

BATTLECRUISER: MILLENNIUM™

COMMANDER'S SUPPLEMENT Second Edition

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EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

1: Getting Started

This is minimal scaled down manual which has less information than the 90 page version of the original retail product. If you wish to purchase the full product, you can pick up the original Battlecruiser Millennium CD-ROM and printed manual from BMT Micro via the sales section of our website at www.3000ad.com

1.0 System Requirements

The minimum requirements below are not to be ignored. This game is very resource intensive! Just because it supports very high resolutions (e.g. 1280x1024x32Bit) does not mean that you should be running it at any resolution higher than 640x480 16Bit on the minimum requirements. You HAVE been warned.

MINIMUM

- Windows 98/ME/2K/XP (with all service packs)
- Pentium II 300Mhz or AMD K6-2 350Mhz processor
- 64MB RAM (128MB minimum for Window 2K/XP)
- 16MB DirectX 8 compliant 3D graphics card
- 16Bit DirectX 8 compliant sound card
- CD-ROM
- 500MB uncompressed hard disk space
- Microsoft compatible mouse

RECOMMENDED

- Pentium 3 600Mhz or AMD Athlon processor
- 128MB RAM
- 32MB DirectX 8 compliant 3D graphics card
- DirectX 8 compliant Joystick

SMOKIN'

- Pentium III 1GHz or AMD 1GHz processor
- 256 MB RAM
- 64MB DirectX 8 compliant 3D graphics card with TnL

1.3 Main Menu

NEW

Takes you to Roster where you can start a new Campaign or Roam game.

RESUME

Allows you to resume the last played game, assuming your profile status was not Killed In Action, Missing In Action, Court-martialed or Retired - otherwise you will be taken to Roster to start a new profile.

RESTORE

Allows you to restore a previously saved game. Once the restore game screen comes up, select the profile for the career you would like to restore. This will display the saved game slots on the right. Select the slot you would like to restore and left-click on the **RESTORE** button. The game data will then be restored and will resume exactly where you saved it.

INSTANT ACTION

These are quick start scenarios for all careers. They are designed to help you become familiar with the game. Whether you are an expert or novice Battlecruiser player, these scenarios contain challenging scenarios which will prepare you for the high end and more advanced Campaign or Roam scenarios.

The tutorial is based on several of these IA scenarios

Select either of the scenarios from the list and after reading the description, left-click the **ACCEPT** button to start it. If you wish to select another, left-click the **REJECT** button to return to the scenario listing.

TRAINING ACADEMY

Similar to the IA scenarios, these TA scenarios are primarily designed to help you become familiar with the interface and game play modes of all careers, without the added burden of advanced and/or aggressive NPCs.

CONFIGURATION

This is where you make personal configurations to the game. To change an option, left-click on the left or right arrow to cycle through all available options. If you are configuring the joystick or first person play mode options, left-click on the Yellow text of the option and then press the new button or keys you want to change to.

Once you are satisfied with your selections, left-click on the **SAVE** button. You can use the **RESET** button to change all settings back to their default values.

If you make changes which cause the game to not start, go to the BCM install folder and delete the file called bcmconfig.ini. When you restart the game, it will create a new one with default values.

Most of these settings will not be applied if you run Configuration while in the game. If you do so, you should quit the game completely and restart.

MULTIPLAYER

Once BCM supports multiplayer, this option will take you to the multiplayer selection screen.

QUIT

This option quits BCM and takes you to back to the operating system desktop.

ASSIGNMENT – ROAM MODE

In a Roam scenario, you are free to do as you like, within the scope of the game and limited only by your role playing imagination. For example, if you choose to play as a Terran Trader Commander, this means that you are free to roam the galaxy in search of a good profit. Your adversaries will most likely be hostile traders, raiders etc. If you choose to play as Terran Military Commander, then you know that you are in the employ of Galactic Command and your duty is to protect all Terran assets as well as those of their allies.

A Roam scenario only ends when you are either Killed In Action, Missing In Action (you eject and are not rescued), Retired or found guilty in a Court-Martial hearing (Terran Military Commander). This means that your AE can continue to play until a ripe old age of 65 Terran years; at which point he/she will be forced into retirement.

