

Overview

Describes how to play **STARDATE 2140.2: CRUSADE IN SPACE**.

Tutorial

Provides an introduction of the game for the **Demostar Galaxy**.

Operations Map Functions

Describes the functions available from the **Operations Map**.


Menu Items

Describes the functions provided by the Menu Bar at the top of the **Operations Map**.

Tutorial

This tutorial will take you through many of the key features of the game. Using the following steps, you should be able to gain an understanding of how to perform most of the important functions you will need to manage your empire.

For the purpose of the tutorial, all references to the **Left Mouse Button** will be presented as [LMB](#), and all references to the **Right Mouse Button** will be presented as [RMB](#).

You should also consult the [Help](#) information which is always available with many of the control panels and where ever you see a [Question Mark](#) button .

When the game begins, an introductory music piece is played for you, and the Emperor's personal warship will approach and pass through your view.

Starting a new game

Begin the tutorial by selecting [File/New](#) from the menu at the top of the window, and from the common dialog box that is displayed, select the "**sharstar.g**" game by double clicking on the name or selecting that name and clicking on the [OK](#) button.

After loading a game

When the game "**sharstar.g**" is loaded, the **Operations Map** will be displayed to show you the galaxy to be used in the tutorial. You will be able to learn more about the **Operations Map** and it's functions, from the **Operations Map Functions** item of this [Help](#) information.

Selecting a star system

Within the **Operations Map** you should see a yellow star, which is your home star system, OMEGA PSC, and your taskforce near the star system. Please select that star system by placing the mouse pointer (the extended finger of the Emperor's Hand) on the icon representing the star, and pressing the [LMB](#) one time.

You will know that you have selected the star, when the name of the star appears in the status bar at the bottom of the window.

Operations Map status line

You might also note that the current stardate and the dimensions of the **Operations Map** are also displayed in windows of the status bar at the bottom of the window. For a more complete description of the **Operations Map Functions**, please consult the **Operations Map Functions** section of this [Help](#) information.

Using the Brief Report

You can also obtain a **Brief Report** of the objects in view in the **Operations Map** by placing the mouse pointer on the icon representing the star OMEGA PSC or your taskforce and pressing an holding down the [RMB](#). The **Operations Map Brief Report** on each object will be displayed as long as you hold the [RMB](#) down.

Game Options

You can control much of the game's options by selecting the [Options](#) menu item from the top of the **Operations Map**. Please do that now.


As you can see, the **Game Options Dialog Box** will be displayed. Detailed information on the various game options can be obtained by selecting the [Question Mark](#) button from the dialog.

For the purpose of the tutorial, we ask that you not select any changes to the current options. Later, after you begin playing on your own, you are free to experiment with all the game options.

Let's dismiss the **Game Options Dialog Box** by selecting the [Cancel](#) button .

Star system detail

Now, you can get a closer look at the OMEGA PSC star system and your taskforce by selecting **Tactical Mode**.

This is done by placing the mouse pointer on the [Tactical View](#) button  on the right side of the **Operations Map**, and pressing and releasing the [LMB](#). If you still have the star OMEGA PSC selected (it's name is displayed in the status message area at the bottom of the window) then the **Operations Map** will change to a **Tactical View** and center on the star OMEGA PSC.

You should now see the star OMEGA PSC, your home planet of SUTOCIUS and the taskforce starships.

You should also notice that **starsec** marks are now visible on the sides of the **Tactical Map**. These marks provide you with a visual clue as to the distances in the star system observed while the map is in the **Tactical View**.

You might also notice the starships of the taskforce are now visible.

You can obtain **Tactical Brief Reports** on the objects in view in the **Tactical View** in the same manner as you did for the **Operations Map**. Place the mouse pointer on the object to review and press and hold down the [RMB](#).

Selecting a planet


You can select the SUTOCIUS planet by placing the mouse pointer on the icon for the planet and pressing and releasing the [LMB](#).

This action will display the **Planet Control Panel**. Detailed information about the functions available from this control panel is available from the [Question Mark](#) button on that control panel.

Setting factory production


For the purpose of the tutorial, you should only be concerned with setting the production of the one (1) factory on the planet. This is accomplished by double clicking on the [No Production](#) item in the **Factory List** of the control panel. That item in the list represents the one (1) factory on the planet.

The **Factory Control Panel**, for that factory, will be displayed. For the purposes of the tutorial, you should select to build a starship of the [StarCruiser](#) class. You can accomplish this by double clicking on the [StarCruiser](#) item in the **Class List** of the **Factory Control Panel**.

As a result of this action, the **Factory List** of the **Planet Control Panel** will be updated to reflect the construction in process of the [StarCruiser](#) class starship. You approve this change in planet control by selecting the [Exit](#) button .

Now, you need to let some time pass.

Controlling the passage of time

You can accomplish this by **unfreezing time** by selecting the **StarDate** menu item at the top of the **Operations Map** or placing the mouse pointer on the **StarDate** button  on the right side of the **Operations Map**.

You will always be able to **freeze time** by making any selection within the confines of the **Operations Map**.

