SHIPYARD



1 - Leadership Points

As you gain experience from missions, combat and capturing/defending regions, you will gain Leadership Points. Leadership points act as 'currency' to acquire more ships or upgrade your officers.

2 - Shipyard Menu Bar

Battle: PvP challenge against other live players in free for all combat. You do not gain XP or lose XP in this mode.
Skirmish: Play against AI on various single player maps. You do not gain or lose XP in this mode.
Captain: Takes you to the Captain's menu for Captain skill upgrades as well as medals & statistics.
Spacedock: Current Screen - Main Shipyard Menu
Shipyard: Look up other available ships for purchase, as well as the detailed ship viewer.



Battle Royale



Skirmish



Captain's Menu



Shipyard

3 - Basic Ship Statistics

Showing Offensive, Defensive strength and maneuverability ratings of your current ship as well as unique ship abilities.

4 - Available Officers for Selected Ship

Left clicking on these Officer icons leads you to individual Officer upgrade & statistics pages.

5 - List of Ships Owned

Selection of Ships you own. You can click to select the ship you want to take out to the galaxy map.

6 - Ship Details Page

Visit your selected ship up close and get more detailed info on Ship systems and ratings.

7 - Enter Galaxy

Take your selected ship out to the Galaxy map for interstellar travel and combat. (Leave Shipyard)



Ship Details Page

8 - Captain's General Statistics

Medals: Click to visit your medals & awards trophy case.
Rank Level: Graphical representation of your rank, and the next rank you can achieve.
Experience Level: Experience bar, and what XP you need to get to the next rank.
Available Leadership Points: Available leadership points for acquiring ships and upgrading officers.
Captain Skill Points: Available skill points for upgrading Captain's skills.

9 - Chat Window

Text chat with other players in the region, allied chat, or general chat with all players.

COMBAT: Allocation Round



1 - SHIP HEALTH BARS



Hull Integrity: If hull points go to zero, your ship is destroyed.
Crew: Casualties to Crew will reduce power output of the ship.*
Engines: When Damaged, power output is reduced accordingly.

* Ship is disabled if crew drops below 10%. See Crew Casualties Table.

2 - ROUND TIMER



Timed Turn: Usually you have 1 minute to allocate power. Once done, click end turn to start combat round. Your turn will automatically end if you run out of time.

3 - MOVEMENT & INITIATIVE

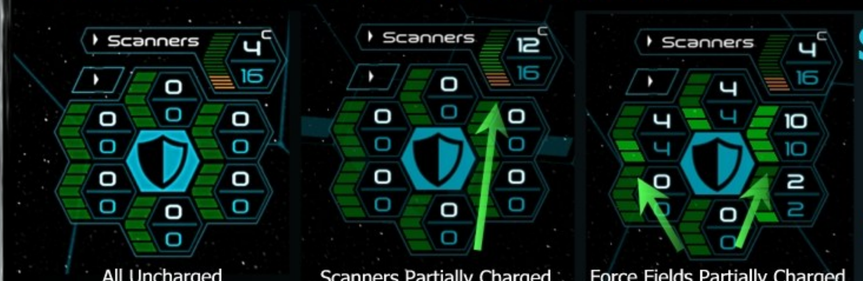


Movement: Amount of movement points you have for combat round. This number drops down as you allocate power to other systems.

Initiative: Initially equivalent to movement points, it remains the same number in the combat round. The higher the initiative, the better chance of being the first to have your turn in combat round.

Remaining Power: Power for movement, force fields, sensors, and weapons

4 - FORCE FIELDS & SCANNERS



Scanners: Allows for detection of enemies at a distance. 4 Hexes is the 'visible' range and does not require power. Each scanning system a maximum distance/power you can apply.
Hotkey: C

Force Fields: Six sides can be individually charged corresponding to the position of your ship. They allow additional defense from incoming weapon and explosion damage.

5 - WEAPON SYSTEMS



Missile Weapons: A single 2-3 power charge but with high damage yield. Cannot be partially charged. Generally tends to have reduced range & accuracy.

Beam Weapons: Can be partially charged, with every charge doing 1 damage. Generally tend to have improved range & accuracy over missile weapons. Increased power requirement to charge a beam weapon beyond 2 power.