ASSIGNMENT - ADVANCED CAMPAIGN MODE

In an Advanced Campaign Mode scenario, while you are still free to do as you like, these are specifically designed around a series of missions which you must carry out. Be sure to read the campaign description as it will tell you what race, caste, career it was designed for.

Unlike Roam scenarios, ACM scenarios have descriptions and briefings for each mission you are asked to undertake. There is no prompt to accept or reject a mission. Whatever you do, campaign missions are designed to auto-resolve once the resolution stage is reached. Once you enter an ACM scenario it cannot be stopped. Once you have completed a campaign, or it completes without your involvement, it will revert to Roam mode.

CAREERS

In BCM, you can control a vast variety of crafts and ground vehicles. Due to the sheer numbers involved, BCM sports a uniform interface for all of them. For example, while flying a carrier, you will have access to the NID system. If you are flying a fighter or shuttle, or even driving a vehicle, you still have access to the NID system, but with different options.

You cannot pilot the CC unless your AE or the Flight Officer is on the bridge. If he is not on the bridge, you can still give flight and tactical orders so that the ship's computer and crew can carry them out.

If your AE is not on the bridge and he finally arrives there (barring any structural damage to the CC), you will be notified. You are advised to not make it a habit of leaving the bridge of your CC because very bad things can happen – and most especially when you're not around. If your AE ever leaves the bridge, you can track his current location in the ship via the PERSCAN computer system.

Your AE can exit the CC in first person while in space or if landed on a planet using ALT+E.

On a planet, you will be geared up in an environment body suit and your default weapon complement. You have access to a Wristlaser (part of the bodysuit), a pistol, a ZS10 combat assault rifle and some grenades.

To return to your CC, move within range of it (typically 1m - 25m depending on environment) and press the / key. You will be prompted if you wish you assume control. Press Y to acknowledge the action or N to cancel.

Once your AE returns to the CC, he will automatically proceed to the bridge.

SUPPORT CRAFT CONTROL

Your AE can enter and control any of his support crafts in first person mode.

To do this, you must first go to the TACTICAL computer and select the CREW button. From the OFFICERS drop-down menu tab, move your mouse over the arrow to the right side of the Commander line to reveal the pop-up assignment menu. You can now send your AE to a fighter by selecting the pilot assignment, or to a shuttle. If you only have a limited number of fighters and already have pilots assigned to them, then you will have to take a pilot off duty via the PILOTS drop-down menu tab, using the same method of assignment modification. With the pilot slot free (e.g. FC1 PILOT), you can now assign your AE to that assignment position. Note that shuttles and vehicles do not have dedicated pilots and drivers, so you assign your AE to those types of support crafts quite easily.

Now that you have assigned your AE to a support craft, you can log off and return to the bridge where you can monitor his movement through the ship via the PERSCAN computer, as he makes his way to the support craft's launch bay. Once he is at that location, you can exit PERSCAN and then launch the craft via FIGHTER CONTROL icon located in the right hand side of the BRIDGEVIEWER. Once the craft is launched, you will be auto-switched to the launched craft and have flight control.

To dock the support craft with the CC, fly within range (typically 25km) and press ALT+D to request docking clearance.

FIGHTER CRAFT (FC)

Fighter craft are best employed for the defense of your CC from attacking vessels or to attack targets which are out of your CC range. Fighter craft are designed for both space and atmospheric flight.

SHUTTLE CRAFT (SC)

Shuttle craft are used for the transport of materials and personnel to and from your CC, the deployment and extraction of personnel on the surface of planets and moons, and the transport, deployment, and retrieval of vehicles and mining drones. Shuttle crafts can also be used to tow your CC (and other crafts) to a starstation for repairs.

