

Tobruk

A Tank Simulation/
War Strategy Game

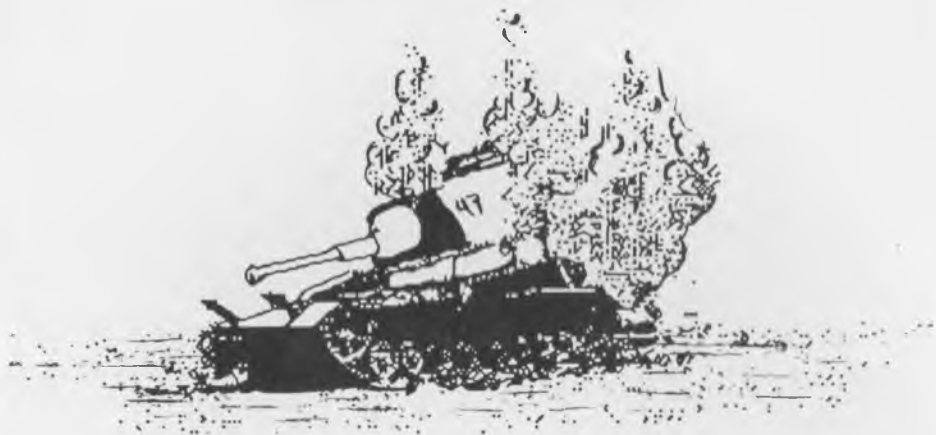
THE CLASH OF ARMOUR™



Datasoft®

Tobruk™

The Clash Of Armour



Programmed by Steve R. Williams

**Documentation Written, Illustrated,
& Designed by Thomas J. Clement**

Edited by Kathi B. Tremblay

**Game Trials by Jason G. Neal
& Matthew D. Kazanowski**

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The fighting in North Africa was like the Second World War in miniature, with Europeans, Africans, and Asians fighting on a strip of the Dark Continent 150 miles wide and 500 miles long. This was a steamy, dirty, bare-bones conflict where water was as important as ammo and where troops were as likely to be suffocated by heat and sand as to fall to shrapnel and bullets.

Although neither Allied nor Axis forces received sufficient aid from their respective leaders (Churchill was preparing to support Greece, an ill-advised commitment; while Hitler was readying his ultimately disastrous plunge into Axis-allied Russia), both sides fought ferociously with what equipment they could beg, borrow, or steal.

At the dawn of 1941, elements of the British and Australian armoured divisions had won decisive victories against the Italians. One of the prizes was Tobruk (the first port east of Benghazi adequately equipped to handle military ships).

