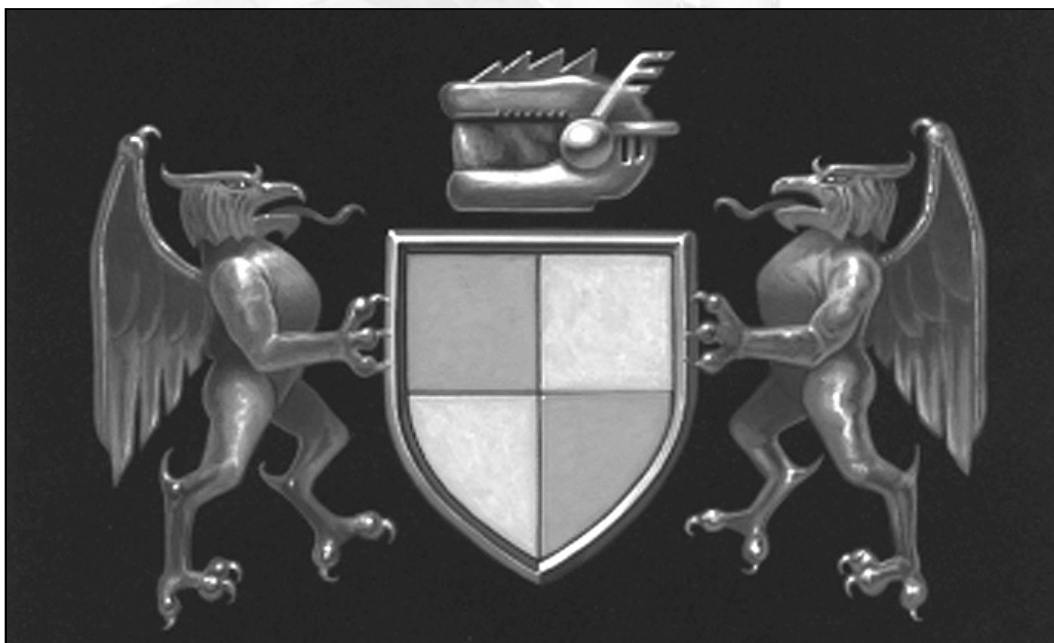


STARLORD'S HANDBOOK



Imperial Document # 152.01

MICROPROSE

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WELCOME TO THE REALM OF THE STARLORDS

This handbook is for the reference of all Starlords in the Galactic Empire. It provides a full description of the Empire and your duties as a Starlord.

I would like to take this opportunity to wish you luck, and hope that your career as a Starlord is both long and prosperous.

The Galactic Emperor

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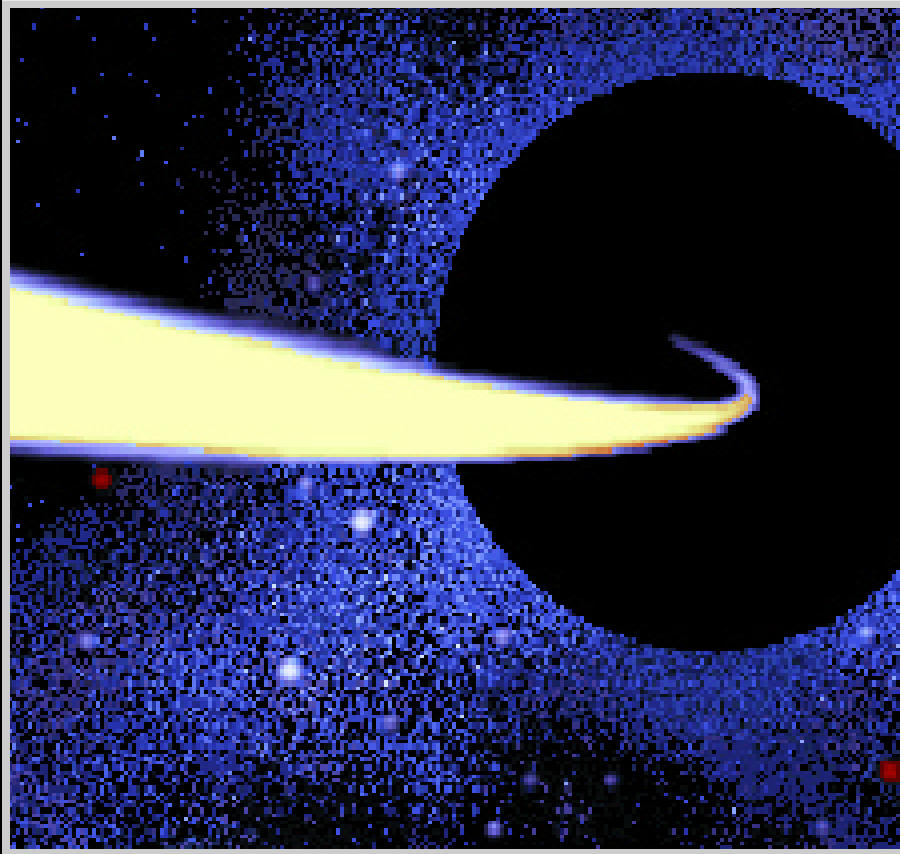
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THE GUIDE TO THE GALACTIC EMPIRE



BACKGROUND

Many thousands of years ago we were confined to living on our own planets. We shared the resources and problems of those worlds and conflicts were few. Then we started to populate other Star Systems. The first ships were ramshackle affairs, little more than tubes with huge, inefficient ion drive units, but they got us to the stars. They started our colonisation of the Galaxy.

In those early days, control of the planets was not complicated. A Governor was introduced to each planet, to take responsibility for just that planet and report back to the President of the Inter-Planetary Federation. The President managed all matters arising from the ever-increasing number of colonised worlds.

As the boundaries of space were pushed even further back, we found that controlling the planets we had colonised was becoming more and more difficult. Small rebellions were forming, gathering their forces and making damaging attacks on our Governors before we could get our warships across the huge expanses of space between Star Systems. For this reason, we started looking for ways of controlling these Star Systems so that any rebellion would be crushed before it had the chance to organise its forces.

We devised many different solutions, from android soldiers to mercenary guards, to assist the planet Governors. None of these solutions worked, rebellions and rioting became commonplace and most of the Galaxy was soon in disorder. We actually started evacuating the more distant settlements, hoping that some day we could restore order to the Galaxy and return.

It was clear that Starfleet needed to be spread throughout the Galaxy, so work started on facilities to maintain and refuel warships around the colonised worlds. At the same time the Imperial Senate was set up to manage these new facilities and to cope with the ever increasing size of Starfleet. The Senate sought to manage the whole of Starfleet, with Senators taking control of Starfleet operations on a local level. Another by-product of the formation of the Imperial Senate was the changing of the title of the President to that of Emperor.

It did not take long for order to return. The frontier systems were re-established and the Galaxy started to prosper. A short time after the forming of the Senate, however, a wealthy Senator's planet came under attack from a large fleet of rebel warships. The rebel forces overwhelmed the small forces held by the Senator and destroyed several key military facilities. The incident was carried out 'in protest at the military power available to members of the Imperial Senate'. The Imperial Senate responded decisively, setting up a system of early warning stations and giving Senators the power to call other Senators

directly for immediate assistance, without the request having to go through the Senate. It was clear, however, that Starfleet could not continue in its present form.

The Imperial Senate soon passed a resolution which recommended the dissolution of Starfleet and the handing over of the former Starfleet ships to the Senators for their own use. To cope with this increased responsibility, the Senate nominated higher ranking Senators and, over several years, the present system of Lords, Earls, Dukes and Kings evolved. The higher ranking Starlords had direct control over significant sections of the galaxy.

The higher ranking (or 'Liege') Starlords can now order any of the lower ranking (or 'Vassal') Starlords to assist in their own military operations. Likewise, the Vassal Starlords can call on their Liege Starlords for military assistance. Whether or not they will respond to a call for help is a different matter.

Of course, all is not totally peaceful. Starlords are power hungry and rivalry is strong. Limited conflicts over territory are commonplace...

— THE GALACTIC HIERARCHY —

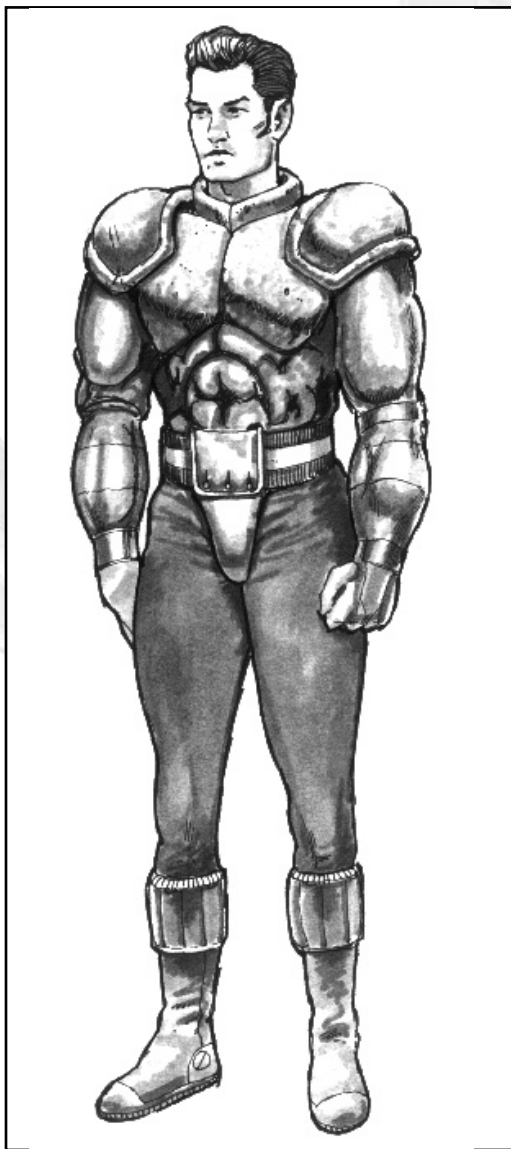
Starlord is based around a hierarchy of Starlords of different ranks. The higher ranking (Liege) Starlords have authority over the lower ranking (Vassal) Starlords. The most senior Starlord is the Emperor or Empress, who has authority over the whole Galaxy.

The advantages of being a high ranking Starlord include:-

- More influence in diplomatic negotiations
- Better Starships
- Higher income

The hierarchy of Liege and Vassal Starlords runs as follows, from the lowest rank to the highest:-

LORD

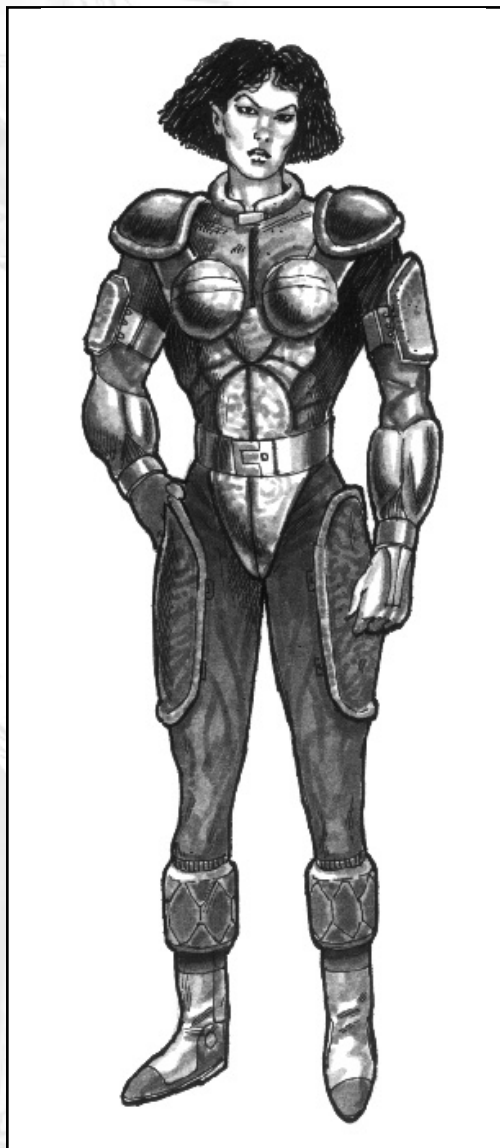


LADY

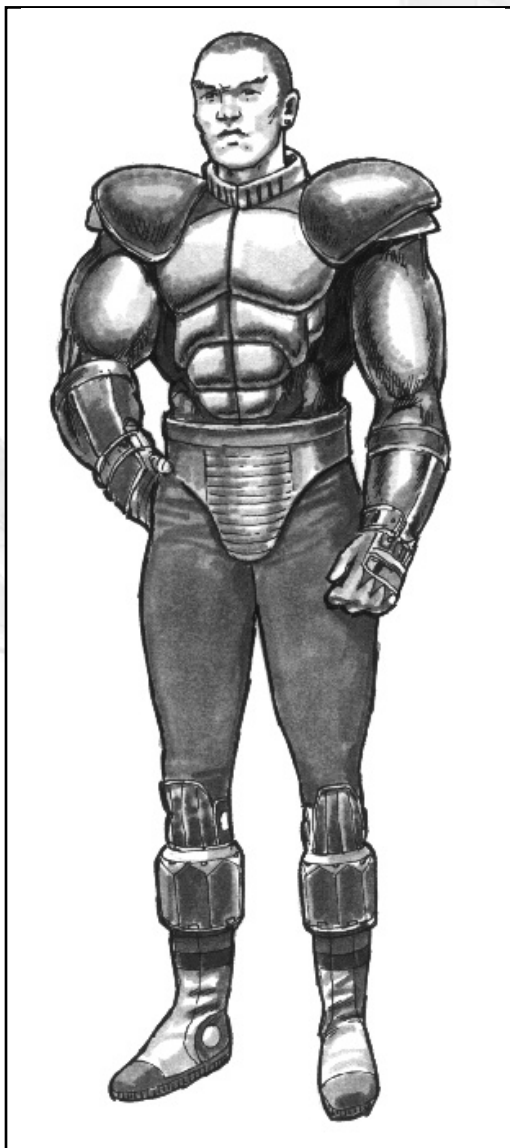


— EARL —

— COUNTESS —



— DUKE —

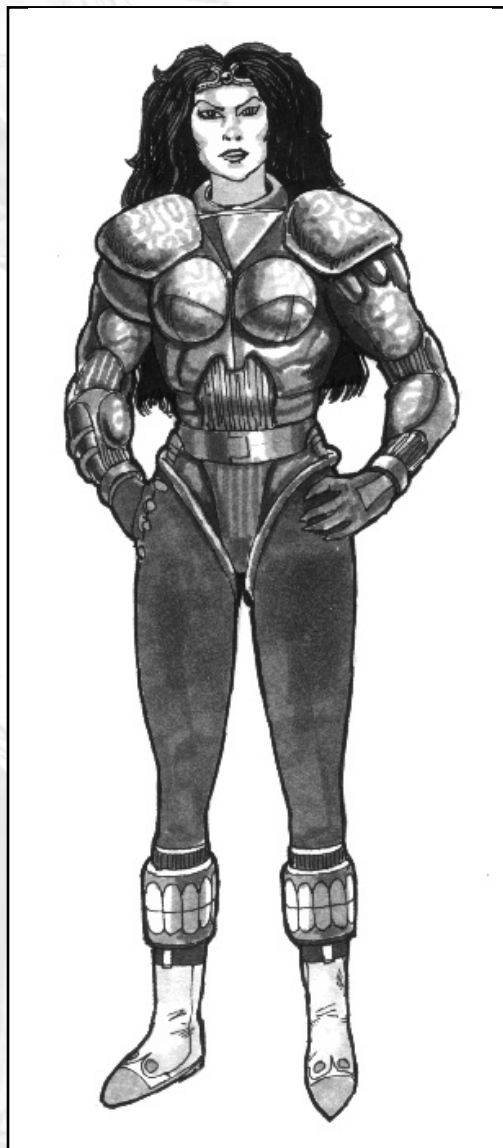
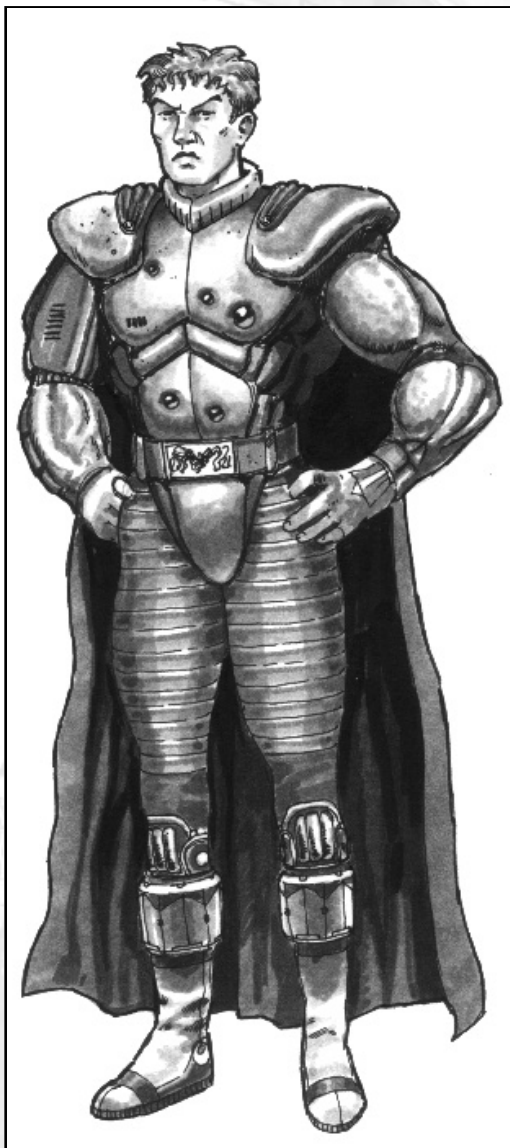


— DUCHESS —



KING

QUEEN



— EMPEROR —



— EMPRESS —



BASE STARS

Base Stars are planets which are owned by a Starlord. They act as docks for Capital Ships, as a source of income and as a place of refuge in hard times.

