# STAR HAMMER II

## THE VANGUARD PROPHECY

SLITHERINE

black lab

# CONTENTS

# 1. BACK STORY

"At its peak, at its finest, the human race is a network.

"We create channels of infrastructure, history, economics and politics to service the greater community. In the everyday, our actions can serve the needs of dozens, hundreds, thousands or a handful of people.

"My great, great grandmother, Hetty Joyce, was chief navigator aboard the Biswell II; her every day duties directly impacted the one hundred and seventy seven Biswell crew members, whose manifest included over twelve thousand service people, ministers, engineers and civilians. That proud Conveyance vessel successfully made landfall, and now serves as the Biswell Research and Development Ministry block, on whose steps we stand today.

"The Biswell II did not leave Earth alone. During the one hundred and forty six year journey, Biswell II guided, by the steady course of Hetty, five inert carriers, each with another dozen thousand people. The carriers followed in the wake of Biswell II, wholly reliant on Hetty's navigation to provide a safe stream to carry them to our new home.

"Hetty was a linchpin in Biswell's success during Conveyance. The network of her influence expands out to everything we see and touch today; these walls, this frontier land, and each other.

"It would be remiss of me to insist that our survival and our deliverance to Novus was solely on Hetty's shoulders. Just as she reached out to impact on tens of thousands of lives, so did every serving navigator, captain, engineer and steward that served in Conveyance. Biswell II was only one of fifteen ships that touched Novan dirt. Each Conveyance transport, each network, had its own version of Hetty.

"We are twenty four years past first landfall on Novus. For every year that we continue to survive past the initial twenty four, we have a network of people to thank. Of engineers who build. Of scientists who develop, and economists who prosper. And of service people,

of both the Coalition Navy and Coalition Ground Forces, who not four months ago sacrificed their lives to protect us from the nautilid.

"I say first, but I cannot with full conscience promise it will be the last. The nautilid destroyed may have been a fraction of their force, or it may have been the whole of their network. We must keep our eyes open, looking ever upward, to make sure that should conflict ever rise again, we do not need to have relied on an individual to have done it for us.

"If Hetty Joyce was the linchpin of Biswell's success, then Fredan Dyce is the linchpin of Novus' future. He was the individual that cleared our skies. He was the individual that took the fight to an enemy who would not rest, at a time when we all thought we had already lost. When the time came, Fredan was already where he needed to be, because he was looking ever upward while we shuffled and stared at our feet. The memories of those buried behind us owe to Fredan the chance that they will be remembered. The futures of our children owe to Dyce the opportunity that they will continue to build our network on this planet.

"It is with open heart that I welcome Fredan Dyce to the Coalition Executive Board as our first Humanitarian Futures Director. It is not lightly that we have introduced a fourteenth chair onto the Board, and unanimously we believe that the addition will be a boon to the constant economic, political and historic growth of the Coalition, and of Novus.

"Our newest chair, Director Fredan Dyce. Profitable may he serve."

– Executive Chairperson Lonny Joyce (BIS)

at the induction of Vice-Admiral Fredan Dyce as
HR Chair of the Coalition Executive Board,

24 ANC

# 2. MAIN MENU



From the main menu, you can choose from the following options:

- Start New Campaign
- Resume Campaign
- Load Campaign
- Skirmish Battle
- Data Archives
- Options
- Exit

## 2.1. START NEW CAMPAIGN

This option starts a new campaign. The campaign is a narrative driven series of battles that happen over the course of the Second Contact War. If you start a new campaign and an existing campaign has already been started, progress in the existing campaign will be lost.

## 2.2. RESUME CAMPAIGN

This resumes an existing campaign using the last autosave point. You will be taken directly to the Mission Select screen to continue your campaign. The autosave game is updated every time a mission is completed successfully.

## 2.3. LOAD CAMPAIGN

The option loads a previously saved campaign that was created manually.

> NOTE: Saved game files are created in the Chapter/Mission Select screen, described later.

A dialogue will appear with the available save games, showing the various slots. Each save game slot lists the current chapter and last mission completed, and the total number of missions completed in the campaign.

> NOTE: When a saved game file is loaded, any unsaved progress in the autosave game is lost.

## 2.4. SKIRMISH

Skirmish mode allows you to create a customised battle scenario to play and hone your skills as a Naval Strike Group Commander..

There are two types of Skirmish maps:

- Mission Simulation: Replay a completed scenario from your campaign with a customised fleet

- Battle Training: Design a skirmish battle between a Coalition Naval Strike Group and a customized nautilid pod

Skirmish options are only available once the first campaign mission has been completed successfully.

### 2.4.1. MISSION SIMULATION

Select the mission to attempt from the list. A description will be shown to confirm the mission you have selected. Click Proceed to progress to the Strike Group customisation view.

From the ship list on the left, drag the icon of the ship onto the starting grid. The mission difficulty will determine the number of Command Points available to you. As per the campaign, the number of units in your strike group is equal to your Command Points.

