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Units available in Second Conflict

Mobile units include <u>Warships</u>, <u>StealthShips</u>, <u>Transports</u>, and <u>Missiles.</u>

Static Units are <u>System Defenses</u>, <u>Factories</u>, <u>Planets</u>, and <u>Stars</u>

<u>Troops</u> are only recruited on planets, but may be loaded onto Transports and moved.

WarShips

Warships are large vessels designed for combat. They destroy one enemy WarShip or Transport per round. It takes two WarShips to attack an enemy StealthShip. WarShips can also bombard enemy planets from orbit. WarShips cost one point each to build.

StealthShips

StealthShips are medium-sized starships equipped with advanced electronics that make them difficult to detect and target. Due to surprise, Stealthships always fire first when attacking. StealthShips are also preferred as Scouts. StealthShips cost three points each to build.

Transports

Transports are large, unarmed ships used to ferry Troops and cargo between systems. Each Transport can carry 50 Troops or build points. Transports cost three points each to build.

Missiles

Missiles are   high-speed, unmanned, expendable   vehicles. Missiles travel at twice the speed of regular fleets and are destroyed when they attack.   Missiles attack, in order: System Defenses, StealthShips, WarShips, or TranSports. If no mobile units are in the targeted system,   5 Missiles can destroy a Factory. Missiles can also play a defensive role; see Combat.

System Defenses

System Defenses are stationary organizations that defend star systems against attack and warn of incoming fleets.   System Defenses consist of computers, detectors, planet-based short-range missiles,   patrol boats, and energy weapons in fixed orbits. Defenses become more deadly in large numbers, 200 or more can be formidable. Up to 50   defenses can be built for every planet you control   in a system. You need at least 25 defenses to detect enemy fleets.

Factories

Factories are orbital facilities that construct mobile military units. You may have up to 50 factories in a single star system. Factories can also produce more factories. This takes 3 turns. Other than factories in you "home" system,   each factory can produce from 1 to 3 units each turn.
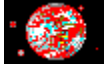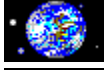
 Planets

Each star can have up to ten planets. Planets are the only place you can recruit Troops. Planets must be invaded (with Troops) before you control them.   Above Left is a friendly planet. Above Right is an enemy-held one. Planets may be wrecked, but this has a terrible effect on morale and is not recommended.
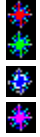
Star Systems

Star systems are, of course, complete solar systems and the main objective of the game is to conquer them all. There can be up to 26 systems in the Altair Sector. Imperial star are white. Player stars have a unique color, four of which are shown above.

Troops

Troops are the men and machines needed to wage ground warfare. Recruited on planets and moved between systems in Transports, Troops are required to seize and hold planets in enemy systems.

Combat

Credits

Game Design: Jerry W. Galloway

General Programming: Jerry W. Galloway

Computer Player Logic: Eric R. Markgraf

Graphic Design: Michael C. Ling

Special Thanks: Susan Galloway, Jeremy Wade Galloway

Playtesters: Perry Markowitz, Kenny Grumer,   Holland Myers, Thomas Naumann, Andrew Schwartz,   Greg Pomerantz, The Battlefield BBS Second Conflict On-Line gamers

The Battlefield BBS may be reached at (516) 669-0522 2400/N/8/1

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Menu Commands

File Menu Commands

View Menu Commands

Move Menu Commands

Maps/Misc Menu Commands

Options Menu Commands

File Menu Commands

New Game   Create a new game or start a scenario.
New games are created in the   <u>game setup module</u>

Open   Open a previously saved game

Save   Save the current game to a disk file

Save As   Save the current game to a disk file using a new name

Quit Game Determine a winner and end the current game

Exit   Exit the Second Conflict program

About   Display information about the Second Conflict program

View Menu Commands

Fleet Positions   Invoke the <u>fleet</u> position sub-menu to show fleets you have launched

> **All Fleets** - display the location and composition of all fleets you own
> **From Source System** - show only fleets that left the <u>Source</u> system
> **To Target System** - show only fleets heading to the <u>target</u> star
> **Missiles** - show only missile attack fleets
> <u>Scouts</u> - show only scout <u>missions</u>