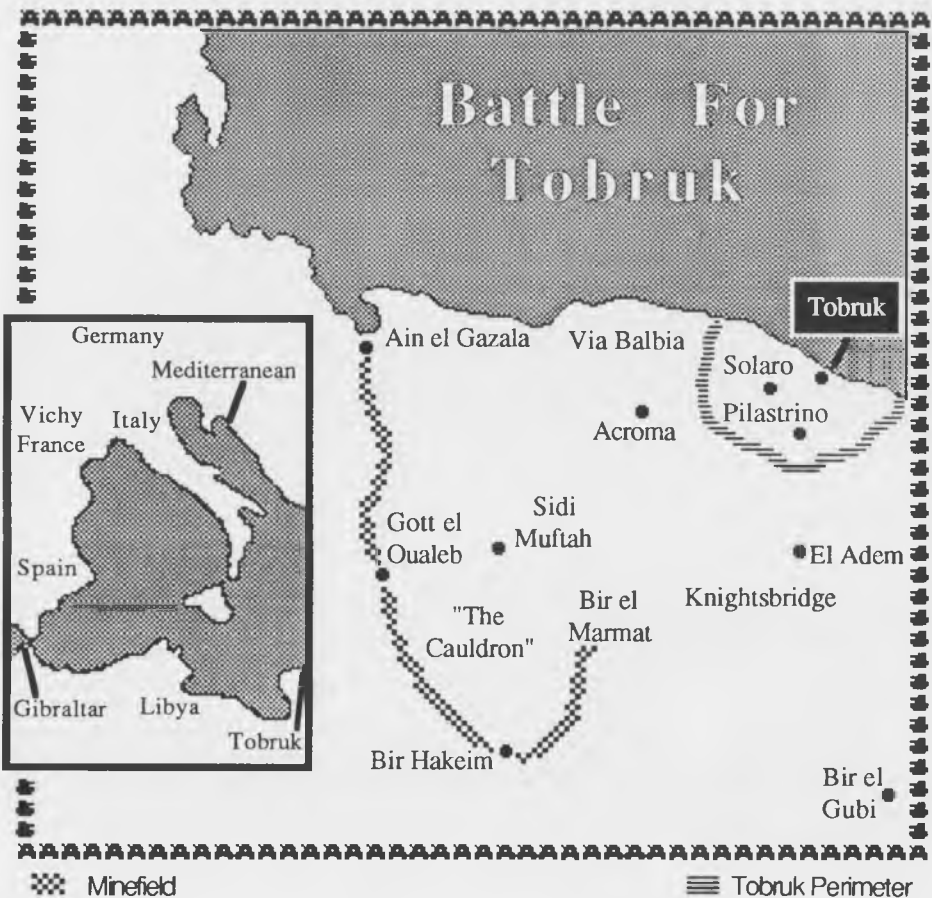
Axis forces made several attempts to regain Tobruk, but were consistently repelled. In February, Hitler sent in the resourceful tank commander, Major General Erwin Rommel, to bail the Italians out. Rommel's brilliant and relentless advances began turning the tide!

For months Rommel advanced east. He relied on his ability with armour and a good deal of bluff (some of his tanks were wooden cutouts attached to Volkswagen chassis) to harry the Allies.

The Axis was in turn harrassed by commando attacks (two very deep thorns in Rommel's side were the dreaded S.A.S. and the Long Range Desert Group) and costly-but-successful counter attacks like Operation Crusader. It also had to contend with tenacious holdouts like the Tobruk garrison.

The perimeter immediately around Tobruk consisted of 30 miles of barbed wire and 140 concrete-reinforced Allied dugouts. Two miles inside this perimeter was a second line of barbed wire, peppered with Mine Fields and dotted with still more dugouts.

Map: The Gazala Line was a heavily mined and fortified strip patrolled by Allied tanks (including, much to Rommel's dismay, a number of new American Grants equipped with 75mm guns). This was the line the Axis had to smash on its push to Tobruk. "The Cauldron" was the 100-square-mile battlefield where some of the nastiest fighting took place.



The garrison at Tobruk was commanded by Major-General Leslie James Morehead. Morehead (appropriately dubbed, Ming the Merciless) was quoted as saying, "We're not here to take it. We're here to give it! There is to be no surrender and no retreat."

But Rommel was getting reinforcements. Especially deadly were the German 88mm anti-tank guns. These laid in wait for British Matildas, punching holes in the English from over a mile away and reducing a good number of Allied tanks to burning steel scraps. On 26 May 1942, with the assets of superior German armour and depleted British strength, Rommel started his biggest push through the Gazala line. By 21 of June, Tobruk had fallen.

GAME OBJECTIVE & BATTLE HINTS

If you're playing the Axis side, your objective is to seize as many Strongholds as possible, cutting enemy supply lines, and bombing and attacking Tobruk till it surrenders.

If you're playing the Allied side (two-player game), your objective is to defend these Strongholds and, ultimately, Tobruk, and to cut or capture the Axis Supply Dumps. Knock both Dumps out and you win.

If an army runs low on men or equipment, it cannot fight, so bear in mind two things: keep close to your supplies (as the Axis player, this means moving your Depots up to support your advances) and don't let the enemy capture or destroy your Depots!

If a Unit's renewable supplies fall below 3 on all of the following: **INF** (Infantry), **AFV** (Armoured Fighting Vehicles), and **SUP** (Supplies), you may lose that Unit.

No matter which side you're playing, you'll want to destroy as many enemy Units as possible. If your side is reduced to only two Units, you lose!

