



SQUAD CARD ORDER SUMMARY CHART

MOVEMENT ORDERS					
Movement orders of form: Mxdnm M – Movement order x – Type of move d – Direction of move n – Number of squares to move (0-9) m – Movement mode (Section 8)	Variable	Order	Code	COSTS	
	X (8.1)	Regular Irreg.	R I	Time	Energy
	d (8.2)	Diagonal Non-diag. Scan	2,4,6,8 1,3,5,7 0	$\sqrt{2}$ x Normal Normal 10	$\sqrt{2}$ x Normal Normal 1
	m (8.4)	Walk Run Crawl Dodge Look Fall down Stand up	W R C D L F S	20/Sq. 10/Sq. 30/Sq. 15/Sq. 25/Sq. 20 20	1/Sq. 3/Sq. 22/Sq. 15/Sq. 1/Sq. 1 3
Sneaking (9.0)		Sneaking Begin Sneaking End	SB SE	1 1	1 1
Waiting (5.39)		Wait	WAtt	tt	–

WEAPONS ORDERS																		
PREPARATION COSTS <i>(12.1)</i>				DROP COSTS <i>(Section 7)</i>			GET COSTS <i>(Section 7)</i>			LOAD COSTS <i>(12.5)</i>			FIRE SINGLE BURST COSTS <i>(12.2)</i>			FIRE ON AREA COSTS <i>(12.3)</i>		
Weapon	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy
Rifle	PR	15	1	DR	15	1	GR	20	1	LR	25	1	FSxxyy	25	5	FApptt	tt	.3tt
Autorifle	PA	15	1	DA	15	1	GA	20	1	LA	30	1	FSxxyy	12	3	FApptt	tt	.3tt
Mach. Gun	PM	40	1	DM	20	1	GM	40	2	LM	50	2	FSxxyy	6	3	FApptt	tt	.3tt
HAND-TO-HAND COMBAT COSTS <i>(12.8)</i>																		
Knife Bayonet Garotte	PK	10	1	DK	10	1	GK	15	1				Energy					
	PB	10	1	—	—	—	—	—	—				Order	Time	Offense	Defense		
	PG	10	1	DG	10	1	GG	15	1	Hand-to-hand in same square Jump to adjacent square			HH	15	20	10		
													HJtt	tt	.3tt			
EXPLOSIVES USE COSTS <i>(12.6 & 12.7)</i>																		
Plastic Explosives Frag. Grenade	PP	20	1	DP	10	1	GP	15	1				Energy					
	PF	20	1	DF	10	1	GF	15	1				Plastic Explosive	EPttt	50	3		
										Frag. Grenade	EFxxyy	20	.5d ²	d = distance of throw in squares				

NL – List current orders for a soldier

NO – To end writing orders for a soldier



SQUAD CARD ORDER SUMMARY CHART

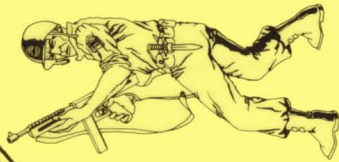
MOVEMENT ORDERS					
Movement orders of form: Mxdnm M – Movement order x – Type of move d – Direction of move n – Number of squares to move (0-9) m – Movement mode (Section 8)	Variable	Order	Code	COSTS	
	X (8.1)	Regular Irreg.	R I	Normal 2 x Normal	Normal 2 x Normal
	d (8.2)	Diagonal Non-diag. Scan	2,4,6,8 1,3,5,7 0	$\sqrt{2}$ x Normal Normal 10	$\sqrt{2}$ x Normal Normal 1
	m (8.4)	Walk Run Crawl Dodge Look Fall down Stand up	W R C D L F S	20/Sq. 10/Sq. 30/Sq. 15/Sq. 25/Sq. 20 20	1/Sq. 3/Sq. 22/Sq. 15/Sq. 1/Sq. 1 3
Sneaking (9.0)		Sneaking Begin Sneaking End	SB SE	1 1	1 1
Waiting (5.39)		Wait	WAtt	tt	–

