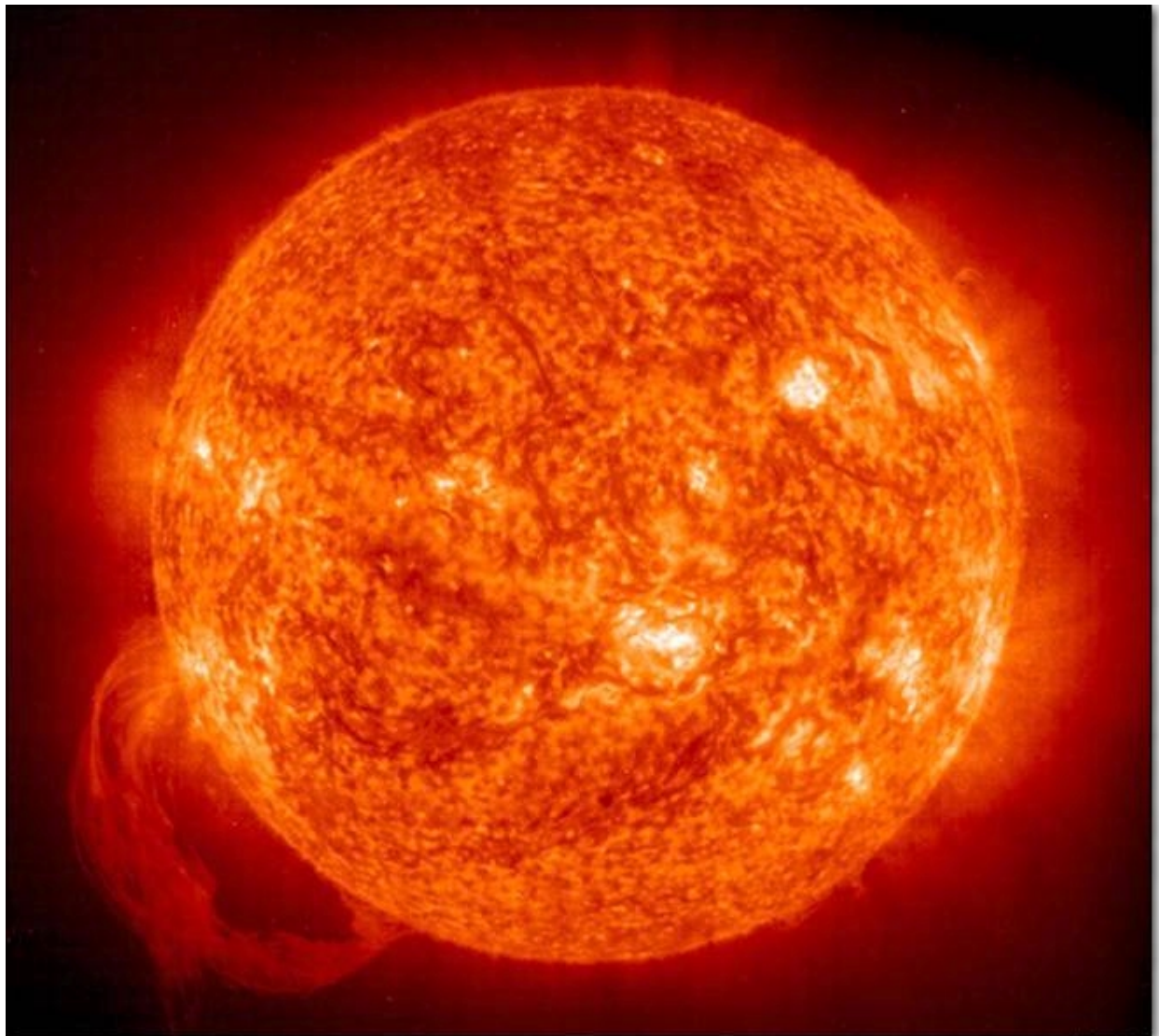


SuperNova: Rise of the Empire Orders Supplement



NASA / AFP

<i>Order Name</i>	<i>Order Code</i>	<i>Standing Order Use</i>	<i>Convoy Route Use</i>
<i>Allegiance Tree</i>	TREE	-	-
<i>Analyze Item</i>	ANZ	-	-
<i>Army Battle Plan</i>	ABP	-	-
<i>Assign Commander</i>	AC	-	-
<i>Break Allegiance</i>	BALG	-	-
<i>Build Item</i>	BI	-	-
<i>Build Ship</i>	SHIP	Yes	-
<i>Colonial Beacon</i>	COLB	-	-
<i>Colonial Attrition Survey</i>	CSV	-	-
<i>Colonist Training</i>	CTRN	Yes	Yes
<i>Construction Installation</i>	CON	-	Yes
<i>Describe Installation</i>	INST	-	-
<i>Design Details</i>	DD	-	-
<i>Decommission Fleet</i>	DECF	-	-
<i>Diplomacy</i>	DIP	Yes	-
<i>Disband Ground Force</i>	DGF	-	-
<i>Dismantle Installation</i>	DISM	-	-
<i>Division Assignment</i>	DIV	-	-
<i>Edit Build</i>	EB	-	-
<i>Eliminate Design</i>	ED	-	-
<i>Embark Army Force</i>	EAF	-	-
<i>Exploration</i>	EXPL	Yes	-
<i>Formation Battle Plan</i>	FORM	-	-
<i>Fuel Transfer</i>	FUEL	-	Yes
<i>Geological Survey</i>	GEO	-	-
<i>Ground Attack</i>	GATK	-	-
<i>Jettison Cargo</i>	JETT	-	-
<i>Live Fire Exercise</i>	LFE	Yes	-

<i>Order Name</i>	Order Code	<i>Standing Order Use</i>	Convoy Route Use
<i>Load Cargo</i>	MOVE	Yes	Yes
<i>Move To Warp Point</i>	MOVE	Yes	Yes
<i>Name Legendary Character</i>	NAME	-	-
<i>Naval Encounter Plan</i>	NENC	-	-
<i>New Force Battle Plan</i>	NFBP	-	-
<i>Naval Movement</i>	NM	Yes	Yes
<i>Naval Unit Design</i>	NUD	-	-
<i>New Army</i>	NEWA	-	-
<i>New Fleet</i>	NEWF	-	-
<i>Offload Cargo</i>	OC	Yes	Yes
<i>Orbital Bombardment</i>	BOMB	Yes	-
<i>Orbital Reconnaissance</i>	ORB	-	-
<i>Planet Map</i>	PMAP	-	-
<i>Privacy Option</i>	PRIV	-	-
<i>Reorganize Army</i>	RA	-	-
<i>Reorganize Naval</i>	RN	-	Yes
<i>Request Empire Address</i>	REA	-	-
<i>Request Technology Descriptions</i>	RTD	-	-
<i>Resupply Duty</i>	SUPP	-	-
<i>Scuttle Ship</i>	SCUT	-	-
<i>Sensor Sweep</i>	SENS	Yes	-
<i>Set Research Priority</i>	SRP	-	-
<i>Skim Gas Giant</i>	SKIM	Yes	Yes
<i>Scrap Ship</i>	SCRP	-	-
<i>Swear Allegiance</i>	ALLG	-	-
<i>System Scan</i>	SS	-	-
<i>Transfer Items</i>	TR	Yes	-
<i>Warp Movement</i>	WARP	Yes	Yes
<i>Warp Survey</i>	SURV	-	-

Army Battle Plan

This order is used to detail changes in the combat orders of one of your Armies.

ABP, Army #, Offensive Combat Order, Standing Defense Order

Army # The Army # that is accepting a new battle plan

Offensive Combat Order The name of the new Offensive Combat Order that you are assigning to your Army.

Standing Defense Order The new Standing Defense Order for your Army.

Example: 20, Living Wave Assault, Nuclear Release

Troopers in Army # 20 are ordered to execute a Living Wave Assault should they be ordered to attack an enemy force. They will use the Nuclear Release option to incinerate their enemies in the searing flames of atomic fire should they be engaged in battle.

Offensive Combat Order	Standing Defense Order
Aerial Bombardment	Counterattack
Airmobile Assault	Delaying Action
Artillery Bombardment	Fortify
Encircle	Mobile Defense
Frontal Assault	Nuclear Release
Harassing Attack	Ready Reserve
Living Wave Assault	Stand and Defend
NBC Strike	Withdraw
Reconnaissance In Force	-

Assign Commander

The Assign Commander order is used to relocate your Legendary Characters. If a Legendary Character is assigned to an Army, there is a chance that the Character will perish as Divisions are lost in combat. If assigned to a Fleet, the Character stands a chance of dying as ships are destroyed in combat. When using this order, the Target of the order must be located wherever the Character is currently stationed. New Characters begin play at one of the worlds under your control. Such a Character could then be moved elsewhere by sending a Fleet to his location, using this order to load the Character onto the Fleet, and then moving the Fleet off.

AC, Legendary Character #, Target Type, Target #, Orbital Location

Legendary Character #	The ID # of the Legendary Character you want to reassign
Target Type	Army, Fleet, World
Target #	If Target Type is "Army" or "Fleet", then Target # is the ID # of the Army or Fleet
System Name	The name of the star system where you wanted the Legendary Character assigned.
Orbital Location	If Target Type is "World", then Orbital Location is used to distinguish between planets and moons.
Example:	AC, 5, Army, 12, 0, 0 Assigns Legendary Character # 5 to Army # 12. Character # 5 must currently be stationed at whatever world Army # 12 happens to be based, another Army on that world, or on a Fleet in orbit over that world.
Example	AC, 1, World, 0, Alaska, 2a Assigns Legendary Character # 1 to a Alaska - 2a. In this case, "2a" designates a moon (because of the "a"). Legendary Character # 1 must currently be located on a Fleet orbiting a moon designated as "2a", or in an Army already on that moon. If the current location of the Legendary Character is not on an Army already at Alaska - 2a, or over Alaska - 2a in a Fleet, the AC order will fail.

