Galactic Command – Echo Squad™ SECOND EDITION

Game Tutorial

WARNING: While this tutorial is comprehensive it is NOT intended to be a substitute for the game manual. You can access the full game manual from within the game by pressing ALT+H. This tutorial is also available by pressing CTRL+H. The game commands are available by pressing H. To print these materials, use the shortcuts created by the game installer. All documents are formatted to print in landscape mode.

You can pause the game at any time by either pressing the **PAUSE** button or by activating any of the game menus e.g. the **COMMAND** menu. Unless otherwise indicated, a "click" implies that you **LEFT-CLICK** the mouse.

INSTALLATION & STARTUP

After installing the game and running it, select **NEW GAME** from the main menu. If you want to change any of the game options, you should do that **first** before continuing.

Enter your name, press **ENTER** and then click on the **ACCEPT** button. You can also press **ESC** to cancel.

From the Mission Control (MISCON) screen, click on the tutorial scenario and read the description so that you understand it clearly.

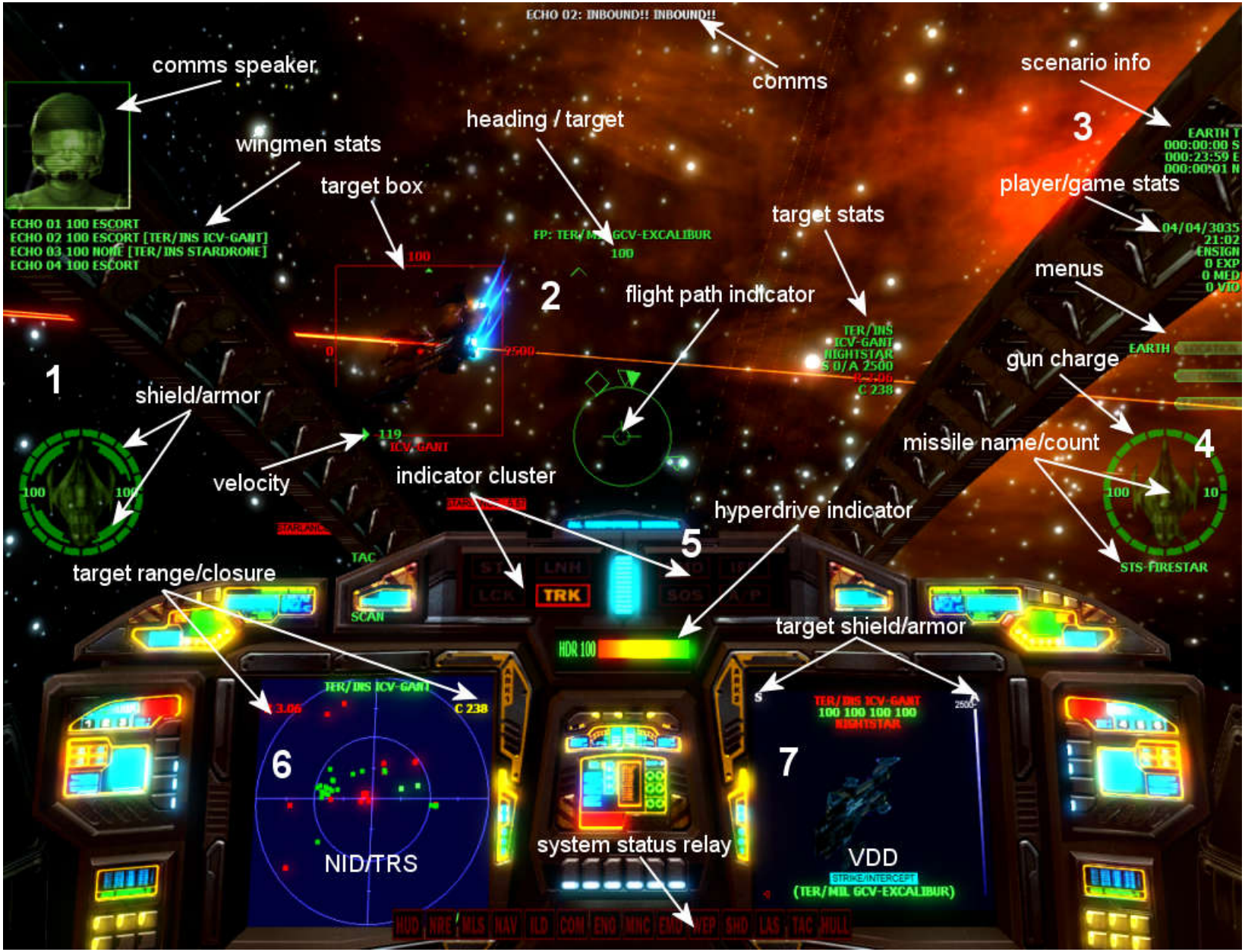
TRAINING PHASE I [FLIGHT DYNAMICS & NAV]

THIS PHASE OF YOUR TRAINING INTRODUCES YOU TO THE COCKPIT HUD SYSTEMS OF THE MEDIUM CLASS STARLANCE FIGHTER.

YOU WILL LEARN BASIC NAVIGATION AND FLIGHT DYNAMICS. PLEASE FOLLOW THE TRAINING MANUAL CLOSELY.

THIS PHASE LASTS FOR APPROXIMATELY TWENTY MINUTES.

PAY CLOSE ATTENTION TO THE CLOCK IN YOUR COCKPIT HUD BECAUSE IF YOU DO NOT COMPLETE THIS SECTION BEFORE THE NEXT SESSION IS CREATED, YOU WILL LOSE TRACK AND BE UNABLE TO COMPLETE THIS TRAINING.



COCKPIT HEADS UP DISPLAY (HUD)

When you launch from the station, your fighter will be a short distance from the GALCOM H.Q starstation in orbit around Earth.

Several ships in the Wildstar fleet are also on station in the region and flying a standard patrol profile while awaiting further orders from GALCOM.

