



UNIVERSAL COMBAT™ TIPS

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WARNING: This document was designed to be used **only** with v 2.00.12 or higher and is **not** a substitute for the printed game manual. You should have the manual handy at all times while running this tutorial. It is assumed that you have also run through the tutorial steps documented in the UC_TUTORIAL.PDF file located in the DOCS folder where the game is installed.

While this is not an exhaustive list, due to the sheer number of features in the game, it should serve as a quick start to save the trouble of going through the manual each time.

BASIC SYSTEM NAVIGATION

If you wish to jump to a planet or jump anomaly (jump gate, fluxfield, wormhole) within your current region

- o Select it from the target list available via the MAP tab of the NID and it will be displayed in the VDD video display
- o Now turn the ship toward the selected target and either fly to it manually, or engage the HyperDrive engine (SHIFT+9)

Once you reach the target, if it is a jump anomaly AND it is currently visible in the VDD, your ship will jump to that region.

If the target is a planet/moon, you will be prompted if you wish to establish planetfall. If you respond with **Y**, then the ship will establish planetfall and enter the planet/moon.

You can also use another method. Simply issue the FLY TO or JUMP AT order from the menu system and select the target from the targets list. Then activate the autopilot and the ship will fly to the target.

If you wish to fly to a starsystem, it is tedious to do this manually, so you would use the NAVITRON computer instead.

- o From the Craft Status Menu, select the NAVITRON computer from the Systems list
- o Assuming that this computer is functional, scroll the galaxy map (right-click, hold and drag mouse in desired direction) until you see the destination starsystem.
- o Once you have found the desired starsystem, click on it to set it as the target destination
- o Move your mouse to the top right corner of the display (where the system name is displayed) and log off using the menu
- o On return to the bridge, the WTS tab of the NID will be active and all waypoints set to the chosen starsystem, indicated.
- o Simply activate the ship's autopilot (A) system and the ship will fly the designated route to the destination. All you have to do is sit back and enjoy the ride.

Note that while in hyperspace, nothing is real. Though your ship appears to fly through objects, this is only because they don't exist in hyperspace. During the hyperspace transition, you cannot perform some ship actions.

During a long distance transition, you can use the MAP tab of the NID to see the distance to the current jump anomaly. Just move your mouse over this tab to view it momentarily without actually changing from WTS mode.

To abort the transition, simply activate the WTS tab and use menu option (or **SHIFT+X**), to clear all plotted waypoints.

It is vital that you monitor your Radine level. As your ship flies or jumps, Radine is used. Eventually you will run out of Radine and become stranded. Support crafts have self-charging reactor subsystems that allow them a longer combat operation time.

SURVIVE A COMBAT ENGAGEMENT

The rule is simple. Unless you're fighting to win, don't fight at all. Sometimes, you have no choice - especially if you are outgunned.

In most cases, you will probably be in command of a capital ship (carrier, cruiser, transport). While you stand a very good chance of winning a dogfight in a cruiser, you stand very little chance in a carrier.

If you are up against a fighter or fast moving target, you have to ensure that you don't overshoot or collide with the target. Both of these instances have deadly results.

- o First, arm your weapon systems and select a missile as desired
- o If the target is far away, hyperjump to it using ALT+9. Note that the HyperDrive system will not engage at close target range.
- o Once you drop out of hyperspace, assuming you are jumping to a distance target, engage the target speed match system, by pressing the **M** key. Your flight control system will now match the target's speed. You can still use the thrust and afterburner to temporarily adjust the current speed.

As long as you can keep close enough to the target for your weapons to be effect and you don't overshoot or collide with it, or another object, you should be able to score enough hits to win the engagement.

EFFECTIVELY USE MAIN GUNS

Sometimes, especially in fighter combat, you will need to use your main guns for target prosecution. Its not always as easy as pointing and shooting. You have to determine whether you want to fire short powerful bursts, or longer less powerful bursts. The main gun recharges after each volley is fired. And until it actually recharges fully, all subsequent shots won't be at full strength. The higher the intensity of the laser setting, the longer the gun will take to recharge. If you are in a dogfight with a particularly skillful opponent, you may want to have the laser intensity at low level. This will allow the guns to recharge more quickly, allowing you to fire more rapidly.