- Lords inhabit Production Stars
- Earls inhabit Castle Stars
- Dukes inhabit City Stars
- Kings inhabit Citadel Stars
- The Emperor inhabits the Throne Star

The physical position of your Base Star in the Galaxy is almost as important as your Starlord rank. All Starlords report to the nearest higher ranking Starlord, so who you are a Vassal to depends on where your Base Star is positioned in the Galaxy. If you are a Lord who is close to the Throne Star you will report *directly* to the Emperor.

THE BATTLE FLEET

It is important to build up your Battle Fleet. A powerful fleet allows you to defend yourself and to build your Empire by occupying the Base Stars of your rivals.

A Starlord's Battle Fleet consists of three main types of Starship, a Capital Ship , Starfighters and Mercenary Interceptors .

Capital Ships

Starlords use Capital Ships to travel between Base Stars. They are capable of immense speed thanks to their trans-light engines, while a sophisticated navigation system allows them to travel to any Base Star in the Galaxy.

Capital Ships have to be large enough to house trans-light propulsion systems and this makes them expensive to manufacture. Because of their value, Capital Ships are the focus of space battles.

The class of Capital Ship used by a Starlord depends on what Base Star the Ship was built at. The lower status Base Stars do not have the facilities to construct the higher class Capital Ships.

The table below shows how the rank of the Starlord affects what Base Star they may inhabit, and therefore what Capital Ship they use:-

| Rank of Starlord | Base Star | Capital Ship |
|------------------|-----------------|--------------|
| Lord | Production Star | Destroyer |
| Earl | Castle Star | Cruiser |
| Duke | City Star | Battleship |
| King | Citadel Star | Dreadnought |
| Emperor | Throne Star | Throneship |

Capital Ships operate squadrons of Starfighters for close combat.

Starfighters

Starfighters are used for both attacking enemy Capital Ships and defending your Capital Ship. They are small, highly manoeuvrable and carry a wide variety of weapons.

Starfighters are normally led into battle by the Starlord who commands them. The Starlord's personal Starfighter is known as a 'Battlefighter' and is modified to be more powerful than a standard fighter. Detailed specifications for all the starships encountered in *Starlord* may be found in the section on Starships of the Galactic Empire .

Like Capital Ships, different Starfighter types are operated depending on the rank of the Starlord. It is recommended that you do not dogfight with the Emperor's elite *Galaxy* in a *Meteor* class Battlefighter; you will easily be outmanoeuvred and outgunned.

The table below outlines the types of Starfighter carried by the different classes of Capital Ship:-

| Class of Capital Ship | Standard Starfighter | Starlord's Battlefighter |
|-----------------------|----------------------|--------------------------|
| Destroyer | <i>Hawk</i> | <i>Meteor</i> |
| Cruiser | <i>Falcon</i> | <i>Comet</i> |
| Battleship | <i>Merlin</i> | <i>Starlight</i> |
| Dreadnought | <i>Eagle</i> | <i>Nebula</i> |
| Throneship | <i>Condor</i> | <i>Galaxy</i> |

You may vary the number of Starfighters in your Battle Wing during trading, but be careful to keep them equipped with the resources they need to function (see the section on Economics for full details).

Mercenary Interceptors

Mercenary Interceptors are similar to Starfighters but with one important difference; they are all the same class. This makes them very powerful when compared to Lord's Starfighters, but not as powerful as the Emperor's Starfighters.

As with Starfighters, you may buy or sell Mercenaries during trading, but be careful to keep them equipped with the resources they need to function.

THE PLANETARY DEFENCE FLEET

Planetary Defences defend Base Stars from attack when the Starlord's Battle Fleet is away. They also act as the second line of defence if the Starlord's Battle Fleet is lost while defending a Base Star.

A Starlord's Planetary Defence Fleet consists of two types of Starship, a **Battle Moon** and **Gunships**.

The Battle Moon

Battle Moons are orbital space stations with low thrust ion propulsion systems and limited fixed defences. Any status of Base Star may construct a Battle Moon, but a Base Star may only have one in orbit at any time.

Battle Moons are able to move around at low speed but may not venture deep into space, lacking trans-light propulsion and navigation systems. Their principal function is to co-ordinate the defence of their Base Star and, just as the Capital Ship is a base for Starfighters, the Battle Moon is a base for Gunships.

Gunships

These are the fighters which defend Base Stars against attacking Capital Ships. They are small, fast and manoeuvrable dart-shaped spacecraft and carry a variety of weapons for use against enemy Capital Ships and Starfighters.

Gunships are also used to defend the Battle Moon itself from attack, engaging enemy Starfighters which come too close.

You may vary the number of Gunships in your Planetary Defence Wing during trading. Unlike Starfighters, Gunships draw their resources from the Base Star which they defend, so you need not worry about keeping them equipped in the same way as Starfighters.

STARLORD DIPLOMACY

Diplomacy is a major factor in the duties of a Starlord. When you start out, you will be a Vassal to most of the Starlords you encounter, so you must be careful. As your rank increases, so does your bargaining power in diplomatic negotiations. You will soon gather Vassals who owe allegiance to you, and will pay you Feudal dues as a mark of respect.

As well as claiming money from your Vassals, you may call upon them to help you in space battles. Vassals are of immeasurable use in battles, they boost your numbers and take some of the responsibility for planning the details of specific attacks on enemy Starships. It should be noted, however, that your Liege is able to call upon you to fight in a crusade of his/her own design.

Starlord Families

The strongest bonds between Starlords are not those of rank, but those of family. The most powerful Starlords are those who can rely on related Starlords to support their actions.

To expand your Starlord family, you must take over other Base Stars. If you successfully take over a Base Star, one of your family members will be installed as the new ruling Starlord. If you take over a higher status Base Star than your own then you will be installed as the new Starlord and you will take the Starlord rank which corresponds to the status of the Base Star.

Using this technique, a Starlord may go up through the ranks while building up a family of Starlords who own many types of Base Star.

The advantages of having a large Starlord family include:-

- Reduced cost when buying resources from family members
- Help in defending yourself against hostile Starlords
- A family hierarchy which overrides the Galactic hierarchy

Rebels and Tyrants

If you attack your Liege Starlord, make sure you win. If you lose the battle, not only will you lose a large part of your battle fleet but also your Liege will brand you a 'Rebel' and hunt you down and destroy you.

If you attack your Vassal Starlords, you will usually be able to win easily, but you will soon be branded a 'Tyrant'. As a Tyrant, you will find that your Vassals become less co-operative and will form an alliance to overthrow you.

Call to Arms

A 'Call to Arms' is a call for military assistance which you may transmit or receive.

If you make a call to arms then either Feudal Vassals or Family Members within one jump of your Base Star will come to your help, effectively boosting the number of ships in your Battle Fleet.

If you receive a call to arms then you should respond. If you do not, you risk losing the allegiance of your fellow Starlords.

There are two types of Calls to Arms; **offensive** and **defensive**.

Offensive Call to Arms: This calls all direct Feudal Vassals to your assistance. Your Vassals will stay with you for one battle and if you are victorious, they receive half of the money which you plunder.

Defensive Call to Arms: This calls all Family Members who are within one jump of the Base Star which you are at. The assembled fleet will remain with you until you move on. This is a particularly effective tactic to use when occupying someone else's Base Star.

ECONOMICS

Introduction

The passage of time in the *Starlord* Galaxy is based around the 'Imperial Year', which lasts 100 days. At the end of each Year there is a 'Market Day' when the Galaxy commits itself to what it will be able to do during the next Imperial Year.

The Market Day is a decision point for both Battle Fleets and Production Stars. If their resources are low, they will be forced to disband Starfighter units or slow their production.

Battle Fleet Requirements

Your Battle Fleet has material requirements which keep it in action. If they do not receive these resources, they will be disbanded. The material requirements per Imperial Year for a Battle Fleet are as follows:-

| Type of Unit | Material Requirement per Imperial Year |
|--------------|--|
| Starfighter | 1 unit of water per Starfighter 1 unit of food per Starfighter |
| Mercenary | 1 unit of artefacts per Interceptor |
| Capital Ship | 1 unit of fuel consumed by the Capital Ship for every 10 days spent in a hyperspace jump |









Failure to provide artefacts, water or food will result in the Starfighter or Mercenary deserting you.

If you do not supply your Capital Ship with sufficient fuel, you will be unable to travel across long distances.

Starfighters and Mercenaries have an additional requirement- 1 unit of **weapons** per Starfighter/Interceptor for each battle they take part in. Failure to supply this will result in the Mercenary or Starfighter being unavailable for action.

Production Stars

Production Stars serve two purposes. They are Base Stars for Lords and they produce resources. The table below illustrates the different types of Production Star in the Galaxy, what they produce and the icon which represents them in your Capital Ship's Chart Room navigation display.

| Production Star Type | Product | Icon |
|----------------------|-------------|---|
| Port Star | Starships |  |
| Warrior Star | Mercenaries |  |
| Gun Star | Weapons |  |
| Reactor Star | Fuel |  |
| Farm Star | Food |  |
| Lake Star | Water |  |
| Factory Star | Artefacts |  |
| Quarry Star | Minerals |  |

Production Star Requirements

Production Stars need a certain amount of materials to produce their resources. If material levels are low on Market Day, the Production Star will produce resources at a low rate and might stop production altogether. The material requirements per Imperial Year for a maximum production rate are as follows:-

| Production Star Type | Product | Requirement per Imperial Year |
|----------------------|-------------|--|
| Port Star | Starships | 8 units of water 8 units of food 8 units of minerals 8 units of artefacts |
| Warrior Star | Mercenaries | 8 units of water 8 units of food 8 units of minerals 8 units of artefacts |
| Gun Star | Weapons | 8 units of water 8 units of food 8 units of minerals 8 units of artefacts |
| Reactor Star | Fuel | 10 units of water 10 units of food 10 units of minerals 10 units of artefacts |
| Farm Star | Food | 10 units of water 10 units of minerals 10 units of artefacts |
| Lake Star | Water | 10 units of food 10 units of minerals 10 units of artefacts |

| Production Star Type | Product | Requirement per Imperial Year |
|----------------------|-----------|--|
| Factory Star | Artefacts | 10 units of water 10 units of food 10 units of minerals |
| Quarry Star | Minerals | 10 units of water 10 units of food 10 units of artefacts |

The higher ranking Castle, Citadel, City and Throne Stars do not need to be continually supplied with resources because they do not produce anything.

TRADING

Trading allows you to re-equip with much-needed resources or sell your surplus.

Buying Resources

Resources are offered to the Starlord at different prices depending on who supplies them.

When you arrive at a Base Star, there are three sources from which you can buy resources:-

- Galactic Traders
- Family Members
- Local Traders

Galactic Traders are shrewd characters who will try and make an easy profit. Their resources will mainly be offered at elevated prices and should be avoided unless it is absolutely necessary to buy them. They usually have large supplies of every type of basic resource in the Galaxy.

Family Members are firmly on your side, family bonds in *Starlord* are strong. Even if they are short on supplies, they will sell them to you at greatly reduced prices. The types of resources they sell depends on what type of production stars your family owns.

Local Traders are based at the Base Star which you are currently at. They will usually sell their wares at average prices and the type of resources they sell is dependent on the production type of their Base Star.

Sources of Money

You have two storage points for money:-

- The Reserve on your Base Star
- The Treasury on your Capital Ship

You use the Treasury to buy resources, while the Reserve is used as a safe storage area for your wealth. The amount of money you keep in your Treasury should be kept to a minimum because if you lose a space battle, you also lose your Treasury.

You can freely exchange money between your Reserve and Treasury at any time.

Selling Resources

If you find yourself with a surplus of a particular resource, you may sell it when you are at a Base Star.

While you can buy resources from three different sources, you may sell them only to local traders. The selling price will be dependent on how much of the resource is available at the Base Star. If there is sufficient demand for the resource, you could make a large profit.

INTERSTELLAR NAVIGATION

A Starlord's Capital Ship is fitted with a hyperdrive unit for travelling at the speed of light. The heart of the hyperdrive is the hyperspace field generator, which generates a force field around the Capital Ship, allowing it to escape the usual problems associated with relativity during trans-light travel.

Due to the speed of trans-light ships, the risk of collision with a Planet, Star or Supernova is greatly magnified. An accurate navigation system is essential.

The navigation system used by Starlords is that of 'Links'; direct paths between Base Stars along which trans-light vessels may travel.

Your Capital Ship is programmed with details of every Link between Base Stars in the Galaxy. These may be viewed in the 'Chart Room'; the navigation centre of your Capital Ship.

Links Between Base Stars

Base Stars are connected together by Links in the following way:-

The lowest class of Base Star in the stellar hierarchy are the PRODUCTION Stars. Each Production Star has up to five Links with nearby Base Stars, these Links are known as BYWAYS.

Each Production Star has a further, single Link to the nearest Base Star of higher class, this Link is an EARLSWAY.

The next class of Base Star above Production Stars are the CASTLE Stars. These are connected to any other nearby Base Stars of equal class by up to five MIDWAYS.

Each Castle Star also has a single DUKESWAY, connecting it to the nearest Base Star of higher rank.

