INVASION COMMAND CONTROL

You will conduct your invasion of the enemy from the invasion command console. This Console is located in the Battle Control Center of the battlecruiser that is the flagship of the Krellan invasion fleet. The console consists of six panels, laid out as shown in Figure 4. Each panel consists of displays (monitor or readout screens) and push button controls, which may be grouped together by function into a sub-panel. Sub-panels are usually distinguished by being separate metal plates within the panel, that are held in place by screws. These sub-panels usually have their function labeled, if there is enough space.

| Planetary Control Panel	Invasion Control Panel	Zone Control Panel
Orbital Control Panel	Drop Ship Control Panel	Data Control Panel

Figure 4: Invasion Command Console Layout

CONSOLE DISPLAYS AND CONTROLS
The following controls and displays are available or applicable on each of the console panels.

Panel Transfer Control

Transfer between the panels is normally done using the Panel Transfer Control. This control
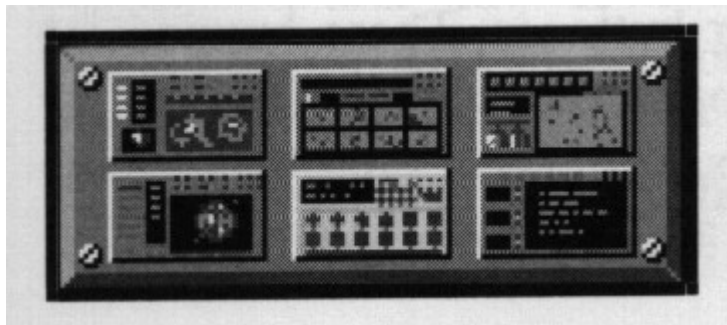
appears in the upper right corner of each panel, and consists of six buttons, which are miniature representations of the console panels. To get to any panel from your current panel, just click on the button showing the desired panel. The game will freeze momentarily while your view transfers to the new panel.

Mission Elapsed Time Display

This display in the upper right-hand area of each panel shows the current Mission-Elapsed Time (MET) in hous:minutes. Note that SL is run in "real-time" and not in turns. While you are making and executing decisions, the world and the invasion continue on. The correlation between MET and real world time is about 60:1. Thus, every second that passed in real is equivalent to one minute in game time. When you only have ten hours left to complete your mission before the deadline, you will receive a TIME WARNING message, and the MET display background will turn yellow. When you reach only five hours left, you will receive a TIME CRUCIAL message, and the MET display background will turn to red.

Communications Video Device (CommVid)

When you choose to give certain orders, or when an important message is directed to you, the CommVid will appear. This is a device consisting of a small video display and push-button controls, which slides into view from the bottom of the screen.

The video display shows the individual to whom you are speaking. Below the video display area is a message readout display, where the words are spoken by the individual are shown. Below this readout display are some answer buttons. These buttons are changeable. They will display the appropriate response choices for queries made by the speaker. On the right side of the CommVid are the numbers 0 through 9, to enter the numbers for answers (where appropriate), and the following buttons:

Quit Ends the interchange session on the CommVid. If you were in a commanding sequence, it will cancel the command selection. After pressing this button, the CommVid will retract off the screen.

Two other control buttons will appear on the CommVid as appropriate:

OK Acknowledges the currently displayed message or enters your number response. If this is the last message of the current interchange, then the CommVid will retract off the screen.

Back Removes your last keystroke in an answer.

FILE Pull-Down Menu

This menu appears in the upper left corner of each panel, and provides control the game and computer parameters rather than over the mission. The options are:

Save Saves the game in a file named SLSAVE.## where ## is your player number. All saved

games are put in the SL/SAVE sub-directory. After saving the game, the mission will continue. you need to select the Exit option (see below) to exit the game. you can resume a saved game by starting up SL and selecting the Resume game option from the Sign-on Options menu. The save function can also be accomplished by pressing the keys [Alt][S].

Freeze This freezes all execution and time (MET) in the game. Press click on Freeze again to resume the game. you can transfer panels, etc. while the game is frozen, but none of the other controls are active.

System Selecting this option will freeze the game and bring up a system screen. The current system settings are displayed and you can change them as desired, except for the Sound Board setting. The setting parameters and how to change them was described in the Sign-On Options in the SETUP section.

Exit Exits you out of the game, back to DOS. This can also be accomplished by pressing the keys [Alt][X].

Planetary Control Panel

The Planetary Control Panel (Figure 5) is the first screen you will see at the Invasion Command Console. This panel gives you the tools to identify, select and prepare sites on the planet for your invasion assaults.

Figure 5: Planetary Control Panel
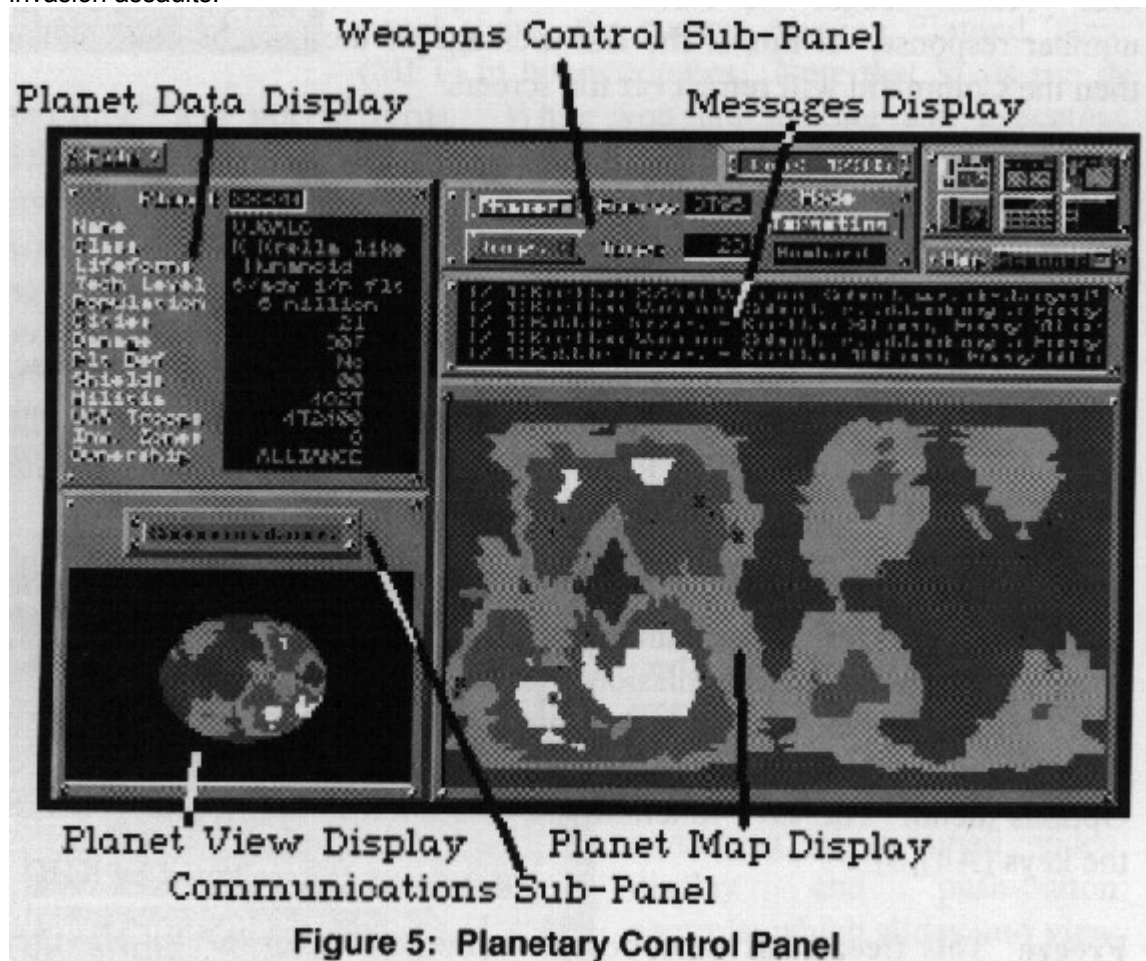
The Planetary Control Panel consists of the following sub-panels/displays:

Planet Data Display
This displays basic information about the planet you are orbiting. More detailed information can be obtained from the Orbital Control Panel.

Planet View Display
This displays the rotating planet, as seen from a point in space beyond you ship. Your ship

position on the planet's surface is always at the center of this rotating globe.

Planet Map Display

This displays a flat map of the planet's surface, showing the major terrain features (oceans, seas, lowlands, plateau, mountain ranges, etc.). Your ship's current position on the ground track of its orbit is displayed, as well as a circle of dots centered on you ship showing the range of your current effective field-of-view (FOV). Potential invasion targets, called cities, are also shown on this map as they are scanned.

Messages Display

This displays messages, reports and input responses.

Weapons Control Sub-Panel

This sub-panel provides information about your weapon and power systems, and allows you to control weapon selection and targeting modes.

Communications Sub-Panel

This allows you to communicate with headquarters, the planet, and the other ships in the invasion fleet.

DISPLAYS AND CONTROLS

Planet Data Display

The planet data display shows the following data about the planet:

Planet ID - The identification number of the planet as assigned by KHQ.

Name - The native's name for the planet.

