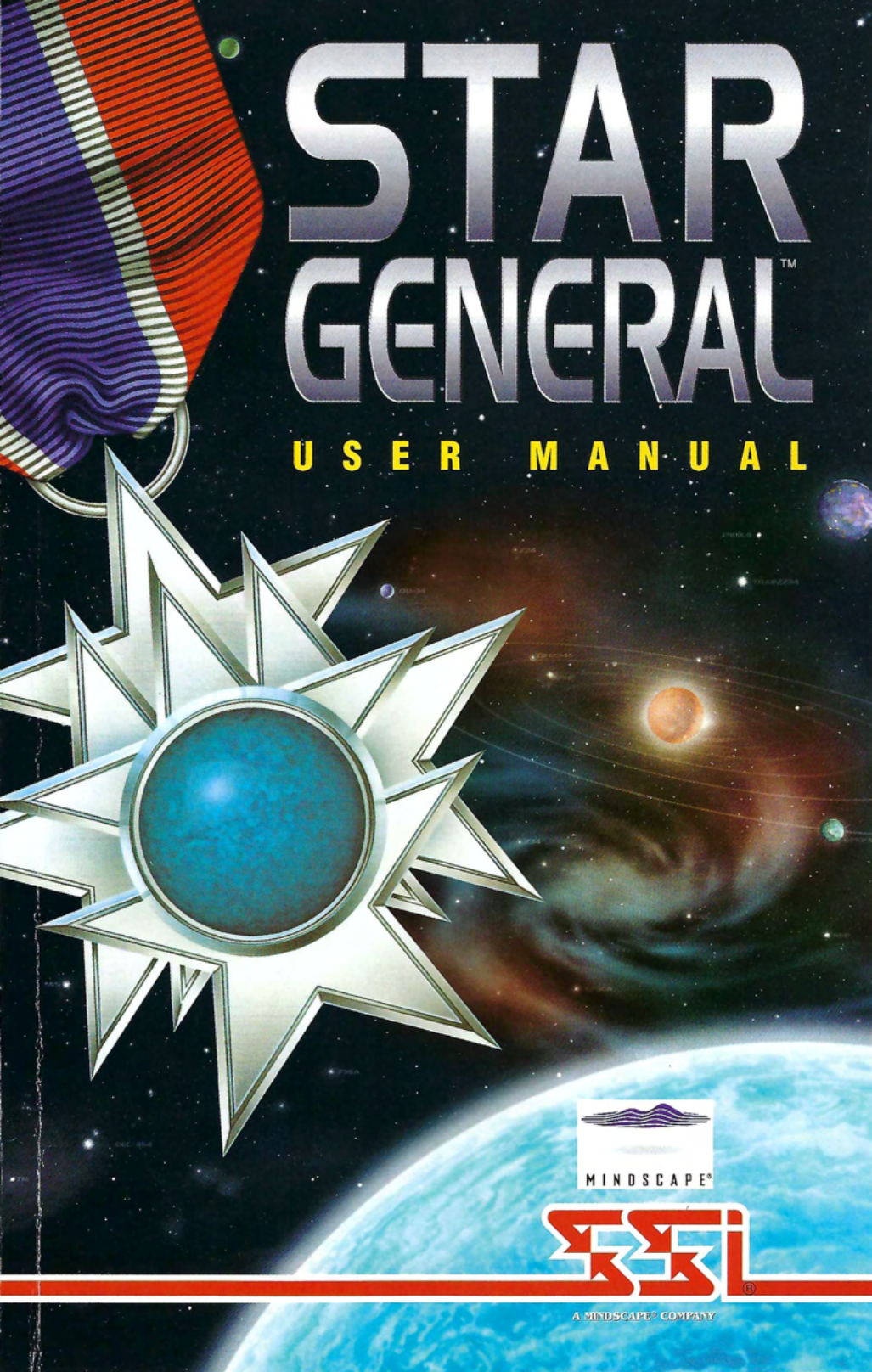
STAR GENERAL™

USER MANUAL



MINDSCAPE®

SSI®

A MINDSCAPE® COMPANY

CONTENTS

The Major Eras of Planetary Combat 1

The Early Years 1

The Age of Firepower 1

The Era of Defence 2

The Age of Disruption 3

The Age of the Shield 3

Getting Started 4

What Comes with This Game 5

Readme File 5

Copy Protection 5

Using the Mouse 5

Saving and Loading Your Game . . . 5

Quick Start Tutorial 6

Beginning a Battle 7

Space Turns and Ground Turns . . . 8

Game Types 21

Battles 21

Fast Start Wars 21

Expansion Wars 21

Menus and Screens 22

The Cinematic Screen 22

The Opening Screen 22

The Battles Screen 23

The War Screen 25

The Space Menus 28

The Ground Menus 34

Secondary Menus and Panels . . . 40

Details of Play 51

The Maps 52

Resource Points 55

Technology 63

The Unit Icon 64

Movement 65

Spotting 66

Combat 67

Conquering a Planet 69

Landing and Loading Transports . . 71

Resupplying 73

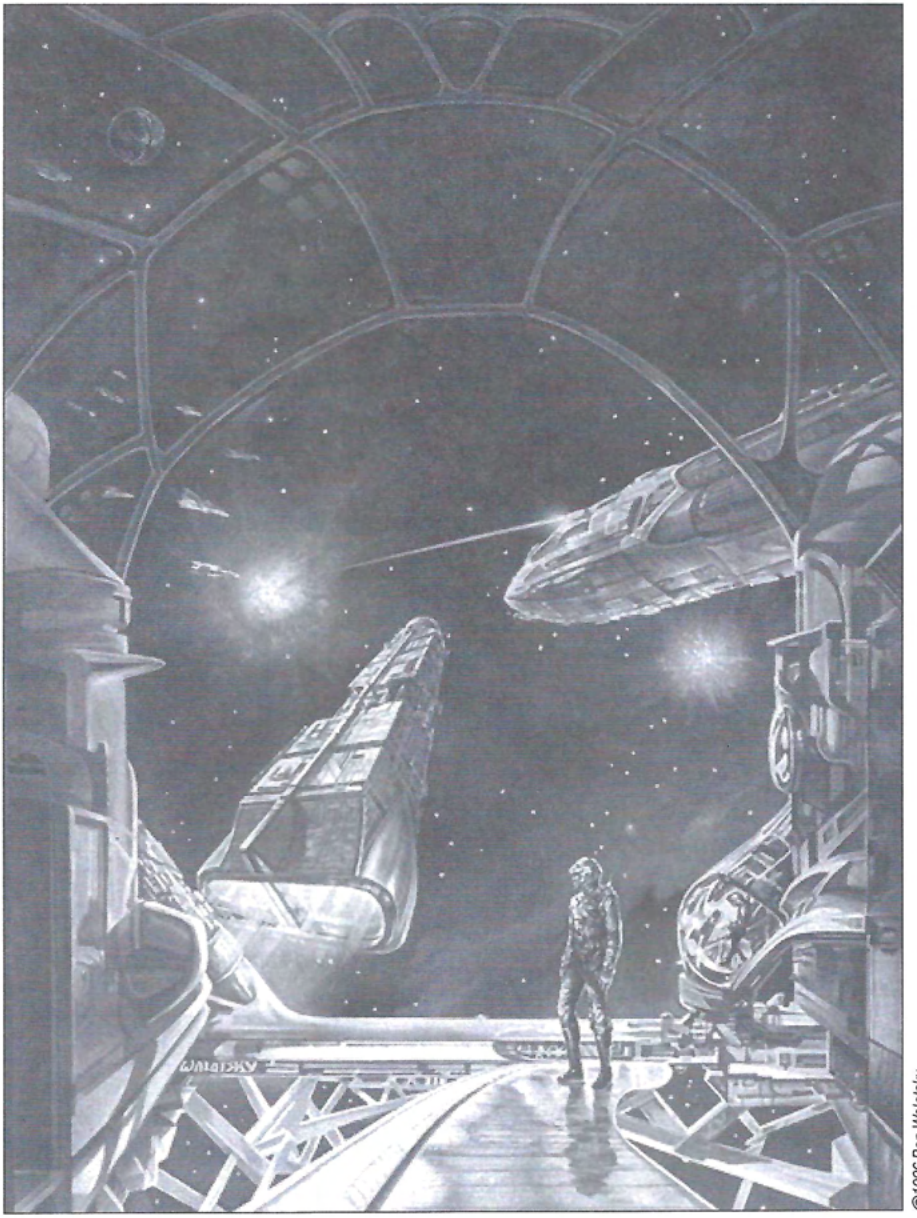
Repair and Replacements 74

Race and Unit Statistics 75

The Races of STAR GENERAL 75

Unit Class Descriptions 80

Unit Statistics 92



©1996 Ron Walotsky

The lieutenant stared at the cube. Inside was recorded all that any Fleet officer needed to know. It contained only two records, Allison's Rules of Command and the Standing Orders. All, at least, he would need to know to pass the lieutenant's exam and make his brevet commission permanent.

Depressing keys on the side of the cube, the young officer began to study the text that hovered a foot in front of him. Pages from the five-hundred-year-old classic guide to command that had been the final legacy of Admiral Allison, hero of the Cluster Wars and father of the modern Fleet. . . .

THE MAJOR ERAS OF PLANETARY COMBAT

The Early Years

When the seven space travelling races in the Terran Cluster rediscovered each other, weapons for use on planets had changed little since the fall of the Empire. Virtually all armoured vehicles used cumbersome, inefficient, magnetic suspension and could hover only a few inches above the ground. This meant they were subject to the same limitations of terrain as tracked vehicles. Most Armoured Fighting Vehicles still fired explosive rounds or used explosions to propel solid shot. Protection was primarily a matter of brute strength, with mass and thickness being the key factors. Individual weaponry was limited to laser rifles, slug throwers and hand-held weapons so traditional and ancient that their first uses are lost in prehistory.

The Age of Firepower

Increasing pressure on the Alliance from Khalian raiders, encouraged by the Schleinel Hegemony, inspired the first revolution in Ground warfare in two millennia. Combining surprise with overwhelming numbers, the Khalians gained control of nearly a third of the Alliance's worlds in a lightning fast campaign. Previously expanding in an environment which contained little military competition, the invasion came as a serious blow to the suddenly outnumbered ships of the Fleet. The Alliance, however, was a remnant of the Empire, something its member planets had long since forgotten. The Khalian threat sparked an intensive program of military research in the hopes of developing, or rediscovering among the millions of archives remaining on the ancient capital of Earth, weapons that could restore parity to a lost war. The results were amazingly effective.

Among the Ground combat weapons developed or refined from vague records were the Gauss rifle and Gauss cannon. Paralleled with advances in broadcast power and batteries, these discoveries added to both the firepower and the range of all levels of weapons. A carefully kept secret until a number of units were simultaneously re-equipped, the new weapons made a decisive difference. Their first major use was in a defensive battle by three regiments of Gauss equipped Fleet Marines on Antares against an estimated four times their number of Khalians that constituted the entire battle strength of the Jagged Tooth clan. Supported by an active militia, the Fleet literally shot the Khalian invasion force to pieces — less than 10% of their ground forces and a quarter of their landing craft managed to escape. Later techniques were perfected which allowed the Gauss cannon to fire plasma rounds rather than explosive or solid ordnance. This modification virtually doubled their penetration power and damage radius. With such firepower, offense dominated as the Fleet Marines, backed by a massive warship building program, regained planet after planet.

This second era of weaponry also saw the introduction of hover tanks and personal jump packs as magnetic propulsion systems were refined. The introduction of the plasmatic battery provided a portable, if occasionally unstable, power source that was capable of delivering the massive power surges needed to raise an AFV several meters for short periods of time. This meant that only major terrain features could hinder an armoured vehicles movement. Combined with ever larger Gauss cannons, mobile armour and artillery dominated the battlefields.

©1996 Ron Walotsky

The Era of Defence

Throughout the history of weaponry, advances in offensive ability are soon balanced by counteracting defensive developments. In ancient times, the machine gun and long range artillery were, in less than two decades, almost nullified by the development of armoured fighting vehicles. Likewise, it was almost a decade after the Khalians were defeated that Sophist Armour was developed by the Cephians in a joint research program with Fleet scientists. Consisting of layers of mega-molecules spread in sheets as large as five by five meters, a single sheet could stop a primitive slug thrower round, and ten sheets, barely half an inch thick, were proof against most laser fire.

By this time all the nearby races had stolen, backwards-engineered, or independently developed Gauss weaponry or its equivalent. Ironically, with the introduction of Sophist armour, much of the new weapons' penetrating ability was lost. For a time, Sophist-clad Armoured Fighting Vehicles and armoured Infantry became so effective that there was some thought given to the design of vibrating swords capable of penetrating the Sophist body suits, as generals predicted modern soldiers would be returning to the era of bayonet and sword charges. This was not the eventual reality, however, as artillery soon took up the slack, but such predictions show how the offensive/defensive balance had been restored and then some.

The Age of Disruption

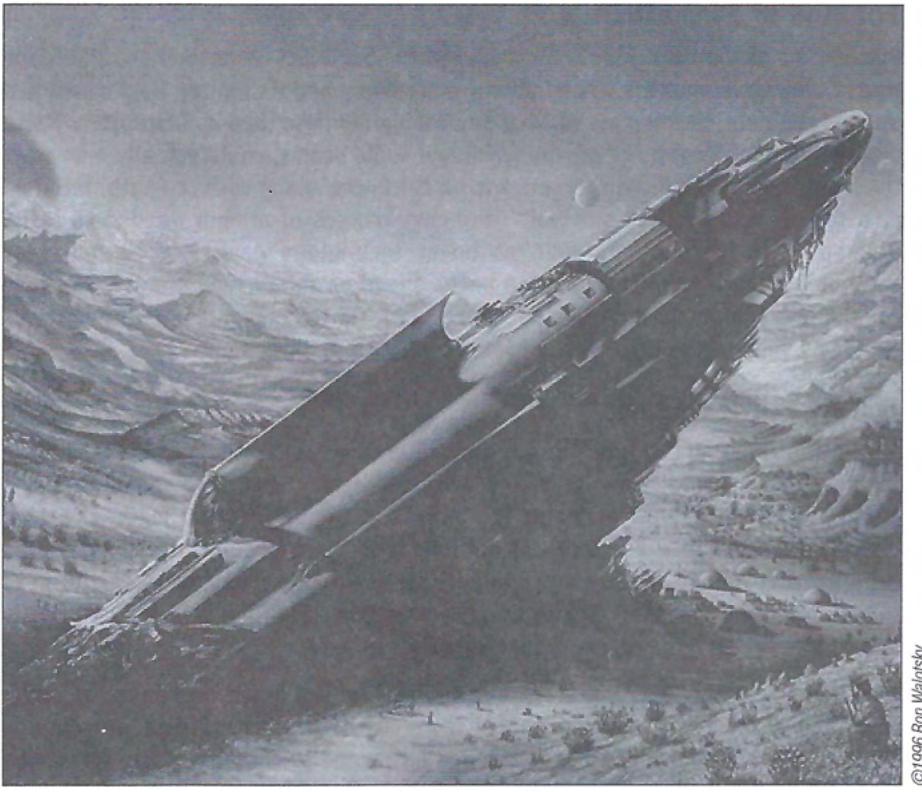
By the time of the third Family War between the Schleinel Hegemony and the feline Hressa, new developments in unified universe theory and its limited field model had opened the door to the class of weapons commonly described as Disrupters. These weapons, using a variety of gravitational and sonic beams, could actually tear apart the molecular bonds of their target. Armour thickness, along with strength, returned as a factor in battlefield survival. The heavy masses of armour needed to resist Disrupter fire meant that, even as hover technology gave way to null grav technology, there was little increase in the speed or distance an armoured vehicle could move. Unarmoured targets not protected by entrenchments found themselves extremely vulnerable to this new generation of offensive weapons.

The Age of the Shield

A means of resisting disrupter fire consumed the efforts of the best minds in military science for all seven races. With the extreme secrecy that corresponded to the beginning of the Betrayal Wars, it is difficult to verify who made the first breakthrough in shield development, although Fleet engineers have the most solid claim to that honour. Within a few years, all seven major races had some form of shield protecting first their Battleships, then Armoured Fighting Vehicles, and finally as miniaturisation allowed, even their armoured Infantry.

The shield is, simply put, a neutralisation of reality. The exact mechanics are still a mystery, but scientists speculate that it is a sliver of another universe, or even one newly created. Within this sliver, which can be shaped to conform to any shape, the laws of physics are different. As such, the effectiveness of beam weapons is changed and explosions do less damage. The two largest drawbacks of any shield is that it is less effective against missile fire, as the missiles may pass through basically unchanged and explode behind it, and it is impossible to fire out of a shield. To overcome the latter a shield is shut down for a fraction of every few seconds, and this is when the defending ship fires and launches.

The development of increasingly more powerful shields, often creating more and more exotic mini-universes, balances the continuing increase in power of both beam and missile weaponry. At the current time, both have found a sort of parity . . . until the next generation of weapons or defenses once more destroys the balance.



©1996 Ron Walotsky

GETTING STARTED

If you want to plunge immediately into battle, refer to the "Quick Start Tutorial" section beginning on page 6. There you are guided through the tutorial scenario, which should familiarise you with the most frequently used commands and buttons. To immerse yourself in the details of STAR GENERAL, please read the sections on "Menus and Screens" and "Details of Play" starting on pages 22 and 51 respectively.

What Comes with This Game

Your game box should contain this rule book, a Windows and DOS data card, and a CD-ROM. The rule book explains how to play and contains important information on menus, scenarios, unit classes, and equipment. To play, install the game according to the instructions on the data card.

Readme File

Elements of the game which could not make it into this manual or datacard are addressed in the readme file, README.TXT.

Copy Protection

There is no physical copy-protection on your STAR GENERAL CD-ROM. However, the disk must be in your CD-ROM drive in order to play the game.

Using the Mouse

It is necessary to have a functioning mouse with your computer to play. STAR GENERAL features an active mouse pointer; whenever the mouse pointer is passed over a unit, a button, or a map hex, a description of that item appears in text bars at the top and bottom of the screen. This allows for quick and easy game play.

In this book, "click" or "left-click" means to move the pointer over the desired location on your screen and press and release the left mouse button. "Right-click" means to move the pointer over the desired location on your screen and press and release the right mouse button. "Drag" means to move the mouse pointer over to the desired location, press and hold down the left mouse button while moving the pointer to another location. While you hold down this button, the object under the pointer is "dragged" to the new position.

In STAR GENERAL left-clicking is used to press all buttons and to activate most other functions. The right-click deactivates the function you are in or releases the Space or Ground unit selected.

Saving and Loading Your Game

Once you have begun a game, access the Options Menu by clicking on the top button of the Main Menu. The Save/Load/Quit button at the bottom of the Options Menu brings up additional menu options, including saving and loading games. When you choose to save or load a game a screen appears. Clicking on the button on the left side of a slot tells the computer to save or load the current game in that slot. The name and time are recorded for each save. Additionally, pressing **Alt-S** on the keyboard at any time saves your game into the last slot chosen on the Save screen.

QUICK START TUTORIAL

Fleet Command

Earth

Isaac Meier, Admiral of the Red

To: Officer Commanding Home Fleet

Commander,

A Hressan raider has landed a force on the small planet called Moon in the New Earth System. You are to take military control of New Earth and regain Moon for the Alliance.

Major Victory: Capture the sole city on Moon and destroy the Hressan ship in orbit over the planet.

Minor Victory: Destroy the Hressan Destroyer Escort.

Units start at Experience level 1 and Tech level 1

The game can last up to 10 turns

Production units on the Planets do not produce RPs

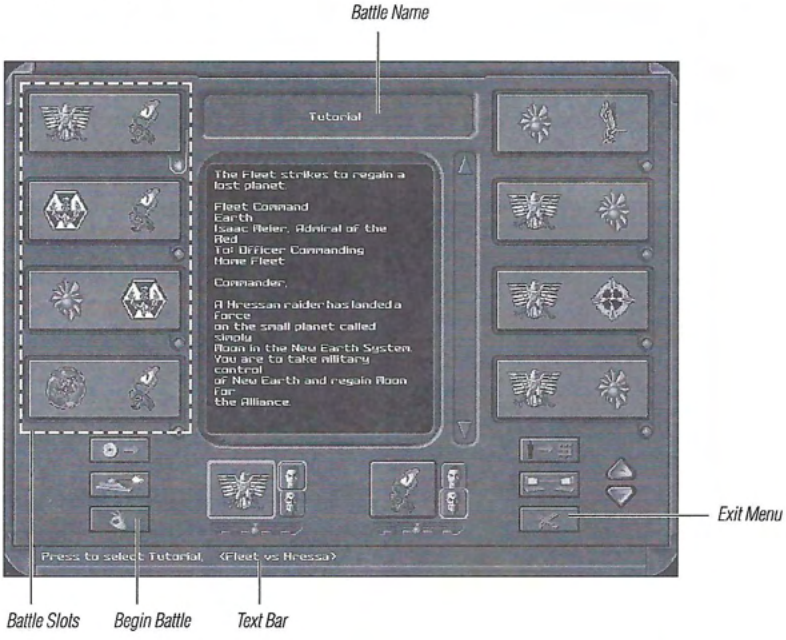
The computer AI can build any unit for the Hressans

Fleet Starts with 850 Resource Points.

Hressans start with 10 Resource Points.

<<message ends>>

Beginning a Battle



To begin the tutorial click on the green check marks from the Cinematic screen. This ends the opening cinematic and brings up the Opening screen. Click on the Start Game button (the green check mark on the left), and the Battle screen appears.

The Battle screen is the starting point for all STAR GENERAL games. There are eight Battles displayed on the screen, whose participants are represented by their race's insignia. The name of each Battle appears in the text bar at the top of the screen, when a Battle is selected. A green light appears at the lower right corner of the currently selected Battle's slot.

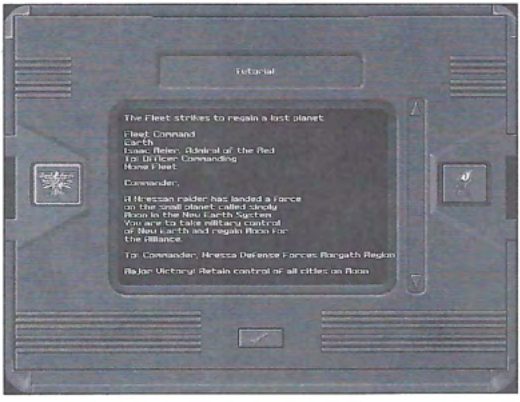
Clicking on a Battle slot brings up a short description of that Battle and the specific victory conditions for both sides in the panel in the centre of the screen.

At the bottom left of the Battle screen are several buttons allowing you to Load a Saved Battle, Go to War Setup Screen, and Begin Battle.

In the bottom centre of this screen are two panels, allowing you to choose whether each side in the Battle is run by a human player or the computer, and to adjust the relative strengths of the opponents.

The bottom right of the Battle screen also has three buttons, Start with RPs Only, which when active allows you to purchase your own ships, rather than use the default fleet, Go to Network Setup Screen, and Exit Game.

At the far right of the Battle screen are arrow buttons which you can use to scroll through all the available Battles. Click on the first Battle in the left column, entitled "Tutorial." To begin the game, click on the Begin Battles button on the bottom left.



A Briefing screen appears, providing again the mission briefing and victory objectives for both sides. Click on the Fleet insignia button on the left side to get the Fleet mission briefing. This tutorial is written from the Fleet perspective. Click on the green checkmark to bring up the Space Turn Information screen. At the beginning of every turn an information screen appears, providing information on your forces, as well as estimates of the enemy's fleet. After looking over this screen, left-click again on the green checkmark and the Space Map appears.

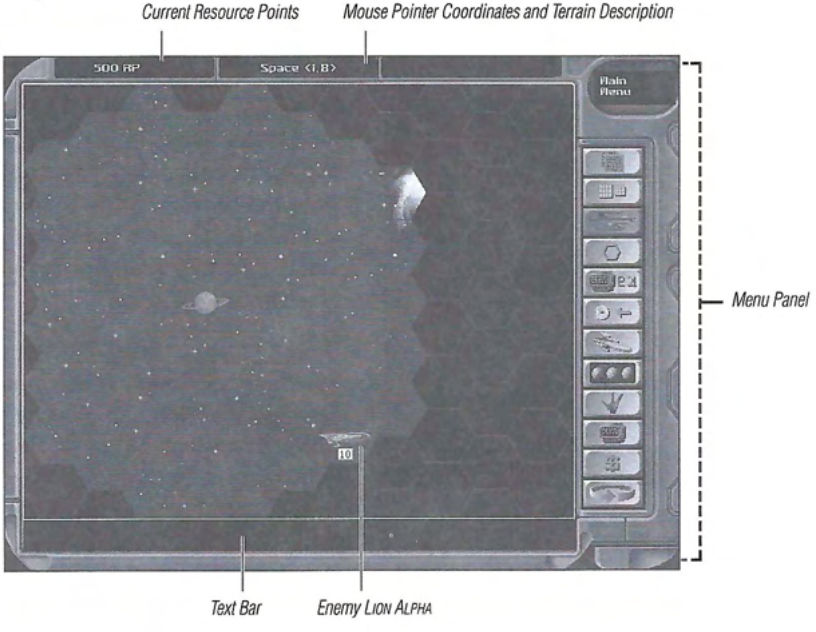
Space Turns and Ground Turns

In STAR GENERAL, because of the ability to fight both in space and on the ground, there are two types of turns. The "shorter" unit of time is a **Ground Turn**. If a world is not contested (two races vying for the same planet), the controlling player can move and build units on that planet as often as they like within a single **Space Turn.** However, if a planet is contested, the invading and defending players must take turns, with the active player, whose **Space Turn** this is, building, moving and attacking with their units first, then the other player. A **Ground Turn** consists of building, movement, and combat for units on a planet by both the attacking and defending player. After a limited number of **Ground Turns** the players are returned to the Space Map for the remainder of that **Space Turn.** Therefore, a **Space Turn** consists of building, movement, and attack for each player's units on the Space Map, and the resolution of a set number of **Ground Turns**, per player, on each invaded world. Confused yet? Let's see it in action.

SPACE TURN 1

In this first turn, your goal is to build units on the planet and in space, with which to make war on the Hressans. To do that you need to become familiar with the maps and menus of STAR GENERAL.

Maps and Menus



The Space Map takes up most of your screen, a field of stars on which your ships and the special features and obstacles of space are superimposed. Along the right side of the Space Map is the Menu Panel. Currently the Space Main Menu is displayed, but other menus may appear depending on your actions.

Right now, move the mouse pointer around the map; the type of space terrain is given in the text bar at the top centre of the Space Map, as you move the pointer through a hex. Locate the edge of a nebula, to the upper right, and the planet in the centre of the Space Map at (4,4); move the mouse pointer over the planet and its name, "New Earth," appears in a text bar at the bottom of the screen. Note that the majority of the Space Map is darkened, because you do not have any units to scout the outlying areas. At the moment you can see one enemy ship, the Hressan Destroyer Escort, *Lion Alpha* lurking on the edge of your sensors at (7,7). We'll get to her in a few minutes.

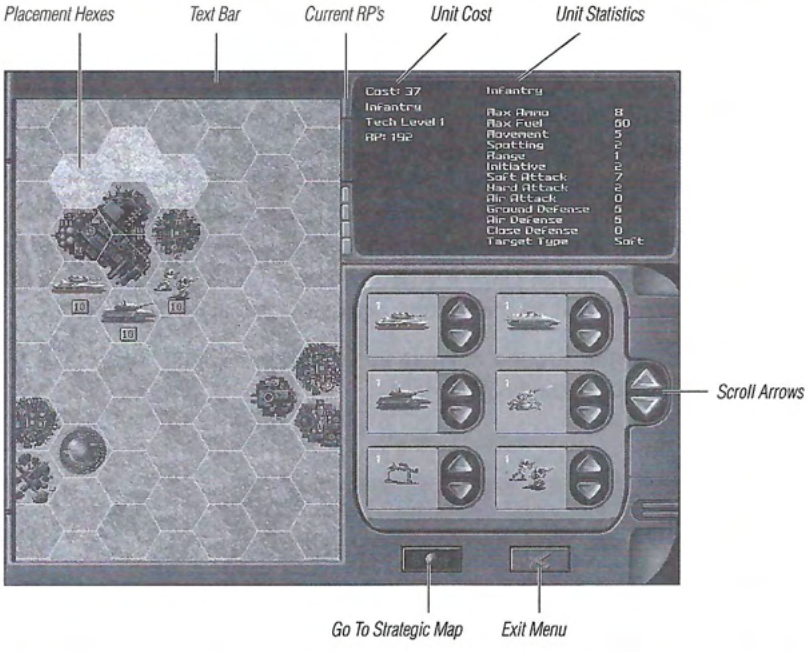
Landing on New Earth

Pass the mouse pointer over the planet and left-click. You are now looking at the surface of New Earth. To the right of the Map is the Menu Panel, where the Ground Main Menu currently appears. Various terrain features, including cities, are labelled in the top centre text bar of the Ground Map screen. Using the mouse you can scroll around the Ground Map, until you find your three cities. It is now time to begin building your forces; however, before you can build any combat units you need to get your military production machinery up and running.

Building Your Production Units

To do this you need to build production units. To purchase a unit, click on the second button from the bottom of the Ground Main Menu, the one containing a dollar sign. This brings up the Purchasing Unit panel.

