

ARCHIVE PEOPLE: This is an update for the empire master rule set Stratos. Please call it em_ruleset_stratos_2 or something similiar, and replace the older version.

I've belatedly realized that some combinations of rules produce results I had not anticipated (namely minimum tech levels and unit improvements based on tech level), so I've made a few changes to improve the usefullness of some of the more obscure pieces.

Tech levels and supplies are both used in Stratos, and do not underestimate the importance of tech.

Stratos has several missile tye pieces, as well as more familiar armies, tanks and carriers. Check out the defenders (which you should keep in your cities), and notice that assaults are essentially slightly studier transports with less cargo capacity.

I'll leave the rest to your exploration, if you have any questions, or just feel like telling me how great the rule set is, send mail to:

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Scott.

***** File Follows *****