

BERSERKER RAIDS

a

BERSERKER WORKS™

game

PLAYER'S MANUAL

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BERSERKER RAIDS

BACKGROUND FOR GAME PLAYING

The series of books and stories about the Berserkers has been delighting readers for some twenty years. Fred Saberhagen's robotic creations are space-going war machines, programmed to destroy all life wherever encountered. BERSERKER RAIDS chronicles the struggle for control in a ten-star cluster between these remorseless killers and one or two human forces.

The 10 scenarios—the corresponding text for each was written by the same author who created the Berserkers—set the scene for a variety of encounters. The player or players may define the starting position instead of using any of the scenarios. Of the 10 defined scenarios 4 are for a single player (against the machine-controlled Berserkers), and 6 are for 2 players. If there are 2 human players, they must decide whether to attack each other from the start, or to cooperate until the Berserker threat is overcome. Even with cooperation, it isn't easy.

Any game may be saved at any time for completion later.

To enter the world of Berserker Raids, read the included Hunting of Hyperion and other scene setting text.

The easiest way to become acquainted with the action is to play through the Trial Game and read the Facts Summary to get a feel for the overall game flow. Consult the Code Book for definitions as needed.

To win, you must capture all 10 bases.

GETTING STARTED

SYSTEM REQUIREMENTS

APPLE (a trademark of Apple Computer, Inc.)

APPLE II, APPLE II+, APPLE IIE

48K • One Disk Drive

Insert the game disk, start the system

ATARI

ATARI 400, ATARI 800, ATARI 800 XL

48K • Basic Disk Cartridge • One Disk Drive

Insert the Basic cartridge, Turn on drive. Turn on TV.

Turn on the ATARI. Insert game disk. Restart ATARI.

No basic cartridge is used with the XL series.

Do *not* use the option button when loading.

IBM-PC

64K

Monochrome or Color Video Board

DOS 1.0 or DOS 1.1 or DOS 2.0

Insert DOS disk in drive 1 and start the system. At the DOS prompt, remove the DOS disk. Insert the game disk.

Type RAIDS.

COMMODORE 64

Turn on the TV or Monitor. Turn on the disk drive. Turn on the Commodore. Wait for the disk ready light to go off.

Insert the game disk in the drive. At the prompt type LOAD "*",8,1.

TITLE PAGE GRAPHICS

(This does not apply to the IBM version.)

The title sequence is a hand-eye coordination mini-game.

The player fires with the 1-2-3-4 keys at the passing ship. If the player hits the ship, a credit appears. If the player does not have a hit after three ships have flown by, the next credit appears.

An introductory paragraph sets the scene for play.

SELECTING MODE OF PLAY

Berserker Raids offers three modes of play.

1. START A NEW GAME

The player defines values determining the berserkers' strength and time of arrival.

2. LOAD A SCENARIO

The player determines the outcome of a predefined situation. See Scenario settings suggested by Fred Saberhagen.

3. RESTORE A SAVED GAME

The player continues a game situation started earlier.

TRIAL GAME

Choose option one. Follow the play of the TRIAL GAME on your computer. You will quickly learn to allocate planet defenses, build fleets, and defend yourself in combat.

You are asked to input game parameters. The parameters allow you to set up a wide range of situations. In some, for example the Trial Game, the player is almost certain to destroy the berserkers. In others human victory is almost impossible. Choosing a one-player game with no berserkers results in an immediate end-game notice.

The number, strength and entry year, or range of possible entry years, for the berserker are selected. The more berserkers you input, the more often combat will occur and the less possibility you have to repair ships. Be warned that a fleet of 5 or more berserkers is pretty deadly. Even one berserker of strength 50 is a very formidable opponent. You will start with a very weak base and no ships, so allow yourself time to build a fleet and a base capable of defending itself. The berserker may not start combat on the earliest arrival date, but will be somewhere on the map.

SCREEN FOR SETTING TRIAL GAME PARAMETERS

NUMBER OF PLAYERS (1-2):	1
ENTER NAME—SIDE 1:	SLAYER (name of player's choice)
DO STANDARD SHIP DESIGNS EXIST ON DISK FOR SLAYER (Y/N)? N (see note *)	
NUMBER OF BERSERKERS (0-100):	2
BERSERKER'S POWER (20-100):	20
EARLIEST ENTRY YEAR (0-200):	30
LATEST ENTRY YEAR (30-200):	30

Although the berserker enters the game in year 4030 in this Trial Game, you will probably have an additional 20 to 40 years before the berserker discovers your planet. The Trial Game strategy is conservative and defensive, even though a berserker of strength 20 is not a very powerful adversary. The Trial Game will step you through procedures, point out possible strategies, and explain terminology. More exciting setups are listed at the end of this section.

