculates points of the units and the 'D' key deletes the last entry on the list. See Appendix 4 to see the help menu as it exists in the program.

3.2   Read an Army File:

Insert data disk.
Enter file name.

3.3   Write an Army File:

Insert data disk.
Enter file name.

3.4   Print the Roster:

Ready printer for hard copy.
Only standard configurations work.

3.5   Erase the Current Army:

Allows you to start over.

3.6   Setting the Side:

Toggles between Left/Red and Right/Blue sides. The Shattered Alliance program requires that an army must be one or the other. A scenario file requires one Left/Right army and one Right/Blue army. (See 6. Scenario creation)

3.7   Setting Magic:

Toggles magic points between 3 and 0. Historical armies did not use magic. Fantasy armies may use magic.

3.8   Set (Pts. & Num) Beginning = Now:

If using the "create/modify and army" command, the "–" key toggles between Beginning and Now values. Beginning values are those with which the army started out. Now values are those you have currently entered. If you are creating an army instead of modifying one you

called in from the disk, the Beginning values would be zero.

3.9 Set (Pts. & Num.) Now = Beginning:

Setting the Now or current values to the Beginning values gives units the recently entered strengths that will be used in the next battle fought by that army. A newly created army would give zero strength if this option is not used, since newly created armies have Beginning values of zero. Armies called in from the disk would have their strength unchanged if this option is not used. This option allows players to carry their armies from battle to battle. Players may even add in reinforcements or replacements as desired.

3.10 Change Comments:

This allows you to delete or add comments to the army file. These comments are not displayed by the Shattered Alliance program.

3.11 Delete a File:

Insert Data Disk.
Enter file name to be deleted.

4.0 MAP FILE GENERATOR

This program allows you to create a map file. Each hex may be set to 1 of 8 different terrain

types. Any hex may be modified. The menu is printed below:

4.1 New (Blank) Map:

Set all hexes = blank. Note that M.START has 4 small hills that denote the deployment area.

4.2 Read a Map File:

Insert data disc.
Enter file name.

4.3 Write a Map File:

Insert data disc.
Enter file name.

4.4 Modify Map:

This option allows you to choose and place terrain one hex at a time. Move the cursor to the desired hex by pressing the 1-6 keys (No <RETURN> needed). Use the W and Z keys to change the terrain type under the cursor. Pressing the Ø key places the indicated terrain in the indicated hex. The Q key quits the session and returns to the main menu.

4.4.1 Terrain types.
1. Clear.
2. Light woods (even rows).
3. Light woods (odd rows).
4. Heavy woods (even rows).
5. Heavy woods (odd rows).
6. Gentle hills.
7. Steep hills.
8. Mountains.

4.5 Delete a File:

Insert data disc.
Enter file name to be deleted.

5.0 DEPLOYMENT

This program allows you to place armies at any place on a map. The menu is described below.

5.1 Read Army File:

Insert data disc.
Enter file name.

5.2 Write Army File:

Insert data disc.
Enter file name.

5.3 Read Map File:

Insert data disc.
Enter file name.

5.4 Move Units:

You must have both an army and a map. Keys 1-6 move unit in indicated direction. Key Ø cycles to the next unit. Key Q exits to the main menu. Note that no <RETURN> is needed.

5.5 Delete a File:

Insert data disc.
Enter file name.

6.0 SCENARIO FILE GENERATOR

This program allows you to make scenario files to be used as input to the Shattered Alliance and to take apart such files. The menu is printed below:

6.1 Combine for a Scenario File

You must have previously made two army files and a map.
1. Read a Left/red army file.
   Insert data disc.
   Enter file name.
2. Read a Right/Blue army file.
   Enter file name.
3. Read a map file.
   Enter file name.
4. Write a scenario file.
   Enter file name.

6.2 Break up a Scenario/ Saved File

This allows you to separate out armies after a battle.
1. Read a scenario/saved file.
   Insert data disc.
   Enter file name.
2. Write a Left/Red army.
   Enter file name.
3. Write a Right/Blue army.
   Enter file name.
4. Write the map file.
   Enter file name.

6.3 See the Roster of the Left/Red Army.

6.4 See the Roster of the Right/Blue Army

6.5 View the Map

6.6 Delete a File

Insert data disc.
Enter file name to be deleted.

APPENDIX 1
FILE CONVENTIONS

All files must read/written on an SSI-SAVE-GAME disc.

Army files are prefixed by either 'AL.' or 'AR.'. Example are AL.XERXES and AR.ALEX. All scenarios must have both a Left/Red army and a Right/Blue army.