You also have to be able to lead your target when you fire, especially if it's moving. If you don't lead your target, when you do fire, by the time the shots get to where the target was, said target would have moved. And you have missed.

- o Select the main gun icon from the SSD list and change the intensity level to 50%
- o Watch the Target Locator Line, TLL and turn your ship in the direction that it is pointing. At the end of TLL is usually the Target Lead Designator, TLD, box that predicts where the target will be, if you fired in the general direction of the TLD.
- o Once you are satisfied that you have a good firing solution, fire.

EFFECTIVELY USE MISSILES

In order to launch a missile at a target, you must first acquire and identify the target, then select the desired missile.

- o Select the target from the TRS system or by using the menu system
- o Select a missile from the MISSILES icon in the SSD. The Missile Target Acquisition Reticule, MTAR, should now be visible with the Missile Tracking Designator, MTD, whizzing around inside as it searches for a valid target to lock on.
- o With the autopilot off, maneuver your ship until the TTD for the target is within the MTAR and in front of you and continue to fly toward the target so that it comes within range of the missile.

If you have checked the online appendix and know the capabilities of the missile, you should then keep checking the target's range, indicated on the top left corner of the TRS.

- o Once the target is within the launch parameters for the missile, LOCK will appear in the MTI. You can now launch the missile.

Firing at a stationary target, is easier than firing at a moving one. Either way, in an intense dogfight, you may find that it will take quite a while for you to achieve a missile lock, in order to fire. If the target is using its EMD jammer, the missile won't lock on it either.

EFFECTIVELY USE MINES

Mines are usually used to deter hostile targets from breaching a certain area. Most tactics involve deploying them near and around your craft (especially if you are disabled and performing repairs) so that they can acquire and detonate on hostiles that come near.

Some commanders (and NPCs) also mine jump anomalies by deploying mines near them. The effect of this is that, as soon as a craft emerges from the jump anomaly, the mine will detonate.

Mines are launched straight ahead, so if you are moving when you launch, you could collide with it. Try not to!

There are two types of mines. The Leech mine is a proximity mine. This means that once an object gets within range, the mine will detonate. The Crab mine has turrets that fire at targets that come within range.

- o Select a mine from the MINES icon in the SSD icon and confirm the launch.
- o Once launched, the mine will activate and start tracking targets. If you turned to face the mine, you will see a number on the left side of its TTD. That is the timer. Once that timer expires, the mine will self-destruct.

EFFECTIVELY USE DEFENSE SYSTEMS

Depending on your Command Craft, you have access to a variety of defense systems. All of which, if used properly, will ensure your continued survival.

- o Shields: Your ship's shields are the first line of defense. Normally you would have them functioning at full strength. Your shields protect the hull armor from damage. Once the shield is breached, the hull armor, and subsequently the hull itself, will start to take combat damage. The level of your shields, determines the amount of Plutonium that is consumed.

Remember though that the shield only protects you from weapons fire, not collisions. So, even at full shield strength, if you collide with anything, your hull/armor will be breached.

- o Hull/Armor: Your ship's hull is the most important defense system - depending on how you look at it. If your hull is breached, then ship systems and personnel, will take injury from gunfire, as well as flying debris from explosions. If your armor is breached, eventually your hull itself will be breached. If you sustain a total hull integrity breach, the ship will be destroyed.
- o Cloak: If your ship has a cloaking system, and you have an ample supply of Iridium, use it often during combat engagement. Once cloaked, unless the enemy have the TMCD cloaking device artifact, or they are very clever, your ship will be undetected. Remember that being cloaked doesn't make you invincible. It merely renders you invisible, as long as you are not firing weapons or launching/extracting support crafts. Each time to perform one of these operations while cloaked your ship will create a distortion field. Usually, that's all it takes for the enemy to track and

maintain a lock on your ship. If you detect that you have created such a field, you should immediately change your ship's position, in order to make it difficult for the enemy to triangulate your position effectively.

