Sevastopol

PROJECT NAME

CLASSIFICATION
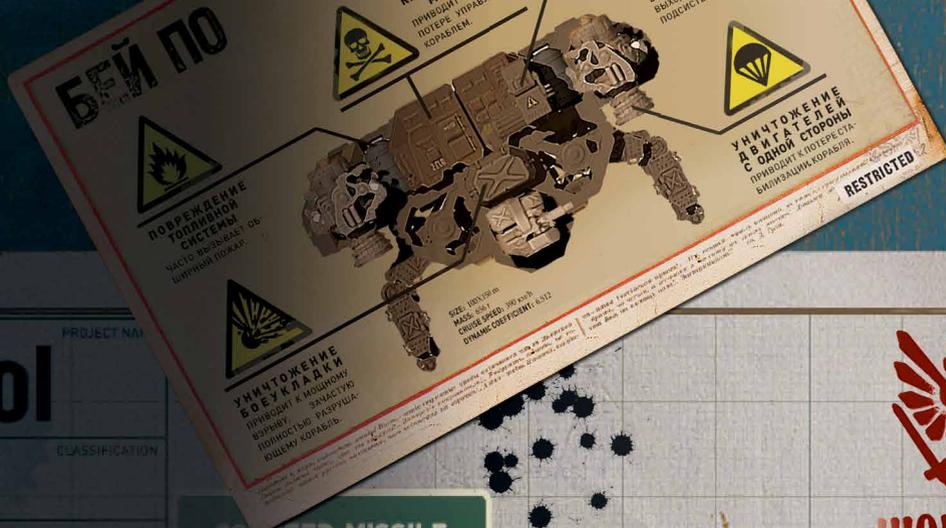
THRUST/WEIGHT	1.1
SPEED	99 km/hr
RANGE	6172 km
CONSUMPTION	1555 t per 1000 km
FIREPOWER	44

SIZE	217x133 m
MASS:	32081 t
- WEAPON	23 %
- FUEL	32 %
- ARMOR	17 %
- SYSTEMS	10 %
- HULL	14 %
THRUST	
POWER	
AMMO	
IR SIGN	1028 km CHANCE 0
RD SIGN	4926 km CHANCE 0
RADAR	724 km
TRACKING	278 km
ELINT	1000 km
IRST	300 km
CREW	460 (108 %)
	132000

AUX STATISTICS

БЕЙ ПО

ПОВРЕЖДЕНИЕ
ТОПЛИВНОЙ
СИСТЕМЫ
ЧАСТО ВЫЗЫВАЕТ ОБ-
ШИРНЫЙ ПОЖАР.

УНИЧТОЖЕНИЕ
ДВИГАТЕЛЕЙ
С ОДНОЙ СТОРОНЫ
ПРИВОДИТ К ПОТЕРЕ СТА-
БИЛИЗАЦИИ КОРАБЛЯ.

УНИЧТОЖЕНИЕ
БОЕУКЛАДКИ
ПРИВОДИТ К МОЩНОМУ
ВЗРЫВУ, ЗАЧАСТУЮ
ПОЛНОСТЬЮ РАЗРУША-
ЮЩЕМУ КОРАБЛЬ.

RESTRICTED

SIZE:
MASS:
CRUISE SPEED:
DYNAMIC COEFFICIENT:

COUNTER MISSILE
R-9 "Sprint," expensive but
of intercepting

REPUTATION

MICRO PROSE®

www.microprose.com

HIGHFLEET

HOUSE SAYADI
HIGHFLEET
COMMAND

THE YOUNG TARKHAN'S
GUIDE
TO HIGHFLEET

REPAIR SELL DESIG

EXIT

MICRO PROSE®

УНИЧТОЖЕНИЕ
КАПИТАНСКОГО
МОСТИКА
ПРИВОДИТ К ПОЛНОЙ
ПОТЕРЕ УПРАВЛЕНИЯ
КОРАБЛЕМ.

УНИЧТОЖЕНИЕ
ГЕНЕРАТОРОВ
ПРИВОДИТ К ОБЕСТОЧИ-
ВАНИЮ КОРАБЛЯ И
ВЫХОДУ ИЗ СТРОЯ ВСЕХ
ПОДСИСТЕМ.

УНИЧТОЖЕНИЕ
ДВИГАТЕЛЕЙ
...НОЙ СТОРОНЫ

HIGHFLEET™

DEUS IN NOBIS

CONTENTS

SYSTEM REQUIREMENTS

MINIMUM:
- **OS**: 64-bit Windows 10 / 64-bit 8.1
- **Processor**: Intel i3-2100 / AMD Athlon 200GE
- **Memory**: 4 GB RAM
- **Graphics**: Nvidia GeForce GT 950
- **Storage**: 2 GB available space
- **Sound Card**: DirectX Compatible Sound Card

RECOMMENDED:
- **OS**: 64-bit Windows 10 / 64-bit 8.1
- **Processor**: 4 cores Intel / AMD CPU (Intel i3-8100 / AMD Ryzen 3 1200)
- **Memory**: 8 GB RAM
- **Graphics**: Nvidia GeForce GTX 1070
- **Storage**: 2 GB available space
- **Sound Card**: DirectX Compatible Sound Card

PHOTOSENSITIVE SEIZURE WARNING

A small percentage of people are prone to photosensitive seizures (e.g. epilepsy), even if they have no previous history of such. If you suffer from altered vision, eye or face spasms, lightheadedness, loss of consciousness, disorientation or convulsions, you should immediately stop playing and consult a doctor.

Regardless, as a general precaution, sit as far from the screen as is comfortable, only play in well-lit conditions, don't play while tired, and take regular breaks from play.

WEBSITES/CONTACT

Game/Developer: http://koshutin.com/
Publisher: https://www.microprose.com/games/highfleet
Discord: https://discord.com/invite/xyWqGak
Twitter: https://twitter.com/micro_prose

CONTROLS SHEET

MAP VIEW

Zoom in/out

Pan map

Esc — Pause Menu (Quit/Load Checkpoint)

Shift — Speed up time

Space — Toggle Pause/Unpause

LANDING

Esc — Pause Menu (Retry/Quit/Load Checkpoint)

Rotate craft anticlockwise — **Q**

Thrust upward — **W**

Rotate craft clockwise — **E**

Move craft laterally left — **A**

Move craft laterally right — **D**

Engage afterburners — **Shift**

COMBAT

Hold to set a bomb arc, release to drop bomb (if available)

Fire primary weapon

Fire auxiliary weapon (if available)

Cycle Ammo Type (if available) (Only during Aircraft Carrier attacks)

Command your airplanes to retreat

Aim weapons

Esc — Pause Menu (Retry/Quit/Load Checkpoint)

Rotate craft anticlockwise — **Q**

Thrust up/left/down/right — **W**

Rotate craft clockwise — **E**

R

Abandon ship — **T**

A — **S** — **D**

Pop decoy flares (if available) — **F**

Engage afterburners — **Shift**

Launch airplane (if controlling aircraft carrier) — **X**

Fire air defense missile (if available) — **C**

Engage Fire Suppression System (if available) — **B**

Space

Fire guided anti-ship missile (if available)

4

5

A BRIEF HISTORY OF GERAT

The Undoing

When did the Catastrophe take place? What was the world like before it? No reliable information exists. If you believe the Mualis of the Isi Tribe, it happened a hundred years ago. According to renowned chronicler Iliya of Salem, it must have occurred at least a thousand, if not two thousand years before our time.

But they all agree on one thing: the great misfortune came from the skies. The Romani chroniclers teach that our ancestors shattered Kharu, the legendary moon that once shone down upon all of Elaat. The shards of Kharu crashed into the planet, leaving massive craters and an electromagnetic wave of terrible power. This wave washed across the world, searing away the minds of the old world's machines and incinerating the knowledge that lay within them.

But why would our ancestors do such a thing? The chroniclers offer a plethora of contradictory explanations, leaving us with no answer at all.

The Romani Empire

The present age and the modern calendar both began with the Dynasty's founding 214 years ago. The heads of the Great Houses chose Duke Sayadi to become the first hereditary sovereign of the Romani people, thus entrusting him with the burden of both War and Fleet. In the two centuries of uninterrupted Sayadi rule that followed, the Romani Empire grew to become the mightiest nation in Elaat.

The Annexation of Gerat

36 years ago, King Elaou-Ali of Gerat swore allegiance to the Romani Emperor Kerim Shah II in order to secure an elusive victory in his war with the Khans. The Romani Fleet obliterated the Khans' forces and brought peace to the land of Gerat after countless years of strife.

The Khiva Rebellion

Nearly three decades of peace in Gerat came to an abrupt end in the year 207. An imperial official who had risen to the position of Lord Governor of Khiva suddenly deposed King Ali and rebelled against the Sayadi dynasty. As the Gathering of Great Houses joined the uprising, the Lord Governor declared that the Kingdom of Gerat was now the Republic.

The Gathering War

Internecine strife had festered between the Sayadi Dynasty and the Great Houses long before Khiva rose up against the Empire. The Imperial Army and Fleet were already bracing for a large-scale conflict, but no one could have imagined the peril the Empire would face. The Imperial Army was massively outnumbered by the combined ground forces of the Great Houses, suffering one defeat after another. Only the Fleet stood between the Gathering and the capital.

While the bulk of the rebel forces were embroiled in the struggle at the heart of the Romani Empire, the Fleet seized the opportunity to dispatch an expeditionary force, hoping to take Khiva by surprise.

Their mission was urgent indeed — Khiva was rumored to have acquired a functioning nuclear reactor. As improbable as it seemed, the news struck fear in the hearts of Fleet High Command. Until now, there had been only two known working reactors in the entire world. If Khiva had somehow acquired a third reactor, the precarious balance of power in Elaat hung by a thread.

MANUAL
INTRODUCTION

Greetings, brave Tarkhan.

I am your new Adjutant, Jharkil. It is my honor to teach you all of the tools required to achieve glorious victory in HighFleet.

Your task ahead is a dangerous one, but also a proud and righteous one.

Together, we will step through each aspect of HighFleet until you are confident in your burgeoning abilities to command a mighty fleet of our great Empire.

MAIN MENU

1. **Campaign** - Click to open the Campaign Submenu, where you can start a new campaign or load a previously saved game.

2. **Options** - Click to open the Options Submenu.

3. **Credits** - View the game's credits

4. **Shipwork** - Open the Shipworks Editor to create and test custom ships that you can then purchase for your Campaign. *See page 72 for details.*

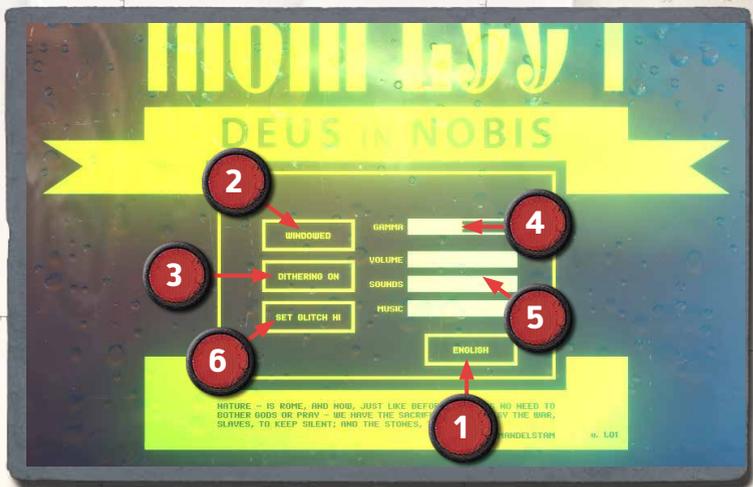5. **Exit** - Bring disgrace to your family's name forever, coward.