Production completion process

After several minutes, your new **StarCruiser** class starship will be built, and placed in orbit about the planet SUTOCIUS. If you have not made any game option changes, a **Construction Report** will be presented to inform you that the construction of the **StarCruiser** has occurred. This report can be immediately dismissed with a single **LMB** click on the report, or if you wish to wait a moment or two, it will dismiss on its own.

Next a **StarShip Name Dialog Box** will be presented, to give you the opportunity to change the name of the newly constructed starship.

The production of the new starship will also trigger the display of the **Taskforce Control Panel** showing the newly produced **StarCruiser** in the formation grid. For the purpose of the tutorial, please dismiss the **Taskforce Control Panel** by selecting the **Exit** button at the bottom right of the panel.

Also, the **Factory Control Panel** will be presented, to allow you to change the production of the **Factory** on the planet. Direct the factory to produce a new **Factory** by double clicking on the **Factory** item in the **Class List** of the **Factory Control Panel**.

Freezing Time

Finally, **freeze time** by selecting the **Frigate** class starship of the taskforce.

If you have allowed your taskforce to proceed onward to its destination, the planet SUTOCIUS, then the new **StarCruiser** class starship will join the taskforce. You should see the **StarCruiser** class starship icon appear in the **Tactical Map**, among the other starships of the taskforce.

Taskforce Control

Now you are ready to send your taskforce on a little raiding mission to one of the nearby star systems, the AHZDOR star system.


Notice the buttons to the right of the **Tactical Map**, and that the one you pressed to select the **Tactical Mode** is still depressed (this is the **Tactical** button).

When the flagship of a taskforce is currently selected (the **Destroyer** class starship you selected earlier to freeze time) and the map window is displaying the **Tactical Map** (ie. in **Tactical Mode**), then you can initiate the **Taskforce Control Panel** by selecting the **Tactical** button. Do so now.

The **Taskforce Control Panel** should be displayed in the upper left corner of the **Tactical Map**. Detailed information on the functions of the **Taskforce Control Panel** can be obtained by selecting the **Question Mark** button of the panel.

Setting a taskforce destination

For the purposes of the tutorial, you are going to set a destination for the taskforce and send it on it's way.

The first step is to display the star you wish to travel to upon the **Operations Map**. You do that by changing the resolution of the **Operations Map** to the lowest resolution, or **Galaxy View**, by pressing the  button that is located on the right side of the map window.

All the stars in the galaxy will now be displayed upon the **Operations Map**.

The AHZDOR star system (your taskforce's destination) is the star system located just below your home star system of OMEGA PSC. You can confirm that it is the AHZDOR star system using the **Brief Report** that was described for both the **Tactical** and **Operations Map** windows.

Now select the [Destination](#) button on the **Taskforce Control Panel**, and notice that the status message area is indicating a message "Select a destination". The AHZDOR star system can be selected by placing the mouse pointer on the icon of the star in the **Operations Map** and pressing and releasing the [LMB](#). Notice that the **Taskforce Control Panel** status display is now updated with the new destination of the taskforce.

Notice also, that the **Taskforce Control Panel** status display is now updated with the new taskforce speed and expected stardate of arrival.

If you select the [ETA](#) button, you will be presented with the **Taskforce Speed Control Panel**. Please notice that the current **Taskforce Speed** is at **Flank** speed, the highest setting. Please dismiss the **Taskforce Speed Control Panel** by selecting the [OK](#) or [Cancel](#) button.

Unfreezing Time

Finally, **unfreeze time** again by selecting [StarDate](#) from the menu at the top of the window or selecting the [StarDate](#) button at the bottom right of the window. You will notice that as time passes, your taskforce begins it's long journey to the AHZDOR star system.

This journey will take a few minutes to complete.

More factory production processes

Before your raiding taskforce arrives at AHZDOR, you will be informed of the completion of the [Factory](#) you had set for construction.

When this occurs, you will first be presented with the **Factory Control Panel** for the new [Factory](#) just built, and after that, the **Factory Control Panel** for the [Factory](#) which had just completed building the new [Factory](#).

Due to the amount of resources needed to construct the new [Factory](#), you will notice that the **Factory Control Panel** of the new [Factory](#) does not list any classes for construction. You might also notice that the Resources reported in the top half of the panel are very low. Those are the **Resources Available** on the planet based on other production underway. For the time being, allow production to not be set by pressing the [Exit](#) button at the bottom right of that **Factory Control Panel**.

Now the **Factory Control Panel** for the [Factory](#) which had just completed construction of the new [Factory](#). You might want to select construction of some [Assault Troops](#) or [Starfighters](#). Make your selection and dismiss the

Factory Control Panels. For the purpose of the tutorial, we will ignore the status of the production of the newly produced **Factory**.

Taskforce destination arrival

When your taskforce arrives at the AHZDOR system, you will discover that this system may be occupied by starships belonging to another Emperor, and if they are present, they will not be happy with your arrival!

Space Combat

If a space battle commences:

For the purpose of the tutorial, allow the space battle to be fought by the battle computers onboard each starship of your taskforce. You should take this opportunity to observe the tactics, weapon effects and the messages which are displayed at the top of the window.