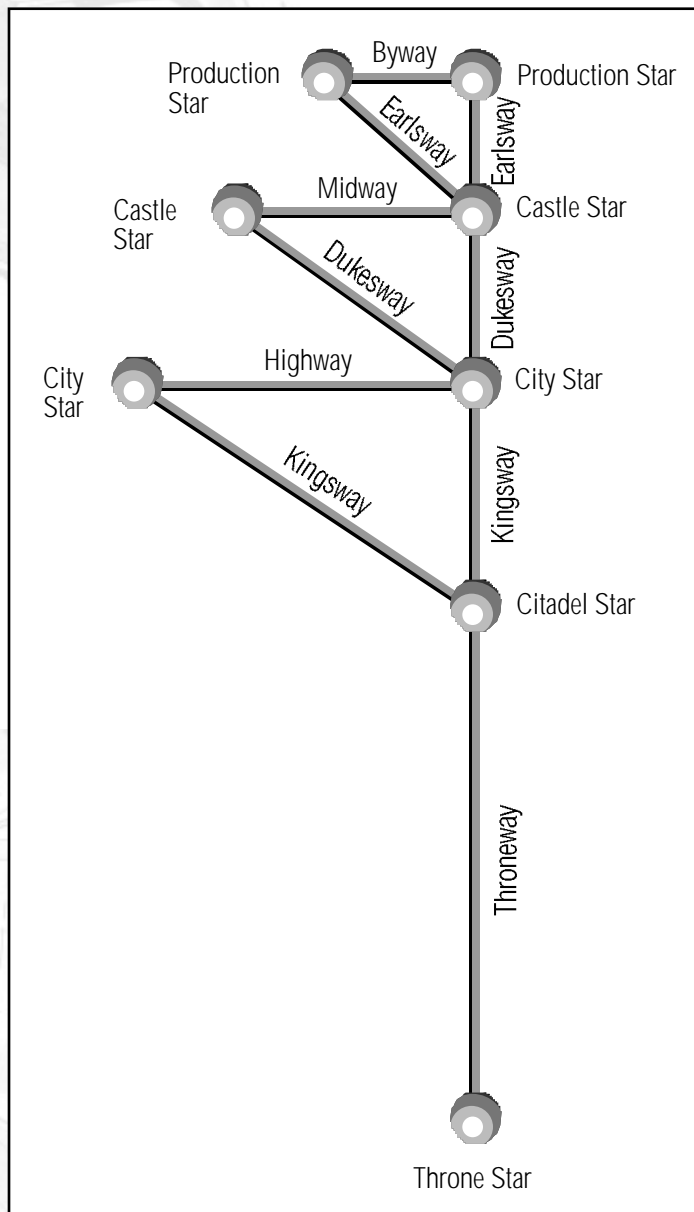
CITY Stars are the next class above Castle Stars, these are connected by up to five HIGHWAYS to any Base Star of equal class.

Each City Star has a **KINGSWAY** to connect it to the nearest Base Star of higher class.

Finally, the **CITADEL** Stars are connected directly with the Emperor's **THRONE STAR** by **THRONEWAYS**.

When travelling between Base Stars, Starlords may use any Link in the Galaxy. This makes the Throne Star very easy to reach from far away.

In addition to using Links, your Capital Ship automatically tracks the position of your Base Star. This allows you to jump straight back to your Base Star at any time.



Hyperspace Fields and Battle Fleets

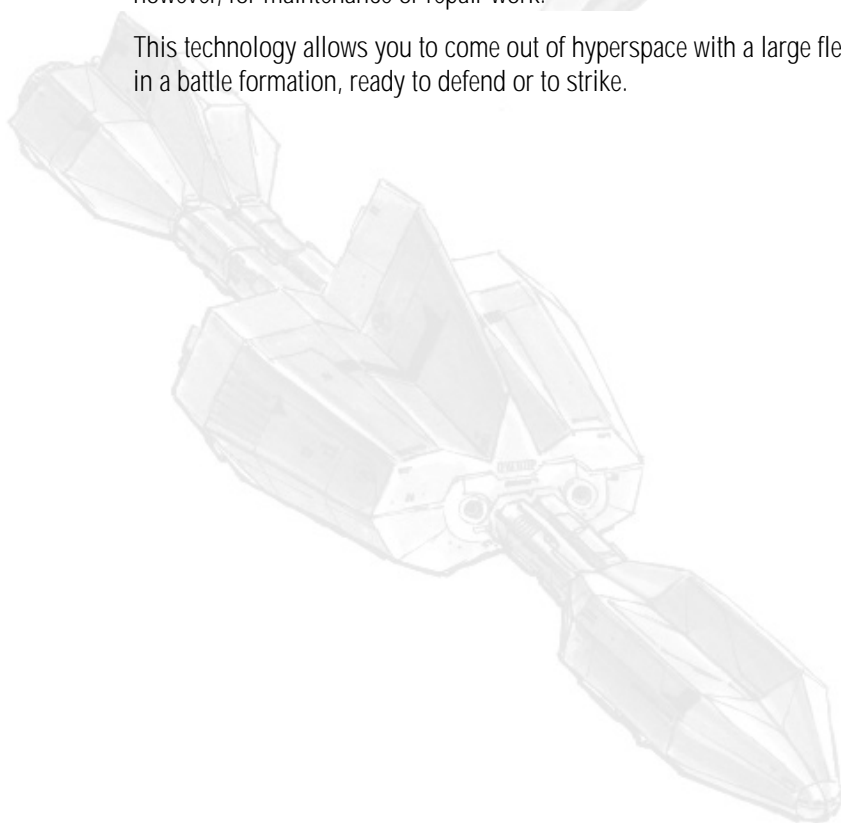
The hyperspace field generator of your Capital Ship creates a force field which encloses the ship, allowing it to escape the effects of relativity. This force field extends around the Capital Ship in an oval shape, enclosing a large volume of space.

When the first trans-light Capital Ships came into use, Starlords found that the hyperspace field could be used to enclose a wing of Starfighters, freeing up the usually crowded hangar decks of the Capital Ship. By using this technique, large fleets of fighters may be moved by a single Capital Ship.

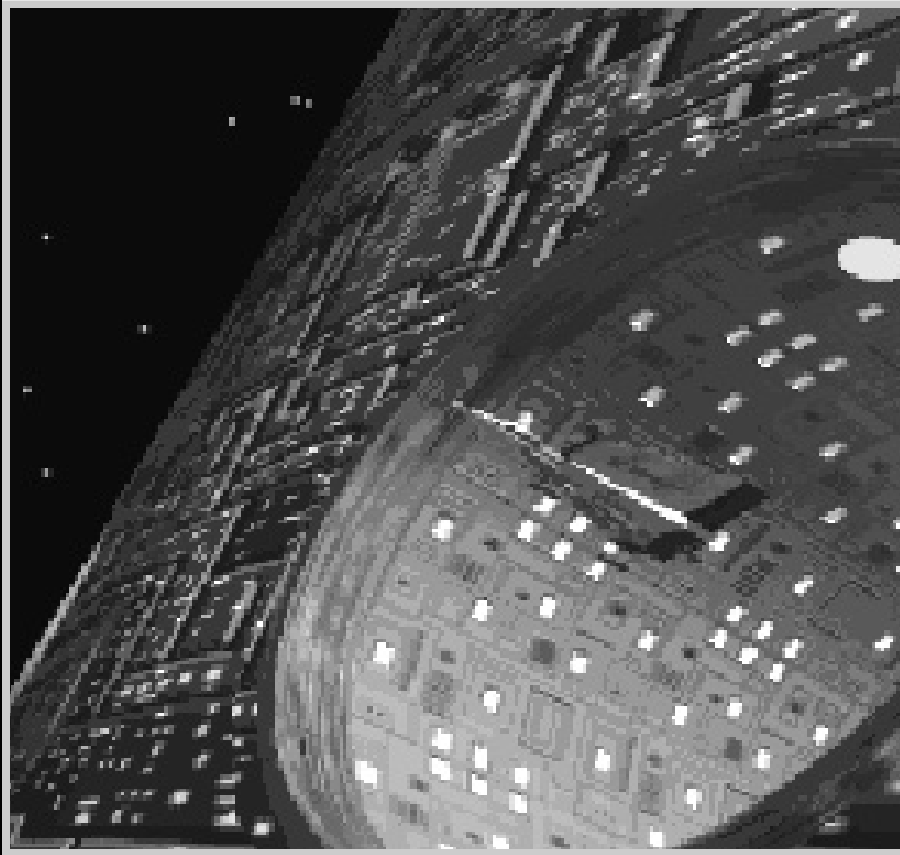
To avoid spending long journeys in the cramped cockpits of their Starfighters, fighter crew usually transfer to the spacious guest quarters of the Capital Ship, their Starfighters flying on autopilot in the hyperspace field.

The only ships permanently based on the Capital Ship are the Starlord's personal Battlefighter and a small number of Starfighters. Other Starfighters or even Mercenary Interceptors may be in the hangar, however, for maintenance or repair work.

This technology allows you to come out of hyperspace with a large fleet of Starfighters already deployed in a battle formation, ready to defend or to strike.