STARTING PLAY

After you've entered your password, a map of the star cluster appears. (The map may change from game to game.) Your current location is flashing or highlighted. Stars you own are represented by + signs. You'll be able to view the map periodically.

*On your first play, standard ship designs saved under your name do not exist. A file with room for ten standard ship designs is always available. Five ships are already designed for you (0-4); ships (5-9) can be designed by the player. The player may also alter the 5 designs given. At the end of play, the ship design file developed by the player may be saved under the player's name for use in future games. (This option not available on the ATARI.)

Press RETURN (the method for changing screens). A ship status sheet appears. You have no ships. Change screens.* You have a 40 point base with 0 Tech Level and a Productivity Index of either 1 or 2. This is as weak as a fully operational base can be. The base points measure the defensive strength of the base—how many missiles it can fire. The Tech Level measures the base's ability to build well-armed ships. The Productivity Index measures how quickly the base can build new ships. (The Code Book defines each term in detail.)

FORMING A PLAN

Your situation: 1 weak base, 0 ships, 30+ years to prepare for attack.

- Strategy:
1. At the home base build a fleet of 4 unarmed merchants. This fleet is sent out to establish two more bases in quick succession. These two bases will be factories for producing fighting ships, which can be sent back to protect the home base.
 2. Build the home base defensive strength. When defenses are strong, start building a substantial fighting ship.

Strategy Phase 1 Building 4 unarmed merchant ships

NEW SHIP (Y/N)?	Y
STANDARD SHIP DESIGN (Y/N)?	Y (ATARI see †)
ENTER STANDARD SHIP NUMBER (0-9):	0 (ATARI see †)

Confirm your choice.

A type 0 standard ship serves as an unarmed merchant. The main function of this ship is to deposit cargo. Other sample ship designs are given in the MODEL SHIPS listing.

* IBM users disregard screen change.

† ATARI users consult MODEL SHIPS Listing for values.

To build unarmed merchants as quickly as possible use the following resource allocations:

TECHNOLOGY	0
PRODUCTIVITY	0

After technology and productivity are allocated the remaining percentage of resources (100%) is used for ship construction. Ship construction allocation reduces the completion time of the ship currently under construction. A base can construct only one ship at a time.

Once a ship is completed, its statistics are displayed. Each category is rated as a fraction with the design maximum over the available points. Ship orders are requested. The highlighted "H" is the help command, an explanation of the acronyms for ship orders. As each ship is completed, order the ship to Orbit (O) the base. Continue the above procedure until four identical unarmed merchants are orbiting the home base. Compiling the fleet should take four years.

Now you're ready to start building your home base's defensive strength and launch your merchant fleet. When new ship building is requested, answer no. Readjust the resource allocations to reflect base defense build-up.

TECHNOLOGY	100
PRODUCTIVITY	0

When orders for the orbiting ship are requested, use the Map (M) command. Note the number of a nearby star. Return to the command sheet. Enter the Travel (T) order. Enter your chosen destination. Confirm the order. All four merchant ships should be sent to the same destination. Each ship carries 10 points of cargo. To establish a fully operational base you will need 40 cargo points.

Strategy Phase 2 Establishing the first ship-building base.
 Strengthening the home base.

When the merchant fleets arrive at their destination issue an Unload (U) command for each ship. The new base now has 40 base points. When asked to build a ship respond yes. Start building a Large Frigate; standard ship design #2. Set the resource allocations:

TECHNOLOGY	0
PRODUCTIVITY	0

Ship construction will be allocated 100%. Repeat each time resource allocation is requested. This base will always be building ships.

Orders for the orbiting ships are Resupply (R). Examine the Map and choose a star for the next ship-building base. Issue Travel orders to each of the four orbiting merchants.

When command returns to the home base, continue the plan of no ship building and defense build up (Tech = 100).

Strategy Phase 3 Establishing the second ship-building base.
Maintaining other bases.