Class - The type of planet (Krella-like, Aquatic, Desert, Barren, Ice).

Lifeforms - The biological type of the dominant native inhabitants (Humanoid, Mammalian, Reptiloid, Insectoid).

Tech Level - The technology level of the natives from 1 (primitive nomads) to 7 (highly advanced). See Pre-Command Briefing.

Population - Estimated number of native inhabitants.

Cities - Number of invasion targets.

Damage - General damage level to the planet's surface, in percent.

Plt Def - Planetary defense phasers (PDPs), "No" or "Yes". If present, your orbiting ships can come under attack from the planet's surface.

Shields - Current strength of planetary shields in energy units.

Militia - Number of native troops on the planet.

UGA Troops - Number of UGA Regular Forces Troops on the planet.

Inv. Zones - Current number of cities that have been selected as invasion zones. Maximum is eight.

Ownership - "Neutral" if not a UGA planet, "UGA" if it is a UGA colony of member world, "Contested" if the invasion is underway.

Planet Map Display Controls

VIEW CITY Mouse Button

Pressing the right mouse button while pointing to a city on the planet will bring up the CommVid. A small map of that city is shown along with the following important data about the city:

City Gives the number of the city. When the planet is first mapped and the target cities are identified, they are given a number. This number is unrelated to the zone number.

Zone When cities are selected as an invasion zone, they are given a zone number between 1 and 8. This number is unrelated to the city number, and will be lost if the city is deselected.

Condition Gives the current condition of the city (Red means occupied by enemy, Yellow means contested with both Krellan and enemy forces present, and Green means conquered by the Krellans).

Units Number of enemy fighting units (militia and UGA regular brigades, forts, etc.)

present in the city.

F Pwr   The combined fire power of the enemy units in the city. The fire power is the combined measure of their strength (manpower), combat effectiveness (fatigue, etc.), and strike effectiveness (quality of the unit based on eliteness, experience, and equipment).

The CommVid also provides the following control buttons:

OK   Exits you from the viewing CommVid, which will the retract.

Select   Selects the city being viewed as an invasion zone. If the city is already selected, there will be no response. If you already have selected a full complement of invasion zones, a message to that effect will appear in the message area of your Planetary Control Panel.

Full   Provides a full size map (equivalent to normal mode zone map) of the city being viewed. While the full size map is up, the label on this button will change to Restore. Press it to remove the full size zone map and restore the planet map.

Viewing the cities from the planet map should help you decide which cities to select for invasion.

ZONE SELECTION Mouse Button

Pressing the left mouse while pointing to a city on the flat planet map will select/deselect that city as in invasion zone. The city symbol will change to a solid block with a center dot for selected, or to an "X" within a block for deselected. The number of invasion zones currently selected is shown in the Planet Data Display. The maximum number that can be selected at once is eight.

MAP SCANNED Push Button

When a battlecruiser or troopship orbits the planet, its sensors and computers perform a detailed scan and analysis of the planet surface to locate potential invasion targets. As a potential target (i.e., "city") is identified, it will appear on the planet map. To help you visualize how much of the planet's surface has been scanned, your can press this button. Any unscanned areas of the planet will be blackened out on the map. The small rotating globe in the lower left display will not be affected. While the scanned switch is active, the switch indicator light will be on. This same control is available in the Orbital Control Panel to show the scanned areas on the globe map.

Weapons Control Sub-Panel

The following toggle push buttons allow you to select the weapon to be used for planetary bombardment:

Phaser

When phasers are selected (the indicator light is lit), your ship will use phasers against the indicated target when weapons are fired in Bombard mode (see Bombard following). The energy used for each shot is 100 units (the current ship energy level is shown on this same display panel). You can only fire phasers at a target city when it is within your field-of-view (i.e., within sight if your ship).

Torps

When torps are selected (the light is lit), your ship will launch a photon torpedo against the indicated target when weapons are fired in Bombard mode (see Bombard following). You do not have to be within sight of your target to use torpedoes. The number of torpedoes you have left is shown on the Weapons Control panel.

TARGETING Push Button

Press this button to select the desired targeting mode to be used on the planet map. The current targeting mode is shown in the adjacent display window. The two targeting modes available are:

Invasion   While in this mode, pressing the left mouse button while pointing to a city on

the planet will select or deselect that city as an invasion zone. A maximum if eight invasion zones can be selected at one time. A deselected city (initial condition) is shown as a black "X" in a red box. The box color indicates the ownership. Red is for enemy of contested, while white is for Krellan ownership. When a city is selected, the city symbol becomes a solid box with a dot in the center. A destroyed city is shown as rubble. Invasion is the default targeting mode.

Bombard   While in this mode, pressing the left mouse button while pointing to a city on the planet will bombard the city with whichever weapon is selected in Weapons Control. You see the flashes on the city as it is hit, and the result of the bombardment will be reported to you. Any part of the city not protected by shields will be destroyed by the first shot. The city shield can also be penetrated with the resultant destruction of the whole city, but it may take several shots. However, remember that high tech level enemies can shoot back!

Communications Sub-Panel

This option controls the communication between you and parties not directly part of your invasion. Pressing the communications button brings up the CommVid with a list of the following three possible parties with which you can communicate.

Planet

This allows you to communicate with the planetary government, if the planet is of at least technology level four. Lower technology level planets haven't developed radio yet, so communicating with them would be futile. The following communication messages can be sent:

Contact   This makes an initial contact with the planet. From their response, you may be able to judge how prepared they are for your attack or how aggressive they might be.

Surrender   This orders the planetary government to surrender.   Their response may determine how quickly you can bring the conquest to a conclusion.

KHQ

This is your headquarters. The following messages can be sent:

Help   This requests KHQ to dispatch additional troopships with escorts to join your invasion fleet. If they grant your request, the Admiral at KHQ will tell you how long it will take the reinforcements to arrive. Do not send this message unless absolutely necessary. KHQ determined the size of your initial fleet based on their assessment of what forces should be needed to conquer the planet. They will not look kindly upon you trying to tell them they were wrong in their assessment, or that you are admitting that you are not a good invasion commander.

Supplies   This requests KHQ to dispatch an additional supply ship to join your invasion fleet. If they grant your request, KHQ will tell you how long it will take for the ship and its escort(s) to arrive. You will only receive a mild reprimand for requesting additional supplies.

Fleet

This allows you to communicate with all the ship of your fleet simultaneously. The following communication messages can be sent:

Bombard   This orders all your warships with weapons (battlecruisers and destroyers) to bombard the planet on a continuous basis. If the planetary shield is up, the bombardment will be directed against it. If the planetary shield is down, the bombardment will be directed against the planet in general, but not against the identified cities and zones. These are left for your personal attention. The result of this general bombardment is to increase the damage level to the planet, which will have an effect on the planet morale, but will reduce your overall mission rating and rewards for this planet. If you have ordered a bombardment against a planet with planetary shield up, once the

shield has been destroyed, the bombard order will be automatically canceled. This is to prevent inadvertent damage to the planet. If you do want the planet's surface bombarded, then you'll have to order the bombardment again.

Halt This orders your warships to stop their bombardment of the planet, after it has been started using the previous command. This command is issued automatically after the planetary shields have been destroyed.

Wtdrw Orders your entire fleet to withdraw from the planet. This means that you are giving up on completing the invasion by the deadline, and want to minimize your losses (or maximize your rating). You will be returned to Imperial Krellan HQ for an evaluation and critique of your mission. This is a better option than just exiting the game and starting a new invasion. In that case, you will be credited with zero rating for the mission you abandoned.