OTHER CRAFT (OC)

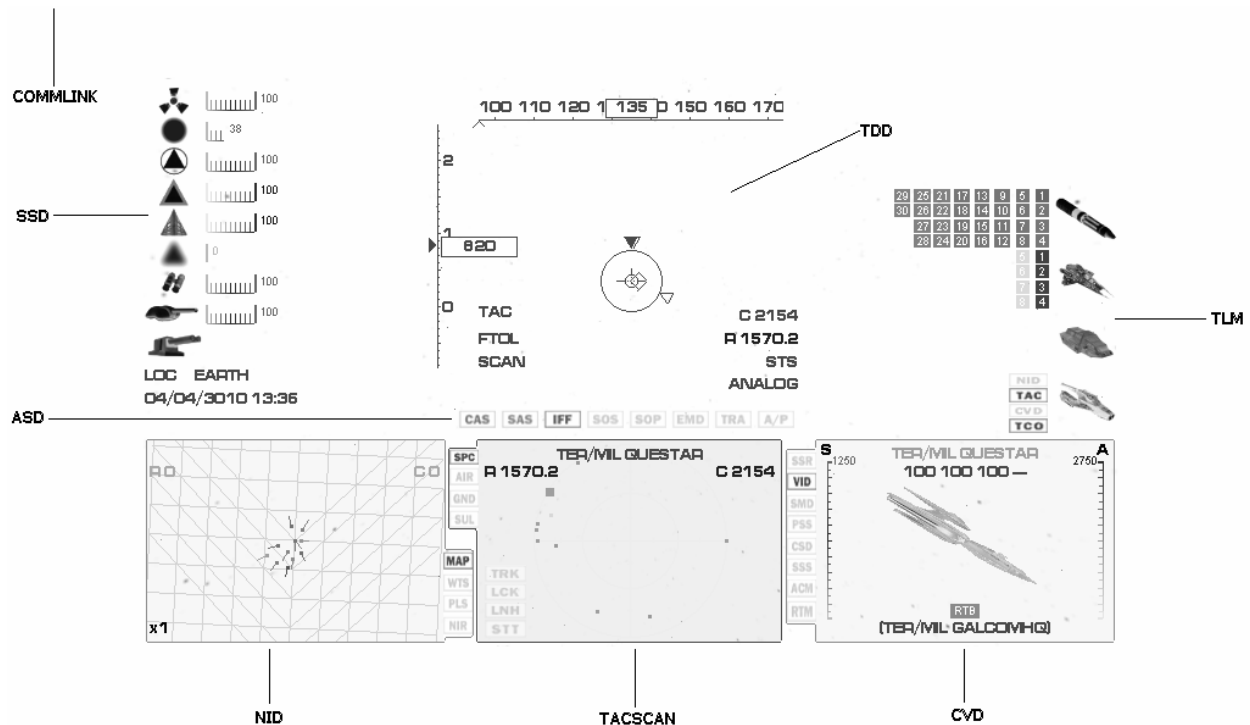
These craft are vehicles primarily used for operations on the surface of planets.

MINING DRONE

The mining drone is an unmanned craft used for the collection of minerals from a planet's surface. Deployed from a shuttle, the mining drone harvests valuable minerals until it is filled to capacity, then must be retrieved by a shuttle and returned to the CC.

All support craft require a crew member to control it. While fighters specifically require fighter pilots, other support crafts can have any crew type.

Bridgeviewer



System Status Display (SSD)

To see the name of the system controlled by an SSD icon, simply hover the mouse over the desired icon. To activate the system's menu system (if applicable), simply left-click on the icon.

Alert Status Display (ASD)

The functionality of these icons is primarily to alert you of various conditions related to your ship and/or one of its systems. You can left-click in some of these icons to toggle the system that it controls on or off. Others are just indicators with no manual control.

COMBAT ALERT STATUS (CAS), SHIP ALERT STATUS (SAS)

The CAS and SAS indicators are color-coded and monitor the internal and external alert conditions. The CAS indicator will activate when hostiles are detected. The SAS indicator will activate when a security breach or other critical condition occurs inside your ship.

IDENTIFY FRIEND OR FOE (IFF)

This indicator is lit when a friendly target emitting an IFF signal is selected on radar.

EMERGENCY BROADCAST (SOS)

The indicator is lit when a ship in the current vicinity is emitting an SOS signal.

STANDARD ORBITAL PROFILE (SOP)

This indicator is lit when the craft enters a simulated orbit around a planet

ELECTRO MAGNETIC DISRUPTOR (EMD)

The EMD is a missile jammer. When activated, it produces interference on the ship's systems and you cannot launch missiles. The EMD integrity must be 20% or higher for it to function. The higher the EMD integrity, the more effective it is. There is also a higher probability of it jamming any incoming missiles causing them to fly in a straight line as long as the EMD is active. You can left-click on the icon to turn the system on or off. If the EMD is enabled, the NID, TACSCAN and NID will display static noise and all missile locks will be lost.