Units types available for purchase are listed, each one accompanied by a pair of arrows which allow you to select the tech level, one through four, of the unit to be purchased. Clicking on a unit type displays that unit's statistics at the top of the Purchase panel. At the far right of the Purchase panel is another set of arrows; click on them to scroll through all the available Ground unit types. For now, click on the down arrow until the circular BioDome is visible.There are six types of Ground production units: BioDomes, Mines, Factories, Plants, Military Complexes, and Tech Centres. The first four types generate resource points every turn after they are built, and investing in them can be vital to success in STAR GENERAL. These Resource Point producing units can be built adjacent to any city, but a city can only support two production units. One of each of the four types that produce income are required to produce the fifth type of Ground production unit, the Military Complex. This large unit does not produce any Resource Points, but instead allows you to manufacture all forms of Ground combat units. Tech Centres allow you to build more technologically advanced units, and can only be built when all other types of production units have been built.



At this time, simply click on the green BioDome, the button turns black behind the chosen image to indicate it has been selected. On the Ground Map to the left you should see hexes that are now highlighted in light green. You may place the BioDome in any one of these hexes. Click on any highlighted hex to place the BioDome. Repeat this process until you have placed a BioDome, Mine, Plant, and Factory. You are now able to build a Military Complex, which allows you to build Ground combat units.

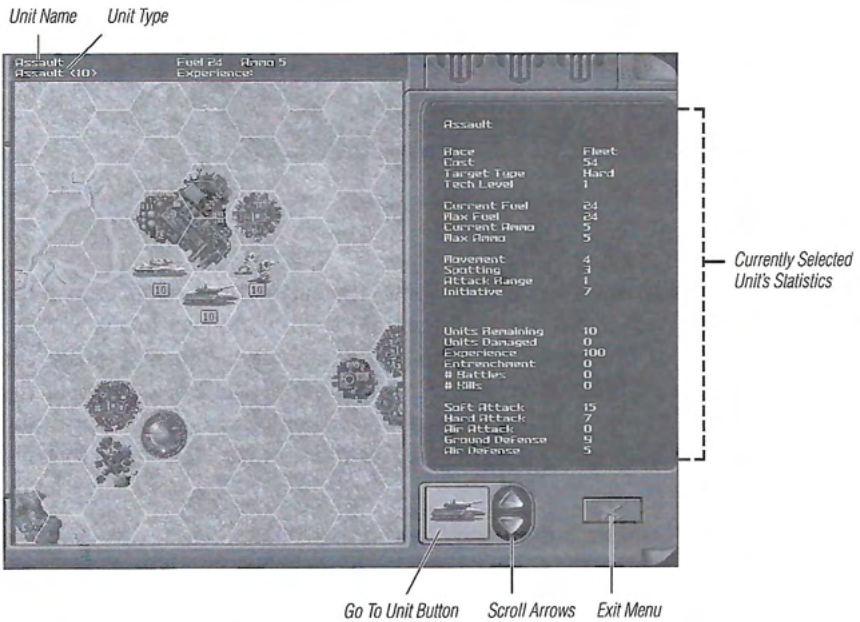
Click on the Military Complex button and then on any highlighted hex to place the Military Complex on the map. Note that combat units are built adjacent to the Military Complex, and since these can only be built on clear, empty spaces, it is advised that you place all Military Complexes in such a way as to have the maximum number of outside hexes that are clear terrain.

Once you have placed the Military Complex you can begin to build Ground combat units. Only three Ground combat units are built in this tutorial because you have only a limited number of resource points and still need to build space units. There is no artificial limit in STAR GENERAL to the number of combat units of any sort you may build.

Marshaling Your Ground Forces

Click on the Purchase panel up arrow until you reach the first unit type screen. Above the production units are all of the ground units you can purchase. Below the production units are all of the skimmers you can purchase. The unit in the first slot is the Armoured Fighting Vehicle (AFV), click on this unit and place the unit by clicking on one of the now highlighted light green hexes adjacent to the Military Complex. Note that the cost of the AFV is subtracted from your resource point total when the unit is placed. Once placed, units cannot be returned, only scrapped. Now click on the Assault Vehicle below the tank and place it adjacent to the Military Complex as well. Finally, click on the Infantry unit in the bottom right slot, and place it.

You are now finished buying Ground combat units; close the Purchase panel by clicking on the red X button at the bottom right.



Take a moment to look at the units you have purchased. Click on any unit; notice that the hex it occupies turns blue and a new set of buttons appears in the Menu Panel on the right side of the Ground Map screen. This is called the Unit menu. Left-click on the Examine Unit button, second from the bottom of the Unit menu with the eye icon, to bring up the Unit Information panel. The statistics for the currently selected Ground unit are given in this panel, and the pair of arrows at the bottom allows you to scroll through all your Ground units. Right-click or press on the red X button to return to the Unit menu.

There are other Unit menu options, for more information see the "Ground Menus" section beginning on page 34, but now it is time to return to space. Press the red X button at the bottom of the Unit Menu to return to the Main Menu. Then click on the Back to Space button, (it has a miniature spiral galaxy on it).

This returns you to the Space map. Having built the infrastructure on the planet, you can now build the Space Dock needed to build space ships. Building units in space is done in a similar manner to purchasing Ground units.

Constructing a Space Armada

First click on the Purchase button ($). This again brings up the Purchase panel. Use the down arrow at the far right to scroll down to the last of the choices. This is the Space Dock. Select it, and the area around the planet is highlighted with green hexes. Click directly below the planet to place the Space Dock there.

You are now able to purchase ships. Use the arrows to return the unit selections on the Purchase panel to the top of the list. Then click on the top right button, the *Lexington* class Battleship. Move the mouse pointer over the hex to the bottom right of the station, this being the closest point to the Hressan Destroyer Escort visible on your screen, and click to build the Battleship there.

Click the down arrow twice and purchase a *Matilda* Class Transport, located in the lower left slot. Place this ship directly above the Battleship so it is adjacent to New Earth. Click on the X button to exit the Purchase Screen.

Since newly built ships cannot move or fire, this effectively ends your turn. Click on the End Turn button at the bottom of the Space Main Menu and confirm that you want to end your turn.

Taking a Little Punishment

The Hressan Destroyer Escort should attack either the Transport or Space Dock you just built, but it won't destroy them as it can do only about two points of damage. A Transport can carry its full load of troops until it is completely destroyed. At that point all troops are lost. After the Hressan turn ends, the Space Turn Information screen appears. Click on the green checkmark to continue.

SPACE TURN 2

You now have two objectives: repair the Transport or Space Dock and destroy what remains of the Hressan *Lion Alpha* Destroyer Escort. In order to repair a unit, it is first necessary to destroy the *Lion Alpha*. Note on the Space map that a small gunsight symbol is visible above both your ships. This indicates that they have not fired that turn, or performed some other activity, such as loading troops or making repairs, that would prevent a ship from firing. Below each ship is a flashing box containing the strength value of the unit; the flashing indicates that the unit still has movement left.

On the Attack!

Click on your Battleship, and move the mouse pointer over the Hressan *Lion*. The pointer changes from an arrow to a large targeting sight, indicating that your currently selected ship is eligible to fire at the enemy ship beneath the mouse pointer. To fire left-click on the hex the Hressan ship occupies. The result should be an explosion and the total destruction of the Hressan Destroyer Escort.

Making Repairs

You can now make repairs. Select the damaged unit. There are three types of repairs available from the Unit menu: Replacements, Elite Replacements, and Repair Unit. Since the unit is already adjacent to a Space Dock the replacements can be added this turn. An adjacent Tender would serve the same function. However, if there were neither a Tender nor a Space Dock adjacent, then only repairs of any damaged ships are allowed. The differences between the repair options are explained in detail in the "Repair and Replacement" section, beginning on page 74.

This time click on the Elite Replacements button, fourth from the top of the Unit menu (containing a spaceship and the gold plus sign). The value beneath the ship returns to 10, and you are notified of the cost of the elite replacements in the Text bar at the bottom of the screen. The Space Main Menu reappears, and the targeting mark also disappears and the box below the unit is no longer flashing. Replacements or repairs use a unit's entire turn.

Biding Your Time

Since your Battleship has fired, and your Transport was repaired, you can take no further action this turn. Click on the End Turn button, and confirm the decision.

Once more the Hressan turn cycles past; click on the green checkmark to exit the Space Turn Information screen.

Note: If your Transport was not damaged, you can load troops from the planet this turn.

SPACE TURN 3

On this new turn you should load the three Ground units you built earlier onto the Transport, in preparation for an assault on the Moon.

Transporting Ground Troops

Select your Transport, bringing up the Unit menu. Run the mouse pointer down until you find the Land on Planet button, (with a miniature planet on it), and click on it. Note that in order for a transport to land on a planet, there can be no enemy units adjacent to the planet.

Since there are now no enemy units adjacent to New Earth, the Ground Map is given, partially obscured by the Transport panel.

Scroll around the map with the mouse pointer until you see one of the landing zones, a diamond shaped structure with blinking lights. If the planet were contested this would be the only place where you could land or load troops. You can land and load from anywhere on a uncontested planet, by clicking twice anywhere on the map, and you should be able to load Ground units from anywhere on the planet (excepting Militia Infantry or Militia Artillery). Scroll across the map until you find the three units you created earlier.

Prepare for Transit!

To load a unit onto a Transport click on that unit. It disappears from the Ground map and reappears on the Transport panel. Click to pick up all three of the units you built earlier. Their images should now extend across the top of the Transport panel's cargo window. To return the unit to a friendly planet, click on the unit in the Transport panel and then on the Ground map in any location not occupied by another unit. The highlighted unit from the Transport panel is placed in that hex. If you have done this, return the unit to the Transport at this time, so that all three units are loaded.

Close the Transport screen by clicking on the X button. This returns you to the Space Map. Note that loading a Transport takes up the entire turn for that ship. This means that once you begin loading a Transport you must complete all the loading at that time as a single process.

Since there are no further enemy ships in space and the Transport has completed its entire move, click once more on the End Turn button of the main screen and confirm your choice.

SPACE TURN 4

Your goal now is to get your Ground units to the Hressan controlled Moon, and land them in preparation for your assault. Directly after exiting the Space Turn Information screen, check your Transport to make sure that the units are loaded. Select the Transport and then click on the Examine Unit button second from the bottom of the Unit Menu. This brings up the panel containing the ship's statistics. Click on the transport and a different panel appears, showing who is loaded on that Transport. Click on the various units on the Transport to see each Ground combat unit's values. Assured that you have loaded all your Ground troops, you can now move the Transport toward the Hressan occupied planet. Click on the red X to exit the Examine Unit panel.

Navigating the Space Map

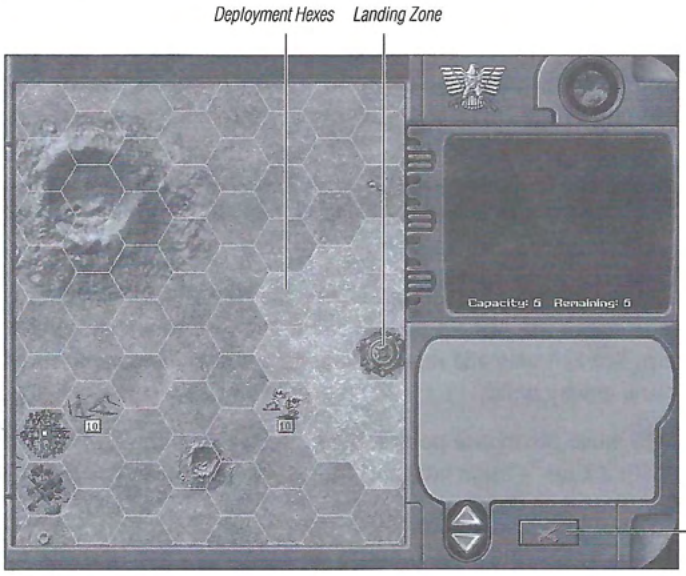
Now, click again on the hex containing the Transport to select the ship. An area is illuminated in blue, showing the farthest extent of the potential movement for the ship. Move the ship one hex to the bottom right by clicking on that hex, coordinates (6,5). The Transport moves into this hex, and the blue remaining available movement area is now smaller. Move the Transport two more hexes by clicking on the space directly above the Hressan world, (8,6). Note that there is still one hex of movement remaining. This allows us to deploy the three units from the Transport onto the planet. There must be at least one hex of movement allowance remaining in a Transport for it to land troops in a Space Turn. If there had been no movement left, the landing would have had to wait until the next Space Turn.

Deploying Ground Combat Troops

With the Transport still selected click on the Land on Planet button. This opens up the same screen you saw when loading troops. To land these units locate the Landing Zone on the right side of the Hressan Moon's surface. Click twice on the hex containing the Landing Zone and an area two hexes around it are illuminated. This is where you are eligible to deploy the Ground combat units from the Transport.

Before landing the troops you may desire to gather some intelligence. To get a better look at the planet you are invading, click on the image of that world shown at the top right of the Transport screen. This gives you a strategic view of the planet. To return to the tactical view simply click once on any part of the map. Click now on the landing zone, which returns you to the Ground Map centred on that Landing Zone.

Click first on the AFV and then on the illuminated hex to the farthest left. Repeat this process with the Assault Vehicle and then the Infantry unit placing them as far to the left as possible.



Since there are no more troops to land, click on the exit button at the bottom of the Transport screen. This returns you to the Space Map with the Hressan Moon centred on it. It is now time to move the units you have landed. To do this click first on the Moon and then confirm that you wish to Go To Ground War.

The Ground Turn Information screen appears. Note that your three newly landed units are listed on it, as are the Hressan units. When you are finished looking at it, click on the green check mark to exit the screen.

SPACE TURN 4, GROUND TURN 1

Your mission objectives for this tutorial include taking control of the Moon, and to do that you must destroy the Hressan Infantry units defending the planet's sole city.

Undertaking a Ground Assault

Your Armoured Fighting Vehicle is your strongest unit, but its attack range is one hex, so you must move it adjacent to the Hressan Infantry. To begin the invasion, click on your AFV and click on the hex next to the Infantry, (5,6) moving your unit into attack position. Pass the mouse pointer over the Infantry and a gunsight appears. Notice that on the bottom of the screen the projected results of that attack are shown. Random factors cause the actual result to be different, but the results listed here are a good guideline for determining the wisdom of an attack.

Click once on the Hressan Infantry to attack it. Now move your Assault Gun adjacent to the Hressan Infantry and repeat the process by clicking on the Hressan unit. Finally move your own Infantry unit toward the city.

As this completes your Ground Turn, click on the End Turn button and confirm. The Hressan player moves on its turn, probably fleeing with the damaged Infantry, if it has survived. You should pursue the Infantry on the next turn to destroy it.

SPACE TURN 4, GROUND TURN 2

Pressing the Attack

Pursue the Hressan Infantry with your Assault Gun. Once the Hressan Infantry unit is destroyed, you are free to repair the AFV. To do this select the AFV, which should not have moved yet this turn. You can only add replacements to a unit that has not moved and is not adjacent to any enemy units.

To repair the selected AFV move the mouse pointer over the Unit Menu button marked Replacements, the tank with a blue "+" sign adjacent to it. Click on this button and the combat value of the AFV returns to "10."

Complete this Ground Turn by moving your Infantry unit closer to the sole city on the Moon.

Click on the End Turn button and confirm.

SPACE TURN 4, GROUND TURN 3

This turn you are in a position to take the sole Hressan occupied city on Moon. Capturing all of the cities on a planet gives you control of that planet and the Resource Points it generates.

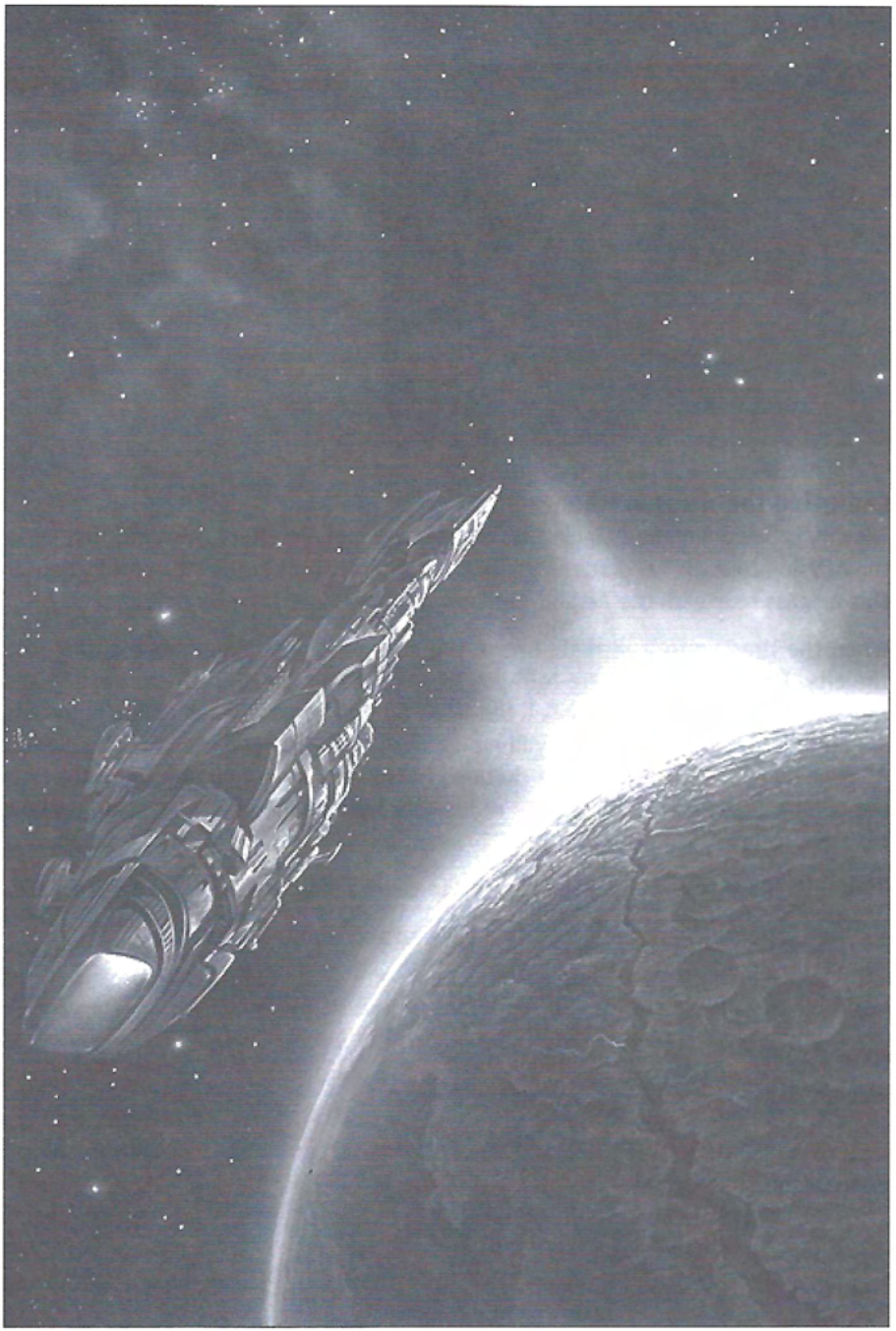
Capturing the Hressan Moon

The city is being held by a single Hressan Infantry unit. To attack this unit, first move the AFV adjacent to it and attack the Hressan Infantry unit in the city with it. Repeat this process next with the Assault Gun and then the Fleet Infantry unit.

When the Hressan unit retreats out of the city, or is destroyed, move a unit into the city. Immediately you are told you have captured the city. If you destroy the Hressan Infantry unit, or occupy all the cities on the planet, the remaining defenders are automatically destroyed and you are notified that you have captured the planet. After being notified that you have captured the planet, move your unit off of the city; the colour in the box in the centre of the city has changed from "Hressan" yellow to "Fleet" blue.

Return to space, and end your Space Turn to claim a major victory over the Hressans.

Congratulations, you have fulfiled your mission and won the Battle!



©1996 Ron Walotsky

GAME TYPES

You may play any one of three types of games with STAR GENERAL, one you access from the Battles screen, the other two from the War Setup screen.

Battles

Battles are one-on-one scenarios with preset sides and victory conditions. One or two players, AI or human, can be involved in a Battle. Single scenarios are called Battles. You may choose to use either the pre-selected forces or spend the equivalent RPs building a custom force of Space and Ground units. Battles range from skirmishes between a few ships to massive engagements between large fleets and ground forces.

Fast Start Wars

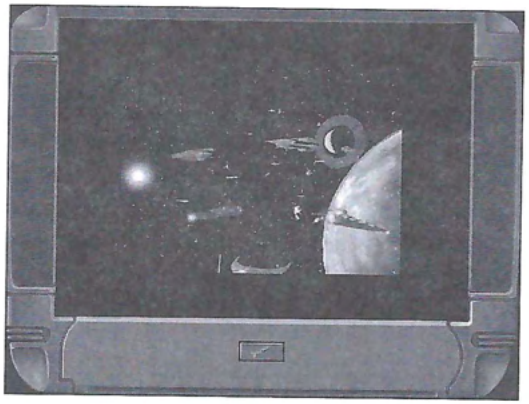
The second type of game is the Fast Start War. These are campaign games where you have the choice of being one of up to seven races. The War can be played by two to seven players, AI or human. In this game you choose a universe and compete to conquer it. There are no preset units in this campaign, and each player starts with control of an equal number of planets. The objective here is to control either one more than half of all the planets, or all of the planets.

Expansion Wars

The third type is an Expansion War, similar to the Fast Start War in that you choose a race and conquer the galaxy. You can face up to five AI or human opponents. However, each player starts with only one planet, and must build their forces up to gradually take over more and more planets. Again the goal can be to conquer the entire universe, or 51% of it, the player's choice.

MENUS AND SCREENS

A "Menu" is a list of choices that allow you to access the various functions of the game. "Screens" are graphic interfaces that take up the entire monitor, over which "Menus" are displayed. Most menus occupy the right side of a screen and are represented by buttons. Buttons are presented in two states. Grayed-out buttons can not be accessed, while non-grayed buttons are active and available to manipulate. Left-clicking on a button activates the function of that button or moves you to another indicated menu.

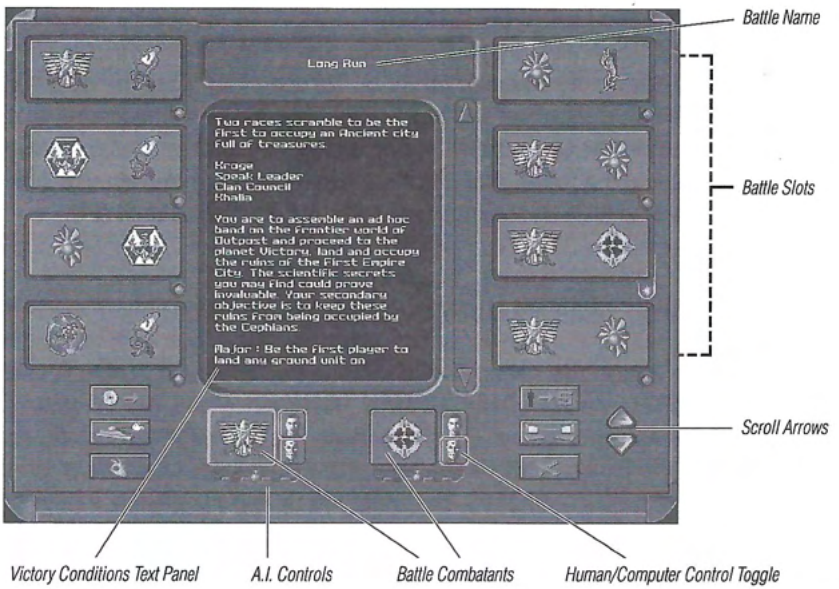


The Cinematic Screen

Click on the green checkmark button at the bottom of the screen to exit the opening cinematic, and bring up the Opening screen.

The Opening Screen

From this screen you can start the game, view the credits, or exit the game. Clicking on the CREDITS button (with the black Catware™ logo on it) brings up a listing of the people who created STAR GENERAL. Choosing EXIT (the red X) quits the game. Select Start Game (the green checkmark) to bring up the Battles screen.



The Battles Screen

The Battles screen allows you to choose one of several Battles, to load a saved game, or to go on to the War Screen. There are eight Battles displayed on the screen. The participants in each Battle are represented by their race's insignias on the button. When you click on a Battle's button, a short description of that Battle and the specific victory conditions for one side are displayed in the centre of the screen. Click on the race insignia at the bottom of this text window to view the other side's victory conditions. To scroll through all of the available Battles click on the up and down arrows in the bottom right of the screen.

On the bottom left of the screen are three buttons.

Load a Saved Game

Brings up the Load Game screen.

Go to War Setup Screen

Changes the screen to the War/Multiplayer screen.

Begin Battle

Clicking on the "okay" symbol on the bottom left of the screen begins the selected Battle.

Battle Order and Human/Computer Setting

In the bottom centre of this screen are two locations where you choose whether each side in the battle is to be run by a human player or the computer. The symbol of the race is given in a large box. Click on an insignia to highlight the race, and display that race's victory conditions in the text window above. To the side of the insignia are two boxes showing a human and a robot. The robot represents having the computer play that side. Click on a box to have a human or computer player control each side.

AI Controls

Beneath these choices are two human/computer settings. These are only relevant if one side is being played by the computer and the other race by a human. These settings allow you to adjust the strength of the computer opponent. The left side setting adjusts the effectiveness of the artificial intelligence and the amount of damage done by the weapons of the computer opponent. The right side setting adjusts the rate at which RPs are earned by the computer opponent. In both cases the choices are 50%, 75%, Normal, 150%, and 200% enabling you to make the game harder or easier to win.

On the right and adjacent to the arrows that move you through the scenarios are three additional buttons.

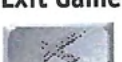
Start with RPs Only

The top button with the dollar symbol allows a human player to choose to receive RPs instead of a preset order of battle. This lets you custom pick your forces for the battle, once you are in the game.

Go to Network Setup Screen

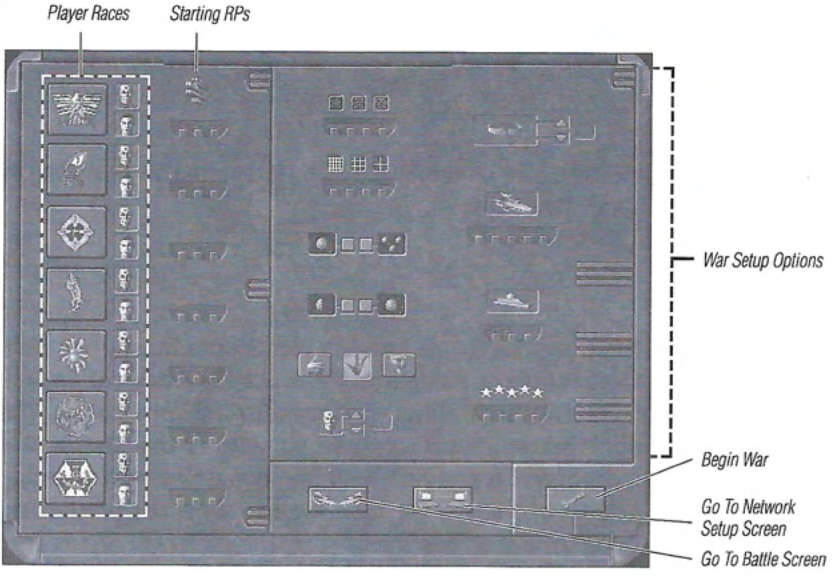
The second button changes your view to the networking choices and should be used where you are networking two or more machines.

Exit Game



The final button returns you to the Opening screen.

The War Screen



There are several columns of controls on this screen, allowing you to set up single and multiplayer games of different sizes, with varying conditions for play and victory.

The far left column contains the symbols for the seven possible races. Each player or computer player must choose a different race. There cannot be two sides with the same race in a game. Clicking on the human or robot face next to a race eliminates it from being chosen under the random opponents option. Click on the race symbol to restore that race to its default setting.

You may choose to play as the sole human against one to six opponents, or in a multiplayer game either on the same or networked computers.

To the right of each race's symbol are human and robot buttons. If the robot setting is selected the computer plays that race. If the human is chosen, then a human player controls that race.

The next column to the right sets the starting Resource Point level for each race. This allows you to give an advantage or handicap to each race. There are four settings from 1000 to 10000 RPs.

The two columns to the right of the Starting Resource Points column contains several options for customising the map size, and composition, as well as general play options and conditions for victory.

Planet Density

Determines the number of planets on the Space map, increasing as the slider is moved from left to right.

Map Size

Determines the size of the Space Map, increasing as the slider is moved from left to right.

Starting Status

These buttons toggle between two options for starting play. The left button, a single planet, is the Expansion button, and represents each player starting with only one planet. The right button, showing three planets, is the Normal War button, and represents each player starting with an equal number of planets, the total number of planets on the map being divided among them.

Victory Requirements

These buttons toggle the requirements for victory. The left button, a partially shaded planet, represents the need to control 51%, one more than half of the total planets in the game for victory. The right button, a fully visible planet, represents the need to control 100%, all of the planets in the game in order to achieve victory.

Diplomacy

If diplomacy is on, computer controlled races can be convinced on an individual basis to maintain their neutrality toward you during play. When diplomacy is off, all races are at war with one another.