Naturally, it's suicide to engage an opponent who has you out-manned or out-gunned, though you might sacrifice a weaker Unit as a stalling manoeuvre.

When all the fighting is over, you're told who lost (which gives you a keen clue as to who won).

UNIT LIST

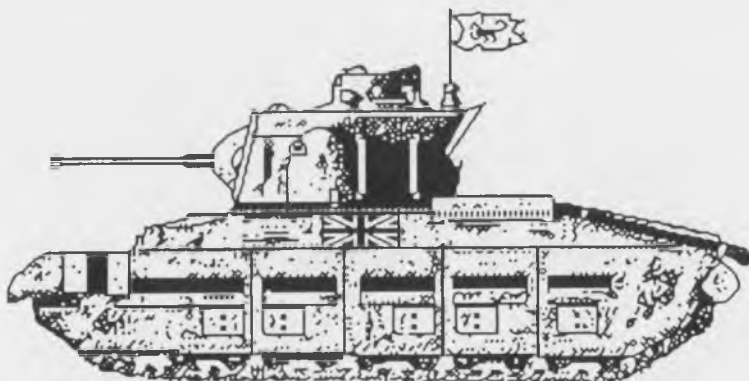
ALLIED UNITS IN GAME	<u>MAXIMUM</u>		
	INF	AFV	MOB
1st Army Tank Brigade	2	9	6
32nd Brigade	9	0	2
150th Brigade	11	0	1
151st Brigade	11	0	1
2nd Armoured Brigade	2	9	6
22nd Armoured Brigade	2	9	6
201st Guards Motor Brigade	9	0	4
4th Armoured Brigade	2	9	6
7th Motor Brigade	9	0	4
3rd Indian Motor Brigade	9	0	4
1st S.African Brigade	9	1	2
2nd S.African Brigade	9	1	2
3rd S.African Brigade	9	1	2
2nd S.African Division (Tobruk)	15	-	-

ALLIED COMMAND STRONGHOLDS	<u>MAXIMUM</u>		
	INF	AFV	MOB
Tobruk	1		
Gazala	10		
Acroma	3		
Knightsbridge	5		
El Adem	4		
Bir Hakeim	10		

AXIS UNITS IN GAME

MAXIMUM INF AFV MOB

90th Light Division	10	4	6
21st Panzer Division	9	9	6
15th Panzer Division	9	9	6
Ariete Division	9	7	6
Trieste Division	9	7	6
Littorio Division	9	7	6
Pavia Division	9	0	1
Brescia Division	9	0	1
Sabratha Division	9	0	1
Trento Division	9	0	1
Supply Dumps (each)	3	0	6



Matilda II. Crew: 4; Guns: 2-Pounder turret gun and one Besa MG;
Weight: 26.5 tons; Speed: 15 mph; Range: 160 miles

Imagine the mixture of rumbling tanks, screaming dive bombers, bellowing Arab camels, and droning Scottish bagpipes, and you'll have a feel for Tobruk, The Clash Of Armour.

C-64/128™ DESERT WARFARE SUPPLIES

- Commodore 64/128 computer
- TV or video monitor
- Joystick
- 1541/1571 disk drive
- Blank, formatted disk
- TOBRUK game disk

BATTLE PREPARATIONS FOR THE C-64/128

1. Turn off computer and connect a Joystick to Port 2.
2. Turn on the power to your TV or monitor, disk drive, and computer (with C-128, hold down the Commodore Key while turning on the computer).
3. Insert TOBRUK game disk into the drive and close the door (if you want to save your games, format a blank disk *before* loading the game).
4. When *READY* appears on the screen, type **LOAD"*",8,1** and press RETURN. The game loads automatically.

SELECTION SCREEN

There are six game-play selections:

1. **Novice/Expert**
2. **Arcade On/Off**
3. **One Player Game**
4. **Two Player Game**
5. **Load Game**
6. **Save Game**

To choose a selection or option, use the number keys on the computer Keyboard. Selections 1 and 2 have options (Novice/Expert and Arcade On/Off respectively).

Examples: Press 6 to pick "Save Game." Press 1 to toggle between "Novice/Expert."