So now would be a good time to become familiar with your cockpit HUD and controls.

The cockpit HUD has three specific areas where data is displayed. This data is not part of the cockpit, but is rather fed directly into your helmet optics. Because of this, some of the symbology will at times overlay on top of the cockpit itself. This is normal and you'll eventually get used to it.

The cockpit itself has one instrument cluster and two Multi-Functional Displays (MFD). The left MFD is used by the Navigation Interface Display (NID) and the Tactical Radar Scanner (TRS). The right MFD is used by the Visual Data Display (VDD).

COMMUNICATIONS

Internal (from Mother, your on-board computer AI) and external comms are displayed at the top of the screen and an image of the speaker displayed to the left.

When an important message comes in, you will hear "TACTICAL UPDATE" and/or "URGENT MESSAGE RECEIVED" from Mother. You can then view this message via the COMMLINK computer.

To access COMMLINK, use the COMMAND/COMMS menu. You can also use the hot keys **ALT+C** for the full COMMLINK display or **ALT+O** for your direct orders only.

You can communicate with NPCs (e.g. Wingmen) by using the Team Orders Menu (TOM). More on this later.

BASIC FLIGHT DYNAMICS

Controlling your fighter is easy. By default, the thrust is set to cruise thrust factor 4 on launch. There are times when you may wish to raise or lower this depending on your combat status. The higher the factor, the faster your fighter can fly. The higher settings also deplete your fighter's fuel levels much quicker, though it is highly unlikely that you will ever run out of reactor charge due to the fact that the fighter's reactor falls back to solar energy when the fuel cells are depleted.

Press **9** to set max thrust profile. Notice that your velocity has started to increase. Now press and hold the **W** key for about ten seconds for the engines to ramp up. You'll know when you to release the button because your velocity indicator will stop increasing in large amounts, indicating that you have reached the fighter's max thrust setting.

Your fighter at max thrust should settle at a velocity of about 525 m/s (meters per second) when flying in a straight ahead.

Now press and release the **5** key and wait ten seconds. Notice that your fighter's velocity drops due to the reduced thrust factor.

Now press and hold the **W** key for about ten seconds then release it. While pressing the key, you will notice that you were able to ramp your velocity up to the max thrust capabilities of the fighter. When you release it, that momentary velocity gain drops back down to the factor 5 levels. This happens because regardless of your current thrust, by pressing and holding down the **W** key, you can momentarily increase your velocity past the current thrust value.

Note that the performance of your fighter will deteriorate when the engine and/or reactor take combat damage. As a result the fighter will be unable to attain its max thrust factor until the damage is repaired.

TARGET ACQUISITION

Currently, your TRS is the active system in MFD1. You can see several color coded dots which are all Green right now because you are in a friendly region and those are all friendlies your radar is picking up.

If a target is within the inner circle, it is somewhere in front of your fighter. If a target is in the outer circle, it is somewhere behind your fighter. The very center of the inner circle represents what is directly in front of your fighter.

You can select targets in one of two ways. The first method involves using the keyboard and other by pressing the **RIGHT** mouse button and using the cockpit menu. Then pressing the **LEFT** button anywhere in the display to remove the menu.

Choose the fastest method.

Press the **PERIOD** key and your radar will pick up the first target in its list. That target happens to be the GALCOM H.Q starstation and will appear in the VDD. The IFF (Identify Friend or Foe) designator will also start to flash, letting you know that this is a friendly target.

The station's range (km), closure (m/s) are displayed in TRS, while its armor and shield levels are displayed in the VDD. Some of this data will also appear in the HUD.

The idea is to bring the target directly into your field of view. For this, as you can see from the flashing Green dot in the TRS, you need to turn left.

Turn your fighter to the left using your currently selected control method. As you turn, a Target Locator Line (TLL) appears and is drawn from the center of the HUD to the general direction of the target. This invaluable indicator enables you to locate targets which are outside your direct Field Of View (FOV).

The station will eventually appear in front of you and at the center of the target designator box. That box also displays its shield (left), armor (right) and overall integrity percentage (top).

Now pitch your fighter up and the TLL will again change direction and this time it will superimpose over the cockpit. Press and hold the numeric **5** key until the fighter levels off again.

Use the TRS to locate GCV-Excalibur, your fleet's lead carrier and your primary platform. After locating it, fly to within 10 km or so, then press **M** to match its speed. Now fly an escort profile behind it for about five minutes. This is the same profile that other ships in the fleet are currently flying, including your future wingmen, ECHO 01, 02, 03 and 04.

INTRODUCTION TO THE AUTOPILOT

There are times when there is a lull in the action and you just want to sit back and wait for something exciting to happen. Or you might just happen to trust your ship's AI better than your own skills. This is where Mother, your fighter's AI computer and all around autopilot comes in. She is a very advanced system which can do anything you can and possibly more effectively.

OK, click on the COMMAND menu, click on ESCORT order then FRIENDLY and select the GCV-Excalibur from the targets list. Press **CTRL+A** to engage the Combat Assist mode of the autopilot. Note the flashing A/P in the instrument cluster.

When the autopilot is on, you will no longer have manual flight control of the fighter, but you can still manipulate the MFDs, menus, missile jammer etc.

Leave the controls alone and for about five minutes, watch as the fighter performs an escort flight profile around the carrier. If this were a combat situation, the fighter, in Combat Assist mode and controlled by Mother, will also engage (with guns and missiles) any threats to the carrier (which is the target of the order). She can also use the jammers and up to 255 levels of combat and evasive action, each with up to 16 branches. Yes, she's way smarter than you are. However, in order to prevent you from using her to perform your tasks, her self-learning Combat Assist AI is dampened under certain conditions.

Now would be a good time to acquaint yourself with the various view modes, particularly **F9** (you) and **F10** (the current target). In those views, you can use various zoom and pan controls. Refer to your keyboard commands printout or press **H**.

Press **F1** to return to the cockpit HUD view when done. Then press **ALT+A** to deactivate the autopilot.

