

STAR FLEET II – Krellan Commander

Version 1.6/Release 9 Notes

Changes from Version 1.5D Release 25



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NOTE: Changes from previous version of the Notes are highlighted in yellow.

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PART I - NEW FEATURES AND MODIFICATIONS

1. PRACTICE MISSIONS

The game has two ways you can play games – in **Career Mode** and in **Practice Mode**. To advance your career by completing missions and qualifying for the next one, gaining promotions, decorations and awards, and cumulative rewards (Krels and Slaves) you must play in Career Mode. This is the default. However, if you want to practice your current mission before playing “for keeps”, or just want to go back and replay a previous mission (although with a new regional setup) for the fun of it, you can use Practice Mode. Regardless of the results of a Practice Mode mission, nothing is kept in your permanent record. No failures or rewards, and if you lose a battlecruiser, it is not taken out of circulation. In fact, when starting a Practice Mode mission, you can select any of the battlecruisers in the Fleet, regardless of their damage level in your career games.

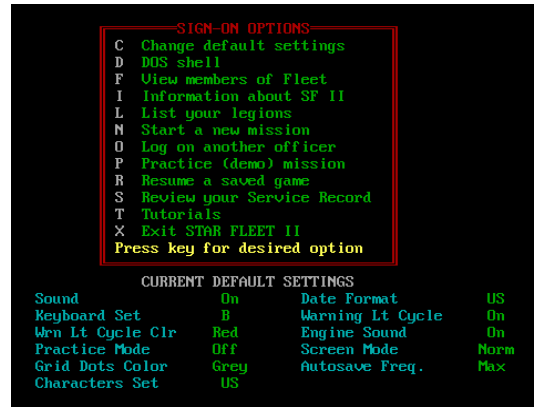


Figure 1: Sign-On Options Menu

In the Sign-On Options menu (Fig. 1), there is a new option, **Practice (demo) mission**. This replaces the “Demo” mode of the previous version. When you select this option, you will be asked if you want to switch

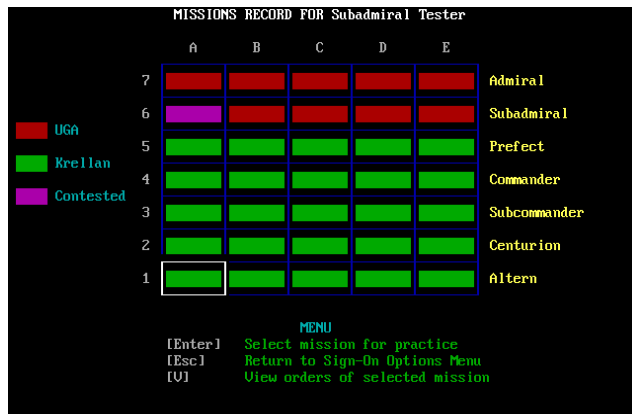


Figure 2 Mission Selection for Practice Mode

to Practice Mode. If affirmed, you will see a table similar to that in the Service Record (Fig. 2), showing all 35 missions (seven levels/ranks with five missions at each rank). The mission boxes are color-coded like in the Service Record, but there are no numbers in them. You can only play missions for which you have qualified, i.e., that you have reached in your Career. Green missions are ones that you have completed, magenta show the mission you are currently doing in Career Mode, and red are missions for which you have not yet qualified. Use the cursor keys to select a mission. If you press [V] you will see the orders for that mission. [Esc] cancels Practice Mode and sends you back to the Sign-On Options Menu. If you press [Enter] you have selected that mission to play, and it will tell you which mission you will be assigned. You will then be sent back to the Sign-On Options menu. You will notice that in the Current Default Settings below the menu, it shows **Practice Mode On**. This confirms that your next mission will be in Practice Mode. When you are ready to start your practice mission, select **Start a new mission**. When you receive your mission orders, at the top there will be another reminder “PRACTICE MISSION” in red. If you forget if you are in Practice Mode while playing the game, you can go to the Computer/Special Services/Change Settings which will show you the current settings, including for Practice Mode. Note that you cannot change the mode of the mission once it has commenced.

2. DEFAULT SETTINGS

Although the number of default settings (Fig. 3) is the same, three of them have been changed since Version 1.5D. As mentioned in the previous section, **Practice Mode: Off/On** is one of the new settings. It replaces **Tac Disp Grid: Off/On** in the previous version (the grid settings for each display are set locally). Another new setting is **Wrn Lt Cycle Clr: Red/Green** which replace the previous **Color: Off/On** setting, which was to select colors that would make the displays look better on IBM Monochrome monitors versus the default color RGB monitors. Since there is negligible chance that anyone playing the game now will only have a monochrome monitor, Version 1.6 no longer supports that monitor (starting with Version 1.5C the program no longer supported monochrome alternatives to planetary invasions and boardings) and thus there is no need for this color setting. The third new setting is Laptop Mode, which activates the alternate control keys that can be used for keyboards that do not have the Numpad. This is discussed in Section 12. The default value is Laptop Mode is OFF.

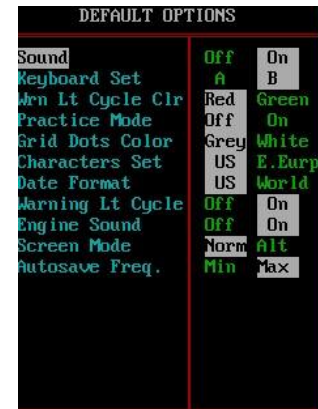


Figure 3. Setting Options

3. FLEET AND DATA FILES MAINTENANCE

The previous version of the game allowed you to delete players, change passwords, and reset the mission sequence number. Version 1.6 has added extensive new capabilities for fleet data file maintenance. You



Figure 4. Data Files Maintenance Menu

still access this function the same way you did in the previous version, i.e., by signing in with the name “manager” with password “fleet” and not through the sign-on options. After your password has been accepted you will be given a choice of three files to perform maintenance on: (1) players.dat, (2) srvr.cd.dat, and (3) seq.num. You have different options for each file you select (Fig. 4). **NOTE: You will not be allowed to modify or delete Player #1, which is reserved for Imperial Tribune Sorensen.**

3.1. Personnel File - players.dat

All the data about each player, such as ID number, name, password, rank, current mission level, number of missions at the current mission, number of slaves, and number of Krels are kept in this data file (Fig. 5). When you enter “1” for the data file, you will see a listing of all the players similar to the Fleet Personnel

IMPERIAL KRELLAN FLEET COMMANDERS							MENU
NUMBER	NAME	RANK	REGION	#MSN	SLAVES	TOT. KRELS	
1	Sorensen	TRIBUNE	7-E	1	13663	64724	[D] Delete Officer
2	Biggles	Subcommander	3-A	7	500	7898	
3	Pilot	Subadmiral	6-A	0	500	100	[R] Reset Officer
4	Rookie	Altern	1-A	255	0	0	
5	Idiot	Altern	1-A	1	0	0	[M] Modify Parameter
6	Anon	Admiral	7-E	0	0	0	
7	Tester	Subadmiral	6-A	0	1000	2000	[A] Add Officer
[Esc] exit w/o changes [X] exit with changes [↑][↓] select							[Enter] Change Password

Figure 5. Personnel File (players.dat) Listing and Menu

listing you can obtain from the “F” option in the Sign-On Options. Below and on the right of the Personnel Table are the options for working with this data file. You use the up and down cursor arrows to highlight the officer you wish to change. However, if you choose the Add Officer [A] option, it does not matter which officer is currently highlighted. Here are the options:

[D] Delete Officer – this will remove the officer from this data file as well as the Service Record and Legions data files. This can be reversed only before you leave the Personnel Files section by pressing [Esc] to exit without changes.

[R] Reset Officer – this keeps the Officer’s ID#, name and password intact, but resets everything else to an initialization state, i.e., rank of Altern on Mission 1-A with no missions, slaves, Krels, promotions, or awards.

[M] Modify Parameter – this allows you to change any of the officer’s parameters, except password, which is done separately. The parameters are: ID#, Name, Rank, Current Region (mission), number of attempts at that mission (#MSN), number of slaves earned, number of Krels earned. You will be prompted for each parameter in turn. Either enter the new value, or if you just press [Enter], the current value is kept unchanged.

[A] Add Officer – this adds a new rookie officer to the fleet. You will provide the name and password, then the officer will be assigned an ID# one higher than the previous highest number, have a rank of

Altern, and all other parameters would be set to zero. If you want this officer to be in other than the initialized state, then you will have to alter his/her parameters with the Modify Officer command.

[Enter] Change Password – if you just press **[Enter]** on a highlighted officer, you will be shown the officer's current password and be able to change it.

[X] Exit with Changes – this takes you back to the Data Files Maintenance Menu after saving all the changes you made to the personnel data. Once you have done this, you cannot undo the changes, except possibly by reentering this Personnel Command screen and doing them manually.

[Esc] Exit without Saving Changes – this also takes you back to the Data Files Maintenance Menu, but all changes made while in the Personnel Data Screen are ignored and the original condition of the data files is maintained.

3.2. Service Record File - `svrccd.dat`

This command allows you to view and modify the Service Record data file, which is a record of all promotions and awards given to each officer. The following commands are available:

[L] List File – this shows a listing of the file contents. There are three parameter shown: PLAYER ID#, RCD 1, and RCD 2. If RCD 1 is negative, then it is a promotion and the number is the rank to which the officer was promoted (1=Centurion to 7=Imperial Tribune), while the corresponding RCD 2 shows how many mission attempts at the current rank it took to achieve the promotion (minimum is 5). If RCD 1 is positive, then it is an award/decoration from 0 to 25 corresponding to their position on the table on p. 115 of the Krellan Command and Battle Manual. RCD 2 is the number of that decoration awarded in the mission (usually one). Note that this file shows the entries in the order that they occurred, and is not sorted by officer (player number). To see the next page of entries, press **[Enter]** or any key.

The other two options for this data file, **Reset File** and **Modify File** are not yet implemented.

3.3. Sequence Number File - `seq.num`

This command allows you to reset the mission sequence number, which increments every time a mission is started (whether Career Mode or Practice Mode). The sequence number range is 0 to 999. After 999 it resets automatically to 000. This is a unique number that helps identify data files that belong to a particular mission, thus allowing a player to be active in multiple missions at once. When you select this data file (#3 on the Data Files list) you will be presented with the same options as for the Service Record File, i.e., List, Reset, Modify. Pressing **[X]** returns you to the Data Files menu.

[L] List File – this displays the current sequence number, which is the number of the last mission that was started.

[R] Reset File – this will reset the sequence number back to 0. First you will receive the following warning: **WARNING! Resetting sequence number may affect saved games.** You then have to confirm that you really want to reset the sequence number. If you answer "N" it will return you to the Sequence Number File menu. If you answer "Y" it will reset the sequence number, but you will be informed that the previous sequence number has been saved in the file "seq_num.bak" just in case you change your mind. After this you will be returned to the Sequence Number File menu.

[M] **Modify File** – this is exactly the same as the Reset File command in its execution, but it prompts you for the new sequence number after giving you the same warning as above. If you enter “-1” it will cancel the command and return you to the Sequence Number File menu. If you enter anything other than a number between -1 and 999, it will ignore the input. If you enter a valid number, it will inform you that the new sequence number is that which you entered and that the old sequence number has been saved in the file “seq_num.bak” as before. When you then press any key you will be returned to the Sequence Number file menu.

4. SPENDING YOUR WEALTH

During your missions you accumulate slaves and Krels (the Krellan monetary unit). The more slaves and Krels you have earned by the end of your career, i.e., when you have reached the rank of Imperial Tribune, the greater your personal wealth, estates, and power will be in the Imperial Krellan court (which is beyond

AVAILABLE BATTLECRUISERS						
#	SHIP	REP.	LVL	#	SHIP	REP.
1.	KLARAR	0		21.	BLOOD FANG	0
2.	KRELLA	0		22.	BLOOD STAR	0
3.	KAARON	0		23.	BLOOD CLAW	0
4.	KAMIC	0		24.	RED DEATH	0
5.	KREE	0		25.	FURY	0
6.	KAUM	0		26.	DESTRUCTOR	0
7.	DEATH FANG	0		27.	PLUNDERER	0
8.	DEATHANGEL	0		28.	BUTCHER	0
9.	DECIMATOR	0		29.	DEVASTATOR	0
10.	BESERKER	0		30.	DEMOLISHER	0
11.	SKULL	0		31.	SUPPRESSOR	0
12.	VAMPIRE	0		32.	RAVISHER	0
13.	DEATH CLAW	0		33.	ERADICATOR	0
14.	DEATH RAY	0		34.	MUTILATOR	0
15.	DEATH SONG	0		35.	ASSASSIN	0
16.	CRUSHER	0		36.	SLAYER	0
17.	IRON DEATH	0		37.	TEMPEST	0
18.	PLAGUE	0		38.	KILLER	0
19.	STEEL FIST	0		39.	REPRISAL	0
20.	BRUTALIZER	0		40.	SMASHER	0
				41.	TERMINATOR	0
				42.	AVENGER	0
				43.	INVADER	0
				44.	HUNTER	0
				45.	PREDATOR	0
				46.	BLOODLUST	0
				47.	REVENGE	0
				48.	CONQUERER	0
				49.	VENGEANCE	0
				50.	DOOMSDAY	0
				51.	DEATHSHEAD	0
				52.	DEATH WING	0
				53.	DEATH STAR	0
				54.	DEATH KISS	0
				55.	DEATH HAWK	0
				56.	DEATHKNELL	0
				57.	AUDACIOUS	0
				58.	DRAGONCLAW	0
				59.	STAR OGRE	0
				60.	ZEUS	0
CURRENT WEALTH 64724 Krels						
Choose option [Select Ship]						
						[S]
						Select Ship
						[A]
						Accelerate Replacement
						[U]
						Upgrade BC #60
						[I]
						Information
						[M]
						Continue to Mission
						[Esc]
						Escape to Sign-on Options

Figure 6. Battlecruiser Selection Screen

the scope of this game). However, there are benefits that can be obtained from your wealth during the game itself. These benefits are only available to be purchased in Career Mode and not Practice Mode, although if you upgraded your personal Battlecruiser in Career Mode, you will always have those upgrades as well in Practice Mode. You are given the opportunity for either of these actions at the start of a new mission while in the display (Fig. 6) where you select your battlecruiser (Career Mode only).

4.1. Accelerated Battlecruiser Replacement

When your battlecruiser is lost during a mission, it is taken out of service for nine (9) missions before it is replaced and made available again. However, you can purchase priority replacement for any of the out-of-service battlecruisers at the cost of (200 x the current Rep.Lvl) plus 200 Krels for the initial bribe. Thus, for 2000 Krels, you can make a battlecruiser with a maximum Rep.Lvl of 9 available for selection again. This is true for your personal battlecruiser as well.

4.2. Upgrade Your Personal Battlecruiser

You can also purchase an upgrade to your personal battlecruiser (#60) once you have reached the rank of Sub-Admiral and selected your personal battlecruiser. The upgrade consists of increasing your maximum energy by 1000 units, from 4000 to 5000 units, 50% strengthening of the hull armor, increase storage capacity for sensor probes in supply from 5 to 8 and of supplies by 20%, increasing your complement of shock troops from 150 to 200, and a more accurate interstellar navigation computer (will put you closer to your target after emerging from hyperspace). The cost of upgrading your battlecruiser is 30,000 Krels. That upgrade is only for your personal battlecruiser and will be in place for every mission once you have purchased it (including Practice Mode missions even at a lower mission level). If you decide to rename your personal battlecruiser (which cannot be the name of any of the other battlecruisers in the list), you keep the upgrades. It's the same ship – you just renamed it. However, once you have upgraded your personal battlecruiser, you cannot downgrade it, i.e., remove the upgrades. If you really don't want the upgrades, select one of the other 59 battlecruisers. Your upgraded battlecruiser will be classified officially as a *Klagar'* (*Klagar-prime*) Class battlecruiser.

5. UPGRADE TO SWORD CLASS KRELLAN DESTROYERS

The *Sword*-class Krellan destroyers have been outfitted with a **phaser**. The original Krellan light destroyers (Star Fleet I) had a phaser, but no torpedoes. The *Piranha* and original *Sword* class destroyers had one torpedo tube with 10 (*Piranha*) or 15 (*Sword*) torpedoes, but no phaser. The new destroyers (*Sword Prime* class) retain the torpedo tube with 15 torpedoes, but have added a phaser of the same model as the phaser of the *Klagar*-class battlecruisers.

6. UPGRADE TO UGA SHIPS

The UGA is finally starting to get onto a war footing. They have recently upgraded some of their ships to improve their chances of surviving combat. Here are the upgrades we know of:

Heavy Cruiser:

Torpedoes carried has increased from 20 to **30**.

Number of space marines has increased from 70 to **100**.

They are now equipped with **ECM**. When the ECM is active, they will be harder to hit with either torpedoes or phasers, but they will also not be able to fire their phasers. However, they can launch torpedoes, which fly blind until they emerge from the ECM field (3 sectors), when they will locate and lock onto a target.

Light Cruiser:

Torpedoes carried has increased from 16 to **20**.

Number of space marines has increased from 60 to **70**.

Destroyer:

Torpedoes carried has increased from 12 to **15**.

Freighter:

Number of space marines has increased from 15 to **20**.

Starliner:

Number of space marines has increased from 20 to **25**.

7. STARTING YOUR MISSION

You will notice a couple changes when you first start your simulation while docked in starfort.

- Although the request to turn off **Num Lock** still appears, it is done automatically on certain computers.
- When the communication test message arrives from Starfort Control, there is a new audio sound consisting of three tones. This is a new **Priority Message alert sound**, which will accompany reports or messages that need to urgently be brought to your attention, such as a probe discovering the suspected presence of a starbase, which can easily be missed in a stream of messages scrolling past. If you hear this alert sound and don't see any important messages or reports in your messages display, then go to your logs to browse previous messages until you find a recent one that is particularly important.

8. PHASER LINE-OF-SIGHT

In the previous version your phasers were limited by line-of-sight (LOS) while orbiting. This has now been applied to all ships using phasers.

9. MAKE IT SO! (EXPRESS TRAVEL)

The travel from your current location to a particular target has been streamlined in three cases. For each of these cases, you will be asked by your Executive Officer (XO) if you want to go to the specified destination. If you answer in the affirmative, then that is the last thing you have to do other than sit back and watch it all happen. Your Executive Officer will handle all the commands, namely, setting the star system and destination in that system as navigation targets, setting the maximum safe speeds for the journey, and initiating the travel. If your Helm Override is active, it will be switched off. If the target is in your local system, the XO will determine if it would be better to travel directly there with sublight engines or to head to the system edge and do a hyperspace jump. All without you doing anything but enjoying the ride or taking care of other tasks. Your escorts will accompany you if they are in a specified formation. Here are the three cases:

9.1. Landing Party

From the Landing Parties table accessed through Computer/Information/Landing Parties (or accessed from the main menu by pressing **[C]/[I]/[L]**), when you have selected any landing party in the table and press **[Enter]**, you will be asked if you want to go directly to that landing party. If you answer "Y", then as outlined above, you will automatically be taken to the planet where the landing party is located. You will be asked if you want to orbit.

