SYSTEMS HANDBOOK

BATTLECRUISER 3000AD

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AND ALL OF THOSE WHOSE FAITH KEPT ME GOING, INCLUDING / The On-Line Cybernauts on CompuServe™, AOL™, Genie™, Delphi™, & the Internet especially the Galcom Operatives in the FSForum who simply 'hung in there' /

DEDICATION

I want to dedicate Battlecruiser:3000AD to my development team for hanging in there with me through it all. Especially my best friends Peter Rushworth and Jim Marinis who are just as insane as I am for putting up with all these crazy ideas and features that made it into the game.

THANKS

I want to say thanks to Matt Harmon for giving me the courage I needed to get started so many years ago. To Tom Ptak and Mission Studios for first taking the risk and hanging in there with me until the day we went our separate ways. To the great guys at Take 2. To great folks like Ed Dille, Mike Weksler, good ol' Steve Honeywell, Bob Mrofka and all my fans on the net, especially the guys in the flight sim forum of Compuserve for all the support. To Ryan Brant, CEO of Take 2, for making that phone call and giving us the chance to do this right. To everyone who has touched this product in some way throughout these years.

and to Millie, my best friend for simply just being there.

I especially want to thank you, the consumer, for picking up this product with all the choices you have these days. Without you, none of us would be in business.

Thank You.

GETTING STARTED

Installation

. Put the Battlecruiser:3000AD disk into your CD-ROM drive.
. Type the drive letter of the CD-ROM drive, i.e. D: <enter>
. Type INSTALL <enter>
. The install program will now install a few files to your hard drive. Follow the instructions that come up on screen. This is a good time to fill out your registration card. We'd like to hear from you, so please send it in. When Battlecruiser:3000AD is finished installing, the CONFIG program will start.
.The CONFIG program will need your help configuring Battlecruiser:3000AD to run on your system. Most of the screens use the mouse but you can also use the up/down arrows and the tab key to move through menus. The Return key will select the highlighted item. Refer to the CONFIG section for other runtime settings.
.You will need to run the CONFIG program if you change sound cards or system configuration. To do this, type CONFIG from the BC3000AD directory.
. To start Battlecruiser:3000AD type BC3000AD <enter> from the Battlecruiser:3000AD directory.

Configuration

You will now be asked to configure your sound card.

Troubleshooting

Speed Related Problems

Battlecruiser:3000AD is a graphics intensive program and as such puts a tremendous strain on system resources such as the processor and the video display card. Most of the options can be set to the lowest values in order to make the game run smoothly. You will have to experiment once you get started in order to find the optimum settings for your system.

Video Related Problems

Battlecruiser:3000AD requires a VESA driver to run in SVGA mode. You must have a VESA driver loaded to run Battlecruiser. See the documentation for you video card concerning VESA drivers.
Battlecruiser:3000AD uses two methods of video buffering to update the screen at runtime. Triple buffering is faster since it only updates pixels on the screen that have changed. If a slow video card is used, it gives a faster frame rate during instances where the screen does not change much. Double buffering which draws the screen to memory every frame is faster when a VLB or PCI card is used. You can experiment at runtime to see which method is faster for your system. Refer to the Keyboard Command Reference for the appropriate keystrokes.

Memory Related Problems
When CONFIG is started from DOS, it will display your current memory resources. If these values are displayed in red, then your system may not have enough memory to run Battlecruiser:3000AD. Please remove all non-essential utilities and terminate & stay resident programs from your config.sys and autoexec.bat files in order to free up sufficient memory to run the game. You may also want to create a boot disk to run the game. To create a boot disk, please refer to the 'creating a boot disk' section.

Sound Related Problems
Most sound related problems are due to incorrect settings in the CONFIG and sound setup programs. First, check the installation of your sound card. If it works with other games, then run CONFIG again and verify that the settings are correct. If not, then reinstall the sound card and its related software. You can also use the CONFIG auto detect option to determine your computer's sound configuration. Note: The auto detect option may cause some systems to lock up. If your computer will not respond to mouse or keyboard input, please reboot it. Under these circumstances, you must then set your sound card manually in the CONFIG program.

Check the settings in the setup program against those for your sound card. Do the IO port, DMA channel, and IRQ channels match? If they do, then please check your speaker connection and the volume settings for your speaker system. You should also check to make sure the 'audio system' option in CONFIG is set to ON.

Joystick Related Problems
Check the installation of your joystick. Is it plugged in to the right port? Is the proper joystick selected in CONFIG? You may try re-calibrating the joystick by typing <SHIFT j> when Battlecruiser:3000AD has started.

CD-ROM Related Problems
Battlecruiser:3000AD requires certain files from the CD-ROM. The CD must be in the drive to play the game.

Runtime Problems
If you experience any problems while running Battlecruiser:3000 AD please write down the situation under which the incident occurred and the error messages that are displayed before contacting Take 2 technical support.

Creating A Boot Disk
You can create a boot disk to run Battlecruiser:3000AD. First, get a blank formatted 3.5" 1.44 MB diskette. Change to the drive letter of your CD-ROM and type BOOTDISK <enter>. You will be taken through the necessary steps which will assist you in creating a boot disk. Once you have created the boot disk, leave it in the drive and restart the machine. Once you are back in DOS, change to the Battlecruiser:3000AD directory and type BC3000AD and press <enter>.

Technical Assistance

Technical Support
If you have problems installing the game, or if, after installation is complete the product fails to work properly, you may contact Take 2ís technical support staff in any one of several ways.

1. Telephone: (412) 539-6407; M-F 9:00am-5:00pm Eastern Standard Time
2. Fax: (412) 539-3195
3. Web Page: http://www.take2games.com
4. BBS: (412) 539-6414
5. E-mail: t2supprt@take2games.com
6. America On-Line: Keyword Search: ìTake2î
7. Compuserve: Select Go ìGAMAPUBî
8. Mail: Take 2 Interactive Software, 1004 Ligonier St., Third Floor, Latrobe, PA 15650

Please label any correspondence concerning technical problems ìAttention Technical Supportî on the outside of the envelope and be sure to include both a return address and a telephone number with the description of your problem.

Do not contact our technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.

When contacting technical support, please be prepared. It will be much easier to solve your technical problems and go a long way toward reducing frustrations if you are able to provide us with the following information upon first contacting our technical support staff:

The brand name of the computer that you are operating.
The DOS version installed on the system and its manufacturer.
The name of the memory manager that you are using.
The amount of system RAM installed on the computer.
The amount of free Conventional and EMS memory you have available (see ìSystem Requirementsî above).
The mouse driver manufacturer and version that you are using.
The Sound Card installed on the system.
The Music Card or Daughter Board, if any, installed on the system.
The Video Card on the system. Please include the amount of Video ram installed on the card.
The VESA Driver that you are currently using.

All of this information can be found by consulting your systemís reference material and/or using the diagnostics utilities available through your operating system.

For Windows 95 users, you may obtain the information in the following manner:

Right click on the My Computer icon on your desktop.
Left click on the word iPropertiesî
Choose ìDevice managerî from the tab menu
Double-click on each of the following devices and note the information displayed.

CD-Rom
Display Adapter
Sound,Video and Game Controllers

This will usually provide enough information for our technical support staff to assist you.

If you believe that your game CD is defective in some way and wish to return it to us for a new copy of the game, please be sure to contact Take 2 technical support for diagnosis and confirmation of the problem. We will not be able to replace returned CDs without a proper authorization number which can only be obtained from our technical support staff. Take 2 cannot be responsible for any CDs sent to us without authorization from our technical support department.

BRIEF OVERVIEW

By Derek Smart

You may be wondering, ìWhat is Battlecruiser all about?î Essentially, think of yourself as some sort of galactic cop. You belong to an organization called GALCOM. Whoís mission is to maintain galactic peace. You are the commander of one of GALCOMís premier warships. Your primary mission is to resolve conflicts with a show of force. It's that simple.

Battlecruiser:3000 AD or BC3K, for simplicity let's call it that, combines elements of space and planetary flight simulation with advanced resource management. As you travel through the universe carrying out your assignments, you will be faced with situations where you will have to utilize all of your ship's resources. These include a crew of highly trained individuals that range from bridge officers to systems engineers. Also at your disposal are highly sophisticated pieces of hardware such as a weapons systems and a complement of interceptors to either intimidate or attack aggressors. In addition you can use shuttles and the ship's transporter to deploy marines and personnel to the surface of planets and moons for research, exploration and kicking the living daylights out your enemies.

During your patrols, Galactic Command or GALCOM will send you coded transmissions giving you orders to proceed to an assigned region and carry out specific instructions. Most assignments simply require you to defend a station, patrol a region, etc. Sometimes when you arrive at a location there may not be an obvious task. But a situation may develop that may justify your presence in the region.

As the game progresses you will have to deal with pirates, raiders and aggressive nations. Some will be very powerful but remember it is not necessary to win every encounter. A good commander knows when he is out gunned.

At the beginning of a new game all alien nations are initialized to be friendly, hostile or neutral to one another. These relationships will change dynamically as the game progresses. Your actions will influence these changes. For example if you continually show hostility toward Terran allies they will not remain friendly. Additionally GALCOM regulations forbid you from interfering in the internal affairs of other nations. Any attempt to be involved in a conflict without direct orders from GALCOM will result in a violation point being levied against you. When you accumulate enough violation points you will be summoned to appear for a court-martial hearing. Failure to appear for a court marshal hearing will result in you becoming an outlaw and an enemy of GALCOM.

Since you are a Terran, your performance and that of the other GALCOM commanders determines the number of resource points that the Terran nation accumulates. These go toward development of Terran planets and moons and are used to build and repair cities, ships, etc. The same is true for alien nations.

Finally, BC3K is not a game with an 'ending' per se. The game never ends because the system is constantly evolving and remains dynamic. Even though the ACM provides goal driven scenarios, once those have been satisfied, the artificial intelligence system will continue to run and generate situations indefinitely.

GAME PLAY

Modes of Play

Battlecruiser:3000AD can be played in one of three modes.

Free Flight
In free flight mode the world remains in its default state. This means that no special elements are introduced which will change the storyline described in the overview section of this manual. Under these circumstances if you venture into hostile territory, you can expect to be attacked and if hostile forces venture into your patrol zone, you can feel free to attack them. In this mode, you can trade, explore and travel to any part of the galaxy without any hindrance from Galactic Command. This mode is ideal for new players who are learning to play the game. Hostile forces will rarely appear in the Earth sector, so you are relatively safe to explore the capabilities of your ship, its crew and the entire game system. Battlecruiser:3000 AD defaults to free flight mode.