### 2.4.2. BATTLE TRAINING

Select the location of the battlefield, and the size of both fleets. Select your units for the nautilid pod, and then for the Coalition strike group, by dragging the icon from the list on the left onto the battlefield. You can choose to have units automatically selected for you by clicking Auto-Select.
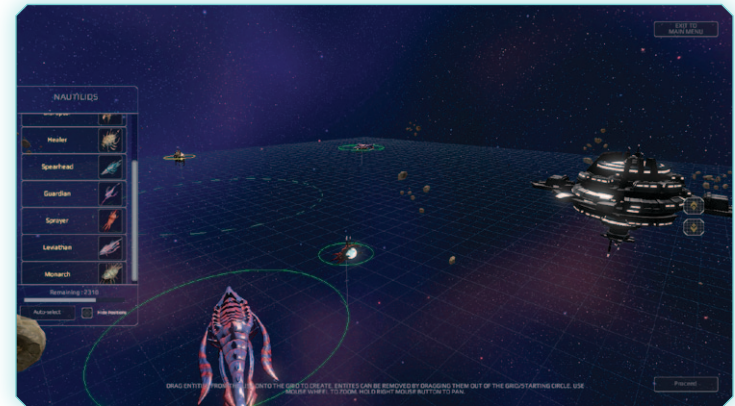


To remove a ship (friendly or foe) drag it off the grid.

Use the mouse wheel to zoom in and out. Holding down the right mouse button when moving the mouse will pan the view.

Click the Proceed button when ready to start the battle!

### 2.4.3. SURPRISE ME

The "Surprise Me" options creates a scenario with randomised units for both sides.

## 2.5. DATA ARCHIVES

The Data Archives contain a vast array of information about the history of Novus and the Coalition, specification of ships of the Coalition navy, background information about key people in the First and Second Contact War, and more.

The Data Archive will load in your web browser, and the game will be minimized. Once you have finished exploring the Data Archives, use Alt+Tab on Windows or Command+Tab on Mac to return to the game.

## 2.6. OPTIONS

The Options menu includes:

- Adjust music volume
- Adjust sound effect volume
- Graphics Options: change the screen resolution, toggle between fullscreen and windowed mode and set the graphics detail level.
- Reset Instructions: the first time you play a campaign mission, you will be presented with a series of instructions to assist with learning how to play the game. These instructions are only shown once. By selecting this option, the instructions will be shown again the next time you play a campaign mission.

## 3. GAMEPLAY

In Star Hammer: The Vanguard Prophecy, you will control a Naval Strike Group of Coalition assault and capital ships through an intense campaign of missions, as well as manage the crew of your flagship and the strength of your fleet.

Combat in Star Hammer: The Vanguard Prophecy takes place in a WEGO system, where each round is split into the **Planning Phase** and the **Simulation Phase**.

During the **Planning Phase**, you will give your commands to the ships of your fleet. Commands available to you include:

- Movement orders
- Select targets and setting firing modes
- Launch munitions, such as guided missiles, anti-missile countermeasures and drone squadrons
- Adjust the energy distribution of each ship's energy core
- Balance shield strength
- Start or cancel repairs
- Ram an enemy unit

Once the **Planning Phase** is complete, click the "Go" button (or press Enter) and the **Simulation Phase** begins.

During the **Simulation Phase**, the commands you set up during the **Planning Phase** will be played out on the 3D battlefield. While the **Simulation Phase** is running, you can press the space bar (or click the Go button again) to pause the simulation.

**NOTE: This is useful to move the camera to see the action from a different perspective**

Your flagship is the most important ship in the group, as it provides command and control functionality to the rest of the group. If the flagship is destroyed, the battle is lost instantly and your game will restart from your last save point prior to the start of the battle.

Once the **Simulation Phase** is complete, the next **Planning Phase** begins. After the first **Simulation Phase**, you can replay the last round by clicking the **Replay** button (see Battle Screen Layout below).

During replay, you can change the speed of playback, pause and resume the action, and select ships to focus on another part of the battle. You can replay as many times as you wish.
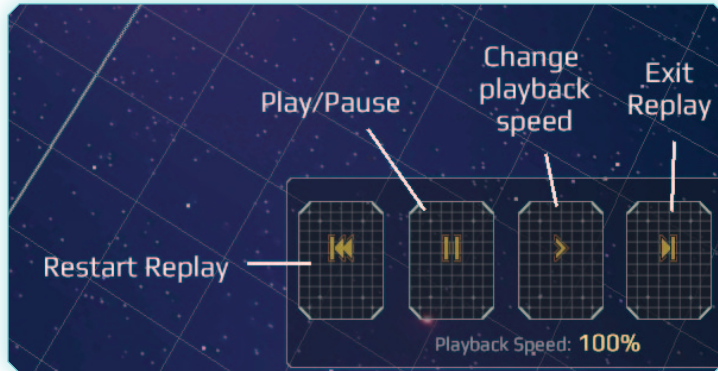


## 3.1. BATTLE SCREEN LAYOUT

Every scenario will have an objective to complete, which may not always involve the outright destruction of your opponents. New objectives are shown in the Objective Window. You can also see the current objective on the Map screen at any time. (Click the Map button in the top right corner of the screen).
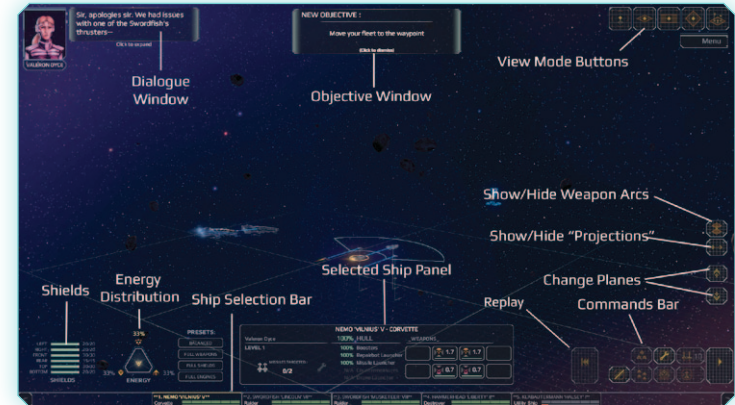


## 3.2. SHIP SELECTION BAR

All of the ships you can control in any given mission are shown in the Ship Selection Bar along the bottom of the screen. For each ship, it shows the current Hull Strength and Shield Segment Strength. The color of the bars indicates whether the values are healthy (green) or depleted (red).
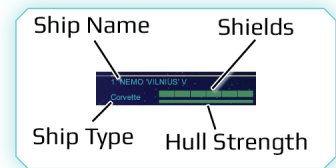


If a ship has Hull Strength of 90% or less, it's selection button will pulse red.

