



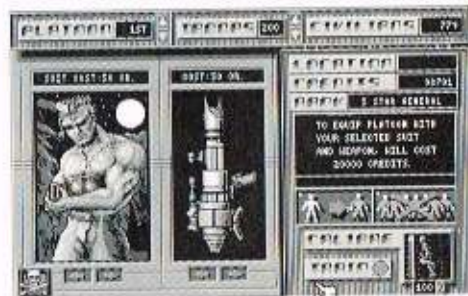
Commissioning Soldiers

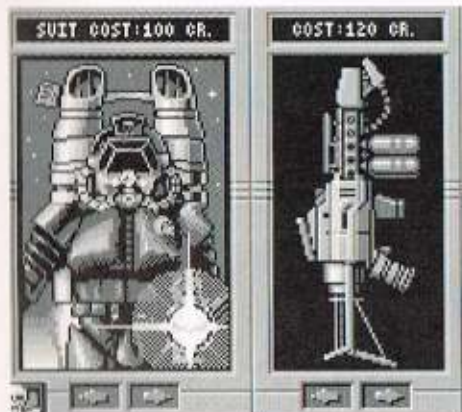
Overlord is played in real time – while you are busy attending to one aspect of managing your campaign, life continues throughout the planet system. While you were buying and dispatching the Atmosphere Processor, your troops were hard at it in the military academy on Starbase. By now, the raw recruits should be well on their way to being professionally-trained soldiers.

Click on the Platoon Management Icon – it's time to equip and commission the trainees. Two large portrait screens to the left of the Platoon Management Screen show the body armor and weapon type that are currently selected – clicking on the left/right arrows below these windows cycles through the options. The better the equipment, the more expensive it is – and the more men you have in a Platoon the bigger the total equipment bill will be. You'll notice that the total cost of equipping the current Platoon with the current armor and weapon is shown in a window above the running man.

In a real war, strategic decisions have to be taken about how many men you want in a Platoon, how much training you want them to have before they are moved into the army, and how much you can afford when it comes to equipping them. A Platoon of 200 men can cost between 20,000 and 109,000 Credits to equip with suits and weapons – the choice is yours.

When you click on the icon that shows civilians turning into soldiers (the Platoon Commission Icon) the current Platoon is commissioned at the current training level with the current equipment – providing you have enough Credits on Starbase to afford it!





For the purposes of this whistle-stop tour round Overlord, it's not too important how well-trained or well-equipped your first Platoons are. Check how many Credits you have available to spend – the total appears in a window towards the top right of the screen, beneath the window that shows the level of the civilian population. Experiment with the suit and weapons selection mechanism and work out what you can afford to buy, bearing in mind that you want to commission four Platoons. Don't spend all your money equipping one Platoon, or you'll have to raise more cash before continuing.

You may want to wait a while so that extra funds can be raised from taxes, or you may decide to go to the Government Screen and bump up the tax rate temporarily to raise extra money quickly while you wait for the recruits to attain a higher level of training.

The 1st Platoon has been in training longest, so start by commissioning that Platoon – keep clicking on the down arrow next to the Platoon Identity Window until '1st' appears.



Click on the Platoon Commission Icon. Providing you had the Credits to buy your selected equipment, the 1st is now part of your army. Click on the up-arrow next to the window that identifies the current Platoon, and it displays '2nd'. Click on the Platoon Commission Icon, and the 2nd is now operational. Repeat the process for the 3rd and the 4th Platoons.

Congratulations, you now have an army. Turn the page to discover how to deploy your Platoons...



Don't click on the Platoon Decommission Icon now – you'll disband your newly-commissioned 4th Platoon which would be silly. This icon, like the Platoon Commission Icon, only affects Platoons and trainees on Starbase.



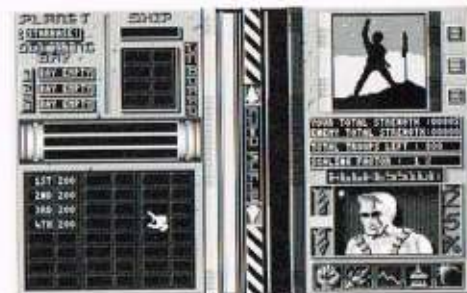
Deploying Platoons

Once Platoons have been commissioned, you control them via the Combat Control Screen which allows Platoons to be moved from the garrison on a planet into a Battle Cruiser that is sitting in a Docking Bay on that planet, or unloaded from a Battle Cruiser and placed on the surface of a planet.