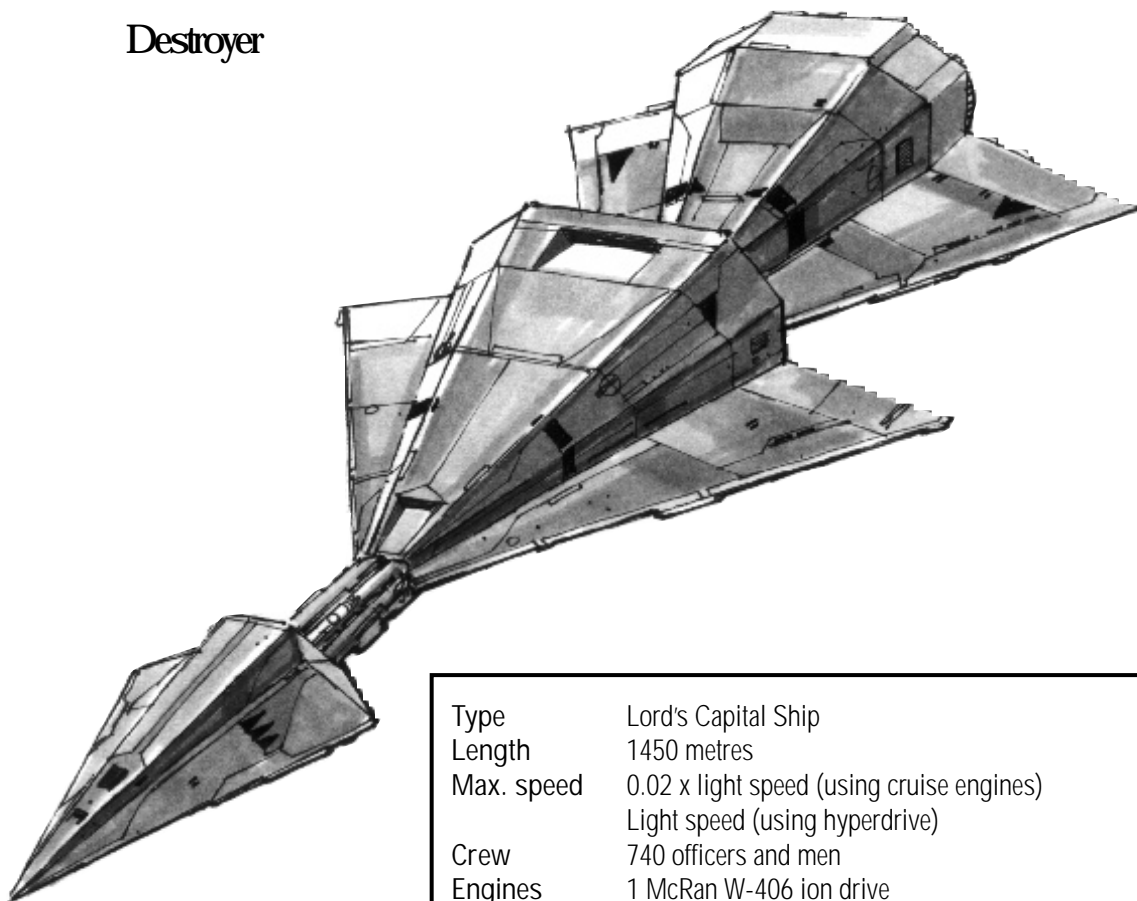


STARSHIPS OF THE GALACTIC EMPIRE



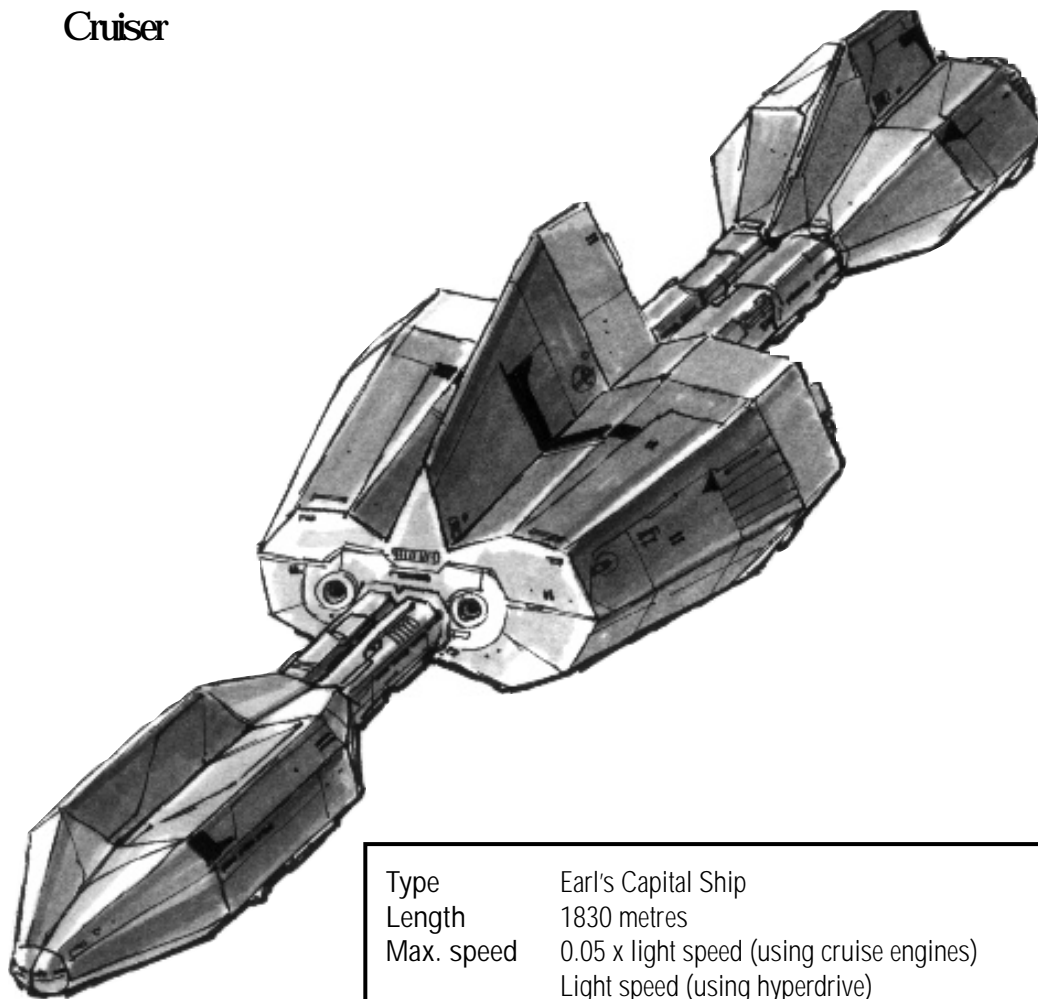
STARSHIPS OF THE GALACTIC EMPIRE

Destroyer



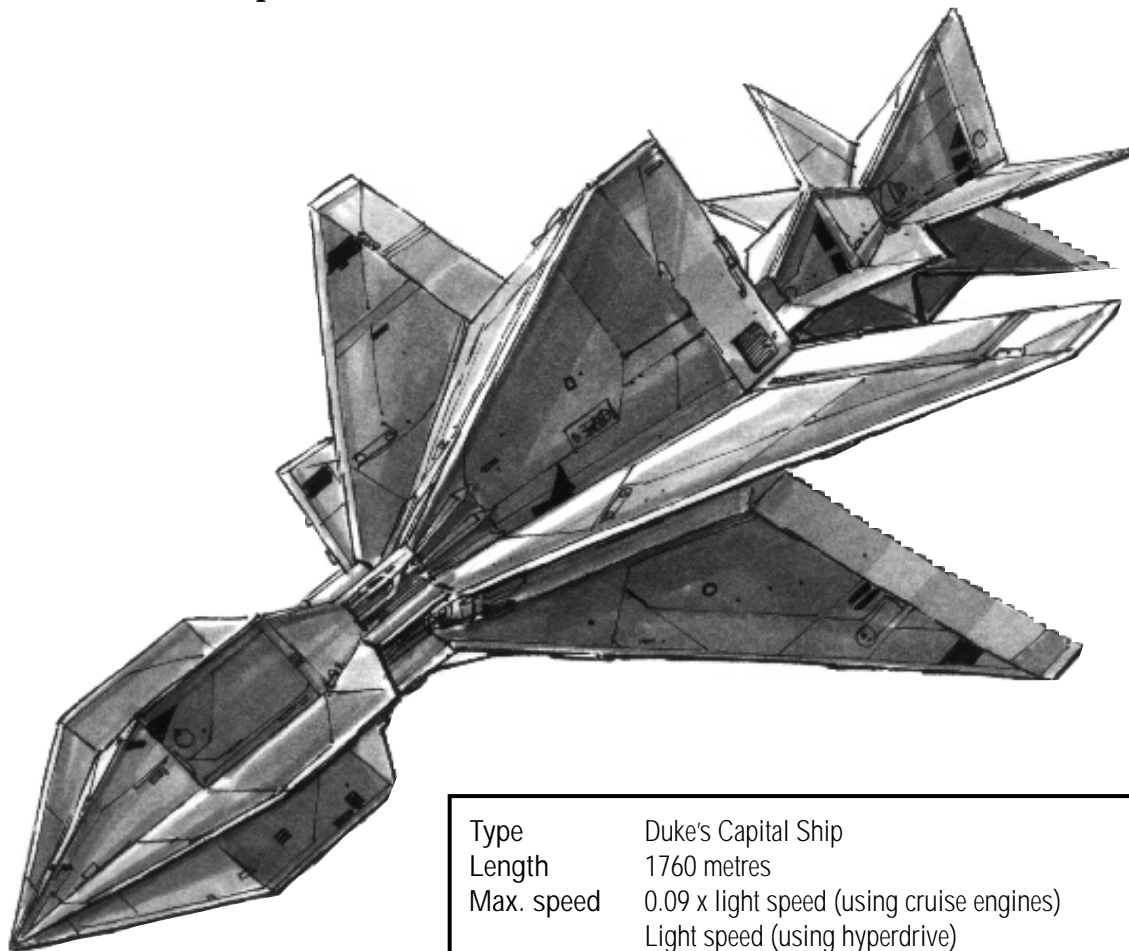
| | |
|--------------|---|
| Type | Lord's Capital Ship |
| Length | 1450 metres |
| Max. speed | 0.02 x light speed (using cruise engines) Light speed (using hyperdrive) |
| Crew | 740 officers and men |
| Engines | 1 McRan W-406 ion drive JSI system 101 hyperdrive |
| Armament | Short range defences |
| Starfighters | <i>Hawk</i> class Starfighters, <i>Meteor</i> class Battlefighter |

Cruiser



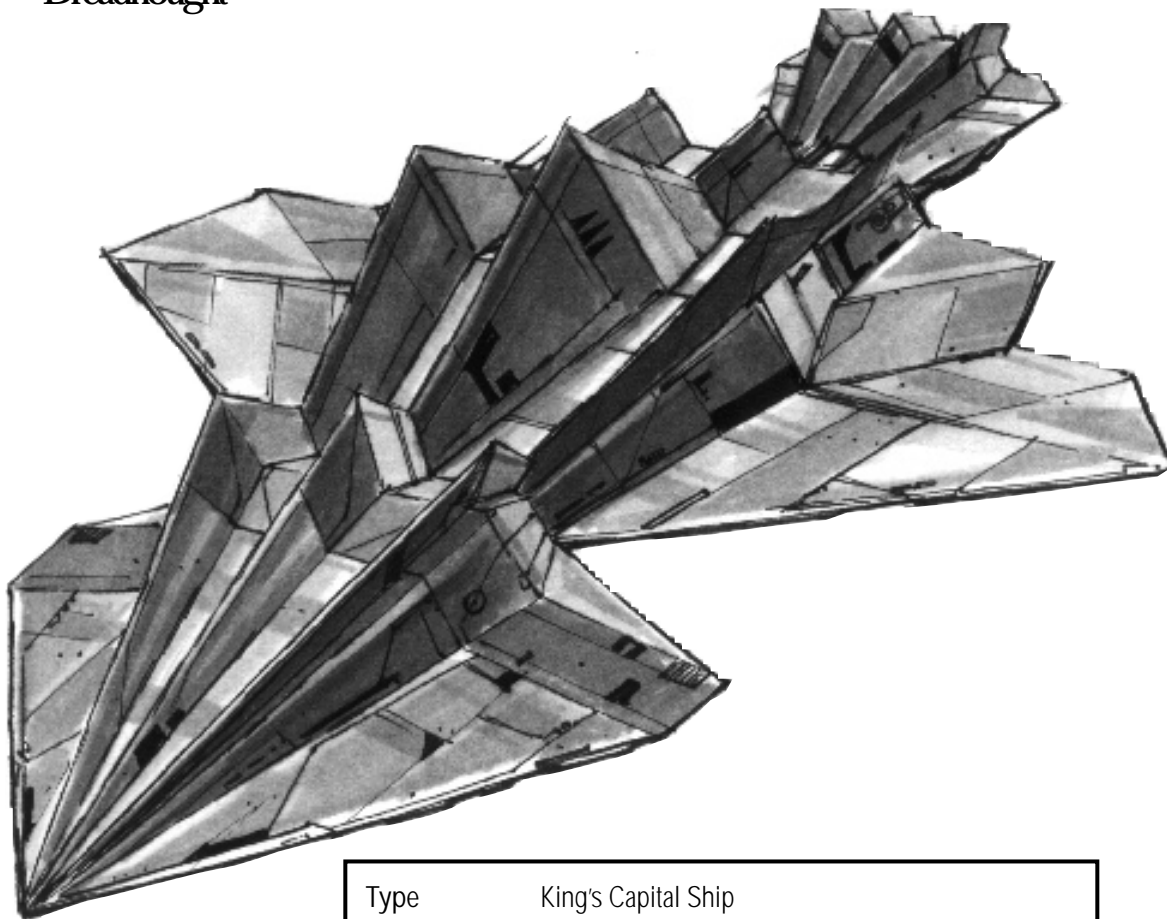
| | |
|--------------|---|
| Type | Earl's Capital Ship |
| Length | 1830 metres |
| Max. speed | 0.05 x light speed (using cruise engines) Light speed (using hyperdrive) |
| Crew | 870 officers and men |
| Engines | 3 McRan W-406 ion drives JSI system 101 hyperdrive |
| Armament | Short range defences |
| Starfighters | <i>Falcon</i> class Starfighters, <i>Comet</i> class Battlefighter |

Battleship



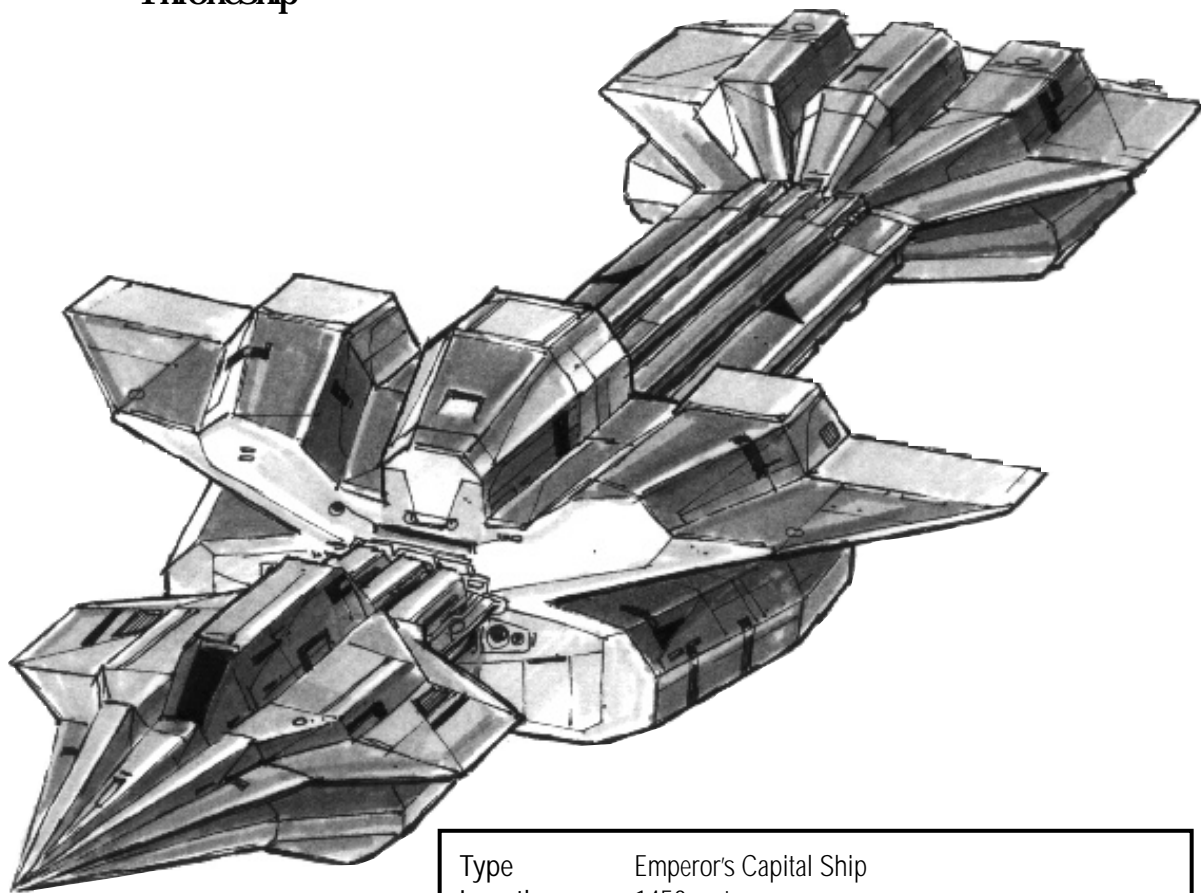
| | |
|--------------|---|
| Type | Duke's Capital Ship |
| Length | 1760 metres |
| Max. speed | 0.09 x light speed (using cruise engines) Light speed (using hyperdrive) |
| Crew | 960 officers and men |
| Engines | 3 Tyndall RY-12 ion drives JSI system 101 hyperdrive |
| Armament | Short range defences |
| Starfighters | <i>Merlin</i> class Starfighters, <i>Starlight</i> class Battlefighter |

Dreadnought



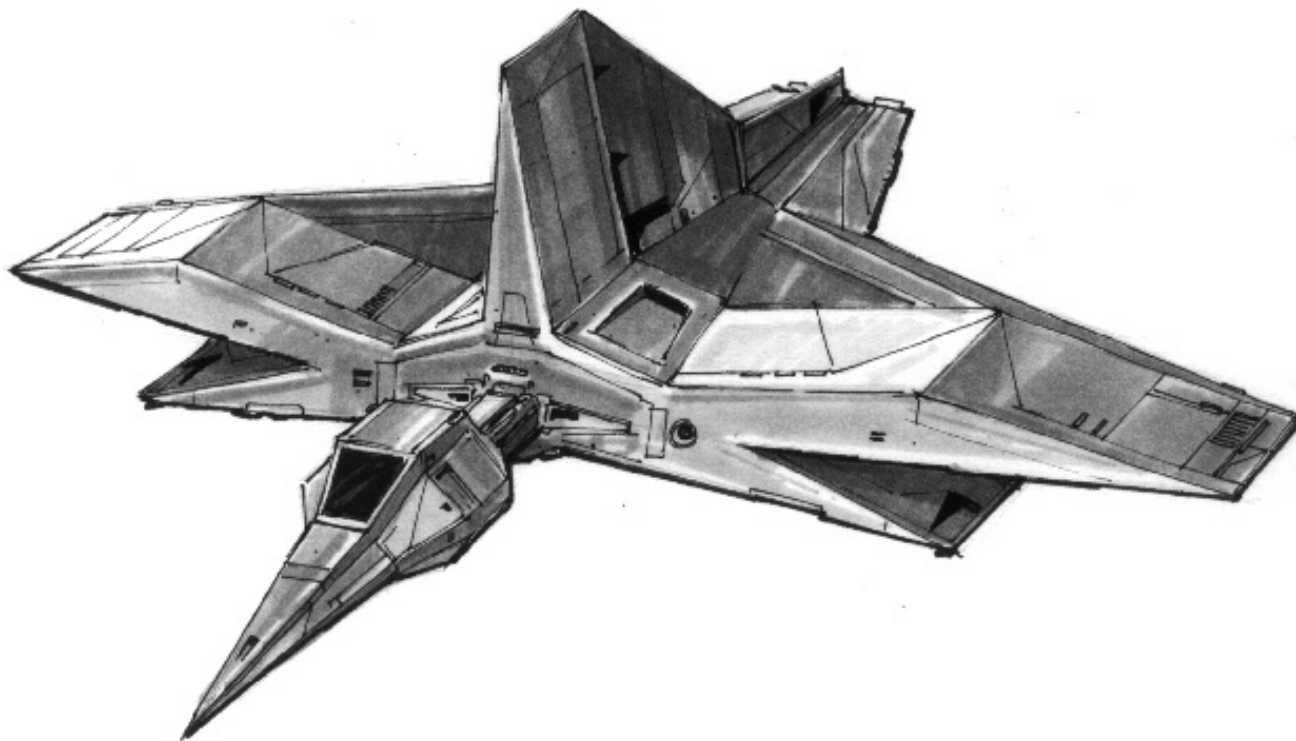
| | |
|--------------|---|
| Type | King's Capital Ship |
| Length | 1460 metres |
| Max. speed | 0.12 x light speed (using cruise engines) Light speed (using hyperdrive) |
| Crew | 1180 officers and men |
| Engines | 1 Zadok T-1 ion drive with integral hyperdrive |
| Armament | Short range defences |
| Starfighters | <i>Eagle</i> class Starfighters, <i>Nebula</i> class Battlefighter |