9.2. Planet

This is similar to the Landing Party express travel described above. From the Planets table accessed through Computer/Information/Planets (or accessed from the main menu by pressing **[C]/[I]/[P]**), when you have selected any planet in the table and press **[Enter]**, you will be asked if you want to go

directly to that planet. The distance to the planet in light years will be shown. If you answer “Y”, then as outlined above, you will automatically be taken to the specified planet. You will be asked if you want to orbit.

9.3. Closest Starfort [Alt][J]

Unlike the previous two cases, this express travel shortcut is accessed only by a Hot Key shortcut and not from a particular location in your command structure. Any time that you are in one of your primary displays (Main, System Map, Navigation Map, or War Map), you can press [Alt][J] and you will receive a query if you want to go to the nearest starfort. If you answer “Y”, then as outlined above, you will automatically be taken to the closest starfort. You will be asked if you want to dock.

10. PLANETARY INVASIONS

10.1. Message Delay

There is an adjustable delay specifying how long a message in the top message line will be shown. The current default is 3.0 seconds. That will remain the same for player ranks less than PREFECT, but for PREFECT and higher, the default delay will be 1.0 seconds.

10.2. Assault Zone Notification

Currently when you assault a zone with Shock Troops, it just gives you the quadrant number (1-4). It will now also tell you the geographic (planetographic?) location, i.e., NW, NE, SW, SE, respectively.

10.3. Planetary Defense Phasers

Although the status of cities (enemy, Krellan, contested, or destroyed) is shared between PIN and the main program, the status of the PDPs wasn't. Now, if you destroy a PDP in PIN, or destroy a city with a PDP in the main program during bombardment, the information is transferred to the other program so it can act accordingly and provide consistency.

10.4. Locator

On the planetary map, there is a new command on the command line – Locate. When you select this it will prompt you for whether you want to locate a city or invasion zone (if there are any zones selected). Press “C” for City or “Z” for Invasion Zone. If there are no invasion zones, this step will be skipped. It will then prompt you for the number of the city or zone. When you enter a valid number, the cursor will go to that city or zone. This just locates it with the cursor. You can then perform any of the usual commands like Select, Deselect, Bombard, View. This is a good way to find a missing city (in case it is almost underneath another city). Even if the city is underneath, the commands will be for the selected city and not for the visible one.

10.5. Auto Withdraw

If you command a zone to withdraw, PIN will now automatically send empty Drop Ships down to collect Warrior Cohorts, then launch and return them to orbit until all have been withdrawn. If there is no landing pad present at the time of the command, a warrior cohort will be ordered to build one. This command only works for zones that have been captured.

10.6. Drop Ship Express

You no longer have to wait for a landing pad to be completed before launching a drop ship from orbit. Once the arrival time exceeds the landing pad completion time, you can launch (you won't have to wait long) so that the drop ship can land almost immediately after the landing pad completion. This

makes it less hazardous for your shock troops since they don't have to defend the pad for as long until reinforcements arrive.

10.7. Be Ready for their Arrival

Although you almost always will want your initial landing of Shock Troops to be in Protect Mode, if you later have no forces except a landing pad in the invasion zone, but have a drop ship with warriors on the way, you can preset the local command so that when they arrive your cohorts will immediately be given the local command (e.g., CAPTURE).

11. UPGRADED STAR SYSTEMS DATABASE TABLE

For each star system there is now an indicator that shows the ownership of the system by color (unknown, neutral, Krellan, UGA, or contested). They are basically the same color definitions used in the War Map. The War Map also shows systems with current enemy activity detected (using a red block background). The SS table shows the same thing, but the difference is whereas the War Map shows currently detected activity, the SS table shows in which systems enemy activity has ever been detected. The definitions for all this are part of the table that is displayed so you don't have to remember all this. Although the War Map and SS Table may differ in their showing of enemy activity, both are very useful. You can still select a star system from the table and be transferred directly to the Nav or War Map to view the system database and/or initiate navigation to go there.

STAR SYSTEMS					DATABASE														
SS	Rx	Ry	Cls	Plt	SS	Rx	Ry	Cls	Plt	SS	Rx	Ry	Cls	Plt	SS	Rx	Ry	Cls	Plt
0	31, 1	G	0	0	13	23, 3	F	1	1	26	6, 3	A	0	0	39	28, 5	0	2	2
1	22, 1	M	0	0	14	0,10	G	1	1	27	34,12	F	0	0	40	20,11	G	1	1
2	0, 1	0	0	0	15	18, 2	0	0	0	28	3, 9	A	0	0	41	9, 8	F	1	1
3	8, 0	G	0	0	16	33, 2	G	1	1	29	20,15	F	1	1	42	4,15	G	2	2
4	13, 0	G	1	1	17	16,12	B	1	1	30	5,10	M	0	0	43	7, 2	G	1	1
5	23, 7	F	0	0	18	8,14	F	1	1	31	0, 6	M	0	0	44	27, 3	0	0	0
6	10, 8	M	0	0	19	28, 3	B	0	0	32	23,13	F	1	1	45	31, 3	G	1	1
7	35,11	G	1	1	20	13, 9	F	0	0	33	28, 2	B	0	0	46	5,15	F	1	1
8	22, 8	G	3	3	21	13,10	0	0	0	34	26,13	A	0	0	47	17, 3	G	0	0
9	18, 3	M	0	0	22	1, 9	F	0	0	35	11, 5	B	0	0	48	21, 8	G	2	2
10	9, 6	K	0	0	23	6, 8	K	1	1	36	0, 8	G	2	2	49	31,12	0	0	0
11	33,14	B	0	0	24	9,13	F	1	1	37	9,15	F	0	0					
12	11, 3	G	1	1	25	3,14	F	0	0	38	32, 8	G	2	2					

Status: ■unknown ■neutral ■Krellan ■UGA ■contested ■UGA activity

[CR]: select for transfer to Nav [Esc]: exit

Figure 7. Star Systems Database

12. NEW ALTERNATIVE CONTROL KEYS

It has been reported that persons playing Star Fleet II on laptops are at a disadvantage because the functions keys are not single press keys, but also require the simultaneous pressing of the [Fn] key, which means that when the game requires a [Shift][F#] key, such as to fire phasers or torpedoes, three keys have

to be pressed simultaneously. With Release 6, alternative keys for some common commands have been introduced that make playing easier on laptops, and may even prove to be desirable on regular keyboards. The new keys are:

Command	Existing Key	New Key	Comments
Start engines	[F9]	[Home]	Laptop Mode only
Emergency stop	[F10]	[End]	Laptop Mode only
Fire phasers	[Shift][F9]	[Insert]	Either mode
Fire torpedoes	[Shift][F10]	[Delete]	Either mode

13. NEW FEATURE FOR REPORT AND MESSAGE LOGS

Version 1.6 introduced the Notepad feature. The notepad is also available when viewing the report or message logs ([M]/[M]/[R] or [M]). When the log is display, you can access the notepad by pressing [Ctrl][N]. This new command is specified in the revised menu for the logs (Fig. 8). While the notepad is up you have full notepad editing features. However, you are locked into the notepad and cannot access the log. If you want to look at another place in the log, you first have to exit from the notepad, position your log to the desired location, and then access the notepad again if desired.



Figure 8. New Menu for the Report and Message Logs

14. UGA MINES – DEADLIER THAN EVER

The UGA has always employed mines in Star Fleet II in Level 4 (Commander) and above missions. These were contact mines that were equivalent to UGA torpedoes in hit strength (500 units max) and would only explode if the Krellan ship moved onto it. They were impervious to torpedoes and could only be destroyed by manual phaser fire. They were undetectable if you are travelling at a speed above 0.4c. The UGA have upgraded their mines and changed their deployment strategy. They are now proximity mines, which means they don't need a direct hit to explode, but will explode if the Krellan ship comes within one sector (point) of the mine. They have also employed new stealth technology that make them harder to spot, even at low speeds. We have learned that the UGA has a strategy for the use and deployment of mines. All starbases, Fleet Headquarters, and UGA colonies (only in Level 7) are surrounded by a field of randomly places mines. Systems with other UGA planets will have the mines scattered throughout the system. If one of your escorts hits a mine (or possibly even two mines at once), it can be destroyed or badly damaged. You may have to alter for tactics and escort formation if you find yourself in a minefield (the MINES warning light will come on and an alarm will sound). Another improvement the UGA has implemented, Note that a change in the game design has removed mines from Level 4 (Commander). They will now only appear in Level 5 (Prefect) and above. To help make them obvious, mines appear in bright red in the Tactical Display and the CID in the CCC. UGA torpedoes are red.

15. ON PATROL

One of the commands available for you to give to other Krellan ships in Level 5 (Prefect) missions and above is the *Patrol* command. This orders the selected ship to patrol the system it's in or the system it's headed for. However, before Release 9, the patrolling was not well defined, especially for non-local systems. It has now been completed and is defined as follows:

- If the Krellan ship is in normal space in a system (with or without a star), then it will perform the patrol as follows: It starts at system location (SLOC) 20,20 with a heading of 0° and speed of 0.6c. (1) It then moves up to SLOC 20,60; (2) turns to 90° and moves to 60,60; (3) turns to 180° and moves to 60,20; (4) and then turns to 270° to return to its starting location 20,20. It then repeats the cycle. This enables its LRS to scan the entire system.
- If the Krellan ship is in hyperspace with a regional location objective, then it will patrol its objective system (regional location) once it arrives.
- If the selected Krellan ship is not at or headed to the system to patrol, then through *Strategic Command* (not yet available in *Fleet Command*) go to Regional Total Space Forces table, select the desired ship, and order it to *Move To* the desired regional location. When it arrives in that location, it will switch to *Hold Position* and inform you of its arrival and status. You use either *Fleet Command* or *Strategic Command* to order it to patrol the system.
- If the Krellan ship detects a starbase or UGA Fleet Headquarters (mission 7-E only) while on patrol, it will inform you and then react as follows:
 - i. If the Krellan ship is out of torpedo range, it will stop and assume *Hold Position* until it either receives other orders from you, or runs low on supplies or power and has to head back to starfort (if no supply ship is available). Note that if it comes under attack by UGA ships, it maintains its *Hold Position* command until one of the two previous conditions occurs.
 - ii. If the Krellan ship is within torpedo range of the starbase of UFHQ (such as when it first arrives in the system), it will immediately withdraws (switches to *Withdraw* command) to the nearest starfort, and hope that it survives. Remember that starbases and UFHQ are surrounded by mines as well, so chance of the Krellan ship withdrawing successfully are not good.

PART II - NEW COMMANDS

Note: Each command in this section shows the key sequence to get to that command starting with the [Alt][M] command (shortened to [M]) to get you to the top of the command hierarchy. Following the name of the command in parentheses is either the command abbreviation if a top level command, or the top level command under which this command appears.

16. PROBE TARGETS (NAVIGATION CONTROL) – [M]/[N]/[N]or[W]/[P]

A new option has been added to the Probes Control in the star maps (Navigation or War). If you have any probes in transit to another system, you might forget which systems have been targeted so you can select a different system for your next probe. If there are any probes in transit, a new option will appear in the bottom of the Probes Control window – **[T]: targets (probes in transit)**. If you press [T] then Probe Control window will disappear and a bright yellow “T” appears on every system that a probe is currently headed for (Fig. 9). Press any key to return to the Probes Control window. This option does not appear in the Probe Control accessed through Engineering, because you cannot launch probes from there. In both

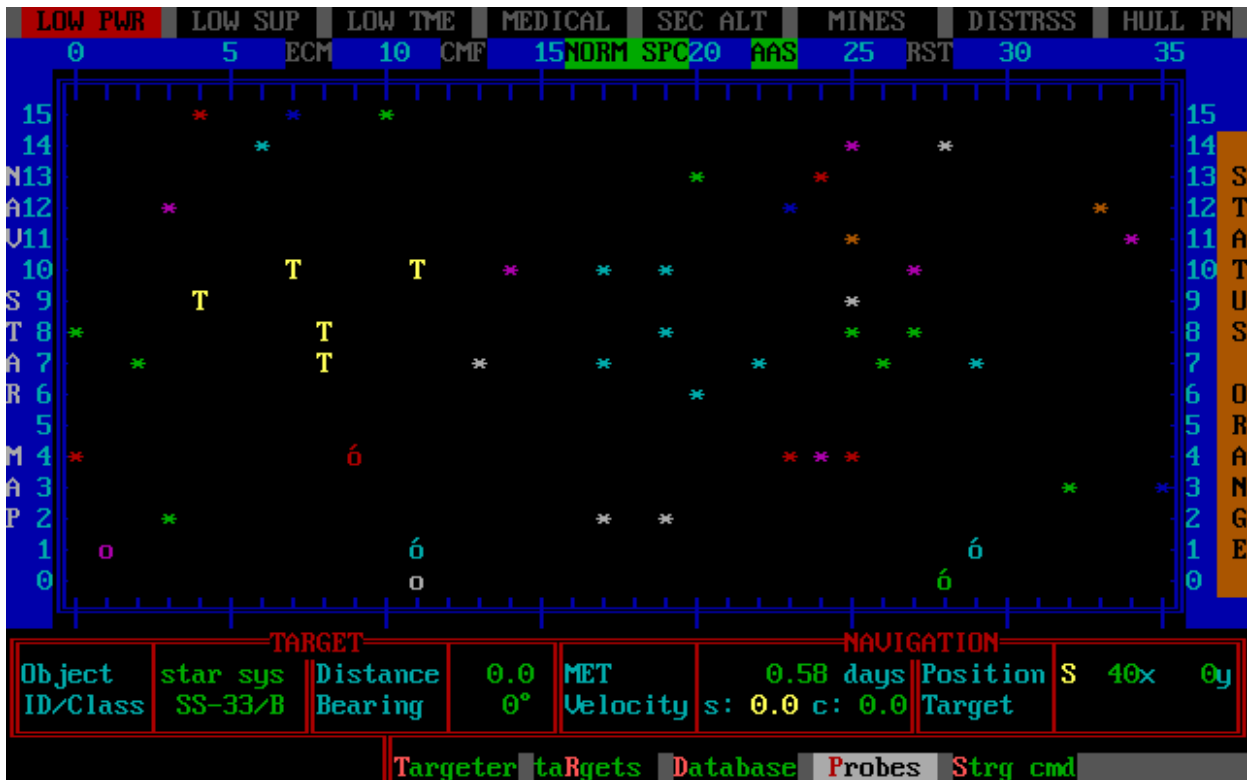


Figure 9. “T” Marks the Target Systems for Probes in Transit

Probes Control tables (Nav and Engineering) there is a new option enabling you to **detonate all probes** that have reached their target and are in passive mode. If there are multiple probes that can be detonated, the first time you select a probe to detonate, you will be queried about detonating them all.

17. COMBAT COMMAND (cmB) – [M]/[B]

This has replaced the Weapons Command (Wpn) of previous versions. The former Weapons command is now one of two options in the new Combat Command and operates exactly as before. However, when you select Combat Command, you have a new option, the Combat Control Center (“Combat CC”).

18. COMBAT CONTROL CENTER (COMBAT COMMAND) – [M]/[B]/[C] or [Alt][X]

The Combat Control Center (CCC) incorporates the Combat Information Display (CID) of Version 1.5D, but provides nearly everything you need to monitor and control combat in the vicinity of your ship. It is a full screen static display (Fig. 10), i.e., Mission Elapsed Time (game time) is frozen while you are in the CCC. However, any orders or control settings made in the CCC take immediate effect once you exit.

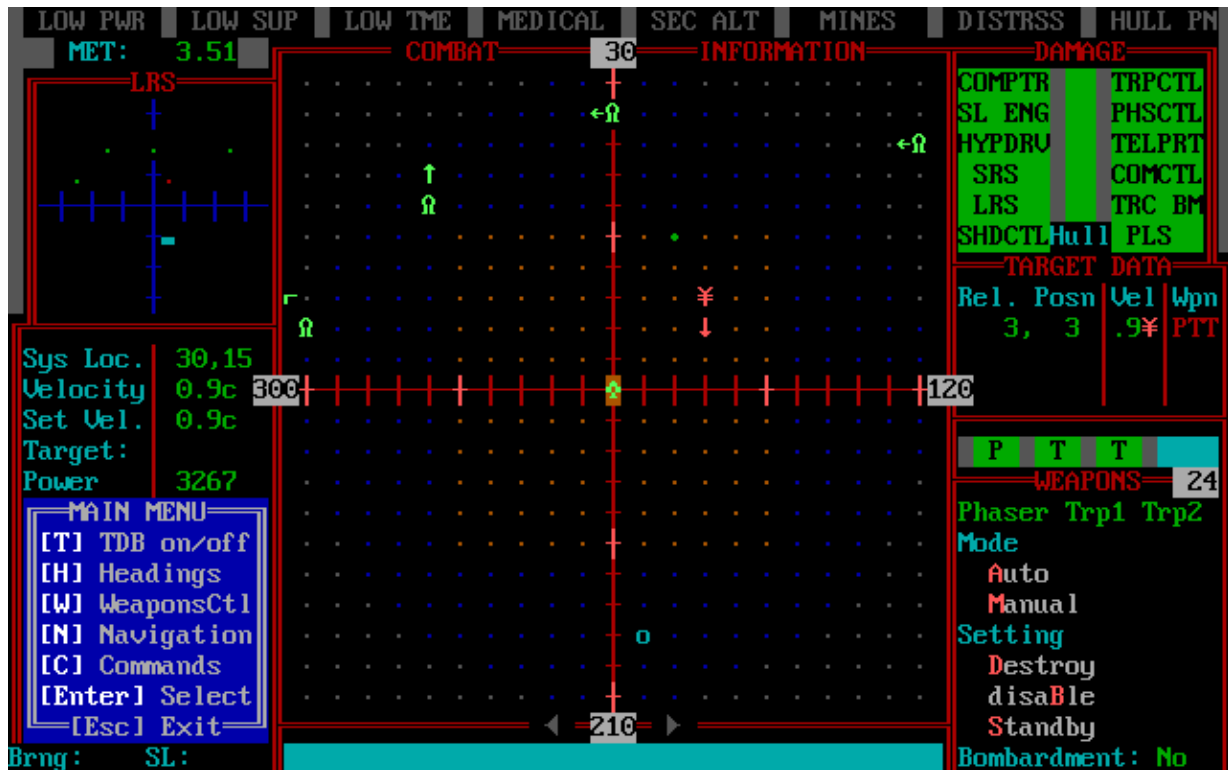


Figure 10. Command Control Center (CCC)

18.1. CCC Display Layout

Unlike the Version 1.5D CID, which was an overlay on the current screen, the CCC is a full screen that was carefully designed to show all the necessary information needed for Tactical Combat. It looks similar to the Main Display with the CID imposed, but there are important differences. As in the Main Display, in the upper left quadrant is the Long Range Scan (LRS) and in the upper right quadrant is the Systems Status (DAMAGE) Display. However, that is where the identicalness between the two displays ends. The central CID is essentially the same as in Version 1.5D, with the orange dots around your ship showing the area covered by the Tactical Display and corresponds to the range of your phasers, while the blue dots show the nominal range of your torpedoes.