There are three ways to select a ship. You can:

- Left click on the ship on the battlefield,
- Left click the ship's button on the Ship Selection Bar, or
- Press the relevant number key (1 to 9)

The currently selected ship is referred to as the **Active Ship**. The **Active Ship** is denoted in the battlefield by a yellow highlight ring.

Some mission objectives will have you escorting or defending ships

that are not part of your fleet, including civilian transports or friendly capital ships. These ships will also be under your control, and for all purposes are a part of your fleet for the mission.

> **NOTE: A ship that has not been given orders for the current round will have two asterisk (\*\*) on either side of the name. An easy way to ensure you have given orders to all of your ships is to check for the double-asterisk before clicking the 'Go' button.**

## 3.3. SELECTED SHIP PANEL

The **Selected Ship Panel** is displayed above the Ship Selection Bar. It shows information about the **Active Ship**.

Information displayed on the **Selected Ship Panel** includes:

- Current hull strength
- Number of missiles/countermeasures available (if applicable)
- Subsystem status:
  - Ramming Booster engines
  - Repairbot launcher
  - Missile/Countermeasures/Drone launchers (if applicable)
- Turret types and status

Hover your cursor over a turret's icon to highlight the weapon on the ship in the 3D battlefield with a red ring.

Clicking on a turret icon will open the detailed **Weapon Information Panel**. A turret can be damaged during combat. The bar under the number showing the maximum points of damage inflicted indicates the health of the weapon.

### 3.3.1. WEAPON INFORMATION PANEL

The **Weapon Information Panel** shows details about a weapon system. Data includes damage inflicted, accuracy and fire rate.

You are also able to change the method that targets are selected in auto-fire mode.

- Closest: Fire at the target closest to the weapon
- Weakest: Fire at the target with the lowest health/hull rating
- Strongest: Fire at the target with the highest health/hull rating
- Smallest: Fire at the smallest target
- Largest: Fire at the largest target.

The default targeting option is 'Closest'.

## 3.4. CAMERA MODES

There are five camera modes available during a missions; Free, Fixed, Side, Overhead and Map.

- **Free Camera** mode is the default camera. It controls in 3D space, and can be used to view the battlefield from any angle.
- **Fixed Camera** mode uses an orthogonal camera, in which the viewing angle cannot be changed.
- **Overhead Camera** mode is a 2D top-down view of the battlefield, and useful for movement planning.
- **Side Camera** mode views the battle from the level of the active ship. This view can be useful to see the relative "height" of opponents.
- **Map mode** shows the entire battlefield using icons to represent the position of each active entity, and also displays the current objective. Above each icon is the name of the ship, and a bar showing its current hull/health.

There are four basic camera controls available in most camera modes.

- **Panning** moves the camera around the field. This is done by moving the mouse cursor to the edge of the screen, or with the WASD keys.

- **Zoom** moves the camera view closer or further away. Zooming is done by using the mouse wheel, or using the E and C keys. In certain camera modes, when no active ship is selected, the camera will zoom to your mouse cursor to allow for easy navigation around the battlefield.

- **Rotate** spins the camera around on a pivot. You can rotate the camera by holding the right mouse button and moving the mouse, or with the Z and X keys.

- **Focus** will centre the camera on the currently selected entity. Focus the camera by double-clicking on the ship, or by pressing F if you already have the ship selected.

| CAMERA MODE CONTROL FUNCTIONS | | | | | |
|---|---|---|---|---|---|
| | **FREE** | **FIXED** | **SIDE** | **OVERHEAD** | **MAP** |
| Panning | Y | Y | Y | Y | Y |
| Zoom | Y* | Y | Y* | Y | Y |
| Rotate | Y | N | Y | N | Y |
| Focus | Y | Y | Y | Y | N |

NOTE: Y* indicates the camera will zoom to the mouse cursor.

## 3.5. COMMANDS BAR

The **Commands Bar** is located in the lower right corner of the screen, and contains buttons to perform a number of commands for the **Active Ship**. These include:

- Changing the Fire Mode
- Launching missiles or torpedoes
- Deploying anti-missile countermeasures
- Launching drone squadrons
- Starting and cancelling repairs

> NOTE: Not all ships can perform all functions. For example, Raiders do not have missiles, and only Dreadnoughts are equipped with Drones. See the section on ship classes for more information about which functions are available for each ship.
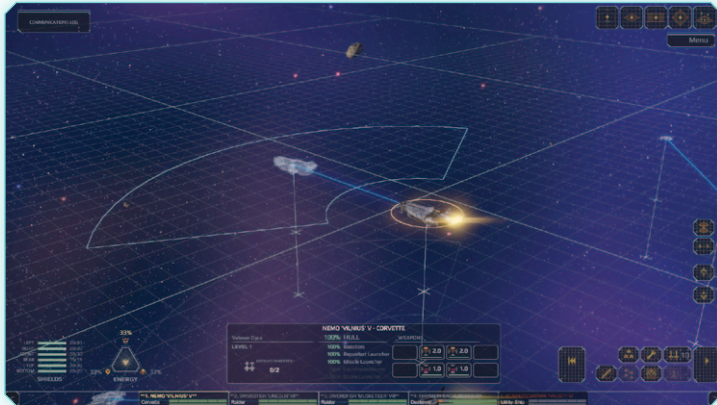
If a system is not available on the **Active Ship** (e.g. Launching Drones for all ship classes other than the Dreadnought) it will be disabled. If a system has been damaged and is offline, a blinking "OFFLINE" message will be shown over the button.

