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## TacOps Tutorial.

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Do the TacOps basic training tutorial first – even before looking at the user guide. It is strongly recommended that you first play the Basic Training scenario while following along in the TacOps tutorial (“Tutorial.pdf” or Appendix A in “Guide - User.pdf”). The tutorial offers the fastest path to enjoyable play. The mouse and dialog procedures used to give orders to units are simple and quick once you understand them, but they may be hard to grasp if you skip the tutorial.

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## TacOps Description.

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TacOps is a simulation of contemporary and near-future tactical, ground, combat between United States and Allied forces versus various opposing forces (OPFOR). Most vehicles, unit organizations, and weapons are those that are expected to be in place by the year 2005. Some weapons and capabilities that are likely to be available over the next ten years are included as options. Some older organizations and weapons are included as options.

The primary focus of TacOps is ground operations. The movement and interaction of infantry and armor units is treated with great detail. Supporting air and artillery activities are treated more conceptually.

TacOps may be played solitaire against an OPFOR computer opponent, or between two or more players on one or more computers. Play between multiple computers may be accomplished by using a network, by exchanging small files via disk, by direct modem connection, by mail, or by electronic mail.

The multiplayer teams mode of play allows more than two players to participate in the same game via the Internet or a LAN. The players may be organized into up to eight cooperating teams. The technical limit on the number of players on a LAN or on the Internet is 20, however slow or unstable Internet connections may impose a practical limit for Internet play of 10 to 15 players.

TacOps is played in turns. Each turn consists of two phases: an orders phase and a combat/movement phase. Each phase occurs simultaneously for all players. In the orders phase, players give orders to their units using buttons in windows and by tracing the intended movement path of their units with mouse clicks on the screen. Once all orders have been given, the combat/movement phase begins. During the combat/movement phase the units of all forces, under computer control, simultaneously carry out their orders for movement and combat in four, fifteen second pulses. Players only observe during the combat phase, they can not give or change orders until the next orders phase.

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License Information.  
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#### TacOps User License.

Institutional use, educational use, professional use, and or government use require the purchase of a copy of TacOps for every computer upon which TacOps is installed or the purchase of a TacOps general use site license for every computer upon which TacOps is installed.

I don't consider it necessary for an ordinary home user to purchase a second copy of TacOps in order to use the network mode on two computers - both of which he owns - and that are located in a single private residence, Such a person may install TacOps on a second computer with a clear conscience. However, if you play a network game with a friend and your friend provides his own computer, you should encourage your friend to buy his own copy of TacOps. This privilege is revocable at any time if in my sole discretion I decide that the privilege is being abused.

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