



## Her Majesty's Royal Galactic Navy Officer Training Guide

Welcome to the Royal Galactic Navy – a powerful force to be reckoned with. Every day, you will encounter brave and heroic men engaged in maintaining our pan-galactic supremacy out in the void sea.

It is our job to protect the Empire's interests, and after stoicism training, you will be doing just that. From the shoulder of Orion, to Tannhauser Gate, it is your purpose to be in the thick of the action – protecting our vital tea trade routes, **our** worlds, and **our British way of life.**

***Would you like to know more?***

COMMODORE MANDEVILLE PRESENTS  
**REVENGE OF THE  
MARTIANS**  
A BRITISH ADVENTURE OF  
SPACE, STRATEGY, AND GUNS

# 1

## Camera Control

**Crikey! Don't get ahead of yourself sir! Commanding one of her Majesty's strike groups is no simple cup of tea!**

**Space is a *three-dimensional* warfighting domain. Mastery of this fact will give you the strategic clout to give those xenos and pirates a jolly good what for!**

Press **tab** to bring up the strategic overlay, allowing you to view health and shield bars.

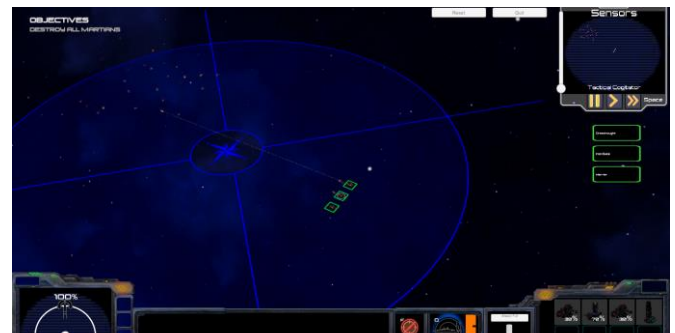
Use the **mouse wheel to zoom** in and out. The camera locks on to the currently selected ship as its anchor point, or the mean position in space if multiple ships are selected.

Zooming all the way in gives you direct control of a **single ship**, allowing you to fine tune its movements with the **WASD** controls.

A full zoom out allows for a strategic view of the battlefield, useful for ship positioning. Press **F** to focus the camera.

The **camera** itself may also be panned using the **WASD** keys.

*Figure 1 – strategic zoom*



# 2

## Spaceship Control

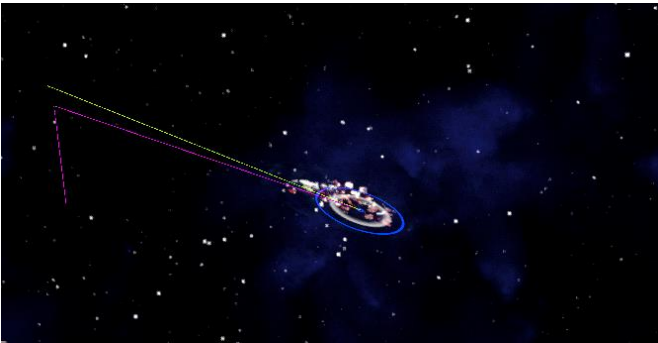
To take advantage of the fact that space is **MORE THAN A 2-D PLANE**, our ships are outfitted with reverse engineered Martian multi-dimensional navicomputers!

Plot a course in the strategic view, adjusting vertical and lateral heading.

Select at least one ship. This can be done by either a simple click, or by dragging a box over multiple controllable vessels.

To issue a move order, **right click** on an area of space to enter move mode. Once in move mode, move the mouse on the 2d plane to the x y position you wish to move. **Left click** to confirm. The movement control will then switch to vertical mode. **Left click again** to confirm z axis.

*Figure 2 – three dimensional movement compass*



# 3

## Ship Combat

**Back in the past, admirals such as Jellico espoused the RIDICULOUS notion that naval combat is a complicated and difficult art. Modern naval doctrine states that this is absolute RUBBISH!**

**To destroy enemy ships, simply point your guns at the bastards and fire! Diverting additional power to weapons results in more gunning down of the enemy!**

**Failing that, our combat vessels are equipped with reinforced bows and torpedo mountings. RAM THE ENEMY'S INFERIOR SHIPS!**

*Figure 3 – Prepare for RAMMING SPEED!*



Of course, you could adopt some rudimentary tactics, such as bringing one of Her Majesty's science vessels along with you. The boffins have reverse engineered a martian shield restoration ray; don't you know? Sometimes, the use of the fleet auxiliary CAN be justified, but only when it results in our proper ships of the line being able to stay in the fight longer!

The longer we stay alive, the more we can shoot at the bastards!

Well, go and have a cup of tea old chap. You've pretty much got what it takes to be an officer!

*Figure 4 – Torpedoes away!*