On the left side, the MET has been moved to on top of the LRS, while below the LRS are some essential parameters that could be needed during combat, such as your system location, current and set sublight velocities, navigation (N) or pursuit target (P), and current power (energy reserves) level. Below the data on the left side is the current menu. The default is the Main Menu, which will be discussed subsequently. Below the menu is the bearing to the current target in the Target Designator

Box (TDB) and the target's system location (SL). To the right of that under the CID is the identification of the object inside the TDB, and if it's a Krellan ship, its current orders.

On the right side of the display under the DAMAGE display is the TARGET DATA box. This only shows the up to three targets that can be targeted by your weapons, unlike on the Main Display which shows up to nine targets, although only three can be targeted. This display shows the relative position of the target, its sublight velocity, the target icon, and the weapons status, which shows which weapon is targeted for which target and uses the same colors as on the Main Display – bright yellow indicates disable only, bright red is destroy, blue is on standby, and white is for manual target. Below the TARGET DATA box are the weapons status indicators (black means inactive, red is active but not ready, green is ready to fire, and blue is on standby). To the right of these is the “continuous fire” indicator, which flashes “cont” when active. Below this is the WEAPONS Box, which will be discussed later.

18.2. Main Menu

This is the default menu when you first bring up the CCC display, and the other menus can only be accessed through the Main Menu. As before you have the option to show the ships' headings by pressing [H] (changed from [C] for course in the previous CID), and you can toggle TDB the on and off by pressing [T]. When you move the TDB over an object, its identity, system location, and bearing from your ship are shown on the bottom line. If you press enter, you will open a display that shows detailed information about the object. If it's a Krellan ship, then you will see the detailed Data Display for the ship. Other objects just have a more general and less detailed description. However, if it's a torpedo (Krellan or UGA) it will tell you the ownership of the torpedo, i.e., who fired it. The other three menus are accessed from the Main Menu: Weapons Menu, Navigation Menu, and Commands Menu. Note that the [H] and [T] toggle commands work in all the menus (with a couple exceptions), although they are only shown in the Main Menu.

18.3. Navigation Menu

The Nav Menu allows you to select various navigation orders and settings for your ship that will take effect when you exit the CCC. On the bottom line of the CID frame on either side of the stern bearing (opposite of your heading), are the sideslip and evasive maneuvering indicators (◀ ▶). Pressing [Tab] while in this menu activates Right Sideslip (the right arrow) and [Shift][Tab] the Lift Sideslip. The corresponding indicator glows in green when active. If you press [V] then Evasive Maneuvering is activated, as is shown by both sideslip indicators been lit and flashing at the same time. Pressing [Esc] will return you to the Main Menu.



[P] Pursue – when you press this key, you will be asked to select the target to pursue. The TDB will appear on your ship (even if you had it somewhere else when you selected this) and move it to your target to pursue (the target identification will appear on the bottom line), then press [Enter] to select it. You will receive confirmation that you are in pursuit of that target and in the Nav Data at the left, a “P” will appear next to “Target:” and the type of target will appear in the space next to it. Note that you can select a UGA ship, Krellan ship, or even a starbase or planet, etc., as a pursuit target, but of course in the latter cases, the target won't move. To cease the pursuit, press [P] again and you will receive a message telling you what you are pursuing and asking if you want to cancel the pursuit. If

you answer affirmative, the cancellation will be confirmed and the target will be removed from the ship data info on the left side of the screen.

[K] **Show Track** – when you press this key, your projected movement track will be shown in the CID as white crosses “+”. If you do not have any maneuver switches activated, this will just be a straight line along your current heading. However, this option is particularly useful if you have selected Right or Left Sideslip, because these will tend to curve your course, which could be helpful when approaching a starbase. When you press [K] again, the track indicators will disappear. **NOTE: THIS OPTION IS INACTIVE IN VERSION 1.6 BECAUSE OF LACK OF MEMORY.**

18.4. Weapons Menu

The Weapons Menu (Fig. 11) puts you in Weapons Mode and essentially replaces the old Weapons Command and gives you complete control of your weapons and targeting in a single easy-to-use display. When the Weapons Mode is activated, the “WEAPONS” label in the lower right lights up in

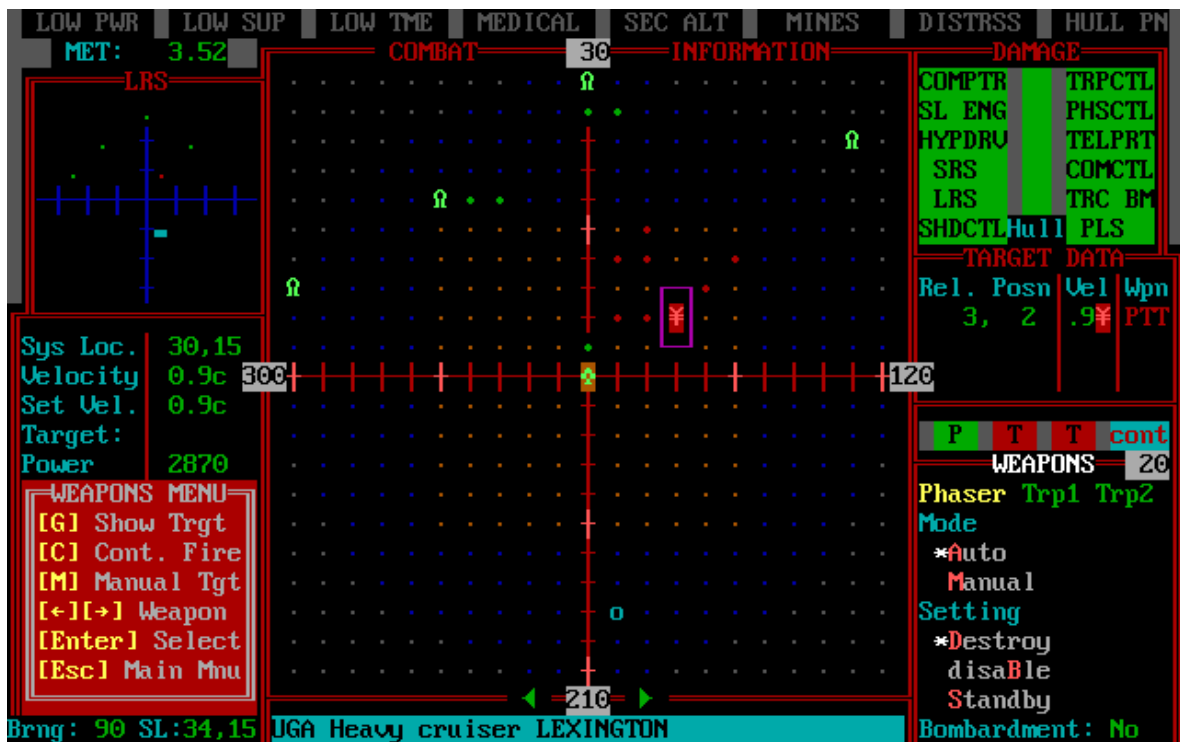


Figure 11. Weapons Control in CCC

bright white and flashes. The current weapon selected (Phaser is default) shows in bright yellow, and the current mode and setting for that weapon are indicated by white asterisks “*”. This display also shows the number of torpedoes remaining on the top line next to the WEAPONS label, and the Bombardment status on the bottom line (note: bombardment settings cannot be altered in the CCC – you have to do that through Strategic Command/Planetary). When the Weapons Menu first comes up, the TDB is inactive. You use the left and right arrows (← →) to select the weapon you want to control (as indicated by the bright yellow weapon label). To change a weapon mode or setting, press the red highlighted letter of the option you want, and the asterisk indicator will move to that mode

or setting. Any changes will also show in the TARGET DATA display and in some cases on the target in the CID. Pressing [Esc] will return you to the Main Menu. The Weapons Menu has the following additional options:

[G] **Show Target** – when you press this key, the target of your selected weapon is indicated by a red TDB. Press [Enter] to remove the TDB.

[C] **Continuous Fire** – this is the toggle for the Continuous Fire Mode. When you press this key, you turn Continuous Fire mode on or off. When on, the “cont” indicator above the WEAPONS box on the right will flash. If it’s off, the indicator will be blank. Continuous Fire Mode means that all three weapons, if active, will fire at their targets as soon as they are energized (for the phaser) or torpedoes are loaded (for the torps). This allows you to fire your weapons at maximum rate without any action on your part. Of course, with the phasers you have to watch your ship’s power level to ensure you don’t fire the phasers down below your red level (25%) and also watch the number of torpedoes available. Once you run out of torpedoes, then they will stop firing. If you don’t want a weapon to fire in Continuous Mode, you can change its setting to Standby.

[M] **Manual Target** – when you press this key, your selected weapon will switch to Manual Mode if it is currently in Auto Mode and a TDB will appear for you to select your manual target. Once you have moved the TDB into the target, press [Enter]. If your weapon is already in Manual Mode when you press [M], the TDB will appear and you can select your manual target. If the TDB is on when you press [M], the TDB will disappear and you will no longer be in Manual Target Selection Mode.

18.5. Command Menu

NOTE: This Command Menu only appears if you are of rank PREFECT or higher. This menu provides a subset of the Strategic Commands menu that appears when you select a Krellan ship in the Space Forces table shown through Strategic Command ([M]/[G]/[R] or [L]/[S]/[T]). That Commands Menu gives you all the possible commands that you can give another Krellan ship (except Hold Fire), while this COMMAND MENU in the CCC provides you the commands you are most likely to need within your local area. It even provides a command that is otherwise in the Communications Command and not the Strategic Command area. The result is a streamlined set of commands where you can see the situation as you give the commands and it involves less keystrokes. Note that the current orders of the Krellan ship in the TDB are shown in the information area on the bottom line of the screen. Pressing [Esc] will return you to the Main Menu. To use any of these commands you must first put the TDB on the Krellan ship you want to command (except your escorts). Here are the command options available:



[A] **Attack** – when you press this key, you will be prompted to move the TDB over the target you want your selected Krellan ship to attack. When the TDB is in place, press [Enter] to send the command. The Krellan ship will acknowledge the order.

[W] **Withdraw** – when you press this key, your selected Krellan ship (inside the TDB) is ordered to

withdraw immediately to the nearest starfort. This is usually done when the ship is damaged or low on power, but has not yet reached the level to initiate its own withdrawal. The Krellan ship will acknowledge the order.

[M] Move to – when you press this key, you will be prompted to move the TDB over the location to which you want your selected Krellan ship to move. When the TDB is in place at the destination location, press **[Enter]** to send the command. The Krellan ship will acknowledge the order and inform you of its destination location. Note that once the Krellan ship has reached its destination, its “Move to” order will automatically be changed to “Hold Position .” If you want it under a different order, you will have to change it.

[H] Hold Fire – when you press this key, the selected Krellan ship is ordered to hold its fire, i.e., not shoot any weapons until the order is canceled. You can cancel this order by selecting the ship and pressing **[H]** again. This order is particularly helpful if you want to capture the target or get credit for the “kill shot.” Note that this is not a command found on the Strategic Command window for Krellan ships, but is instead ordered through the Communications Command (**[M]/[M]/[S]/[K]/[H]**). The commands in the Strategic Command window are all action commands for movement orders, while the Hold Fire is a targeting command (which is in a special Targeting window for Escorts). This order is independent of the other commands. No matter which command you select, it will not affect the Hold Fire orders. Even if you order a ship to Attack, it will not shoot at the target its attacking if it is under Hold Fire orders. This could be useful if you want to distract the enemy starbase or ship you want to capture while ensuring that your Krellan ship doesn’t destroy the target. The Krellan ship will acknowledge the order and cease firing (or resume firing depending on its initial state). Any of the Krellan ships torpedoes in flight will self-destruct when it accepts this order.

[P] Position Hold – when you press this key, your selected Krellan ship (inside the TDB) is ordered to stay in its current location, with displayed order of “Hold Position.” This is a toggle switch. If you press this key for a selected ship that is already holding position, then it will cancel that order and automatically switch to “Free Operation” – the default orders. The Krellan ship will acknowledge the order and inform you what its new order is.

[R] Rendezvous – when you press this key, your selected Krellan ship (inside the TDB) is ordered to rendezvous with your ship. The Krellan ship will acknowledge the order.

19. MISCELLANEOUS INTELLIGENCE (COMPUTER COMMAND) – [M]/[C]/[I]/[I]/[M]

There has been a new command added to Computer/Information/Intelligence, and that is the Misc. (Miscellaneous) command. This is where you can gain access to other information gathered about the enemy other than on UGA Ships, and Starbases, which are the other two options in the Intelligence command. For now, there is only one item that can be accessed through this new command option. If you board and capture a starliner, then there is a chance that your boarding party might extract the route of the starliner from their navigation computer. This will reveal the three UGA planets that the starliner services on its set route. The starliner route is added to your computer, and when you have one or more onboard, you can look at each with this command. A star map will appear which will show you the starliners route and the three UGA planets of call on the route. Note that there is typically (at least at the

lower ranks) three starliners that travel three different routes, with at least one hub planet that intersects multiple routes so that a passenger can travel to any of the planets serviced by the starliners.

20. LANDING PARTY (COMMUNICATIONS COMMAND) – [M]/[M]/[S]/[L]

A new destination has been added to Send Messages in Communications Command. This is the landing party on the planet which you are currently orbiting. Although you set the mission for your landing parties in the Landing Party command of Engineering Command, there is a set of orders you can give the landing party regardless of their current mission and does not alter their current mission, at least in most cases. This order is either to take or kill captives. Any captives taken can be left on the planet in a base once one is established. The captives can be beamed up to your ship where they will add to your captives total, or you can order the landing party to kill all captives. If the Take Captives order is active, it will be replaced by the Kill Captives order and vice versa. In the Landing Parties table, if the Capture order is in effect, a "+" will appear next to the number of captives.

21. HOLD FIRE ALL (COMMUNICATIONS COMMAND) – [M]/[M]/[S]/[K]

When you select Krellan ship as a comm destination, if there is one in the Tactical Display you will be given the choice of selecting your destination using either the Target Designator or the Space Forces Table (prior to Release 3 if you selected this option you were presented with the Regional table with all Krellan forces listed). If there is no Krellan ship in the Tactical Display or you select the Space Forces Table option, you will be asked if you want *Local* or *Regional* listing. Press [L] or [R] – the default if you just press [Enter] is *Local*. The appropriate Space Forces table will then be displayed. If you select Local (only), then in the table is a new option "[H]" which, if pressed, will order all Krellan warships and starfort in your current local system to Hold Fire (but not your escorts). This is only available in Mission Level 5 and above (note: if you are of flag rank, i.e., Prefect and above, and play a mission in Practice Mode, then you have the restrictions of the level you are playing at, not your earned rank). If you are in a lower level mission, you have to order the ships to Hold Fire individually through either the Comm command or the Cmds Menu in the CCC if they are within range. Once the order is given, any of their torpedoes in flight will immediately self-destruct. If the Krellan ship leaves the system or docks, it will reset the Hold Fire back to Free Fire. You cannot change all the Krellan ships at once from Hold Fire to Free Fire. You have to do that individually by first commanding them to Hold Fire again through Comm, then going back and canceling the command, or if they are in range, you can go into the CCC and using the Hold Fire command in the Cmds Menu, select a ship and press [H]. Hold Fire All is a standing command. Any Krellan ships that arrive after the order was issued, will automatically receive the order and switch to Hold Fire. This will stay in place until the order is rescinded, your ship leaves the system, or the Krellan ship leaves the system. You can rescind the Hold Fire All order from the same Space Forces table. If the order is in effect, instead of the [H] hold fire all option, it will show [F] free fire all option. Press [F], and all Krellan warships will switch to Free Fire mode.

22. HOLD FIRE ALL (STRATEGIC COMMAND) – [M]/[G]/[S]/[S] or [M]/[G]/[R]/[L]/[S]

There is another way to get to the local (system) Space Forces Table other than through Communications, and that is through Strategic Command (quickest to select System and then Space Forces, but can also be reached through selecting Regional, Local, and then Space Forces. Once you are in the Space Forces table, it works exactly the same as for Communications.

23. FLEET COMMAND (STRATEGIC COMMAND) [M]/[G]/[F] or [Alt][F]

In the previous versions of Star Fleet II it was very difficult to visualize the Krellan ships in your region and their locations and assignments. You could really only do this through the Space Forces command (*Local* or *Total*), which lists the ships in ascending order of their KS ID number. To see their orders, you can press [O], but it was still hard to visualize their connections. A supply ship is on the way – does it have an escort or not? Once you become a Prefect and especially a Sub-Admiral and can command other ships, it was difficult to do through the Space Forces table to order and coordinate different ships, and form temporary fleets. A new command has been added to Strategic Command – Fleet Command. This groups ships by their current assignments, easily locates where they are in the region in relation to your ship, and allows you to easily change assignment, form or dissolve fleets, check on their status and current orders, etc. There are three different displays in the Fleet Command. You switch between the displays using the [Page Up] and [Page Down] keys. The displays will be described in turn.

23.1. Display 1 – Fleets Display

When you select this command this is the first display shown (Fig. 12). This shows your Battle Fleets (battlecruisers with escorts), Supply Fleets (supply ships with escorts), and Legion Fleets (troopships with escorts). For reference, your current region location (RL:) is shown in the upper left-hand corner of each display. The screen is divided into zones, with each Battle Fleet occupying a zone. There can be two Supply Fleets in a sector and three Legion Fleets. In the display each ship shows the following information:

- **Fleet Number** (cyan)– used only for your convenience.
- **Ship Symbol** – the symbol for this Krellan ship in green. If it is part of your Battle Fleet, then it is in bright green.
- **Ship ID #** - this is the KS number of the ship. The only exception is in your Battle Fleet, where your ship doesn't have a number, and your escorts are E-# and not KS-#.
- **Ship's Status** – this is color-coded to show the status of the ship. Blue = docked, green = normal, yellow/brown = weakened, red = in trouble, very weak. If the ship is in orbit the status symbol is a colored "o", otherwise it is a colored block ("■"). You normally would only assign new duties to a ship that had a blue or green condition, and if you see one with yellow or red, it would be advisable to order it to withdraw to the nearest starfort if they can.
- **Ship's Name** - if the ship is a principal ship (i.e., battlecruiser, supply ship, or troop ship) then the name will be in bright white. If it is a destroyer escort, the name will be in white (grey). This also applies to the ship names in the Invasion Fleets display.

The current selected ship is shown by the white bar with black lettering that highlights the ship's name. You move this ship selection cursor using the arrow keys.

The Battle Fleets have space for one battlecruiser and four escorts. Your Battle Fleet is always Battle Fleet #1. The Supply Fleets and Legion Fleets normally have one Krellan destroyer escort assigned to them. However, you can assign more escorts to a fleet than their nominal values. This is the case for the Supply Fleet under the supply ship KS-4 COSMOS in Figure 13. Instead of the usual one escort, it has two, so the escort ship position is replaced by "+2 escorts". If you select this position and press enter, you will see a box that lists the data for this fleet including all escorts (the box expands to be able to show all the ships). Your selector cursor will start on the fleet parent ship, but you can select any of the ships shown in the box for commanding.