Note: The moment you choose selections 3 or 4, you're be whisked into battle, so make sure you pick the options for 1 and 2 before choosing selections 3 or 4!

PROCEEDING TO THE NEXT GAME

Once a game is finished, you can start a new one by pressing the SPACEBAR.

SAVING OR LOADING A GAME

To save a game in progress (or load an old one), press RUN/STOP at the beginning of the Axis Movement phase. Now, press 6 on the Keyboard and type a name for the game (e.g., Guts 1). Jot this name on a piece of paper for future reference. To load a game, press 5 on the Keyboard and type in the name of the game you wish to load.

Note: The beginning of the Axis Movement phase is the only time you can save or load a game.

ESCAPE

To exit the game, press **RUN/STOP** at the beginning of the Axis Movement phase. You may only do this once a day, in the morning (the date appears at the top of the screen in an Information Bar).

Note: The beginning of the Axis Movement phase is the only time you can escape a game.



Messerschmitt Bf109F. Guns: nose-mounted 15mm Mauser Cannon; two Rheinmetall Borsig MGs; Speed: 373 mph at 19,685'; Ceiling: 36,090'; Range: 547 miles with drop tank

MAP SCREEN

After you make your choices from the Selection Screen, you see the battle map. The map shows the Cyrenaica region of Libya. Axis forces are German and Italian. Allied Units are English, Scottish, South African, Free French, and Anzacs (Australians and New Zealanders), with a few Sikhs and Hindus thrown in.

Several icons are featured on the screen (the Axis are on the left; the Allies are on the right, defending Tobruk). See the illustration below.

MAP ICONS



**Axis or
Allied
Command**



Minefield



**Divisions,
Brigades,
etc.**



Supply Dumps



Strongholds

At the top of the screen is an Information Bar which displays game messages (AXIS MOVEMENT PHASE, ALLIED ASSAULT PHASE, etc.). Below and to the Right of the Information Bar is an Intelligence Box. This gives you the amount of:

INF: Infantry Strength
ART: Artillery Units
AFV: Armoured Fighting Vehicles
SUP: Supplies
MOB: Mobility (moves)

THE COM DOX

A black square is found over the Command Post (Axis or Allied) when the game begins. This black square is called the COM BOX (see the "Map Boxes" below); this is moved with the Joystick to any icon (see "Map Icons" above).

Once the COM BOX is placed over a Unit, you see reports in the Information Bar and Intelligence Box. The reports give the name of the Unit, Infantry Strength, Mobility, etc.

You can also find out the strength of an enemy Unit or Stronghold using the same procedures.

MAP BOXES



Com Box



Destination



Supply Box



Air Strike



Engineer

MOVEMENT PHASE

When you press the Fire Button on a Unit, the COM BOX becomes a Destination Cross (see the "Map Boxes" illustration above). You can now move the Unit a certain number of "steps." These steps are shown under **MOB** in the Intelligence Box. If **MOB** is 6, you can move the Unit 6 steps or less. Using the Joystick, move the Cross to a destination you want your Unit to head for and press the Fire Button again. Once the Fire Button is pressed the second time, the Unit moves toward that position.

Note: The 2nd South African division supports Tobruk. It can only move when the Axis has gotten too close to Tobruk and the port is in jeopardy.

Remember, Axis Supply Depots also have mobility. These must be moved up as your Units advance, else you'll be cut off from the materials (known as "stretching your supply lines too thin").

LOSS OF MOVEMENT

If your Unit touches an enemy Unit, Supply Depot, or Stronghold, your Unit halts and loses mobility for the rest of that turn (**MOB** goes to 0 even if you had moves left).

Example: You have 6 moves and have to nudge by an enemy Unit on the 4th move. You halt at the point you touched the enemy Unit, and your **MOB** shows 0.

You may be able to break into open country on your next turn, as long as you don't run into some other enemy obstruction!

You should not try to move through or over a Mine Field, enemy Unit, Stronghold, escarpment*, etc. If you do, you *may or may not* lose **MOB**.

