



INTRODUCTION

Star Legions is a game of planetary invasion and conquest in the Star Fleet series, which to date has included Star Fleet I - The War Begins! And Star Fleet II - Krellan Commander (both published by Interstel Corporation). This series chronicles the life and death struggle for control of our galaxy during Galactic War II. This conflict is as a crusade of revenge by the Krellan Empire, in alliance with the Zaldron Empire, to destroy the democratic United Galactic Alliance (UGA), which had humiliated them during the first galactic war.

Star Legions greatly expands upon one segment of Star Fleet II - planetary invasion. In Star Legions, you will be in command of a Krellan invasion fleet during conquests of UGA and other inhabited planets. Each mission begins when you take over command of the fleet. This occurs only after the fleet has defeated any space forces defending each planet, and your ships have obtained orbit. From that point until the planet is conquered (or you fail) you will have complete control of the invasion fleet and its legions of Krellan warriors. Star Legions is a game of planetary invasion, no ship-to-ship space battles.

When you sign on as a new invasion commander in Star Legions, you will be embarking on a career that will present many opportunities to gain riches, fame, promotion, awards and decorations. You will start as a Commander, then after you prove yourself worthy, you will be promoted to Prefect, General, Field Marshal, and finally appointed to the honorary court rank of Imperial Tribune. However, only the ablest and most successful commanders will reach this honor.

This manual is laid out in a way that should help you to get started commanding an invasion as soon as possible, as well as to provide an invaluable reference. First is a background briefing (which you can skip if you are a veteran Krellan Commander, or you really want to). This is

followed by instructions on how to get Star Legions set up to run on your hard disk and how to start up a new game. This leads to the tutorial section. The tutorial takes you through a very simple invasion mission from start to finish, teaching you about the basic displays, controls and tactics along the way. The rest of the manual is basically for reference. There is a large section which describes all the displays and controls in detail. The next section gives you a battle plan checklist and discusses strategies and tactics that may assist you in your invasions. The appendices contain a summary background history, and well as detailed information, facts, figures, etc that will provide a useful reference while playing the game. Please note that Star Legions is set up to start you out with very simple missions and gradually work your way up to the more challenging invasions as you gain experience. Do not judge the game as being too easy by just the first few missions. The later missions will more than make up for it. We fully expect you will have many hours of quickened pulse and beads of sweat before you reach the ultimate goal of becoming an Imperial Tribune. Enjoy!



PRE-COMMAND BRIEFING

Scum of the universe, pay attention or die!

That's better. But if you expect to be promoted up from the lowly rank of Commander, you'd better learn to spit. On your boots. Now, sit down. On the floor. You will address me as "Imperial Tribune, SIR!" I have more important things to do than lecture a bunch of snot-nosed baby officers, so listen up.

You pansy-foot novices think you're really hot stuff having just graduated from the Advanced Leadership Program at the Imperial Officers College. Well, come back down to Krellan. Your being here at Imperial Krellan Fleet Headquarters (KHQ) just proves one of two possibilities. Either the

computers have screwed up again, or the Empire really is getting desperate to find men and women to lead our glorious legions in the conquest of the galaxy. Eventually, you will have the honor of invading the planets of our hated enemy, the United Galactic Alliance (UGA). As you know, the UGA has spread the scourge of democracy around the galaxy. This evil cancer saps the strength and honor of great civilizations like ours, and turns them into degenerate societies that encourage the survival and growth of the weak. This is contrary to the natural fundamental law of the universe - survival and dominance of the strongest! I will refer you to look at Appendix A of your manual for a recap of the events that have led to the current war and the current strategic situation. I wouldn't want to bore you, now would I? So let's get down to the crux of why you are here.

The Invasion Fleet

You will each be in command of a Krellan invasion fleet. We don't really trust your worthless ability to command, so we will at first only assign you easy planets to conquer - ones which your grandmothers card club could overrun in a day or two. For these pushover planets, your invasion fleet will consist of your flagship battlecruiser, one supply ship, one troopship containing four legions of equally green troops, and several escorting destroyers. As your assigned missions become more difficult, the size of your invasion fleet will be increased. For instance, for invasions of high technology UGA planets, your fleet will be increased to include eight troopships with 32 legions, with a corresponding increase in the number of escorting battlecruisers, destroyers and supply ships.

You can use battlecruisers and destroyers to bombard planets, if necessary. As you know, troopships cannot land on planets during invasions, so each carries four drop ships, which can shuttle legions to and from the planet surface. Of course, your shock troops do not need any ships to get to the name implies - they resupply the other ships as needed. Detailed information about the ship types is contained in Appendix B.

Of course, as an invasion commander, we don't trust your ability to lead the fleet between Krellan and its third moon without getting things hopelessly screwed up, so you will not be given command of the fleet until it has reached the target planet, eliminated any opposing space forces, and entered standard invasion reconnaissance orbits. Until that time the captain of your battlecruiser, who is also the Battle Fleet commander, will be in charge. Just to make sure you don't interfere, you will be put into stasis until that time.

You will not have to concern yourself with the internal running of your flagship. That's what the captain and the ship's officers are for. They are well trained and will report any necessary information to you without prompting. If they don't, you can volunteer them for mine field clearance duties on the planet's surface.

The Combat Forces

The ground combat units in this campaign, whether Krellan or enemy, are rated by their relative *fire power*, which is expressed in fpu's (fire power units). Fire power is a function of the unit's *strength*, which is the number of troops currently in the unit; its *combat effectiveness*, which is expressed in percent, and is a measure of its experience, morale, and current fatigue or readiness level; and its *strike effectiveness*. Strike effectiveness is a measure of the combat quality of a unit based on its weapons, equipment, defenses, and degree of training. The strike effectiveness is set to 1.0 for warrior cohorts. For planetary militia units and forts, the strike effectiveness depends on the technology level of the planet. For Krellan units, the fire power is also affected by the battle rating of the parent legion (described in the next sub-section), which is expressed as a percent.

In all the tactical displays of invasion zones you will be using, color is used to distinguish between Krellan and enemy units, as well as to identify which side controls the cities, factories, etc. We use white to identify Krellan units and ownership, and red to identify the enemy. Characteristics and details of the various combat units are shown in tables in Appendix B.

THE LEGIONS

The basic integral fighting unit of the Krellan army is the *legion*. There are two types of legions, the *battle legion*, which is designed for long campaigns against powerful foes, and the *assault legion*, which is used primarily for initiating planetary invasions. You will only be using assault legions during this campaign. The battle legions are being kept in reserve for that glorious future

day when we invade the UGA home planets.

For this campaign, there is a pool of 100 assault legions available. The legions assigned by KHQ to each invasion fleet come from this pool. The legions, which are as green as “super cadets,” start out with no battle experience, and unnamed. They have to earn the privilege of being named. *Battle honors* may be awarded by KHQ to the participating legions after each successful invasion, based on their contribution to the conquest and the technology level of the planet. After five battle honors have been earned, the legion earns the honor of being named by the Emperor himself. This name and its associated banner will be proudly displayed by the legion for the remainder of the campaign.

The *battle rating* of a legion is a measure of its current level of experience and training. This rating is expressed in percent, and is factored into the strike effectiveness of the legion’s cohorts during an invasion, which affects their fire power. A legion starts with an initial battle rating of 70%. As it gains combat experience, the battle rating will increase. If the legion suffers heavy casualties during an invasion, the replacement troops will be newly graduated recruits. They will lower the overall rating of the legion somewhat, although the surviving veterans can share their experience and knowledge with the replacements. A battle-hardened legion with many battle honors will eventually achieve a battle rating of 100%, which is as an effective a fighting force as it can be.

Assault Legion

Each assault legion consists of 10,000 legionaries, divided into ten combat units called *cohorts*. Each cohort has 1,000 legionaries. There are two types of cohorts - the lightly armed elite *shock troop* cohorts and the heavily armed and armored *warrior* cohorts.