OPTIONS SUBMENU

CAMPAIGN SUBMENU

1. **Language Selection** - Click to toggle between English and Russian.
2. **Screen Mode** - Click to toggle between Windowed and Fullscreen modes.
3. **Dithering** - Click to toggle between a clean screen or a grittier view more befitting the grim realities of your struggle. This also saves considerably on video capture size.
4. **Gamma** - Slide the bar to alter the intensity of the screen.
5. **Volume Controls** - Slide the top bar to control overall volume, or the Sounds and Music bars to individually balance those elements.
6. **Glitch Level** - Toggle between High or Low amount of glitching
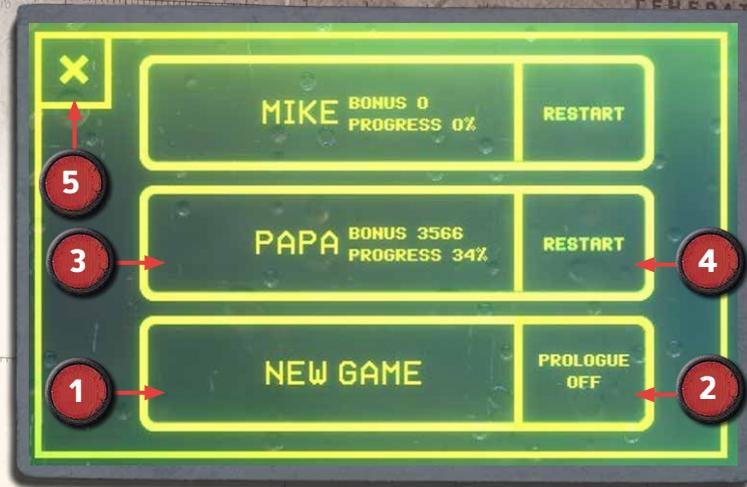
1. **New Game** - Click to start a new Campaign.
2. **Prologue** - Click to toggle the Prologue On/Off, which will play prior to the main campaign.
3. **Saved Game** - Click to load a previously auto-saved game. Progress and Bonus points accrued will be displayed below an auomatically assigned name.
4. **Restart** - Give up on this run and restart the campaign.
5. **Exit** - Click to return to the main menu.

It is highly recommended that you play through the Prologue the first time you play, even if you have read this manual. The Prologue is not just a basic tutorial - it presents a small, self-contained story with original elements, which eases you into each aspect of the game and leads directly into the main Campaign.

CAMPAIGN GOAL

Your goal may sound simple: capture the grand city of Khiva in order to ensure our hold on Northern Gerat, critical to the Empire's survival in these desperate times. But between you and Khiva lies a vast landscape of cities, outposts, enemy Strike Groups and much more. An entire campaign's worth of complications. You will need to use your wits as much as your talent.

A careless and impulsive Tarkhan may be tempted to rely on their uncanny combat skills and physical dexterity to brute force their path to glory. A thoughtful and meticulous planner may take great pains to find the safest path and lessen their burden. A brilliant engineer may spend their time perfecting the weapons at their disposal to tilt battles in their favor. Or a great leader of men and women may build strong alliances and instill unflappable morale in their people to grow an unstoppable fleet.
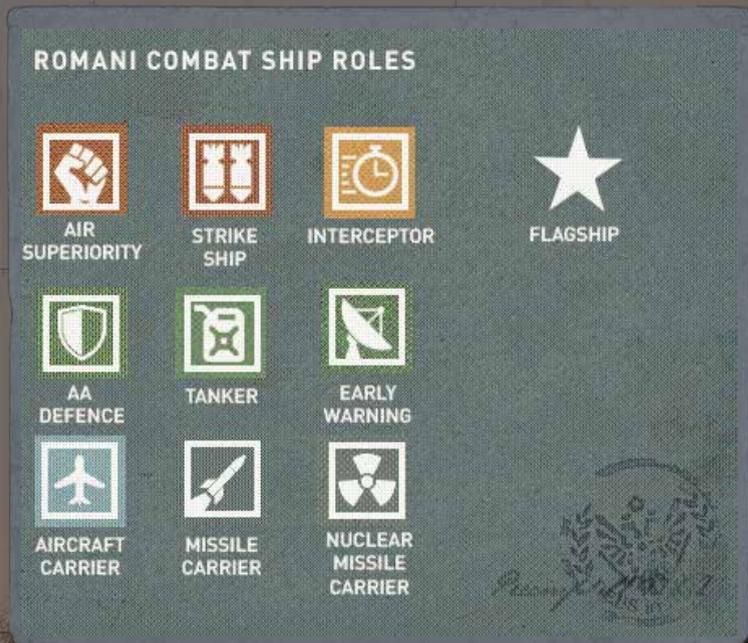
However you choose to approach your historic task, know that the destiny of our entire Empire is in your hands.

HIGH FLEET COMMAND
PERSONAL CARD

КАПИТАН
ШАХИН ПЕТР

КЛАСС СТУДЕНТОВ

The Yavuz Corvette was rebuilt out of a coastal ship with 50 mm artillery installed on it and two R-6 Nadir missiles.
Unfortunately, inherited along with the corvette cargo ship was not only a fire extinguishing system, but also simple, general vulnerability.

Yavuz
ARTILLERY CORVET

ARMAMENT:
2X MISSILE
2X CANNON 50mm

CAMPAIGN INITIAL FLEET SELECTION

If you begin a new campaign, you will be presented with a screen to purchase your starting fleet.

1. **Available Ships** – Hover over a ship to see its details below, or click to add it to your Expedition Fleet for the price displayed here.

2. **Ship Details** – Includes its main modules, description, and role ratings.

3. **Ship Roles** – Expand to see the key for combat ship roles.

4. **Selected Ships** – The current makeup of your fleet. Click any to remove them.

5. **Fleet Range** – The average range of your ships when traveling together. You are strongly advised to keep this number above 2,000 initially.

6. **Cash** – Your remaining funds. Don't spend all of your money now, as you will need to replenish fuel and ammo soon enough and cash is in short supply in HighFleet.

7. **Difficulty Mode** – Choose Normal to start with and Hard when you are ready for more and stronger enemies on your journey.

8. **Start** – When your selection is complete, click OK to begin the campaign.

ROMANI COMBAT SHIP ROLES

AIR SUPERIORITY **STRIKE SHIP** **INTERCEPTOR** **FLAGSHIP**

AA DEFENCE **TANKER** **EARLY WARNING**

AIRCRAFT CARRIER **MISSILE CARRIER** **NUCLEAR MISSILE CARRIER**

Note that you *must* have a flagship such as the **Sevastopol** in your fleet.

Experiment with your ship selection. An aggressive fleet can make things easier in the beginning, but some ships have more subtle advantages and very different capabilities. For more details of standard ship models, see the listing at the end of this manual. You can also purchase custom ships you created in the Shipworks Editor.

GAMEPLAY OVERVIEW

HighFleet consists of a variety of different gameplay styles that interlace seamlessly into an overall campaign. Your main tasks will include:

- ✱ Planning routes and identifying both targets of opportunity and threats to be avoided.
- ✱ Gathering intelligence by intercepting and decoding messages.
- ✱ Interacting with characters, managing relationships and recruiting allies to your cause.
- ✱ Performing tricky landings in cities.
- ✱ Managing your fleet's supplies, performing maintenance and upgrading their loadouts.
- ✱ Engaging in deadly aerial combat.

Each task requires a different skillset. While some elements *can* be downplayed, mastering all aspects is the best, and most enjoyable, road to success.

One more word of advice, Tarkhan. We still live in a commercial world and you will be forced to purchase fuel and pay for repairs constantly during your journey. Money is hard to come by so always budget well and seek out additional resources where possible - or you may find yourself needing to sell off extra ammo or parts of your ship just to afford fuel to reach the next city!

Tip: when you start the Campaign, you are already landed at Ur - simply hit the exit hatch lever to enter the city and buy more fuel, special ammo, etc for the journey ahead.
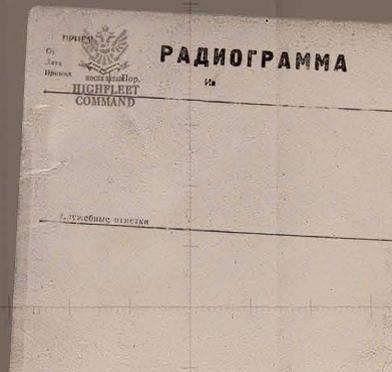
MAP VIEW

OVERVIEW

Your campaign is anchored by your Map view, though calling it simply a "Map" diminishes the amount of strategic tools available to you on this screen. Take advantage of all before you as a wise Tarkhan.

1. **Fleet** - Your current location. The yellow ring is your *enemy tracking* range – either visual or radar if you have it (though your radar *detection* range can be further – *see Radar section*).
2. **Fuel Range** - This blue ring is the distance you can reach with your current level of Fuel.
3. **Locations** - A city or outpost along an established trade route. The icons next to their names will give a hint of what you may find there, and hovering your mouse over a location reveals more details.
4. **Clock** - Current time of day. This will not move while paused, and will move much faster when you speed up time.
5. **Intercom** - Click to speak to your network of allies and request support.
6. **Pause Status** - Indicates when you have paused the game.
7. **Thrust** - Desired speed of your fleet – for example, you may want to travel at slower speeds to avoid roving enemies, keep a certain defensive formation or hover at a point. Note that traveling at less than cruising speed is inefficient for fuel usage.

8. **Fuel Stock** - current fuel level.
9. **Refuel/Repair Indicators** - These will flash if you have queued Repairs or Refueling in a city. Make sure you speed up time until these stop flashing before you leave!
10. **Exit hatch** - Click this to land in the current city, or to re-enter it if you've already landed.
11. **Ships** - By default this shows your entire Fleet and their Morale, but if a Strike Group is selected it will show that sub-group. If you hover over the name of an individual ship it will focus this screen on that ship only.
12. **Fuel Control Knob** – This refines the fuel selection when splitting off a strike group in discrete increments instead of just FULL or EMPTY (*see (16) below*).
13. **Current Strike Group** - Clicking on any ships here adds them to a Strike Group you can assign independently from the main fleet. *See the section below on Strike Groups for more details. The light below a ship's name will be yellow if they have low morale, red at zero morale (will refuse to fight).*
14. **Sudden Strike Probability** - Displays the chance of the currently selected Strike Group performing a Sudden Strike.
15. **Sudden Strike Simulations** - Toggle any of these to see what the Sudden Strike probability would be if the enemy had that type of radar detection.
16. **Fueling Control Selector** - When separating an aircraft from your group, selecting EMPTY will leave it with zero fuel, which will increase the remaining fleet's range by redistributing that fuel. FULL maximizes the individual's supply. Default is spreading fuel for all ships to reach an equal range.
17. **Aircraft Control** - Click to expand your aircraft docking bay - this will only be available if you have an aircraft carrier in your fleet. *See the Aircraft Launch Control section below for details.*
18. **Flight Range** - Distance you can travel if your fuel was full, and how far on your current Fuel supplies.
19. **Funds** - The amount of cash you have remaining, and the number of repair parts stocked.
20. **Missile Control** - Launch long-range missiles. *See the Missile Launch Control section below for details.*
21. **Notation Tool Pouch** - Various tools to mark up suspected enemy movements on your map. *See the Notations section below for details.*
22. **Radar Jammer** - If you have Electronic Countermeasures (ECM), press to toggle Radar Jamming - *see Radar Defense section below for details.*
23. **Transmission Intercept** - This will light up and beep when you detect an enemy transmission. Click it to expand the Radio Post - *see section on Transmissions below for details.*
24. **Radar System** - *See the Radar section below for more details.*
25. **Infrared Search & Track System** - *See the IR Detection section below for more details.*

Always remember these special controls to make your life easier in the map view:

* *Press Space* - Pause/Unpause while planning out your next move.

* *Hold Shift* - Speed up time while held; makes refueling, repairing and travel time fly by.

* *Mousewheel* - Zoom the map in and out. A closer view shows actual satellite imagery with weather conditions, burning fires, etc.

* If you've just returned to the map after visiting a city, remember that you need time to complete Refueling and any Repairs you've ordered - unpause and hold shift to skip ahead faster!

MOVEMENT

To move, ensure your Main Fleet is selected (its circle icon will be white, and is selected by default) and right-click anywhere on your map. You should only set a destination within your fuel range, which is indicated by the outer blue circle. Typically you would choose a city or outpost as your destination, but not always...

If you are moving multiple Strike Groups (*see page 32*) your Main Fleet may become deselected and its circle will turn yellow - just left-click on your Main Fleet to reselect it.

Although you are attempting to make your way far North to Khiva, you will need to move in a number of smaller steps, replenishing fuel, fighting battles and repairing your ships along the way. Use the tactics and tools described herein to map out your safest and most sensible path.

FLEET HQS (SAVED CHECKPOINTS)

Your game automatically creates a manually accessible saved checkpoint if you capture a Fleet HQ, which is indicated on the map by a Star and a floppy disk Save icon.

After capturing one of these, you can step back in your current game to the point any Fleet HQ was captured by hitting Escape, selecting Load Game and clicking on the desired HQ.

Capturing a Fleet HQ will also reward you with additional Nuclear tactical missiles.

ENEMIES

The map before you is filthy with hidden enemies that you may not detect until it is too late. While every city or outpost in the region will have defenses waiting for you, there are also many enemies roaming freely. Unless you wish to blindly stumble into these ambushes, take some time to discover or intuit their locations and travel routes.

The yellow bar above an enemy indicates its combat readiness – once it ticks down and disappears, the enemy will take off and try to track or engage you.

Enemy Strike Groups are heavily armed squadrons that move between cities along established routes about once per day. If you fly within their detection range for too long, they will discover your location and report it to their high command. Nearby Enemy Strike Groups will then speed towards you and even fire long-range missiles when within close enough proximity.