Green Range: 1 power requirement per charge
Yellow Range: 2 power requirement per charge
Red Range: 3 power requirement per charge

COMBAT: Combat Round - Defensive



1 - Ship Initiative/Turn Order



Turn Bar: Based on initiative, the highest movement player moves first.
Combat Timer: Time left for current player's turn, highlighted by turn bar arrows.
End Turn: Once you've completed your moves in combat, click to end your turn.
Pass Turn: If you are ahead in initiative over other players, you can choose to force your opponents to move first. You can also choose to do any combination of movement and firing before passing turn, and continue after others have finished their turn.

2 - Ship Movement in Combat



Directed Movement:
Left Click Destination

Select your destination, and the ship will automatically move to that hex. The number shows the movement cost, and the green outlines the path taken.

Manual Movement:
Left Click on Rotation Arrows

Keyboard Shortcuts:
A to turn left
D to turn right
W to move forward
S for emergency reverse

You can also click on the rotation arrows to turn manually. Each hex turn costs one movement.
Emergency reverse keeps your heading but costs three movement per hex.

3 - Enemies & Their Attacks



I. Enemies Attacking You

Enemies are highlighted in yellow. The arrow shows which direction they are facing. If they are out of scanning range or are not yet detected, they will temporarily appear as they fire their weapon.

II. Hits to Force Field or Hull

If an enemy hits your ship, your force field (if active in that arc) will absorb the damage. Red indicators on strategic map as well as your force field indicators will show the location of where the weapon has hit.

III. Resultant Damage to Ship or Crew

If you have no force fields protecting that area or they have been taken down, you will see your hull points get reduced with subsequent hits to your ship. There is also a chance of crew casualties as well as engine damage.
*Crew casualty chance is higher in port/starboard arcs, while engine damage chance is greater in hits to the aft arcs.

COMBAT: Combat Round - Offensive

Weapon range & info



Weapon Firing Arc & Range

When you mouse over one of your weapons, you will see yellow hex indicators showing the range of your weapon on the grid. On the weapon icon itself, you can see some additional statistics of the weapon including how much you have powered it up.

Enemy target locked



Selecting Weapon & Target

Left click on desired weapon (if charged) and it will show all available targets. Left click again on selected target and your weapon will fire.

The targeted ship will also display information like opponent's name, ship type and class, as well as chance to hit number indicated in red.



Firing on enemy target - direct hit

Some beam weapons have damage bonuses based on range. You might see additional damage at one or two hex range, and with some more advanced beam weapons even as far as six hex range.

There is a chance that the weapon will miss, thus doing no damage. The greater the distance, the increased chance of a miss.

Ship Explosions

If a ship is destroyed, it creates an explosion wave that does outward damage up to four hexes away. The damage is proportional to the engine power of the destroyed ship; the adjacent hex to the explosion damage is 50% of the ship's power output, and two hexes away it is 25%, three hexes 12.5%, and four at 6.25%.



Enemy ship destroyed, explosion wave begins

Combat: Repair Phase



Repair Phase

Once a combat round is over, the beginning of the allocation round will be preceded by a repair round if your ship has been damaged.

1 - Repairing Ship

Hull, crew, engines, and systems all can be damaged during battle. You can select what you would like to have repaired, although you will a limited number of repair points.

2 - Repair Points

This indicator will show how many repair points you have left. Certain engineer skills can increase this.

3 - Skip Repairs

You may choose to skip repairs and go straight to allocation round.

Combat: Escaping Battle Area

Jumping Out in Battle

If you find the situation you're in too dangerous, or you are badly damaged, you might want to escape the region before getting destroyed.

1 - Get to the edge of the map during combat round
2 - Select leave map during allocation round
3 - On beginning of next combat round click leave map to escape

* You will not be able to move, or activate any systems once you've activated your jump drive, therefore make sure you escape in remote area
* Larger ships may take more than one round to charge the jump drives



Player jumping out of the region at the edge of the combat map

COMBAT: Advanced Tactical Options

1 - COUNTERFIRE



Weapons Counterfire Selected



Marines Counterfire Selected



Counterfire In Action

Counterfire Weapons: In Allocation Round, you may choose to activate the Counterfire button when you charge your weapon. It will trigger an instant retaliation firing of your weapon if the enemy shoots at you first.

- It will use up the charge of the weapon, counterfire only works if the enemy attack comes from the same weapon arc.
- If you have already used the weapon, counterfire is unavailable for that round.