WEAPONS ORDERS																		
PREPARATION COSTS <i>(12.1)</i>				DROP COSTS <i>(Section 7)</i>			GET COSTS <i>(Section 7)</i>			LOAD COSTS <i>(12.5)</i>			FIRE SINGLE BURST COSTS <i>(12.2)</i>			FIRE ON AREA COSTS <i>(12.3)</i>		
Weapon	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy	Order	Time	Energy
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EXPLOSIVES USE COSTS <i>(12.6 & 12.7)</i>																		
Plastic Explosives Frag. Grenade	PP	20	1	DP	10	1	GP	15	1				Order Time Energy					
	PF	20	1	DF	10	1	GF	15	1				Plastic Explosive	EPttt	50	3		
										Frag. Grenade	EFxxyy	20	.5d ²	d = distance of throw in squares				

NL – List current orders for a soldier

NO – To end writing orders for a soldier

SECOND EDITION



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SQUAD CARD

SOLDIER CHARACTERISTICS CHART



Rank	First Name	Last Name	Weapons	No. of Grenades	Wt.	Strength	Intel.	Dexterity	Power of Observation	Marksmanship Throwing	Firing	Hand-to-Hand
SGT	J.C.	Padooka	A	2	8	7	7	5	8	7	7	8
CPL	Rodney	Richfield	R	1	6	5	7	4	6	4	5	1
PFC	Luigi	Bastinelli	A	2	10	10	4	5	5	4	8	6
PFC	Charles	Lawson	R	2	6	5	6	8	10	6	4	7
PFC	Aloysius	Garrity	M	2	7	5	5	5	7	5	10	9
PFC (P)	Lee	Cheng	R	5	5	4	6	6	8	4	3	2
PVT	Walter	Wheelock	R	1	7	5	5	4	4	4	4	3
PVT	Ben	Hoss	R	2	8	9	4	4	9	6	5	4
PVT (G)	Maroot	Marootian	A	4	8	8	4	7	6	9	4	10
PVT	Denny	Dumke	R	2	6	4	3	6	8	5	6	5

FW	Kurt	Reich	A	3	7	7	6	6	7	6	6	9
UO	Wolfgang	Kleindorf	A	2	7	4	4	5	6	4	7	3
OG	Erich	Allbrecht	R	2	6	6	8	4	5	5	8	4
OG	Hans	Gruber	M	1	7	6	5	9	8	4	9	6
OG (G)	Oskar	Zimmer	A	2	8	9	5	5	6	7	3	7
OG	Ludwig	Schneider	R	1	6	5	4	5	5	4	4	4
OG	Erick	Braun	A	2	10	9	4	4	5	4	4	8
GF (P)	Max	Wagner	R	5	5	5	5	6	6	7	5	5
GF	Klaus	Muller	R	2	9	8	4	4	7	5	5	5
GF	Dieter	Dusel	R	2	6	5	5	6	9	10	9	4

(P) = Plastic Explosives Expert (G) = Carries Garrotte
WEAPONS: A - Automatic Rifle/Machine gun R - Rifle M - Machine gun

