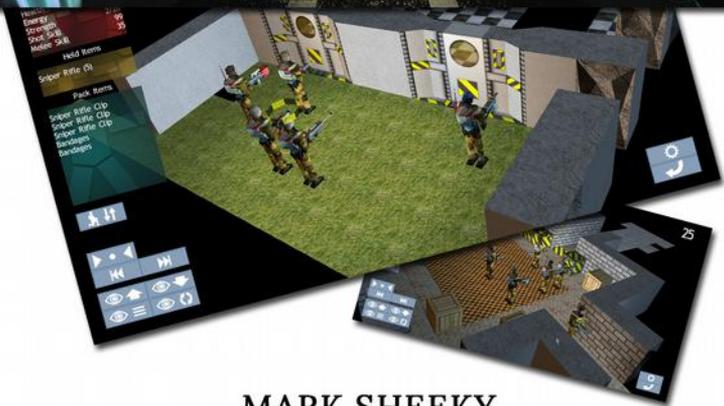
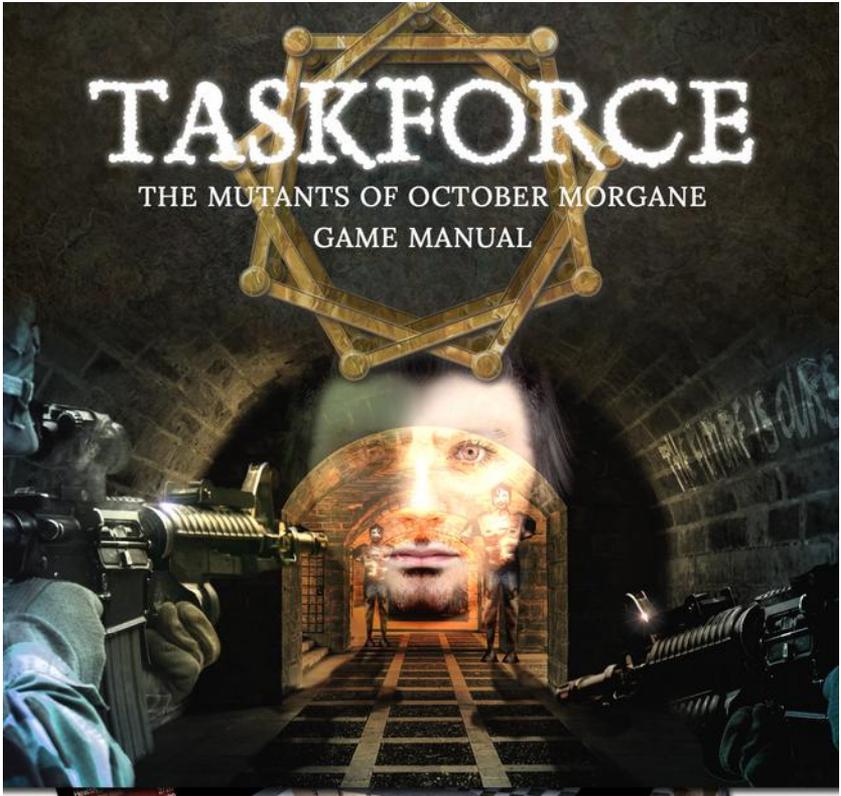


TASKFORCE: THE MUTANTS OF OCTOBER MORGANE



MARK SHEEKY

TASKFORCE: THE MUTANTS OF OCTOBER MORGANE

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TASKFORCE

THE MUTANTS OF OCTOBER MORGANE
GAME MANUAL

by
Mark Sheeky



TASKFORCE: THE MUTANTS OF OCTOBER MORGANE

Taskforce: The Mutants of October Morgane
Game Manual
by Mark Sheeky

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Let us begin.



TASKFORCE: THE MUTANTS OF OCTOBER MORGANE

This manual is dedicated to
Bill Stealey and Sid Meier,
founders of the game company
Microprose, home of many brilliant
and inspiring game manuals
of the 1980s and 1990s.

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OVERVIEW

Welcome

When the controversial animal testing lab Cyrus Life Sciences is invaded by heavily armed animal rights extremists, the international anti-terrorist Taskforce is called in to take care of the situation... but all is not as it first seems. Who were those blonde terrorists in the strange metallic uniforms?

Taskforce is a tactical turn based game in which you control a small group of elite soldiers in a series of missions. Mission objectives include rescuing hostages, assassinations, blowing up targets, stealing documents, and other military activities.

Throughout this manual, soldiers and enemies (of any type) are called units.

Quick Guide

Taskforce is a complex game but let's race through the basics of the game.

The Menu

To navigate the menu, Left Click the options with the mouse, or use the keyboard Arrows and the Return key. Pressing Esc will go back a menu level.

Choose Start Game followed by Play Story Mission to get straight into the game, or choose Tutorial/Instructions for a step by step guide to how the game works.



Ladies and gentlemen, I hereby present The Main Menu

The Equipment Screen

On the equipment screen, as in the game, the current unit has a yellow halo. Choose the current unit by either Left Clicking on the square they are on, or by using the Next/Previous Unit icons. Make units stand up to select them for a mission by clicking on the Duck/Stand icon.



A hurty dozen: This is Knight Force One, your team of heroes

Now we need to give them some weapons. Use the Pick-up icon to choose equipment manually, or the Special Action icon to have the computer assign equipment for you, based on the unit role you select.

Click the End Turn icon in the bottom right corner to start the mission.

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Playing Taskforce

The main game screen is shown below.



A mission in progress. An enemy wears a blue silver suit here.
Music notes represent enemy movement heard by your team.
Only enemies in sight of your team will be displayed

Click on a unit to select them, or use the Next/Previous Unit icons. Left Click will make the current unit walk to the green (or pink, or red) box, and a Right Click will make them turn to face the box. Touch the edge of the screen with the mouse pointer to scroll the map.

Use the View icons, or the keyboard arrows, or the number keypad to manipulate your view.

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Click on an item in the inventory to hold it, and click on a held weapon or object to use it. A box will appear giving you a list of shot types and other uses. You can choose the options with the mouse or by pressing the number.

When firing guns or throwing something, the cursor will change to a cross and will only appear on squares that you can fire at and hit. Left Click to fire and Right Click to return to move mode.

Certain objects, such as doors or elevators, have special options. To open doors, read messages and so on, stand on the relevant square. The Special Action icon will appear. Click on it to see a box with all available actions.