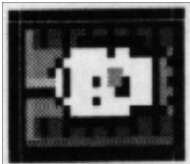
You must use shock troops for the initial attack on a planet. This is because they can be sent down using teleporters (energy transport beams), while the warrior cohorts with their heavy armor require drop ships for transportation. The catch to using drop ships is that they can only land on landing pads, which have to be built by your troops. [Editor’s note: Using a current analogy, think of shock troops as paratroopers, which are dropped in to secure roads and bridges, etc., for the advancing armor units which correspond to the Krellan warrior cohorts.]

SHOCK TROOPS



Each shock troop cohort consists of 1,000 shock troops. These troops are your elite lightly armed and armored assault troops. The maximum fire power of a shock troop cohort is 600 fpu. Shock troop cohorts can be transported to and from the planet’s surface using either teleporters (assault mode) or drop ships. Because they are more lightly equipped, they move faster than the warrior cohorts, and even slightly faster than the enemy planetary militia and UGA regular units. Shock troops are essential for securing a landing site for the following drop ships and are especially suited for fast raids to knock out shield generator, planetary defense phasers, or surface-to-air lasers. Shock troops are your most valuable resource, so treat them with respect! On heavily defended planets, do not allow them to stay in combat, especially with UGA regulars or against forts, unless absolutely necessary. Get them the hell out of the zone as soon as they’ve done their job! Many a commander has rued the day his last shock troop cohort was lost with dozens or warrior cohorts sitting helplessly in orbit, unable to attack new zones.

WARRIORS



Each warrior cohort consists of 1,000 warrior legionaries. These are your heavy units, with massive amounts of armor and heavy weapons, which include hovertanks, mobile artillery, close-

support aircraft, ground support lasers, etc. The maximum fire power of a warrior cohort is 1,000 fpu. Warrior cohorts are sent into a zone after the shock troops have secured or built a landing pad, since they can only be shuttled to and from the planet's surface in drop ships. The main purpose for your warrior cohorts is to attack and break the defending forces of each invasion zone, and to mop up any resistance. They are especially suited for tackling the powerful UGA regulars and forts. Warrior cohorts move much slower than shock troop cohorts, and slightly slower than planetary militia and UGA regular units.

DROP SHIPS



Drop ships are used to shuttle legions between the orbiting troopships and the planet's surface. Each drop ship can carry six cohorts (6,000 legionaries and equipment) at one time. There are four drop ships carried by each troopship. Drop ships are only lightly armed, yet are heavily armored to withstand enemy ground fire (except for surface-to-air lasers or missiles). Each drop ship has a crew of 50 and a fire power of 50 fpu while on the ground.

THE ENEMY DEFENSES

On UGA or high tech level planets, the entire planet may be surrounded by a powerful energy *planetary shield*. The planet is impervious to your attack until the combined bombardment of your battlecruisers and destroyers can knock out this shield. Of course, while you are doing this, the enemy will probably be shooting back.

On enemy planets of tech level 2 or greater you will encounter native troops called *planetary militia*. On UGA planets you will also face the *UGA regulars*. Besides these mobile units, there are also static defenses. We will now discuss the various types of combat units and defenses you will meet.

PLANETARY MILITIA



The planetary militia units are battalions of 1,000 native soldiers each. Their strike effectiveness and resulting fire power depends on the technology level of the planet. Low technology level (2-5) militia units are no match for your cohorts, but the high technology level (6,7) militia units can be pretty tough, and are usually a match for your shock troop cohorts. The fire power of the militia units varies from 20 fpu at tech level 2 to 600 fpu at tech level 7. Militia units start out at a 50% manning level, i.e., a strength of 500 troops. Once the assault begins, the reserves will be called in and the unit strength will gradually increase up to its full strength of 1,000 troops. Note that the militia icon shown here will be different for the lower tech level planets (see Appendix B). Planetary militia units move slightly faster than Krellan warrior cohorts, but slower than shock troop cohorts.

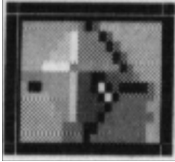
UGA REGULARS



The heavy enemy units are battalions of *UGA regulars*, each with 1,000 tough and heavily armored Alliance soldiers. They can overpower your shock troop cohorts and are nearly a match for your warrior cohorts. Like your warrior cohorts, the UGA regular battalions are equipped with hovertanks, heavy lasers, ground support aircraft, etc. The maximum fire power of a UGA unit is

900 fpu. Fortunately, they are not present on all planets. UGA regular units start out at a 90% manning level, i.e., a strength of 900 troops. Once the assault begins, the troops on leave will be recalled and the unit strength will gradually increase up to its full strength of 1,000 troops. UGA regular units travel at the same speed as planetary militia units, i.e., slightly faster than Krellan warrior cohorts, but slower than shock troop cohorts.

FORTS



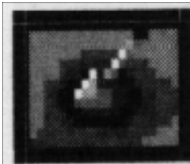
Cities and vital installations, such as shield generators, are protected by *forts*. Forts are very strong defensively, especially on the higher tech level planets. The fire power of forts varies from 20 fpu on tech level 2 planets to 600 fpu on tech level 7 planets. Each fort has a garrison of 500 planetary militia troops and is initially manned at a level of 80% (400 troops). Like the previous enemy units, the manning of forts increases to 100% once the assault starts.

SHIELD GENERATORS



Each city on high tech or UGA planets is protected by one or two *shield generators*. These generators provide an umbrella-like energy shield over the city, which is resistant to phasers and torpedoes. Do not confuse these city shields with the planetary defense shields, which surround the entire planet. The planetary shield generators will be destroyed by our preliminary bombardment and thus do not factor in our ground assault. Our teleporters do not work through a city shield, and our drop ships cannot pass through them. However, enemy defensive lasers and phasers can fire out from under a shield. City shields do not extend completely to the ground, so the area covered is vulnerable to ground attack. Each shield generator is protected by a squad of 10 soldiers. The maximum fire power of this squad against ground attack is 10 fpu for UGA planets, and from 2 to 8 fpu for non-UGA planets, depending on the tech level. Shield generators are non-mobile.

SURFACE-TO-AIR LASERS (SAL)



Lasers or missile batteries provide protection for cities on some planets against air attack. Lasers are used on all UGA planets, as well as on tech level 6 and 7 planets. Tech level 5 planets use less effective missile batteries. The lasers can be especially deadly to our drop ships. We have calculated that the probability of a drop ship being hit and destroyed by a SAL during landing for takeoff is 18% for tech level 6, and 30% for UGA or tech level 7 planets. And that is just for a single SAL. Some cities are protected by more than one. SAL can fire through an active city shield, so you will usually find that SALs will be protected by the shield. The best way to take them out is by sending in a cohort or two of shock troops. SALs are non-mobile, and each has a squad of 10 soldiers for ground defense. The maximum fire power of this squad against ground attack is 10 fpu for UGA SALs, and from 2 to 8 fpu for planetary militia ones, depending on the tech level.

PLANETARY DEFENSE PHASERS (PDP)



Besides protective shields, high technology planets also have active planetary defenses. They use massive *planetary defense phasers* to hit, and possibly destroy, your orbiting ships. They can fire through both planetary and city shields. Their rate of fire is slow, and the higher the orbit of the target ship, the less effective is the hit. The PDPs are located in the strategic cities. Because of their bulk and slow aiming mechanisms, PDPs are useless against your drop ships. PDPs on UGA and tech level 7 planets are more powerful than those found on tech level 6 planets. PDPs are non-mobile, and each has a squad of 10 soldiers for ground defense. The maximum fire power of this squad against ground attack is 10 fpu for UGA PDPs, and from 2 to 8 fpu for planetary militia ones, depending on the tech level.

Surface Combat

Instructions on how to initiate and conduct combat on the planet surface are in the **Zone Control Panel** and **Invasion Checklist** sections of this manual. However, as most of you won't read those sections until you've had your tails kicked on some primitive backwater of a planet defended by infants with slingshots, I will introduce a few combat basics at this point.

Each combat action involves an attacking unit and a defending unit. The fire power of a combat unit determines how much effect it will have on the enemy units it engages in combat. The fire power is a function of the unit's strike effectiveness (which doesn't change), its combat effectiveness, and its strength. The unit's fire power causes losses in the manpower (i.e., the strength) of the opposing unit, based on the relative fire power and terrain. When a unit's strength reaches zero, it is destroyed.