NAVIGATION - SPACE

Space travel involves jumping from one point to the next or from your current location to a distant target. Most of the time, combat engagements take place at close range (within 50km). So you'll be doing a lot of jumping. This where your navigation computer comes in.

Press **N** to put the NID in "scope". Then press the **PERIOD** key. The jump gate to Pluto will immediately appear in the VDD.

Depending on your current heading, the TLL will appear. Use it to locate the jump gate.

Once you have the target box ahead of you, note its range at the top of the box as well as in the top left corner of the NID. That range is in km scale. Since it is too far to fly to under normal power, you can only jump to it by traveling through hyperspace.

Press **SHIFT+9** to activate your jump engines.

During the jump notice that your HDR indicator is dropping. This is your fighter's HyperDrive jump indicator. Unless this is fully charged, you will be unable to jump.

Watch the range to your target as it counts down during your jump transition and eventually your ship will emerge from hyperspace and be positioned a short distance from the target. As soon as you emerge from hyperspace, your HyperDrive will immediately start to recharge.

Using your max thrust (press **9**, then press and hold **W**), fly directly through the jump gate. As soon as the jump gate is auto-activated by your fighter's computer, you will jump from the Earth region to the Pluto region. Your location displayed in the HUD has now changed.

In order for you to use any jump anomaly (jump gate, fluxfield, wormhole), it (a) must be the current NID target (b) it must be visible in the VDD. Otherwise, the anomaly will fail to activate. This precaution prevents you from accidentally jumping out of the region; especially when engaged in combat near jump anomalies.

Press **G** to call up the galaxy map (the game will pause).

The Yellow lines are jump gate links, the Purple lines wormhole links and the Blue lines are fluxfield links.

As you can see from the map, you just jumped from the Earth region to the Pluto region. If you were asked to proceed to the Tramis space region in Alpha Centauri, you can see that you would have to jump from Earth region to Pluto region using a jump gate. Then jumping through a wormhole to get to Centris and finally through a jump gate to Tramis.

Press **G** again to remove the map.

Using your NID locate the Jupiter jump gate and jump through to the Jupiter region. When you get there, look around. When done, plot your way back to Earth space region via Mars. You've got about five minutes to make it back.

Back in Earth region, click on the **COMMAND** menu, then select FLY-TO, select FRIENDLY and select GALCOM H.Q. from the targets list.

As soon as the command is executed, Mother will take over and do the jump. You can use this method to automatically jump to any target or destination jump anomaly without having to do it manually.

NAVIGATION - PLANET

Press **ALT+A** to disengage the autopilot.

Using the **COMMAND**, go to SYSTEMS and activate the TACOPS computer or use the **ALT+T** hotkey.

Click on ZOOM, select PLANETS and then select EARTH. The planet should be zoomed closer. There is a dot which marks the center of the planet object. As your mouse hovers over it, a "ZOOM TO: EARTH" pop-up will appear. Click on it once and from the menu select **OBSERVE** and wait while your fighter's computer loads the topology data for the planet.

When the map loads, you will see a top-down view of the entire planet. Since the entire planet is under Terran/Military control, you should see that the entire map is enclosed in a rectangle labeled TER/MIL. The smaller Yellow rectangles are mission zones where areas of interest (i.e. populated cities and bases) are located. You can click on those (directly from the map) to zoom in, but for now we are going to use the menus instead.

Click on **ZOOM**, select **MISSION ZONE** (MZ), then TER/MIL and finally select EARTH01 from the list.

When the MZ loads, select SITE_SBASE02 from the list of detected locations. Notice that this a Terran/Military alliance location.

Once the location is loaded, using the list, select the HADLEY starbase (first object in the list) to zoom to it.

Press and hold **HOME** to zoom out a bit. If you zoom too far, use the **END** key to zoom in. Use the **ARROW** keys to manipulate the view and take a look around. Note the time of day at the lower right corner of the display. The 'local' time on the planet is different from the time on your fighter because every planet and moon has a unique time, weather pattern, topology etc.

Click on the **MENU** tab and then select **HOLD** pause all updates for now. Then click on **WAYPOINT**.
When the waypoint menu ribbon appears, click on **ADD** and the waypoint order, in this case PROCEED TO NEXT, will appear.

Click on **SETPOS** and using the mouse, click anywhere on the map to 'anchor' the waypoint.

Click on **ADD** again and repeat the above to place waypoint #2 anywhere on the map, but at least 2km distant from waypoint #1 and within the vicinity of the starbase.

When you are placing this second waypoint, you will see a line connecting the two waypoints. The number displayed on the line is the distance between the two waypoints. The number in Green is the height above ground at the location of the mouse pointer. You can use the **HOME**/**END** zoom controls so that you can better see the map layout.

Click on **ADD** to create a third waypoint, but this time click on the waypoint orders box and select REPEAT ACTIONS. Now position the waypoint somewhere on the map and in the general vicinity.

Click on **HOLD** to resume updates. Then click on **SPACE** and then **EXIT** to return to the cockpit view.

You have now set a series of waypoints to the planet below. The first waypoint is your planetfall ingress point.

WARNING: If you enter a planet without first setting at least one waypoint, you will ingress at an arbitrary location and end up being days away from your intended target. If you find yourself too far from your intended target location, you have to return to space, set a waypoint and re-enter the planet. Setting a waypoint allows the fighter's orbital profile system to plot a course to the location of the first waypoint in the list.

NAVIGATION – PLANETFALL & EGRESS

Locate the planet Earth from the NID targets list. When it appears in the VDD, press SHIFT+9 to engage your jump engines. When prompted to establish planetfall, press **Y**.