Production Limits display <u>production</u> limits for systems you control

Last Turn   re-display the results of last turn, including scouts, movement and combat

Statistics   information about your performance as an Admiral

Score   current score of all the players in the game

Admirals   historical records of the top ten rated admirals

Unrest   display systems and planets that have poor morale and political unrest

Detections   see incoming enemy fleets

View Player enabled at the end of a game so you can look around

Scouts

Scouts are either WarShips or StealthShips that have been stripped or armament and dispatched to an enemy system to gather intelligence.   Scouts travel at 1.5 times the normal fleet speed. StealthShips are preferred as scouts since they can no be detected. WarShips are usually scanned, letting the enemy know that he has been scouted.

Fleet Missions

When you launch a fleet, your orders must include a mission. Mission type are **Reinforcment**, **Probe**, **Resource Raid**, and **Conquest**.

New Game Setup Module

In the scenarios *Dawn of Empire*, *Midstride,* and *Nightmare* you will be placed in the New Game Setup Module.

To begin creation of a new game, you must enter the number of players (max 10), number of stars (max 26), and the name and type of each player. Players may be either human or computer controlled.

Other game creation options include:

Novice Mode

Use this mode for you first few games. Novice games do not include StealthShips, Missiles, System Defenses, Production Limits,   wrecking, or   fleet missions. This lets you get comfortable quickly, yet poses unique challenges not found in the regular game.

System Defenses

You can play with or without defenses. The default is YES.

Display Level

The Display Level, also on the **Options**menu, controls how much information you recieve about events in the sector. At the lowest level, you only get messages about things you did. The map will only show your stars and stars you have scouted.

Each level above Show Nothing   tells you a little bit more.   Level 4 and 5 are intended for beginning players. Level 4   gives you scout, reinforcement, random event and combat messages for all players in the game. Level 4 also shows the owner of every star, although not necessarily how many <u>units</u> are there.

Display Level 5 includes a free intelligence scan each turn so you can see how many units each star has without having to send a scout.

The default is Level 1,   COMBAT and EVENTS.

Empire Build

Empire Build directs imperial systems (shown in white on the map) to produce more ships, defenses, and troops each turn. The Emperor's systems build at one-half the rate of player systems.   Turning on this option makes expanding more difficult, since Imperial systems are more heavily defended as the game progresses.

Game Difficulty

This option, which ranges from Easy to Tough, controls a lot of things. Primarily, it determines how well computer players play.   It also controls the production level and the severity of privateer attacks.

Game Length

This is the length of the game in turns. Each turn is about two weeks. The default is 150 turns, which is just over 6 years. The game may end sooner, of course, if there is only one active player or there are no active human players.

Starting Factories

This is the maximum factories per star used to create the galaxy. Player homeworlds will have this number of   factories, and Imperial systems will use this as a high limit. LOW is 10 factories, MEDIUM is 15, and HIGH is 20.

Ship Speed

Ship travel speed determines how quickly fleets reach thier destination. LOW is a speed of 4 per turn, MEDIUM is 5, and HIGH is 6 per turn.

Random Events

This turns on or off random events. Events occur sporadically and affect almost every part of the game. Turn them on to find out what they are!

Move Menu Commands

Scout   launch a scout mission from the source to target star

Fleet   send a normal fleet   to the target - and select it's mission

Missile Attack   launch a missile-only attack fleet to the target

Recall Fleet change your mind? bring a fleet back to base

Automatic   set a fleet to be launched each turn to the target star. Stays in effect until cancelled

Give Fleet   give a fleet to an ally. Once launched, the fleet is under control of the player you specify

Load Troops from all planets or a single planet you select with the mouse, load Troops onto Transports in the source system

Unload Troops   from Transports onto plantary surfaces

Invade Planets   automatically invade as many planets as Troop strength allows

Bombard   use WarShips to destroy enemy Troops

Maps/Misc Menu Commands

Altair Sector Map   display the start chart for the entire Altair Sector

Planetary Display   display details of the source system

Wreck   wreck resources or ships if current morale is above -1

Send a Message   diplomacy between human players can be an important element of the game. Send offers or threats with this option.