Swear Allegiance

The Swear Allegiance order is used to dedicate your Empire as being loyal to another Empire. This is how you would join an alliance of other Empires. The more Empires that you have sworn under you, the higher your rank within the alliance. Empires sworn to other Empires beneath you count toward this total as well as those sworn directly to you.

ALLG, Empire #

Empire # The Empire # you wish to swear allegiance to

Example: ALLG, 1886

Swears your Empire as being loyal to Empire # 1886. If you were already loyal to another Empire, this order would fail. You would need to Break Allegiance with the other Empire first, using the BALG order.

Analyze Item

Complete details on a piece of technology that your scientists have already developed or can develop are listed. The information provided is more complete than the simple Request Technology Descriptions order, which gives only descriptions and construction requirements for every Item already researched by your Empire. A major benefit of the Analyze Item order is that it can be used on Items that you can research, but have not necessarily actually researched yet.

ANZ, Item Name

Item Name The name of the Item that you wish to have your scientists analyze.

Example: ANZ, Type A Defense Screen

Your scientists provide a description of the Type A Defense Screen along with construction requirements and other details. Since you already possess this technology (all Empires start the game with Type A Defense Screen technology already researched), this order will succeed. If you had tried to research the Type B Defense Screen, for instance, this order would fail until such time as you already possessed Type B Defense Screen technology or had the ability to research it.

Break Allegiance

The Break Allegiance order is used to remove your loyalty to another Empire. This is how you would leave an alliance. Once you Swear Allegiance to another Empire, you need to Break Allegiance from it in order to Swear Allegiance to a different Empire.

BALG, Empire #

Empire # The Empire # you wish to break your allegiance from.

Example: BALG, 1554

Breaks your Allegiance from Empire # 1554. Since you can only Swear Allegiance to one other Empire at a time, the use of the Empire # in this order is redundant but necessary—it's a safety check to make sure that you really want to leave your alliance.

Build Item

The Build Item order is used to assign Items to the Production Queue of a Population Group. This is how you tell your Industries to construct Items out of raw materials.

BI, Quantity, Item Name, Population Group #, Build Priority, Tooled

Quantity	The number of Items you want your Industries to produce.
Item Name	The name of the Item you want to build.
Population Group #	The ID # of the Population Group where you want the Item produced.
Build Priority	A number that indicates where in the Production Queue you want this Item placed. It is highly recommended that you increment your Build Priority values by at least 10's, because if you want to insert Items later on you'll have some Priority values already available and using distinct priority values will allow you to use easily replace/modify that queue slot in the future. <i>You are well advised to use distinct priority values for your industrial queues.</i>
Tooled	Enter "Yes" if you want this Item to remain in the Production Queue even after it has been produced. Enter a "No" if you want it deleted from the Queue once it has been produced. You can use the "Yes" option here to have some Industries permanently assigned to producing an Item that you know you'll need a lot of. In this way you wouldn't have to keep issuing the BI order every time your Industries finished up a batch of such Items.
Example:	<p>BI, 10000, Steel, 5426, 90, Yes</p> <p>Inserts 10,000 Steel as an Item to be produced by your Industries in Population Group # 5426. The Steel is given Priority 90 and sets it as Tooled so that these Industries will continue to produce Steel at Priority 90 forever. Items in this Queue with Priority values less than 90 will be produced first, but the Steel will keep these Industries busy once those lower-Priority Items have been completed.</p>
Example	<p>BI, 500, Electronics, 1500, 10, No</p> <p>Inserts 500 Electronics near the top of the Production Queue in Population Group # 1500 (a Priority value of 10, a low value, probably means the top of the Queue). The Electronics will be produced once and then cleared from the Queue.</p>

Orbital Bombardment

Orbital Bombardment missions are used to eradicate enemy forces from the surface of a planet by utilizing a combination of conventional starship weaponry and Mass Destruction Devices. Your Fleet commander does not have to use all of the MDD's at his disposal, and can target specific Population Groups if desired. Your Fleets will refuse to engage Population Groups under your Empire's control.

Requires 1 Action Pt to execute.

BOMB, Fleet #, Population Group #, Item #1, Quantity #1, ..., Item # 24, Quantity # 24

Fleet #	The Fleet that is conducting the Orbital Bombardment mission.
Population Group #	The ID # of the Pop Group that is being targeted for destruction. If you use the special keyword of ALL here, your Fleet commander will divide available firepower over every Pop Group on the world that his force is orbiting.
Mass Destruction Device # 1	The first Mass Destruction Device that you want deployed against enemy surface targets. If you use the special keyword of ALL here instead of the name of a particular Mass Destruction Device, every MDD on board your Fleet will be used.
Quantity # 1	The Quantity of the first Mass Destruction Device that you want to deploy against enemy surface targets. If you used the ALL keyword for the first Item loaded, then the Quantity for the first MDD is not needed.
MDD's # 2-24	Remaining specific Mass Destruction Devices that you want to use against enemy targets.
Quantities # 2-24	Quantities of the remaining Mass Destruction Devices that you want used against enemy targets.

Example: BOMB, 52, 9843, Cobalt Fusion Bomb, 3, Nuclear Bomb, 28

Fleet # 52 engages enemy surface targets inside Population Group # 9843 in an attempt to destroy everything in that Pop Group. Ship-mounted weapons of every type are used along with 3 Cobalt Fusion Bombs and 28 Nuclear Bombs that are stored in Fleet cargo holds. Should Population Group # 9843 not exist at the world where Fleet # 52 is currently stationed, this order will fail. If the Fleet has fewer than 3 Cobalt Fusion Bombs or 28 Nuclear Bombs in its cargo holds, fewer will be used.

Example: BOMB, 491, ALL, ALL

Fleet # 491 uses all of its ship-mounted weapons and every Mass Destruction Device at its disposal to devastate every Population Group on the world where it is currently stationed. Note that Population Groups under your direct control will not be targeted by this order.

Example: BOMB, 22, ALL, Nuclear Bomb, 3

Fleet # 22 uses its ship-mounted weapons and 3 Nuclear Bombs, targeting every Population Group on the world where it is currently stationed.

Example: BOMB, 46, 12098, ALL

Fleet # 46 targets Population Group # 12098 with its ship-mounted weapons and every Mass Destruction Device in its cargo holds.

Colonial Beacon

One of your Fleets places a Colonial Beacon on the planet that the Fleet is orbiting. This establishes a new Population Group with a random ID #. Your turn results will indicate the new Population Group #, which you can use in subsequent turns to establish a new colony by means of Offload Cargo orders.

Requires 1 Action Pt to execute.

COLB, Fleet #

Fleet # The Fleet ID # that you are using to establish a new Population Group.

Example: COLB, 20

Fleet # 20 creates a new Population Group at whatever world it happens to be located at.

Construct Installation

The Construct Installation order is used to fabricate new Installations in Population Groups. Typically this requires a lot of Construction Materials, which should first be built by Industries using the Build Item order. Note that Installations are not Items that are produced by Industries. Instead, they are facilities that are fabricated directly from Construction Materials (some rare Installations require other Items as well).

This order is also used to build Shipyard Slips in a Population Group. Use the keyword "Shipyard Slip" in place of the Installation name and Shipyard Slips will be constructed instead of regular Installations.

CON, Quantity, Installation, Population Group #

Quantity The number of Installations that you want to construct.

Installation The name of the Installation that you want constructed. Enter "Shipyard Slip" here if you want to construct Shipyard Slips instead of regular Installations.

Population Group # The ID # of the Pop Group where you want the Installations constructed.

Example: CON, 10, Iron Mine, 511

Constructs 10 Iron Mines in Population Group 511. You must have sufficient Construction Materials in Population Group 511 or fewer than 10 Iron Mines will be fabricated.

Example: CON, 2, Shipyard Slip, 12488

Constructs 2 Shipyard Slips in Population Group 12488. You must have sufficient Construction Materials in Population Group 12488 or fewer than 2 Shipyard Slips will be built.

Colonial Attrition Survey

Survey teams aboard one of your Fleets conduct an extensive analysis of the world where they are stationed, and report back their estimate of the survival chances of any colonists who might be brought there. A specific Population Group # can be specified as part of this order, which directs your survey teams to base their findings on the current composition of that Population Group. In this case they take into account the Installations that are present there which could reduce their attrition estimates in a favorable manner. If no Population Group # is indicated, your teams conduct a general attrition survey of the world, with no Installation bonuses applied.

Survey teams are assumed to be present on all of your Fleets, but superior equipment, lifeform features and Legendary Characters can affect the accuracy of this mission.

Asteroid fields are considered planets for purposes of colonization. Gas Giants can also be colonized as it is assumed that your colonists would be living in orbital habitats, but attrition rates are often prohibitive at Gas Giant colonies without proper technological aids.

Requires 1 Action Pt to execute.

CSV, Fleet #, Population Group #

Fleet # The Fleet ID # where your survey teams are based

Population Group # The Population Group # that your teams will be focusing on. If no Population Group # is specified, they will conduct a general attrition survey of the planet.

Example: CSV, 105, 12484

Survey teams aboard Fleet # 105 estimate the colonial attrition rate for colonists being deployed to Population Group # 12484. Should Fleet # 105 not be located over the world where Population Group # 12484 exists, your teams would conduct a general attrition survey of the planet instead. If Fleet # 105 is not located over any planet, this order will fail.