Similarly, if you are in a region where there is a cloaked ship, and you don't have the TMCD artifact, they too will create a distortion field. Most times, its not long enough for you to pinpoint their location, but the telltale static which will appear in your displays, coupled with a message from one of your officers, should be enough to let you know that there is a cloaked ship in the region.

Due to the intense levels of radiation that the cloaking system emits when active, you should use it sparingly. The CLOAK icon located in the SSD, gives you an indication of the Cloaking System Radiation Level (CSRL). If the CSRL gets too high the system will contaminate the deck(s) your ship.

The timer and Iridium Level (ILVL) are displayed when the mouse pointer is hovered over the icon. The timer indicates for how long the system can be activated based on the current ILVL. The more Iridium you have, the longer the ship can remain cloaked.

The system can be safely operated eight to ten minutes at a time without fear of radiation contamination. However, the contamination of various portions of the ship will occur when the CSRL indicator reaches critical mass - the Red zone. The CSRL will gradually return to zero after deactivating the cloaking system.

- o EMD jammer: The Electromagnetic Disruptor is usually very effective in jamming missiles. However, its effectiveness is reduced with continued use. Normally, you would activate the EMD jammer (**J**) when a missile is close enough for your proximity warning to starting beeping. Activate the EMD and then make a radical course change otherwise, even while jammed, if the missile ends up being spoofed and then stops tracking and flies in a straight line, you will still get hit.
- o PTA system: Most capital ships have various amounts of turret laser arrays in addition to the main gun laser. These turrets are controlled by the Passive Target Acquisition, PTA system.

Once activated, the turrets will acquire and automatically fire on hostile targets that are in range.

The PTA turret intensity setting affects both firepower and recharge rate of the turrets. At min setting, the PTA recharges at 1.5 the time but has 1/4 the power and range. The penalty at high fire rates is compensated for by

increased rate of fire greatly improving the chances of a hit on smaller objects.

The system automatically selects a low recharge setting for the lasers but you can modify them manually via the icon.

- o FATAL system: The FAsT Target Acquisition & Lock target acquisition system provides an easy way of attacking targets in the heat of combat using the ship's weapons computer and missile launch systems. Up to eight (8) missiles at a time can be designated on target(s) for the FATAL system.

To designate a FATAL target, select a missile as normal. Then select the desired target from the target list.

When a FATAL target is designated, the missile is armed and starts to track the target that is displayed in a yellow TTD. Once the target comes within range of the missile, the missile will be automatically launched by the FATAL system and guided by it's own internal radar guidance system.

The tool tip for a FATAL missile shows the designated FATAL target. If the target is destroyed, it is cleared from the target list.

Once you have assigned a missile to the FATAL system, you will no longer be able to fire it manually. To regain control of a previously assigned missile, remove the target from the list by selecting the designated missile and using the cancel designation option.

You can also select a different target for the missile, without first removing it from the FATAL system.

DOCK AT A STATION

There are times when you will want to dock at a friendly or neutral station in order to trade, recruit personnel or perform repairs.

- o Target the station in the SPC mode of the TRS
- o Depending on the range to the station, jump to it using the HyperDrive system.
- o Once you are within 25km of it request docking clearance by pressing **ALT+D**.

If there are no hostile threats around and the station's docking bays are functional, you will be immediately docked and logged into the station's computer systems.

You can also select the FLY-TO order from the command menu orders tab and select the station from the friendly target list. Once you activate the autopilot system, the craft will fly to the station. At a range of 25km or less, press ALT+D to request docking clearance.

If you are towing a craft with your tractor beam, you will be asked if it should be delivered to the station. If you say yes, (Y), then the craft will be delivered. If not,(N), it will remain outside the station until you launch from the station later.