## 3.6. MOVING SHIPS

Movement and positioning is key for success in *Star Hammer: The Vanguard Prophecy*.

When a ship is selected, a projection of the ship and travel path will be visible. During the **Planning Phase**, you can adjust any ship movement path by dragging the projection to the desired destination.

Every ship has a minimum and maximum distance and a turning circle, as shown by the radius arc around the **Active Ship**. The maximum distance and turning circle of a ship is greatly affected by the amount of energy routed to Engines in the ship's energy core (see Energy Distribution).

During the **Simulation Phase**, it is possible for ships to collide with debris, objects and one another. Ship navigation systems will tell you if a ship is projected to crash into another object by changing the projection colour to red. Note however that not even the best nav systems can predict the erratic movement of an enemy.

Collisions can cause significant damage, especially to smaller ships. After a collision, a ship's navigation system may be temporarily knocked offline, causing the existing movement path to be cancelled. Furthermore, a new path cannot be set in the following round.



Battles in space occur in three dimensions. To change the height of your ship's movement path, use the **Change Planes** buttons on the right edge of the screen. Faster ships are able to adjust their pitch more effectively and can travel up and down more planes than slower capital ships.

> **NOTE: There is no time or distance penalty for changing planes.**

> **NOTE: Changing planes can be useful when you need to hit an enemy from above or below. Some enemies are more vulnerable in different areas.**

## 3.7. LAUNCHING MUNITIONS

Several ships have the capability to fire guided missiles or torpedoes. Munitions inflict a significant amount of damage over an area, so more than just the initial target can be damaged by a well-placed missile - including friendly ships!

## 3.8. SELECTING A MISSILE TARGET

To launch a missile, click the Missiles button in the **Command Bar**. The ship's systems will default target the closest enemy or the previously selected target. Click the Next and Previous buttons to cycle through other available targets, or click directly on a target on the battlefield. Click the OK button to confirm the selected target, or Cancel to abort launching missiles.

A ship can launch multiple missiles per round. Missiles can be launched individually, or as a salvo at the same target. To launch multiple missiles at the same target, adjust the amount while selecting a target. Each ship can launch a limited number of missiles per round.

Missiles are a finite resource. Each ship has a limited supply available, so use them carefully. Missiles are fully resupplied between chapters, or partially resupplied when a reinforcement of the same ship class arrives.

> NOTE: If a ship is destroyed, but is still carrying unlaunched missiles, the magazine may continue to detonate in subsequent rounds. Beware of exploding ordnance on the battlefield!

## 3.9. ANTI-MISSILE COUNTERMEASURES

Anti-missile countermeasures are a unique feature of the Albatross class Frigate. Countermeasures are projectiles that detonate in the path of a missile causing it to explode – hopefully a safe distance from friendly ships. They also emit a field that reduces the accuracy of enemy fire that passes near the countermeasure module.

To activate countermeasures, click the Countermeasures buttons. A projection will display where the countermeasure will deploy to on the battlefield. You can adjust the movement path of the countermeasure the same as moving a ship, by dragging the projection to the desired destination.

Once deployed, you can hover your mouse over the countermeasure to display the spherical area in which it will scan and detect enemy missiles. If a hostile munition is detected within this sphere, the countermeasure will detonate to ensure mutual destruction of the enemy missile.

## 3.10. DAMAGE AND REPAIRBOTS

During combat, your shields will sustain most of the damage directed towards your ships, however once a sector's shields are depleted, any further successful hits on that sector will cause hull damage. Damage can occur to the hull or to subsystems of the ship, such as weapons, missile launchers, etc. When a ship's hull is reduced to zero, it is destroyed.

A weapon that has taken damage will be less effective, or might be taken completely offline.

Most combat ships are equipped with a complement of repairbots that can be deployed for emergency repairs. To deploy repairbots, click the **Repairs** button. When repairbots are active, a spanner icon will appear in the **Selected Ship Panel**.

While repairbots are working, a ship cannot fire weapons or launch munitions. Repairs may take a number of rounds to complete, depending on the amount of damage to repair.

Repairbots will automatically dock when all damage to a ship has been restored. Alternately, repair-bots can be ordered to dock (and therefore allow the ship to fire again) by clicking the **Cancel Repairs** buttons (which replaces the **Repairs** button in the **Command Bar** while the repairbots are active).

Repairbots will repair both hull damage and damaged sub-systems.

## 3.11. DRONES

Kraken class Dreadnoughts are equipped with two hangars of unmanned drone fighter squadrons. Drones are unshielded, but are equipped with rapid-fire laser turrets.

To launch a drone squadron, click the Drones button in the **Command Bar**. Launching a drone squadron takes one round. Drones will default to flying in formation around the dreadnought.

Once the squadron has launched, select the dreadnought to show the **Drone Control Panel** on the left edge of the screen.

Use the Attack buttons to select a target. You do not need to issue movement instructions to Drones; they will calculate their own paths to the best firing position, and will return to the dreadnought when the target has been destroyed.

Click the Recall button to order the Drones to dock with their dreadnought.

Drones do not have shield generators, and have quite weak hulls, so they are easily destroyed if hit. Drones are powered by batteries which are depleted after a number of rounds. Once depleted, the drones will no longer be controllable, so be sure to dock your drones regularly so they can recharge.



