Space Admirals Strategic War Plan

GALACTIC CONQUEST PLAN OVERVIEW

Greetings supreme admiral! You will be pleased to know that time has come, galactic conquest is within our grasp / ~~tentacles / claws~~ [*select appropriate*]! Over the last aeon or so, we have been quietly biding our time, building up our incredible technology in preparation for the day when we will blast our opponents into space dust, and mount their appendages on our walls as trophies / ~~use their horns as can-openers / feed their crushed tentacles to our cats~~ [*select appropriate*]!

The honour of leading our vast campaign which will propel us from the rulers of a single world, to rulers of the entire galaxy has been bestowed upon you! Congratulations! I'm sure everyone back in the home town / ~~nest / plasma-pool / podule~~ [*select appropriate*] is extremely proud!

GALACTIC MAP OVERVIEW

The main galactic map shows you the 52 planets that are currently occupied by our enemies, and of course, our glorious home world. As I'm sure you remember from school / growth pods / indoctrination-lab [*select appropriate*], you can't just jump from one planet to another. The 52 worlds are connected by a network of hyperspace wormholes which are the only method of travel between different systems.

The map will show which systems belong to us (in glorious, honourable, righteous green) and which belong to the enemies (in treacherous, deceitful, cowardly red). Obviously our job is to turn this map entirely green, and then bask in the appreciation of our citizens.

You can move around the campaign map using the mouse or the arrow keys, or by clicking and dragging the background. The mouse wheel scrolls your view in and out, and clicking on a planet will zoom the view to that system.

Our fleets are visible as icons underneath friendly systems, and planetary facilities are shown as icons above them. You will also notice that some systems have spatial anomalies in place, and these have an icon to the right of the planet.
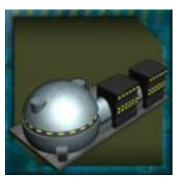
PLANETARY FACILITIES

Unfortunately, the construction of new planetary facilities takes an age. Oh they *say* it will be done in 6 months, but then they can't get the right parts, and then the droids go on strike, and just don't get me started about planning permission…

As a result, we are stuck with the location of existing planetary facilities. The ones of interest to us are the following:

Repair yards

These yards let us carry out post-battle repairs to our ships, but cannot construct new ones. (Something to do with union-rules / the shape of the spanners, apparently) There is a limit to how much repair work a yard can carry out per turn. Captured enemy ships can only be repaired at a class 'A' shipyard.

Academies

These provide crew for our ships. You can't just take the unemployed and students and give them control of a battlecruiser (*boy was that a disaster*), they need careful training. Not anyone can say 'on-screen' or 'engage' with a straight face, after-all. If you don't have enough crew, you will be unable to expand your fleets.

In addition, academies provide a smaller number of pilots. All ships require one pilot, whether it's a cruiser, frigate or lowly fighter.

Factories

These generate much needed cash, which is needed to build ships. Like academies, they come in various different sizes, so take note of that when deciding which planet to conquer.
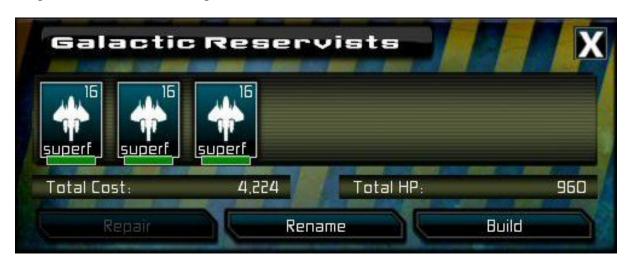
Shipyards
All ships get built at a shipyard, but not all shipyards are equal. Some have the yards big enough to construct cruisers, some can only build frigates or fighters, and some of the more compact and bijou yards can only handle building fighters. Just like repair yards, they each have a limit in how much construction they can do per turn. Shipyards also double as repair yards. Only a class A shipyard can repair captured ships.

FLEET MANAGEMENT

Even a highly experienced military genius such as yourself might need to re-arrange your fleet composition now and then. When you construct new ships, they are (by default) placed in a new fleet orbiting that planet. You can click the icons for a fleet and show the individual ships, and if you want to transfer ships from one fleet to another, you can just drag the icons between windows. (Hold down CTRL to drag multiple ships). You can also drag icons out onto the background to create a new fleet.

Moving fleets is easy, you just pick up the fleets icon with your mouse and drop it onto the planet you wish to move to (or attack). Note that you need a hyperspace wormhole connecting the systems for this to work. Also, in some cases spatial anomalies may prevent the whole fleet from moving to a system, in which case the other ships get left behind. This also applies if you have ships without engines.