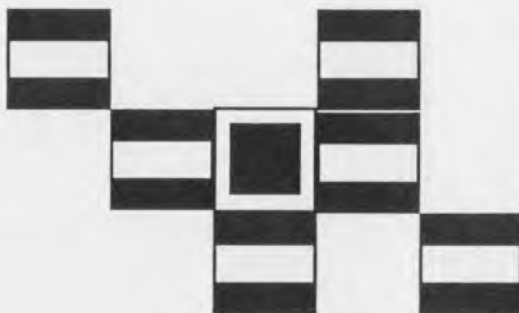
*Escarpments are steep cliffs on the sides of hills; they're found at the top of the Gazala Line on the Map Screen.

Note: Be very careful about moving a Unit. If you go in the wrong direction and press the Fire Button, you cannot retrace your steps. If you make a mistake, press the SPACEBAR *before* pressing the Fire Button a second time, then you can try again.

ASSAULT PHASE

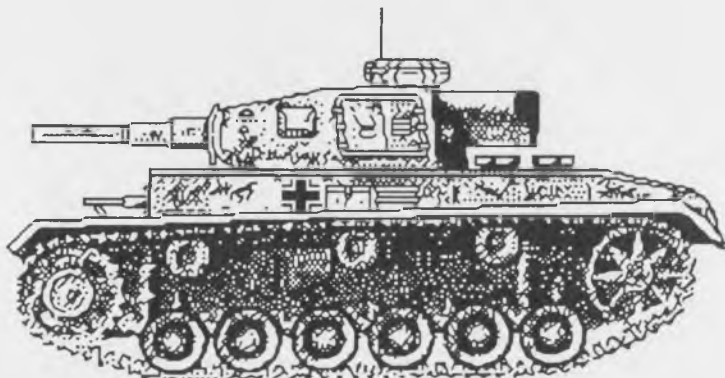
When you've finished moving your Units (you don't have to move any Units if you don't wish to), press the SPACEBAR. You're now in the game's Assault Phase.

To attack an enemy Stronghold or Unit, you must be next to it (horizontally, vertically, or diagonally). In the next illustration, only the upper-left-hand and lower-right-hand Units are not in attack positions.



Using the Joystick, place the COM BOX over one of your Units and press the Fire Button; the COM BOX becomes a Destination Cross and the selected Unit flashes. Next, move the Destination Cross to the enemy Stronghold, Depot, or Unit you wish to engage. When the Destination Cross is on target, press the Fire Button again.

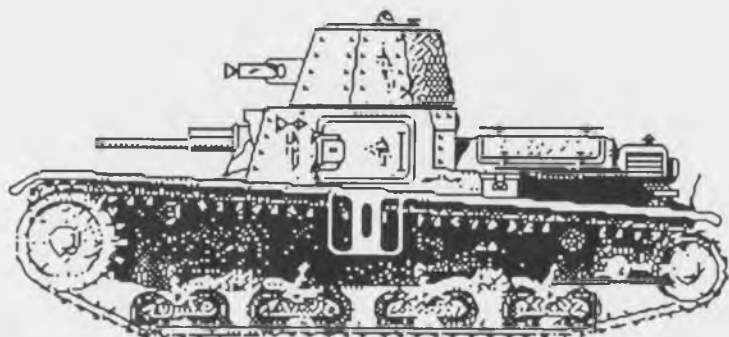
There's no limit to how many Units can be thrown into the fray, nor how many targets can be attacked at once (just keep positioning the Destination Cross and pressing the Fire Button). If you're close enough, charge!



PzKpfw III Ausf G. Crew: 5; Guns: 50mm turret gun and two 7.92mm MG34s; Weight: 19.25 tons; Speed: 25 mph; Range: 105 miles

When you've selected all your targets, press the SPACEBAR. You'll see this message, "Select Battle." There are two types of battle: Map and Arcade (you had to select the Arcade option at the beginning of the game to select Arcade).

If you want a Map's eye view of the combat, press the SPACEBAR. If you want an Arcade encounter, place the COM BOX over one of your attacking Units (only flashing Units are attacking Units) and press the Fire Button. For more information on the Arcade encounter, read the "Arcade Screen" section.