The combat effectiveness, a measure of the unit's fatigue and morale, will decrease after every combat action. The attacking unit's combat effectiveness will decrease by 25%, while the defending unit's effectiveness will decrease by 20%. The unit's combat effectiveness will gradually be restored while the unit is not involved in a combat action. It is advantageous to have several units attack a single unit, as the single unit will be unable to rest and restore its decreasing combat effectiveness.

Shock troops are particularly vulnerable immediately after teleporting into an invasion zone because their combat effectiveness is only 50%. This is due to the after effects and disorientation of beaming. They will gradually regain their combat effectiveness. Shock troops also suffer a 25% reduction in combat effectiveness immediately after being ordered to withdraw.

EFFECT OF TERRAIN ON COMBAT

The type of terrain occupied by the defending unit in a combat action has an effect on the losses suffered by the unit. Terrain is rated by defense factor (DF). The higher the DF, the more favorable the terrain is to defense, and the fewer the casualties. Clear terrain has a DF of 1.0. The least favorable terrain for defense is water (DF=0.5), while the most favorable are urban areas, space ports, and rubble, all with a DF of 2.0. The DFs for the various terrain types are shown in Appendix B. The terrain occupied by the attacking unit has no effect on the combat results. It is always assumed to have a DF of 1.0.

The Planets

As you should know from your training, we use a standard classification system for planet types, life forms, and technology levels. We are only interested in planets of the types: K (Krella-like), A (aquatic), D (desert), I (ice, frozen), and B (barren, but with mining colonies).

Each of the planets you attack will be inhabited. What was that? You asked why? You twit! If it wasn't inhabited, it wouldn't have to be invaded! The dominant intelligent life form on each planet you encounter will be one of the following types: *humanoid* (like us Krellans), *mammalian*, *reptiloid*, or *insectoid*. The fighting ability of the planetary militia does not depend on the life form type.

We have classified the likely technology levels of these planets on a scale of 1 to 7:

- Tech Level 1 are societies of primitive nomadic hunters, which have no organized armed

forces.

- Tech Level 2 are primitive agricultural societies, which have primitively armed militia.
- Tech Level 3 are medieval-type organized agrarian civilizations with no industrialization, but which do have primitive militia forces.
- Tech Level 4 are medium technology civilizations with extensive industrialization, radio communications, but no nuclear power. Their militia forces are conventionally armed, but can pose a threat to our legionaries, especially if our forces are greatly outnumbered.
- Tech Level 5 are medium technology civilizations with extensive computerization, nuclear power, and industrialization, but little or no manned space flight. Their militia forces can be a threat. They can have planetary defense or surface-to-air missiles. Their most important cities and strategic sites will be protected by localized energy shields that are resistant to our phasers and torpedoes.
- Tech Level 6 civilizations are high technology with interplanetary, but not interstellar, flight capability. Tech level 6 planets are surrounded by a planetary defense energy shield, which protects the planet against our phasers, torpedoes, and even scanners. However, their shields are not very strong, and a short intense bombardment by the fleet should knock down their shield and open up their planet like an over-ripe xlutzi fruit to our invasion forces. Their defenses include planetary defense phasers (PDPs), which can hit your ships in orbit, and surface-to-air lasers (SALs), which can shoot your drop ships out of the sky. Their militia forces are almost a match for your own troops.
- Tech Level 7 civilizations have very advanced technology equivalent to our own. They possess very strong shields and powerful defenses. Their defenses consist of the same elements as the tech level 6 planets, but are much stronger.

UGA planets and colonies will have a native civilization of at least tech level 5, but the UGA forces will always be at tech level 7.

PLANETARY MORALE

Each planet of technology level 4 or greater has a planetary morale value. This is a measure of how the people and government feel about their situation in the current invasion. Planetary morale is found only in the higher tech level planets, because you need at least the capability of radio or telegraph to keep the population of the entire planet informed of events as they happen. The natives of the more backward planets don't even know there is an invasion taking place until they suddenly come face to face with teleporting shock troops.

The planetary morale is affected by significant events during the invasion. The loss by the enemy of a city, wither by conquest or destruction, has a large negative effect on the morale. Each loss of a planetary militia or UGA unit has a smaller negative effect on morale. Destruction of Krellan legions or orbiting ships has a large positive effect on morale. Destruction of drop ships and cohorts has a lesser positive effect. General damage to the planet (as indicated by the Planet Damage value) also affects the morale value. The greater the damage, the lower the morale of the natives.

Unfortunately we have no way to know the exact value of the planetary morale during an invasion. The best we can do is to let you know the best estimate of the general level of planetary morale (high, medium, or low) by your fleet's Intelligence section. Once the morale of the planet drops to zero, then the planetary government will surrender, and victory is yours!

The Missions

Each mission will begin with you and your senior officers receiving a mission briefing here at KHQ. You will receive the latest intelligence and information about the targeted planet and its defenses.

The planets you will be assigned initially are independent. As you are promoted to higher rank and can be trusted with more responsibility, you will be assigned UGA planets and colonies to conquer. These planets will have civilizations of at least tech level 5 and will be protected by

Alliance forces. As you probably know, the UGA regulars are tough and almost the equal of our warriors.

You will be given a deadline for completing each mission. This deadline is the amount of time your superiors judge as ample for you to complete the mission. However, the deadline might be determined by other factors, such as the time that an Alliance war fleet is expected to arrive to rescue the planet.

When you start in orbit around a planet, your battlecruisers and troopships will scan the planet to designate possible target "cities" for attack. Once identified, these cities will appear on the planet map. You will select from them up to eight invasion zones at one time. The object is to capture (or as a last resort, destroy) cities until the planet surrenders. How to do this is discussed later in this manual, in particular the section entitled **Invasion Checklist**.

Your Career

As I stated previously, you will only start out with easy planets to conquer. The enemy defenders will only provide target practice for your troops. As you gain experience and prove your command abilities, you will be assigned more difficult planets. KHQ will rate your performance during each mission. If you're a lot smarter than you look and maintain a high enough rating (72%), you will be promoted after you have successfully completed five missions of your current rank. You are, of course, starting out at the fleet rank of *Commander*. Promotions then progress to *Prefect*, *General*, and finally *Field Marshal*. After you have met the minimum requirements as a Field Marshal, you may, upon approval of the Emperor himself, be bestowed the honorary court rank of *Imperial Tribune*. Of course we know that most of you will never reach that exalted level. Personally I doubt that any of you have what it takes.

For each successful invasion completed, you can earn various imperial awards and decorations. These are listed, along with their award criteria, in Appendix B. You will also earn slaves and gold, in the form of Imperial Krels, from each successful conquest. The amount of each depends on the worth of the planet to the Empire.

Please note that destroying cities by bombardment will make it VERY difficult for you to be promoted. Don't forget that, you loggerheads! We at KHQ will be very upset if you excessively damage any of the beautiful planets that we are liberating for the personal use of the imperial court or endanger any of the planets with resources and industrial capacity to strengthen our glorious Empire!

So why are you still sitting there? Get moving, you lazy dogs! And wipe the drool off your chin before you drip all over the floor.

GETTING STARTED

The First Mission

When you start *Star Legions* you will see the opening title screens. The screens can be exited and music stopped just by pressing a key or a mouse button during the presentation.

KHQ SECURITY

After the introductory screens, you will come to the Entry Security screen. This screen shows the armored security doors outside the mission briefing room at Krellan Imperial Headquarters. You will need to identify yourself to security before entering this room. On the right door is a communications video device (CommVid), which shows the security guard. There is a text display which shows what the guard says. Follow his instructions.

If this is your first time on, then you will be asked to press the **New Recruit** button. You will be instructed to enter the name (usually last name) that you want to use in SL. Names can be up to 16 characters in length. Remember, you are starting a career as a planetary invasion commander, so this is the name by which you will be known.