Random AI Players

Use the arrow buttons to select a number from zero to six, up to the number of available races; those not already chosen for play by a human or computer player. The computer then chooses that number randomly from the available races, to be controlled by the AI.

Ground Turns per Space Turn

Use the arrows to adjust how many Ground Turns are allowed per each player's Space Turn.

Starting Space Tech Level

This number, from one to six, is the starting available technology level for the ships of all races.

Starting Ground Tech Level

This number, from one to four, is the starting available technology level for the ground troops of all races.

Starting Experience Level

This number, from zero to four, is the starting experience level for all units of all races.

At the bottom of the screen, three additional buttons can be found.

Go to Battles Screen

Switches the view to the Battles screen.

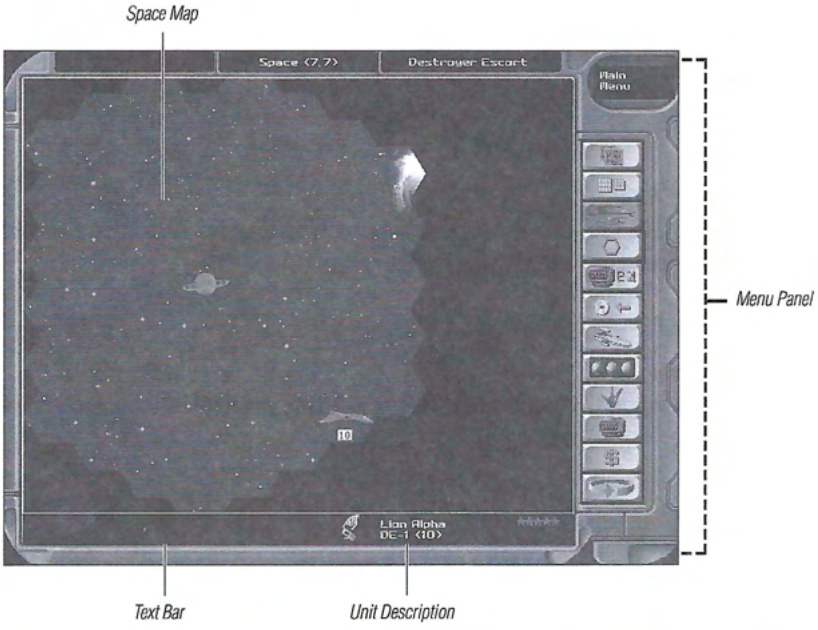
Go to Network Play Setup

Switches the view to the Network Setup screen. For more information on network play, see the enclosed data card.

Start War

Starts a War game with the defined preferences.

The Space Menus



SPACE MAIN MENU

The Main Menu is the menu you use during much of the play of the game. From its selections you are able to change views of the battlefield and access the other screens needed to complete any action during a game. Left click on the menu buttons to use them.

Go to Options Menu

Changes the Menu Panel to the Options Menu.

View Strategic Map

Shows the entire Space Map and the location of all ships and planets you have spotted on it. Clicking again returns your view to the tactical map. If you click on a Strategic Map location, you are returned to the tactical map centred on that hex.

Hexes On/Off

Removes the hexes drawn on the screen or returns them.

Unit Inventory

The Unit Inventory screen appears, giving you a complete listing and information on your Space and Ground units.

Fast Save

Saves the game without having to access the save menu. The game is saved into the last slot on the Save screen.

Ship Information Screen

Brings up the Ship Information screen featuring the ships of all races.

Planet Inventory

A Planet Inventory screen appears, giving you a complete listing of the planets you have discovered or own.

Diplomacy

Allows the player to view the Diplomacy screen as it stood at the end of the last Space Turn.

Race Statistics

Changes the view to the Race Statistics screen on which you can examine the unit strengths, losses, and production capacity of all players.

Purchase Unit

Allows you to add reinforcements by switching to the Purchase panel.

End Turn

Ends the player's Space Turn and proceeds to the next opponent's Space Turn. This is confirmed before taking effect.

SPACE OPTIONS MENU

Go To Main Menu

Changes the menu panel to the Main Menu view.

Ship Information Screen

Brings up the Ship Information screen, featuring the ships of all races.

Turn Supply On/Off

Toggles the supply rule, governing fuel and ammunition, on and off. For more information on the Supply rule, see the "Combat" and "Movement" sections on pages 67 and 65 respectively.

Set Music Volume

Toggles the background music on or off, and adjusts the volume.

Set Sound Volume

Toggles the sound effects on or off, and adjusts the volume

Hide/Show Unit Strengths

Hides or shows the unit strength values.

Show/Hide Computer Move

Changes the view from showing only those parts of the computer's move which are currently within the spotting range of a player's planets and ships, to showing all movement on the computer's turn, including terrain, planets, and other ships in the area.

Race Statistics

Changes the view to the Race Statistics screen from which you can examine the unit strengths, losses, and production capacity of all players.

Save/Load/Quit

Changes the menu panel to the Functions Menu that allows you to save a game in any slot, load any saved game, quit the game entirely, or return to the Battles or War Setup screens to start over.

SPACE FUNCTIONS MENU

Go To Main Menu

The first choice on this menu returns you to the Main Menu.

Go To Options Menu

The second button returns you to the Option Menu.

Save Game

Brings up the Save Game screen which allows you to save a game in any of the save game slots.

Load Game

Brings up the Load Game screen which allows you to restart any saved game.

Wars Screen

Ends your current game and takes you directly to the War Setup screen. A confirmation is required.

Battles Screen

Ends your current game and takes you directly to the Battles screen. A confirmation is required.

Quit Game

Ends the game. A confirmation is required.

SPACE UNIT MENU

Long Range Nav

Takes you to the strategic map. Click on any point on the map; a path appears, and the selected unit begins to move toward that point at the end of your Space Turn, after the End Turn button has been selected.

Unit Options Menu

Changes the menu panel to the Unit Options Menu.

Replacements

This replaces all of the losses taken by that unit with newly recruited forces, whose addition lowers the experience level of that unit. It may be used only when a space ship is adjacent to an Space Dock or a Tender, and the unit in not adjacent to an enemy. There is an RP cost for this function.

Elite Replacements

This replaces all of the losses taken by that unit with highly trained and experienced veteran forces at the same experience level as those already in the unit. It may be used only when a space ship is adjacent to an Space Dock or a Tender, and the unit in not adjacent to an enemy. The RP cost for this function is significantly more expensive than regular replacements.

Repair Unit

Returns only damaged units to combat readiness, but this may be done any time the ship is not adjacent to an enemy unit. There is an RP cost for this function.

Supply Unit

Restores to a ship up to 50% of its maximum load of fuel and ammunition.

Explore Asteroid

When a Recon or Transport ship is adjacent to an asteroid this button allows that ship to explore the asteroid. This may or may not be beneficial.

View Planet

When a Reconnaissance or Transport ship is adjacent to a hostile planet, this button allows you to view the surface of that planet.

Note: Explore Asteroid *and* View Planet *occupy the same slot on the Space Unit Menu. Which one is active depends on which type of space terrain the selected unit is adjacent to. If a ship is adjacent to neither a planet, nor an asteroid, this option slot is grayed out.*

Land on Planet

Allows you to land Transports who have movement remaining to them on a planet, to load or unload ground troops. If the selected ship is not a Transport, or not adjacent to a planet, this button is grayed out.

Next Unit

Centres the screen on and selects the ship sequenced immediately after the unit currently selected.

Previous Unit

Centres the screen on and selects the ship sequenced immediately before the unit currently selected.

Examine Unit

Calls up the Unit Information panel which contains the vital statistics on the selected ship. It also allows access to information on your other ships, and is linked to the Ship Information screen.

Exit Menu

Exits from the Space Unit Menu, returning to the Space Main Menu.

SPACE UNIT OPTIONS MENU

Exit Menu

Returns to the Space Unit Menu

Upgrade Unit

Increases the Tech Level of the unit selected, when available. This option has an RP cost, and the upgraded unit retains its full experience level.

Disband Unit

Causes a unit to cease to exist. If you disband a military unit, it contributes a small amount of RPs to your total. If you disband a production unit, it generates no income.

Name Unit

Allows you to give a customised name to each unit.

The Ground Menus

GROUND MAIN MENU

The Main Menu is the menu you use during much of the Ground play of the game. From its selections you are able to change views of the battlefield and access the other screens needed to complete any action during a game. Left click on the menu buttons to use.

Go to Options Menu

Changes the menu panel to the Options Menu.

View Strategic Map

Shows the entire Strategic Ground Map and the location of all units and terrain on the planet. Due to improved detection techniques and the presence of ships in orbit there are no hidden units on planets. Clicking again returns your view to the Tactical Ground Map.

View Skimmers/Ground

Toggles the view between Skimmers and Ground units.

Hexes On/Off

Removes the hexes drawn on the Ground Map or returns them.

Unit Inventory

The Unit Inventory screen appears, giving you a complete listing of, and information on your Space and Ground units.

Land More Transports

Allows you to land more Transports on the surface of the planet, to deploy or load troops without ending your current Ground Turn.

Fast Save

Saves the game without having to access the Save screen. The game is saved into the last slot.

Back to Space

Returns to the Space Map. Note that if you are engaged in a Ground War, only the player with an active Space Turn may utilise this function, and when done, this ends all planetary combat until the next player's Space Turn.

Diplomacy

Allows the player to view the Diplomacy Screen as it stood at the end of the last Diplomacy phase.

Race Statistics

Changes the view to the Race Statistics screen from which you can examine the unit strengths, losses, and production capacity of all players.

Purchase Unit

Allows you to add reinforcements by switching to the Purchase panel.

End Turn

Ends the player's Ground Turn and proceeds to the next opponent's Ground Turn. This asks for confirmation before taking effect. Note that after a set amount of Ground Turns you are automatically returned to the Space Map, until your opponent's next Space Turn.

GROUND OPTIONS MENU

Go To Main Menu

Changes to the Main Menu view.

Turn Supply On/Off

Toggles the supply rule, governing fuel and ammunition, on and off. For more information on the Supply rule, see the "Combat" and "Movement" sections on pages 67 and 65 respectively.

Set Music

Toggles the background music on or off, and adjusts the volume.

Set Sound Effects

Toggles the sound effects on or off, and adjusts the volume

Hide/Show Unit Strengths

Hides or shows the unit strength values.

Show/Hide Computer Move

Due to improved detection techniques and the presence of ships in orbit there are no hidden units on planets.

Race Statistics

Changes the view to the Racial Statistics screen on which you can examine the unit strengths, losses, and production capacity of all players.

Save/Load/Quit

Changes to a view of the Functions Menu that allows you to save a game in any slot, load any saved game, quit the game entirely, or return to the Battles or War Setup screens to start over.

THE GROUND FUNCTIONS MENU

The Ground Functions Menu is identical to the Space Functions Menu. See page 31 for more information.

GROUND UNIT MENU

Long Range Nav

Takes you to the Strategic map. If you click on any point on the map a path appears, and the selected unit begins to move toward that point at the end of your Ground Turn.

Unit Options Menu

Changes the screen to one containing other unit options.

Replacements

This replaces all of the losses taken by that unit with newly recruited forces, whose addition lowers the experience level of that unit. It may be used only when the unit is not adjacent to an enemy. Skimmers must also be next to a city to acquire replacements. There is an RP cost for this function.

Elite Replacements

This replaces all of the losses taken by that unit with highly trained and experienced veteran forces at the same experience level as those already in the unit. It may be used only when the unit is not adjacent to an enemy. Skimmers must also be next to a city to acquire replacements.There is an RP cost for this function.

Supply Unit

Restores up to 50% of a Ground unit's maximum load of fuel and ammunition.

Next Unit

Centres the screen on and selects the Ground unit sequenced immediately after the unit currently selected.

Previous Unit

Centres the screen on and selects the Ground unit sequenced immediately before the unit currently selected.

Examine Unit

Calls up the Unit Information panel which displays vital statistics on the selected unit.

Exit Menu

Returns to the Ground Main Menu.

GROUND UNIT OPTIONS MENU

Exit Menu

Returns to the Ground Unit Menu.

Upgrade Unit

Increases the Tech Level of the unit selected, when available. This option costs half the cost in RPs of building a new unit at the higher tech level and retains the full experience level of the unit upgraded.

Disband Unit

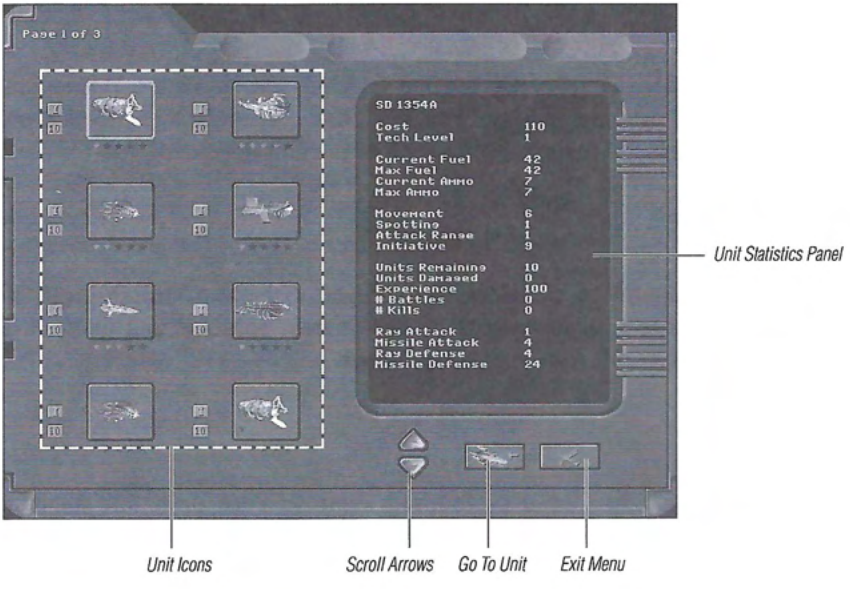
Causes a unit to cease to exist. If you disband a military unit, it contributes a small amount of RPs to your total. If you disband a production unit, it generates no income.

Name Unit

Allows you to give a customised name to each unit. The number following the unit name may not be changed as this indicates the Tech Level of that particular unit.

Secondary Menus and Panels

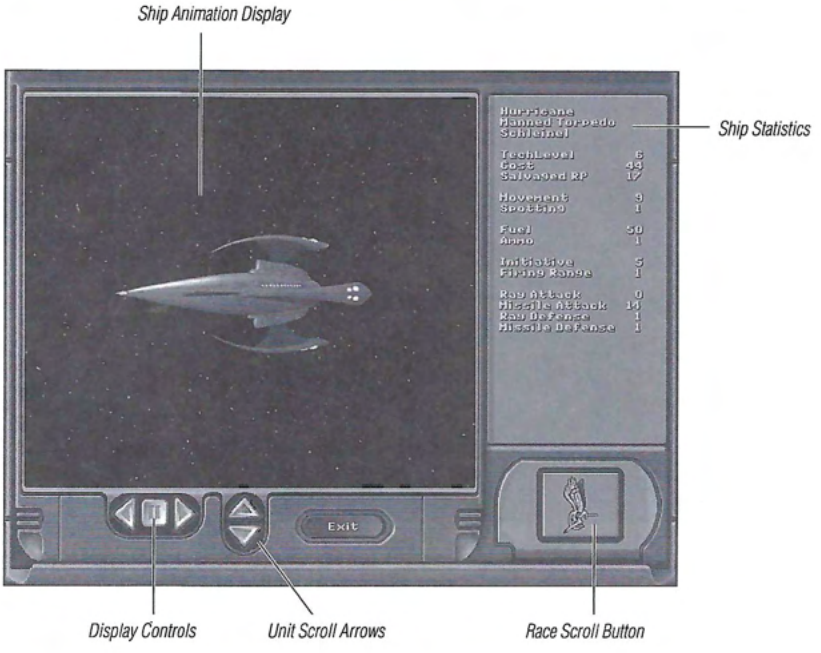
These menus and panels are all accessed through various buttons in the Space and Ground Menus.



Unit Inventory Screen

In this screen you can view all of your units either in space, or on an individual planet. Each unit is displayed, and on the left of the unit, from top to bottom, is shown that unit's tech level and his current strength. To the right of the total units is a statistic screen for individually selected units. For an explanation of these Statistics, see the "Unit Information Panel" section on page 46. You can go directly to a unit by selecting it and then left-clicking on the "Go To Unit" button (found under the unit statistic screen on the right). If there are more units on your tactical map than shown on this screen, you can cycle through the available units by using the up and down arrows.

To exit this screen, left-click the X on the bottom right.



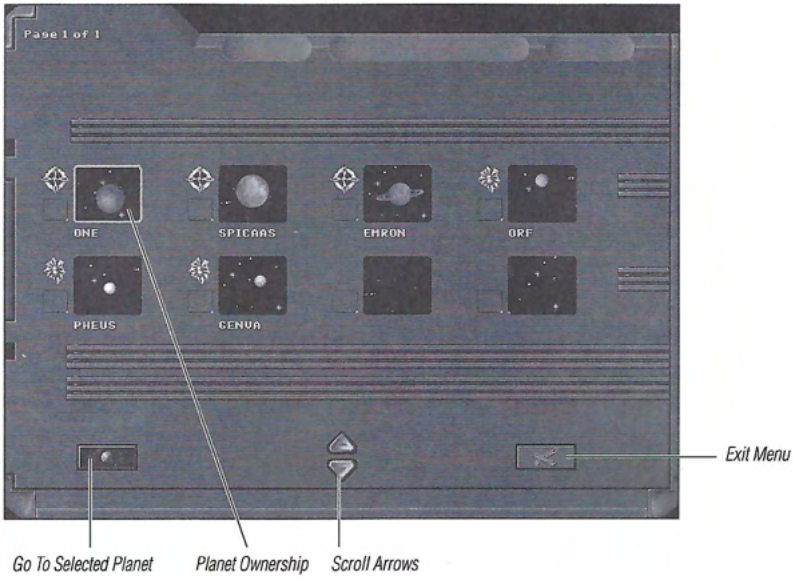
The Ship Information Screen

The left and right arrow buttons on the bottom left of the Ship Information screen scroll through the ships of the race whose logo is shown on the right. The central button pauses the current ship's movement.

The up and down buttons show the statistics for the six Tech Levels for each ship's design. For an explanation of these Statistics, see the "Unit Information Panel" section on page 46.

Clicking on the large racial logo on the right side of the screen changes the race whose ships are shown. The appropriate logo appears for each race.

To return to the previous menu, click on the exit button.



Planet Inventory Screen

From this screen you can view the planets you have discovered on the Space Map. Each planet is represented by its individual picture, its owner (the race symbol appears to the planet's upper left), and whether the planet is under contention (a small exploding planet icon appears to the planet's lower left). Its name appears below the planet image.

If you left-click on a planet, and then on the "Go To Selected Planet" icon on the lower left of the screen, you return to the Space Map, centred over the planet. If you have seen more planets than can fit on this screen, you can cycle through the various planets by clicking on the up and down arrow buttons in the centre of the screen.

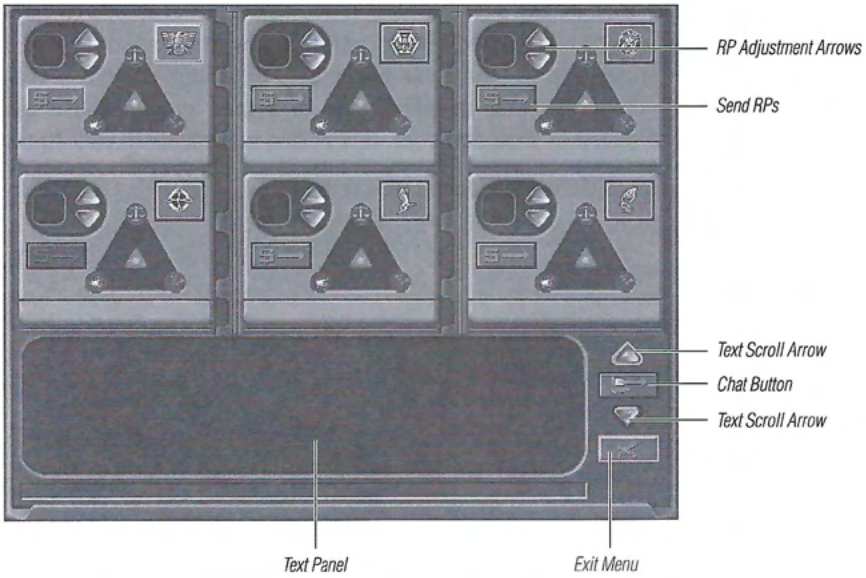
To exit this screen, click on the red X button in the lower right of the screen.

There is no accounting for the opportunities that may have been lost by field officers being unwilling or unable to react to diplomatic initiatives. By their very nature, such situations are transitory and fragile. There are numerous records of occasions when such an action was taken, both successfully and with varying degrees of disaster. . . .

Rules of Command

41.45428D2.2

Field Diplomacy



The Diplomacy Screen

Diplomacy is only available during a War. There are two measures reflected in the Diplomacy screen. These are the level of concern a race has regarding your empire and the status of your empire in other's eyes. This dual set of values is shown by a triangle on the Diplomacy Screen. The lower on the triangle your symbol is, the greater concern that race has for your actions. The farther to the left the symbol is, the more hostile of an opinion they have toward your empire. Their reactions vary from neutral or even an ally, to declaring war upon you.

The reaction of a computer controlled race can be affected by transferring RPs to them from the diplomacy screen. This is done by increasing or decreasing the RP total with the arrow buttons, next to the triangle for that race. Click on the dollar sign button to transfer those RPs to them. A message appears in the text window below, recording the transaction. Scroll through the messages using the up and down arrow buttons to the right of the text window.

RPs gained in this manner can be used by the receiving side as they desire, even transferring them to yet another race. The greater the level of concern and the larger the race's empire, the more it costs to affect their opinion favourably. Once transferred, RPs cannot be recalled.

Also at the far right of the screen is a Chat button (with a computer on it). This accesses the chat functions of the game during network play. Click on the red X button to exit the screen.

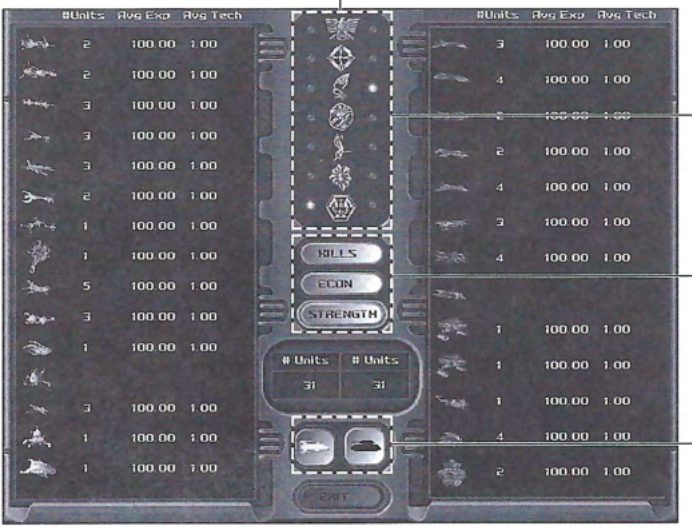
Race Statistics Screen

This screen allows you to examine the overall situation and battle or war results to date. It includes information on both Space and Ground units. If you pass the arrow over a symbol of the units in either column, the name of the ship or Ground combat unit is displayed. Clicking on the green LED to either side of a race symbol cause the corresponding side of the screen to show statistics, if that race is available in your game.

There are three groups of statistics to view on this screen.

The Combat Losses

- Number Lost
- RP value of units lost
- Experienced gained by the opposition by the losses



The number of economic units controlled by each side.

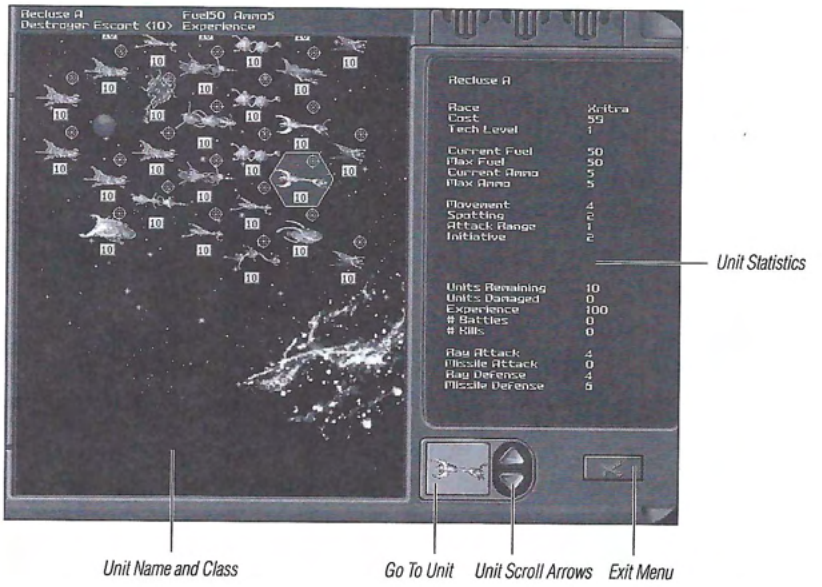
- Number of Units of each type
- RP production of all units of that type
- Number of production units lost

The total number of units controlled or detected by your race. If the choice is made to not have hidden movement in space, then the total number of ships is shown exactly. If hidden movement is chosen, the value shown is only the number of each type of unit currently within your race's spotting range.

- Number of units (total or detected)
- Average experience of all units of that type
- Average tech level of all units of that type

"A space battle is often a game of numbers. Like every other major battle, victory went to those who fought the best with the most."

—Admiral "Dynamite" Duane, commenting on the Fleet victory against the Schleinel Hegemony above Khalia.



Unit Information Panel

You can use the up and down arrows to scroll through all the units in either your Ground or Space forces, depending on which Map you are currently using. The statistics for that unit are displayed in a text window on the right side of the screen. Clicking on the unit's icon, if it is a Space unit, brings up the Ship Information screen. Left-clicking on a Transport's icon in the Space Map calls up all units loaded on that Transport.

Unit Statistics Definitions

- **Race** indicates the race that built that unit.
- **Cost** is the resource points that must be expended to build a new unit of this type and tech level.
- **Tech Level** is the current Tech Level this unit has achieved.
- **Target Type** one of three types of targets for Ground units: Hard, Soft, and Air. Each unit has a separate attack value against each type of target.
- **Current Fuel** is the amount of fuel the unit has available.
- **Maximum Fuel** is the amount of fuel the unit can carry.
- **Current Ammo** is the number of times the unit can fire before exhausting their ammo.
- **Maximum Ammo** is the maximum number of times the unit may fire before using all of the ammunition carried by that unit.

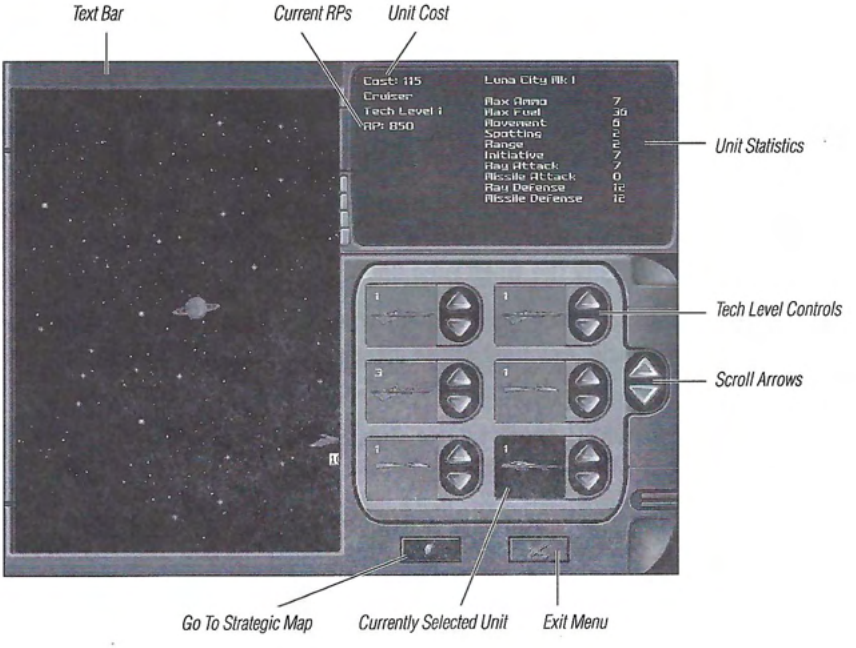
- **Movement** is the maximum number of hexes a unit can move in a turn.
- **Spotting** is the maximum range, in hexes, at which a unit can spot enemy units.
- **Attack Range** is the distance, in hexes, at which the unit's weapons can hit a target.
- **Units Remaining** is the total unkilled unit strength of the unit.
- **Units Damaged** is the total strength of a unit which cannot help in combat until repaired.
- **Experience** is a numerical modifier for combat based on how effective that unit has been in previous combats.
- **# Battles** is the number of times the unit has engaged or been engaged by an enemy unit.
- **# Kills** is the number of enemy units that unit has killed in combat.
- **Ray Attack** is an attack made with beam weapons against a Space unit. These are more likely to cause damage rather than losses.
- **Missile Attack** is an attack made with physical weapons against a Space unit. It is more likely to cause losses as opposed to damage.
- **Ray Defence** is a Space unit's defence against damage from beam weapons.
- **Missile Defence** is a Space unit's defence against losses from missile weapons.
- **Soft Attack** is an attack made against unarmoured ground targets. These are targets who have little physical protection from damage. Any unit whose attack value is bracketed may only fire when fired upon.
- **Hard Attack** is an attack made on a heavily armoured ground target such as an Armoured Fighting Vehicle. Any unit whose attack value is bracketed may only fire when fired upon.
- **Air Attack** is a Ground unit's attack value against skimmers. Any unit whose attack value is bracketed may only fire when fired upon.
- **Ground Defence** is the resistance a unit has to damage from attack by another Ground unit.
- **Air Defence** is the resistance a Ground unit has to damage from an attack by a skimmer.

