

select the next closest class vessel to attack. The vessel then calculates a successful attack based on how close in class the defending vessel is. If the attack is successful, then the attacking vessel damages the defending vessel by the attacker's attack strength, minus the defenders defence strength. If an attack takes a vessel's health indicator below zero, the vessel is destroyed and cannot attack that round if it hasn't already. Vessels do not retreat from battle according to their damage retreat **STANDING ORDERS** until the beginning of the next round.

MOVING A FLEET - When the player selects the **MOVE TO SYSTEM** button from the **SPECIFIC ORDERS** buttons, the selected fleet will bring a up **SELECT DESINATION FOLDOUT**. The player can then either choose the destination they want their fleet to move to from this foldout, or they can select it directly in the **MAIN WINDOW**.

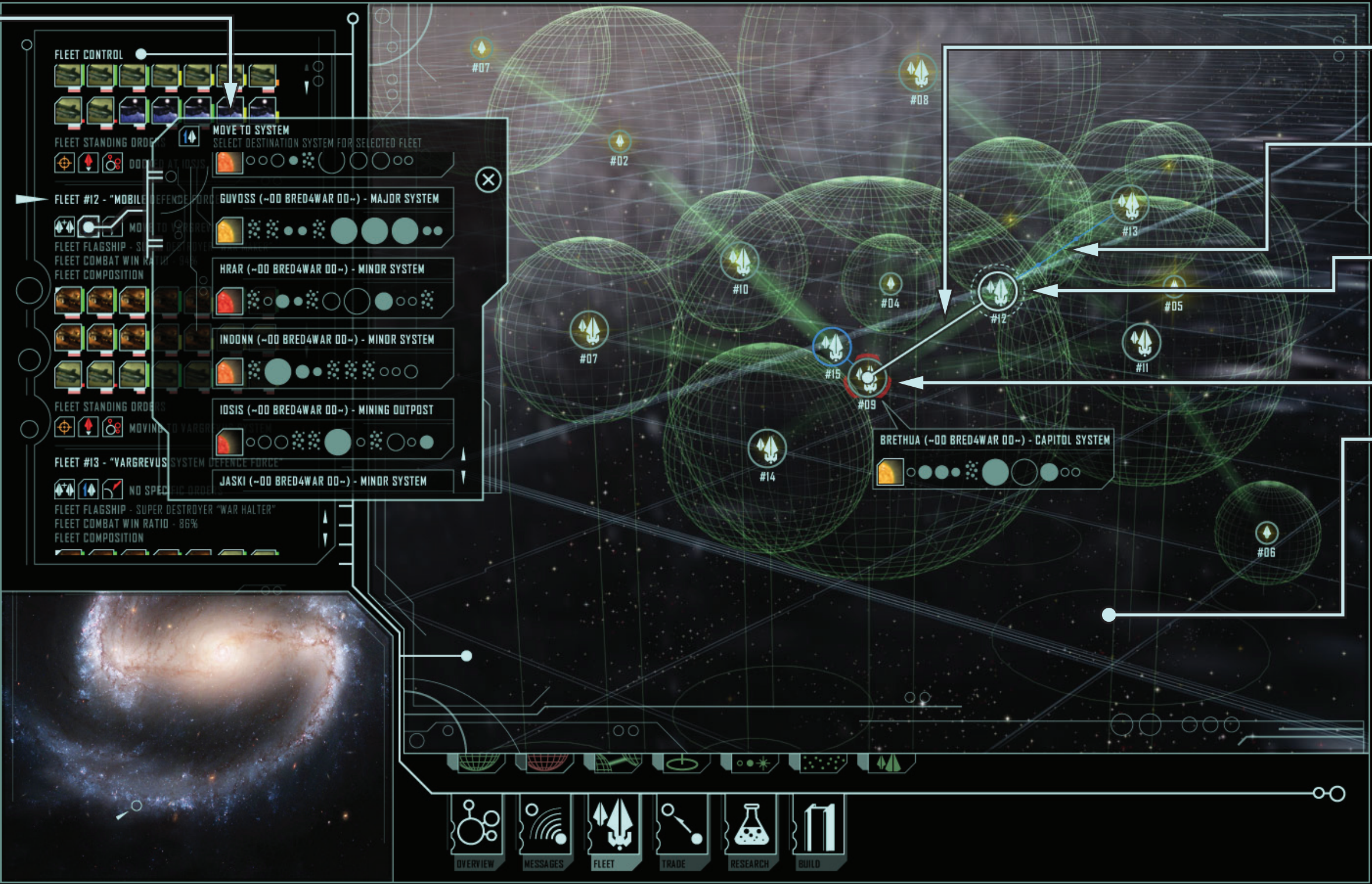
When a fleet is instructed to move a new system, the fleet will find the fastest route there and fly that path. This can sometimes take many game-days' travel time. A moving fleet has a small blue line which shows the path it will take over the next few moves, which is visible to any player that can see the fleet, unless it is a Silent Runner moving in stealth mode.

