Unit Control Panel

Overview
Describes the **Unit Control Panel**.

Empire/Class Display
Displays the empire's emblem and an image of the unit class in the upper left corner of the panel.

Combat Control Center
Offers control of the combat functions of the unit.

System Status Panel
Displays the status of the key unit systems.

Starship Systems
Displays the components of the unit.

Cargo
Displays the class icons of the units on board as cargo and provides invasion and ferry control.

Unit Control
Provides controls for selecting and decommissioning units.

Unit Control Panel

Each starship or ground based unit can be controlled to the Emperor's desires via this control panel. Defensive or Offensive posture can be established for the unit, as well as the targeting preference for this unit.

The current relative values of defensive shields (BLUE), armor (RED), and hit points (GREEN) for each unit is displayed.

A collection of starship system icons is displayed in the upper right corner of the panel.

The cargo carried onboard the unit is displayed if the class of the unit is capable of transporting units, otherwise a view of the bridge of the unit is displayed.

Empire/Class Display

The emblem representing the owning empire is displayed in the upper left corner of the window, and a view of the unit's class ship or unit as seen from space or planetside, is also displayed on the left side of the panel.

Combat Control Center

Combat **posture** and **targeting mode** are controlled from this section of the control panel.   The Emperor clicks the LMB on the button representing the posture or targeting setting which is desired.

A unit's posture can be set to DEFENSE and this will place the unit in a mode in which the unit will not attack an opposing unit unless fired on first.   This is a good posture for those units the Emperor does not wish to draw attention to (ie. transporting starships, and other high value units).

A more aggressive posture can be achieved by setting the control to ATTACK.   This mode will result in the unit seeking out opposing units, and selecting the appropriate target and firing at a the first opportunity.

The **targeting mode** of a unit can be controlled directly by the Emperor.   When using the NAMED TARGET setting, during space combat the Emperor will be given the opportunity to select from a list of candidate targets available to the unit based on weapons and range.   This method allows the Emperor the maximum control over the targeting of a unit.

A less micro-managed option of targeting mode is available to the Emperor, which is to set the **Targeting Mode** to either BEST TARGET (the target the unit has the best chance of hitting) or BEST THREAT (the target which has the best chance of hitting the unit).   In these settings, the unit will conduct target acquistion as indicated and fire without involving the Emperor.

By combining the posture and targeting mode options as desired, the Emperor will have direct control or influence over the combat performance of the unit.

System Status Panel

This panel reflects the status of the Defensive Shields, Armor and the Hit Points of the unit, in the form of a BLUE, RED and GREEN color bar. The size of the bar reflects the relative condition of the component represented by the bar.

Positioning the mouse pointer over a color bar, and pressing and holding down the RMB, will display the **current** and **maximum** values of the component respectively.

For those new to wargaming, the defensive shields strength of a unit is reflected in the current value you see displayed when using the holding RMB down on the BLUE bar.   It indicates the ability of the unit's level of defensive energy screens (often called shields) to absorb the damage inflicted by attacking starships or ground units.   Certain weapon systems have a more or less effect on shields.

The armor strength of a unit is reflected in the current value you see displayed when holding RMB down on the RED bar.   It indicates the ability of the material used as armor to absorb the damage inflicted by attacking units.   Some weapon systems can only effect armor, and most weapons will damage armor.

The hit points of a unit is reflected in the current value you see displayed when holding RMB down on the GREEN bar.   It indicates the ability of the crew to absorb the damage inflicted by attacking units.   All weapon systems will inflict damage to the hit points of the unit.

When a unit is hit by attacking unit's weapons, the damage is applied first to the Defensive Shields (until there is no shield strength left) unless the weapon is of a type which cannot effect shields.   If the attacker's weapons cannot damage shields, and shields exist, then that weapon cannot do any damage to Armor or Hit Points until the Shield's strength is reduced to zero.

After the unit's Defensive Shield's strength is reduced to zero, subsequent hits by the attacker's weapons result in damage to the unit's Armor strength.   Likewise, when the unit's Armor strength is reduced to zero, additional hits result in damage to the unit's Hit Points.   When the unit's Hit Points strength is reduced to zero, the unit is destroyed.

A unit in space has the opportunity to repair damaged Defensive Shield strength, up to the maximum level for that class of unit.   A repair opportunity occurs each stardate tenth (turn).   Damage to Armor Strength and Hit Points can only be repaired while in orbit around a planet under control of the Empire.