Advanced Campaign Mode, ACM
In ACM mode the game artificial intelligence (AILOGtm) creates a campaign scenario which introduces certain elements to the existing game world. In this scenario, each alien nation and entity in the system has a unique goal and will do their best to achieve it. The Advanced Campaign Mode section describes the state of the galaxy when activated. It also outlines the basic goals of the alien nations and your orders.

Xtreme Carnage Combat Simulator
This computer simulator is a simple arcade shooter designed to let you practice combat within the game system. Encounters can be created in space, or on a planet/moon or a combination. You can only idieî within the limits of the simulator. Each time you are killed, your score is reset and you will have the opportunity to restart. Flying in the simulator has no effect on the actual game world.

COMPUTER SYSTEMS OVERVIEW

GALCOM computer systems are accessed through a state of the art ,V.R. Systems Interface. When you first log on to the system you will notice the GALCOM Icon in the upper right corner of your HUD display. By activating this icon with your mouse cursor you will have immediate access to all computer systems. The available systems will

vary based upon your location. For example, the Tradcom system is available only on star stations and star bases. Likewise the Tacops system is only available on the Battlecruiser. However, the majority of systems are available in all locations in various forms. For this reason the systems will be described based upon their function rather than location.

BRIDGE/LOGOFF

Selecting this option causes you to deactivate the V.R. systems interface.

TACOPS

The TACOPS system is used to attack planet based targets from orbit, set space & planetary waypoints for support craft and personnel, launch probes and deploy mines. The computer operates in two modes, surface or space. To operate in space mode, the Battlecruiser or a probe in ORBSCAN mode must be in orbit around the planet. You can only perform operations for ships and personnel in the current region. This means that you will not be able to set waypoints for ships in Mars region if you are in Earth region. Once you leave a region, all waypoints and mission data are cleared.

Startup Options

To activate the TACOPS computer in surface mode, first establish orbit around the planet or moon and activate with the bridge menu or <ALT+s>. If you are not in orbit, but have a probe in orbit around a planet ëin the current regionî, select the probe in the NID and put it in TACLINK mode, then activate the TacOPS computer. In space mode, simply activate TacOPS as normal. If it is linked to a probe in TACLINK mode, you will not be able to do any operations except view the map.

Operation

Once the TacOPS computer is activated, the TTD for all targets in the region will be displayed. These can be toggled by pressing the <spacebar>. The current region youíre in, the local date/time, the SCI-LINK mode and the current operating mode of the computer, are displayed in the lower right corner of the screen. The status of all your support craft are also displayed.

The map can be manipulated by using the <home> and <end> keys to zoom in and out.(Make sure that the <numlock >key is not on. The arrow keys control the pitch and rotation of the map. Using the mouse, you can also left or right click anywhere on the map to change its zooming level. If you left click on an object while holding down the <shift> key, the view position will zoom in to that object. A command menu for that object will then be displayed. You can then use the mouse to select a menu option. You can also alter the pitch and yaw angle of the map by clicking and holding either the left or right mouse button and dragging the map.

The Command Palette

To activate the command palette, CP, simply move the mouse off the left or top sides of the map and left-click. To remove, right-click anywhere on the map outside the CP or You can close the CP by clicking in the small box on the top right corner of the status bar. Certain options on the CP are disabled based on its operating mode. Example, since you cannot launch OTS weapons at a space target, this option will be disabled if the TACSCOPE is in space mode. You can also move the CP to another location by left clicking on the top bar and dragging to the desired location..

These are the various options available on the CP and their operation:

BRIDGE	Exits TacOps and returns to the Battlecruiser bridge
TAC	Executes the Tactical Computer
LOG	Executes the Logistix Computer
NAV	Executes the Navitron Computer
COMMS	Executes the Commlink Computer
ZOOM IN	Zooms in region within zooming box
ZOOM OUT	Zooms out region within zooming box
CAM ON/OFF	Toggles the TacOPS grid on/off and displays current object
HOLD	Freezes the dynamic update of objects in the map
GRID	Toggles the grid on/off
TRANS	Displays the number of personnel in the transporter
DEPLOY	Allows the deployment of transporter personnel

EVAC	Allows the evacuation of transporter personnel
UNIT BOX	Contains a list of available ships & personnel
WAYPOINT BOX	Displays the current waypoint number
ORDERS BOX	Displays the orders for the current waypoint
ADD	Adds a waypoint to the currently selected unit
PLACE	Allows placement of the current waypoint on the map
DEL	Deletes the current waypoint
TARGET	Allows placement of a waypoint on a specific target on map

Launching OTS weapons

Using special Orbit To Surface, OTS weapons, you can attack ground targets from orbit in surface mode. Press the OTS button to cycle through the list of OTS missiles in the shipís weapons bays. Once the desired missile is selected, the TARGET button will now be enabled. Press it once and the Target Acquisition Reticle, TAR, for the weapon will appear on the map. The higher the zoom factor, the larger the TAR will appear on the map. The mouse buttons can be used to zoom in and out of the map if desired.

To select a target, locate it on the map and position the TAR over it. Once the shipís targeting system gets a valid lock, the computer system will acknowledge this and the LAUNCH button will become active. The length of time for the missile to achieve a lock is dependent upon the type of missile being used. Once you achieve a lock, press the LAUNCH button to fire the missile. If it is a multiple target type weapon, it will destroy everything within the TAR on detonation. If you look closely, you should see the missile appear on the map with a white TTD. You can then track it in the TacOPS camera and follow it to the target or follow it using the <F10> camera.

Setting Waypoints

Waypoints can be created for all units in either mode. Select the desired unit from the unit box by pressing the left or right arrows on either side of the unit box to cycle through the list. If a unit name is displayed in red, it is not available for deployment but you can still set waypoints for it as normal.

To create waypoints for a unit, press the ADD button, this waypoint is then numbered as waypoint 1 and a default mission is defined in the orders box below. You can create up to 8 waypoints per unit. To change the waypoint orders, cycle through the list using the left and right arrow boxes.

Click on PLACE and put the Waypoint Designator, WD, at the desired location on the map. The position of waypoints on the map can be changed by selecting the waypoint in the waypoint box and pressing PLACE again. You can then move it to any location on the map. You can also select it in the map and drag it to the desired location.

To delete a waypoint, display it in the waypoint box and press the DEL button.

The TARGET button is used for waypoint orders which require a specific target to be selected, these include strike, escort, repair, board, deliver cargo and collect cargo missions. After pressing TARGET, position the waypoint over desired target and left-click.

When you set waypoints in a space or planet region, they are only relevant to that region. Therefore, if you jump to another region, all the waypoints set in the current region will be cleared.

Chaining Waypoints

You may want to set waypoint missions in space and on a planet, this is called chaining. First, create the waypoints in space as normal. Click on the planet or moon you wish to chain to making it the current target. Select the waypoint you wish to place on the planet or moon and drag it over to the selected planet or moon. Select the ëorbitî mission as the waypoint orders. Next, switch TacOPS to surface mode. If the ship is in orbit or you have a probe around the planet or moon currently selected, TacOPS will display the surface topology and the last waypoint you set with the ëorbitî mission will be displayed. You can then continue setting waypoints for the unit on the planet surface. To chain waypoints from the surface to space, simply give the last waypoint created on the surface the ëorbitî waypoint orders and change the TacOPS mode. When it switches back to space, you will see this waypoint pegged to the planet or moon. Any subsequent waypoint you set will now attach to it.

Note: If you do not create a waypoint after the last waypoint with the ëorbitî orders, the unit will remain in orbit.

Deploying Personnel with Transporters

To deploy personnel using the transporter, first make sure that it is operational, has power and that you have personnel in it. For information on this see the TACTICAL computer. Press the TRANS button to activate the Transporter

Deployment Designator, TDD. Left-click the TDD on the map to select the desired deployment zone. This will recall the CP. For precision deployment, remove the CP and zoom to the desired location. Activate the CP and select the TRANS again. You can then relocate the TDD. The size of the TDD is based on the current zoom level.

To deploy personnel on the planet surface, press the DEPLOY button and all personnel currently in the transporter will be deployed at the current location of the TDD. If waypoints are created for the deployed team, they will attempt to locate their waypoints and carry out orders, otherwise, they will remain exactly where they are. Marines deployed without missions will defend themselves against hostile attack.

To bring personnel back to the ship, press and hold the <CTRL> key while left-clicking on all desired personnel. When you are finished, release the <CTRL> key and press the EVAC button. All selected personnel will then be evacuated and brought back to the ship. Marines can move pretty fast so you may want to HOLD the dynamic update to make selection of these units easier.

Deploying Interceptors

The Battlecruiserís complement of interceptors can be given orders from the TacOPS and launched directly. Select the desired interceptor from the unit box, create a waypoint a mission orders for it and press the LAUNCH button to deploy the craft. You can also launch it from the bridge. Once deployed, the pilots will fly to the assigned waypoints and attempt to carryout the assigned missions. If an interceptor is launched without waypoint orders, the default assignment (which can also be changed via the Tactical computer) will be assumed.

Deploying Shuttles

The shuttle is controlled by a computer auto-pilot and can perform a variety of missions by itself without the need for a flight crew. Personnel in the shuttle must have orders before they are deployed.

Select the shuttle you wish to use from the unit box. These are labeled SC1-4. Next click on ADD to create a waypoint. Use the mission box to select a mission for the shuttle. After selecting a mission for the shuttle, if it is deploying a team, you must then select the team from the units box and create a waypoint mission for them. Press the LAUNCH button to launch the shuttle or you can launch it from the bridge. Unless a shuttle has orders which require it to remain on the planet surface, it will return to the ship when it completes its last waypoint order.

To evac personnel on the surface using the shuttle, simply create waypoints near the personnel and set the ëextract teamí mission. You must then either a) modify a waypoint mission for deployed personnel to ëevací or b) create a new waypoint. The shuttle will fly to its waypoints and all personnel with evac orders near the waypoint will fly to and enter the shuttle. The shuttle will hover at each waypoint for up to 5 minutes before it moves on to the next waypoint. When it reaches the last waypoint, it will return to the ship. If personnel are not there by then, they will be left behind.

Deploying Mining Drones

Each shuttle contains a mining drone which can be used for mining a planetís surface for valuable minerals. To deploy a drone, create a waypoint for the shuttle and select the ëdeploy droneí mission. The shuttle will deploy the drone which will then start to mine the surface until it is retrieved. Deployed drones can also be retrieved by selecting the appropriate mission.