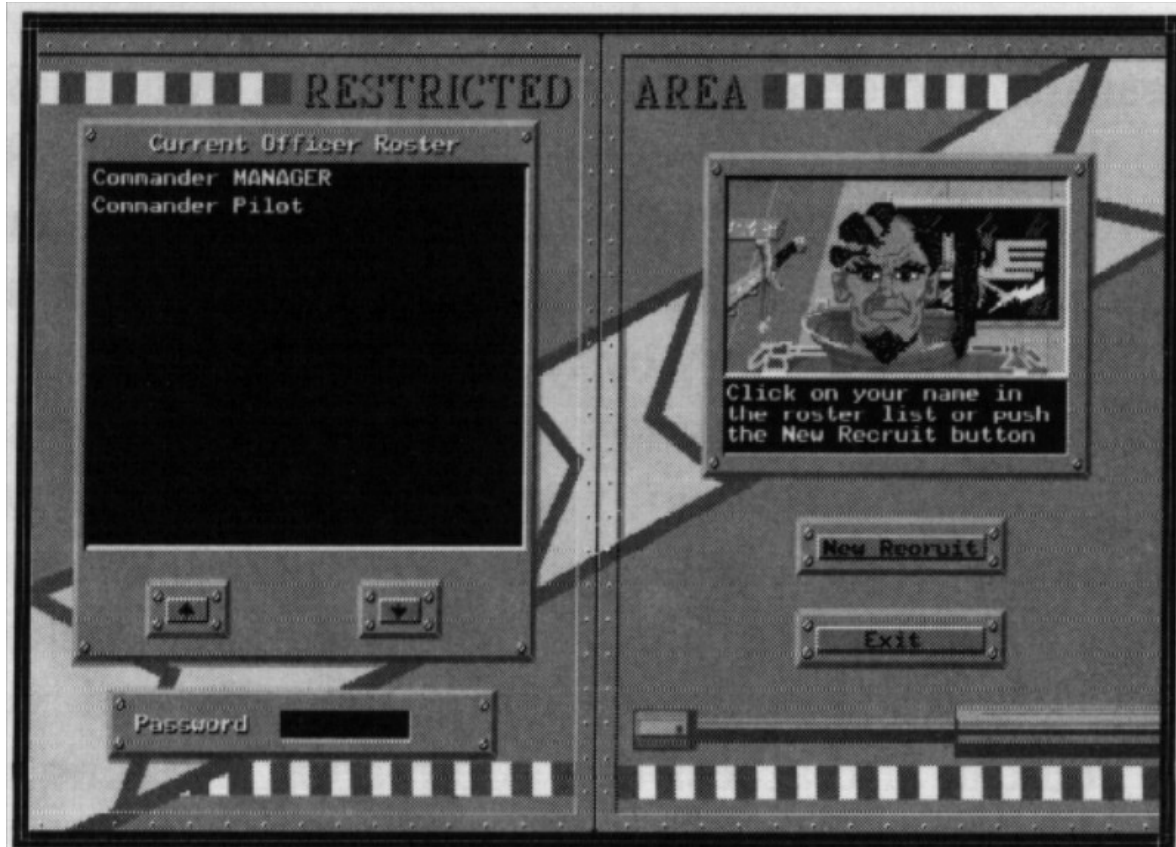


Figure 1. Entry Security Screen

If you are a new commander, you will be prompted to enter any password up to eight characters long. If you don't want a special password, just press **[Enter]**.

For your subsequent entries as a registered commander, your name and rank will appear on the commanders list in the display on the left security door. Simply point and click (with left mouse button) on your name. You will then be prompted to enter your password. As you type the password, masking characters will appear in the password display on the lower part of the left door. Press **[Enter]** when finished. If you suddenly decide that now is not the time to start an invasion after all, you may click the **Exit** button to return to DOS.

Note: If you want to conquer a planet with a type and technology level of your choice, you may enter the name "Demo" here. No password is required. You will be given commander number zero. No awards will be given, and no service record will be kept. A panel will appear which allows you to choose the planet type, tech level, and whether or not there are UGA forces present. The sign-on options will be skipped, and you will go directly to the mission briefing. If you want to resume a game saved while playing as demo, then you must enter your name as "Resumedemo."

If you select the name "Manager" and enter the password "fleet" you will be able to modify the commanders files on records. Select one of the commanders shown in the display list, and you will be able to either change the password or delete the commander from KHQ records. If you do not want other players to have this same capability, then change the password of Manager to whatever you like. When you are finished making the changes, you can click the **Log Another Officer** button to sign on as your regular self, or you can click **Exit** to return to DOS.

If you entered the name and stored password correctly, your authorization will be acknowledged by the security guard, and the doors will open to reveal the Missions Control briefing room. You will notice there is an empty console waiting for you at one of the tables.

SIGN-ON OPTIONS

You have taken your seat at your console in the Mission Control briefing room. You now have before you your sign-on options and data display monitor (Figure 2).

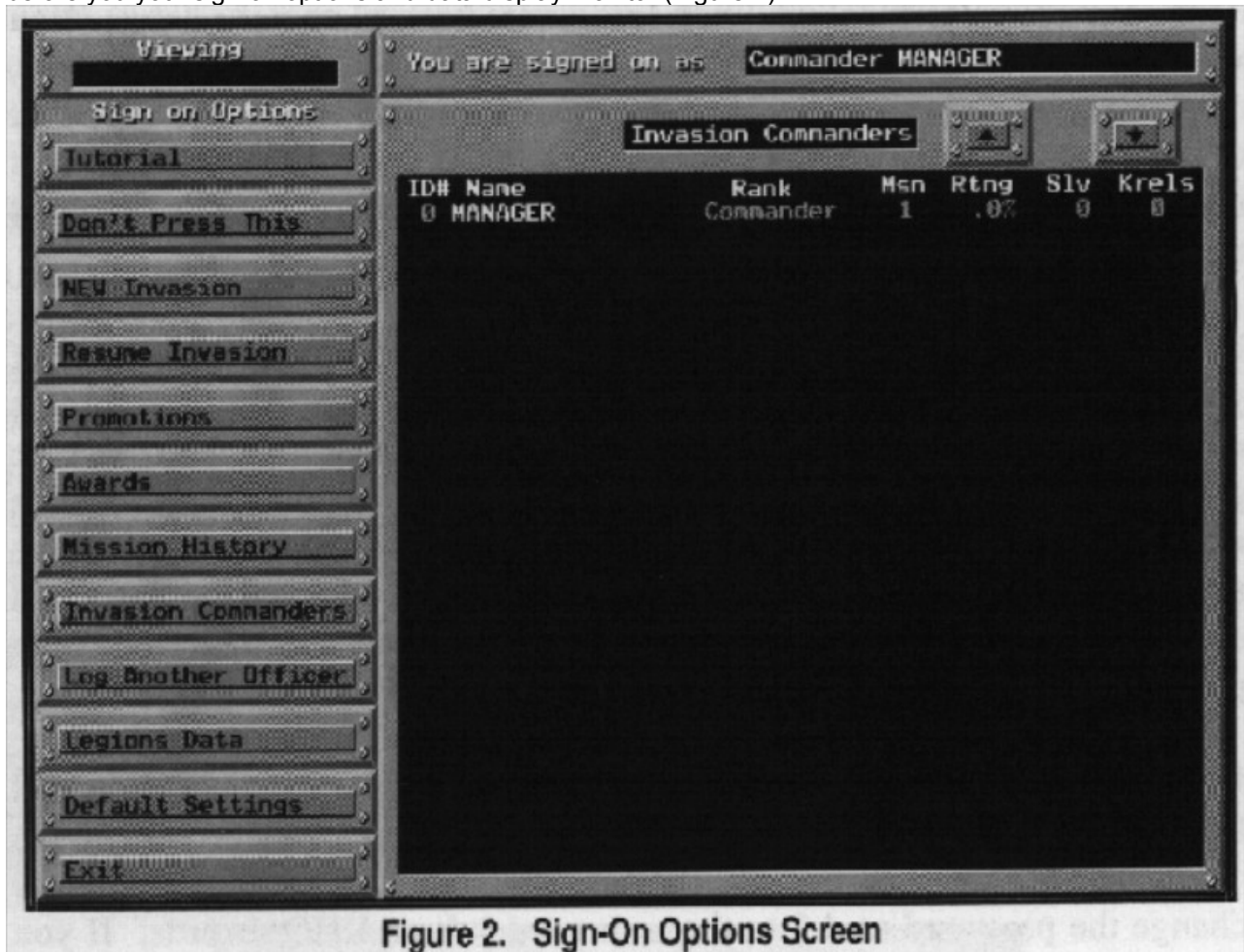


Figure 2. Sign-On Options Screen

Click on the desired option in the menu panel on the left side of the screen. The promotions, awards, mission history, and legions data options can be viewed for any of the other commanders. If you wish to select someone else to view, simply point to and click on their name in the Invasion Commanders data display. The commander whose record is currently being viewed is shown in the upper left corner of the screen. Initially, you are the commander being viewed, and this indicator will be blank. To resume viewing your record, click on your name in the Invasion Commanders list. These service record options are noted by an * in the following descriptions. The following options are available:

Tutorial

This will start the tutorial sample game, which is described in the next chapter. You can select this option as often as you like.

