KNIGHTS OF THE DESERT

SUMMARY OF KEYBOARD INPUTS

LOGISTICS PHASE

(D) Access display (Apple only)
(R) Ready to allocate Replacements/Supply/Resupply to unit.
(F) Finished with unit or skip unit temporarily until next round.
(0-9) Replacements Allocate replacements to unit.
(0-9) Supply Allocate supply to unit.
(0-9) Resupply Allocate resupply value to unit.

INITIATIVE PHASE

(Y) Yes Player wishes to move/attack first.
(N) No Let enemy player move/attack first.

*OPERATIONS PHASE CURSOR MODE

(T) Tobruk Move cursor to Tobruk.
(B) Base Move cursor to friendly home base.
(G) Get unit Display friendly units in hex (See Selection of Unit in next section).
(1-6) Moves cursor across map.

OPERATIONS PHASE SELECTION OF UNIT

(F) Finished – Program returns back to Operations Phase Cursor Mode.
(1-6) Selects unit to be moved

** OPERATIONS PHASE MOVEMENT OF UNIT

(B) Build fortification Unit's fortification level increased by 1 level.
(S) Sea movement Allied unit moves from Tobruk to Alexandria, vice-verse.
(F) Finished Unit finished movement Return to Cursor Mode.
(1-6) Moves unit across map, An attempt to enter enemy hex results in combat.

OPERATIONS PHASE – ATTACK ENEMY UNITS

(Y) Yes You wish to attack the unit displayed.
(N) No You do not wish to attack the unit displayed.
(F) Finished Proceed to Attack With Friendly Units.
OPERATIONS PHASE – ATTACK WITH FRIENDLY UNITS

(Y) Yes You wish to attack with the unit displayed.
(N) No You do not wish to attack with the friendly unit display.
(F) Finished Proceed to Attacker's Battle Intensity/Risk/Air

ATTACKER'S BATTLE INTENSITY/RISK/AIR

(1-9) Battle intensity for attacker, 1 is light attack to 9 is heavy attack.
(1-9) Risk for the attacker, 1 is low risk, 9 is high risk.
(0-9) Air points committed, 0 is none to 9 is 9 air points.

DEFENDER'S RISK/AIR

(1-9) Risk for defender's
(0-9) Air points for defender.

*Apple Owners
(0) Center cursor on screen
(R) Removes units for map
(M) Prints strategic map
(D) Prints display

*Atari Owners
(0) Centers cursor on screen
(START) Allows scroll, press again to return.

**Apple Owners
(0) Center cursor on screen
(R) Removes units screen
(D) Prints display

**Atari Owners
(0) Centers cursor on screen
(START) Allows scroll, press again to return.