The Purchase Panel

The Purchase panel is where you build your Space and Ground forces, as well as buying support units, and production facilities to increase your Resource Point Production.

The Purchase panel overlays the right side of either the Space or Ground Map. Units types available for purchase are shown six icons at a time, each one accompanied by a pair of arrows which allow you to select the tech level, of the unit to be purchased. Clicking on a unit icon selects that unit, turning the icon background black and displays that unit's statistics at the top of the Purchase panel. If a unit icon's background is dark gray, that unit is not available for purchase at this time.

At the far right of the Purchase panel is another, larger set of arrows; click on them to scroll through all the available unit types. Once a unit type is selected, if you are able to purchase that unit, on the map to the left you should see hexes that are now highlighted. You may place the selected unit in any one of these hexes by clicking on the hex. Note that the cost of the unit is subtracted from your Resource Point total when the unit is placed. Once placed, units cannot be returned, only disbanded.



Other information about placement or purchasing requirements can be found in the text bar on the upper left, above the map. To close the Purchase panel click on the red X button at the bottom right.

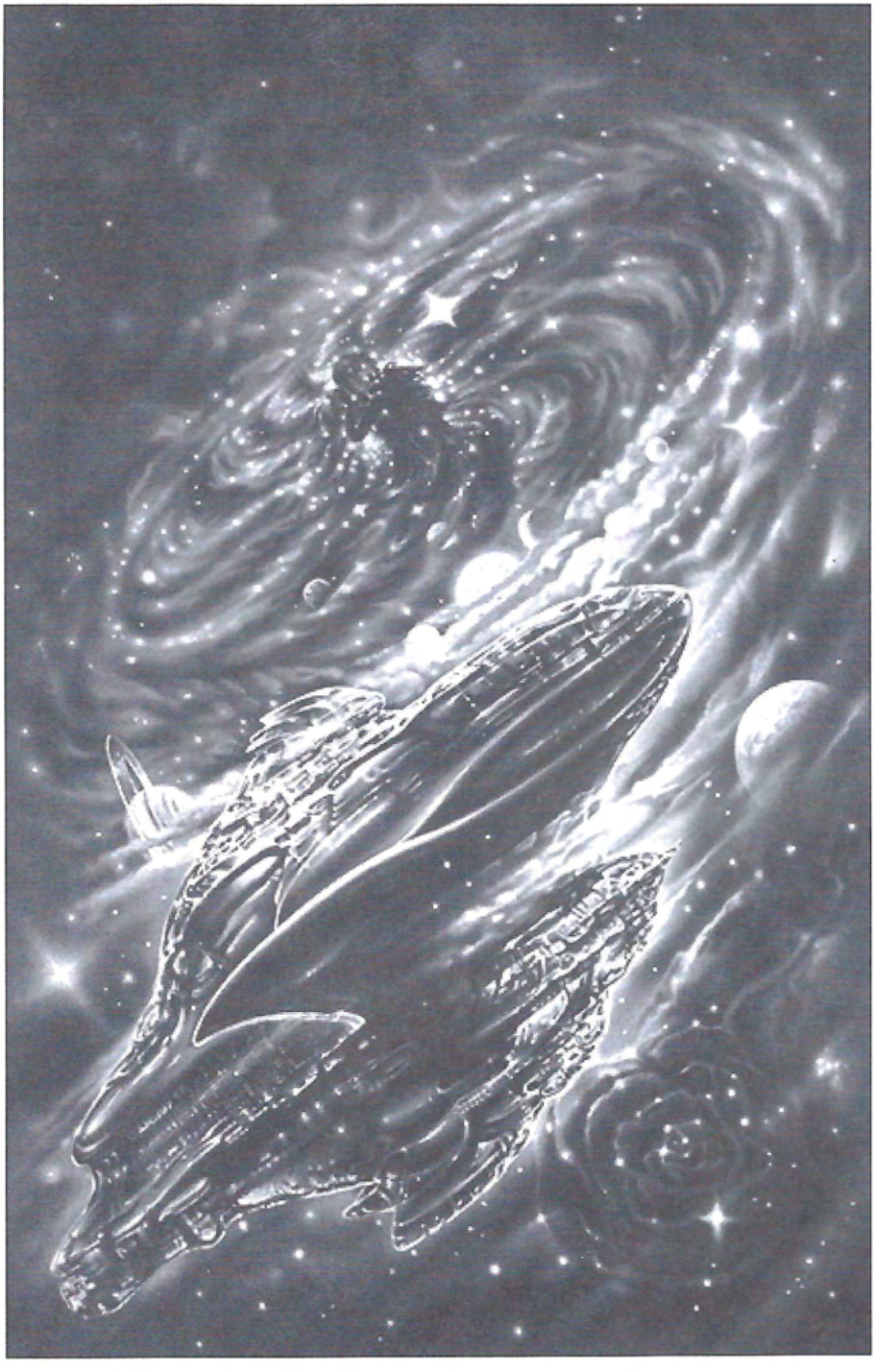
In STAR GENERAL the only limits on the number of units you may build is the amount of Resource Points you have. Other purchasing restrictions may apply for building specific units, or in special situations. For example, the attacker on a contested planet can not purchase units, and the defender on a contested planet can only purchase units during the first Ground turn.

The Save / Load Screen

The Save and Load screens are very similar. In these screens, there is a large panel set over a starscape, with a vertical row of buttons to the left of the Save slots. Click on one of these buttons to activate the slot. At the bottom of the panel are the Cancel (a red circle with a bar across it), and the Save or Load button.

To save a game, select a slot and type in the name of your save. When you are done, hit "Enter", then left-click on the Save button on the bottom left (an arrow pointing toward a CD). A date and time stamp appears to the right of the save name. If while saving, you decide you don't want to save, hit the "Esc" key, or click on the Cancel button.

To load a game, select the button to the left of the desired save you want to load, then left-click on the bottom left load button (an arrow pointing away from the CD). If you change your mind, hit the "Esc" key, or click on the Cancel button to exit the Load screen.



©1996 Ron Walotsky

DETAILS OF PLAY

"Space is big. That is a gross understatement. No better description has been given. This is such because there are no words for a concept incapable of being grasped by the human mind. Picture three items, red balls perhaps. Now five. Okay seven. Try for a million. Not the number, but the image of a million individual balls. There are millions and millions of stars in the spiral arm of our galaxy that housed the Alliance and the Schleinel Hegemony. At top speed these average about a week apart. Nor are they evenly spaced. Some clusters contain hundreds of stars. In the emptier areas a ship could cruise for weeks and not pass within sensing range of a planetary system."

—Memoirs of an Officer

The Maps

There are two sets of maps in this game, one for space and the other for the surface of the planets. You begin with the Space Map, across which you move your Destroyers, Transports, and other support ships. Among the many elements on the space map are stars systems represented by the habitable planet in that system. When you left-click on a planet you control or are vying for the view changes to the Ground map for that world.

Space Terrain

There are several types of "terrain" in space, that can effect movement rates, combat weapon effectiveness, or even destroy a ship in your armada outright.

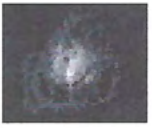
Nebulas

Clouds of gas and minute particles, nebulas significantly degrade the effectiveness of ray weapons and slightly diminish the accuracy of missiles which pass through them. Sensory arrays have a reduced efficiency in Nebulas, limiting the scouting radius of ships in and around them. As well, ships travel slower through the impeding dust clouds.

Galactic Rifts

Long, narrow bands of incredibly high gravity, Galactic Rifts once posed a serious threat to space travel, until hulls were built with sufficient strength to withstand them. They still significantly diminish the accuracy of missiles fired across or into them and have a lesser effect on beam weapons. Due to the effort of fighting their pull, ships moving into the same hex as a galactic rift must stop moving and lose all remaining movement. They can move normally off the galactic rift on a subsequent turn. Due to advances in technology, however, remaining on a galactic rift does not harm a ship.

Black Holes



Likened to rifts, but of even greater magnitude, black holes are points of intense gravitational pull. Ships merely adjacent to a black hole are affected in a similar manner to ships in the same hex as a galactic rift, with far deadlier repercussions. Ships moving adjacent to a black hole end their movement and lose any remaining movement points for that turn and the fuel for them. They may attempt to move away from the black hole on the next or any subsequent turns. Any ship adjacent at any time to a black hole uses 10 fuel points simply to move one hex. If this exhausts the ship's fuel supply the ship is pulled into the black hole and destroyed. No weapon may be fired across a black hole. Needless to say, ships adjacent to a black hole may not receive supplies, except when adjacent to a friendly Tender.

Ion Storms

These masses of electrically charged atoms wreak havoc on spaceways like the worst thunderstorms of ancient Earth. Storms appear at random, avoiding planets which seem to nullify the damaging charges in their vicinity. Spanning large areas, the electrical build-up from ion storms can destroy instrumentation and short out vital ship's systems. The weak or unlucky ship may be destroyed in a barrage of nature equal to an attack by a squadron of enemy fighters!

Asteroids

The source of many civilisations' wealth, asteroids often hide precious mineral resources, that may be mined by moving any Recon or Transport ship next to the asteroid and clicking on the explore asteroid button. A note of caution: these wandering bodies of rock and ice have served as raider's outposts and pirate hideaways for millennia, in addition to housing the rare creatures who make their homes in space.

Planet Types

There are four types of planets on which the races competing in Star General can live. Some are more hospitable than others, with the ideal being an Earth-like world. The cost of production units and the amount of RPs produced by each city on a planet reflect the relative hospitality of that planet toward life. See the section "Production Units" beginning on page 58 for more information on how planet types affect Resource Point production.

♦ ***Earth***

These are the worlds most similar to the Earth and the most productive. They also tend to support the largest number of cities. The Tactical view of an Earth-like planet appears green.

♦ ***Mars***

These worlds are similar to Mars, dry and inhospitable but contain abundant mineral resources. Venus and Mars-like worlds tend to be equally productive. The Tactical view of a Mars-like planet appears red.

♦ ***Venus***

These worlds are generally wet, often mostly covered by oceans, and warm. While life is abundant, they are difficult places to live and produce in. The Tactical view of a Venus-like planet appears blue.

♦ ***Frozen***

These cold, almost airless worlds resemble Jupiter's moon Titan or other near airless globes far from the heat of their star. They tend to be small, but have the benefit or easily accessed mineral resources. They are the least productive of all of the worlds. The Tactical view of a Frozen planet appears gray.

Ground Terrain

As most habitable worlds are somewhat similar to the Earth the types of terrain are variations of that found on the Earth. The main difference is that on Mars and Frozen world planets canals (deep cuts in the surface) act in a similar manner to rivers on Earth and Venus-like planets. There are also obviously no forests on the Frozen worlds. The effects of certain types of terrain merit special note.

MOUNTAINS require all of a unit's movement to transverse one hex.

RIVERS and CANALS also require extra movement factors to cross. When a unit moves onto to a river or canal, it stops moving in preparation to crossing.

FORESTS and CRATERS adversely affect line of sight and spotting.

Resource Points

Resource Points (RPs) are needed for the following:

- To repair any unit
- To replace any unit
- To purchase new units, including other production units
- To upgrade the tech level of a unit
- To bribe other races (from the Diplomacy screen)

Resource Points (RPs) are gained in several ways. Each time you destroy or damage an opposing ship or enemy Ground unit, your empire gains Resource Points. These represent both the effect increased morale has on production and also the value of the scrap gained from the destroyed unit. In addition, every time one of your Merchant ships arrives adjacent to a planet, and when certain asteroids are explored RPs are added to your empire's wealth. Resource Points are also produced each turn by the cities and production units on the worlds your empire controls.

Victory Resource Production

You receive varying percentages of the enemy unit's value depending on the type of unit, when it is damaged or destroyed. This reflects both materials salvaged and the boost to production given by higher morale after victories.

Merchant Ships

In War games a large part of your Resource Point income can come from Merchant ships. These ships move like normal ships, except that when you set a long range path for them using the top button on the Unit Screen, they continue to move back and forth along the path set until they are given other directions or destroyed. The ships are primarily robot freighters who blindly follow the paths sent until ordered directly to do otherwise, even if this involves moving near a known enemy ship. (Ask any regular navy officer about getting civilian ships to do what you want unless they're in convoy). Nevertheless, you are expected to protect them.

Merchants are purchased like other Space units, and can be constructed once you own a Space Dock. You may build (or replace) one merchant ship for every planet you control. If a planet is lost, or becomes contested, the number of merchants remain the same, but losses may not be replaced until you have fewer Merchants than planets under your control. Each time a Merchant moves into orbit on a planet it adds one resource point for every two hexes between the planet it just arrived at and the planet it last visited, plus one additional resource point for each production unit of any sort on the planet it is arriving at. A Merchant ship gains nothing if it visits the same planet twice in a row. Merchants ships are worth large amounts of RPs when destroyed, but little experience.

Cities

Cities have inherent production and produce RPs that may be used to purchase military units or production units. These Resource Points are credited to your empire's coffers at the end of every Space Turn. Cities on Earth-like planets are the most productive, those on Frozen worlds the least productive. You can only receive the RPs produced by a city if there are no enemy ground units (other than skimmers) adjacent to any city on that planet and you control (were the last player to occupy or be adjacent to) all of the cities on that planet. Skimmers may not occupy a location to prevent it from producing. All the cities a planet can support are already in place, therefore, you may never build a city.

©1996 Ron Walotsky

Production Units

In some of the Battles and all of the War games you have the option of building production units on your planets to augment the Resource Points produced by your cities. Each of production unit produces Resource Points every turn, the amount depending on the type of unit and the planet they are built upon. The types are: BioDome, Mine, Factory, and Plant. In addition, when you have one of each of these four types of Production Centres you may create a Military Complex, a Tech Centre, and a Space Dock, which allow you to build Space and Ground units of various Tech levels.

Production units are densely packed complexes which cannot be crossed or occupied by a Ground unit, although skimmers may move and hover over them. As with cities, a production unit produces RPs for whichever player controls the planet, so if the planet is contested, then no RPs are gained. When armies are raging around a planet, citizens are too busy defending their homes to go to work in the Factories and Plants.

Production Centres are built using the Purchase Screen. The cost of each unit varies slightly depending on planet and unit type. Production units have no movement or attack values and must be placed adjacent to a city. No more than two production units may be attached to any city. They can be destroyed by attacking them in the same manner as any unit is attacked (but they never fire back). Disbanding a production unit produces no Resource Points, however, you receive one and a half times the cost of the unit in Resource Points if you destroy one.

Production Unit Types

BioDome

An intensive food and natural plant production facility. One is needed to build a Military Complex, Space Dock, or Tech Centre.

Mine

A mining complex produces metals and related materials. One is needed to build a Military Complex, Space Dock, or Tech Centre.

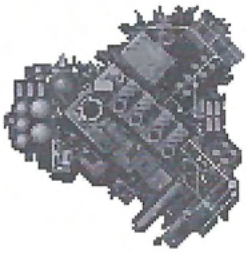
Factory

Smelting, milling, and other machinery which converts raw materials into usable resources. One is needed to build a Military Complex, Space Dock, or Tech Centre.

Plant

Complex robotics and assembly line technology that produces final goods. One is needed to build a Military Complex, Space Dock, or Tech Centre.

Military Complex



A training ground and production facility that allows the creation of ground units, but produces no income.

Space Dock

A zero-G construction framework, placed on the Space Map in orbit around a planet, which allows the production of space ships, but produces no income itself.

Tech Centre

A cluster of offices and laboratories where your empire's military scientists work to bring you the next level of technology. It produces no resource points. See the "Technology" section beginning on page 63 for more information on Tech Centres.

©1996 Ron Walotsky

Production Unit Purchase Costs

PRODUCTION UNIT	EARTH	MARS	VENUS	FROZEN
BioDome	20	30	20	40
Mine	20	20	30	20
Factory	40	40	50	50
Plant	30	30	30	40
Military Complex	50	50	50	50
Space Dock	100	100	100	50
Tech Centre	*"See the "Technology" section beginning on page 63"*			

Unit Resource Point Production

PRODUCTION UNIT	EARTH	MARS	VENUS	FROZEN
BioDome	4	4	7	3
Mine	5	5	4	6
Factory	9	10	8	6
Plant	8	6	5	4
City	10	8	7	5

No RPs are produced by the Military Complex, Space Dock or Tech Centre.

Technology is always a two-edged sword. Its value is often more than balanced by a dependence on rare or exotic materials that has the net effect of hampering the war effort. . . . Perhaps of even greater concern is the paradox historically dominant in the development of military technology. War and near war conditions provide the impetus for the rapid development of new technologies. A war situation is also the least desirable of conditions under which to test or introduce any radically new technology. It is the recognition of this, often mistaken for traditionalism, that has proven one of the Fleet's strongest assets. In early times the tactics were often slow to develop, creating wars that were fought with tactics made obsolete by technological innovations. The Fleet has made a conscious decision to fight each war using the methods and tactics with which it is familiar. Only when a new development is so significant as to render the existing strategies useless, should a change be made.

—Admiral Dav Su Allison, retired

Rules of Command

25.546T/E6.2

Technology

Technology

As Battle and War games progress, the Tech Level of the units you have available for purchase can increase. To build or maintain a level of technology you need to construct Tech Centres. These produce no income, but allow you to build ships and troops of a higher Tech Level. The cost of a Tech Centre increases for each centre purchased. There can be only one Tech Centre on a planet, and there must already be at least one Biodome, Factory, Mine, Plant, and Space Dock on a world in order to construct a Tech Centre.

The Tech Level at which you can build units is determined by the number of Tech Centres you control. Each centre purchased or captured allows you to upgrade or buy either Space or Ground units at one Tech Level higher than previously allowed. Ground units have a maximum Tech Level of four, while Space units have a maximum of six. Therefore, eight Tech Centres are needed to reach your maximum Tech Level if you start with all units at Tech Level one. The starting Tech Level for Space and Ground units can be altered from the War Setup Screen. However, if you alter the starting level, you still must purchase required number of Tech Centres to increase your Technology level further.

Tech Centre Production Costs and Level Advancement

NUMBER OF CENTRES	COST	TECH LEVEL ALLOWED
0	—	Ship and Ground Level 1
1	100	Ship Tech Level 2
2	200	Ground Tech Level 2
3	400	Ship Tech Level 3
4	600	Ground Tech Level 3
5	1000	Ship Tech Level 4
6	1500	Ground Tech Level 4
7	2000	Ship Tech Level 5
8	3000	Ship Tech Level 6

Upgrading Units

The availability of a new level of technology only allows you the option of upgrading your Space and Ground units to that level. You must then actually pay a cost for each existing unit you decide to upgrade. This represents the price of refitting that unit with the new technology. Units that are upgraded retain their experience level.

It is advisable to upgrade technology if there is more than a one level difference between you and your opponent. Not only are the basic statistics for a higher level opponent better, but where there is a marked difference, the higher technology level unit also hits more often and does more damage.

The Unit Icon

Unit Strength Box

Beneath every unit is a small box containing the combat value of that unit. This is a value from one to fifteen, reflecting the total combat effectiveness of that unit. When a unit receives damage or has parts destroyed this value decreases. It is increased by repairing damaged units or replacing lost units. The colour of the box reflects the race of that unit. Ten is the starting strength of all units.

Damage Marker

If there is a red cross to the immediate right of the box, this means that the unit has damage which may be repaired without the presence of a tender or space dock.

Crosshairs

A crosshairs above a unit means that unit has not fired during the turn and is eligible to do so. It does not mean there is a target in range, just that the unit may fire if there is one.

Transporting

In the same location as the crosshairs on other ships, gold dots over a Transport show that the ship is carrying one or more ground units. The number of dots equals the number of units carried by the Transport.

Movement

All units that are eligible to move are indicated by a flashing Strength box. When you select a unit you are automatically shown the furthest extent of its potential movement, a blue colour lighting the accessible hexes. Left-clicking anywhere in that area moves the unit to that location. A unit may make several separate moves by clicking well within the movement allowance border. After a move, if there is any movement remaining, the remaining available locations are still shown, and you can click to move the unit farther.

Should you decide a move was ill-advised you can abort that move and return to the unit's previous position, unless this movement has brought the unit adjacent to an enemy unit or major terrain feature (such as a galactic thread). If you piecemeal a unit's move, however, you are only able to abort the last portion of that move.

Movement may bring a unit into, or within spotting range of, previously unexplored space. Keep in mind that you are not shown any objects in a unit's spotting range until you have deselected that unit. This prevents moving in space to explore the map and then aborting the move. As there is no hidden movement on a planet, this is not a concern.

A unit may move its maximum amount and then fire, fire before moving and then move, or move, fire and move again, so long as the attacking unit does not move adjacent to an enemy unit. However, if the attacking unit ends up adjacent to an enemy unit, it loses all remaining movement, although it may still fire on the enemy.

Movement always ends whenever a unit becomes adjacent to an opposing unit, black hole, or galactic rift. A ship may never move into a hex containing another ship, planet, or black hole. Units with zero fuel may not move, as all movements cost one allotment of fuel per hex travelled. The exception to this is movement near galactic rifts and black holes. Those terrain features require additional fuel, and have other effects on movement. See the "Space Terrain" section on page 52 for more information.

Movement on the Ground Map is very similar to movement on the Space Map. Note that a Ground unit may never move into a hex that is designated as a lake space, a mountain space, or into the same hex as another Ground unit, including production units. The only exception is skimmers, which may move into any hex not already occupied by another skimmer.

Spotting

The extent of spotting by all units you control in space is represented by a purple field. On a planet there is no spotting, as advances in technology, as well as the presence of ships in orbit render all units and terrain features on a planet visible. Note that if you move a unit, you are not given an update based on that unit's spotting until you end that unit's turn.

Combat

Combat occurs whenever you order a unit to fire upon another. Potential targets for selected units with a range of 1 or more are shown by a targeting sight that appears over the unit when the pointer is moved onto it. Units with a range of zero may only fire at other units in the same hex. Generally range zero battles involve Skimmer and Ground units firing at each other.

When you fire at a unit and are also within the range of that unit's weapons it automatically fires back. If you are beyond the range of the defending unit's weapons or the defending unit has run out of ammunition, it does not fire back.

Several factors, including terrain, experience, attack and defence values, and a random factor determine a unit's combat effectiveness.

Zone of Control

A unit exerts a zone of control into the six hexes surrounding it. Surface units' zones of control affect only surface units and skimmer's zones of control affect only skimmers. When you move a unit into the zone of control of an enemy unit, your unit's movement is stopped and it must either attack or end its turn.

Missile Boats and Artillery Support

Missile Boats and Artillery have an array of long range missiles, or other ordnance that are designed to support other units that are being attacked. When an adjacent unit attacks a friendly unit adjacent to the missile boat, the missile boat defends that unit with ranged fire.

Beam Weapon and Missile Fire

Space units may have two attacks, beam weapons and then missile fire. Beam weapons fire before missile weapons, and are also much more likely to cause a target to be damaged rather than destroyed outright. In a battle both sides fire their beam weapons before either side fires their missiles. Units damaged by beam fire can be destroyed before they can utilise missile fire. Although slower, missiles are more likely to destroy a unit than damage it. All space units have separate defensive values against the two types of attacks.

The cadet kicked the scanner to max range. Bethesda was the only major planet in the system. Through some quirk of evolution the others had failed to coalesce, leaving instead six asteroid belts circling the sun at intervals. This limited possible approaches to the system, and the scanners showed that even the heading the task force had chosen was cluttered with junk. This was, the ensign decided, a lousy place to end his career. Particularly as he had yet to begin it. His hand shook as he reached out and checked the settings programmed into his console for the final time. . . .

—Memoirs of an Officer

Ground Attack and Defence Types

Ground units are classified as being a hard, soft, or air target. Hard targets are heavily armoured units, such as Armoured Fighting Vehicles, while soft targets tend to be unarmoured, such as Infantry and some Artillery units. Naturally, all Skimmers are air targets. Individual units may have varying effectiveness against certain targets, for example Air Defence units have only limited usefulness versus land-based troops, while other Ground units, such as Infantry, are unable to effect Skimmers in the slightest. Some units are unable to directly attack a certain type of target, but are still able to retaliate if attacked. Hard and soft attacks alike are defended using a unit's Ground Defence value, while attacks from the air-borne Skimmer units are defended with Air Defence value.

Ammunition

Each time a unit fires it uses one point if ammunition. If a unit has to defend itself against multiple attacks or an artillery unit fires several times in support of adjacent units, it is possible for that unit to use up most or all of its allotment of ammunition in one turn.

©1996 Ron Walotsky

Conquering a Planet

The attacking player always moves first. Moving or attacking with any Ground units prevents the landing of any further units that turn. A Ground unit may not move on the turn it lands, but may fire in defence. It may move and attack normally at the beginning of the next Ground turn.

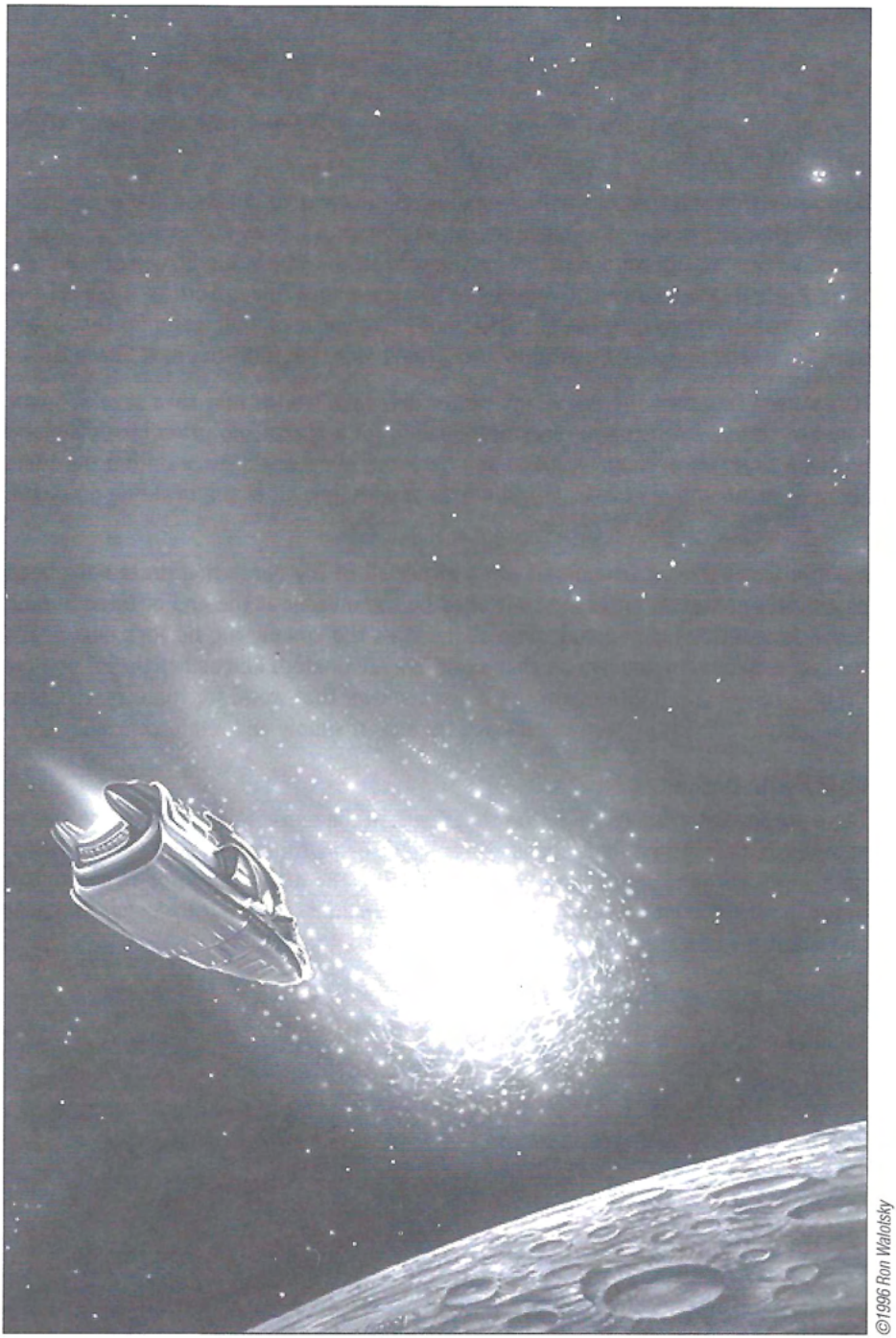
Beginning with the turn of the first landing, there are a variable number of turns for the attacker and defender to move in, set at five for a Battle. The number of Ground Turns per Space Turn for a War can be changed in the War Setup Screen. All Ground Turns must be take consecutively. If the player whose Space Turn it is leaves the Ground map after the first Ground Turn it ends all combat on that world for that Space turn. After this time the situation on the planet is frozen until the next Space turn.