Map files are prefixed by 'M.'. An example is M.START.

Scenario files are structured 'S.lll/rrr'. An example is S.XER/ALX.

APPENDIX 2
ARMY DESCRIPTION

The following lists are scrolled thru using the 'W Z' keys.

Tribes (Left/Red side).

HI	Human Infantry
HC	Humans on Cavalry
DW	Dwarves
EL	Elves
AM	Amazons
HO	Hozgits
CE	Centaurs
UN	Unicorns

Tribes (Right/Blue side).

HI	Human Infantry
HC	Humans on Cavalry
DW	Dwarves
DE	Demons
LI	Lizard-Men
ZO	Zorgs (Orcs)

Types

H Heavy Infantry. Men in partial metal or horn armour. Move/Fight in close formation.

MI Medium Infantry. Men without armour. Close formation.

LMI Light Medium Infantry. Men without armour. Loose formation.

LI Light Infantry. Men without armour. Open formation.

EHC Extra Heavy cavalry. Men and horses with armour. Loose formation.

HC Heavy Cavalry. Armoured men on un-armoured horses. Loose formation.

MC Medium Cavalry. Un-armoured men on un-armoured horses. Loose formation.

LC Light Cavalry. Un-armoured men on un-armoured horses. Open formation.

Class

A Guard and household troops of the highest quality.

B Elites, Nobles or their following.

C Trained troops.

D Levies and similar untrained troops.

Shields

★ Unit has shields.
blank Unit does NOT have shields.

Attack/Melee weapons

Cavalry weapons

Lance Kontos, Couched lance 12+ feet long

Jav.C Javelins and other short hand-held throwing spears.

Sword.C Swords and other weapons.

Infantry weapons

Pikes 15-24 feet long spears.

L Spear Long thrusting spears from 8-12 feet.

Jav.I Javelins and other short throwing spears.

2 Hand Weapons swung with both arms such as heavy axes, two-handed swords, rhomphaia or massive wooden clubs.

Sword.I Swords and other weapons.

Fire/Distance weapons

Bow	Inf & Cav.	Range = 3 hexes.
Rocks	nf only	Range = 2 hexes.
Jav	Inf & Cav.	Range = 1 hex.

Point costs

A normal competition army should consist of a thousand points. The following points are for a group of 20 C class troops.

12	EHC
10	HC
8	MC
8	LC
6	HI
6	LHI
4	MI
4	LMI
4	LI
+ 2	Dual armed cavalry (exp is Jav/Jav).
+ 1	Dual armed infantry (exp is Jav/Jav).
− 2	Cavalry without shields.
− 1	Infantry without shields.
+ 2	for A Class.
+ 1	for B Class.
− 1	for D Class.
+ 10	for each unit as a command cost.

APPENDIX 3 TUTORIAL

Note that there are several places in the programs where the '?' key causes a 'HELP' menu to be displayed.

Suppose you wish to have a battle between the Vikings and Alexander the Great. Generally, the three steps to doing this are:

1. Separate the armies and maps from the two scenarios S.ROM/VIK and S.CAR/ALX calling them AR. VIKINGS, AR.ALEX, and M.OPEN.

2. Switch the Vikings to the left side and deploy them on the map. This gives you a file named AL.VIKINGS.

3. Combine the 3 files into 1 scenario file, boot up The Shattered Alliance disc, and read in your new file.

    AL.VIKINGS + AR.ALEX + M.OPEN
        = S.VIK/ALX

Below is a detailed step by step description of how to do this.
(Note — you must have an initialized SSI-SAVE-GAME disc.)

STEP 1.

Boot up the TOOL-KIT disc.
From the main menu choose option:
    4. Make/Break a scenario.
From the SCENARIO MENU choose:
    2. Break up a scenario/saved file.
From the BREAK-UP menu choose:
    1. Read a Scenario file.
Insert your SHATTERED ALLIANCE game disc and read file:
    S.ROM/VIK

then choose option:
    3. Write a Right/Blue army file.
Change discs and on your data (SSI-SAVE-GAME) disc write a file:
    AR.VIKINGS
then choose option:
    1. Read a Scenario file.
then from the SHATTERED ALLIANCE game disc read file:
    S.CAR/ALX
and choose option:
    Ø. Exit.
    5. View the map.
After the map is generated
    then return to the 'Break up menu' by choosing:
    2. Break up a scenario/saved file.
and choose option:
    3. Write a Right/Blue army file.
then on your data disc write file:
    AR.ALEX
and also choose:
    4. Write a map file.
and on your data disc write file:
    M.OPEN