Deploying ATVs

ATVs can also be deployed by the shuttles. Once deployed, you can then assign marines to use it by creating a waypoint with the ëuse atví command. Specify the desired ATV as the target. You can assign up to 4 marines to use an ATV. If you do not assign personnel to an ATV, it will remain where it was deployed. If an ATV is badly damaged, all personnel assigned to it will abandon it. If you retrieve an ATV, all personnel in it will also be brought to the ship.

Deploying Mines

Mines can be deployed around the Battlecruiser to form a protective shield around it. All the Battlecruiser support craft contain devices which prevent a mine from acquiring or detonating if they come close. Select the mine from the units menu and position it where you want as if you were creating a waypoint. Each waypoint is a mine. Using this method, you can deploy as many mines as you have in the mine bay and you can manipulate the waypoint markers (mines) to create a web around the ship. Mines cannot be retrieved. Press the LAUNCH button to deploy the mines or you can launch them from the bridge.

Communications

To communicate with a target, simply select it and press <c> to establish a link. If it can or wants to talk to you, the Communications Officer will establish the link. Select the desired transmission and press <enter> to send it. If the target responds, it will be displayed in the message area. In this manner, you can send commands to your support ships and maintain two-way conversations with other targets. If a target is trying to establish a two-way link, your Communications Officer will advise you and you can either acknowledge or ignore the request.

Waypoint Missions

PROCEED TO NEXT [All units]
The unit will not do anything at this waypoint. It will simply move on to the next as indicated.

WAIT FOR INSTRUCTIONS [All units]
The unit will hold at this waypoint and wait for further instructions. Interceptors will hold pattern in VTOL mode or circle the waypoint to avoid enemy fire. Marines will take cover behind structures away from hostile fire. Units will defend themselves if threatened.

STRIKE [Interceptors/Personnel]
This mission requires a valid target. The unit will strike this target only and either return to base or proceed to the next waypoint on completion. If equipped with ATA/STS weapons, crew will defend themselves if engaged without requesting weapons release clearance. AI controlled crew will only make one pass at the target. If the craft does not have the appropriate weapon, the pilots will simply bypass the waypoint.

INTERCEPT [Interceptors]
The unit will engage and seek to destroy all hostile air or space craft it detects in the vicinity of the waypoint. It will also pursue the enemy if necessary. This mission is used for the defense of a ëwide areaí.

PATROL [Interceptors/Personnel]
The unit will seek to protect the area along the flight path from enemy incursion. It will not attempt to locate or destroy any hostile ground targets or space structures. Valid targets are air/space craft only. The crew will never stray very far from the flight path to chase hostile threats. This mission is used for the defense of a ëlocalized areaí.

SEARCH & DESTROY [Interceptors/Personnel]
This is a combination of Strike and Patrol. The unit will actively engage and destroy all detected ground/space units and air/space craft regardless of class.

SUPPRESS ENEMY AIR DEFENSES [Interceptors/Personnel]
The unit will actively search for and engage targets capable of attacking aircraft. These include SAMs, SALs, Orbital Defense Systems etc.

ESCORT [Interceptors]
This mission requires a valid target. The unit will protect the craft they are escorting from hostile attacks. They will stay as close as possible to the escorted craft and will not engage any craft which do not pose an air/space threat to the escorted craft.

COMBAT AIR PATROL [Interceptors]
This mission is used to provide air/space support to STRIKE crafts. The unit will only search for hostile air and radar units to destroy.

REPEAT ACTIONS [Interceptors]
The unit will repeat the current waypoint circuit.

REPAIR [Teams]
This mission requires a valid target. The unit will attempt to repair the currently selected waypoint target. This mission will only be successful if the team consists of at least one system engineer. The target is considered repaired when its systems are back in operation, i.e. its damage factor is greater than 50 percent. The time it takes to complete this mission depends on the damage to the target. The more engineers in the team, the less time repairs will take. It normally takes 1 engineer, 5 minutes to restore 1% of the targetís damage.

DEPLOY/EXTRACT DRONE [Shuttles]
The shuttle will deploy/extract the drone as instructed.

DEPLOY/EXTRACT TEAM [Personnel]
The shuttle will deploy/extract the current team as instructed.

DELIVER/COLLECT CARGO [Shuttles]
The shuttle will deliver/collect the cargo as instructed.

DELIVER/COLLECT ATV [Shuttles]
The shuttle will deliver/extract the ATV as instructed.

EVAC [Personnel]
The unit will abandon their mission and prep for evac. When the shuttle arrives, all unit members with evac profile at the waypoint vicinity will be extracted.

REFUEL [Personnel]
This mission requires that the waypoint be positioned on a valid target. The unit will attempt to repower the targetís reactors. This mission is usually used for downed crafts or shuttles.

SEARCH AND RESCUE [Personnel]
The unit will search for any injured personnel and evacuate them. Personnel with life factor of 50 or less will be evacuated.

CAPTURE/RELEASE [Shuttles]
The shuttle will attempt to capture the current target in its tractor beam. If a shuttle is sent to a planet with its tractor beam active, it will be deactivated.

LOGISTIX

The logistics system consists of three subsystems, CRAFTS, CARGO and POWER.

CRAFTS
This subsystem is used repair the Battlecruiser and its support crafts. Select the craft that you wish to access (example Interceptor 1). The major systems of interceptor 1 will be listed on the right of the screen. The status of the system is listed as a percentage and is represented by a color code which is displayed in the lower left corner of the screen. To repair a system that is damaged, click on the system name on the right which will bring up a list of components as well as the options available to you. Possible options include REPAIR, REPLACE and UPGRADE. The availability of each of these options depend upon the resources that you have available(i.e. Spare parts, engineers etc.). If for example you choose to REPAIR a subsystem of the interceptor, you will be able to ìscheduleî the repair by assigning engineers to it. You will then be given an estimate of the amount of time required to make the repair. If you are missing any of the components required to fully repair a system, the engineers will still go ahead and use the available ones. This method is called partial repairs.

CARGO
This subsystem of the logistics computer is used to jettison cargo.

POWER
The POWER subsystem is used to allocate power to various Battlecruiser systems. The wise management of power is an essential skill in successfully commanding a Battlecruiser. Each system listed on the right of the screen is accompanied by a LED with a button on each end. Change the amount of power allotted to each system by pushing these buttons. You will notice that some systems can be adjusted incrementally while others are either on or off. The ship also has an auxiliary solar reactor which converts solar power retrieved by the solar panels to raw power. When the ship is close to a solar source, the solar panels automatically convert this to power which then becomes available for allocation via the solar reactor. Another important source of information is the ìFuel Storage Levelsî display which is located in the lower left portion of the screen. This display summarizes your inventory of minerals that are essential to the operation of critical systems.

ENGINEERING

Every star station and star base has the facility to perform repairs on docked space craft. At these facilities, you have to pay for all repairs performed except at GALCOM HQ where all repairs are performed free of charge. Sometimes, spare parts may not be available and therefore some damaged systems may not be repaired to 100% functionality.

NAVITRON

The Navitron system is used to plot waypoints to any region you wish to visit.
Once activated, it displays the full screen galactic map and a smaller system map based on your Current Location in the galaxy. Right click the mouse anywhere on the map to remove the system map. The galactic map shows the various star systems and the predominant alien species that control them. Star systems are linked by wormholes indicated on the map by connecting gray lines.

Setting Waypoints

You can set waypoints from the Navitron computer and link it to the shipís flight computer. First, display the desired system map by left clicking on it. Once it is expanded, locate the planetary region that you would like to go to. Position the mouse cursor over the region icon within the system map and press the <s> key. This sets that region as your destination. The Current Destination now shows the name of the planetary region and the system itís located in. Once you exit and return to the bridge, the navigation computer will compute all the routes required to take the ship from its current location to the selected destination once the autopilot is activated.

If you have the Hyperion Sub-Space Device artifact, you can also set a waypoint destination for it by positioning the mouse cursor over the region icon within the system map and press the <h> key. Once you return to the bridge, activating the HSD will take the ship directly to this waypoint.

Jump Points, Flux Fields and Worm Holes

Jump Points

Due to the vast expanse of the galaxy, advanced technology was used to create jump points. These transport the ship through hyperspace to emerge at the other end of the jump point. These devices are reasonably safe to use and only have one entry and exit point. Jump point links are displayed as connecting blue lines. If you called up the Sol system map, you will notice that the Saturn region is linked to the Earth region by a jump point.

Flux Fields

Flux fields on the other hand are natural phenomenon which effectively function as jump points but some have multiple entry and exit points. Once you enter a flux field you have no way of knowing where you ship will emerge. Flux fields are displayed as connecting yellow lines extending from the planetary region to the boundaries of the system map. This means that the exit point is outside the currently displayed system. If you called up the Sol system map, you will see a flux field originating in Mars, another in Jupiter and a third in Mercury.

Wormholes

These anomalies are natural phenomenon which exist in various parts of the galaxy. They are the gateway to other star systems within the galaxy. They are highly unstable and will cause some damage to a ship as it passes through. Wormholes only have a single entry and exit point and are displayed as connecting red lines. Unlike flux fields, you can always tell what system a wormhole originates from. This is displayed at the end of the wormhole hole line. If you called up the Sol system map you will see a wormhole originating from the Jupiter region and another from the Pluto region. The names at the end of the wormhole lines indicate that one connects to Alpha Centauri and the other in Sirius. Since you know that wormholes always connect star systems together, you can deduce that those two wormholes link the Sol system to the Sirius and Alpha Centauri systems.

TACTICAL

The TACTICAL computer system is used to give orders to your crew, prepare interceptors for battle, transport personnel and goods as well as accessing medical treatment facilities.

CREW

This subsystem allows you to assign duties to your crew as well as any guests or prisoners that are on your Battlecruiser.

LAUNCH

The LAUNCH subsystem is a convenient way to manage your interceptors. You can assign a flight crew, assign flight engineers, issue default orders and set the auto-arm option.
Select the ship you wish to access. This will display the craftís status and currently assigned pilots on the left side of the display and the current team of Combat Pilots on the right. Note: shuttles do not require pilots for operation.

The status for the Interceptor is fairly straightforward. It lists the status of all its systems in color code. Green represents a functional system, yellow indicates some sort or damage or malfunction and red depicts a badly damaged or destroyed system. If a system is currently being repaired, it will be color coded blue and the date/time the repairs will be completed.

The 'reactor charge' determines how much charge the craft currently has. The higher the charge, the more power available to its systems. The amount of charge is dependent on the status of the interceptor chargers. If none of them are operational, the flight engineers will not be able to charge the craft.