Example: CSV, 105, 0

Survey teams aboard Fleet # 105 estimate the colonial attrition rate of the world where the Fleet is currently stationed. If Fleet # 105 is not located over any planet, this order will fail.

Colonist Training

This order converts regular Population units into Colonists trained and ready to settle a new world. Population units are given free rudimentary survival training by way of this order, which prepares them for the rigors of offworld living. Colonists are also a component required for the production of Troopers, which are needed for the mustering of many ground units. You should therefore train some Colonists out of your Population if you are interested in constructing new Divisions. Colonists can be loaded onto ships with a Load Cargo order, or disembarked into a Population Group by using an Offload Cargo order. Upon arriving in a Population Group via an Offload Cargo order, all Colonists are converted back into Population that is stored at the Population Group level (they are not considered "stockpiled Items" any longer).

CTRN, Population Group #, Quantity

Population Group # The Population Group ID # where you want to train new Colonists.

Quantity The Quantity of Population Units that you want to convert into Colonists. The Colonists will be stored as a stockpiled Item in the same Population Group where they came from. They are therefore available to be loaded onto fleets or transferred to other Population Groups on the same planet.

Example: CTRN, 18624, 20

Twenty Population Units are converted into Colonists in Population Group # 18624. If there are fewer than 20 Population Units present in Population Group # 18624, fewer Colonists will be trained. The new Colonists could either be moved to another world as settlers or further trained by way of a BI order into Troopers, for instance, which are required for many ground unit Division types.

Design Details

This order instructs your Imperial Naval Architects to provide details on one of your ship designs, including construction cost, movement capabilities, loadout and other aspects of the design.

DD, Ship Class

Ship Class The name of the Ship Class design template that you want details on.

Example: DD, Pathfinder

 Details on the Pathfinder class ship are provided.

Decommission Fleet

This order eliminates a Fleet from existence. The Fleet in question must not have any ships in it or the DECF order will fail. You may also use the key word "ALL" in the DECF order in place of a Fleet # - a DECF, ALL order will eliminate all of your fleets that have no ships currently assigned in a single order.

Requires no action points.

DECF, Fleet #

Fleet # The Fleet ID # you want eliminated from your Imperial records.

Example: DECF, 19

Destroys Fleet 19. If there are any ships in Fleet 19, this order will fail.

Example: DECF, ALL

Decommissions every active fleet command that does not currently have one or more ships currently assigned.

Disband Ground Force

This order eliminates an Army from existence. The Army in question must not have any Divisions in it or the DGF order will fail.

DGF, Army #

Army #

The Army ID # you want eliminated from your Imperial records.

Example:

DGF, 5

Destroys Army 5. If there are any Divisions in Army 5, this order will fail.

Diplomacy

This order is used to convince elements of a neutral (Non-Player) Empire to join your Empire without a fight. Even if you use threatening means to 'encourage' them to join you, no actual combat will take place, whatever the results of the Diplomacy mission. Having a Diplomat aboard your Fleet helps, as do a large number of other factors such as lifeform details, gifts, Fleet strength, government types, diplomatic option and so on. More details on the various options involved are listed in the main rulebook.

Requires 1 Action Pt to execute.

DIP, Fleet #, Population Group #, Diplomacy Option, Item, Quantity

Fleet #	The Fleet # that is conducting the Diplomacy mission.
Population Group #	The Population Group # that is the target of the Diplomacy mission. It is possible to convince one Population Group on a planet to join your Empire while leaving others out of your control, even if the others are owned by the same alien Empire. Your Fleet must be stationed over the planet where the Population Group is located or this order will fail. For the special case of "Declare War", enter the Empire # upon which you are Declaring War instead of a specific Population Group #.
Diplomacy Option	The type of Diplomacy mission that your negotiation teams are executing.
Item	If you are giving an Item to the aliens as part of the mission, the name of the Item is given here. Enter a zero if you are not giving anything to the aliens. In the special case of the "Slander" Diplomacy Option, enter the Player Empire # that you are slandering here, with a Quantity of zero.
Quantity	The quantity of the Item that you are giving. Enter a zero if you are not giving the aliens any Items.

Example: DIP, 101, 15421, Slander, 1120

Diplomats aboard Fleet # 101 try to convince the inhabitants of Population Group # 15421 that Empire # 1120 is not to be trusted.

Example: DIP, 54, 3160, Subversion, Weapons, 50

Diplomats aboard Fleet # 54 provide 50 tons of Weapons to a selected segment of Population Group # 3160 in an attempt to convince them to overthrow their government and join your Empire.

Diplomacy Options		
Aggressive	Military Alliance	Subversion
Alliance	Neutralize	Total Alliance
Break Agreement	Non-Aggression Pact	Trade Pact
Cease Fire	Peaceful	Ultimatum
Declare War	Present Gifts	Union
Demand Tribute	Slander	-

Dismantle Installation

The Dismantle Installation order is used to break down existing Installations into their component parts. Typically this means that the Construction Materials used to build the Installations are recovered. The civilian workers manning the Installations return to their homes and await future employment elsewhere.

Shipyards can also be dismantled. Use the keyword "Shipyards" in place of the Installation name and Shipyards will be disassembled instead of regular Installations.

DISM, Quantity, Installation, Population Group #

Quantity	The number of Installations that you want to dismantle.
Installation	The name of the Installation that you want broken down. Enter "Shipyards" here if you want to tear down Shipyards instead of regular Installations.
Population Group #	The ID # of the Pop Group where you want the Installations dismantled.
Example:	DISM, 1000, Fiber Mill, 7874 Dismantles 1000 Fiber Mills in Population Group 7874. If fewer than 1000 Fiber Mills are present in Population Group 7874, less than 1000 will be dismantled.
Example:	DISM, 1, Shipyards, 1865 Tears down 1 Shipyards in Population Group 1865. If there are no Shipyards in Population Group 1865, your construction workers will curl up on their tail fins, sip Muanaheeh Juice, and talk about the outrageous refereeing in the latest tentacleball game.

Division Assignment

This order is used to transfer Divisions currently stationed at a Population Group into an Army. The Army must already be located at the same Population Group.

DIV, Population Group #, Army #, Division Type # 1, Qty # 1, ..., Division Type # 24, Qty Division Type # 24

Population Group #	The Population Group ID # where the Divisions are currently stationed.
Army #	The Army ID # that is receiving the Divisions. This Army must be located at the Population Group that the Divisions are coming from.
Division # 1	The first Division type that you want transferred from the Population Group to the Army. If you use the special keyword of ALL here instead of the name of a particular Division, your field commanders will transfer every Division in the Population Group.
Quantity # 1	The Quantity of the first Division that you want transferred. If you used the ALL keyword for the first Division transferred (in the "Division # 1 field), then the Quantity for the first Division is not needed.
Divisions # 2-24	Remaining Division types that you want transferred.
Quantities # 2-24	Quantities of the remaining Divisions that you want to transfer.
Example:	DIV, 8547, 20, ALL Every Division in Population Group # 8547 is transferred to Army # 20. This order would fail if Army # 20 was not located at Population Group # 8547.
Example	DIV, 8547, 6, Imperial Army Armor, 3, Security, 1, Special Talent, 1 Three Divisions of Imperial Army Armor, one Security and one Special Talent unit are transferred Population Group # 8547 to Army # 6. If insufficient Divisions of these types are present in Pop Group # 8547, as many as possible will be transferred.

Embark Army Force

This order is used to load Divisions in an Army into Troop Berthings aboard an orbiting Fleet. Divisions are loaded one at a time until they are all loaded or available Troop Berthings in the Fleet have been filled.

Requires 1 Action Pt to execute.

EAF, Army #, Fleet #

Army # The Army ID # you want to embark onto a Fleet.

Fleet # The Fleet # that is loading your Army.

Example: EAF, 5,120

Army # 5 is loaded onto Fleet # 120. If the Fleet is not in orbit over the world where Army # 5 is stationed, this order will fail. If insufficient Troop Berthings are available in the Fleet, some of the Divisions in the Army will be left behind on the planetary surface.

Edit Build

The Edit Build order is used to modify the attributes of Items already placed in the Production Queue of a Population Group. It also allows you to delete an Item entirely from a Production Queue. Optionally, you may use the key words "CLEAR ALL" in the "Item Name" field if you wish to clear (eliminate) every build for a given Population Group's Production Queue (i.e. wipe the slate clean with a single order so you can redo the entire Production Queue from scratch).