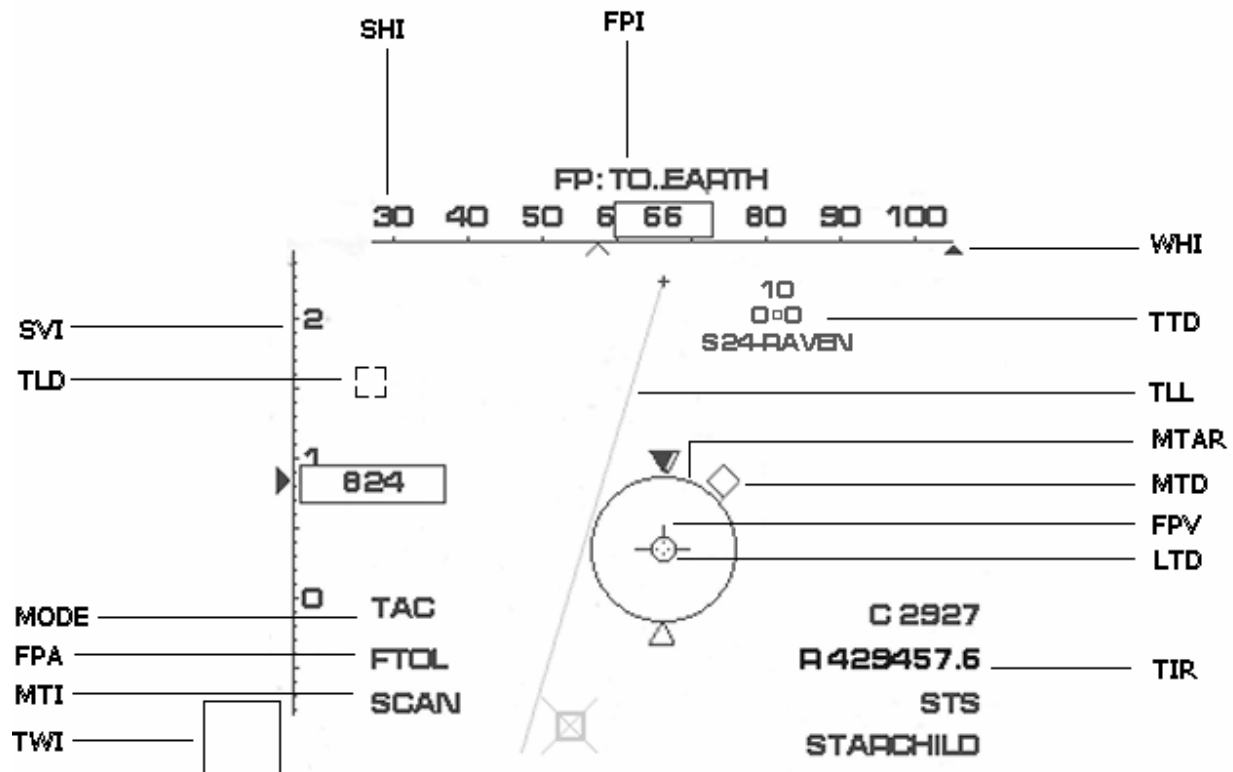
TRACTOR BEAM INDICATOR (TRA)

You can use the tractor beam of your CC or shuttle to capture various types of space-borne objects. Once the target is selected, selecting this indicator will activate the tractor beam. You can left-click on this icon to turn the system on or off. Note that your craft must be within 0.25km of the target before the tractor beam will engage.

AUTOPILOT (A/P)

To activate the autopilot, left-click on this icon. When A/P is on and in direct mode this indicator is Green. It has a Yellow surround when in AI mode. Note that waypoint orders (e.g. deployment) can only be performed in AI mode. This means that if you are manually flying the craft and you want the AI to perform waypoint orders, you have to use the AI mode of the A/P otherwise the craft will fly to the waypoint but not perform the order itself.

Tactical Data Display (TDD)



SHIP HEADING INDICATOR (SHI)

This is an artificial heading indicator, represented by the bearings at the top of the display.