Throneship



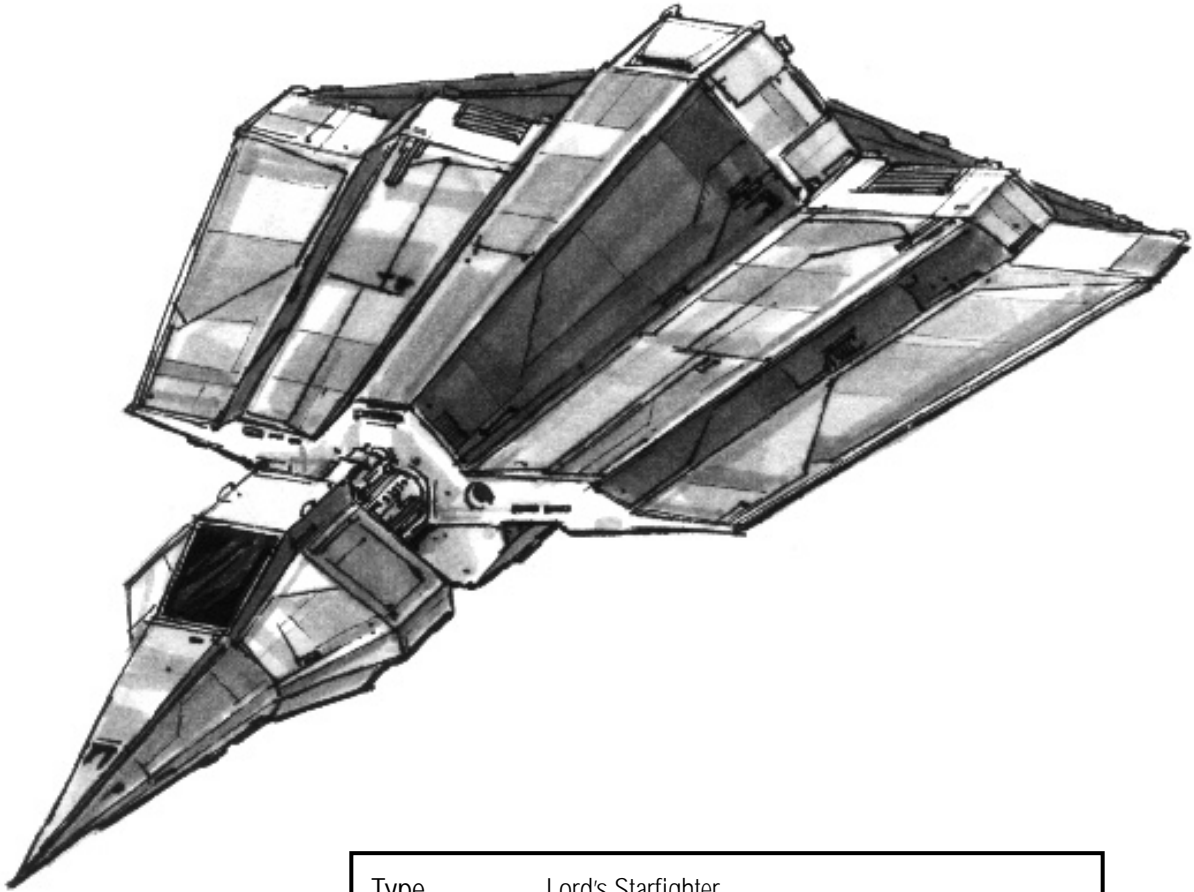
| | |
|--------------|---|
| Type | Emperor's Capital Ship |
| Length | 1450 metres |
| Max. speed | 0.14 x light speed (using cruise engines) Light speed (using hyperdrive) |
| Crew | 1360 officers and men |
| Engines | 1 Zadok T-1(M) modified ion drive with integral hyperdrive |
| Armament | Short range defences |
| Starfighters | <i>Condor</i> class Starfighters, <i>Galaxy</i> class Battlefighter |

Mercenary Interceptor



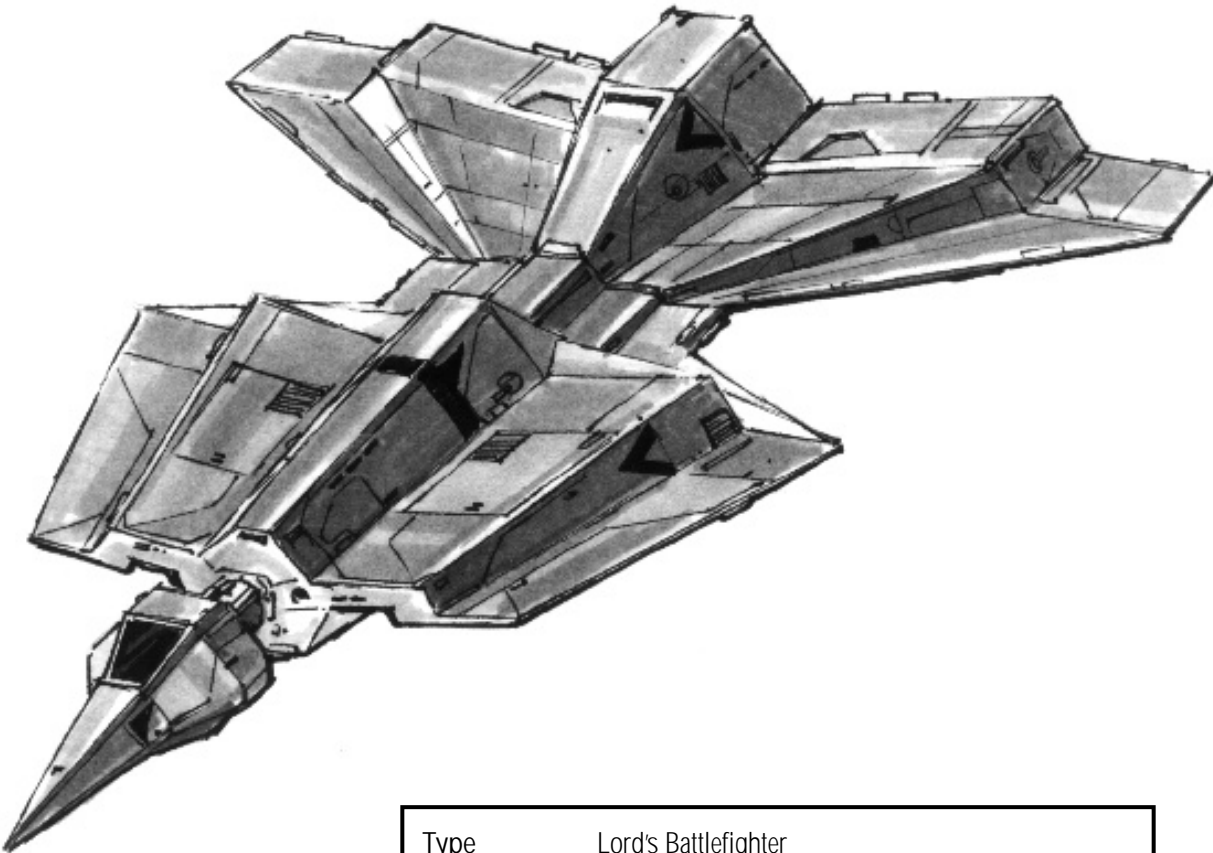
| | |
|------------|---|
| Type | Mercenary Starfighter |
| Length | 20 metres |
| Max. speed | 0.21 x light speed |
| Crew | 2 |
| Engine | 1 Thotar T-7 ion drive |
| Armament | 2 weapon bays for Starfighter munitions |

Hawk class Starfighter



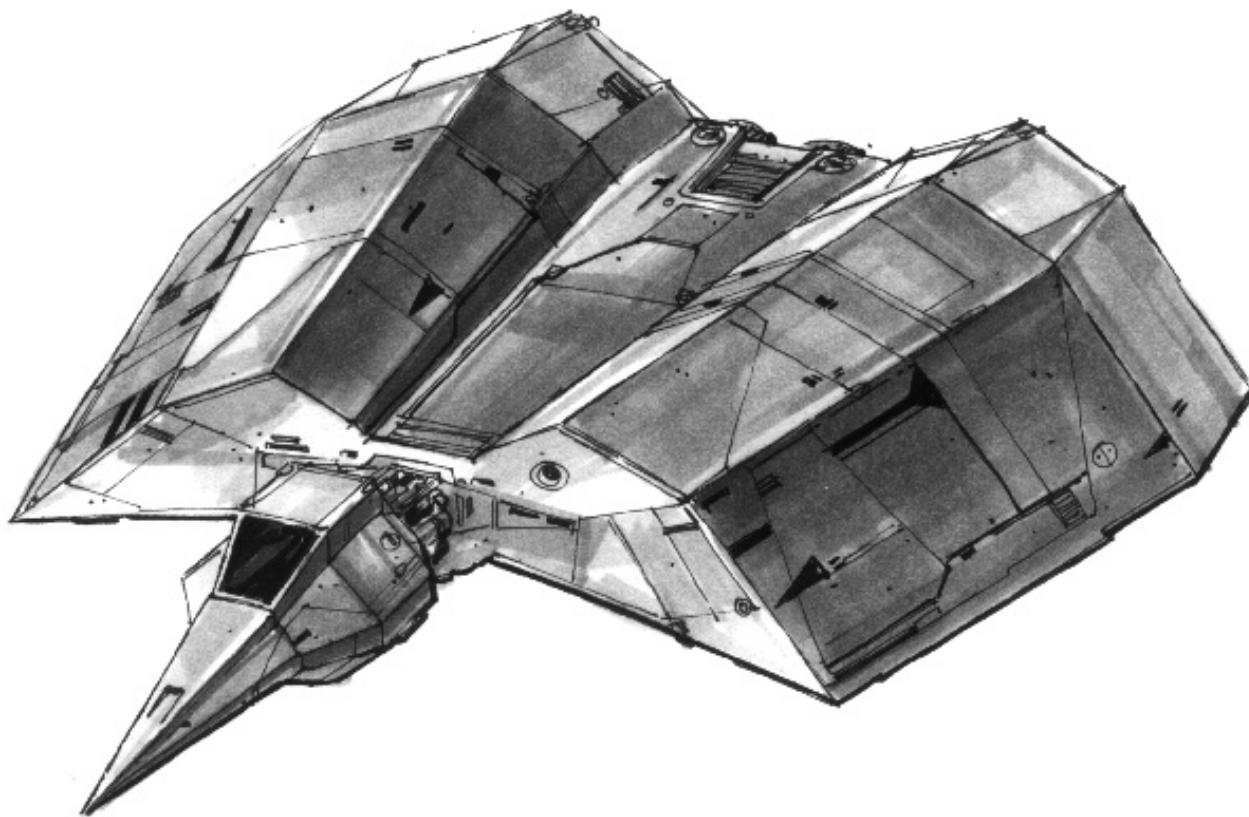
| | |
|------------|--|
| Type | Lord's Starfighter |
| Length | 12 metres |
| Max. speed | 0.15 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Adar</i> ion drive |
| Armament | 1 weapon bay for Starfighter munitions |

Meteor class Battlefighter



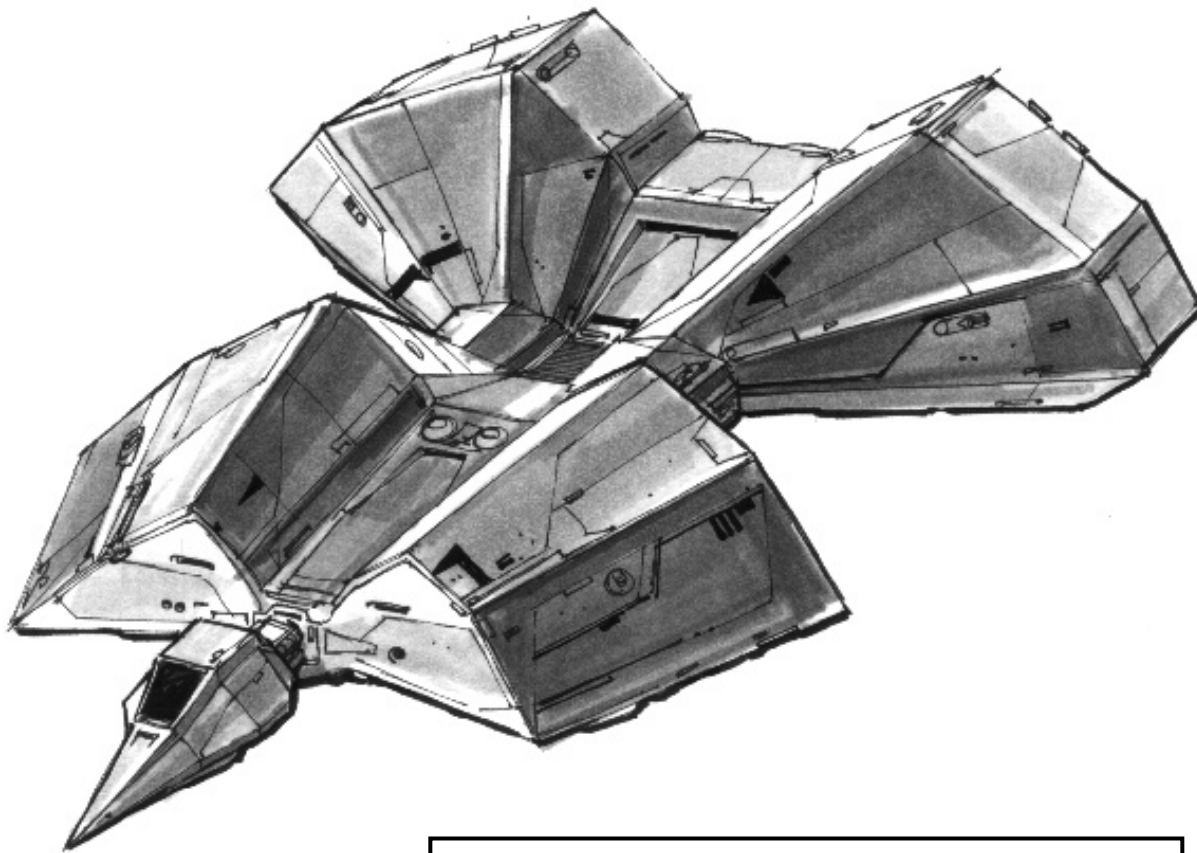
| | |
|------------|--|
| Type | Lord's Battlefighter |
| Length | 20 metres |
| Max. speed | 0.17 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Batu</i> ion drive |
| Armament | 1 weapon bay for Starfighter munitions |

Falcon class Starfighter



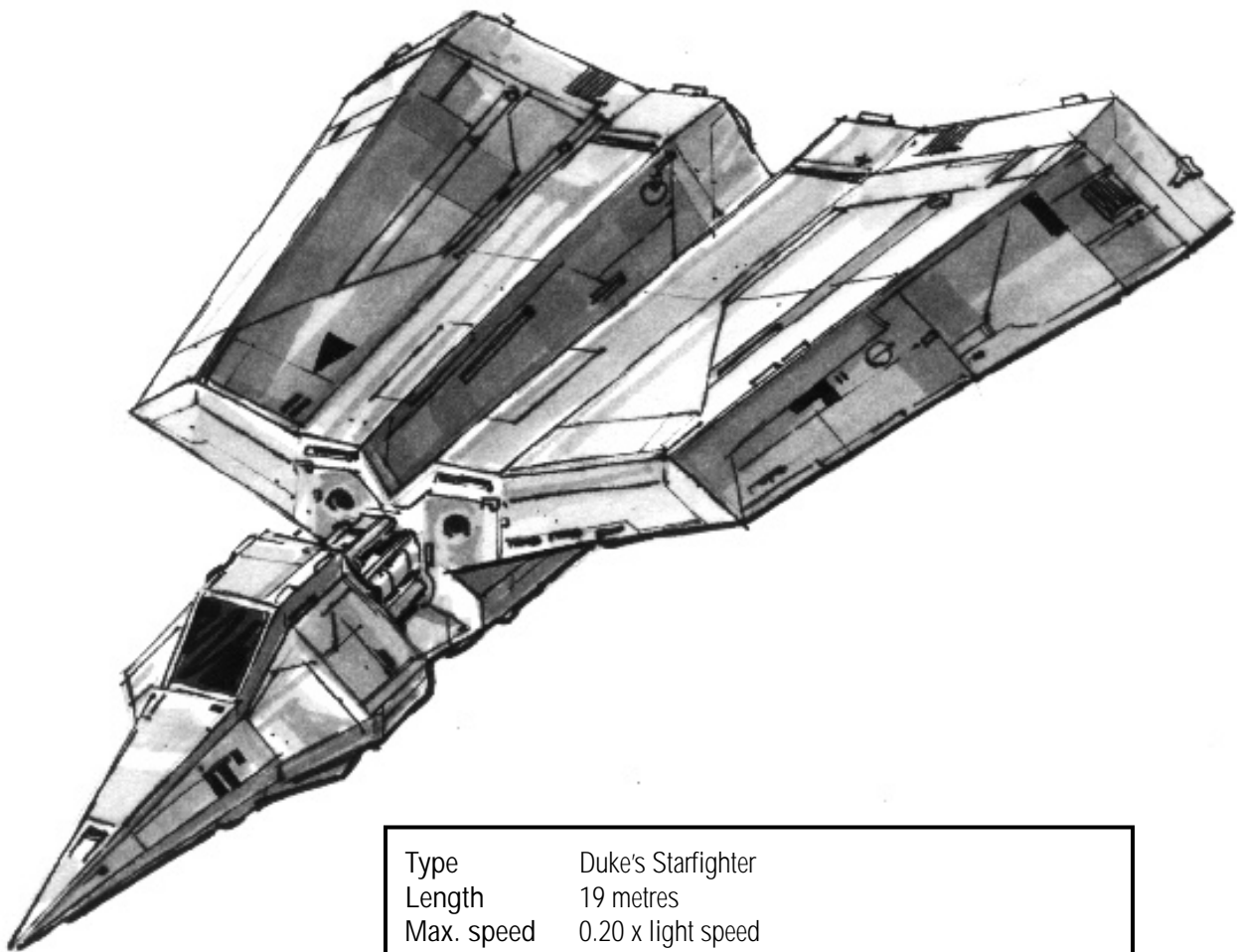
| | |
|------------|---|
| Type | Earl's Starfighter |
| Length | 14 metres |
| Max. speed | 0.16 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Shiro</i> ion drive |
| Armament | 2 weapon bays for Starfighter munitions |

