

BATTLECRUISER 3000AD™

APPENDIX U

FLEET COMMAND & CONTROL

Fleet Command & Control and the Station Capture component, were introduced in v2.01 as a preview to the more advanced Fleet Command & Control components designed for the upcoming sequel to the title.

With this feature, you are able to not only request fleet support from allied stations but you can also command other **GALCOM** forces throughout the galaxy as well as capture hostile stations and place them under **GALCOM** control. The ability to capture hostile stations also presents strategic options in terms of combat firepower and trading possibilities.

FLEET COMMAND & CONTROL AUTHORITY

You assume Fleet C&C if you reach Supreme Commander rank or if a higher ranking officer, such as Karl Reines, comes aboard your ship. Once you get the **COMMLINK** message that you have fleet access, a **FLEET** tab will appear in the **TACOPS** computer. Other systems related criteria apply and can be viewed if you [LEFT-CLICK] on the inactive (Grey) **FLEET** tab.

You will lose Fleet C&C if **(a)** your rank falls below SCMDR **(b)** a higher ranking officer is no longer onboard your ship **(c)** a critical system required for the communications link is offline **(d)** you are court-martialed.

Note: If you lose Fleet C&C authority, all troops under your command will immediately return to the nearest friendly base.

FLEET COMMAND & CONTROL OPERATION

The **FLEET** tab from the **TACTICAL LAUNCH MENU** displays two options:

[1] **OBJECTS IN REGION** - allows you to select the desired object in the current region from a collapsible menu.

[2] **RECENTLY ORDERED** - allows you to select the desired object from a menu containing a list of objects you recently ordered, regardless of region.

The menus above display the following stats for the objects:

[1] REGION, [2] RACE [3] CASTE [4] NAME [5] CURRENT ORDERS [6] TARGET [7] SHIELD INTEGRITY [8] HULL INTEGRITY [9] INTEGRITY

Selecting an object from the menu displays the **TACTICAL ORDERS MENU**, **TOM**, containing orders that are dependent upon the type of object selected. Some orders allow you to also select a target from yet another sub-menu. Also, some orders will not work on all troops. For instance, you can order a transport to re-supply another ship/station but they cannot re-supply their own launch platform or your ships.

Note: You cannot order objects that are have a dimmer Green color. This is because the commander either outranks you, has direct orders from **GALCOM** or is programmed (as in the case of Orbital Defense Systems) to only adhere to orders from **GALCOM**.

The **PRIORITY** tab allows you to access targets which you have placed in your priority list from the target's **tom**. This gives you quick access to targets that you frequently send orders to regardless of where they are in the galaxy whether you have a probe in the target region or not. So if you placed a ship in the Mars region in your priority list, you can still access it and switch the **TACOPS** display to that region even if you are in the Earth region.

You can also select objects from within the **TACOPS** map display. Doing so will also display the **tom** for said object allowing you to add said object to your list.

CREATING A FLEET

To create your own fleet for roaming the galaxy, you would simply access the **tom** for the station and order it to launch the desired craft with orders to escort or defend your ship or other ship in your fleet. Once those ships launch and become part of your fleet, you can send them direct tactical orders during the course of your deployment. You can also order ships that wander into the region to become part of your fleet. You even have access to a ship's missile launch systems which allows you to designate targets for them.

Commanding a fleet takes responsibility and tactical training. Requesting five carriers to go on a galactic killing spree is not going to earn you any medals. You could get innocent personnel killed as well as subject **GALCOM** forces to enormous losses.

STATION CAPTURE

When stations are badly damaged or low on resources (if you have a siege in place), they will emit an SOS signal allowing a hostile ship to dock and capture it. Docking with a hostile station emitting an SOS will prompt you for a response to a capture request. Once you dock, the station race/caste will change to your own, i.e. Terran/Military.

Once you or an NPC ship has docked with the station and taken it over, the SOS condition is cleared and a ten minute timer is started. Until this timer expires, no other ship can capture the station.

All previously deployed ships from the station will attempt to flee from the region and any fighters that were previously engaging the station, will cease attacking it when it emits an SOS or is taken over.

NPC ships can also capture stations, therefore if a station is emitting an SOS, it can be taken over by an NPC ship that is either docking as a routine order or docking as a result of a direct AI order to capture the station. All nations will attempt to recapture their stations over time.

You also gain Experience Points for capturing stations.

- 1 x Combat Shield + 5000 EP for each station captured
- 1 x Order Of The Wraith + 10000 EP for the 3rd station captured
- 1 x Commander's Shield + 20000 EP for the 6th station captured
- 1 x Star Of Merit + 30000 EP for the 9th station captured
- 1 x Order Of The Universe + 50000 EP for the 10th station captured

You cannot capture a station that is the same race/caste as yourself.