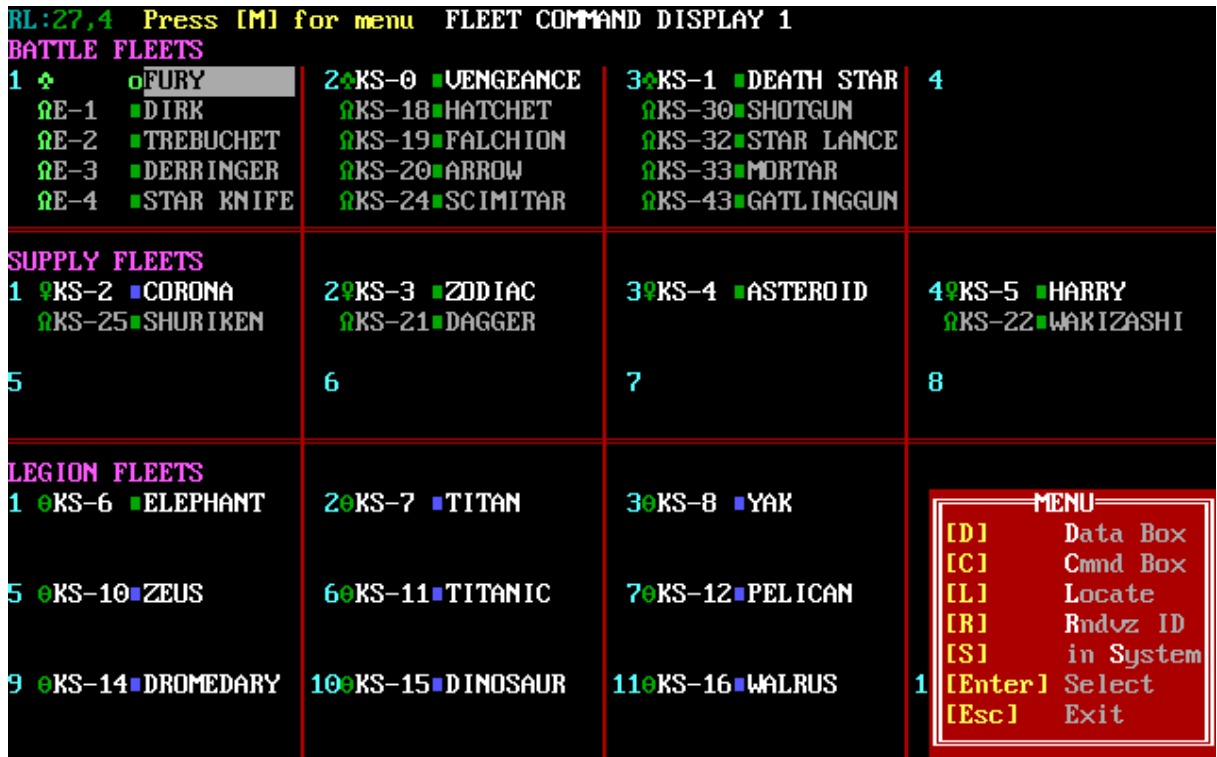


Figure 12. Fleet Command Display 1 – Fleets Display with Menu

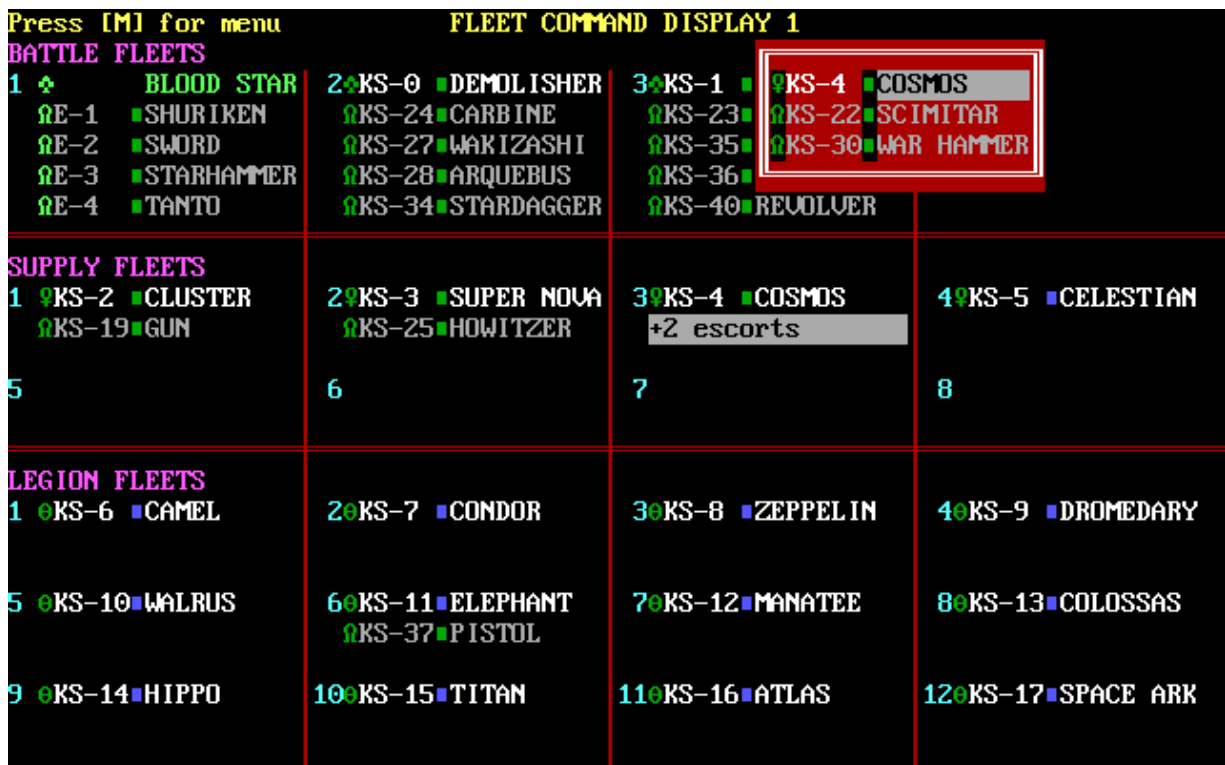


Figure 13. Fleets Display with Window Showing Expanded Fleet

23.2. Display 2 – Independent Destroyers Display

This display shows the destroyers that have not been assigned to any fleets (Fig. 14). This then provides the pool of destroyers available to assign to any of the fleets on the Fleets Display. There are no zones on this display and the symbology is the same as on the Fleets Display. Note that it is possible to assign a destroyer to escort another destroyer, it doesn't have to be one of the formal fleets.



Figure 14. Fleet Command Display 2 – Independent Destroyers Display

23.3. Display 3 – Invasion Fleets Display

This display (Fig. 15) is similar to the Invasions Display in Strategic Command except that it shows you the ships involved with or committed to the invasions and their status, but not information about the troops involved. The game can only handle four simultaneous invasions, and this display can also handle four. For each invasion the planet is identified by its SS number and name. Below that is the Technology Level (TL) of the planet and indicator of the presence of UGA forces. The status of the invasion is shown below that, *Scheduled*, *Underway*, or *Conquered*. Below that is a list of the ships that are assigned to that invasion. All the ships shown in the display appear on one of the previous two displays – this is just a special grouping for convenience to help you quickly see which ships have been assigned to invasions.



Figure 15. Fleet Command Display 3 – Invasion Fleets

23.4. Fleet Command Menu and Commands

On either of the first two displays (Fleets and Independent Destroyers) you can display the menu of available options by pressing [M]. This is not needed on the Invasion Fleets Display because you cannot command any of the ships from this display – it is for information purposes only. The Menu Box will appear in the bottom right corner of the display (Fig. 12), and any key pressed will remove it. The commands in the Menu Box apply to the ship that is currently selected (highlighted). Here are the options available through this menu:

[Esc] Exit – this returns you to the main simulation. Note that any changes made in this display will still be in effect. There is no option to exit without keeping changes.

[D] Data Box – this displays the Ship Data window (Fig. 16) that gives you detailed information about the selected ship, including its current objective, orders, and targeting orders (Hold Fire or Free Fire). This is the default option if you just press [Enter] on a highlighted ship when not in the process of another operation (see following). Press any key to remove the Ship Data window.

[C] Command Box – this displays the Strategic Command window (Fig. 17) that shows the current orders for the selected ship, and a selection of commands (orders) to give it. Note that some of the orders are not active because they are better suited for tactical operations rather than for fleet

operations, and can only be done using the CCC or the Space Forces Table in Strategic Command. Each of the orders is described in Table I.

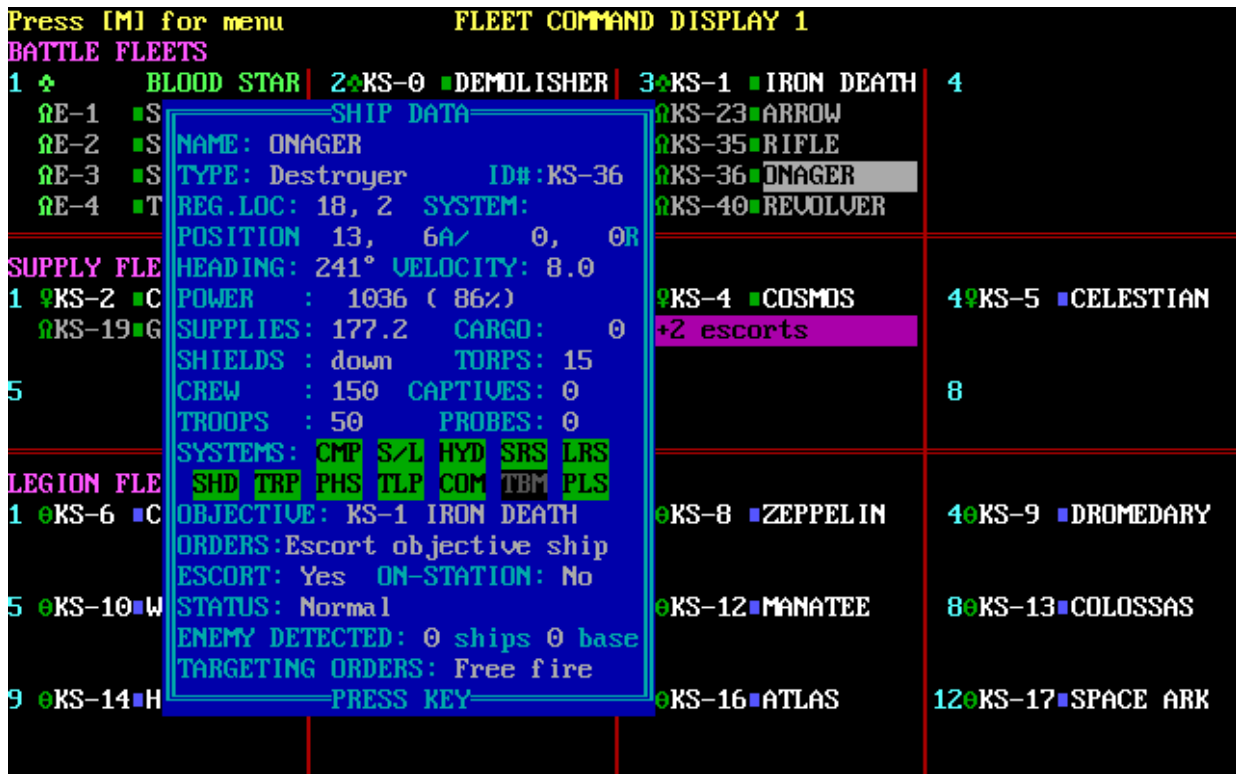


Figure 16. Ship Data Window

Table I: Strategic Command – Available Orders in Fleet Command

Command (Orders)	Description
Data	Shows Ship Data window
Move to	Only available in Space Forces Table or CCC (Version 1.6)
Rendezvous	Orders KS to rendezvous with your ship
Withdraw	Orders KS to go immediately to the nearest starfort
Hold Position	Orders KS to hold current position (unable to use if KS in hyperspace)
Patrol System	Orders KS to patrol its current system if in normal space, or its target system if in hyperspace
Invade	Only available in Space Forces Table (Version 1.6)
Escort Ship	Orders KS to escort the ship you select
Attack	Only available in Space Forces Table or CCC (Version 1.6)
Free Operation	Free KS from any orders allowing it to go under its own command or to be commanded by FHQ

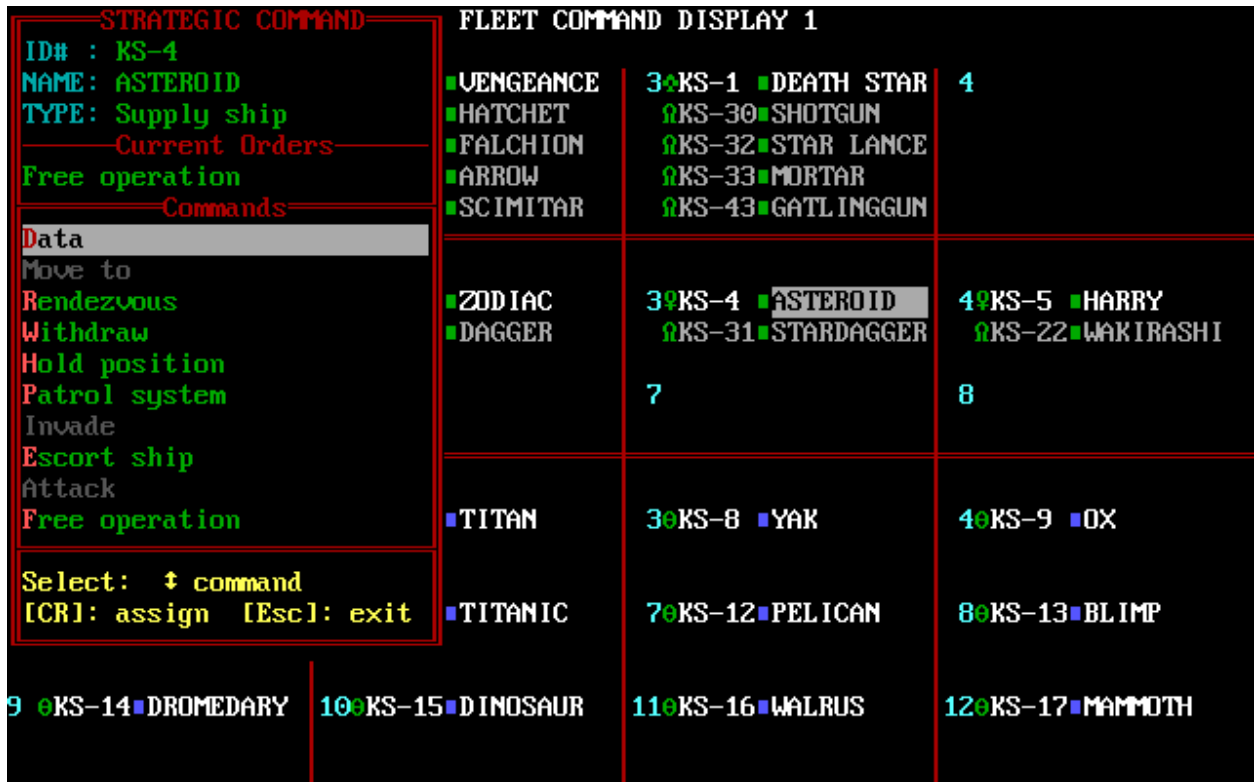


Figure 17. Strategic Command Window

Any of the commands in the Strategic Command window can be selected using the up and down arrows to highlight the command, then press [\[Enter\]](#), or you can select it by pressing the letter highlighted in red. When you have issued the command to the highlighted ship, you will receive a message from that ship acknowledging the new orders. Note that you cannot send a command to another ship if either your communication is inoperative (<25%) or the target ship's communications system is down (which can be determined through the Data Command – state-of-health telemetry uses an independent low data rate communication link).

Most of the commands in Table I are very straightforward. However, how to do the *Escort Ship* command needs explanation. To use this command, you must first highlight the ship being ordered to escort another ship, then select the Escort Ship command. You will then be prompted to select the ship you wish your highlighted ship to escort (known as its “ward”). Although the escorting ship is usually a destroyer, it doesn’t have to be. It can be any ship (except one in your Battle Fleet), and the ship being escorted can be any type of ship, even another destroyer. You can even order other ships to escort your ship, although they will not be official escorts of your Battle Fleet. Once you have been prompted to select the ship being escorted, the Strategic Command window will disappear so that you can see all the ships in the fleet. Move the highlight cursor to the “ward” to be escorted (it may or may not be a parent ship of a fleet). If the escorted ship is not on your current display, you can change the display using the [Page Up] or [Page Down] key. Note these will just toggle between Display 1 and Display 2 of Fleet Command – you cannot assign ships in the Invasion Fleets Display (Display 3). When you have highlighted the ship to be escorted, press [Enter] and the Strategic

Command window will reappear and you will receive a message from the escorting ship acknowledging the orders to escort the selected ward ship.

[L] Locate—this shows you the location of the highlighted ship in the region with respect to yours. One problem with both Space Forces and Fleet Command is that it is hard to determine where other ships are in location to yours. You have to note the regional location of the other ship, then go to a star map and using the x and y coordinates, locate that ship. This option in Fleet Command allows you to accomplish locating the other ship in relation to yours in the region with a single keystroke. When you press **[L]**, the menu will disappear and a small map of the region appears in the upper right of the display (Fig. 18). This map has a green band at the bottom, which is Krellan space, where the starforts and initial Krellan planets are located. The black area is UGA space. Your ship's location is indicated by a flashing bright white cross (“+”), while the location of your selected ship (in this case the IKS

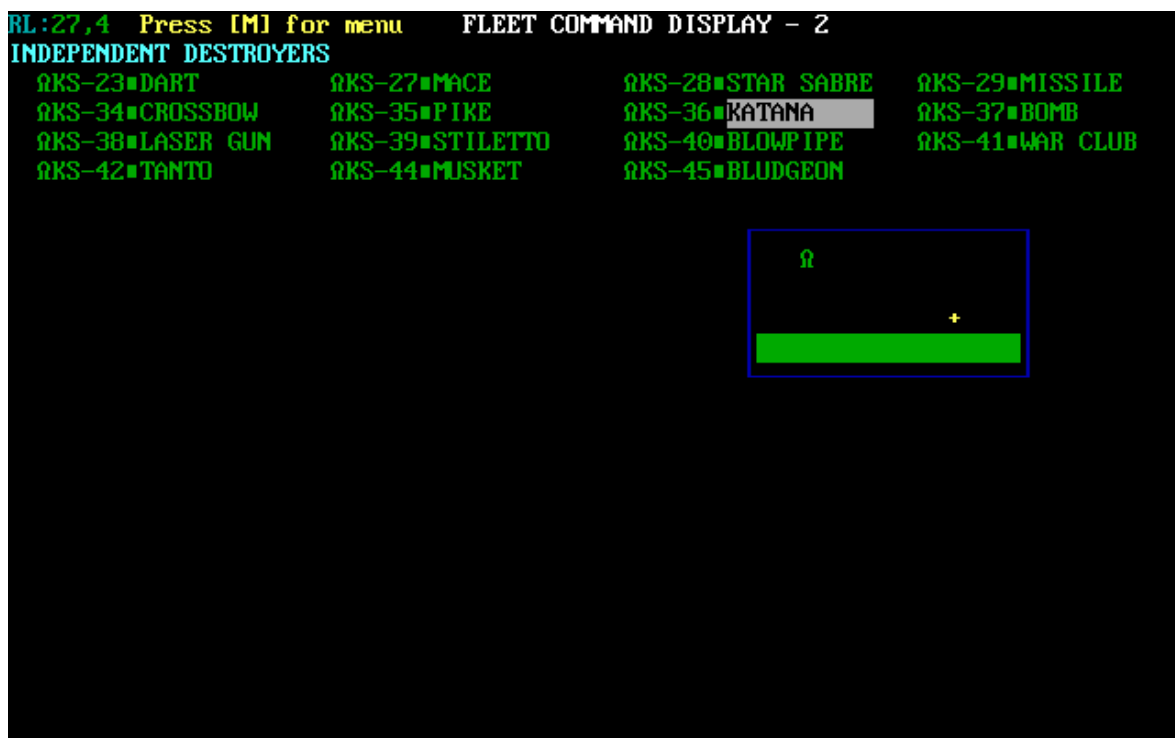


Figure 18. Ship Locator Map in Fleet Command

KATANA) is shown by its green ship's symbol, in this case a destroyer. If the selected ship happens to be in the same sector of the region as yours (but doesn't have to be in exactly the same regional x, y location), the cross symbol and Krellan ship symbol will alternate every second. Press any key to remove the locator map.