Orbital Control Panel

The Orbital Control Panel (Figure 6) provides detailed data about the planet, and the ships of your invasion fleet. You can control the orbits of your ship and the other ships from this panel.
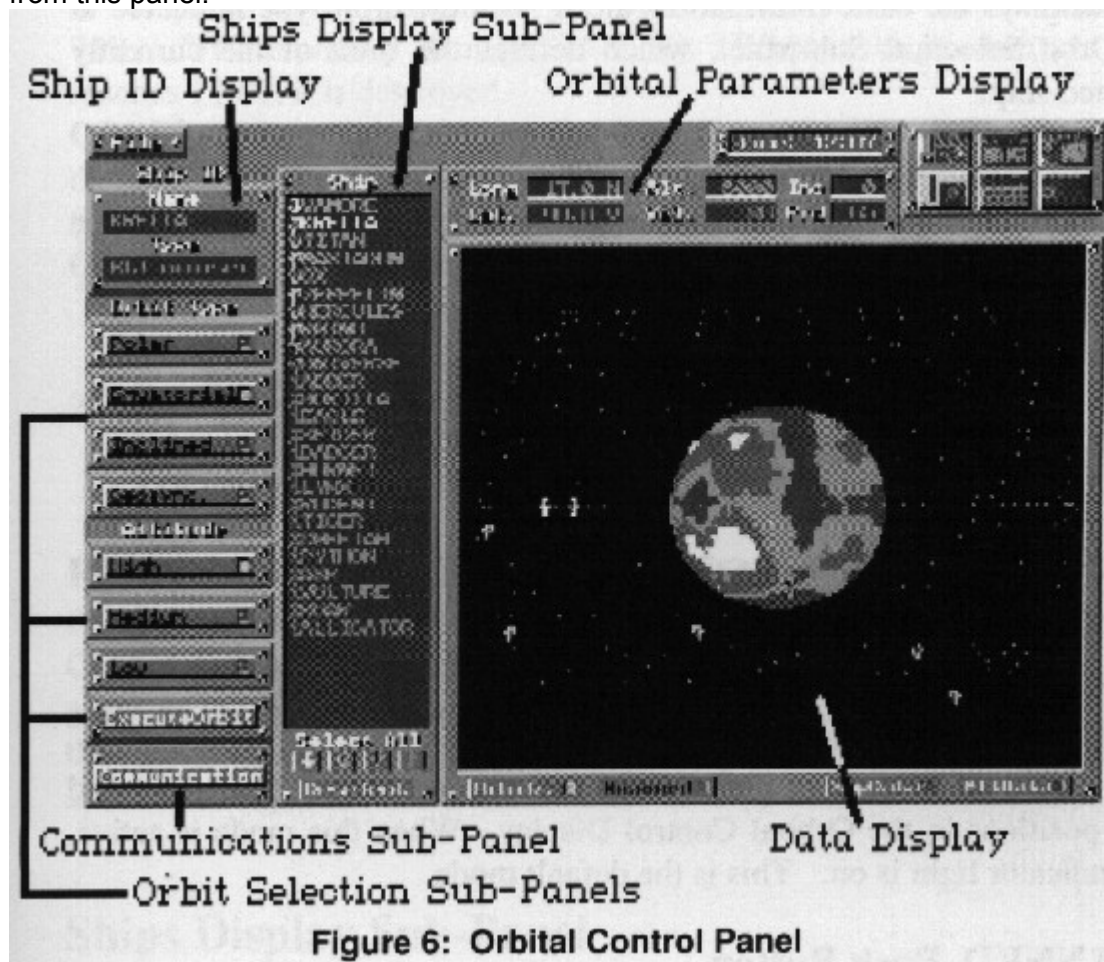

Figure 6: Orbital Control Panel

The Orbital Control Panel consists of the following sub-panels and areas:

Data Display

This displays user-selectable information about the orbits of the invasion fleet, the status of the ships in the fleet, the scanned coverage of the planet, and more detailed data about the planet itself.

Ships Display Sub-Panel

This displays the name and type of each of the ships in your invasion fleet. It also allows you to select which ships should be viewed in the Data Display (orbits view) or should be controlled for orbit modification.

Ship Identification (ID) Display

This displays the name and type of the ship currently selected for orbit control. This defaults originally to your ship.

Orbital Parameters Display

This displays the basic information, along with the orbit type indicated in the Orbit Selection Sub-panel, which defines the orbit of the currently selected ship.

Orbit Selection Sub-Panels

This displays and allows you to change the orbit type and altitude of the currently selected ship.

Communications Sub-Panel

This allows you to communicate with headquarters, the planet, and the other ships in the invasion fleet.

DISPLAYS AND CONTROLS

Data Display

ORBITS DISPLAY Push Button

Pushing this button will display the rotating planet with selected orbits and ship positions in the Orbital Control Display. When this mode is active, the indicator light is on. This is the default mode.

SCANNED Push Button

See the description in Planet Data Display Controls section.

SHIP DATA DISPLAY Push Button

Pushing the ShpData button will display information about the ships in your orbiting invasion fleet in the Orbital Control Display. When this mode is active, the indicator light is on. The following data are provided for each ship:

NO - The number of the ship in your fleet.

NAME - The name of the ship.

TY - The ship type, as designated by the ship icons (see Appendix B).

ENGY - Total energy units available to the ship for weapons, shields and ship systems. When a ship's energy level reaches 0, it is destroyed.

P - Phasers available ("Y" for yes, and "-" for no).

TRP - Number of torpedoes left.

CRW - Number of crew left alive.

D - Damage level ("-" for none; "L" for low, 1-25%; "M" for medium, 2674%; "H" for heavy damage, 75-99%). When a ship's damage level reaches 100%, it is destroyed.

ORBIT - Current orbit altitude and type expressed as A:TYP, where A is the altitude (H for high, M for medium, L for low), and TYP is the orbit type (Inc for inclined, Geo for geosync, Pol for polar, Equ for equatorial).

ORDERS - Current orders that the ship is operating under:

Wait: The ship is under standard local command. This is the normal mode.

Bombard: The ship has been ordered to bombard the planet. This order only applies to warships (battlecruisers and destroyers).

Transit: The ship is traveling to the new orbit you ordered it to.

PLANET DATA DISPLAY Push Button

Pushing the PltData button will display detailed information in the Orbital Control Display about the planet you are orbiting, including a rotating globe of the planet and a picture of the type of native inhabitant . When this mode is active, the indicator light is on. Most of

the information shown was explained

Ships Display Sub-Panel

VIEW SHIP ORBIT Mouse Button

You can view the orbit of any of the ships listed in the Ship List Display by pointing to the name of the ship desired and clicking the RIGHT mouse button. The orbit of that ship will be displayed (if the data screen has orbit mode active). The current position of the ship is marked by the ship symbol (which appears next to the ship name in the ship list). The name of the ship being viewed is highlighted. You can deselect the viewing of the ship's orbit by clicking on the ship name again with the right mouse button. There is no limit to the number of ships you can select for orbit viewing. However, more than about ten at once will be confusing and of limited use.

SHIP SELECTION Mouse Button

You can view details of the orbit, or control the orbit, of any of the ships listed in the Ship List Display. Simply point to the name of the ship desired and clicking the LEFT mouse button. The ship's name will be highlighted, the name and ship type will appear in the displays above the orbital control buttons, its orbit will be shown on the orbital display (even if it was not already there), and the orbital control button indicators and orbital parameters display will show the current data and settings of its orbit. Once the ship has been selected, you can change its orbit, as described in the Orbital Settings Control section. To deselect the ship, click the left mouse button again on its name in the Ship List Display, or select another ship in the list. When deselected, the ship's name highlight will be downgraded to the "view orbit" highlight.

Orbit Selection Sub-Panels

The orbit selection control is divided into three sub-panels.

ORBIT TYPE SUB-PANEL

The type of the currently selected ship's orbit is indicated by the lit indicator light on the selection buttons. To select a new orbit type, just press the button of the desired type. The newly selected orbit will not go into effect until the order is executed using the Orbit Execute push button. The available orbit types are:

Polar

This orbit type produces a ground track that goes over both the north and south poles of the planet. This is the only orbit type that will ensure that the ship will eventually travel over the entire surface (assuming the planet is rotating). This orbit is a good one initially for your battlecruisers and troopships to allow the planet to be scanned as soon as possible.

Equatorial

This orbit type produces a ground track that follows the equator (horizontal center) of the planet. The ship will always orbit from west to east. This orbit is a good one for your supply ships, which do not interact with the planet at all.

Inclined

This orbit type produces a ground track that looks like a sine-wave centered about the equator, i.e., it is a wave form that alternately goes equal distances north and south of the equator headed from west to east. The angle of inclination is the angle between the orbit track and the equator as it crosses the equator. The inclination is set to 35°. This means that the ship will travel in a band around the planet between latitude north and south of the equator equal to 35°.

Geosync

The geosynchronous orbit type produces a ground track that stays on the targeted point on the planet. Note that a true geosynchronous orbit will only do this above a point on

the equator. For a point on any other latitude, the ground track will be a figure "8" with one of the loops centered about the point. The SL geosynchronous orbit off the equator is thus not a true non-propulsive orbit. It would instead require the continual application of a propulsive force. This orbit is an excellent one to station troopships above the invasion zones they are supporting.

ORBIT ALTITUDE SUB-PANEL

The altitude range of the currently selected ship's orbit is indicated by the lit indicator light on the selection buttons. To select a new altitude range, just press the button of the desired altitude. The newly selected orbit will not go into effect until the order is executed using the Orbit Execute push button. The available orbit altitude ranges are:

High

The high orbit is between 10,000 and 30,000 km altitude. In SL, a high orbit (other than geosynchronous) takes 90 minutes of MET (90 seconds real-time) to complete one revolution around the planet. The advantages and disadvantages of a high orbit are:

Advantages
• Gives the largest field-of-view coverage of the planet's surface. This allows phaser firing, shock troop assaults, and viewing of cities from the maximum possible range.
• Chance of being hit by planetary defensive fire is less.
• Any hits on your ships by planetary defensive fire will be weaker.
• Keeps cities in view for long periods.

Disadvantages
• The resolution of your scanners will be low. This means that you cannot get a detailed map of cities that come within the ship's field-of-view, and will not be able to determine the presence or location of any city defensive shields.
Your weapons are not as effective, because your phaser hit strength is lowest, and torpedoes take longer to reach the planet's surface.
• It takes longer for drop ships to travel between the troopship and the surface.
• Assaulting shock troops will suffer higher losses due to beam dispersion and interference from the planetary radiation belts.
• Takes longest time to travel around the planet.

High orbits are used initially by battlecruisers and troopships attacking high technology planets to provide them maximum protection against the planetary defenses. Supply ships always are initially in high orbits for protection from the planetary defenses and to provide maximum contact with the other ships in the fleet.

