

STAR FLEET II – Krellan Commander
Version 1.7/Release 3.1 Notes
Changes from Version 1.6 Release 15



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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. RELEASE NEWS SCREEN

Following the Star Fleet II title screen (with the version number), there is a Release News screen that tells you what is new for the current release. It is generally divided into two parts: New Features and Major Bug Fixes. More detailed information on both topics may be found in these latest Release Notes (pdf file).

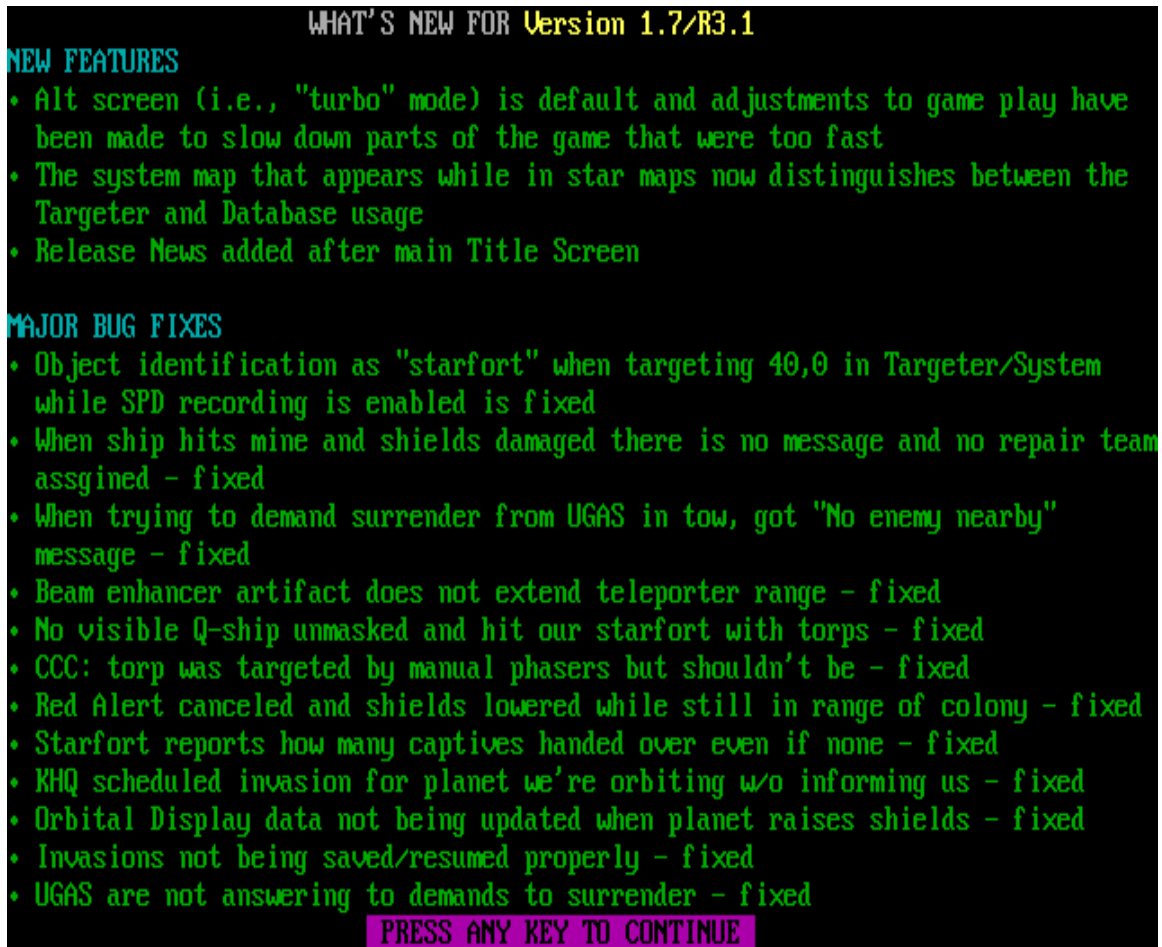


Figure 1: Release News Screen

2. SIGN-ON OPTIONS

The screen with the Sign-On Options (Fig. 1) now shows you the current mission sequence number. This is the mission sequence number of the last mission that was started in this game (regardless of who started it or whether it was a Practice or Career Mode mission). The line that shows the sequence number is between the menu and the current default settings. The Service Record option now also includes the Career Statistics Display (see Section 3).

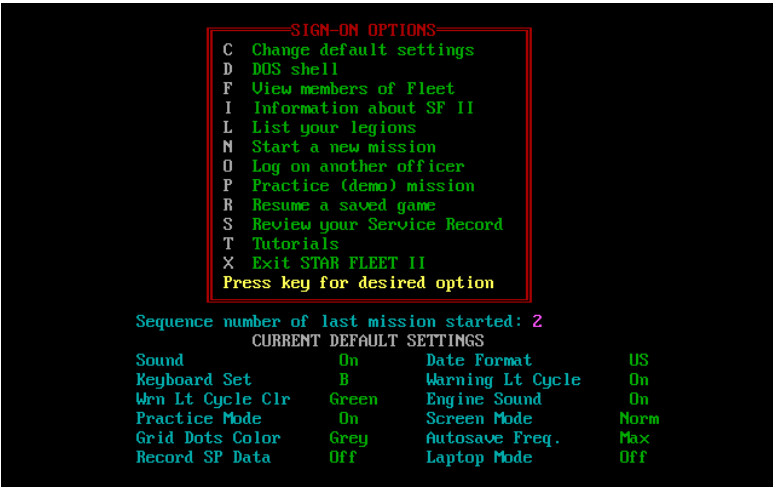


Figure 1: Sign-On Options Menu

3. DEFAULT SETTINGS

Although the number of default settings (Fig. 2) is the same, three of them have been changed since Version 1.6. A new switch **Record SP Data: Off/On** has replaced **Characters Set US/E.Eurp**. It appears that the alternate East European ASCII character set is not needed when the game is played in DOSBox on Steam, so supporting this option has been discontinued to save memory. In the last releases of Version 1.6 the Ship Performance Data (SPD) was no longer recorded in order to save memory and avoid a bug that appeared when archiving the data files. This feature has been restored, but whether to activate it or not is now the choice of the player through this switch. In Version 1.5D this was also available with a switch, but it was with a hot-key shortcut the is no longer available, so it was moved to this settings menu. The default settings are shown in Figure 2. Note: the default setting for SPD recording has been changed to ON. The Screen Mode default has been changed to Alt.

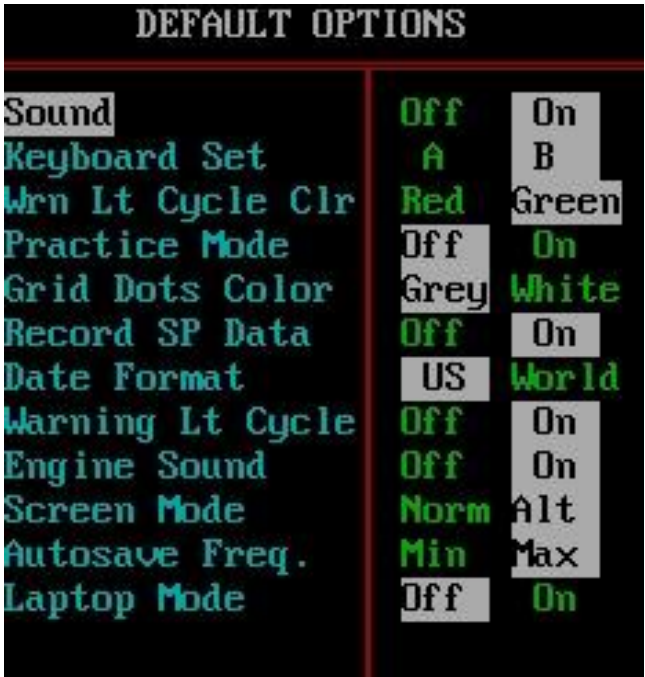


Figure 2. Setting Options

4. CAREER STATISTICS DISPLAY

Although at the end of each mission you can see your mission tally, which shows the statistics for that mission, the only statistics that are kept for your entire career are the number of Krels and Slaves that you