Click on the Combat Control Icon. Notice how your Platoons – 1st through 4th – appear in the large grid to the left of the Combat Control Screen. The number of men each Platoon contains appears next to its name. All four Platoons are currently on the surface of Starbase; a vertical green bar gives a visual representation of your overall military strength on the current planet. (A digital readout to the right shows how many men you have on the current planet, and reveals your total Military Strength there.)



We're going to ship the 1st and the 2nd Platoons to your new colony once it has been set up by the Atmosphere Processor. Platoons can only be transported in Battle Cruisers, so now would be a good time to buy one. Click on the right mouse button to return to the Main Screen.





Buying A Battle Cruiser



Click on the Buy Icon to call up the catalogue of items you can purchase. Flip through the pages of the on-screen catalogue by clicking on the left or right arrows until you find the Battle Cruiser, then buy it. If you can't afford it, you may have to return to the Government Screen and ramp up the tax rate for a while to raise funds quickly. (Make sure you reset the tax rate again if you do this, as it is easy to forget, and end up taxing your population so heavily that people stop breeding.)



Return to the Main Screen by clicking on the right mouse button, then click on the Cargo Bay Icon to call up the Cargo Bay Screen. Click on Battle 1's name to make it the current ship for Cargo Bay operations. You're now in a position to crew Battle 1, and it also needs to be fuelled as it is going to be used to take two Platoons to your first colony.



Click on the up-arrow in the icon that contains a picture of a fuel filler nozzle and hold down the mouse button to pump Fuel from Starbase's reserves into Battle 1's tanks. Notice how the green bar-readout marked 'Fuel' in the large panel to the right decreases as the number in the fuelling icon increases – the four vertical green displays on the right of the screen show how much Fuel, Minerals, Energy and Food are held in reserve on the



current planet. This area, as you will see later, is also used when Resources are moved around as cargo – we'll return to the subject later. For the time being, just transfer Fuel from Starbase to the tanks of Battle 1.

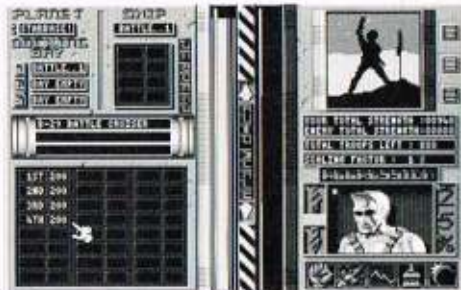
When Battle 1's tanks are full, click on the Crew Icon to assign a crew, then click on the right mouse button to return to the Main Screen.



As the Battle Cruiser is now fully commissioned and waiting in one of the Docking Bays on Starbase, you can load Platoons onto it. Click on the Combat Control Icon. Battle 1's name appears in one of the Docking Bays shown at the top left of the Combat Control Screen, and as it is the only craft in a Docking Bay, it is automatically selected as the current craft. (If there's more than one Docking Bay occupied, click on Battle 1's name.)




The plan is to send the 1st and 2nd Platoons to your new colony – so they have to be moved on board Battle 1. Click on '1st' in the large grid to the left, and you'll notice that the identifying details of the 1st Platoon move into one of the four empty cells displayed to the right of the Docking Bay display. The 1st Platoon is now aboard Battle 1 – notice how the military strength readout and the vertical green bar in the centre of the screen reduces as you move the Platoon off the surface of Starbase. Click on '2nd' to load the 2nd Platoon, and notice the further depletion in Starbase's military might that takes place. Click on the right mouse button to return to the Main Screen.






Reviewing Your Colony



 Click on the Atmosphere Processor Icon to check on the status of the planet you started formatting a little while ago. (It has probably already formatted by now, as the Message Window will have pointed out, but if it hasn't, wait until you get the message that Planet 1 is now formatted.)

Click on the up-arrow to the right of the Star Map to move the Planet Cursor to the planet just above Starbase. The Video Window will now display a view of your newly-formatted planet. There are four different types of planet that can be created by the Atmosphere Processor – Volcanic, Tropical, Metropolitan and Desert – and they each have different attributes. Now would be an opportune moment to use the pause facility while you check out what kind of planet you have just created.



 Click on the Pause Icon to suspend gametime while you turn to page 67 of this manual to discover more about planets... notice how the Pause Icon turns silver to show that the game is suspended. Return here once you have identified what type of planet Planet 1 is.