[R] Rendezvous ID—this shows which ships in the current display have orders to rendezvous with you. This prevents the necessity of selecting each ship in turn to look at its orders. When this command is selected, the phrase "Rendezvous w/us orders" flashes on the top line at the right, and all ships in the display with these orders has their name flash (blink) until you press any key, which reverts back to normal mode. This command only works on Display 1 and 2, and not the Invasions Display, where it

is not needed. If you want to look at the rendezvous trips on the other display, you need to go to that display and press [R] again.

[S] in System – this operates in exactly the same way as the previous [R] command except that it shows you the ships in your current local system (region location). Your ship's name does not flash because by definition, wherever you are, is "local." This command will not work while you are in hyperspace, nor on the Invasions Display.

24. OPERATION BIG BROTHER (STRATEGIC COMMAND) [M]/[G]/[P]/[B]

Although Operation Big Brother (OBB) could be initiated in the previous version, a coding error prevented it from ever progressing or concluding. With this version, when you get the survey report from your landing party, if the planet and conditions are suitable for OBB, your Executive Officer will let you know. The criteria are:

- TL 3-5 planet
- no unified government for the planet
- neutral planet, i.e., no UGA presence (e.g., UGA forces)
- there are at least (TL planet) x 10 days left in the mission
- you have enough crew (10) and shock troops (20) for the OBB landing party. As with any landing party, they can only be formed if it will leave enough crew and shock troops to run your ship at a minimum level.

If you decide to initiate Operation Big Brother, you first have to beam up your landing party on the planet. OBB cannot be started with any other Krellans there. From the Main Menu you should select Strategic Commands/Planetary/Operation Big Brother/Initiate to get to the initiation of OBB. However, from the Landing Party display, you can very quickly get to the OBB initiation thanks to the buffering of keystrokes in the command line. As soon as your LP is aboard, press [Alt][M]/[G]/[P]/[B]/[I] without any pause and you will be taken right to the OBB display where you will be asked if you want to initiate OBB. If you answer affirmative, your landing party of 30 members will beam down and send you a message that they have arrived and initiated their mission. You can only have two Big Brother Operations occurring at a time.

You can get the status of your Big Brother Operation at any time by accessing the OBB command and selecting Status. This shows a box that can show the status of two OBBs currently underway (Fig. 19). In the first column is the identification of the planet where the OBB is located. The second column shows the number of the landing party (LP) members that are still alive (30 is full strength), then is the Operation Elapsed Time (OpET) which shows how many days the landing party has been on the planet since the initiation of OBB. To the right is a bar that shows the progress of the operation. It is measured as a percentage of the total number of cities remaining on the planet (destroyed cities do not count). The planet starts with all red (enemy controlled) cities. When your team is leading a planetary army to capture a city, it is labeled as disputed and colored magenta. There can only be two disputed cities at a time. Once a city is disputed, it can go either way – back to enemy control (red) or Krellan control (green). Hopefully, during the mission you will see the progress bar turn more green and less red with a magenta band between them. The tic



Figure 19. OBB Status Window

marks on the horizontal line mark the 10% points on the progression bar. At 70% the tic color is bright yellow. This is the point the green bar has to reach before the enemy will consider surrendering. If the enemy gets the upper hand, you might have to go back and cancel the operation and retrieve the surviving members of your landing party. If you don't make it back in time, they might all be killed. This will happen if the enemy recaptures all the cities. If your operation is successful, the landing party will send you a message and the planet will become part of the Krellan empire and a base will be established there. If the operation is not going well and you don't want to lose the survivors of your landing party, you can cancel the operation if you are orbiting the OBB planet. In this case the OBB will be canceled and your landing party beamed aboard. This will count as a failed mission.

25. DEPARTMENT Q (SCIENCE COMMAND) – [M]/[I]/[Q] or [Alt][Q]

A new resource has been added to your battlecruiser – Department Q. This is a special research laboratory for analyzing and testing new technology, whether alien or Krellan. This comes under the Science group and consists of two elements, *Artifacts* and *Experimental Equipment*.

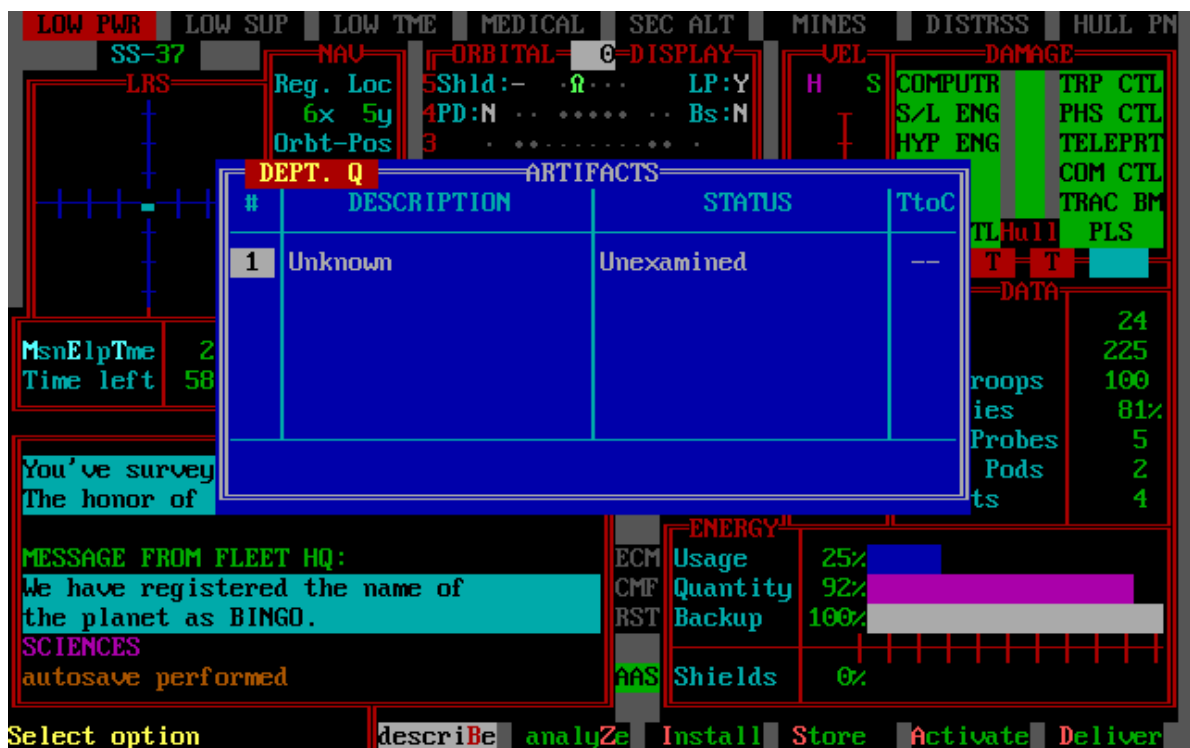


Figure 20. Artifacts Window in Department Q

25.1. Artifacts [M]/[I]/[Q]/[A]

Artifacts are unknown objects usually found on a planet in the ruins of a lost civilization by your landing party when they are surveying/exploring the planet. The artifacts are generally pieces of alien technology, but could be something else of value. When your landing party discovers an artifact in the ruins, they will send it up to your ship, where it will be stored in the Department Q laboratory. When you select the Artifacts command, if there are any artifacts that have been discovered, an Artifacts

Window appears (Fig. 20). There are several command options for dealing with artifacts in Department Q:

[Z] **Analyze** – this is the first thing you should do to determine what the artifact is. Depending on the type of artifact, this will take anywhere from about 0.5 to 2.0 days to complete the analysis. Once the analysis is completed, you will be so informed. You can then go back to the Artifacts table in Dept. Q to get a full description of the artifact and how to use it or the options available to you for its use. Once the artifact is analyzed, you just have to select it in the table and press [Enter] to get its description.

[B] **Describe** – this provides a detailed description of the artifact if it has been analyzed.

[I] **Install** – artifacts that can be used by your ship have to first be installed. This can only be done after the analysis is complete. Like analyzing an artifact, installing it takes time. You will be informed when the installation is complete, and the artifact will be listed as being installed in standby mode. It will not use any power in this mode and it has to be activated before you can use it.

[S] **Store** – if the artifact is installed (whether active or not), this will uninstall it and put it back into storage. If you want to use then, then you will have to install it and possibly activate it again.

[A] **Activate** – some artifacts use a considerable amount of power when used, so you don't want to leave them active all the time – just when they are needed. If the artifact is installed, it can instantaneously be activated using this command. Some artifacts need a single command to use, but that won't work unless they are active. If it is an artifact that uses power when active, you can press [A] again to deactivate it and return it to the installed (standby) state after confirming the action.

[D] **Deliver** – this command will designate the artifact to be delivered to Krellan FHQ the next time you dock with a starfort. Some technical artifacts that aid your ship do not have to be delivered during your mission, while other artifacts that might be valuable, but not useful, should be delivered. If the artifact is marked for delivery and handed over to the authorities at starfort, you will be rewarded with a booty of 10% of its value as per standard Krellan procedure. When your battlecruiser docks with a starfort, inspectors come on board to look for contraband or anything amiss. If you have a valuable artifact not being used in your ship, you may attempt to keep it hidden from the inspectors by just keeping it in storage and not marking it for delivery. If you are successful and the inspectors miss it, you will be rewarded with the full value of the artifact (which will be offloaded and sold in secret at the starfort) and the amount will be added to your booty tally. However, if you attempt to hide it and the inspectors find it, not only will they confiscate it, they will fine you 2000 Krels (which will appear as a negative booty in your tally on the line which has been relabeled booty/fines). You can undo this command by selecting the Deliver command again. This will give you the opportunity to remove the Delivery designation and return the artifact to storage.

25.2. Experimental Equipment [M]/[I]/[Q]/[E]

Experimental equipment are devices of new technology provided to you by KHQ Department Q for combat (field?) testing. You must be of rank Admiral to receive any such equipment, and even so, it will rarely happen. This is similar to the alien artifacts, except you don't have to analyze or install them. You just activate or deactivate them. You also do not have the option of Delivery to FHQ. They will remove it if they want any time you dock with starfort.

26. NEW HOT KEYS SHORTCUTS (CONTROLS COMMAND) [M]/[L] or [Ctrl][H]

Several commands and command hot keys ("short-cuts") have been changed or eliminated, while several have been added. The new Hot Keys for the commands and switch settings are shown in Fig. 21. Three new hot keys have been added (see below) in addition to those mentioned previously.

KEYS	CONTROL	STATUS	KEYS	CONTROL	STATUS
[Alt][A]	Auto Shields Switch Toggle	Aut	[Alt][X]	Combat Control Center	-
[Alt][B]	Bombardment or Barrage Toggle	Off	[Alt][Y]	Regional Strategic Command	-
[Alt][C]	CMF Switch Toggle	Off	[Alt][Z]	Escorts Shortcut	-
[Alt][D]	Ship/Target Data Toggle	Ship	[Ctrl][B]	Boss key	-
[Alt][E]	ECM Switch Toggle	Off	[Ctrl][E]	Engine Sound Control	-
[Alt][F]	Fleet Command	-	[Ctrl][F]	Freeze Simulation Toggle	Off
[Alt][G]	Current Display Grid Toggle	On	[Ctrl][H]	Control Hot Keys (this menu)	-
[Alt][H]	Helm Manual Override Toggle	Off	[Ctrl][I]	Information (Reference)	-
[Alt][I]	Planet Status Toggle (SysMap)	Status	[Ctrl][K]	Function Key Definitions	-
[Alt][J]	Direct to Starfort	-	[Ctrl][N]	Captain's Notepad	-
[Alt][K]	Keep starmap CRT on	Off	[Ctrl][O]	Display Mission Orders	-
[Alt][L]	Locate Star System	-	[Ctrl][Q]	Quick Save	-
[Alt][M]	Goto Main Menu/Main Display	-	[Ctrl][T]	Commands Menu Tree	-
[Alt][N]	Display Navigational Star Map	-	[Ctrl][U]	Full Save Procedure	-
[Alt][O]	Orbital/Docks Display Toggle	On	[Ctrl][X]	Exit to DOS	-
[Alt][P]	Teleporters Shortcut	-			
[Alt][Q]	Department Q	-			
[Alt][R]	Crew Rest State Toggle	Off			
[Alt][S]	Display System Map	-			
[Alt][T]	Target Designator Toggle	Off			
[Alt][U]	KS Shields Indicator Toggle	Off			
[Alt][V]	Evasive Maneuvers Toggle	Off			
[Alt][W]	Display War Map	-			

Figure 21. Commands Hot Keys Windows

26.1. Information (Reference) [Ctrl][I]

Any time you want information about something in the game, you can try this Information hot key. You will be prompted for the topic for which you want information. It looks for key words, so you can enter



Figure 22. Information (Reference) Example

more

than one word, but keep it succinct. In Version 1.6 Release one the size of the database is very limited. Try as an example entering the topic “mission orders” or “prize ship” (example in Figure 22).

26.2. Full Saved Game **[Ctrl]/[V]**

This is not a new command, but is a shortcut to an existing command, Save Game, which is found in the Computer/Special Services (**[Alt][M]/[C]/[S]**). This is exactly the same as the Quicksave shortcut (**[Ctrl][Q]**) except that it prompts you for the name of the saved game instead of assuming you want to use the same name and overwrite the previous saved game.

26.3. COMMANDER'S NOTEPAD **[Ctrl][N]**

When this game originally came out (1989), it was normal for game players to have a pencil and notepad next to the computer to take notes during a game for later reference. Such a notepad is also useful for Star Fleet II so you can keep track of where you left your landing parties, where a suspected

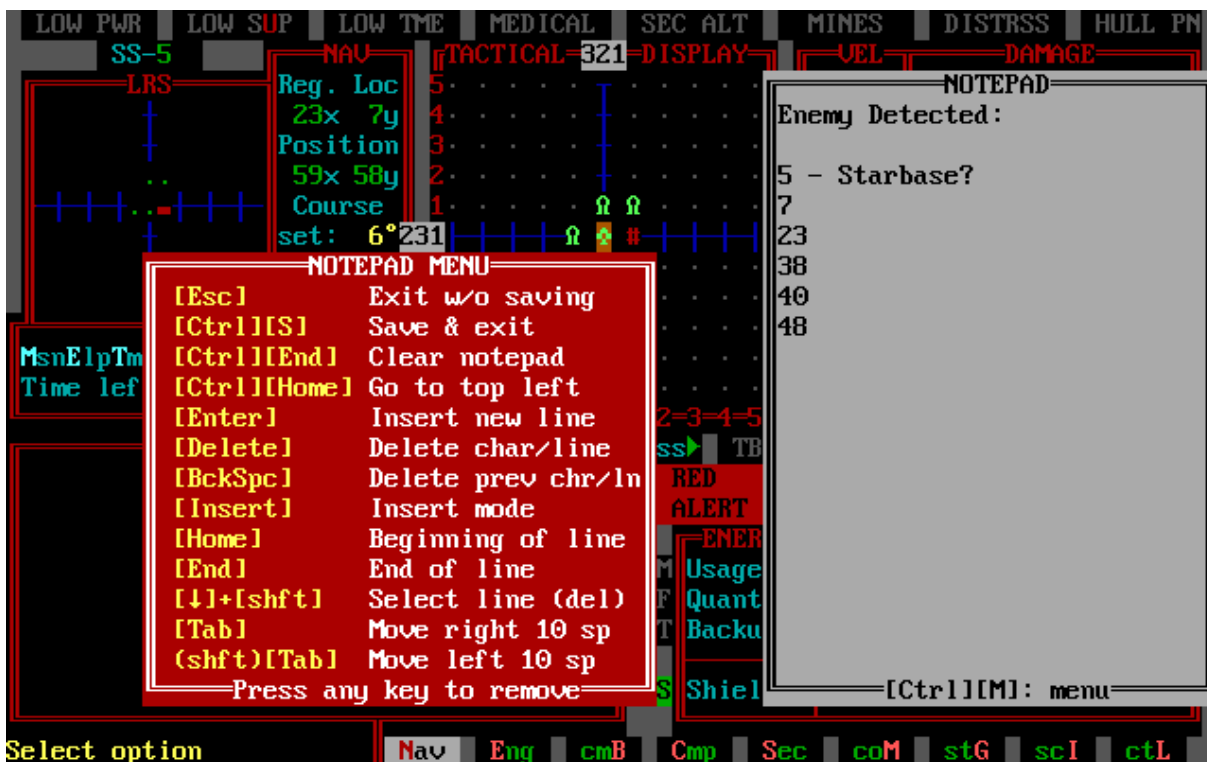


Figure 23. Commander's Notepad and Menu

starbase was detected, etc. To avoid having to take up desk space with a physical pad and paper, or having to go to a different computer screen or window where you have another app running to keep notes, SF II now has its own internal notepad, which is accessed by the **[Ctrl][N]** hotkeys command. When you bring up the notepad (Fig. 23), you can type anything within the notepad window. You are limited to what is shown – you can't scroll up or down beyond the visible window. Your current notes will be kept during the mission, including if you save and resume the game. However, after the mission is complete, unlike with the logs, you cannot save the contents of the notepad. The notepad has a simple editor that provides the basic commands needed to keep your notes, although more advanced editing features, such as *Find <text>* are not included. Because you are limited to what you see, this find command is not really needed. Here are the commands available to you in the Notepad:

Notepad Menu [Ctrl][M] – this provides a pop-up menu of the commands available in the Notepad. Press any key to remove it. The available commands are:

[Esc] – exits Notepad without saving any changes. You will be asked to confirm this.