FLIGHT PATH INDICATOR (FPI)

When a navigation target is selected and programmed into the navigation computer. The current flight path is indicated at the top of the display with the letters FP plus the name of the target that is currently programmed into the flight path. The FPI is persistent even if the display is switched to tactical mode. Press X to clear the current target.

WAYPOINT HEADING INDICATOR (WHI)

This system shows up to three caret. A solid triangle is the bearing to the current object selected in the NID or TACSCAN. An open triangle is the current target selected in the CVD and is not a flight path target. A vertical box is the current waypoint (if set). When this is displayed, the current waypoint number and your range to it are displayed on the right side of the display below the heading.

SHIP VELOCITY INDICATOR (SVI)

This is the ship's current velocity based on the current thrust setting. It is represented by the figures on the left of the display.

VELOCITY MATCH INDICATOR (VMI)

To match the speed of the target select the target and then pressing the D key. Note that this is an on/off toggle. The VMI indicator then becomes active and an M symbol, in inverse video, will appear along the left side of the SVI.

FLIGHT PATH ATTITUDE (FPA)

This displays the craft's current flight attitude.

MISSILE TRACKING INDICATOR (MTI)

An armed missile has three operating states. When a missile is selected it goes into SCAN mode at which point the MTD appears and begins to whiz around inside the TDD in search of a valid target. Once it finds a target within its view and tracking range, the status will change to TRACK. Finally, the missile will change to LOCK once the target is within the launch parameters of the missile. This is the cue to launch the missile.

TRACK WARNING INDICATOR (TWI)

If you have a ground target selected in the NID or TACSCAN, the radar capabilities of the target are indicated in the TWI. This display is a small box with one or more carets on either edge of the box.

When all carets are ON, the symbol flashes, indicating that you have satisfied all the target's acquisition parameters. Expect a weapons or fighter intercept launch at some point.

MISSILE TRACKING DESIGNATOR (MTD)

Once a missile is armed, its seeker system will start to scan for a valid target as the MTD starts moving around the display. During this search, the missile's acquisition state will be set to SCAN mode. Once the weapons computer verifies that the current target is valid target, the MTD will be superimposed inside the TTD and its state will change to TRACK mode.

TACTICAL TARGET DESIGNATOR (TTD)

The TTD is activated when a target is selected in the TACSCAN computer.

MISSILE TARGET ACQUISITION RETICULE (MTAR)

The MTAR is active when a missile is armed. The reticule diameter is dependent on the range of the selected weapon. The larger the diameter of the reticule, the greater the range of the missile. The maximum range is pegged at 1100 km.

TARGET LOCATOR LINE (TLL)

The TLL is used to locate the currently selected navigation or tactical target. If the position of a TTD or NTD leaves the field of view, the TLL and BREAK X symbolism is activated.

The TTD or NTD rectangle then changes to a thickened box pegged to the edges of the entire BRIDGEVIEWER. A flashing X is superimposed over the box indicating that it does not reflect the position of the target and that the NTD and TTD do not have a valid target.

TARGET LEAD DESIGNATOR (TLD)

The TLD is a target acquisition aid which resembles a small dotted box. It attempts to predict where the current target will be in the next few seconds. This is where the target is calculated to be by the time the laser shot reaches it if you were to fire at the box.

FLIGHT PATH VECTOR (FPV)

The flight path vector appears when the ship is in motion and shows the direction in which your ship is moving, not where it is pointing.

LASER TARGET DESIGNATOR (LTD)

When the ship's primary gun is fired, the shot flies straight and toward the direction in which the ship is pointing.

TACTICAL INFORMATION RELAY (TIR)

The TIR indicator displays the currently armed missile class, its name, as well as your ship's range (km) to the target and its closure rate (m/s).

ALTITUDE INFORMATION DISPLAY (AID)

When you are within a planet's atmosphere, the AID (not shown) is displayed as a vertical tape on the right side of the TDD. It provides your altitude above ground level, AGL (ft).

EGRESS ALTITUDE INDICATOR (EAI)

When you are within a planet's atmosphere, the EAI (not shown) indicates the altitude at which the egress command will work. In order for you to leave a planet and return to space, you have to fly up to 35,000 feet and then use the O command to activate and configure your craft's systems for egress.