EB, Quantity, Item Name, Population Group #, Build Priority, Tooled

Quantity	The number of Items you want your Industries to produce. Enter a "0" for quantity if you wish to eliminate a given build without replacing it with a new one.
Item Name	The name of the Item to build. Note: Use the key words "CLEAR ALL" to eliminate every build for a given Population Group's Production Queue.
Population Group #	The ID # of the Population Group where the build you are modifying is located.
Build Priority	The priority value of the build in question. If there is only one build with this priority value then you may change Quantity, Item Name and Tooled status for that build. If you have multiple builds at that priority value then you may only change Quantity and Tooled status (Item Name is required to ID the proper build so it cannot be changed in this situation – accordingly, using distinct build priority values for builds is highly recommended). If there is no build with this priority value or if you have multiple builds with the same priority value and item name, the order will fail. [Note: Contact the GM if you have inadvertently set up multiple builds with the same build priority value and item name].
Tooled	Enter "Yes" if you want this Item to remain in the Production Queue even after it has been produced. Enter a "No" if you want it deleted from the Queue once it has been produced. You can use the "Yes" option here to have some Industries permanently assigned to producing an Item that you know you'll need a lot of. In this way you wouldn't have to keep issuing the BI order every time your Industries finished up a batch of such Items.
Example:	EB, 10000, Steel, 1500, 80, Yes Case 1 – No duplicate build priority values: This order will update the build in Population Group # 1500 with the build priority value of 80 so that that build is now producing 10,000 units of Steel (regardless of what was being produced previously by this build order). If there is no build with a priority value of 80, the order will fail to execute.
Example	EB, 10000, Electronics, 1500, 50, Yes Case 2 – Duplicate build priority values: This order will update the build of Electronics in Population Group # 1500, with the build priority of 50, so that it is now attempting to produce 10,000 units per turn (regardless of the previous quantity amount). If there is no build of Electronics at priority value 50, the order will fail to execute.
Example	EB, 0, Electronics, 1500, 35, No Deletes Electronics from the Production Queue of Population Group # 1500 because the Quantity field has been entered as a zero. There must be Electronics (with any Quantity) already in the Production Queue of Population Group # 1500 with Build Priority 35, or this order will fail.

Eliminate Design

This order eliminates a ship design from your Imperial records. It does not destroy ships created from that design—it just clears the design template. Note: Do **not** use the ED order on designs that have existing ships either in fleets or shipyards.

ED, Ship Class

Ship Class The name of the Ship Class design template that you want deleted from Imperial records.

Example: ED, Pathfinder

This eliminates the design template for the Pathfinder class ship. Existing Pathfinders, whether in Fleets or Shipyards, are not affected. After this order was executed, you simply would not be able to build any more Pathfinders. You could not design a new ship class called Pathfinder until all existing Pathfinder class ships were eliminated (by Scuttling them, or in combat).

Exploration

The Exploration order sends personnel to investigate anything unusual that might be found on a world. Your exploration teams use all available equipment from their Fleet to discover whatever they can. Most of the time they work on the planetary surface but occasionally they might find something in orbit. If anything interesting has already been found on the world, your explorers might investigate it further instead of searching for something new. The presence of Explorer type Legendary Characters along with the finest possible exploration gear aids in the success of this mission.

Game Note: Exploration teams will occasionally find items such as resources (Iron, etc), production goods (Electronics, etc.) and even shipboard equipment (weapons, engines, etc. – including items more advanced than those you are capable of building at present). If your fleet has the available cargo space to handle them, the items will be recovered and loaded aboard the fleet. If the fleet does not have sufficient cargo space available, the item(s) are lost. Accordingly, save yourself some heartache and make sure your fleets engaged in Exploration have some cargo space available to haul away anything that may stumble across.

Requires 1 Action Pt to execute.

EXPL, Fleet #

Fleet # The Fleet # where your explorers are based.

Example: EXPL, 12

Exploration teams from Fleet # 12 scour the surface of whatever planet Fleet # 12 is currently orbiting. This order will fail if Fleet # 12 is located at a Warp Point instead of over a planet or moon. Asteroid Fields are considered planets for this purpose and can be explored.

Formation Battle Plan

This order is used to detail changes in the combat orders of a formation in a Force Battle Plan. For example, you might want to change the deployment location of your Assault ships in the “Column Attack” Force Battle Plan.

FORM, Force Battle Plan, Battle Formation, Deployment Location, Fighter Operations Option, Drone Operations Option

Force Battle Plan	The name of the Force Battle Plan.
Battle Formation	The letter indicating the specific Battle Formation you are making changes to
Deployment Location	The new battle Deployment Location for this Battle Formation
Fighter Operations Option	The new Fighter Operations Option for this Battle Formation
Drone Operations Option	The new Drone Operations Option for this Battle Formation

Example: FORM, Column Attack, A, 1, Close Support, Standard Attack

The Assault (“A”) Battle Formation in the “Column Attack” Force Battle Plan is given a new battle Deployment Location of 1, the Fighters in that Formation are told to provide Close Support for your warships, and the Drones in that Formation are given the Standard Attack directive.

Fighter Operations Option	Drone Operations Option
No Launch	No Launch
Standard Attack	Standard Attack
Close Support	Cover Attack
Cover	Focused Attack
Deep Strike	-
Forward Support	-
Kamikaze Cover	-
Kamikaze Attack	-

Fuel Transfer

The Fuel Transfer order is used to transfer fuel from one fleet to another in deep space. Fuel transfer fittings are standard on all Fuel Tanks and no additional special equipment is required to execute a fuel transfer.

Note: If you use the key word "SPLIT" in place of a fuel quantity then the two Fleets involved will combine their available fuel stockpiles and redistribute it on a proportional basis (i.e. If you sum the total fuel tankage available to both fleets, a fleet with 60% of the total fuel tankage would received 60% of the total available fuel stockpiles if a "SPLIT" option is used).

Requires no Action Pt. for either Fleet involved.

FUEL, Fleet # From, Fleet # To, Fuel Quantity

Fleet # From The Fleet ID # that is transferring fuel.

Fleet # To The Fleet ID # that is receiving fuel.

Fuel Quantity The quantity of fuel to be transferred. If you transfer more fuel than is available or more than the receiving fuel can handle, the quantity is adjusted accordingly. Optional: If you use the key word "SPLIT" in place of fuel quantity then the two Fleets involved will combine their available fuel stockpiles and distribute it on a proportional basis.

Example: FUEL, 10, 18, 25000

Fleet # 10 will attempt to transfer a total of 25,000 fuel to Fleet # 18.

Example FUEL, 10, 18, SPLIT

Fleet # 10 and Fleet # 18 will combine their available fuel stockpiles then redistribute them on a proportional basis (i.e. If Fleet # 10 has 90,000 fuel tankage and 20,000 fuel and Fleet # 18 has 10,000 fuel tankage and 10,000 fuel then Fleet # 10 would end up with 27,000 fuel [90% of that available] and Fleet # 18 would end up with 3,000 fuel [10% of that available].)

Ground Attack

The Ground Attack order is used to initiate hostilities on the surface of a world. Your Army will follow its Offensive Combat Order directives and all available firepower is used to eliminate every trace of enemy ground forces from the world where you Army is stationed. Friendly fleets in orbit will provide orbital fire support, but the 'grunts' on the ground do the heavy fighting. Large enemy forces can be difficult to dislodge from their positions, and several turns may be required to capture a heavily defended planet. Divisions are flagged upon issuing this order and cannot be embarked using the EAF order or take part in another Ground Attack using this order for the duration of the turn.

Other friendly Armies on the world being attacked will not take part in the assault, freeing them to make attacks of their own or be embarked onto starships later in the turn. If you want Divisions in other Armies to take part in the Ground Attack, transfer them to the Army spearheading the attack and then issue the GATK order.

GATK, Army #

Army # The Army # that will be spearheading the ground attack.

Example: GATK, 1

Army # 1 spearheads an attack against enemy forces located on its world. If no enemy forces are detected, no attack takes place and the Divisions in Army # 1 will not be flagged as having fought.

Geological Survey

This order directs a Fleet to conduct extensive geological analysis sweeps on a planet. The resource yields of the planet are revealed as a result.

Requires 1 Action Pt to execute.

GEO, Fleet #

Fleet # The Fleet # executing the Geological Survey.

Example: GEO, 85

Geophysicists in Fleet # 85 use their equipment to analyze the mineral and other resources present on whatever planet their Fleet is currently orbiting.

Describe Installation

The Describe Installation order returns a description and construction requirement for the indicated Installation.

INST, Installation

Installation The name of the Installation that you want described.

Example: INST, Iron Mine
 Provides a description of the Iron Mine Installation.

Jettison Cargo

This order ditches cargo from a Fleet's cargo holds into space. The cargo is destroyed as a result.

Requires 1 Action Pt to execute.

JETT, Fleet #, Ite, Quantity

Fleet #	The Fleet ID # that is in orbit and wants to receive cargo
Item	The Item name that you want jettisoned from your Fleet. If you use the special keyword of ALL here instead of the name of a particular Item, the Jettison Cargo order will jettison every Item currently in the Fleet's cargo holds.
Quantity	The Quantity of the Item that you want jettisoned from your Fleet. If you used the ALL keyword for the first Item loaded, then Quantity is not needed.
Example:	JETT, 58, ALL Ditches every Item in Fleet # 58's cargo holds, destroying them.
Example:	JETT, 40, Iron, 182 Ditches 182 units of Iron from Fleet # 40's cargo holds. If there is less than 182 Iron in cargo, all of the Iron will be jettisoned.

Load Cargo

This order loads cargo from a Population Group onto a Fleet. Note that Installations are not Items and cannot be loaded onto Fleets.

Requires no action pt.