Medium

The medium orbit is between 1,000 and 10,000 km altitude. In SL, a medium orbit takes 60 minutes of MET (60 seconds real-time) to complete one revolution around the planet. The advantages and disadvantages are in between those of the high and low altitudes. Note that the medium altitude orbit, like the high orbit, does not produce high resolution scanning needed to obtain detailed city maps or locate city shields. You must be in a low altitude orbit for high res scanning.
Medium orbits are used initially by escorting destroyers to provide a shield between the planet and the orbiting troop and supply ships.

Low

The low orbit is between 100 and 1,000 km altitude. In SL, a low orbit takes 30 minutes of MET (30 seconds real-time) to complete one revolution around the planet. Note that this is faster than would occur while orbiting the Earth, but this value has been selected to enhance gameplay. The advantages and disadvantages of a low orbit are:
Advantages

• The resolution of your scanners will be high. This means that you can get a detailed map of cities that come within the ship's field-of-view, and will be able to determine the location of any city defensive shields.
• It takes less time for drop ships to travel between the troopship and the surface.
• Assaulting shock troops will suffer fewer losses due to beam dispersion. The low orbit is below any planetary radiation belts.
• Traveling around the planet takes less time than for other altitude orbits.
• Your weapons are of maximum effectiveness, because your phaser hit strength is highest, and torpedoes take less time to reach the planet's surface.

<u>Disadvantages</u>
• The field-of-view coverage of the planet's surface is most limited at this altitude. This means that the ship has to be close to the target city for phaser firing, shock troop assaults, and viewing. Cities are kept in view for shortest period.
• Chance of being hit by planetary defensive fire is greatest.
• Any hits on your ships by planetary defensive fire will be stronger.
Low orbits are used initially by battlecruisers attacking low or medium technology planets to provide them maximum effectiveness against the planetary targets.

PANEL ORBIT EXECUTION SUB-PANEL

Once a change has been made in the orbit settings of the selected ship, the new orbit commands will be executed and the new orbit become effective when the Execute Orbit button is pressed. You will receive confirmation of the orbit commands being sent. The orbit track of ships transferring from one orbit to another will not be shown on the Orbital Display, just the current position of the ship.

Communications Sub-Panel
See the description in the Planetary Control Panel section.

Orbital Parameters Display Sub-Panel
This provides detailed information about the orbit and position of the currently selected ship. The parameters are:
Long, Lat These are the longitude and latitude coordinates on the planet's surface directly below the orbiting ship. Longitude is measured from 0 to 360 degrees, where the 0° longitude is the vertical line along the left edge of the flat planet map on the Planetary Control Panel (see Section 3.1. 1.). The latitude varies between -90° at the south pole, and +90° at the north pole, with 0° along the equator.
Alt This is the altitude of the ship above the planet's surface in kilometers.
**Vel** This is the velocity of the orbiting ship along its orbital path in kilometers per second (km/sec).
Inc This is the inclination of the orbit of the ship in degrees. The inclination is the angle between the orbital plane of the ship and the equatorial plane of the planet. In other words, it is the angle between the ground track line of the orbit and the equator where the orbit track crosses the equator. An equatorial orbit has an inclination of 0°, while a polar orbit has an inclination of 90°. These are the two extreme cases. Actually, inclinations of more than 90° are possible. Orbits with inclinations between 90° and 270° will be retrograde (i.e., move from east to west instead of west to east as is normal in SL), while orbits with inclinations between 270° and 360° are just variations of the normal direction orbits.
Per This is the period of the orbiting ship in minutes of MET. This is how long it takes the ship to complete one orbit around the planet. Note that for most orbits, the point on the planet's surface below where the orbit starts and where it finishes one revolution will be different, because the planet is rotating while the ship is orbiting. The period for most high orbits is about 90 minutes, for most medium orbits is about 60 minutes, and for

most low orbits is about 30 minutes.

Invasion Control Panel

The Invasion Control Panel (Figure 7) is where you will initiate the assault and provide overall control of your eight invasion zones.

Figure 7: Invasion Control Panel
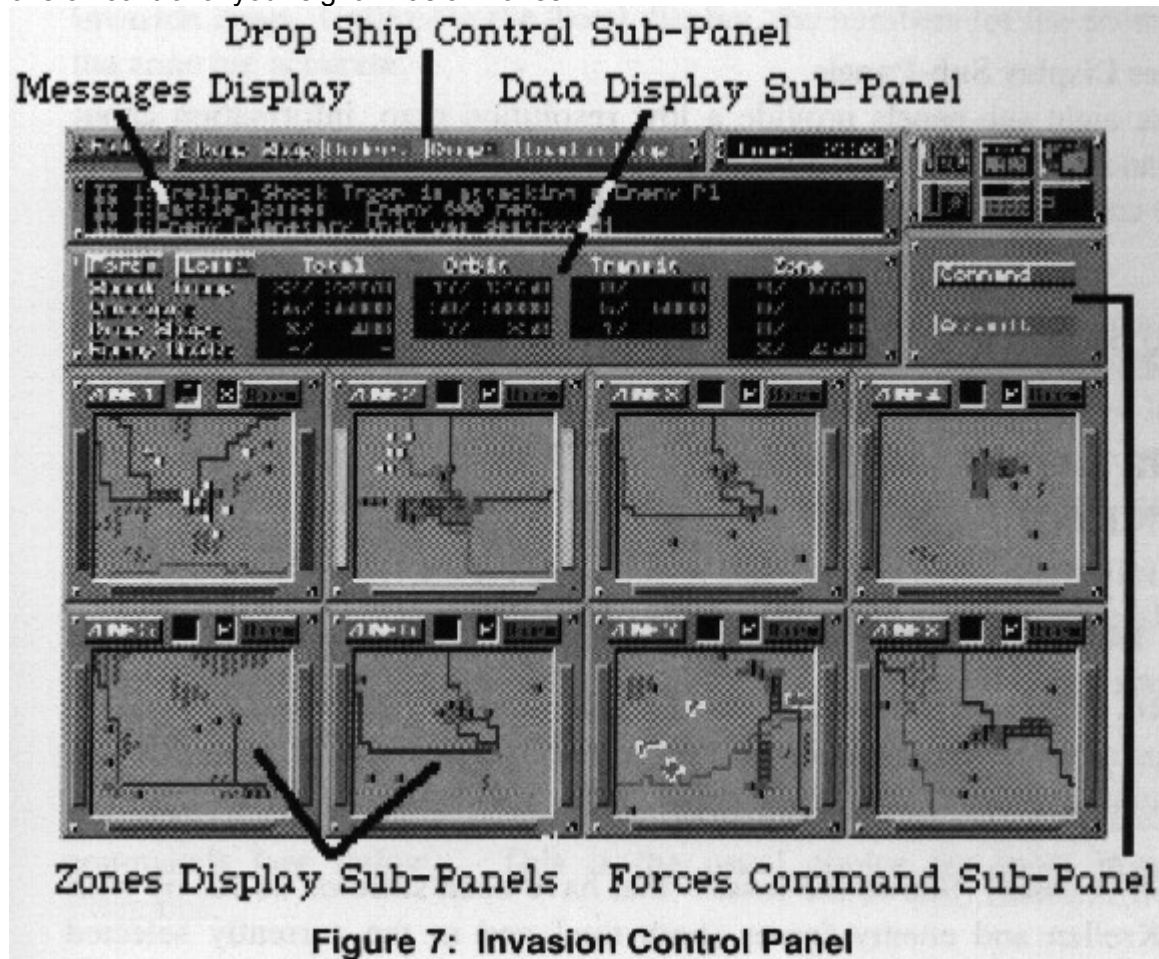
The Invasion Control Panel consists of the sub-panels and areas:

Messages Display

This displays messages, reports and input responses.

Data Display Sub-Panel

This displays a summary of the strength (or losses) and allocation of the Krellan and enemy troops.

Forces Command Sub-Panel

This sub-panel provides the means to give orders to your assault shock troops standing by in orbit and invasion zone commanders

Drop Ship Control Sub-Panel

This sub-panel provides the means to give orders to your currently selected drop ship, based on the settings shown in the Drop Ship Control Panel (see next section). For more detailed control of the drop ships, you need to use the Drop Ship Control Panel.

Zones Display Sub-Panels

These eight sub-panels provide a low resolution map, information about the landing pad or drop ship status, and the current standing orders to the zone commanders for each of

the invasion zones.

DISPLAYS AND CONTROLS

Data Display Sub-Panel

CONTROLS

The following push buttons allow you to select the type of data shown in the data display area of the Invasion Control Panel:

FORC (Forces) Shows the current total number of Krellan and enemy troops alive on the planet or in orbit in the data display. It also displays the number for the currently selected zone. This is the default setting.

LOSS (Losses) Shows the losses that have been suffered so far by both the Krellan and enemy forces (both total and in the currently selected zone).

DATA DISPLAY

Data on the forces (or losses) are displayed for Krellan shock troops, warriors, and drop ships, and data for enemy troops are displayed according to the following breakdown:

Total Total for all forces (or losses) involved with the battle for the entire planet (not just in the invasion zones). For the enemy forces, this shows the current best information of the numbers. The actual number of troops on the planet may be higher.

Orbit The total number of forces (<u>not</u> losses) in the troopships currently orbiting the planet. There are no enemy units in orbit.

Transit The total number of forces (<u>not </u>losses) in transit (by drop ship or assault teleporters) between the troopships and the planet surface. there are no enemy units in transit.