Don't Press This

You might want to heed the advice on this button. If you left your previous mission unfinished, you will receive a warning about starting a new mission. If you decide to press it anyway, no permanent damage to your career or hardware will result. However, we cannot predict what psychological effect it will have on you.

New Invasion

This will start a new invasion mission. If you left your previous mission unfinished, you will receive a warning about starting a new mission. If you decide to continue on into a new mission, then the unfinished mission will be recorded with a 0.0% mission rating in your service record. If you decide it's not worth the damage to your career, then you can select the Quit button, which

will return you to the Sign-On screen.

Resume Invasion

This option allows you to resume an unfinished mission which you have previously saved. The data for the saved mission will be in a file named SLSAVE.### in the SL sub-directory \save, where ### is your player number (shown in the Commanders Display on this screen). Since only one saved mission is allowed at a time, you will not have to specify the name of the saved game file. The computer will automatically search for and load it.

Promotions*

This option allows you to view the promotion history of the currently selected invasion commander. If one of the promotions is to Imperial Tribune, you can click on that promotion listing to see a copy of the official award document.

Awards*

This option allows you to view all the decorations and awards that have been earned by the currently selected invasion commander. The awards will start by showing the Level I awards (see Appendix B) that the commander has earned. Click on the down arrow button to page down to the next level of awards, followed by any special awards earned. If more than one of any decoration has been earned, then the total number owned is shown in () after the name of the decoration. To return to the main menu from this option, click on the **Invasion Commanders** button.

Mission History*

This option allows you to view the mission history of the currently selected invasion commander. A summary of the invasion missions will first be shown in the data display. This summary shows the name of the planet, whether or not the planet was conquered, how long the mission took, and the rank of the commander at the time. You can click on the up and down arrows to scroll the display pages if the original page is full.

You can view the details of the planet and mission by clicking on the name of the planet in the summary display. The data display will show a rotating view of the planet, data about the planet and its inhabitants, a summary of the invasion statistics, and will list any awards or promotions the commander received at the conclusion of the invasion. You can click on the display down and up arrows to view the next or previous detailed mission reports, or you can press one of the sign-on option menu buttons to exit from the detailed report.

Invasion Commanders

This option shows you all of the commanders that are currently signed up on your computer. This is the initial screen that shows on the data display when you first view your sign-on options screen. [Note that in this manual we use the term "commander" as a generic officer of any rank, while "Commander" is the actual first rank.] For each commander, the following data are shown: **ID** This is the commander number assigned by the computer at the time the commander first signed on as a new recruit. This is the number that the computer uses as the extension on all data files associated with that commander (e.g., the legions data file for a player with ID#4 will have the name LEGIONS.4).

Name This is the name the commander signed on as.

Rank This is the current rank of the commander. The possibilities are, in ascending order: Commander, Prefect, General, Field Marshal, Tribune.

Msn This is the number of missions completed at the current rank. It takes a minimum of five missions before a commander can be promoted, but since a minimum average mission rating must be achieved, the number of missions can exceed five.

Rting This is the current average mission rating of the commander at the current rank in percent. The mission rating shown is the average of only the last five missions at the current rank. This is known as the "sliding" mission rating.

Slv This is the total number of slaves earned by the commander in his or her career. Slaves are awarded after each successful conquest.

Krels This is the total number of Krels, which are Krellian gold pieces, earned by the commander in his or her career. Each commander is rewarded with a bounty of Krels after each successful conquest, based on the worth of the planet to the Empire, and the difficulty of the invasion.

Log Another Officer

This option allows you to sign on as another commander, if you know the password of that commander or intend to sign on as a new recruit. This option is intended for those players that are playing with more than one persona, or want to start a new one.

Legions Data*

This option allows you to view the status of the legions assigned to the currently selected invasion commander. For each commander, the following data are shown:

No The number of the legion, between 0 and 99.

Name The name of the legion. All legions start unnamed. They have to earn five battle honors before they are honored by receiving a permanent name and emblem.

A This indicates whether or not the legion is currently active in an invasion, i.e., a saved game. An active legion is not available to start a new mission. This field is blank if the legion is not active.

B.Rtnng This is the current battle rating of the legion. This rating is a measure of the experience and esprit de corps of the legion. This battle rating factors into the fire power of its member cohorts during invasions. Inexperienced legions start with a battle rating of 70%. Veteran legions with many battle honors will achieve a rating of 100%. If the legion suffers many casualties, then the inexperienced replacements will lower the overall battle rating somewhat. However, the illustrious veteran legions will still maintain a higher battle rating than the inexperienced ones, despite the number of replacements.

Warriors The number of warrior legionaries currently in the legion. A full-strength legion has 6,000 warriors.

Shk Trp The number of shock troop legionaries currently in the legion. A full-strength legion has 4,000 shock troops.

Honor The total number of battle honors that have been earned by the legion. Battle honors are earned based on the amount of fighting the legion participated in during an invasion, and the strength and quality of the enemy forces.

Default Settings

This option allows you to view and change the game settings, based on your equipment and preferences. When you select this option, a Settings panel will appear in the data display area. You change a setting by clicking on the setting button, and use the arrow button to change the value. Most of the settings only have two values, so this button will toggle between the values. When you are satisfied with the settings, click on the **OK** button to exit this panel. The following settings can be changed:

Sound Board This selects the type of sound system to use. This parameter cannot be changed from within the game itself, but can be changed whenever you are at the sign-on options menu or by running the program config from the DOS prompt. The options are:

