

STELLAR CRUSADE™ HINTS

Copyright 1988 by Strategic Simulations, Inc. All rights reserved.

COMBAT

The game is too tough!

The number one rule in Stellar Crusade is that if the game is too tough for a player, then set the difficulty level lower. Playing the game on pushover level with the two initial options (maintenance/training and command/control/fog-of-war) set to off is very easy, assuming that the player has read the rules at least a little. If the player still has trouble with the game, then read on.

My ships get blown to bits in space combat...why?

One of the easiest ways to get killed in space combat is to have fewer ships than your opponent. When the initial space combat screens come up, look at the comparison in number of weapons. If your opponent has about the same number of weapons as you do, then you have a fair chance. If he has more weapons, but the same number of ships, then your ships are under-armed. Remember, until all of the long-range anti-r weapons are expended, no short-range anti-r combat is possible. Therefore, having superiority in the long-range department is desirable. If you have more weapons than your opponent and you are still losing, then you have one of two problems: either your effectiveness is much lower than your opponents' or your commander is lousy. Read on for explanations.

My commanders are always rated at 1 or 2. Why use them?

Well, you shouldn't. If your commanders aren't at least 3's, then fire them. Use other ones. Of course, you won't know how good they are until they fight, so be careful not to get into any decisive fights until you know the level of your commanders.

What is more important, anti-r or anti-i?

Anti-r is much more important for combat ships. The only ships that should mount more than one anti-i weapon are ships to be used in the escort pool.

What is the best ship design?

That depends on the purpose of the ship. Examples of each type of ship and their appropriate usage:

Battleship - 1xCommand Module, 2xR-Scan, 3xLong-range Anti-r, 2xArea Defense, 1xShort-range Anti-r, 1xShort-range Anti-i (use as your fleet combat ship).

Escort Ship - 3xShort-range Anti-i, 2xShort-range Anti-r (use as your standard escort).

Raiding Ship - 1xl-space drive, 2xShort-range Anti-r (use as your standard raider).

Transport Ship - 8xcargo (this is identical to the "Working Girl" but without the unnecessary command module...use it in your transport pool).

Attack Transport - Use the "AT:Spiderbird." This is the best design of this type. (Use as your assault transport to carry army units to enemy planets.)

How do I tell which troops are the best?

Heavy Regulars are the best type of troops. Special Forces are cute and Security Forces are cheap but Heavy Regulars are the key to taking and holding planets. Make sure you allow your Heavy Regulars to train (put them on planets with lots of rations) before trying to use them. They will take planets much more efficiently if they are well rested and well trained.

By the time the war breaks out, in the Long Campaign scenario, how many of each type of ship should I have?

You should have at least 15 medium sized transports in the transport pool, at least six to eight raiders in the Raiding command, at least 12 escorts in the escort pool, and as many combat ships as possible. We recommend that you have a couple of attack transports ready when you go to war so that you can take some of the Republic's worlds early in the war. Also, have at least one heavy regular on every friendly world by the start of open hostilities. This will give you a much better chance of keeping your worlds when the fighting gets tough.

EXPLORATION

How many worlds should I be able to explore before all of them are taken?

Well, a better question is how many should my opponent be able to explore before I get the rest. The answer to that is that it depends on the level of play. If you are playing on pushover level and have the "Maintenance" option turned off, then you should be able to hold the Republic to only five star systems, six if you are unlucky. It is possible to hold the Republic to four, but it requires much luck to pull it off. If, however, you are playing on the Hideous! level, you will lose probably seven or eight systems. The biggest factor here is the "Maintenance" option. If it is ON, you will probably lose as many as ten systems to the computer.

Are there any key worlds that I should always explore first?

Definitely. Always explore the two worlds closest to home first, Kiffryn's Star and Bennett's Star. Then explore straight out from there. Make sure you get all three Ramage stars and both Epsilon and Delta Felis. If you succeed in this, the Republic player will be unable to attack your home systems without first penetrating your outer ring of systems.

ECONOMICS

How do I get my effectiveness to increase?

Don't spend all of your build points. Any points unspent at the end of the third allocations screen are automatically put into research. Also, having planets with Paleotechnology will make your effectiveness increase. It should be mentioned that it takes a long time for your effectiveness to go from four to five, but that the wait is worth it. Effectiveness increases the range of your ships and their combat capabilities as well.

How Important is my Economics Report?

Very. The recommendations that it gives you will tell you what you are running short of and should be heeded. When the computer tells you that you need more capacity in your transport pool, it isn't kidding. It will only tell you this if you are below the minimum amount needed to get full effectiveness out of your raw material production. If the computer warns you to increase your escort command, do so. This means that limited hostilities are on the way and that you should prepare yourself.

What are the priorities in building up my worlds?

First, build as many mines and refineries as you can on Alger. Then build up some farms on Laird's Star. By this time, you should have found your "super world." This is almost always either Bennett's Star or Kiffryn's Star. Begin shipping colonists as quickly as possible. Also, build ten factory kits and ship them over. Once you have ten factories over onto your "superworld," you must begin building mines, refineries, and farms. Emphasis should be on the refineries and mines. By the time war begins, you should be able to have 20 operating factories here. Don't worry about building up several colonies at once. It is far easier to get a colony going fast once you jumpstart it than it is to jumpstart several at once. Your home planet of Alger shouldn't have to build any more factory kits once your "superworld" is started. Just keep building your fleet up from Alger.

Are Intelligence Centers useful?

Yes, but only to a limited extent. They prevent food riots. This is useful. However, their biggest function is the production of intel points. You can use these to recon enemy systems and to foment rebellion on enemy worlds. However, be warned that the computer will often defend itself very vigorously in this area. We suggest that you use intelligence points in a purely defensive role.

How Important are Spares and Rations?

They are the key to survival for your fleet and your troops if the Maintenance and Training option is on. You must keep large amounts of spares near areas in which space battles are expected. Also, keep stockpiles at your home world so that the ships from the various commands can use them for repair. Also remember to have rations on any planets that have deployed troops. Your troops need rations in order to train up to their full strength.