LC, Population Group #, Fleet #, Item #1, Quantity #1, ..., Item # 24, Quantity # 24

Population Group #	The Population Group ID # that contains cargo you wish to load onto your Fleet
Fleet #	The Fleet ID # that is in orbit and wants to receive cargo
Item # 1	The first Item name that you want loaded onto your Fleet. If you use the special keyword of ALL here instead of the name of a particular Item, the Load Cargo order will try to load every Item in the Population Group onto your Fleet.
Quantity # 1	The Quantity of the first Item that you want loaded aboard your Fleet. If you used the ALL keyword for the first Item loaded, then the Quantity for the first Item is not needed.
Items # 2-24	Remaining specific Items that you want loaded aboard your Fleet.
Quantities # 2-24	Quantities of the remaining Items that you want loaded aboard your Fleet.
Example:	LC, 15006, 12, ALL Loads every Item in Population Group # 15006 onto Fleet # 12. If there is insufficient cargo space in Fleet # 12 to handle all of the Items in Pop Group # 15006, as many as possible will be loaded.
Example	LC, 15006, 12, Iron, 500, Steel, 8000 Loads 500 Iron and 8,000 Steel from Population Group # 15006 onto Fleet # 12. If there is less than 500 Iron or 8,000 Steel available in Pop Group # 15006, less will be loaded as stockpiles allow. Iron is loaded first and then Steel, in case there is insufficient cargo space in Fleet # 12 to handle the total of 8,500 cargo spaces worth of Iron + Steel being loaded.
Example	LC, 15006, 12, Iron, 9999 Loads 9,999 Iron from Population Group # 15006 onto Fleet # 12. This is a very common type of Load Cargo order because the LC order will try to load up to 9,999 Iron from Pop Group # 15006 onto Fleet # 12. If there is insufficient Iron in the Pop Group, less will be loaded. If the Fleet has insufficient cargo to handle that amount, less will be loaded.

Live Fire Exercise

This order instructs the ships in a Fleet to conduct combat exercises using live ammunition. This is an excellent way to train green crews, providing them with some simulated battle experience. Higher levels of experience can only be gained by conducting missions or participating in actual combat maneuvers, but few good Live Fire Exercises is a great way to start.

Requires 1 Action Pt to execute.

LFE, Fleet #

Fleet # The Fleet ID # that is conducting the Life Fire Exercise

Example: LFE, 101

The ships in Fleet # 101 participate in a Life Fire Exercise. The only ships that can gain experience from this mission are those with green crews, but all involve themselves in this mission anyway. The lets the more experience crews pass on some of their expertise to their less experienced brethren.

Move To Warp Point

This is the order used to move a Fleet to a Warp Point. Warp Point ID #'s in a Star System can be obtained by executing a System Scan. Every ship in a Fleet performing this mission must have at least one Action Point remaining, or the order will fail. This means that Orbital Installations and Surface Fortresses in a Fleet will prohibit that Fleet from performing this mission. To ease game play, Fuel is not used for Move To Warp Point missions. Fuel is only required by Fleets conducting the WARP (Warp Movement) mission.

Requires 1 Action Pt to execute.

MOVE, Fleet #, System Name, Warp Point #

Fleet # The Fleet ID # that is moving.

System Name The System Name where the Fleet is located. This is redundant since the Fleet knows what System it is in, but is used as a check to ensure that the System has been previously surveyed.

Warp Point # The Warp Point ID # that you want the Fleet to move to.

Example: MOVE, 164, Alabaster, 40456

 Directs Fleet # 164 to move to Warp Point 40456 in the Alabaster Star System.

Name Legendary Character

You can name your Legendary Characters by using this order. Any reasonable name is allowed, barring profanity or outright silliness. Keep your names in good taste.

NAME, Legendary Character #, New Name

Legendary Character # The ID # of the Legendary Character you want to rename

New Name The new name of your Legendary Character

Example: NAME, 12, Kutuzov

Renames Legendary Character # 12 to Kutuzov. If he happened to be a Commodore, he would most often be referred to as Commodore Kutuzov. The rank of Commodore might change (to Rear Admiral, for instance), in which case he would then be referred to as Rear Admiral Kutuzov. You would not need to rename him since his rank and name are combined automatically.

Naval Encounter Plan

Use this order to set the Rules of Engagement directive and Force Battle Plan for a Fleet.

NENC, Fleet #, Rules Of Engagement, Force Battle Plan

Fleet # The Fleet ID # that you want to make changes to.

Rules of Engagement The new Rules of Engagement option for this Fleet.

Force Battle Plan The new Force Battle Plan for this Fleet.

Example: NENC, 10, S, Wave Attack

Instructs Fleet # 10 to utilize Rules of Engagement setting Sierra (attack declared enemies and unknown aliens) using the Wave Attack FBP.

ROE	Name	Description
P	Papa	Ignore any alien encountered whenever possible
Q	Quebec	Ignore any alien encountered unless attacked
R	Romeo	Attack any declared enemy. This is the default setting
S	Sierra	Attack declared enemies and unknown aliens
T	Tango	Attack declared enemies, unknown aliens, and known aliens with whom you have no political agreement
U	Uniform	Attack declared enemies, unknown aliens, and known aliens with no agreement or a Cease Fire agreement
V	Victor	Attack declared enemies, unknown aliens, and known aliens with no agreement or a Cease Fire agreement or Trade Pact
W	Whiskey	Attack enemies, unknown aliens, and known aliens with no agreement or a Cease Fire agreement, Trade Pact or Non-Aggression Pact
X	X-Ray	Attack enemies, unknown aliens, and known aliens with no agreement or a Cease Fire agreement, Trade Pact, Non-Aggression Pact or Military Agreement
Y	Yankee	Attack enemies, unknown aliens, and known aliens with no agreement or a Cease Fire agreement, Trade Pact, Non-Aggression Pact, Military Agreement or Alliance
Z	Zulu	Attack any alien encountered, including Total Allies

New Army

This order creates a new Army at a Population Group under your control. To conquer a world, you'll need an Army there so that you can transfer troops from orbit onto the surface. Creation of an Army on a world requires a Population Group to issue this order, so you will need to have a Fleet survive appearance in orbit so that it can issue the Colonial Beacon order and thus create a Population Group on the planet. During the following turn you could then create an Army. Troops could be transferred down to the new Army later on the same turn that it is created if you like (you choose the ID # for newly-created Armies). The delay in being able to attack is intentional and represents the immense difficulties in organizing an attack on an alien world.

NEWA, Population Group #, Army #, New Army Name

Population Group #	The Population Group ID # where you want to create a new Army.
Army #	The ID # that you are assigning to your new Army. You can use whatever positive ID # that you like but it must be unique—not in use by an Army elsewhere in your Empire. Low #'s are wise, since extremely high ID #'s will surely result in mistakes when you issue Army orders later on.
New Army Name	The name you are giving to your new Army. Other players will see this name, so keep it in good taste.

Example: NEWA, 5002, 20, XX Corps

Army # 20, called "XX Corps", is created at Population Group # 5002. You must control Pop Group # 5002, and Army # 20 must not already be in use elsewhere in your Empire, or this order will fail.

New Fleet

This order creates a new Fleet wherever you already have a Fleet.

Requires no action pt.

NEWF, Fleet #, New Fleet #, New Fleet Name

Fleet #	The ID # of a Fleet that you already own.
New Fleet #	The ID # of the new Fleet that you are creating. You can use whatever positive ID # that you like but it must be unique—not in use by a Fleet elsewhere in your Empire. Low #'s are wise, since extremely high ID #'s will surely result in mistakes when you issue Fleet orders later on.
New Fleet Name	The name that you are giving to your new Fleet. Other players will see this name, so keep it in good taste.

Example: NEWF, 101, 109, 109th Exploration Fleet

Fleet # 101, possibly composed of some Pathfinder class Fleet Scouts, creates a new Fleet at its current location. The new Fleet is given the unique ID # of 109 and is named the 109th Exploration Fleet.

New Force Battle Plan

This order duplicates an existing Force Battle Plan and gives it a new name. You could then use Formation Battle Plan orders to customize the new Force Battle Plan and make it completely different from the one it was “cloned” from.

NFBP, Force Battle Plan to copy from, New Force Battle Plan Name

FBP to copy from	The name of the Force Battle Plan you want to use as a template for the new Force Battle Plan.
New FBP Name	The name of the new Force Battle Plan that you are creating. Every Formation from the existing (“copy from”) FBP will be copied over into the new Force Battle Plan, so they will be identical except in name. Use FORM orders to make changes to the new FBP, making it truly unique.

Example:	NFBP, Column Attack, Battle Wedge
	A new Force Battle Plan called “Battle Wedge” is created out of the Column Attack Force Battle Plan that already exists. The Column Attack FBP is not changed—it is left alone and a brand new FBP called Battle Wedge is created in its image.

Naval Movement

Naval Movement orders are used to move Fleets from one Orbital Location within a Star System to another Orbital Location within the same Star System. Use the Move To Warp Point order to move to a Warp Point. Use the Warp order to direct a Fleet to transit a Warp Point. This order is used to move to planets or moons inside a Star System. The System Scan order gives the exact Orbital Location designations for every orbital planetary body in a Star System. Every ship in a Fleet performing this mission must have at least one Action Point remaining, or the order will fail. This means that Orbital Installations and Surface Fortresses in a Fleet will prohibit that Fleet from performing this mission. To ease game play, Fuel is not used for Naval Movement missions. Fuel is only required by Fleets conducting the WARP (Warp Movement) mission.

Requires 1 Action Pt to execute.

NM, Fleet #, System Name, Orbital Location

Fleet #	The ID # of a Fleet that is moving.
System Name	The name of the Star System that the Fleet is in.
Orbital Location	The Orbital Location that the Fleet is moving to. To move to a moon, indicate its exact Orbital Location ("4c" for instance would mean the third moon orbiting the 4 th planet in the system).
Example:	NM, 56, Hercules, 5 Fleet # 56 moves to Orbital Location 5 in the Hercules Star System.
Example	NM, 400, Zeus, 7d Fleet # 400 moves to the fourth moon orbiting the 7 th planet in the Zeus Star System. Always refer to your System Scan results to check on the exact Orbital Locations of everything in a Star System.

Naval Unit Design

This is how you design new ships. Up to 24 different Items can be placed on a new ship, in any quantities. You'll find this to be plenty, as there is little reason to outfit a ship with every possible combination of Items. There is no limit to the total mass of the ships you design, but extremely large vessels might take a long time for your Shipyards to manufacture.