You can pick up equipment that you have dropped, or that you find on dead units, by standing on the same square. The Pick Up icon will appear. Click on it to select which item to pick up.

Action Points go down when a unit performs any action. Action Points are shown as a big white number in the top right corner of the screen. When all of your units have used up their Action Points, click the End Turn icon and the computer side will move.



Here it is... The End Turn icon

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TEUTON ARCANUM

The Taskforce Organisation

In this game you will play a Taskforce Commander, but who are Taskforce? The answer is a truth enrobed in a mystery, and the question will take us back along the smoky corridors of time to an era of chivalry and a new dawn for Europe.

The Teuton Arcanum Special Knight Force, known as Taskforce, is a global organisation, founded in the 9th century in Aachen, Germany, by executive order of Emperor Charlemagne. It originally consisted of nine trusted knights, and indeed even today it is led by the 'Nine Unknown Knights'; unknown because even the Knights themselves do not know the real identities of the other members.

Taskforce was originally founded to archive and defend the knowledge and treasures of Charlemagne's new empire, and to create a new centre of learning and culture. The Nine Knights were guardians and collectors for what Charlemagne envisioned as a new Great Library, an institution which could enlighten the Dark Ages. The Teuton Arcanum slogan is 'et illumina, custodi', to enlighten and protect, and as a defender of truth and the empire of its day, it was given extraordinary powers of independence and self-governance.

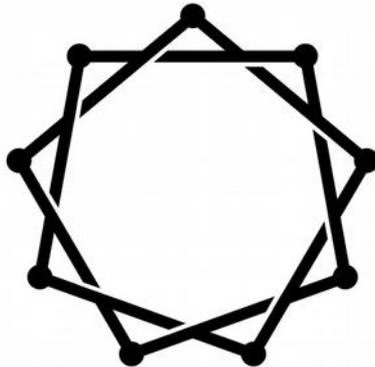
The organisation has survived until today, moving, in the Middle Ages, from Aachen to St Gallen in

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Switzerland, and is today based in an underground city beneath the Swiss Alps known as The Cathedral, although it is more of an archive or library than a place of worship.

Taskforce now, as before, is a global independent society of experts, and its aim remains to enlighten, inform, guide, and protect humanity. Many figures from history, some well known, some obscure, have been members of Teuton Arcanum, and new members, who are discerned to be the best of humanity, are regularly recruited by special invitation.

Their symbol is the Arcanum Knot, a nine pointed star, and each point represents one of the Nine Unknown Knights and the different departments which they administer.



Taskforce Departments

The nine Taskforce departments are as follows:

Archival

The Knight's Clerical; this department is responsible for storing and preserving the knowledge and precious items obtained by Taskforce over the centuries. In the 21st century, much of their work is computerised, and the Knight's Clerical are responsible for maintaining CHARLIE (which stands for Complex Heuristic Artificial Life Intelligence Engine), an intelligent supercomputer which is, in effect, the brain of The Cathedral. The vast Cathedral archives are known as The Labyrinth. Items in storage range from artefacts, and books from antiquity, to unique and exotic items of known and unknown origin.

Scientific

The Knight's Philosophical; this is the Taskforce theoretical division, responsible for ideas, mathematics, culture, and both established and extraordinary scientific theory.

Esoteric

Responsible for investigation and observance of the religious and magical. Seen as somewhat eccentric in the 21st century, this department was, at one point, the largest in Teuton Arcanum. They have free reign to investigate the unknown, and have their own unique, experimental magical laboratories.

Political

The political department monitors and influences global events on a country level, and its department includes high level diplomats and a network of covert agents known as The Senses. Most of the Holy Roman Emperors and royal houses of Europe were, at some point, part of the political department over the centuries. Today, many prominent politicians are members, which spans all political philosophies and wings; but like the Taskforce organisation, the key tenets of the Knight's Political remain the same: order, intelligence, benevolence.

Active Scientific & Practical Operations

Originally known as the Knight's Alchemical, this department was originally responsible for testing holy relics. Today, ASPO is the active experimental wing of the Taskforce organisation. Responsible for inventing, building and testing, this department built CHARLIE, and designs and manufactures the weapons and equipment used by the Taskforce military wings. This department is also responsible for testing new acquisitions.

Sentinel

The wing of Teuton Arcanum responsible for guarding Taskforce property, both physically and intellectually. In medieval times, the Knight's Sentinel were simply the guards of the library. Today they protect The Cathedral and its Labyrinth archives, and operate more like a local police force than a military force.

Financial

The financial guild monitors and regulates the Taskforce finances. As well as monitoring short and long term financial interests, this department is also responsible for commercialising Taskforce technologies and handling all legal business, as well as public relations and merchandising.

Dark Order

An independent monastic order. All members take a lifetime vow of silence and live exclusively in The Cathedral. This department is the only Arcanum department to exist entirely in-house. They monitor other Taskforce members with their unique network, and chronicle the activities of the Teuton Arcanum. This chronicle is written now, as it has been for one thousand years, in the form of an illuminated manuscript on vellum.

Military

This department is the active military wing of Taskforce and the soldiers here are still known as Knights. Anyone, from any background, can join the Taskforce Military, but the elite training here is among the toughest in the world and most members are existing military personnel or athletes. The military wing is a highly regulated army that liaises and cooperates with most of the world's military and governments upon special request, but as an independent and non-partisan force, it heavily restricts its operations to small and specialised endeavours. By

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international agreement there are less than 200 soldiers in the Knight Force, and there are normally 169: thirteen teams of twelve Knights plus one commander.

A Taskforce military team is known as a Knight Force and are coded KF followed by a numerical designation (such as KF1, KF2 etc.).

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PLAYING TASKFORCE

Taskforce

Each Taskforce team comprises twelve members and one commander. In this game, you will play the commander of Knight Force One: KF1.

As a Taskforce Commander, you will move your team in turns to emulate real life tactical combat. After your units move, you then end the turn to allow the computer to move. Your units might see or hear computer units moving or firing, and members of your team might choose to fire during the computer's turn.

Main Menu

To navigate the menu, Left Click the options with the mouse, or use the keyboard Arrows and the Return key. Pressing Esc will go back a menu level.



Hey, it's the Main Menu again

Start Game

There are two main mission types: a Story Mission and a Training Mission. If you complete the latest Story Mission you will unlock the next in line, and perhaps unlock a training mission or two, too. You can play any previous story mission as many times as you want.

As you might expect, the Load Game option can be used to continue a game which was saved during combat.

