Campaign™

The following changes to the manual have occuured:-

P.14 (IBM PC) - The game is now not playable from floppy disk, and must be installed to hard disk in order to run. To install type the following command at the A:> prompt; `INSTALL C:`
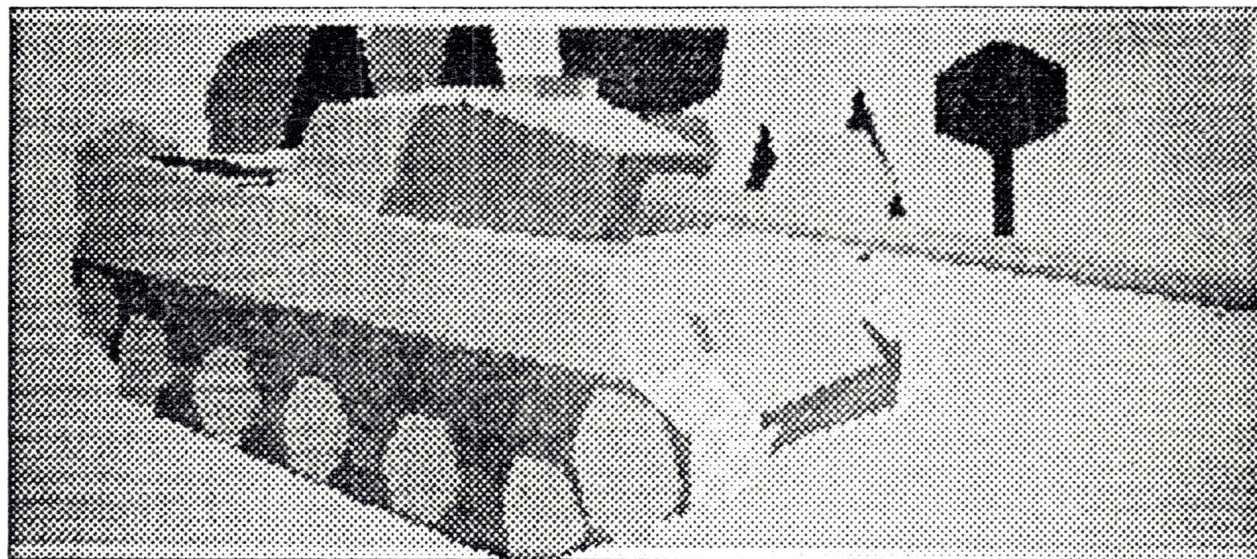To execute the game simply type; `CAMPAIGN`

P.15 (AMIGA HARD DISK) - Since there are now only 2 disks, all of the sub directories from disk 2 must be copied to hard disk. To install onto hard disk, ignore the sentence "Finally, insert the third disk (Maps) and final disk", and type in the same commands using disk 2 or simply type; `COPY DF0:#? CAMPAIGN ALL` to copy all of the sub-directories automatically.

The following vehicle has now been incorporated into the game;

TIGER II

Maximum road range (km)	170	AP firepower (mm at 100 metres)	243
Maximum elevation (degrees)	15	HE firepower	10
Minimum elevation (degrees)	-7	Maximum rounds carried	72
Right traverse (degrees)	Fully traversable	Road speed (km/h)	35
Left traverse (degrees)	Fully traversable	Cross country speed (km/h)	17
Maximum indirect fire range (m)	17500	Speed in water (km/h)	Not Amphibious
Frontal armour (mm)	200	Weight (tonnes)	68
Side armour (mm)	90	Date first available	January 1944
Rear armour (mm)	90	Maximum towing weight (tonnes)	Unable to tow
HE defence	N/A		

Immediately after the Tiger I was designed, attention turned to its successor. This was to feature sloped armour, and use as many common components with the Panther as possible. The 88L71 gun was used, and the armour was thick enough to withstand hits from virtually any gun. Again, both Porsche and Henshel

designed prototypes, with Henschel winning the contract. Porsche had, again, started building turrets, so the first 50 Tiger IIs had Porsche turrets, which were very similar to the Henshels. The Tiger II was also called the King Tiger.