Tactical Launch Menu (TLM)

The TLM consists of a bank of icons on the right side of the BRIDGEVIEWER. These icons provide access to the Weapons, Fighter and Shuttle control systems as well as the Command Status Menu (CSM) which provides access to your CC systems and orders interface.

WEAPONS CONTROL

This provides access to missiles and mines current loaded in the craft's launch tubes.

If the mouse hovers over a slot, the type of missile or mine currently loaded, is displayed in a tool tip.

Each of the slots is color coded to represent the current state of the weapon slot.

Cyan	:	Selected Missile
Green	:	Missile Ready
Grey	:	Mine Ready
Red	:	Empty
Yellow	:	FATAL assigned
Blue	:	OTS missile

To select a missile for launch, left-click in its slot and the MTAR will appear in the TDD

To select a mine for launch, left-click in a mine slot and from its pop-up menu, confirm or cancel the launch. Unlike missiles which require a different type of target acquisition, mines can be launched automatically once you confirm the launch.

FIGHTER/SHUTTLE CONTROL

This provides access to your fighter and shuttle support crafts. If the mouse hovers over a slot, the type of craft currently available, is displayed in a tool tip.

Similarly, if a craft is already launched if the mouse hovers over its slot its tactical state will be displayed in a floating menu. This display contains a wealth of info about the craft, including its pilots, their stats and how many missiles it has remaining.

Each of the slots is color coded to represent the current state of the fighter slot.

White	:	Launched and operational
Dark Green	:	Docked but unmanned. Cannot be launched
Bright Green	:	Docked and launch ready
Yellow	:	Docked and in pre-flight inspection
Blue	:	Docked and possibly under repairs in engineering
Red	:	Destroyed, stolen or not launch ready

To activate the orders menu for a craft, move the mouse over the numbered hotspot and left-click on it to display its orders menu. The orders vary based on the type of ship selected. When the orders menu is first selected, several options are available based on the launch status of the ship. You cannot activate the orders menu of a craft unless it is ready or launched.

Below are the menu options and list of orders that can be sent to a craft. Some commands are available prior to the craft being launched, while others are available after it has been launched. All orders are craft specific.

CRAFT STATUS CONTROL

This provides access to orders and systems menus for your CC and support crafts.

Navigation Interface Display (NID)

The NID is primarily used for ship navigation and probe monitoring. To place the NID in command mode, left-click inside the display or select one of its command tabs. You can also use the J keyboard shortcut to place it in command mode and cycle all available modes.

To view a target in the VID mode of the CVD, press the V key.

To cancel the current target, press the X key.

Tactical Scanner (TACSCAN)

This system is the hub of your weapons and radar systems. Its function is to track targets in space, planetary atmosphere, and on planetary surfaces. To place the TACSCAN in command mode, left-click inside the display or select one of its command tabs. You can also use the K keyboard shortcut to place it in command mode and cycle all available modes.

Selecting a target is achieved by either using the . and , keys or by moving the mouse into the display and then left-click on the desired target.

To view a target in the VID mode of the CVD, press the V key.

To cancel the current target, press the X key.

Computer Video Display (CVD)

The CVD allows you to monitor and analyze information passed along by other ship systems. It provides additional information about targets in the NID and TACSCAN as well as important information about your ship's repair status. To place the CVD in command mode, left-click inside the display or select one of its command tabs. You can also use the L keyboard shortcut to place it in command mode and cycle all available modes.

ground more easily (since your weapon arm has limited up/down pitch). To pitch up/down while airborne, press the SHIFT+W or SHIFT+S, while holding the F key. Note that if you are pitched down and you then press F + W (forward) you will fly down to the ground because that is the direction you are facing. However the F and Z keys always increase/decrease your height even if you are not upright.

On a planet, the jetpack has an auto-leveling system to cancel severe roll attitudes which can result if you pitch and then yaw (similar to when swimming).

The SF marine has similar jetpack usage but in space there is no concept of up or down. As such, you are always floating in space when the jetpack is not in use.

Credits

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Additional Development, Dynamics Kernel SDK, Misc Tools

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Additional Development, Dev Support, Misc Tools

Andrei Proskurine (Russia)

Terrain Technology SDK

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Multiplayer Technology SDK

Nick Caldwell (USA)

Planetary Terrain Texture And DEMs

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