It is quite likely that the larger and better defended worlds may take several Space Turns to conquer. When two races are fighting for a planet, no other race may land units on that world. A player may not attack the same world twice during the same Space Turn, meaning a player may not lose or withdraw all of the invading units and then attack again later in his turn.

A world is considered conquered when either all of the defending units have been destroyed or all of its cities are controlled by the invader at the end of three Ground Turns. If a world is conquered, then at the start the conquering player's next Space turn all remaining defenders on that world are eliminated. Remember that if you are invading a world and lose control of the space over that world for three space turns, your Ground combat units are destroyed for lack of supply and reinforcement.

Automatic Defeat

There are several instances of battle that result in the automatic defeat of one side or another. If an invading force spends three space game turns (that's 15 Ground Turns) on a world without controlling at least one city, the attacking force is destroyed, because of lack of support and supply. A planet devoid of enemy units is automatically defeated when the attacker conquers the first city.



©1996 Ron Walotsky

Landing and Loading Transports

To land a unit on a planet with an active Transport click on the Land On Planet button. At this point the Transport screen appears covering half of your screen. If you control the world, double-click anywhere on the planet, but if the world is contested, you must double click on a landing zone. Units are then able to be placed within two hexes of the landing zone. Click on any Ground unit in your hold, and click on one of the highlighted hexes to deploy the unit. Troops being deployed may not move that turn. Note that any defending units within two hexes of a landing zone when it is used are automatically destroyed by the ion stream generated by the exhausts of the landing shuttles and bombardment from space. (That means you can't just sit on all the LZs to prevent their use.)

Once you begin landing troops from a subsequent Transport you may not return to those that have already landed units. Do not move any Ground units on a contested world until you have deployed all of the units you wish to on that turn. Once any unit has moved or fired, there may be no more units landed on the world.

To load troops from a hostile planet move the unit onto the landing zone and reply "Yes" when asked if uploading the unit and then drag the unit to an empty hold space on the Transport Screen when it appears. It is not necessary to have movement remaining for the Ground unit being uploaded. Note however, that receiving troops from the surface uses up all of the movement points for the transport.

Troops may land or load from a hostile planet if there is a Transport directly adjacent to that planet's hex and no enemy space units are also adjacent to that planet. Changing between the space and Ground screens provides for the loading of several Transports in a turn.

Troops may be uploaded or landed anywhere on a friendly, uncontested planet. Follow the procedure above for landing or loading troops.

©1996 Ron Walotsky

Rules of Command

16.456.7L.1

Logistics/Forward Depots/Maintenance

A ship that is lacking supplies is crippled in combat. Our hundreds of years of experience has shown that the lack of even the most innocuous or seemingly useless item can mean disaster during a confrontation. It is therefore of vital concern that all units of the Fleet have a readily accessible source of supply available within as close of a proximity to any potential war zones as is practicable.

Resupplying

It is necessary to resupply all units when they run out of fuel or ammunition. Resupplying grants a unit half of its original fuel and ammunition supplies. Skimmers may only be resupplied when adjacent to a friendly city, Military Complex, or Landing Zone, for at least one inactive Ground Turn. All other units automatically resupply if simply left unmoved for one turn and they are not adjacent to an enemy unit.

Repair and Replacements

Whenever your ships and ground forces engage in combat, there are bound to be both losses and damage as a result. To keep your forces at their peak, and to prevent the destruction of valuable units, you need to know when to repair your units, and supply replacements.

When a Space unit's strength is reduced, some of that reduction is simply damage, which can be repaired while others are actual losses, which must be replaced. You can tell the difference by clicking on the affected unit, then clicking on the Examine Unit button, bringing up the Unit Information screen. The remaining strength of the Space unit is listed, as is the total damage. You can repair all damage to any Space unit on your turn with the Repair Unit button, so long as that unit is not adjacent to an enemy unit. Note that Ground units only take losses, and cannot be repaired.

To restore your unit to full if it has taken losses requires that you provide replacements. To add replacements also requires that there be no enemy units adjacent to the affected unit, and Space Units must be adjacent to an Space Dock or a Tender. If you simply use Replacements, the losses taken by that unit are replaced with newly recruited forces, whose addition lowers the experience level of that unit. Green troops just aren't as valuable as experienced units. This option costs less however, than Elite Replacements. If you have the Resource Points, it can be worth the extra cost to replace your unit's losses with fresh, highly trained, and experienced veteran forces at the same experience level as those already in the unit.

Skimmer Replacements

Skimmers may only receive replacements when adjacent to a friendly city, Military Complex, or Landing Zone. Naturally there can be no adjacent enemy units, either. The replacements are done in the normal manner using the Unit Menu screen.

Overstrength Size

A unit with an experience level of one star or greater may be made temporarily overstrength by adding elite replacements when it is already at ten or more strength points. However, the current unit strength can not be more than ten plus the unit's stars. Each time the player takes elite replacements under these conditions the strength of the unit increases by one. Thus, the maximum possible strength of any unit is fifteen, ten plus one for each star of experience up to a maximum of five stars.

RACE AND UNIT STATISTICS

Beyond sheer necessity, mankind has proven itself quite adept at combat. Few species share, or understand our admiration for destruction. Without exception, those that do are counted as mankind's staunchest allies or bitterest enemies.

—Admiral Dav Su Allison, retired.

The Races of STAR GENERAL

The Fleet

Two thousand years ago the Earth was the centre of an empire that spanned over three thousand stars. As the empire aged, it changed from a coalition of races into a means for a few humans to maintain power over the other races. Fear and power were not enough to support such a malignant structure for long, however, and the Empire plunged into a self-destructive war. The dark age lasted for almost a thousand years. From the ruins of the Empire rose the multi-racial Alliance of Worlds. Pressed by enemies and raiders on all sides, the Alliance founded the Fleet. For over a thousand years, the ships and marines of the Fleet have protected the growing number of Alliance members.

The Cephians

Physically small, the Cephians value deceit and misdirection. Their mythology is filled with tales of how a weak opponent can defeat one seemingly much stronger through the use of guile. Premier gadgeteers, there is nothing small or weak about the powerful ships of the Cephian fleet. While the Cephians seem to have no esthetic sense, their ships bristle with high tech devices that can mean big trouble for any opponent.

Preferring tech to melee, in space the Cephians are quick to retreat and prefer longer ranged attacks. When possible they defeat the most advanced spacecraft first. On the ground they tend to fort up and concentrate their artillery fire against the higher tech targets. The Cephians are motivated by greed. They always take the easy loot and minimum risk. When faced with a powerful enemy they retreat, even abandoning worlds temporarily. Be careful, however, as their favourite strategy is to retreat onto or past a larger force and then smash their pursuers while strung out chasing them. In a similar sense they may retreat in space from a world in the hopes of returning later and trapping large Ground units on them.

The Xritra

The insectoid Xritra grow their space ships. Their culture and science make use of controlled mutation and genetic engineering on a level that is almost inconceivable to other races. Their knowledge of all life enables them to create weapons that are both deadly and hard to protect against even when you can detect them. A rapid reproduction rate also means the Xritra Infantry is both numerous and expendable. Their ground units are powerful, and their ships as dangerous as they are bizarre looking.

The Xritra are still oriented to swarming their enemies, and descend upon already wounded opponents whenever possible. The instinctive response of these insectoids is to move at full speed to any battle. Threatening one of their Hive ships, planets, or Transports always ensures a strong response. Once aroused they tend to fight tenaciously and are hard to disengage from. On the ground they are equally aggressive, never passing up a chance to hit a landing area, even if it means abandoning a city to get there. The Xritra view is that they need to expand in order to produce more warriors and workers so that they can expand some more. There is no Xritra word for peace.

The Hressa

The Hressa are the ultimate Samurai. These cat-like beings cannot refuse a challenge and never retreat from battle. This determination makes even their smallest scout ships formidable. Their tactical approach is to attack and destroy their most dangerous opponents, and their skill as pilots and marksmen often makes this a successful strategy. The feline reflexes of the Hressa often give them an almost immeasurable but decisive advantage over their more slowly reacting foes.

The felinoid Hressa are very aggressive in space. Their primary targets are units either attacking or directly adjacent to one of their ships. On the ground Hressan elite armoured units actively seek out conflict to prove their honour, while the common Infantry is left to dig in near cities, to guard their holdings. Hressan skimmer pilots are also allowed to take the aggressive stance, hunting down and engaging enemy targets.

The Schleinel Hegemony

The only other human empire in the same spiral arm as The Alliance is the Schleinel Hegemony. The last remnant of the bigoted Humanist League discredited two millennia earlier, the Schleinel have suffered less than most from the depredations of the Dark Ages after the collapse of the Empire. The Hegemony is an oligarchy controlled by twelve families, who rule their worlds with merciless tyranny; two thousand years of a rigid class structure has made the place of human peasants little better than the alien slaves kept by the Families. The Schleinel have been developing their Gothic culture for two millennia; however, after centuries of stasis, the Hegemony is finally reawakening to face the threats presented by its neighbours.

Even as Cephian crafts seem to have no design, the ships of the Schleinel Hegemony seem almost too beautiful to be so deadly. Their ships retain weapons and sensors almost as powerful as those of the near mythic might of the Imperial Space Navy, and not only packed with sophisticated technology, but also renowned for their elegance and the high level of luxury afforded onboard. Loyal only to their family, the Schleinel are insular, expansive, and ready to reply to any provocation with overwhelming force. They place a high value on killing Transports, even if they must trade a ship to accomplish this, and send units deep behind enemy lines whenever possible.

The Khalians

No one is certain how a race as barbaric as the Khalians managed to develop interstellar travel. It is rumoured that less than a century ago they were a nomadic culture at a stage equal to that of the 5th century BC on Earth. The Alliance suspects that the Schleinel initially armed them to act as a distraction and deterrent to the Alliance Fleet. If so, the Hegemony has had cause to deeply regret that decision. Dubbed "weasels" by their enemies, Khalian warriors, which includes most of their adult population, prefer pillage to work and value courage over all other virtues. A Khalian raid often leaves nothing in its wake except the dead scattered among burning ruins.

The weasels are overly aggressive to a fault. They attack any reasonable target and this takes a priority over virtually all defence. They also tend to attack personnel over mech units, preferring a living target. Their ships are the least sophisticated, but the most heavily armed of all the races. If a unit is weakened they make extra efforts to go in for the kill. They are in it for the high tech loot. The Khalians prefer easily killed targets and go for smaller ships in a fleet, or cripples, showing no mercy. On the ground they prefer to destroy production units for the high loot value and avoid strong defenses without a significant advantage in numbers. Khalian Destroyer Escorts and Raider Infantry operate independently and tend to roam, wreaking destruction behind your lines. As they run from powerful units, catching them can be a real problem.

The Dragonians

The reptilian Dragonians are paranoid, never take an unnecessary chance, and are firmly convinced that the only safe universe is one they alone control. An ancient culture, the Dragonians have built up an impressive arsenal of sophisticated weaponry. Only the Khalians match their battleships in the number of weapons packed into a one hull. Rather than constructed from scratch, most Dragonian ships and Ground combat vehicles begin with a hollowed out asteroid. The thickness of these natural hulls provides an extra degree of safety that appeals to the seven foot reptiles.

These lizards prefer fixed defenses and entrench very quickly. The Dragonians are territorial, but very defensive minded. Any attack on their territory gains an instant reaction. This does not mean they are above grabbing someone else's world, only that once they steal a world they consider it theirs permanently and see any attempt to regain it as an attack on their homeland. In space their formations are organised to allow the better armoured ships to take the brunt of enemy fire with weaker ships defending the flanks and rear.

©1996 Ron Walotsky

Unit Class Descriptions

SPACE UNITS

Some ships are ray armed and some are missile armed. As you choose your ships to build remember that beam weapons tend to damage enemy ships, allowing them to be repaired in place, while missiles tend to destroy what they hit and so cause more expensive damage that can only be repaired at docks and tenders. Rays hit before missiles, but damage from each type of weapon is simultaneous.

Battleship (BB)

The most powerful ships in the game, heavily armed and armoured. Battleships are armed with ray weapons, and armoured heavily against damage from the rays of other heavies. Their biggest vulnerability is that their great size and inability to target more than one attacker at a time makes them somewhat susceptible to damage from the missiles carried by smaller ships. These are the mainstay of your fleet. In the age of fighting sail ships, vessels were formed in a line to maximise their side shooting fire power. This gave rise to a classification of "ships of the line" to designate ships capable of enduring the punishment and delivering the weight of shot that would allow them to stand toe to toe with anything the opposition had. The Battleship is the modern ship of the line. They are the firepower that breaks or stops the enemy. Expensive and painful to lose, you can use these long ranged and powerful ships to back up less expensive units.

Battlecruiser (BC)

These hybrids are almost as heavily armed as a Battleship, also exclusively with ray weapons, but Battlecruisers are very lightly armoured and somewhat faster. They can lead assaults or act as a very mobile reserve. Battlecruisers are by no means a substitute for Battleships as their lighter armour makes them very vulnerable to the Battleship's massive firepower. Like a "pocket battleship" these ships are designed to be more powerful than anything that can catch them and fast enough to outrun anything that outguns them.

Cruiser (CA)

Though less heavily armed and armoured than a Battleship, powerful beam weapons allow the Cruiser to be a potent aggressor. Many sailors feel the Cruisers are the backbone of a fighting navy with a forceful ray attack and moderate all around defence. Working as a team, these ships can destroy even a battleship, and wreak major havoc on smaller ships. Balanced between firepower and armour, they cost a third of a battleship and deliver half the firepower. The cruiser is big enough to survive one exchange of fire with all but the most powerful battleships, and even a missile hit or two. A squadron of cruisers can cover a wide area of space and are ideal to use for sweeping through your own or enemy territory, where jointly they can overwhelm less heavily armoured ships.

Light Cruiser (CL)

Light Cruisers are designed more for speed than weight of fire. Carrying mostly rays with the occasional small missile battery, the Light Cruiser's advantages are versatility, a relatively inexpensive cost, and a strong beam attack. Better able to stand up to a larger ray-armed ship, Light Cruisers can also deliver almost half again the total firepower of a Destroyer, giving them the edge in those battles, and they are almost as fast as the smaller ships. One of the best uses for Light Cruisers is back up to a squadron of Destroyers or Destroyer Escorts. Its ray attack can tear apart intercepting Destroyers before they come into range for their missiles or can itself be an effective escort for a Battleship. The presence of a Light Cruiser behind enemy lines forces the enemy to detach a heavy Cruiser to deal with it or watch his own small ships picked off one by one. Light Cruisers also make excellent raiders themselves, being fast and large enough to force a major reaction as they gleefully blow apart Space Docks, transports, and tenders.

Destroyer (DD)

Destroyers are the workhorses of any navy, but as the crews proudly boast, they are so valuable because they are expendable. Carrying enough missiles to destroy an space dock in two turns, the sheer number that can be built make Destroyers a powerful menace. Six to eight Destroyers can be built for the cost of a single Battleship and that many attacking together have a good chance of smashing the larger ship in a turn or two, if there are no escorts to drive them away. When such a battle ends two or three Destroyers remain after the Battleship has succumbed to multiple missile attacks, since their greater speed and manoeuverability make the Destroyer class very hard to hit with missiles. The versatile Destroyer is also the ideal ship to place at the ends of large formations, being able to pursue or flee quickly and providing an in expensive sacrifice to warn of flanking manoeuvers by larger ships. Finally, Destroyers are well suited to finishing off crippled cruisers and similar classes of ships whose remaining few points don't merit targeting by the big guns of the larger ships.

Destroyer Escort (DE)

Destroyer Escorts are armed just well enough to protect convoys from harassment and keep enemy Destroyers from getting into range of the larger ships that are vulnerable to their missile attacks. Stocked primarily with ray weapons, their main purpose is to eradicate or cripple missile-armed ships before they launch their attacks. They are nearly as versatile as Destroyers, but much more easily eliminated, and the Destroyer Escort is also faster than any ship except the Gunboat. In an economic war, focusing on the destruction and defence of Merchant fleets, these ships are the perfect raiders and defenders. Fast enough to cover a lot of territory, they can stand one round with a Destroyer or even a Light Cruiser – enough to pin them down while the Merchants flee and reinforcements arrive. Even more expendable than Destroyers, the Destroyer Escort class ships can be happily sacrificed if they take a few Merchants with them. They are inexpensive enough you might even show a profit even from raids that end in their destruction. The threat caused by these ships, especially when accompanied by a single Light Cruiser, can tie down heavier and more valuable units as your opponent tries to protect his entire empire while you choose where to attack.

Gunboat (GU)

Gunboats are small, with low endurance, but they are packed with as many weapons as possible and no real defence at all. Their low cost and high speed make them the interceptor of choice against destroyer and manned torpedo attacks. They serve very well for patrols and as armed scouts, being often fast enough to run away from most capital ships. They also can be a valuable reserve when dealing with enemy raiders inside your empire and are the fastest ships in the game.

Manned Torpedo (MT)

Manned Torpedoes are as much a cultural weapon as a military one. The Manned torpedoes ram their targets and are always destroyed by any attack they make. Three races in Star General use this type of ship. The Xritra have these because to them life is plentiful and the group is worth any sacrifice. (Something about "the good of the many...") The Schleinel Empire sees its serfs as less than human and sees their loss as an economical way to ensure delivery of the warhead. The Cephian scientists would blow up the universe to hear the bang. Their manned torpedoes are manned by volunteers who do so for reasons far beyond the understanding of other races. The best use for these ships is to finish off a crippled capital ship and stripping away the support elements around a capital ship.

Merchant ships (ME)

Merchant ships produce Resource points and are controlled by the robot pilots, who blindly follow a directed course. They can provide as much income as a well developed planet and need to be protected. Alternately they are a rich source of RPs for those who wish to view piracy as a national policy. After all, it worked well for Elizabeth and her Sea Dogs. See the section "Merchant Ships" on page 56 for more information on this class of vessel.

Missile Boat (MB)

These are massive, almost empty hulls containing little beyond missiles and fire control. Missile Boats may fire in support of other ships. They are at their best when supporting Cruisers or large ships in a battle. Missile Boats can be equally valuable placed adjacent to a unit you wish to protect, such as an Space Dock, Hive, or Transport. When an adjacent enemy Ship fires at one of your ships, that is adjacent to a Missile Boat, the MB releases a volley of torpedoes at the enemy unit. This is their big advantage, they must be dealt with first or make the aggressor pay. Since the Missile boat's hulls are only a thin layer of steel, be sure to assign other ships to keep the enemy from picking them off at the start of any attack.

Monitor (MN)

Sometimes you need a lot of beam weapon firepower and not too much speed. You may need to defend two nearby important systems or block an invasion route between two galactic threads at a minimum coast. This is where the heavily armoured and strongly gunned Monitors excel. Great on defence, they are normally too slow to function as aggressors for any extended campaign. The long range of their heavy guns also make them excellent for keeping light ships away from docks and stations.

Orbital Station (OS)

Orbital Stations are primarily used to protect key worlds and Space Docks. These units cannot move and should be placed adjacent to an Space Dock when possible. These are simply massive, armoured gun platforms with no engines.

Reconnaissance ships(RC)

Reconnaissance ships serve many functions, all vital. They can go farther, faster and spot more than any other ships of their tech level. This makes them extremely important early in any game. Armed with light weapons and ultra-sensitive detectors, these ships also are the only ones that can detect Subether ships within their entire sensing range. As such stationing one with any grouping of transports and at check points becomes a necessity against the Cephians, or the Fleet. Additionally, their low cost make Recon ships the best choice when exploring asteroids, a lucrative but occasionally fatal endeavour.

Subether Ship (SS)

Subether Ships are the submarines of space. Using their engines to twist space, these ships are undetectable until they are adjacent to their target. Only a recon ship can penetrate the twisted space and locate them at a distance. The Cephian navy uses these ships as torpedo carriers to ambush enemy units. Since these ships still have to approach into detection range to fire, they are best when sneaking past the warships and smashing up transports and hives. The Fleet have a Subether Scout that can move undetected while mapping or observing large areas of enemy space. This is particularly useful in multi-player games.

Tender (ST)

Tenders are really portable repair docks. The size of a small city, they contain all that is needed to upgrade a ship with new technology or to repair and replace losses incurred in battle. These slow moving, gigantic ships also serve as a refuelling and rearming station allowing ships to trace a line of supply to it. A Tender may refuel an adjacent ship in any location, even adjacent to a Black Hole. Massive and lightly armed, the Tender can provide a convenient base for a long range attack, but its loss can leave an entire fleet stranded without fuel or ammo. These ships are best kept behind the lines, advancing only in support of the largest and neediest ships. Easily destroyed by most ships, a strong escort or safe position is a must for Tender survival.

Transport(TR)

Transports carry Ground combat units to invade other worlds. The weakest of the ships in battle, they are the most important to victory. You can't win if you don't take the real estate. Protect these ships well as their loss often includes units they are transporting worth many times their cost as a ship. Be sure to escort them with lighter ships or they are sure to pay heavily when jumped by the enemy's small ships.

LAND UNITS

Armoured Fighting Vehicle(AFV)

The Armoured Fighting Vehicle is the main battle tank for all of the races. These are the spear point and the hard edge of every attack. Best in open country, they take heavy casualties attacking into cities or against strongly fortified positions. These fast moving killers are the most expensive and the most generally effective of all the types of units, but their slow movement leaves them vulnerable to attack by Hunters, and other armoured vehicles.

Hunters(TK)

Hunters are armoured hulls onto which has been mounted a large armour penetrating plasma or pulson cannon. The have no turret and are lightly armoured. Favoured for ambushes and counterattacks, they work best in packs when jumping the much more expensive AFVs they are designed to counter. They really enjoy hacking into Assault Gun formations. Weak in defence, these units are faster and carry more ammunition than an AFV.

Assault Vehicle (AV)

Assault Vehicles' large calibre direct fire weaponry make them most effective against soft targets. These are armoured well enough to survive infantry fire and close combat. These are most effective when used against infantry and artillery units, and the wide area explosive rounds they carry often fail to penetrate the hulls of AFVs and Hunters.

Artillery (AT)

Artillery is a support weapon. When adjacent to an attacked unit, it fires in support. This often ends an attack before it's begun. The long range weapon is also very effective in weakening units in advance of an assault of your own. Having virtually no armour, artillery is a priority target that needs to be protected from ground and air by other units.

Militia Artillery (MA)

Militia Artillery is simply a shorter ranged and less damaging version of the regular artillery units. They serve the same function, being very effective when set up behind a unit in a city. Less expensive than normal artillery, these units are very loyal, refusing to leave their home world, and cannot be persuaded to enter a transport. Militia Artillery can be purchased adjacent to a Military Complex or a City.

Mobile Artillery (MB)

Mobile Artillery is able to support advancing AFVs and Assault Guns at the expense of being less powerful than the static version. Costing more, their armoured hulls make them better able to survive on a mobile battlefield, but at a higher cost and shorter range.

Air Defence (AD)

Air Defence is needed to protect units from destruction by skimmers. These become doubly important when arrayed around key facilities like Military Industrial Complexes.

Heavy Infantry, (HI)

Heavy Infantry, often referred to as Heavies, move more slowly and are armed with a range of anti-armour weapons that allow them to survive on a battlefield dominated by enemy AFVs. While in a city they can exact a heavy toll from all type of attackers.

Infantry (LI)

Infantry is still the most cost effective way to take and hold ground. When used as part of a combined arms team with artillery and armour, they serve to hold what is taken and protect any penetrations on the flanks.

Militia Infantry (MI)

Militia Infantry are cheap, can be built adjacent to either a Military Comple or a City, and are still strong enough to put up a good fight. Unwilling to enter any transport, these units fight fanatically to defend their home planets. When a world is invaded, these inexpensive units can delay even a much stronger force until reinforcements arrive. Like all infantry, they are doubly effective when entrenched and supported by artillery.

SKIMMERS

Air Support (AS)

Air Support skimmers can not initiate attacks, although they can defend themselves, but instead add to the attacks of friendly unit's, if the Air Support is covering the targeted enemy unit being. Bring them up and place them over units you plan to attack, to increase the effectiveness of your ground units.

Fighters (FT)

Fighters protect the other units from the enemy's fighters. Have your fighters range free and destroy the enemy fighters before they can engage your other skimmers, the Adolph Galand approach, or keep them adjacent to your bombers and support skimmers so that they can intercept any attempts to attack them, the Goering strategy.

Flying Spotters (FS)

Flying spotters are airborne units designed to relay information on targets to ground artillery. If a Flying Spotter is over a unit, all artillery fire directed at that unit is more effective. Flying Spotters are unable to attack, but can defend themselves if attacked.

Tactical Bomber(TB)

Tactical Bombers drop bombs on the enemy. They have an immediate result, but are vulnerable to ground to air defenses and even small arms fire. Use them to weaken enemy units and to destroy damaged units before they can recover.

SPECIALISED UNITS

Specialist units differ from race to race. All have a unique battlefield role that can be exploited by an able commander.

AWAC (Fleet)

AWAC Command and Intelligence skimmers enhance the ability of all units within a hex of them. That makes these expensive skimmers best used in support of large formations.

Blood Skimmer (Xritran)

The Blood Skimmer uses biological and chemical weapons that are primarily effective only against Infantry units.

Mine Field (Cephian)

The Cephian Mine Field is actually a series of bunkers and automatic cannon that are camouflaged to avoid detection until an enemy unit is adjacent to them. Then they open up with everything they have. Rarely strong enough to completely destroy a unit, they can cripple even an unwary AFV before being blasted out of their emplacements. When placing these immobile units, look for choke points. A few Mine Fields can completely disrupt a well planned attack and buy turns needed to build up a defence.

Engineers (Dragonian)

Engineers are masters of entrenchment and defence, constructing cover and shelter from whatever materials are available. These make the infantry of the defence-minded reptiles even more effective. On any turn they don't move, all adjacent units have an increased defence value.

The Hive (Xritran)

The Hive is a combination of Tender and Transport in one ship. This is combined with the firepower of a cruiser. They are powerful, useful in almost any situation, and generally the first thing an enemy attacks. Being able to do everything, these are relatively expensive ships and need to be protected by an escort of DEs and Gunboats. They are the only well armed ship that can deliver units onto an enemy world and then hold the space above it. As part of a large fleet they can serve as a tender, a reserve of firepower, and carry enough troops to threaten a smaller planet. Use them as the core of the Xritra Fleets, but be very careful as the loss of a Hive and a dozen Ground units is expensive.

Hunters (Hressan)

Scorning armoured, mechanised Tank Killers, Hressan Hunters are Infantry units armed primarily with man-carried anti-AFV weapons. They recklessly seek out armoured vehicles of all types and attack them. Working best in numbers, Hressan Hunters can swarm an enemy AFV, overwhelming it with superior speed and ammunition.

Death Blossom (Schleinel)

The Death Blossom is a very long range, but slow moving artillery piece whose main purpose is to punish approaching units and destroy units already crippled in combat. More formidable than the average Artillery piece, it proves that the Schleinel can wield a deadly combination of form and function.

Raider (Khalian)

Khalian Raiders are fast, lightly armed Infantry units who avoid contact with other combat units and specialise in destroying production units.

Vortex Platform (Dragonian)

Vortex Platforms are open, lightly protected, highly armed asteroids. They carry the firepower of a battleship, but are less well protected. As slow as a Monitor, the Vortex Platform's main attribute is that they are cheap. The Dragonians can build one for little more than the cost of a Cruiser. Though they have less staying power than the Monitor, they serve many of the same purposes. They also can prove very effective when operating with one or more true Battleships.

