

The background of the entire page is a detailed cover art for the game 'Sword of the Stars II: Lords of Winter'. It features a central male character in a red suit and black cape, looking forward with a serious expression. Behind him are several alien creatures, including a large green dragon-like creature on the left and a purple bird-like creature on the right. In the background, there is a large, glowing red planet and several smaller, purple, insect-like spacecraft with glowing eyes. The title 'SWORD OF THE STARS' is written in a large, metallic, blocky font, with 'LORDS OF WINTER' in a smaller, white, serif font below it. A large, stylized red 'II' with a black crosshair symbol is positioned behind the title.

SWORD OF THE STARS

LORDS OF WINTER

BEGINNERS GUIDE

v1.2



"We are not alone..."

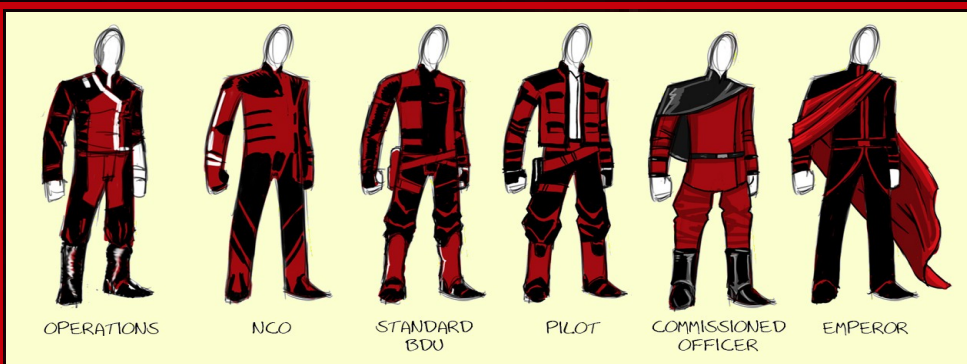
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INTRODUCTION



Welcome to *Sword of the Stars II*. With its combination of fast-paced action, dynamic research tree, multi-player support and slick interface, we hope that *Sword of the Stars II* provides players with an immense gaming experience. Prepared to be sucked into a constellation of galaxies where seven fledging species struggle against the last remnants of the Elder races – The Lords of Winter. Venture across the vast emptiness of space. Take part in devastating conflicts between large fleets of powerful starships, armed with weapons of advanced technology beyond your wildest of dreams. Dare you become the Sword of the Stars.



WHAT IS SWORD OF THE STARS II – LORDS OF WINTER?

Sword of the Stars II is essentially a 4X space strategy game set in the hostile depths of inter-galactic space. The basic aspects of the game are: 1) to *eXplore*, 2) to *eXpand*, 3) to *eXploit* and 4) to *eXterminate*. Hence the acronym **4X**.



Space: The Last Frontier

As the leader of your particular empire, you will assume control of one of six uniquely different alien species. Your goal is simple - to propel your race to their destiny among the stars.

The premise is simple. Take control of and manage every aspect of your empire including: *exploration*, *colonization*, *research*, *ship-building*, *diplomacy*, *revenue & trade* and *warfare*.

Befriend, annihilate or assimilate any opposition you meet along the way. Develop and construct fleets of spaceships to defeat all who stands in your way. Though beware the dangerous and all-powerful Lords of Winter, lest they turn their gaze upon you and destroy you in the blink of an eye.

INTENDED AUDIENCE

Just a quick note about the purpose of this manual. The intended audience is for predominately first-time players of the game.

Those of you new to 4X genre may also find this a useful read. Players of the original game may find some sections useful, though most likely only in terms of gameplay differences between this game and its predecessor.

If you are looking for strategy tips on how to beat the game, your best options are to look at the ever evolving **SOTS2 Wiki** or alternatively, to browse, or seek the answers to your questions at the game's forum hosted at:

<http://forum.paradoxplaza.com/forum/forumdisplay.php?488-Sword-of-the-Stars-II>.

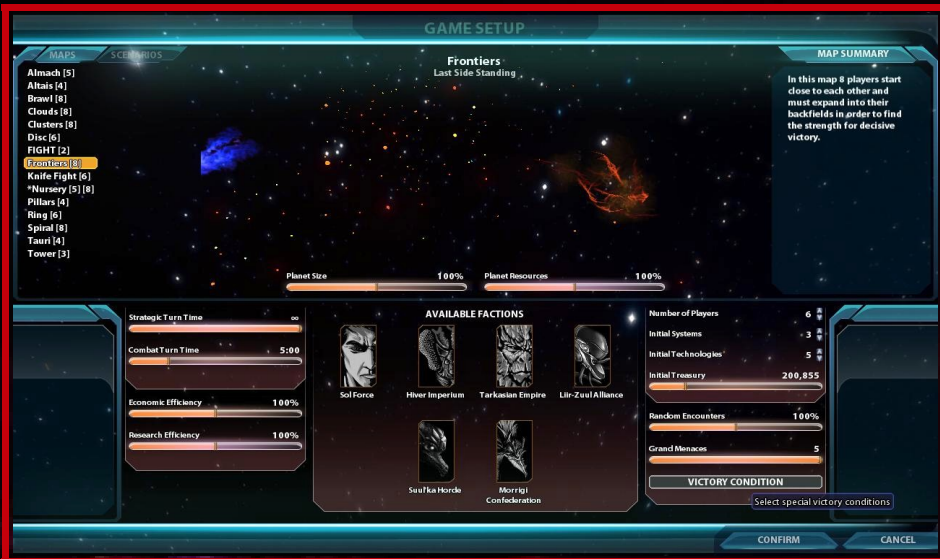
You may also wish to take some time to read the **Game Manual** which explains how to use the interface in more depth, as well as expanding on most of the core game features mentioned within this guide.



Zuul Battleship

GETTING STARTED

Sword of the Stars II games are essentially played as one-off *sand-box* scenarios. What this means is that certain aspects of your game, can be configured in a variety of ways to suit your preferences. Parameters are set on the *Game Set-up Screen*, below. Once the game begins, these parameters cannot be altered. The values set determine; the enemies



Game Set-up Screen

you will face, how the action will unfold and the journey you will experience. If your preference is for *long games* then choose one of the larger maps [Size 7 or 8]. If you like *exploring and colonize* without too many interruptions also reduce the number of players [3 or 4]. If you prefer to get *into the action quickly* try increasing the efficiency ratings to 100+, increase starting colonies and technologies. Those of you who want a *really difficult challenge* can set random encounters and grand menaces to their maximum.

WHAT TO MANAGE

In order to accomplish victory in *Sword of the Stars II*, you will need to familiarize yourselves with the main aspects of gameplay. These are:



Exploration – Take your fleets of ships and navigate them across space. Travel to and chart every star-system of the

known galaxy.



Colonization – Find, identify and land colonists on the planets of a star-system capable of supporting the life of

your species.



Revenue – Generate as many credits as you can by increasing the number of colonies in your empire, and by

trading and mining resources. Reduce your expenditure through research.



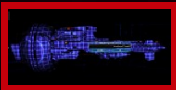
Research – Study and discover as many advance technologies in every area of science. Do so before your

enemies gain an advantage over your race.



Colony Management – Terraform and upgrade colony infrastructure. Construct and upgrade orbital space-

stations to maximize the capabilities and efficiency of your colonies.



Ships & Fleets – Research, design, commission and maintain the most advanced fleet of space faring vessels in existence. Use them to protect your empire and crush the enemy's fleets.



Diplomacy & War – Conduct diplomacy and arrange treaties when at peace. Command and control your fleets of when

under attack during times of war.