On a planet, you can also use the same procedure to dock your fighter, shuttle or vehicle, with a starbase.

CAPTURE A STATION

You can capture hostile stations and place them under control of your race/caste alliance.

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 begins. 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.

Apart from gaining Experience Points and medals for capturing a station, you also have Fleet Command And Control access to all of the station assets if you are of the proper rank (Strategic Commander or higher).

CREATE A FLEET

In order to build a fleet, you must be of sufficient rank (Strategic Commander or higher).

Once you have Fleet C&C control authority, you can create your own fleet, regardless of what ships are assigned to you by a scenario (e.g. Instant Action).

To create your own fleet for roaming the galaxy, you would:

- o Access the Fleet tab from the CSM
- o Select the station from the targets list
- o Select a craft from the station's assets list and give it the ESCORT order, with your craft (selected from the Priority List) as the target.

The station will then launch the craft with the desired order.

- o If you go back to the Fleet tab, you should now see this new ship in the friendly objects list, with an ESCORT order and your ship as the target. From here, you can select it and give it further orders as you can your own support crafts.

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 that allows you to designate targets for them. The procedure for both options, is the same as described above.

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.

If you are ever court-martialed or do anything that causes your EPs to be lowered and your rank reduced, you will lose Fleet C&C. Subsequently, all crafts under your command, other than your own support crafts (assuming you are commanding a carrier), will return to the nearest station.

LAUNCH PROBES

Probes can be used to gain tactical info about a region you are not located in. This is useful in instances where you don't want to jump into a region without scouting it first. They also provide a lot of tactical feedback about the region they are located in.

When in SCILINK mode, you can also use probes to view regions that your ship is not physically located in.

- o From the TACOPS system, select the Probe Control icon in the RHS icon bank and launch it.

You can also perform quick probe launches using the PLS tab of the NID, but you won't have as much control or info, as in TACOPS.

- o Select the launched probe's box (changes from Green to Yellow) and select a jump anomaly from the JUMP AT target list.

The probe will now fly to the selected jump anomaly and jump into the connecting region. Once it reaches the destination you will be alerted by the ship's computer. You can then select the probe icon box again, and use the View Probe Region command to peek in that region. You should be able to see everything that is in that region.

To reprogram the probe and send it on to another destination, select it again. This time, the target list will contain jump anomalies in the probe's current region.

To switch TACOPS back to your location region, select the probe icon box again, and use the View Local Region command.

You can always tell where your probe is and where it is going, by hovering the mouse over its icon box.

PREVENT INTRUDERS FROM STEALING MY SUPPORT CRAFTS

Most of the time, other NPC ships will beam intruders on to your command craft. Their main objective is to kill your crew, steal valuable cargo and escape with one of your own support crafts (shuttle or fighter). To counter this:

- o Have a team of marines (type doesn't matter) always on SEARCHING assignment via the TACTICAL computer
- o If you are not doing any launch operations, shutdown power to Launch Control via LOGISTIX. This way, they can't launch even if they did succeed in stealing a craft.
- o Cloak the ship in short bursts. Intruders cannot beam on board your ship while cloaked

UPGRADE MY COMMAND CRAFT SYSTEMS

You can upgrade some of your ship's systems, such as its shield, reactor, engine etc. To do this:

- o Dock at a station and buy the new system
- o Launch and from the LOGISTIX system, select the system and use the upgrade option to have your engineers do it

If you lose support crafts, you can also do the same thing. Simply purchase a new one from a station and have it replaced. The trade names of support craft replacements are FC Asset, OC Asset and SC Asset. They appear in the spare parts section of the inventory.

TOW DISABLED CRAFTS

You would use your command craft's tractor beam for this:

- o Select the target in the TRS and view in the VDD video mode
- o Activate the tractor beam with **C** and move your craft slowly toward the target until you get a lock

You can also use your shuttles to do this.:

- o In TACTICAL, send a crew member (e.g. a marine) to the shuttle
- o From either the Crew/Location tab in TACTICAL or from PERSCAN, monitor the person's location until they get to the shuttle
- o Launch the shuttle
- o Select the shuttle from the Fighter Control icon and send it the TOW orders. Select the target from the list
- o Once the shuttle has captured the target, it will automatically return to the command craft. If this is not the desired operation, send it the DELIVER TO order and pick, for example, a station from the list. The shuttle will then deliver the shuttle to the station and wait there for further orders. You may then either have it tow another object or have it return to base.

