



INVASION CHECKLIST

To successfully execute an invasion of a planet, you must follow certain steps to prepare and initiate the invasion. The best strategy to accomplish the defeat of the enemy will be up to you, but we can share the benefit of our experience to get you started.

Step 1. Destroy the Planetary Shield

This step is only applicable for high technology level planets (6 or 7), or planets defended by UGA forces. These planets have an energy shield which encompasses the entire planet like a shell. Although you will know what the planet surface looks like from the reconnaissance probe reports given to you in your briefing, the planet will appear visually just as a graycolored sphere while the shield is up. This shield is impervious to your scanners and resistant to your ship weapons. You must execute a planetary bombardment to knock down this barrier to your invasion.

To order a bombardment, select Communications from either the Planetary Control Panel or the Orbital Control Panel. Press the Fleet button on the CommVid, and select Bombard. This will order all the battlecruisers and destroyers in your orbiting fleet to start independent firing of weapons at the planetary shield. You can contribute your own ship's fire power by selecting bombard mode, and either or both phasers and torps from your Weapons Sub-panel on the Planetary Control Panel. Click the left mouse button anywhere in the planet map area, and you will fire your selected weapons. The current strength of the planetary shields is displayed in the Planet Data Display. You will notice this value decrease as your warships score hits. When the shield strength reaches zero, the shields will be destroyed, and the planet will be exposed to your invasion.

Note that the enemy forces will shoot back at your fleet, even with the planetary shield in place.

You may want to set your fleet's orbits to avoid large landmasses as much as possible. This is because the PDPs are located in the strategic cities, and can only fire at ships that come into their field of view, while your ships are equally effective against the shield no matter where they hit it.

Once the planetary shield has been knocked out, the fleet will automatically be commanded to cease fire. If you want the bombardment to continue, then reselect bombard using the Communications command. The warships will fire at the planet's surface in general (not at the strategic cities), and the current damage level of the planet shown in the Planet Display will increase. This can sometimes be useful in getting a stubborn high tech level planet to surrender sooner. However, the more a planet is damaged, the unhappier KHQ will be. This displeasure will be reflected in your mission rating.

Step 2. Select Your Invasion Zones

It is important that you study the planetary data carefully before committing your troops to an invasion. Note the number of enemy troops especially the tough UGA regulars, since they are the ones which will give you the most trouble (although on technology level 6 and 7 planets, the militia units will be a match for your shock troops). From the Planetary Control Panel, view every city on the planet. For planets with tech levels of 4 and above, viewing every city is especially important, because you might not have to assault them all. The higher tech level planets have radio communication, so every city will know how the battle for the planet is going, and they may give up without a fight. For low technology planets, you will have to conquer each city, so initial viewing will only help you decide in which order to attack them.

THE CAPITAL CITY

The higher tech level planets also have a capital city. This city can be identified by paying particular attention to the defenses and size of the city. It will probably be larger than most cities, and almost definitely better defended. The advantage of identifying and selecting the capital city for initial assault is that the loss of this city will have a major impact on the morale of the entire planet, which can cause the enemy to surrender sooner. Of course, assaulting the capital city does involve risks. It may prove to be very costly and difficult to capture. You might not want to get too bogged down in this one city and lose the battle of the planet because you run out of time.

TERRAIN CONSIDERATIONS

In selecting invasion zones, you should pay particular attention to the terrain and layout of each city. Cities with large expanses of water or quicksand, especially outside of the area covered by any city shields, can make assaults by your shock troops difficult, if not dangerous. You can suffer high troop losses if the cohorts land in a quadrant with significant amounts of water (apart from rivers). Your troops cannot build landing pads on rough terrain or water, so some easily defensible clear terrain is needed.

EVALUATING THE DEFENSE

The final consideration in selecting invasion zones is the strength and layout of the enemy defenses. DPs can cause serious damage to your fleet, and so you might want to give priority to the cities containing one or more of these deadly weapons. You may also decide to avoid cities that are defended by more than one SAL, especially if the SALs are near the center of the area protected by shields, or are protected by forts. More than one active SAL in an invasion zone is an invitation for the destruction of your drop ships. This can be especially disastrous if the drop ship is fully loaded at the time of destruction, as most of the loaded cohorts will probably also be destroyed. Survivors are rare.