Zone Total for all forces (or losses) involved in the currently selected invasion zone. Unlike for the Total display, the numbers for the enemy in the zone are accurate.

Forces Command Sub-Panel

COMMAND Push Button

This option brings up the Comm Vid with a list of six command choices which are directed to the on-site commander of the currently selected invasion zone, i.e. they affect all troops within the zone. The first letter of the selected command appears on each of the small zone maps in the Invasion Control Panel, and the entire word appears above the zone map in the Zone Control Panel. The command choices are as follows:

Direct All cohorts in the zone will maintain current positions and wait for further orders. This cancels previous orders and clears the way for you to order individual cohorts.

Standard Cohorts will do a combination of Capture and Reduce commands (see below). This is the usual choice for most invasion situations.

Capture Cohorts' primary objective is to capture cities, factories, etc. They will eliminate enemy units as necessary for completing this task. A city, space port or industry block is captured when one of your cohorts occupies it. It remains in Krellan control even if the occupying cohort moves out. It takes an enemy unit to subsequently move onto the block for it to change ownership. The control of these blocks is indicated by the predominant color. Red means enemy control, while white means Krellan control.

Reduce Cohorts' primary objective is to destroy enemy units. The capture of anything is incidental.

Protect Cohorts will remain at or near their current location, repelling any attacks. This command is particularly useful for protecting landing pads with a mobile defense while waiting for the arrival of the drop ship.

Withdraw Warrior cohorts will move to the landing pad to board (or wait for) a drop ship. Once the drop ship is full, or all the remaining warrior cohorts have been loaded, the drop ship will automatically launch. If the landing pad is destroyed, the warriors will fight to the death, preferring glory to surrender. Shock troop cohorts will move to a clear area

(not underneath a city shield and not adjacent to any enemy units) and teleport up to their troopship. Once a zone is captured, this command is used to bring home the victorious troops. Withdrawn troops are available for re-deployment from their troopships, but may be weakened due to losses and fatigue.

ASSAULT Push Button

You use the Assault option to actually initiate the invasion of the planet. It controls allocation and targeting for your shock troop cohorts to teleport directly to the planet's surface in the currently selected invasion zone. The assault by shock troops is somewhat akin to the use of paratroopers on Earth during the 20th century. They are lightly armed elite troops who have the element of surprise. Their deployment is only limited by two factors. They cannot teleport through city shields, and they are likely to suffer horrendous casualties if teleported onto large bodies of water.

Before selecting the Assault option, view the selected zone (see View command), and decide in which quadrant (North East, North West, South East, or South West) of the zone you want the shock troops to arrive. That is as precise as you can get in their targeting. Consider the following, in order of priority:

1. Location of city shield(s), if any. See how much terrain is available in the quadrant that is not covered by a shield.

2. Location of ocean or lakes. Cohorts teleporting into quadrants with a large amount of water can suffer heavy casualties or be lost entirely!

3. Location of enemy units, particularly UGA Regulars. Your shock troops suffer from temporary disorientation immediately after teleporting, and their combat effectiveness will only be 50% of normal. This will gradually increase as they recover, but it is probably wise to land them away from strong enemy units, or they will be at a disadvantage.

There are other considerations of a more strategic or tactical nature that are discussed in the chapter Invasion Checklist.

After having viewed the current zone and decided to which quadrant you want to send your shock troops, select the Assault option. The CommVid will appear. Select the quadrant (NE, NW, SE, SW), then the number of shock troop cohorts to be teleported (1 to 9). The maximum number of cohorts that can be sent in a single wave is nine. It takes approximately 20 minutes MET for the shock troops to arrive in the zone (actual time depends on the altitude and distance of the nearest troopship). Note that you do not have to wait for these shock troops to land before sending others down to any of the eight invasion zones.

Drop Ship Control Sub-Panel

ORDERS Push Button

This provides a means to quickly load and unload drop ships. More detailed control of the drop ships, including abort or recall capability, is done at the Drop Ship Control Panel. Unless prompted otherwise, the current settings shown in the Drop Ship Control Panel are assumed. When this option is selected, the CommVid will appear with the following command options:

Board Legionaries have to be ordered to board a drop ship. As many as six cohorts of warriors of shock troops and their equipment can be loaded onto a single drop ship. When this option is selected and your executive officer will query you about the type (warriors or shock troops) and number (1-6) of cohorts to be loaded onto the next available drop ship. In most cases, where you expect a good battle in the targeted zone, you will select six cohorts of warriors to board.

Unload This command is used to unload a drop ship so that an empty drop ship can be sent down to pick up withdrawing legionaries, or to change the type of number of

legionary cohorts on boards.

Info Displays the current status of the drop ship (i.e. if it's loaded or not, and with how many warrior or shock troop cohorts).

DROP Push Button

Sends a drop ship to the currently selected zone. If you are intending to send legionaries down, be sure to first board the drop ship, using the Board command described under the Drop Ship push button. If you are launching the drop ship to pick up withdrawing legionaries, be sure it is empty. The load status of the currently selected drop ship is indicated by the light on the push button. Lit means the drop ship is loaded (as much as possible according to the current load settings), while unlit means it is empty.

LOAD N DROP Push Button

This button provides a quick way to load a drop ship according to the current load settings, and to immediately deploy it to the currently selected zone. If you intend on doing this again for the same zone, consider using the Auto-Reinforce command for the zone (available on the Drop Ships Control Panel) instead.

Zone Display Sub-Panels

Status Indicators

On the frame of each zone map display are three colored status indicator bars. The bars of the currently selected zone flash. the color of the bars indicates the current zone status. Red means it is occupied by the enemy. Yellow indicates that the zone is contested with both enemy and Krellan units present. Green indicates that the zone had been captured and is in Krellan control.

Zone Map

Each of the zone displays provides a miniature low resolution map of that zone. This map shows the major terrain features (rivers, roads, urban areas, etc.) as well as the location of both Krellan and enemy units, although it is not possible to distinguish all of the unit types. The display is updated in real-time to show changes in the status or position of the forces.

Command Indicator

On the upper frame of each zone map display is a single letter display which shows the current active command for the zone ("P" for protect, "S" for standard, "C" for capture, "R" for reduce, and "W" for withdraw).

Drop Ship/Landing Pad Indicator

On the upper frame of each zone map display is a small display that shows the current status of the zone with respect to landing pads and drop ships. The following indicator icons are used:

Blank

No landing pad present or under construction

Landing pad(s) under construction

Empty landing pad in zone - no drop ship on way

Drop ship on way to zone

Drop ship on landing pad

Each of the eight zone displays has two push-button controls:
Zone Selection The button on the upper left of the display frame has the zone number on it. Pressing this button chooses that zone as the currently selected zone for commands, destination targeting, and data display. The selection is designated by the flashing of the status lights on the display frame.
View The button on the upper right of the display frame is labeled View. Pressing this button will transfer you to the Zone Control Panel with this zone being viewed. Pressing this button is equivalent to selecting this zone (using the zone number button), and then transferring to the Zone Control Panel using the Panel Transfer Control push-button.

Drop Ships Control Panel

The Drop Ships Control Panel (Figure 8) provides detailed data about the troopships of your invasion fleet and their assigned drop ships. You can control the drop ships from this panel, including the selection and boarding of troops and the launching and recall of the drop ships.
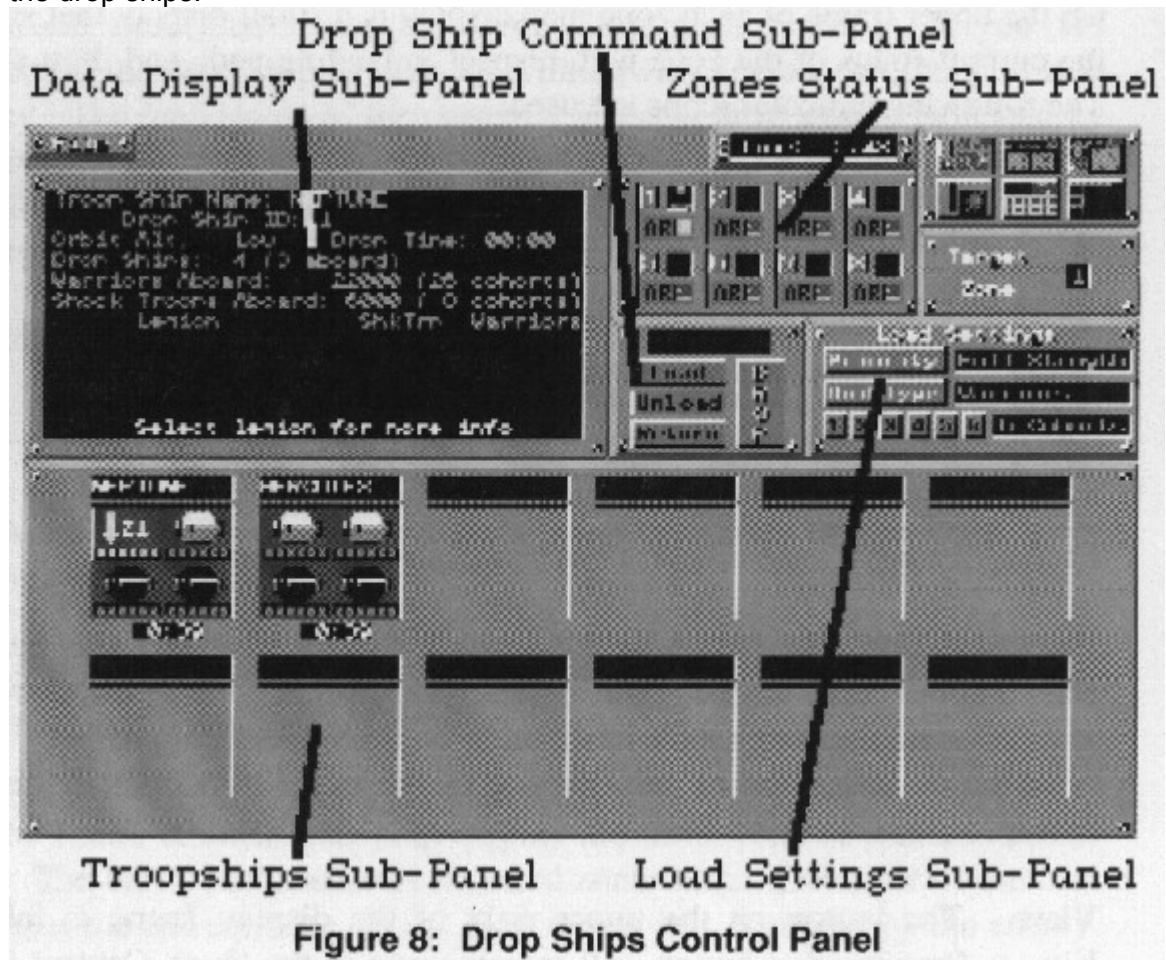