New Homeworld   for 50 points, you may move you homeworld to another star. The unlimited production limit moves with your homeworld!

Next Player   end your turn and pass control to the next player

Options Menu Commands

Show Turn Results toggle on or off the display of turn   results at the end of the turn

Auto Save   turn on or turn off the automatic file save after each turn and when exiting the program

View Settings   display current <u>game setup module</u> option settings

Note: The following options are only available in Scenario Edit Mode

Display Options   set how much information you are shown after each turn. The more you see, the easier the game is to win. See   <u>Game Setup Module</u>.

Edit a System   set the number of Factories, Planets, and other military units in a system.   Chang e the location of a star.

Generate a Fleet   set reinforcements or attacks in progress when a scenario begins.

Victory Terms   specify certain conditions by which a player can achieve victory short of elminating all opponents

Computer Strategydefine initial game strategies for players controlled by the computer

The Game Display

The main program window has five regions:

a Menu Bar which contains Menu Commands

a Status Line which displays the current player name, the game turn, the player's score, his morale and combat ratings

the Map area showing all the stars in the Altair Sector or a detailed display of the planets in a single system. The first letter of the star is displayed next to the colored icon representing the owning player.

a Message Line showing the name and owner of the source or target star, the distance between them, or other messages like fleet launches or file saves

the Units Display which shows how many of each unit are in the system. If you own the system, a white outline surrounds the type of unit currently being produced in that system.

Additional displays include the combat map and detailed planetary display.

Source Star

The Source Star is always a star you own. It is designated on the Altair Sector Map with a flashing **S**. This star is the source for movement commands. Select the Source with a double mouse click on a star you own, or by typing **G <star>**.

Target Star

The Target Star may be a star you control or an enemy star. It is designated on the Altair Sector Map with a flashing **T**. This star is the destination for movement commands. Select the target star with a single mouse click or by typing **T <star>**.

Planetary Display

The planetary display is selected with the menu option **Maps/Misc/Planetary Display**. It shows the planets in a star system, who owns them, how many troops they have, and how many troops they recruit each turn.

Military Concepts

Morale

Every star and planet has a morale rating. Morale changes with your score and by random events. Keeping morale high is extremely important, since it greatly affects <u>production</u> Morale also affects the amount of garrison you need to retain control of conquered stars and planets.

Normal morale is 1, maximum morale is 5. Civil wars and revolutions are likely at morale levels below   negative 3 (-3).

Garrisons

You must keep a garrison of ships in systems and troops on planets to keep your new subjects orderly. The minimum garrison is *three times production plus three times the inverse of morale*. This means you need more garrison when morale is low or there are lots of Factories, and less when morale is high.

Detections

If you have more than 25 Defense Units in a star system, you will usually detect approaching enemy fleets. The detection   range increases as you add Defenses (in increments of 25).

When enemy fleets are detected, they are drawn on the map inside flashing brackets. The detection range for the destination system is aslo plotted on the map.

You usually cannot detect fleets that are launched and arrive on the same turn.   Enemy fleets of less than 10 vessels are never detected.

Combat
Combat can occur both in star systems and on planetary surfaces. Fleet combat occurs in start systems when two fleets owned by different players meet.   Winning a fleet combat does not grant control of any planets in the system.
 Planetary combat, or Invasion, occurs when you unload Troops from Transports (you brought some along, didn't you?)onto enemy-owned planets.

Fleet Missions

When you launch a fleet toward an enemy-held system, your orders must include   a mission. There are three missions a fleet may perform in an enemy system:

Conquest
This mission, as you might guess, is an attempt to occupy and assume control of the star. This is the most common type of attack mission.

Probe
The main purpose of the Probe is attrition. One combat pass will be made, then your fleet disengages and flies home.   Your fleet leaves even if all enemy forces are destroyed.