You could also do this from the **COMMAND** menu by selecting FLY TO and then EARTH but it would take longer to reach the planet's surface because the fighter will stop outside the planet's gravitational pull and then cruise forward until the planet's gravitational pull forces the transition.


waypoint marker
track warning indicator
waypoint info
egress altitude indicator
pitch ladder
altitude
waypoint list
ECHO 01 100 ESCORT [TER/MIL GCV-EXCALIBUR]
ECHO 02 100 ESCORT [TER/MIL GCV-EXCALIBUR]
ECHO 03 100 ESCORT [TER/MIL GCV-EXCALIBUR]
ECHO 04 100 ESCORT [TER/MIL GCV-EXCALIBUR]
1: PROCEED TO NEXT R:10.5
2: PROCEED TO NEXT R:6.72
3: REPEAT ACTIONS R:6.64
HDR 100
HUD NRE MLS NAV ILD COM ENG MNC EMD WEP SHD LAS TAC HULL

Upon planetfall, your autopilot will disengage as your fighter plummets toward to the ground under gravity!!! When your view returns to the cockpit, **pull up or your fighter will plummet into the ground!!.**

You should now be in the general vicinity of the Hadley starbase. Press **ALT+A** to engage your autopilot. Time to study the new HUD data. Mother will continue to fly the three waypoint patterns until you deactivate it

The waypoint data has now appeared to the right of your HUD. That data includes the current waypoint and its range. A waypoint indicator (vertical bar) has also appeared at the top of the HUD. If the fighter is flying toward that waypoint, then this indicator will always be at the center of the HUD.

Press **N** to cycle the NID mode to Waypoint Tracking System (WTS) mode. Now using the **period** and **comma** keys, you can change the current waypoint. Since the autopilot is in command of the fighter, it will simply abort its current flight path and turn towards the new waypoint selected.

Go to the **F9** camera view and use the zoom and camera keys to have a better view and observe what your fighter is doing.

When you are done looking around, press **F1** to return to the cockpit.

Press **ALT+A** to disengage the autopilot. Then press and hold the numeric **5** key to level off the fighter.

Press **9** to engage max thrust, then press and hold **W** and wait until your fighter reaches its max thrust, then pitch up at a slight twenty degree angle. Use the HUD pitch ladder as a cue. Anything higher than twenty degrees will stall the fighter, causing it to sink back to the ground.

Pay close attention to your altitude above ground level (AGL) and climb out to above 14,000 feet. Once you reach this altitude, Egress Altitude Indicator (EAI) will appear and start to flash. This is your cue to initiate the jump sequence.

Press **SHIFT+9**, then press **Y** to acknowledge the prompt.

Your fighter will leave the planet and enter space, returning you to the cockpit after the egress transition completes.

WARNING: If you have taken damage while on the planet, it will be difficult for your fighter to reach enough thrust to climb to or above 14,000 ft (the required egress altitude). If this happens, you would need to either dock at a nearby starbase (e.g. Hadley if you are on Earth) to repair your fighter. You can also try to use a series of low pitch angles and periodic taps of the **W** key to coax your fighter to climb to the required altitude. Then quickly hit **SHIFT+9** to engage your jump engines.

SITUATIONAL AWARENESS (SA)

The cockpit and radar views give you a limited view of the world around you. There are times when you would want to have a look at a remote target. In this case, you would locate the target in the TRS, then press **F10** camera view.

From this view, you can use the arrow keys as well as the **HOME**, **END**, **INSERT**, **DELETE, PAGEUP, PAGEDOWN** to look around the target. While in this view, you can also the **period** and **comma** keys to cycle through all targets that the TRS is currently tracking.

Locate the ECHO 01 fighter and then press **F10**. Watch as it carries out its escort profile. From this view, use the **period** and **comma** keys to cycle through other targets in the region and observe what they are doing.

Press **F1** to return to the cockpit when done.

The Tactical Operations computer is most useful when you wish to observe what is going on in your region, especially if you have missions which require you to protect another target, secure a region etc. However its use is beyond the scope of this tutorial as it is very easy to use.

As part of SA, note that each time a ship jumps into or out of the current region, the HUD will flash. This is especially useful if you are patrolling a region and want to be aware of any ships entering or leaving the region.

DOCKING TO REPAIR AND REARM

During combat, you will take damage, run out of power or missiles. During those times, you can dock either at a friendly starstation or with one of your fleet carriers (GCV-Excalibur or GCV-Merlin). Other carriers which you can dock with will also appear from time to time. If you attempt to dock with any station or carrier other than those that grant you permission, you will be denied docking clearance. The appendix section of the game manual contains a list of friendly stations in Sol.

Locate the GCV-Excalibur in the TRS and jump to it. Fly to within 1 to 10km (displayed in TRS), then when in range, press **CTRL+D** to request docking clearance.

Since the carrier is flying between 400 m/s (cruise speed) and 600 m/s (high speed), you have to exceed its velocity in order to get close (see closure rate in the TRS or HUD) enough to request docking clearance. Its not as easy as it sounds, especially during a combat engagement in which the carrier is taking evasive action, possibly going dark (cloaking and shutting down comms). The trick is to get as close as you can. If your range to target does not seem to be dropping and your closure rate is fixed, then you have to time your approach and try to "trap dock" when the carrier is making a pass toward you. In this case, if its flying away from GALCOM H.Q., you'll probably never catch it. Since it has to fly back toward the station, you can monitor its flight path and then trap dock when its passing you. During combat engagements, you can do the same by finding out what your carrier is doing and what its target is. In the same manner, you can try to trap dock when its closest to its target. Of course, you stand the chance of taking fire from hostiles or from friendlies because the carrier, while engaged in combat, will never stop in dead space for any fighter to dock. All fighter pilots are trained specifically to perform launch and dock ops "on the fly" and especially during combat engagements.

Once you get docking clearance, you will be immediately taken to the LOGISTIX computer screen. Here you can select the **CRAFTS** button, then click on **REPAIRS** to immediately repair your ship.

To rearm your fighter or change your missile loadout, select **WEAPON**, then from the list click on the missile you want. Use the arrow icons to add/remove missiles. Your fighter can only carry ten missiles, so if be sure to remove the ones you don't want first, if you are changing your entire loadout. The appendix section of the game's manual contains a list of missiles and their characteristics.