When a fleet arrives in a new system it automatically moves into orbit around the outer-most world. If this world belongs to a foreign empire that is classified as an enemy, the fleet will automatically pirate all trade being trafficked to and from that world.

PROFITING FROM PIRACY - When a fleet is sitting in orbit unchallenged around an enemy empire, or has been given **SPECIFIC ORDERS** to **PIRATE TRADE LANE**, then the fleet acts as pirates, regardless of whether it is a single Light Fighter, or a massive unstoppable fleet of bohemoths. A pirate fleet will intercept all trade convoys, and will successfully loot a percentage of the trade convoys depending on the size of the trade vessel and the size of the pirate fleet. Larger pirate fleets have a much greater percentage of successful pirate raids than smaller fleets.

Proceeds from successful pirate raids are deposited at the pirate's Empire Capitol, and can often include the trade vessel itself.

CAPTURING A SYSTEM - A fleet that moves in to capture a system will engage the defender's fleets and any orbiting weapons until they are destroyed or until the player's fleet has been destroyed or retreats. Once all fleets and weapons in the system have been destroyed (from outer-most world through to inner-most world) then the system is "passified" and the player has captured the system. At this point



HEAVY GREEN LINE WITH DOT INDICATES PROPOSED NEW FLIGHT PATH OF SELECTED FLEET
LINE WILL SNAP TO NEW SYSTEM AS IT IS HIGHLIGHTED BY PLAYER

BLUE LINE WITH DOT INDICATES WHERE FLEET #12 WILL BE IN THE NEXT 3 ROUNDS

RING OF DASHES SHOWS SELECTED FLEET

RED TONGUES SHOWS COMBAT BRIGHTNESS INDICATES LEVEL OF DANGER

PLAYER CAN ROTATE, PAN AND ZOOM TO HIGHLIGHT NEW WORLDS
DOUBLE CLICK SYSTEM TO CONFIRM DESTINATION

the local population convert to Pirate Worlds which can be treated in the same way as any pirate world throughout the player's empire. If the player withdraws their fleet from the system, then the worlds will convert back to the original owner.

When a system only has pirate worlds in it (or no colonised worlds at all), a player fleet can colonise any unpopulated world within that system using several different methods, such as Colonisation Drones. This will bring the system under control of the player and prevent the original owner from claiming the system automatically if the player's fleet departs.

CAPTURING A PIRATE WORLD - A pirate world is bad business for everyone. It is not owned by any player empire, and is run by no government. Instead it generates pirate fleets that attack and loot neighbouring trade-lanes and harass any colonised worlds within the same system. A pirate world can be generated randomly by a world not being visited by any empire's fleets for more than a game month, or it can be the remains of a colonised world that has converted into a pirate world by either an invading fleet or by the owner's government policies leading to it's local population rebelling.