Later, you can review the **Space Combat** topic in this [Help](#) information, and the **Formation Control** topic in the **Taskforce Control Panel** [Help](#) information and **Combat Control** topic in the **Unit Control Panel** [Help](#) information for ideas on how to obtain the maximum control over **Space Combat**.

Invading Planets

At the end of the space battle, your taskforce should be victorious. Unless your **Transport** Class StarShip was destroyed, you can now proceed to invade the planet RAINHOLD of the AHZDOR star system. **Freeze time** again by clicking anywhere within the **Operations Map**.

You may have to move closer to one of the planets, so that the shuttlecrafts carrying your **assault troop** units are in range.

You do this using the **Taskforce Control Panel** you used to set the [Destination](#), only this time, you will select the planet you wish to invade. If it is occupied by the forces of another empire, you will know. If it is unoccupied, then you will have colonized your first planet!

Once your taskforce is within shuttle craft range, select the **Transport** Class StarShip **Unit Control Panel** by double clicking on the icon of that starship. Detailed information on the **Unit Control Panel** is available from the [Question Mark](#) button at the bottom of the panel.

For the purpose of the tutorial you are going to order the **Assault Units** in the **Cargo Bay** of the **Unit Control Panel** to [Invade](#) the planet.

You issue this order by placing the mouse pointer on the icon of each **Assault Unit** in the **Cargo Bay**, pressing and releasing the **LMB**. The **Ferry Control Panel** will be presented and you should select [Invade](#) for both **Assault Units**.

Dismiss the **Unit Control Panel** by selecting the [Exit](#) button and **unfreeze time** by selecting [StarDate](#) from the menu or pressing the [StarDate](#) button at the bottom of the **Operations Map**.

As time is restarted, the invasion of the planet RAINHOLD that you have scheduled, will be carried out, and your **Assault Units** will likely be defeated (sorry, but this is just a tutorial). The outcome of the invasion will be presented.

You should **freeze time** now.

That completes this tutorial. As you have probably observed, there is a lot to learn, and much to plan for, so you can now send your taskforce back to your home star system for repairs and reinforcing, and plan another campaign, or try other aspects of the game.

Enjoy ... and may the stars shine brightly for you!

Menu Items

File

File/New

This option will present a common dialog to request the selection of a new game file. The new game file will be loaded and a new game will begin.

File/Load

This option will present a common dialog to request the selection of a previously saved game in progress. The game in progress file will be loaded and the game will continue at the point from which it had been saved.

File/Save

This option will perform a save of the game in progress, provided the current game had been loaded from a previous game in progress, or the current game had been saved since the current game was initiated. If the current game has not yet been saved, then this option functions like the [File/Save As](#) option discussed next.

File/Save As

This option will present a common dialog to request the selection of a name, under which to save the current game in progress. All saved games in progress have the extension **.crs**.

File/Quit

This option will terminate the current game, without a save, and will return control to Windows.

Options

This option will present the **Game Options Dialog**. See the help information available from that dialog for details of the various game options.

Reports

Reports/Production

This option will present the **Production Report**. A list of all the factories under control by the empire. See the help information available from that report for details on the information provided by the report and the functions which are available from that report.

Reports/Status

This option will present the **Systems Status Report**. A list of all the planets under the control of the empire. See the help information available from that report for details on the information provided by the report and the functions which are available from that report.

Reports/Taskforces

This option will present the **Taskforces Report**. A list of all the taskforces under control of the empire. See the help information available from that report for details on the information provided by the report and the functions which are available from that report.

Reports/Units

This option will present the **Units Report**. A list of all the units under control of the empire. See the help information available from that report for details on the information provided by the report and the functions which are available from that report.

Galaxy

This option will display the **Operations Map** window at the lowest resolution. If the **Operations Map** window is currently displayed at the lowest resolution, then this option is disabled.

[Stardate](#)

This option will start time passing. If time is currently passing, then this option is disabled. If time is currently stopped then this option is enabled.

Operations Map Functions

The **Operations Map** window is the largest window in sight. On it, the taskforces, star systems, starships and space combat are all displayed. It is bordered by the menu items displayed at the top of the window, operations control buttons on the right and the status messages at the bottom.

The stars, planets, taskforces and starships displayed in the **Operations Map** window can be selected by positioning the mouse pointer on the object to be selected and pressing the **LMB** one time.

Brief Report

An **Operations Map Brief Report** of any object displayed in the **Operations Map** or **Galaxy Map** windows can be obtained by positioning the mouse pointer on the object to be reported on and pressing the **RMB** and holding the **RMB** down.

The **Brief Report** of the object will be displayed until the **RMB** is released.

For starships, the **Brief Report** displays a view of the starship in space, and status bars reflecting the current status of the starships's SHIELDS, ARMOR and remaining HITS. For more detailed information as to these status values, please consult the **Unit Control Panel Help** information.

For stars, the **Brief Report** displays a view of the star in space, type of star, number of planets in that star system and galactic location in starsecs.

For planets, the **Brief Report** displays a view of the planet in space, the type of planet, number of resources on that planet, the number of defensive units on that planet and number of factories on that planet.


Stopping the passage of time

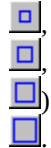
While time is passing, the current starDate displayed at the bottom of the window will advance. Time can be stopped by clicking the **LMB** anywhere within the **Operations Map**. Time can be restarted by selecting the **StarDate** menu item or pressing the **StarDate** button (see below).