A green (for friendly movement) or red arrow will indicate the moves you have ordered your fleets to make, and at the end of the turn, they will be carried out. This may (with any luck) trigger some glorious space battles in which your enemies can be crushed.

FIGHTING BATTLES

Once the turn has ended, and you have clicked the 'fight battle' button, you will end up on the deployment screen. This is probably a second-home to you now, after all those years in the battle simulator. However, this is slightly different to the one-off battles.

The main difference is that the icons to the left of the battle map are not theoretical ship designs, but the individual ships of your fleet. ALL of them have to be deployed before

battle can commence. Also, some of them may be damaged from earlier battles. Selecting them will show battle damage on the ship details.

In situations where you are attacking an enemy system, you have the benefit of surprise, and thus you get to see their fleet deployments in advance. In the reverse situation, where you are attacked, you have to deploy your forces without knowing what evil treacherous fleet of cowardly aliens is heading your way.

Auto-Deploy

A new button at the bottom of the map will allow the fleet to be automatically deployed on the screen. This is done by Ai strategy-droids, and frankly, they don't live up to the sales blurb. As a result, you will probably want to re-arrange the ships slightly, but it still saves a lot of dragging and dropping.

Auto-Range

This new button will go through every ship that is currently deployed, and set the engagement ranges to be the optimum range for the longest range button, taking into account spatial anomalies that change ship weapon ranges. This MAY not be 100% ideal, if you have ships with a variety of weapons ranges, so use it carefully. It can act as a good starting point for setting ranges in some circumstances. Other orders are unaffected.

RETREATING (reference only)

Obviously there is no need for your glorious fleets to ever retreat, but we include this purely so you can get into the mindset of your feeble, cowardly enemy. Retreating is not always an option, but if a battle takes place in a system that has hyper-space wormholes connecting to friendly systems, the 'admit defeat' button at the top of the screen will become a 'retreat' button instead.

Note that 'retreat' is an all or nothing instruction. It goes to the whole fleet at once and cannot be countermanded. Once issued, all of your ships will reluctantly break off the battle and try to head back to friendly space. In practice this means turning back to face the direction they came from. Once they are heading in the right direction, the hyperspace-engines will kick in and the ships will zap out of that system back to safety / ~~ridicule / death by firing squad~~ [*select appropriate*]

Unfortunately, there is a time-limit on retreating. A timer-bar at the top of the screen will show the countdown. If your ships don't manage to make it into warp by that time, they will surely be overrun by the enemy and destroyed. Those are the breaks, I'm afraid. I'm sure an experienced and honourable/~~ruthless/sadistic~~ [*select appropriate*] leader such as yourself can handle the responsibility. Note that some ships, if slow-moving or heavily

damaged, may not make it out in time, so planning ahead and knowing when to issue this order is a vital part of your battle-management. Damaged ships that escape can always be repaired to fight another day

CAPTURING ENEMIES

Sometimes, a battle is decided before every last alien ship has been blasted into packing-peanuts, at which point there may be a small number of enemy craft that are handed over to you as a trophy of war. Naturally, their crews will serve with you as well, out of a sense of honour/~~quivering fear/respect for your leadership~~ [*select appropriate*]. Unfortunately because alien tech is so confusing, (and uses inches instead of centimetres), we are unable to repair their ships at repair yards, but they **can** be repaired at a class A shipyard. This doesn't apply to mere fighters, which will get restored to full strength after battle.

TACTICAL NOTES

Conquering the galaxy is different to winning a single battle. You will need to design ships that can fight a variety of different enemies, and that may end up fighting without a full fleet. A warship that can deliver a killer blow against one enemy, may be as useful as an ice-cream scoop in a knife-fight when pitted against a different enemy.

Another major tactical change is knowing when to retreat. Although it is, of course, a hideously cowardly move that will haunt your family and your descendants for a millennia, it's true that occasionally you might want to retreat before firing a single shot.

Take careful note of what facilities exist at each system. Sometimes, your empire will be lacking in cash, other time, it will lack crew. You should choose your next target planet based on what facilities it has, not just whether or not it's your favourite colour / ~~gravity / atmospheric composition~~ [*select appropriate*].

Keep an eye on planetary loyalty. A loyal planet will give you full output from factories, shipyards and academies. To maximise loyalty on newly conquered systems, you might want to keep a fleet in orbit. Also note that even after the vile and cowardly enemies have conquered one of our systems, our citizens will remain loyal over the short terms, hoping that we can take the system back.

Good Luck admiral, the fate of the galaxy is in your hands / claws / tentacles [*select appropriate*]!

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