1. PC speaker
2. Sound Blaster (required for voice).
3. AdLib

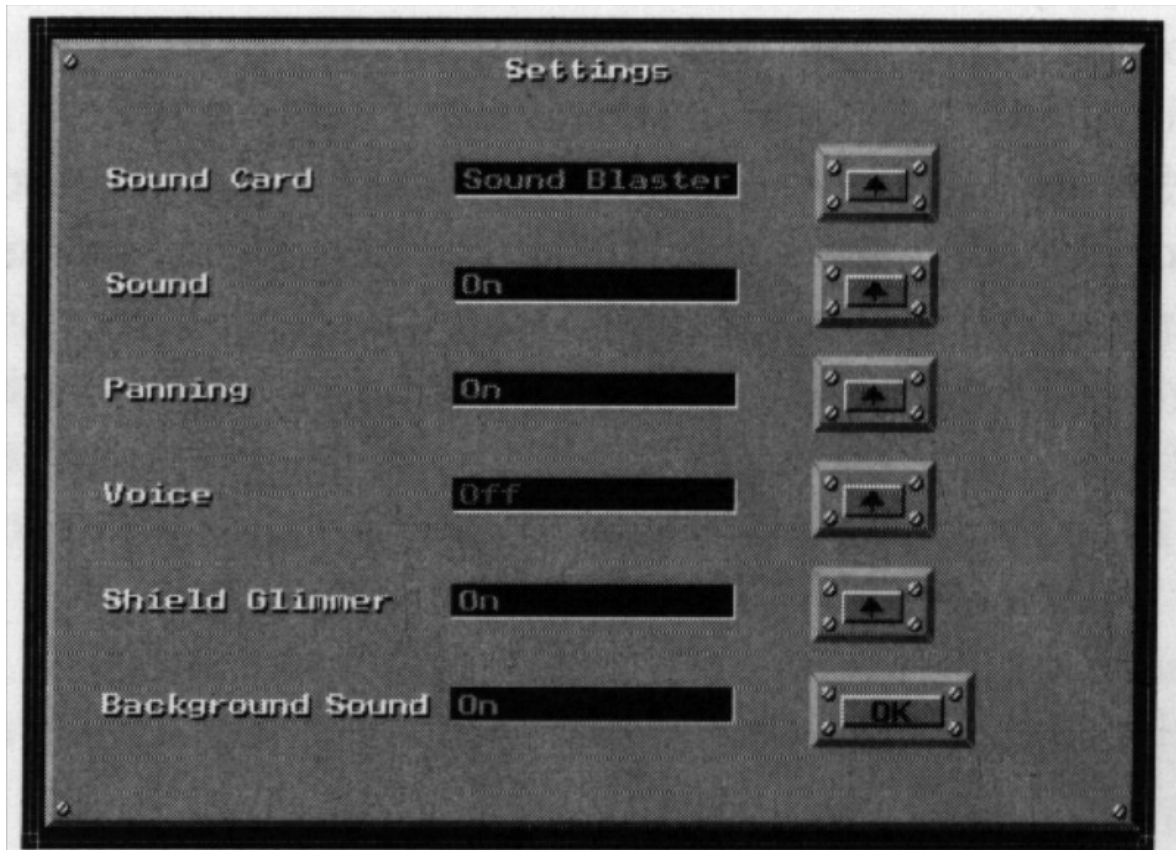


Figure 3. Sign-On Settings Panel

Sound This toggles all sound, including music and voice, on or off for the game. This parameter can be changed during a mission in progress. The default is *on*.

Panning When this switch is on, the game will pan from panel to panel as you change your selection, and the communication video device (described in **Invasion Command Console**), will move onto and off the screen as it is deployed and retracted. If this switch is off, then there will be no panning. The new panels will just “pop” on to replace the previous ones, and the communications video device will just pop into place and off again. The main purpose for turning the switch off is to speed up game play, which may be particularly useful on low performance computers (probably less than 20 Mhz process speed). This parameter can be changed during a mission in progress. The default value is *on*.

Voice This toggles the voice on and off. Voice is only available for Sound Blaster compatible cards, and if you have selected the Sound Blaster option as your sound Board. The default value is *on* if Sound Blaster has been selected, otherwise it is *off*.

Shield Glimmer This toggles the color cycling (glimmer) of the city energy shields on and off. Some peoples may find this effect annoying, or on some of the slower computers, the glimmer effect can noticeably slow down the game play. City shields only appear on UGA planets or planets of tech level 6 or greater. The default value in *on*.

Background Sound This toggles the background sound heard during the game on and off. Background sounds consist of low-level sounds, such as engine noise, power generators, ventilation, and electronic sounds, that are typical of Krellan battlecruisers. If you find the sounds annoying, you can turn them off without affecting the rest of the game sound effects. The default value is *on*.

Exit

This button will quit *Star Legions* and exit you back to DOS.

THE BRIEFING

When you have either selected to start a new mission or resume a saved mission, your view will change to take in the briefing table. The officers commanding the invasions and battle fleets will also be present. In the center of the table is a rotating holographic projection of the planet you are being assigned to conquer. Information about your fleet, the planet, and the mission will be displayed on your monitor. Click on the OK button to the left of the monitor when you are ready to embark on your mission. You will see a scene of the stasis chamber you are being kept in during the trip to and the battle for the planet. When you awake, you will be at your Invasion Command Console, ready to strike down the enemies of the Empire, and achieve the glory you so richly deserve!

TUTORIAL

The *Star Legions* tutorial provides a quick way for you to become familiar with the game without having to read this whole manual. The mission assigned for the tutorial is purposely the easiest possible. It is a tech level 1 planet (primitive nomad hunters) with few cities (actually villages) and no organized defending forces (planetary militia). Your troops just have to march into the villages to conquer them. However, without the distraction of enemy units, you will be able to become familiar with the controls and displays without pressure. Remember that SL is a real-time simulation, and the enemy won't stop just because you are thinking!

To start the tutorial, first follow the installation and setup instructions in the previous chapter. Start SL and follow the **First Mission** instructions to sign on as a new recruit. When you come to the Sign-On Options screen, click on the **Tutorial** button. The follow tutorial game will start. Since this is only a tutorial, the outcome of the tutorial mission will not affect your service record at all.

The tutorial starts with you sitting at your console at the mission briefing table. To your left and right are fellow offices from your invasion fleet. Appearing above the center of the table is a rotating holographic image of the target planet. On the data display in front of you is information about the invasion fleet, the planet, and the mission. Your flagship will be the battlecruiser *Death Kiss*, and there will be one supply ship, four destroyers, and one troopship with four legions in your invasion fleet. You will be invading a Class A (aquatic) planet named Yhif by the natives, who are mammalian. The estimated population is 800,000. There are no UGA forces present on this planet and no planetary militia. This should be a piece of cake! Your orders give you a deadline to complete the mission, However, since this is a tutorial, the deadline is ignored. Click on the **OK** button at the lower left edge of your display console. You will be transported to the planet in stasis. When your are revived, your fleet will be in orbit around Yhif.

You will conduct the invasion from the Invasion Command Console. This console consists of six panels aligned in two rows of three panels each. Each panel occupies one screen. In the upper right corner of the screen is the Panel Transfer Control. This control has a button for each panel on the command console. On the button is a representation of the panel to help you recognize it. You can go to any of the panels by pressing its button. The currently displayed panel is indicated by a yellow highlight. The Planetary Control Panel, which is the one currently displayed and highlighted, is the upper left panel.

On the left side of the screen is the Planet Data display. The important thing to note now is that the planet has four cities. Look at the flat map of the planet and you will notice a funny-looking gray object with a dotted circle around it moving across the map. The object shows the position of your ship over the planet's surface, and the dotted circle is your current field-of-view (FOV) of the planet's surface. This means that from your ship you can not see any of the planet's surface outside of the circle.

Press the **Scanned** button on the upper right edge of the map frame. The indicator light will come on and stay on as long as that button is active. Part of the planet map will also turn black. This is the part of the planet's surface that has not been scanned by any of the ships in your fleet (only battlecruisers and troopships have the necessary scanners). Your ships automatically scan the surface as they pass over it. Notice that as your ship moves into any of the black area, the planet surface that is inside your ships FOV is scanned and shown on the map. The location of the cities on the planet will not be revealed until you have scanned them. More on them later.

Next to the Panel Transfer Control at the top of the panel is the Mission Elapsed Time (MET) indicator, which has been ticking along all this time. This shows the mission time in

hours:minutes. You started at time 0:0. In the upper left corner is a pull-down menu button labeled **File**. Press and hold on this button to access the game functions, such as saving a game (disabled in the tutorial), exiting, or changing your default settings.

On the Panel Transfer Control, click on the button for the Orbital Control Panel, which is the one directly under the lit Planetary Control Panel button (i.e., press the lower left button). Your view will then pan down to the Orbital Control Panel. In the main display is a slowly rotating globe of the planet. The orbit track and position of your ship as it moves around the planet are displayed. Press the **Scanned** button to turn it off and notice that any remaining black areas on the globe are filled in.

Press the **PitData** button on the lower edge of the display frame. The view of the planet and orbit will be replaced by a faster rotating view of the planet with some information about its physical characteristics. Also shown is a picture of one of the native inhabitants with some information about them.

Press the **ShpData** button on the lower frame. Information about the nine ships in your invasion fleet will appear in the data display. The explanation of the data is given in the **Orbital Control Panel** section.

Press the **Orbits** button to restore the display of the rotating globe and orbit track. The currently selected ship is shown in the upper left sub-panel. It is your battlecruiser, the *Death Kiss*. Look below this to the two sub-panels labeled Orbit Type and Altitude. The lit buttons indicate the current orbit of the selected ship. Your ship is in a low inclined orbit. Press the **Equatorial** and **High** buttons. Press the **Exec Orbit** button to change your orbit to the new settings.