COMMAND AT 2ND SHIP-BUILDING BASE

When the merchant ships arrive at the second base, repeat the procedure used in establishing the first ship-building base.

1. Unload cargo from all ships.
2. Request ship building. Design a Large Frigate, Type 2.
3. Allocate resources to maximize speed of ship building.
(TECH = 0, PROD = 0, SHIP CONSTRUCTION = 100)
4. Resupply merchant fleet.

The conservative strategy calls for no more expansion of bases. The merchant fleet is sent back to the home base. The fleet will Resupply and Orbit the home base. The fleet acts as a decoy if the berserker attacks. If you acquire 10 ships (the maximum fleet size) before a berserker attacks, the merchant ships can be Scrapped (X) to make room for fighting ships.

COMMAND AT 1ST SHIP-BUILDING BASE

Continue resource allocation of TECH = 0, PROD = 0, SHIP CONSTRUCTION = 100. When the Large Frigate is complete request a new ship be built. Design a Small Frigate: Energy = 250, Power Drive = 30, Beams = 0, Shields = 15, Tubes = 10, Missiles = 20, Cargo = 10. The design can also be made by changing an existing standard design. Save the changes as a standard, numbers 5-9 are open. Order the completed Large Frigate to Travel to the home base.

COMMAND AT HOME BASE

Delay building ships until the planet defenses are strengthened. A strong planet has 70 base points. Resupply any arriving ships. Orbit all ships. Continue resource allocation of TECH = 100 until the base reaches 70 points. Then stop defensive build-up and start building a Cruiser, Type 3. Readjust resource allocation to reflect building mode: TECH = 0, PROD = 0, SHIP CONSTRUCTION = 100.

Strategy Phase 4 When the set of Small Frigates are completed, continue building Large Frigate at both ship-building bases. Continue sending completed ships to the home planet. Scrap merchant ships as necessary. Await berserker attack.

COMBAT

The berserker attack may come at any time after the first 30 years. If the berserker attacks a ship-building base first, hope that missiles fired from the base will do damage to the berserker before the base is destroyed. When the berserker attacks the home planet you'll be able to defend yourself more actively. After the combat notice is flashed, the berserker attacking is identified. Give orders to each ship orbiting your base. The first order should be Ship Status (S). Use the information to form a battle plan. Ships with negative values are incomplete and cannot be used in combat. Identify the ships orbiting the home base. Make a note of the three largest ships. Return to the command page. The highlighted H is the help command. Press H for an explanation of the acronyms for combat orders.

Only three ships can attack in any combat round. Use the Dodge (D) command for all but the three largest ships. After issuing an Attack (A) command, allocate the ship's resources. Energy equal to Power Drive is to be distributed among Speed, Beams, Shields, and Tubes. Here are some facts to help in making distribution decisions. Speed can be set very low, as a high speed is only an advantage when you are sure your speed will be greater than the enemy's. Tubes and Beams are your offensive weapons. Be sure the maximum number of tubes are allocated (5 for ships less than 400 value pts., 10 for ships over 400 value pts.). Tubes are more effective than Beams in ship attacks. As the ship's TECH LEVEL increases, Tubes (really the Missiles they fire) become more effective. Beams are primarily for attacking planets, but they'll work to some degree against ships. Shields are a must, unless on a suicide mission. For round one of the combat the following allocations are effective:

	SMALL FRIGATE	LARGE FRIGATE	CRUISER
SPEED	10	5	20
BEAMS	0	20	50
SHIELDS	15	50	50
TUBES	5	5	5

After round one you're on your own.

WINNING

To win, you must possess all the bases. When all berserkers are destroyed, you still must capture bases for a clean win. In a two-player game, beating the berserkers is only half the battle.

ADDITIONAL GAME SET-UPS

Parameters—

NUMBER OF PLAYERS (1-2):	1
NUMBER OF BERSERKERS (0-10):	5
BERSERKER'S POWER (20-100):	20
EARLIEST ENTRY YEAR (0-200):	15
LATEST ENTRY YEAR (30-200):	45

Level—Intermediate

Strategy—Send scout ships to all planets, base missiles are effective against the small berserkers. Build frigate for battle.

Parameters—

NUMBER OF PLAYERS (1-2):	1
NUMBER OF BERSERKERS (0-10):	3
BERSERKER'S POWER (20-100):	50
EARLIEST ENTRY YEAR (0-200):	35
LATEST ENTRY YEAR (30-200):	40

Level—Intermediate

Strategy—Build Cruisers and Battleships. If you save the game before the berserkers' entry, say 4033 or 4034, you'll have an excellent starting point for future games.