CAREER STATISTICS						
OBJECT	DESTD	CAPTD	DELIV	TOTAL	EVENT	NUMBER
Heavy cruisers	0	0	0	0	Star systems mapped	13
Light cruisers	0	0	0	0	Planets scanned	4
Destroyers	0	0	0	0	Planets surveyed	3
Frigates	0	0	0	0	Planets w/supplies	3
Scouts	0	0	0	0	Planets w/rich minerals	3
Freighters	2	1	1	4	Planets w/fair minerals	1
Starliners	0	0	1	1	Bases established	2
					Treaties made	0
TOTAL	2	1	2	5	Successful OBB	0
UGA personnel	0	0	214	214	LOSSES & PENALTIES	
Passengers	0	0	1905	1905	Crew killed	0
					Shock troops killed	47
TOTAL	0	0	2119	2119	Ships lost	0
					Escorts lost	0
Starbases/UFHQ	0/0	0	--	0/0	Starforts lost	0
Planets	0	0	--	0	Planets lost	0
Colonies	0	0	--	0	Legions lost	0
Booty (Krels)	--	--	--	10	Cities destroyed	0
					Failed OBB	0
KRELS	429	SLAVES	190		Fines (Krels)	0

Figure 3. Career Statistics Display

earned. Starting with Version 1.7, the game will keep track of your cumulative statistics for your entire career. The values from your current mission tally are added to your career statistics, which can be viewed in the Career Statistics Display (Fig. 3). This display will automatically be displayed at the end of your career mission (it is not updated in Practice Mode missions) after your mission summary page, and your notifications of promotions and awards (if any). This display can also be viewed through the Service Record option of your Sign-On Options (Fig. 1). Note that the Career Statistics feature is only implemented for new recruits. It is not implemented retroactively for existing players because career statistics are meaningless if the entire career is not included.

5. PLANETARY INVASIONS

5.1. Dropping Off Legions

Before Version 1.7, when you selected the Drop Off option at the end of a successful invasion, it would automatically transfer all of the legions on your troopships to the surface of the planet. Although there is a Halt Drop Off command, it was useless because the drop off occurred so quickly you did have time to halt it. A new Legion Drop Off Management System has been implemented. At the end of a successful mission, when you select Drop Off, you will be informed that you should leave at least one full strength (if possible) legion on the planet, otherwise the UGA could recapture the planet. You will

then be asked if you want to drop **off** all **[A]** the legions, or select **[S]** the legions to be dropped off onto the planet. If you select **[A]**, then it will automatically drop off all the legions as it did before. However, if you select the **[S]** option, then it will prompt you for each legion in orbit. It will tell you the legion's number, current number of warriors, and current number of shock troops. Answer **[Y]** to drop this legion off, **[N]** to leave it onboard the troopship. In the message window you will be informed when a legion has been dropped off, and when **your** drop off activities have been completed.

6. STAR MAPS DATABASE COMMAND (NAVIGATION CONTROL) – **[M]/[N]/[N]or[W]/[D]**

The Database Command in the Navigation star map menus (Nav Map and War Map) used to show you the map of the selected system with planet information. Now when you select the Database Option, you have three new options (Fig. 4): **System**, **Bases**, and **Lndprty** (Landing Parties). The System option shows you the map and planet information of the selected star system as before (Fig. 5). The Bases option shows you the location of any planetary bases that have been established by the Krellan side (i.e., built by you or other Krellan forces). The locations of the bases are designated by a gold "B" on the star map (Fig. 4). The Landing Party options shows you the regional location of the Krellan landing parties in the region (Fig. 6). If they are your landing parties, they are in bright white. If they are landing parties belonging to other ships, they are shown in bright green. For both the Bases and Landing Party options, if the subject is in your current system, then the letter designator will flash.

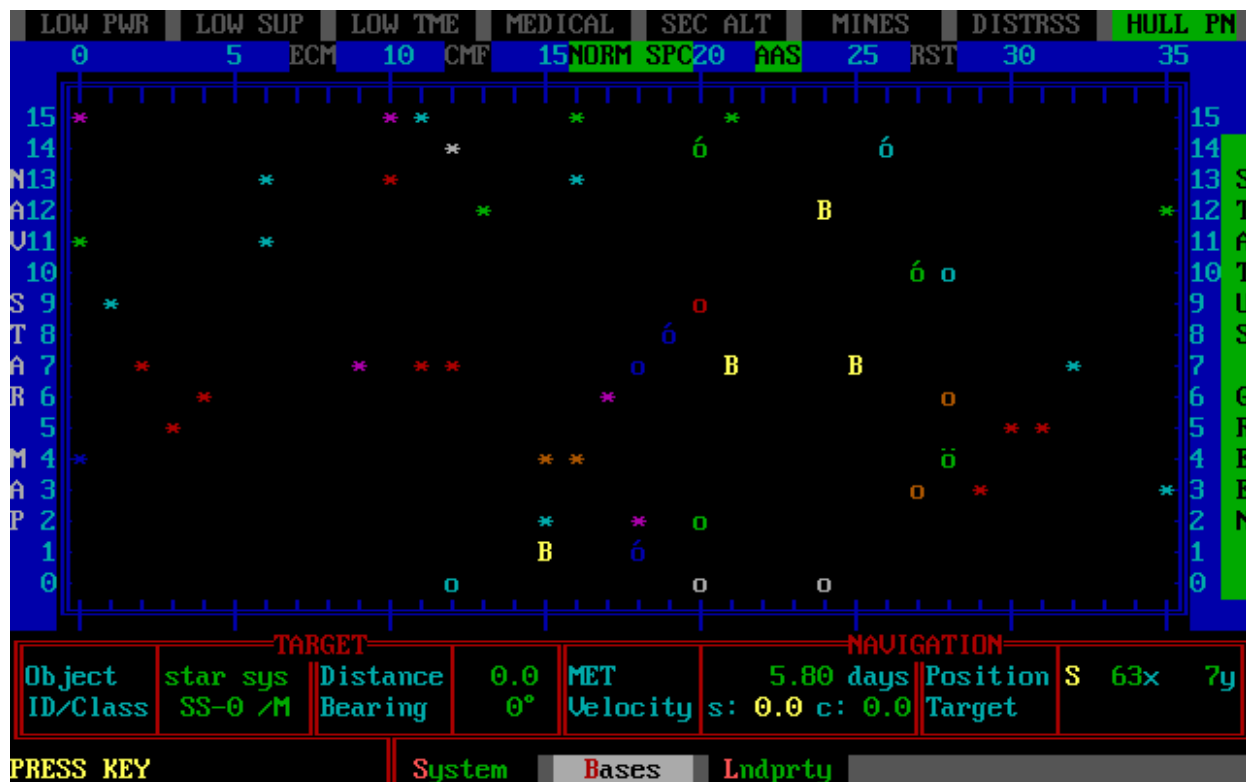


Figure 4. Database Option in Nav Map – Showing Location of Planetary Bases in Region

