

**Was it really only five eons ago that the Insignians first burst through the Earth's mantle?**

What terror, pain and suffering they have inflicted since. No-one even suspected that there was a race of beings under the rock crust developing weapon systems that could in a few short years completely dominate the Earth and leave the human race as little more than slaves.

Yet no-one has ever seen an Insignian! They never step out of those terrible war machines, produced, now by human slave labour, in factories all over the Earth. But things are changing...

We all know that the human resistance movement has been active for years but for the first time since the domination an Insignian war base has been captured and this means that a full scale attack has a slight chance of

success. It is expected that all the factories first contacted by the human resistance under the command of Captain Fergus McCaffery will come over to the human cause but that those first visited by the Insignian war machines will be devoted to supplying their war effort.

McCaffery has learnt the lesson of the last five eons – he intends to fight this war from within war machines identical to those used by the Insignians. With the war base at Kerberus under his control he intends to take the three Insignian bases at Tarras, Faretra and Diolkos but this all depends upon how quickly the factories can be taken and their production used to build war machines under human control!

It is hoped that this, the 17th offensive against the Insignians, is the long expected but not yet found – Last War!

## Battle Orders

### Objective:

Capture or destroy all three Insignian War Bases whilst keeping our base and factories in production.

### Area of Battle:

The third sector North – a strip of land 512 miles by 16 miles. Home base, Kerberus is to the far West edge of the sector. Insignian bases are 208 miles East (Tarras), 316 miles East (Faretra) and 512 miles East (Diolkos).

Automated factory units are spread throughout the area and their product is prominently displayed on the roof of each building.

Intelligence reports suggest that no factories are currently in production but that the first robot to arrive at each site can re-start production immediately.

Ideally we need to have as many factories of each type as possible but

one of each type is better than all of a particular type. The six factory types produce:  
Chassis modules  
Electronic support modules  
Nuclear, Missile, Phaser and Cannon weapons

### Resources available:

It is estimated that we start with 20 resource units (labour, parts, materials & forces) and that for every day we continue the struggle further resources will become available to us.

We expect each factory to contribute two resource units per day – specific type related to their production, and that war bases contribute five general resource units each day.

### Robot construction:

Resource units can be used to build robots for combat, defence and factory capture.

Each robot must have one chassis module, between one and three weapon modules and may have an optional electronic support module.

Type	Specification
Bipod	Slow but cheap and rugged. Can't get over hills but can cope with rough ground at a pinch! Best used on flat level ground.
Tracked	Considerably more manoeuvrable than bipods but twice the resource units.
Anti-Grav	By far the best system, it simply flies over the ground whatever its difficulties. This is the only chassis that can span ravines!

### Weapon units:

	Range	Lethality	Cost
Type	Miles	Units	Resource Units
Cannon	10	2	2
Missiles	14	3	4
Phasers	10	4	4
Nuclear	8	See Note	20

Note: Nuclear weapons destroy all robots and factories within an 8 mile radius of the robot carrying the device - this includes the carrying robot. This is currently the only method we have to destroy factories and war bases!

### Electronic Support Modules:

This module increases weapon accuracy, giving a notional added range of 2 miles to each weapon type. Advance warning of attack contributes to the slightly increased resistance to damage from enemy fire when this unit is fitted.

### Airbourne reconnaissance:

Your command team has a single anti-grav vehicle at its disposal for reconnaissance and order transmission purposes.

To recce an area simply fly over it using the normal control sequence. To pass orders to a robot land on top of the unit concerned and then select the correct command sequence from those in the command menu.

To build robots land the anti-grav on the heli-pad at your warbase and construct robots from the menu offered by the warbase computer.

### Robot construction:

Whenever you land on a warbase heli-pad you are presented with the robot construction unless: you already have 24 robots in the sector or something, usually a robot, is blocking the warbase exit.

### Control details:

Standard control system:  
Control Joystick  
Spectrum Kempston Interface 2

Commodore Port 2

Amstrad Joystick socket

Keys (all versions have re-definable keys)

Up	Q	Q	Q
Down	A	A	A
Left	O	O	O
Right	P	P	P
Fire	Symbol Shift	Space	Space
Pause	1	f1	Delete
Abort Game	9	f2	Escape
Save Game	5	none	T

Up & Down  
Fire

**Construction control:**

Moves module selector  
Selects modules or de-  
selects if already selected  
— no robot can have two  
of the same module.

Left & Right Select Start Robot or Exit  
menu.

Start Robot sends the  
robot currently under  
construction into the  
sector to await orders.  
Exit menu scraps the  
current construction  
and returns to the  
combat sector.

**Robot Control:**

When your anti-grav has  
landed on top of one of  
your robots it stops  
moving and you can then  
take control, pass orders  
or enter combat mode.  
Moves option selector  
Selects highlighted  
option

**Direct Control:**

Direction keys move  
robot as required and fire  
stops robot and returns  
you to menu selection.  
When you have selected  
this option you have the  
orders sub-menu to  
select from. Possible  
orders are:

Up & Down  
Fire

Stop &  
Defend:

Robot stays in present  
position and fires on any  
enemy robot within  
range.

Advance ??  
miles:

Up & Down keys select  
distance between 0 & 50  
miles. The robot then  
moves East the required  
distance before reverting  
to Stop & Defend orders.  
As above but moves West.

Retreat ??  
miles:

Search &  
Capture:

Takes you to sub-menu  
offering Neutral  
Factories, Enemy  
Factories or Warbases.  
Robot moves to the  
nearest target and tries  
to capture it.

Search &  
Destroy:

Sub-menu offers Robots,  
Factories or Warbases.  
Robot moves as above but  
destroys target. Warbases  
can only be destroyed by  
nuclear weapons.  
If any order cannot be  
carried out by the robot  
concerned, because for  
example the robot is not  
nuclear equipped or you  
are trying to capture  
enemy factories when  
there are none, then the  
robot reverts to stop and  
defend.

**Combat Control:**

The robot is controlled as  
described above under  
direct control but you  
have a menu allowing  
you to select any weapon  
fitted and fire it  
independently. The Move  
Robot control is identical  
to Direct Control as  
described.

**Capturing Factories:**

In order for a robot to  
capture an enemy  
factory the robot must  
occupy the factory for at  
least 12 game hours.  
Captured factories  
display a flag on the  
right if in Insignian  
hands and on the left  
when controlled by  
human beings.

## Campaign orders

Previous war experience suggests that this campaign should be fought in three distinct stages:

**Stage one: Early Days only**  
Use all available resource units to build small robots with orders to neutral factories. This maximises the chance of building bigger better defended robots at a later stage.

**Stage two:**  
Build large robots with good defences and electronic support units with orders to destroy enemy robots and capture enemy factories. A few should also be despatched towards the middle of the battle sector to prevent enemy robots taking our factories.

**Stage three:**  
Build giant nuclear robots with orders to destroy Insignian bases. Only commanders in the field can decide when a stage one battle changes to stage two etc. Please use your discretion and skills to best effect.

Main sector display screen	Clock
	<b>Status</b> Insignians   Humans =   = =   = =   = =   = =   =
	<b>Resources</b> Units =   = =   = =   = =   =
Radar screen	