Options

There are several ways to customise the game.

System Options

The System Options allow you to set audio volume levels and leads to the Advanced Settings screen.

By default, the game will choose the best (highest and fastest) screen resolution and graphics settings but, for expert users, it is possible to set advanced system options such as an exact screen resolution, graphics and video refresh rates, additive glow, and a few other things. To do this, locate the file 'Config.txt' in your Documents\Cornutopia\Taskforce folder and edit the settings there using a text editor. To help, there is an icon to open this file on the Advanced Settings screen.

Game Options: Personalised Skills

In Game Options you can choose between Random Skills and Personalised Skills. When skills are personalised, different KF1 team members will have some of their skills enhanced or attenuated according to their personality. Their remaining skills will be chosen at random, so there will be some random component to skills even during a personalised game. See the Appendix for a list of KF1 team members and their personal skills.

Game Options: Show Terrain

Also in Game Options you can choose between Show Discovered Terrain and Show Visible Terrain. Show Discovered Terrain will slowly reveal the map as your team explores it. Show Visible Terrain will only show squares that team members can see at this moment, which is more challenging as the layout of the map must be memorised. Enemy units are only ever visible if in sight of a team member, so this aspect is not affected.

Game Options: Lighting

Here you can choose from four types of lighting. No Lighting will make the graphics appear flat and bright; this is the fastest and simplest option and some graphics cards might only support this choice. Day Lighting gives a standard lit game for all levels, and Night Lighting will light each mission in a blue moonlight. Some missions are day-lit or night-lit anyway. The Default Lighting option keeps each mission lit in its own individual way.

Game Options: Walk Speed

You can opt for realistic or fast move speed. Fast moves make units of all sides dart along like rockets, which looks strange but it makes games a lot faster to play. Every aspect of the gameplay is identical with either option, although, as you might expect, enemies seen moving during their turn will flash by if movement is fast, so you might miss them.

Game Options: Difficulty

You can choose the game difficulty here from Rookie, Regular, Professional, and Elite. Difficulty affects the quantity of enemy units and the mission parameters. It doesn't make units more difficult or more easy to kill. You can change the difficulty at any point and replay any mission to try it at a different difficulty level. You can't change the difficulty and then reload a saved game though; the difficulty is applied when the enemy units are placed at the start of a mission. The default difficult level is a fairly-easy 'Regular', but the standard level in classic Taskforce was 'Professional'; and with only six units in your team.

You can make things more difficult by trying to complete missions with fewer team members, perhaps six, or even one, instead of using the regular amount. Or you could limit your equipment; you might try to complete a mission armed only with knives, for example.

Missions have a mix of fixed and random start positions for enemy units and targets, and most of the missions are designed to be open and non-linear, with multiple ways to win. You might learn some maps, and learn the location of some enemies, but Taskforce is designed to be different each time you play and always ready to surprise you. The variety of maps, enemies, vision options, your team and equipment, and difficulty settings, generate a huge amount of variety when replaying the game.

Mission Briefing

Missions are sanctioned by the Taskforce Political department, and can fall into one of several categories. The exact nature of the mission is given in the Mission Briefing screen, before you choose your equipment.

Pay close attention to the Objectives at the end of the briefing.



A somewhat downbeat objective here

You could be asked to kill all of a certain type of enemy (eg. assassinate a drugs baron, or clear an enemy from a civilian area). You could be asked to destroy a particular object or part of the scenery (eg. blow up the generators). You could be asked to retrieve a particular object (eg. steal the microfilm).

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For any mission you could also be required to get your team to a specified exit area. In such cases all of your units must be standing on exit squares at the end of a mission.

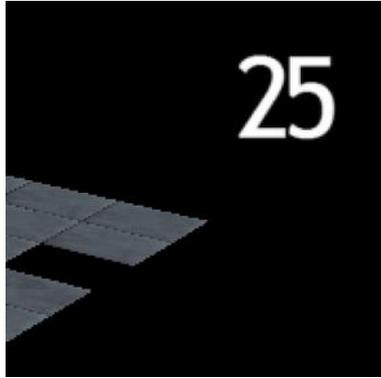
For some missions, deaths of certain units are prohibited. You might have a hostage situation for example where all of the hostages must survive. You will fail the mission if a prohibited target is killed or dies from wounds incurred.

If you need to kill all of a certain type of enemy, the mission will be considered successful if the targets are alive but unconscious (they are effectively 'neutralised'). You will be told the number of targets remaining after each kill, but be aware that this total includes all of the living targets even if they are unconscious, so might be higher than the number you actually need to kill. Of course, unconscious enemies might wake up and start fighting...

During the mission, you can use the System Options icon to review your mission objectives, and see a count of the targets remaining.

Unit Stats

Everyone is different, and the different skills and abilities of units in Taskforce are represented by unit specific vital statistics (or just 'stats').



Action Points represent time

Action Points

At the start of each turn, each unit is given some Action Points. These represent time and are shown as a big number in the top right hand corner of the screen. Any action, like walking one square, firing a weapon, or picking up something uses a different amount of Action Points (or AP's). AP's represent the speed of a unit - all units have the same amount of time per turn, but those with more AP's can do things faster. When you have your units positioned, or if everyone on your team has run out of AP's, it is time to end the turn and allow the computer side to move.

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John 'Hawkeye' Tyler	
Health	20/20
Energy	63/63
Strength	0/20
Shot Skill	99
Melee Skill	29

John 'Hawkeye' Tyler,
a man with 99% Shot Skill

Many stats have a current and maximum factor, separated by a slash, eg. 20/20 Health above shows that John Tyler has 20 Health points of a maximum of 20.

Health

Health represents the general physical condition of the unit. When Health reaches zero, the unit will die. Wounds, flames, and weapon hits deplete Health. The current and maximum values are indicated.

Wounds

Wounds represent bleeding, and deplete Health and Energy each turn. Wounds can occur on the head, torso, arms or legs, and can have different effects depending on the location of the wound (see Damage Effects).

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John 'Hawkeye' Tyler	
Health	20/20 (-2)
Energy	38/63 (-2)
Strength	0/20
Shot Skill	99
Melee Skill	29

John's right arm is injured,
this will drain 2 Health and 2 Energy per turn

Wounds can heal by themselves, and the chance of healing depends on how many Action Points a unit has when the turn is ended, so a unit that rests will heal more quickly than an active one. When wounded, the number of wounds is shown after Health and Energy in brackets and the wound location appears on a red indicator behind the player stats.