The 'flight status' indicates the status entered into the computer by the flight engineers. Launch control will not allow an Interceptor to launch if its status is not ëreadyí. When an Interceptor docks, 2 flight engineers are assigned by the Flight Officer to check its status and assess its flight status. A status code is then entered based on their assessment. These are explained below. If you do not have any flight engineers available the craft will not be assessed and you wonít be able to launch it.

The 'flight engineers' option allows you to assign or unassign flight engineers. If the Flight Officer is not on-station when an Interceptor docks it will go off-line until you manually assign flight engineers to check it. The first number in the hot field is the number of flight engineers currently assigned to this craft, the second is the number you have on standby. To assign a flight engineer, click on the up arrow located next to the iflight engineerî line. To unassign click on the down arrow.

The 'autoarm' option allows the flight engineers to program launch control to auto-arm the Interceptor. With autoarm on, launch control will scan the shipís weapons bays and try to assign the required weapons specified in the mission profile to the craft. If launch control cannot find a required weapon in the weapon bay, it will then attempt to locate a weapon of similar characteristics. If this fails, then no weapon will be allocated. If autoarm is off, it is your responsibility to arm the Interceptor prior to launch. If the weapons selected for autoarm are not appropriate, you can manually modify them using the loadout function which requires the Tactical Officer to be on-station.

LOADOUT

The LOADOUT subsystem is used to prepare personnel, weapons and other items for deployment as well as receiving minerals from returning shuttles. Loadout options are as follows:

TRANSPORTER

The transporter is used to deploy personnel to the planet surface or another ship using the TACOPS computer on the Battlecruiser. It requires power to be allocated for it via the LOGISTIX computer otherwise it wonít work. Select TRANS then click on [team]. The 10 slots available for transporting personnel will be displayed along with the category list of everyone on the ship and their current location. To transfer personnel to the transporter, click on the personnel category This person will then be transferred to the transporter. To remove someone from the transporter, click on the person in the transporter slot. That person will be returned to their original location.

Use the command pallet in TACOPS to transport the away team to the planet.

BC

In order for weapons to be available for the launch control system to fire, they must be loaded in the weapons bay. The Battlecruiser weapons bays can carry up to 20 weapons of varying types.

To load weapons into the Battlecruiser weapons bays, select [weapons] and the weapon slots will be displayed along with the contents of the shipís weapons cargo bays. To transfer a weapon into an available slot, scroll the weapons list until you find the desired choice. Select the weapon by clicking on its name, this will load the weapon into the first available slot. If you wish to remove a weapon from the weapon bay, click on the occupied bay and the weapon will be returned to inventory.

All weapons have a three letter prefix. Air to Air missiles are designated ATA, Space to Space weapons are STS, Air to Surface are ATS and Orbit to Surface missiles are OTS. You should launch the appropriate weapon for the job.

The shipís launch control system will not allow you to fire an ATA missile in space and vice versa.

The Battlecruiser also carries a deadly array of mines. Select [mines] and load the mine bay using method described for loading weapons.

Probes can also be loaded by selecting [probes]. There are three types of probes with different characteristics. The two letter prefix represents long, medium and short range probe types.

INTERCEPTOR

Loading weapons in Interceptor weapon bays is identical to loading the Battlecruiser weapons bays. Select the Interceptor you wish to arm from the list of available buttons. If an Interceptor is not docked on the Battlecruiser, you will not be able to access it.

SHUTTLE/ ATV

Shuttle and ATV operations are identical to the transporter operation. Select the shuttle or ATV that you would like to access. If it is not on the ship, you will still be able to access it but will not be able to perform any operations. After you have selected the desired craft, select the [cargo] option to access commands which will allow you to transfer cargo to and from the shuttle. The cargo category inventory list will appear. The available space in the shipís cargo and weapon bays and the current shuttleís bay will also be displayed. Select a category to display the shuttle and Battlecruiser bay contents.

To transfer cargo to the shuttle, scroll the list until you find the desired item, then click on the up arrow next to the shuttle column. Each click transfers one unit of the current item. To transfer an item to the Battlecruiser, click on the down arrow.

To transfer personnel into this shuttle, select [team] and follow the procedure described for the transporter. The shuttle can carry up to 20 personnel.

Each shuttle contains a preprogrammed mining drone. These can be deployed on a planet surface in order to extract mineral contents. The longer a mining drone is on a planet, the more minerals it may extract. This also depends on the mineral content of the planet. The mining drone is programmed to extract the five most prominent minerals on any planet up to a maximum of 1000 units.

To access a shuttleís drone, select [drone]. This will display the status for the drone and its current cargo content if any. You have two command options which you can use to manipulate the droneís cargo. To transfer all the droneís cargo to the shipís main cargo bays, click on ëstore cargoí. All the droneís cargo will be transferred to the current space available in the shipís cargo bay. To discard all the droneís cargo, click on ëjettison cargoí. If you already have a drone deployed, you can assign another drone to the shuttle by clicking on ëselect droneí. A list displaying all the drones, their status and assignment will be displayed. To assign a drone to the current shuttle, click on the drone number in the drop down menu on the right of the shuttle cargo screen.

MEDIBAY

The MEDIBAY subsystem is used to perform a variety of medical procedures on ships personnel. You have the ability to treat, vaccinate or release living personnel. If an important crew member dies you can use the cloning module to create a replacement.

ROSTER

ROSTER displays statistical information regarding your crew and yourself. Your personal statistics contain information such as your experience points, salary, medals awarded etc. The information on your crew details skills and personality traits which will be helpful in assigning individuals to tasks.

MISCON

When starting a new game, MISCON is used to select your desired mode of play. You can select ìFree Flightî if you would like to take the Battlecruiser out for training purposes or you can choose to enter the ìAdvanced Campaign Modeî which is the normal game state.

Once you have chosen a mode of play the MISCON system will restate your current overall campaign objectives.

COMMLINK

The COMMLINK system maintains a log of all internal and external communications. From this system you can review communications, clear the log and view your personal statistics. The file is unique to each player profile, therefore, it will be different from profile to profile. The log file can grow to a very large size but when it reaches 32K, you will be advised by the system to clear it.

SAVE

Select SAVE GAME from the main menu. Ten save slots are available for each career. Type a name for the saved game and click on the ìacceptî button.

RESTORE

To restore a game select RESTORE GAME from the main menu. Clicking on the desired career will display the saved games for that career. Select the desired saved game by clicking on it and then click on the ìrestoreî button.

TRADCOM

The TRADCOM computer is used to conduct trading transactions. The column to the left shows the Battlecruiser inventory. The column to the right shows the inventory of the starbase where you are docked.

Item Classes

There are several classes of items. Choose an item class by activating the drop down menu and clicking on it. The classes are:

1. Miscellaneous Items ñ This class includes various items including combat kits, medpacks and vacpacks.
2. Normal Minerals ñ This includes gold , plutonium and radine.
3. Repair Minerals ñ This class includes specialized repair minerals.
4. Spare Parts ñ This class includes numerous spare parts used to repair the Battlecruiser and other crafts.
5. Weapons ñ This includes all the weapons for the Battlecruiser and interceptors.
6. Personnel ñ This system allows you to recruit personnel to replace those that are lost.
7. Illegal Items ñ These items can only be found on non-GALCOM stations. The class includes those items that are considered illegal by Galactic Command for various reasons.

The region below these icons displays the available space in your cargo and weapon bays and your current finances. Weapons are only stored in weapon bays and regular cargo are distributed among the two cargo bays. Certain items can only be stored in a specific bay. Each item has a displacement value which determines how much storage space it requires. An item's displacement value and storage bay is displayed by placing the mouse cursor over the BUY/SELL buttons for that item.

Buying and Selling

To purchase an item and have it marked for transfer to the Battlecruiser, click on the BUY button for that item. The purchase price will be deducted from your finances and the item transferred to your ship if you have sufficient cargo space. To sell an item and have it marked for transfer to the facility, click on the SELL button. The selling price will be added to your finances and the item transferred to the facility once you exit.

You can use scroll the lists by clicking on the Up/Down arrow keys.

Recruiting Personnel

The Battlecruiser can host up to 250 personnel and you can recruit replacement system engineers, flight engineers and marines if they die in combat. Selecting the Personnel icon will display the current roster of personnel available at this facility for hire. You must have a vacant slot in your personnel file in order to recruit replacement personnel. Officers must be cloned in the Medibay. You cannot sell nor fire personnel.

Planet Information

Star bases are located on the surface of moons and planets while star stations are located in space. If information is available on the current planet and its alien nation owners you can access it by selecting the Planet Information button.

Tech level: This determines the planet's productivity and the availability of trade items. You will find more items at a planet of Tech Lvl 5 than on one of Tech Lvl 2.

0=Normal 1= +10% 2= +20% 3= +30% 4= +40% 5= +50%

Class level: This determines the planet's production specialty. A planet's specialty items are usually cheaper on that planet.

High Tech, HT: High tech items
Robotics, RO: Spare parts
Agricultural, AG: Food supplies
Minerals, MN: Minerals
Advanced, AD: Combines all of the above

Infl. rate : The Inflation Rate determines the overall price of trade items.

0=Normal 1= +10% 2= +20% 3= +30% 4= +40% 5= +50%

Sec. level: The Security Level determines whether this facility trades in illegal items. You won't find any illegal items at GALCOM controlled facilities and they won't purchase them from you. If you dock at such a facility, *all your contraband will be confiscated and you will be fined a hefty fee and or have a violation point levied against you.*

BATTLECRUISER BRIDGE SYSTEMS

General

The Battlecruiser bridge is the main operations area of the ship. From here you can issue commands to your crew, evaluate their response and of course fly the ship. The entire bridge area is divided into several consoles representing the stations for the Flight Officer, Navigation Officer, Comms Officer, Tactical Officer and you.

The four main computer subsystems, Bridge Viewer, NID, TACSCAN and CVD can be displayed or hidden. Once displayed, the NID, TACSCAN and CVD must be placed in ìcommand modeî in order to use them. This is indicated by a yellow frame around the display. To place the systems in ìcommand modeî left click the mouse in monitor region. The accompanying menu allows you to choose which function for the particular system will be active.