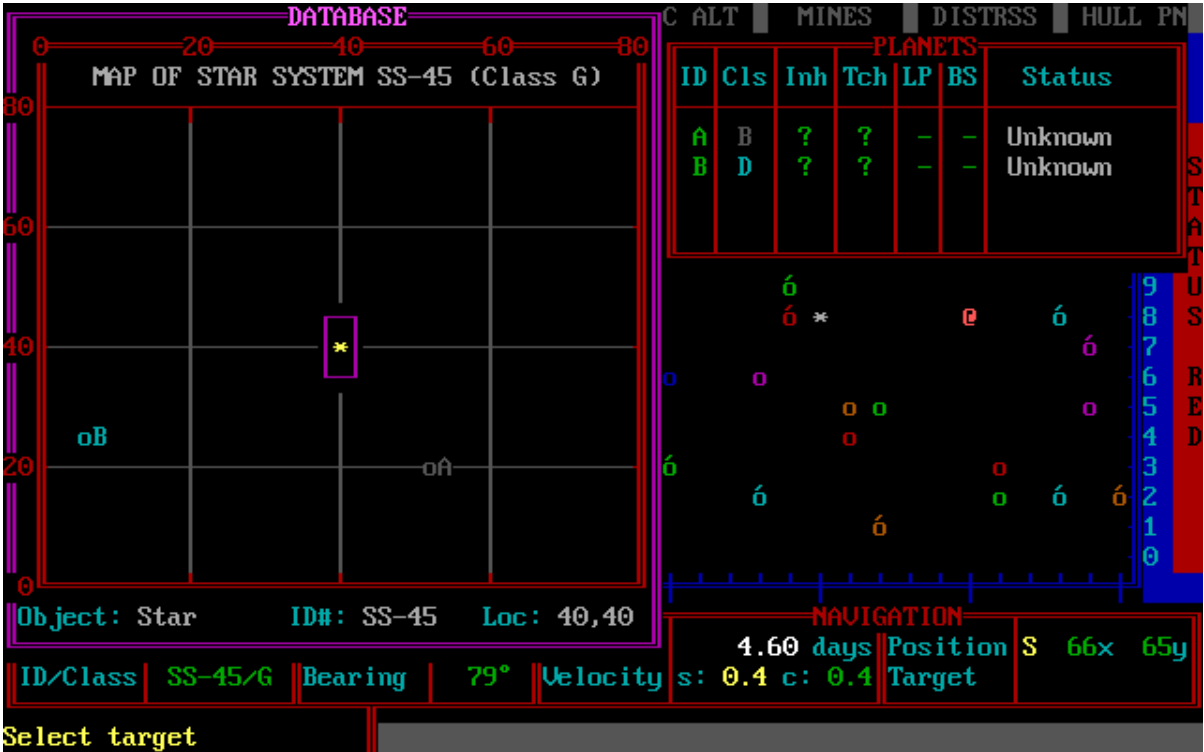


Figure 5. Database Option in Nav Map – Showing System Option

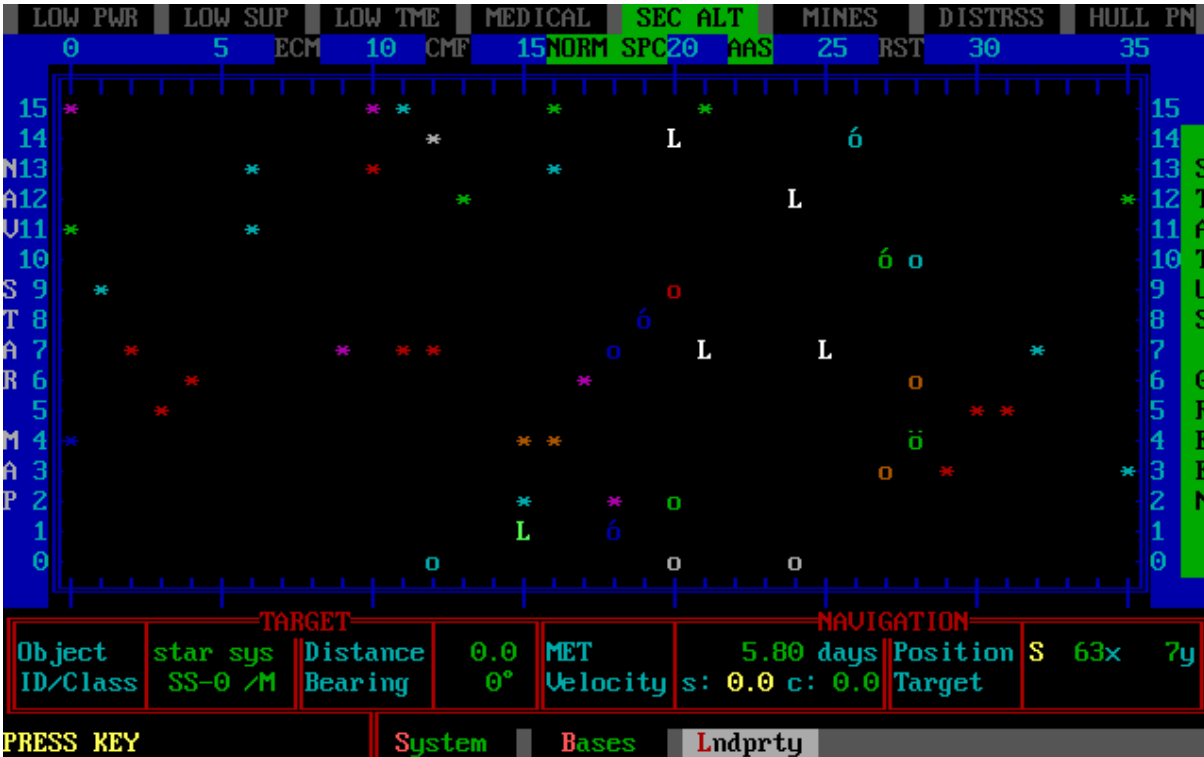


Figure 6. Database Option in Nav Map – Showing Location of Landing Parties in Region

7. PROBES (NAVIGATION or ENGINEERING CONTROL) – [M]/[N]/[N]or[W]/[P]

Two new commands have been added to the Probes Control in the Nav or War star maps (Fig. 7), and one of them to the Probes Control in Engineering. In Version 1.6 there was a locate [L] command that enabled you to identify where the selected probe was located in the star map. In Version 1.7 you can see them all at once. If you press [Shift][L] at any time (Fig. 4). The Probes Control window disappears and the probe symbol appears wherever a probe is located (Fig.8). If the symbol's color is green, it is in transit to its target system. If it's bright cyan, then it is in passive mode in its target system. If it's in bright green, then

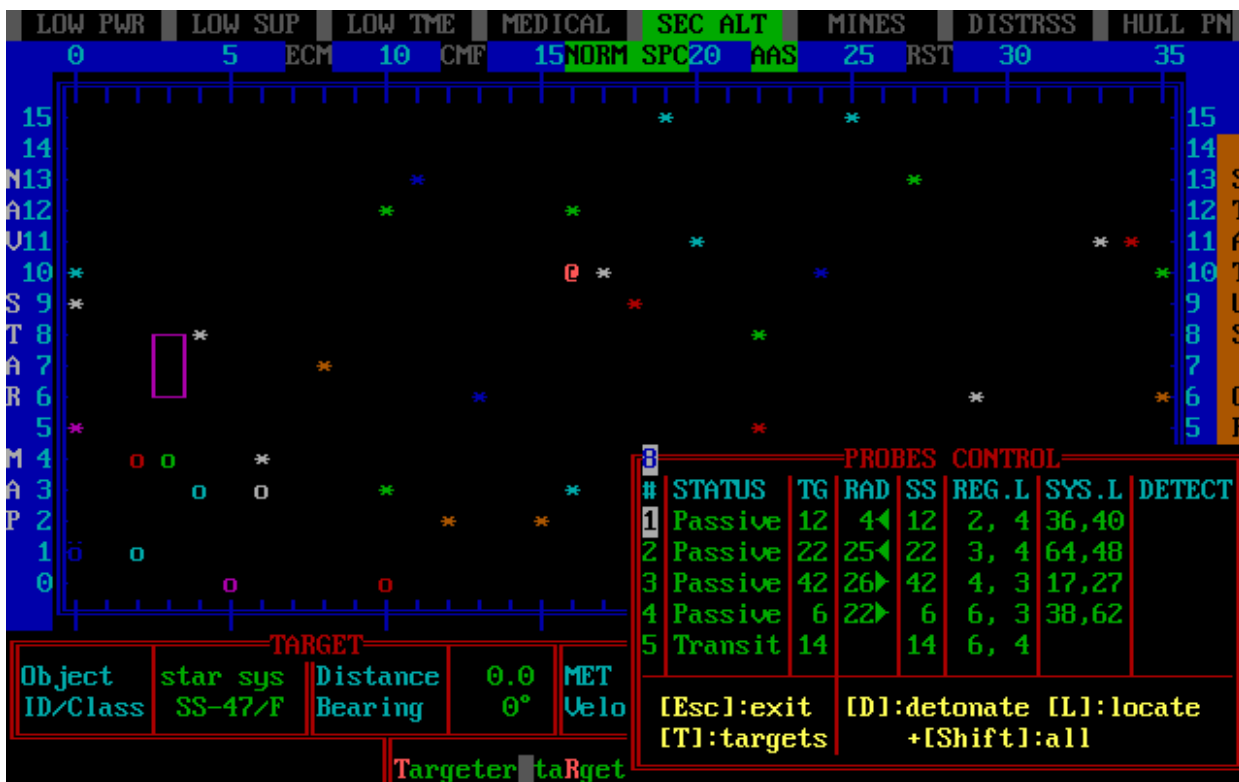


Figure 7. New Command Options Shown in Probes Control

it's in active mode in its target system (note that this mode has not yet been implemented). The other new command is a more streamlined way to detonate all probes that have reached their destination to make room for new ones. You can still detonate the selected probe by pressing [D], but you can detonate them all by pressing [Shift][D]. Previously when you detonated them all, a message window would appear to tell you that the probe had been detonated, and that a replacement probe (if any) had been transferred to the launch tubes. In Version 1.7, you don't get these multiple messages. You just see the Probes Control table updated as each probe is detonated and replaced by a probe from supply. When the detonations are complete, the XO will inform you to that effect.