UNIT STATISTICS

Space Units

Cephian Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	JDY3245F	1	3	3	40	9	3	13	0	0	32	12
BB	Battleship	JDY 3478L	2	4	3	50	10	3	14	0	0	34	13
BB	Battleship	JDY 3654M	3	4	4	55	10	4	16	0	0	35	15
BB	Battleship	JDY 3821N	4	5	4	55	10	4	17	0	0	38	16
BB	Battleship	JDY 3978Q	5	5	5	60	10	5	19	0	0	40	18
BB	Battleship	JDY4038Y	6	7	6	70	10	6	22	0	0	44	19
CA	Cruiser	NYE 21G	1	5	2	36	9	2	9	0	0	16	12
CA	Cruiser	NYE 24H	2	6	2	45	10	2	10	0	0	18	14
CA	Cruiser	NYE25U	3	7	3	50	10	3	11	0	0	20	16
CA	Cruiser	NYE26J	4	8	3	60	9	3	14	0	0	22	18
CA	Cruiser	NYE28D	5	9	4	70	9	4	15	0	0	24	20
CA	Cruiser	NYE29Y	6	9	4	70	11	4	16	0	0	25	21
DD	Destroyer	SD 1354A	1	7	1	42	7	1	3	6	0	13	12
DD	Destroyer	SD1498B	2	8	2	44	8	1	4	7	0	13	14
DD	Destroyer	SD1589C	3	8	2	50	8	2	5	8	0	14	15
DD	Destroyer	SD1743D	4	9	2	50	8	2	5	9	0	15	17
DD	Destroyer	SD1852E	5	10	3	60	8	2	6	10	0	16	19
DD	Destroyer	SD1934F	6	11	3	60	8	3	6	11	0	17	20
TR	Transport	AJK1	1	4	1	35	2	1	2	0	5	3	2
TR	Transport	AJK2	2	5	1	40	2	1	2	0	6	3	3
TR	Transport	AJK3	3	6	1	45	2	1	3	0	7	4	4
TR	Transport	AJK4	4	7	1	56	2	1	3	0	8	4	4
TR	Transport	AJK5	5	8	1	56	3	1	3	0	8	4	4
TR	Transport	AJK6	6	9	1	56	4	1	3	0	9	4	4
MB	Missile Boat	SM 234J	1	4	3	32	8	2	2	6	0	3	8
MB	Missile Boat	SM 251C	2	4	3	36	8	3	2	7	0	4	9
MB	Missile Boat	SM 256G	3	4	4	36	8	4	3	8	0	5	10

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
MB	Missile Boat	SM 257H	4	5	4	42	8	4	3	9	0	6	11
MB	Missile Boat	SM 258K	5	5	5	44	8	5	4	10	0	7	12
MB	Missile Boat	SM 267N	6	7	6	60	8	5	4	11	0	8	13
MT	Manned Torpedo	Fear 1	1	4	1	24	1	1	8	0	0	7	8
MT	Manned Torpedo	Fear 2	2	5	1	28	1	1	9	0	0	8	8
MT	Manned Torpedo	Fear 3	3	6	1	30	1	1	10	0	0	9	8
MT	Manned Torpedo	Fear 4	4	6	1	30	1	1	11	0	0	10	8
MT	Manned Torpedo	Fear 5	5	7	1	40	1	1	13	0	0	12	8
MT	Manned Torpedo	Fear 6	6	8	1	45	1	1	14	0	0	15	8
REC	Recon	GC 201A	1	7	4	99	2	1	2	0	0	2	24
REC	Recon	GC 202B	2	7	5	99	2	1	2	0	0	2	26
REC	Recon	GC 204G	3	7	5	99	2	1	2	0	0	2	28
REC	Recon	GC 206L	4	8	6	99	2	1	2	0	0	3	30
REC	Recon	GC 207S	5	9	6	99	2	1	2	0	0	3	32
REC	Recon	GC 211T	6	10	7	99	2	1	3	0	0	3	34
SS	Subether Ship	Silent Dagger	1	5	2	56	6	1	0	7	0	2	10
SS	Subether Ship	Silent Dagger 2	2	5	2	60	7	1	0	8	0	2	11
SS	Subether Ship	Silent Dagger 3	3	5	2	66	8	1	0	9	0	2	12
SS	Subether Ship	Silent Dagger 4	4	6	2	72	10	1	0	10	0	3	13
SS	Subether Ship	Silent Dagger 5	5	6	2	76	10	1	0	11	0	3	14
SS	Subether Ship	Silent Dagger 6	6	6	2	84	12	1	0	12	0	3	14
ST	Tender	ARC2	1	4	1	40	2	1	0	2	0	15	11
ST	Tender	ASG3	2	4	1	50	2	1	0	2	0	16	15
ST	Tender	BCT5	3	5	1	55	2	1	0	3	0	17	16
ST	Tender	EDR4	4	5	1	60	2	1	0	4	0	18	17
ST	Tender	JMk7	5	5	1	66	2	1	0	5	0	19	18
ST	Tender	LNP9	6	5	1	72	2	1	0	5	0	19	19

Dragonian Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Anaconda	1	3	3	40	7	3	12	0	0	36	13
BB	Battleship	Anaconda Eye	2	3	3	45	8	3	14	0	0	38	14
BB	Battleship	Anaconda Heart	3	4	4	54	8	4	16	0	0	42	15
BB	Battleship	Anaconda Fang	4	4	4	56	8	4	18	0	0	44	17
BB	Battleship	Anaconda Venom	5	5	5	60	9	5	20	0	0	46	18
BB	Battleship	Anaconda Bite	6	6	6	66	8	6	22	0	0	50	19
CA	Cruiser	Python	1	4	2	36	6	2	9	0	0	19	15
CA	Cruiser	Python Eye	2	5	2	42	6	2	10	0	0	21	17
CA	Cruiser	Python Heart	3	6	3	46	6	3	12	0	0	23	18
CA	Cruiser	Python Fang	4	7	3	50	6	3	13	0	0	24	20
CA	Cruiser	Python Venom	5	8	4	65	9	4	14	0	0	25	21
CA	Cruiser	Python Slayer	6	9	4	72	9	4	15	0	0	27	22
CL	Light Cruiser	Cobra Ear	1	5	2	44	8	2	7	2	0	16	8
CL	Light Cruiser	Cobra Fang	2	6	2	54	8	2	8	2	0	18	9
CL	Light Cruiser	Cobra Eye	3	7	2	56	8	2	9	2	0	19	10
CL	Light Cruiser	Cobra Tooth	4	8	2	64	9	2	9	2	0	21	10
CL	Light Cruiser	Cobra Heart	5	9	2	66	10	2	10	3	0	22	11
CL	Light Cruiser	Cobra Venom	6	11	2	72	10	2	10	3	0	23	12
DD	Destroyer	Iguana	1	6	2	52	5	1	2	6	0	13	13
DD	Destroyer	Iguana 2	2	6	2	58	6	1	2	7	0	13	15
DD	Destroyer	Iguana 3	3	7	2	66	6	2	2	8	0	14	17
DD	Destroyer	Iguana 4	4	8	2	76	6	2	2	9	0	15	19
DD	Destroyer	Iguana 5	5	9	3	80	7	2	3	10	0	16	21
DD	Destroyer	Iguana 6	6	9	2	72	7	2	3	11	0	17	26
DD	Destroyer	Rattler Ear	1	6	2	48	6	1	1	6	0	13	18
DD	Destroyer	Rattler Eye	2	7	2	52	6	1	1	7	0	14	19
DD	Destroyer	Rattler Fang	3	8	2	60	6	2	2	8	0	15	20
DD	Destroyer	Rattler Tail	4	9	2	60	6	2	2	9	0	16	21
DD	Destroyer	Rattler Tooth	5	10	3	66	7	2	3	10	0	17	22
DD	Destroyer	Rattler Venom	6	11	3	72	8	3	3	11	0	18	24
DE	Destroyer Escort	Viper	1	7	2	66	5	1	5	1	0	3	28
DE	Destroyer Escort	Viper 2	2	8	2	72	6	1	5	1	0	4	30

DRAGONIAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
DE	Destroyer Escort	Viper 3	3	9	2	80	7	1	6	2	0	4	32
DE	Destroyer Escort	Viper 4	4	9	2	80	8	1	6	2	0	5	34
DE	Destroyer Escort	Viper 5	5	10	2	88	9	1	7	2	0	5	36
DE	Destroyer Escort	Viper 6	6	11	2	99	9	1	8	2	0	6	38
GB	GunBoat	Asp	1	7	2	30	4	1	4	1	0	2	30
GB	GunBoat	Asp 2	2	7	2	40	4	1	4	2	0	2	32
GB	GunBoat	Asp 3	3	8	2	50	5	1	5	2	0	2	34
GB	GunBoat	Asp 4	4	9	2	60	5	1	5	2	0	2	36
GB	GunBoat	Asp 5	5	10	3	70	5	1	6	2	0	2	39
GB	GunBoat	Asp 6	6	11	3	72	5	1	6	3	0	2	42
TR	Transport	Newt	1	4	1	36	2	1	3	0	6	4	3
TR	Transport	Newt 2	2	5	1	44	2	1	3	0	7	4	3
TR	Transport	Newt 3	3	5	1	50	3	1	3	0	7	5	4
TR	Transport	Newt 4	4	6	1	55	3	1	4	0	8	5	4
TR	Transport	Newt 5	5	7	1	60	3	1	5	0	8	6	5
TR	Transport	Newt 6	6	7	1	60	3	1	5	0	10	6	5
MB	Missile Boat	Raptor 1	1	4	3	32	8	2	2	6	0	6	6
MB	Missile Boat	Raptor 2	2	4	3	36	8	3	2	7	0	7	7
MB	Missile Boat	Raptor 3	3	4	4	42	8	4	3	7	0	8	8
MB	Missile Boat	Raptor 4	4	4	4	46	8	4	3	8	0	9	9
MB	Missile Boat	Raptor 5	5	5	5	50	8	5	3	9	0	10	9
MB	Missile Boat	Raptor 6	6	6	6	55	9	5	4	10	0	11	9
MN	Monitor	Bronto 1	1	2	2	20	10	2	10	0	0	12	9
MN	Monitor	Bronto 2	2	2	3	24	10	3	11	0	0	12	9
MN	Monitor	Bronto 3	3	2	3	30	12	3	12	0	0	12	10
MN	Monitor	Bronto 4	4	3	3	32	12	3	15	0	0	12	12
MN	Monitor	Bronto 5	5	3	4	36	12	4	16	0	0	13	13
MN	Monitor	Bronto 6	6	4	4	40	16	4	18	0	0	15	15
OS	Orbital Station	Tyranno 1	1	0	4	0	14	2	10	1	0	20	15
OS	Orbital Station	Tyranno 2	2	0	4	0	14	2	10	2	0	20	17
OS	Orbital Station	Tyranno 3	3	0	4	0	14	2	10	3	0	20	18
OS	Orbital Station	Tyranno 4	4	0	4	0	16	2	10	7	0	20	18
OS	Orbital Station	Tyranno 5	5	0	4	0	20	2	10	7	0	20	19

DRAGONIAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
OS	Orbital Station	Tyranno 6	6	0	4	0	20	3	12	10	0	20	20
ST	Tender	Nest 1	1	3	1	36	2	1	3	0	0	15	15
ST	Tender	Nest 2	2	3	1	40	2	1	3	0	0	16	17
ST	Tender	Nest 3	3	3	1	44	4	1	4	0	0	17	18
ST	Tender	Nest 4	4	4	1	49	4	1	4	0	0	19	19
ST	Tender	Nest 5	5	5	2	55	4	1	5	0	0	20	20
ST	Tender	Nest 6	6	6	2	60	4	1	5	3	0	21	21
VX	Vortex Ship	Vortex Ship 1	1	4	2	40	8	2	7	7	0	6	4
VX	Vortex Ship	Vortex Ship 2	2	4	2	55	12	2	8	7	0	7	4
VX	Vortex Ship	Vortex Ship 3	3	5	3	64	12	3	9	9	0	8	5
VX	Vortex Ship	Vortex Ship 4	4	6	4	70	15	3	9	11	0	8	5
VX	Vortex Ship	Vortex Ship 5	5	7	4	75	18	4	11	13	0	9	6
VX	Vortex Ship	Vortex Ship 6	6	8	5	80	20	5	13	14	0	10	8
RC	Recon	Chameleon 1	1	5	5	99	3	1	1	0	0	3	30
RC	Recon	Chameleon 2	2	6	5	99	4	1	2	0	0	3	32
RC	Recon	Chameleon 3	3	7	5	99	5	1	3	0	0	4	34
RC	Recon	Chameleon 4	4	8	6	99	5	1	4	0	0	5	36
RC	Recon	Chameleon 5	5	9	6	99	5	1	4	0	0	5	38
RC	Recon	Chameleon 6	6	10	7	99	6	1	5	0	0	5	40

Fleet Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Enterprise A	3	5	4	80	11	4	18	0	0	34	14
BB	Battleship	Enterprise B	4	6	4	82	12	4	20	0	0	38	16
BB	Battleship	Enterprise C	5	7	5	88	18	5	23	0	0	44	18
BB	Battleship	Enterprise D	6	8	6	99	14	6	25	0	0	48	20
BB	Battleship	Lexington Mk I	1	3	3	50	8	3	12	0	0	30	12
BB	Battleship	Lexington Mk II	2	4	3	60	9	3	14	0	0	32	13
BB	Battleship	Lexington MK III	3	5	4	66	10	4	16	0	0	34	14
BB	Battleship	Lexington MK IV	4	6	4	70	9	4	19	0	0	36	15
BB	Battleship	Lexington Mk V	5	8	5	72	12	5	20	0	0	38	16
BB	Battleship	Lexington Mk VI	6	9	5	80	15	5	23	0	0	42	18

FLEET SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Essex Mk I	1	3	3	48	7	3	11	0	0	30	12
BB	Battleship	Essex Mk II	2	4	3	55	7	3	13	0	0	33	14
BB	Battleship	Essex Mk III	3	5	4	65	7	4	15	0	0	35	16
BB	Battleship	Essex Mk IV	4	6	4	66	8	4	17	0	0	37	18
BB	Battleship	Essex Mk V	5	7	5	70	9	5	19	0	0	40	19
BB	Battleship	Essex Mk VI	6	8	6	72	12	6	21	0	0	42	20
BC	Battle Cruiser	Delos Mk I	1	5	2	44	6	2	11	0	0	16	10
BC	Battle Cruiser	Delos Mk II	2	6	3	48	6	3	12	0	0	18	12
BC	Battle Cruiser	Delos Mk III	3	6	3	55	6	3	13	0	0	20	13
BC	Battle Cruiser	Delos Mk IV	4	7	4	60	7	4	14	0	0	22	14
BC	Battle Cruiser	Delos Mk V	5	8	5	66	9	5	15	0	0	26	15
BC	Battle Cruiser	Delos Mk VI	6	9	5	72	12	5	16	0	0	28	17
CA	Cruiser	Europolis Mk I	1	5	2	42	8	2	9	0	0	16	10
CA	Cruiser	Europolis Mk II	2	6	3	44	8	3	10	0	0	17	11
CA	Cruiser	Europolis Mk III	3	7	3	50	8	3	11	0	0	19	11
CA	Cruiser	Europolis Mk IV	4	8	4	54	9	4	12	0	0	20	11
CA	Cruiser	Europolis Mk V	5	9	4	60	9	4	13	0	0	21	14
CA	Cruiser	Europolis Mk VI	6	10	5	66	12	5	14	0	0	22	15
CA	Cruiser	Jai Kai Mk I	1	5	2	32	5	2	8	0	0	17	14
CA	Cruiser	Jai Kai Mk II	2	6	2	36	6	2	9	0	0	18	15
CA	Cruiser	Jai Kai Mk III	3	7	3	40	6	3	10	0	0	18	16
CA	Cruiser	Jai Kai Mk IV	4	8	3	44	7	3	11	0	0	21	17
CA	Cruiser	Jai Kia Mk V	5	9	4	54	7	4	12	0	0	22	18
CA	Cruiser	Jai Kia Mk VI	6	10	5	64	7	5	13	0	0	24	19
CA	Cruiser	Luna City Mk I	1	6	2	36	7	2	7	1	0	18	12
CA	Cruiser	Luna City Mk II	2	7	3	42	7	3	8	1	0	19	13
CA	Cruiser	Luna City Mk III	3	8	3	48	8	3	9	1	0	20	15
CA	Cruiser	Luna City Mk IV	4	9	4	54	8	4	10	2	0	21	16
CA	Cruiser	Luna City Mk V	5	10	4	66	9	4	11	2	0	22	17
CA	Cruiser	Luna City Mk VI	6	11	5	70	9	5	12	2	0	24	19
CL	Light Cruiser	Marsopolis Mk I	1	7	2	48	6	2	6	1	0	14	8
CL	Light Cruiser	Marsopolis Mk II	2	8	2	54	6	2	7	1	0	15	10
CL	Light Cruiser	Marsopolis Mk III	3	8	2	60	8	2	8	2	0	16	10

FLEET SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
CL	Light Cruiser	Marsopolis Mk IV	4	9	3	66	8	2	9	2	0	17	10
CL	Light Cruiser	Marsopolis Mk V	5	11	3	72	8	2	10	2	0	18	11
CL	Light Cruiser	Marsopolis Mk VI	6	12	4	84	8	3	11	2	0	19	12
DD	Destroyer	Blucher Mk I	1	7	2	48	8	1	2	6	0	13	12
DD	Destroyer	Blucher Mk II	2	7	2	56	8	1	2	7	0	13	14
DD	Destroyer	Blucher Mk III	3	8	2	66	8	2	3	8	0	14	16
DD	Destroyer	Blucher Mk IV	4	9	2	72	8	2	3	9	0	15	18
DD	Destroyer	Blucher Mk V	5	10	2	78	8	2	4	10	0	16	19
DD	Destroyer	Blucher Mk VI	6	11	2	80	8	2	5	11	0	17	20
DE	Destroyer Escort	Lee Mk I	1	7	2	50	4	1	5	1	0	3	20
DE	Destroyer Escort	Lee Mk II	2	8	2	55	5	1	6	2	0	5	32
DE	Destroyer Escort	Lee Mk III	3	9	2	60	6	1	7	2	0	5	34
DE	Destroyer Escort	Lee Mk IV	4	10	2	65	6	1	8	1	0	5	36
DE	Destroyer Escort	Lee MK V	5	11	2	75	7	1	9	2	0	6	38
DE	Destroyer Escort	Lee Mk VI	6	12	3	80	8	1	9	3	0	8	40
GB	GunBoat	Stuart Mk I	1	8	2	44	4	1	4	2	0	1	32
GB	GunBoat	Stuart Mk II	2	9	2	55	5	1	4	2	0	2	35
GB	GunBoat	Stuart Mk III	3	10	2	66	5	1	5	2	0	2	37
GB	GunBoat	Stuart Mk IV	4	11	2	77	5	1	5	3	0	3	40
GB	GunBoat	Stuart Mk V	5	12	2	88	6	1	6	2	0	3	42
GB	GunBoat	Stuart Mk VI	6	13	2	99	6	1	7	3	0	3	45
TR	Transport	Matilda Mk I	1	4	1	60	2	1	2	0	6	5	2
TR	Transport	Matilda Mk II	2	5	1	60	2	1	2	0	7	5	5
TR	Transport	Matilda Mk III	3	6	1	64	2	1	2	0	8	5	5
TR	Transport	Matilda Mk IV	4	7	1	68	2	1	2	0	9	6	5
TR	Transport	Matilda Mk V	5	9	2	75	2	1	3	0	10	8	5
TR	Transport	Matilda Mk VI	6	10	2	80	2	1	3	0	12	8	6
TR	Transport	Spee Mk I	1	6	1	50	2	1	1	1	4	1	1
TR	Transport	Spee Mk II	2	7	1	60	2	1	1	1	4	1	1
TR	Transport	Spee Mk III	3	8	2	60	2	1	1	1	5	1	1
TR	Transport	Spee Mk IV	4	9	2	70	2	1	1	1	5	2	2
TR	Transport	Spee Mk V	5	10	2	70	2	1	1	1	6	2	2
TR	Transport	Spee Mk VI	6	11	2	70	4	1	1	1	7	2	2

FLEET SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
MB	Missile Boat	Cavalier Mk I	1	4	3	36	7	2	1	6	0	8	8
MB	Missile Boat	Cavalier Mk II	2	4	3	40	8	3	1	7	0	8	8
MB	Missile Boat	Cavalier Mk III	3	5	4	44	9	4	1	9	0	8	8
MB	Missile Boat	Cavalier Mk IV	4	5	4	48	10	4	2	10	0	8	8
MB	Missile Boat	Cavalier Mk V	5	5	5	60	10	5	2	11	0	8	8
MB	Missile Boat	Cavalier Mk VI	6	7	6	70	12	5	3	12	0	8	8
MN	Monitor	Bastogne Mk I	1	2	2	30	10	2	12	0	0	14	10
MN	Monitor	Bastogne Mk II	2	3	3	36	14	3	14	0	0	15	10
MN	Monitor	Bastogne Mk III	3	3	3	42	12	3	14	0	0	14	12
MN	Monitor	Bastogne Mk IV	4	3	4	48	12	4	16	0	0	14	14
MN	Monitor	Bastogne Mk V	5	4	4	50	14	4	17	0	0	14	14
MN	Monitor	Bastogne Mk VI	6	5	5	54	15	5	18	0	0	14	14
OS	Orbital Station	Alamo Mk I	1	0	4	0	10	2	10	0	0	16	14
OS	Orbital Station	Alamo Mk II	2	0	4	0	12	2	12	0	0	19	16
OS	Orbital Station	Alamo Mk III	3	0	4	0	12	2	14	0	0	20	18
OS	Orbital Station	Alamo Mk IV	4	0	4	0	10	2	4	12	0	21	19
OS	Orbital Station	Alamo Mk V	5	0	4	0	10	3	6	12	0	23	22
OS	Orbital Station	Alamo Mk VI	6	0	4	0	10	3	12	12	0	22	21
RC	Recon	Blackbird Mk I	1	6	5	99	3	1	2	0	0	1	34
RC	Recon	Blackbird Mk II	2	7	5	99	4	1	2	0	0	2	36
RC	Recon	Blackbird Mk III	3	6	5	99	5	1	3	0	0	3	38
RC	Recon	Blackbird Mk IV	4	8	5	99	5	1	5	0	0	4	42
RC	Recon	Blackbird Mk V	5	9	6	99	5	1	5	0	0	4	44
RC	Recon	Blackbird MI VI	6	10	6	99	6	1	6	0	0	4	46
RC	Recon	Carson Mk I	1	7	4	99	1	1	1	0	0	2	32
RC	Recon	Carson Mk II	2	8	4	99	1	1	1	0	0	2	34
RC	Recon	Carson Mk III	3	9	5	99	1	1	1	0	0	2	36
RC	Recon	Carson Mk IV	4	10	5	99	1	1	1	0	0	2	38
RC	Recon	Carson Mk V	5	11	6	99	1	1	1	0	0	2	40
RC	Recon	Carson Mk VI	6	12	6	99	1	1	1	0	0	2	42
SS	Subether Ship	Kepper Jack Mk I	1	5	3	60	1	1	1	0	0	8	8
SS	Subether Ship	Kepper Jack Mk II	2	6	3	65	1	1	1	0	0	8	8
SS	Subether Ship	Kepper Jack Mk III	3	6	3	70	1	1	1	0	0	8	8

FLEET SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
SS	Subether Ship	Kepper Jack Mk IV	4	7	4	75	2	1	1	0	0	8	8
SS	Subether Ship	Kepper Jack Mk V	5	7	4	80	2	1	2	0	0	8	8
SS	Subether Ship	Kepper Jack Mk VI	6	8	4	88	2	1	3	0	0	8	8
ST	Tender	Guderian Mk I	1	4	2	44	2	1	1	0	0	12	12
ST	Tender	Guderian Mk II	2	4	2	48	2	1	2	0	0	13	13
ST	Tender	Guderian Mk III	3	5	2	50	2	1	2	0	0	14	14
ST	Tender	Guderian Mk IV	4	5	2	60	2	1	3	0	0	15	15
ST	Tender	Guderian Mk V	5	6	2	60	2	1	4	0	0	17	16
ST	Tender	Guderian Mk VI	6	9	2	60	2	1	5	0	0	18	17

Hressan Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Tiger	1	3	3	60	9	3	13	0	0	25	12
BB	Battleship	Tiger Beta	2	4	3	66	10	3	14	0	0	28	13
BB	Battleship	Tiger Gamma	3	5	4	72	10	4	15	0	0	32	15
BB	Battleship	Tiger Delta	4	6	4	72	11	4	17	0	0	38	17
BB	Battleship	Tiger Epsilon	5	7	5	72	11	5	18	0	0	40	18
BB	Battleship	Tiger Omega	6	9	6	80	11	6	21	0	0	44	19
CA	Cruiser	Leopard	1	5	2	45	6	2	9	0	0	14	14
CA	Cruiser	Leopard Beta	2	6	3	50	8	3	10	0	0	15	16
CA	Cruiser	Leopard Gamma	3	7	3	55	8	3	11	0	0	16	18
CA	Cruiser	Leopard Delta	4	8	4	60	9	4	12	0	0	17	20
CA	Cruiser	Leopard Epsilon	5	9	4	66	9	4	13	0	0	18	22
CA	Cruiser	Leopard Omega	6	10	5	72	10	5	14	0	0	19	24
CL	Light Cruiser	Cheetah Alpha	1	6	2	40	7	2	8	2	0	16	12
CL	Light Cruiser	Cheetah Beta	2	7	3	42	7	3	9	2	0	17	13
CL	Light Cruiser	Cheetah Gamma	3	8	3	48	8	3	10	2	0	18	14
CL	Light Cruiser	Cheetah Delta	4	9	3	54	8	3	11	2	0	19	16
CL	Light Cruiser	Cheetah Epsilon	5	10	3	60	8	3	12	2	0	20	17
CL	Light Cruiser	Cheetah Omega	6	11	4	74	9	4	13	3	0	21	18
DD	Destroyer	Puma	1	7	2	70	5	1	2	6	0	13	12
DD	Destroyer	Puma Beta	2	8	2	72	6	1	2	7	0	13	13

HRESSAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
DD	Destroyer	Puma Omega	3	9	2	76	6	2	3	8	0	14	15
DD	Destroyer	Puma Delta	4	10	2	78	7	2	3	9	0	15	17
DD	Destroyer	Puma Epsilon	5	11	2	80	7	2	3	10	0	16	19
DD	Destroyer	Puma Gamma	6	12	2	84	8	2	4	11	0	17	20
DE	Destroyer Escort	Lion Alpha	1	6	2	55	7	1	1	3	0	3	28
DE	Destroyer Escort	Lion Beta	2	7	2	60	7	1	2	3	0	3	30
DE	Destroyer Escort	Lion Gamma	3	8	2	65	7	1	1	4	0	3	32
DE	Destroyer Escort	Lion Delta	4	9	2	70	8	1	2	4	0	4	34
DE	Destroyer Escort	Lion Epsilon	5	10	3	75	8	2	2	5	0	6	36
DE	Destroyer Escort	Lion Omega	6	11	3	80	8	2	3	5	0	6	38
GB	GunBoat	Panther	1	8	2	72	5	1	4	2	0	1	32
GB	GunBoat	Panther Beta	2	9	2	70	5	1	5	2	0	1	34
GB	GunBoat	Panther Gamma	3	10	2	70	5	1	5	2	0	1	36
GB	GunBoat	Panther Delta	4	11	2	72	5	2	6	2	0	1	38
GB	GunBoat	Panther Epsilon	5	12	2	72	5	2	6	2	0	1	40
GB	GunBoat	Panther Omega	6	14	2	72	5	2	7	3	0	1	42
TR	Transport	Hyena	1	5	1	50	2	1	1	0	6	6	4
TR	Transport	Hyena Beta	2	5	1	55	2	1	2	0	6	7	5
TR	Transport	Hyena Gamma	3	6	1	60	2	1	2	0	7	8	6
TR	Transport	Hyena Delta	4	7	1	70	2	1	3	0	8	9	6
TR	Transport	Hyena Epsilon	5	8	1	72	2	1	3	0	9	9	7
TR	Transport	Hyena Omega	6	9	1	80	2	1	3	0	11	10	8

HRESSAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
MB	Missile Boat	Shadow Cat Alpha	1	5	3	32	6	3	3	4	0	4	12
MB	Missile Boat	Shadow Cat Beta	2	5	3	38	7	3	3	5	0	12	4
MB	Missile Boat	Shadow Cat Gamma	3	6	4	42	7	4	4	6	0	5	12
MB	Missile Boat	Shadow Cat Delta	4	6	5	44	8	5	4	7	0	12	5
MB	Missile Boat	Shadow Cat Epsilon	5	6	5	48	9	5	5	8	0	6	14
MB	Missile Boat	Shadow Cat Omega	6	6	5	54	9	5	5	9	0	15	6
OS	Orbital Station	Sabretooth Alpha	1	0	4	0	10	3	9	0	0	15	14
OS	Orbital Station	Sabretooth Beta	2	0	4	0	12	3	11	0	0	16	15
OS	Orbital Station	Sabretooth Gamma	3	0	4	0	12	3	13	0	0	16	16
OS	Orbital Station	Sabretooth Delta	4	0	4	0	12	4	15	0	0	17	17
OS	Orbital Station	Sabretooth Epsilon	5	0	4	0	12	4	17	0	0	18	18
OS	Orbital Station	Sabretooth Omega	6	0	4	0	12	4	20	0	0	19	19
RC	Recon	Wild Cat Alpha	1	6	5	99	1	1	0	1	0	1	24
RC	Recon	Wild Cat Beta	2	7	5	99	2	1	0	1	0	1	26
RC	Recon	Wild Cat Gamma	3	8	5	99	2	1	0	1	0	2	28
RC	Recon	Wild Cat Delta	4	8	6	99	2	1	0	2	0	2	30
RC	Recon	Wild Cat Epsilon	5	9	6	99	2	1	0	2	0	3	32
RC	Recon	Wild Cat Omega	6	10	7	99	2	1	0	3	0	4	34
ST	Tender	Lioness	1	4	1	44	2	1	2	0	0	12	12
ST	Tender	Lioness Beta	2	4	1	50	2	1	2	0	0	14	14
ST	Tender	Lioness Gamma	3	5	1	50	2	1	2	0	0	16	15
ST	Tender	Lioness Delta	4	5	1	54	2	1	2	0	0	17	17
ST	Tender	Lioness Epsilon	5	6	1	60	2	1	3	0	0	19	18
ST	Tender	Lioness Omega	6	7	1	72	2	1	4	0	0	20	19

Khalian Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Weasel 1	1	4	3	40	12	3	13	0	0	28	12
BB	Battleship	Weasel 2	2	4	3	44	12	3	15	0	0	29	14
BB	Battleship	Weasel 3	3	5	4	48	12	4	16	0	0	32	15
BB	Battleship	Weasel 4	4	5	4	54	12	4	18	0	0	35	17

KHALIAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Weasel 5	5	5	5	60	12	5	21	0	0	38	18
BB	Battleship	Weasel 6	6	7	6	66	12	6	23	0	0	40	19
CA	Cruiser	Minx 1	1	3	3	42	10	3	9	0	0	14	13
CA	Cruiser	Minx 2	2	4	3	46	10	3	10	0	0	15	14
CA	Cruiser	Minx 3	3	5	3	50	10	3	11	0	0	16	15
CA	Cruiser	Minx 4	4	5	4	56	10	3	12	0	0	17	16
CA	Cruiser	Minx 5	5	6	4	60	10	4	13	0	0	20	18
CA	Cruiser	Minx 6	6	7	4	66	10	4	14	2	0	21	20
CL	Light Cruiser	Ferret 1	1	4	3	44	8	2	7	0	0	14	7
CL	Light Cruiser	Ferret 2	2	5	3	48	8	2	8	0	0	15	8
CL	Light Cruiser	Ferret 3	3	5	3	56	8	2	9	0	0	16	9
CL	Light Cruiser	Ferret 4	4	6	3	64	8	2	10	0	0	17	11
CL	Light Cruiser	Ferret 5	5	7	4	70	8	3	10	0	0	18	12
CL	Light Cruiser	Ferret 6	6	9	4	74	8	3	11	0	0	19	14
DD	Destroyer	Rat 1	1	7	2	48	8	1	2	6	0	13	12
DD	Destroyer	Rat 2	2	8	2	54	8	1	2	7	0	13	13
DD	Destroyer	Rat 3	3	8	2	58	8	2	2	8	0	14	15
DD	Destroyer	Rat 4	4	9	2	64	8	2	3	9	0	15	17
DD	Destroyer	Rat 5	5	10	2	70	8	2	3	10	0	16	18
DD	Destroyer	Rat 6	6	10	2	77	8	2	3	11	0	17	20
DE	Destroyer Escort	Mouse 1	1	6	2	48	5	1	3	2	0	3	22
DE	Destroyer Escort	Mouse 2	2	6	2	48	5	1	5	1	0	3	24
DE	Destroyer Escort	Mouse 3	3	7	2	50	5	1	6	2	0	3	26
DE	Destroyer Escort	Mouse 4	4	8	2	65	5	1	7	1	0	4	28
DE	Destroyer Escort	Mouse 5	5	9	2	64	6	1	7	2	0	4	30
DE	Destroyer Escort	Mouse 6	6	11	2	68	6	1	8	2	0	5	33
TR	Transport	Carnivore 1	1	4	1	60	4	1	2	0	5	4	4

KHALIAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
TR	Transport	Carnivore 2	2	5	1	60	4	1	3	0	5	4	4
TR	Transport	Carnivore 3	3	5	1	65	5	1	4	0	6	4	4
TR	Transport	Carnivore 4	4	6	2	65	5	1	5	0	8	4	4
TR	Transport	Carnivore 5	5	7	3	65	5	1	6	0	9	4	4
TR	Transport	Carnivore 6	6	9	3	65	5	1	7	0	10	4	4
MB	Missile Boat	Skunk 1	1	4	3	36	8	2	2	6	0	5	8
MB	Missile Boat	Skunk 2	2	4	3	40	8	3	2	7	0	5	8
MB	Missile Boat	Skunk 3	3	5	4	42	8	4	2	8	0	5	8
MB	Missile Boat	Skunk 4	4	5	4	44	8	4	3	9	0	5	8
MB	Missile Boat	Skunk 5	5	6	5	50	8	5	3	10	0	5	8
MB	Missile Boat	Skunk 6	6	6	5	54	8	5	4	12	0	5	8
RC	Recon	Night Eyes 1	1	6	5	99	1	1	2	0	0	2	28
RC	Recon	Night Eyes 2	2	7	5	99	2	1	3	0	0	2	30
RC	Recon	Night Eyes 3	3	7	5	99	2	1	3	0	0	2	32
RC	Recon	Night Eyes 4	4	8	6	99	2	1	3	0	0	2	3
RC	Recon	Night Eyes 5	5	9	6	99	2	1	3	0	0	2	36
RC	Recon	Night Eyes 6	6	10	7	99	3	1	4	0	0	3	38
ST	Tender	Racoon 1	1	4	1	44	3	1	3	0	0	10	10
ST	Tender	Racoon 2	2	5	1	44	4	1	3	0	0	10	11
ST	Tender	Racoon 3	3	6	1	48	4	1	3	0	0	11	12
ST	Tender	Racoon 4	4	6	1	54	5	1	4	0	0	12	13
ST	Tender	Racoon 5	5	7	1	54	5	1	5	0	0	13	14
ST	Tender	Racoon 6	6	8	1	64	6	1	6	0	0	14	15

Schleinel Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Bec Corbin 1	1	3	3	50	8	3	13	0	0	29	12
BB	Battleship	Bec Corbin 2	2	4	3	55	8	3	15	0	0	32	13
BB	Battleship	Bec Corbin 3	3	5	4	60	9	4	17	0	0	35	15
BB	Battleship	Bec Corbin 4	4	5	4	65	9	4	19	0	0	40	17
BB	Battleship	Bec Corbin 5	5	6	5	70	10	5	21	0	0	42	18
BB	Battleship	Bec Corbin 6	6	8	6	80	12	6	22	0	0	45	19

SCHLEINEL SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
MT	Manned Torpedo	Wind	1	5	1	28	1	1	0	8	0	12	16
MT	Manned Torpedo	Tornado	2	6	1	32	1	1	0	9	0	13	18
MT	Manned Torpedo	Storm	3	7	1	36	1	1	0	10	0	14	20
MT	Manned Torpedo	Cyclone	4	8	1	40	1	1	0	11	0	15	22
MT	Manned Torpedo	Typhoon	5	8	1	45	1	1	0	12	0	16	24
MT	Manned Torpedo	Hurricane	6	9	1	50	1	1	0	14	0	17	26
CA	Cruiser	Sword	1	4	3	50	5	2	8	0	0	18	13
CA	Cruiser	Scimitar	2	4	3	54	5	3	9	0	0	22	15
CA	Cruiser	Claymore	3	5	3	64	6	3	11	0	0	26	18
CA	Cruiser	Sabre	4	5	3	60	7	3	10	0	0	24	16
CA	Cruiser	Epee	5	6	4	66	8	4	12	0	0	28	20
CA	Cruiser	Rapier	6	8	4	72	10	4	13	0	0	34	35
CA	Cruiser	Wolf	1	4	3	48	7	2	9	1	0	15	12
CA	Cruiser	Wolf B	2	4	3	54	7	3	10	1	0	16	18
CA	Cruiser	Wolf C	3	4	3	58	7	3	11	2	0	19	14
CA	Cruiser	Wolf E	4	5	3	66	7	3	12	2	0	21	15
CA	Cruiser	Wolf F	5	5	4	70	7	4	13	2	0	24	16
CA	Cruiser	Wolf G	6	8	4	76	7	4	13	2	0	26	18
DD	Destroyer	Mace	1	6	2	55	6	1	2	6	0	12	12
DD	Destroyer	Mace 2	2	7	2	60	6	1	3	7	0	13	13
DD	Destroyer	Mace 3	3	8	2	64	6	2	3	8	0	14	15
DD	Destroyer	Mace 4	4	9	2	70	6	2	3	9	0	15	17
DD	Destroyer	Mace 5	5	9	3	76	7	2	3	10	0	16	19
DD	Destroyer	Mace 6	6	10	3	80	7	2	3	11	0	17	20
DE	Destroyer Escort	Crossbow	1	7	2	60	5	1	5	1	0	3	28
DE	Destroyer Escort	Crossbow 2	2	8	2	66	5	1	6	1	0	4	30
DE	Destroyer Escort	Crossbow 3	3	9	2	72	5	1	6	1	0	5	32
DE	Destroyer Escort	Crossbow 4	4	9	2	80	6	1	7	1	0	4	34
DE	Destroyer Escort	Crossbow 5	5	10	2	99	6	1	8	1	0	8	36
DE	Destroyer Escort	Crossbow 6	6	11	2	99	6	1	9	1	0	9	38
TR	Transport	Lord Brom	1	5	1	50	2	1	2	0	5	2	2
TR	Transport	Lord Mare	2	6	1	60	2	1	2	0	6	2	1
TR	Transport	Lord Nye	3	6	1	72	2	1	3	0	7	3	3

SCHLEINEL SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
TR	Transport	Lord Tain	4	7	1	77	3	1	3	0	8	3	3
TR	Transport	Lord Pose	5	8	1	88	3	1	4	0	9	3	3
TR	Transport	Lord Leit	6	9	1	90	3	1	4	0	10	4	4
MB	Missile Boat	Alexander	1	4	3	30	6	2	2	6	0	6	8
MB	Missile Boat	Caesar	2	4	3	32	6	3	2	7	0	6	8
MB	Missile Boat	Frederick	3	4	4	36	7	4	2	8	0	6	8
MB	Missile Boat	Grant	4	5	4	40	8	4	3	9	0	6	8
MB	Missile Boat	Patton	5	6	5	44	8	5	3	10	0	6	8
MB	Missile Boat	Powell	6	7	6	49	9	5	4	12	0	6	8
RC	Recon	Dagger 1	1	7	5	99	2	1	1	0	0	2	28
RC	Recon	Dagger 2	2	7	5	99	2	1	1	0	0	2	30
RC	Recon	Dagger 3	3	8	6	99	2	1	1	0	0	2	33
RC	Recon	Dagger 4	4	8	6	99	2	1	2	0	0	2	35
RC	Recon	Dagger 5	5	9	6	99	2	1	2	0	0	2	38
RC	Recon	Dagger 6	6	11	7	99	4	1	3	0	0	2	40
ST	Tender	Aide	1	4	1	50	1	1	1	0	0	14	12
ST	Tender	Care	2	5	1	50	1	1	1	0	0	15	14
ST	Tender	Empathy	3	5	1	60	2	1	1	0	0	16	15
ST	Tender	Hope	4	6	1	60	2	1	1	0	0	17	16
ST	Tender	Mercy	5	6	1	66	2	1	2	0	0	19	17
ST	Tender	Succor	6	7	1	77	2	1	3	0	0	20	18

Xritran Space Units

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BB	Battleship	Tarantula	1	3	3	55	9	3	13	0	0	30	12
BB	Battleship	Tarantula B	2	4	3	60	10	3	15	0	0	32	13
BB	Battleship	Tarantula C	3	5	4	55	9	4	16	0	0	36	14
BB	Battleship	Tarantula D	4	6	4	55	9	4	18	0	0	38	16
BB	Battleship	Tarantula E	5	7	5	64	10	5	20	0	0	42	17
BB	Battleship	Tarantula F	6	8	6	70	10	6	22	0	0	44	18
BC	Battle Cruiser	Spider A	1	4	3	55	10	3	10	0	0	13	13
BC	Battle Cruiser	Spider B	2	5	3	65	10	3	11	0	0	14	14

XRITRAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
BC	Battle Cruiser	Spider C	3	6	4	68	12	4	13	0	0	16	15
BC	Battle Cruiser	Spider D	4	7	4	70	15	4	14	0	0	19	16
BC	Battle Cruiser	Spider E	5	8	4	74	15	4	15	0	0	21	17
BC	Battle Cruiser	Spider F	6	9	5	80	18	5	16	0	0	23	18
CA	Cruiser	Beetle A	1	5	3	48	7	2	8	0	0	12	11
CA	Cruiser	Beetle B	2	6	3	50	7	3	9	0	0	15	12
CA	Cruiser	Beetle C	3	7	3	54	7	3	10	0	0	18	14
CA	Cruiser	Beetle D	4	8	3	60	7	3	11	0	0	20	15
CA	Cruiser	Beetle F	5	9	4	66	8	4	12	0	0	21	16
CA	Cruiser	Beetle G	6	10	4	70	8	4	13	0	0	21	18
CL	Light Cruiser	Scorpion A	1	6	2	44	8	2	7	1	0	8	9
CL	Light Cruiser	Scorpion B	2	7	2	48	8	2	8	2	0	9	10
CL	Light Cruiser	Scorpion C	3	8	2	50	8	2	9	1	0	10	10
CL	Light Cruiser	Scorpion D	4	9	3	55	8	2	9	2	0	12	11
CL	Light Cruiser	Scorpion E	5	10	3	60	9	3	10	2	0	13	11
CL	Light Cruiser	Scorpion F	6	12	3	66	12	3	11	2	0	15	12
DD	Destroyer	Black Widow A	1	6	2	50	8	1	2	6	0	13	11
DD	Destroyer	Black Widow B	2	7	2	54	8	1	2	7	0	13	13
DD	Destroyer	Black Widow C	3	8	2	59	8	2	3	8	0	14	14
DD	Destroyer	Black Widow D	4	9	2	65	8	2	3	9	0	15	16
DD	Destroyer	Black Widow E	5	9	2	68	8	2	4	10	0	16	18
DD	Destroyer	Black Widow F	6	10	3	72	9	2	4	11	0	17	19
DE	Destroyer Escort	Recluse A	1	7	2	50	5	1	5	0	0	4	26
DE	Destroyer Escort	Recluse B	2	8	2	55	5	1	6	1	0	3	28
DE	Destroyer Escort	Recluse C	3	9	2	62	5	1	7	0	0	3	31
DE	Destroyer Escort	Recluse D	4	9	2	68	5	1	7	0	0	4	34
DE	Destroyer Escort	Recluse E	5	10	2	72	5	1	8	1	0	4	37
DE	Destroyer Escort	Recluse F	6	11	2	80	6	1	9	1	0	5	39
GB	GunBoat	Bug A	1	7	2	40	4	1	4	1	0	3	30
GB	GunBoat	Bug B	2	8	2	48	4	1	4	2	0	4	32
GB	GunBoat	Bug C	3	9	2	54	5	1	5	3	0	3	34
GB	GunBoat	Bug D	4	10	2	66	5	1	5	3	0	4	36
GB	GunBoat	Bug E	5	10	2	72	5	1	6	3	0	4	38

XRITRAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
GB	GunBoat	Bug F	6	12	2	78	6	1	6	4	0	3	40
HV	Hive	Hive 1	1	3	3	80	24	3	9	3	12	12	11
HV	Hive	Hive 2	2	4	3	90	24	3	12	4	12	12	12
HV	Hive	Hive 3	3	4	4	90	24	4	12	4	12	12	12
HV	Hive	Hive 4	4	5	4	90	28	4	12	5	12	13	13
HV	Hive	Hive 5	5	6	5	99	28	5	13	6	14	15	15
HV	Hive	Hive 6	6	6	5	99	30	5	14	6	14	16	16
TR	Transport	Spinner 1	1	4	1	36	1	1	1	0	7	1	1
TR	Transport	Spinner 2	2	5	1	40	1	1	1	0	8	1	1
TR	Transport	Spinner 3	3	6	1	50	2	1	1	0	9	2	1
TR	Transport	Spinner 4	4	7	1	54	2	1	1	0	10	2	1
TR	Transport	Spinner 5	5	8	1	66	3	1	3	0	11	2	2
TR	Transport	Spinner 6	6	8	1	70	3	1	4	0	12	2	2
MB	Missile Boat	Stinger 1	1	4	3	28	5	3	2	6	0	7	8
MB	Missile Boat	Stinger 2	2	4	3	32	7	3	2	7	0	7	8
MB	Missile Boat	Stinger 3	3	4	4	36	8	4	3	8	0	7	8
MB	Missile Boat	Stinger 4	4	5	4	40	9	4	3	9	0	7	8
MB	Missile Boat	Stinger 5	5	6	5	44	9	5	4	11	0	7	8
MB	Missile Boat	Stinger 6	6	8	5	48	10	5	4	12	0	7	8
MT	Manned Torpedo	Bee 1	1	6	1	24	1	1	0	9	0	12	14
MT	Manned Torpedo	Bee 2	2	7	1	28	1	1	0	11	0	13	16
MT	Manned Torpedo	Bee 3	3	7	1	32	1	1	0	10	0	14	18
MT	Manned Torpedo	Bee 4	4	8	1	36	1	1	0	12	0	15	21
MT	Manned Torpedo	Bee 5	5	9	1	40	1	1	0	13	0	16	23
MT	Manned Torpedo	Bee 6	6	10	1	44	1	1	0	15	0	17	27
OS	Orbital Station	Nest 1	1	0	3	0	10	3	8	0	0	11	10
OS	Orbital Station	Nest 2	2	0	4	0	12	3	11	0	0	12	10
OS	Orbital Station	Nest 3	3	0	4	0	12	4	13	0	0	12	10
OS	Orbital Station	Nest 4	4	0	4	0	14	4	11	0	0	12	12
OS	Orbital Station	Nest 5	5	0	4	0	15	4	14	0	0	12	12
OS	Orbital Station	Nest 6	6	0	4	0	16	4	15	0	0	14	14
RC	Recon	Tsetse Fly 1	1	7	5	99	2	1	0	1	0	1	30
RC	Recon	Tsetse Fly 2	2	8	5	99	2	1	0	1	0	1	32

XRITRAN SPACE UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	SPOT	FUEL	AMMO	RNG	RAY ATT	MIS ATK	TRANS	RAY DEF	MIS DEF
RC	Recon	Tsetse Fly 3	3	9	5	99	2	1	0	2	0	1	34
RC	Recon	Tsetse Fly 4	4	10	6	99	2	1	0	2	0	2	36
RC	Recon	Tsetse Fly 5	5	11	6	99	2	1	0	3	0	3	38
RC	Recon	Tsetse Fly 6	6	12	6	99	2	1	0	4	0	4	40
ST	Tender	Mantis 1	1	3	1	36	1	1	0	2	0	12	11
ST	Tender	Mantis 2	2	3	1	40	1	1	0	2	0	14	13
ST	Tender	Mantis 3	3	4	1	44	1	1	0	2	0	15	15
ST	Tender	Mantis 4	4	4	1	48	1	1	0	3	0	16	16
ST	Tender	Mantis 5	5	5	1	54	1	1	0	4	0	17	18
ST	Tender	Mantis 6	6	5	1	60	1	1	0	4	0	18	20
MN	Monitor	Widow 1	1	2	3	24	12	2	6	5	0	12	10
MN	Monitor	Widow 2	2	3	3	36	12	3	7	6	0	14	12
MN	Monitor	Widow 3	3	3	3	32	12	3	8	6	0	13	11
MN	Monitor	Widow 4	4	4	4	38	12	4	8	8	0	16	13
MN	Monitor	Widow 5	5	5	4	40	12	4	8	8	0	18	14
MN	Monitor	Widow 6	6	6	4	42	14	4	9	9	0	20	15

Ground Units

Cephian Ground Units

CLASS	XCLASS	UNIT	TECH	MOV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	7	44	7	1	H	4	10	0	9	15
AFV	AFV	AFV	2	8	48	7	1	H	5	12	0	9	16
AFV	AFV	AFV	3	9	53	7	1	H	6	15	0	10	17
AFV	AFV	AFV	4	10	56	8	1	H	7	18	0	10	18
TK	Hunters	Hunters	1	8	52	9	1	H	2	10	0	1	10
TK	Hunters	Hunters	2	9	56	9	1	H	2	12	0	2	11
TK	Hunters	Hunters	3	10	58	9	1	H	3	14	0	2	12
TK	Hunters	Hunters	4	11	60	9	1	H	3	16	0	2	13
AG	Assault	Assault	1	5	21	5	1	H	16	5	0	6	9
AG	Assault	Assault	2	6	25	5	1	H	17	6	0	6	10
AG	Assault	Assault	3	6	35	5	1	H	19	7	0	6	10

CEPHIAN GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MOV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AG	Assault	Assault	4	7	35	6	1	H	20	8	0	7	11
AT	Artillery	Artillery	1	3	18	7	3	S	10	6	0	2	2
AT	Artillery	Artillery	2	3	20	7	3	S	11	6	0	3	2
AT	Artillery	Artillery	3	4	22	7	4	S	12	7	0	4	2
AT	Artillery	Artillery	4	4	24	7	4	S	14	8	0	4	3
MA	Mil Artillery	Mil Artillery	1	3	18	5	2	S	6	3	0	1	2
MA	Mil Artillery	Mil Artillery	2	3	20	5	2	S	7	3	0	3	2
MA	Mil Artillery	Mil Artillery	3	3	24	5	2	S	8	3	0	4	4
MA	Mil Artillery	Mil Artillery	4	3	28	6	2	S	9	6	0	4	4
IN	Infantry	Infantry	1	5	60	6	1	S	7	2	0	6	6
IN	Infantry	Infantry	2	6	60	6	1	S	8	3	0	6	6
IN	Infantry	Infantry	3	6	60	7	1	S	9	3	0	6	7
IN	Infantry	Infantry	4	7	60	7	1	S	10	4	0	7	7
HI	Heavies	Heavies	1	5	60	7	1	S	5	7	0	6	7
HI	Heavies	Heavies	2	6	60	7	1	S	6	8	0	6	8
HI	Heavies	Heavies	3	6	60	7	1	S	7	9	0	7	8
HI	Heavies	Heavies	4	7	60	7	1	S	7	10	0	8	8
MF	Mine Field	Mine Field	1	0	0	1	1	S	3	3	0	1	1
MF	Mine Field	Mine Field	2	0	0	1	1	S	4	4	0	1	1
MF	Mine Field	Mine Field	3	0	0	1	1	S	5	4	0	1	1
MF	Mine Field	Mine Field	4	0	0	1	1	S	5	5	0	1	1
MI	Mil Infantry	Mil Infantry	1	2	15	7	1	S	2	1	0	3	3
MI	Mil Infantry	Mil Infantry	2	3	25	7	1	S	3	1	0	5	4
MI	Mil Infantry	Mil Infantry	3	3	24	7	1	S	4	1	0	7	4
MI	Mil Infantry	Mil Infantry	4	4	30	7	1	S	5	1	0	7	5
AD	AA	AA	1	4	24	7	2	S	5	3	8	4	3
AD	AA	AA	2	5	24	7	2	S	4	4	9	4	4
AD	AA	AA	3	6	30	7	3	S	5	5	10	4	5
AD	AA	AA	4	7	35	7	3	S	5	6	11	4	6

Dragonian Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	6	42	7	1	H	5	10	0	10	14
AFV	AFV	AFV	2	7	45	7	1	H	6	12	0	10	15
AFV	AFV	AFV	3	8	48	7	1	H	7	15	0	11	17
AFV	AFV	AFV	4	9	50	7	1	H	8	17	0	11	19
TK	Hunters	Hunters	1	8	60	9	1	H	5	7	0	2	11
TK	Hunters	Hunters	2	9	72	9	1	H	7	9	0	4	12
TK	Hunters	Hunters	3	10	77	9	1	H	9	10	0	4	13
TK	Hunters	Hunters	4	11	77	10	1	H	9	12	0	5	14
AG	Assault	Assault	1	4	24	6	1	H	16	6	0	6	11
AG	Assault	Assault	2	5	28	6	1	H	18	7	0	7	12
AG	Assault	Assault	3	5	32	6	1	H	20	8	0	8	13
AG	Assault	Assault	4	6	36	7	1	H	22	8	0	8	14
AD	AA	AA	1	3	21	9	2	S	2	4	9	6	5
AD	AA	AA	2	4	21	9	2	S	2	4	10	6	6
AD	AA	AA	3	5	25	9	3	S	2	4	11	7	7
AD	AA	AA	4	6	25	10	3	S	2	5	12	8	8
AT	Artillery	Artillery	1	2	15	8	3	S	10	6	0	4	4
AT	Artillery	Artillery	2	3	18	8	3	S	11	7	0	5	5
AT	Artillery	Artillery	3	4	20	8	3	S	12	8	0	5	5
AT	Artillery	Artillery	4	4	24	8	4	S	13	9	0	6	6
MI	Mil Infantry	Mil Infantry	1	2	12	6	1	S	2	1	0	4	4
MI	Mil Infantry	Mil Infantry	2	3	15	6	1	S	3	1	0	6	7
MI	Mil Infantry	Mil Infantry	3	3	20	8	1	S	4	1	0	7	8
MI	Mil Infantry	Mil Infantry	4	4	25	8	1	S	5	1	0	7	10
MA	Mil Artillery	Mil Artillery	1	2	8	9	2	S	6	4	0	5	5
MA	Mil Artillery	Mil Artillery	2	2	12	9	3	S	7	5	0	7	7
MA	Mil Artillery	Mil Artillery	3	3	14	10	3	S	8	6	0	7	8
MA	Mil Artillery	Mil Artillery	4	3	16	10	3	S	9	7	0	7	9
IN	Infantry	Infantry	1	5	60	8	1	S	7	2	0	7	8
IN	Infantry	Infantry	2	6	60	8	1	S	8	2	0	7	8
IN	Infantry	Infantry	3	6	60	8	1	S	9	2	0	8	8
IN	Infantry	Infantry	4	7	60	8	1	S	10	3	0	8	9

DRAGONIAN GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
HI	Heavies	Heavies	1	4	60	7	1	S	5	7	0	7	7
HI	Heavies	Heavies	2	5	60	7	1	S	5	8	0	8	8
HI	Heavies	Heavies	3	5	60	7	1	S	6	8	0	9	9
HI	Heavies	Heavies	4	6	60	7	1	S	7	9	0	10	10
EG	Engineers	Engineers	1	8	40	3	1	S	4	4	0	4	5
EG	Engineers	Engineers	2	9	45	3	1	S	4	4	0	4	6
EG	Engineers	Engineers	3	10	50	3	1	S	4	5	0	4	6
EG	Engineers	Engineers	4	12	54	3	1	S	4	5	0	4	7

Fleet Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	7	54	7	1	H	4	10	0	9	15
AFV	AFV	AFV	2	8	56	7	1	H	5	13	0	9	16
AFV	AFV	AFV	3	9	63	8	1	H	6	16	0	10	17
AFV	AFV	AFV	4	10	77	8	1	H	7	20	0	10	18
TK	Hunters	Hunters	1	8	63	9	1	H	2	9	0	2	11
TK	Hunters	Hunters	2	9	63	9	1	H	3	11	0	2	12
TK	Hunters	Hunters	3	10	65	10	1	H	4	14	0	2	13
TK	Hunters	Hunters	4	11	70	10	1	H	4	15	0	3	14
AG	Assault	Assault	1	4	24	5	1	H	15	5	0	5	9
AG	Assault	Assault	2	5	28	5	1	H	18	6	0	5	10
AG	Assault	Assault	3	5	30	5	1	H	20	7	0	5	11
AG	Assault	Assault	4	6	40	6	1	H	24	9	0	6	12
AD	AA	AA	1	4	20	8	2	S	2	5	9	6	3
AD	AA	AA	2	4	28	8	2	S	2	5	10	7	4
AD	AA	AA	3	5	28	8	3	S	3	6	13	7	4
AD	AA	AA	4	6	36	8	3	S	4	6	14	7	5
AT	Artillery	Artillery	1	3	15	6	3	S	10	7	0	3	2
AT	Artillery	Artillery	2	4	18	7	3	S	11	7	0	3	3
AT	Artillery	Artillery	3	5	25	7	3	S	13	8	0	3	3
AT	Artillery	Artillery	4	5	25	7	3	S	14	9	0	4	4
IN	Infantry	Infantry	1	5	60	8	1	S	7	2	0	6	6

FLEET GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
IN	Infantry	Infantry	2	6	60	8	1	S	8	2	0	6	6
IN	Infantry	Infantry	3	6	60	8	1	S	9	3	0	7	8
IN	Infantry	Infantry	4	7	60	8	1	S	10	3	0	7	8
HI	Heavies	Heavies	1	5	60	6	1	S	6	7	0	6	6
HI	Heavies	Heavies	2	6	60	6	1	S	7	8	0	6	7
HI	Heavies	Heavies	3	6	60	6	1	S	7	9	0	7	8
HI	Heavies	Heavies	4	7	60	6	1	S	7	10	0	8	8
MA	Mil Artillery	Mil Artillery	1	2	9	4	2	S	6	5	0	3	3
MA	Mil Artillery	Mil Artillery	2	3	12	5	2	S	7	6	0	6	7
MA	Mil Artillery	Mil Artillery	3	4	12	5	3	S	8	7	0	7	8
MA	Mil Artillery	Mil Artillery	4	4	15	5	3	S	9	8	0	8	9
MI	Mil Infantry	Mil Infantry	1	2	15	4	1	S	2	1	0	3	6
MI	Mil Infantry	Mil Infantry	2	3	18	5	1	S	3	1	0	4	6
MI	Mil Infantry	Mil Infantry	3	3	20	6	1	S	4	1	0	4	6
MI	Mil Infantry	Mil Infantry	4	4	25	8	1	S	5	1	0	5	7
MB	Mobile Artillery	Mobile Artillery	1	6	28	4	3	H	9	9	0	5	5
MB	Mobile Artillery	Mobile Artillery	2	6	36	4	3	H	10	10	0	6	7
MB	Mobile Artillery	Mobile Artillery	3	7	36	5	3	H	11	10	0	7	8
MB	Mobile Artillery	Mobile Artillery	4	7	40	5	3	H	12	11	0	8	10

Hressan Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	8	60	7	1	H	5	11	0	9	14
AFV	AFV	AFV	2	9	60	7	1	H	5	13	0	9	15
AFV	AFV	AFV	3	10	60	7	1	H	6	16	0	9	16
AFV	AFV	AFV	4	11	66	7	1	H	7	18	0	9	17
AD	AA	AA	1	5	20	6	2	S	4	5	8	3	4
AD	AA	AA	2	5	20	6	2	S	4	6	9	5	5
AD	AA	AA	3	6	28	6	3	S	4	6	10	5	6
AD	AA	AA	4	6	28	6	3	S	5	6	12	6	6
AT	Artillery	Artillery	1	3	18	5	3	S	10	6	0	2	2
AT	Artillery	Artillery	2	4	25	5	3	S	11	6	0	3	3