Empire Governance – Look to manage aspects of your empire's population, morale and territorial boundaries.

THE CYCLE

As you play through the game, you will find that there is a simple cycle that should govern your overall strategy.



Some refinement to the above cycle is needed depending on the situation you find your empire in. Though in most cases you will need to put at least a little effort and budget in each of the above actions. Research and revenue gathering should be your priority during every turn.



Emblems of the Tarkasian Empire

THE RACE AGAINST TIME

Tick, tock. Tick. Tock. The sands of time run down. As *Sword of the Stars II* is a *turn-based* affair, it is wise to remember that every turn progressed is a turn the enemy (A.I. or other players) take a step closer towards their goals. More importantly than that, they are also a step closer to stopping you from achieving your goals. So when playing the game as in chess, it pays to plan your moves ahead of time.



Faces in the darkness: Human, Tarka & Hiver

Every action you take could be a waste of resources, assets and time if you achieve nothing with them. In the back of your mind you should always consider how precious time and resources could be better spent elsewhere on other tasks or missions. Remember that proximity to other species will almost certainly hamper your ability to expand your empire quickly and without conflict. The starting configuration of the game could also limit how successful your empire will become. While the number of players versus the size of the map will contribute to how quickly and conflict-free you will be able to spread your population across the stars.

CORE GOALS

The premise of the game is fairly simple to comprehend. Your core goals should always be to create and maintain as many *Colonies and Fleets* as possible. Without one, the other is not possible.

Primary Goals

Colonies are the lifeblood of your empire. Their vital role is to provide the platform for all aspects of your empire's rise to power. From these *Resources and Population* provide the bulk of your revenue in the form of *Imperial Credits*. Colonies can be upgraded through the construction of *Space Stations*, which result in an increase to some aspect of productivity.



A Fleet In Action

Fleets are used for all manner of strategic actions. From colonizing planets to defend them from attack. Without these, your fledging empire will stutter and begin to fail. Fleets can also be used to perform certain types of *Missions*. It is important to note that most actions in the game can only be performed through this means. So the more fleets you have, the large the area they can cover and the more actions can be performed at any given time. Fleets require a large amount of credits to maintain.

Exploration is a the key to early success. Knowing where potential planets for colonization exist and uncovering the location of potential enemies and allies, will enable you to conduct a coherent strategy.

Secondary goals

In addition there are a number of secondary goals which you should aim to achieve whenever possible. Doing so will allow you to make decisions a little more quickly and a lot more easily.

Imperial Credits are an integral part of the game's model. The amount acquired and spent is represented through the *Treasury*. Most game actions will deduct varying amounts of money from your account. Without this cash, your ability to undertake and complete these actions will be impaired or blocked. Revenue can be generated in a number of ways. Expenditure of cash on the other hand, can easily get out of control.

Trade & Commerce greatly enhances your empire's revenue income. Freighter fleets can be sent out to establish trading routes with friendly planets, within your empire and those belonging to neutral or allied rivals. Mining vessels can be sent to exploit the resources of the galaxy's planets and asteroids. These options require some research to enable you to begin using them.

Research (R&D) is the conduit from which all aspects of your empire can be improved. There are 14 tech trees, many with multiple branches for you to discover. Technologies can greatly enhance every aspect of your empire including the capabilities of fleets in combat and the efficiency of

R&D, to the speed at which colony infrastructure can be enhanced.

Intelligence is mainly a by-product of exploration. Though through research and the construction of space-stations, a galactic sensor grid can be constructed to monitor the movements of rival empire fleets. Fleets can also be used to patrol explored star-systems.

Diplomacy also becomes important once contact is made with rival species. Moreso if your game has many different factions in play. Expect these to come into play predominately during the mid-game phase of expanding and exploiting.

VICTORY OBJECTIVES

The objectives for each game of Sword of the Stars II depend on the *Victory Conditions* set on the *Game Set-up Screen*. There are seven types and each will need a different approach to your game strategy, depending on which is active. Once set these victory conditions cannot be changed



Victory Conditions

for the duration of the game. So choose carefully.

You should note that while some of these victory objectives require your empire to focus on certain aspects of the game over others. For the majority of play you will require a balanced approach to all aspects of the game. *Land grab* for instance requires colony expansion over research. But in order to attain enough planets you will still need to protect them from harm.

STRATEGY & TACTICS

Sword of the Stars II is played in *Turns*. There are two phases to each turn. The *Strategic Phase*, which is followed by the *Combat Phase*.



The Galaxy Screen

Each phase is played on its own screen: The *Galaxy Screen* and the *Combat Screen*. The *Galaxy screen* is where you plan your strategy and manage the various aspects of your empire.



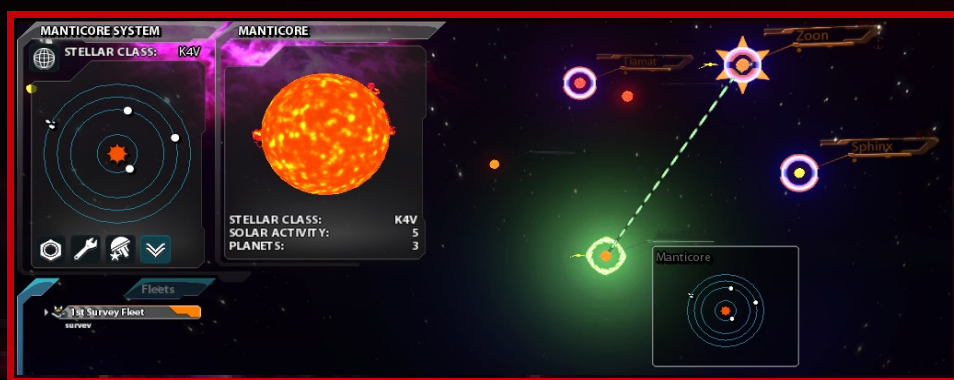
The Combat Screen

Combat occurs on a tactical map, once two opposing forces meet. Here you control your fleet of ships against the enemy forces and installations.

FIRST STEPS

Game Start

No matter which race is chosen, each faction starts the game with the same amount of assets, planets and resources as every other faction in play. What these are, is determined by the parameters chosen in the *Game Set-up Screen*. The first step should be to determine what goals you wish to accomplish in the short term. Develop a list of priorities and then look at how best to achieve them, with the resources at your disposal.



Mission Priority: Surveying

Exploring the Unknown

Exploring the unknown star-systems in your immediate vicinity should be your first priority. Doing so provides a two-fold benefit in that you will be able to discover new planets for potential colonization and possibly identify potential threats. Select the starting *Survey Fleet*, located at your Homeworld and send it to the nearest unexplored system within its range. After all you cannot deal with a threat, if you do not know its nature or where it is.

Territorial Control

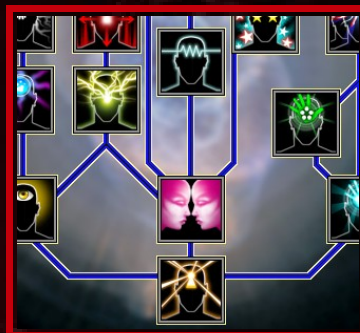
Another urgent priority should be to colonize those unpopulated planets located in star-systems already in within your empire. Assess these star-systems by selecting each system on the galactic map and look at the **Planets** tab. Check to see which planetary bodies lie unclaimed and decide whether to colonize them and in what order. Note the planets colour. Those coloured green are easy to settle. Those in red may be colonized if the required technology is researched at a later date. See **Colonizing** for more details.