Operation Map Control Buttons

The operations control buttons along the right side of the map, provide several functions.

View Resolution Control


Beginning with the top most button  of the **Resolution Control Buttons**, (it is the highest resolution available for the **Operations Map**) and progressing down the right side (



) to the lowest resolution button

Each button will change the resolution of the **Operations Map** to a different resolution. The actual size of space displayed by the **Operations Map** at a particular resolution is displayed in the status area at the bottom of the map.


Tactical View


The next button  of interest is the [Tactical View Button](#). This button acts as both a toggle to enter the **Tactical View** of the currently selected taskforce, and as a request to display the **Taskforce Control Panel** for the currently selected taskforce, while the **Operations Map** is displaying in **Tactical View**.


Galaxy View

The next button  down the right side is the [Galaxy View Button](#). Pressing this button will display the entire galaxy in the **Operations Map**.

Reports


The next button  down the right side will display the **Production Report**, which displays a list of factories owned by the Emperor, and also can be displayed by selecting the [Reports/Production](#) menu item.

The next button  down the right side will display the **Status Report**, which displays a list of the star systems owned by the Emperor, and also can be displayed by selecting the [Reports/Status](#) menu Item.

The next button  down the right side will display the **Taskforces Report**, which displays a list of the taskforces owned by the Emperor, and also can be displayed by selecting the [Reports/Taskforces](#) menu Item.

The next button  down the right side will display the **Units Report**, which displays a list of the units owned by the Emperor, and also can be displayed by selecting the [Reports/Units](#) menu Item.

StarDate (passage of time) Control

The last button  down the right side will start time passing if it has been stopped. This also can be done by selecting the [StarDate](#) menu Item. Stopping time passing is the same as **freezing** time and starting time passing is the same as **unfreezing** time.

How to Play

STARDATE 2140.2: CRUSADE IN SPACE is a game of galactic exploration, planetary conquest and colonization, starship production, resource management and as in all endeavors which involve humans, one of conflict.

The player will assume the role of the Emperor, and will control all aspects of the production and military forces which form the crusade. The Operations Map and controls represent the Emperor's **Space Radar Screen** from which the Emperor's will is extended throughout the galaxy.

Each of the following sections will describe specific functions available to the Emperor. Also presented are suggested goals for the Emperor to attain, some tips for the best way to reach certain goals and descriptions of events which occur during the management of the empire.

[Getting Started](#)

[Taskforces](#)

[Starships and Units](#)

[Exploring the Galaxy](#)

[Invading a Planet](#)

[Planet Colonization](#)

[Production](#)

[Space Combat](#)

[Winning the Game](#)

Winning the Game

The goal of this game is to occupy and control all the planets in the galaxy.

Therefore, the Emperor can play as long as desired, until all planets are occupied and controlled by one Emperor, or stop any game before all planets are occupied, and receive an evaluation of performance up to that point.

At the point when the Emperor has occupied and is in control of all planets in the galaxy, the game is stopped and the winning Emperor is awarded the title **GRAND IMPERIAL EMPEROR**.

If the Emperor stops the game, and has occupied and is in control of 75% or more (up to 99%) of the planets in the galaxy, then the Emperor is awarded the title of **IMPERIAL EMPEROR**.

If the Emperor stops the game, and has occupied and is in control of 50% or more (up to 74%) of the planets in the galaxy, then the Emperor may retain the title of **EMPEROR**.

If the Emperor stops the game, and has occupied and is in control of 25% or more (up to 49%) of the planets in the galaxy, then the Emperor is demoted to **STAR ADMIRAL** of the Empire, and placed in command of the nearest taskforce preparing for battle.

If the Emperor stops the game, and has occupied and is in control of less than 25% of the planets in the galaxy, then the Emperor is demoted to **STAR SAILOR**, and is placed in charge of the waste disposal unit of the nearest **Transport** class starship.

Space Combat

When taskforces of opposing Empires encounter each other in space, space combat operations result.

The forces of each Empire are not equally proficient in space combat. As you play, you will discover that the forces of the ZARDULA Empire are very, very good. And that the puny TIORANS can be defeated by most any Empire. The forces of the other Empires are roughly similar in capability.

Only the starships of the taskforce are able to take actions during space combat. The ground units which are part of the taskforce, however, can be destroyed if the starship to which the ground unit is onboard is destroyed during space combat.

The actual space combat actions taken by individual starships are determined by each starship's **Combat Control** settings from the **Unit Control Panel**. Additional information on the effect of these settings is provided by the [Help](#) information available from the **Unit Control Panel**.

When space combat operations commence, for each stardate that passes, all surviving starships are granted an opportunity to fire all of the weapon systems onboard the unit, and the outcome of that fire opportunity is resolved and damage applied if applicable.

During each fire opportunity, the current condition of the firing starship, in terms of computer accuracy rating, damage sustained and type of weapon being fired are all considered in determining the accuracy of fire, effectiveness of hits, amount of damage to the target.

Information relative to the effects of the various weapons, computer systems, defense systems and armor systems is available from the **Unit Control Panel**.