[Ctrl][S] – exits Notepad after saving any changes.

[Ctrl][End] – clears/blanks the Notepad.

[[Ctrl][Home] – moves the cursor to the upper left corner of the Notepad.

[Enter] – inserts an empty line below your current line, and puts the cursor at the beginning of the new line.

[Delete] – deletes character at cursor position. If the cursor is at the beginning of an empty line, then that line will be deleted and all the following lines will be moved up one line.

[Backspace] – moves cursor to the left and deletes the character there. If you are on the first character, it will delete the last character on the previous line and move the cursor there. If the previous line is blank when you are on the first character of your current line, it will delete the blank line and move everything below it up one line.

[Insert] – toggle switch for turning Insert Mode on/off. When on, an “Insert” indicator will appear at the top of the notepad frame, and the cursor will be a flashing block instead of a flashing line. While in this mode, any characters typed will be inserted at the currently location, and pressing **[Enter]** will insert a new line.

[Home] – takes cursor to the beginning of the current line.

[End] – takes cursor to the end of the current line. If you simultaneously hold down the **[Shift]** key, then it will select the whole line, which you can then delete if desired.

[↑], [↓], [→], [←] – move cursor (with wraparound).

[Shift][↓] – select current line (to delete). It will be highlighted in white on black. Once highlighted, if you press **[Delete]** the highlighted line will be deleted and all the following lines will be moved up one line. If you press any other key, the highlighting disappears and the key pressed will be executed.

[Tab] – move cursor 10 space to the right. If you are in Insert Mode (“INSERT” indicator will show on the top line of the notepad box), then pressing **[Tab]** will insert up to 10 blank characters behind the cursor up to the end of the line.

[Shift][Tab] – move cursor 10 spaces to the left. If you press **[Shift][Tab]** while in Insert Mode, it will delete 10 characters to the left (up to the beginning of the line), which is just like pressing **[Backspace]** 10 times. Thus, with Insert Mode on, if you press **[Tab]** and **[Shift][Tab]** you will have inserted then deleted 10 blank characters and be back where you started.

26.4. Regional Strategic Command [Ctrl]/[Y]

This is not a new command, but is a shortcut to an existing command, Regional Strategic Command (Total), which is found in Strategic Command (**[Alt][M]/[G]/[R]/[T]**). This will show you the War Map and give you the choice of three options in the Command Menu: **Space forces**, **Legions**, and **IOsses**. The default is Space Forces, so just pressing **[Enter]** will bring up the regional Space Forces table.

PART III - MISCELLANEOUS NEW FEATURES AND CHANGES

27. ORBITAL ENTRY

When a ship enters orbit around the planet you are orbiting, you will be informed if it is in a High, Medium or Low orbit instead of just an altitude.

28. EVASIVE MANEUVERING

Evasive maneuvering has been made more effective against torpedoes, although the torpedo is more still more likely to hit than miss you. Commanders often forget to turn evasive maneuvering off when they are done with it, so the evasive maneuvering indicator (the two sideslip arrows at the bottom of the Tactical Display lit in green) will flash when active. Once you go out of Condition Red, the evasive maneuvering will automatically be turned off, so you don't have to. You don't want to leave Evasive Maneuvering on because as you travel, it swings your ship's heading 45 deg. either side of your course, which means that it takes more time and energy to get to your destination.

29. KRELLAN SHIP NAMES

Where possible, the ship's name with the "Imperial Krellan Ship" moniker, IKS, will be used instead of the ship's KS-# number. This makes it easier to identify the ship during communications and reports. Sometimes there isn't enough space in the line for the name, so just the KS number will be retained.

30. ZAGAR BLESS THE XO (EXECUTIVE OFFICER)

The XO is becoming more active in monitoring and helping you control the ship. This relieves you of some of the more mundane or tedious activities in commanding your battlecruiser. The XO will also watch for things you might have missed, like turning off Pursuit when the target is no longer a valid pursuit target.

31. IMPROVEMENTS IN AI

There have been several improvements in AI for both UGA and Krellan forces. For instance, your ships will initiate withdrawal at a higher energy level than before, giving them a better chance of surviving.

32. DON'T GET CARRIED AWAY WITH THAT POWER, PREFECT!

Prefects can command forces in their local system, but they are now not allowed to command ships that are docked at a starfort. They are under direct command of FHQ until they leave the starfort.

33. DONT TELL THE SPOUSE!

At the end of a Career Mode mission when you see your current totals *Slaves* and *Krels*, you will also see your total accumulated wealth for your career, and the mission averages for your career, i.e., [Slaves per Mission](#) and [Krels per Mission](#). If you have not spent any of your wealth on accelerated battlecruiser replacement or upgrade, then the current and total career values will be the same.

34. HOLD THEM TORPS!!!

When you order (or nicely request at lower ranks and they accept) a Krellan ship or starfort to *Hold Fire*, all torpedoes they have in flight when that order takes effect will self-destruct.

35. ANOTHER PROBES THING

I can never seem to stop improving sensor probes and their management. Now, if you launch probes while

docked with starfort, they do not come from your probes (well, actually they do, but effectively they don't). They come from the starfort supply (actually they replace immediately the one you launched, so you don't even notice you were down one).

36. SO YOU REALLY WANT TO KNOW?

If a Krellan ship in another system detects an enemy heavy or light cruiser, they will let you know **it is a cruiser** instead of the cryptic "Enemy detected".

37. SO YOU REALLY WANT A TOW?

Krellan capital ships (battlecruisers, supply ships, troopships) are now able to take you in tow and deliver you to the nearest starbase (whether you are in normal space or in orbit). Once they have you in tow, since you can't start your engines and you aren't in orbit, there is no way for time to advance, so the game automatically puts you in REST MODE so that time will advance and the Krellan ship will be able to reach starfort with you in tow. If you cancel REST MODE, time will stop updating (of course you can freeze the game any time with **[Ctrl][F]**). If you are in normal space you can stop the tow by canceling the request for tow in Communications, or raise your shields. If you are close to starfort, you can also request that they tow you in.

38. ARE YOU READY?

When you dock with a starfort you receive an indication (with a Priority Message Alert) that your resupply is complete and the program is switching to Rest Mode to allow the passage of time. Any escorts that have docked will send you a message when their resupply and repair is complete and ready to depart. However, they may not all occur at the same time and sometimes you can forget whether they have all checked in or not, so may have to go ready the message log to see. To alleviate this necessity, a new Escorts Status arrow appears next to the number of escorts in the Data Display on the Main Display. If there are any escorts docked and not ready, then will be a brown flashing down arrow (↓), but if they are all ready, it will be a bright green flashing up arrow (↑). Note, this is only an indicator for the escorts that are currently docked in the starfort with you (you can check this at any time by pressing **[Alt][O]** to view the starfort docks). If all the escorts in the fort are ready, but a replacement or tardy escort arrives, the status symbol will change to Not Ready until it too is ready.

While you are in starfort, any hull damage will also be repaired, although this happens more slowly than repairing systems. If your hull is damaged, the label "Hull" beneath the hull damage indicator bars in your systems status panel will be in brown instead of cyan. Once the damage exceeds 5%, it will show as a bright yellow portion of the normally green hull damage bar. While you are docked in starfort and the hull is being repaired, this brown "Hull" label will flash (blink). Once the repairs are done, the flashing will stop and the label will turn to cyan. You will not get the ready to leave starfort message until the hull is repaired.

39. IS IT REALLY DISABLED OR IS THIS A TRAP?

There are different levels of being disabled for a starbase, and some commanders have been caught thinking that because a starbase had lowered its shields, it is helpless. Not so. When a starbase's power level gets low, then it has to drop its shields. However, its phasers and torpedoes could still be working. When the officer at the Combat Console informs you that the starbase's shields are down, then they will also inform you (with a priority message alert) if its weapons are still active. This state is not considered to be disabled by your weapons, but they will modify their hits to ensure the starbase isn't destroyed. Once the starbase power gets very low or reaches zero, you will be informed that its phasers are no longer

operational because it doesn't have enough power to fire them. The power level of the starbase has to fall below -100 units for it to be destroyed. When it is at 0 or less, your weapons will hit it with 5 units of power to cause extra damage and kill more of the starbase's crew and space marines. Once the torpedo control has been knocked out, and with shields down and phasers out, then the starbase will be declared DISABLED, meaning it is safe to approach until you reach teleporter range. You can continue to do additional damage to a disabled starbase with torpedoes, but too much cumulative damage and you could inadvertently destroy it. Note that the starbase continues to recharge its power supply (25 units per time cycle), so you could eventually get a message that it has raised its shields and even regained some of its weapons. Thus, if you are planning to board and attempt a capture of the starbase, it is best to do it as soon as possible after it has been disabled.

40. LET'S GET COSY!

The Random (#16) escort formation has been replaced by the Compact formation (Fig. 24). This is the same configuration as the Box Formation (#1) except the escorts are closer to you, forming a tighter box. This is advantageous in certain combat situations. It is also useful when you want your escorts to get close in order to be resupplied. You can order the Compact Formation instead of ordering them to rendezvous. It is faster and more organized. The Random formation was rarely used. It would put the escorts in random positions within your Tactical Display and keep them there for 0.2 days, then automatically change to new random formations. This was useful in heavy combat to help confuse the enemy targeting. If there is enough demand, I may re-include the Random Formation, so that there will be 18 formations instead of the current 17.

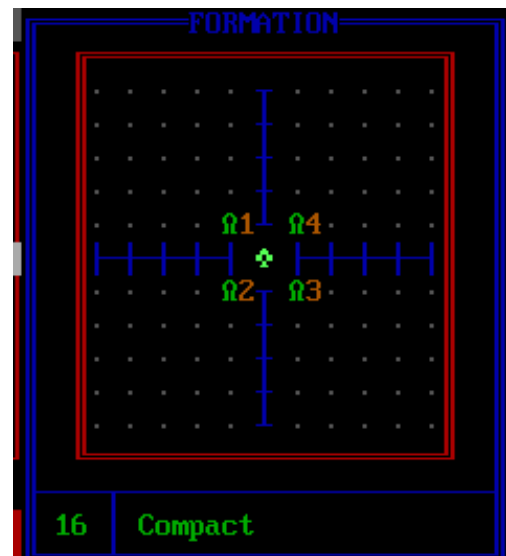


Figure 24. New Compact Formation

41. WE'RE NOT PAYING YOU TO SIGHTSEE!

If you watch the War Map for long you will see that a swarm of Krellan destroyers is fanning out throughout the region, visiting every star system. However, previously they would rarely map the system, they'd just attempt to detect any enemy activity, and then without any curiosity, would depart for another system. Now Krellan destroyers have orders to map every unexplored star system they visit, providing the Fleet database with the number, types, and locations of the planet in the star system. With so many destroyers exploring, it only takes a few days to chart the whole region. However, there are dozens of unmapped planets to explore. There are more independent destroyers available for exploration at the lower mission levels.

42. WHAT'S MY HANDICAP?

Because one of the purposes (and sometimes assigned objective) of your mission is to explore the region, for which you earn Krels, the new conscientious Krellan destroyers can explore the systems so quickly there might be few systems left for you to explore. Therefore, KHQ does not let any other ships, other than your Battle Fleet, to leave the starforts for up to five days MET. This gives you a chance to send out

probes and get some rapid exploration in before the swarm is let loose. The higher the mission level (rank), the smaller is this handicap, because there is so much to do with the help of the rest of the fleet, you need to get them invading the UGA region as soon as possible. Also at these higher mission levels, there are fewer independent destroyers available because most of them are assigned to escorting other battlecruisers, supply ships, or troop transports.

43. SIR, YES SIR!

There are times you need a lot of shock troops on your battlecruiser, more than the maximum allocated (150 except it's 200 for upgraded battlecruisers). This could be if you are going to establish a lot of bases between visits to starfort, or if you need to capture heavy cruisers, and especially if you plan to capture a starbase. When you are docked you can always use your Personnel Transfer in Teleporters to beam extra shock troop on board (up to your ship's capacity of 300 – that power armor is bulky!). However, the Resupply Officer at starfort is a stickler for rules, and if you try to leave starfort with extra crew or shock troops on board, he'll take them off before allowing you to depart. One way to avoid this red tape is to immediately stop your ship after leaving starfort, and since you are technically no longer docked and thus not under the jurisdiction of the Resupply Officer, you can use your teleporters to clandestinely beam over extra supplies and shock troops up to your capacity. However, if you're in the Admiralty, then you outrank anyone on the starfort, and you can take on extra shock troops and nobody will stop you from leaving with them. The privileges of rank!

44. KEEP THAT FORMATION!

Starting with Release 4 your escorts don't automatically stay in their formation when you turn the ship through a large angle, which is more realistic. When you have completed turning and start moving, the escorts have to get back into their assigned formation positions. One thing to help keep the escorts in formation, especially for the box formation or something similar, you think of how much you are going to be turning and visualize the new positions of the escorts. Then go to Escort Command and swap the escorts so they will be in their new position already when you stop turning. e.g., if you are pointed 0 deg with Box Formation, E-1 and E-4 will be in front of you, while E-2 and E-3 will be behind you. If you are going to turn to 180 deg. to head "south", then you want E-2 and E-3 in front of you and E-1 and E-4 behind you. However, the formation positions are fixed in relation to your ship, so you have to swap the escort assignments. In this case swap E-1 with E-3 and E-2 with E-4, then after you've finished the turn, all the escorts will be in their correct position and nobody will have to maneuver to get to it. As another example, suppose you want to turn from 0 deg. to 90 deg. then you would swap E-4 with E-1 then E-4 with E-2, then E-4 with E-3 and they will all be in the correct position after the turn. If your desired heading isn't one of the orthogonals (0, 90, 180, 270), then if it is close to one of these, you can swap the escorts and their movement afterwards will be minimal.

45. SO YOU HAVE A LAPTOP AND THAT MAKES YOU SPECIAL?

Most laptops do not have the function keys active with a single press of the key. Instead, you have to also press the functions key **[Fn]** at the same time. This is inconvenient when playing Star Fleet II, especially for firing weapons, which requires the addition of the **[Shift]** key. This means that on the laptop you have to press three keys simultaneously (**[Fn]**+**[Shift]**+**[weapon function key, F9 or F10]**). In the game settings, there is a new one called "Laptop Mode" which has a default to *Off*. With this off the **[Numlock]** key must

be turned off (you will be informed if this is needed) and the numpad keys provide your normal direction keys including diagonals, and large jumps if pressed with **[Shift]** depressed. However, there is a benefit from the Laptop Mode now in the normal mode. The **[Ins]** key and **[Del]** key, on both the regular keys and in the alternate numpad keys, will fire weapons (the **[Shift]+[F9]** and **[Shift]+[F10]** keys still work as well). In Laptop Mode you have the same fire weapons new keys, but you also have **[Home]** as an alternate for Start Engines **[F9]** and **[End]** as an alternate for Emergency Stop **[F10]**. If you are not in Laptop Mode, these two keys are ignored (except on the numpad where they are diagonal direction keys). The new key definitions are in the revised function key layouts (**[Ctrl]+[K]**) as shown in Figure 25 for Keyboard Set B (with function keys on the top row of the keyboard).



Figure 25. Function and New Key Definitions for Keyboard Set B.

46. WE WON IT, LET'S USE IT

Capturing a starbase is worth more than just the glory and Krels. After capture, your Battle Fleet can immediately dock and be resupplied with supplies and power. No torpedoes, probes, or obliterator pods are available until a supply ship arrives and docks with the starbase. Besides the supplies and ordnance, the supply ship also brings crew, engineers, shock troops, etc., essentially everything needed to make the starbase equivalent to a starfort for its support to the fleet. You will be able to repair your ships, including hull damage, once it has been outfitted. However, although captured starbases have shields, they do not have operational weapons and have to rely on Krellan warships for protection.

47. TELL IT LIKE IT IS – ATTACKING ENEMY STARBASES AND UFHQ

When a starbase or UGA Fleet Headquarters is hit by a phaser or torpedo, the information displayed has been changed to make it more useful. Instead of:

Size: xxxxx units Power: xxx %

it now shows:

Size: xxxxx units Shields: xxx % Damage: xxx %

The full power of a starbase is 12,000 units. However, not all of that is available to shields. The shields will be fully powered until the starbase power gets below a certain level, and then the shield strength will start dropping. Once the shield strength is less than 100%, then they start allowing some energy from hits through to the structure, causing damage to the base. Thus, once the shields go below 100%, the damage will start increasing with each hit. Once the shields drop (reach 0%) then the level of damage increases more rapidly, and when the damage level reached 100%, the base is destroyed. Once the shields drop, then the starbase can be boarded. However, just because the shields are down, doesn't mean that the starbase is disabled. It could still have working phasers and/or torpedo launchers. If either of these weapon systems is destroyed, then you will be informed to that effect. Once shields are down and both weapon systems are destroyed, then the starbase is officially DISABLED, and can safely be approached for attempted boarding. However, although the starbase may be defenseless against attacking ships, they may not be defenseless against a ship attempting to board them. One thing to remember, even when a starbase or UFHQ is disabled, it is still regenerating its power supply, and may reach the level where it has enough power to raise its shields again, at which point it is no longer disabled and cannot be boarded unless they are knocked down again.

48. IMPROVEMENTS TO SEE IN THE SPACE FORCES

A couple changes have been made to the Space Forces Table to make this a little easier to read. The ship number column heading has changed from "S-" to "KS-". The abbreviation of the ship type has been replaced by the symbol of the ship type. An example is shown in Fig. 26.

KRELLAN			SPACE FORCES													
NAME	TP	ID #	R.LOC	SYS	LOC	UEL	POWER	SPPLY	S	H	D	P	TRP	CREW	S.TP	STATUS
BALLISTA	Ω	E-1	ours	44,	0	0.0	1180	197	↑	↑	0	-	15↑	150	50	NORMAL
TOMAHAWK	Ω	E-2	ours	40,	4	0.0	1181	197	↑	↑	0	-	15↑	150	50	NORMAL
LASER GUN	Ω	E-3	ours	36,	0	0.0	1181	197	↑	↑	0	-	15↑	150	50	NORMAL
MISSILE	Ω	E-4	ours	40,	-4	0.0	1180	197	↑	↑	0	-	15↑	150	50	NORMAL
SKULL	♣	KS- 0	10, 2	68,	71	8.0	3972	996	↑	↑	0	↑	24↑	275	150	NORMAL
STAR OGRE	♣	KS- 1	5, 5	68,	71	8.0	3976	996	↑	↑	0	↑	24↑	275	150	NORMAL
WORM HOLE	♀	KS- 2	7, 0	75,	72	0.0	3000	3200	↑	↑	0	-	90	280	100	DOCKED
PULSAR	♀	KS- 3	4, 0	68,	71	0.0	3000	3200	↑	↑	0	-	90	280	100	DOCKED
X RAY	♀	KS- 4	8, 0	68,	71	6.0	2984	3197	↑	↑	0	-	90	280	100	NORMAL
MURPHY	♀	KS- 5	7, 0	69,	23	6.0	2987	3197	↑	↑	0	-	90	280	100	NORMAL
AURORA	♀	KS- 6	6, 0	68,	71	6.0	2990	3197	↑	↑	0	-	90	280	100	NORMAL
TITAN	0	KS- 7	10, 0	69,	23	0.0	4000	3000	↑	↑	0	-	0	400	150	DOCKED
DINOSAUR	0	KS- 8	4, 0	68,	71	0.0	4000	3000	↑	↑	0	-	0	400	150	DOCKED
GIRAFFE	0	KS- 9	4, 0	68,	71	0.0	4000	3000	↑	↑	0	-	0	400	150	DOCKED
DIPLODICUS	0	KS-10	4, 0	68,	71	0.0	4000	3000	↑	↑	0	-	0	400	150	DOCKED
[PgUp]:prev page [PgDn]:next page [O]:orders [Esc]:exit																
Object	star sys	Distance	0.0	MET	0.55 days	Position	S	40x	0y							
ID/Class	SS-41/G	Bearing	0°	Velocity	s: 0.9 c: 0.0	Target		SS-41B								

Figure 26. Revised Space Forces Table.