Comet class Battlefighter



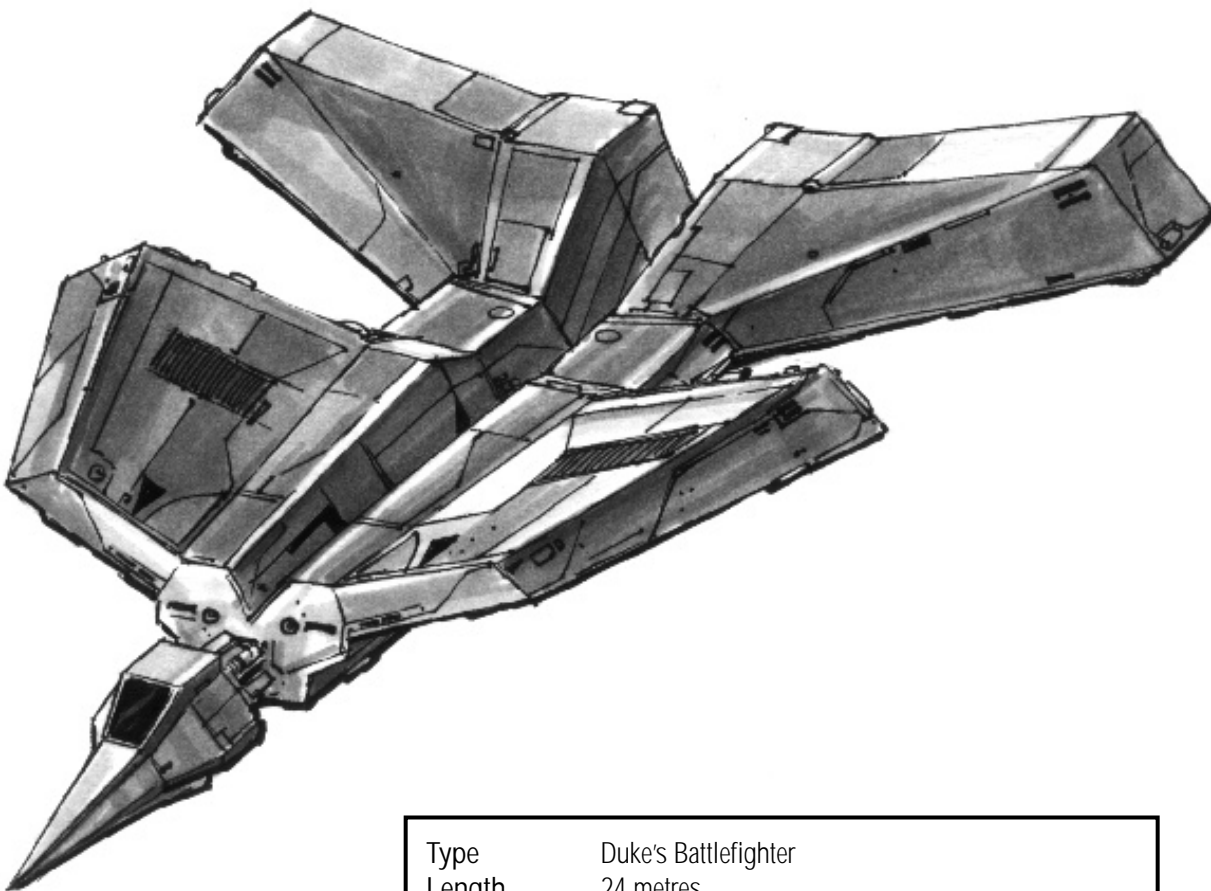
| | |
|------------|---|
| Type | Earl's Battlefighter |
| Length | 22 metres |
| Max. speed | 0.19 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Makara</i> ion drive |
| Armament | 2 weapon bays for Starfighter munitions |

Merlin class Starfighter



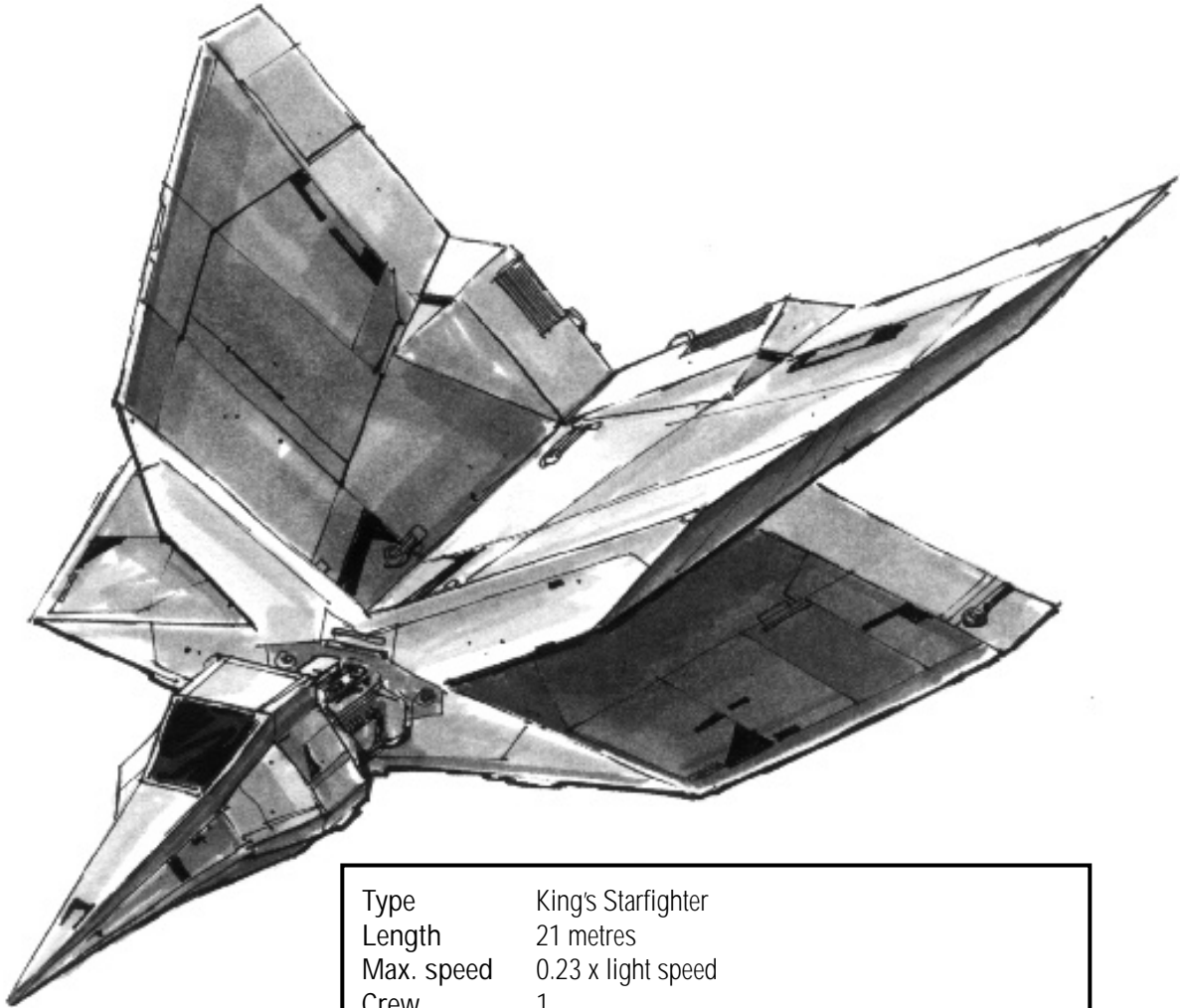
| | |
|------------|---|
| Type | Duke's Starfighter |
| Length | 19 metres |
| Max. speed | 0.20 x light speed |
| Crew | 1 |
| Engine | 1 Thotar T-7 ion drive |
| Armament | 3 weapon bays for Starfighter munitions |

Starlight class Battlefighter



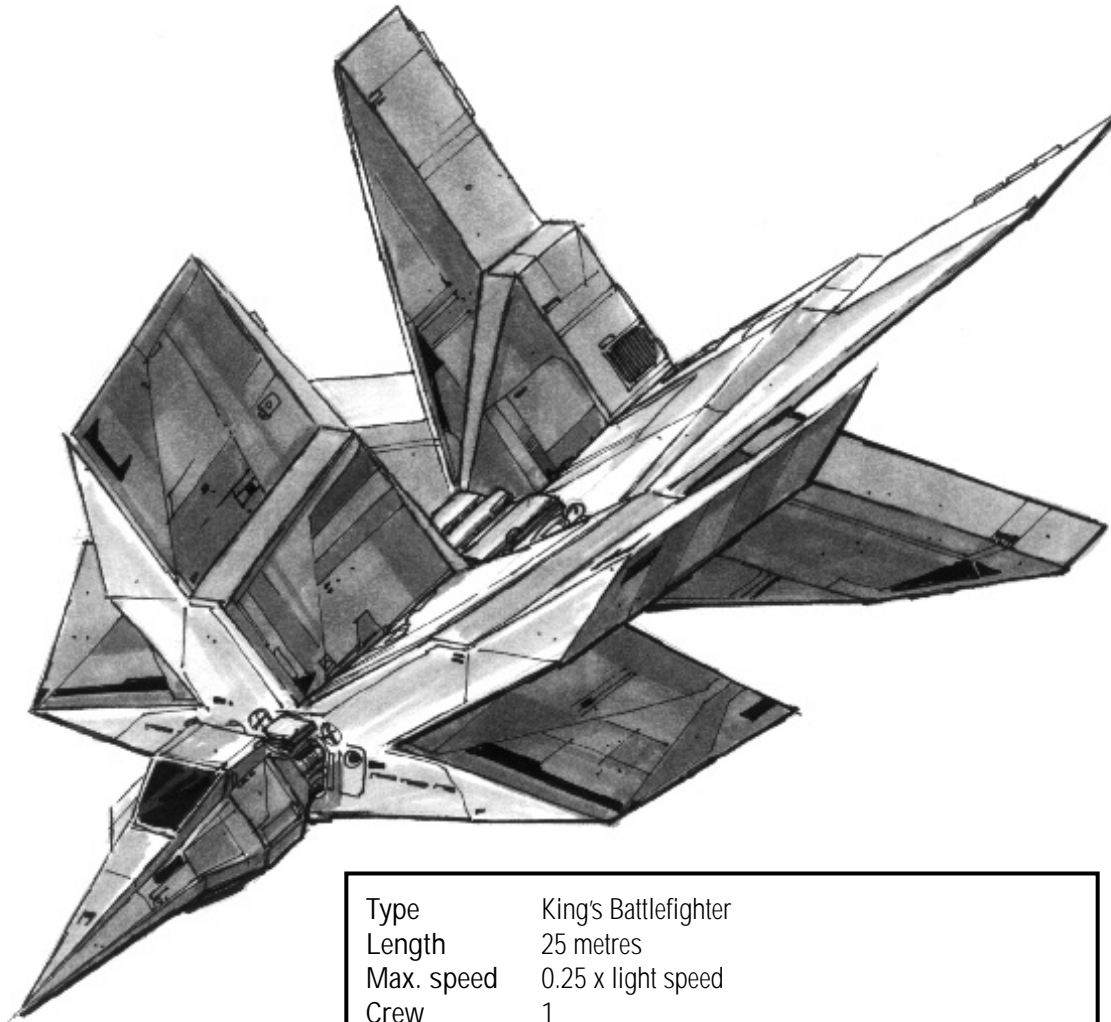
| | |
|------------|---|
| Type | Duke's Battlefighter |
| Length | 24 metres |
| Max. speed | 0.21 x light speed |
| Crew | 1 |
| Engine | 1 Thotar T-7A ion drive |
| Armament | 3 weapon bays for Starfighter munitions |

Eagle class Starfighter



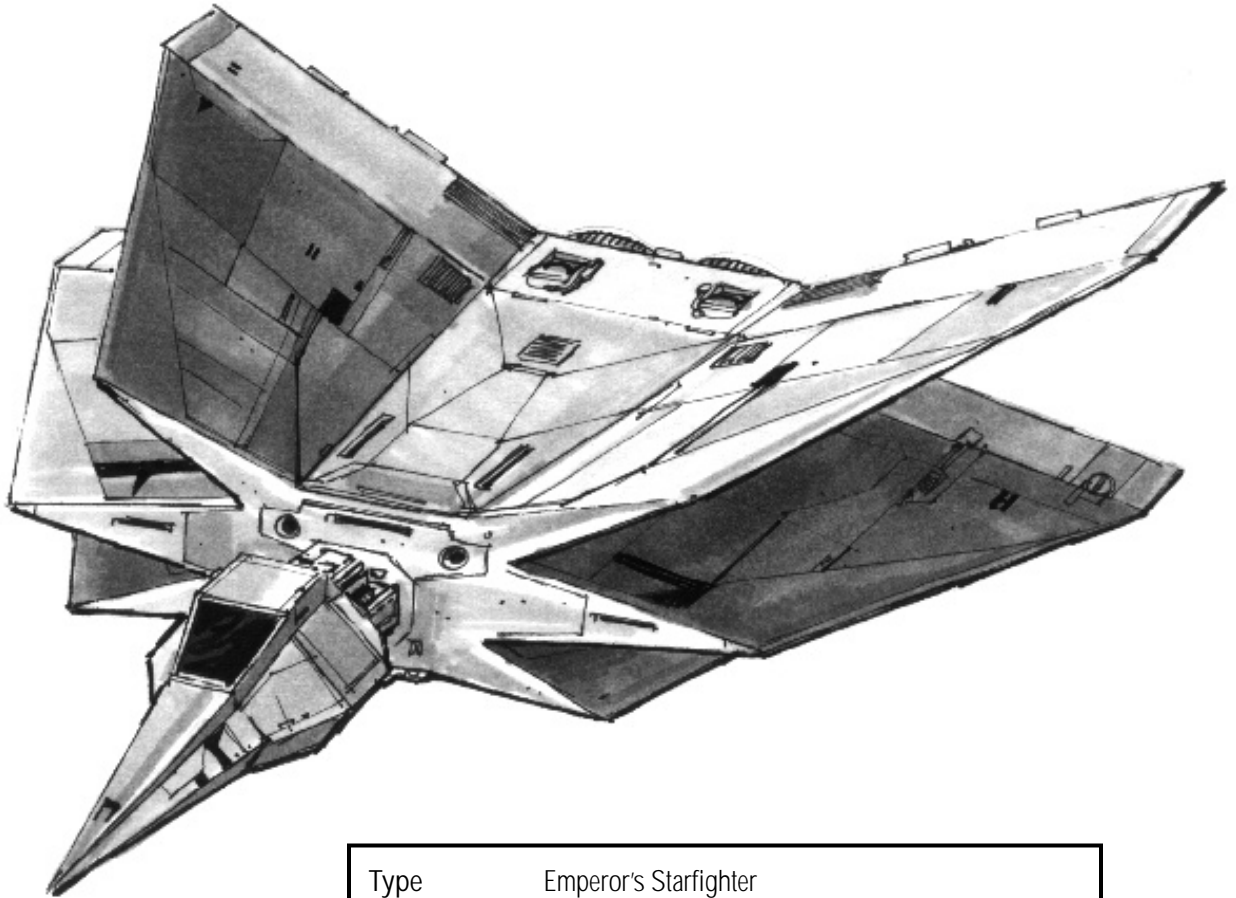
| | |
|------------|---|
| Type | King's Starfighter |
| Length | 21 metres |
| Max. speed | 0.23 x light speed |
| Crew | 1 |
| Engine | 1 Canraa SPU-2 ion drive |
| Armament | 4 weapon bays for Starfighter munitions |