Whoa, what's this? The CommVid just appeared from the bottom of the screen, and it shows your Executive Officer confirming that the orbit change is underway. Press the **OK** button, and the CommVid will slide out of view. Notice that the orbit track of your ship has disappeared as it transfers to the new orbit. The track will reappear when the ship has settled into the new orbit. In the Ships Display, click on the name of the troopship *Mastodon* with the right mouse button. Its orbit track and current position will appear in the orbits display, and the name in the ship list will appear in cyan. The currently selected ship (your ship) is shown in white. Press the right mouse button again on the name *Mastodon*. The ship and its orbit track will disappear. The right mouse button is for viewing ships and their orbits, which the left mouse button selects the ship for control.

At the bottom of the Ship Display are four buttons under the label Select All. There is one button for each type of ship. Pressing one of these buttons will display all ships of that type on the orbit display. Press the battlecruiser button on the left. NO change, because your ship is the only battlecruiser and it's already shown. Press the destroyer button, which is second from the left. Four destroyers and their orbit tracks will appear on the display. Press the supply ship button to the right. The supply ship will appear in its equatorial orbit. Press the rightmost troopship button. *Mastodon* will appear again. You can quickly remove all the other ships' orbits by pressing the **Deselect** button.

Go to the Panel Transfer Control in the upper right-hand corner and press the button to go back to the Planetary Control Panel (the upper left button). Notice that the FOV circle around your ship's symbol on the flat map is considerably larger than it was. That's because you move to a higher orbit, from which you can see more of the planet's surface. Well, for our next exercise, we need the ship to be in a low orbit again, so go back to the Orbital Control Panel, selected the **Inclined** and **Low** orbit settings, and press **Exec Orbit**. Then return to the Planetary Control Panel.

By this time, most of the planet has been scanned, and the four cities on the planet should be displayed in the northern hemisphere of the flat planet map (they are little red and black boxes). Click on the leftmost city with the right mouse button when it enters your ship's FOV circle. The city symbol will flash with yellow, showing you that it is being viewed. The CommVid will appear. The CommVid shows a small map of the city with a village near its center. There are tracks that lead out of the village, and you can see a river. The data display shows that this is city #3, there is no zone number (because you have not selected it yet), and the status is red, meaning that it is occupied by the enemy. There are no enemy forces present (because this is a tech level 1 planet).

Press the **Full** button on the CommVid. A close-up of the city will appear over the planet map and

message displays on the right side of the screen. This is the same view as the normal (i.e., non-zoom) zone maps you will see later in the Zone Control Panel. In this full map, you can see the details of the city which were lacking in the small CommVid map. The **Full** button on the CommVid changed to read **Restore** when the full map appeared. Now press this button to remove the full city map and restore the original planet and message displays.

Press the **Select** button on the CommVid. You have now selected this city as an invasion zone. Notice that the CommVid data now lists this city as Zone 1, and in the Planet Data display above the CommVid, the number of Inv. Zones has increased to one. Press the **Quit** button the CommVid, which will then retract. Notice that the symbol of the city you just selected has changed to a solid red block with a black center.

You can also select a city as an invasion zone without using the CommVid. Click on the next city to the right with the left mouse button. A message will appear in the Message Display saying that City #4 has been selected, and the city symbol will change to selected, as for the previous city. The mouse button will toggle the selection of the city on and off (go ahead, click the button twice on the city and see that the city is deselected and then selected again).

Now let's get nasty! Press the **Targeting** button on the Weapons Control Sub-Panel near the upper right part of the screen. The mode indicator changed from Invasion to Bombard. Notice from the left side of this sub-panel that the weapons selected are Torps. Now let's blow a city into oblivion. Click on the third city on the flat map (second city from the right) with the left mouse button. You'll (probably) hear the launching of the torpedo followed shortly by a flash on the city symbol. You will receive a message in the Messages Display that the city was destroyed, and the city symbol will change to one of destruction. Note that when you are in Bombard mode, the right mouse button still allows you to view the city.

Press the **Phaser** button the Weapons Control Sub-Panel. The Torps indicator light will turn off, while the Phaser light will turn on. You have changed your weapon selection. In missions against planets with a full planetary shield, it is possible to select both weapons simultaneously for maximum bombardment against the shield. But that is overkill against cities, so you can only select one weapon type in this mission.

When the fourth (rightmost) city is outside your ship's FOV circle, click on the city symbol. The phaser will not fire, because unlike the torpedoes, they must have the target in a direct line of sight. Once the city comes into the FOV, click on the city again. The phasers will fire and the city will be destroyed. Press the **Targeting** button again to switch back to Invasion mode.

Now it's time to start the invasion, so press the top center button the Panel Transfer Control. This will transfer you to the Invasion Control Panel. In the lower half of the screen are eight display sub-panels, one for each possible invasion zone. Only the first two are in panels, one for each possible invasion zone. Only the first two are in use, because you only selected two invasion zones. Each of these shows the same miniature map that appears in the CommVid when you view the city from the flat planet map. On the frame of each of these zone displays are three status light bars. The color indicates the zone status: red means it's completely in enemy control, yellow means that both enemy and Krellan units are present, and green means that it has been captured by your forces and is in Krellan control. The flashing indicator bars indicate which is the currently active zone for your control.

Press the **View** button on the Zone 1 display. You will now be transferred to the Zone Control Panel, which is currently showing Zone 1. We'll examine this panel in detail later, but for now, transfer back to the Invasion Control Panel by pressing the top center button of the Panel Transfer Control again.

You can only start the attack on a zone by assaulting it with shock troops. Press the Assault button the sub-panel on the upper right side of the screen. The CommVid will appear, showing the Krellan officer who is your Chief of Staff (CoS). He will ask you to which quadrant you want to send your shock troops. The teleporters used by assaulting shock troops are fairly inaccurate, and you can only localize their landing point to an area a quarter of the size of the zone. Press the **NE** button on the CommVid. This will target the shock troops to the northeast quadrant. The CoS will ask you how many shock troops (i.e., cohorts) should be sent. Press the **4** button on the CommVid number pad. The maximum number of cohorts that can be sent at once (called a wave) is nine. Press **OK**. The CommVid will retract and four shock troop cohorts will be teleported to the surface. They will not arrive immediately - it takes about 20 minutes (MET) for them to teleport.

After this period has elapsed, four white shock troop symbols will appear in the Zone 1 map display, indicating their arrival. The flashing zone indicator light bars will change to yellow, indicating the zone ownership is contest.

Select the Zone Control Panel by pressing the top right button in the Panel Transfer Control (you previously achieved the same result by pressing the **View** button). You will see the symbols (white kneeling soldiers) for the four shock troop cohorts in the northeast quadrant of the zone map.

Near the top of the screen is a line of eight mini-zone display. The blinking yellow light indicated the status of the zone (contest), and which zone you are presently controlling (this is also indicated by the Zone number displayed at the top frame of the large zone map). White and red dots in the mini-zone map shows the position of Krellan and enemy units or controlled objects, but cannot distinguish the type of object or unit. Press the **Grh** button of the Zone 1 mini-map. This shows two bar graphs indicating the relative strength of the opposing forces in the zone. Red-colored bar indicates enemy forces (of which there are none on tech level 1 planets), while the right bar shows the relative strength of the fire power in the zone, on a scale of 1 to 100%. Since there are only Krellan combat units in this zone, the fire power bar is all white showing that the Krellans have 100% of the total fire power in the zone. Press the **Map** button, which replaced the **Grh** button when you previously selected the graph display. The mini-zone map will reappear. Go to the large zone map and press the **Terr.** button on the top frame, The indicator light will come on showing that you are in terrain mode. All combat units (in this case your shock troop cohorts) in the map will disappear, showing you the terrain underneath. Press the **Terr.** button again to switch off terrain mode.

Click on the topmost cohort in the zone map. A cyan box will appear around the cohort symbol, indicating this is the currently selected unit. Information about the cohort will appear in the Unit Info Display on the left side of the screen. Information about any unit, piece of terrain or object you select (click on) will be displayed here. The possible orders that you can give that unit are displayed on buttons in the Orders Sub-Panel at the top of the screen.