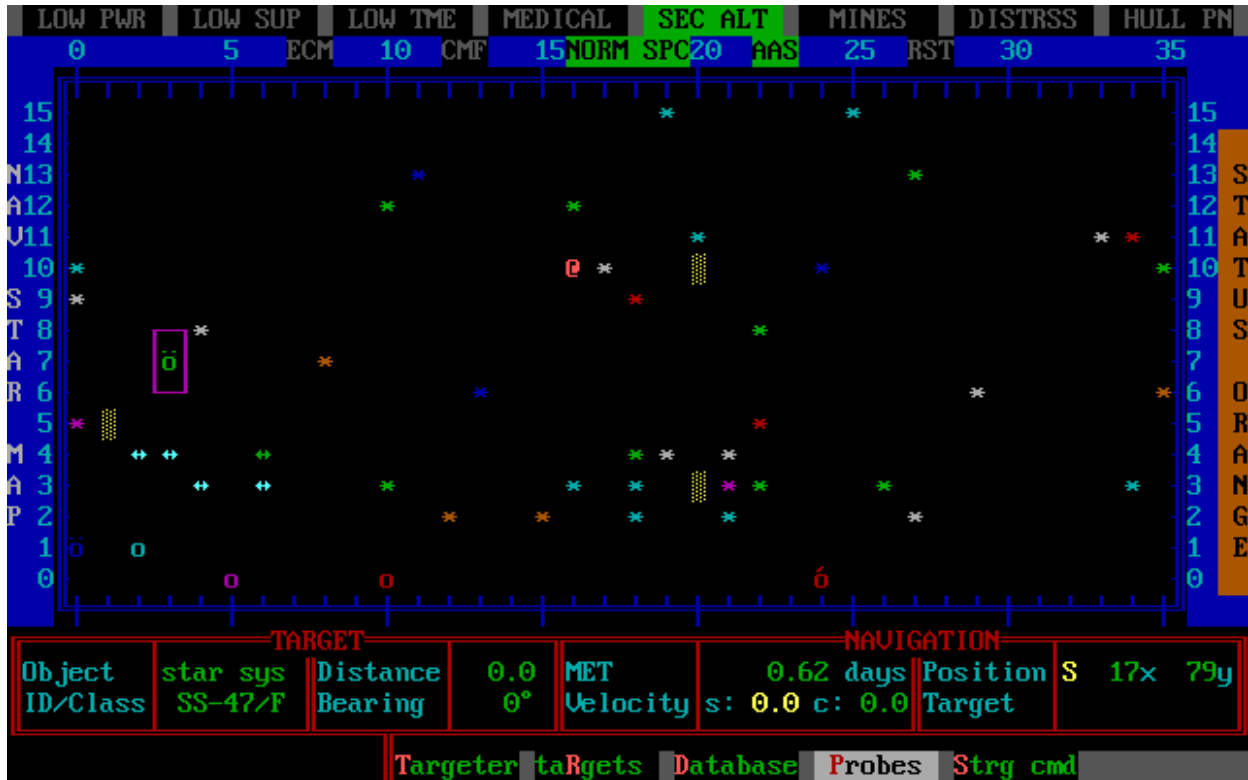


Figure 8. Location of Probes Using [Shift][L]

8. LANDING PARTY STATUS (COMPUTER COMMAND) – [M]/[C]/[I]/[L]

Although there In the Information option of Computer Command, one of the options is Landing Party. This will show a table that lists all the landing parties, with your parties shown in bright white (if it's at your current planet that you are orbiting, then it shows as flashing). A new option has been added to this table [S] for Status. It will show you the current status of the selected landing party (Fig. 9).

This display shows the number and name of the planet where the landing party is located, its distance from you in light years, and whether or not a base (BS) has been built there. In the table it shows the six possible

PLNT:SS-8A		YUUIBAOQ	DIST: 0.0		1y BS:N
Mission	#T	ElpTm	Estimated % Complete		
Survey	2	0.9			
Build Base	2	0.9			
Obtain Sup	0	-			
Negotiate	0	-			
Hold/Reinf	0	-	Supplies: unlimited		
Combat	0	-	Energy: 0 units		
			Torps: 0 Probes: 0		

Figure 9. Landing Party Status Display

landing party missions, the number of teams (#T) assigned to each mission, how many days have elapsed (ElpTm) since the start of that mission (they don't all have to start at the same time), and for the four missions that have a duration (i.e., an end condition), namely Survey/Explore, Build a Base, Obtain

Supplies, and Negotiate a Treaty, a bar shows you the approximate percent of completion that is estimated to have been accomplished for that mission. The other two missions, Hold and Combat, are ongoing missions with no set completion date, so do not have a status bar. The progress of the completion is shown by the color of the bar – green for completed, and red for not completed. If you do not have communication with this landing party, a “NO COMM” warning will appear at the top of the display, and the word “Estimated” blinks to show you that this is an approximation without updates from the landing party on their progress. Note that since this is only an estimated completion, sometimes you will receive a message that the mission is completed while the status bar still shows some red, while other times the bar might be completely green, but you have not received word from the landing party that the mission is complete. Sometimes the mission is easier than anticipated and takes less than the estimated time, and other times unexpected delays cause the completion to occur later than was originally estimated.

In the lower right corner of the Landing Party Status Window, it shows the current logistics stored or available at the base or with the landing party. This information, along with the number of personnel (alive and dead), number of captives, etc. is also available in the Landing Party Database Table itself. It should be pointed out that the mission of Krellan Supply Ships, when they’re not on special assigned missions, such as helping needy Krellan ships or supporting invasions, is to transfer supplies to Krellan planetary bases throughout the region, to provide supply depots close to the fighting. Your Battle Fleet can go to one of these bases and replenish your supplies, energy, ordnance, etc., without having to return to a starfort or rendezvousing with a supply ship, both of which can be time costly. Note that planetary bases are not supplied with obliterator pods. They can only be obtained from starforts (we don’t want the UGA to get their grubby mitts on them!).

In Version 1.6, if you pressed **[Enter]** with a landing party selected in the database table, it would give you the option to automatically travel there (you sit back and let your XO take care of it). That option is still available, although in Version 1.7 if you press **[Enter]**, you will be shown the Status Display of the Landing Party. Press any key, and then you will be given the option to travel there as before. In summary, **[S]** is to only view the Status Display, **[Enter]** is to both view the Status Display and have the opportunity to travel there.

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

Fleet Command, which was introduced in Version 1.6, has had some major upgrades in Version 1.7. The new menu for Fleet Command is shown in Figure 10.

9.1. Distance Indicators

Previously it was tedious to determine which ships in the fleet were closest to you. The Locate command helped, but you still had to do each ship individually. The new Distance command shows you the regional distance (in light years) from your ship of all the ships on the screen (Fig. 11). It replaces the name of the ship with a box that shows the distance. The color of the box aids in quick identification of the distances. Green is for close (≤ 5 ly), cyan is mid-range (5-10 ly), and magenta is for far range (>10 ly). Press any key (except **[Esc]**) to remove the distances and restore the ship names. Note: pressing **[Esc]** will return you to the Main Bridge.