During space combat operations, the Emperor can stop time in the same manner as discussed in the **Operation Map Control** section of this help information. However, once a stardate tenth commences, all fire opportunities which are to occur during that time, will be concluded before the time actually stops.

Production

The **Factory** unit is the only unit which can perform production, and only when the **Factory** unit is on a planet which is under control of the Emperor's forces. Production of other units of the classes of starships and ground units can be performed by the **Factory** unit.

The resources of the planet on which the **Factory** unit is located, control the number and types of units which can be produced. As the **Factory** units on a planet are set to produce the various classes of starships and ground units, the resources required to produce each, are deducted from the **available resources** of the planet.

Each class of unit which can be produced, requires a specific number of resources and stardate tenths to produce.

When insufficient amounts of resources are available for the production of selected classes of units, by the **Factory** units located on the planet, then the **Production Control Panel** will not offer those classes of units which can not be produced, as selections in the list of classes.

Production occurs each stardate tenth (or turn). When a new unit is produced at a **Factory**, the Emperor will be informed of the newly produced unit, unless of course, the Emperor has selected to not be informed (See Menu Options).

There is a limit to the number of units which can be supported by the empire.

This limit varies between one-quarter and one-half the total of all resource points on all planets in the empire, depending on the difficulty setting of the crusade. Thus, if the empire owned two planets, with a collective total of 100 resources (regardless of what was available), then the empire could only support approximately 25 to 50 units (ground units, factories and starships combined).

Decommissioning

At times, the collected resources of the empire are insufficient to complete the production of scheduled units.

When such times occur, the Emperor will be informed of the problem, and production will be halted for that stardate. At that point, the Emperor will need to either colonize another planet (to obtain more resources and personnel) or will need to cancel some current production or will need to decommission an existing unit to complete the production of scheduled units.

Additional information regarding decommissioning units is available from the information provided by the **Unit Control Panel Question Mark** button.

Repair

Factory units also play a role in the repair of damaged starships and ground units. When a unit is damaged from combat, it can be repaired, over time, by remaining either on a planet, or in orbit above a planet, owned by the Empire and supports at least one **Factory** unit.

If the **Factory** unit is not involved in production, or is not damaged, then the rate of repair is doubled.

Starships in space, and not in orbit around planets capable of repair, are able to effect repairs to damaged Defensive Shield systems only.

Additional repair information is available from the information provided by pressing the **Unit Control Panel Question Mark** button.

Planet Colonization

A planet is considered colonized, when the Emperor directs a ground unit, such as an [Assault Troop](#), [Defense Force](#) or [Factory](#) class unit to be ferried to the planet. This may come about at the end of an invasion of a planet occupied by an opposing empire's forces, or by the ferrying of a ground unit to an unoccupied planet.

Only [Assault Troop](#) units may ferry to an unoccupied planet.

As a result of colonizing a planet, that planet's resources and population are now available for use by the Empire. The collective amount of resources of all planets colonized by the empire, reflect the number of starships and ground units which can be supported by the empire.

The actual number of units which can be supported is roughly one-fourth (1/4) the total amount of resources in the empire. And may be subject to change as various stellar events occur.

Getting Started

Starting a new game only requires the Emperor to select a game from the [File/New](#) menu item. When [File/New](#) is selected, a common file dialog is presenting, listing the available games. Only games (indicated by the **.g** extension) prepared by the **STARDATE 2140.2: CRUSADE GENERATOR** can be used to start a game.

Select the game to play by highlighting it and pressing the [LMB](#) with the mouse pointer on the [OK](#) button or by double clicking the [LMB](#) with the mouse pointer over the game entry desired and the game will begin.

Taskforces

All the various types of units, which are under the Emperor's command, are controlled and maneuvered as taskforces.

In order to perform Exploration, Planetary Invasion, Planetary Colonization, Star System Defense and Space Combat, the Emperor will need to assemble units into taskforces.

A taskforce can consist of one to thirty-two (1-32) starships, and can include ground units such as **Factories**, **Assault Troops** and **Defense Force** units, and of course **StarFighter** units; as cargo on-board any transport capable starship which is a part of the taskforce.

The limit of a maximum of thirty-two (32) starships in a taskforce is imposed due to the limits of the current state-of-the-art in computer control.

All taskforce control is provided from the **Taskforce Control Panel**, which can be displayed for a given taskforce in a number of ways.

One way is to select the taskforce to be controlled by positioning the **Operations Map** so that the taskforce is in view (see the **Operations Map** section of this help information for details). Once the taskforce is in view on the **Operations Map**, the taskforce can be selected by placing the mouse pointer on the icon of the taskforce and pressing the **LMB**.

The name of the selected taskforce will be displayed in the selection window at the bottom of the **Operations Map**. Placing the mouse pointer on the icon of the now selected taskforce and pressing the **LMB** a second time, will now present the **Taskforce Control Panel**.

The process of selecting the taskforce and presenting the **Taskforce Control Panel** can be combined into one step by double clicking the **LMB** on the icon of the taskforce as it is displayed in the **Operations Map**.

A third way to present the **Taskforce Control Panel** is available when the **Operations Map** is in **Tactical Mode** (see the **Operations Map** section for details of this mode).