Figure 8: Drop Ships Control Panel

The Drop Ships Control Panel consists of the following sub-panels and areas:
Data Display Sub-Panel
This display shows information about the currently selected troopship, drop ship or legions. Data selection controls appear in the display.
Troopships Sub-Panel

This sub-panel displays the troopships that are currently in your invasion fleet, and the status of the four drop ships of each.

Load Settings Sub-Panel

This sub-panel allows you to control the criteria to he used to load drop ships and displays the currently selected settings.

Zones Status Sub-Panel

This sub-panel shows the current status of the drop ships and landing pads associated with each of the eight invasion zones. It also allows you to select the target zone, and start or stop auto-reinforce for any of the zones.

Drop Ship Command Sub-Panel

This sub-panel allows you to load, unload, drop or return (abort drop) of the currently selected drop ship.

DISPLAYS AND CONTROLS

Data Display Sub-Panel

This displays information about the selected troopship and drop ship.

Troopships Sub-Panel

TROOPSHIP DISPLAYS

This panel consists of twelve displays, one for each of the troopships that can be in your fleet at one time. The name of the troopship is shown in the indicator at the top of each troopship display. Each troopship can carry four drop ships, the status of which are shown in this display. Each drop ship symbol that appears in one of the four squares for each troopship indicates a drop ship that is attached to the troopship. If the drop ship is not on board, then there will be an indication of its current status. If the drop ship is descending from orbit, there will be a down arrow along with the number of the target invasion zone. An up arrow with number indicates that the drop ship is returning to the troopship from the indicated zone. If the drop ship has been destroyed, a death's head symbol is shown. There are six small boxes (called load boxes) below each drop ship status symbol. These indicate the current load status of the drop ship. A box will be filled for each cohort loaded. Green-filled boxes are shock troops, while yellow-filled boxes are warriors.

At the bottom of each troopship display is a time indicator. The time displayed shows how long it will take a drop ship to reach the targeted invasion zone from that troopship. This is determined by the distance from the target and the troopship's altitude.

DROP SHIP SELECT Mouse Button

Point to one of the drop ships in the Troopship Display and click the left mouse button. This will select that drop ship as the current one for control, and will display information about it and its troopship in the Data Display. The drop ship pad in the Troopship Display will be highlighted by a box. Selecting another drop ship will deselect the current one.

Load Settings Sub-Panel

The following drop ship default settings can be changed using this sub-panel.

Priority

This toggle push button selects the condition of the cohorts to be given priority when loading, i.e., cohorts of the selected condition will be loaded before any others.

Full Strength Cohorts of full strength will be given priority for loading. Full strength warrior and shock troop cohorts have 1000 legionaries each. These cohorts are fresh and have maximum fire power. This is the default option, and is usually used to attack or reinforce strongly-held enemy zones.

Weakened Weakened cohorts, i.e., having suffered casualties, will be given priority for loading. Weakened warrior and shock troop cohorts have less than 1000 legionaries due to battle casualties. This option is usually selected to send down forces to mop-up weakly held enemy zones, when you want to save your powerful full strength cohorts for attacking strongly-held enemy zones.

Unit Type

This toggle push button selects the type of cohorts to be loaded.

Warriors The warrior cohorts are your most powerful type, and they can only travel to and from zones by drop ship. This is the default option and the one you will use most of the time.

Shock Troops The shock troop cohorts are not as powerful as your warrior cohorts, and they can also travel to and from zones by teleporters. About the only time you would select this option is if you no longer have any warrior cohorts aboard (or not of the desired strength), and there is not a troopship within sight of the targeted zone (the zone has to be within the field-of-view of a troopship to use the assault Teleporters).

Number

There can be up to six cohorts (of either type) loaded onto a drop ship. Push the button of the desired default number of load (the default is six, and should rarely be changed). The number selected is displayed on the right. If there are not enough cohorts on the troopship to meet the setting, all the number available will he loaded.

Zones Status Sub-Panel

Drop Ship Status Indicators

Each of the eight small zone displays in this sub-panel has a status window which shows the current status of the drop ship or landing pad for that zone (see Invasion Control Panel for a description of the indicator icons).

CONTROLS

Each of the eight small zone displays in this sub-panel has the following two control buttons:

Zone Selection This button has the number of the zone on it. Press the button to select the zone as the destination target for the drop ship currently being controlled.

Auto-Reinforce (AR) Press this button to initiate auto-reinforce for that zone, if required. When AR mode has been selected, the indicator light on the button will be lit. The color of the light indicates the current AR mode. If the Krellan forces in the zone have a greater than 60:40 ratio advantage in total zone fire power, then AR will be in standby mode. This is indicated by a yellow indicator light. While the AR mode is active, the indicator light is green. This means that the Krellan forces in the target zone have less than a 60:40 advantage in total zone fire power. Your troopships will automatically load drop ships according to your current settings, and launch them to the zone as soon as the zone landing pad will be available for the drop ship's arrival. After the drop ship has landed and unloaded, it will automatically launch back to its troopship. This automatic cycle will continue until (a) the Krellan forces in the zone achieve 60% of the total combined fire power (AR will then go to standby mode), (b) you turn AR off (by pressing the AR button again), or (c) you run out of legionaries or drop ships. If the landing pad is destroyed, the AR operation will cease until a new pad is built, at which time the AR will resume.

Auto-Withdraw (AW) This is the same button as for auto-reinforce, but the label and function will change based on the zone status. If the zone has been captured and WITHDRAW has been commanded, AW will become available. Pressing this button will initiate the auto-withdrawal of the zone. Empty drop ships will be automatically dispatched to pick up all warrior cohorts (and shock troop cohorts that are unable to teleport up), until the zone has been evacuated. Each drop ship will automatically launch from the zone once it has a full cargo, and another empty drop ship will be dispatched, if necessary.

Drop Ship Command Sub-Panel

This sub-panel allows you to issue orders to your currently selected drop ship. The

current orders status and messages are displayed in the display window near the top of the panel. The following push-button controls are available:

**Load** The cohorts selected in the Load Settings will board the drop ship.

Unload Any cohorts currently on board the drop ship will disembark.

Return This orders your currently selected drop ship to return to its troopship. This command is usually used to abort a (drop after the drop ship is on its way to the targeted zone.

DROP This orders the currently selected drop ship to launch from the troopship and fly to the currently selected target zone.

Zone Control Panel

The Zone Control Panel (Figure 9) is where you win supervise the detached assault of each of the invasion zones You can either control the Krellan forces directly, indirectly, or leave command to the local commander and just monitor the battle.