To exit the computer and launch from the station or carrier, move your mouse over the **LOGISTIX** button and **LOG OFF**.

Now locate GALCOM H.Q starstation and perform a similar docking operation so that you are familiar with it. Though the station is in a fixed geosynchronous orbit of 5 m/s around the planet and at a fixed distance of 8,000 km from it's gravitational pull, you can easily fly up to it without being in danger of burning up in the planet's atmosphere.

To dock with a planetary starbase (e.g. Hadley starbase), locate it on ground radar (TRS in **GND** mode), when in range, dock as normal. At launch you will be on the ground, press and hold **F** to take-off in VTOL mode, **W** to apply thrust, pitch up and fly out.

TRAINING PHASE II [COMBAT TACTICS]

THIS PHASE INTRODUCES SQUADCOMBAT TACTICS. YOU WILL LEARN TARGET ACQUISITION AND PROSECUTION, AS WELL AS WEAPONS DELIVERY AND EVASIVE ACTION.

YOU WILL FIRST GO UP AGAINST NON-FIRING THREATS AND LATER LIVE FIRING THREATS WILL BE INTRODUCED.

PLEASE FOLLOW THE TRAINING MANUAL CLOSELY. THIS PHASE OF THE TRAINING LASTS FOR APPROXIMATELY TWENTY MINUTES.

PAY CLOSE ATTENTION TO THE CLOCK IN YOUR COCKPIT HUD BECAUSE IF YOU DO NOT COMPLETE THIS SECTION BEFORE THE NEXT SESSION IS CREATED, YOU WILL LOSE TRACK AND BE UNABLE TO COMPLETE THIS TRAINING.

TASKING ORDERS

Shortly after 21:00, you will receive an "Urgent Message Received" notification from Mother. This is to inform you that you have received new tasking orders. You can view these orders by pressing **ALT+O** or via the **COMMS** tab of the **COMMAND** menu. The orders display will remain active for a few seconds before being automatically removed. You can manually remove it by clicking anywhere on the screen.

The current scenario info is also displayed at the top of the orders display. This shows you information such as the THEATRE (where) the operation takes place, the START time, the END time as well as the NEXT (how much down time there is between the ending of the current operation and next one) time. Other stats explained in the game manual are also displayed.

You can also view the scenario stats if you enable (**V**) the VDD and cycle to the ACM mode.

During your career each time you hear this notification, you have to immediately read your tasking orders and follow them as advised. If you fail to respond to any tasking order in a timely fashion, you will be reprimanded and ultimately taken off active duty. At which point your career and thus the game, will end.

USING GUNS

Your fighter has a pair of guns and a complement of ten missiles. Primarily you will use your guns during combat and only resorting to precious missiles for difficult targets such as capital (carrier, cruiser, transport) ships. Using missiles on fighters is usually a hit or miss affair because they can jam and/or evade them quite effectively depending on how fast the computer opponents learn your tactics.

Each time a target is hit with either gun fire or missiles, it will take damage to its shields first. Once the shields are breached, the armor takes damage and then finally the ship's systems. If a hit succeeds in breaching the armor and destroying a critical system thereby compromising its integrity, the target will be destroyed.

Your fighter's guns take 100ms to recharge after being fired. The gun charge indicator will glow from Green (fully charged) to Yellow (recharging) to Red (charge depleted). If your fighter's systems have taken damage, then the effectiveness and the recharge rate of the guns will be affected. You will find that they either take longer to recharge or not recharge at all. In which case you will need to dock and repair immediately.

The effectiveness of your gun's laser shots depletes with distance. For example, the max range of the Starlance fighter's guns is 10km, while the max effective range is 6.67km. So if you fire at a target that is at 10km, the 25 damage units per shot inflicted on the target will be reduced somewhat and be less effective than if the target was at 6.67km or less.
So, in order to inflict the most damage on a target, your range to target has to be inside the max effective range of the guns. See the appendix section of the game manual for more info on your fighter.

During combat in which targets are maneuvering, your gun shots will arrive at the last location of the target, resulting in a miss. So you always want to "lead" the moving target by firing *ahead* of it. There is a Target Lead Designator (TLD), which aids you in this. As long as you keep firing in the general direction of that box, you are likely to hit the target. If you observe Mother during a combat engagement, you will see exactly how she uses this technique when engaging a target that is moving quickly.

USING MISSILES

There are various types of missiles which are specifically designed for operating either in space (STS-) or on planets (ATA-, ATS-). If you arm a missile that is the wrong type for the environment, the missile targeting reticule will flash Red. For example if you arm an ATA missile while in space, you won't be able to launch it because the radar won't lock. Also, even if you arm the proper missile for the target, when you fire it without a valid lock, the missile will launch in "dumb fire" mode, i.e. will fly directly ahead instead of actively tracking the target. You can use this as an engagement tactic in some instances.

Missiles cannot lock (a) when the target is less than 1km range (b) if the target is not within the targeting reticule.

Missiles have a "blast energy" value which determines how much damage is inflicted on a target when it detonates. A missile with a BE of 100, it will inflict 100 units of damage on the target depending on (a) how close it was to the target at detonation or (b) if it was a direct impact. For example if the target only has 100 units of shields, then one direct hit by a missile with a 100 BE will cause the shields to collapse immediately. However, if the missile detonates nearby but not a direct hit, then the damage inflicted would be much less.

Missiles are also proximity based and will self-destruct when close to a target. They do not have to hit the target in order to detonate. They will also self-destruct when they (a) run out of power (b) lose effective track of a target.

Some missiles also have a thermal imaging warhead which is activated in the VDD/VID mode when launched. This video image gives you a view of what the missile sees as it flies toward the target.

To launch a missile, first select a target, arm the missile, close your range to the target so that it is within the range of the missile, wait for the lock solution message from Mother, then fire the missile.