Only your own support crafts can dock with the command craft. So if your shuttle attempts to dock while towing a support that is not one of your own, it won't be allowed to.

One of your own shuttles can also tow your command craft, in the event that you run out of power or are severely disabled. In which case, simply have it tow the CC and then give it the DELIVER TO order and pick a station. Once the shuttle docks, you will automatically dock at the station as well, where you can then perform repairs.

COLLECT CARGO PODS

Most capital ships and stations will drop their cargo pods when destroyed. If you see any of these pods in space, you can retrieve them, thereby collecting their cargo.

To do this, simply send a crewmember to a shuttle. Then launch the shuttle with the COLLECT order and pick the cargo pod from the displayed list.

The shuttle will then collect the cargo pod and return to the CC.

You can also view the contents of the cargo pod (depending on the race/caste alliance) prior to collecting it, by targeting it in the TRS and viewing it in the SMD tab of the VDD.

You can also use the CC tractor beam to collect cargo pods. Just tractor the pod as you would any other object and then answer **Y** when prompted to retrieve the contents.

TRADE FOR PROFIT

This is all about exploration as well as understanding the economics of the galaxy. Since you can only trade with friendly or neutral stations, your choice of stations or starbases to trade with may seem limited. It's not. If you are playing as a Military caste, you do limit yourself to friendly or neutral stations. But if you play as a Trader, you have more places to trade and only have to worry about the less well equipped raider caste.

The appendix contains a list of stations, a map and their location. Use this to plot a profitable trade route and you will live long and prosper.

While there are several trading tips over on our web site, the favorite trick is to first fill up your CC cargo hold with as much cargo as you can. Then find a safe place to park it. Once you find a good area (e.g. a moon), give your CC the HALT order and then turn on the autopilot. This prevents the CC from taking off - even if attacked!

Now, send your AE to a shuttle and launch it. Use the shuttle to make trade runs with stations until you have pretty much filled up all your shuttles and CC cargo hold. Now dock with the CC, take off and go sell everything.

Remember that in order to sell cargo in your shuttle bays, you have to first transfer them to your CC bay, assuming of course that you are docked with the CC and not the shuttle itself.

If you are going to be straying far from friendly space, you definitely want to upgrade all your upgradeable ship systems, stock up on shield, reactor and cloak fuel, before heading out into unknown space.

IMPROVE THE SKILLS OF MY CREW

Your crew stats improve with experience. They gain experience by being on station (officers, medics, engineers) or going out on combat missions (pilots, marines).

If your crew are in their quarters all the time, they're not gaining any experience. Always ensure that as long as their Fatigue Factor, FF, is at a safe level that they are on station. Tired, injured or hungry personnel will go off-station automatically. Similarly, your CC support crew (engineers, medics), perform their tasks more efficiently when the officer in charge, also has sufficient experience and knowledge.

Training combat pilots and marines, is a little more dangerous. While you can simply find a safe area, then deploy them on standard patrol or escort duties they gain more experience while in combat. So, send them out...and hope they live to tell about it.

FLY ONE OF MY SUPPORT CRAFTS

From the “command” menu, give your craft the “halt” order and then turn on the autopilot either by using the keyboard command or by selecting it from the ASD cluster.

Go to the Tactical computer and “launch” tab and cycle to select fighter #3. If you look at the status of fighters # 1&2, you will notice that they are deployed.

Click on the arrow next to the pilot name to change the slot to “vacant”. This essentially takes the pilot of “Ready Alert” status

Click on the “crew” tab, click on the arrow next to the “on-station” assignment of the commander (that would be your AE). From the drop down menu, select “FC3 Pilot” as the new assignment.