Figure 9: Zone Control Panel
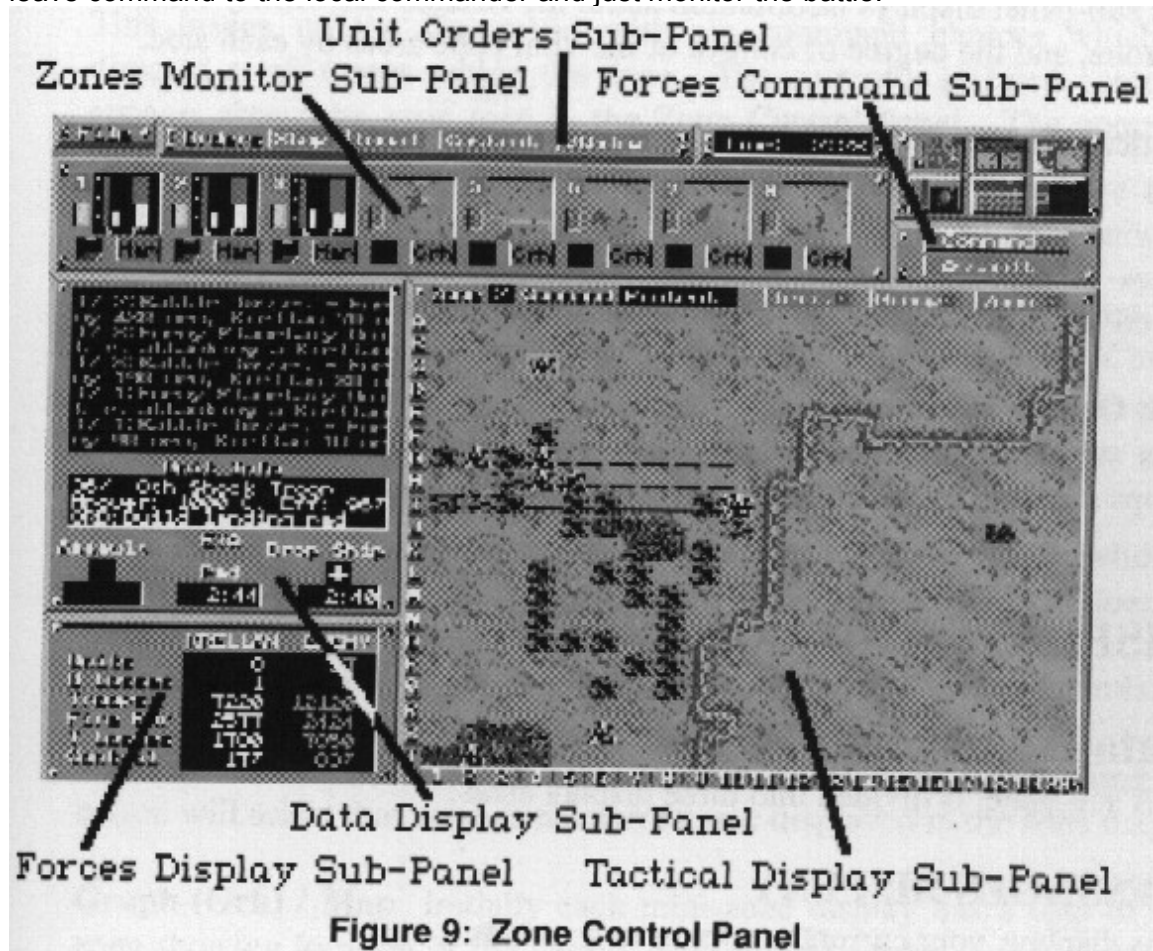
The Zone Control Panel consists of the following sub-panels and areas:

Data Display Sub-Panel

This displays messages and ports, information about the currently selected unit and estimated times of arrival for assaulting shock troops, drop shops, or completion of landing pads

Forces Command Sub-Panel

This sub-panel provides the means to give orders to your invasion zone commanders and the assault shock troops standing by in orbit.

Zone Monitor Sub-Panel

This sub-panel consists of eight small displays, each with a miniature zone map and associated controls, to help you monitor what is happening in other invasion zones while you are personally directing the current zone.

Forces Display Sub-Panel

This sub-panel displays information about the Krellan and enemy forces in the zone, and the degree of control of the vital zone areas by each side.

Tactical Display Sub-Panel

This sub-panel displays a situation map of the current invasion zone, showing you the layout of the zone, and the location and strength of the forces involved. You have some controls available to help you make effective use of this display, and to give orders to individual units.

Unit Orders Sub-Panel

This sub-panel provides the means to give orders to your assault shock troops standing by in orbit and invasion zone commanders.

DISPLAYS AND CONTROLS

Data Display Sub-Panel

This sub-panel is divided into three display areas:

MESSAGES DISPLAY

This displays your current messages and reports.

UNIT INFO(RMATION)

This displays the important known information about the unit or icon you have selected in the zone map. Information about enemy units is lacking, but you will still be informed of the unit ID number and their current strength (manpower).

ESTIMATED TIME OF ARRIVAL (ETA)

This displays the estimated MET of arrival for assaulting-shock troops (left indicator), a descending drop ship (right indicator), or the estimated time of completion of the landing pad under construction (center indicator). For the assault and drop ship, a down arrow will also appear when one is expected.

Forces Command Sub-Panel

COMMAND Push Button

This brings up the CommVid with six command choices which are directed at all troops within the zone. The currently selected command appears above the zone map in the Zone Control Panel. The command choices are described under Invasion Control Panel section.

ASSAULT Push Button

This brings up the CommVid so you can initiate a shock troop assault on the current zone. This procedure is described under *Invasion Control Panel* section.

Zones Monitor Sub-Panel

Zone Map This is a miniature map of the zone, showing the location of forces as colored dots (red for enemy and white for Krellan), but does not distinguish the unit types.

Each of the eight miniature zone displays has two push-button controls:

Zone Selection This button has the zone number on it. Pushing the button will select that zone as the current one displayed in the zone map.

Graph (Grh) / Map Initially each mini-zone display has a map of that zone showing location of the various Krellan and enemy units (white and red dots respectively). The button below the mini-map will show the label "Grh". Pressing this button will replace the mini-map with two bar graphs. The left bars are labeled "U" and show the number of fighting units in the zone on a scale of 1 to 20. The white bar is for Krellan forces, and

the red is for enemy forces. More than 20 units shows as a maximum of 20. The second bar shows the relative fire power of the Krellan and enemy forces. The greater the portion of the bar colored (red for enemy, white for Krellan), the greater the relative strength of those forces in the zone. While the mini-display is in Graph mode, the toggle button below the display will show the label "Map". Pressing this button will toggle back to the map mode.

Forces Display Sub-Panel

This displays the following data about both the Krellan and enemy forces in the zone:

Units   This is the number of units that are present in the zone. For Krellans that includes warrior and shock troop cohorts, and drop ships. For the enemy, it includes militia or UGA regular brigades, PDPs, SALs, forts, and shield generators. Destroyed units are not included.

U Losses   This is the total number of units destroyed so far in the zone.

Troops   This is the total number of Krellan or enemy troops that are present in the zone. This is the combined sum of the strength of each of the units in the zone.

Firepower   this is the total effective fire power of the Krellan and enemy units that are present in the zone. The fire power is a combination of the strength, combat effectiveness, and weapons quality of each unit.

T Losses   This is the total number of Krellan or enemy troops that have bee lost (casualties) in the zone.

Control   This is an expression of how much of the zone is controlled by each side. Control means having a unit last be in a city/urban or industrial area (icon). The control is expressed as a percentage. 100% means all the vital areas are under control.

## Tactical Display Sub Panel

Zone Map   This is a map of the zone, showing the terrain features, structures, and forces in the invasion zone.

The zone map display has the following push button controls on the upper frame:

Terrain   When this toggle button is on (indicator lit), all the units, both Krellan and enemy, in the zone will be removed from the zone map so that the terrain underneath them can be viewed. Turn this button off to restore the units. Note than the fighting will continue whether your are reviewing the units or not.

Group   Allows you to select more than one unit at a time for issuing order. Press the group mode switch (indicator light indicates when it is active), and then click on each of the units to which you wish to give the same command. The selection high-light box will appear around each unit selected. Up to a maximum of 25 units can be selected in a single group. Note that only shock troop and warrior units can be selected in a group - drop ships cannot be selected. Once you have finished selecting all the group units, press the order button for the group, or click and drag the appropriate mouse button for the move to and pursuit commands. The unit selection highlights boxes will then disappear, even though group mode is still active. You will have to repeat the process to select a new group.

Zoom   When this button is toggled on (indicator lit), the zone map will zoom in to a four times magnification. Details of the zone will be more identifiable, but more importantly, each unit in the zone will show as a square icon giving data about that unit.
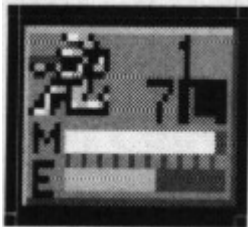
For Krellan shock troop and warrior cohorts (identifiable by the standard symbols in the icon), the number at the top is the legion number, and below it is the cohort number within the legion. The current orders for the cohort are shown by a single letter in a display box in the icon. The possible orders are: L (local), C (construct landing pad), M (move to), P (pursue), S (stop), and W (withdraw). These orders are discussed in detail later in this section. At the bottom of the icon

are two horizontal bars. The top bar shows the manpower strength of the cohort on a scale of 0 to 1000, and the bottom bar shows the combat effectiveness (including fatigue factor) of the cohort on a scale of 0 to 100%.
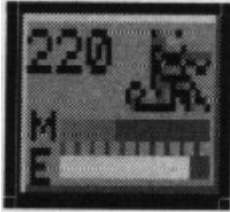
Enemy unit icons show an ID number all unit icons. This is not the actual unit number, but is instead an arbitrary number assigned by your battle computer to help keep track of enemy units. The enemy unit icons also have the manpower and combat effectiveness bars like the Krellan icons.

To move around the map while in zoom mode, press the left mouse button, move the mouse off the zone map in the direction you wish to scroll the map.

Unit Orders Sub-Panel

This panel shows the choices available for you to give orders to individual units within the zone. You must first select the unit to be ordered by clicking on it with the left mouse button. When the unit is selected, a box will outline the unit icon, and information about the unit will appear in the Info box. The orders sub-panel will show one of two sets of buttons:

1. Orders for Shock Troop and Warrior Cohorts

The orders to move and pursue are controlled separately, and are discussed later.