Counterfire Marines: You can also activate Counterfire Marines, which will fire upon any incoming Marine pods.

- It will use up the charge of the weapon, counterfire only works if the enemy marine pod comes from the same weapon arc.
- If you have already used the weapon, counterfire is unavailable for that round.
- Hitting a marine pod with counterfire has a 100% chance to hit.
- Missile Weapons cannot be used for Marine Counterfire.

*Note: Both Counterfire/Marine Counterfire can be activated at the same time. The counterfire will discharge on whatever comes in first.

2 - MARINES



Marine Firing Arcs & Range


Marine Pod Hitting Force Field


Marine Pod About to Penetrate Hull

Marine Assault: (Genari Only) A unique offensive ability are the Marine Pods. They do no physical damage to a ship, but inflict crew casualties on target ship. Crew casualties causes the ship to have reduced performance, ie. reduced total engine power. Each pod costs 5 power to arm, and your pods can only be used once.

- Marine Pods can be counterfired upon, thus being destroyed and having no effect.
- If a Marine Pod hits a force field, it is destroyed, having no effect. It does do 1 damage to the force field however.
- Crew casualties are variable based on the success of the Marines, and can be improved through Marine Commander skills.
- Marine Pods have a 1 hex range, and have a 100% chance to hit.
- If entire crew complement is killed by Marines, the ship is 'captured', and will attempt to leave the region for 2x XP.

3 - PASS TURN



Higher Initiative over Other Players

Sometimes a good tactical option is to make your opponents move first. If you have higher initiative, you can force others with lower initiative to move first. You can do any combination of moving and firing before you choose to Pass Turn, then continue your turn once they have all done theirs.



Forcing Other Players to Move First

*Note: All players but the last in initiative can Pass Turn. A player with lower initiative that got passed on by a higher initiative player can pass their turn for others but will still be forced to go before the higher initiative player.

4 - ESCAPING ENEMY LOCK

Obstacles: Asteroids & planets can be very useful in hit and run strikes, or escaping when overwhelmed or in trouble. Take advantage of celestial objects to break their line of sight. Once they lose their lock, you will be invisible to them.

Scanning Range: Most Scanning Systems are limited to to 10-14 hexes in range. If you escape beyond the enemies' Scanning System's limits, you'll become invisible to them, and they will need to recquire lock.

5 - BEAM WEAPON RANGE BONUSES

All Beam Weapons have bonuses to damage, at with at least +1 damage within 1-2 hex range. Some more powerful beams, such as the Heavy Laser, or Plasma Beam, do up to +3 damage in close combat, and +1 damage as far as 6 hex range.