RL:3,7 Press [M] for menu FLEET COMMAND DISPLAY 1

BATTLE FLEETS			
1 ♠ ZEUS	2 ♠ KS-0 PREDATOR	3 ♠ KS-1 BLOOD FANG	4
♠E-1 LANCE	♠KS-19 SHURIKEN	♠KS-23 CARBINE	
♠E-2 STAR SABRE	♠KS-20 LASER GUN	♠KS-24 SICKLE	
♠E-3 SABRE	♠KS-21 WAR HAMMER	♠KS-25 REVOLVER	
♠E-4 HAMMER	♠KS-22 RAPIER	♠KS-26 CLUB	
SUPPLY FLEETS			
1 ♠ KS-2 SOLAR WIND	2 ♠ KS-3 GALAXY	3 ♠ KS-4 CLUSTER	4 ♠ KS-5 COSMOS
♠KS-28 PISTOL	♠KS-43 PIKE	♠KS-38 KAMA	♠KS-30 WAR CLUB
5 ♠ KS-6 X RAY	6	7	8
♠KS-37 ONAGER			
LEGION FLEETS			
1 ♠ KS-7 GOLIATH	2 ♠ KS-8 BUFFALO	3 ♠ KS-9 ZEPPELIN	
5 ♠ KS-11 ATLAS	6 ♠ KS-12 CYCLOPS	7 ♠ KS-13 WALRUS	
9 ♠ KS-15 ELEPHANT	10 ♠ KS-16 DROMEDARY	11 ♠ KS-17 PELICAN	1

MENU

[A] dAta Box

[C] Cmnd Box

[D] Distance

[J] obJective

[L] Locate

[O] Orders

[R] Rndvz us

[S] in System

[Enter] Select

[Esc] Exit FltC

PRESS KEY

Figure 10. Fleet Command Display – Fleets Display with New Expanded Menu

RL:3,7 Press [M] for menu FLEET COMMAND DISPLAY 1 Distance from us

BATTLE FLEETS			
1 ♠ ZEUS	2 ♠ KS-0 9.4 ly	3 ♠ KS-1 6.4 ly	4
♠E-1 0.0 ly	♠KS-19 9.4 ly	♠KS-23 9.4 ly	
♠E-2 3.0 ly	♠KS-20 9.4 ly	♠KS-24 23.0 ly	
♠E-3 3.0 ly	♠KS-21 15.8 ly	♠KS-25 23.0 ly	
♠E-4 0.0 ly	♠KS-22 7.0 ly	♠KS-26 6.4 ly	
SUPPLY FLEETS			
1 ♠ KS-2 9.8 ly	2 ♠ KS-3 17.4 ly	3 ♠ KS-4 6.0 ly	4 ♠ KS-5 18.3 ly
♠KS-28 6.4 ly	♠KS-43 19.6 ly	♠KS-38 6.0 ly	♠KS-30 7.6 ly
5 ♠ KS-6 18.3 ly	6	7	8
♠KS-37 5.8 ly			
LEGION FLEETS			
1 ♠ KS-7 6.0 ly	2 ♠ KS-8 22.1 ly	3 ♠ KS-9 7.2 ly	4 ♠ KS-10 7.2 ly
5 ♠ KS-11 6.0 ly	6 ♠ KS-12 6.0 ly	7 ♠ KS-13 7.2 ly	8 ♠ KS-14 7.2 ly
9 ♠ KS-15 6.0 ly	10 ♠ KS-16 6.0 ly	11 ♠ KS-17 6.0 ly	12 ♠ KS-18 7.2 ly

Figure 11. Fleet Command Display – Distance Command

9.2. Objective Indicators

Previously it was also tedious to determine what the objective was for each ship in the fleet. You had to bring up the Ship Data Box or the Commands Box for each ship individually. The new Objectives command ([J]) shows you the current objective of all the ships on the screen (Fig. 12). It replaces the name of the ship with a box that shows the objective. Press any key (except [Esc]) to remove the objectives and restore the ship names.

RL:3,7 Press [M] for menu FLEET COMMAND DISPLAY 1					Current ojectives	
BATTLE FLEETS						
1 ♣ ZEUS		2 ♣ KS-0 ■ RLoc 16,3		3 ♣ KS-1 ■ RLoc 27,8		4
ΩE-1 ■ SL 17,84		ΩKS-19 ■ None		ΩKS-23 ■ None		
ΩE-2 ■ SL 17,83		ΩKS-20 ■ None		ΩKS-24 ■ None		
ΩE-3 ■ SL 17,82		ΩKS-21 ■ None		ΩKS-25 ■ None		
ΩE-4 ■ SL 17,81		ΩKS-22 ■ None		ΩKS-26 ■ None		
SUPPLY FLEETS						
1 ♣ KS-2 ■ Starfort		2 ♣ KS-3 ■ Starfort		3 ♣ KS-4 ■ Starfort		4 ♣ KS-5 ■ Starfort
ΩKS-28 ■ None		ΩKS-43 ■ None		ΩKS-38 ■ None		ΩKS-30 ■ None
5 ♣ KS-6 ■ Starfort		6		7		8
ΩKS-37 ■ None						
LEGION FLEETS						
1 ♣ KS-7 ■ Starfort		2 ♣ KS-8 ■ Starfort		3 ♣ KS-9 ■ Starfort		4 ♣ KS-10 ■ Starfort
5 ♣ KS-11 ■ Starfort		6 ♣ KS-12 ■ Starfort		7 ♣ KS-13 ■ Starfort		8 ♣ KS-14 ■ Starfort
9 ♣ KS-15 ■ Starfort		10 ♣ KS-16 ■ Starfort		11 ♣ KS-17 ■ Starfort		12 ♣ KS-18 ■ Starfort

Figure 12. Fleet Command Display – Objectives Command

9.3. Orders Indicators

Previously it was also tedious to determine what the orders were for each ship in the fleet. You had to bring up the Ship Data Box or the Commands Box for each ship individually. The new Orders command shows you the current orders of all the ships on the screen (Fig. 13). It replaces the name of the ship with a box that shows the orders. Like the Distance command, the Orders command is also color coded to aid in finding the right ships. When a player is viewing the orders, it is usually to find ones that don't have any (Free Ops) so that they can be easily given orders that don't interfere with other ongoing missions. For this reason, all ships with Free Ops **orders have a green box**, while all other orders are in a magenta box. Press any key (except [Esc]) to remove the orders and restore the ship names.

RL:2,1 Press [M] for menu FLEET COMMAND DISPLAY 1 Current orders

BATTLE FLEETS			
1 ♣ ZEUS	2 ♣ KS-0 ■ Invade	3 ♣ KS-1 ■ Free ops	4
♠E-1 ■ Free ops	♠KS-19 ■ Escort KS	♠KS-23 ■ Escort KS	
♠E-2 ■ Move to	♠KS-20 ■ Escort KS	♠KS-24 ■ Escort KS	
♠E-3 ■ Move to	♠KS-21 ■ Escort KS	♠KS-25 ■ Escort KS	
♠E-4 ■ Free ops	♠KS-22 ■ Escort KS	♠KS-26 ■ Escort KS	
SUPPLY FLEETS			
1 ♣ KS-2 ■ Invade	2 ♣ KS-3 ■ Free ops	3 ♣ KS-4 ■ Free ops	4 ♣ KS-5 ■ Free ops
♠KS-28 ■ Escort KS	♠KS-43 ■ Escort KS		♠KS-30 ■ Escort KS
5 ♣ KS-6 ■ Free ops	6	7	8
♠KS-37 ■ Escort KS			
LEGION FLEETS			
1 ♣ KS-7 ■ Invade	2 ♣ KS-8 ■ Invade	3 ♣ KS-9 ■ Invade	4 ♣ KS-10 ■ Invade
	♠KS-27 ■ Escort KS		
5 ♣ KS-11 ■ Invade	6 ♣ KS-12 ■ Invade	7 ♣ KS-13 ■ Invade	8 ♣ KS-14 ■ Free ops
9 ♣ KS-15 ■ Free ops	10 ♣ KS-16 ■ Free ops	11 ♣ KS-17 ■ Free ops	12 ♣ KS-18 ■ Free ops

Figure 13. Fleet Command Display – Orders Command

STRATEGIC COMMAND		FLEET COMMAND DISPLAY 1	
ID# : KS-1		■ PREDATOR	3 ♣ KS-1 ■ BLOOD FANG
NAME: BLOOD FANG		■ SHURIKEN	♠KS-23 ■ CARBINE
TYPE: Battlecruiser		■ LASER GUN	♠KS-24 ■ SICKLE
Current Orders		■ WAR HAMMER	♠KS-25 ■ REVOLVER
Free operation		■ RAPIER	♠KS-26 ■ CLUB
Commands			
Data		■ GALAXY	3 ♣ KS-4 ■ CLUSTER
Move to		■ PIKE	
Rendezvous			7
Withdraw			8
Hold position			
Patrol system			
Invade		■ BUFFALO	3 ♣ KS-9 ■ ZEPPELIN
Escort ship		■ GUN	♠KS-45 ■ KATYUSHA
Attack			
Free operation			
Select: ↑ command		■ CYCLOPS	7 ♣ KS-13 ■ WALRUS
[CR]: assign [Esc]: exit		■ HALBERD	♠KS-44 ■ KATANA
9 ♣ KS-15 ■ ELEPHANT	10 ♣ KS-16 ■ DROMEDARY	11 ♣ KS-17 ■ PELICAN	12 ♣ KS-18 ■ BARGE

Figure 14. Fleet Command Display – Strategic Command Display

9.4. Strategic Command Display

One of the restrictions on Fleet Command in Version 1.6 is that there were certain commands that it was not possible to give to other ships from within Fleet Command, namely **Move To**, **Attack**, and **Invade**. To issue these commands you had to do it the old way, through the Space Forces Table. In Version 1.7 you can issue the Move To and Attack commands to any of the Krellan fleet through the Strategic Command option in Fleet Command (Fig. 14). However, there is no real advantage to issuing the Invade command through Fleet Command, so that command is still inactive. Note that if you want to order a Krellan ship (other than your escorts) to move to a position or attack an object in your vicinity, the fastest and easiest way to do it is through the Combat Control Center (CCC). Table I is the updated list of commands now available through the Strategic Command Box in Fleet Command.