Energy

Energy represents how tired the unit is. When Energy reaches zero, the unit will fall unconscious. Wounds, smoke, movement, and weapon hits deplete Energy. Tired troops need resting, and some Energy is recovered at the start of each turn. Units that are ducked recover more Energy than units that are standing. Unconscious units recover even more Energy and will eventually wake up. The current and maximum values are indicated.

Strength

Strength determines carrying capacity and will go

down as more equipment is carried. If Strength goes below zero, the initial Action Points of a unit go down, making the unit slower.

Shot Skill

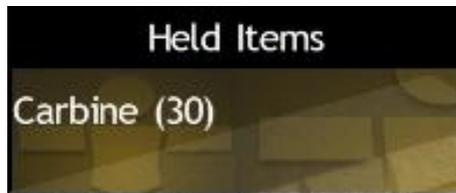
Shot Skill is a number between 0 and 100 that represents the base shooting and throwing ability of the unit.

Melee Skill

Melee Skill represents the hand to hand combat ability of the unit. In Taskforce this is a number between 0 and 100, but rather than being a percentage it is a relative value that is weighed against the skill of an opponent in a hand to hand fight.

Inventory

Every member of your team can carry equipment in their pack or in their hands. Weapons can only be carried in the right hand (this is the top slot in the inventory), and non-weapons (including grenades) can only be carried in the left hand. Most weapons can only be fired when the left hand is empty. Weapons with limited ammunition indicate the number of shots remaining in brackets.



A Carbine wielded and loaded with 30 rounds

The Equipment Screen

The Taskforce ASPO facility contains a large array of weapons and equipment. Before a mission, the twelve members of your team will assemble in the equipment room and duck down.



Your team: Knight Force One

Selecting Your Troops

A yellow halo orbits the current unit. Use the Next/Previous Unit icons (keyboard '<' and '>') to change the current unit, or move the mouse over a unit to make a blue box appear and then Left Click to select them.

Here, as in the main game, you can also use keys F1 to F12 to select specific team members. These keys are always the same; F1 is always Mackintosh McQuaid for

example, and F8 is always Luke Gemini. On this screen, if you press the F key for the unit you have already selected it will toggle Duck/Stand.

Use the Duck/Stand icon (keyboard: spacebar) to select a unit for a mission. Standing units are selected and ducked ones are not.

Assigning Equipment

Units will begin with a random mix of equipment for the mission, but you will probably want to customise things a little.

Assigning Equipment Manually

To create a completely new set you can clear all equipment using the option on the Special Action menu. You can browse equipment piece by piece by using the Pick-up icon (keyboard: p).

As with any option on these menus, as well as using the mouse, you can press the number key of the option, and Esc will go back a menu level (or apply the bottom option, eg. "Okay"). The Left and Right Arrow keys can be used to scroll through the items on offer in the Pick-up box, and, for fast access, Right Click on those arrow icons, or use the Up and Down Arrow keys, to jump between categories of item: light weapons, heavy weapons, explosives, and general equipment.

Each item has a different Weight, and this decrements Strength when an item is carried. If Strength goes

below zero then the initial Action Points of a unit go down, making the unit slower. Generally it is best to keep Strength above zero. If you select too much equipment, you can always click on an item in the inventory and choose Discard.

Assigning Equipment Automatically

By using the Special Action icon (keyboard: x) you can select a whole equipment configuration in one go. In this case any current equipment is removed first, and units will never carry so much as to reduce their Strength below zero. You can of course add or remove items from this selection by using the Pick-up icon or choosing an item to discard.

Automatic Equipment Sets

Here's a quick guide to the different automatic equipment sets. As mentioned, automatic assignment never selects so much that the unit is over burdened, so the list of equipment here should be seen as a list of diminishing priorities:

General Infantry Roles

General infantry sets include a well rounded set of equipment for general use. They include a main weapon, an ammo clip, a Medikit, a hand grenade, smoke grenade, fire grenade, and two sets of bandages.

General Infantry: Sniper

The sniper starts with a sniper rifle, three ammo clips, Medikit, and two sets of bandages.

Assault Roles

Assault sets are more attack orientated; they include a main weapon, two grenades, a fire grenade, combat knife, ammo clip, and two sets of bandages.

Heavy Weapons Roles

Heavy weapons sets include a main weapon, three ammo clips, a pistol, and two sets of bandages.

Specialist Roles: Assassin

The assassin set is designed for stealth and includes two knives (ideal for throwing), a Medikit, two smoke bombs, and two sets of bandages.

Specialist Roles: Spy

The spy set includes a pistol, a Medikit, a smoke grenade, and six pistol clips.

Specialist Roles: Night Fighter

The night fighter includes a carbine, ammo clip, four fire grenades, and, you guessed it, two sets of bandages.

Specialist Roles: Demolition Unit

The demolition unit is the specialist explosives carrier. These carry a carbine, Remex detonator and four Remex charges, an ammo clip, and a set of bandages.

When you are ready to start the mission, click the icon in the bottom right hand corner of the screen.

Combat Environment

This is the main screen, which shows your units and the mission combat area. When the mission starts your troops will be placed at random in an appropriate zone for the mission.

Enemy units that can be seen by members of your team are also shown, as well as sounds made by the enemy on the previous turn. A range of icons allow you to manipulate the view of your team's surroundings, and to give out your orders.



KF1 preparing to enter a building

Music notes show sounds that computer players made during the last turn.

Manipulating Your Viewpoint

The first controls you should be familiar with are those that control your view of the environment.

Touch the edges of the screen with the mouse pointer to scroll in the corresponding direction. You can centre the view on the current unit with the View Current Unit icon (keyboard: /). Use the Next/Previous Unit icons (keyboard: '<' and '>') to cycle between your team members. A keypress or Left Click on these will cycle through units that haven't moved and skip those that have. Click with the Right Mouse button to skip to the next unit normally.

You can also use keys F1 to F12 to select specific team members. As on the Equipment Screen, these keys are always the same: F1 is always Mackintosh McQuaid etc.

Use the vision icons to change the display. The up and down vision icons move the map up or down a tier. The third icon switches between showing the current floor only, the current floor and all lower floors, or all floors.

The fourth icon switches between standard (isometric) view, close up view, or top-down view. You can click the middle mouse button or use keyboard keypad 5 to switch between top-down and isometric view.

Use the keyboard arrow keys, the mouse wheel, or the numbers on the keypad to instantly change the camera angle. There are no icons for this but it's an important feature to know about.