Planetary Bodies

Quest for Knowledge

Another immediate concern should be to decide upon an efficient research programme. There are 14 different branches to research, each with a different amount of technologies to uncover. So deciding which ones are more important, will help you focus and not waste any effort on any unnecessary subjects. For instance, getting ahead in ballistic weapons research may provide an immediate advantage against one rival species, but another rival may have shields that are impervious to those weapons, and you may to uncover energy weapons to enable your ships to destroy them. So remember to prioritize as circumstances dictate. See **R&D** for more details.



Psionics

MISSIONS

Most actions are conducted through the execution of *Missions*. They are initiated on the *Galaxy Map*, during the *Strategy phase* of the turn. They are always performed within a star-system or some aspect within its space, such as the orbit of a planet, star or asteroid field. The *Mission menu* is displayed by right-clicking upon a target star-system on the map.



Step 1

Conducting a *Mission* is a multi step process. First right-click on the target star-system on the *Galaxy Screen*. From the menu select the mission you wish to perform. Missions such as *Survey*, *Colonize*,



Step 2

Relocate, *Patrol*, *Interdict*, *Invade* or *Strike* will bring up a sub-screen to select which fleet is to conduct the mission, and the target planet of the mission. The *Build Station* option requires the selection of a target location, where the station will orbit. While *Upgrade Station* must be conducted upon an existing station.

Mission Types

Possible missions are shown on the right and are described below:

Survey missions allow fleets to be sent to map unsurveyed star-systems. The target system must be in range of the chosen fleet.

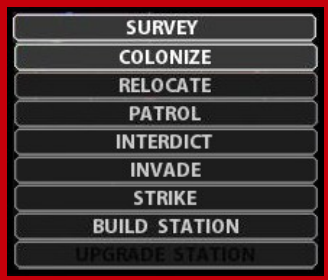
Colonize missions require fleets with at least one ship containing a colonizer mission module. Uninhabited planets with an appropriate level of terraforming can be targeted. These planets must also be in range of the fleet being used.

Relocate missions allow fleets assigned to one star-system to be moved to a different one. This is very useful as fleets can be moved into the range of far off planets.

Interdict & *Patrol* missions allow fleets to be sent to a target star-system to actively search and engage any threat at that location.

Invade & *Strike* missions allows fleets to offensively target enemy planets and either occupy them or destroy the target planet's infrastructure.

Build Station & *Upgrade Station* missions allow space stations to be created or upgraded. A fleet with a ship containing a construction module must be chosen for these tasks.



Mission Types



Imperial Emblems of Sol-Force

Mission Factors

It is essential to remember that each mission can only be attempted if the fleet is in *range* of the target star-system from its current location. Missions in progress can only be cancelled, they cannot be changed. Fleets can only be assigned to a mission if not engaged on another mission. Necessary *prerequisites* must also be in place before an order can be given. These include: selecting a star-system with an unoccupied but habitable planet for colonization, or one with a space-station built, to upgrade it.

Missions take a certain *duration* to accomplish. Usually a number of turns equal to travelling to the target and back, plus some turns to perform the action in question. You should not expect the mission to be completed in the immediate turn, that the fleet arrives at the star-system. Unless you are lucky. Upon completing the mission they have been assigned, fleets return to the star-system they embarked from.

Changing Your Mind

Before committing to any mission you should take the opportunity to review the *mission cost* in time and money, as provided in the *Mission*

Briefing Screen. If the mission estimates are not to your liking, you can always try to use another fleet or send that particular fleet to a alternative star-system, or simply change its mission entirely.

SURVEY BETA

TOTAL MISSION TIME	12 TURNS
TRAVEL TIME	8 TURNS
SURVEY TIME	4 TURNS
COST	0 CREDITS



ADMIRAL VANA MAAK' NURU
SURVEY FLEET ZENLA FLEET
Traits: Thrifty

Mission Briefing

COLONIES

These are the vital organs of every empire. Find a suitable uninhabited planet within a star-system, in range of your Colony fleet. Then initiate a *Colonize Mission* and hope for the best.

Factors

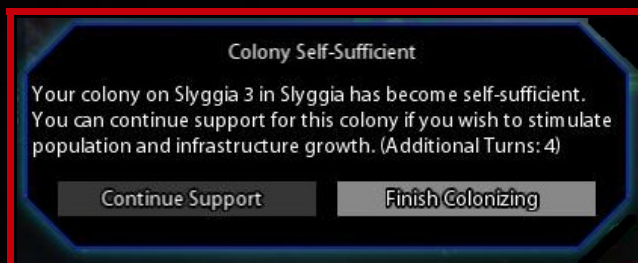
Planets have a number of factors as can be seen on the left. *Size* indicates the potential of the planet. *Type* indicates whether the planet requires advanced technology to be settled or can be populated by any species. *Climate Hazard* indicates the ease of which the planet can be terraformed.



Planetary Factors

Biosphere provides an indication of the maximum population numbers this planet will be able to support. The higher this number, the higher the maximum population can be housed on this colony. The *Civilian Pop* count will change depending on the number of colonists that are present on this colony for each turn. This value grows or declines depending on the circumstances of the planet each turn. Attack and, plagues will lower this stat. The higher this value, the higher the productivity and the more tax income can be generated from the colony.

Resources are the source of income that can be generated from ownership of the planet. *Infrastructure* represents the level of progress made in all areas of habitation. Together the higher these values are, the more income can be generated from the planet.



Colony Support

Colony Support

Once a Colony Mission has finished, you can order the fleet to provide *Additional Support* to the fledging settlement.

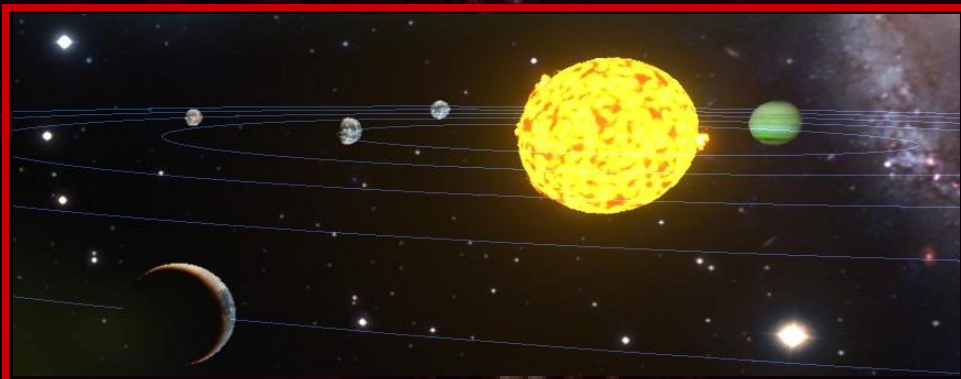
This helps the colony grow at a faster rate. Alternatively you can send the fleet back to its base. *Colony support* can be ordered multiple times.

Star-system Screen



If you need to find out more information about the planets in a particular star-system, click on the *Star-system* icon, on the left.

Here you can see in more detail on the status of each planet that orbits



Star-system Screen

the star. As well as assessing which planets are suitable for colonization, you can view any colonies belonging to a rival species in this sector. You can only access this screen if the star-system has been surveyed by one of your fleets or knowledge of its location obtained from another faction.