49. ESCORTS – CHANGE IN COMMAND

In the Escorts Command window, the single hot key for the *Release* command has changed from [R] to [L], i.e., from **Release** to **reL**ease. This is to avoid confusion with the *Rendezvous* command. Although the hot key for **rendeZvous** is [Z], a player could inadvertently press [R] for *Rendezvous* and instead get *Release*. Thus neither command is now activated by the [R].

50. DO YOU HAVE TO ASK? OF COURSE I WANT MY SHIP!

If you are a member of the Admiralty (Sub-Admiral or above) and have named your personal ship (#60), then when you come to the ship selection screen (see Figure 6) and you come to the point of selecting a ship, instead of the default being a random ship from 1 to 59, it will assume your ship, #60, as the default so that you only have to press [Enter] and not the number “60.”

51. WE LOVE CITIES – BUT ESCORTS? NOT SO MUCH.

Event values in the Mission Tally have been changed. Destroying a city now costs 20 Krels instead of 10 Krels, and losing an escort costs 5 Krels instead of 20 Krels.

PART IV - BUGS DETECTED OR EXTERMINATED SINCE Version 1.5D/Release 25

Note: Black=fixed, Green=newly fixed, Blue=partially fixed or unverified, Red=not yet fixed

If the item shows the status as "CANNOT DUPLICATE" that means that I have not been able to reproduce the problem, have not found a cause for it, and if it is from an older release and still hasn't been seen, then chances are that some other fix took care of it (such as fixing memory issues).

Number in [] is the Reference number from the Playtester Report Database

[Version # - Release # - Report #]

1. Release 25 or Earlier

TBS

2. Version 1.6 Release 1 (Dec. 24, 2020)

1. "recreation" in report should be "recreation". **FIXED (Release 2)**
2. Reference Information (Ctrl+I) - if the topic is not recognized, it will mess up the bottom half of the screen. [1.6-1-07a] **FIXED (Release 2)**
3. Computer/Combat Status/Enemy messing up. **FIXED (Release 2)**
4. Security/Interrogation not working properly. No matter which option selected, it always does "Hold". [1.6-1-07b] **FIXED (Release 2)**
5. When you select the Database command with the TDB on a star system in a star map, the System Map will show but you can't move the TDB from the center. [1.6-1-07c] **FIXED (Release 2)**
6. Ship #60 does not record damage on the Ship's List after it is destroyed. **FIXED (Release 2)**
7. Invasion scheduled for TL 1 planet, but while waiting for troop ship, got message that the invasion of the planet was successful. [1.6-1-05] **NOT YET FIXED**
8. When your ship docks, you are informed there is a report from XO, but no report follows. **FIXED (Release 2)**
9. PIN: Near the end of a planetary invasion I'd attacked a zone that had surface to air lasers. I'd taken out the SAL with shock troops first and then landed warriors. I forget the exact lead up to the situation as I was dealing with multiple zones at once, but the dropship for zone 8 ended up stuck in a weird situation where it appeared the ship was supposed to be landing, and had an ETA, but every time the ETA approached it just pushed back a little farther. Also the dropship on the map appeared to have already landed, but wouldn't respond to orders. I could order cohorts to withdraw and they'd surround the dropship, but were unable to board it. **UNDER INVESTIGATION**
10. In Command Tree ([Ctrl][T]) the program freezes when the Menu is shown. **FIXED (Release 2)**
11. In Command Tree, when the Goto Command option [Ctrl][G] is selected and control is returned to the main program, the Main Display doesn't redraw, but all the data are updated. **FIXED (Release 8)**
12. The XO is supposed to suggest having the escorts rendezvous with you to get resupplied by the adjacent supply ship if they are too far away, but not working. **FIXED (Release 2)**
13. Combat Status Table for Krellans requires an extra [Esc] to get sim moving again. **FIXED (Release 2)**
14. While in orbit with a UGAS, the Targets Display on the Main Display shows the labels for normal space and not orbit. **FIXED (Release 2)**
15. After the escorts are requested to rendezvous to be resupplied, they aren't resupplied. **FIXED (Release 2)**

16. An artifact description has "transer" instead of "transfer". **FIXED (Release 3)**
17. When orbiting, pressed [Alt][M] to go to main menu, however, it didn't work. [1.6-1-02] **CANNOT DUPLICATE**
18. Disease brought onto ship by LP, returned to starfort and docked, then got a "NULL IN MESSAGE" warning when XO tried to report. [1.6-1-03] **FIXED (Release 2)**
19. At start of game when leaving starfort for the first time was swamped with fleet messages. This might be by design but it seemed excessive to kick off the mission with. [1.6-1-04] **FIXED (Release 2)**
20. Ran into a frigate. Killed it before I took damage. Went into the CCC to target the torpedo before it hit me. Got a garbled message from Weapons Console. [1.6-1-06] **CANNOT DUPLICATE**
21. From Main screen, CMP -> Cmbt stats -> Enemy: If enemies are nearby the list breaks and the LRS and TACTICAL DISPLAY images show through. [1.6-1-07d] **FIXED (Release 2)**
22. Altern Mission 2. I utilized the new CCC to set my torpedoes to manual targeting on a UGA freighter early in the mission. After dealing with the freighter, I came across another freighter and reset my weapons to AUTO fire using the usual W/P/M/A and W/T/M/A fashion. I could not get the second torpedo to switch to auto mode this way. I then loaded up the CCC again and attempted to set my weapon mode through that screen. I saw that the word ""setting"" was covered by an asterisk and after changing it to Auto, the word setting was missing the letter "E". The weapons worked normally afterwards. [1.6-1-09] **FIXED (Release 4)**
23. Was crossing a system from one planet to another, while looking at the war map. After entering orbit, the message panel stuck on Scanning Planet. Warning lights still going, CTRL V nor H work, nor do any other keys. [1.6-1-03] **FIXED (Release 9)**
24. In the combat information screen when turning Continuous Fire on there is a graphical glitch that appears at the end of the text box display which shows the display underneath. [1.6-1-12] **FIXED (Release 8)**
25. During an invasion of a TL6 planet I had just constructed a landing pad and after waiting a short time I went to send a dropship down so it would arrive when completed. However, it gave me a message saying that the pad was defended by enemy shields. On the surface I noticed there is a spaceport already present so the game seems to think I want to send the dropship down to the spaceport instead of the landing pad. [1.6-1-13] **FIXED (Release 4)**
26. Distance wrongly displays 37.2 regardless of where cursor is on nav map. [1.6-1-14] **FIXED (Release 5)**

3. Version 1.6 Release 2 (Dec. 27, 2020)

1. Navigation problem when using compact Escort formation. I have the option to enter orbit from this spot, but then I can't enter orbit because I'm too far. [1.6-2-01] **NOT YET FIXED**
2. I broke orbit with a nav target, and then immediately ordered helm to go back to orbit before I left range of the planet. Ship kept moving although the tac display still showed the orbit screen. I was able to fire on enemy ships, while they seemed possibly unable to fire back. Eventually the ship entered hyperspace with normal rainbow trails, and then when it dropped out of hyperspace the screen shot screen appeared. It eventually cleared up once I completely stopped, set a new target, and restarted the engines. It gave me the "set escorts to formation?" question like I'd just broken orbit/undocked for the first time. [1.6-2-02] **NOT YET FIXED**

3. In a star system there are planets A, C, D, but no B. A blank line for B is left for it in the Planet list on upper right. [1.6-2-03] **FIXED (Release 5)**
4. In the Legions List in the Sign-on Options, the Honors numbers are wrong. **FIXED (Release 3)**
5. There is a problem with the usage of Artifact #2. **FIXED (Release 3)**
6. In the invasions table, a planet's shields showed "-1". **FIXED (Release 3)**
7. The Krellans were not getting credit in the Mission Tally when the destroyers scanned & mapped a new system. **FIXED (Release 3)**
8. The mission status of the third objective of the orders for Mission 6-C was off by one row. **FIXED (Release 3)**

4. Version 1.6 Release 3 (Dec. 30, 2020)

1. Was using the strategic system map before I started an invasion. Finished the invasion, and when I tried to go to the nav system map, it went back to the strategic system map again. The top bar status lights were blacked out as well in this system map screen. The regional nav map also initially switched back to the regional strategic map. However, when I went to the regional nav map again, it worked as intended and going back to the system nav map worked fine again except for the top bar status lights [1.6-3-01] **FIXED (Release 4)**
2. Issue with resupply, supply ship name scrambled and getting out of range error. [1.6-3-02] **FIXED (Release 4)**
3. Error in local system strategic display with all ships showing relative position of 1,1. [1.6-3-03] **FIXED (Release 4)**
4. Artifact beam-up issue. Entered orbit and planet did not send up waiting artifact. [1.6-3-04] **FIXED (Release 4)**
5. In hyperspace, I usually travel in alt-N mode, or sometimes alt-W (War) mode. On this occasion, I happened to be in alt-S (system view) mode for some reason. I guess I was curious what would happen. When I arrived at a system with two planets, both planets were labeled "B." [1.6-3-06] **FIXED (Release 5)**
6. Another system with two mis-named planets: this time B and C. I'm reporting this separately because this time I traveled to the system in a different way, using the Main (alt M) view. I had thought the first bug might be because I traveled to the system in System (alt S) view, but same result doing it this way. [1.6-3-07] **FIXED (Release 5)**
7. PIN: Drop ship erroneously shows as empty, even though it has 5 cohorts aboard and will not take sixth warrior cohort onboard. [1.6-3-08] **UNABLE TO DUPLICATE**
8. Starliner route in planet list doesn't match planet list in the map displayed. [1.6-3-09] **FIXED (Release 4)**
9. Sometimes when I use the command tree menu, it returns me to the main view but doesn't seem to redraw large portions of the screen. Seems to only happen (i think) when i start from the command tree from the main screen. If I start it from the nav map for example, it returns to the main screen and seems ok. [1.6-3-10] **FIXED (Release 4)**
10. I think I've run into a bug here where the message box does display blank even if CRT on is set to off, happens right after a notification of an enemy ship, I hit enter to clear it, and the box hangs around

until I switch away from nav. [1.6-3-11a] **CANNOT DUPLICATE**

11. Twice in my game this evening I noticed odd behaviour while receiving messages in the report box using the War Map. The report pops up and displays correctly. The problem is that although the report text disappears as it should, the empty report box remains in the top left corner. When I moved the box cursor towards the report box, the report box moved to a different part of the screen. Also, this empty box goes away when you navigate back to the main screen and then back to War Map again. It also goes away when you receive a new report. [1.6-3-11c] **CANNOT DUPLICATE**
12. Mission status overwrote the Main Display – didn't show the orders. **FIXED (Release 4)**
13. When trying to add additional manual targets in orbit, get "ILLEGAL TARGET" message. **CANNOT DUPLICATE**
14. PIN: When landing pad not completed enough for early Drop Ship deployment, gives false message "Landing Pad defended by enemy shields." **FIXED (Release 5)**
15. Krellan supply ship next to us said it was out of range. **CANNOT DUPLICATE**
16. In Local Star Forces table, all ships had Rel.Pos of 1,1. **FIXED (Release 5)**
17. XO recommended an ice planet with no supplies for Operation Big Brother (OBB). **Fixed (Release 4)**
18. Landing party on remote planet discovered artifact, but when ship orbited planet, landing party didn't send it up. It does show in artifacts database as being on that planet. **FIXED (Release 5)**
19. After returning from Local Space Forces table, game is frozen. **FIXED (Release 5)**
20. Got ghost squadron removal message for new Practice Mode game with no battlecruisers. **FIXED (Release 4)**
21. Starting out, press F9 (no targets) and got report from Helm with no report (just query about setting escort formation). **FIXED (Version 4)**
22. Exiting from Fleet Command requires extra [Esc] to redraw Main Display if the command was accessed by [Alt][F], but works correctly if accessed through Command Menu. **FIXED (Release 4)**
23. PIN: Drop ship loaded 5 cohorts on WITHDRAW zone command, but information says it's empty and it won't load the last cohort. **CANNOT DUPLICATE**
24. Captured UGAS attempts to show Reg. Loc on Local Space Forces Table. **FIXED (Release 4)**
25. In orbit, phasers were changed from Manual to Auto, but didn't target UGAS in orbit. **FIXED (Release 8)**
26. In the captured Starliner's route map, the planets listed in the message window don't match what are shown on the route map. **FIXED (Release 4)**
27. In Resume Game Sign-on Options, if you press [PgDown] on second page and get "No more pages" message, pressing [PgUp] causes "No Previous Page." **FIXED (Release 4)**
28. In War Map, selected star system and then selected Database. System Map showed, but pressing arrow key removed the map. **FIXED (Release 4)**

5. Version 1.6 Release 4 (Jan. 3, 2021)

1. After using fleet command to order several ships to rendezvous with me, escaping out of fleet command and back to the system map gave me a serious visual error. [1.6-4-01] **FIXED (Release 5)**
2. PIN: I had drop ship during an invasion that was caught in limbo in the travelling from the planet back to the troop ship, with 6 legions on board. It was still travelling back to the ship for HOURS of invasion time. [1.6-4-02] **CANNOT DUPLICATE**

3. Twin planet system only showing one planet in system view. Planets too close together. [1.6-4-03] **FIXED (Release 5)**
4. a. I was in the Combat Control Center, I selected to pursue the UGA freighter, then the screen refresh was distorted with a run time error message in the message box. I might have hit another key, I was not looking. I was able to continue playing. [1.6-4-04a] **FIXED (Release 5)**
b. On continuing, I accepted resupply from a vessel I had messaged, this time the game crashed with garbled text in the resupply message that stretched across the screen. The game crashed and was unresponsive. [1.6-4-04ab] **FIXED (Release 5)**
5. Battlecruiser assigned to fleet as KS-30 (which is the number for a destroyer). **FIXED (Release 5)**
6. Game froze in "Scanning Planet" **FIXED (Release 9)**
7. After continuous fire turned off, kept getting "Torpedo locked on target" messages. **FIXED (Release 5)**
8. Escort name was DASER GUN instead of LASER GUN. **NEED TO CONFIRM FIX.**
9. Program doesn't return correctly from the Command Tree command ([Ctrl][T]). **FIXED (Release 5)**
10. Unable to load older saved games (both Version 1.5D and earlier 1.6). **NOT YET FIXED**
11. In Fleet Command, selecting a destroyer, then the Strategic Command Window – after that window is closed, the cursor goes to the first destroyer on the page, and any trailing blanks on the previous destroyer's name are white. **FIXED (Release 7)**
12. Ship system reported as destroyed, but doesn't show as such in the system status lights and gives a report that it will be repaired. **FIXED (Release 7)**
13. Krellan destroyer escorting a battlecruiser arrived in the system first, and instead of waiting for the BC, it went ahead and attacked the battlecruiser's target, a starbase, by itself and was destroyed. **FIXED (Release 6)**
14. If LRS out or ECM on or in ion storm, the LRS still shows in the CCC, although it is filled with static in the Main Display. **FIXED (Release 9)**
15. Artifact 2 when installed and active is not working. **FIXED (Release 5)**
16. Supplyship in orbit refuses request for resupply because it's "not in range" but allows material transfer through the teleporters. **FIXED (Release 5)**
17. Supply ship name scrambled. **FIXED (Release 5)**
18. Warning lights scrambled, messages wrong. **FIXED (Release 5)**
19. Naming planets ends abruptly as soon as the last letter is typed instead of waiting for an [Enter]. **FIXED (Release 5)**
20. Ship downgrades from RED ALERT too soon when it enters orbit, when the planet is still unknown and may have planetary defenses. **FIXED (Release 9)**
21. In swapping escorts, need to blank old name before showing new name. **FIXED (Release 5)**
22. When Formation window and Damage Control windows are displayed, engine sound becomes annoying monotone. **NOT YET FIXED**
23. Game frozen when returning from viewing the starfort docks. **FIXED (Release 5)**
24. In Combat Status Table (Enemy), after message is displayed that no enemy are in the system, the Warning Lights start up again overwriting the top of the table. **FIXED (Release 9)**
25. Ship Performance Data (SPD) module: the MET stopped at 30 even though the actual MET was 60. **NOT YET FIXED**

26. SPD Module: When Option 1 selected, no clearing of screen before query about text density. **NOT YET FIXED**

27. SPD Module: Selected first file but it didn't load it. **NOT YET FIXED**

28. SPD Module: When you press [Esc] from list or plot, screen goes blank and you have to press [Esc] again. **NOT YET FIXED**

6. Version 1.6 Release 5 (Jan. 10, 2021)

1. I've been able to reproduce this pretty reliably (and I don't think is intended): A freeze on time advancement at least the first time I quick save (after giving the file a name)....an autosave has already happened normally, I've jumped to my first new system and started movement towards one of the planets there, I quick save on the way. Once I get the success confirmation time doesn't start moving again until I switch away from the System view screen or take some other action. It's almost like a auto freeze after that first quick save, it's not a stutter bug because once it starts up again, it seems fine. [1.6-5-01] **FIXED (Release 8)**
2. I have my escorts out in V formation, in a system with a UGA SB and it has been detected, however, the escorts don't report seeing the SB according to the escort "data screen". Even more problematic is the fact that my escorts appear to be unaware of the incoming UGA LC and HC. I can't order them to attack these shown hostile contacts. [1.6-5-02] **FIXED (Release 6)**
3. Tally showed 242 star systems mapped by Krellans. **FIXED (Release 6)**
4. Bombardment of planet continued after it had been captured. **FIXED (Release 6)**
5. Sometimes after leaving orbit there is no engine sound. **FIXED (Release 8)**
6. Getting repeated messages of enemy detected in same star system. **FIXED (Release 9)**
7. Cursor stayed on after Notepad used in hyperspace. **FIXED (Release 6)**
8. Notepad: the first line of resumed text is lost after editing and resaving. **FIXED (Release 6)**
9. Mines not showing in CCC. **FIXED (Release 8)**
10. Notepad: Shift+↓ - if [Delete] not pressed it leaves trailing brown spaces. **FIXED (Release 6)**
11. Command Tree: pressing [M] shows menu, but if you press another key other than [M] or [Esc] to try and remove it, the game freezes. **FIXED (Release 8)**
12. Notepad: [Insert] -> type "text" -> [Backspace] to move it up one line, but it put cursor on left window border and pressing [BS] continued creating white bar to left of the notepad window. **FIXED (Release 6)**
13. Notepad: several problems with editor. **FIXED (Releases 6 & 8)**