If a unit remains in orbit around a planet which is both owned by the Emperor, and that planet has at least one Factory, the orbiting unit has the opportunity to repair, up to the maximum level for that class, any damage which has occurred to Defensive Shield strength, Armor Strength and Hit Points, by using the resources of the planet and the Factory(s).

If the Factory is currently not in production, then the rate of repair is at it's highest.

Starship Systems

All of the component systems which make up a starship or ground unit are represented by appropriate icons in this panel.

The Emperor can review a brief on each component by placing the mouse pointer on the icon to review, and pressing and hold down the RMB.

Various types of components will result in the display of a description and performance ratings for component specific features.

Armor and defensive shield components typically display the contribution of the component to the overall rating displayed in the **Systems Status** panel.

Sensors typically report the contribution made to detection and accuracy of fire.

Weapon systems briefs usually report the chance of hitting a target and damage inflicted by the weapon system at different ranges.

Propulsion systems briefs will report the movement rate of the unit in starsecs per stardate tenth.

The Emperor should review the components for all classes of starships and units to learn how to effectively deploy the units under command.

Cargo

Starships which are capable of transporting units will display a **CARGO BAY** area in the right lower corner of the control panel.   Those units which are not able to transport units will display a view of the bridge instead.

Units which are **ONBOARD** a transport capable unit, are reflected by the display of class icons in the **CARGO BAY** area for each unit onboard.   Each unit which can be transported, has a **TRANSPORT COST** which is the cost in mass, weight and volume needed to transport the unit. Starships with tranport capability have a **TRANSPORT LIMIT**, which is reflected in the **Available Cargo** value displayed directly above the **CARGO BAY**.

Cargo Unit Status

The status and identity of a unit onboard a transport capable starship can be displayed by placing the mouse pointer over the icon of the unit in the **CARGO BAY**, and pressing and holding down the RMB.

Ferry cargo to other transports or planets

A unit which is onboard can also be **FERRIED** from the transport to another transport capable starship or to a planet.   The transport or planet must be within 18 starsecs to be considered as a candidate destination.   The Emperor can initiate a **FERRY** operation by placing the mouse pointer over the icon of the unit to ferry and double clicking the LMB.

A list of candidate destinations will be displayed and the Emperor can select to cancel the ferry operation by pressing the ▣ button or approve the ferry operation with by double clicking the LMB while the mouse pointer is over a **destination name** in the list.

Launching Starfighter **attacks**

The Starfighter unit is a special unit which can be launched from the **CARGO BAY** of transport capable starships, to attack opposing starships.   When opposing starships are in range (approximately 18 starsecs), and Starfighter units are onboard those starships; then those Starfighters will be automatically deployed as soon as space combat commences.

The Starfighter combat control during space combat, is much as the combat control of any other starship. Depending on the **Combat Control Center** setting of posture and targeting mode (see the section on the **Combat Control Center**) the Starfighter will either select and attack a target, or wait to be attacked and respond against the attacker, or will present a **Target Selection List** for the Emperor's targeting direction.

Invading Planets

Certain units are capable of conducting planetary invasions.   These are the Assault and Starfighter units. An planetary invasion can be conducted when the transport capable starship is in orbit about the planet to be invaded.

The units in the **CARGO BAY** can be directed to invade the planet in the same way as the **FERRY** operation is performed.   If the planet is unclaimed or claimed by another Emperor, then the **Unit Control Computer** will present a choice dialog for the Emperor's selection.   If there is more than one planet which is close enough to be invaded, then the INVADE selection will initiate a **Planet Invasion Selection List** which operates like the other lists discussed above.   The FERRY selection performs as described

above.

Consult the main **Operations Window** Help Information for more detail about how planetary invasions are conducted and resolved.

Remember, an Emperor need not INVADE a planet already under his/her control.   Instead, the Emperor can FERRY units to a planet under his/her control.

A planet comes under the Emperor's control when all opposing units are destroyed and at least one of the Emperor's invasion units survives.

Unit Control Buttons

The series of small buttons in the lower right corner of the control panel, offer several functions:

NEXT unit button and PREVIOUS unit button allow unit selection sequentially.

DECOMMISSION unit button will decommission this unit and return the crew for reassignment and resources for use in constructing a new unit.

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).

HELP unit control button displays this information.

EXIT unit control panel button returns to the window from which the **Unit Control Panel** was accessed.