NUD, Design Type, Design Name, Mission Class, Item #1, Quantity #1, ..., Item # 24, Quantity # 24

- Design Type Starship, Orbital Installation or Surface Fortress. Orbital Installations and Surface Fortresses have certain advantages in combat, but cannot have any Engines or Jump Drives installed.
- Design Name The name of the new ship that you are designing. Other players will see this name, so keep it in good taste. Note: Do **not** use single quotation marks in a design name.
- Mission Class The Mission Class that the new design is assigned to for combat purposes.
- Item # 1 The first Item name that you want designed into your new ship.
- Quantity # 1 The Quantity of the first Item that you want designed into your new ship.
- Items # 2-24 Remaining specific Items that you want to use for your design.
- Quantities # 2-24 Quantities of the remaining Items that you want to use for your design.

Example: NUD, Starship, Intrepid, O, Mk I Computer System, 1, Mk I Jump Survey Sensor, 5, Mk I Nuclear Engine, 1, Mk I Nuclear Jump Drive, 1, Mk I Short Range Sensor, 10, Standard Hull Plate, 500, Survey Lander, 4, Type A Defense Screen, 1, Type A Science Lab, 4, 10cm Autocannon, 6, Fuel Tankage, 4000, Fuel Shuttle, 1, Cargo Bay, 5000

A new ship called the "Intrepid" is designed. It is assigned to Mission Class "O" (that's the letter O and not a zero), which defines it as an Auxiliary. It is very similar to the old Pathfinder class Fleet Scout but is a more capable exploration vessel. The Cargo Bays are added to let it carry off items found on other worlds, and the number of Jump Survey Sensors is increased. Other exploration gear is increased in number as well. The Intrepid should not be confused for a real warship, for it would not last long in battle against capable combat vessels.

Mission Class				
A (Assault)	E (Escort)	S (Standoff)	Y (Special #2)	N (Non Combatants)
B (Battle Line)	G (Missile)	T (Transport)	Z (Special #3)	-
H (Heavy Screen)	D (Drone)	O (Auxiliary)	P (PDC)	-
L (Light Screen)	V (Carrier)	X (Special #1)	K (Orbital Command Group)	-

Offload Cargo

This order transfers cargo from a Fleet to a Population Group. Pop Groups do not have cargo limitations, so any amount of cargo can be offloaded into a Population Group for safe storage.

Requires no Action Pt.

OC, Fleet #, Population Group #, Item #1, Quantity #1, ..., Item # 24, Quantity # 24

Fleet #	The Fleet ID # that is in orbit and wants to offload cargo
Population Group #	The Population Group ID # that you want to transfer the cargo to.
Item # 1	The first Item name that you want transferred from your Fleet to the Pop Group.. If you use the special keyword of ALL here instead of the name of a particular Item, the Offload Cargo order will unload every Item on the Fleet into the Population Group.
Quantity # 1	The Quantity of the first Item that you want offloaded from your Fleet to the Population Group. If you used the ALL keyword for the first Item loaded, then the Quantity for the first Item is not needed.
Items # 2-24	Remaining specific Items that you want to offload.
Quantities # 2-24	Quantities of the remaining Items that you want to offload.
Example:	OC, 50, 27610, ALL Dumps every Item carried as Cargo on board Fleet # 50 into Population Group # 27610.
Example	OC, 50, 27610, Electronics, 1100, Gaseous Elements, 6250 Transfers 1,100 Electronics and 6,250 Gaseous Elements from Fleet 50 to Pop Group 27610
Example	OC, 50, 27610, Iron, 9999 Offloads 9,999 Iron from Fleet # 50 to Population Group # 27610. This is a very common type of Offload Cargo order because the OC order will try to transfer up to 9,999 Iron from Fleet # 50 to Pop Group # 27610. Other items on the Fleet will not be offloaded because they are not listed here. If you want to dump everything from the Fleet into the Pop Group, use the ALL option instead. If there is less than 9,999 Iron on board Fleet # 50, less will be transferred.

Orbital Reconnaissance

This order directs a Fleet to conduct extensive orbital recon sweeps on a planet. Cities are mapped and analyzed in great detail, revealing their contents to the prying eyes of your Fleet.

Requires 1 Action Pt to execute.

ORB, Fleet #

Fleet # The Fleet # executing the Orbital Reconnaissance.

Example: ORB, 91

Sensors aboard Fleet # 91 are aimed at the Population Groups of the world that it orbits. The quantity and type of Installations in each Population Group are revealed along with some indication of the technology levels of those Pop Groups.

Planet Map

This order directs a Fleet to conduct extensive sensor sweeps on a world. Terrain features are mapped and analyzed to exacting detail.

Requires 1 Action Pt to execute.

PMAP, Fleet #

Fleet # The Fleet # executing the Planet Map mission.

Example: PMAP, 14

Sensors aboard Fleet # 14 are used to map out every terrain feature on the world that it orbits. Precise percentages of every terrain feature on the planet are revealed.

Privacy Option

This order toggles your Privacy Option on or off.

PRIV

There are no variables for this order. Simply issuing the PRIV order toggles your Privacy Option on or off. If it is currently set to "Off" (the default), it is changed to "On". If "On", it is changed to "Off".

Setting your Privacy Option to "On" means that other Players cannot receive your name and address by issuing the Request Empire Address order. Setting it to "Off" means that you want them to be able to receive your name and address through use of the REA order.

Example:

PRIV

Toggles your Privacy Option to "On" or "Off" depending on what it is set to currently.

Reorganize Army

This order transfers Divisions from one Army to another Army.

If you specify the key word "ALL" as part of the RA order, every Division in the first Army specified in the order will be transferred to the second Army specified in the order. If you indicate one or more Divisions (using their types, such as "Imperial Army Heavy Artillery"), the individual Divisions will be moved from the first Army to the other.

RA, Army # From, Army # To, Division Type # 1, Quantity # 1, ..., Division Type # 24, Qty Division Type # 24

Army # From	The first Army ID # involved in the Division transfers.
Army # To	The second Army ID # involved in the Division transfers.
Division # 1	The first Division type that you want transferred from the first Army to the second. If you use the special keyword of ALL here instead of the name of a particular Division, your field commanders will transfer every Division in the first Army.
Quantity # 1	The Quantity of the first Division that you want transferred. If you used the ALL keyword for the first Division transferred (in the "Division # 1 field), then the Quantity for the first Division is not needed.
Divisions # 2-24	Remaining Division types that you want transferred.
Quantities # 2-24	Quantities of the remaining Divisions that you want to transfer.
Example:	RA, 24, 165, ALL Every Division in Army # 24 is transferred to Army # 165. This order would fail if the two Armies are not co-located on the same planet.
Example	RA, 24, 6, Imperial Army Armor, 3, Security, 1, Special Talent, 1 Three Divisions of Imperial Army Armor, one Security and one Special Talent unit are transferred from Army # 24 to Army # 6. If insufficient Divisions of these types are present in Army # 24, as many as possible will be transferred.

Request Empire Address

You can obtain the address of another player by means of this order. If the player has set his Privacy Option to "On", his address cannot be obtained.

REA, Empire #

Empire # The Empire # that you are requesting information on.

Example: REA, 1120

The address of Empire # 1120 is displayed on your printout. If the owner of Empire # 1120 has set his Privacy Option to "On" by means of the PRIV order, your request will fail.

Reorganize Naval

This order transfers ships from one Fleet to another Fleet. Considerable detail regarding this order is given in Chapter 5 The Space Fleet. For clarity, the relevant information is repeated here.

The Reorganize Naval order is used to transfer ships from one Fleet to another. If you specify the key word “ALL” as part of the RN order, every ship in the first Fleet specified in the order will be transferred to the second Fleet specified in the order. All cargo will also be transferred to the second Fleet. If you specified one or more ships, the individual ships will be moved from the first Fleet to the second. At the conclusion of all ship transfers, cargo is moved between the Fleets to balance the cargo loads. Note that you do not specify the actual cargo that is to be transferred from one Fleet to the other. Your naval commanders and their fleet cargomasters make these choices, and do their best to balance everything out between the two Fleets. If you want to make specific transfers of cargo, either transfer every ship from one Fleet to the other (all cargo will then move along with those ships), or transfer the important cargo down to a Population Group using the Offload Cargo order. Then transfer the appropriate cargo items back up to another fleet using the Load Cargo order. You are well advised to keep your Fleets independent from each other, and use the “ALL” option whenever possible. It doesn't do you a lot of good to maintain countless Fleets in the same location anyway. There is no advantage in battle for having many Fleets, and it will take you many more orders than usual to accomplish simple tasks.

Optional: If you specify the key word “FUEL” in the Quantity # 24 variable slot (the last field), a FUEL order will be executed for you at no order charge immediately following the RN, using the two RN fleets and the SPLIT option of the FUEL order (i.e. balancing the fuel load proportionally between the two fleets). The FUEL order does not consume an action point for either fleet and when executed as part of an RN order, does not count as an order for charging purposes.

Requires no Action Pt.