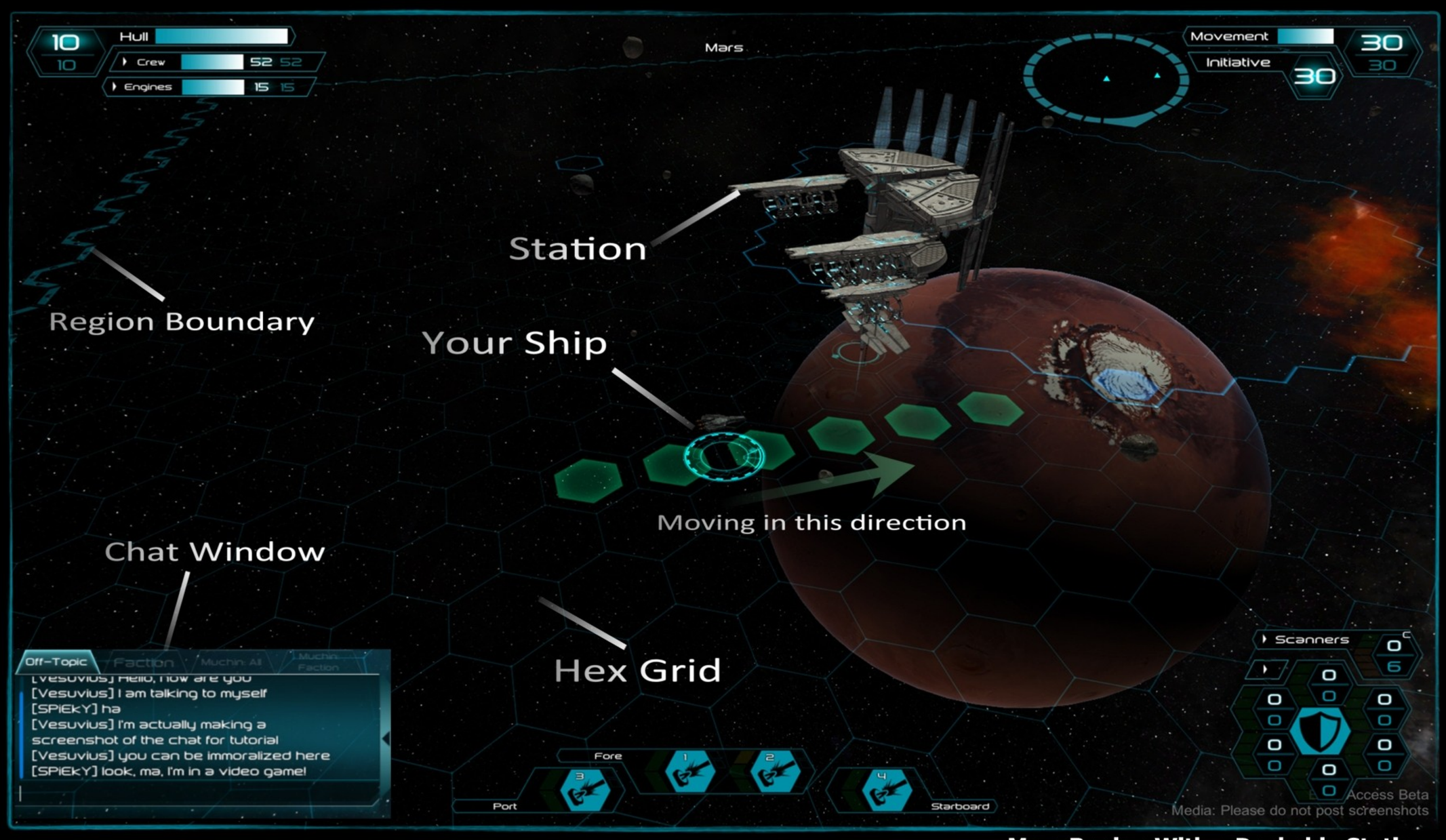
* Use the weapon systems data table to refer to specific damage bonus information.

THE BASICS: In a Region - Freeflight Mode

FREEFLIGHT MODE

When there are no enemies in the region, you can move freely around the map. The game is in REALTIME MODE.