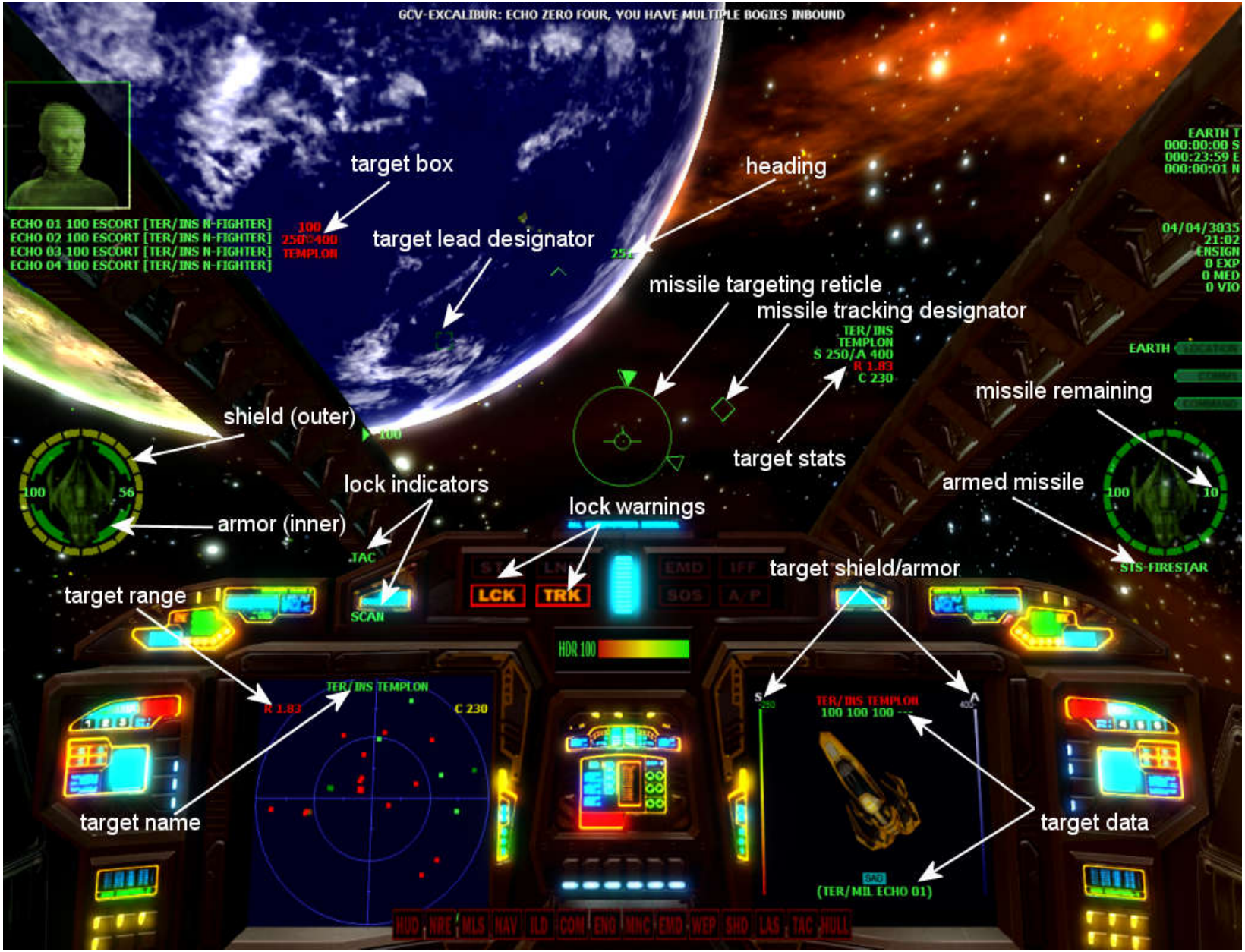
When a missile is fired at you, Mother will warn you and sound an audible missile proximity alarm which will increase in intensity as the missile draws closer. You will also see the lock (LCK) and/or launch (LNH) indicators light up. You can attempt to jam the missile by pressing **J** to activate your fighter's Electro-Magnetic Disrupter (EMD). This is not always effective and due to proximity damage, even if you jam a missile, there is always the possibility that you will take shield damage.

When your jammer is active, the fighter's targeting computers will go off line until you deactivate the jammer. You will also see static in the MFDs. Also, when a target is jamming a missile, the target's status (displayed as "EMD") will be displayed in the target's video image in the VDD/VID display. The target box in the HUD will also flash.

When going on missions, be sure to dock and rearm your fighter with the appropriate missile type. For example, if you have a tasking order to engage targets on a planet, then your STS class missiles will be useless. You have to dock and select a variety of ATA (for air targets) and ATS (for ground targets) missiles. There are many to choose from and each with its own unique characteristics. Refer to the game appendix for info on all the missiles which your fighter can load and use.

To track missiles on radar, you need to enable that filter via the COMMAND/SYSTEMS/RADAR TARGET MASK menu. You will then see White dots in the TRS which you can track as well as select and view via the **F10** remote camera. Enabling this filter is highly inadvisable when using the keyboard to cycle through NID and TRS targets because you could spend time cycling through missiles when in search of a specific target or threat.

WARNING: If you target a friendly unit while your weapons systems are armed, you will get repeated warnings from Mother until you either (a) cancel the target by pressing **X** or (b) shut-down your weapons system by pressing **BACKSPACE** until you no longer have any missile armed.



TARGET IDENTIFICATION & TERMINATION

Now for a live fire exercise.

Referring to your galaxy map (**G**), plot a course to the Neptune region. You can do this manually using (**NID**) the NID and then pressing **SHIFT+9** to jump or give Mother the JUMP-AT order via the **COMMAND** menu and selecting the jump anomaly.

When you arrive in the region, activate (**T**) your TRS computer. You should now see a Red dot in the radar display. To select it, press the **period** key or **RIGHT-CLICK** the mouse button anywhere in the HUD and select CONTACT01 from the ENEMY filter list. The target will immediately appear in the VDD/VID display.