During this single combat pass, only a number of enemy units equal to your probe fleet will have time to engage. The probe fleet, by manuever, does not allow a full-fledged combat to start. Probe fleets even gain a slight combat edge due to the unexpected tactics.

Probes can be quite destructive. Use them when you are outgunned.

Resource Raid
The Raid is used to capture ships and resources from the enemy instead of destroying them. LIke a probe, only one combat pass is made.

Troops must be sent for a Raid to be effective. Your troops will board and seize enemy ships, and your navy will fly them to your base. If all enemy ships are destroyed (or you send a pretty muscular fleet of 100 or more ships) enemy Factories may be plundered and production points carried back.

Make sure you send some empty   Transports on the Raid.   Make sure you intelligence is current. You'll probably want to use the fleet suggested when you click the Raid button.

Note: Fleet Missions are not used in *Novice Mode*.

Combat Ratings

Each player has two combat ratings; one for fleet combat (Naval Rating) and one for planetary combat (Ground Rating). These ratings appear in the status line.   If you are successful in combat, you rating will increase. When you lose battles, your rating decreases.

Combat ratings are a number from 25 (lowest) to 90 (highest) that   is a percentage chance for each of your units to hit an enemy unit when it fires. It is obviously vital to keep these numbers high. Don't launch frivolous attacks that you can't win.

Privateers

Privateers are planet-based raiders and saboteurs that appear in systems you don't fully control. Any time another player owns planets in a star system you have captured, privateers will appear.

Privateers capture WarShips in an attempt to overthrow your rule.   They gain strength every turn. The only way to guard against Privateers is to secure all planets in a system.

Privateer damage is based on the number of WarShips you have in a system, the number of enemy planets there, the number of ships they have previously captured, and the difficulty setting of the game.

Privateers are not able to capture StealthShips, so if you have only StealthShips in a system you have nothing to fear from Privateers (untill some WarShip reinforcements show up...)

Fleet Combat Firing Sequence

During fleet combat, certain units have inherent advantages. This is represented by the order that units fire during combat:

Defending Missiles
Attacking StealthShips
System Defense Units
Defending StealthShips
Defending WarShips
Attacking WarShips

If you have more than 50 defenses in a system, the massive sensor input allows Defensive Missile Fire. Missiles will be programmed to favor enemy StealthShips.

If you have more than 150 defenses in a system,   the overwhelming detection capacity will negate some of the attacking StealthShips' surprise,   reducing the   StealthShips "first strike" effect by reducing the numberof attacking StealthShips that fire on the first combat round.

Because of the firing sequence, at the *Novice Level* (where only WarShips are used) or with an attack fleet of all WarShips, the attacker can be destroyed before he fires a single shot!

Invading Planets

After your fleet wins a system, there are still planets to be conquered. The <u>units display</u> will show how many planets are in the system. To look at the details, select **Maps/Misc/Planetary Display**. Enemy <u>planets</u> will display in red.

If you have Transports and Troops (you should!) in your fleet,   select **Move/Invade Planets** to invade as many planets as you can. If you don't have enough Troops to get them all, you may use **Move/Unload Troops/to One Planet** to invade a single enemy world.

If you have spare WarShips, you may choose **Move/Bombard a Planet** to soften up before you invade.

Invade all planets quickly or Privateers will decimate you WarShips.

Bombarding Planets

WarShips can attack enemy Troops on planetary surfaces. Use the mouse to click **Move/Bombard a Planet**. The planetary display will allow you to click the planet you wish to bombard, then tell you the results.   Bombarding fleets will lose some WarShips.

Bombardment is not good for the ecosphere of a planet, and will permanently reduce the population and the number of Troops you can recruit there.

Economic Concepts

Production
The production of new units occurs both in star systems and on planets. Stars produce points that can be used to build <u>units</u>, factories, or shipped to other systems aboard Transports.

Each turn, in each start system with Factories, one point is generated for each factory.   The system's current morale is then added , and the total is the number of build points available that turn for construction in that system.

If you have leftover points after new units are build, they will be saved for the next turn's production phase. Excess points may be shipped to a system with a higher production limit, or saved to build an expensive unit like a Factory or Planet.