1



Mars Region With a Dockable Station

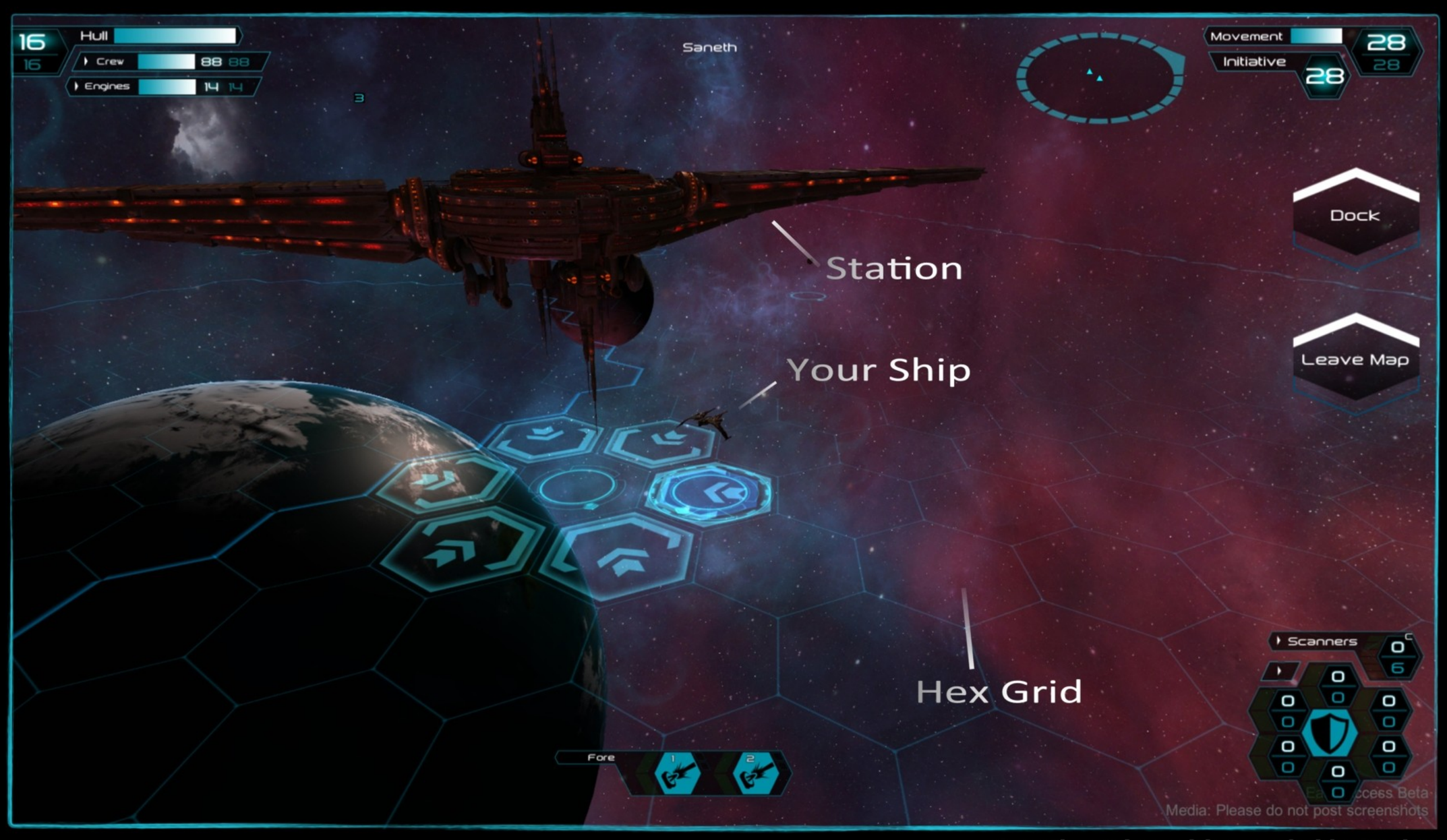
1 - FREEFLIGHT MOVEMENT

Move: Left-click to a destination on the hex grid, and you will move there.

Rotate View: Hold down the right mouse button to rotate view and reposition the grid to your preference.

Zoom In/Out: Scroll the mouse wheel to zoom in and out.

Chat Window: Move the mouse over to the lower left side of the game window. Choose the channel to communicate with other players currently in-game.



2

Saneth Region With a Dockable Station

2 - DEPARTING THE SHIPYARD

Dock: Return to the Station to access the shipyard. You must be adjacent to the Station to dock.

Leave Map: Activate your dark matter drive to leave region, and enter the Galaxy Strategic Map.

THE BASICS: In a Region - Combat Mode

COMBAT MODE

When there are enemies in a region, or enemies enter the region the game switches from FREEFLIGHT to COMBAT. The game now is in TURN-BASED MODE. There are three phases:

I - Transit Phase: Cinematics of ships entering the region.

II - Allocation Phase: You allocate available power to WEAPONS, FORCE FIELDS, and SCANNERS. Whatever power remains goes to MOVEMENT.

Repair Phase: Before the next allocation phase, there can be a repair phase if your ship is damaged.

III - Combat Phase: Time for action; all the moving and firing happens during this phase.