Press **F10** to have a good look at the target. You can use the camera view keys here. Press **F1** to return to the cockpit.

This target is a weaponless drone and therefore cannot fire its guns nor launch missiles at you. Its just here to intimidate you.

If your autopilot is on, turn it off (**ALT+A**).

Press **BACKSPACE** (or your controller method) to arm a missile. A targeting reticule along with a moving diamond marker will appear in the HUD.
The currently armed STS-FIRESTAR missile has a range of 35km but your target is about a million and a half kilometers away as shown in the top-left corner of the TRS. This means that you have to jump to the target. Lets discuss this a bit.

Never - ever - jump to a target without first assessing your options. Usually, jumping to a target means that they have enough time to track you on radar and come up with a launch solution. For example, if you were to jump to a station, carrier or cruiser, their turrets – which have independent target tracking – will immediately start firing the minute you emerge from hyperspace. In some cases, you will emerge to find a volley of missiles inbound.

In this exercise, since we know that this fighter is a drone, there is no imminent danger in jumping to it. Besides, fighters do not have turrets nor the capability to track targets in hyperspace. So even if this fighter was armed and you jumped to it, as soon as you start the jump, it will lose track of you on radar. When you emerge, it has to re-acquire you. This gives you sufficient time to gain the upper hand and immediately put the pilot on the defensive by firing your guns or launching missiles. The pilot would be too busy taking evasive action to worry about going on the offensive.

With CONTACT01 selected as your current target, jump (**SHIFT+9**) to it.

As soon as you emerge from hyperspace, notice in the VDD/VID that the target has now changed its profile from a neutral "NAV or RTB" to an offensive "STRIKE/INTERCEPT" one. This indicates that the pilot has now tracked you on active radar.

It has also increased to tactical velocity in order to ensure that you don't get an active launch solution while it tries to achieve just that.

And so the engagement song and dance commitment begins. Rule of thumb: once you commit to a fight, there is no turning back, unless of course one of you bugs out.

First, in order to ensure that you (a) never - ever – overshoot the target, (b) collide with the target and (c) remain within launch range, you have to initially match its own relative velocity until you can assess its capabilities and tactics.

Press **M** and notice that Mother will continuously adjust your thrust vectors in order to keep within the targets own velocity. All you have to do is steer. You can still use the **W** and **S** keys to make minor thrust compensations.

Most of the time matching a target's velocity will keep it outside the effective range of your guns and inside the minimum launch range of your missiles, so you have to toggle this on and off as well as manually adjust your thrust (**S** or **W**) as the situation permits.

Using your controller and the TLL as a guidance cue, engage the target using your guns by pressing **ENTER** or the designated button on your controller. It will take you a bit of skill at first but if you keep firing at the Target Lead Designator, you should see the satisfying Blue flash of its shields (number to the left of target box) being breached. Eventually you will see a Red flash indicating that its shields have been fully breached. Then its armor (number to the right of target box) will start to take damage and eventually its integrity (the number at the top of the target box) will be compromised. When that number drops to zero, its all over.

When you succeed in hitting the target, first its shields will deplete and start to recharge. As long as its shields are recharging, you will be unable to hit its armor. So you have to keep hitting it until its shields collapse and can no longer recharge. From that moment on, its armor will start to take damage and once totally breached, the target will be destroyed.

With your missile armed, you will notice a diamond indicator whizzing about around a circular missile targeting reticule. The diamond is the missile's radar calculating a launch solution. The reticule indicates the missile's effective range and depending on the missile, this circle could be large or small. If you get close (within the 35km range of the STS-Firestar) for it to achieve a lock, you will hear a beep as well as voice notification from Mother. That is your signal to LAUNCH! LAUNCH! LAUNCH! Using either **SPACEBAR** or the designated button on your controller.

Engage the target until it is destroyed. Once destroyed, the pilot may or may not eject. To be able to track ejected pilots and other misc non-tactical targets, you need to enable the misc filter in the Radar Target Mask. You will then see Blue dots in the TRS which you can track as well as select and view via the **F10** remote camera.

With the target destroyed, another fighter will appear in the region and engage you. This one is fully armed and on "weapons free" orders. Which means that now would be a *really* good time to save (**ALT+S**) the game and resume it from the main menu. If you do get killed, return to the main menu and restore the saved game as described in the manual.

Upon destroying this second target, your mettle will be tested by two high AI fighters. Yes two. Both armed and on "weapons free" orders. Good luck!

When you have multiple hostiles in the area, your first priority is to find which one is (a) locked on you (b) closest to you. You can do this by pressing **O** and Mother will pick out the NEAREST ENEMY ATTACKER. If there is no such target meeting the criteria, mother will simply pick out the NEAREST ENEMY TARGET (effectively executing the **K** command).

You can also use the HUD menu to locate an immediate threat. **RIGHT-CLICK** anywhere in the HUD and use the ENEMY filter. There you will see the entire list of threats in the region as well as their orders and range. For example, if you see the words "STRIKE" followed by "ECHO 00", that would be you. With multiple threats, be 100% certain that you note their ranges, then **LEFT-CLICK** on the target you wish to track and it will be selected in the TRS and displayed in the VDD/VID mode. Using the menu is especially helpful in a high threat environment.

When you are the locked target of a hostile, you will see your **ECHO 00** designation in the VDD/VID video feed for the target.

TRAINING PHASE III [FLEET COMBAT TACTICS]

THIS PHASE INTRODUCES FLEET COMBAT TACTICS. YOU WILL BE INTRODUCED TO A TARGET RICH ENVIRONMENT IN WHICH THE CHAOS OF WAR IS UP CLOSE AND PERSONAL.

YOU WILL BE UP AGAINST MANY LIVE FIRING OPPONENTS. THE OTHER MEMBERS OF ECHO SQUAD AS WELL AS THE WILDSTAR FLEET WILL BE PART OF THIS OP.