Face of the Morrigi

Colony Management

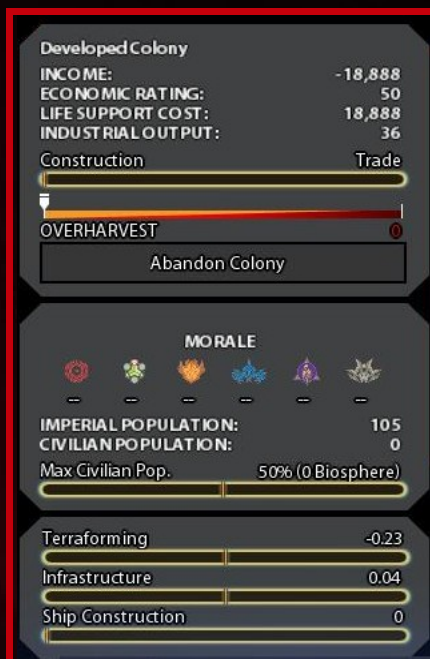
The *Colony Management Screen* allows you to monitor and manage the individual colonies of your empire. You will first see it when your ships create a colony and later during the game by pressing the *Star-system Icon* and selecting the colony you wish to review.

Colony output is represented by the *Construction-Trade* slider. Decide how much of income you wish to spend on either or both. You can increase the rate of development above safe limits with the *Overharvest* slider.

Moving the *Biosphere* slider can increase the maximum population size a planet can hold beyond safe limits.

This will increase revenue but will

likely result in decreased morale and ultimately rioting. Lastly choose which upgrades to prioritize from the *Terraforming*, *Infrastructure* and *Ship Construction*. Every point put in one of these development factors, is a point less which can be used to develop the other factors.

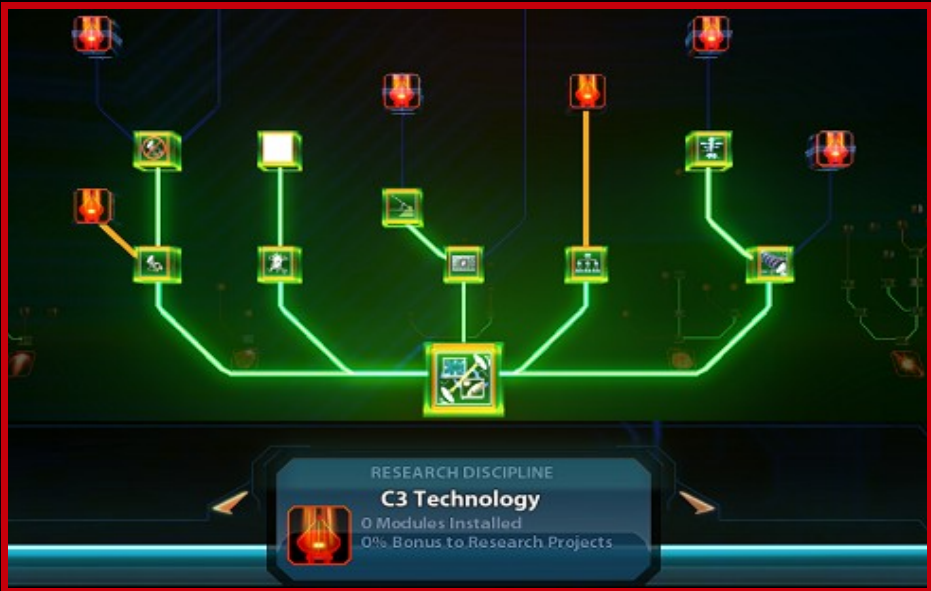


Colony Management

RESEARCH & DEVELOPMENT



The *Research Screen* can be accessed by clicking on the icon seen on the left. The important thing to remember is that it will be almost impossible to research every technology in a single game.



Example Technology Tree

Research is pivotal in the development, expansion and most notably protection of your empire. There are two fundamental research strategies one can choose to adopt.

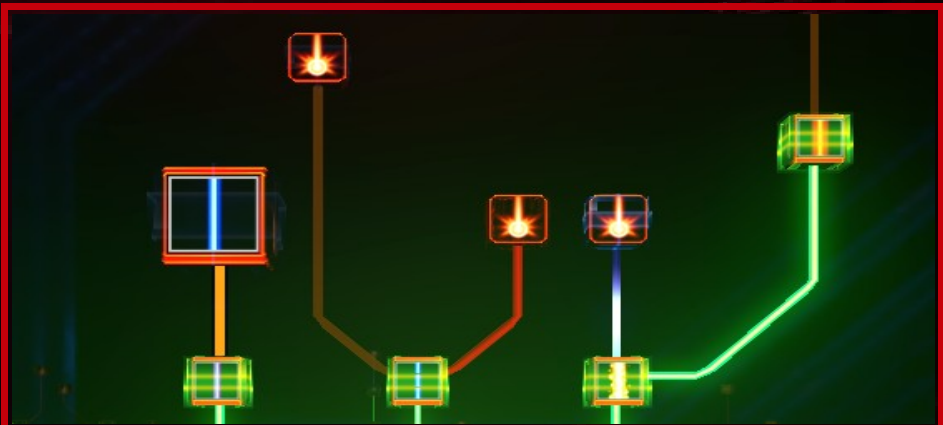
Choose to research technologies that take the quickest time, effort and credits, across a broad spectrum of subjects. Thereby enabling you to learn more subjects in a specific amount of time. Otherwise focus on developing your knowledge of a few select branches, choosing to gain a technological superiority in those fields only. This will give you an advantage over your rivals, at least until they catch up.

Research States

When beginning a new game, only certain technologies are known about. Some of these can be researched immediately. Others may require a *Feasibility Study* before any real attempt can be made to learn them.



Feasibility Studies are completed comparatively quickly compared to normal research. They provide an excellent indicator as to how efficiently a subject can be researched. The results are represented by the colour of the lines connecting the nodes, in a technology tree. They can be interpreted at a glance when looking at the research screen. Each state is displayed by a different colour, as seen in the example below.



Research States

Red denotes techs that are virtually impossible to research. *Brown* denotes techs that are not as straightforward, but with some effort are attainable. *Orange* denotes techs that can be easily researched. *Green* denotes techs already uncovered. While *Blue* denotes unknown techs.

Once the results of a feasibility study are known you can then choose whether to progress with the current project or whether you wish switch.

Monitoring Progress



You can keep an eye on the progress of the current researched

Researching Drone Sattelites

Progress: 0% (7 turns)

CANCEL RESEARCH

project by checking the icon on the *Galaxy Screen* (on the left) or from within the *Research Screen* (as seen on the right).

Enhanced Information

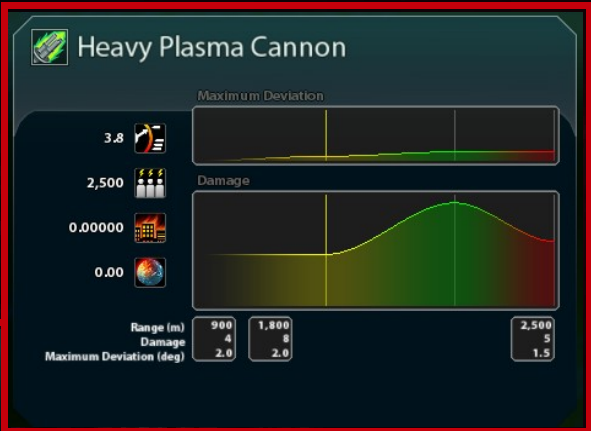
Some technologies have detailed information which you can find by clicking on the *Details* button to display this additional information.

Heavy Plasma Cannon

Feasibility: Unknown

Details...

A triple-barrel rapid-fire version of the standard plasma energy cannon. The extra-long barrel gives the weapon a much more cohesive plasma sphere, which translates into greater range and higher accuracy when mounted in large turrets.