Field of View

Visual Range

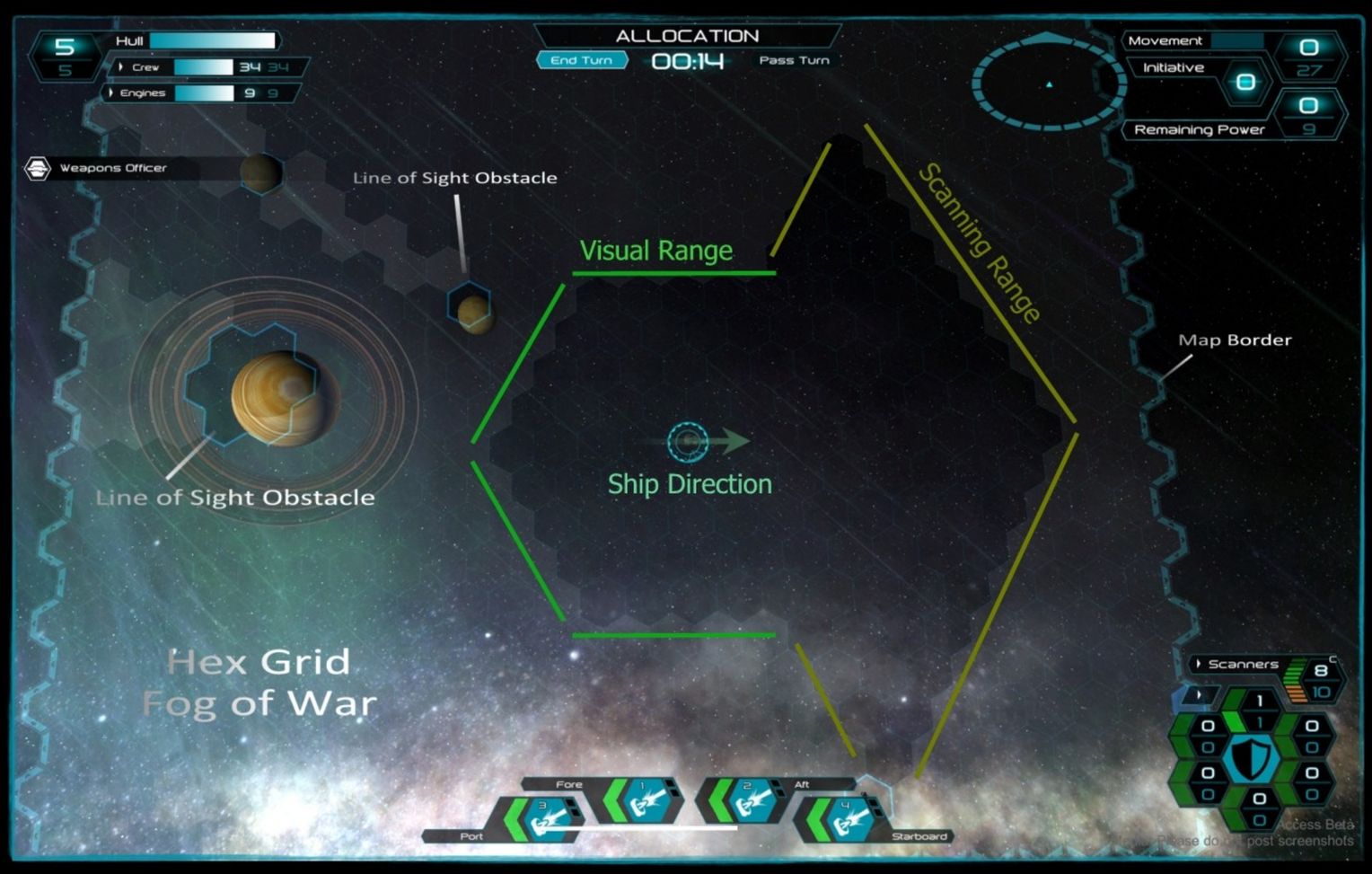
Your ship automatically can detect any enemy ship 4 hexes without need for scanners.

Scanning Range

Based on your ship's scanning strength, you can charge your scanners to detect further than 4 hex range. The scanners are forward-facing only, so you would need to turn your ship to get the scan triangle to face another direction.

Line of Sight

Planets, Moons, Wreakage and Nebula can break your field of view. Scanners cannot penetrate these obstacles.



Scanning View In Allocation Round - Scanner Activated to 8 Hex Range

Note: The small arrow icon inside your ship's circular indicator shows the direction your ship is facing.

Note: Your allies' line of sight will also add to your own.

Weapon Arcs

Weapons of all kinds will be placed on different ship hardpoints, and thus can fire only in specific arcs. The enemy ship needs to be within that weapon's firing arc to be targeted. Arcs: FORWARD, PORT, STARBOARD, and AFT.

Note: Mouse over your weapon to see the firing arc of that system.



Forward (front) Arc



Aft (rear) Arc



Port (left) Arc



Starboard (right) Arc

Targets & Firing

Targeting

Detected enemies are outlined in yellow. You can left-click on the hostile ship to get more information about it.

Note: You can also select targets by pressing the TAB key.