## 3.12. RAMMING

Extreme circumstances can require extreme measures. If required, you can use the ship itself as a weapon. To ram an opponent, click the Ram button, then select the target.

The target must be reachable within a single round, so ramming is only an option against ships that are relatively close. Ramming automatically diverts all energy to the engines to ensure the ship reaches maximum speed.

On contact, ramming will cause damage to the target AND the ship doing the ramming. It's quite possibly that the ship doing the ramming can be destroyed as well as the target.

Ships that are significantly larger than their ramming target will not have their navigations knocked offline in the event of a collision.

## 3.13. ENERGY DISTRIBUTION

Each combat ship under your command has an energy core that drives essential systems. The three most important systems in battle are Engines, Weapons and Shields.

You can adjust the distribution of energy to each of these systems. By default, energy is distributed evenly, however to react to enemy movements you will want to adjust this distribution.

- **Engines:** Increasing the energy to engines results in a greater range per round. The maximum turning angle is also increased.

- **Weapons:** Increasing energy to weapons will cause your turrets to inflict more damage on the enemy. Adjusting weapons energy does NOT affect munitions damage or stun weapons.

- **Shields:** Increasing energy to shields will reduce the amount of shields lost with each hit.



> **NOTE: Non-combat ships, such as shuttles and utility ships do not have weapons, and therefore do not have an energy distribution system.**

To adjust energy distribution, either click on the Presets buttons between the Energy Distribution triangle and the **Selected Ship Panel**, or click the Energy Distribution triangle to show a UI that allows for precise settings.

## 3.14. SHIELDS

All combat ships and some civilian transports are equipped with shield systems. These generators work by creating a resonant kinetic field that absorbs the impact of projectiles. The more energy that a shield generator uses, the more damage the shields can absorb before being depleted. The amount absorbed is directly related to the amount of energy put into shields in the energy core.

Example: A nautilid heavy spitter is capable of inflicting 5 points of damage per hit. If the energy sent to shields is 40%, 2 points of damage are absorbed, and the shield strength is reduced by 3 points. However if shields are powered at 80%, the reduction in damage is 4 points, meaning only 1 point of shield strength is lost.
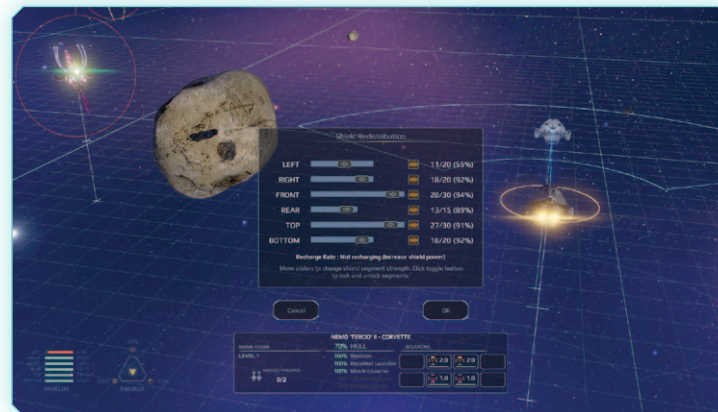


Shields generators have six sectors: Front, Rear, Left (Port), Right (Starboard), Top and Bottom. A shield sector will only take damage when it is hit directly, thus positioning can be key to both surviving an assault and taking down your opponent quickly!

During the **Planning Phase**, you can move energy to a depleted segment from healthier sectors. Click on the Shields panel to access the **Shield Redistribution Panel**. Use the sliders to redistribute

shield strength from one sector to all five other sectors equally. A sector can be locked out of redistribution by clicking the lock toggle.

Some ships are also able to recharge shields during combat. The more power diverted to shields, the greater the recharge rate. The recharge rate is shown in the Shield Redistribution panel.

## 3.15. WEAPON MODES AND ARCS

All naval ships have turret platforms mounted in various positions. They can face forwards, backwards or broadside (to the sides) of the ship. To see the weapon arcs and firing range of each weapon, click the Weapon Arcs buttons on the right edge of the screen.

> **NOTE: Weapons will only fire at targets that are within the weapon arcs.**

Weapons can be set to three different modes:

- **Autofire** - This is the default mode, and fires on any enemy within the weapon arc. Priority for Autofire can be set by navigating to the the Weapon Panel.

- **Targeted Fire** - In this mode, weapons will only fire at the targeted enemy, but with double the accuracy. When the enemy is destroyed, the weapon will revert to the mode last set before Targeted Fire was engaged.

- **Hold Fire** - Weapons do not fire.

To see information about the turrets on a ship, click on the weapon icon on the **Selected Ship Panel**. The **Weapon Information Panel** will be displayed with statistics about the selected turret. From here you can choose the target priority for Autofire mode. The priorities are:

- **Closest (default)** – Fire at the closest enemy within the weapon arc

- **Weakest** – Fire at the enemy with the least amount of health points

- **Strongest** – Fire at the enemy with the highest amount of health points.

- **Smallest** – Fire at the smallest enemy within the weapon arc

- **Largest** – Fire at the largest enemy within the weapon arc.

## 3.16. INSPECTING ENEMIES

There are several ways to get vital information about your enemies,

First, pointing the mouse at an enemy at any time will display a tooltip with the most important information. The 'health' of the enemy will be displayed, as well as shields or armour information, and potentially abilities of the enemy.

For a more detailed view, you can display a schematic during the **Planning Phase**. Left-click on the enemy once to select it (this will cause the camera to focus on the enemy), then left-click a second time to display the enemy's data readout.