STEP 2

Now you have both armies and a map.
To get to the ARMY-FILE-GENERATOR choose:
    Ø. Exit.
    Ø. Exit.
Don't forget to insert the TOOL-KIT disc.
    1. Make an army.
From the MAKE ARMY MENU choose:
    2. Read an army file.
Insert your data disc and enter:
    AR.VIKINGS

then choose option:
    6. SIDE = Right/Blue.
and it should change to 6. SIDE = Left/Red.
then choose option:
    3. Write an army.
and on your data disc write file:
    AL. VIKINGS
now, to deploy the new army, choose:
    Ø. Exit.
Don't forget to insert the TOOL-KIT disc.
    3. Deploy an army.
From the DEPLOYMENT MENU choose:
    1. Read an army file.
Insert your data disc and read file:
    AL.VIKINGS
then choose option:
    3. Read a map file.
and read file:
    M.OPEN
then choose option:
    4. Move units.
and move all the units in direction 5 (generally) until satisfied with their placement.
(1-6 = direction   Ø = next unit   Q = quit)
then choose option:
    2. Write an army file.
and on your data disc write file:
    AL.VIKINGS

STEP 3

Now you're ready to put it all back together into a scenario file so:
    Ø. Exit.
Insert your TOOL-KIT disc.
    4. Make/Break a scenario.
From the SCENARIO MENU choose:
    1. Combine for a Scenario file.

and from the MAKE-A-SCENARIO MENU choose:
    1. Read a Left/Red army file.
and from your data disc read file:
    AL.VIKINGS
then choose option:
    2. Read a Right/Blue army file.
and from your data disc read file:
    AR.ALEX
then choose option:
    3. Read a map file.
and from your data disc read file:
    M.OPEN
then choose option:
    4. Write a Scenario file.
and on your data disc write file:
    S.VIK/ALX

You have now created your scenario. To play a game (2 player is recommended) choose option:
    Ø. Exit.
    Ø. Exit.
Insert THE SHATTERED ALLIANCE game disc and choose:
    Ø. Play a game.
Shattered Alliance should boot up and from the first menu choose option:
    2. Play a NEW game.
followed by:
    Ø. A scenario you've created.
Insert your data disc and read file:
    S.VIK/ALX

Now you're ready to play. If you choose to have the computer play one (or both) side the solitaire level will always be the Beginner Level.

GOOD LUCK & ENJOY

APPENDIX 4

NOTE: the <RETURN> key is not normally needed.

I	
J + K	Move Cursor
M	
W Z	Change entry under cursor.
C	Calculate points.
D	Delete last entry in list.
M	Add a new unit to the end of the list.
–	Toggles (Pts & Num.) Beginning/Now.
?	Help.

When the cursor is on the 'Num' field you must follow your entry with a <RETURN>.

If the entry for the 'Num' field is not one of the letters above, then it will be the new 'Num'ber of warriors.

The following lists are scrolled through using the 'W Z' keys:

Tribes (Left/Red side)	Tribes (Right/Blue side)
HI Human Infantry	HI Human Infantry
HC Humans on Cavalry	HC Humans on Cavalry
DW Dwarves	DW Demons
EL Elves	LI Lizard-Men
AM Amazons	ZO Zorgs (Orcs)
HO Hozgits	
CE Centaurs	
UN Unicorns	

Types
HI Heavy Infantry. Men in parital or horn armour. Move/Fight in close formation.

LHI Light Heavy Infantry. Men in armour. Loose formation.

LI Light Infantry. Men without armour. Open formation.

EHC Extra Heavy cavalry. Men and horses with armour. Loose formation.

HC Heavy Cavalry. Armoured men on unarmoured horses. Loose formation.

MC Medium Cavalry. Unarmoured men on unarmoured cavalry.

Class
A Guard and household troops of the highest quality.
B Elites, Nobles or their following.
C Trained troops.
D Levies and similar untrained troops.

Shields
★ Unit has shields.
blank Unit does NOT have shields.

Attack/Melee Weapons

Cavalry Weapons

Lance Kontos, Couched lance 12+ feet long.
Jav.C Javelins and other short hand-held throwing spears.
Sword C Swords and other weapons.

Infantry Weapons

Pikes 15-24 feet long spears.
L Spear Long thrusting spears from 8-12 feet.
Jav.I Javelins and other short throwing spears.
2 Hand Weapons swung with both arms such as heavy axes, two-handed swords, rhomphaia or massive wooden clubs.

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