The Emperor will note, that while in **Tactical Mode**, the icon of the taskforce is not displayed, and is replaced by the display of the various starship unit icons.

When the flagship of the taskforce is the selected unit in the **Tactical Mode**, positioning the mouse pointer on the **Tactical** button (see the **Operations Map Controls** section for details on this button) and pressing the **LMB**, then the **Taskforce Control Panel** will be presented.

Starships and Units

The primary instruments of the Emperor's will, are the magnificent Starships and Ground Units of the fleet.

Each serves a unique and special purpose in the exploration, colonization and conquest of the galaxy. It is the wise Emperor who spends the time to study the Starships and Ground Units which are available for service.

Starships

StarFighter



The unique single seat **StarFighter** provides a taskforce defender and a planetary attack/defender role within a single craft. Unable to transite the vast distances of interstellar space, the **StarFighter** is restricted to being based on planets of the Empire or other starships (which are capable of supporting it).

When based on a planet of the Empire, the **StarFighter** provides an excellent local system defense from invasion and unwanted intruding starships of other Empires.

The starship borne **StarFighter** is able to participate in taskforce Space Battles with opposing taskforces, or to assist in the invasion of planets about to join the Empire. It is the only starship capable of participating in both space combat and invasions.

PROPULSION: NURON ENGINE
ARMOR: TITANIUM
SHIELDS:
SENSORS: CLASS D
WEAPONS: LASER BEAM (2)
PULSE CANNON (2)
CARGO COST: 10

Transport



The workhorse of the fleet! One of the most important starships found in the service of the Emperor, the ungainly, ugly and often maligned **Transport** is the best carrier of the ground units which are a must to expanding the Empire. Although the **Transport** is equipped to support **StarFighters** in both space and invasion operations, it shines in filling it's massive cargo bays with **Factory**, **Assault** and **Defense Force** ground units, for invasion, defense and management purposes.

As the **Transport** is primarily designed for cargo, it is not the best starship to use to lead an attack against opposing taskforces, and the wise Emperor will protect the **Transport** starship in the fleet at all times.

PROPULSION: ION ENGINE
ARMOR: TITANIUM
SHIELDS:
SENSORS: CLASS A
WEAPONS: LASER BEAM

TRANSPORTER: YES
CAPACITY: 50

Destroyer



One of the best instruments for exploration is the **Destroyer** starship. The speed of this sleek, beautiful craft is unmatched by any other starship. Although the weapon and defensive systems of the **Destroyer** make it a formidable and capable raider, it is not designed to "slug it out" with the larger, more heavily armed and defended capital ships of the fleet.

PROPULSION: TFLUX SYSTEM
ARMOR: TITANIUM
SHIELDS: DEFLECTOR
SENSORS: CLASS C
WEAPONS: LASER BEAM
DISRUPTER (2)
TRANSPORTER: NO

Frigate



Pressed into service to provide a fast, yet heavier armed starship for exploration and escort duties, is the proud **Frigate**. Second only to the **Destroyer** in speed and slightly less armed than the smaller capital starships, the **Frigate** provides an excellent fleet and system defense platform. The **Frigate's** heavier firepower also make it a very good raider into known star systems of other Empires.

PROPULSION: SPECTRAL
ARMOR: TITANIUM
SHIELDS: ENERGY I
SENSORS: CLASS C
WEAPONS: LASER BEAM (2)
PULSE CANNON (2)
PARTICLE BEAM
TRANSPORTER: NO

StarCruiser



The smallest capital starship is the magnificent **StarCruiser**. Made famous in the early eons of the exploration of the old Federation empires, this starship combines speed, heavy armor and defenses and potent weapon systems. Quite capable of holding it's own against most other capital starships, the **StarCruiser** makes an excellent centerpiece to any taskforce.

PROPULSION: NURON ENGINE
ARMOR: GALIUM

SHIELDS:	PLASMA I
SENSORS:	CLASS D
WEAPONS:	PARTICLE BEAM (2) PHOTON TORPEDO (2)
TRANSPORTER:	NO

StarCarrier



Designed to provide a support platform for taskforce based **StarFighters**, the **StarCarrier** continues that navel tradition started on old Earth of providing **fleet air power** to a taskforce. The **StarCarrier** is capable of supporting two (2) full squadrons of **StarFighters** (8).

It is also possible to transport ground units instead of **StarFighters**, however the reports of the effectiveness of the **Assault** units after transit via the **hard flight decks** of the **StarCarrier** make it a less than desired carrier of those units.

PROPULSION:	ION ENGINE
ARMOR:	IONIC
SHIELDS:	PLASMA I
SENSORS:	CLASS D
WEAPONS:	LASER BEAM PARTICLE BEAM (2) MISSILE
TRANSPORTER:	YES
CAPACITY:	80

BattleCruiser



The smallest of the **Battle** starships is the **BattleCruiser**. Developed originally as an answer to swarms of attacking **StarFighters**, the **BattleCruiser** has developed into an excellent all around heavy weapons platform. Somewhat slow, and definitely not of the crisp, clean line traditions of many other starships, the **BattleCruiser** is expensive but packs a devastating punch.