The cost to build a unit is:

WarShip	1 point
StealthShip	3 points
Transport	3 points
Defense Unit	1 point
Missile	2 points
Troop	1 point

Planets can only recruit Troops.   Each planet will always recruit it's full number of troops each turn until the maximum of 999 is reached.

Wrecking

Any type of unit may be voluntarily destroyed. Wrecking a unit returns aproximately 75% of the construction value as points. Wrecking can not take place when system morale is less than zero. Even Planets can be wrecked, returning large numbers of points, but this has a terrible effect on morale and is not recommended.

Production Limits

Systems other than your home star have a limit on the absolute number of units they can produce each turn. Use **View/Production Limits** to see what the limit is. The production limit is based on the game difficulty setting , the number of factories in the system ,and the current morale there.

At the *Easy* setting, each factory can produce three units (provided extra points are available). At the *Hard* level, the limit is two. At *Tough*, only one unit per factory is constructed. Add the morale, either positive or negative, and you have the production limit.

Your homeworld   has no production limit.   Production limits are not used in *Novice Level* games.

These limits are usually not a factor unless Wrecking produces a large surplus of points in a system. If this happens, ship them to your Homeworld!

Changing what a system produces

Each system can only build one type of unit each turn. To change the production type,   click the mouse on the desired unit icon   on the units display. To build nothing, click the troop image (since Troops aren't built in orbit). For more info, see <u>displays</u> and <u>Mouse Commands</u>.

Scoring

Your score is based on the number of start, planets, and military units you own. Since uniting the Altair Sector is your goal, score is slanted toward territory. Here are the weights:

WarShip	1/5 of 1 point
Transport	3/5 of 1 point
StealthShip	3/5 of 1 point
Defense Unit	2/5 of 1 point
Troop	1/20 of 1 point
Missile	2/5 of 1 point
Star System	25 score points
Planet	3 score points
Factory	1 score point

Mouse Commands

A single click of the **left** mouse button over a star will select it as the *target system*.

A single click of the **right** mouse button will enter Scan Mode is the pointer is not over a star. The next click of the **right** button will exit Scan Mode in all cases.

A single click of the **right** mouse button over the *target system* will bring up the Launch Fleet dialog box. This is the same as the pulldown menu **Move/Fleet**.

A double click of the **left** mouse button over a star that you *do not own* will launch a Scout to that system. This is the same as the menu option **Move/Scout**.

If the *target* is the same as the *source* system, a single **left** button click on the Units Display will change the type of unit that system is producing.

Keyboard Commands

In addition to the normal Windows keyboard interface (see the Microsoft Windows User's Guide), Second Conflict has the following keyboard commands:

      G <star> - make <star> system the source and target system
      M<star> - Move (launch) a fleet to <star>
      S <star>   - launch a scout to <star>
      S *   - scout all enemy stars at once

where <star> is the first letter of the name of the star, as displayed on the Altair Sector Map.

Join the Revolution!

This DEMO version of Second Conflict is a lot of fun, but you may have noticed a few limitations.

Join the Altair Sector Revolution at it's best! Get the complete version of Second Conflict now!

For the location of a dealer near you, send a   self-addressed stamped envelope to :

jSOFT, Inc.
P.O. Box 2822
Norcross, GA 30091

We'll also enclose information on ordering Second Conflict direct from _jSOFT_.

Playing the Game

Loading and Saving

The last game you save   will automatically be loaded the next time you start the program. If you exit the program without saving or wish to load a different game, use the **File/Open** menu option.

Sequence of Play

Second Conflict is played in phases; each player has a movement phase before the program computes the results. All movement is simultaneous. Combat occurs when movement places fleets owned by different players in the same star system.

The play sequence is:

> Player 1 imputs orders
> Player 2 inputs orders
> Player n inputs orders
> Movement is resolved
> Combat (if any)
> New Production
> Random Events (if enabled)
> Morale adjustment and Revolt checks

Selecting   the Active Star System

There are two "active" star systems when the Altair Sector Map is displayed: the <u>source</u> system and the <u>target</u> system.

