

New Features

Tactical Control

Tactical Control will always be played in turn mode. This change of design enables players to get a fair chance to issue orders. Although the Tactical Control window looks the same as it did in v1.01, combat is different.

Combat is now based on turns. Each turn consists of 10 impulses. At the onset of each turn, you will be asked to enter your password. If you have a password type it and hit OK, if you do not, just select OK or hit enter.

The processes of reviewing fleets and issuing orders are identical to those of v1.01 and both are fully explained in the Rules of Protocol (pp.56-58).

After you assign orders to all of your fleets, select Done.

After each combatant gets a chance to issue orders, ten impulses of combat will occur.

If the combat is not resolved after the ten impulses, you will be asked to issue new orders. If you do not wish to change your initial orders, just select Done.

Tactical Combat Results

A Tactical Combat Results dialog will open after a battle. The dialog assesses the damage. To dismiss the dialog, click anywhere.

Combatants:

Lists all the empires that were involved in the combat.

Fleet Losses:

Indicates the total percentage of damage endured by each empire's fleet(s). Fractional damage to individual ships is accounted for in this percentage.

Ship Loses:

Compares the number of starting ships to the number of destroyed ships.

Escort includes:

- Scouts
- Des Escorts
- Frigates
- Destroyers

Capital includes:

- Light Cruisers
- Heavy Cruisers
- Battle Cruisers
- Dreadnaughts

Transport includes:

- Small Transports
- Medium Transports
- Large Transports

Tender includes all tenders.

Assault, Raid, and Land Missions

The actual target objectives of the three attack missions differ slightly from the ones documented.

Assault Mission:

- Targets bases only.

Raid Mission:

- Targets all infrasture except bases.
- Targets small portions of the population.

Land Mission:

- Targets large portions of the population.

Mission Status Reports

After you conduct a Raid, an Assault, or a Land missions, a dialog will open. This dialog summarizes the mission's results.

Planetary Attack Feedback

If one of your surfaces is attacked by another empire, your Defense Minister will notify you. The minister will state your attacker's name and the location of the attack.

New Stock System and Stock Ships

All stock systems and ships have been altered.

Mission Profiles for Ships

Mission profiles are automatically assigned to stock and custom-design ships. Each profile is determined by a ship's hull type and the tech systems on board. When you design a ship in Ship Design, the mission profile will appear in the Acceptance dialog. In the Ship Build window, mission profiles appear in the bottom-left corner of the ship's blue print.

Mission Profile	Requirements
Surveillance	Target sensor
Electronic Warfare	Target sensor with ECM and, or ECCM
Transport	
Any Transport hull	
Space Combat	Space weapons
Ground Attack	Planetary weapons
Multi-Role Combat	Space and Planetary weapons Fleet
Repair	
Fleet Tender hull	
In System	
No Star Drive	

Note: Mission profiles are a classification system designed to help you recognize a ship's potential. Profiles do not determine exact usages. For example, you can use a Multi-Role Combat ship as a Space Combat ship.

Permanent Removal of Ship Designs and Tech Designs

Ship Designs:

- 1) Open the Ship Design window.
- 2) Click and hold on the Review pop-up menu button.
- 3) Drag to the undesirable ship design and let go.
- 4) Select Retire and a dialog will appear.
- 5) Select Retire.

Note: Retire will eliminate a design, it does not scrap active ships. If you need to scrap an existing ship, use the Scrap button in the Fleet Control window.

Tech Designs:

- 1) Open the Tech Design window.
- 2) Select the system type (Weapon, Shield, Drives, or Sensors).
- 3) Click and hold on the Review button
- 4) Drag to the undesirable tech system and let go.
- 5) Select Retire and a dialog will appear.
- 6) Select Retire.

Ambassador Status

A status bar is located within the Ambassador window. The color of this bar represents your political relationship with other empires. Reference this bar when you declare war or make peace initiatives.

Relationship	Status Color
Friendly	Green (white on B&W monitors)
Neutral	Yellow (gray on B&W monitors)
Hostile	Red (black on B&W monitors)

Note: Peace initiatives may or may not succeed on the first try.

Send Fleets via the Fleet Control Window

The Fleet Control window contains two Send Fleet To New Destination buttons. Each button will send the fleet located above it to a new destination. To use the buttons follow these instructions:

- 1) Select a fleet via the pop-up menu button.
- 2) Select the Fleet To New Destination button and, the cursor changes into the Send cursor.
- 3) Double click within the Universe, Star, or Planet windows.