Fiat M11/39. Crew: 3; Guns: 37mm hull gun, two 8mm Breda MGs,
Weight: 10.8 tons; Speed: 20.5 mph; Range: 125 miles

If some of your Units no longer show on screen when the skirmish is over, they've undoubtedly been crushed or captured or withdrawn!

Note: There are two Movement and Assault phases every day; one in the morning and one in the afternoon.

Important: If you're not close enough to attack anything or you just want to avoid combat (coward!), press the SPACEBAR and the current Assault Phase ends.

ARCADE SCREEN

To enter the Arcade option, press the Fire Button on the Unit you want to see in action (sorry, you can only view one Unit in battle).

Note: If you don't have any armour in a Unit, you can't use the Arcade option. Try another Unit or press the SPACEBAR.

Once in Arcade mode, you're staring out of your tank's view slit. Your goal is to pound as much of the enemy into rubble as possible before you're knocked out of action.

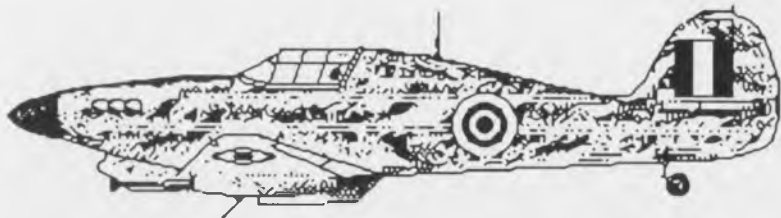
To race across the desert, select Drive Mode (**D**). The Drive Mode viewing slit is oval. When you come upon a target, you have two guns to choose from: the Turret Gun (**T**) or the Machine Gun (**M**). The Turret or Machine Gun Mode viewing slits are binocular-shaped. You can switch between either gun or the Drive Mode at any time by pressing **D**, **T**, or **M** on the Keyboard.

To push your tank forward in Drive Mode, push up on the Joystick. Move the Joystick left or right to change the direction.

You can only find out your distance from a target when you're in Drive Mode. Under the word TARGET is a number showing the distance to the target. There's also a number under the word HEADING. When the numbers under TARGET and HEADING match, you're ready to button-up and do battle.

Note: The target will undoubtedly be making evasive manoeuvres, so you'll have to keep checking your HEADING.

Note: You can only use the Turret Gun on a Stronghold.



Hawker Hurricane Mk IID. Guns: two 40-mm Cannon ("Tank Buster" version) or eight .303 Browning MGs; Speed: 324 mph at 16,250'; Ceiling: 34,200'; Range: 505 miles

The Turret Gun's sight reveals the *direction* of a target, but not the distance. This means that even though your sights may *look* dead-on-target, your shells may fall long or short. Using the Joystick, raise or lower the gun to compensate; several shots may be required to find the correct, lethal trajectory.

Whether you're manning the Turret Gun or the Machine Gun, these guns recoil when fired. Sighting must constantly be adjusted so shells remain on target.

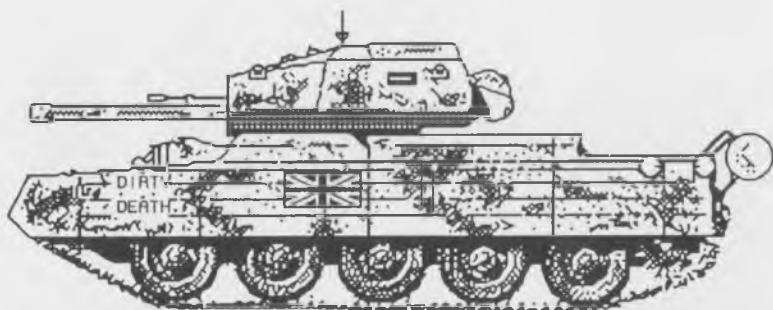
While scouring the desert for Strongholds, machine-gun nests, tanks, etc., the enemy is not sitting idly by; it is, in fact, waiting to blow you off the desert. If you hear an incoming whistle, take action and get moving! The hits you sustain are shown as a percentage point at the lower-right-hand corner of the screen (99% means cheeri-o).