Transport Ships are also constantly moving between cities on your map but usually have lighter escorts. These can be excellent opportunities to capture an enemy transport to provide additional funds for your long campaign.
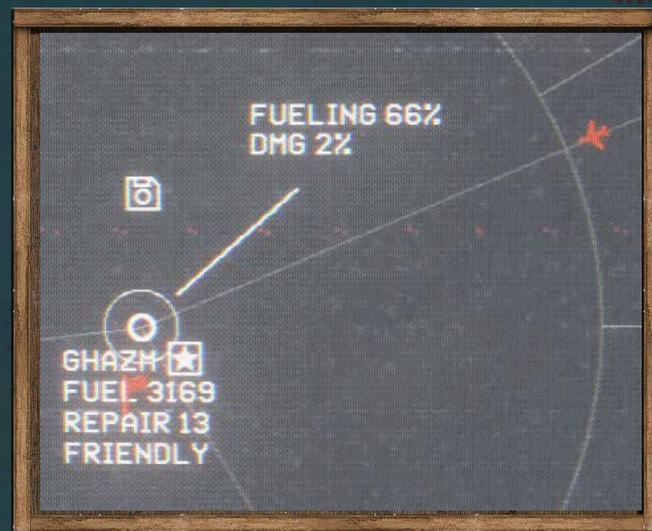
Aircraft Carriers and **Missile Carriers** are also lurking around the map. Aircraft Carriers can deploy attack planes from 2,000km away so are important to avoid or destroy, otherwise you'll need to manually shoot down the pesky jets when they reach you. Missile Carriers can also attack from long range - when a missile reaches you, you have a chance to shoot it down manually (*as shown in the screenshot next page*). You control your command ship, and your other aircraft will automatically shoot at the missile.
*Be careful not to hit your own people!*

You are well advised to avoid Enemy Strike Groups and other enemies as much as possible. At first you won't know their locations, so they are effectively invisible on the map. You can, however, start to find clues and make notes on your map to mark out likely locations. The main way of doing this is to intercept enemy radio transmissions that may unknowingly divulge their current or future routes - *see the section on "Transmissions" to find out how to achieve this.*

The other way you might pinpoint Enemy Strike Group locations is by capturing the enemy's troposcatter communications stations. There are several of these spread around the map and each one may provide priceless intelligence about movements in the area. When you happen

upon a comms station, try sending a Strike Group of your own to capture it. After leaving it, you will have a number of Intelligence Tips available in the top-right corner of your map view.
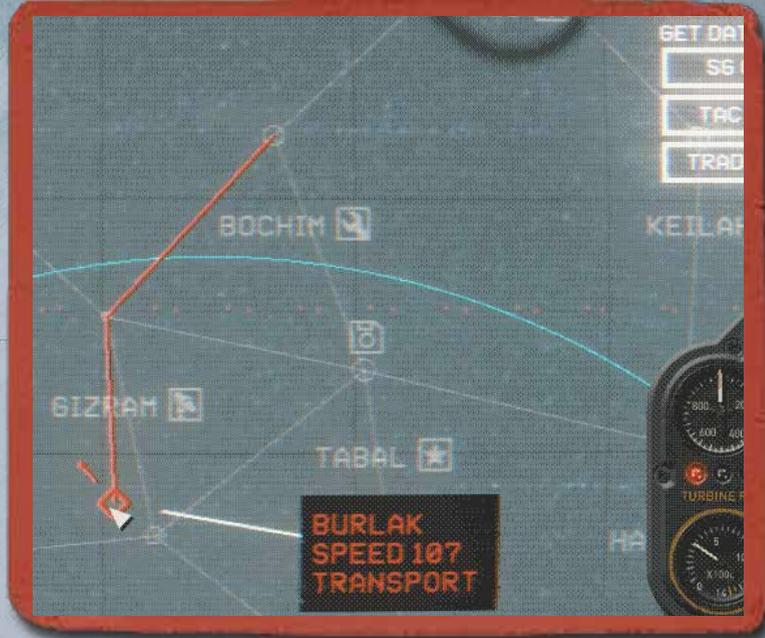
Click on any of the Data Types to reveal the location of that kind of enemy (e.g. SG = Strike Group, TAC = Tactical Asset, Trade = Transport ship) at the cost of one Intel Tip. The enemy location will appear in red on the map - hovering over it may also reveal its route in red, as pictured above. If the station has no Intel of that type left to give, it will emit a dull sound instead but not use up one of your Intel Tips.

When your Main Fleet or one of your own Strike Groups engages with an enemy, occupied city or outpost on the map, you will enter an action-based Combat phase where you directly control each ship to shoot down the enemies - *see the Combat section for details*.

RADAR SYSTEM

Your fleet's radar systems keep a watchful eye on your surroundings for nearby enemies. Radar is expensive and vulnerable equipment, so it makes sense to install it on specialized ships that rarely participate in direct combat, such as AWACS and Reconnaissance classes. You can also boost your radar range by upgrading ships with components you find along the way.

OFF to shut down the radar entirely (in case an enemy is searching for you - *see the Radar Defense section below*). Remember to set it back to Infinite sweeps if you want to use radar later.

If an enemy is detected, the target will be shown as a small, thin line on the radar screen, as seen above. The enemy will be found at the center of that line. The same grid display you see on the radar screen is replicated on your map. Here is the map view that correlates to the radar detection pictured above, with a custom notation (the X) roughly correlated to the enemy reading in the radar display.
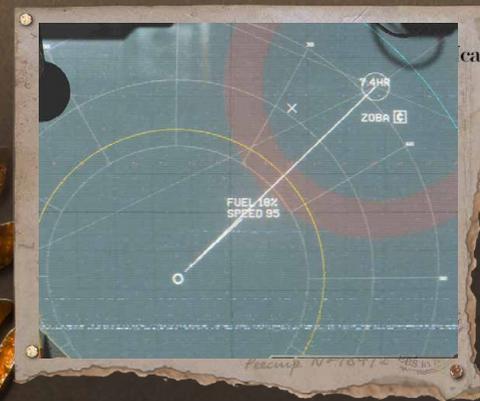
Note that once the enemy gets inside your tracking range (the yellow circle), you'll directly see the position of that enemy in real-time.

1. **Radar Output** - In this example, we have a Sector Search that has discovered an enemy in the distant 30°-60° grid.
2. **Contact Indicator** - Flashes blue when an enemy contact is detected.
3. **Ground Toggle** - Switch between Air or Ground radar.
4. **Sector Search** - Switch between a 360° radar scan or a 60° sector.
5. **Bearing** - Use your mousewheel to rotate a Sector Search clockwise or anticlockwise.
6. **Sweep Frequency** - By default this is set to Infinite sweeps, however if you click the 1 button, it will perform a single sweep then stop. You can also manually toggle the automatic sweep

Detection is very useful, however you can extract even more useful data by using your Notation Tools (*see Notation section below for details*); you can mark the initial enemy position then wait a short time for the enemy to move, make a second mark and measure the distance it traveled during that period. Huzzah, you can now calculate its speed and course using simple mathematics!

If the enemy's speed is over 600km/h, it is certainly a plane or a missile. If its speed is close to 100km/h, it is likely a large ship. Over time you will learn how to interpret the different threats you detect and how to approach them more intelligently.

Ем, отвергнут всеми —
ани боль. От такого страдания, изведав-
его презирали. Ни во что не ставили мы его.

RADAR DEFENSE

Whenever you use your Radar, enemies can potentially detect it when in close range - but the same is also true for them. You can take precautions to protect yourself, though.

ELECTRONIC INTELLIGENCE

RAD

JAMMERS

When an enemy's Radar is detected, the Alert indicator will flash and a rough bearing will light up on the wheel pictured above. To hide from their detection, turn your own Radar off (toggle the Infinity symbol on the radar system).

The yellow bars around the circle above will fill up as the enemy gets closer, and Danger Close will flash when they are on your doorstep.

If you have a ship equipped with a Radar Jamming module (these can be found and equipped in some cities' Shipworks) you can hit the RAD button to jam the enemy's radar tracking – this will help avoid enemy missile strikes. ARM missiles will aim directly for the Jammer.

Note that using a Jammer will make you more visible to enemy ELINT, giving away your location. Also be aware that many enemy strike groups will have their own Jamming capability.

IR DETECTION

The Infrared Search & Track (IRST) system will detect heat signatures, including both air and ground vehicles. It has a much shorter range than Radar, but is undetectable by the enemy, so is always safe to use.

IR SEARCH

3

1

4

2

1. **IR Scanner** - IR signatures will appear as peaks at the bearing they are detected.
2. **Bearing Knob** - Rotate this with your Mousewheel to focus your search in a certain area.
3. **Detail Screen** - IR sources will be shown in greater detail in this screen.
4. **Contact Alert** - Flashes blue when a heat source is detected.

280   290   300   310
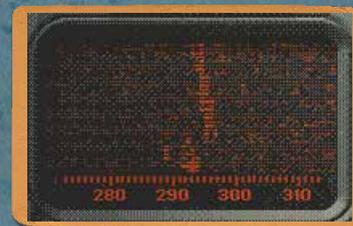
Keep an eye out for interesting things on the ground... you never know what you might find.

+1
МУДРОСТЬ

TRANSMISSIONS

You have a set of tools available to intercept enemy transmissions in order to gather intelligence on their whereabouts and movements. This is done via a sequence of actions, however you can also "skip" the sequence if desired, though you will only gain a partially decoded message.

The Transmission sequence begins when your radio phone starts flashing to indicate that you have detected an enemy signal. Interception is entirely optional - just click the phone to expand your Radio Post and the following elements will become active.
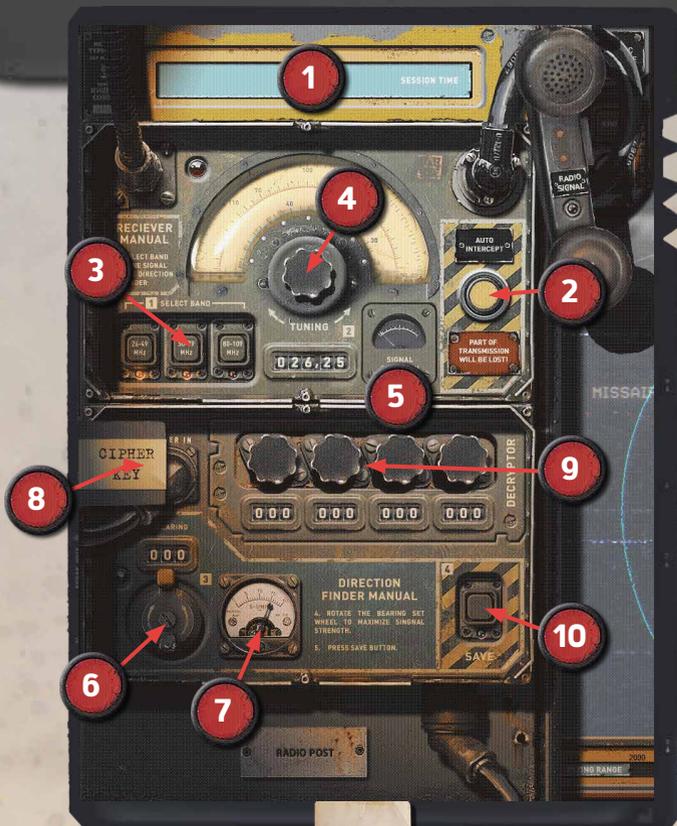
1. **Session Time** - Time remaining to decode the message before it is lost.
2. **Auto-Intercept Button** - If time is running short, hit this to see a partial transcript of the message automatically.
3. **Band Selector** - The band(s) a message is transmitting on will flash. Click the band you want to try to intercept.
4. **Tuning Dial** – Hover over the knob and rotate it with your Mousewheel until the Signal Strength indicator (5) is at its strongest.
5. **Signal Strength** - The signal needs to be as strong as possible to decode the message; the light above (6) will flash when you're ready to move on to finding the signal's direction.
6. **Direction Finder** - Rotate this with your Mousewheel until the indicator beside it (7) is at its strongest.
7. **Direction Indicator** - The bearing needs to be fairly precise to successfully Save the message.
8. **Cipher Key** - Click to view and assemble any Cipher Keys you've discovered.
9. **Decryptor** - Use your Mousewheel to set each knob to match the Cipher Key for specially encrypted messages.
10. **Save Button** - If you're confident you have the best signal, press this to decode the message and read it.

A decoded message will typically indicate the destination, route and speed of an enemy flight, allowing you to mark out its future location to set up an ambush. If you didn't have the best signal strength, however, there may be some gaps in the message.

Remember that if you don't want to take the time to solve the transmission manually, hit the Auto-Intercept button to **immediately** receive the message, although less of the message will be decoded so it will have several missing gaps. Your crew will not judge you harshly for this, Tarkhan - your time is valuable.