SECOND EDITION



COMPUTER AMBUSH™

SQUAD CARD

SOLDIER CHARACTERISTICS CHART

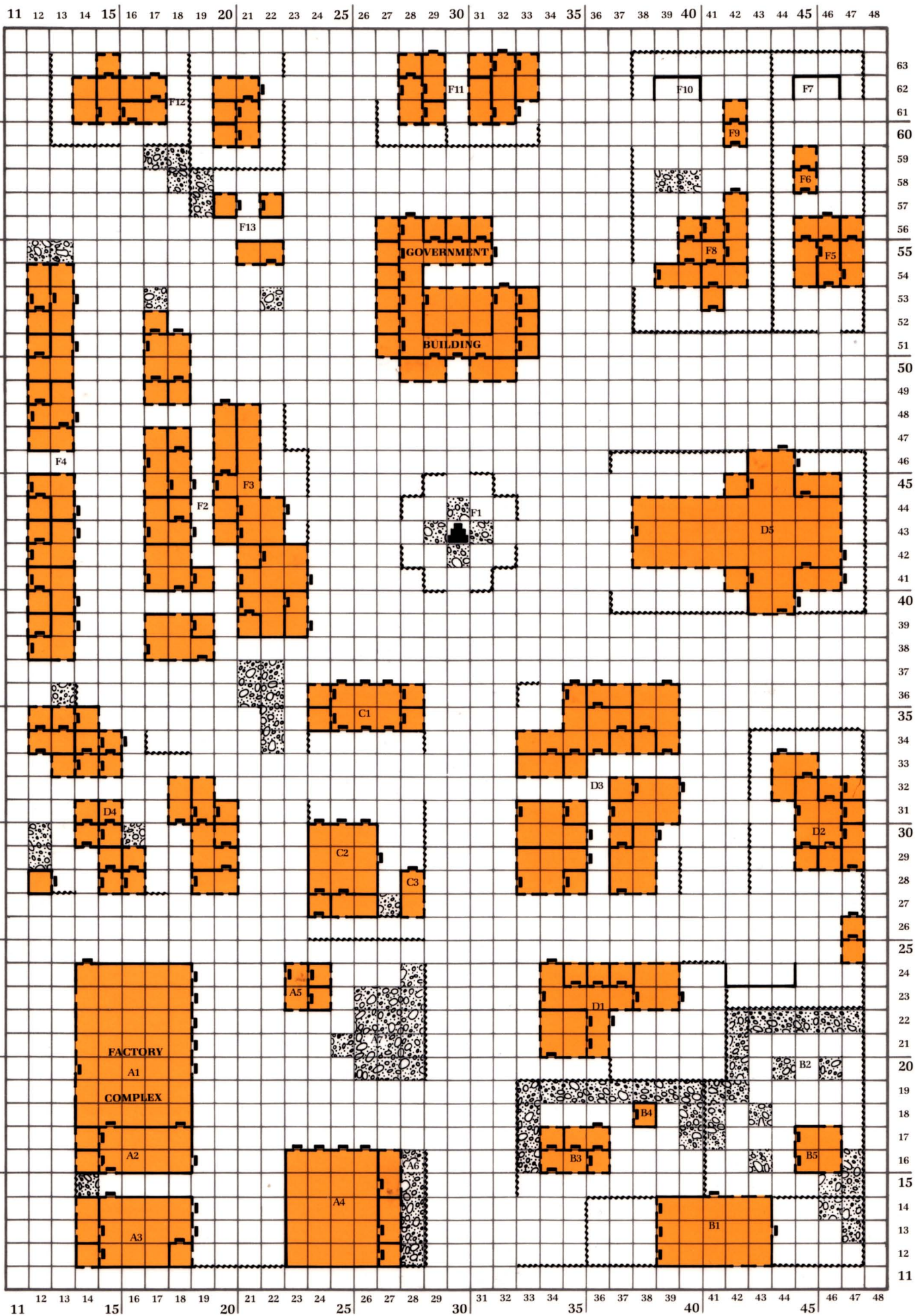


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PFC	Charles	Lawson	R	2	6	5	6	8	10	6	4	7
PFC	Aloysius	Garrity	M	2	7	5	5	5	7	5	10	9
PFC (P)	Lee	Cheng	R	5	5	4	6	6	8	4	3	2
PVT	Walter	Wheelock	R	1	7	5	5	4	4	4	4	3
PVT	Ben	Hoss	R	2	8	9	4	4	9	6	5	4
PVT (G)	Maroot	Marootian	A	4	8	8	4	7	6	9	4	10
PVT	Denny	Dumke	R	2	6	4	3	6	8	5	6	5