Table I: Strategic Command – Available Orders in Fleet Command

Command (Orders)	Description
Data	Shows Ship Data window
Move to	Orders KS to move to a selected system location within a selected region location
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
Escort Ship	Orders KS to escort the ship you select
Attack	Orders KS to attack selected enemy asset
Free Operation	Free KS from any orders allowing it to go under its own command or to be commanded by FHQ

10. ESCORT FORMATIONS (STRATEGIC COMMAND) [M]/[G]/[E]/[F] or [Alt][Z]/[F]

Two new escort formations have been added to the list of preset formations, and an Escort Formation Editor has been implemented.

10.1. New Escort Formations

Two new escort formations are now available for selection (Fig. 15): #17 W (double u) and #18 M (emm). A third formation has been added, #19 Custom. This is an undefined formation that is created through the Escort Formation Editor (described in the next section). This **moves** the System Search formation to formation #20.

10.2. Escort Formation Editor

When selecting a new formation in the Escort Formation Command, if you select Formation #19 Custom, then the Escort Formation Editor will appear adjacent to the Formation Window (Fig. 16). The display in the editor is blank, i.e., it does not show any escorts. It only shows the x and y axes with your ship at the center, and with the grid pattern for the sectors within the display. At the bottom of the window is the menu for the editor.

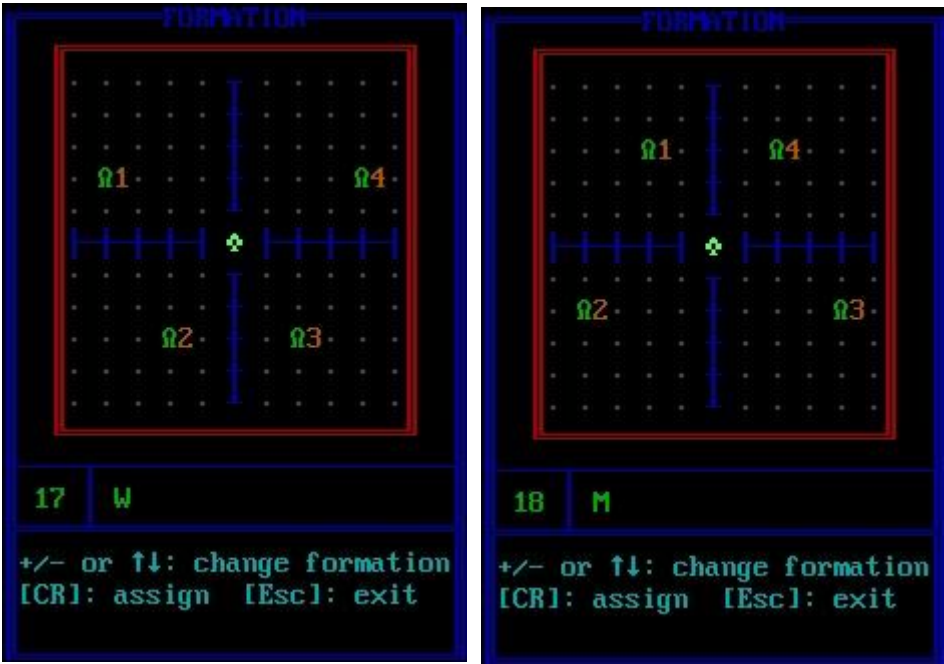


Figure 15. Two New Escort Formations, “W” and “M”

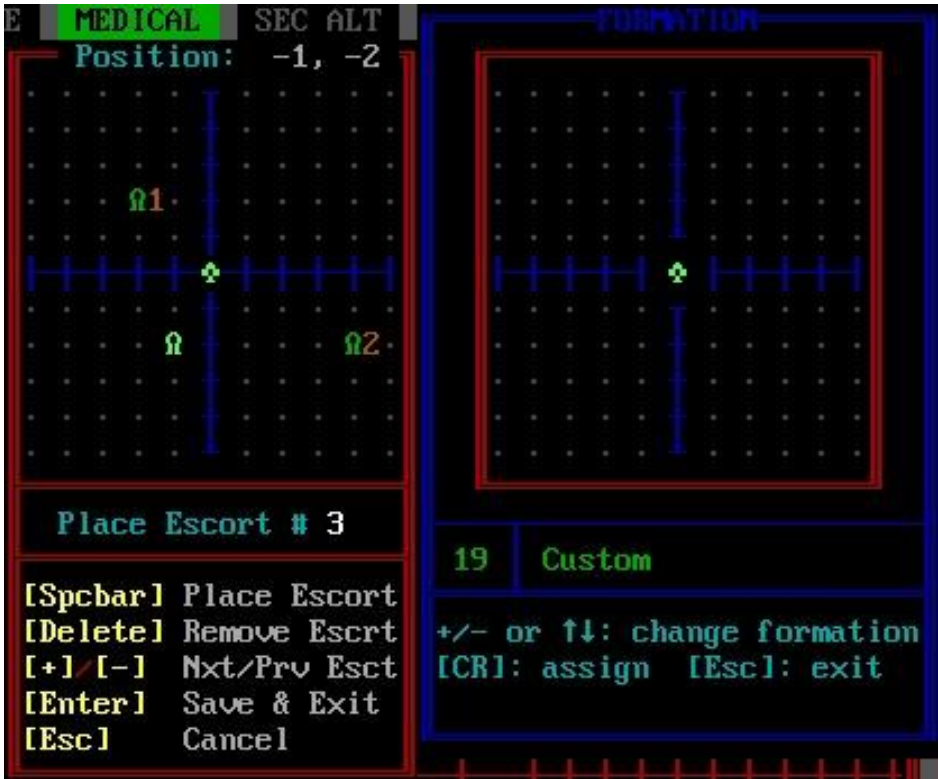


Figure 16. Escort Formation Editor

How to Use the Editor

Note that pressing [Esc] at any time will exit you from the editor without saving anything you have done.

1. Placing the Escorts

- The cursor starts centered on your ship. Move the cursor to the position you want to place Escort #1. The moment the cursor moves from your ship's position, it will be designated by a bright green Krellan destroyer (escort) symbol. Between the display and the menu, the instruction will appear telling you which escort you are currently placing. The current position (x, y) of the cursor relative to your ship's symbol is shown at the top of the display. Looking at the figure, the bright green destroyer symbol (cursor) is at an x-position one to the left of center, so $x=-1$, and the y-position is two below center, so $y=-2$, and the cursor position is -1, -2.
- When you have reached the desired position, press the [SPACEBAR] and the escort will be placed there. It will change to standard green, and the number of the escort will appear adjacent to it in brown. The selection will automatically increment to the next escort.
- Repeat this cycle for the remaining three escorts.

2. Removing an Escort

- You can only remove the escort that is the current selected one as shown in the central instruction window, and only an escort that has been placed.
- If the current selected escort is not the one you want to delete, you can press the [+] or [-] keys to change it.
- Once you have selected the number of the placed escort you want to delete, press [Delete] and it will be deleted. This will not affect the numbers of other escorts that have been placed.