HRESSAN GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AT	Artillery	Artillery	3	5	25	6	4	S	12	7	0	3	3
AT	Artillery	Artillery	4	5	30	7	4	S	14	8	0	3	4
IN	Infantry	Infantry	1	5	60	5	1	S	6	1	0	6	6
IN	Infantry	Infantry	2	6	60	5	1	S	7	2	0	6	6
IN	Infantry	Infantry	3	6	60	5	1	S	7	2	0	6	7
IN	Infantry	Infantry	4	7	60	5	1	S	8	3	0	6	8
MB	Mobile Artillery	Mobile Artillery	1	6	25	5	2	H	9	8	0	5	8
MB	Mobile Artillery	Mobile Artillery	2	7	30	5	2	H	10	8	0	6	9
MB	Mobile Artillery	Mobile Artillery	3	8	35	5	2	H	11	8	0	6	11
MB	Mobile Artillery	Mobile Artillery	4	9	45	5	3	H	12	9	0	6	11
MA	Mil Artillery	Mil Artillery	1	2	12	5	2	S	6	3	0	2	2
MA	Mil Artillery	Mil Artillery	2	3	16	5	3	S	7	4	0	4	4
MA	Mil Artillery	Mil Artillery	3	4	15	5	3	S	8	5	0	4	4
MA	Mil Artillery	Mil Artillery	4	4	18	5	3	S	9	6	0	4	4
MI	Mil Infantry	Mil Infantry	1	3	22	4	1	S	2	1	0	4	4
MI	Mil Infantry	Mil Infantry	2	4	30	4	1	S	3	1	0	5	5
MI	Mil Infantry	Mil Infantry	3	5	36	5	1	S	4	1	0	5	5
MI	Mil Infantry	Mil Infantry	4	5	36	5	1	S	5	1	0	5	5
AG	Assault	Assault	1	5	24	4	1	H	12	5	0	5	8
AG	Assault	Assault	2	5	28	5	1	H	13	6	0	5	9
AG	Assault	Assault	3	6	32	5	1	H	15	7	0	6	9
AG	Assault	Assault	4	6	36	5	1	H	17	8	0	6	10
HI	Heavies	Heavies	1	5	60	7	1	S	5	7	0	6	5
HI	Heavies	Heavies	2	6	60	7	1	S	6	8	0	6	6
HI	Heavies	Heavies	3	6	60	7	1	S	7	8	0	6	6
HI	Heavies	Heavies	4	7	60	7	1	S	7	9	0	6	7
SP	Hunters	Hunters	1	8	36	3	1	S	3	7	0	1	2
SP	Hunters	Hunters	2	9	38	3	1	S	4	8	0	1	2
SP	Hunters	Hunters	3	10	42	3	1	S	5	9	0	1	2
SP	Hunters	Hunters	4	11	48	4	1	S	5	10	0	1	2

Khalian Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	7	60	7	1	H	5	9	0	7	14
AFV	AFV	AFV	2	8	64	7	1	H	6	11	0	7	15
AFV	AFV	AFV	3	9	70	7	1	H	7	13	0	8	16
AFV	AFV	AFV	4	9	72	7	1	H	9	16	0	9	16
AG	Assault	Assault	1	6	26	6	1	H	12	5	0	5	10
AG	Assault	Assault	2	6	35	6	1	H	14	6	0	5	11
AG	Assault	Assault	3	7	36	7	1	H	16	6	0	5	12
AG	Assault	Assault	4	7	42	7	1	H	18	8	0	5	13
AD	AA	AA	1	4	24	8	2	S	2	7	8	3	3
AD	AA	AA	2	4	24	8	2	S	4	7	9	3	4
AD	AA	AA	3	5	30	8	3	S	4	7	10	3	5
AD	AA	AA	3	5	30	8	3	S	5	8	11	5	5
AT	Artillery	Artillery	1	4	16	6	2	S	10	7	0	2	2
AT	Artillery	Artillery	2	4	16	6	3	S	11	8	0	2	4
AT	Artillery	Artillery	3	5	18	5	3	S	12	8	0	3	4
AT	Artillery	Artillery	4	5	22	5	3	S	13	9	0	4	4
MA	Mil Artillery	Mil Artillery	1	2	12	5	2	S	6	4	0	2	2
MA	Mil Artillery	Mil Artillery	2	3	14	6	3	S	7	5	0	2	5
MA	Mil Artillery	Mil Artillery	3	4	16	6	3	S	8	5	0	4	6
MA	Mil Artillery	Mil Artillery	4	4	20	6	3	S	9	6	0	4	6
MI	Mil Infantry	Mil Infantry	1	2	18	5	1	S	2	1	0	5	4
MI	Mil Infantry	Mil Infantry	2	3	20	5	1	S	3	1	0	5	4
MI	Mil Infantry	Mil Infantry	3	3	25	5	1	S	4	1	0	7	6
MI	Mil Infantry	Mil Infantry	4	4	25	5	1	S	5	1	0	7	6
IN	Infantry	Infantry	1	5	60	8	1	S	7	2	0	4	5
IN	Infantry	Infantry	2	6	60	8	1	S	8	2	0	4	5
IN	Infantry	Infantry	3	6	60	8	1	S	8	2	0	4	6
IN	Infantry	Infantry	4	7	60	8	1	S	9	3	0	4	6
MB	Mobile Artillery	Mobile Artillery	1	5	22	5	2	H	9	8	0	5	5
MB	Mobile Artillery	Mobile Artillery	2	5	24	5	2	H	10	9	0	6	6
MB	Mobile Artillery	Mobile Artillery	3	6	36	5	3	H	11	9	0	6	6
MB	Mobile Artillery	Mobile Artillery	4	8	40	6	3	H	11	10	0	6	7

KHALIAN GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
IN	Heavies	Heavies	1	5	60	3	1	S	5	7	0	2	2
IN	Heavies	Heavies	2	6	60	4	1	S	5	8	0	3	3
IN	Heavies	Heavies	3	6	60	5	1	S	6	8	0	4	3
IN	Heavies	Heavies	4	7	60	5	1	S	6	9	0	5	3
SP	Raiders	Raiders	1	9	48	3	1	S	5	2	0	1	1
SP	Raiders	Raiders	2	10	60	3	1	S	5	3	0	1	1
SP	Raiders	Raiders	3	11	66	3	1	S	6	4	0	1	1
SP	Raiders	Raiders	4	12	72	3	1	S	6	5	0	1	1

Schleinel Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AFV	AFV	AFV	1	7	52	7	1	H	5	9	0	9	14
AFV	AFV	AFV	2	8	56	7	1	H	6	11	0	9	15
AFV	AFV	AFV	3	9	60	7	1	H	7	14	0	10	16
AFV	AFV	AFV	4	10	64	7	1	H	8	18	0	10	18
TK	Hunters	Hunters	1	8	64	9	1	H	3	9	0	2	10
TK	Hunters	Hunters	2	9	64	9	1	H	3	11	0	3	11
TK	Hunters	Hunters	3	10	72	9	1	H	3	13	0	4	12
TK	Hunters	Hunters	4	11	72	9	1	H	4	15	0	5	13
AG	Assault	Assault	1	5	24	4	1	H	15	5	0	5	8
AG	Assault	Assault	2	5	28	5	1	H	16	6	0	6	9
AG	Assault	Assault	3	6	32	5	1	H	16	8	0	7	9
AG	Assault	Assault	4	7	40	6	1	H	17	8	0	8	10
AD	AA	AA	1	4	24	7	2	S	3	4	9	4	4
AD	AA	AA	2	6	30	7	2	S	3	4	10	6	5
AD	AA	AA	3	6	30	7	3	S	4	4	11	6	6
AD	AA	AA	4	7	32	7	3	S	4	4	12	6	6
AT	Artillery	Artillery	1	3	16	7	3	S	10	7	0	2	3
AT	Artillery	Artillery	2	4	20	7	3	S	11	8	0	3	4
AT	Artillery	Artillery	3	4	22	7	3	S	13	8	0	4	4
AT	Artillery	Artillery	4	5	24	7	4	S	15	9	0	4	5
MA	Mil Artillery	Mil Artillery	1	2	12	6	2	S	6	3	0	2	2

SCHLEINEL GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
MA	Mil Artillery	Mil Artillery	2	3	21	6	3	S	7	3	0	4	4
MA	Mil Artillery	Mil Artillery	3	4	24	6	3	S	8	3	0	4	4
MA	Mil Artillery	Mil Artillery	4	4	28	7	3	S	9	5	0	4	4
MI	Mil Infantry	Mil Infantry	1	2	12	4	1	S	2	1	0	5	5
MI	Mil Infantry	Mil Infantry	2	3	15	5	1	S	3	1	0	5	7
MI	Mil Infantry	Mil Infantry	3	3	20	5	1	S	4	1	0	5	7
MI	Mil Infantry	Mil Infantry	4	4	24	6	1	S	5	1	0	7	7
IN	Infantry	Infantry	1	5	60	7	1	S	6	3	0	6	6
IN	Infantry	Infantry	2	6	60	8	1	S	7	3	0	6	7
IN	Infantry	Infantry	3	6	60	8	1	S	8	3	0	6	7
IN	Infantry	Infantry	4	7	60	8	1	S	9	3	0	7	7
HI	Heavies	Heavies	1	5	60	5	1	S	5	7	0	7	6
HI	Heavies	Heavies	2	6	60	5	1	S	6	7	0	8	6
HI	Heavies	Heavies	3	6	60	5	1	S	6	8	0	9	7
HI	Heavies	Heavies	4	7	60	5	1	S	7	9	0	9	8
MB	Mobile Artillery	Mobile Artillery	1	5	24	4	2	H	9	9	0	5	5
MB	Mobile Artillery	Mobile Artillery	2	6	26	4	3	H	10	10	0	6	6
MB	Mobile Artillery	Mobile Artillery	3	6	36	4	3	H	11	11	0	6	8
MB	Mobile Artillery	Mobile Artillery	4	7	38	4	3	H	11	12	0	7	9
SP	Death Blossom	Death Blossom	1	1	18	4	6	S	5	5	0	2	1
SP	Death Blossom	Death Blossom	2	1	20	4	6	S	6	5	0	2	1
SP	Death Blossom	Death Blossom	3	1	22	4	6	S	6	6	0	2	1
SP	Death Blossom	Death Blossom	4	1	24	4	6	S	6	7	0	3	1

Xritran Ground Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
TK	Hunters	Hunters	1	8	60	9	1	H	3	9	0	2	11
TK	Hunters	Hunters	2	9	66	9	1	H	4	10	0	2	12
TK	Hunters	Hunters	3	10	72	9	1	H	4	11	0	2	13
TK	Hunters	Hunters	4	11	72	9	1	H	5	13	0	2	13
AG	Assault	Assault	1	5	32	4	1	H	14	5	0	5	8
AG	Assault	Assault	2	5	36	5	1	H	16	5	0	5	9

XRITRAN GROUND UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AG	Assault	Assault	3	6	40	5	1	H	18	6	0	5	10
AG	Assault	Assault	4	7	44	5	1	H	20	7	0	6	10
AD	AA	AA	1	5	32	5	2	S	2	3	9	4	3
AD	AA	AA	2	7	32	5	2	S	2	3	11	5	4
AD	AA	AA	3	8	48	5	3	S	2	4	12	6	4
AD	AA	AA	4	8	54	5	3	S	4	4	13	7	4
IN	Infantry	Infantry	1	6	60	6	1	S	6	1	0	6	6
IN	Infantry	Infantry	2	7	60	6	1	S	7	2	0	6	7
IN	Infantry	Infantry	3	7	60	6	1	S	8	2	0	6	7
IN	Infantry	Infantry	4	8	60	7	1	S	9	3	0	6	7
HI	Heavies	Heavies	1	5	60	6	1	S	4	7	0	4	5
HI	Heavies	Heavies	2	6	60	6	1	S	5	7	0	5	5
HI	Heavies	Heavies	3	6	60	6	1	S	5	8	0	5	5
HI	Heavies	Heavies	4	7	60	7	1	S	5	9	0	6	6
MB	Mobile Artillery	Mobile Artillery	1	6	25	4	2	H	9	7	0	5	4
MB	Mobile Artillery	Mobile Artillery	2	6	26	4	4	H	10	8	0	6	6
MB	Mobile Artillery	Mobile Artillery	3	7	30	5	4	H	11	9	0	7	6
MB	Mobile Artillery	Mobile Artillery	4	8	45	5	4	H	12	9	0	7	8
MI	Mil Infantry	Mil Infantry	1	3	15	5	1	S	3	1	0	3	3
MI	Mil Infantry	Mil Infantry	2	4	30	7	1	S	4	1	0	6	6
MI	Mil Infantry	Mil Infantry	3	4	35	7	1	S	5	1	0	6	7
MI	Mil Infantry	Mil Infantry	4	5	30	7	1	S	6	1	0	6	7
AFV	AFV	AFV	1	7	63	7	1	H	4	11	0	8	13
AFV	AFV	AFV	2	8	64	7	1	H	5	12	0	10	14
AFV	AFV	AFV	3	9	70	7	1	H	6	13	0	10	15
AFV	AFV	AFV	4	10	72	7	1	H	7	14	0	12	16
AT	Artillery	Artillery	1	5	36	4	3	H	10	5	0	5	2
AT	Artillery	Artillery	2	6	48	4	3	H	11	6	0	5	2
AT	Artillery	Artillery	3	7	54	5	3	H	12	6	0	5	3
AT	Artillery	Artillery	4	8	66	5	3	H	14	7	0	5	4

Skimmer Units

Cephian Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Spotter 1	1	9	56	3	0	A	0	0	0	2	8
FS	Flying Spotter	Spotter 2	2	9	56	3	0	A	0	0	0	2	8
FS	Flying Spotter	Spotter 3	3	10	70	3	0	A	0	0	0	3	8
FS	Flying Spotter	Spotter 4	4	13	84	3	0	A	0	0	0	3	8
AS	Air Support	Strafer 1	1	9	81	5	0	A	0	0	0	3	10
AS	Air Support	Strafer 2	2	10	90	6	0	A	0	0	0	4	10
AS	Air Support	Strafer 3	3	12	96	6	0	A	0	0	0	4	10
AS	Air Support	Strafer 4	4	14	99	7	0	A	0	0	0	5	12
FT	Fighter	Gizmo 1	1	12	72	7	1	A	2	2	18	15	7
FT	Fighter	Gizmo 2	2	16	78	7	1	A	3	2	19	16	7
FT	Fighter	Gizmo 3	3	17	84	7	1	A	5	4	24	18	9
FT	Fighter	Gizmo 4	4	19	96	7	1	A	5	5	32	20	10
FT	Fighter	Widget 1	1	17	50	4	1	A	1	1	14	13	4
FT	Fighter	Widget 2	2	17	64	5	1	A	1	2	18	15	5
FT	Fighter	Widget 3	3	19	70	5	1	A	3	3	22	17	7
FT	Fighter	Widget 4	4	24	76	9	1	A	2	3	26	19	9
TB	Tactical Bomber	Tac 1	1	12	54	6	0	A	6	6	0	18	15
TB	Tactical Bomber	Tac 2	2	14	64	6	0	A	7	7	0	19	16
TB	Tactical Bomber	Tac 3	3	14	72	7	0	A	8	8	0	20	17
TB	Tactical Bomber	Tac 4	4	15	76	7	0	A	9	9	0	21	18

Dragonian Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Allo 1	1	8	50	3	0	A	0	0	0	4	8
FS	Flying Spotter	Allo 2	2	9	60	3	0	A	0	0	0	4	9
FS	Flying Spotter	Allo 3	3	9	60	4	0	A	0	0	0	5	10
FS	Flying Spotter	Allo 4	4	10	66	5	0	A	0	0	0	6	11
AS	Air Support	Spitter 1	1	8	80	6	0	A	0	0	0	4	12

DRAGONIAN SKIMMER UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
AS	Air Support	Spitter 2	2	9	90	6	0	A	0	0	0	6	14
AS	Air Support	Spitter 3	3	10	99	8	0	A	0	0	0	7	15
AS	Air Support	Spitter 4	4	12	99	8	0	A	0	0	0	8	15
FT	Fighter	Dragon 1	1	10	64	8	1	A	4	4	16	14	10
FT	Fighter	Dragon 2	2	12	84	9	1	A	4	4	20	15	11
FT	Fighter	Dragon 3	3	13	88	9	1	A	5	5	25	17	11
FT	Fighter	Dragon 4	4	16	90	9	1	A	6	6	30	19	13
FT	Fighter	Pterdactyl 1	1	13	45	8	1	A	3	3	13	15	10
FT	Fighter	Pterdactyl 2	2	15	54	9	1	A	4	4	17	17	11
FT	Fighter	Pterdactyl 3	3	17	60	10	1	A	4	4	20	20	12
FT	Fighter	Pterdactyl 4	4	19	66	12	1	A	5	5	22	24	14
TB	Tactical Bomber	Raptor 1	1	11	54	7	0	A	6	6	0	19	13
TB	Tactical Bomber	Raptor 2	2	13	60	7	0	A	6	7	0	20	14
TB	Tactical Bomber	Raptor 3	3	15	64	7	0	A	6	7	0	21	15
TB	Tactical Bomber	Raptor 4	4	16	68	8	0	A	9	9	0	22	16

Fleet Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Boone 1	1	8	48	3	0	A	0	0	0	2	7
FS	Flying Spotter	Boone 2	2	9	64	3	0	A	0	0	0	2	8
FS	Flying Spotter	Boone 3	3	10	70	3	0	A	0	0	0	2	8
FS	Flying Spotter	Boone 4	4	12	70	3	0	A	0	0	0	4	8
AS	Air Support	Rommel 1	1	9	81	5	0	A	0	0	0	5	10
AS	Air Support	Rommel 2	2	10	80	6	0	A	0	0	0	5	11
AS	Air Support	Rommel 3	3	12	88	7	0	A	0	0	0	5	11
AS	Air Support	Rommel 4	4	15	99	8	0	A	0	0	0	7	12
AWAC	Awac	AWAC 1	1	10	55	2	0	A	0	0	0	4	6
AWAC	Awac	AWAC 2	2	11	60	2	0	A	0	0	0	5	6
AWAC	Awac	AWAC 3	3	12	66	2	0	A	0	0	0	6	6
AWAC	Awac	AWAC 4	4	13	72	2	0	A	0	0	0	6	6
FT	Fighter	Eagle	1	13	68	7	1	A	2	2	12	12	10
FT	Fighter	Eagle 2	2	14	76	7	1	A	2	2	15	14	11

FLEET SKIMMER UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FT	Fighter	Eagle 3	3	16	86	8	1	A	3	3	18	16	12
FT	Fighter	Eagle 4	4	18	90	8	1	A	4	3	24	17	13
FT	Fighter	Falcon 1	1	17	48	5	1	A	2	1	15	14	11
FT	Fighter	Falcon 2	2	19	54	5	1	A	2	1	18	15	12
FT	Fighter	Falcon 3	3	21	60	5	1	A	2	1	24	16	13
FT	Fighter	Falcon 4	4	23	64	5	1	A	3	1	30	18	14
TB	Tactical Bomber	Diver 1	1	12	48	6	0	A	6	6	0	18	15
TB	Tactical Bomber	Diver 2	2	14	60	6	0	A	7	8	0	19	16
TB	Tactical Bomber	Diver 3	3	15	75	6	0	A	9	9	0	20	17
TB	Tactical Bomber	Diver 4	4	16	80	7	0	A	10	12	0	21	18

Hressan Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Speaker 1	1	8	48	3	0	A	0	0	0	2	7
FS	Flying Spotter	Speaker 2	2	9	64	3	0	A	0	0	0	2	7
FS	Flying Spotter	Speaker 3	3	10	72	3	0	A	0	0	0	2	7
FS	Flying Spotter	Speaker 4	4	11	84	4	0	A	0	0	0	2	7
AS	Air Support	Slasher 1	1	9	76	5	0	A	0	0	0	5	8
AS	Air Support	Slasher 2	2	11	88	6	0	A	0	0	0	5	9
AS	Air Support	Slasher 3	3	13	99	6	0	A	0	0	0	5	9
AS	Air Support	Slasher 4	4	14	99	6	0	A	0	0	0	5	10
FT	Fighter	Lynx 1	1	14	56	6	1	A	4	1	19	13	10
FT	Fighter	Lynx 2	2	16	62	6	1	A	4	1	23	14	10
FT	Fighter	Lynx 3	3	18	72	6	1	A	5	1	26	15	11
FT	Fighter	Lynx 4	4	20	80	6	1	A	6	2	30	16	12
FT	Fighter	Sabre Tooth 1	1	13	64	6	1	A	2	2	15	12	9
FT	Fighter	Sabre Tooth 2	2	15	78	6	1	A	2	2	19	13	10
FT	Fighter	Sabre Tooth 3	3	16	88	6	1	A	3	2	23	14	11
FT	Fighter	Sabre Tooth 4	4	18	90	7	1	A	3	3	28	15	12
TB	Tactical Bomber	Hiss 1	1	12	46	6	0	A	7	7	0	17	14
TB	Tactical Bomber	Hiss 2	2	14	56	6	0	A	8	8	0	18	15
TB	Tactical Bomber	Hiss 3	3	15	66	7	0	A	10	10	0	19	16
TB	Tactical Bomber	Hiss 4	4	17	66	7	0	A	13	11	0	20	17

Khalian Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Tattler 1	1	8	54	4	0	A	0	0	0	2	7
FS	Flying Spotter	Tattler 2	2	9	64	4	0	A	0	0	0	2	8
FS	Flying Spotter	Tattler 3	3	10	84	4	0	A	0	0	0	2	8
FS	Flying Spotter	Tattler 4	4	11	88	5	0	A	0	0	0	2	9
AS	Air Support	Snipe 1	1	8	80	6	0	A	5	0	0	5	10
AS	Air Support	Snipe 2	2	10	80	6	0	A	6	0	0	5	10
AS	Air Support	Snipe 3	3	11	99	7	0	A	7	0	0	5	11
AS	Air Support	Snipe 4	4	12	99	8	0	A	8	0	0	5	12
FT	Fighter	Bat 1	1	12	50	8	1	A	1	2	18	15	9
FT	Fighter	Bat 2	2	14	54	8	1	A	1	3	24	16	10
FT	Fighter	Bat 3	3	17	56	8	1	A	1	3	29	17	11
FT	Fighter	Bat 4	4	19	60	8	1	A	2	3	33	18	12
FT	Fighter	Vampire 1	1	12	76	9	1	A	3	3	13	12	9
FT	Fighter	Vampire 2	2	14	80	9	1	A	5	4	15	13	10
FT	Fighter	Vampire 3	3	15	84	9	1	A	6	5	19	14	11
FT	Fighter	Vampire 4	4	17	90	9	1	A	7	6	23	16	11
TB	Tactical Bomber	Claw 1	1	12	48	8	0	A	8	4	0	18	11
TB	Tactical Bomber	Claw 2	2	13	54	8	0	A	9	5	0	19	12
TB	Tactical Bomber	Claw 3	3	15	60	8	0	A	10	6	0	20	13
TB	Tactical Bomber	Claw 4	4	16	68	8	0	A	12	8	0	21	13

Schleinel Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Helm 1	1	8	70	3	0	A	0	0	0	2	7
FS	Flying Spotter	Helm 2	2	9	80	3	0	A	0	0	0	3	7
FS	Flying Spotter	Helm 3	3	10	90	4	0	A	0	0	0	3	7
FS	Flying Spotter	Helm 4	4	11	99	4	0	A	0	0	0	3	8
FT	Fighter	Arrow 1	1	13	50	6	1	A	3	3	15	12	9
FT	Fighter	Arrow 2	2	15	56	7	1	A	3	4	18	13	9
FT	Fighter	Arrow 3	3	17	64	8	1	A	4	4	24	15	10
FT	Fighter	Arrow 4	4	19	72	8	1	A	5	5	30	16	11
FT	Fighter	Bolt 1	1	11	64	9	1	A	4	4	12	15	10
FT	Fighter	Bolt 2	2	12	72	9	1	A	4	4	14	17	11

SCHLEINEL SKIMMER UNITS, CONT.

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FT	Fighter	Bolt 3	3	14	86	9	1	A	5	4	18	21	12
FT	Fighter	Bolt 4	4	16	90	9	1	A	5	5	20	24	14
TB	Tactical Bomber	Avenger 1	1	13	50	5	0	A	4	8	0	12	14
TB	Tactical Bomber	Avenger 2	2	14	55	5	0	A	5	9	0	13	15
TB	Tactical Bomber	Avenger 3	3	15	60	6	0	A	6	10	0	14	16
TB	Tactical Bomber	Avenger 4	4	16	65	8	0	A	8	12	0	15	17

Xritran Skimmer Units

CLASS	XCLASS	UNIT	TECH	MV	FUEL	AMMO	RNG	TRGT	S ATK	H ATK	A ATK	A DEF	G DEF
FS	Flying Spotter	Bumble 1	1	9	63	3	0	A	0	0	0	2	7
FS	Flying Spotter	Bumble 2	2	10	80	3	0	A	0	0	0	2	8
FS	Flying Spotter	Bumble 3	3	13	99	3	0	A	0	0	0	2	9
FS	Flying Spotter	Bumble 4	4	16	99	3	0	A	0	0	0	2	12
AS	Air Support	Fly 1	1	9	90	3	0	A	0	0	0	5	10
AS	Air Support	Fly 2	2	11	99	3	0	A	0	0	0	5	10
AS	Air Support	Fly 3	3	12	99	3	0	A	0	0	0	5	11
AS	Air Support	Fly 4	4	13	99	3	0	A	0	0	0	5	12
SP	Blood Skimmer	Blood 1	1	11	48	1	0	A	10	0	0	2	9
SP	Blood Skimmer	Blood 2	2	12	60	1	0	A	11	0	0	2	9
SP	Blood Skimmer	Blood 3	3	12	60	1	0	A	12	0	0	3	9
SP	Blood Skimmer	Blood 4	4	13	72	1	0	A	13	0	0	4	10
FT	Fighter	Bee 1	1	17	54	5	1	A	1	1	15	12	9
FT	Fighter	Bee 2	2	19	66	5	1	A	1	1	18	13	9
FT	Fighter	Bee 3	3	21	72	5	1	A	1	1	22	14	10
FT	Fighter	Bee 4	4	22	80	5	1	A	1	1	28	15	10
FT	Fighter	Wasp 1	1	14	72	6	1	A	2	2	12	13	8
FT	Fighter	Wasp 2	2	15	78	6	1	A	2	3	14	15	9
FT	Fighter	Wasp 3	3	17	84	7	1	A	3	3	18	16	10
FT	Fighter	Wasp 4	4	19	90	7	1	A	3	3	22	18	10
TB	Tactical Bomber	Hornet 1	1	13	50	6	0	A	6	6	0	17	14
TB	Tactical Bomber	Hornet 2	2	15	66	6	0	A	7	7	0	18	15
TB	Tactical Bomber	Hornet 3	3	16	76	7	0	A	8	8	0	18	16
TB	Tactical Bomber	Hornet 4	4	17	76	7	0	A	9	9	0	19	17

CREDITS

Catware Credits

Based upon "Fleet Anthologies" edited by David Drake and Bill Fawcett, publish by Ace Science Fiction

Programmer	**Matthew Fausey** **David Potter**
AI Programmer	**Frank Rinaldo**
DOS Programmer	**Mike Isely**
Production and Design	**Bill Fawcett**
Manual	**Bill Fawcett**
Audio Programming Implementation	**Matt Fausey**
Arts & Models	**Electric Paintbrush**
Rendering	**Virtual Engineered Technologies,** **David Potter**
Ideas	**Scott Cuthbertson**
Manual Art	**Ron Walotsky ©1996**

Manual Inserts and Fiction: "The Fleet Anthologies" by Bill Fawcett and excerpted from "The Fleet" Vol. 1-6 edited by David Drake and Bill Fawcett, used with permission. ©1996 Bill Fawcett and Associates

SSI Credits

Executive Producer	**Brett Berry**
Producer	**Scott Evans**
Associate Producer	**Joshua Cloud**
Manual Editors	**Anathea Lopez, Mark Whisler**
Art Support	**Dan Burke, Gennady Krakovsky,** **Ben Rush, Steven Tang**
Audio Programming Director	**Ralph Thomas**
Sound Effects	**Ron Caljone, Maurice Jackson**
Music Composed and performed by	**Rick Rhodes and Danny Pelfrey**
Sax Solo	**Danny Pelfrey**
Install Programmer	**Ben Cooley**
Product Test Supervisor	**Jason Ray**
Lead Product Tester	**Forrest Elam**
Product Testers	**Jesse Anacleto, Jason Bredice,** **Dion Burgoyn, Kelly Calabro,** **Jeremy Dang, Garrett Graham,** **Cyrus Harris, Jason Moore,** **Steven Peterson, Daniel Rivera,** **Osiris Roman, Chris Smith,** **Richard Wagenet**
Special Thanks	**Russ Brown, Steve Burke, Chris Carr,** **Mike Coustier, Lee Crawford,** **Scott Cuthbertson, Jason Dawdy,** **Annette Grove, Chris Lanka,** **Whitney Laucher, Dave Merrick,** **Paul Murray, John Ross, Rick White.**