Flight Control

General

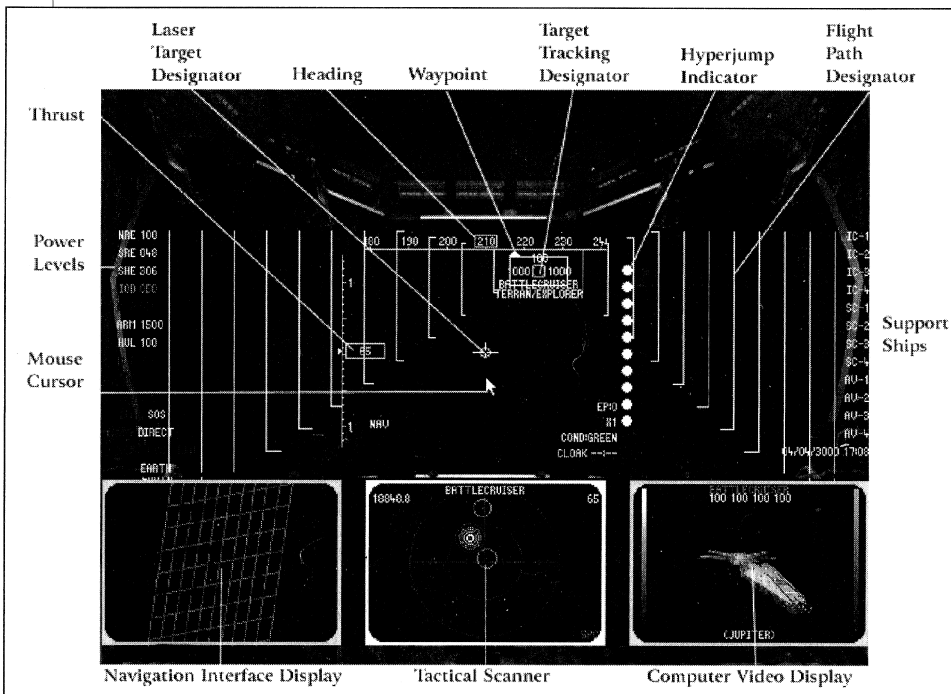
Flying the Battlecruiser is fairly straight-forward. First you need to make sure the Auto Pilot is off. Click on the autopilot indicator on the HUD to change to the off mode. You now have control of the battlecruiser.

Flight Modes

Normal
In this mode, the autopilot is off and you will be flying to a destination using 'real' space. Use the thrust control keys to rev the engines to the desired thrust setting. Once the ship is in motion, the SVI indicator will start to move. The number indicates you current flight speed. The higher the number the faster you are going. You can also apply afterburners by pressing the <`> key. This simply revs the engine a little higher producing extended thrust at the expense of additional fuel.

Once you are in motion, you can move the controller left or right to change your yaw direction. To roll the ship, hold down joystick button 2 while moving the joystick in the desired direction. The arrow keys on the keyboard will also roll the ship.

To slow the ship down reduce the current thrust setting and engage the retro-rocket using the <tab> key.



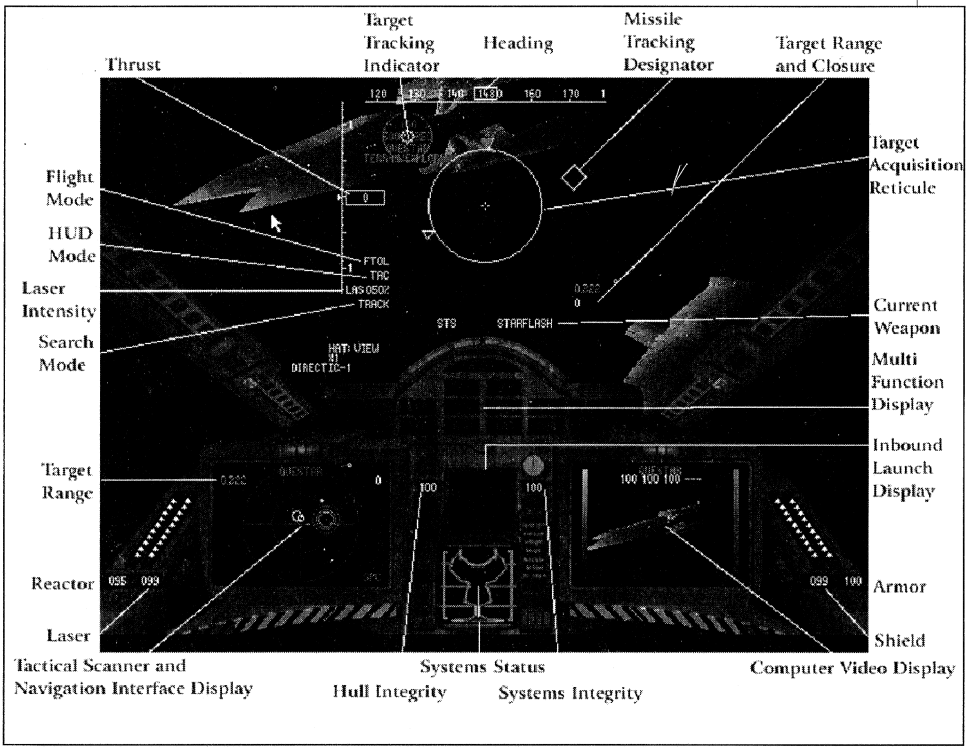
AutoNav

In this mode, the autopilot is used to fly to a target destination in the current region. With the HUD in NAV mode select a target in the CVD. When the autopilot is activated, it will orient the ship and automatically navigate the ship to the target. If the target is a planet or moon, it will establish orbit. If the target is a ship or base, the autopilot will take you to a relative point near the last known position of the object. The autopilot will apply the largest amount of thrust within the limits of the current engine and power restrictions in order to reach the destination. If necessary the autopilot will engage the hyperjump engines to reach the target.

HyperJump

Hyperjumping is the fastest method of traveling in space. This method uses hyperspace. The HSI indicator should be at level 10. Next, select a target in the NID or TACSCAN computer modes and engage the hyperjump engine at the desired thrust level using <ALT+1-9>. The higher the thrust setting, the shorter the transition time and the more power required.

Once the distance, power and transit related computations are complete, the ship will orient itself to face the target destination. When the flight path is computed a hyperspace jump anomaly will form a short distance from the ship. The autopilot then engages the shipís hyperdrive engines and then flies into the anomaly to enter hyperspace. Once youíve committed the ship to hyperspace you cannot prematurely drop out. You will have to go to the predetermined destination. Once the transition ends, the ship will emerge a short distance from the destination and the jump anomaly will collapse. The hyperjump ai system cannot compute jump coordinates into another space region. You will have to use jump gates to travel between space regions.



Intra-Stellar Travel

Jump gates are used to travel between space regions. When you select a jump gate in the NID, and display it in the CVD, the name of the sector hosting its exit point is displayed. To use a jump point it must be the current NID target. For obvious reasons if a jump gate isnít displayed in the CVD it will not activate.

Flux fields do not broadcast their exit locations since they can have several. Certain Flux Fields are predictable to a certain degree and occasionally your Navigation Officer will program them into the navigation computer for the autopilotís use.

You can also program waypoints using the NAVITRON computer. First switch to that computer and select a destination. On return to the bridge, the NO will have programmed the course and created all the waypoint jumps required to get there. Activate the autopilot system by pressing <a> and it will take the ship there.

Combat Operations & Weapons Systems

Shield Protection

Shield levels can be adjusted to suit your needs. The higher the shield setting, the more protection it will provide and the more power it will require. Shield strength is based on a percentage of total protection provided by the shield system. The maximum amount of protection the shield provides is based on the type of shield installed. After absorbing an impact the shield will recharge to the current protection level. The recharge rate is dependent on the amount of power allocated to shield control. The shield system uses plutonium for fuel. If you run out of plutonium fuel, shield control will shutdown. The higher the shield level the faster the plutonium is depleted.

The shield levels can be changed by clicking on the HUD Shield level icon. Choose the desired value from the menu.

Armor Protection

The hull of the battlecruiser is protected by a shell of armor. If the shield level drops to zero any additional damage will be absorbed by the armor. Unlike the shields, the armor cannot dynamically be regenerated. It must be repaired. The ARM indicator on the HUD represents the integrity of the ships armored external hull. If the armor is damaged the integrity level will fall to less than 100. If significant damage is taken by any one section of the armor damage will occur to some of the ships systems. If the hull armor is completely breached the ship will be destroyed.

Target Acquisition & Engagement

Activate the weapons system with <w>. The Ion Disrupter Array or IOD, the battlecruiserís main weapon, is fired with the <enter> key or joystick button one. The IOD has several charge levels available. At 1% charge the IOD fires rapidly but each blast does little damage. At 100% charge, it charges slowly but each blast does a great deal of damage. The laser blasts fire in a straight line, use the TLD or Target Lead Designator for the best chance of hitting the target.

Missiles are fired using the <space> key. The missile tracking indicator will confirm the status of the missile targeting computer. When it is in SCAN mode, it is looking for a target. TRACK mode indicates that it has a target and is attempting to lock on to it. LOCK mode indicates that the missile has locked on to the current target. Even though missiles can be fired in any of the above modes, best hit results can only be obtained in LOCK mode. Keep the enemy ship in the circular Target Acquisition Reticule during SCAN mode to acquire TRACK and LOCK .

Cloaking

If you are engaged in heavy combat or going up against a relentless and powerful target such as another attack carrier or star station, you may want to cloak your ship. While cloaked, the ship is invisible to all radar systems., if you launch support ships or fire weapons while cloaked, it will create a distortion field and your ship will be momentarily visible unless you have the Trans Matrix Cloaking Device. Activating the cloak only makes your ship invisible. An incoming missile will lose its lock if you cloak, but it will continue to fly in its pre-programmed direction until it runs out of steam. Therefore it is best to change the ship's location when you cloak. The cloak counter displayed on the BridgeViewer gives you an indication of how much time is left before the system runs out of Iridium and shuts down. If at anytime the ship runs out of power, the cloaking system will automatically shut down.

Passive Target Acquisition, PTA

The Battlecruiser has three turret laser arrays in addition to the IOD. These are controlled by the Passive Target Acquisition, PTA system. The Fore turret is mounted on top of the ship, the Mid turret is in the lower mid section and the Aft turret is mounted in the lower rear section.

When PTA is activated by pressing <p>, the laser turrets will autofire when a hostile target comes within range. You can switch to and fire these turrets at anytime during the game as long as they are functional.

Laser Turrets

You can switch to any of the 3 Battlecruiser turrets. In order to control it, you must de-activate the PTA system. The turrets have a different gun-sight from the IOD. The left and right line brackets indicate the recharge rate of the turret based on the current power setting. If the turret is re-charging a flashing broken X is displayed and you will not be able to fire until it has recharged. Since the laser turrets have their own power setting, you can independently adjust the power and the laser intensity of the turret.