RESUPPLYING UNITS

There are three items you can resupply: **INF** (infantry), **AFV** (Armoured Fighting Vehicles), and **SUP** (general Supplies). You resupply each item separately, beginning with **INF**.

To add **INF** to a Unit, position the COM BOX on that Unit, then press the Fire Button. Each time the Fire Button is pressed, **INF** is increased. You can either resupply one Unit, or spread the supplies out. When you're out of **INF**, press the SPACEBAR to move to **AFV**. When you're finished with **AFV**, press the SPACEBAR again to proceed to **SUP**. Press the SPACEBAR again and the Resupply Phase is over.

If you're playing the Allied side, you can replenish your troops and armour when the message "Allied Resupply Phase" appears in the Information Bar.



Crusier Mk VI (A15) Crusader III. Crew: 5; Guns: 2-Pounder
turret gun and two Besa MGs; Weight: 19 tons;
Speed: 27.5 mph; Range: 236 miles

If you're playing a one-player game, the computer handles the Allied resupplying. Each of the six Strongholds is an Allied Supply Depot. Crushing one of these hurts the Allies.

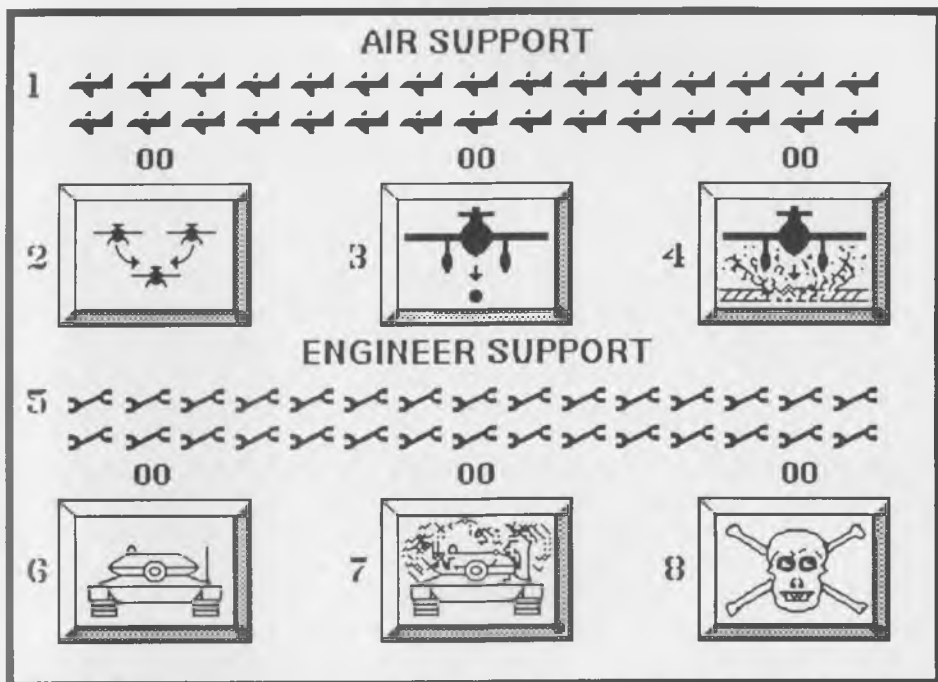
If you're playing the Axis side, you have two moveable Supply Depots. During the Axis Resupply Phase, the COM BOX turns into a Supply Box (see the "Map Boxes" illustration). If the Units are out of range, the Supply Box will change back into a COM BOX before it reaches the Units. These Units can't be reinforced till you move the Depots closer to them.

Note: If a Unit won't accept a resupply item, it's because the Unit doesn't need any more of that item or is unable to accept that item.

Note: In the first week of June, the Axis is resupplied with a new division!

COMMAND PHASE

When you enter the Command Phase, you'll see this illustration on screen:



GREEN:

You have more units than the enemy.

YELLOW: You have the same number of units as the enemy.

RED:

You have fewer units than the enemy.