Step 3. Soften Up the Defenses

This step is really optional, and is probably not advisable for use on planets without UGA forces. It should definitely be avoided with unshielded invasion zones.

To soften up a zone; you can use your ships phasers or torpedoes to bombard it (see the **Planetary Control Panel** section). Anything outside the area protected by the city shield will be destroyed, and all ground will be turned to rubble. This is, of course, the reason you should not attempt this with unshielded cities. You will destroy the entire city, with the resultant severe consequences to your mission rating.

This strategy can be especially effective if you can somehow, say by sending down and then

withdrawing shock troops, lure significant enemy units to outside the shielded area. You can never, however, lure out all the enemy units. They are smart enough to hold some troops back to protect their shield generators and act as a reserve.

One major disadvantage with this strategy is your shock troops that follow the bombardment cannot build a landing pad on the rubble terrain. They must enter into the heart of the enemy defenses and knock out a shield generator before warriors can be sent down as reinforcements. This can prove to be very costly to your valuable shock troops.

Step 4. Assault with Shock Troops

Once you have selected the invasion zones, you should initiate the assault by sending your shock troops.

SELECTING THE ASSAULT QUADRANT

Choose the order that the zones will be attacked. View the chosen zone (use the **View** button for the zone on the **Invasion Control Panel**) and note the area covered by city shields (if any), the layout of the terrain, and the disposition of the enemy forces. The assault teleporters are notoriously inaccurate, and you will only be able to specify one of four quadrants (northeast, southeast, northwest, or southwest) in which to beam your troops. Definitely pick a quadrant that is mostly clear of shielded area and water. Both of these will cause heavy casualties if your shock troops land on them. The area you choose should also have some clear terrain on which to build a landing pad and be relatively clear of enemy units, especially UGA regulars. Remember, your shock troops are at a disadvantage immediately after beaming in they are only at 50% of their combat effectiveness. The combat effectiveness will increase with time but not they are immediately engaged in combat.

SHOCK TROOP MISSIONS

The last factor to consider in choosing a quadrant is to decide on the mission of the shock troops. For low technology planets, you can command your shock troops immediately to the offensive, and they will probably be able to defeat the enemy even without the help of the warrior cohorts. However, on UGA or high tech level planets, the rush into combat using only your shock troops will be disastrous. You should leave your shock troops in Protect mode, and then order them individually to accomplish their initial mission. The following are examples of initial.

Conquest This mission is advisable only on low and perhaps medium technology level planets (tech level 1-5) that have no UGA forces. When your cohorts have a decided advantage in fire power over the militia units, you can save time in conquering the planet by simply using enough shock troop cohorts to overpower the enemy. You will probably not even need to build landing pads or send down warriors in drop ships. You should generally send your cohorts into a quadrant with the largest number of city icons. For a conquest mission, it is probably best to set the zone command to Capture for fastest conquest of the zone, although Standard mode is also acceptable.

Landing Pad Construction For this mission, you select one cohort in a clear area away from enemy units, but not adjacent to the zone edge, to construct a landing pad. If there is not a cohort in a suitable position, then you can order one to move to the desired location for a pad. Even better than building a pad on clear terrain is to occupy an enemy space port and order that cohort to construct a pad there. Since most of the facilities already exist, this approach takes much less time to complete a landing pad (10 minutes versus 40 minutes from scratch). Other cohorts can then be positioned to form a protective ring between the pad construction and the counterattacking enemy units. It is best to leave some space between the protective ring and the pad for disembarking warrior cohorts when the drop ship has landed. If you order the cohorts into position, either by the move mouse button or the Stop order, then they will stay there until ordered to move, or the zone command is changed.