# 4. MISSION SELECTION AND FLEET MANAGEMENT

The battles you are involved in during the Second Contact War will be determined by the choices you make on the Chapter Selection and Mission Selection screens. A 3D view of the planet Novus and the space stations that orbit it is where you will choose which chapters and missions to undertake.

The choice of which chapters are available will be determined by the War Scale. The War Scale is a binary scale that represents how aggressively or defensively your play style is. The War Scale represents your influence on the larger conflict that is going on around you as you progress through the campaign.To select a chapter or mission, simply left click on the animated 'pings' on screen. Before accepting a chapter or mission, you will be able to read some background information. Click Proceed to start.

You will also see event pings in the mission selection view, shown as round icons. An event describes something that has happened in or around Novus whilst you were engaged in a mission. These events may be the results of your actions during missions, and can help you determine how well the Coalition is faring during the Second Contact War.

## 4.1. SAVING CAMPAIGN PROGRESS

You can save your progress when the Chapter Selection/Mission Selection view is active. Click the 'Save Game' button in the upper right corner of the screen. There are 12 slots to store your progress.

> NOTE: Your progress is auto-saved after each successful mission, and the Resume Campaign option at the main menu will load the auto-save file. Loading a saved game will lose any progress in the autosave file that has not be saved to a manual save slot.

## 4.2. SHIP SELECTION AND FORMATION

Before each scenario after the first training mission, you will have the option to select the ships that will be deployed during the encounter from your fleet, and set your strike group's starting formation.

Depending on the class of your flagship, you will have a number of Command Points available. You can add one ship to your strike group deployment for each Command Point.

| FLAGSHIP TYPE | COMMAND POINTS |
|---|---|
| Corvette | 3 |
| Frigate | 4 |
| Destroyer | 5 |
| Battlecruiser | 6 |
| Dreadnought | 7 |

The Ship Selection and Formation screen is comprised of the following sections:

- Available Ships Panel
- Formation Layout Grid
- Reinforcements Panel

Your current flagship will automatically be added to the formation, and cannot be removed.

To add a ship to the formation, click the buttons in the Available Ships Panel. The text of active ships will be displayed in yellow.

Each ship is initially added to the centre of the grid. Click and drag a ship on the formation grid to move it. Any ships that overlap are shown in red. You will not be able to exit the Ship Selection and Formation screen whilst ships are overlapping.
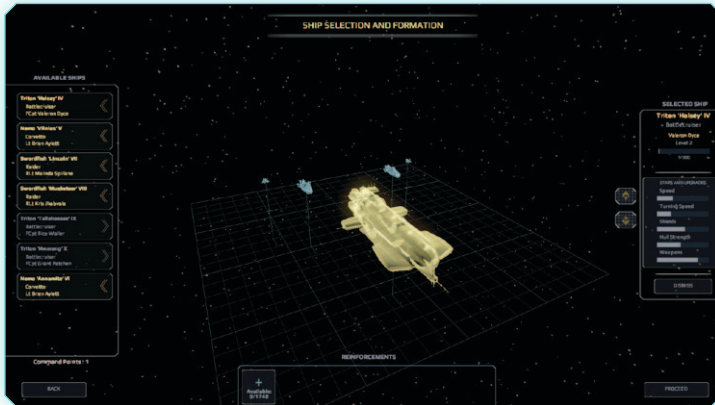
You can change the height of your ships by using the Up and Down buttons located on the right edge of the formation grid.

To remove a ship from the strike group formation, click the yellow ship button in the Available Ships panel.

You can change the viewing angle of the formation grid by holding the right mouse button and moving the mouse left and right. Use the scroll wheel to zoom in/out.

When you are ready to deploy, click the Proceed button and the scenario will commence.

## 4.3. REINFORCEMENTS

Between battles, you will have the option to request reinforcements to replace ships that are lost in combat. Click the Reinforcements button (+) along the bottom of the Ship Selection and Formation screen.

You have a number of reinforcement points to spend on replacements as you lose ships in combat. New ship classes will become available as your flagship captain gains promotions.

Use the arrow buttons to toggle through the available ships, and click Request to order the ship.

It takes time for reinforcements to be built and arrive. Reinforcements that are in transit will be shown in the In Transit panel. Pass time by completing scenarios for your reinforcements to arrive.

When a reinforcement arrives, the New Arrivals panel will be displayed on the Mission Select screen, and the ship will be added to the Available Ships panel on the Ship Selection and Formation screen.

Reinforcements can also arrive during a battle. If this happens, you will be able to issue commands to the new ship immediately.

## 4.4. AMMUNITION RESUPPLY

Ships with finite munition resources will receive resupplies at two circumstances:

- At the end of each campaign Chapter.
- When a reinforcement of the same type arrives mid-battle.

Resupplied ammunition includes:

- Homing missiles (Corvette)
- Anti-missile countermeasures (Frigate)
- Torpedoes (Battlecruiser)
- Drones (Dreadnought)

When a campaign chapter is completed, all finite ammunition is restored to full.

When a reinforcement arrives during a battle, other ships of the same type will have 20% of their ammunition allowance re-supplied. Destroyed Drones are excluded from re-supplies during a mission.

## 4.5. FLAGSHIP CREW SKILLS & RELATIONSHIPS

As you progress through the campaign, you will collect a crew that will provide benefits and bonuses to your flagship and your fleet. As the flagship captain, it is up to you to maintain the relationships between your crew members and make sure everyone works well together.



From the Mission Select screen, click the Crew Skills button in the lower left to set which skills to activate, and which crew members to assign to the bridge seats of the flagship.