Enhanced Details

This extra knowledge is limited to weapon technologies. The extra information provided should allow you to appreciate which weapons you wish to mount, on which ships. The following information is shown: the *Rate of Fire*, plus the amount of damage that can be delivered against *Planetary Infrastructure*, *Population* and *Terraforming*.

Fleets are the backbone of your empire. Without them very little is possible. In order to use them effectively you need to know the basics.

Fleet Manager



Once you have built your ships, they must be assigned to a fleet. You can conduct virtually all fleet configuration by clicking the *Fleet Manager* icon.

Fleet Base

Every fleet has a *home-base* where it is stationed when not on a mission. Every star-system has one base where all fleets are said to reside when idle. When a fleet completes a mission it has been assigned, it will always return to this base.

Fleet Command

Each fleet must contain at least one *Command and Control (CnC)* ship. *CnC Ships* are outfitted with a CnC module in the mission section of the ship's hull. Each one possesses a *Command Point (CP) Limit* denoted in the image to the right, by the figure 54. The current level of ship CPs is 36. Every ship in your fleet has a CP rating. The total number of ships in a fleet cannot exceed the CP limit. So in this example at any additional ships must have a CP rating of less than 18 to be added to this fleet. Only one command ship can be assigned to each fleet.



Organizing Fleets

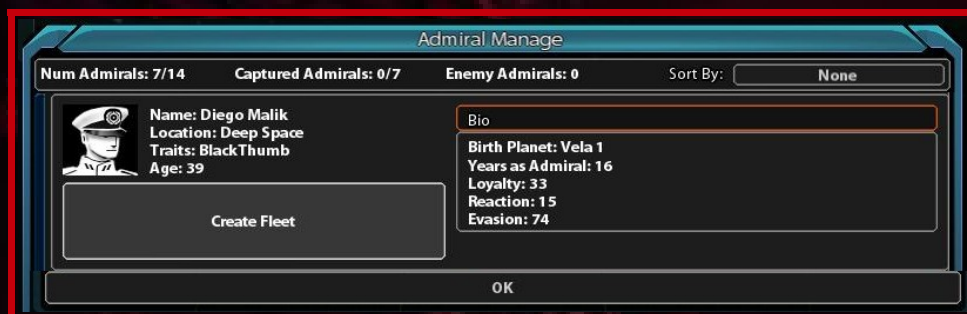
Adding additional **CnC** ships will not boost the **CP limit** of the fleet. Only the quality of the **CnC module** fitted, dictates whether a greater contingent or larger sized ships can be added to a fleet.

The Reserve

The **Reserve** is a special immoveable fleet where all ships are placed when newly constructed. Each star-system has a **Reserve fleet** created once the first ship is produced in that system. These fleets cannot be given any orders. They are used to hold any unassigned ships in the sector. You can only move ships from stationary fleets in the system, to and from this fleet, as you organize your ships into flotillas for your require.

Creating Fleets

Click on the **Create Fleet** button to commission a new flotilla. Then choose an **Admiral** to lead this new group of ships. Once you have made



Assigning Admirals

your choice, confirm this by pressing the button below your preferred leader. To create a fleet, there must be at least one **CnC ship** in the **Reserve** at the location in question. Once a fleet has been created you can drag and drop groups of classes or individual ships across the fleets located within the star-system.

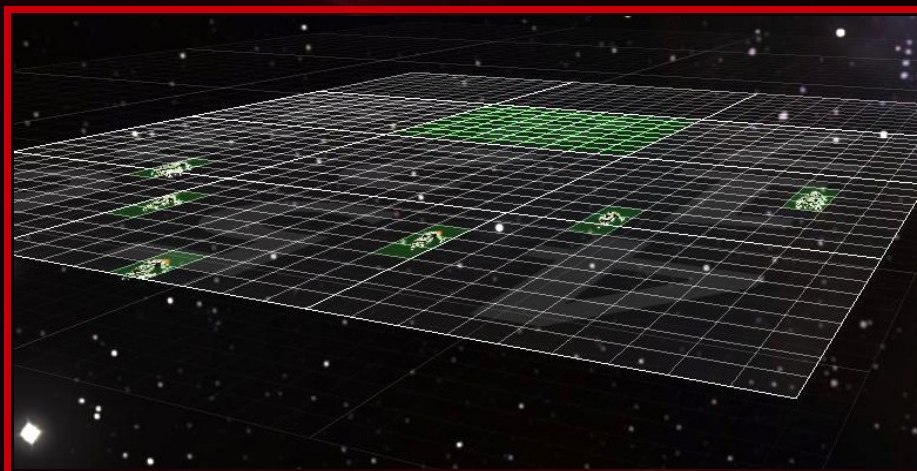
Naming Fleets

New fleets can be named or renamed, by right-clicking on the fleet name in the panel on the left side of the screen. A good naming convention for fleets is to give them a combination of the **star-system** they are based at and their **main mission**, and a number i.e. **Beta-Colony-1**.

Formations



Once you have assigned the preferred number and configuration of ships to a fleet and named it, you can set up its travel formation. First double-click on the **fleet name** on the left hand panel. This will place the ships of that fleet in the **waiting area** (bottom) of the **positional grid**. Then click on one of the **formation buttons** to select the rudimentary positions you want them to take up. Now you can drag and position the ships individually across both vertical and horizontal axis and through three levels of height.



Fleet Formations

Every game starts with a handful of basic ship designs at your disposal whatever the faction chosen. Each of these has a specific role to play through the game from combat, construction, trading, mining to colonization. Ship design is performed in six phases.



Ship Design Screen

Ship Class

First the ship class (or type) is selected. Choose your preferred class by selecting from one of the saved ship designs. There are several types, the standard being the *Cruiser*. Larger classes consist of the *Dreadnought* and the immense *Leviathan* types. Smaller craft include *battle-riders* and *drones* which are carried into battle as they have no jump capability. You should remember to redesign your craft periodically, whenever research discovers a major new tech.



Saved Designs

Next you must decide upon the specific component that will be fitted for each of the three core modules for: *Command*, *Mission* and *Propulsion* modules.



Command Module

This module combines a variety of *hull types* that sacrifice some of the *turret points* for more command capability.

Mission Module

This module determines the overall mission capabilities of the craft. The range of types such as: PEACEFUL - supply, mining, trade, construction & colonizing, or WAR: armoured, drone/battle rider carriers, and a selection of heavy weapons carrying hull platforms.

Propulsion Module

This module determines the *transport speed* and *travel mode* the the ship will use to traverse the realms of space. For the most part the available options are restricted by the race being played and the research level of the *propulsion tree* in the *Research Screen*. Research the necessary technology branches to develop faster moving vessels.

Weapon Mounts

Once the core modules of a ship has been decided upon, you can begin to arm the ship with weapons across the breadth of the ship's surface. The amount of points will vary on the hull type, size and which modules are selected.



Weapon Mounts

Auxiliary Points

Some hull types have special slots located at key points across the hull of a ship. Seen as green in the image below. These are used to equip special auxiliary equipment modules on their hulls. These special modules enhance various types of ship capabilities.



Auxiliary Modules

SHIP PRODUCTION



Once you are happy with the ship designs you have created, you will want to build these in the numbers you need and can afford, to get the job done. From the *Galaxy Screen*, click on icon (to the left) to access the *Ship Production Screen*.