Eventually the enemy will start encrypting its messages more thoroughly using a cipher. If you find a Cipher Key (for example, salvaged from a crash site), you can assemble it in the Cipher Key tab (8) by dragging recovered scraps onto the Radio Key Form in the correct order (*as pictured over page*). Then set your Decryptor (9) to the same code and you'll decode the symbols. If you don't have all the keys, you could always guess…

When you're done intercepting, click the Phone to put away the Radio Post and return to the map. Previously intercepted messages will appear as small envelope icons. At any time you can click on one to reread that message, which will appear in the bottom left of your screen.

NOTATIONS

Once you have detected a radar signal or obtained some valuable intelligence you may wish to mark out on your map the locations and routes you think enemies are taking. Since there are many enemies to keep track of, doing this helps build up a picture of safe travel routes or reminders of targets you may wish to engage en route.

At the bottom of the map screen is a pouch with drawing tools to make your notations. Left-click any tool to start using it, and right-click to put it away again.
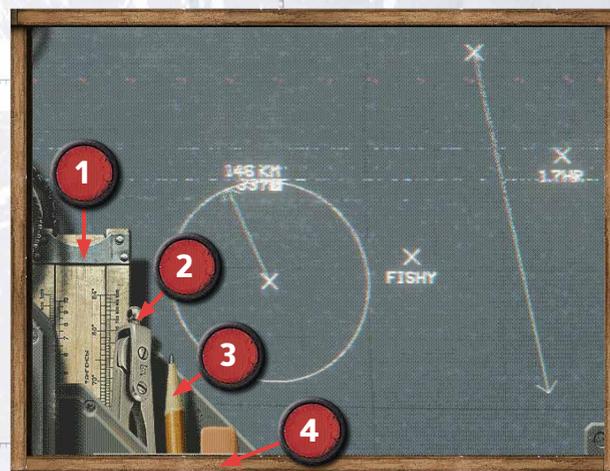
1. **Ruler Tool** - Click to set a starting point, then extend the line to an end point. As you move the pointer, it will display the distance and bearing between the two points.
2. **Compass Tool** - Click to set a center point, then extend the radius line to extend a circle - the radius line will display distance and bearing.
3. **Pencil Tool** - Click to set an X mark. A cursor will appear to write a note there, or right-click to leave no note.
4. **Eraser Tool** - Click on a mark you've previously made to remove it.

You'll notice that as time moves on, an indicator beneath each mark origin will appear and increment for the duration of time the mark has existed.

Your notations are only for your own reminders or calculations; they will have no impact on the game itself, though they may just save your fleet from utter destruction.

DETACHED STRIKE GROUPS

If you have located (or suspect the location of) an enemy or are approaching a defended location on your map, you may want to split off a part of your fleet as a Strike Group to attack it. Sending a smaller group can prevent support members of your fleet from being in danger of loss during a battle, and can potentially lead to a Sudden Strike ambush (*see page 34*).

Click on any number of ships' names in the Detachment Group area to select the sub-group. If you then move your mouse onto the map, a line will extend with distance and time of travel - left-click to assign the Strike Group's destination or right-click to cancel. You should only assign a destination within the group's fuel range, which is the furthest yellow circle (it will turn red if your destination is out of range). To adjust the level of fuel assigned to the group, rotate the Fueling Control Knob or click Full/Half.

When the Strike Group launches, it will move independently to the remaining fleet and will typically move faster than it. If the Strike Group reaches an enemy, battle will ensue.

You can send multiple Strike Groups out on their own missions and treat each one as an independent squadron. Your currently selected Strike Group will be highlighted as a white circle (unselected groups are yellow). You can left-click on any Strike Group and assign it a new destination by right-clicking where you want it to go, or right-click the Main Fleet to have the Strike Group rejoin it.

You can even split apart a Strike Group into smaller groups, using the same method as before after you've selected the Strike Group on the map. Small groups can be useful for many things, such as drawing pursuing enemies away or attacking a remote location as a feint to have the enemy move their main forces in the wrong direction.

*Remember, when you first assign the new Strike Group's destination, you use **left** click, but when you want to change its destination later, use **right** click the same as you would for your Main Fleet.*

SUDDEN STRIKES

When sending out a Strike Group, you may have a chance of dealing a Sudden Strike, which is a surprise attack that catches the enemy unawares. If successful, the enemy aircraft will start the battle landed on the ground, sitting targets until they can launch. The outpost's garrison will also not have time to transmit your location to the enemy fleet.

The chances of performing a Sudden Strike successfully with your current strike group is indicated in the bottom right of the map screen. Flick any of the three red toggle switches to see what the Sudden Strike percentage would be if the enemy possessed that detection method.

For your best chance at a Sudden Strike, use the ships in your squadron that have the highest Speed (SPD) statistic. As you add more ships to the Detachment, your Sudden Strike percentage chance will increase or decrease, so choose the optimum balance.

CRASH SITES

After you destroy an Enemy Strike Group, it may leave behind debris that you can salvage from its Crash Site.

You have the option of various small tasks to undertake - hover over their names to see more details and click to begin that mission, which will turn green. Examples include scavenging remaining fuel, looting crew cabins for gold, salvaging the enemy ship's hull, or finding new weapon modules. You may even discover a Gift card to use in recruitment conversations.

Each mission will take time (the bar below its name needs to fill before the mission is complete), and other missions may become unavailable in the meantime (their bars will tick down until the mission disappears), so make your selections carefully.

Alternatively, click the AUTO button to automatically assign missions by default priority.

AIRCRAFT LAUNCH CONTROL

If you have an Aircraft Carrier in your fleet, you can click the Aircraft Group button to expand your docking bay. From here you can send out multiple aircraft on attack missions similar to Strike Groups. This can be a good way to soften up or wipe out enemy defenses before landing in a city, without risking your crewed ships.


Hover over the aircraft type you wish to launch and it will pop up the weapon types it has available. Click on the weapon icon to add it to an aircraft group - keep clicking to add more of the same type, or select other types and add those. When ready, click on the map where you want to send the aircraft group.

You can send multiple groups out to different targets. Note that the aircraft can only travel as far as your fuel range (the blue ring on the map) - they will return to you if they hit that range. You can reassign an aircraft underway the same way you can a Strike Group - just left-click it then right-click to assign a new destination (assign to your main fleet to make them return home).

If the aircraft reach their target, it will show an automated battle between the aircraft group and your target.

Watch the battle unfold until either they succeed, your aircraft are shot down, or you choose to Retreat and bring your aircraft home. When they return, they'll automatically refuel before you can send them on another sortie. Remember, you can buy replacement or additional aircraft in some locations' Shipworks.
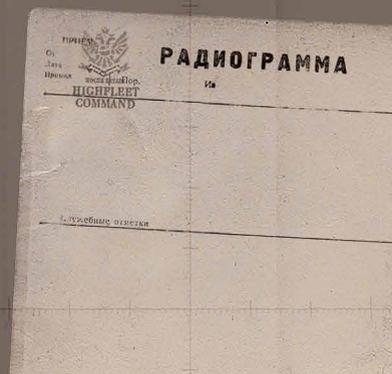
TACTICAL MISSILE CONTROL

A Tarkhan doesn't always need to charge into battle on the front lines – while it may not be as honorable, if the stakes are high enough you will be forgiven for launching long-range tactical missiles to destroy the enemy. Be warned though, once you launch a nuclear weapon, you will formally declare Nuclear War and the enemy can then launch their own nukes.

1. **Missile Type Selection** - Rotate the knob to change the missile type.
2. **Missile Quantity Selection** - Choose the amount of missiles by arming each launcher.
3. **Launch Button** - Press it if you dare. *See below for details*.

There are three main tactical missile classes, each of which may have conventional or nuclear warheads attached:

*   **Fast Guided Missiles** (long-range Air to Surface, standoff, long-range Anti-Aircraft) - used within your radar tracking radius to weaken strike groups/outposts, or destroy incoming enemy aircraft and missiles.
*   **Cruise Missiles** - very long range but fly at subsonic speeds. Can be used to weaken outposts or strike groups (that you may learn about through transmissions or intel) long before radar contact. You need to judge the target's future position carefully.
*   **Ballistic Missiles** – rarer types that are extremely effective against stationary targets.

Once you've selected your armaments, click the Launch button then click the desired target on the map. Choose a target within the outer white ring around your fleet - the target line and ring will turn red if you go outside this, indicating the target is beyond your range. You will still be allowed to launch the missile (*see below*), but it will likely fail.

The light on the Launch button will now flash while it awaits your final order, giving you a chance to cancel the attack (simply rotate the armament selection knob). If you are certain, press Launch again and the missile will move towards your destination when time is flowing.

When your missile reaches the target, if there are anti-missile defenses they will have a chance to shoot it down, though with a big enough warhead the blast radius will still destroy all in its path. War... is a terrible thing, Tarkhan.

INTERCOM

If you need additional resources, you can contact a network of alliances you've forged to request money, reinforcement ships and other support. A number of stars indicating the strength of relationship with each ally determines how often you can ask for their aid.

First click the Intercom button, then select the ally you wish you contact. The type of aid they provide is shown when you hover over their portrait (note that "Support" increases morale). Asking for aid removes a star and if you run out of these you can no longer ask them for anything. You'll need to rebuild that relationship later through dialogue and choices.

Click the Intercom button again to remove the portraits.

These tactical missiles will use either SARH (Semi-Active Radar Homing) if you are currently tracking the target, or ARH (Active Radar Homing) if you lose tracking contact or are firing at an arbitrary point on the map. SARH will reliably hit, while ARH is less certain.
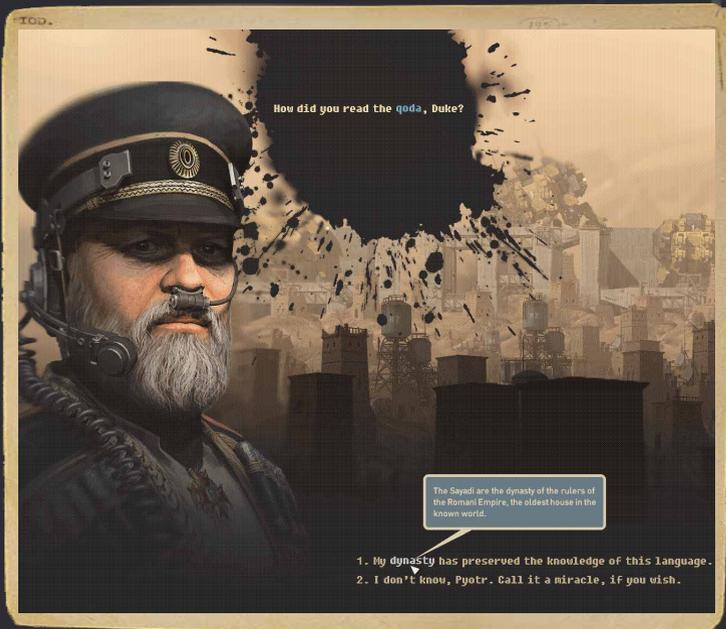
DIALOGUE

At times you need to interact directly with other characters, whether to find out information, gain safe entry or recruit them to your cause. Tarkhans are not always the best conversationalists, especially with civilians, but it is a skill you must learn like any other. Listen to what they are saying, consider their background, and determine what they *want* to hear.

How did you read the qoda, Duke?

The Sayadi are the dynasty of the rulers of the Romani Empire, the oldest house in the known world.

1. My dynasty has preserved the knowledge of this language.
2. I don't know, Pyotr. Call it a miracle, if you wish.

Simply click on dialogue options to choose what to say. Some dialogue options will damage or improve certain Relationship Metrics, such as your standing in alliances, your fleet's morale, or your personal worldview (*see below for more details*), so make your choices carefully.

If a word is highlighted in blue, hover your mouse over it to display a tooltip for more information on the subject, such as a definition or contextual background.

RELATIONSHIP METRICS

As a result of conversations and actions, a number of metrics may be adjusted that impact your campaign in subtle ways. During a conversation these can be seen in the bottom right of the screen by hovering over them with your mouse.

Worldview

This measures your fleet's personal beliefs as they evolve during the campaign according to how you conduct yourself. Worldview impacts the Morale damage or boosts from future actions that are seen as unacceptable or desirable.