You can do similar steps with the shuttle if you want to manually fly one – in which case, just send the AE to the shuttle directly.

Now log off and return to the bridge view.

To later dock with the CC, target it in the TRS when within 25km range, and press **ALT+D** to dock. As soon as you dock, your AE will return to the bridge.

Note that you must remember to put your ship in HALT state and then activate the autopilot, prior to taking off in a craft. If you don't do this, your ship's crew will assume control and there is a very good chance that the CC will take off and head into combat. This is most likely to occur if you have an incompetent crew of officers.

You won't realize the importance of this, until you decide to either exit your CC in first person, or launch in a fighter, only to find that your CC has taken off. While you still have access to TACOPS in all cases, and as such, can order your craft back (e.g. if you deliberately sent it off on patrol while you were down on a planet doing something), you don't particularly want to leave your CC in hostile territory, with an incompetent crew at the helm. If your CC is destroyed, the game ends. You don't get another chance.

ENTER/LEAVE A PLANET

Entering a planet is as simple as flying directly into it. Once you establish planetfall, you will regain normal flight controls but depending on your velocity on entry, you may crash into the ground if you don't grab the controls as soon as you enter the planet.

If the planet/moon is targeted in the NID and visible in the VDD video tab when you jump to it using **SHIFT+9**, you will be prompted as to whether or not to establish planetfall. If you answer **Y**, the ship will automatically establish planetfall. If **N**, it will simply fly to the planet and stop short of its gravitational pull.

If you want to enter a planet at a precise location, you have to go to TACOPS and set a waypoint for your CC. Upon planetfall, the craft will be directly above that waypoint.

This is because waypoint point 1 is always the planetfall location. If there is no waypoint, the planetfall location will be selected at random.

Leaving a planet is also automatic. Pitch up to an altitude of around 14K feet (this will vary) and then press **SHIFT+9** to egress.

Certain crafts do not have the ability to leave the planet. Similarly, a damaged craft may be unable to achieve sufficient thrust to breach the planet/moon escape velocity.

There is an Egress Altitude Indicator, EAI, in the ITD area which assists in finding out whether you can egress or not.

- o The EAI indicates the altitude at which the O egress command will work
- o When at or above the egress altitude, the EAI will be at or below the HUD centerline
- o When pegged at the top or bottom of the altitude indicator, the EAI arrow flashes

If you enter a planet without first setting a waypoint, you will make planetfall at the center of the planet. To pick a specific location to enter the planet, go to TACOPS and set a single waypoint for the CC with Proceed To Next or Halt orders. Now when you enter the planet, you will make planetfall at the location of the waypoint.

ENGAGE PLANETARY UNITS FROM SPACE

The TACOPS computer gives you access to several planetary options, which do not require that you go into orbit. To attack targets from space, do the following.

- o Send troops using the transporter and deploy them at the desired location.
- o Send troops using shuttles and set a deployment waypoint at the desired location.
- o Use an Orbit To Surface, OTS, weapon to destroy the target from space - assuming you have OTS missiles on board.

Click on the OTS tab from the TACOPS menu. If you have OTS missiles on board and loaded in the weapons bay, the SetPos button will be lit.

Click on the SetPos button and move the mouse over the desired target area. The reticle size will depend on the weapon characteristics. This size also determines the weapons coverage. Depending on the type of OTS weapon used, everything within that reticle will either be damaged or destroyed, when the weapon detonates at the center point of the reticle location.

Once the missile has a positive lock, the reticule will change color. You can then click on the LAUNCH button to fire the weapon.

DEPLOY/EXTRACT TROOPS ON A PLANET/MOON

To deploy troops on a planet, e.g. marines on combat orders, would send the crew to the transporter, using the TACTICAL system, wait until they get there, and then use TACOPS to deploy them.