There is also a threat warning indicator which displays which targets have tracked, locked or launched weapons at the turret. This indicator is for the turret only and NOT the Battlecruiser. The Systems Integrity Display, displays the current integrity level of the turret. The lower the number, the more damage the turret has taken. Once this drops to zero, the turret will be destroyed and you will be ejected from it and back to the bridge. You can schedule repairs and once it is back on line, you will be able to use again.

Warning! If you turn off the PTA system and switch out of a turret, it will remain off and the turret will not fire until you re-activate PTA!

Fast Target Acquisition and Lock, FATAL

This target acquisition system provides an easy way of attacking targets in the heat of combat using the shipís weapons computer.

To designate a target for the FATAL system, select the desired target in the TACSCAN and press <d> to designat it as a FATAL target. This will activate the FATAL weapons system and display the FWS mode of the CVD. Fron this, enter the number of the weapon you wish to use for this target. This weapon is then assigned a new num and colored yellow and will no longer be available for manual launch unless the FATAL target is removed. The t get blip in the TACSCAN and the MTD will change to yellow. Once the target falls within the parameters of the select missile, the FATAL system will automatically launch.

You can cancel a FATAL designated target by pressing <x>. Pressing <shift +x> cancels all currently assigned FATAL targets. You can assign up to eight FATAL targets.

Tractor Beam

To capture a target, first select it in the TACSCAN computer and press <t> to activate the tractor beam locking computer. You may want to activate the VidLink mode of the CVD so that you can see what youíre doing. You v see the image of the object with four brackets around it. Based on your distance, another larger solid blue box will also enclose the object. In order to grab the object, you must maneuver the ship so that the larger box becomes small enough to be superimposed over the brackets surrounding the object. The range to the target, c played at the bottom of the display will start to decrease as you move closer to the target. You must continue t orient the ship so that the object stays with the larger box. Once the proper range is reached and the target is the optimum orientation, the tractor beam will lock and the target will be captured. Note: Since the shields ne to be lowered to activate the tractor beam, raising them will deactivate the tractor beam system.

Launch & Retrieval Operations

General

You can launch and fly any of the twelve support craft on the Battlecruiser. When you switch to a support craf and control it, the AI for the pilots is suspended until you switch out or watch the shipís actions from the cockp by activating the autopilot. You can switch to any craft that is currently deployed but there is only one restricti all the crafts MUST be in the current region. You will not be able to switch between ships in the Earth and Ma sectors unless you must first switch to the Battlecruiser. The Battlecruiser acts as a link to all the other ships.

When you switch out of a ship, the AI for pilots will take over and they will attempt to carry out their missions. Please refer to the Battlecruiser Support Ships & Troops section for more information on your ships support cra complement.

Launching And Flying Support Crafts - Interceptors

To launch an interceptor press <ALT F1-F4>. Press <ALT F1-F4> again to switch to it. When the craft is launch without waypoint missions, it will automatically assume an intercept profile around the Battlecruiser. It will m tain this profile until it finds a target to engage or until it runs out of power. You can only launch crafts that a on ëreadyí status.

Launching And Flying Support Crafts - Shuttles

You can also launch and fly shuttles except that you CANNOT launch shuttles unless they have a mission set i the TacOPS computer.

Launching And Flying Support Crafts - ATVs

You can only drive ATVs on the planet surface after the shuttle has deployed them. To switch to an ATV, you m target it from the TACSCAN or TacOPS computer and press <ALT+SHIFT+s>. If the unit is destroyed, you will b returned to the Battlecruiser.

Launching And Flying Support Crafts - Marines

You can only switch to one of your marines after it has been deployed by the shuttle. To switch to marine, you must target it from the TACSCAN or TACOPS computer and press <ALT+SHIFT+s>. If the unit is destroyed, you be returned to the Battlecruiser.

Docking Procedures

To dock with a star base, star station or another carrier, you must first target it in the TACSCAN radar and pres <CTRL+d> to request docking clearance. Once clearance is granted, you will be vectored to a marshaling area

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You can also launch and fly shuttles except that you CANNOT launch shuttles unless they have a mission set in the TacOPS computer.

Launching And Flying Support Crafts - ATVs

You can only drive ATVs on the planet surface after the shuttle has deployed them. To switch to an ATV, you must target it from the TACSCAN or TacOPS computer and press <ALT+SHIFT+s>. If the unit is destroyed, you will be returned to the Battlecruiser.

Launching And Flying Support Crafts - Marines

You can only switch to one of your marines after it has been deployed by the shuttle. To switch to marine, you must target it from the TACSCAN or TACOPS computer and press <ALT+SHIFT+s>. If the unit is destroyed, you will be returned to the Battlecruiser.

Docking Procedures

To dock with a star base, star station or another carrier, you must first target it in the TACSCAN radar and press <CTRL+d> to request docking clearance. Once clearance is granted, you will be vectored to a marshaling area

awaiting your turn to dock. Once it is your turn, the target base will activate the RITS system. The RITS docking system will guide you into the docking bay.

If you dock at a star station with a ship in tow, you will be asked if the ship should be transferred to the station. If you choose not to transfer the ship to the station, it will park outside.

Bridge Viewer

General Operation

The <F1> key removes the bridge console and zooms the Bridge Viewer. The Bridge Viewer is the largest view area on the bridge. The display shows you a view of the outside world.

Operation Modes

The Bridge Viewer operates either NAV or TAC mode. Each mode determines the type of information that is displayed based on the state of the computer systems. Each mode will introduce different symbology pertaining to waypoint tracking or target acquisition.

In both modes, the shipís current heading, speed setting, hyperjump indicator, Waypoint Direction Indicator pointing in the direction of the current target, the shipís alert condition and the cloak elapse time are displayed. If the current target is off the Bridge Viewer field of view the Target Locator Line and Target Locator Box will also appear.

NAV Mode

In NAV mode, all tactical data is cleared. This mode is automatically selected by the Flight Officer and autopilot during flight. The Flight Path Designator, FPD, a navigation aid, is also displayed if activated.

TAC mode

TAC mode is activated by arming shipís weapon system using <w>. The current IOD intensity setting will be displayed. Once a missile is selected and armed with <backspace>, its type and name, acquisition state, the Missile Tracking Designator and Target Acquisition Reticule are displayed.

ViewScreen Data

Standard Data

Other data displayed on the Bridge Viewer includes:

NRE	Current power output of the nuclear reactor
SRE	Current power output of the solar reactor
SHE	Current shield setting
IOD	Current level of the Ion Disrupter Array laser
PTA	Status of the Passive Target Acquisition system
ARM	Current armor protection level
HUL	Current hull protection level

Current date, time, sector and the color coded status of your support crafts. Yellow indicates a craft that is on readying status, white is a launched craft, blue is a craft in engineering, red is a destroyed or off-line craft, green is a craft on ready status. IC, SC and AV refer to the interceptors, shuttles and All Terrain Vehicles.

Additional Data

The following may also be displayed in the Bridge Viewer from time to time.

IFF	Target IFF emitter
EMD	Electro Magnetic Disrupter jamming system
TRB	Tractor Beam status
ORB	Orbital profile active
A/P	Autopilot status
R/R	Retro Rocket status
VTOL	Vertical Take Of and Landing indicator
TRK	Hostile target is tracking your ship on radar
LCK	Hostile target has a launch solution on your ship
LNH	Hostile target has launched a weapon at your ship

Bridge Viewer Symbology

Ship Heading Indicator, SHI

An artificial heading indicator which indicates which direction the ship is pointing in. In space there is no defined sense of direction, however, numerous probes and satellites maintained by COMNAV provide space borne ships with a generic navigation aid.

Waypoint Heading Indicator, WHI

Shows the bearing to the current flight path target, i.e. that used by the FPD. It will peg and flash if at the limits of the heading tape. There is visual correlation between the WHI and the target (if any). It merely indicates the bearing, as read off the SHI, to the destination. If there is no suitable destination or the bearing is invalid, i.e. if the ship is above the destination, the SHI will be invisible or undefined. In space, bearings are computed assuming that Z=0 is aligned with the solar systemís orbital plane.

Ship Velocity Indicator, SVI

This is the shipís current velocity based on the current thrust setting. The value will increase or decrease based on the thrust, afterburner and retro-rocket settings. If the afterburner or retro-rocket is engaged and released, the SVI will slowly decrease until it matches the current thrust setting.

Hyperjump Status Indicator, HSI

Due to the vast expanse of space, ships use hyperspace for long range traversal. The HSI provides an accurate method of determining the transition time before the ship drops out of hyperspace. As the ship continues its hyperspace transition, the HSI will gradually countdown. Once the HSI is at level 0, this indicates that the ship is about to drop out of hyperspace. After each jump, the shipís engine are again configured in preparation for the next hyperjump. During that time, the HSI levels will gradually increase. Once it reaches level 10, this is an indication that the engine is now ready for another hyperjump.

Tactical Target Designator, TTD

The TTD is activated when a target is selected in the TACSCAN computer. It is depicted as a small green box on the Bridge Viewer. If the target is within the field of view, the name of the target is displayed below the box. Other information such as the targetís damage level, shield and armor levels are displayed on the top, left and right of the box respectively.

Navigation Target Designator, NTD

The NTD is the equivalent of the TTD but is activated when a target is selected in the NID computer. It is depicted as a small blue box on the BridgeViewer. If the target is within the field of view, the name of the target is displayed below the box. The approximate range to the target is displayed at the top of the box.

Flight Path Designator, FPD

The FPD is a navigation aid which enables you to accurately locate the direction of the current navigation target (selected in the NID) in space. It consists of a series of rectangles pointing in the general direction of the target. The FPD is color coded to assist in accurate orientation of the ship to the target. If the target is in the BridgeViewer field of view but at a great distance, it will be yellow. If it is relatively behind your ship and at a great distance, it will be red. The FPD will change to gray once you are relatively close to the target. The NTD of the target will be displayed at the center of the FPD if the target is in front of you. The FPD is only visible when the NID is the active computer system.

Target Locator Line, TLL

The TLL is used to locate the currently selected navigation or tactical target. If the position of a TTD or NTD leaves the field of view, the TLL and box X symbology is activated. The TTD or NTD rectangle then changes to a thickened box pegged to the edges of the BridgeViewer. A flashing X is superimposed over the box indicating that it does not reflect the position of the target and that the NTD and TTD do not have a valid target.