## 4.6. FLAGSHIP CREW & SKILLS SCREEN

Each class of ship has a number of bridge seats. (See Ship Classes for more details). You assign crew members from the Available Crew panel to these seats.

To add a character to a seat, drag the character portrait from the Available Crew panel to the empty seat or over the character you want to replace in the Assigned Crew panel.

When a crew member is assigned to a seat, you will be able to choose how to activate their personal traits. These are presented on the Crew Skills panel on the right side of the panel. The higher the level of the crew member, the more traits they can activate. All traits have an Aggressive (red) and Defensive (blue) mode that provide different benefits.

The combination of traits that are activated will determine the character's mood. Each crew member has a unique personality, and therefore will react differently to the moods of other characters. This is shown in the relationship matrix, displayed via the lines connecting the seats. A positive or friendly relationship is shown by a green line, whereas a negative or hostile relationship is denoted with a red line. You can hover your mouse over a line to find out how friendly or hostile any two crew members are to each other.

Relations between crew members will impact on the performance of the flagship in battles. The overall mood of the crew will create a Crew Bias. The Crew Bias will give a bonus to one of the three sectors of the flagship's energy core: Weapons (Aggressive/attacking bias), Shields (defensive bias) or Engines (neutral bias). The Crew Effect bonus is added directly on to the flagship's energy core, i.e. an effect of +9% Engines will provide a flat +9% bonus to the Engines energy distribution of the flagship.

## 4.7. CAPTAIN DEVELOPMENT LEVEL

Each ship in your fleet has a captain. Ship captains have a development level, from 1 to 4. Ship captains gain Development Points (DP) from participating in (and surviving!) campaign missions.

Higher level ship captains will give their ship a bonus specific to the class of their ship. For example, a raider is a nimble, fast moving vessel, and a higher level captain will increase the movement range of the raider. For details about ship captain bonuses for each class of ship, see the Ship Classes section.

# 5. COALITION SHIPS

## 5.1. COALITION ASSAULT SHIPS

### 5.1.1. RAIDER

**Class Name:** Swordfish
**Captain Rank:** Ranger Lieutenant (RLt)
**Length:** 50m
**Captain Skill Bonus:** Movement Speed & Turn Rate
**Flagship Crew Seats:** N/A

Swordfish Raiders are built for a fine balance of sustainability and speed, making them perfect for capitalising on superior positioning during mid-range skirmishes. The formidable firepower and lack of long-term pilot support systems sees the Swordfish deployed more often in naval fleet groups than the Ranger Corps.

Raider pilots are highly specialised personnel with strong faculties in small-craft navigation and semi-automated artillery decks. As a result, the pilots tend to become highly proficient in their specialised single-seat role and become stereotyped as loners and unsociable. Very few Raider pilots ever leave the cockpit of their vessel to climb the Admiralty ladder, and tend to adopt a more traditional "ranger" profile along the mining station belt.

### 5.1.2. CORVETTE

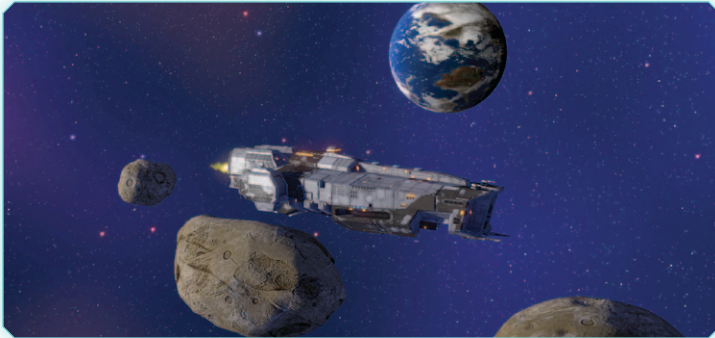**Class Name:** Nemo
**Length:** 80m
**Captain Rank:** Lieutenant (Lt)
**Captain Skill Bonus:** Modest boost to Weapons, Shields & Engines
**Flagship Crew Seats:** 2

The Nemo class Corvette is the navy's staple capital ship for day-to-day operations. As the smallest of the flagships, the Nemo excels at manoeuvrability and stability, providing the perfect bridge for the Commander of a small task force. The Corvette lacks any broadside firepower capability, however this is made up for with the addition of a battery of BW-Z84 guided missiles launchers.

Nemos are regularly used as training vessels for Officers' School graduates. The stability of the hull build makes navigation and collision speed fall-off less of a concern than with larger, more sensitive ships; perfect for captains-in-training who do not have the reflexes or leadership skills of more experienced officers.



### 5.2. COALITION CAPITAL SHIPS

### 5.2.1. FRIGATE

**Class Name:** Albatross
**Length:** 150m
**Captain Rank:** Lieutenant Commander (LCdr)
**Captain Skill Bonus:** Boost to Shields
**Flagship Crew Seats:** 3

The Albatross is the oldest capital hull design that is still active in the Coalition Navy. All Albatross frigates come equipped with class 3 kinetic field generators, and are retrofitted with a fore-mounted electromagnetic "stunner" beam and Smart Deployment Proximity Countermeasure systems. There's a good reason these frigates are still flying and unscratched for the fourteen years since First Contact.

With its focus on defensive measures and support armaments, the Frigate cannot be easily modified without concern for its balance and manoeuvrability. As a result, the most effective upgrade available to a Frigate captain is to mainline and overclock the ship's shield generator. This allows for more efficient energy conversion from the reactor to the generator, leading to density in the kinetic fields than can rival a cruiser class generator.