FEAR	0
GERAT	0
ROMANI	1
FAITH	0
ORDER	0
FORCE	0
WEALTH	0
KINDNESS	0

WORLDVIEW
Your men's mindset

1. **Fear** - Your embrace of fear as a weapon to rule the people.
2. **Gerat** - Your favor with the land/people of Gerat.
3. **Romani** - Your favor with the Romani Empire.
4. **Faith** - Your respect of people's religious beliefs and practices.
5. **Order** - How much you value law and order versus crime and chaos.
6. **Force** - How much you rely on brute force and bullying tactics.
7. **Wealth** - How much you value money above other virtues.
8. **Kindness** - How you treat people, for example rescuing downed crews at crash sites.
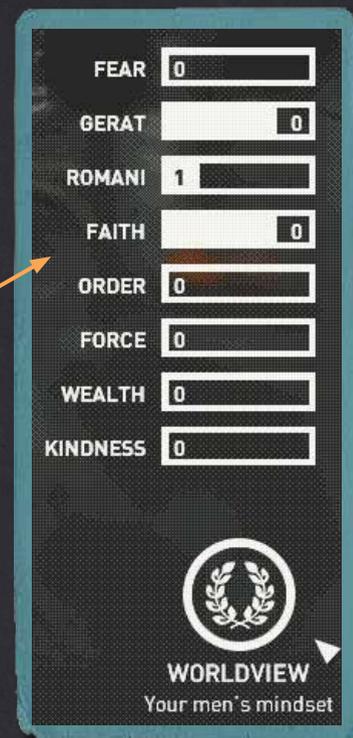
ALLIANCES

A measure of loyalty that determines how many times you can request aid from that person, and both the number and quality of ships an ally may bring to your ultimate battle.

PRINCE FAZIL (UNCERTAIN)
★★☆☆☆

ADMIRAL DAUD (TRUSTED)
★★★☆

PYOTR SHAHIN (UNCERTAIN)
★★☆☆

IMLAN-HARISH (UNCERTAIN)
★★☆☆

ALLIES
Your allies' loyalty

MORALE

Your crews' morale determines their willingness to fight. If it drops too low, they may refuse to enter a battle.

Morale is impacted by many factors, such as crew injuries (during battle or in crash sites accidents), fatigue from constant travel and re-trying combat, and decisions you make in dialogue or at special events.

You need to take care of your crew, Tarkhan. Let them rest when they are tired, and find new people when your craft are under-crewed (*these stats are displayed on your map view*).

SEVASTOPOL
STRAT HV CRUISER

SKYLARK
INTCP CORVET

SKYLARK
INTCP CORVET

INTREPID
ATTACK HV CORVET

MORALE
Your ships' crews' loyalty

RECRUITMENT

Part of your campaign is to track down and convince potential allies to join your glorious campaign, which may also net you a new ship for your fleet and additional support that you can call upon. Expanding your allies is also critical for your final battle at Khiva. Recruitment takes the form of a simple card game.

IMLAN-HARISH

LIKE ▮ ▯ ▯ ▯ ▯ ▯ ▯ ▯   1

Kind

1 TURN   2 TURN   3 TURN

Your words elicit no reaction.

SPEECH
Of the untold riches that await the victor in Gerat.

SPEECH
Of ending the war, and why this must be done.

GIFT
Empire cross

GIFT
Gilded dagger

END THE TALKS

Click on any card to play it, which takes 1 Turn of the conversation. You start with 5 turns, however playing special Gift cards may extend the conversation. Be careful though, some gifts may anger the receiver if they do not align with their beliefs. You can find more gifts throughout the game.

Play Speech cards with favorable themes to grow your "Like" meter and gain star ratings. You need at least 1 star to end the conversion in success, though gaining more stars will increase the person's loyalty rating. Playing Speech cards that go against your opponent's beliefs may sour their opinions of you.

You have a choice of several cards to play, and each one will produce a different reaction from the person to whom you're speaking. By playing cards you will learn what themes will endear them to you, and which will turn them off (these will be displayed under their name as you learn them). Your opponent's reactions to cards will be displayed. Note that cards may also impact your own Worldview ratings, which can be viewed in the bottom right of the screen as with normal conversations.

LANDING

While most of your fleet can land automatically on a city's outskirts, at least one ship needs to land manually at the city's docks so that you can personally visit, Tarkhan. You may also want to land any ship that needs faster repairs, as time is also a valuable resource.

When you reach a city, your landing hatch lever will flash on the map screen. Click it to begin the landing sequence.

First you need to decide which of your craft you will attempt to land. Landing requires a measure of skill and can be dangerous, potentially resulting in damage or destruction of ships.

SELECT SHIPS TO LAND IN THE CITY

INTREPID	INTREPID	SEVASTOPOL	SKYLARK	YARS
ATTACK HV CORVET	ATTACK HV CORVET	STRAT HV CRUISER	INTEL'F CORVET	STRAT HV CORVET
DAMAGE: 1863	DAMAGE: 0	DAMAGE: 0	DAMAGE: 0	DAMAGE: 0
EXPENDABLES: 0 of 10	EXPENDABLES: 10 of 10	EXPENDABLES: 37 of 37	EXPENDABLES: 0 of 0	EXPENDABLES: 10 of 10
RADIATION: 1 uSv/h	RADIATION: 1 uSv/h	RADIATION: 0 uSv/h	RADIATION: 1 uSv/h	RADIATION: 0 uSv/h

OK   CANCEL

Click on any ship to add or remove it from your landing party (indicated by ships with the white icons above them).

You only need 1 ship in the landing party, and the only reason to add more is to gain a Repair Speed bonus. You can still repair a craft that doesn't land manually, but without any bonus (*note that you can also land the ship individually later in the Shipworks if necessary*). Be careful in your selection as craft with damaged thrusters or landing gear may be more difficult to land safely!

When your landing party is ready, click OK to proceed with the manual landing. You'll land each craft in the landing party sequentially, so ensure you use the surface space wisely to accommodate them all.

OPEN

OPEN HATCH
ENTER TOWN

48   49

Each landing spot has a different bonus for Repair Speed - generally the more difficult the spot, the higher the bonus. A very large ship can be spread across multiple spots, though this can be very risky if they are on different levels.

If you fail a landing and destroy a ship, you can Retry - though you will need to re-land ALL ships in the party, not just the one you failed. A "Hard Landing" can also be Retried to get it perfect, or you may choose to live with the extra damage caused.

Ensure you apply upward thrust (**W** key) regularly so that you have a soft landing, though if you hold thrust for too long you will overheat your engines. You also need to land as parallel to the surface as possible or you may crunch your hull or delicate parts.

Pay close attention to your M/S (Meters per Second) readout on the left, which measures your rate of descent, and the green bar at the top of the screen which monitors your Engine Temperature - and of course your Altitude on the right. If you have extremely low fuel, you may need to watch out for that as well in the top-right monitor.

Use your rotation thrusters (**Q/E** keys) to align the craft parallel to the ground below you, and side thrusters (**A/D** keys) to move laterally - but watch for drift, and avoid any craft that have already landed. Remember that you can use afterburners (hold **Shift** key) for a quick boost when needed.

CITIES

Once in a city, you can scroll left and right to take in the sights - but don't dally too long, Tarkhan, someone may report your position to the enemy!

SHIPWORKS [i]

SUPPLIES

[EXIT]

THE FEAST

Around the square is a fence of tall stakes, and upon each stake is a severed human head. When you ask about the meaning of this grisly display, one of the locals eagerly explains that these are the heads of the Governor's men.

1. Thank the doyen for his invitation and attend the feast at his home.
2. Tell the doyen to take the heads off the stakes and bury them properly.

Most often, you will need to refuel and repair your fleet. Click on a highlighted building to enter it, such as:

- ✽ **Supplies** - Buy and sell Fuel and Ammo.
- ✽ **Shipworks** - Repair ships, modify their hulls, weaponry and utility components, or sell parts you do not need.

Sometimes you will encounter a special event on entering a city, where your choice of how to react may alter your Worldview, Alliances and Morale - for good or bad.

When you're finished in the city, click Exit to launch. If you stay too long in one place, they may get annoyed and inform the enemy of your location.

SUPPLIES

Remember at every city you visit to check your Fuel is sufficient to reach your next destination. Prices can vary at different cities, so if you find a cheap Fuel depot make sure you top up.

Drag the "Fuel" slider left or right to buy or sell fuel for your group of aircraft presently at the city (they do *not* need to land to be refueled, just be in the group). The diagram in the background will show how far you can reach with the proposed level of fuel.

> *Tip: If you're running low on funds for Fuel, you can always sell some of your Special Ammo or Ship Parts (at the Shipworks).*

Pan the Supplies screen to the right to inspect the shop's Special Ammo supplies. These are different in every city, so they may not have everything you want. Hovering over any available Ammo will display its type, price and quantity. Different sized ammo will only fit suitably sized weapons - you can quickly judge the size of round visually, e.g. the largest rounds are typically 300mm, the smallest ones would be 37mm rounds.
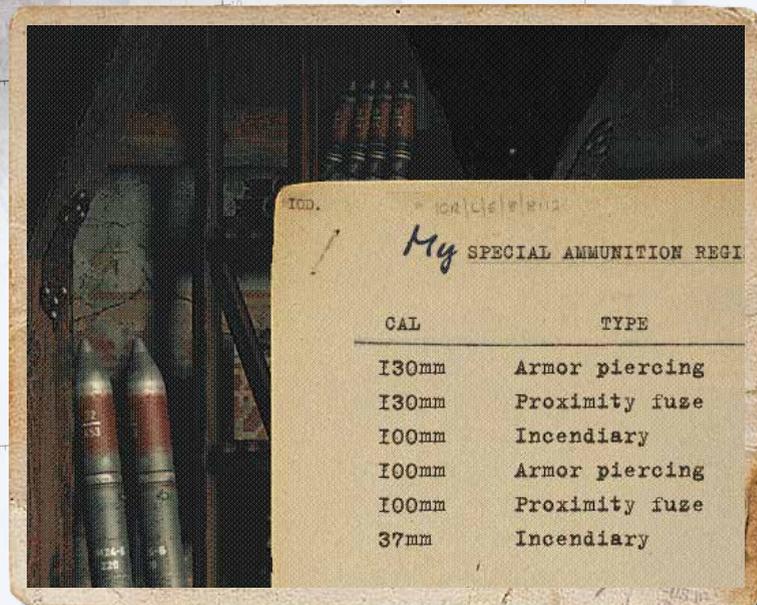
Note that this is only for optional ammo with special functions - your standard High Explosive ammo is **unlimited**.

The main types of Special Ammo available are:

* **Armor Piercing** - Penetrates heavy armor to damage vulnerable components beneath. Less useful against small, lightly armored craft, these are also known as 'giant killers'.
* **Incendiary** - Fires erupt on the struck ship, causing extra damage until they are put out.
* **Proximity Fuse** - Explodes within a short range, meaning you can damage the enemy without actually hitting it. Perfect for Tarkhans with poor aim (I am not suggesting that is you!), for small, fast-moving scout ships, and especially for shooting down air defense missiles.
* **Laser Guided** - Homes in on targeted enemies.

Note that missiles are purchased in the Shipworks instead, since they are physical modules attached to a specific ship. Rare Parts towns may also have more exotic offensive and defensive components available there...

180MM INCENDIARY
PRICE 200 🪙

15   38593 🪙

OK   **CANCEL**

— SUITABLE FOR —

SEVASTOPOL

My SPECIAL AMMUNITION REGI[...]

| CAL	TYPE
I30mm	Armor piercing
I30mm	Proximity fuze
I00mm	Incendiary
I00mm	Armor piercing
I00mm	Proximity fuze
37mm	Incendiary

Hover over the Special Ammo Register at the bottom of the screen to display your current stocks of Special Ammo.

From here, you can buy more of or sell anything listed by clicking on it. Move the mouse away to close the register and click Exit at the bottom of the screen to return to the city.

Click any available Special Ammo type to open the buy/sell menu and move the slider to how many units you want to have in stock - if it is more than your current level, you'll be charged for that many to add to your stocks, if it is less than your current level you will receive gold equal to the number sold.

The menu will also give a hint for which of your ships this ammo will fit.
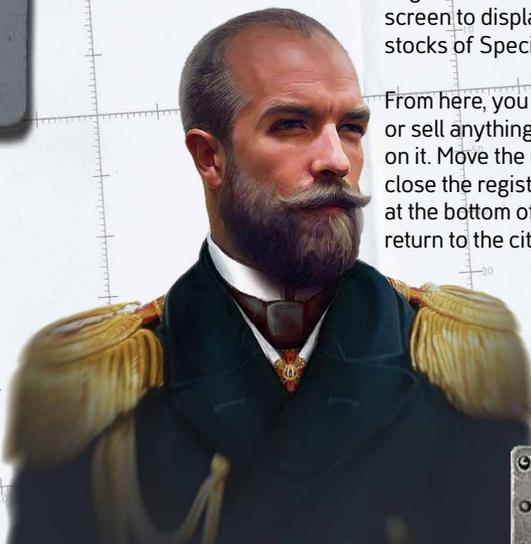
SHIPWORKS

Your ships will invariably become damaged; even the most skilled Tarkhan will pick up some stray shots eventually. There is no shame in this... as long as you take care to repair your fleet properly after battle. That's what the Shipworks are for.