- o Send the crew members to the transporter and wait until they get there. Then activate TACOPS.
- o Use the zoom to icon to zoom to the planet/moon.
- o Click in the small box at the center of the planet and select Observe.
- o Click in the desired location on the global map. Then again on the local map to find a spot to deploy them on.
- o Click on the Transporter button, then the SetPos button.
- o Click on the Deploy button to deploy the crewmembers.

To later evacuate personnel, click on the person's TTD and check the "evacuate" box from the orders menu. Then activate the transporter "evac" button and all tagged personnel will be beamed back to the CC.

You can also use shuttles to deploy/extract troops.

- o Select the crew and give them the HALT order. Then mark them for evacuation as indicated above.
- NOTE: You can use the HOLD button in TACOPS to halt all updates, making it easier to select units.
- o Set waypoints for the shuttle with the deploy or extract orders as appropriate, and place the waypoints near the crew to be evacuated.
 - o Launch the shuttle and it will evacuate the crew (if found) and return to the CC (unless it has other waypoint orders)

DEPLOY/EXTRACT FIGHTERS/VEHICLES ON A PLANET/MOON

To deploy support crafts on a planet/moon, use the above methods to create waypoints for them, then launch as normal. The closer your CC is to the planet/moon, the quicker the crafts will get to the surface.

One thing you should also remember is that you must set at least two waypoints when deploying crafts and the second waypoint should be at least 5 - 10 km from the previous. This is because once they get to the planet and intercept the first waypoint, they will automatically return to base. So, if you want a craft to do an order around on the planet, use something like this:

Waypoint1 - Proceed To Next
Waypoint2 - Search And Destroy
Waypoint3 - Repeat Actions

You can set other waypoints between 1 and 3, the most important thing is that there is more than one waypoint if you want the craft to remain on the planet. And the distance between waypoints should be at least 2km. The number displayed on the waypoint line is the distance from the previous waypoint.

To extract fighters, simply give them the RTB order. If they are inoperable to too damaged, then send a shuttle down with a Tow order.

To extract a vehicle, use waypoints and orders similar to the methods used for deploying/extracting a mining drone. If there is space in the shuttle, it will collect the vehicle.

DEPLOY/EXTRACT A MINING DRONE ON A PLANET/MOON

You can deploy mining drones on a planet so that they can mine for minerals that you can later sell or use for repairs and fuel.

- o Check TACTICAL and ensure that there is a drone in the shuttle you wish to launch.
- o Send at least one crewmember to the shuttle and wait until the crew member is in the shuttle. Then activate TACOPS.
- o Use the zoom to icon to zoom to the planet/moon.
- o Click in the small box at the center of the planet and select Observe.
- o Click in the desired location on the global map. Then again on the local map.

You may have to use the HOME, END, PAGEUP, PAGEDOWN keys to zoom to the ground. Even though you can use the arrow keys to orient the map, setting waypoints is best done from a top down view. The numeric 5 key also resets the view to the global map view.

- o Click on the Waypoint button, then the CC button to display the list of crafts. From this list, select the shuttle.

- o Click on the Add button and then on the 'Proceed To Next' button to display the list of orders and select this order.
- o Click on the SetPos button, pick a location (you may need to zoom in/out a bit) and click to place the waypoint. Try for relatively flat terrain.
- o Create a second waypoint as before, but make sure that it is at least 5 - 10km from the previous waypoint. Give this second waypoint the Deploy Drone order.
- o If you want the shuttle to hang around, rather than return to base, then create another waypoint with Halt orders. To have it return later, just select this same waypoint and change its orders to RTB.
- o Click on the SHUTTLES icon, select the shuttlecraft and launch it. It will now fly to the planet, establish planetfall, deploy the drone and return to base (if you opted not to create the second waypoint)

To later retrieve the drone, you can either use the same steps above, but set a Extract Drone waypoint near the drone, or manually fly a shuttle and retrieve the shuttle yourself, using the shuttle HUD menu.

You can monitor the drone's storage levels via the TACTICAL computer. This way, you know when to extract it.