THIS IS THE FINAL PHASE OF YOUR TRAINING. UPON COMPLETION OF THIS PHASE, YOU WILL GRADUATE AND BE DEEMED WORTHY OF SERVING ABOARD THE GCV-EXCALIBUR. THERE WILL BE NO FANFARE, NO HAND SHAKES, NO MEDALS AND NO DRINKS. THE FACT THAT YOU ACTUALLY SURVIVED IS REWARD AND JUBILATION ENOUGH SINCE THERE IS A VERY GOOD
CHANCE THAT YOU WON'T MAKE IT THROUGH YOUR FIRST COMBAT TOUR.

GOOD LUCK!

TASKING ORDERS

When the orders come in, read (**ALT+O**) your orders. Then, using your galaxy map (**G**), plot a course to the target theatre of operations. In this case, you are going to the Mercury region.

In this op, there is a hostile transport ship in the Mercury region emitting an S.O.S. signal. It is obviously a trap. Your orders are to jump to the region and investigate. You do not have "weapons free" clearance unless you come under fire. So **do not fire unless fired upon**.

WINGMAN COMMAND AND CONTROL

As the future leader of an elite combat flight wing and in command of FC-1 (Fighter Craft 1), designated ECHO ZERO ZERO (**ECHO 00**), you have command over the other four fighters in your flight wing. From time to time other fighters and assets will join your wing. These are automatically added to your priority list which you can view at any time by pressing the **TAB** key.

You can track your wingmen stats by looking at the Wingman Status Display (WSD) in the HUD. Regardless of where they are, as long as they are deployed and alive, you can track them here.

If they are in the same region as you are, you can also track then via the Priority List Viewer (PLV) and give them orders view the Team Orders Menu (TOM).

Press the **TAB** key to display the Priority List Viewer (PLV). If the Echo squad have not yet arrived in the theatre, they will not appear in the list. Watch for jump flashes. Eventually when they arrive, they will appear on TRS radar and thus the PLV.

Use the **TAB** key again to cycle through the PLV and select one of the Echo wingmen e.g. ECHO 02. Note that the PLV has a delay timer which removes the list if you do not make a selection within a few seconds. Once you have selected a target, release the PLV key and it will be selected in the TRS and displayed in the VDD/VID.

Press **ESC** to display the TOM list. A list of color coded orders will be displayed. The orders in Red cannot be sent to the currently selected PLV target.

Press **F1** to give the fighter a standard DEFEND/ESCORT ME order. From the VDD/VID his orders profile will change to ESCORT and have you [ECHO 00] as target. If there is a threat in the region with a lock on you, then the wingman will immediately target and engage that threat. At which point his target will change from you to the name of the target.

WINGMAN TARGET DESIGNATION

To give a wingman a specific target order, you must first select the target of the order and then designate it.

Locate the CONTACT05 threat on radar using (**T**) the TRS or the HUD menu. When it appears in the VDD, press **D** to designate it. If the target does not appear in the VDD, then use (**I**) the radar video image to obtain a visual ident. Once designated, you should hear a confirming beep and a message from Mother.

Using (**TAB**) the PLV, locate another of your wingmen, e.g. ECHO 01, then activate (**ESC**) the TOM. You will notice that several of the orders now have the previously designated target next to the order. Press **F3** to give the previously selected wingman the ENGAGE/ATTACK order against the designated target.

After giving a specific order like this, if you activate the TOM again, the currently designated target is cleared, allowing you to select another one.

WINGMAN FOOTLOOSE AND WEAPONS FREE

In a high threat engagement, it is always a good idea to release your fighters from existing orders by giving them the standard SEARCH AND DESTROY order. This allows them to pick and choose targets of opportunity at will and with "weapons free". At other times, since they (especially ECHO 03) are likely to go after dangerous targets (e.g. Starstations, carriers and cruisers), it is better to have them escort you, rather than go off on their own.

Also, you should never – ever – leave your wingmen without appropriate cover. You have four veteran combat fighter pilots in the wing. In a standard tactical engagement profile, ECHO 01 is always your wingman. ECHO 02 covers ECHO 01, while ECHO 03 covers ECHO 02 and ECHO 04 covers ECHO 03. That leaves ECHO 04 without cover. Thats where you come in.

If you have specific tasking orders and cannot cover your "exposed" wingman, then you need to keep track of him and ensure that he's not outnumbered and outgunned. If he is, then he's going to get killed.

You can also shift your wingmen around. For example, if a wingman is coming under heavy fire, you will hear his frantic chatter over comms. You can immediately go to the pilot's aid, or locate the fighter in the PLV, designate it and then make it the target of a DEFEND/ESCORT order to another wingman who isn't otherwise already engaged.

Finally, a combat fighter veteran can usually operate under combat induced stress conditions. However, a rookie cannot. In which case, you have Mother. While assessing the current engagement status or directing your wingmen, you can use the **COMMAND** menu to give Mother a tasking order (e.g. SEARCH & DESTROY aka SAD) from the list and then engage the Combat Assist (**CTRL+A**) protocol of the fighter's AI logic. The worst thing that could happen is, well, it would take a little longer for you to get killed.
If you're going to observe the ensuing engagement in this theatre while Mother takes on the enemy, then select a target, for example CONTACT10, switch to the **F10** camera view and from there, use the **comma** and **period** keys to cycle different targets, while manipulating the camera to observe the chaos of war. At least you'll die with a smile on your face.

If you survive the carnage, use the COMMAND menu to give Mother the order to ESCORT the GCV-Excalibur back to base. Then engage the Combat Assist profile, sit back and enjoy the ride home.

Don't forget to check **how** many Experience Points you gained during training. The highest score achieved to date is **15,050**. And that includes destroying each and every threat that appears during this training exercise.

GRADUATION FROM TRAINING

When the last training op ends, the session will automatically terminate. If you wish to end at any time, press **ALT+Q** or go to the **COMMAND** menu and select **QUIT**.

If you are playing the public demo or tech preview, then the conclusion of this training exercise will automatically lead to new tasking orders involving a sneak attack on GALCOM H.Q. by the Insurgents.