When the Empire is prospering, and not under immediate attack, building a few of these giants will provide the firepower to resist most opposing taskforces.

PROPULSION:	NURON ENGINE
ARMOR:	TITANIUM GALIUEM
SHIELDS:	DIMIS I
SENSORS:	CLASS C
WEAPONS:	PARTICLE BEAM (2) MISSILE PHOTON TORPEDO
TRANSPORTER:	NO

BattleStar



The largest of the **Battle** starships is the **BattleStar**. A truly **do it all** attack, support, escort and raider starship. Very heavily armed and defended, and slightly faster than a **Transport**, the **BattleStar** is capable of standing to against large opposing taskforces and with it's transport capacity (albeit small) capable of invading a planet on it's own. One of the more expensive starships which can be built, yet it's meteor gun is one of the most devastating weapons in the galaxy.

PROPULSION: ION ENGINE

ARMOR:	TITANIUM GALIUM
SHIELDS:	ENERGY II
SENSORS:	CLASS F
WEAPONS:	LASER BEAM MISSILE (2) METEOR GUN
TRANSPORTER:	YES
CAPACITY:	8

Dreadnought



Few starsailers in the fleet can attest to witnessing an artifically propelled object as large as the **Dreadnought** starship. Slow and very expensive, yet it's the most heavily armed and armored starship in production. Certainly, the taskforce with a Dreadnought present, will find few opposing taskforces which are able to withstand it's withering firepower for long. An artifact of the bulk of the Dreadnought is a transport capability suitable for either **StarFighters** or ground units.

PROPULSION: NURON ENGINE

ARMOR:	TITANIUM IONIC
SHIELDS:	PLASMA II
SENSORS:	CLASS B
WEAPONS:	PARTICLE BEAM (2) MISSILE METEOR GUN PHOTON TORPEDO
TRANSPORTER:	YES
CAPACITY:	10

StarBase



Some starsailers consider the **StarBase** as not a starship, but as an artificial planet. Not as expensive to build as a **Dreadnought**, and incapable of interstellar flight, the **StarBase** is more heavily armed and defended than any starship. It's role as a system defender is without peer. It's onboard capacity for **StarFighters** exceeds the

venerable **StarCarrier**. However, as many a seasoned starsailer will note, a starship that can't move is just a big, stationary, target.

ARMOR:	TITANIUM
	IONIC
SHIELDS:	DIMIS II
SENSORS:	CLASS E
WEAPONS:	PARTICLE BEAM (2)
	MISSILE (2)
	KINSEY WAVE
TRANSPORTER:	YES
CAPACITY:	100

Predator

There is no **Predator** class starship in any known fleet, however, reports have come in from many parts of the galaxy, of encounters with a very fast, very well defended and very powerful starship, which has the rough appearance of a **bird of prey** similar to the avians found on many of the inhabited planets. Since little real evidence exists on this class, little can be reported to the Emperor at this time.

SPECIFICATIONS ARE UNAVAILABLE

Ground Units

Assault Troops



The pride of the Empire! These highly trained and highly motivated star troopers deliver the **Emperor's Hand** to those planets who resist assimilation into the Empire. Equipped with the latest armored vehicles, powered armor and anti-personnel and anti-vehicle weapons, the **Assault Troops** are the **point of the spear** of any planetary invasion.

Each **Assault Troop** possesses it's own inherent shuttlecraft which can be used to transit orbit and make planetfall or even reach other planets (within range of course).

ARMOR:	TITANIUM
SENSORS:	CLASS A
WEAPONS:	LASER BEAM (4)
CARGO COST:	5

Defense Forces



Garrisons on occupied planets in the Empire are capable of defending against most invading forces. These **Defense Forces** are composed of second echelon star troopers who have served the Emperor in other capacities and are now serving out their tours on the Emperor's planets.

Each **Defense Force** possesses it's own inherent shuttlecraft which can be used to transit orbit and make planetfall or

even reach other planets (within range of course).

ARMOR: TITANIUM
SENSORS: CLASS A
WEAPONS: LASER BEAM (2)
MISSILE
CARGO COST: 5

Factory



The **Factory** is an automated, self-contained, production facility that is capable of mining, processing and refining the raw materials found on the planets throughout the galaxy, into the various starships and ground units that serve the Emperor.

Each **Factory** possesses it's own inherent shuttlecraft which can be used to transit orbit and make planetfall or even reach other planets (within range of course).

ARMOR: TITANIUM
SHIELDS: DEFLECTOR
SENSORS: CLASS B
WEAPONS: LASER BEAM (2)
PARTICLE BEAM
CARGO COST: 30

Component Systems

PROPULSION

System	Starsecs/StarDate Tenth
ION ENGINE	40,000
NURON ENGINE	60,000
ENFLUX SYSTEM	50,000
SPECTRAL SYSTEM	100,000
T-FLUX SYSTEM	180,000

SENSORS

Class	Rating	Targeting
A	1,000	6
B	2,000	6
C	3,000	7
D	4,000	7
E	5,000	8
F	6,000	10

ARMOR and SHIELDS

Type	Rating	Against
TITANIUM	8	
GALIUEM	15	
IONIC	20	
PLASMA I	25	
DEFLECTOR	30	BEAM
ENERGY I	20	
DIMIS I	40	
PLASMA II	45	
ENERGY II	40	
DIMIS II	60	

(**Against** indicates only WEAPON type that system is effective against. No entry indicates effectiveness against all WEAPON types.)