Controlling Units

Giving Commands To Units

Playing Taskforce requires you to give your team orders. To do this, you specify where you wish them to move and use the icons and inventory to fire weapons, open doors, pick up objects and more. Most of the commands in Taskforce have keyboard equivalents, these can be customised via the main menu options, but the default keys will be shown here.

The unit currently under control has a rotating yellow halo. Use the Next/Previous Unit icons (keyboard: '<' and '>') to change the current unit, or move the mouse over a unit to make a blue box appear and then Left Click to select them. The blue box will appear over visible enemies too.

Moving

A green box will appear near the mouse pointer on a square that the current unit can walk to directly. A pink or red box will appear if the unit can walk to a square and will fall or drop down to a level below. A red box means the unit will fall on top of another unit, knocking them out in true commando style.

Left Click to make the unit walk towards the selected square. Right Click to make the unit turn to face the selected square. The box does not need to be visible to change facing.

Walking uses two Action Points per orthogonal square and three per diagonal square. Walking also uses one Energy point per square. Walking with leg injuries will take more Action Points, and walking with a torso wound will take more Energy.

When moving up or down stairs, it may be necessary to click on a level above or below the current one. Use the Level Up/Level Down icons (keyboard: 'q' and 'a') to change the currently visible level. Walking off a rooftop or ledge will cause a unit to fall. Long falls can cause leg wounds and reduce Health, so be careful.

Ducking

Use the Duck/Stand icon (keyboard: spacebar) to make a unit crouch or stand. Ducked units have improved shooting and throwing accuracy, and regain more Energy between turns. They are not harder to hit in percentile terms but may be able to crouch behind objects, making an enemy shot more difficult. Ducking does not affect hand to hand combat.

Using Doors, Elevators, & Special Actions

The Special Action icon (keyboard: 'x') can be used for interactions with the environment, such as opening doors or reading messages. The icon will only appear when an action is available. Click it for a list of options.

When an enemy is seen, the View Visible Enemy icon (keyboard: 'm') will appear and show the number of enemies that are visible. Click the icon (or press 'm')

repeatedly to cycle between the visible enemies. The screen will centre on each enemy in turn.

Listening

All units have a hearing range, this is longer than the visual range. Sounds are made by enemy movement and weapons fire, and your units will hear these automatically, even through walls and floors. They are displayed on the map as music notes. Your team makes noise too, and enemy units may react to your sounds, but sounds made by your own team are not displayed.

To help locate exactly where an enemy is, you can make a unit listen carefully. If a unit ends the turn with full Action Points they will listen, and any enemy unit that moves during the next turn will have a music note placed on their exact current location. If an enemy does not move they will make no sound and therefore remain hidden.



This enemy moved when units were listening.
Perhaps there is a second enemy in the dark

Using Items

Manipulating Items

Click on a Held Item to use it (keyboard '[' for left hand and ']' for right/weapon hand). A list of use options is shown in the window, which for weapons includes different types of shot. The number of Action Points (AP's) for each use is shown, as well as the Accuracy (chance of a hit) if applicable. To use a Pack Item, you must first unpack and hold it.

You can also pick up items from the floor, such as equipment from dead units. The Pick-up Item icon (keyboard 'p') will only appear when standing over an object that can be picked up. As when unpacking items, the appropriate hand must be empty to pick something up.

Weapons Fire

When firing, the cursor will change to a cross, and will only appear on squares that you can fire at and hit. The cursor will turn red when on the same square as any active unit.

Left Click to fire the weapon, and Right Click to cancel and return to moving. You will not be able to give any commands while bullets are flying.

When shooting or throwing, the probability of hitting a target depends on many factors. The skill of the unit firing the shot, the type of weapon, and type of shot,

mark the base accuracy. Shot accuracy is reduced by 50% if the shooter has any arm wounds. Accuracy will increase by 50% percent if the shooter is ducked. Shots are usually aimed at the middle of the target's body, but some shot types can target specific body parts. Both the body part aimed at, and whether the firer is ducked or standing, can affect the path of the shot and whether a hit is possible.

The above calculations are shown as Accuracy on the shot selection window. However, the actual chance of a hit can also be affected by the target you select. Firing at a target that the firer cannot see (out of range) will halve the accuracy, and firing at a target that is standing in smoke reduces accuracy by 25%.

Melee Attacks

Knife fights are generally pretty deadly and most attacks will succeed. All hand attacks on walls or inanimate objects will succeed. When two units fight hand to hand, the Melee Skill of both the attacker and the target are compared. If the attacker has higher skill, an attack will always succeed. If the defender has higher skill, the chance of a hit is relative to the difference; so if the defender has a skill of 100 and the attacker has a skill of 40, then there is a 40% chance of a hit. Any arm wound will halve the Melee Skill of the attacker or the target (even if arms are not involved in the actual fighting; some melee attacks might involve biting animals or other armless fiends).

Hand to hand combat causes damage on different parts

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of the body depending on the angle of attack. An attack directly to the front or rear of a target could injure, at random, either their head, torso, or either leg. An attack from the side (or at an angle) could injure the head, torso, or the arm or leg on that side. The relative heights of the attacker or the defender have no effect - ducking will not save you from a tall enemy! Ducking doesn't affect the probability of hitting an enemy or of being hit during melee attacks.



Elaine Kelly is ducked, but her melee attack could still hit Kent Rickman's head here

Opportunity Fire

A unit might fire automatically during the opponents turn if they see an enemy moving or firing. This is called opportunity fire.

To make use of opportunity fire, simply end the turn with enough Action Points to fire and the unit may choose to do so if they see an enemy move. The type of

shot is chosen at random.

The chance of a unit firing on opportunity depends on how many Action Points the firer has reserved as a proportion of their full Action Points, and how many Action Points are used by the target as a proportion of their full Action Points. So this means that targets that use a lot of time in the line-of-fire are more likely to be fired on, and firers who save a lot of Action Points are more likely to fire.

Be warned that firing explosive weapons on opportunity can be dangerous to your own side, or even suicidal, so be aware of the potential damage that opportunity fire could cause. If you want to prevent opportunity fire, simply use up enough Action Points to prevent a shot with what remains, or you can turn your unit away to prevent them from seeing an enemy.

Units will melee attack on opportunity if they are wielding a melee weapon, but won't use grenades or any item in the left hand (no opportunity bandaging!)

