

GAME MANUAL

ARMADA

EXPAND YOUR EMPIRE 2526 CONQUER THE GALAXY



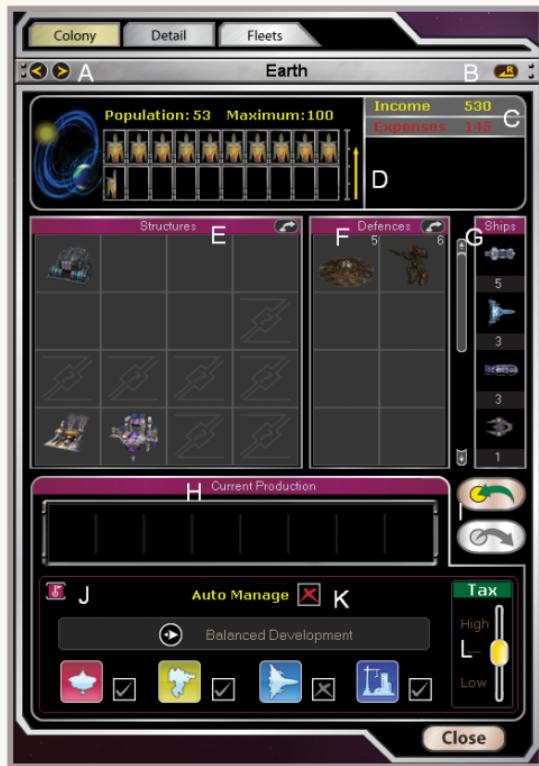
3.3. COLONY MANAGEMENT

The colony management screen allows the player to build new structures, construct new ships, manage different aspects of governance, and view the overall situation in a colony. Colonies provide the player with income, population, ships, defences, and more. Although some races to not require a large, happy population in all of their colonies, strong and vibrant cities are the lifeblood of any successful empire.

3.3.1. INTERFACE OVERVIEW

The Colony Management Screen is separated into three tabs: Colony, Detail, and Fleets.