System: Zenla

Available Designs

Cruiser

Fane Orr
Velan Vu
Lao Koum
Saak Tar
StarSpear

ADD TO INVOICE

Build Queue

Supply
36/240
Energy
20/85
Crew
49/59
Endurance
9T

3D

Design Name
Mission Section
Engine Section

Ship Cost
Construction Cost
Upkeep
3,000
Operational
Designed on turn
000
Produced
000
Destroyed

Top Speed
Turning Speed
Thrust
None

50,000
5,300
(1,000)
Reserve
000
000
80 km/s (in 1s)
50 deg/s
50 m/s²
22,000 kg

New Invoice

CR	Fane Orr	Fane Orr
CR	Velan Vu	Velan Vu
CR	Velan Vu	Velan Vu
CR	Velan Vu	Velan Vu
CR	Saak Tar	Saak Tar
CR	Saak Tar	Saak Tar

Savings Cost 384,300
Build Time 6 Turns
SUBMIT ORDER

Financial Details

Zenla

Fleet Maintenance
Current
Projected Costs
Total

51,000
18,000
94,000

Production
Income
Ship Construction

6,900
102,588
100%

Ship Production

Ships are produced at the star-system level. All colonies within a system contribute to their construction, depending on the slider settings. When completed they are immediately assigned to the *Reserve Fleet* of the particular star-system. They can be reassigned using the *Fleet Manager*.

Invoices

Ships can be built individually or enmasse. They are arranged in invoices. These can be saved and called upon to build the same group of ships at different places across the empire where needed. Just remember to update your invoices with newer designs as they become available.

32

SPACE-STATIONS



Once a colony is established you can construct and upgrade *space stations* using the *Station Manager* (icon to the left). There are five initial types. These facilities provide a boost to both empire and colony capabilities in all sorts of ways from: *generating additional taxes*, *increasing research efficiency*, to *providing additional command* and *defensive capabilities* for your settlements during combat.



A Space-station : Sector X-91L

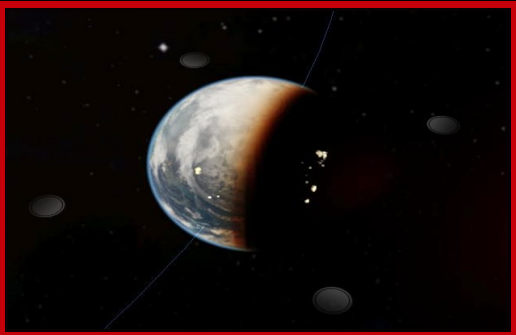
Initial Construction

Space Stations can be built at the locations of planets or stars whether under your control or any unoccupied star-systems within range of your empire. In order to do so, you must send a fleet on a *Construction Mission*. Select the type of station you wish to build from those available (top left).



Station Types

Next you must select the *deployment area* around the target planet where you wish to deploy to. Finally assign it a *Fleet* with *Construction Ship*. In the example (to the left) there are four zones, where stations can be deployed to. Depending



Station Deployment

on the size of the planet in question, the number of available locations to place additional stations will vary. Once completed it's name can be changed. Each station consists of a number of *module types*.

Station Modules

Space-stations consist of varying modules. Once a station has been deployed, you can use the *Station Manager* to configure its *internal modules*. Each module increases the capabilities of the particular station in question, by applying a small percentile increase in some aspect of gameplay such as: *Research efficiency*, *Diplomatic capability*, or *Command capacity* for the star-system they are built in. Stations have a *Module Limit* and once this number of modules has been built, the

Construct Modules			
▲▼	2	MAX	Bastion 5/7
▲▼	0+4	MAX	Combat 0/4
▲▼	2	MAX	Dock 1/3
▲▼	2	MAX	Amp 5/7
▲▼	0	MAX	Hiver Habitation 0/1
▲▼	1	MAX	Energy Weapons Technology Lab 0/1
▲▼	0	MAX	Torpedo Technology Lab 0/0
▲▼	0	MAX	Energy Technology Lab 0/0
▲▼	0	MAX	Warhead Technology Lab 0/0
▲▼	0	MAX	Ballistic Technology Lab 0/0
▲▼	0	MAX	Bio Technology Lab 0/0
▲▼	0	MAX	Industrial Technology Lab 0/0
▲▼	0	MAX	C3 Technology Lab 0/0

Station Modules



Module Queue	
Bastion - \$60,000	X
Dock - \$45,000	X
Dock - \$45,000	X
Amp - \$60,000	X
Amp - \$60,000	X
Cost	\$384,000
Time To Complete	7 Turns
CONFIRM BUILD ORDER	

Module Construction Costs

station must be upgraded before additional modules can be added. Modules are added by selecting them from the *Modules sub-panel*. Once you have selected the modules you wish to build, click on the *Confirm Build Order* button.

Upgrading Stations

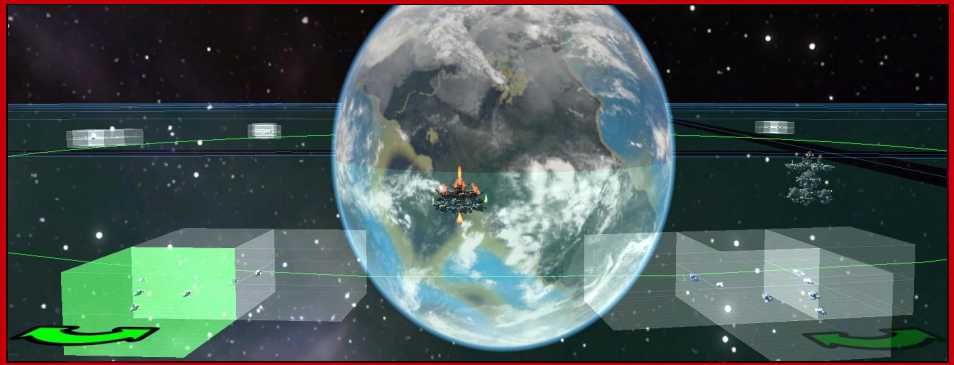
Stations can be upgraded in one of two ways; by initiating a mission from the *Galactic Screen* or from the *Station Manager*. Either way will require you to choose which station you wish to upgrade and which *Construction fleet*, will perform the operation. Having the required funds available will ensure that the station is upgraded in a timely manner.

STATION MANAGER	
Krankor 	
GateStation 1 UPGRADE STATION Krankor	
	Gate Caster Population: 100 Sensor Range Structure: 1,200/1,200 Strategic: 3(+1.5) ly Maintenance: 1,568 Tactical: 4,000(+1,500) km
Naval Base Krankor	
	Naval Sector Base Population: 750 Sensor Range Structure: 6,500/6,500 Strategic: 6(+2) ly Maintenance: 25,000 Tactical: 7,000(+2,000) km

Station Manager

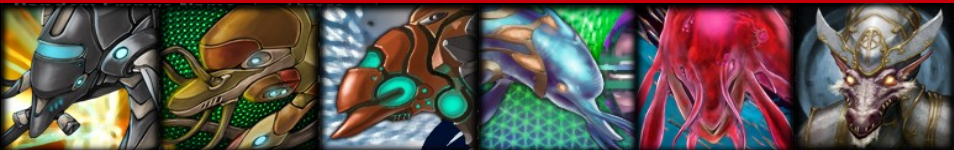
DEFENCE MANAGER

Once your colonies are established you will want to think about how to defend them from the warmongering AI or player controlled opponents. The *Defence Manager* is perfect for this. It allows you to organize the fleets around your colony worlds, to protect them if and when they are attacked by opposition forces.



Defence Manager

Simply drag and drop each of the fleets listed as present at the star-system location, onto the *sector position* you wish them to start once hostilities begin. Fleets can be positioned individually, but not ships. Unless it contains a single ship, on its own. Once positioned you can change the initial facing of each fleet that you have deployed on the map, using the *green directional buttons* as indicated in the above image.