EXIT/ENTER AN ASSET IN FIRST PERSON MODE

Press **ALT+E** to exit the craft. To get back on board, turn to face the craft and press /

You can use this method while in control of any vehicle or craft on the planet - however, the craft must be on the ground, or in float state when on water. In space, you cannot exit while flying a fighter.

You can also exit your CC when in space. To get back into the CC, activate your DIE (4 key), select the CC from the targets list, fly close to it and press **ALT+D** to dock and enter it.

SWIM IN FIRST PERSON MODE IF I END UP IN WATER?

If you end up in water, you can also float or swim. If you run out of air (watch your O2 sensor) while submerged, you will die once your LF reaches 0. To gasp for air, simply swim to the top, so that your head is above the water line. Your rebreather will replenish your air supply.

Note that your weapon will be automatically holstered and you cannot equip it unless you are standing on the seabed. The swimming controls are different from the normal movement controls.

Holding the **SHIFT** key switches to swim state (which moves your character much faster) automatically moves you forward. Releasing this key returns you to floating state.

To eliminate the need for additional roll control keys when swimming, an auto-roll mechanism is active. This is transparent and prevents you from swimming inverted or at a strange roll angle. This can otherwise result if you pitch to a steep angle and then turn left or right through 90 degrees. When floating, another leveling system is used to keep the character upright.

The **BACKSPACE** key is also used as a toggle for swim/float. i.e. if you are in water and you turn it on, you will remain in swim mode and must press the **SHIFT** key to float. While in this mode, you can use the **W** and **S** keys to pitch down/up.

If while floating or swimming you touch the seabed, your character reverts to walking state. You can resume floating/swimming by pressing the **F** key to float upward clear of the seabed. While on the seabed you can run as if you were on dry land. You can also equip your weapons.

In swim and float states the mouse POV handling switches to a different state in order to assist you while swimming.

DITCH MY CRAFT IF I LAND IN WATER

If you are flying a shuttle, it can land on water without sinking. It can also takeoff. Any other craft that lands on water will slowly sink to the bottom after a few minutes. Once it touches the seabed, it will self-destruct.

If you find yourself in water, you can simply exit the craft with **ALT+E** and swim to shore as normal.

Be very careful about landing near a coastal shoreline. Some areas are so shallow and have soft soil that the ship will sink as if it were out in the deeper ocean.

JUMP TO ANOTHER PLANETARY BASE USING A DJP

Most bases have DJPs that are used to go from one part of the base to another – or to a completely different base on the same planet. These operate like standard jump anomalies but can only transport personnel.

The map display at the top right of your first person view is of the current mission zone you are on and is similar to the map in the NID. Around the display is a compass showing your heading. Around the map are also three indicators that show the range (m) to and heading of the nearest supply station (S), nearest DJP (D) and the current target (T). Using this map, turn in the direction of the DJP and head toward it.

To activate a DJP, stand in front of it and press the / key. A menu will then pop-up and display all valid destinations which you can choose from. A DJP will de-activate for five minutes after it is used. As such, you will have to wait for five minutes before you can use that one again. You can use the map display to locate the nearest DJP.

If you have marine escorts, when you use the DJP, they will jump after you.

HEAL, REARM, REPAIR ETC DURING COMBAT IN FIRST PERSON

If your armor takes damage you can use your toolkit to repair it. The toolkit can be used to repair your body armor. Each application will boost your armor integrity by 10 units. Each Toolkit can be used 4 times. To use the toolkit, press the **K** key.

The medkit can be used to increase your health stats. Each application will boost your LF by 10 units, reduced your FF by 15 units and clear any radiation or infection condition instantly. Each medkit can be used 2 times. To use the medkit, press the **M** key.

Most bases and starstations have supply stations where you can perform various operations such as rearming, repairing your body armor and healing your injuries. To activate a station, stand in front of it and press the / key. A menu will pop-up and display the available options. You can use the map display to locate the nearest station.

NPC personnel (e.g. marines) can also use supply stations if ordered to do so via the Team Orders Menu.