Raids In raids, you order one or more cohorts to attack enemy static defenses, such as SALs, PDPs, or shield generators. You do this by selecting the cohort(s) and ordering them to move onto the target. This is a necessity in zones which you previously bombarded, because you cannot build a landing pad until you knock out a shield generator. You might also want to knock out one or more SALs prior to bringing in a drop ship, because drop ships are vulnerable to SAL fire. Eliminating PDPs may also be a prime objective, since they can blast your orbiting ships, although they are useless against your drop ships.

Feints This is a useful strategy in heavily defended zones, where you doubt that your shock troops will survive the enemy counterattack long enough to complete a landing pad and bring in reinforcements without prohibitive casualties. Send a few cohorts into a quadrant away from where you intend to launch your prime mission (such as building a landing pad or conducting a raid). Then order the cohorts to move into a corner or behind some rough terrain. Their presence will trigger an enemy counterattack. Although not all enemy units will be used in the counterattack, as some are kept in reserve to guard vital installations, a large number may be drawn away from your prime landing or target area. Your shock troop cohorts are slightly faster than the enemy, and should be able to reach the desired area before the enemy units can reach them.

It is best to use about three cohorts in feints. The enemy will not consider fewer to be much of a threat, and will only send a few units to counterattack. Many more than three may result in more combat and higher losses to your shock troops.

Timing is very important to the success of this strategy. You do not want to sacrifice your feinting cohorts needlessly, so it is often advisable to order them to withdraw just before the enemy units reach them. If an enemy unit comes within the ZOC of a cohort (i.e., adjacent to it), then it will not be possible to withdraw the cohort without destroying the enemy or moving it away. Of course, there are situations where you might need to sacrifice one or more cohorts to see the enemy units occupied in combat to allow time for your main mission to succeed. The other part of the timing equation is when to launch your main mission. You want to delay long enough to allow the enemy to commit to a counterattack of the feinting cohorts, but not so long that the enemy eliminates the feint (either by forcing the cohorts to withdraw or by destroying them) and be available to respond quickly to your main assault.

These are only a few of the possible missions. Variations of these missions have been used successfully, and you will probably find other uses for your shock troops. Often you will want to employ more than one of these missions simultaneously for an assault on a heavily defended zone.

SIZING THE ASSAULT TEAM

After selecting a mission and quadrant for your shock troops, you need to determine how many cohorts to send in each assault wave. This will depend on the mission type or types, the expected resistance, and the availability and condition of your shock troop cohorts. Generally, feint and raid missions require fewer cohorts than conquest and landing pad construction and protection missions. Remember that the maximum number of cohorts that can be sent in a single wave is nine.

SHOCK TROOP TACTICS

Besides the initial assault of a zone, shock troops are valuable as a fast response reserve force. You can quickly teleport several cohorts of shock troops to reinforce hard-pressed ground units, or to take advantage of the redeployment of enemy units that provide an opening or a quick decisive raid.

If you are not allowed to teleport an assault wave of shock troop cohorts, it may be because you do not have a troopship within view of the target zone. It is often best to keep a troopship in geosync orbit above one or more active invasion zones so that they can provide prompt support. The most important thing to remember about shock troop assaults, as has been stated previously in this manual, is that shock troops are your most valuable resource. On UGA or high tech planets especially, you should withdraw every shock troop cohort as soon as it has completed its mission. Do not let them engage in combat with UGA regulars if at all possible. They will be crushed if you do. Shock troops are required for assaults on invasion zones. Once all your shock troops are gone, you cannot attack any zones without landing pads, no matter how many warrior cohorts you have in orbit. At that point your only option is to bombard the planet into submission, which will have an adverse effect on your mission rating.

Step 5. Attack of the Warriors

Once your shock troops have built a landing pad, it is important to get drop ships full of warrior cohorts there as soon as possible. One reason you might want to delay is to give your shock troops time to eliminate any SALs in the zone. The SALs, especially on UGA and tech level 7 planets, have a fairly high probability of shooting down an incoming drop ship. A drop ship that is

shot down might be able to crash land and save one or more of the cohorts on board. However, it might also be destroyed along with the cohorts it's carrying.