The position of the box is such that an imaginary line drawn from the BridgeViewer optical center through the center of the box intercepts the target. To further clarify the position of the target the TLL is drawn from a position in the BridgeViewer above the optical center (indicated by a small +) to the target. The position of the target can be triangulated from this information except when the target is abeam (when the lines will be parallel).

When the target is behind the ship, the TLL/Box X symbology flashes rapidly. The triangulation must be interpreted differently in this case as the target is not in the indicated position in *front* of the ship, but at that position *behind* it. The TTL/Box X is still valid as a steering cue in this state. The color of the TLL/Box X is the same as the current TTD and NTD target.

Vertical Take Of & Landing designator, VTOL
The VTOL indicator is displayed when the shipís thrust vector is changed from the default forward flight to vertical flight. This is useful while in the atmosphere of planets. The VTOL box has a number of carets on the left, right and bottom sides. The indicators on the left and right represent the shipís up and down movement and the ones on the bottom represent its side movement. In VTOL configuration, the flight controls act upon the ships vertical movement like a helicopter. Increasing thrust moves the ship up and decreasing it brings it down.

Laser Target Designator, LTD
When the shipís primary laser is fired, it flies straight and in the direction in which the ship is pointing. The LTD provides a targeting aid when the IOD laser is fired. The LTD is coupled to the ships flight control so that it moves with the ship. It can however be de-coupled from the flight controls so that it moves about the BridgeViewer field of view when selecting a direction of fire. Please refer to the Tactical Operations section for more information on target acquisition techniques.

Target Acquisition Reticle, TAR
The TAR is active when a missile is armed in TAC mode. The reticule diameter is dependent on the range of the selected weapon. The greater the range, the larger the diameter. The maximum range is pegged at 1100 km. The actual diameter should be used only as a guide to the weapon range. If the selected weapon is the wrong type, such as an ATA selected in space, the reticule changes to red and flashes indicating that the weapon cannot be fired.

Target range is indicated on the reticule by a triangular Target Pointer which moves around the outer edge of the reticule clockwise from the top as range increases. The complete circumference of the circle represents a range of 1100 clicks. If the range is greater than this, the pointer pegs at the top and flashes.

The reticule has two tick marks on its circumference which represent clockwise respectively the minimum and maximum lock range of the current weapon. The goal is to get the Target Pointer between these two marks for a valid lock. It is also assumed that the chance of a missile hit is best if the pointer is exactly midway around the circle between the minimum/maximum marks.

In VGA, ticks and pointers are simple lines. In SVGA, open triangles are used for the range limits while a filled triangle represents the Target Pointer.

Missile Tracking Designator, MTD
Once a missile is armed, its seeker system will start to scan for a valid target. This is represented by an MTD moving around the BridgeViewer. During this search, the missileís acquisition state will be set to ëscaní mode. Once the weapons computer verifies that the current TTD is a valid target, the MTD will be displayed inside the TTD and change to ëtrackí mode. If the target is a friendly or invalid target, a flashing break X symbol will be displayed over the TTD. As soon as the target comes within the valid range of the currently armed missile, the acquisition state will change to ëlockí. This is the cue to launch the weapon. Please refer to the Tactical Operations section for more information on target acquisition techniques.

Target Lead Designator, TLD
This is a target acquisition aid which resembles a small broken box. It attempts to predict where the current target would be in the next few seconds. If you were to fire at the box, this is where the target is calculated to be by the time the laser shot reaches it. During laser fights, try to fire at this box or near it to increase your chances of hitting the target.

Navigational Interface Display NID

Mode 1: Navigation Map, NAVMAP
This mode tracks interstellar, miscellaneous & navigation waypoint targets superimposed over a grid representing the space around the ship. Objects are represented by small dots which can be selected by pressing <,> and <.>.

The radar scan range, depicted by a vertical column of dots on the left of the display, can be increased/decreased by pressing <SHIFT+z>. When a target is selected, the Navigation Tracking Designator, NTD (blue box) appears in the BridgeViewer and marks the general location of the target. The number above the NTD is the targetís range and its name appears below the NTD box. Its range is also displayed in the top left corner of the NID and its closure rate displayed in the top right corner.

A VidLink representation of the currently selected target can be viewed in the Computer Video Display, by pressing <i>.

Mode 2: Waypoint Tracking System, WTS

When a destination is set in the Navitron computer, the Navigation Officer(NO) then plots a course to the destination and stores these as waypoints in the WTS. These can then be used by either the shipís AutoNav system or the Flight Officer for the journey to the destination. The WTS lists the number of waypoints required to reach the destination , the name of the sector and system each waypoint is located in.

To program the AutoNav system to fly the ship to a previously selected destination, simply press <a>. You can abort the journey and clear the waypoint list at anytime, even during flight, by pressing <SHIFT+x>. Once the ship arrives at the destination the WTS will once again be blank. If the Flight Officer has helm control, he will automatically fly the ship to the destination as soon as the NO has plotted a valid route.

Mode 3: Probe Link System, PLS

The Battlecruiser can launch and monitor up to 10 probes at a time. Probes are used primarily to explore distant regions. Once a probe is launched, you can use the TACSCAN and TACOPS computers to link your navigation system to the probe.Probes are very robust but if you launch one into a hostile region, there is a chance it will be destroyed.

Probes come in different types and the range determines how far and how many waypoint jumps it can make. A short range probe can make four jumps, a median range probe can make six and a long range probe can make eight.

Probe Operation

Probes can operate in one of two modes. In NAVSCAN mode, it simply orbits a point in space and reports anything which comes into its range. This includes detected planets, moons, ship movements etc. In TACSCAN mode, a probe will establish orbit around a planet or moon and send reports on surface activities as well as events occurring in space around the vicinity of the planet. Once a probe is launched, its status will change from ready to either NAVSCAN or TACSCAN based on its launch target.

Launching a probe

To launch a probe, first select a valid destination for the probe using the NID. This can be a planet, moon or jump anomaly such as a jump point, worm hole or fluxfield. To view your selection, activate the VidLink camera in the CVD. Once you have selected a jump gate activate the PLS mode and select a probe. Use <shift+,> and <shift-.> to cycle through the probe bays. After you have selected a probe, press <ALT+F9> to launch it.

Once the probe is launched, the PLS will display statistics such as its status, sector location or planet name if in orbit, launch date and time, programming, target sector and the number of jumps it can make.

In NORMAL mode, the probeís radar scanners are active and operate like normal ship radar and can be detected as such. Each time a target comes within range of the probeís radar, it will send a message to the ship. A probe only relays information about dynamic objects such as ships, star stations, comets & asteroids. When it first enters orbit, it will announce the name of the planet or moon.

Linking a probe to the ships radar system

A launched probe can operate in either NORMAL (default) or TACLINK mode. In NORMAL mode, it is simply scanning and relaying data it gathers. In TACLINK mode it you can actually view what your probe is scanning. To select this mode select the probe you wish to establish a link with in the PLS and press <?>. When the TACSCAN is selected, a small white flashing box at the lower left corner of the TACSCAN computer indicates that the system is now getting targeting information from the probe. You can now use the TACLINK to look at all the tactical targets at the probeís region. You can also select navigation targets such as planets, in this mode from the NID without switching to that mode. Simply make sure the PLS is active and then use the target selection keys, <,> and <.> to cycle through the targets.
Even though the NID is not active, the probe is relaying the data directly to the NID system so you do not need to make it active. If you switch NID modes, the TACLINK command will be canceled. You can also disable it by pressing <?> when the probe is selected.

Reprogramming a probe

You can re-program a probe to leave its current location and go to another. First, activate the PLS and select the

probe. With the probe selected, the NID will be receiving its data through TACLINK. Use the NID target selection keys to select the new destination. If you want it to orbit a planet or moon, then select that object. If you want it to go to another sector of space, then select a jump anomaly. You want to have the CVD in VidLink mode to see the targets. Once you have selected the new destination, press <ALT+F9> to send the instructions to the probe. The target location will change to reflect its new destination.

Detaching a probe
To detach a probe from the shipís tracking system, select it in the PLS and press <SHIFT+x> command. The probe will immediately self-destruct. A probe is also automatically detached from the ships tracking system if it is destroyed. When a probe is destroyed, its slot becomes vacant.

Once a probe is launched, it cannot be retrieved.

Mode 4: Navigation Information Relay
This mode simply shows your location and the current date and time.

Tactical Scanner, TACSCAN

General
Pressing <ALT+SHIFT+k> toggles the TACSCAN computer and <k> puts it in command mode allowing you to cycle through its operating mode. The TACSCAN is linked directly to the tactical and weapon systems.

The TACSCAN computer is the heart of the shipís radar system. It is capable of tracking targets in space and in interceptors can also scan airborne targets. Within the display are two circles which give and approximate indication of where the target is located in relation to your ship, and its bearing. Generally, any target which is within the inner tracking region, is in front of you. Anything outside this region and within the outer region is behind you. Your ship is in the center of the display. If a target were at the center point of the BridgeViewer its designator in the center of the TACSCAN.

Operation
Once the TACSCAN is activated it is placed in active scan mode. This means that it will continue to scan the region and display anything it finds as color coded blips.

Green	Friendly	Red	Enemy
Blue	Unidentified	White	Missiles/mines
Gray	Disabled craft	Yellow	FATAL designated target
Cyan	Tractor beam target		

When another system is placed in command mode, the TACSCAN switches to passive mode. In this mode it does a less frequent search pass making it harder for other radar systems to get a quicker lock resolution. If you have the Trans Matrix Cloaking Device, the TACSCAN will be able to detect the distortion in the space-time continuum and see all cloaked targets. The CLK symbology is displayed if the current target is cloaked.

Modes
This radar system has two operating modes, Multiple Target Tracking, MTT (default) and Single Target Tracking, STT. In MTT mode, all targets are displayed. The circles radiating from the radar blips represent the tactical scanning status of the object. A faster radiating set of circles indicate that the target is aggressively searching for targets.

Target Selection
By default, all valid targets are displayed. You can change the class of target that are scanned by using the <g> filter command. Once this list is displayed in the CVD, press the number corresponding to the target types you want to filter out. These will be displayed in a low red color.

Once a target is selected the Target Tracking Designator, TTD will appear on the BridgeViewer in the general direction of the target and will continue to move with the target as it tracks it. The target can be viewed and identified in the CVD by pressing <i>. If the target is a friendly, the IFF will illuminate.

If a target has been identified as a threat, you can press <s> to switch Single Target Tracking, STT mode, filtering out all other targets. To revert to MTT mode, press <x>.