Opportunity fire is a good way to defend a position, and to allow your team to fire at closer range when your enemy moves towards you. Remember that your enemies can use opportunity fire too.

Damage Effects

When a unit is hurt, such as by burning, falls from height, or weapons, Health and Energy go down. Different weapons cause different effects and/or wounds to different parts of the body.

Standard Weapons

Normal shots, hits, scratches and so on will deplete both Health and Energy, and may cause wounds upon the body where the damage has taken place. Shots to the head normally cause double damage. Shots to the limbs normally cause wounds and only minimal Health damage, although Energy is still depleted due to the shock of injury.

Shrapnel weapons, like the Shotgun, create lots of tiny impacts so are likely to cause multiple wounds.

Explosives

Explosions damage every part of the body, making them particularly deadly.

Fire

Incendiary weapons, when they explode, cause some initial blast damage to Health irrespective of any armour or protection, this blast damage is double the 'flame intensity' factor of the weapon. Walking through (that is, stepping on to) or standing in fire also causes damage; the damage factor depends on the intensity of the fire on that particular square. This makes flame

weapons particularly effective in enclosed spaces or against enemies that must walk towards you to attack.

If your path is blocked by fire, it might be best to let it die down before attempting to wade through it, but if you must, try to walk through the smallest and weakest flames to minimise damage.

Over time, fire will spread/expand, and die down. Objects on the map like carpets or trees, or units themselves, will not catch fire; although some items, like oil barrels, crates etc. may explode.

Smoke

Smoke causes no damage, but it will deplete Energy when walking through or standing in it, so a smoke filled environment can cause units to fall unconscious. You could use this fact to sedate enemies. Remember, units that stand in smoke are 25% more difficult to hit, so you can use smoke bombs as cover, providing you don't breathe it for too long.

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Armour

Some units wear armour which protects them from damage. All Taskforce units wear military flak jackets which protect the torso and a small part of the arms. Shots powerful enough to penetrate armour will damage it, and the unit will also take some damage (but not the full amount). Less powerful shots will not harm the unit but might cause armour damage.

Wound Effects

Wounds to different parts of the body have different effects:

- Arm wounds reduce shooting, throwing, and melee attack accuracy.
- Leg wounds increase the number of Action Points required to walk: double points if one leg is injured, quadruple points if both legs are injured.
- A head wound prevents any energy recovery, which can eventually lead to unconsciousness.
- A wounded torso will double the amount of Energy required to walk.

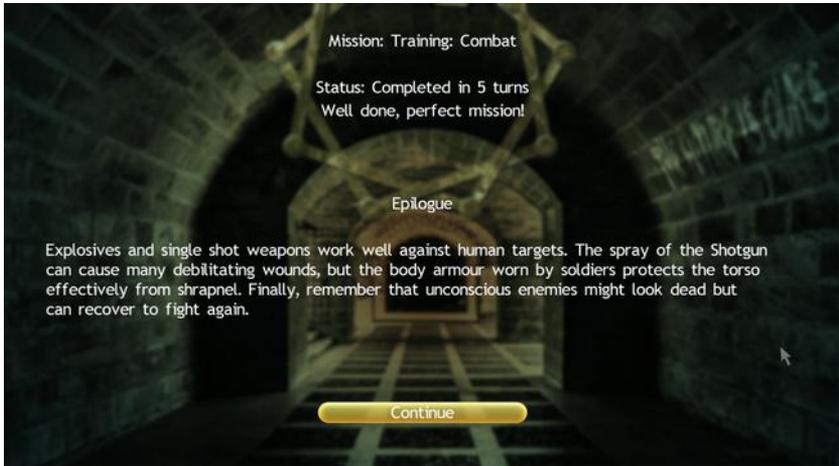


Natasha Vetrova	
Health	20/27 (-5)
Energy	58/86 (-5)
Strength	0/20
Shot Skill	100
Melee Skill	30

Natasha here has a wounded left arm, left leg and torso. The wound indicator presents as though facing out of the screen

Debriefing

Once a mission is complete, in success or failure, you'll be debriefed with the results.



Yay! A perfect mission. This means your entire team survived it

If you fail a mission you can keep trying again and again. Deaths or injuries from previous missions do not carry over to future missions; your Knight Force will start each new mission afresh each time.

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TACTICAL GUIDE

Top Tips

Welcome to the tips section. Here are a few hints and suggestions of tactics when playing Taskforce. There are no spoilers here, but this section hopes to offer some general advice based on the game rules.

Game secrets such as why the Storm Cannon isn't called a Rocket Launcher, why the Pyrox Burner was sometimes called a Heavy Burner, and why Remex is so named are not mentioned here.

Damage

Explosive Tips

Explosive damage radiates outwards from its point of origin, and damage is absorbed by scenery from there; so hiding your troops behind a box or stone column will help protect them. If the column is indestructible then it will absorb all of the blast damage, but if not it will absorb some, and perhaps be destroyed itself, and pass on less damage to things behind it than it would have otherwise.

If an explosive, a Grenade or Storm Cannon shell, for example, explodes exactly on a wall (or door, or other solid) square then that square will absorb much of the initial damage and so create a smaller explosion. This might be desirable, to mute the blast, but if you want a large blast area, aim for an empty piece of floor.

This damage absorbing effect does not apply to units, only walls and items of scenery.

Whether walls can be destroyed varies level by level, but often they can. Windows and doors can almost always be destroyed, and you can usually shoot through windows and then walk through the space to gain entry into a room or building. Some windows might be bullet-proof and require explosives. If you want a spectacular entrance for your team, remember that blowing a hole in the wall, or blasting the door open is always an option. A Remex charge can blast open a

large section of wall in an instant, allowing clear shots by many members of your team.

A few items of scenery can themselves be explosive (or inflammable); a good example are the yellow and black striped boxes in the training room. You can shoot these with normal weapons (or stab them if you're really desperate) to make them explode and cause splash damage to other things in range. Exploding items will chain react.

Items like Grenades, Fire Bombs, and Remex will not explode if dropped and subsequently shot, but, notably, the Storm Cannon ammunition is volatile and can be shot to make it explode. This explodes with the force of a Grenade, so could be used as a precision explosive if dropped and shot from a safe distance.

Shot Damage

Armour never heals during a mission, so firing at the same part of the body on an enemy will eventually destroy any protection. Units don't have separate front and rear armour; a hit to the torso, front or back, has the same effect. No matter how often you shoot an arm or leg you won't kill an enemy, although hits here can cause unconsciousness due to the Energy loss, and, of course, accumulate wounds; however if you want a quick kill, aim for the front or rear, rather than the side. Shooting at an unconscious enemy (I'm sure you wouldn't be so unchivalrous!) will hit a random body part.