THE DROP AND ARRIVAL

The fastest and most efficient way to ensure speedy arrival of the warrior reinforcements is to use the Auto-Reinforce (AR) feature on the **Drop Ships Control Panel**. Click this button on for each zone you intend to reinforce with warriors using the current load settings.

If the Krellan fire power has less than a 60:40 advantage over the enemy fire power in the zone, then AR will be in active mode. The closest troopship to the zone will automatically launch a loaded drop ship as soon as it has determined that the arrival time of the drop ship will coincide with or be after the completion of the pad. When the drop ship arrives at the zone, it will automatically unload the cohorts on board as long as there is space around the ship. Once the drop ship is unloaded, it will automatically launch back to its troopship. This automatic launch only occurs if AR is on or the drop ship is within an enemy unit's ZOC.

If the Krellan fire power advantage over the enemy in the zone is more than 60:40, then AR will be standby mode. As soon as the fire power advantage falls below the criteria level, then AR will become active, and the reinforcement will commence.

When your first drop ship of warriors lands, be sure that the zone command has been changed to one of the offensive modes (standard, capture, or reduce). This will move the warrior cohorts away from the landing pad as soon as possible, allowing space for following cohorts to disembark.

Once the warrior cohorts have disembarked, order the drop ship to launch (if it's not on AR). Using the Group command, quickly order all shock troop cohorts defending the landing pad to withdraw. It might take a while for any cohorts engaged in combat to extricate themselves to where they can teleport up. If a cohort is not able to respond to its orders for quite a while, such as being unable to withdraw from combat, it may revert to local command again.

COMMAND TACTICS

With your warrior cohorts free to rampage, you will most likely want to set the local zone command to Standard. This is a good all purpose command, which allows the cohorts to freely attack targets of opportunity, whether it's enemy units or nearby city blocks and factories.

If your warrior cohorts are close to the majority of the city blocks and industrial areas, then you might force surrender of the zone quicker by selecting the Capture command mode. This orders your cohorts to give priority to occupying the city and industrial blocks over chasing enemy units. When all the city and industrial blocks have been captured by your cohorts, the zone will surrender, regardless of the number of remaining enemy forces. This tactic can also work if you have engaged most of the enemy units off in the countryside with your warriors, making possible a quick occupation of the city areas by newly arrived shock troops.

The third offensive mode is reduce. This orders your cohorts to concentrate on eliminating the enemy forces rather than occupying territory. This tactic is appropriate in some situations, such as having your warrior cohorts hunt down and destroy enemy mobile forces, thus preventing them from counterattacking shock troop cohorts you might have on raids behind their lines. You can also capture an invasion zone by eliminating all the enemy forces (both mobile and static), regardless of how many city and industrial blocks have been occupied. Remember too, that KHQ keeps track of the number of combat actions each legion is involved in, and this is a factor in the number of battle honors awarded to the legions after the invasion and their legion battle rating. Letting your legions run on the rampage, slaughtering enemy units, may be to your advantage in later missions by giving your legions more experience and higher battle ratings.

Regardless of the command you have selected for the zone, there are times when you will want to command one or more of the cohorts directly. This is especially true to conduct raids and special missions as discussed previously. However, there are tactical situations where it will be advantageous to use the mouse move and pursuit buttons to order cohorts to chase or intercept enemy units, or to occupy a specific strategic location, such as a space port, a factory, a pass between rough terrain, or an isthmus. When a cohort reaches the location you have chosen, it will stop there and occupy it until further orders are received. If a cohort has been sent to pursue an enemy unit, it will revert to local command once the enemy unit has been destroyed.

CONQUEST AND WITHDRAWAL

Once your troops have gained the advantage in a zone (the graphs display in the Zones Monitor Sub-Panel will quickly show you if you have the upper hand), you might want to withdraw your strongest warrior cohorts and replace them with weaker ones for the final mopping up. You can do this by turning off the AR mode for the zone on the Drop Ships Control Panel, selecting the current zone as the target zone, and changing the load settings to "weakened" warrior cohorts. Load and launch the drop ship. Once the drop ship has landed, order your stronger cohorts in the zone to withdraw (possibly using the Group command).