It will also allow you to completely reconfigure your craft to your heart's content, purchase additional drone airplanes for your aircraft carriers, and buy both ship-mounted combat and tactical (usable on the map screen) missiles.
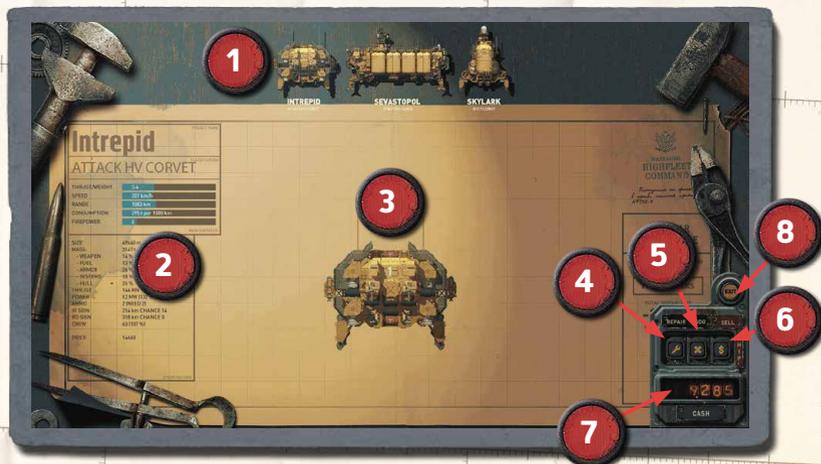

1. **Ship List** - Your available vessels. Click and drag to change the order that repairs will be performed, putting your highest priority on the left.
2. **Ship Statistics** - Stats for the currently selected ship - this will update dynamically as you repair or change parts on the ship.
3. **Workshop** - Manipulate the selected ship's parts directly.
4. **Repair Button** - Click to auto-repair the entire ship (expands a slider to set overall level of repair - *see over page*).
5. **Undo Button** - Undoes previous action.
6. **Sell Button** - Sells the currently selected ship entirely.
7. **Cash** - Your current level of gold.
8. **Exit Button** - Leave the Shipworks.

Along the top of the screen, your current fleet of ships will be displayed. Select one to repair it or add/remove components such as new weapon systems, utility modules or hull parts. Damaged parts will flash according to the severity of damage (from yellow to red). A yellow Wrench icon will appear on any ship requiring urgent repairs.

You can right-click on an individual part to repair it, or for ease just click the bottom-right Repair button then drag the slider to set an overall repair level for the ship and click OK.

Note that you need the appropriate parts in stock to be able to repair destroyed components - these will be automatically removed from your inventory, or if you don't have them, they will be automatically purchased for you (provided the shop has stock).
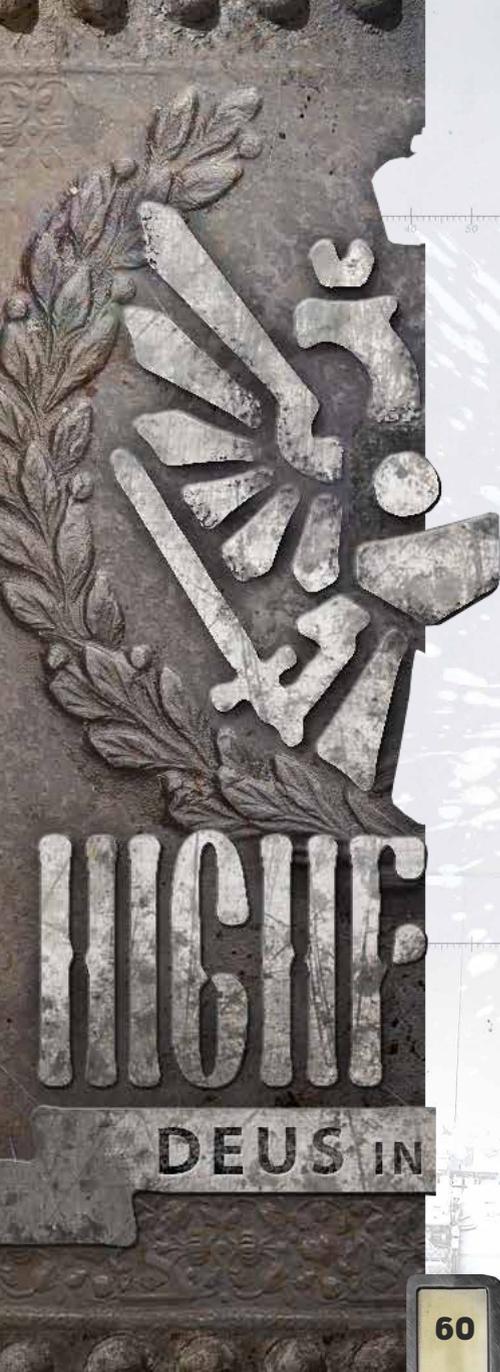
Remember that a ship you manually landed in the city gets a repair speed bonus according to the landing spot's difficulty. You have an opportunity to correct this now by clicking on "PUT IN DOCKS" in the Repair Schedule area on the right (*(1) in the screenshot below*).

Move your mouse down the screen to bring up a cache of attachable items available at this Shipworks and in your fleet's inventory, including ELINT units and mounted missiles. Each city will have different gear available - you might be lucky and find one with something special…

1. **Repair Schedule & Put In Docks Button** - Displays the scheduled repair time and cost. Click "Put In Docks" to land the ship manually for a Repair Speed bonus.
2. **Shop Inventory** - Parts that the shop currently stocks.
3. **Your Inventory** - Parts you already own.

Hovering over an item in either the Shipworks' stock or your own inventory will provide a description and cost. Any item used will be purchased or removed from inventory. Repairs and modifications will only be conducted after you exit the city and are back on the map screen.

Click an item and any suitable attach points on the ship will be highlighted in green. Drag the item to an attach point and click there to install the part. You can also rotate the item using your Mousewheel to fit into a different alignment, or drag existing parts to change/remove them. Right-click to remove a selected item from the ship (it will return to your inventory).

If you want to make larger modifications, for more details and tips see the Shipworks Editor section on page 72 - the same fundamentals apply to the in-game Shipworks.

Move the mouse back to the top of the screen to select another craft and when you're all done, click Exit to return to the city.

It's important to understand that whatever you do in the Shipworks is a plan only, and the actual work is undertaken after you return to your map screen and unpause. This can take hours or even days, so *hold shift to skip ahead faster!*

Time is a resource like any other, and cities can become belligerent or warn the enemy if you stay too long. If it becomes dangerous to remain at the city and you need to interrupt the repair to leave, then all purchased but uninstalled modules will be placed in your inventory.

REINFORCEMENTS

If the City was marked as "Reinforcements" on your map, you will find new ships and potentially additional Tarkhans who may join your fleet.

Hover over a Dollar sign to see the details of the ship for sale, and click to seal the deal.

If you find an icon of a Tarkhan's head, you can try to recruit them (and their vessel) at no cost (*see section on Recruitment above*). They may also become an Ally that you can call on via your Intercom.

Tarkhans may provide hints to locations of other Tarkhans, or you may learn about them from intercepted intel (*hint: search crash sites thoroughly*). It is very important to track down these potential allies to expand your fleet.

7 He was oppressed
yet he opened not hi
as a lamb to the sla
before her shearers
not his mouth.

COMBAT

When you eventually encounter an enemy, you will need to take direct control and battle it yourself. You'll engage up to 3 enemy ships at once, with 1 of your craft at a time. Your next ship will appear when the previous one is either destroyed or retreats. If the enemy's squadron has more than 3 ships, more will appear as you destroy them.

Ground forces may also be present in addition to the aircraft. You only need to destroy all of the enemy aircraft (not the ground vehicles) to win the battle.

Sometimes a battle will feature a Prize Ship such as a Transport - if so, try not to destroy the indicated prize (it will have a gift box icon above it). If you destroy all of its escorts, you can capture the prize - drop a captive transport off at the next town for a cash ransom.

BATTLE PLANNING

Before you dive into the action, you have a chance to reorder your attack craft and alter the ammunition loadout for ships that support it (depending on your inventory). Some strategic thinking here can pay dividends during the battle itself. If a "Tips" screen is first displayed, hit the lever to enter the Battle Planning screen.

1. **Available Ships** - Drag your ships around to change the order in which they will appear in battle.
2. **Enemy Ships** - You will face up to 3 of these at once. Ground forces are also shown.
3. **Special Ammo Selection** - If you have Special Ammo available, click the circle to change your ammo type. The amount of ammo on hand is displayed when chosen. Your normal HE rounds are unlimited.
4. **Enter Battle** - Click to begin your duel.

Your strategy should adapt to your status and the enemy's lineup - for example, if they have a lot of ground defenses, you may want to rotate in your bombers to soften them up first.

If a ship's crew Morale is too low, they may RIOT and refuse to partake in the battle.
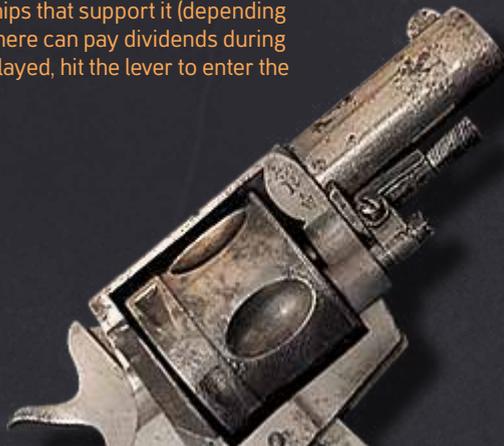
FIELD OF BATTLE

This is what it all comes down to. Kill or be killed on the field of battle. You control a single craft at a time against the enemy horde (3 at a time). Skill in maneuvering, management of weapons, a steady aim and quick reactions are all required to triumph.

1. **Your Ship** - Why, that's you, my Tarkhan! The yellow arrow indicates where you are currently aiming your weapons. The arrow tip changes color according to your ammo type.
2. **Enemy Ship** - The enemy you're currently targeting will have a yellow box around it. The symbol above indicates the loaded state of their ammo (with size indicating the ammo type). A Gift Box icon means the ship is a Prize and should not be destroyed (you will capture it if all its escorts are killed).
3. **Ammo Cassette** - Current ammo loaded for volley fire. The green light at the top will light up when fully loaded. *This area will change to display remaining Flares and Fire Retardants as they are used.*
4. **Missile Lock** - Lights up when an enemy missile is locked onto you. Pop flares!
5. **Fire Alarm** - Lights up when your ship is on fire. Put it out!
6. **Ship Data** - Your ship's damage status, orientation, fuel level and armament info.
7. **Enemy Data** - The same data, for the currently targeted enemy.
8. **Retreat** - Fly here to escape the battle.
9. **Honor** - This bar increases when you kill enemies - hit a new rank and you will be awarded a promotion after the battle.

A reminder of your combat controls, and how to best utilize them:

* **W/A/S/D keys** - Thrust up/left/down/right to move. Be careful of inertia and don't get too close to the ground.
* **Hold Shift key** - Engage afterburners for a burst of extra speed while held. Holding too long will cause an Overheat and shut your engines off for a period.
* **Mouse** - Aim your weapons.
* **Left Mouse button** - Fire primary weapon.
* **Right Mouse button** - Fire auxiliary weapon (if available). Typically this would be a faster but weaker weapon good for taking out small, quick enemy scouts and incoming missiles.
* **Middle Mouse button** - Hold to set a bomb arc, release to drop bomb (if available).
* **R key** - Cycle Ammo Type between regular HE ammo and the Special Ammo you chose before the battle began (if any). Be warned that reloading will take some time!
* **(Only during your Aircraft Carrier attacks) R key** – *Command your airplanes to retreat.*
* **Space key** - Fire guided anti-ship missile (if available) at targeted enemy, with fire & forget thermal homing head.
* **C key** - Fire air defense missile (if available), which will protect against incoming tactical missiles and small airplanes launched from an aircraft carrier.
* **F key** - Pop decoy flares (if available) if an enemy missile is tracking you. The missile will veer towards the flares, but make sure you time it right (not too soon and not too late) and get out of the way yourself!
* **B key** - Expend a Fire Suppression unit (if available) to put out a fire on your craft or cool your overheated engines.
* **X key** - Launch airplane (if controlling aircraft carrier).
* **T key** - *Abandon ship to save your crew (if rescue modules are intact).*

Hold down your fire buttons for rapid volley fire, however this quickly empties your weapon's loaded ammo. You will need to wait for the weapon to reload before you can fire again. The green light at the top of the ammo cassette will be lit when it is fully charged.

Weapons can be damaged during a battle, preventing you from reloading ammo or firing. You can also run out of Flares and Fire Retardants, so remember to stock up.