Stop The unit will hold its current position until you order to do otherwise. This is the individual unit equivalent of the DIRECT command.

Local The unit is under local zone command, and will adhere to the general command for the zone.

Construct The shock troop or warrior cohort will construct a landing pad at its current location. The terrain must be suitable for construction (clear terrain, a road, or a space port). It takes 40 minutes to construct a pad in the clear or on a road, and 10 minutes to convert a captured space port into a landing pad. If another landing pad already exists in the zone, it will be dismantled once the new pad has been completed. Only one operational pad is allowed in a zone at once.

Withdraw The selected unit (or units if the Group option was used) withdraws so it can either teleport back up to the troopships (for shock troops), or to go to the landing pad and board a drop ship when available (for warriors).

2. Orders for Drop Ships

Launch Orders a drop ship to launch as soon as possible. Drop ships will automatically launch if they are threatened by an enemy unit, i.e. it comes within the zone of control (ZOC) of an enemy unit.

Unload Unloading of drop ships is automatically done when it lands. However, if you issue a Withdraw command, and then change your mind, you can order the drop ship to unload all the troops aboard using this option.

PURSUIT Mouse Button

The right mouse button is used to order your cohorts to pursue a selected enemy unit. If you put the cursor on a cohort unit and press and hold down the right mouse button, you can order the cohort to any enemy unit in the zone. Just move the cursor to the enemy unit to be pursued without releasing the button. A brown box will appear on the map showing to which location you are currently pointing. Release the button when the brown box is on the unit to be pursued.

MOVE Mouse Button

The left mouse button is used to both select a unit for information or to give it orders. If you put the cursor on a cohort unit and press and hold down the left mouse button, you can order the cohort to move to any location in the zone. Just move the cursor to the desired location without releasing the button (i.e., "click and drag"). A brown box will appear on the map showing to which location you are currently pointing. Release the

button when the brown box is on the desired destination.

OPERATIONS

Movement Rates

Units move at different rates based on their nominal speed, whether there are any enemy units nearby, and the type of terrain on which they are moving. Your shock troop cohorts are the fastest units, while warrior cohorts are the slowest moving. UGA regulars and militia units are in between. Units will move fastest on roads and clear terrain. The various unit speeds for various types of terrain are shown in Appendix B.

Zones of Control

Each combat unit has a zone of control (ZOC) which extends to each adjacent square on the map. If an enemy unit comes within this ZOC, it moves more slowly. Movement is especially slow within an enemy unit's ZOC. Shock troops cannot teleport back to orbit while they are within an enemy ZOC. They must first withdraw, if possible.

Conducting Combat

Combat is initiated when one unit attempts to move on top of another. The unit moving is called the attacker, while the stationary unit is called the defender. The exchange of fire is simultaneous and is called a *combat action.* This action does not have to be conclusive, i.e., both units can survive an action, and it may take several actions before one of the units is destroyed. The defending unit possibly has the advantage of terrain in increasing its defense. The defense factors for the various types of terrain is shown in Appendix B.

The units involved may even swap roles or disengage. Each action will result in losses to both units in combat effectiveness (25% for attacker and 20% for defender) and (usually) strength. To attack an enemy unit, you just have to move your cohort onto it or to a point past it. Your cohorts will generally attack any unit in their way, unless of course they are badly understrength. In this case, they will try to change course to avoid combat. If an attacking unit destroys a defending unit, then it moves onto the defender's square. If the attacker is destroyed, the defender will maintain its current position.

Data Control Panel

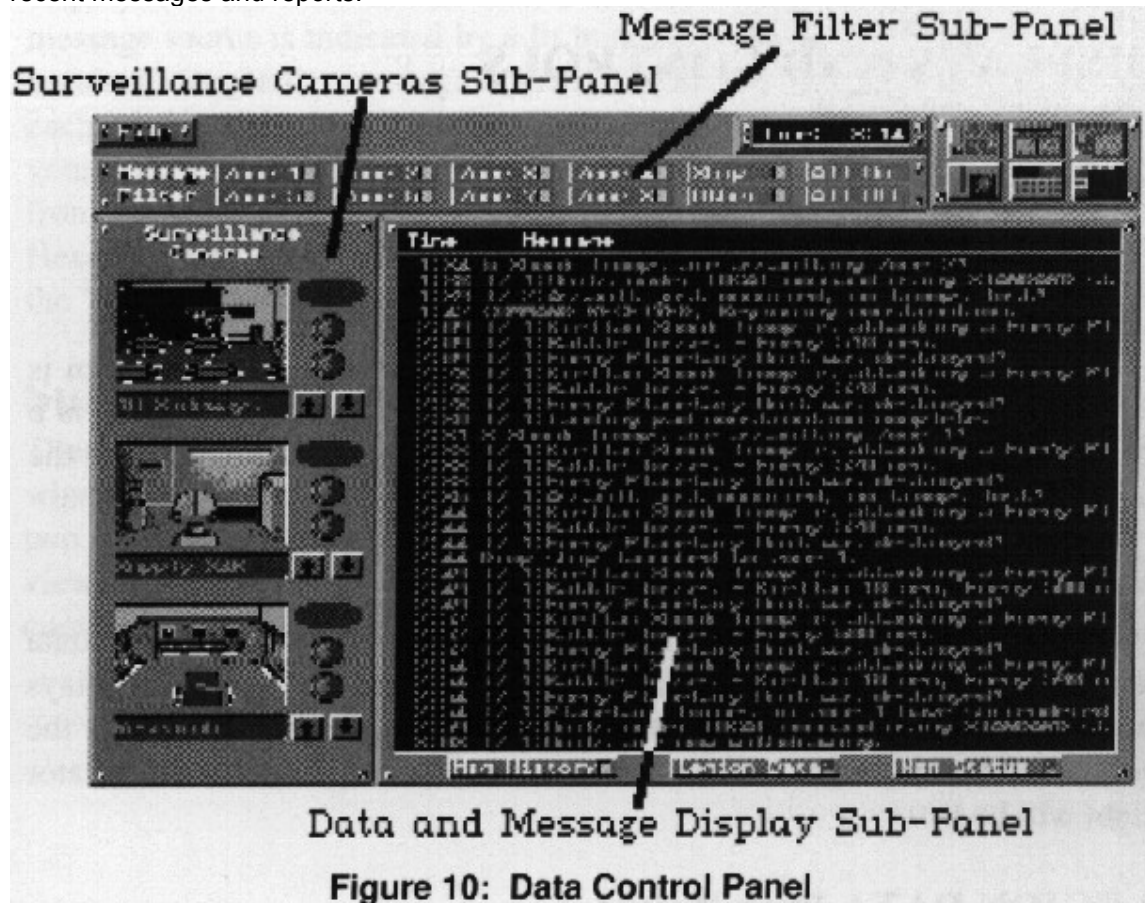The Data Control Panel (Figure 10) provides data about your legions, and also a history of recent messages and reports.

Figure 10: Data Control Panel

The Data Control Panel consists of the following sub-panels and areas:

Data and Message Display Sub-Panel

This sub-panel displays either recent messages and reports (message history) or displays data about your legions or mission status.

Message Filter Sub-Panel

This sub-panel allows you to select or filter out messages from the various zones and sources from being displayed in the Message Display. This helps you to isolate the important messages.

Surveillance Cameras Sub-Panel

This sub-panel allows you to view center interior areas of your ship, to keep an eye on what is happening.

DISPLAYS AND CONTROLS

Data And Message Display Sub-Panel

This sub-panel consists of a display and three push-button controls.

DISPLAY The data and message display is divided into two areas. At the bottom is the large area where the messages or data are displayed. At the top is a single line display which shows the appropriate headings for the information being displayed.

MESSAGE (MSG) HISTORY Push Button

Pushing this button will cause the message history to be shown on the data display. The last 32 messages received in the console message displays will be shown, along with the time the message was received, and the source of the message. When this mode is active, the button indicator light will be lit

LEGION DATA Push Button

Pushing this button will display detailed information about the legions involved in your current invasion. The column headers were described in **Sign-On Options** section of the **Getting Started** chapter.

MISSION (MSN) STATUS Push Button

Pushing this button will display information about your current mission status. It displays your mission completion deadline, how many hours and minutes you have remaining to that deadline, what percentage of the cities have been captured and destroyed, and an indication of the current morale of the planet inhabitants (high, medium or low) based on the best estimate of you intelligence section.

Message Filter Sub-Panel

MESSAGE SELECTION Push Buttons

These buttons allow you to select from which sources messages will be displayed while the data screen is in message history mode. Each active message source is indicated by a lit indicator light on the button. Push the button to toggle the message source on and off. There Is one button for each of the eight invasion zones plus messages originating from within your ship ("Ship") and all other messages ("Other") such as messages from the planetary government or from Imperial Krellan Fleet Headquarters. The "All On" button will turn on all the filter buttons while the "All Off" turns them all off (logical huh?).

Surveillance Cameras Sub-Panel

There are three surveillance monitors which allow you to keep track of what is happening within your flagship. Each surveillance monitor has two push-button controls (up and down arrows) to select which channel to view. The surveillance cameras serve no useful purpose towards completing your mission other than to provide a break from the action.