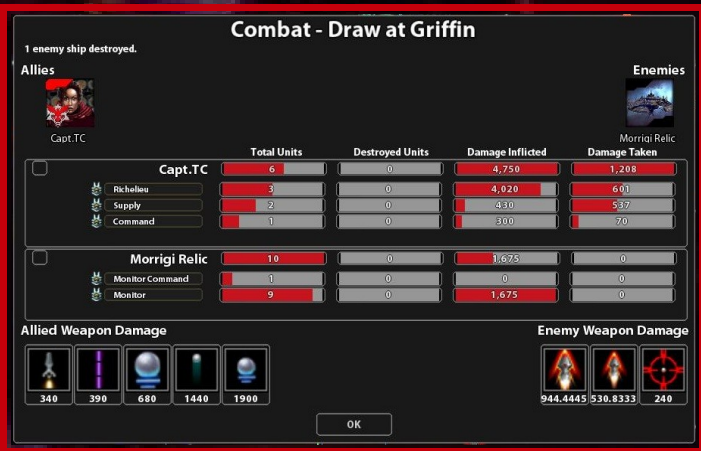
Faces of the Liir-Zuul

COMBAT OPTIONS



Combat in Sword of the Stars II comes in two forms: *Auto-resolved* and *Hands-on*. Combat occurs when two or more fleets from rival factions encounter each other at a star-system location. Once this occurs, you can choose to either take part in *Hands-on combat* or allow the computer to *Auto-Resolve* the encounter. If the latter is chosen, additional options can be set to let computer take the appropriate course of action. Options consist of: *Attack* or *Peaceful* conduct. Remember to set these actions for all *Encounters* that are listed for the current turn.

Once the combats are concluded, a summary of the results are presented

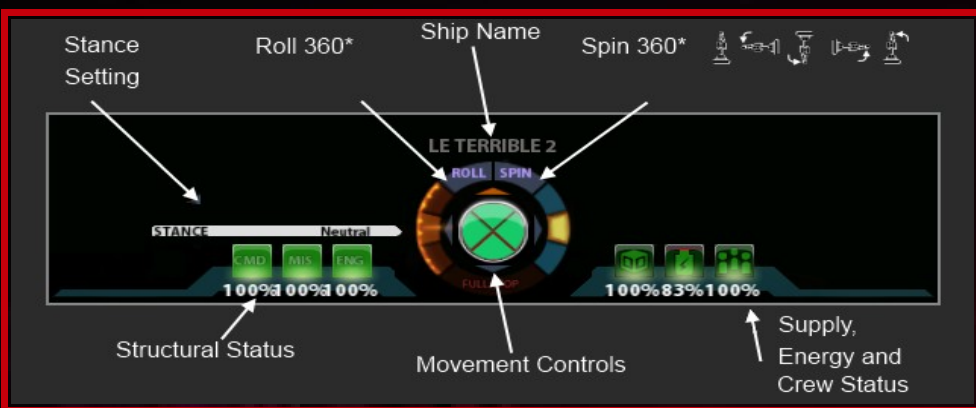


as shown on the screen to the left, which depicts details of the damage dealt to and from the enemies being fought, and the weapons used by both sides.

Combat Results Screen

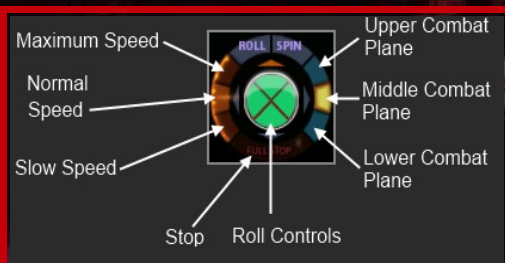
Ship Control & Status Panel

Once engaged in combat you can use the *Ship Control & Status Panel* to monitor and direct your fleets during combat. These orders can be given to either one, several or all the ships taking part in the action. Depending on which individual fleets are present. *Stances* can be set to determine how your fleet will act against any ships. They can be aggressive, passive or defensive in nature.



Ship Control & Status Panel

Ships can manoeuvred using the *Roll* and *Spin* buttons. *Movement controls* can be used to set the speed of which s ship travels across space. They can also be ordered to attack from one of three vertical planes, so as

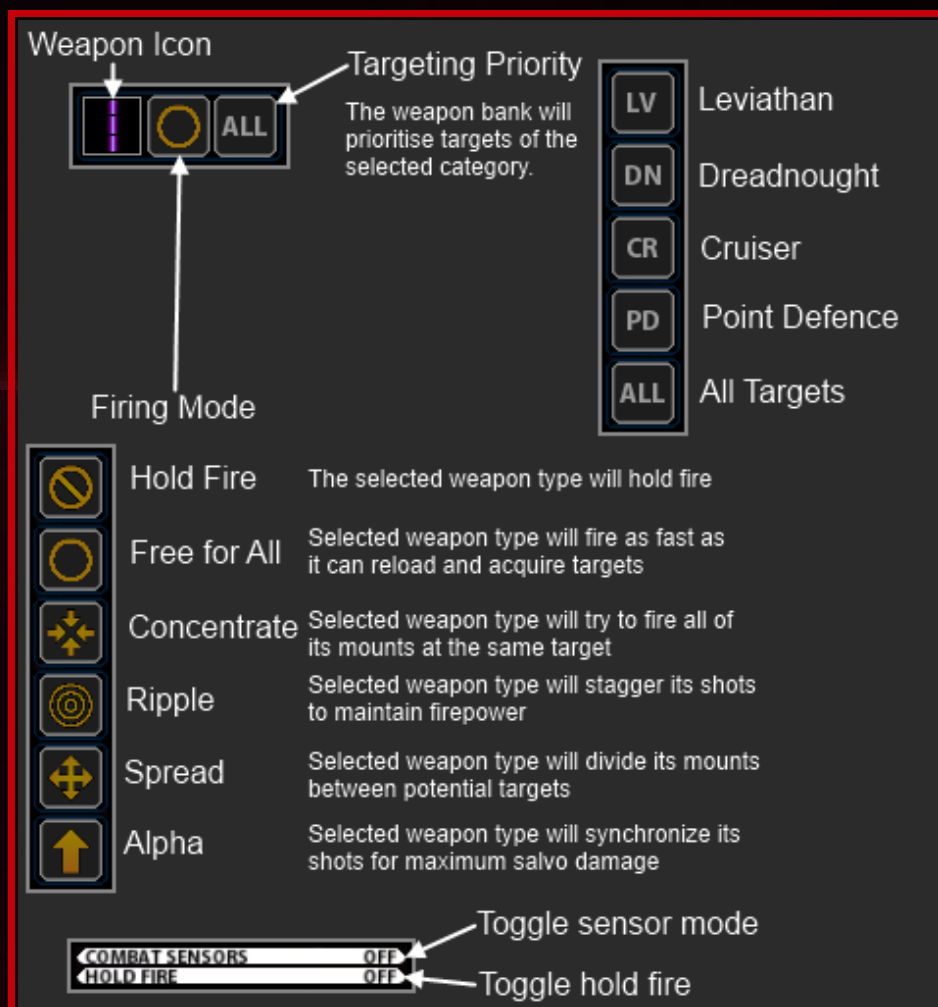


Ship Controls

to direct their attack from a particular direction. Components of a ship that can be damaged are represented by the *Structure & Supply, Energy and Crew Status* icons.