Try to attack vulnerable spots on the enemy. Some may have light armor on top so attack them from above, others may have vulnerable points below. Each ship has different vulnerabilities to learn.
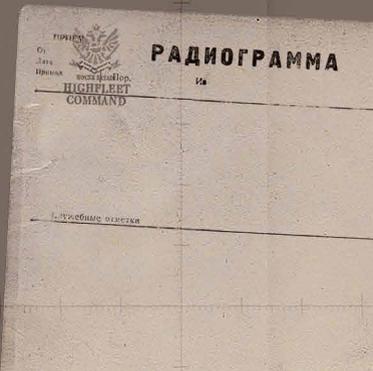
A few tips for combat, Tarkhan:

✖ The moment before an enemy shoots, its aim will be shown with red beams.
✖ Speed is the best defense. A small ship with skillful maneuvering can avoid most damage.
✖ Shoot with full "volleys". While the cassette is being reloaded pay more attention to dodging and lining up your next attack.
✖ Enemy missiles are not too difficult to dodge - try moving *towards* it then jnking.
✖ Do not expose an unarmored underbelly or weak spot to enemy fire. Conversely, heavy armor is practically invulnerable to small-caliber rounds.
✖ The enemy display shows ammo rack blocks in orange. Blasting these will destroy small ships and inflict heavy damage on large ones. Try using armor-piercing ammunition.
✖ Only use capital ships such as the Sevastopol when absolutely necessary. These craft are far more expensive to repair and it takes an incredibly long time.

ATTACK MOST VULNERABLE SITES!

A DIRECT HIT TO THE CAPTAIN'S BRIDGE WILL MAKE THE VESSEL TO SPIN OUT OF CONTROL.

FUEL SYSTEM DAMAGE CAN CAUSE A FIRE TO SPREAD OVER ADJACENT MODULES.

BLOW UP GENERATORS AND ALL SUBSYSTEMS WILL UNDERGO LOSS OF ELECTRICAL POWER.

AMMO RACK EXPLOSION WILL TEAR THE VESSEL TO PIECES.

DESTROYING ENGINES ON ONE SIDE OF AN ENEMY SHIP WILL DESTABILIZE IT.

SIZE: 100x150 m
MASS: 690 t
CRUISE SPEED: 390 km/h
DYNAMIC COEFFICIENT: 0.512

RESTRICTED

Note that Flare dispensers and Fire Suppression units are auto-replenished after combat, although be aware that the systems themselves can be destroyed during a fight (and need to be repaired afterwards). Even the best ship does not last long in battle without Fire Suppression. Missiles, on the other, need to be replaced at Shipworks.

1. BRIDGE
2. ENGINE
3. FUEL TANK
4. ARMAMENT
5. MAGAZINE
6. GENERATOR
7. LANDING LEG

1 EXPAND THE HULL

4 DON'T FORGET ABOUT

INSTALL NEW M

РАДИОГРАММА

HIGHFLEET COMMAND

VICTORY & DEFEAT

If you're successful on the battlefield and have destroyed all enemy aircraft (not including any Prize ships), you will be given the option to Continue or to Retry. Why would you ever re-fight a battle you have just won? Well, if you received heavy damage with many crew dead, lost some aircraft or failed to secure a Prize ship, you may feel you can do a better job with a do-over - at the cost of some Morale.

Note that you also get this option when you are utterly destroyed, but then it isn't much of a choice, is it?

Note: If your Fleet HQ Ship is destroyed in battle but your other ships survive, you are given an opportunity to reach a safe place to recover.

PROMOTIONS

When one of your aircraft has made several kills, it may receive a promotion and a bonus to go along with its new rank, such as faster weapon reload, lower casualties or extra cruising range.
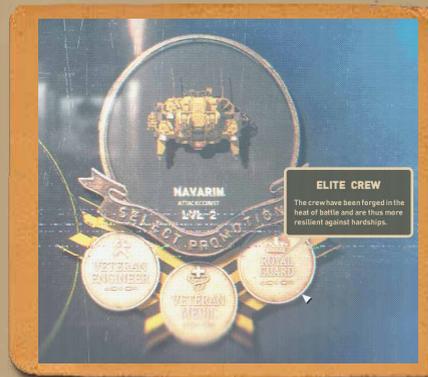
You will be presented with two or three choices of bonus for your promotion - whichever you choose will remain in effect for that aircraft until it is destroyed.

That is the end of my teaching, Tarkhan. Approaching your task with humility and all the wisdom you possess shall lead to a majestic victory.

SHIPWORKS EDITOR

While playing HighFleet, you will undoubtedly use the Shipworks to repair your ship and purchase new parts, but in the midst of a campaign you may not want to run the risk of making major modifications that may prove counterproductive when in an actual combat situation. The Shipworks Editor that is accessible from the game's Main Menu is a creative space that replicates where your imagination can run wild without repercussions.

The Shipworks Editor is a standalone module that serves multiple purposes:

� Freely experiment with different ship designs, loadouts and configurations, with no cost restrictions.
✖ Immediately test your creations and modifications in a real combat situation, with no penalty from destruction.
✖ Save your custom ships so that they can be used in the main HighFleet game

Custom Ship – "The Claw"

EDITOR OVERVIEW

The Shipworks Editor has a similar interface to the in-game Shipworks, and works in much the same way.

1. **Save/Load** - Click to open the Save/Load menu.
2. **Reset** - Click to clear your work in progress and return to a blank slate.
3. **Test** - Click to enter a live test arena with your work in progress.
4. **Parts Category** - Click to expand a list of parts in that category.
5. **Parts** - Click to select a part, drag it to the workspace and click to place it.
6. **Status Readout** - Crucial dynamic statistics for your aircraft.
7. **Workspace** - Your current creation. The Bridge will be present at the start and cannot be removed.

EDITOR CONTROLS

✖ **Escape Key** - Quit to Main Menu.

✖ **Left Mouse Button** - Select a part or place/attach a selected part.

✖ **Right Mouse Button** - Delete the selected part, or if nothing is currently selected this will select a group of attached parts – **be careful not to right-click again or you will delete the parts!**

✖ **Mousewheel** - If a part is selected, this rotates the part. If nothing is selected, it zooms your workspace in/out.

STATUS READOUT

THRUST/WEIGHT	1.5
SPEED	137 km/h
RANGE	249 km
CONSUMPTION	160 t per 1000 km
FIREPOWER	26

SIZE	71x33 m
MASS:	1670 t
- WEAPON	44 %
- FUEL	2 %
- ARMOR	2 %
- SYSTEMS	8 %
- HULL	42 %
THRUST	50 MN
POWER	6 MW (190 %)
AMMO	8 (NEED 15)
IR SIGN	68 km CHANCE 58
RD SIGN	404 km CHANCE 0
CREW	60 (101 %)
FRAC PROB.	N/A
PRICE	18780

Always keep an eye on the status readout on the left of the screen to see what your ship is deficient in, flashing in red.
The workspace also has various flashing alerts:

⚠ Indicates that the part has not been attached correctly.

⚡ Indicates that the part does not have enough power.

⚠ Indicates that a weapon part is missing ammo.

Hull Parts

Step one should always be to fill out the underlying Hull frame of your craft. You can't connect weapons, power units, thrusters etc to your ship unless you have empty Hull slots with attach points. Hull parts come in a variety of sizes – you may need larger hull segments in order attach larger parts.

Click on the Hull category and choose a hull part, move it over to the starting bridge part and nudge it until it "snaps" into one of the green attach points. Click to attach it. If you miss the attach point, an exclamation mark will flash – just click to select the hull part and try again.

Armor

These are similar to Hull parts, but they cannot be used to attach other parts - they are only for protection. Add Armor at the end of building your craft once the main parts are set. Use it on the outer edge or to protect sensitive parts. It offers decent protection against direct fire, however comes at the cost of substantial added weight.

Chassis

In order to land in a town, you need a chassis to support the ship. Attach at least two Chassis parts to the side or underside of the craft to act as landing struts. If placing at the side, ensure their legs reach far enough below the ship's superstructure to account for some flex when landing.

Weapons

Unless you're making a pure Utility ship, you're going to want some offensive capability. Weapons are the most resource intensive parts as they need not only sufficient power supply, but also ammo stores and crew to man them – so you need to think carefully about your armaments.

Ammo

Weapons, of course, require ammunition to be useful, so the system will alert you when your ship doesn't have sufficient ammo storage to match its armaments. Similar to adding power supply units, you need to add these ammo stores. Check the status readout to see how many units of ammo are required, and how many you currently have.

Power Generators

As you start adding parts to your ship, you may notice they have a high voltage sign flashing on them. This is because you don't have enough power to run those parts – in fact, when you first start building you have no power supply whatsoever.

There are two different sizes of Generators, and depending on what you have installed on your ship, you may need multiple units to fully supply your ship. Make sure you leave enough space for power, or add more generators incrementally while you build to ensure your design won't be caught short. Check the status readout to see how many megawatts of power are required, and how many you currently have.

2A37 CANNON
FIREPOWER: 0
POWER NEED: 0.7MW
CREW NEED: 6 PPL.
AMMO NEED: 1
DURABILITY: 100

A 37MM SIX-BARREL CLOSE-IN WEAPON SYSTEM.
PRICE: 3000

NO ELECTRICITY. FUNCTIONING IS NOT POSSIBLE.

When you highlight a part that requires power, it will show power tracing through the ship to the relevant generator. These connections are automatic and you don't need to concern yourself with routing.

Crew Quarters

Many parts, from your generators to radars, require crew to operate and maintain them. Your ship always has a bridge that holds a minimal crew, but you may need to add auxiliary crew quarters once you build out your rig. The crew status will flash red if you have insufficient crew to man your weapons and utility parts.

Thrusters

At some point, your aircraft needs to actually fly. A veritable gunship loaded down with weaponry will require substantial thrust to even get off the ground, while a speedy recon vessel will have a very different profile. Your thruster capability needs to be sufficient for the weight of your ship, in other words ensure you have a suitable thrust/weight ratio for the type of maneuverability you desire for that craft. Position of thrusters is also very important, as this impacts the dynamics of your flight and especially turning profile. Keep your craft's center of gravity in mind for stable flight.

Experimenting with iterations in the test arena is the only way to ensure you get the balance right.

Fuel Storage

Attach enough Fuel Storage parts to drive the Thrusters – the status readout on the right will tell you your range with the fuel available. Keep an eye on this as you add more parts to the ship, which increases your weight and hence reduces your fuel efficiency.

Utility

Beyond the essentials, you can also kit out your ship with a variety of utility parts to specialize its role in your fleet. Examples include a Fire Suppression System, an Aircraft Deck, Automated Defences, ELINT Sensors, or Tactical Arms.

TIPS

* Position of parts matters! Not only does it determine protection from armored shielding, but some special parts can be obstructed by other superstructures. Try to install items that can be blocked, such as Radar, ELINT Antennas, Jammers and IRST, at the highest point of the ship.

* Armor at the bottom of your ship can allow you to fly over the heads of enemies and be protected. It also helps against ground forces taking potshots at you.

* Your ship's overall weight and power usage will impact your fuel efficiency. This won't be obvious in the Shipworks Editor testing, but it will have a huge impact during the main campaign.

* Remember to install a Fire Suppression System – these can be crucial in combat to prevent fires from wiping you out rapidly.

* Keep an eye on the calculated Cost of your ship – there's no point building out a monster if you can't afford to commission it into your fleet!

TESTING

Click the Test button to open a live skirmish arena where you can try out your new creation in a real battle. This includes all regular combat features, with you up against a series of enemies. Hit escape at any point to back out to the editor.

Controls are the same as in normal combat. Hit escape to end testing, otherwise you'll be given the choice to return to the editor when you defeat all enemies or are destroyed.

SAVE/LOAD

Click the Save/Load button to open the file menu.

1. **Ship Name** - Enter a custom name for your creation.

2. **Reset** - Click to clear your work in progress and return to a blank slate.

3. **Test** - Click to enter a live test arena with your work in progress.

4. **Load** - Load the currently selected ship design

Ships that you have saved will appear as selectable craft on the fleet selection screen next time you start a new campaign.

To exit the Save/Load menu without saving or loading, click to the top-left Save/Load button again.

NOTE: You can delete your custom ships on the Fleet Selection Screen when starting a new Campaign by clicking the Delete button on that ship.

