

STELLAR CRUSADE™

AMIGA DATA CARD

IMPORTANT: Rulebook information which applies to the Atari ST version also applies to the Amiga version (except for the start-up instructions).

LOADING THE GAME (AMIGA 500, 1000, 2000):

1. Set up your computer as shown in the Amiga user's manual.
2. Turn on your computer.
3. If you do not have Kickstart 1.2 or greater in ROM, then insert your Kickstart disk in drive DF0: (this applies to 1000 owners).
4. When requested to enter your Workbench disk, please insert your STELLAR CRUSADE game disk in drive DF0:
5. Double-click on the disk icon.
6. Now double-click on the CRUSADE icon.

TO INSTALL STELLAR CRUSADE ON A HARD DRIVE:

1. Create a new directory on your hard drive (name it anything you want), and open this directory.
2. Insert the game disk and double-click on the disk icon.
3. Move everything from the disk to the newly created directory by simply clicking and dragging the icons from the disk window to the new directory window.
4. Repeat steps 2 & 3 for the scenario disk.
5. To run the game, simply double-click on the CRUSADE icon in the newly created directory.

RULE BOOK CLARIFICATIONS:

The following information will help clarify some of the rules of play. The points are listed in the order in which they appear in your manual.

3.0 Movement and Combat

• **Transfers vs. Reassignment:** The game routines for ship transfers and reassignments are fairly 'intelligent'.

Transfers are only allowed into a task force up to the level of 20 ships. Any other transfer requests are ignored until there is space available in the target force.

Reassignments are also limited to available spaces. In addition to checking the target force or command, the reassignment routine also checks to see whether any ships are already in transit to the target.

If any of your transfer or reassignment orders are not allowed by the game, be sure to check that sufficient space exists in the target force or command/in transit before panicking. The absolute limit is 51 ships in transit per player.

• **Raiding Command:** In addition to their duties as raiders, ships in your raiding command will contribute to your intelligence gathering efforts. For every 5 ships (round down) in your raiding command, you get the effect of assigning one special operations point to system reconnaissance. So even if you never spend a single build point on special ops, you may get some reconnaissance information from ships in your raiding command.

• **Combat:** Before any formal hostilities have broken out, no ship to ship, command level, or space to ground combat will occur under any circumstances. Once limited hostilities have begun, command level combat is allowed. Ship to ship and space to ground combat will only occur if open hostilities have begun, as indicated by the 'WAR' icon in the lower right area of the map.

• **Disengagement:** There is a special type of disengagement which applies only if all remaining forces on one side are 'i-space' ships. In this case, combat will last a maximum of about four hours. I-space ships are not intended for extended unsupported operations against ships operating in normal space. The i-space drive is essentially an ambush/evasion device which loses its effectiveness during long engagements.

• **Commanders:** No mention is made in the rules of the effects of age on commanders. The program will occasionally 'retire' commanders. This can happen at any time after a commander reaches the age of 35. Retirement probability increases with increasing age. This is the only effect of age.

5.0 Economics

• **Basics:** The basic unit of production is a build point. Each operational factory produces one build point each quarter. For a factory to be operational, it must have one organic, one metal, and one food unit available. Refineries produce organic points, mines produce metal points, and farms produce food points. Ten build points are required to build a factory. Shipyards, Training Centers, and Intelligence Centers each require 10 build points per point of increased capacity. Farms, Mines, and Refineries cost from 5 to 30 build points to build, depending upon the planetary conditions. Here is an example of planetary production for one quarter:

Farms:	32	Capacity	Cost of ship	Points spent	
Mines:	40	Shipyards->	28	20	10
Refineries:	44				
Factories:	51				

Only 32 factories will be operational since there are only 32 food points. Ten build points are spent to increase the Shipyards capacity from 28 to 29. Ten build points are spent to finish building the ship. The 12 unused build points will automatically go into Research if not used to produce anything.

• **Research and Effectiveness:** For every 500 build points invested into research, your overall effectiveness level increases by one. Effectiveness is basically your current level of technology. There are two ways to invest in research:

A) Each system owned by a player will automatically contribute one build point per turn to the research pool. Systems with paleotechnology contribute two build points per turn.

B) Any unused build points will be contributed to research when you exit from the Allocations 3 screen as shown in the previous example.

IMPORTANT: An increased effectiveness level has no direct effect on the capabilities of your forces. In order to receive any benefits from an increase in effectiveness, you must design new ships (which will automatically have the new effectiveness level) and change your shipyards to produce the newly designed ships. However, this can be expensive in the short term when refitting your production centers. Effectiveness levels in excess of 10 will not improve the fighting capabilities of your forces, but will contribute 50 points per level above level 4 toward the victory conditions.

• **Allocations:** As a result of requests by early players of the game, an additional allocations cancel opportunity has been added to the first screen of allocations.

•Allocating Build Points: Local intelligence centers work as well as deployed troops in suppressing food riots.

•Production:

Shipyards: In addition to the restrictions mentioned in the rules, ships will only be produced if there are fewer than 34 ships in transit, and if you currently have fewer than 120 ships. If you notice that points are accumulating at shipyards without any new ships being produced, check to see if there is room for them 'in transit', and look at one of your undefined (free) ship classes (all zeros) to get a quick count of your number of available ship slots. If you already have 120 ships, you will need to scrap older ships to produce any more new ones.

Training Centers: In addition to the restrictions mentioned in the rules, military units will only be produced if you currently have fewer than 60 units, and the local idle population is greater than 0. In addition to their build point costs, each unit costs one point of population.

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