RN, Fleet # From, Fleet # To, Ship # 1, Qty Ship # 1, Ship # 2, Qty Ship # 2, ..., Ship # 24, Qty Ship # 24

Fleet # From	The first Fleet ID # involved in ship transfers. Ships transferred do not all have to come from this Fleet unless you use the ALL option for the first ship listed.
Fleet # To	The second Fleet ID # involved in ship transfers. Ships listed below can come from either Fleet and be transferred to the other Fleet unless you used the ALL option for the first ship listed. In that case, every ship from the first Fleet will be transferred to this Fleet.
Ship # 1	The first ship you want to transfer from one Fleet to the other. If you use the ALL option here, every ship in the “Fleet # From” Fleet will be transferred to the “Fleet # To” Fleet and you need not make any more entries in this order. If you listed a specific ship name here, you will need to specify a quantity for that ship type in the “Quantity # 1” field. Should you wish to transfer more than one ship type, additional ship types and quantities can be specified in subsequent fields. In any event, both Fleets are at the same Orbital Location.
Quantity # 1	The Quantity of the first ship type that you want transferred. If you used the ALL keyword for the first Ship transferred (in the “Ship # 1 field), then the Quantity for the first ship type is not needed.
Ships # 2-24	Remaining ship types that you want transferred.
Quantities # 2-24	Quantities of the remaining ship types that you want to transfer.
Example:	RN, 40, 6, ALL

Every ship in Fleet # 40 is transferred into Fleet # 6. All cargo in Fleet # 40 goes along with the ships. Fleet # 40 remains as an empty shell, but would have no ships or cargo in it. This order would fail if the two Fleets are not co-located at the same Orbital Location.

Reorganize Naval [continued]

Example RN, 40, 6, Pathfinder, 2, Fletcher, 12

Two Pathfinders and twelve Fletcher class ships are transferred from Fleet # 40 to Fleet # 6. If the two Fleets are not co-located at the same Orbital Location, the order will fail. If a particular ship ordered to be transferred does not exist in Fleet # 40, it will not transfer. As many ships as possible will transfer, up to the quantities you specify, so if there are only ten Fletchers in Fleet # 40, ten will transfer instead of the twelve that you ordered. Cargo is balanced once all of the ships have transferred or failed to transfer, as appropriate.

Example RN, 40, 6, Pathfinder, 2, Fletcher, 12,FUEL

Two Pathfinders and twelve Fletcher class ships are transferred from Fleet # 40 to Fleet # 6. If the two Fleets are not co-located at the same Orbital Location, the order will fail. If a particular ship ordered to be transferred does not exist in Fleet # 40, it will not transfer. As many ships as possible will transfer, up to the quantities you specify, so if there are only ten Fletchers in Fleet # 40, ten will transfer instead of the twelve that you ordered. Cargo is balanced once all of the ships have transferred or failed to transfer, as appropriate. Once the RN order completes, a FUEL order will execute using Fleet # 40 and Fleet # 6 with the SPLIT option (i.e. balancing the fuel load proportionally between the two fleets).

Note: The "FUEL" key word **must** be issued in the last field of the RN order (the Quantity # 24 variable).

Request Technology Descriptions

This order provides a list and description of every Item that your Empire has successfully researched. Note that this will increase the length of your printout considerably!

RTD

There are no variables for this order.

Example:

RTD

Lists every Item that your scientists have researched, along with their descriptions.

Scrap Ship

This order is used to scrap a ship and recover its component parts. The ships being scrapped are assigned to a shipyard and are “built” by your shipyard workers as if they were being produced for the first time. Once your workers have completed a ship designated for scrapping, it is converted into its components instead of being assigned to a fleet. A ship that is in a Fleet is assigned to a shipyard for this order, or a ship that is already in a shipyard can be scrapped. The tonnages of all ships assigned to be scrapped are set to their normal full values, so your shipyard workers are essentially “building” the ship all over again—but this time when they are done, the Items that comprise a scrapped ship are recovered into warehouses at the shipyard’s Population Group.

SCRIP, Quantity, Ship Class, Population Group #, Build Priority, Assign To Fleet #

Quantity	The number of ships that you want your Shipyards to scrap.
Ship Class	The name of the ship that you want scrapped.
Fleet #	The Fleet ID # where the ships are located. Enter a zero here if the ships are already in a shipyard.
Population Group #	The Population Group ID # where you want the ships scrapped. If you entered a zero for the Fleet ID #, then your shipyard workers will scrap ships that are already in their yards. If you entered a non-zero Fleet ID #, the ships will be transferred from their Fleet into the shipyards in this Population Group.

Example: SCRIP, 3, Pathfinder, 101, 5482

Three Pathfinder class ships are ordered transferred from Fleet # 101 into the shipyards at Population Group # 5482. If fewer than three Pathfinders are present in Fleet # 101, those available will be transferred. If Fleet # 101 is not located over the planet where Population Group # 5482 exists, this order will fail. All of the Pathfinders assigned to the shipyard will be flagged for scrap, and when completed all of their component parts will be added to the Imperial Stockpiles of the Pop Group.

Example: SCRIP, 50, Pathfinder, 0, 5482

Fifty Pathfinders that are already in the shipyards at Population Group # 5482 are flagged to be scrapped. Since it is almost certain that you do not have this many Pathfinders already assigned to this shipyard, all available (a much lower number!) will be flagged to be scrapped.

Scuttle Ship

This order allows you to destroy one or more of your ships. Explosive charges are set, the crew abandons ship and the self destructs into a billion tiny radioactive fragments. If you have a Legendary Character aboard such a ship, he will override the self destruct order to preserve his life. Crewmembers are assumed to escape in life pods, either picked up by other ships or somehow making their own way back to Imperial worlds.

As an emergency check against the self-destruct timers being set inadvertently, the Fleet # must be entered twice in this order. Be very careful when ordering your ships to scuttle!

Requires no Action Pt.

SCUT, Fleet #, Fleet #, Ship # 1, Qty Ship # 1, Ship # 2, Qty Ship # 2, ..., Ship # 24, Qty Ship # 24

Fleet #	The Fleet # where the ships are located
Fleet #	Confirmation of the Fleet # (enter the same Fleet # again)
Ship # 1	The first ship you want to scuttle. If you use the ALL option here, every ship in the Fleet will be scuttled and you need not make any more entries in this order. If you listed a specific ship name here, you will need to specify a quantity for that ship type in the "Quantity # 1" field. Should you wish to scuttle more than one ship type, additional ship types and quantities can be specified in subsequent fields.
Quantity # 1	The Quantity of the first ship type that you want scuttled. If you used the ALL keyword for the first Ship scuttled (in the "Ship # 1 field), then the Quantity for the first ship type is not needed.
Ships # 2-24	Remaining ship types that you want scuttled.
Quantities # 2-24	Quantities of the remaining ship types that you want to scuttle.
Example:	SCUT, 101, 101, Pathfinder, ALL Every Pathfinder in Fleet # 101 will be destroyed.
Example:	SCUT, 101, 102, Pathfinder, ALL No ships will be scuttled because the two Fleet #'s entered in the order do not match.
Example:	SCUT, 450, 450, Pathfinder, 3, Idaho, 1 Three Pathfinders and one Idaho class ship in Fleet # 450 will be scuttled.

Sensor Sweep

Sensor Sweeps are used by a Fleet to scan surrounded space in an attempt to detect alien Fleets. If any alien forces are detected, a naval engagement might take place.

Requires 1 Action Pt to execute.

SENS, Fleet #

Fleet # The ID # of the Fleet that is conducting the Sensor Sweep.

Example: SENS, 150

Fleet # 150 searches for alien Fleets at its current location. If it spots any, a naval battle could be triggered.

Build Ship

This order is used to construct ships at Shipyards. The Items that are required to build each ship are deducted from the Population Group they are ordered built at when this order is executed. If Item stockpiles prove insufficient to construct every ship indicated, the Quantity of ships will be reduced to meet available stocks.

SHIP, Quantity, Ship Class, Population Group #, Build Priority, Assign To Fleet #

Quantity	The number of ships that you want your Shipyards to construct. Your shipyard workers can handle a maximum of 50 ships per SHIP order.
Ship Class	The name of the ship that you want constructed.
Population Group #	The Population Group ID # where you want the ships constructed.
Build Priority	Any positive number that indicates where in the Shipyard Queue you want this set of ships to appear. Enter a zero (0) to put this group of ships first. Any other Build Priority will set this group of ships at that place in the Queue. It is wise to increment your Build Priorities by at least 10's each time you add ships to the same Shipyard Queue. This makes it easier to squeeze in new groups of ships later on.
Assign To Fleet #	This is the Fleet ID # where the ships just ordered constructed will be assigned upon completion. If that Fleet does not happen to be in orbit over the Population Group where the ships are completed, or the Fleet simply does not exist, the newly-constructed ships will be assigned to a new Fleet that is created on the spot. New Fleets created in this manner will be numbered starting at 1001 and up (the first empty # that can be found will be used).

Example: SHIP, 10, Pathfinder, 15095, 90, 101

Ten new Pathfinder class ships are ordered constructed in Population Group # 15095's Shipyards. They are assigned Build Priority 90, placing them low in the Queue because they are only Fleet Scouts and you might decide later on to add more important ships higher up in the Queue. If no unfinished ships with lower Build Priorities exist in the Queue, Pop Group # 15095's Shipyard workers will begin working on these Pathfinders. Upon completion, they will be assigned to Fleet # 101. If Fleet # 101 does not exist or is elsewhere at the time of completion, finished Pathfinders will be assigned to a new Fleet that is created automatically for this purpose.

Skim Gas Giant

This order instructs properly-equipped ships in a Fleet to skim a gas giant for unrefined hydrogen. If the Fleet is not located in orbit over a gas giant, this order will fail. Only ships that have at least one Fuel Shuttle can skim gas giants in this way. Having more Fuel Shuttles in a Fleet will yield additional unrefined hydrogen. The hydrogen is refined into Fuel and placed into Fuel Tankage. Cargo Holds do not hold Fuel—your ships must have empty Fuel Tankage available or no Fuel can be gathered. Fuel can be produced directly from Gaseous Elements if you prefer. Skimming is free, but you must use Fleets to do it.