STANDARD FLEET DATA

Below you will find the default parameters for the standard selection of ships at the beginning of the Campaign. You may, however, discover additional ships across the world…

YARS

THRUST/WEIGHT: 4
SPEED: 230 km/h
RANGE: 1980 km

5900

Yars

STRAT HV CORVET

THRUST/WEIGHT	2.6	
SPEED	230 km/h	
RANGE	2181 km	
CONSUMPTION	220 t per 1000 km	
FIREPOWER	ARMLESS	

MAIN STATISTICS

SIZE	49x41 m
MASS:	2662 t
- WEAPON	19 %
- FUEL	18 %
- ARMOR	36 %
- SYSTEMS	10 %
- HULL	14 %
THRUST	114 MN
POWER	6 MW (190 %)
AMMO	0 (NEED 0)
IR SIGN	171 km CHANCE 6
RD SIGN	338 km CHANCE 0
CREW	60 (171 %)
PRICE	5900

SPECIFICATIONS

ROOK

THRUST/WEIGHT: 6
SPEED: 280 km/h
RANGE: 850 km

6660

Rook

ATTACK CORVET

THRUST/WEIGHT	3.1	
SPEED	275 km/h	
RANGE	971 km	
CONSUMPTION	164 t per 1000 km	
FIREPOWER	6	

MAIN STATISTICS

SIZE	42x30 m
MASS:	1197 t
- WEAPON	24 %
- FUEL	12 %
- ARMOR	20 %
- SYSTEMS	18 %
- HULL	24 %
THRUST	72 MN
POWER	6 MW (134 %)
AMMO	1 (NEED 1)
IR SIGN	107 km CHANCE 76
RD SIGN	209 km CHANCE 2
CREW	60 (230 %)
PRICE	6660

SPECIFICATIONS

LIGHTNING

THRUST/WEIGHT: 13
SPEED: 670 km/h
RANGE: 1170 km

8860

Lightning

INTCP CORVET

THRUST/WEIGHT	7.8	
SPEED	699 km/h	
RANGE	1404 km	
CONSUMPTION	170 t per 1000 km	
FIREPOWER	4	

MAIN STATISTICS

SIZE	49x36 m
MASS:	1494 t
- WEAPON	20 %
- FUEL	14 %
- ARMOR	0 %
- SYSTEMS	30 %
- HULL	34 %
THRUST	208 MN
POWER	12 MW (127 %)
AMMO	2 (NEED 2)
IR SIGN	317 km CHANCE 61
RD SIGN	299 km CHANCE 66
CREW	60 (100 %)
PRICE	8860

SPECIFICATIONS

SKYLARK

THRUST/WEIGHT: 10
SPEED: 590 km/h
RANGE: 6410 km

SENSORS:
IRST: 220 km
ELINT: 1500 km

9135

Skylark

INTCP CORVET

THRUST/WEIGHT	6.5	
SPEED	589 km/h	
RANGE	6487 km	
CONSUMPTION	135 t per 1000 km	
FIREPOWER	ARMLESS	

MAIN STATISTICS

SIZE	47x61 m
MASS:	1695 t
- WEAPON	0 %
- FUEL	55 %
- ARMOR	0 %
- SYSTEMS	23 %
- HULL	21 %
THRUST	178 MN
POWER	8 MW (134 %)
AMMO	0 (NEED 0)
IR SIGN	274 km CHANCE 58
RD SIGN	463 km CHANCE 0
ELINT	1500 km
IRST	216 km
CREW	60 (162 %)
PRICE	9135

SPECIFICATIONS

FLOWER

THRUST/WEIGHT: 5
SPEED: 260 km/h
RANGE: 1240 km

12780

Flower
PROJECT NAME

ATTACK CORVET
CLASSIFICATION

THRUST/WEIGHT	2.9	
SPEED	260 km/h	
RANGE	1421 km	
CONSUMPTION	168 t per 1000 km	
FIREPOWER	10	

MAIN STATISTICS

SIZE	49x37 m
MASS:	1762 t
- WEAPON	18 %
- FUEL	12 %
- ARMOR	18 %
- SYSTEMS	21 %
- HULL	29 %
THRUST	100 MN
POWER	42 MW (138 %)
AMMO	2 (NEED 2)
IR SIGN	137 km CHANCE 49
RD SIGN	302 km CHANCE 0
CREW	110 (171 %)
PRICE	12780

SPECIFICATIONS

FENEK

THRUST/WEIGHT: 7
SPEED: 330 km/h
RANGE: 760 km

SENSORS:
RADAR: 400 km
TRACKING: 400 km
GUIDING: 2 miss.

13000

Fenek
PROJECT NAME

AUX LT CORVET
CLASSIFICATION

THRUST/WEIGHT	3.7	
SPEED	330 km/h	
RANGE	866 km	
CONSUMPTION	138 t per 1000 km	
FIREPOWER	4	

MAIN STATISTICS

SIZE	36x35 m
MASS:	999 t
- WEAPON	31 %
- FUEL	11 %
- ARMOR	0 %
- SYSTEMS	34 %
- HULL	22 %
THRUST	72 MN
POWER	8 MW (109 %)
AMMO	2 (NEED 2)
IR SIGN	107 km CHANCE 88
RD SIGN	198 km CHANCE 33
RADAR	400 km
TRACKING	400 km
GUIDING	2
CREW	60 (130 %)
PRICE	13000

SPECIFICATIONS

NAVARIN

THRUST/WEIGHT: 6
SPEED: 290 km/h
RANGE: 1370 km

13980

Navarin
PROJECT NAME

ATTACK CORVET
CLASSIFICATION

THRUST/WEIGHT	3.2	
SPEED	287 km/h	
RANGE	1570 km	
CONSUMPTION	152 t per 1000 km	
FIREPOWER	8	

MAIN STATISTICS

SIZE	49x33 m
MASS:	1594 t
- WEAPON	25 %
- FUEL	14 %
- ARMOR	6 %
- SYSTEMS	23 %
- HULL	30 %
THRUST	100 MN
POWER	42 MW (145 %)
AMMO	2 (NEED 2)
IR SIGN	137 km CHANCE 58
RD SIGN	283 km CHANCE 0
CREW	60 (107 %)
PRICE	13980

SPECIFICATIONS

INTREPID

THRUST/WEIGHT: 6
SPEED: 310 km/h
RANGE: 520 km

14660

Intrepid
PROJECT NAME

ATTACK HV CORVET
CLASSIFICATION

THRUST/WEIGHT	3.4	
SPEED	307 km/h	
RANGE	1083 km	
CONSUMPTION	295 t per 1000 km	
FIREPOWER	6	

MAIN STATISTICS

SIZE	49x40 m
MASS:	2147 t
- WEAPON	14 %
- FUEL	13 %
- ARMOR	26 %
- SYSTEMS	18 %
- HULL	26 %
THRUST	144 MN
POWER	42 MW (132 %)
AMMO	2 (NEED 2)
IR SIGN	214 km CHANCE 14
RD SIGN	318 km CHANCE 0
CREW	60 (107 %)
PRICE	14660

SPECIFICATIONS

WANDERER

THRUST/WEIGHT: 5
SPEED: 280 km/h
RANGE: 2020 km

22535

Wanderer
AUX FRIGATE

THRUST/WEIGHT	3.1	
SPEED	277 km/h	
RANGE	2043 km	
CONSUMPTION	430 t per 1000 km	
FIREPOWER	10	

MAIN STATISTICS

SIZE	64x54 m
MASS:	3765 t
- WEAPON	14 %
- FUEL	24 %
- ARMOR	33 %
- SYSTEMS	12 %
- HULL	15 %
THRUST	208 MN
POWER	42 MW (109 %)
AMMO	3 (NEED 3)
IR SIGN	317 km CHANCE 0
RD SIGN	549 km CHANCE 0
CREW	85 (104 %)
PRICE	22535

SPECIFICATIONS

GLADIATOR

THRUST/WEIGHT: 6
SPEED: 330 km/h
RANGE: 480 km

27140

Gladiator
ATTACK FRIGATE

THRUST/WEIGHT	3.7	
SPEED	333 km/h	
RANGE	883 km	
CONSUMPTION	362 t per 1000 km	
FIREPOWER	10	

MAIN STATISTICS

SIZE	56x49 m
MASS:	3137 t
- WEAPON	23 %
- FUEL	9 %
- ARMOR	25 %
- SYSTEMS	19 %
- HULL	22 %
THRUST	208 MN
POWER	20 MW (147 %)
AMMO	4 (NEED 4)
IR SIGN	317 km CHANCE 0
RD SIGN	478 km CHANCE 0
CREW	110 (119 %)
PRICE	27140

SPECIFICATIONS

LONGBOW

THRUST/WEIGHT: 3
SPEED: 200 km/h
RANGE: 2180 km

32960

Longbow
CARRIER FRIGATE

THRUST/WEIGHT	2.2	
SPEED	201 km/h	
RANGE	2196 km	
CONSUMPTION	344 t per 1000 km	
FIREPOWER	12	

MAIN STATISTICS

SIZE	99x46 m
MASS:	4182 t
- WEAPON	17 %
- FUEL	20 %
- ARMOR	23 %
- SYSTEMS	15 %
- HULL	21 %
THRUST	164 MN
POWER	47 MW (174 %)
AMMO	2 (NEED 10)
IR SIGN	240 km CHANCE 0
RD SIGN	804 km CHANCE 0
CREW	210 (111 %)
PRICE	32960

SPECIFICATIONS

TRIUMPHANT

THRUST/WEIGHT: 4
SPEED: 220 km/h
RANGE: 1320 km

SENSORS:
RADAR: 500 km
TRACKING: 290 km
GUIDING: 2 miss.

35235

Triumphant
STRAT FRIGATE

THRUST/WEIGHT	2.5	
SPEED	221 km/h	
RANGE	1331 km	
CONSUMPTION	330 t per 1000 km	
FIREPOWER	4	

MAIN STATISTICS

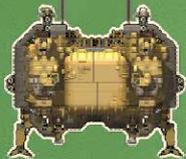|	
SIZE	64x59 m
MASS:	3812 t
- WEAPON	37 %
- FUEL	12 %
- ARMOR	15 %
- SYSTEMS	17 %
- HULL	17 %
THRUST	164 MN
POWER	45 MW (113 %)
AMMO	2 (NEED 2)
IR SIGN	240 km CHANCE 0
RD SIGN	672 km CHANCE 0
RADAR	500 km
TRACKING	288 km
GUIDING	2
CREW	110 (126 %)
PRICE	35235

SPECIFICATIONS

84

85

KORMORAN

THRUST/WEIGHT: 2
SPEED: 120 km/h
RANGE: 2420 km

SENSORS:
RADAR: 190 km
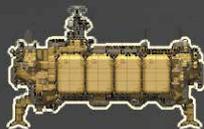TRACKING: 180 km
GUIDING: 1 miss.
ELINT: 770 km

47120

★ SEVASTOPOL

THRUST/WEIGHT: 1
SPEED: 100 km/h
RANGE: 5830 km

SENSORS:
RADAR: 730 km
TRACKING: 390 km
GUIDING: 6 miss.
IRST: 300 km
ELINT: 1500 km

142540

Kormoran
PROJECT NAME

AUX LIGHT CRUISER
CLASSIFICATION

THRUST/WEIGHT	1.4
SPEED	122 km/h
RANGE	2417 km
CONSUMPTION	661 t per 1000 km
FIREPOWER	28

MAIN STATISTICS

SIZE	85x71 m
MASS:	9884 t
- WEAPON	30 %
- FUEL	17 %
- ARMOR	22 %
- SYSTEMS	14 %
- HULL	15 %
THRUST	244 MN
POWER	27 MW [100 %]
AMMO	12 [NEED 12]
IR SIGN	445 km CHANCE 0
RD SIGN	1060 km CHANCE 0
RADAR	183 km
TRACKING	183 km
GUIDING	1
ELINT	772 km
CREW	235 [109 %]
	47120

SPECIFICATIONS

Sevastopol
PROJECT NAME

STRAT HV CRUISER
CLASSIFICATION

THRUST/WEIGHT	1.1
SPEED	95 km/h
RANGE	5829 km
CONSUMPTION	1646 t per 1000 km
FIREPOWER	60

MAIN STATISTICS

SIZE	217x133 m
MASS:	33498 t
- WEAPON	24 %
- FUEL	30 %
- ARMOR	16 %
- SYSTEMS	11 %
- HULL	16 %
THRUST	620 MN
POWER	90 MW [119 %]
AMMO	27 [NEED 26]
IR SIGN	1028 km CHANCE 0
RD SIGN	4926 km CHANCE 0
RADAR	730 km
TRACKING	385 km
GUIDING	6
ELINT	1500 km
IRST	300 km
CREW	660 [130 %]
	142540

SPECIFICATIONS

МОЙ СПИСОК БОЕПРИПАСОВ

818

КАЛ	ТИП	КОЛ-ВО

86

87

Мои СПИСОК БОЕПРИПАСОВ

818

КАЛ	ТИП	КОЛ-ВО

Мои СПИСОК БОЕПРИПАСОВ

818

КАЛ	ТИП	КОЛ-ВО

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КАЛ	ТИП	КОЛ—ВО