At times it will seem like your units die in an instant while enemy soldiers appear to be indestructible, but keep in mind that all weapons, damage effects, and stats for soldiers are identical for both sides (of course, monsters etc. are a different story).

No enemy is indestructible (although some scenery can be!) but different types of enemy and different body parts are affected by injuries in different ways. Only experience will tell you which weapons and tactics work best against which foe.

Melee Attacks

Melee attacks damage either the head, torso, or a limb depending on the orientation of the victim. The body part is chosen at random, so this means there is a one in four chance of a vital head hit with a melee attack.

Hidden Movement

Enemies or shots seen moving by your team will be shown. Sometimes a shot will move off-screen but if any of your team is hit, or sees the point of impact, the screen will re-centre on that point.

Healing

Healing

Using a Medikit or Bandages on another unit takes less time than on yourself, so working in pairs can help save lives.

Injured hostages or civilians can be healed too, which might be important if you see a vital target get hit. Unlike with your team, you can't be sure if other units are injured. Trying to heal someone who is not injured won't use up your medical supplies, but it will still take the correct amount of Action Points to check them.

Healing unconscious troops can save their life and restore them. With each turn, they will regain Energy, like any resting unit, and when Energy reaches its maximum, the unit will awaken refreshed and ready for action.

Like any activity that uses Action Points, an enemy might perform Opportunity Fire on a medic who is attending someone else. In a battlefield even first-aid can be dangerous.

Silence

For each square a unit moves there is a 10% chance that they will make a sound. All firing makes a sound, so any location you fire from will be known to the enemy. In addition to this, explosions make a sound at the location where they detonate. Incendiary or smoke explosions do not make sounds on the map, nor do bullets hitting walls, or doors opening or other things like that.

Enemies will investigate sounds, so being quiet also means staying out of trouble, but it also means that you can attract enemies by making a noise.

Melee weapons and hand to hand attacks can also make sounds, but the knife is silent to use, so you can stab or throw the knife to act stealthily. Grenades are also silent to throw so can make excellent lures.

Note that different types of enemies have different levels of noisiness and clumsiness, and some may be even able to move silently.

Weapons & Equipment Manifest

And now, for your delight and interest, here is a complete manifest of Taskforce team equipment:

Pistol

Class: Single Handed Weapon

Weight: 5

Damage 25 (Armour Piercing)

Maximum Rounds: 7

Shot Types: Aimed Shot (50% of AP's, 90% Accuracy),

Snap Shot (25% of AP's, 45% Accuracy)

Carbine

Class: Two Handed Weapon

Weight: 10

Damage 25 (Armour Piercing)

Maximum Rounds: 30

Shot Types: Aimed Shot (70% of AP's, 100% Accuracy),

Snap Shot (30% of AP's, 50% Accuracy), Three Shot

Burst (45% of AP's, 30% Accuracy)

Sniper Rifle

Class: Two Handed Weapon

Weight: 10

Damage 32 (Armour Piercing)

Maximum Rounds: 5

Shot Types: Head Shot (75% of AP's, 80% Accuracy),

Body Shot (75% of AP's, 120% Accuracy), Leg Shot (75%

of AP's, 120% Accuracy)

Shotgun

Class: Two Handed Weapon

Weight: 10

Damage 7 Per Pellet

Maximum Rounds: 12

Shot Types: Aimed Shot (70% of AP's, 100% Accuracy),

Snap Shot (30% of AP's, 50% Accuracy)

Special Notes: Each shot contains 8 pellets.

Machine Gun

Class: Two Handed Heavy Weapon

Weight: 14

Damage 25 (Armour Piercing)

Maximum Rounds: 30

Shot Types: Focused Burst (45% of AP's, 75% Accuracy),

Wide Burst (45% of AP's, 75% Accuracy), Twelve Shot

Spray (90% of AP's, 75% Accuracy)

Special Notes: The spray cone of each shot type varies.

This is technically 0.03 for Focused Burst, 0.08 for Wide Burst, and 0.12 for Twelve Shot Spray.

Storm Cannon

Class: Two Handed Heavy Weapon

Weight: 20

Damage 20 (Explosive)

Maximum Rounds: 5

Shot Types: Aimed Shot (70% of AP's, 100% Accuracy),

Snap Shot (30% of AP's, 50% Accuracy), Three Shot

Burst (45% of AP's, 30% Accuracy)

Pyrox Burner

Class: Two Handed Heavy Weapon

Weight: 20

Flame Intensity: 7 (Incendiary)

Maximum Rounds: 12

Shot Types: Aimed Shot (70% of AP's, 100% Accuracy),

Snap Shot (30% of AP's, 50% Accuracy)

Special Notes: Causes flame blast damage of 14.

Knife

Class: Single Handed Melee Weapon

Weight: 4

Damage: 25 (Melee), 15 (Throw).

Maximum Rounds: 5

Shot Types: Stab [Melee] (25% of AP's), Throw (40% of AP's, 80% Accuracy)

Special Notes: Silent usage.

Hand Grenade

Class: Grenade

Weight: 5

Damage 20 (Explosive)

Shot Types: Throw (50% of AP's, 100% Accuracy)

Special Notes: Silent to throw, but will make a sound on the map where it detonates.

Fire Grenade

Class: Grenade

Weight: 5

Flame Intensity: 5 (Incendiary)

Shot Types: Throw (50% of AP's, 100% Accuracy)

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Special Notes: Causes flame blast damage of 10. Silent use.

Smoke Grenade

Class: Grenade

Weight: 4

Smoke Intensity: 4 (Smoke)

Shot Types: Throw (50% of AP's, 100% Accuracy)

Special Notes: Causes no damage. Silent use.

Remex

Class: Demolition Explosives

Weight: 5

Damage: 40 (Explosive)

Shot Types: Prime (50% of AP's), Throw (50% of AP's)

Remex Detonator

Class: Radio Detonator

Weight: 1

Shot Types: Activate (10% of AP's)

Special Notes: Detonator for primed Remex charges.

This is silent to use.

Pistol Ammo Clip

Class: Ammunition

Weight: 1

Shot Types: Reload (20% of AP's)

Special Notes: All ammo is silent to reload.