WEAPONS

Type	Against		
Short	Med	Long	
LASER BEAM			ARMOR
14/20	10/16	8/15	
PARTICLE BEAM			
14/24	10/22	8/20	
METEOR GUN			
10/68	6/60		
DISRUPTER			SHIELDS
12/22	8/8		
PULSE CANNON			SHIELDS
12/26			
MISSILE			
16/50	12/50	10/50	
PHOTON TORPEDO			
16/50	14/48	12/46	
KINSEY WAVE			
16/80	16/72	14/68	

(**Against** indicates the system is only effective against ARMOR or SHIELDS. No entry indicates the system is effective against both ARMOR and SHIELDS. Range ratings show **chance to hit** and **damage upon hit**.)

Exploring the Galaxy

Before the Empire can be expanded from the Home planet, other star systems with planets must be located.

This is best achieved by small taskforces deployed with fast, inexpensive starships such as the **Destroyer**, **Frigate** and sometimes the **StarCruiser** classes.

Galactic exploration is the fuel of life for many veteran starsailors, and it is a must for the successful Emperor!

Invading a Planet

The expansion of the Empire!

The key to vast galactic conquest, is the successful conquest of planets. This should be of prime interest to the wise Emperor.

An invasion taskforce should contain, whenever resources enable, both **Assault** and **StarFighters** to provide for the invasion force, and **Defense Force** and **Factory** units to exploit the success of the invasion immediately.

Although the space lift capacity required to transport sufficient units to carry out such an invasion/exploitation mission is extensive, the vast distances of space make follow-on exploitation missions likely to arrive too long after the initial invasion to be of maximum use to the Emperor.

The wise Emperor plans invasions carefully!

Invasion Operations

The invasion of a planet is conducted in two phases. The first phase is **launching** the invasion and the second phase is **resolving** the invasion.

The current version of **STARDATE 2140.2: CRUSADE IN SPACE (CRUSADE)** will only allow one option for Invasion Resolution, which is called the **Automatic Invasion Resolution**.

A future version of **CRUSADE** will enable an optional link to **STARDATE 2140.2: BATTLES ON DISTANT PLANETS (BATTLES)** to allow for the detailed, tactical resolution of the invasion, which involves the direct management of all units involved in tactical combat for the planet.

Launching the Invasion

Obviously, the Emperor must direct a sufficiently deployed taskforce to orbit the planet to be invaded, and must ensure that appropriate **Assault** or **StarFighter** units are onboard the starships of that taskforce.

Each **Assault** and/or **StarFighter** unit which is to participate in the invasion, must be so ordered via the **Unit Control Panel** for the starship which is transporting the various **Assault/StarFighter** units.

An **Assault/StarFighter** unit is ordered to invade by positioning the mouse pointer on the icon of the unit in the cargo bay of the transport and double clicking the **LMB**.

The **Unit Control Computer** will detect the invasion possibility and will offer **Invade/Ferry** buttons for the selection. If the planet is not conquered, then you must invade.

If there is more than one planet to choose from, then an **Invasion Target Selection List** list will be presented, to which the planet to be invaded can be targeted by positioning the mouse pointer on the name entry for that planet and double clicking the **LMB**.

An **"I"** will appear in the cargo bay next to the icon of the **Assault** unit, or an **"L"** will appear for a **Starfighter** unit, which has just been ordered to invade the planet.

This process should be continued until all forces to be part of the invasion have been ordered to participate. Remember, only **Assault/StarFighter** units can take part in the invasion of the planet.

Automatic Invasion Resolution

As discussed before, whenever the Emperor selects a starship, taskforce or planet with the [LMB](#), time will stop. While time is stopped, no movement occurs, space battles do not progress and invasions do not get resolved.

In order to initiate **Automatic Invasion Resolution** after units have been ordered to participate in an invasion of a planet, the Emperor must restart time. Time can be restarted by selecting the [StarDate](#) menu item or positioning the mouse pointer on the [StarDate](#) button and pressing the [LMB](#).

As time passes, invasions that have been scheduled by the Emperor (or other Emperors) are resolved. An **Invasion Window** will open for each planet to be invaded, presenting the name of the planet being invaded and arraying the [Assault/StarFighter](#) units which are invading against the [Assault/StarFighter/Defense/Factory](#) units which may be defending the planet.

The resolution process considers each weapon of each unit participating in the attack/defense of the planet, conducts fire, records damage and destruction of units and continues until one side (attacker or defender) is eliminated.

If the attacker (the invading forces) is eliminated, then the planet is defended and so reported.

If the defender is eliminated, then the planet is conquered and becomes the newest addition to the Empire!

All the invading units of a successful invasion force automatically return to the transporting starship(s). In order to occupy the now conquered planet, the Emperor should specifically direct those occupational forces by using the **Unit Control Panel** of the transport unit, and [Ferry](#) the desired units to the planet.