Firing

I. Left-click on a weapon to select it (if charged), or use the number keys associated with each weapon to select it. The weapon will automatically lock on any available target in range.

Mousing over that target will give you information about the % chance of hitting that ship at that range.

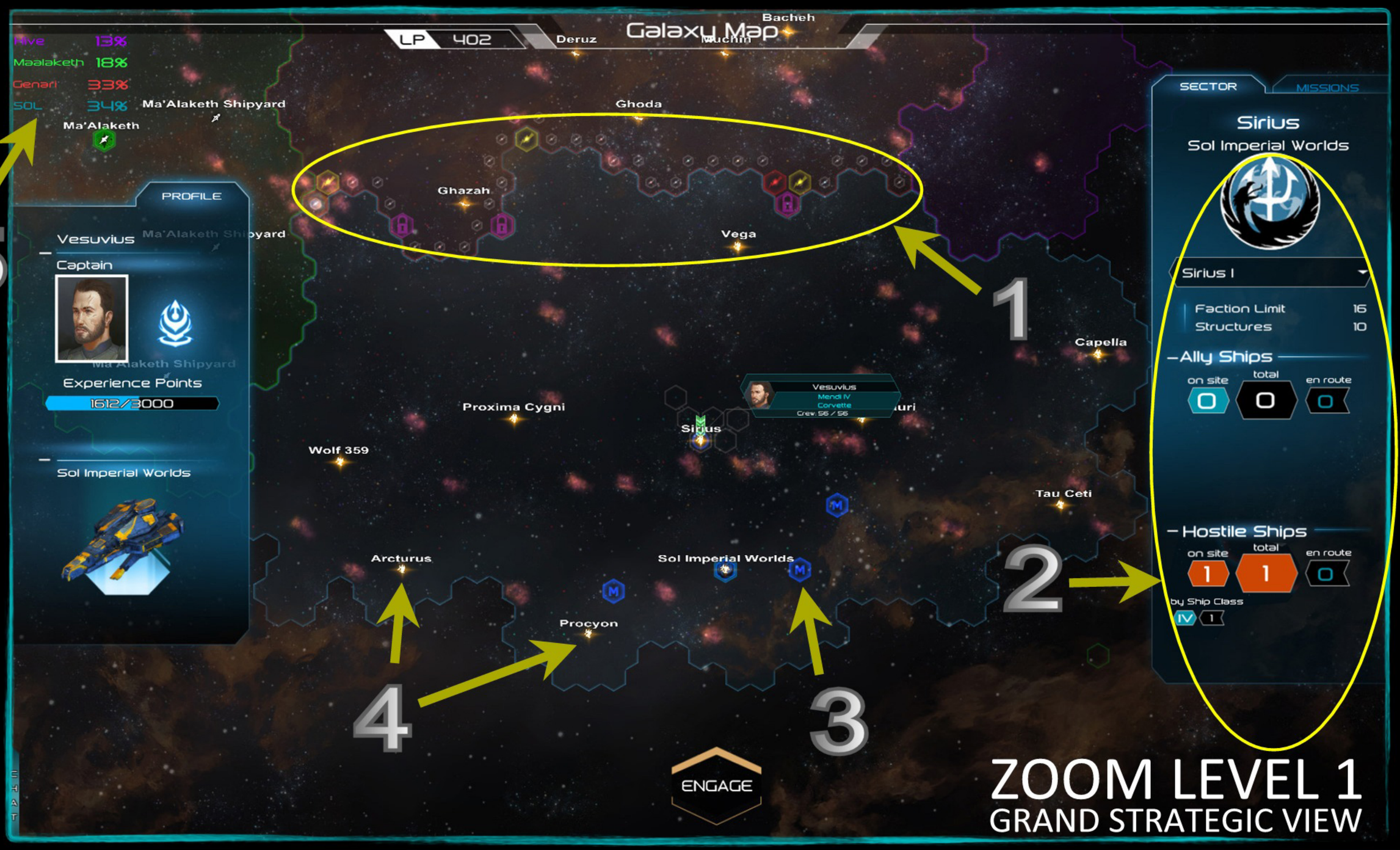
Note: Increased distance reduces % chance to hit.

II. A second left-click on the enemy ship fires the weapon.



Enemy in sight - Aft beam weapon targeting enemy ship.