Carbine Ammo Clip

Class: Ammunition

Weight: 2

Shot Types: Reload (20% of AP's)

Sniper Rifle Ammo Clip

Class: Ammunition

Weight: 2

Shot Types: Reload (20% of AP's)

Shotgun Ammo Clip

Class: Ammunition

Weight: 2

Shot Types: Reload (40% of AP's)

Machine Gun Clip

Class: Ammunition

Weight: 3

Shot Types: Reload (50% of AP's)

Storm Cannon Ammo Clip

Class: Ammunition

Weight: 5

Shot Types: Reload (50% of AP's)

Special Notes: Volatile. Liable to explode if damaged.

Pyrox Burner Ammo Clip

Class: Ammunition

Weight: 3

Shot Types: Reload (20% of AP's)

Bandages

Class: Medical Apparatus

Weight: 1

Usage Types: Heal Self (75% of AP's), Heal Someone Else (40% of AP's)

Special Notes: Will heal one or more wounds (up to the maximum amount) on one wounded body part. For casualties with multiple injuries Bandages are applied in a fixed order: head injuries are treated first, then torso wounds, then arms, then legs. Silent to use.

Medikit

Class: Medical Apparatus

Weight: 5

Usage Types: Heal Self (75% of AP's), Heal Someone Else (40% of AP's)

Special Notes: Will heal all wounds and restore up to 50% of lost Health. As with Bandages, you can use this to heal other team members or any other units such as allies, civilians, or even enemies. Silent to use.

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APPENDIX

Point Costs

The following table shows the fixed Action Point and Energy costs of different activities for Taskforce units.

Action	Action Points	Energy
Duck	2	0
Stand	6	0
Turn/Face	1	0
Walk One Square (orthogonal)	2	1
Walk One Square (diagonal)	3	1
Unpack and Hold Item	8	0
Repack Item	8	0
Drop Item	2	0
Pick Up Item	6	0
Disarm Item	16	0

Using an object requires a variable percentage of the maximum amount of Action Points allocated to a unit at the start of a turn.

Injuries can increase Action Point and/or Energy usage too.

Default Control Keys

Select KF1 Team Member	F1 to F12
Walk/Fire	Left Mouse
Face/Cancel Fire	Right Mouse
Duck/Stand	Spacebar
Special Action	x
Pick-up	p
Use Right Hand]
Use Left hand	[
Next Unit	. (the '>' key)
Previous Unit	, (the '<' key)
End Turn	Return
Centre Unit	/ (the '?' key)
Centre/Next Enemy	m
Abort Mission/Cancel Menu	Esc
View Level Up	q
View Level Down	a
Cycle Level View Mode	z
Cycle Camera Views	Up Arrow
Camera Left/Right	Arrows or Mouse Wheel
Top Down/Isometric View Toggle	Keypad 5 or Middle Mouse
Set Camera Octant	Keypad Numbers

Knight Force One

F1: Mackintosh McQuaid
Born: New Orleans, Louisiana, U.S.A.
Specialist Attribute: Strength
Weakness: Shot Skill

F2: Susan West
Born: Teddington, London, England
Specialist Attribute: Shot Skill
Weakness: Action Points

F3: Kent Rickman
Born: Detroit, Michigan, U.S.A.
Specialist Attribute: Strength
Weakness: Action Points

F4: Sunshine Price
Born: Long Island, New York, U.S.A.
Specialist Attribute: Health
Weakness: Strength

F5: John 'Hawkeye' Tyler
Born: Denver, Colorado, U.S.A.
Specialist Attribute: Shot Skill
Weakness: Health

F6: Beverley Santana
Born: Coyoacán, Mexico City, Mexico
Specialist Attribute: Health
Weakness: Action Points

Knight Force One

F7: Elaine Kelly

Born: Passy, Paris, France

Specialist Attribute: Action Points

Weakness: Strength

F8: Luke Gemini

Born: Lupiac, France

Specialist Attribute: Health

Weakness: Shot Skill

F9: Charlotte Gilmore

Born: Sturmer, Essex, England

Specialist Attribute: Action Points

Weakness: Shot Skill

F10: Scott Willis

Born: Mullaghmore, County Leitrim, Ireland

Specialist Attribute: Strength

Weakness: Health

F11: Natasha Vetrova

Born: Priozersk, Leningrad Oblast, Russia

Specialist Attribute: Shot Skill

Weakness: Strength

F12: Nick Logan

Born: Ibadan, Nigeria

Specialist Attribute: Action Points

Weakness: Health

Credits

Taskforce was designed and developed by Mark Sheeky and released for the first time in 2004. It was remastered with new graphics, sound, and game engine upgrades in 2020.

Lots of help with game design and testing by Andrew Williams. Several design aspects of the game, including shooting through windows and the new graphics system introduced in 2020 are as a result of Andrew's suggestions.

99% of the German translation is by Tony Klüver. The only reason the game has a German translation is the voluntary work by Tony.

Thanks to Steve Blanch, Steve Taylor, and the players who have made suggestions.

The Taskforce music was created in 2004 using an early version of Prometheus Digital Audio Workstation. This was reworked and expanded upon in 2020. The procedural textures were created using the excellent Genetica by Spiral Graphics.

This is the 4th in a long evolution of similar games. The first Taskforce game was a Public Domain game for Amiga computers released in June 1994. In 1996, a sequel, Hilt II, was released for Amiga which included some of the Taskforce weapons, such as the Storm

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Cannon and Pyrox Burner. In 1999, Arcangel: The Legacy of Peace was written as a Windows PC sequel to Hilt II. This used many of the Hilt II maps and similar equipment, but was presented in a 2D isometric format. Arcangel included the concept of Energy and the ability to Duck/Stand units.

All of the Taskforce KF1 team are based on real people, but can you guess who?

About

About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIk

Amiga Games

I began programming games for Amiga in 1991. Most of the early ones were Public Domain. Many were shareware. The only game that was published commercially was Burnout, by Vulcan Software.

The Challenge Of The Matrix
Spectrum
Liberator
One On One
Turbo Thrust
Arazmax
Roton
Sentinel
Firefly
Taskforce
Rage
Overlander
Global Thermonuclear Warfare
Hilt: Against The Hoardes
Xenex
SCM4
Antz
Hilt II
Cyced
Outliner
Burnout
Blade

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Taskforce, Amiga 1993

And finally, to end this manual, a picture from the original 1993 Amiga version of Taskforce, the game which started it all and led to my friendship and long time collaboration in game design with Andrew Williams.

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