Nebula class Battlefighter



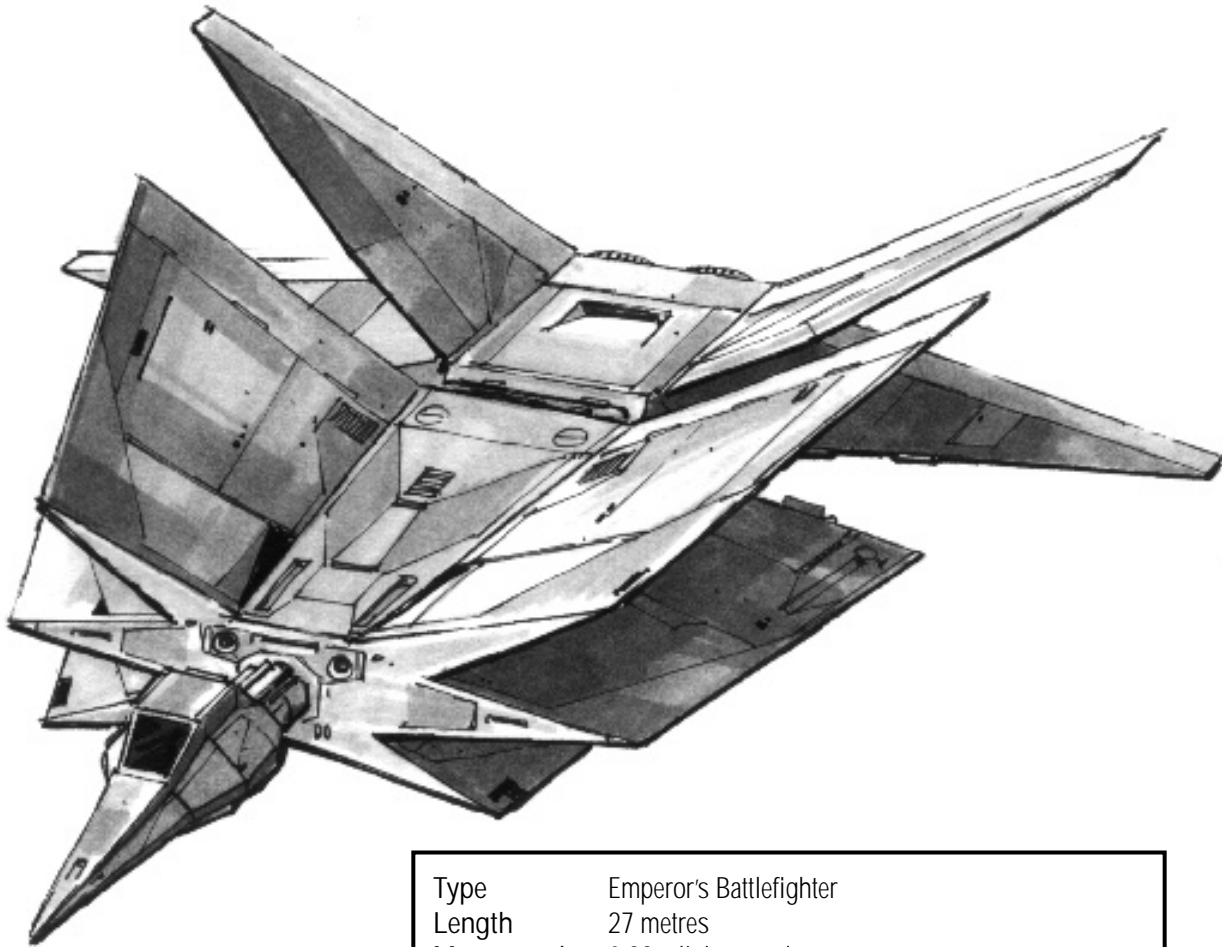
| | |
|------------|---|
| Type | King's Battlefighter |
| Length | 25 metres |
| Max. speed | 0.25 x light speed |
| Crew | 1 |
| Engine | 1 Canraa SPU-1 ion drive |
| Armament | 4 weapon bays for Starfighter munitions |

Condor class Starfighter



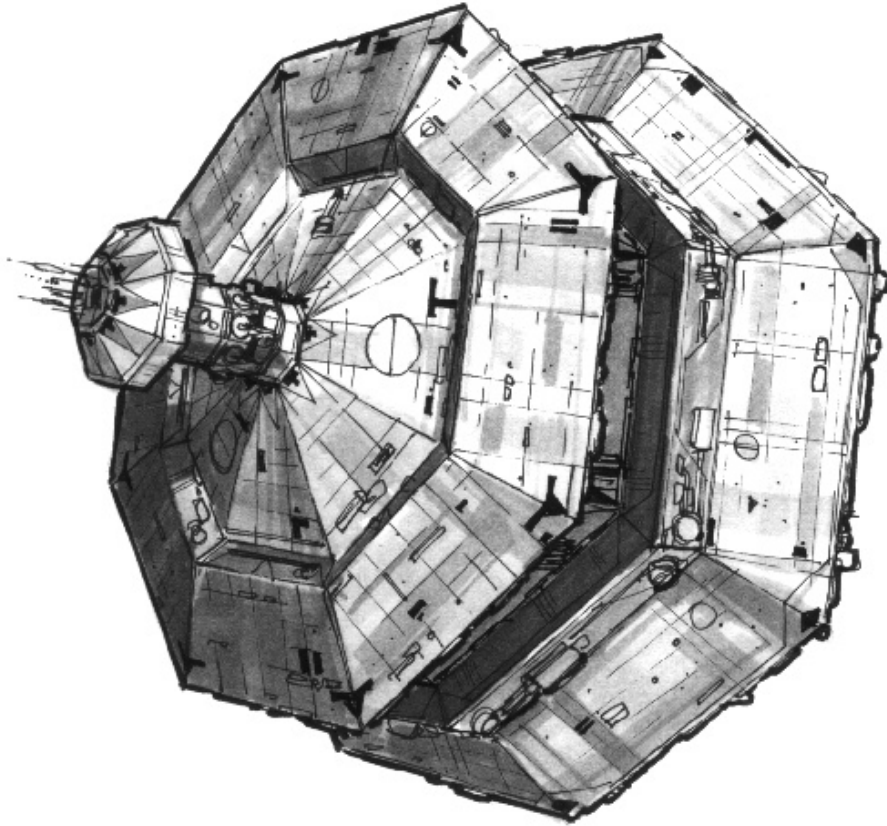
| | |
|------------|---|
| Type | Emperor's Starfighter |
| Length | 22 metres |
| Max. speed | 0.28 x light speed |
| Crew | 1 |
| Engine | 1 Canraa SPU-2(IP) improved power ion drive |
| Armament | 5 weapon bays for Starfighter munitions |

Galaxy class Battlefighter



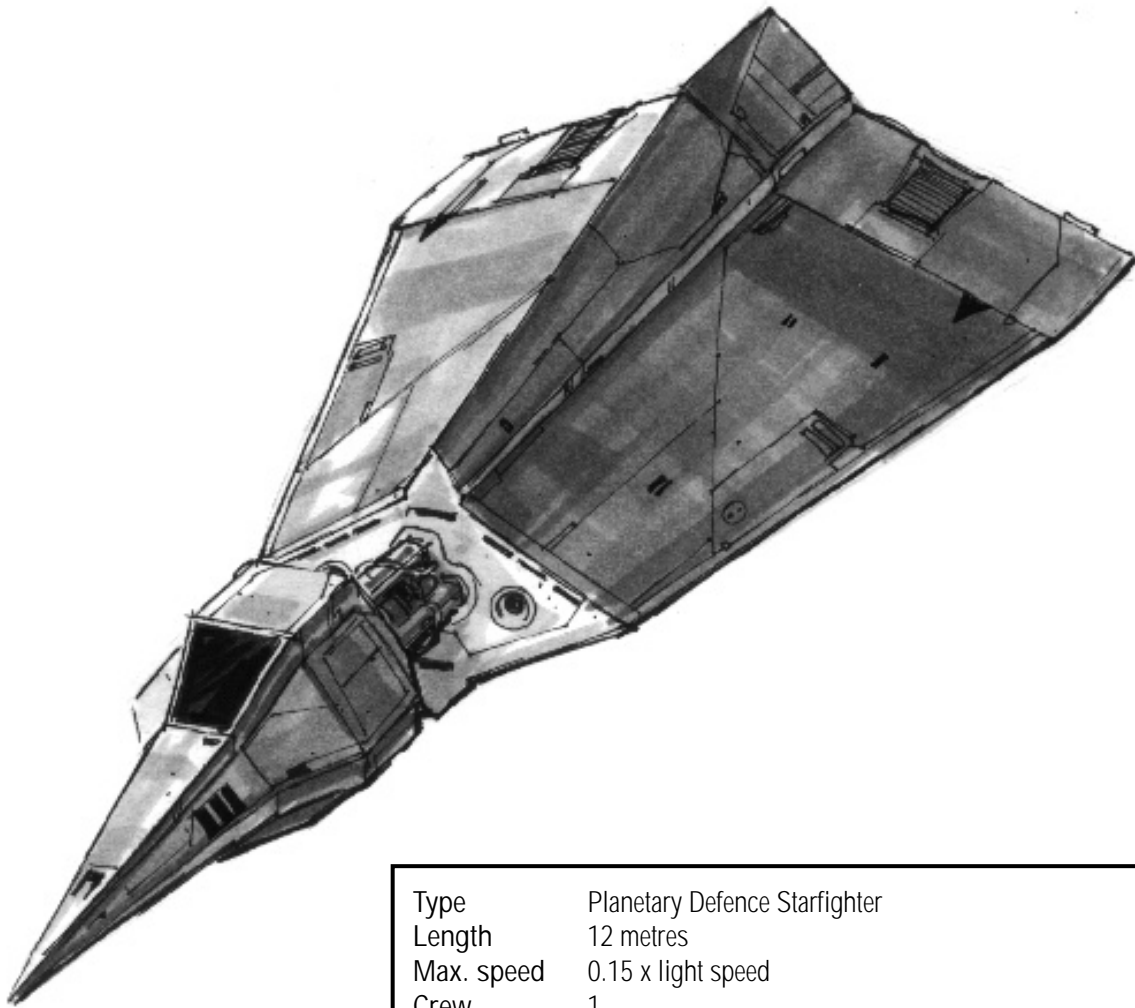
| | |
|------------|---|
| Type | Emperor's Battlefighter |
| Length | 27 metres |
| Max. speed | 0.29 x light speed |
| Crew | 1 |
| Engine | 1 Canraa SPU-1(IP) improved power ion drive |
| Armament | 5 weapon bays for Starfighter munitions |

Battle Moon



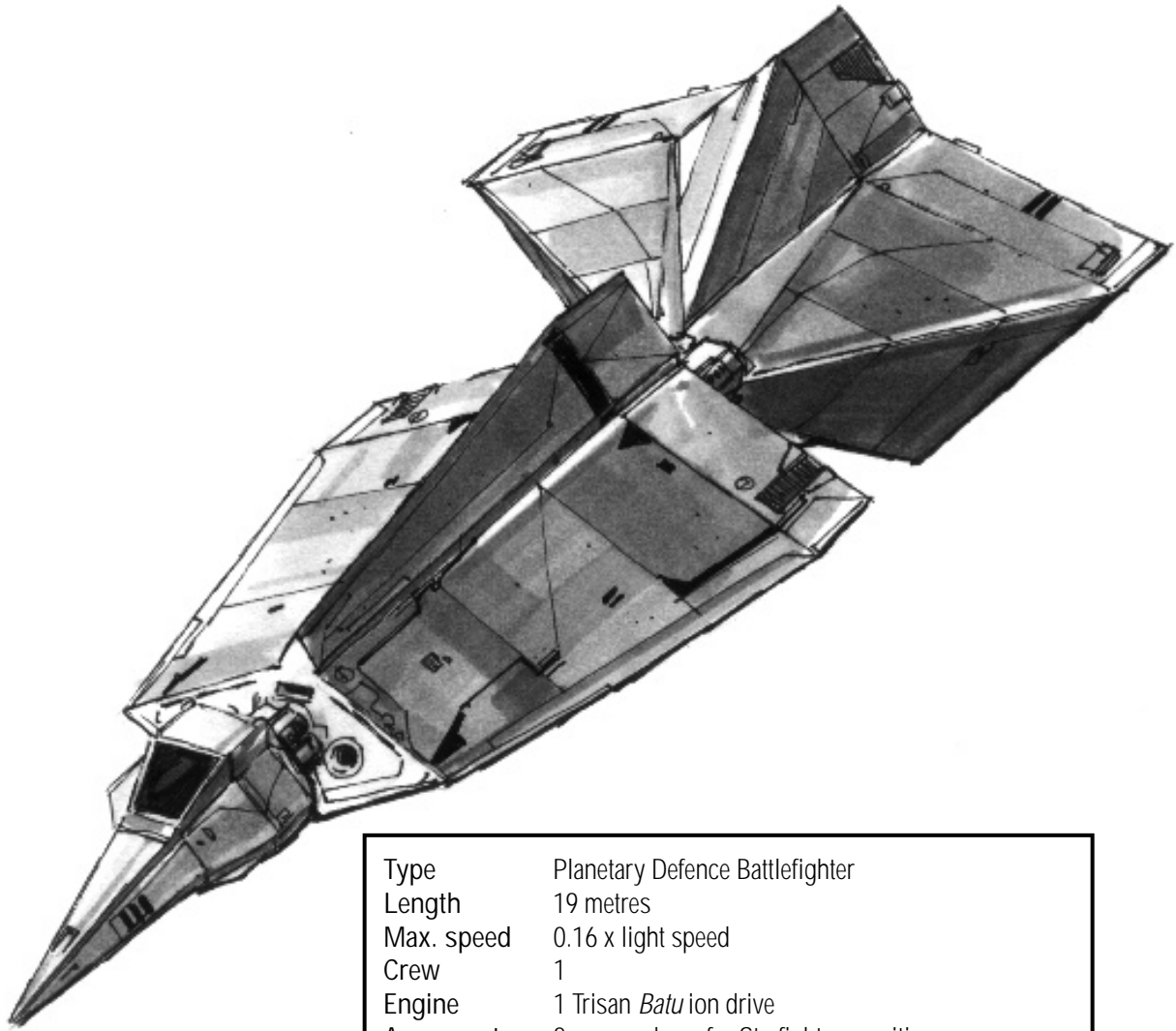
| | |
|--------------|---|
| Type | Planetary Defence Co-ordination Ship |
| Length | 950 metres |
| Max. speed | 0.008 x light speed |
| Crew | 530 officers and men |
| Engine | 1 McRan W-406 ion drive |
| Armament | Short range defences |
| Starfighters | Gunships, <i>Moon</i> class Battlefighter |

Gunship



| | |
|------------|---|
| Type | Planetary Defence Starfighter |
| Length | 12 metres |
| Max. speed | 0.15 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Adar</i> ion drive |
| Armament | 2 weapon bays for Starfighter munitions |

Moon class Battlefighter



| | |
|------------|---|
| Type | Planetary Defence Battlefighter |
| Length | 19 metres |
| Max. speed | 0.16 x light speed |
| Crew | 1 |
| Engine | 1 Trisan <i>Batu</i> ion drive |
| Armament | 2 weapon bays for Starfighter munitions |

STARFIGHTER WEAPONRY



BEAM WEAPONS

Pinpoint Forward-Firing Laser Cannon

This is the standard laser cannon fitted to Starfighters. Capable of damaging even the most resistant shields, it is only limited by the fact that you must be facing the target to shoot at it.