When a zone has surrendered to your forces, you should select Auto Withdraw (AW) mode for the zone on the Drop Ships Control Panel. This will cause a continuous cycle of empty drop ships from the troopships to pick up and return any warrior cohorts in the zone. This operation will continue without your attention until all Krellan cohorts have been withdrawn from the zone. AW for that zone will automatically turn off.

Step 6: Victory!

There are two ways to successfully complete the conquest of the planet and gain the resultant glory and riches. You can either capture (or destroy) all the target cities, or force the planet to surrender. For low technology level planets (level less than four), the first method is your only option. High tech level planets will probably surrender before you have captured all the cities, although some UGA tech level 7 planets have been known to fight to the bitter end.

CONQUEST OF INVASION ZONES

Individual invasion zones can be conquered by one of two methods:

Destruction of All Enemy Forces The zone will surrender if you can destroy all the enemy forces present. This means destroying all UGA regular units, all militia units, all forts, all shield generators, all SALs and all PDPs in the zone.

Capture of the City The zone will surrender if you can occupy and control 100% of the vital areas of the zone. This includes all city blocks, factions, and space ports. Forts and other static defenses do not have to be occupied. On the tactical display map, this means that all the abovementioned icons need to be predominately white in color, signifying Krellan control, rather than red, which signifies enemy control.

SURRENDER OF THE PLANET

For the higher tech level planets, significant events affect the planetary morale value. Destruction or capture of cities, and destruction of enemy units lowers morale, while setbacks to your forces will raise it (see **The Planets** section of the **Pre-Command Briefing**). Once the planet morale has dropped to zero, the planet will surrender.

FAILURE

Although failure is never an acceptable result, it may sometimes happen.

Exceeding Deadline You have been given a deadline in your orders. If the deadline is simply set by KHQ, you may continue your mission right up to that point. However, if the deadline is hard deadline, such as the arrival of an UGA War Fleet, then you will need to take steps to avoid disaster. You will be given two warnings of the impending approach of the enemy fleet. During the remaining time, you should withdraw all your forces from the planet's surface, and order the fleet to withdraw (using Communications) before the UGA fleet arrives. If you don't and the enemy fleet jumps you, then all remaining Krellan forces on the planet surface will be lost, and you will probably lose some of your orbiting ships. This will be disastrous to your mission rating.

Repulsion of Invasion Another way you can fail is to reach a point where you are unable to conquer the planet regardless of time left, and the only choice is to withdraw or destroy the planet by bombardment. This can possibly occur if you have lost all your shock troops, or if you have lost all your drop ships or troopships. If you reach this point, consider calling KHQ via Communications for help. It will hurt your rating, but not as much as giving up. If you have already used up your help and are still in a hopeless position, you are a really lousy commander and deserve the wretched rating that KHQ will assess for you.

APPENDIX A - BACKGROUND HISTORY

The glorious Krellan Empire is engaged once more in a life or death struggle with our hated enemy, the United Galactic Alliance (UGA). The UGA consists of over 500 inhabited member planets, although there are many more inhabited but independent (non-aligned) planets within their space. The UGA central authority uses an archaic, proven inefficient and degenerative

system of government called "democracy." As unbelievable as it may seem, this system actually lets the ignorant masses of the inhabitants select their leaders based on an often rigged popularity contest called elections, where the in-bred rich can buy their way to leadership. The UGA even has the audacity to allow its member worlds to have their own forms of autonomous government! They encourage the weak to thrive, while suppressing the strong. Despite this weakling leadership, the UGA is protected by a formidable force called Star Fleet. This foe is worthy of our challenge and will give our legions the opportunity to earn many battle honors. The UGA space is divided into a home sphere, where the home planets and oldest colonies are located; an inner shell, which condemns mostly Alliance colonies and independent worlds- and an outer shell, which is mostly unexplored territory with a few young colonies and mostly independent worlds. In this outer shell facing the Krellan Empire is the Alliance Defensive Zone. Twenty-three years ago, our first war of righteous conquest, known as the Great and Holy Galactic Crusade of Appropriation and Entitlement, was thwarted by the cowardly treachery of 55 despised and never-to-be-named former Krellans officials in the Imperial government. These traitors signed a "peace" treaty with the UGA after our forces had made a temporary and cunning tactical withdrawal from Alliance territory to lure their fleet into a trap. The terms of this so-called treaty caused untold degradation, shame and humiliation of our beloved warriors as they were forced to disarm, and it plunged the Empire into ruin.