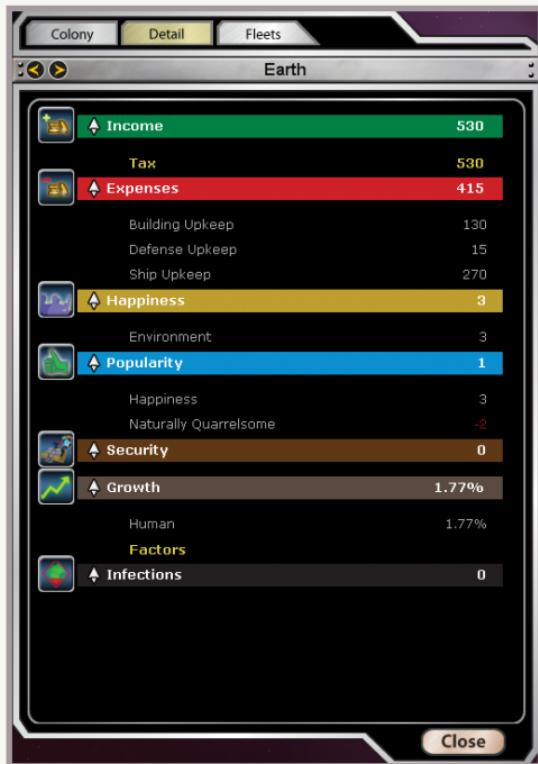
COLONY TAB



- A These two arrows will cycle through all colonies under player control.
- B This button will allow the player to rename the colony.
- C This small table shows the income and expenses of the colony. Colonies on resource barren planets will have more trouble running positive cash flow than colonies on rich planets.
- D This box shows the current population, the maximum population, and the colony's growth rate. A tall green arrow means that current conditions are conducive for rapid growth. Good growth conditions include low taxes, a hospitable planet, etc. A short red arrow means that there are adverse conditions for growth due to things like unhappiness, high taxes, plagues, etc.
- E This box displays all the buildings built in the colony. The buildings shown at the top of the box are ancillary structures and add intrinsic value to the colony (like research points, income or population happiness). The structures at the bottom of the box are production structures and can actually produce ships or more structures. (See below.) Additionally, the small black and white icon at the top right corner of this box allows players to scrap a selected structure.
- F This box displays all of the defences available to the player in case of an enemy attack. Additionally, the small black and white icon at the top right corner of this box allows players to scrap a selected defence component.
- G This box displays a summary of all ships currently stationed at that colony.
- H This box displays all of the ships or buildings currently being constructed at this colony.
- I These buttons allow the player to load or offload cargo on and off transport ships.
- J This button deactivates a rally point set by a fleet. (See section 3.2.1)
- K Have the AI auto manage the colony. (See below.)
- L Set the tax rate for the colony. Bear in mind that high taxes will reduce population growth and unrest and it may take an extended period of time to recover a colony from the negative effects of high taxes.

DETAIL TAB

The Detail Tab displays the deep details of a colony's status. The cash flow of a colony, happiness calculation, security situation, growth factors and infections are all detailed here.



The Details Tab gives the player only a bottom line indication of a colony's status, but there are many factors which go into the final calculations displayed in the Details Tab:

The four factors governing the overall condition of the population in a colony are happiness, popularity, public order, and security. Each factor is related in many ways to the others and when all four of these things reach a low enough threshold in a colony, rioting or even full on rebellion can flare up.

Happiness – Happiness is a major factor in determining the governing power's popularity and a colony's public order, which is ultimately how well the population will function from turn to turn. A colony's happiness is largely contingent on the environment of the planet the colony is in. Colonies that are on inhospitable places like irradiated or barren planets are less happy

than colonies founded in more hospitable environments. As technology advances, the player will have opportunities to artificially enhance the environment on a plane through terraforming. This, in turn, will increase population happiness as terraforming changes a planet's environment more to its population's liking. Advances in technology can also harm happiness in the form of heavy industry and mining. Colonies that have a large amount of heavy industry or mines, particularly core mines, will become polluted which will reduce happiness even on hospitable planets. As colonies grow in size, overpopulation will increasingly become a factor in a colony's happiness. As a colony's population approaches 70% capacity and above overpopulation will begin to negatively affect happiness. This negative effect will become increasingly severe as the planet reaches 100% capacity at which point it will be very difficult to keep a population happy enough to be fully functional.

Popularity – Although similar to happiness, popularity is another distinct factor in determining a colony's happiness public order. As one might expect, generally unhappy populations do not find their leaders particularly popular. However, popularity is calculated by a number of factors that are quite different from the factors that determine happiness. Perhaps the most important factor in determining popularity is whether the ruling power is the same race as its population. The population of vanquished colonies do not generally view their conquerors in a particularly positive light, so the ruling power in a newly won colony will have to be careful, especially when they first take control of the foreign colony. Tax rates are also a factor in determining popularity. Taxing colonies can become a stubborn enemy of popularity because colony populations apply a "memory factor" to their tax rate. If taxes are raised and kept high for a long time, naturally the ruling power's popularity will decline as a result. However, quickly lowering taxes will not immediately solve the problem as a population will remain angry over the previously high tax rate for some time afterwards. A third important factor in determining popularity is the ruling power's bureaucracy level. As a race's empire grows in size (i.e. the number of planets they control), their bureaucracy grows with it. Large empires will find that their bureaucracy can become bloated in which case a ruling power's popularity will suffer. As empires become massive, the bureaucracy factor will make maintaining huge numbers of colonies a difficult affair.

Security – Security is much like the last line of defence for public order in the event that a colony becomes deeply unhappy and its leadership egregiously unpopular. Given enough security, even an enraged and rambunctious colony can be kept orderly for a time. The degree to which security can affect public order is based on the amount of security forces present in the colony. Marines and tanks are a helpful presence to maintain public order, as are orbiting ships with high ground attack values. In addition, security centers can offer a cheap and quick way to increase security in foreign colonies where recruiting marines isn't an option.

Public Order – Public order determines how well a colony functions on a daily basis. Unhappy colonies can still function at full efficiency as long as public order remains steady. However, if the ruling power's popularity drops low enough and there isn't enough security present, a colony's public order will degrade. If the situation continues to deteriorate, the situation in a colony can worsen from general unrest, to rioting (which interferes with production and output

at the colony), to full on rebellion where the controlling power is expelled from the colony altogether.