Global All-Aspect Pulse Laser Cannon

Global is an advanced laser cannon which may be rotated to point at the target whenever it comes into the pilot's view. The only limitation of this weapon is the low power laser bolts it shoots, making it most suitable for use against other Starfighters.

Mostal Plasma Ball Generator

The *Mostal* is a very powerful form of beam weapon. The plasma balls are created by a fusion reaction and fired at the target at very high speed. The combination of the impact speed and the elevated temperature of the plasma ball has been known to smash straight through the shields of Destroyers.

ShipBreaker High-Energy Laser Cannon

Shipbreaker is a huge weapon, drawing power from a separate nuclear reactor as opposed to the engines of the Starfighter. The laser beam generated lasts 0.1 seconds and may only be fired once every 10 seconds to allow the capacitors in the laser to recharge. Despite this low fire rate, a couple of shots from a *Shipbreaker* will cut through the defensive shields of most Capital Ships.

MISSILES

Javelin Space-to-Space Missiles

Javelin was the first of the 'intelligent' Space-Space missiles. It may be fired at a target, and will track it unerringly until it detonates. It has one disadvantage: it is easily confused by countermeasures. If you are fighting an opponent who has a effective countermeasures set-up, other missiles are preferable.

Quarrel Hunter-Killer Guided Missiles

Quarrel is the most intelligent Space-Space missile available. It is not easily confused by countermeasures and has a large warhead. Its only disadvantage is the size of the missile, meaning that it can only be carried in small numbers.

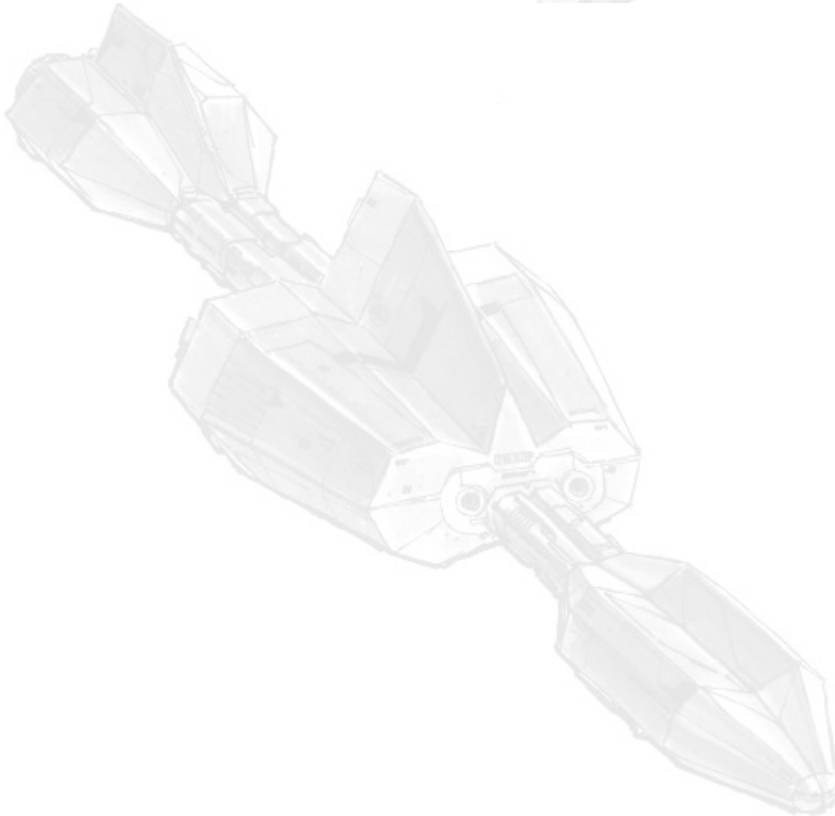
Discus Cruise Missiles

The cruise missile is a recent development and is basically a large Space-Space missile, optimised for use against Capital Ships. The massive size of *Discus* puts it out of the reach of all but the most powerful Starlords.

SPECIAL WEAPON

Lance Enhanced Shield Ramming system

The *Lance* was developed as a result of the experiences of Duke Farokent Yeneldis who constructed a device which was carried in the weapon bays of his Starfighter. This doubled the effectiveness of his shields and gave him enough shield power to ram enemy ships, damaging their shields in the process. Unfortunately ramming enemy ships also reduced the power of the Duke's shields. The device has since been updated to create the *Lance*, a dedicated shield enhancer which allows the user to ram an enemy without any fear of damage to their own shields.



COUNTERMEASURES

Mines

Mines are anti-missile devices which detonate when a missile passes close to them. They are usually dropped behind the Starfighter in groups of two or three and will stop most homing missiles in their tracks.

Chaff

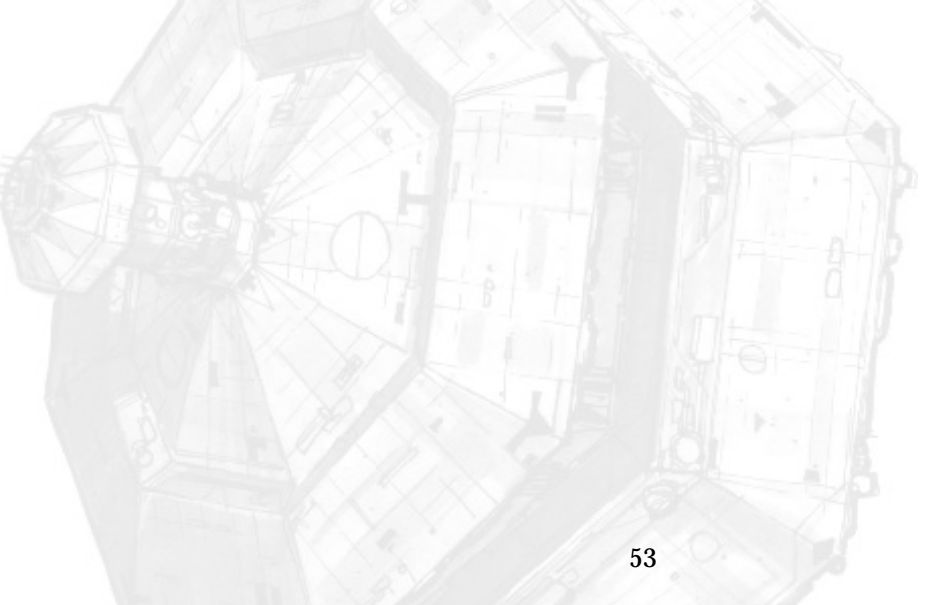
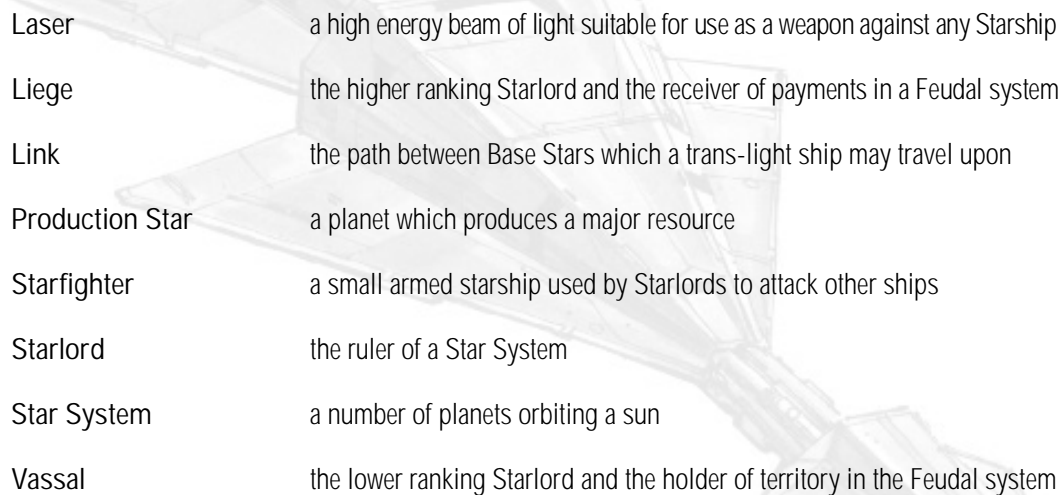
Chaff is basically thin slivers of metal which are designed to interfere with the sensor systems of missiles. The best tactic to use when employing chaff is to deploy two or three chaff cartridges and carry out a hard turn. Most missiles will lose their lock at this point.

TurboBoost Accelerator Pack

The *Turbo Boost* is based on the mechanics of the *ShipBreaker* laser cannon, but modified so that power is not output to a laser cannon but is fed back to the engines. This powers a pre-ionisation unit which charges ions before they enter the acceleration chamber of the ion drive. The end result of all this is to increase your Starfighter's thrust by up to 200 %.

GLOSSARY

| | |
|------------------|---|
| Base Star | the planet where a Starlord resides- may be a Production Star or a dedicated Base Star |
| Battlefighter | a Starlord's personal Starfighter |
| Battle Fleet | a group of Starships- may be made up of several Capital Ships |
| Battle Moon | a Planetary Defence Co-ordination Ship |
| Capital Ship | a large starship used as a Starlord's mode of transport between Base Stars and as a battle co-ordination ship |
| Feudal | the process of holding territory for a fee based around Vassal and Liege Starlords |
| Gunship | a Planetary Defence Starfighter |
| Hyperdrive | an engine used for travelling at the speed of light |
| Hyperspace | the speed of light |
| Hyperspace Field | a force field which allows the generating ship to travel at the speed of light |
| Hyperspace Jump | a journey between two points carried out at the speed of light |
| Interceptor | a Mercenary Starfighter |
| Ion Drive | a propulsion system based on the force obtained by accelerating charged particles |



| | |
|-----------------|---|
| Laser | a high energy beam of light suitable for use as a weapon against any Starship |
| Liege | the higher ranking Starlord and the receiver of payments in a Feudal system |
| Link | the path between Base Stars which a trans-light ship may travel upon |
| Production Star | a planet which produces a major resource |
| Starfighter | a small armed starship used by Starlords to attack other ships |
| Starlord | the ruler of a Star System |
| Star System | a number of planets orbiting a sun |
| Vassal | the lower ranking Starlord and the holder of territory in the Feudal system |

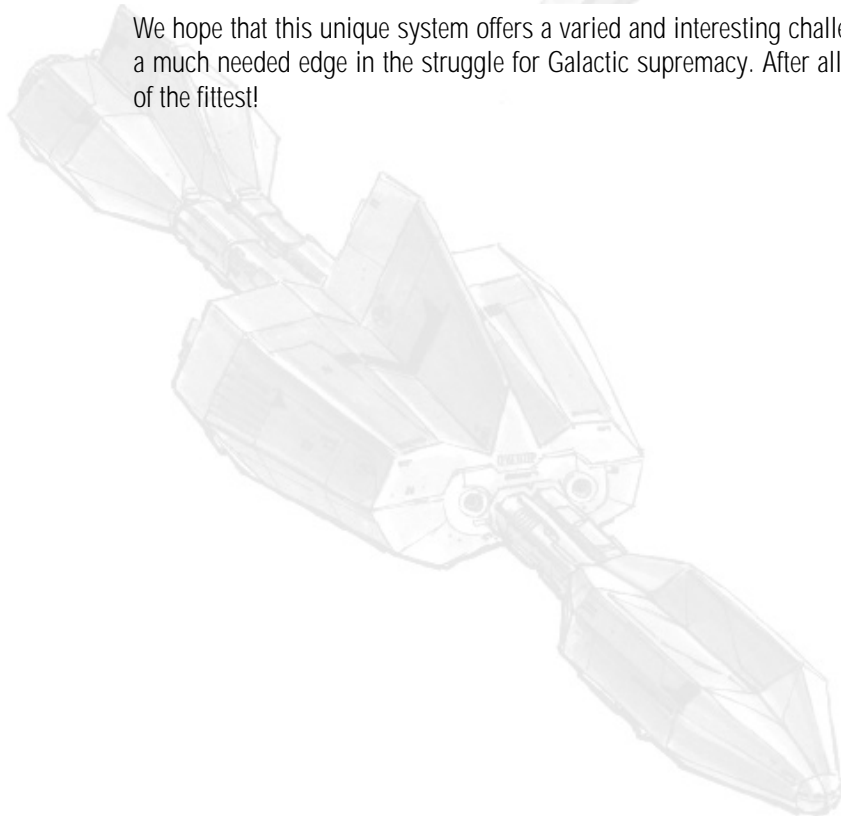
PRODUCER'S NOTES

One of the most interesting aspects of the development of *Starlord* is the genetic system. In dealing with a galaxy full of competing Starlords there are a wide variety of possible strategies and attitudes that these characters might adopt. We needed a way of modelling this, giving the player noticeably different personalities to deal with while avoiding smothering the game in unnecessary detail.

In the real world behaviour is to some extent determined genetically, but while the effects of peoples genes are obvious, the detail of the actual genetic code is not. So it is with *Starlord*.

Every Starlord in the galaxy has a set of genes controlling their behaviour, family name and traits such as bravery, loyalty and greed. These affect every aspect of the game and the discerning player will notice patterns developing, certain families will gain a reputation for bravery, others will be shrewd traders and so on. It is up to the player, as in real life, to analyse these traits and act on them and for this reason we have not explicitly revealed the genetic system in the game.

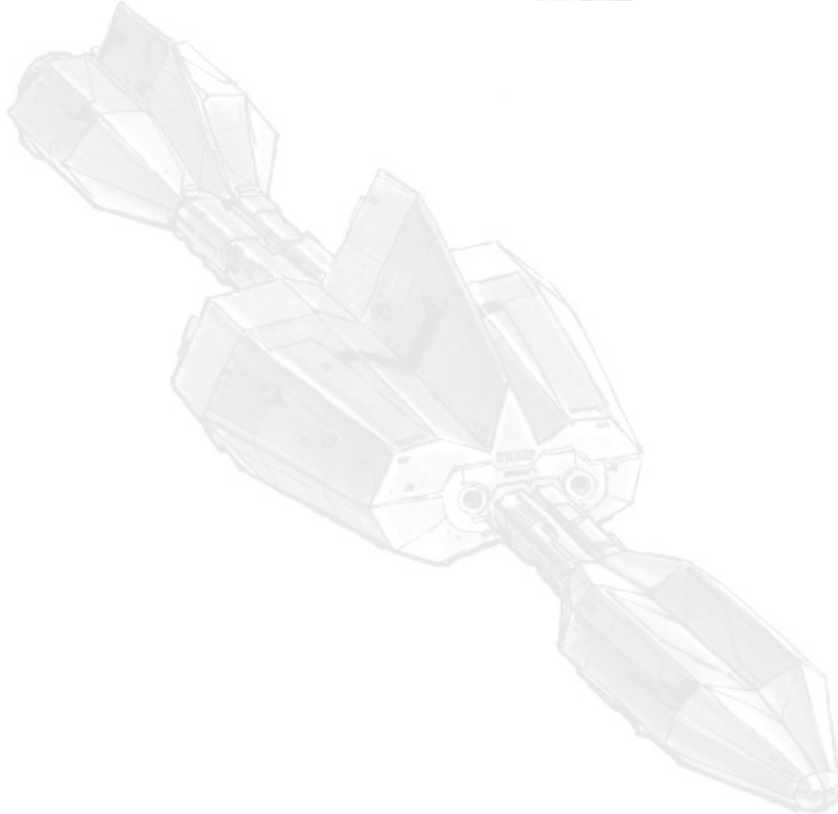
We hope that this unique system offers a varied and interesting challenge and gives the thinking player a much needed edge in the struggle for Galactic supremacy. After all, genetics is all about the survival of the fittest!



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