

SPACECOM

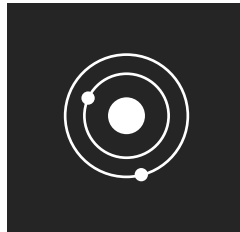
Game Manual

Goals

Your goal is to CAPTURE or DESTROY enemy hub system (a system marked with a star).

Systems and Planets

A System consists of a Star and Planets that orbit her. There can be 1, 2, 3 or 4 planets in each System. Systems are connected by warpways that make faster-than-light travel possible, it's impossible to travel between unconnected systems in a reasonable timeframe.



Each controlled System gives 1 Command Point per planet in the System. Each fleet or static defense you deploy will require a number of Command Points. If you use significantly less Command Points than is your limit, your Shipyards and Resource systems will work faster. If you go over the limit - they will slow the more you are over.

Each System has a colony which can build defenses (see below) but can also fill one of additional roles:



Hubs. They are your main objective: destroy or capture enemy hub to win the game.



Resources. Systems that send transport ships with resources needed in Shipyards and Colonies



Shipyards. Systems that can deploy Fleets



Repairyards. Minor civilian and military shipyards, capable of repairing fleets, but not producing them.

Some general rules:

- Movement between systems under your control is faster than moving through enemy or neutral territory
- Units on enemy territory will suffer from Attrition and over time will loose Condition
- Resource transport ships are defenceless and will perish if they are in danger, such as moving through enemy territory or encountering a stationed enemy fleet. This can be useful when planning to cut enemy supply lines

Units

There are 3 types of Fleets you can deploy.



Battle Fleet

5 Max Condition

Attacks enemy fleets if present in the same system



Siege Fleet

2 Max Condition

Can Siege a system if no enemy fleets are present



Invasion Fleet

3 Max Condition

Can Invade a system if no enemy fleets are present

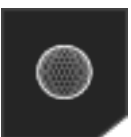


One additional Fleet type is a **Transport Fleet**. These are deployed automatically whenever resources need to be transported between systems. They are very fragile and will be destroyed if they enter a war zone (a system with an active battle), if they are intercepted by an enemy fleet stationed in a system on their path, or if they trespass enemy territory.

All fleets apart from Transport fleet will gain a rank when they destroy an enemy unit. There are five ranks. Each one will slightly reduce the time to deal damage in a battle.

Defenses

All colonies can deploy 3 types of static defenses:



Kinetic Shields

20 Max Condition

Kinetic Shielding technology that bolsters defenses of all units and installations present in the system. Shields have to be destroyed to damage anything else in the system or to move freely from it



Battle Stations

15 Max Condition

Powerful defense platforms that fire on any enemy that arrives in system



Ground Troops

Act as immediate defense during invasion and are of equal strength to one Invasion Fleet Once an army is destroyed in battle it has to be manually redeployed or deployed by a friendly Invasion Fleet

Battles

- A battle happens when players' fleets enter a system where static defenses (Battlestations or Kinetic Shields) or a fleet is present
- The battle continues until one side is left standing or player orders a retreat
- If retreat order is issued, after a short period of time all fleets will jump to a nearby random system that is not occupied by the enemy

Sieges

- Siege Fleets have the ability to permanently destroy planets. Destroyed planets will not provide Command Points and cannot be garrisoned with Ground Troops
- When a siege order is issued each Siege fleet present will fire on local planets, destroying their infrastructure.
- If a siege is not interrupted by a battle or cancel order it will continue until all planets are rendered unusable
- If all planets are destroyed, the system becomes unusable. From now on it cannot be captured, does not provide Command Points bonus and any other benefits it was providing are lost.

Invasions

- Invasion fleets have the ability to capture Systems. If you capture a system it will start providing Command Points and you will be able to use its features.
- Commencing an invasion will start a ground battle. Each unit of Ground Troops is of equal strength to one invasion fleet.
- The number of units of ground troops equals to the number of planets in the system. Once an unit of ground troops is destroyed in battle it has to be manually redeployed or deployed by a friendly Invasion fleet
- If invasion commences in a system that has no Ground Troops garrisoned it will be taken over automatically and without a fight