3. Saving the Formation

- Once you are satisfied with your formation, you can save it by pressing [Enter]. Note that it will not save a formation if you have not allocated positions for all four escorts.
- The Escort Formation Editor window will disappear, and your saved formation will appear in the #19 Custom formation window on the right. From this point on, whenever you bring up the Formation Window, this formation will always be shown and can be selected or deselected like any of the other formations. If you want a different formation, then just go back to the editor, design the new formation, and when you save it, it will replace the former formation.

11. NEW ALTERNATE CONTROLS

For convenience of using a single key instead of dual keys for frequently used controls, alternative keys are recognized for Freeze Simulation ([Ctrl][F]) and go to Main Menu ([Alt][M]). These traditional keys will still work, but you can also use [Backspace] for Freeze/Unfreeze Simulation, and [~] (without shift) for go to Main Menu. The [Backspace] key will also work in planetary invasions.

PART II - MISCELLANEOUS NEW FEATURES AND CHANGES

12. EXECUTIVE OFFICER FIRST CLASS

In Version 1.7 your Executive Officer (XO) takes a larger role in running your ship, making suggestions, reminding you of things, and issuing orders on your behalf. The XO's role will continue to grow.

13. INVASION FLEETS STRATEGY

If a planet has been selected for an invasion, but the battle around the planet is still too hot, the invasion fleet (minus the battle fleets) might be ordered to assemble in an adjacent regional location until the battle around the planet has been won and the troopships and supply ships can safely enter orbit (apart from planetary defense fire). This tactic is only required in Level 7 missions.

14. UGA SECRET WEAPONS

14.1. Orbital Fortresses

The UGA take the protection of their colonies as top priority. One of the new weapons developed by the UGA to protect the colonies are very massive orbital fortresses (Fig. 17). The UGA plans to have two of these orbital forts orbiting in a high orbit 180 deg. apart, which means that every ship in orbit is in line-of-sight of the phasers from at least one of the orb forts. However, it has been determined that the orb forts



Figure 17. Orbital Fortresses Defending a Colony

have not been fully deployed in Level 7 yet, but they are getting close. The orbital fortresses are comparable in strength to starbases. They have 12,000 units in shield strength, and are armed with two phasers and two torpedo launchers with an essentially infinite supply of torpedoes. The orb forts use

starbase phasers have a range of seven sectors, as compared to our ship phasers with a range of five sectors. They have space marines onboard, but they have a new quantum-interference shield that prevents penetration by our teleporters, so we will be unable to board them. Like any warships in orbit, they are able to fire to targets outside of orbit, while ships outside orbit are unable to hit targets in orbit, including the orb forts.

14.2. Q-Ships

The UGA has borrowed a concept from ancient Earth – Q-ships. They are powerful warships that are disguised as helpless ships like freighters. When you get close to capture the “freighter”, it suddenly discards its disguise and reveals itself to be a power warship. We have noticed the UGA have started to deploy Q-ships in Levels 5 through 7. We understand that Q-ships are likely to be a UGA destroyers or light cruiser in disguise, but at Level 7 there are rumours that even heavy cruisers are sometimes being employed. UGA freighter are very large vessels and can hide even a heavy cruiser. There is absolutely no way to tell if a UGA ship is a Q-ship until you actually hit it with weapons, at which time it will discard its outer shell and reveal the full-strength warship underneath. Your initially hits just help discard the shell and do not hurt the warship. The name of the Q-ship will even change from its disguise name to the actual warship’s name. Q-ships are not common, but we do not know how many may be in a region.

15. UGA COLONIES

Colonies only appear in the deepest regions of the UGA that are being invaded, i.e., at Level 7. All UGA planets encountered in earlier regions and also make up most of the UGA planets in Level 7 are planets that were originally alien planets that have been absorbed into the UGA. The technology level of these planets is that of the alien civilization, but there will be UGA bases and forces on these planets. These planets retain their original alien names. A **colony** is a planet that was first settled by the UGA (mostly from Earth) with no indigenous native civilization. As a result of the need to support a large number of humans, colonies are only on K, A, and D type planets. They also have Terran (Earth) rather than alien names. To protect these vital bastions of the UGA, the UGA has maximizes their defenses, which are multi-layered and interlocking:

1. *Minefields*. Each colony is surrounded by a dense minefield that is equivalent to those surrounding starbases.
2. *Orbital Forts*. The UGA are building two orbital forts per colony, although they have not finished placing them in all the Level 7 regions yet. The orbital forts are equivalent in strength to starbases.
3. *Planetary Defense Phasers*. Almost every city on a colony is equipped with a planetary defense phaser.
4. *UGA Cruisers*. When a colony comes under attack, it will send out a top priority distress call, and usually UGA heavy and light cruisers come to the rescue.

16. ARTIFACTS

When you get an artifact that you have seen before, carefully read the description, because the nature and use of some of them have changed. Artifacts will also fail less frequently.

17. UGA STRATEGY AND TACTICS

The AI running the UGA forces is more capable and deadly in Version 1.7, especially at the higher ranks.

18. CAPTIVES AND SLAVES

Although the original Star Fleet II Krellan Command and Battle Manual stated that you would earn slaves by delivering UGA captives as well as passengers, the game as implemented only award slaves from delivered passengers. You will now be awarded slaves on the delivery of captives as well.

19. BEAMING UP LANDING PARTIES

When you are asked to select how many landing party teams to leave on the planet when you have requested landing parties to beam up, if you press **[Shift][A]** it will select all the teams for beaming up (i.e., change all the numbers of remaining teams to zero). Although this is not a new feature and has been in the game since Version 1.0, it is not shown as a choice on the display and most players have forgotten about it. Now, the instruction to press **[Shift][A]** to select all will show in the options line under the LP display (Fig. 18). After you selection is made, the instruction will disappear.

MESSAGE FROM LANDING PARTY: Arrived safely. Mission started. Landing party out.	Mission	Tms	RegCrw	ShkTrp
	Explore/survey	2	10	10
Report from Engineering: 22 crew, 18 troopers & 0 captives are still alive on the planet.	Establish base	2	12	8
	Hold/reinforce	0	0	0
	Obtain supplies	0	0	0
	Combat	0	0	0
	Negotiate	0	0	0
	Supply: 0/ 0dTotal	4	22	18
Select # teams to stay	Activate	[Shift][A]:select all		

Figure 18. Select All Option for Returning Landing Parties

20. NEW “SPD” INDICATOR

The Main Display between the Messages Display and the Energy Display has a new indicator “SPD”. If green this indicates that your ship performance data recording is enabled, while unlit indicates it’s off. This setting can be changes in the Default Settings Screen access through Computer/Special Services/Settings.

PART III - 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. Version 1.6 Release 15 or Earlier

TBS

2. Version 1.7 Pre-Releases (April 8, 2021)

1. As I failed in mission 7B and was destroyed my understanding is that it should require me to pay 2000 krells to get my improved ship back right away. It did not - my ship is still available. [1.7-0.8-01] **FIXED (Release 1)**
2. Game froze after receiving SB destroyed message. I had just finished capturing a planet. Was not involved in SB destruction. Left game running for 10 minutes. Couldn't save. Status bar on top continued to cycle. [1.7-0.8-02] **FIXED (Release 1)**
3. a) Repair teams still do not assign automatically - I refer to shield control as the worst offender but there are others. Sometimes you do not even know you have damage unless it becomes severe. [1.7-0.9-01a] **FIXED (Release 3.1)**
b) Messages in artifacts popup box are still sometimes garbled - especially delivered and examined combining to make a whole new word. [1.7-0.9-01b] **FIXED (Release 3)**
c) Energy on bases Ok - but suggestion instead of transfer get it fed to you same as supplies and personal replacements do. [1.7-0.9-01c] **SUGGESTION**
4. Used blink drive alt 9 to get out of fight with about 8 enemy ships - it took me away all right - out of the region entirely - have tried to get back to one starfort twice and another once - each time it stops at the region border - it identifies as region 66 X57. [1.7-0.9-02] **FIXED (Release 1)**
5. MINES warning light still remains lit in hyperspace. **FIXED (Release 1)**
6. Artifacts status in Artifacts Table messed up. **FIXED (Release 1)**
7. Legions not listed correctly. **FIXED (Release 1)**
8. Planet raised shields after being hit by Obliterator Pod. **FIXED (Release 1)**
9. Not all autosave files are showing in the Saved Games list. **NOT YET FIXED**
10. In Nav Map pressing [F1] instead of [Esc] causes hard game freeze. **UNABLE TO DUPLICATE**