## 5.2.2. DESTROYER

**Class Name:** Hammerhead
**Length:** 225m
**Captain Rank:** Strike Captain (SCpt)
**Captain Skill Bonus:** Boost to Weapons Damage
**Flagship Crew Seats:** 3

The Hammerhead class destroyer is a single-shaft assault ship that foregoes independent broadside weapons for fixed central turret installations, and a fore-mounted single-focus DEW beam weapon. Uneconomical energy core conversion and additional stability dampeners means the Hammerhead is light on shield capacity and hull strength, but when well supported, it has the ability to punch a hole through almost any fortification.

The First Contact War quickly changed the Navy's perception of their historically dated ships as the Cruisers were quickly outpaced by the zero-gravity agility of the Nautiloids, and the smaller Corvettes were physically overrun by the terrestrials. A hasty deployment of a net force of Hammerhead Class Destroyers prevented an outright decimation of the Corvette strike group NSG-2 during First Contact. The Hammerhead's focused firepower allowed them to scatter the initial Leviathan assault and hold out until the Odysseus II & IV Cruisers could arrive.

## 5.2.3. BATTLECRUISER

**Class Name:** Triton
**Length:** 350m
**Captain Rank:** Flotilla Captain (FCpt)
**Captain Skill Bonus:** Boost to Missile Damage
**Flagship Crew Seats:** 4

The Triton hull design was formalised after First Contact as an answer to the swarm tactics of the nautilid. A resilient dual-shaft design supports turret platforms on all quarters without the need for additional stabilisers. Deck-mounted torpedo launchers round out the Triton's all purpose artillery role. In full fire, few assault ships can match the ferocity and visual spectacle of the Triton.

As a result of the First Contact War, Battlecruisers have upped the ante on their torpedo rack capabilities,, while maintaining the two-platform armament structure of the Destroyers to deal with mid-range and close threats. A typical class of Cruiser looks like an overwrought, overly weaponised vessel, with support artillery on the aftcastle and atop the bridge foredeck. The more modern class of Cruisers are almost parodying in their appearance, with multiple torpedo deployment decks littered along the chassis with external, armoured deployment stations wherein personnel, or more recently articulated droids, can resupply and rearm the missile bays more efficiently.

There's little to mistake about the purpose of the Battlecruiser - to intimidate and obliterate. The Commodores assigned to active Battlecruisers are generally renowned as effective, hard-working officers with exemplary tactics and leadership, who have worked their way through the Naval ranks for their Captain's seat. There's no shame in retiring as a flagged Commodore; it would typically indicate that you were too effective on active duty to be promoted to an Admiralty seat behind a desk.
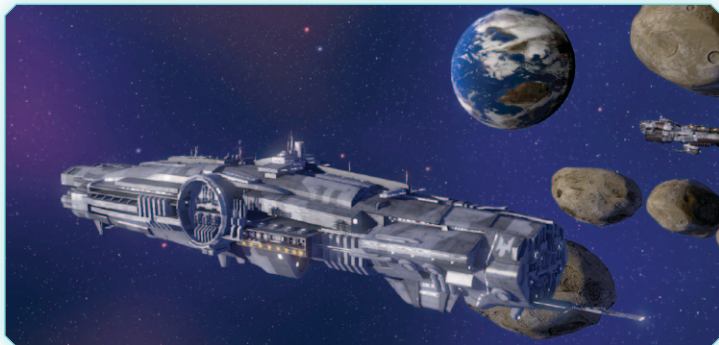
### 5.2.4. DREADNOUGHT

**Class Name:** Kraken
**Length:** 500m
**Captain Rank:** Commodore (Cdre)
**Captain Skill Bonus:** Boost to Hull Strength
**Flagship Crew Seats:** 4

Dreadnoughts represent the highest authority on the battlefield, and historically are only available to members of the Admiralty to command. As well as the usual full complement of independent turret batteries and class 3 kinetic field generators, the Kraken is fitted with two hangars of unmanned fighter drones that can be deployed and en route to their objective within 8 seconds. The drones have advanced sonar and ray tracing modules that allow for relatively complex path finding around debris and obstacles.



The Admiralty fleet has five active Dreadnought capital ships, with a sixth prototype - Pacific I - in production in the Delta Mark 2 shipyards. The Dreadnought is the apex of the Naval Fleet, with an emphasis on sheets upon sheets of cemented compound metal fabrications to provide the most thickly armoured vessel to sail for the active field Rear-Admirals.

Dreadnoughts have a focus on being the centre of command. Their sheer size makes them visually impressive, with a length of 500m and a mast height of 200m - nearly triple that of a battlecruiser. They are as ungainly as they look, and are primarily only deployed at state functions or to serve as the deployment zone point for more active task forces.

# 6. CONTROLS REFERENCE

| 1 - 0 | Select Ship |
|-------|-------------|
| [ | Previous ship |
| ] | Next ship |
| F | Focus on Active Ship |
| W | Move camera forward |
| A | Move camera left |
| S | Move camera back |
| D | Move camera right |
| E | Zoom out |
| C | Zoom in |
| Z | Rotate camera left (Free and Side camera, and Battle map) |
| X | Rotate camera right (Free and Side camera, and Battle map) |
| Enter | Start Simulation Phase (i,e, End Turn) |
| Space | Pause (during Simulation Phase or playback) |
| P | Toggle Projections On/Off |
| V | Toggle Weapon Arcs On/Off |
| T | Select Target |
| U | Autofire |
| H | Hold fire |
| Y | Ram enemy |
| O | Launch Countermeasures |
| L | Launch Drones |
| R | Deploy Repairbots. |
| M | Launch Missile |

# 7. CREDITS

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