GALAXY MAP



1 - The Contested Border

Players of one race meet opposing players at the border. Each hex represents a region to conquer. Left clicking on specific hex will allow you to travel there by selecting the engage button. Current region control can be seen by hex color: Sol (Blue), Genari (Red), Ma'Alaketh (Green), Hive (Purple).

Open to Invasion: Players may attack this region and initiate combat with enemy ships & structures.

Currently Under Attack: This region currently has a battle ongoing. You can join in on the battle.

Was Under Attack: This region was under attack, and some structures or capture points were taken.

Region Locked: This region has been captured. It is locked from retaliatory invasion for 24 hours.

NOTE: USE THE MOUSE SCROLL WHEEL TO ZOOM INTO THE MAP.

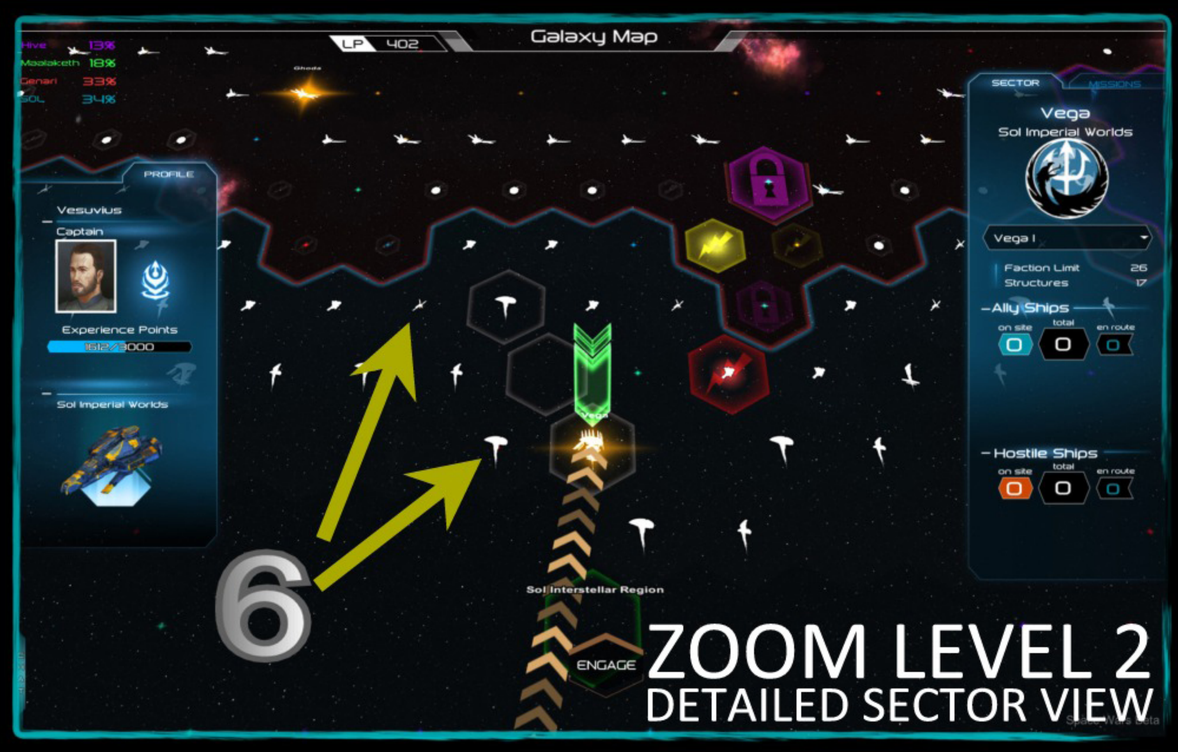
2 - Region Statistics

Gives information about what exists in that sector.

Faction Limit:
How many ships can be present in the region at a time.

Structures:
Number of Mines, Drones, and Station in that region.

Ally & Hostile Ships:
Detailed info on the number and class of ships present.



3 - Single Player Missions

Found away from the borders, fighting against AI pirates and invaders for smaller XP gains.

4 - Starbases & Spawn Points



These large defensive stations act as spawn points for players, as well as spacedocks for purchasing new ships or upgrading officers.

5 - Empire Statistics

Shows % control of the known galaxy for each Empire.

6 - Dominant Defensive Structure

In Zoom Level 2, you can see what defensive structure exists within that region, such as drones, mines, stations, starbases.