Weapons Launch
Please refer to the Tactical Operations section for target acquisition procedures.

Computer Video Display, CVD

General
Pressing <ALT+I> toggles the CVD computer and <I> puts it in command mode allowing you to cycle through its operating mode. The TACSCAN is linked directly to the tactical, navigation and weapon systems. The CVD has several operating modes.

Modes

MODE 1: Systems Status Relay, SSR

This mode displays a series of color coded icons depicting the various primary systems. Damaged systems are yellow, destroyed ones are red. When a system is being repaired, it will change to blue.

NRE	Nuclear Reactor	SRE	Solar Reactor
TAC	Tactical Computer	LOG	Logistix Computer
NAV	Navitron Computer	MNC	Main Computer
SHD	Shield	HULL	Hull
ENG	Engine	REC	Reactor Core
WEP	Weapons Computer	COM	Communications Computer
MLS	Main Life Support	ALS	Auxiliary Life Support
MIN	Mine Bay	PRO	Probe Bay
TRA	Tractor Beam Control	BRV	BridgeViewer
EMD	Electro Magnetic Disrupter	TAC	TacOps computer
CLK	Cloaking System	LAS	IOD
SP1	Solar Panel 1	SP2	Solar Panel 2

MODE 2 : Video Link, VidLink

Identifying targets
When a target is identified in the TACSCAN or NID computers, its image operation integrity can be displayed. If it is a tactical target, its shield level will be displayed as a bar on the left and its armor level as another bar on the right. The number below its name represents its operation integrity.

Missile views
This mode is also activated when weapons with video logic tracking such as ATL/V & RITL/V types are selected or launched. When the missile is launched, its camera tracking system displays an infrared image of the target. The missile ëburní time, which is the time left before the missile energy is depleted, along with its speed and its current range to the target are also displayed. The tracking image & data are cleared if the missile energy is depleted or when the target is destroyed. You can also clear the image by selecting another CVD mode. When the missile goes out of scope, i.e. hits the target or runs out of power, the camera will be cleared.

MODE 3 : Crew Status Display, CSD
This system is linked directly to the MediBay computer system. You can use it to display the life status of the shipís crew. Use the <,> and <.> keys to cycle through the list of personnel. If you press <i>, the image of the person will be displayed in the NID. You can remove it by pressing <i> again. When the list gets to the last officer, it will scroll over to the combat pilots.

You can also use this mode to suppress messages from any person in the display. Select the person and press <g>. The name will be gray. Messages from this person will no longer be displayed but will still go to the COMMLINK computer for viewing.

MODE 4 : FATAL Weapons Selection, FWS
This mode is activated when a target is designated for the FATAL system using the TACSCAN computer. It displays the weapons currently loaded in the weapons bays and those assigned to the FATAL system.

MODE 5A : Support Ship Status, SSD
This mode allows you to view the status of your Interceptors, Shuttles and ATVs. Use the <,> and <.> keys to cycle through the list. Please refer to the Launch & Retrieval Operations section for a discussion of the various ship states.

MODE 5B : Support Ship Status, SSD
This mode lists all the ships in MODE 5A on one screen for an at a glance look. The entries are color coded to match what is displayed on the BridgeViewer.

Other Crafts

Interceptors
You can fly any of the Battlecruiserís interceptors. All the flight controls and BridgeViewer data for the Battlecruiser are identical in the interceptor HUD.

The NID and the TACSCAN share the same display on the left and can be activated using the <j> and <k> keys.

The damage status of all the interceptor systems affects their operation. The life factor of the pilot is constantly monitored, if he dies, the ship view will switch to the rear and can only be flown from this station. If the copilot dies, you will not be able to switch to the rear cockpit.

During an emergency, you can eject from the craft and the escape pod will attempt to locate and dock with the Battlecruiser. The surviving pilots will be sent to the MediBay. If you eject on a planet surface, the pod will fall to the surface and the surviving pilots will leave the pod and wait for extraction.

Once an interceptor is destroyed, it can be replaced with a new one.

The following systems are unique to the interceptor:

HUD
Pitch ladder: Horizontal pitch ladder
Altitude indicator: Ships current altitude above the surface
Ground level indicator: Actual distance from under the craft to the current position directly under the ship.

SYSTEMS

Multi-Function System, MFS:

TRACK/LOCK/LNCH: Track/Lock/Launch warning indicators
SYS/EMD/ORB/PWR: Systems failure
Jammer active
Orbit status
Power failure or critical level
IFF/MSL/LAS/EJT: IFF
Missiles depleted
Laser power depleted
Eject warning

Inbound Launch Display, ILD
This system only monitors missiles which are locked onto your ship and missiles that you launch. It provides a backup for the TACSCAN which displays all launched missiles. Your shipís position is at the center of the display.

Hull Integrity Display, HID
Displays the status of the shipís hull. Yellow indicates a minor breach and Red a severe breach.

Systems Integrity Display, SID
Displays the ship's integrity level in digits.

System Status Schematics - SSS
This schematic displays the status of the shipís critical systems. Each system is indicated by a dot on the

schematic. If the indicator is yellow then that system is damaged or malfunctioning and it is red if the system is destroyed. The layout is as follows:

LAS
TAC
CVD CVD
HID
MNC NAV EMD
ILD COM HUD
MLS
NRE
ENG

The bars on either side of the schematic represent the shipís shield status. When the shields are on and active, the bars are GREEN based on the current setting. They will go off if the shields are shutdown and change to RED if the shields are destroyed.

CO-PILOT STATION

The copilot station has some systems identical to the pilot station. It also hosts the Redundant Systems Array, RSA computer located above the TACSCAN. The various modes can be switched with <,> and <.>.

RSA: Mode 1
Displays the radar target filter.

RSA: Mode 2

Interceptor	Interceptor number
Reactor	Reactor power level
Laser	Laser intensity level : current setting (FULL/MEDIUM/LOW)
Shield	Shield power level
Armor	Armor strength level
Hull	Hull integrity level
Integrity	Systems integrity average percentage
Pilot	Pilot's stats
Copilot	Copilot's stats

RSA: Mode 3

Mission	Mission type for current waypoint or interceptor profile
System	Current star system location
Quadrant	Current quadrant location
Sector	Sector location
Speed	Current set/actual speeds
Altitude	Current altitude if on planet
Deployed	Time/date ship was deployed
Current	Current date & time

Hull Integrity Display - HID

The center square represents the ship's hull armor. This is green if it is 100%, yellow if less than 100% and red if breach level is 50% or greater. The hull integrity status is only updated if current armor level is breached.

If the shields are inactive, when the ship takes a hit, the armor will provide some protection based upon (a) the force of impact and (b) the area of the hit. If the hull armor is completely breached, the ship will be destroyed.

Each ëbarí around the hull icon represents a level of shield protection to the ship. When the shields are activated, these bars will be lit based on the current setting.

Reactor Power Level

Monitors current reactor power and is normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Laser Power Level
Monitors current laser power and is normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Shield Power Level
Monitors current shield power and normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Armor Protection Level
Monitors current armor protection level and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains.

Notes: The FATAL and PTA weapon systems are not available in the interceptor.

Shuttles
You can fly any of the Battlecruiserís shuttles. All the flight controls and systems are similar to those of the interceptor.

The shuttle is not armed.

The NID and the TACSCAN share the same display on the left and can be activated using the <j> and <k> keys.

The damage status of all the shuttle systems affects their operation. Since it is flown by an autopilot, you will only be forcibly switched out of it when it is destroyed or if you eject.

If you eject from the craft all the personnel will immediately be ejected into space or onto the planet surface. Personnel with jetpacks (marines) will survive but normal personnel will not. In space all personnel will survive until picked up since they all wear protective suits. The craft will auto-destruct.

Once a shuttle is destroyed, it can be replaced with a new one.

Systems

Reactor Power Level
Monitors current reactor power and is normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Hull Integrity Display
Monitors current hull protection level and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains.
Drone Integrity Display
Monitors current armor protection level of the mining drone in the shuttle and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains. When the drone is deployed, this display will continue to monitor its status.

ATV Integrity Display
Monitors current armor protection level of the ATV in the shuttle and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains. When the ATV is deployed, this display will continue to monitor its status.

Multi-Function System, MFS
TRACK/LOCK/LNCH: Track/Lock/Launch warning indicators
IFF/TRB/EJT: IFF designator
Tractor beam status
Eject warning

ATVs
You can switch to and control any of the Battlecruiserís ATVs once deployed by the shuttle. All the flight controls and systems are similar to those of the shuttle. Since the ATV can only be driven on the surface, it will operate like a car.

The ATV is auto-armed with 10 APM-Radix all purpose missiles. These can be fired at air or ground targets. The rocket launcher is mounted on either side of the vehicle with 4 pods on each side. These missiles do not need a missile designator. Once fired, they are launched at the currently selected TTD.

The NID and the TACSCAN share the same display on the left and can be activated using the <j> and <k> keys.

The damage status of all the ATV systems affects their operation. Since it is flown by an autopilot, you will only be forcibly switched out of it when it is destroyed or if you eject.

If you eject from the craft all the personnel will immediately be ejected onto the planet surface. Since the ATV is a ground vehicle, all personnel will survive the ejection. The craft will auto-destruct.

Once an ATV is destroyed, it can be replaced with a new one.

Systems

Reactor Power Level
Monitors current reactor power and is normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Laser Power Level
Monitors current laser power and is normally green. When 50% power remains, it changes to yellow and changes to red when less than 15% remains.

Hull Integrity Display
Monitors current hull protection level and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains.

Armor Integrity Display
Monitors current armor protection level and normally green. When 50% protection remains, it changes to yellow and changes to red when less than 15% remains.

Hull Integrity Display, HID
Displays the hull protection level in digits.

Systems Integrity Display, SID
Displays the ship's integrity level in digits.

Multi-Function System, MFS
TRACK/LOCK/LNCH: Track/Lock/Launch warning indicators
IFF/EJT/MSL/LAS: IFF designator
Eject warning
Missiles depleted
Laser power depleted

Marines
You can fly any of the Battlecruiserís marines once deployed by the shuttle. Marines use jetpacks for flight and can only go up to 1000 ft in the air. The visor of the marine will simply show his current life factor and the current level of the weapon he is carrying. Marines launched by the Battlecruiser select their weapons at random, therefore you may switch to a marine carrying a missile launcher or one carrying a laser. If a marineís life factor reaches 0, he will die and you will be switched out of his suit. A marine cannot eject from his suit.