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OG	Erich	Allbrecht	R	2	6	6	8	4	5	5	8	4
OG	Hans	Gruber	M	1	7	6	5	9	8	4	9	6
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GF (P)	Max	Wagner	R	5	5	5	5	6	6	7	5	5
GF	Klaus	Muller	R	2	9	8	4	4	7	5	5	5
GF	Dieter	Dusel	R	2	6	5	5	6	9	10	9	4

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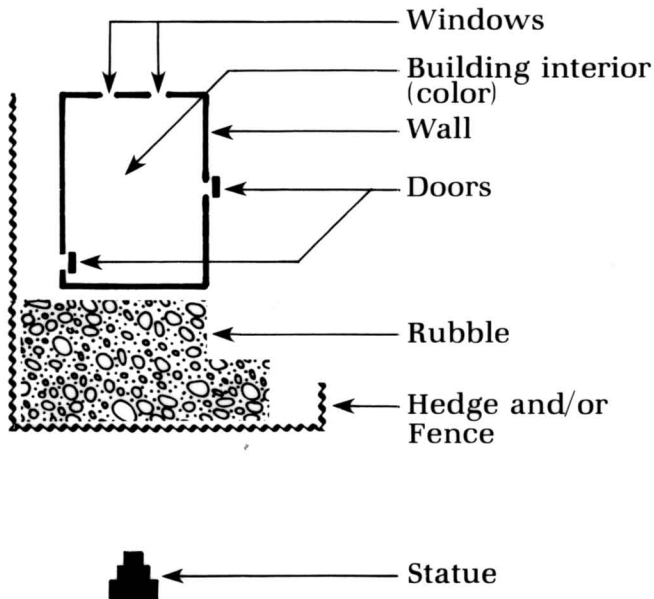
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from Strategic Simulations Inc.

MAP KEY



The map you see on your computer screen was created with the aid of Darrell Aldrich's Higher Text program.

TERRAIN CHART

TERRAIN TYPE	MAP KEY	VISIBILITY FACTOR	MOVEMENT COST MULTIPLIERS	
			TIME	ENERGY
Wall		0%	Impassable	
Window		25%	5	3
Statue		0%	Impassable	
Door		50%	2	1
Hedge		50%	4	3
Rubble		60%	2	2
Bldg. Interior		80%	1.5	1.5

The energy and time costs expended to cross a terrain feature is calculated by multiplying the movement mode costs by the terrain cost multipliers. *Example 1: To run through a door costs 20 (10 × 2) time points and 3 (3 × 1) energy points. Example 2: To dodge through a window into a rubble square costs 150 (15 × 5 × 2) time points and 90 (15 × 3 × 2) energy points.*

COLUMN	ROW	A. FACTORY COMPLEX
16	20	A1. Main Shop
16	16	A2. Tool crib/Supervisor's office
16	13	A3. Misc. work shop
25	14	A4. Warehouse
23	23	A5. Office
28	16	A6. Scrap and junk
27	21	A7. Raw materials and other useable junk
		B. FARM COMPLEX
41	13	B1. Barn
45	20	B2. Small personal crops
35	16	B3. Farm house
38	18	B4. Outhouse
45	16	B5. Tool shed/work house
		C. BUS DEPOT COMPLEX
26	35	C1. Passenger waiting/boarding area
25	29	C2. Garage/Shop
28	28	C3. Tool shed/Machine shop
		D. MISCELLANEOUS
36	22	D1. School
45	30	D2. Hotel/Rooming house
36	32	D3. Small shops
15	31	D4. Crummy complex of proletarian houses (i.e., workers' homes)
43	43	D5. Church

COLUMN	ROW	E. GOVERNMENT BUILDING
30	53	F. MORE MISCELLANEOUS
		F1. Statue
19	44	F2. More small shops
21	45	F3. Small cafe
13	46	F4. Light industries and shops
46	55	F5. Upper class/bourgeois home
45	58	F6. Servants'/Gardener's home
45	62	F7. Garage
41	55	F8. Mayor's home
42	60	F9. Servants' quarters
40	62	F10. Garage
30	62	F11. Middle class homes
18	62	F12. More middle class homes
21	56	F13. Gas station/garage



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