FLEETS TAB

The Fleets Tab displays in detail all ships present at this colony. Right click the ship icon for details on that ship type. You may cancel orders for moving fleets and scrap ships from fleets at your colony here.



3.3.2. STRUCTURES AND PRODUCTION

The structures in a colony are what make it valuable. Although technology is important for building advanced structures, a colony will also need a large population of works to staff the various facilities.

Structures can be classified into two basic types: production structures which can build more buildings or ships; and ancillary structures which enhance the colony's value in a variety of ways.

PRODUCTION STRUCTURES

There are only two production structures: industry and dockyards. Industry structures are the backbone of every colony because they build literally every structure on the planet. They can even build additional industry structures to increase the speed at which the colony expands its infrastructure. Industry structures start out as small workshops but can be upgraded into industrial behemoths capable of putting together massive structures with huge bonuses. Dockyards function in much the same way. Multiple dockyards can be constructed and after the initial stage of constructing a dockyard they can be upgraded into massive orbital metropolises where mega capital ships are built.

To build new structures, click on an industry structure (generally a yellow and silver building with smoke stacks). A production menu will appear below it and all structures eligible to be built will be listed here. Left click on a structure to add it to the production queue. Note that the icon of the structure will show up on the production queue. To cancel building the structure, right click the icon needing cancellation on the production queue. Ships can be built in the exact same way by clicking on a dock yard or cancelled by selecting the dock yard and then right clicking the ship on the production queue.

ANCILLARY STRUCTURES

Unlike production structures, ancillary structures do not bring up any additional menus when clicked nor do they produce new concrete items. Instead, ancillary structures augment the worth and usefulness of one's colony in various ways. Some of the ways ancillary structures help colonies include:

- Increase income (mining facilities)
- Increase research output (research facilities and labs)
- Increase population happiness (entertainment facilities)
- Increase public order (security HQs)
- Increase defence (missile silos, shield generators)

Tip: Asteroid Mines give a discount to constructing ships but can only be built in systems with asteroid belts.

Much like production structures, ancillary structures can be upgraded as a colony grows in population and technology advances.

but are strategically important. Luckily, some defensive structures like missile silos can be uprooted from their planet of origin and relocated to another planet. Some defensive structures available to the player as time goes on include:

Shield generators – These generators will protect ground units from enemy ships looking to soften them up from orbit.

Orbital Platforms – These floating weapons decks will make trouble for ships that get too close to a planet. Some of the more advanced Orbital Platforms can even trade blows with capital ships.

Missile Silos – These weapons positions will fire massive rockets at any enemy ships in range, helping friendly ships with slow, but heavy fire.

Additionally, offensive units can be used as defence in a pinch. Tanks and marines are particularly useful against enemy soldiers, but a colony will also automatically train militia units which can be called upon in the event of an invasion. The number of militia units available to the player is proportional to the size of the population in that colony.

Another vital function tanks and marines play is in quelling unrest in conquered colonies. Generally when conquering colonies that were founded and expanded by another race, unrest will be particularly high especially when first occupying the colony. Having a healthy supply of Marines on the ground can go a long way in preventing rioting and dissent.

Tip: Marines are a more cost effective means of suppressing public discontent than security centers, but security centers are quicker to build, and, unlike marines, can be built on conquered planets.

3.3.4. AUTO MANAGE

With the possibility of playing in massive galaxies with dozens of stars, it is also possible to have hundreds of colonies in an empire. For players who do not want to manage several hundred or even several dozen colonies at once, the Auto Manage feature allows them to set general directives for an AI manager and then leave the colony to itself.