Requires 1 Action Pt to execute.

SKIM, Fleet #

Fleet # The ID # of the Fleet that is skimming for hydrogen.

Example: SKIM, 188

Fleet # 188 skims the Gas Giant it is at for Fuel. At least one Fuel Shuttle must be available for skimming duty. Fuel Tankage converts the unrefined hydrogen into Fuel and then stores it for later use. If the Fleet is not located in orbit over a gas giant, no Fuel will be obtained.

Set Research Priority

The SRP order is used to tell your scientists to begin researching new technologies. You have 25 groups of scientists devoted to Imperial research. Research points accumulate in an Item until it has been fully researched. Placing 1 group of scientists is the most efficient way to research a new Item. You can place more than 1 group on the same Item by assigning different Research Groups to the same Item. This is less efficient in terms of total research points produced, but it will get you that Item faster. If you have had at least one Research Group working on an Item that is not yet completely researched, and you changed one or more of those Research Groups to work on something else, Research Points accumulated for the previous Item are not lost. Work on that Item simply remains on the “back burner” until you decide to finish it later. When you finish research on a new Item, if your scientists produced more research points than were actually needed (for instance, you assign 4 Research Groups to work on something but that turned out to be overkill, as in one more turn only 2 Research Groups could have finished the job anyway), the excess research points are lost. Assigning all 25 of your Research Groups to totally different Items is the most efficient way to gain the most total research points, but unless those Items happen to be easy to research you won’t get any of them very fast.

Note: Research Group # 1 is the most likely group to receive saved setup points (expediting research in that group) so use Research Group # 1 for your highest priority research at first.

SRP, Item To Be Researched (Research Group #1), ..., Item To Be Researched (Research Group # 25)

Item To Be Researched The name of the new Item that you want to research. You must be *able* to research this Item—that is, you need to have completed research on every prerequisite Item that leads up to this Item. There are 25 parameters to fill in to complete this order: one for each of your 25 Research Groups. If you do not want to change what one of your Research Groups is currently working on, enter a 0 (zero) for that Research Group.

Example: SRP, Vibrosaw, 0, Medium Beam Laser, Medium Beam Laser, 0, 0, 0, 0, Medium Beam Laser, 0, 0, Titanium Composite Armor, Titanium Composite Armor, 0, 0, 0, 0, Mk II Jump Survey Sensor, 0, 0, 0, 0, 0, 0

Research Group # 1 is ordered reassigned from whatever it was researching before to begin working on Vibrosaw technology. Group #'s 3, 4 and 9 are assigned to work on Medium Beam Laser technology. Group #'s 12 and 13 are assigned to Titanium Composite Armor while Group # 18 is ordered to study Mk II Jump Survey Sensor technology. All of your other Research Groups are left to study whatever they had previously been assigned.

System Scan

A Fleet conducting a System Scan mission. Remember that Fleets that have just executed a Warp Movement order cannot issue the System Scan order because all Action Points are exhausted upon completion of a Warp Movement. System Scans reveal the orbits, types, orbital distances, diameters and atmospheres of all planets in the star system. The ID #'s, orbital distances and Warp Point Classes of obvious outbound Warp Points in the star system are also shown, along with information about the stellar primary itself.

Requires 1 Action Pt to execute.

SS, Fleet #

Fleet # The Fleet # that is conducting the System Scan mission.

Example: SS, 81

Fleet # 81 executes a System Scan in whatever system it is currently stationed.

Resupply Duty

A fleet can be set to remain on Resupply Duty with this order. Such Fleets will automatically refuel (as best they can) any of your fleets that arrive in their location via a NM (Naval Movement), MOVE (Move to Warp Point) or WARP (Warp Movement) order. They will also refuel any fleet in the same location that receives newly constructed ships from a shipyard. Stationing large fuel tankers at Warp Points or at your homeworld is a common use of this order. This is a standing order and only needs to be issued once to a Fleet. If the Fleet moves, whether by Warp Movement, regular Naval Movement or Move To Warp Point, this duty mission will be canceled so, depending on where the Fleet is located, use an LC/XLC order (if stationed at the homeworld or a colony world) or another Fleet (transferring fuel via a FUEL order) to keep the Fleet supplied.

SUPP, Fleet #

Fleet # The ID # of the Fleet that you want to assign to Resupply Duty.

Example: SUPP, 12

Fleet # 12 is assigned to Resupply Duty.

Warp Survey

A Fleet conducting a Warp Survey mission will activate its Jump Survey Sensors and perform extensive sweeps of the Warp Point that the Fleet is located at. If the Fleet is not at a Warp Point, this order will fail. Successfully surveying a Warp Point depends on the number of type of Jump Survey Sensors available to the Fleet and the presence of any Explorer type Legendary Characters. The Class of a Warp Point, the type of stars that are connected, the width of the Warp tunnel, background terrain and the distance that the Warp tunnel must travel to connect the stars all increase the difficulty of the Survey mission. You must Survey a Warp Point before you can send Fleets through it using the WARP order. Some Warp Points may be very difficult to Survey, and may require large numbers of high technology Jump Survey Sensors to be properly Surveyed. Class "A" Warp Points are the easiest to Survey.

Requires 1 Action Pt to execute.

SURV, Fleet #

Fleet # The Fleet # that is conducting the Warp Survey mission.

Example: SURV, 64

Fleet # 64 executes a Warp Survey mission. If this Fleet is not located at a Warp Point, or the Fleet has insufficient Jump Survey Sensors to plumb the depths of the Warp Point, this mission will fail. Higher technology Jump Survey Sensors make a *big* difference when Surveying high Class Warp Points.

Transfer Items

This order allows you to transfer Items from one Population Group to another on the same world. Both Population Groups must have a Transportation Center Installation already constructed or this order will fail. An alternative to building Transportation Centers and using this order is to utilize Fleets with many cargo holds and a series of Load Cargo / Offload Cargo orders, but large transfers could use up a lot of orders going that way.

TR, Population Group #, Population Group #, Item # 1, Qty Item # 1, ..., Item # 24, Qty Item # 24

Population Group #	The Population Group # where the Items are located
Population Group #	The Population Group # where the Items are going.
Item # 1	The first Item you want to transfer. Note: The special "ALL" keyword used in other similar orders is not supported here as it is too easy to cripple a Population Group if Items were transferred out in such bulk. Should you wish to transfer more than one Item type, additional Items and quantities can be specified in subsequent fields.
Quantity # 1	The Quantity of the first Item type that you want to transfer. Note: If you use a quantity larger than that available, the quantity will be adjusted to match available stockpiles.
Items # 2-24	Remaining Item types that you want transferred.
Quantities # 2-24	Quantities of the remaining Item types that you want to transfer.
Example:	TR, 1243, 5411, Coal, 20000, Iron, 1200 Twenty thousand Coal and 1200 Iron are transferred from Population Group # 1243 to Population Group # 5411. If both of these Population Groups do not have Transportation Center Installations already constructed in them, this order will fail.

Allegiance Tree

This order provides a listing of every Empire that has sworn allegiance to your Empire along with every Empire that has sworn allegiance to an Empire loyal to you. It is a complete list of every Empire beneath you in the alliance structure.

TREE

There are no variables for this order.

Example:

TREE

Returns a listing of every Empire underneath your Empire in your alliance.

Warp Movement

This is the order used to send a Fleet through a Warp Point. The Fleet must be located at a Warp Point to use this order. Use the Move order (Move To Warp Point) to move a Fleet to a Warp Point. Then use this order to move through the Warp Point. Sufficient Fuel must be available as cargo on the Fleet to supercharge the Jump Engines of every ship in the fleet. This primes the Jump Engines for Warp Point entry and provides for Jump Engine power throughout the journey. Individual ships do not need to have Fuel Tankage loaded with Fuel because tankers or other ships can share their Fuel for in-space Jump Engine priming just before entry. It is therefore possible to add tankers to a Fleet instead of adding Fuel Tankage to all of your ships. Every ship in the Fleet must have at least one Jump Engine of any type or this order will fail. Additional Jump Engines on a ship will reduce the size of its Warp bubble, allowing more ships to fit in a line abreast formation and appear at the exit point in the destination system during the same instant. This is only important in combat situations. The higher the class of the Warp Point being transited, the more Fuel that is required for transit. Base fuel usage per ship is based solely on the total mass of the ship, and is then modified upward as the Warp Point Class increases. Class "A" Warp Points are the easiest to transit. The appearance location of a Warp Point in the destination system might fall within a dangerous terrain type, which could prove hazardous to the transiting vessels. *You are well advised to send expendable scouts through previously unexplored Warp Points before risking large Fleets.*

At the conclusion of a Warp movement, every ship in the Fleet has its remaining Action Points reduced to zero. This prevents the Fleet from executing many other orders, such as a System Scan. Fleets that have just arrived in a star system must therefore survive until the following turn before they can begin snooping about.

WARP, Fleet #

Fleet # The Fleet # that is attempting to jump through the Warp Point.

Example: WARP, 85

Fleet # 85 enters the Warp Point it is located at. If this Fleet is not currently at a Warp Point, or the Fleet has insufficient Fuel, or at least one of the ships in the Fleet has no Jump Engines, this mission will fail. Class F, G and higher Warp Points are considered theoretical by your scientists and most agree that they probably don't exist.

Warp Point Class	Fuel Usage Multiplier
A	1
B	2
C	4
D	9
E	16
F	25
G	36