7. Version 1.6 Release 6 (Jan. 17, 2021)

1. Time freeze. Launched 2 probes and then entered hyperspace. While in hyperspace targeted and launched another probe. Probe launched and message closed. Time frozen at that point. Status lights still progressing. Saved game and everything restarted. [1.6-6-01] **FIXED (Release 9)**
2. Just ran into a "run-time error R6000" crash. Orbiting a planet, 3 enemy freighters also orbiting. I fired off a few torpedoes, and then did a quick save, at which point, the crash occurred. Screenshot attached. [1.6-6-02] **FIXED (Release 7)**
3. a. Just a note on the whole feeling: I come from playing 1.5D directly to your latest release and everything is so laggy now, everything feels slow, and I am not talking about passing of time which is also slower but you have reasons for that I guess, but also the user interface is so much slower now. I

tried turning up the dosbox speed but it doesn't help. I used to be able to push down the arrow key to move the TDB and release it when it was where I needed it, now it isn't keeping up anymore and releasing the key will let it go a lot further. [1.6-6-03a] **FIXED (Release 7)**

b. My numeric keypad is no longer like it was. I used it to navigate diagonally like we used to in the 80's. I saw in a post that the functions have been replaced and that's fine, but it would also be nice to still be able to move with it, diagonally... can you maybe make it do that with numlock on? or with shift-numpad? [1.6-6-03b] **FIXED (Release 7)**

c. I don't seem to be able to change the warp speed anymore? I love that speeds now default to 8.0 and 0.9, but why can I no longer change them? When time became critical, it was great to be able to go to 10.0 to reach the final destination in time even though it was taking a risk... Or are the keys no longer F1-F4? [1.6-6-03c] **FIXED (Release 8)**

4. CCC: LRS shows Krellans as UGA while Main Display LRS is opposite if both types of ships are present. **FIXED (Release 9)**
5. BRD: After your ship successfully defended a counterattack by UGA space marines, a report states that you have 0 shock troops left. **NOT YET FIXED**
6. Torps hit disabled starbase, show explosion, but no message. **FIXED (Release 7)**
7. Used [Ctrl][V] to save game, but space cleared to enter name is too long and goes past the pop-up box and into the display underneath. **FIXED (Release 7)**
8. MANAGER FUNCTION: Adding an officer to the Fleet not working (on display only). **NOT YET FIXED**
9. MANAGER FUNCTION: when new officer entered, it keeps the previous officer's password. **NOT YET FIXED**
10. BRD: got "Unable to board" when starbase disabled. **FIXED (Release 7)**
11. Krellan ship sends message that it's running low on supplies and needs to head to starfort, but it didn't move. When checked, its objective was itself. **FIXED (Release 7)**
12. CCC: undetected mines being shown. **FIXED (Release 7)**
13. Escorts docked in captured starbase keep repeating message that they are ready to undock. **FIXED (Release 7)**
14. Escorts not reporting detected UGAS or SB in their detailed Data Window. **FIXED (Release 7)**
15. CCC: Starts up with continuous fire on. **FIXED (Release 7)**
16. CCC: Starts up with Headings on. **FIXED (Release 8)**
17. CCC: When docked, SF not showing at the center of the LRS. **FIXED (Release 9)**
18. Already in Red Alert, UGAS appear in LRS, but Tac Disp didn't replace the Data Display with the Targets Display. **FIX NEEDS TO BE CONFIRMED**
19. Clash between new laptop keys and keypad keys with Numlock off. **FIXED (Release 8)**
20. When in Sys Map and targeted starfort reached, you're not asked if you want to dock. **FIXED (Release 8)**
21. Returning from Dept. Q Artifacts control required extra [Esc]. **FIXED (Release 7)**
22. Got report from Tactical Console about starbase being disabled, but the SB is in a different system. **FIXED (Release 7)**

8. Version 1.6 Release 7 (Jan. 24, 2021 & pre-Release/7p Jan. 22)

1. Cannot unmark treasure for Delivery to FHQ and put it back in just regular storage. [1.6-7p-01] **FIXED**

(Release 7)

2.
 - a. At some point, my TBD was pointing at a star. I asked for database information and it showed the system map of an empty region. After that, the TBD was moved to another place at the top of the screen somewhere and the old TBD was still on screen. I don't know how I did that. [1.6-7p-02a] **NOT YET FIXED**
 - b. Possibly related to (a), the TBD was on a star and I wanted to send out a probe but I couldn't because for some reason the game thought the TBD was at my own location several spaces further. Only when I started moving the TBD again to the requested location, I could target it for a probe. [1.6-7p-02b] **NOT YET FIXED**
 - a&b: I must mention that I had been moving the TBD while still in flight. Several messages came into the log and in between, I had been moving the TBD. I like to 'optimize' my time like this because I know somewhere between calculations, you have room to process the key presses. I guess that when the ship arrives, the TBD is reset to the ship, but it is not necessarily visualized correctly.*
 - c. I was on that star from the screenshot and I fulfilled the mission and wanted to return home. I didn't think of the ALT-J so I manually set course for the starbase. I arrived and the question was not asked to dock. So I flew a bit away from the station and then I started recording a video and I tried again manually it still didn't work. Then I flew away again and tried ALT-J and still didn't get the dock request. I can't really tell what triggers it (yet). [1.6-7p-02c] **FIXED (Release 8)**
 - d. In the end-of-game report sheet, there is always one twitchy character, the UGA personnel. In the video I attached, you can see it twitch to 0, 1 and 9. It repeats when I refresh the page by pressing P again. It's always this number and I've seen it in R5 too. [1.6-7p-02d] **NOT YET FIXED**
3. Planned a route to another star on the Nav map and started the engines with F9. The engine sound started. Even before I jumped, I moved the TBD to another star to quickly send a probe there while in flight. I've done this before, this way, you can reach a star you are passing by if it's too far away where you were before. So I pressed P and accepted the first slot. Now the time stands still, the engine sound is gone, and the main viewer stays like this. I then pressed F10 - emergency stop, to see if planning the route again would help and strangely and my ship seems to have moved away from the star already because I see it blinking now in between the route. The time has stopped again, but now the engine sound is there constantly and the ship is blinking... ??? weird... After resetting the targets, the engine sound stops, emergency stop is completed. I reset the route and then planned a new one and started my engines, but... time won't continue. I then saved the game to reload it but for some reason the time then continues immediately. I didn't need to reload the game! [1.6-7p-01] **NOT YET FIXED**
4.
 - a. At 13:00 for some reason, time no longer runs. Saving helped. [1.6-7-05a] **NOT YET FIXED**
 - b. At 16:41 not really a huge bug, but a bit weird because it points me at a technical issue: the star I arrive at turns into a blue o, then suddenly it changes back to a white * at 16:44. It happened before I realized it so I didn't wait to see if it would turn into a blue o again. [1.6-7-05b] **NOT YET FIXED**
 - c. At 29:50, I land in the middle of three frigates. I'm scared so I press freeze (C-F) to think about what to do. I had set my target to the planet to go and orbit it, but I now change my mind. I set a new target (and forget to remove the old target). I unfreeze and realize that it was not correct. I get a docking request and I answer no and freeze again. I reset my targets, set a new target and without reason, at 30:44 the game unfreezes automatically. [1.6-7-05c] **NOT YET FIXED**
 - d. At around 35:00 I get a good feeling about where the enemy station is and I go there. At 35:43, I already switch to system map and while you can see the star and the enemy, UNAVAILABLE IN HYPERSPACE is still showing. Nothing bad, it disappears quick enough. I notice that I am already way

too close to think about action, so I do the quick travel through hyperspace to the other side of the system. I change escort formation, request a supply fleet because I might need it with the limited energy I have left, I start rest state to give the escorts time to get in formation and start moving (and stop rest state). It is by that moment I start to realize around 38:10... my escorts are gone! They just vanished and I never saw any log message of them dying or something like that. I look up the fleet command display and it shows no more escorts! I research somewhat further and keep coming to the same conclusion. At some point (41:10), it seems I do have one escort, but it doesn't seem to be really an escort, but it sticks to me. I look up the log around 42:00 to see if I missed something, I don't think I did. I request new escorts and they are assigned to me at around 42:40. I wait for them to arrive and move a bit closer to the station. At 47:00, I realize only two of them have arrived and I am starting to wonder if I should request multiple times, but I get the answer that I don't need any, so I wait a bit more. A third one arrives, but the fourth one never arrives. I check out everything I can find about it, it seems to be E-3 (50:10) and it won't come to me. I try to finish the mission without him and with mistakes and I fail. Luckily I saved a lot and I reload the last part. This time, I think: maybe I should (1:05:00) travel through hyperspace and he will arrive? No. Maybe I should (1:06:05) ask E-3 to rendezvous. And this actually works! I put him back to station and he's finally there! Phew! I actually finish the mission successfully now, also being smart in setting my weapons to manual and making the escorts slave to me. [1.6-7-05d] **NOT YET FIXED**

5. Message about phaser hit from escort against a UGA frigate that seemed to be entering orbit around a nearby planet. [1.6-7-06] **FIXED (Release 8)**
6. Planet asked twice if I wanted to be resupplied. Once by orbit control and again by LP. [1.6-7-07] **FIXED (Release 8)**
7. While on mission 3, I was unable to save my progress. Quick save and normal save functionality did not work, all other keys presses worked for other in game functions [1.6-7-08] **CANNOT DUPLICATE**
8. Got damaged in an ion storm, some components beyond repair. Repairs were done during the flight and when I noticed the black items weren't repaired, I went to starfort. In starfort, the damage to the hull and to the components is still not being repaired. I've been there for a while now. [1.6-7-09] **FIXED (Release 9)**
9. Just had a weird (small) one again. I arrived at a star and in the system map I saw two planets. I plotted a route to one of the planets and I started the engines. At that point, I realized I had plotted a route to the other side of the system, so I did an EMERGENCY STOP to do the jump around quick-travel thing. Before I could do that, I had to answer the question: Establish orbit? I was nowhere near the planet. Because I was curious, I answered Y and then got the answer that I was too far away from any planet to go into orbit. The bug: he shouldn't have asked of course. [1.6-7-10] **FIXED (Release 9)**
10. a. A planet surrendered after bombardments and told me to beam down a negotiation team. At that moment, before I could send them down, an enemy frigate appeared in the vicinity and we shot it down. Then I tried beaming down some negotiators but couldn't because the planet had raised shields. I asked them to surrender again, but they said they already surrendered and were waiting for a team. I had to blast their shields away with torpedoes and then I could send down the team and the surrender was accepted. [1.6-7-11a] **FIXED (Release 9)**
 b. I was invading a city and wanted to send in another team of shock troops. I used the assault button to do that, but I didn't have any shock troops left so it didn't work, which is good of course. So I thought: I'll just send some extra warriors down and selected drop ship and saw that I could send down a drop ship with shock troopers as well, so I tried it. I was asked how many and it simply got accepted (which it shouldn't have). I then launched it and it went down to the city, but it was empty (which was ok again). [1.6-7-11b] **UNDER INVESTIGATION**

11. I thought I'd have some fun invading the second planet. After requesting the invasion, I threw an obliterator pod on them. Then they put their shields up, so I started bombarding them. When the shields went down, we hit them with some more torpedoes before I could stop the bombardment. At that moment, I got the message that the whole population of the planet had been wiped out. I thought: this is a great bug test! So I went to the invasion screen any way and guess what, there were cities with tanks and troops! I invaded only one of their cities (they surrendered) and bombarded another one, and then the whole planet surrendered... And all of that without any population! And it counted as the second required planet. [1.6-7-12] **FIXED (Release 9)**
12. I guess this is a bug too: I have destroyed the shields of a planet I am about to invade. The invasion force is already in orbit and so are my escorts. I decide I want to drop an obliterator pod on them first (just because), so I do that. My escorts leave orbit at this moment, but all the others, the invasion forces and the other destroyers, all remain in orbit. They [escorts] shouldn't have left at all with the first obliterator pod. [1.6-7-13] **NOT YET FIXED**
13. I am currently doing a planetary invasion on a lvl. 6 planet (owned by mammals) and 6 cities have surrendered. All warriors have been withdrawn and returned to orbit, except for 6 units in city 1. They are in the withdraw status and it says a dropship is on its way (can't send another one down if I try to do it manually), but they are never getting picked up. I can't deselect the city in orbit view because of that and I hope I won't lose points because there are units still down there when I finish this planet invasion. On the other cities, the units withdrew without any troubles, they got picked up. [1.6-7-14] **NOT YET FIXED**
14. CCC: After switching from Manual to Auto targeting mode, phasers fail to lock onto a new target. **FIXED (Release 8)**
15. Ships giving "Resupply partially complete" messages in starfort, while give the fully resupplied message when docked in a captured starbase where a supply ship has not yet docked. **FIXED (Release 8)**
16. Planet is scanned, but unable to view the map (gives Computer Malfunction error and attempts rescanning unsuccessfully). **FIXED (Release 9)**
17. Fleet Command: In the Invasion Fleet screen, moving the cursor over a ship's name changes it color to green. **FIXED (Release 8)**
18. Engine sound disappear temporarily, mostly after leaving orbit. **FIXED (Release 8)**
19. Entered orbit with freighter there and auto phasers didn't lock on. **FIXED (Release 9)**
20. Sensor probe got stuck in transit (thought this one was fixed). **FIX NEEDS TO BE CONFIRMED (Release 9)**
21. Starbase destroyed, but still shows on LRS and Tac Display, but not in System Map, War Map or CCC. However, my escorts are still shooting at it. **FIXED (Release 9)**
22. Notepad accessed from the Report and Message Logs not working properly. **FIXED (Release 8)**
9. **Version 1.6 Release 8 (Jan. 28, 2021)**
 1. Game crashes when scanning certain planets. [1.6-8-01] **FIXED (Release 9)**
 2. Velocity controls not working in Targeter. **FIXED (Release 9)**
 3. CCC: Mines not showing. **FIXED (Release 9)**
 4. Hull damage not finished repairing when we get report that resupply completed and ready to leave starfort. **FIXED (Release 9)**
 5. Hull still damaged, but system indicator doesn't show it as being repaired while in starfort. **FIXED**

(Release 9)

6. Returning from Fleet Command accessed through the Command Hot Keys ([Ctrl][H]), it doesn't redraw the screen, but it does if accessed through hot key [Alt][F] or Weapons Command. **FIXED (Release 9)**
7. Star Liner routes not being shown properly. **FIXED (Release 9)**
8. Return from viewing Star Liner Routes doesn't redraw star map properly. **FIXED (Release 9)**
9. If ship is decelerating and setvs is zero, then no engine sound. **FIXED (Release 9)**
10. Probe replacement message overwrites Probes Control box if message CRT in quadrant 3. **NOT YET FIXED**
11. Starbases table in Computer/Information/Intelligence has "SB#" as column heading instead of "SS#". **FIXED (Release 9)**
12. Did Data Box for Escort from Escort Command Window, but when pressed [Esc], both the Data Box and the Escort Commands Window disappeared and the four escorts overwrote the Main Display. **FIXED (Release 9)**
13. Escorts 3 & 4 jumping in and out of position and losing position in formation during turns and normal movement. **FIXED (Release 9)**
14. Our ship didn't leave starfort but our escorts left the system without us. **FIXED (Release 9)**
15. Escort hit mine, but MINES alert was not activated. **FIXED (Release 9)**
16. When I turned my ship, Escorts objective changed to Our Ship instead of keeping none. **FIXED (Release 9)**
17. Fleet Command: Unable to select commands from menu [this is probably not a problem with Release 8 but with the development version] **FIXED (Release 9)**
18. System location nav target shows as "KS-0" in displays. **FIXED (Release 9)**
19. Krellan destroyer symbol appeared in top left corner of Orbital Display. **FIXED (Release 9)**
20. Landing party providing supplies, but planetary shields raised and resupply continued. **FIXED (Release 9)**
21. In the main Library reference screen, the definition of a two planet system has the wrong symbol. **FIXED (Release 9)**
22. CEU ASCII files missing. **FIXED (Release 9)**
23. KS with Move To orders for regional targets being reset to Free Ops upon arrival instead of Hold Position. **FIXED (Release 9)**
24. Patrol system order in remote systems not being conducted properly. **FIXED (Release 9)**
25. When KS arrives in target regional location and switches to Hold Position, its velocity is 0.9 instead of 0.0 **FIXED (Release 9)**
26. KS repeating message that system has been scanned and enemy detected [might only be bug in development version]. **FIXED (Release 9)**
27. Krellan Data Box doesn't show starbase detection. **FIXED (Release 9)**
28. KS in hyperspace shows a system location in the KS Data Box instead of "undef". **FIXED (Release 9)**
- 29.

10. Version 1.6 Release 9p (Feb. 14, 2021)

1. I did my invasion for mission 5D and I completed it. Only, I forgot to transfer the legions to the planet. I

went back into the orbit control, and the game immediately asks me if I want to exit to DOS. [1.6-9p-01] **NOT YET FIXED**

2. In description of starbase, it shows its power level only as a number with “%” missing. The “%” does show in the Report Log. **IN WORK**
3. After Mission 1-A was completed, game got hung up after Tally Sheet and just shows “Please stand by” – had to reboot. **FIXED (Release 9)**
4. Torpedoes and phasers hitting starbase, but with no effect (worked OK for other starbases). **FIXED (Release 9)**
5. Was able to launch a probe while in hyperspace and things got messed up. **FIXED (Release 9)**
6. In Artifacts Box, object was Unknown – Being Analyzed. Selected “Analyze” it gave “Analysis underway” message and then description and status in table turned to gibberish. **FIXED (Release 9)**
7. After viewing Solar System table from Navigation Map, garbage from the TDB was left on the map, **FIX TO BE CONFIRMED**
8. Problem scanning planet – on return it acted like it was coming from Orbital Control. **FIXED (Release 9)**
9. When you arrive in a system with a system location target, the distance to target is wrong. **FIXED (Release 9)**
10. Mines within 5 sectors not visible on Tactical Display but show up in CCC and when returning to Tac Disp. **FIX TO BE CONFIRMED**
11. Tried tractor beam in orbit, got message that target not in range, and when returned, pressing [Enter] brought up Damage Control even though Trac Beam command was still highlighted. **NOT YET FIXED**
12. In Space Forces Table, the values for the starfort and captured UGAS are screwed up. **FIXED (Release 9)**
13. Hits on starbase having the values line repeated in the star maps message box. **FIXED (Release 9)**
14. The formatting of hit values reports on starbases is screwed up. **FIXED (Release 9)**
15. Mission 7-E entered system with FHQ and the game froze. Warning lights continued, but no response to keys. Had to reboot. **FIXED (Release 9)**
16. [Alt][R] Rest Mode and [Alt][C] CMF filter are not working with Hot Keys but work if selected in Hot Keys menu. **Fixed (Release 9)**