Click the left mouse button to de-activate the pause facility, so that you can resume play.



Now that Planet 1 has been established as a colony, you may wish to click on the Government Screen Icon to discover what you have in the way of population and Resources in the seed colony planted by the Atmosphere Processor. Clicking on the Government Screen Icon will call up the Government Screen with Planet 1 selected as the current planet – assuming you left the Planet Cursor on Planet 1.



Notice that you have a little of everything. Start thinking what equipment you need to buy and send to Planet 1 in order to establish it as a colony, bearing in mind the type of planet it is.

We have already bought a second Solar Satellite Generator for Planet 1, which is currently orbiting Starbase, and have commissioned a Battle Cruiser and loaded two Platoons onto it, ready for shipment to your new colony. Time to send the craft on their way. Click on the right mouse button to return to the Main Screen.

Click on the Navigation Screen Icon. You will notice Planet 1 is the current planet – and its Docking Bays are empty, so there isn't a current craft selected for Navigational operations. Find Battle 1's name in the central grid that displays the roster of the craft in your fleet, and click on it to select Battle 1 as the current ship for Navigation Screen operations.





Battle 1 is in a Docking Bay on Starbase, so you need to click on the Launch Into Orbit Icon to get it into space.



Then click on the Journey To Planet Icon to initiate the trip. The roster of craft in the central grid is now replaced by a list of the names of all the formatted planets in the planet system. Click on 'Planet 1' as the destination. Notice how details appear in the Journey Statistics panel to the bottom right of the Navigation Screen when you do this – you can see how much Fuel is needed to undertake the journey, and you are given the 'EDA' – Estimated Days to Arrival.

While you wait for Battle 1 to complete the journey, you might as well send one of the Solar Satellite Generators from orbit round Starbase to orbit round Planet 1. Click on either 'Solar 1' or 'Solar 2' in your craft roster to select a Solar Satellite as the current craft for Navigation Screen operations.

As the Solar Satellites are already in orbit, all you need to do is click on the Journey To Planet Icon and select Planet 1 as the destination. When your selected Solar Satellite arrives at Planet 1 it will stay in orbit and immediately begin beaming down Energy to the planet surface.

It's worth remembering you can change the current planet while you are using the Navigation Screen – if the last thing you do is click on a planet as a



destination, then that planet becomes the current planet within the game when you leave the Navigation Screen. Similarly, if the last thing you do on the Navigation Screen is click on a craft, then its location (or its destination) becomes the current planet.

Battle 1 will now be in orbit around Planet 1. Select it by clicking on its name in the central roster, then click on the Land On Planet Icon to move it from orbit to a vacant Docking Bay on the surface of Planet 1. Click on the right mouse button to return to the Main Screen



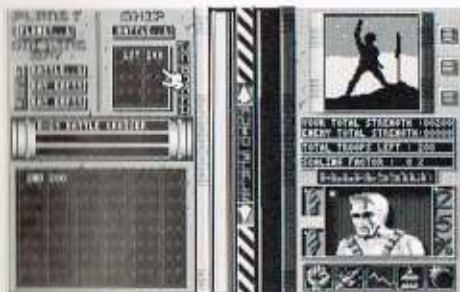


Setting Up A Garrison



Click on the Combat Control Icon to call up the Combat Control Screen. Planet 1 should still be the current planet. Battle 1 is in a Docking Bay, and it contains the 1st and 2nd Platoons; their names appear in the panel containing four grid cells that is located just to the right of the three Docking Bay windows, because Battle 1 is the current ship. The other displays on the Combat Control screen show that there is a military strength of zero on Planet 1.

When you click on the name of one of your Platoons, it is moved to the surface of Planet 1 and a vertical green bar appears on the screen, indicating that you have established a military presence on the planet. Click on the name of the other Platoon that is still waiting aboard Battle 1 and notice how your have boosted your military presence on Planet 1 even more.



End Of The Tour

You have now got Starbase up and running efficiently and established a colony on Planet 1: the Quick Start Tour is now complete and you can begin to play in earnest. You may wish to save the game position again before continuing play, but from here on in it's your skill against the skill of the enemy commander. Good luck – and don't forget that elsewhere in this manual there are helpful hints on managing Resources, developing strategies and going to war, along with more detailed descriptions of the primary Control Screens found in the game.