On the top frame, press the **Zoom** button. The zone map will be magnified by a factor of four in the map display. This enlarged portion of the map will be centered around the current location of your selection box, which is currently on a shock troop cohort. The combat unit icons now give you information about the unit, including its identification number (legion/cohort for Krellan units), its current orders, its strength (manpower) and its current combat effectiveness. These icons are described in more detail in the **Zone Control Panel** section. These cohorts have the order shown as L for under local command. The current local zone command is Protect, which basically means that the cohorts will stay where they are in

In zoom mode you cannot view the entire zone at once, but you can scroll to view any part of the zone. Click outside the map display in the direction you want the view to move, and hold down the left mouse button until the scene shifts to where you want. Go ahead and try moving the view around. When you are finished, press the **Zoom** button to again return to normal (view) mode. Click on one of the other shock troop cohorts and hold the left mouse button down. A brown indicator box will appear around the cohort. Keeping the mouse button depressed, drag the brown box to one of the city squares and release the button. You have now given that cohort a direct order to move to the city block where you released the indicator box. The pursuit order is done in a similar way, except the right mouse button is used. However, pursuit is useless here since there are no enemy units to pursue.

Let's change the local zone command, which we noted earlier is currently Protect. Press the **Command** button on the upper right side of the screen. The CommVid will appear and the zone commander will appear and ask you for the new zone command. There are six choices shown on CommVid buttons. Refer to **Zone Control Panel** section for a description of them all. For now we will select the Capture command, so press the **Captr** button. The CommVid will retract and the Command Indicator on the map frame will now show "Capture." The local command is now an offensive one, replacing the previous defensive command, "Protect." Your shock troop cohorts will start moving towards the village to capture it. When all the village blocks have been captured (turned from predominantly red to white in color), the CommVid will reappear. The zone commander will announce that the zone has surrendered. Press **OK**. He will then ask if they should withdraw. Press **Yes**. The CommVid will retract and the Command indicator will read

“Withdraw.” Before long, all four shock troop cohorts will teleport back to the troopship. Back at the mini-zone displays, press the **2** button on the second display. Zone 2 will become the active zone, and its map will be shown in the main map display. Press the **Assault** button. Select the NW quadrant and send 3 cohorts in the assault wave using the CommVid. After the CommVid retracts, look at the sub-panel labeled ETA on the left side of the screen. This shows the estimated time of arrival (or completion) of the attack tasks: teleporting down an assault wave, building a landing pad, or sending down a drop ship. The Assault indicator shows a down arrow and a time. This indicates that a shock troop assault is underway, and gives the estimated MET that they should arrive.

The three cohorts of shock troops will arrive somewhere in the northwest quadrant of the zone. Select (click with left mouse button) the cohort farthest away from the village. The unit order options will appear on the top sub-panel. Press **Cnstrct**. You have ordered that cohort to build a landing pad. The estimated time of completion shows in the Pad display on the ETA sub-panel. The icon indicating that a pad is under construction appears in the drop ship indicator of the Zone 2 mini-zone map display.

Press **Zoom**. Notice that the orders of the cohort you just commanded to build a pad shows “C” for construction, while the other shock troop cohorts show “L” for local. Press **Zoom** again to return to normal mode. Press the **Group** button. The indicator light lit up indicating Group mode is active. Click on the two cohorts not building a pad. A cyan selection box appears on both cohort symbols. You can select up to 25 units at a time to join the group and receive a common order. Press on the **Wthdrw** order button. All the units in the group received that order. In this case, the two shock troop cohorts will beam back. The other cohort should have finished the pad by now and will be standing guard next to it.

Select the Drop Ship Control Panel by pressing the bottom center button on the Panel Transfer Control. The lower half of this panel has displays for up to 12 troopships, showing the status of their drop ships. You only have one troopship, the *Mastodon*. The display shows its four drop ships. The currently selected drop ship is indicated by a white box around it. Click on a different drop ship and see the selection indicator move to that drop ship. Beneath the troopship display is an indicator window showing the time in hours:minutes that it would take to reach the target zone (indicated near the upper left of the screen) from the current orbital position of the troopship.

Look now at the Load Settings sub-panel in the upper part of the screen. The current settings show Priority as “Full Strength”, Unit Type as “Warriors” and that 6 cohorts are to load. Press the **Priority** button. The indicator now reads “Weakened.” Press the button again to toggle back to “Full Strength.” Press the **Unit Type** button twice. This will toggle the setting between “Warriors” and “Shock Troops.”

Press any of the number buttons and see how the number of cohorts to be loaded changes. Finish by pressing the **6** button.

Press the **Load** button on the sub-panel near the center of the screen. This orders the currently selected drop ship to load according to the load settings. The six small boxes (called load boxes) below the selected drop ship icon will change to yellow. This indicates that six cohorts of warriors are aboard the drop ship. Now select a different drop ship by clicking on its icon. On the Load Settings sub-panel, change the unit type to “Shock Troops” and the number of cohorts to “3.” Press **Load**, and three green boxes will appear below the drop ship icon, indicating that three shock troop cohorts are aboard. Remember, yellow boxes for warriors, green boxes for shock troops. Now press the **Unload** button. The shock troop cohorts will unload and the load boxes will be empty.

Near the top of the screen is the Zones Status Sub-Panel. This has a small display for each of the eight invasion zones. You can change the target zone by pressing the numbered button of the new target zone. Each of the small zone displays has a landing pad/drop ship indicator. The current target zone is 2, where we built a landing pad. This is confirmed by the landing pad icon displayed in the landing pad / drop ship indicator. The **AR** button is to set Auto-Reinforce mode, which we will ignore here.

Press the **DROP** button to launch the selected drop ship toward the target zone. The drop ship icon in the troopship display is replaced by a yellow down arrow and a “Z2.” This indicates the drop ship is descending towards Zone 2. The landing pad / drop ship indicator for Zone 2 in the Zones Status sub-panel will show an icon depicting a ship above the landing pad. This means a

drop ship is in transit to the zone.

Go to the Zone Control Panel using the Panel Transfer Control (upper right button). The ETA display shows a down arrow and time for the drop ship. Once the time in the MET indicator on the top row reaches the ETA value, the drop ship will arrive on the pad. The six warrior cohorts (white tank symbols) aboard will automatically disembark and surround the drop ship. Click on the drop ship, and press **Zoom**. Notice that the warrior icons are similar to the shock troop icons.

Go to the Data Control Panel by pressing the lower right button of the Panel Transfer Display. The main display is currently showing the most recent messages that have appeared in the Message Displays. On the Message Filter Sub-Panel, press **All Off**. All the indicator lights on this sub-panel will go off, and all the messages will clear from the data display. Press the **Zone 2** button. This allows all the messages from Zone 2 to be displayed (the indicator light on the button will turn on), but all other messages are filtered out. Now press **All On**. All the messages will now be displayed.

Press the **Legion Data** button on the lower frame of the data display. This will replace the messages in the display with information about the legions attached to your current invasion fleet. Press the **Msn Status** button. This will show information about how well you are doing. The time left until the deadline, the number of cities captured, etc. are displayed.

Now let's look at the Surveillance Cameras Sub-Panel. You have three monitors which allow you to look at various areas of the ship through closed-circuit monitoring cameras. Press the up or down arrow buttons on any of the monitors to change the viewing channel (i.e., active camera). The circular knobs above the channel selection buttons are for monitor adjustments and should be ignored. The scenes shown have no effect on your mission.

Return to the Zone Control Panel. Press the **Command** button. When the CommVid comes up, press **Stand** to select a standard offensive strategy for the zone. The cohorts will now move out heading for the village. Press **Zoom** to return to normal mode. If the indicator box is not still on the drop ship, then click on the drop ship to put it there. On the Orders sub-panel, press **Launch**. The empty drop ship will soon launch and head back to the troopship. Go to the Drop Ship Control Panel again (remember, bottom center button). Notice that there is an up arrow in the troopship display showing that the drop ship is returning. Sometime now the CommVid will appear and the zone commander will inform you of the zone's surrender. You CoS will then appear announcing the planet has been conquered. Well done! See, that wasn't so difficult. Next time you're on your own.