The source system is always a star that you control. This star system will be the source of all actions, including moves, production changes, loading or unloading Troops. To   activate a system as the source system, from the Altair Sector Map, double click the left mouse button on the star. An **S** will flash over the normal star icon, and the Message Line and Unit Display will change to show information about the selected system.

Changing the source system will also designate it as the target system. To select a target system that is different from the source (which you'll need to do before launching any fleets), move the mouse pointer to another star and click the left mouse button once. A flashing **T** will appear over the target star. The message line and units display will now show info about the target, including it's distance from the source star. Two travel times are shown, one for fleets and one for missiles.

If you control the target star,   all of the displayed unit data will be accurate. If the target is an enemy   system that you have <u>scouted</u>, the unit display will show your intelligence data and the turn it was collected.

If you have never scouted the target star, you will have no intel data and the Units Display will show question marks. This means that you   don't know anything about that system.

Changing what your Factories produce

To   produce a different type of unit in a system, make it the source system with a double click of the mouse. Click the mouse over a unit type on the Units Display. A white border around the picture of the unit shows what is being built in this system.

To accumulate points, build *nothing* by clicking the Troops icon (since Troops aren't built by Factories).

Moving your Fleets

To move your units, select a source and destination as described above.   With the mouse or keyboard, pull down the **Move** menu. Select a type of movement (Fleet, Scout, Missile Attack, Automatic), the number of units,   and the fleet mission if you're launching a fleet.

As a shortcut, you may launch a scout by double-clicking the left mouse button over an enemy star. This is the same as the menu option **Move/Scout**.

You can launch a fleet   by clicking the right mouse button once over the target system. This is the same as the menu option **Move/Fleet**.

The Fleet move dialog box will try to leave enough WarShips for a garrison. If you have few WarShips in the system, you migt need to leave some StealthShips behind if you want to keep system morale high.

Intelligence Scan Mode

To view   the intelligence data your scouts have gathered, you can use *Scan Mode*. To enter scan mode, click the right mouse button once.

The mouse cursor will change to a looking glass. When you move the pointer over a star, your intel data will be shown on the Unit Display and the Message Line.

When you've seen snough, click the right mouse button again to leave scan mode. The cursor will return to it's normal shape.

Ending your turn

To end your segment of the game turn, select the **Next Player** option from the **Maps/Misc** menu. The next player can then enter orders. When all players have had thier moves, the program will process the results for the turn.

Winning the Game

If victory terms have been included in the scenario you are playing, the the game will end when one player achieves the victory conditions.

If no victory terms are specified,   a winner will be declared when there is only one active player, when all the human players are out of the game, or when the end of the game (in turns) is reached.   The number of turns in the game is set in the Game Setup Module.

The player with the highest score wins. Fulfilling victory terms   adds a 1000 point bonus. This bonus will not always be enough to win the game!   The ten admirals who win the most

games are recorded in the Top Ten Admirals list.

Strategy Tips

Always send scouts before you attack.

Attack with at least   twice as many ships as the defender has, unless you send a LOT of StealthShips.

Invade as many planets as you can on the first turn after conquering a star system. Always send Transports loaded with Troops when you attack.

Troops are always in short supply.   Always unload them onto planets so they won't be lost if your fleet is successfully attacked in a star system.

If you send too many ships on a Raid, there may be no surviving enemy ships to capture. US ethe fleet size suggested when you click Raid.

Whenever you consider a Probe or Raid, make sure you have current intel.

Be careful with your garrisons.. They are both for defense and to prevent unrest.   Garrisons that are too large will rob you of ships for offensive fleets, yet small garrisons will encourage enemy attack and political unrest.

Remember, there are no "front lines" in space. Keep a reserve fleet in rear areas for counterattacks.

The name of the game is OFFENSE, which means StealthShips.

If you are playing with multiple human players, consider making   alliances. These can be short-term affairs, and a gift fleet at the right time can make all the difference in the galaxy!. Use **Move/Give a Fleet** to give a fleet to another player.

In general, it is best to keep your fleets on the move. The enemy can't destroy what he can't find.