There are two types of Support, Air and Engineer. Air Support features three options (from left to right in the illustration): Air Superiority, Air Strike, and Interdiction. Engineer Support features three options, too (from left to right in the illustration): AFV Recovery, AFV Sabotage, and Mine Lifting (or laying if you're playing the Allied side).

TO ADD Air Support or Engineer Support, use the Joystick to select an option. Each time you press the Fire Button, Support is added.

TO REMOVE Air Support or Engineer Support (for use in another Support category), use the Joystick to select an option, press the SPACEBAR, and press the Fire Button. You'll have to wait till your next Command Phase to add that Support to another category.

Note: To move from the "TO ADD" part of the Command Phase, to the "TO REMOVE" portion, press the SPACEBAR once. To exit the "TO REMOVE" part of the Command Phase and return to the battlefield, press the SPACEBAR again. Remember, you don't have to add or remove any Support.

Important: Just because you have Support (planes or spanners) left in one Command Phase, doesn't mean they'll be there the next time you have a Command Phase. Remember, the battle rages between each Command Phase, cutting into your remaining Support.

- 1 Aircraft:** This shows how many aircraft (30 to begin with) you can supply to the three types of air mission.

Note: A small number of additional aircraft may become available during the battle.

2 Air Superiority: Whoever masters the air can wreak the most havoc against the enemy on the ground. Usually, if you have more planes in the sky than the competition, you have the upper hand.

3 Air Strike: This is the only Air Support option you have direct control over (you must have at least 10 Aircraft allocated to this option). If you have enough planes, you're automatically allowed to carry out an Air Strike when the computer returns you to the Battle Map ("Select Target" appears in the Information Bar).

The COM BOX becomes an "Air Strike" Box (see the MAP BOX illustration) so you can select a target. Position the Air Strike Box over your hapless prey and press the Fire Button.

The attack will occur later in the battle which, unfortunately, may give the chosen target time to escape. This being the case, choose a Unit that doesn't look like it can move freely, or select a Stronghold.

Note: Don't accidentally choose one of your own Units or Depots for a strike (very embarrassing). Also, don't bother hitting the Mine Field; there won't be any damage. Leave the Mine Field to the Engineers.

4 Interdiction: To smash enemy supply and movement networks, make sure you have plenty of planes in this option.

5 Spanners: This shows how many Engineer Units (30 to begin with) you can supply to the three types of Engineer mission ("Spanners," for you Yanks, means "Wrenches").

Note: A small number of additional spanners may become available during the battle.

- 6 AFV Recovery:** This is an Engineer mission that lets you recover your wrecked Armoured Fighting Vehicles. The more Engineer Units you have, the more AFVs can be recovered.
- 7 AFV Sabotage:** Since both sides are short of equipment, this option allows you to sabotage those knocked-out enemy hulks strewn about the battlefield so the competition can't recover them.
- 8 Mine Lifting/Laying:** This Engineer mission is the only one you have direct control over and you must have at least 10 Engineer Units (Spanners) allocated. If you have enough Units and are playing the Axis side, you're automatically allowed to carry out a Mine Lifting operation when the computer returns you to the Battle Map ("Select Mine Lifting Target" appears in the Information Bar).

The COM BOX becomes an "Engineer" Box (see the MAP BOX illustration) so you can select a target. Position the Engineer Box over the mine area you want obliterated and press the Fire Button.

Note: The Mined area you're lifting must be in range of a Supply Depot or the operation will not work. Also, mines aren't layed or lifted immediately after you make the selection; this may give your opponent an opportunity to skirt your tactics.

If you're playing the Allied side, everything works the same, except you're laying mines instead of lifting them.

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*Special thanks to the staff of the Imperial War
Museum for research assistance*

S.A.S. (The Special Air Service) got it's start in North Africa. While Rommel was known as the Desert Fox, these British commandos were dubbed the Desert Rats.

Driving jeeps which were stripped for speed, laden with petrol cans, and bristling with heavy machine guns, the S.A.S. carried out behind-the-lines harrassment that included destroying aircraft and supply depots, assassinating or kidnapping officers, disrupting communications and transport, etc. Their motto, "Who Dares Wins."

Rommel admired them greatly!



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