Apart from toggling whether or not to have a colony auto managed, the player can also stipulate whether the AI manager can build defences, ground units, ships, and structures. The

4.2. SPACE COMBAT

In large battles, before battle begins, the player will have the ability to deploy their forces within a certain deployment area. In small battles the battle begins right away, but you can hit the pause button to make adjustments at the start. Although the area isn't explicitly outlined, players generally must keep their ships in the vicinity of the side on which they entered the battle from. To move units in the deployment phase, left click to select a group of units and then right click the location the units are to be redeployed to. If you right-click and hold down the button, you can use the mouse to change the orientation of the new formation as well as its location. The player can also alter other aspects of their each squadron of ships like ship grouping, formations, and spacing. When all forces have been deployed in a desirable way, the player can then click the Start Battle button in the bottom right corner of the screen. Right-clicking on an enemy group will tell your group to target it. You cannot target individual enemy ships, only groups.

At this point the real time battle will begin, the timer will start to count down, and the enemy will begin to close on the player's position. The player can order their units to move by left clicking on a group and then right clicking a destination for the unit to move to. Units will automatically fire their weapons at enemies in range. Ships with multiple types of weapons will choose the best tool for the job and automatically manage what ordinance to use.

As ships take damage their shields will go from invisible to an increasingly darker shade of purple. The more purple and visible a ship's shield, the closer it is to failure. When a ship's shield fails it only needs minimal damage to be completely destroyed. Shields can recover to full strength over time.

4.2.1. FORMATIONS

The player has a variety of formation options to choose from to custom tune their fleet. Formations are useful in honing strategies for particular groups of ships. For instance, some formations are more conducive to surviving under heavy fire in the center of battle, whereas other formations are more vulnerable to attack but can concentrate a large amount of firepower.



Line Abreast – This is the default formation for all ship groups. It is a simple line across the battlefield. The advantage of this formation is that it allows for a concentration of firepower from all ships in the group. The disadvantage is that it also leaves all ships in the formation equally vulnerable to enemy fire.



Caracole – When in the caracole formation, ships will form a vertical ring and continually rotate around. The advantage of this is that the enemy can not concentrate its fire on any one ship and any damage from shooting at ships in a caracole will be spread out over the entire group. Each of your ships in turn fires from the same point, and if the enemy is not in a circulating formation, most likely at the same enemy ship. It is often best when several caracoles are used side by side, as it allows a lot of firepower to be concentrated. If used individually, enemy in line can concentrate their fire on front ship. The disadvantage to this formation is that only one ship in the formation can fire at the enemy at any one time. This formation is best for very fast but weak ships.



Circle – This formation functions much like a caracole except that the ring formed is horizontal (or on the plane of the battlefield). Also like the caracole, ships in this formation rotate which spreads damage even across all ships but it also limits the firepower of the group. The circle is primarily a defensive formation.

Apart from a formation type, player's can also specify the spacing of units in a group. Like formations, ship spacing helps fine tune groups to meet specific strategic goals. Groups with tight spacing can concentrate their fire on targets much more effectively, but are vulnerable to missile attacks which do splash damage. Concordantly, loose spacing protects against splash damage but diminishes the group's firepower concentration.

In addition, players can specify the number of lines a group will consist of when in the Line Abreast formation. This option allows players to keep ships with lots of firepower and range but weak defences towards the rear of the battle while keeping the strong and agile ships designed for the front lines in harms way. In addition, multiple lines of ships can provide flank security if the player anticipates the enemy attempting to flank the player's ship line.



4.2.2. RETREATING

Any unit can retreat at any time, but in most cases an entire fleet will retreat when the battle is clearly lost. When a unit or entire fleet is given the order to retreat, three hyperspace gates will form at the rear of the side the retreating force started the battle on. These three hyperspace gates are the only method of escape for the routed forces. In the event of a large number of ships retreating at once, a bottleneck can easily form leaving the ships in the retreat queue vulnerable. For this reason it is generally a good idea to orchestrate a controlled and slow retreat from the battlefield rather than a mass exodus. The enemy can inflict heavy casualties in the dash for the hyperspace gates so it is important to monitor the tide of battle carefully and anticipate defeat so one's forces still have enough strength and time to withdraw effectively. Similarly, a player who can anticipate defeating their enemy can take steps to capitalize on their inevitable withdrawal and inflict maximum damage as the enemy waits to use the hyperspace gates.



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OUR STRENGTH

We thank God for giving us the ability and strength to complete this project and follow our dream.

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