3. Version 1.7 Release 1 (May 10, 2021)

1. Various errors in the Version 1.7 Release 1.0 Notes. [1.7-1.0-01] **FIXED (Release 3.1)**
2. While in the orbital control - invading a planet, I tried using the backspace command to freeze the game but it did not work. I had to use the CTRL-F command. [1.7-1.0-02] **FIXED (Release 2)**
3. While orbiting a planet that has an invasion scheduled (but not by me), i see troop ships enter and exit orbit vs. stay within orbit. Not sure if this is deliberate or a bug. [1.7-1.0-03] **UNABLE TO DUPLICATE**

4. There is still a supply bug with the game which I can reproduce consistently. Here's how: While docked at a starfort, 1) freeze the game (CTRL-F), 2) target a star system via the Nav-Nav-Target menu, 3) return to the main menu via esc-esc, 4) unfreeze the game (CTRL-F), 5) press F9 to start your engines, 6) as soon as you see the report "undocked", immediately freeze game again (CTRL-F), 7) Transfer personnel from starfort to the ship via Eng-Tel-Per xfer (as many as you want - i do 150 shktroops and 100 crew), 8) unfreeze game (CTRL-F). Game will now continue, but you will remain with 100% supplies as long as you don't orbit another planet or transfer any supplies. [1.7-1.0-04] **NOT YET FIXED**
5. a) There was one instance of no dual red frame around a message - only happened once in 10 day mission. [1.7-1.0-05a] **FIXED (Release 2)**
b) The ALT A still does not work to transfer personnel as far as I can see. [1.7-1.0-05b] **FIXED (Release 2)**
6. Further to the 1A mission I just sent you a bug report on: a) I finished the mission right next to the starfort at 9.99 days and it said I ran out of time which may have affected this. [1.7-1.0-06a] **NOT A BUG**
b) The autosaves had shown up but all saves disappeared when I allowed the end game deletions. [1.7-1.0-06b] **PROBABLY NOT A BUG**
c) However records show I have no career statistics or accumulated slaves or krells. [1.7-1.0-06c] **FIXED (Release 2)**
7. Mission 1B - I captured and delivered 6 freighters to starfort. There were several hundred prisoners returned with them - despite this I did not receive a single slave in either mission. [1.7-1.0-08] **FIXED (Release 2)**
8. Setting up mission 1C - when creating region 3 messages in red box - error 12 planets - then error 6 planets - then error 12 planets again - flashed by quickly did not react quick enough to get screen shot. [1.7-1.0-09] **UNABLE TO DUPLICATE**
9. Mission 1C - I captured and delivered one starliner which had 1865 passengers and game gave me 186 slaves so that seems to work correctly - however I also captured and delivered 13 freighters with 2558 crewmen and the game gave me no slaves - do the problem seems like just with the freighters (could also be with warships but I encountered none). [1.7-1.0-10] **FIXED (see #7)**
10. Orbiting an unsurveyed planet, i suddenly noticed that my probes started to refill as if I had been docked or orbiting a krellan base. By the time i took the screenshot, it had gone from 1 to 5. [1.7-1.0-11] **UNABLE TO DUPLICATE**
11. I sent an invasion request to FHQ for a tech level 1 planetary invasion. Their response was I was in command - and they would notify me when force is ready. Right after my LP created a base, I receive a message from FHQ stating that the planet invasion had been successful - yet I was not in the system at the time and no invasion force had been assembled. [1.7-1.0-12] **NOT YET FIXED - NOTE: For a TL 1 planet, establishing a base is enough to conquer the planet, which is why that event happened, but it should have canceled the invasion (you can do the invasion if no base is established).**
12. Again - requested an invasion of a tech level 1 planet, and as soon as my LP established a base, i received a message that the invasion was complete. This time - I was orbiting the planet and there were no invasion forces nearby. Additionally, while orbiting the planet I noticed that the planet was

supposed to have 5 cities, but they did not show on the planetary map. Not sure if this is related. [1.7-1.0-13] **NOT YET FIXED (see #11)**

13. From mission 1E: a) the thing with not allowing prisoners to be questioned/ tortured / executed happened again in this mission [1.7-1.0-14a] **FIXED (Release 2)**
b) At the end of mission game could not find spd log 3 whatever that is. [1.7-1.0-14b] **NOT A BUG**
14. Minor aesthetic bug: noticed that at times, when i return a LP from a planet, i do not hear the beam sound of the teleporters. It is a nice audial confirmation that the action took place. [1.7-1.0-15] **UNABLE TO DUPLICATE**
15. When I capture a UGA ship that has surrendered, I used to be able to exit the boarding screen by pressing the space bar. When I do so now, it acts as if there is a do-loop of some sort and does not exit. ESC does work and exit the screen properly. This does not happen if the UGA ship declines to surrender and I am forced to capture normally. [1.7-1.0-16] **FIXED (Version 3)**
16. Looking at invasion screen, it shows 4 legions in orbit, but no troopships in orbit. Not sure if this is accurate. [1.7-1.0-17] **UNABLE TO DUPLICATE – possibly fixed in Release 2**
17. KS reverting to Free Ops after Rendezvous command. **UNABLE TO DUPLICATE**
18. Prefect can rename Battlecruiser #60 (supposed to be reserved for Sub-Admirals and above). **FIXED (Release 2)**
19. When UGAS surrenders to demand via Comm, the number of captives returned is always 20. **FIXED (Release 2)**
20. The XO suggestion for disabling freighters and starliners is not appearing in a message box when in a star map. **FIXED (Release 2)**
21. Getting repeated messages about a troopship entering and leaving orbit. **NOT YET FIXED**
22. Getting repeated messages that invasion fleet is ready. **FIXED (Release 3)**
23. Capturing colony in Mission 7-B didn't change objective to COMPLETE. **FIXED (Release 2)**
24. Notepad not saving changes when used while Report or Message Log is up. **FIXED (Release 2)**

4. Version 1.7 Release 2 (May 16, 2021)

1. Got hits from the planet, but not clear on which ship was hit (hit info missing, just hit size and damage). [1.7-2.0-01] **NOT YET FIXED**
2. I am no longer orbiting a planet, but am receiving "hits" from PD's. [1.7-2.0-02] **UNABLE TO DUPLICATE**
3. During an active invasion (had captured a few cities, others were in combat), I had to save the game while in the Planetary Orbital Control. The game gave me an error message and sent me back to the bridge. When I loaded the game, I had lost all invasion progress and had to start from scratch. What's worse, I had no troops in orbit except the drop ships. [1.7-2.0-03] **FIXED (Release 3.1)**
4. On docking, starfort reports number of captives handed over even if none. **FIXED (Release 3.1)**
5. Invasion was scheduled by KHQ for planet we were orbiting without our request. **FIXED (Release 3.0)**
6. Planet raised shields but Orbital Display data wasn't updated. **FIXED (Release 3.0)**
7. Shields lowered even when still in range of a colony with orbital forts. **FIXED (Release 3.0)**
8. Combat Control Center allows a torpedo to be selected as a manual phaser target. **FIXED (Release 3.0)**

9. Shields damaged by mine but no message and no repair teams automatically assigned. FIXED (Release 3.0)
10. While docking with starfort, suddenly got a message about Q-ship transforming into a heavy cruiser and several torps hit starfort, but no sign of enemy ship. FIXED (Version 3.0)
11. Fleet Command: When escort for principal ship is given new orders, its color correctly changes from white (escort) to green (independent destroyer), but it stays in the escort position on the screen, but it should disappear as it is transferred to the independent destroyer screen. NOT YET FIXED
12. Communications didn't recognize UGAS in tow, when tried to send a message to it. Got "No enemy nearby" message. FIXED (Release 3.0)
13. Communications didn't recognize hostile frigate in Tactical Display, when tried to send a message to it. Got "No enemy nearby" message. UNABLE TO DUPLICATE
14. UGA TL4 planet hitting Krellan ships in orbit (small hits) but no message about who's firing and the target (see #1). NOT YET FIXED
15. Beam enhancer artifact not extending range of teleporters. FIXED (Release 3.0)
16. "Starfort" appearing in System Map target description when nav target is set to system location 40,0. FIXED (Release 3.0)

5. Version 1.7 Release 3 (May 22, 2021)

1. Sound effects in Alt (Turbo) mode are MUCH too slow. FIXED (Release 3.1)
2. Planetary invasion save and resume games not working properly. FIXED (Release 3.1)