After our beloved Emperor, Henri Zae IV, ascended to the Dreadful Throne of Imperial Death, he saw that each of the traitors was slaughtered in the most horrible way possible and their entrails used to feed the Imperial falcons. Having rid the Empire of the cancer that these traitors were, the Emperor restored the pride of the Krellan Empire and rebuilt it to an unsurpassed level of strength.

When at last the time was ripe, the Emperor unleashed his brilliant plan of revenge onto the unsuspecting UGA, in what is now known as the Most Holy War of Revenge. With the minor help of our Zaldrion allies, we smashed their Defensive Fleet headquarters on the planet Draesus Beta II with a brilliant stroke of tactical genius that caught the enemy unprepared. By stripping the other parts of Alliance space, they were able to send enough reinforcements to stop this initial thrust by our forces. Thus ended Phase I of the Emperor's brilliant master plan.

In Phase II, the Emperor sent thousands of our destroyers and some Zaldrion ships to attack the flanks of the Alliance to either side of our common border. Despite the valiant effort of a few heavy cruisers, our ships pressed on deep into UGA space. Star Fleet Headquarters was forced to divert ships from reinforcing the central defensive zone to stop these threats to their flanks.

In the meantime, our main force was building for the fatal strike to the heart of the Alliance through the weakened central Defensive Zone. Phase III began with a smashing attack led by 685 battle fleets, at the core of which were our new and powerful *Klagar* Class battlecruisers. Supporting this thrust were 13 command squadrons, 411 supply squadrons, 296 invasion squadrons (containing 1,184 legions), and 12,469 independent destroyers. The irresistible first wave of naked power soon smashed through the Alliance defenses in the central Defensive Sector. The crowning achievement of this first wave was the locating and destruction of the UGA Fifth Fleet Regional Headquarters.

The remnants of the first wave in this attack, reinforced by the fleets of the second wave, have now broken into the inner shell of the UGA. The emphasis of the second wave is in invasion fleets, which are currently encountering mostly independent worlds to conquer. As we get closer to the Home Sphere, we expect to encounter more and increasingly stronger UGA worlds. We have retrained some of our proven and experienced battlecruiser commanders to be invasion commanders. These commanders will take charge of invasion fleets, each of which will consist of one or more invasion squadrons, depending on the strength of the target planet. As you know, each invasion squadron consists of one troopship containing four legions, escorted by destroyers. The goal of this second wave is to penetrate the Home Sphere and smash the UGA into oblivion!

Decorations And Awards

An elaborate awards system has been set up to recognize and reward outstanding achievements in the service of the Empire. There are two basic types of awards - those that are based on your performance during your missions as determined by your mission rating, and those that are for the accomplishment of special events.

ILLUSTRIOUS SERVICE AWARDS

The illustrious service decorations and awards (Table B.5) are based only on your current mission rating at the end of a successful mission. There are five award levels, Level I being the lowest, while Level V is the highest and the most prestigious. Awards are presented in order within each award level. If you already possess the last award in each level, then you will be awarded another of the first awards. You can be presented the same award any number of times. The minimum mission rating required to receive each award level is given in the first column. You will receive only the highest level award for which you qualify after each mission.

SPECIAL AWARDS

The decorations and awards shown in Table B.6 are bestowed for special events and significant achievements that occur during your missions, and are not based on your mission rating or rank. You will receive these awards in addition to any Illustrious Service Award that you may have earned for a mission. There are other special awards not listed here that you may receive during your career for significant events, such as wanton acts of brutality or treachery.