Weapon Control Panel

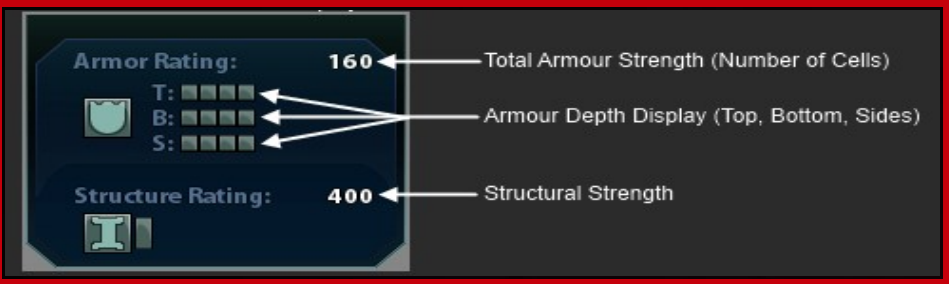
The *Weapon Control Panel* allows you to customised how each ship attacks during combat. When deciding how to initiate your attacks, you can choose which *Weapons will fire*, the Mode they will fire and the ship type *Targeting Priority* they will focus their fire at.



Weapon Control Panel

Ship Armour

Understanding the status of armour that your ships possess will be key when deciding whether to withdrawn them from battle. All ships possess a certain amount of armour, while others ships dedicated to combat, will also possess other defensive capabilities.

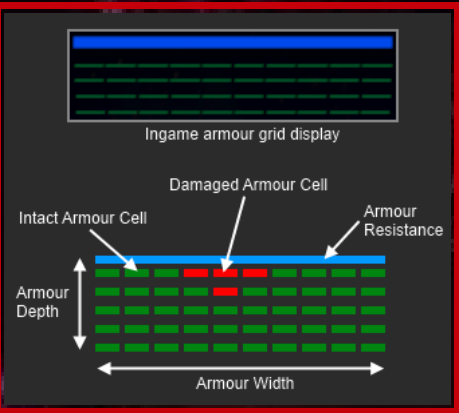


Armour Ratings

All armour is given rating in the game. As can be seen in the image above. *Armour Strength* represents the total number of individual armour plating cells that the ship possess. *Armour Depth* shows the level of armour any attacks will need to penetrate before hitting the ship proper. The *Structural Strength* of the hull is also show. This is essentially the

exposed hull of the ship, once all armour has been depleted from the craft's exterior.

The *Armour Grid* is the visible component of the armour, when seen on screen (Green). As each ship is attacked, this grid will update to show exactly how bad the damage being caused is (Red).

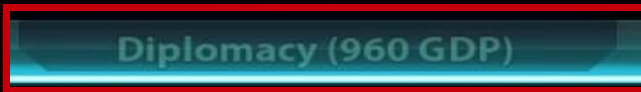


Armour Grid

DIPLOMACY



You can also engage in diplomacy and espionage from the *Diplomacy Manager Screen*, (by clicking the icon on the left.) From this screen you will be able to undertake a host of actions, limited only by the resources you need to fund such actions, such as *credits*, *knowledge*, *technologies* and *diplomatic stations*.

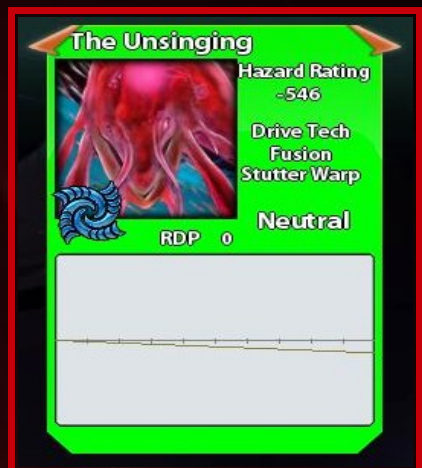


Available *diplomatic currency* is shown at the top of the screen (as above). This value determines what actions can be attempted for all your diplomatic dealings with rival factions. You can increase this amount in several ways including: building diplomactic stations, setting sliders in the Empire Manager and through research.

Technologies that increase your diplomatic capabilities are arrayed throughout the technology tree, though the most important are perhaps *Political Science* and *Psionics*.

Diplomacy & Espionage Panels

The range of *Diplomatic actions* and *Espionage options* are arrayed across four sub-panels which can be navigated by using the *Orange buttons*. Each species has its own set of panels which are colour-coded to match those of the factions in play. The first of these provides an *Overview* of the rival species including: Race portrait and



Diplomatic Overview

logo, leader name, space travel tech, and the current relationship between their empire and yours.

Diplomatic Actions are arrayed in the next sub-panel. Here you will be able to conduct any actions you choose and keep an eye on any previous actions that may be pending.



Diplomatic Options

The next sub-panel contains *Espionage* and displaying an overview of all operations and situational intelligence that your empire's forces have been able to gather against each opponent.



Espionage Options

History is the final sub-panel. This provides an overview of recent events and interactions concerning the particular faction being monitored. As research and stations increase so will your capabilities and success rate in both these disciplines.



Intelligence Overview



Empire Manager

Accessed by clicking on the *Pie-Chart* icon on the main *Galactic Screen*, the *Empire Manager* provides an overview of: finances, government ideology, current tax and immigration rates, as well as the current *Relationship overview* for each known rival faction. In addition there are a number of *statistics* detailing your empire's *current achievements*. Perhaps it's most important function is to show whether your treasury will be increased through *savings* in the next turn, or if a loss will be made.

BUDGETING

Everything comes at a price. Whether conducting research, upgrading colonies, building stations or maintaining fleets. Each action sucks vital credits from the imperial treasury.

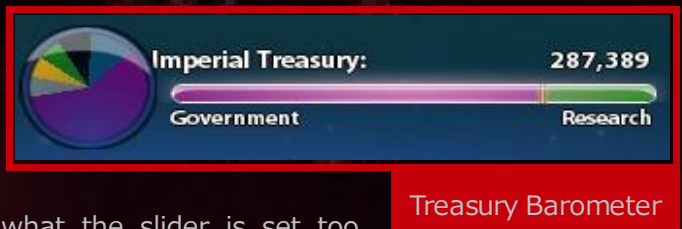
Income Pie Chart

You can see the percentage of funds allocated to each sector of the imperial effort by glancing at the *Income Pie Chart* on the *Galaxy Screen* or in the *Empire Management Screen*. Each colour represents a portion of your empire's expenditure. The most important of these are *Purple* for government/bureaucratic expenses. *Green* represents research. *Black* shows the amount of credits lost to system wide corruption. A turn where there is a shortfall will see the necessary funds taken from the treasury savings.



Treasury Barometer

As the leader of your empire you can manage to some degree what volume of funds are allocated to which sections of effort. Moving the slider from the *Treasury Barometer*, seen below moves the amount allocated to the two core funding areas of your empire. Most of the time what you spend on *research* dictates what the slider is set too.




Once you have a number of established colonies generating credits, consider saving money to build valuable dreadnought and Leviathan fleets.

EVENT HISTORY



Important events are noted and recorded in the *Event Log*. These alerts can be found at the bottom right of the *Galaxy Screen*, as they occur. Though only one event is shown at a time, you can cycle through all of the events of the current turn in order.

History Log

For more details you can consult the *Event History Log* which can be  accessed by clicking on the icon to the left. Previous events are stored here in chronological order, grouped into sections by the turn count during which they occurred. You can consult these logs at any time you wish, in order to see if you have missed anything of importance.



An Empire's History

Each type of game event has its own icon to help you scan the list of past events and identify any that you may be looking for.



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THOMAS KOCH [HUMAN]

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