Parameters—

NUMBER OF PLAYERS (1-2):	2
NUMBER OF BERSERKERS (0-100):	3
BERSERKER'S POWER (20-100):	50
EARLIEST ENTRY YEAR (0-200):	50
LATEST ENTRY YEAR (20-100):	150

Level—depends on players' ability

Strategy—Try to destroy the other player before the berserkers arrive. Be sure to save some power for defeating the berserkers.

PLAYING A SCENARIO

If you are acquainted with the strategic and tactical methods through the Trial Game and/or reading the FACTS SUMMARY and CODE BOOK, you're ready to try your skills. The scenarios are described in the SCENARIO READINGS and SCENARIO DATA sections.

Choose a game to your liking. The single-player scenarios are rated for difficulty. Two-player games can be played by one player directing both fleets. The READINGS are incomplete stories waiting for you to play them to a finish.

SCREEN FOR SCENARIO SELECTION

SELECT SCENARIO NUMBER: 1
LOAD ASOKA PASS OK (Y/N): Y

NUMBER	SCENARIO
0	TALEVIAN OUTPOST
1	ASOKA PASS
2	MARTABAN MIGRATION
3	REVENGE OF THE VALKYRIE
4	ASOKA ALLIANCE
5	DIJON CLUSTER
6	ROYALTY RETURNS
7	HUNTING OF HYPERION
8	EVE OF DESTRUCTION
9	EISOAR INVASION

SAVING A GAME

An initialized disk (not the game disk) may be needed for extra storage.

Each time command changes to a different planet, the star map is shown and you are given the opportunity of ending the game. Pressing the letter "E" ends the game, any other keyboard response continues play.

When "E" is chosen, you are asked to verify the command. Then you are asked if you wish to save the present game. (The ATARI version stores one game, a game-name is not requested.) If you answer yes, you will be asked for additional information:

Q. Enter file name of saved game.

A. Respond with any name starting with a letter, no commas please.

Q. Select disk drive (1 or 2):

A. Insert an initialized disk (if the game disk is full) into the drive selected. The scenario will be stored on your disk.

Q. Randomize berserker entry (Y/N)?:

A. If you answer yes, you are asked to reset the berserker entry time (earliest entry year and latest entry year). If you answer no, the current setting for entry years will be used.

Q. Should standard ship designs be saved on disk for (Player's name) (Y/N)?:

A. If you have customized the ship design file and wish to save your designs, respond yes.

You will then be asked if you wish to play the game again. If you answer yes, reinsert the game disk in drive one.

RESTORING A GAME

After choosing the third option, RESTORE A SAVED GAME, you will be asked to supply data. Be sure you have a saved game to restore, and be sure of the spelling of the name of the game. Checking the catalog before starting is a good idea.

Q. Enter correctly spelled name of saved game:

A. If you given an incorrect name, you will be given the message: DISK ERROR

Possible error in scenario name

Select Option:

1. Read catalog and reenter (Catalog listed; returned to Mode Selection screen)
2. Reenter name (Return to Mode Selection)
3. Terminate program (Returned to Graphic-Intro)

Select the Option that best fits your needs.

Q. Select disk drive (1 or 2)

A. Insert disk with saved scenario into either drive. Respond with the drive number you selected for the scenario disk.

Q. Load (file name) OK (Y/N)?

A. Verify file name

If you are using one drive, you will need to remove the game disk from the drive, insert the saved scenario disk, load the saved scenario, and then reinsert the game disk.

FACTS SUMMARY

GENERAL

1. Ten stars make up each star cluster. Each star has one and only one planet.
2. Bases need at least 40 points to start building ships.
3. Resource allocations increase base strength and determine speed of ship construction.
4. A base can construct only one ship at a time.
5. A maximum of ten ships per fleet is allowed.

COMBAT SITUATIONS

1. Ships of one player arrive at a planet controlled by the other.
2. A berserker arrives at a player-owned planet.
3. A player-owned ship reaches a berserker's world.
4. Ships of two players arrive at a world simultaneously.

COMBAT NOTES

1. The player may have no more than three ships attacking per combat round.
2. Each ship has three offensive weapons: beams, missiles, speed, and one defensive weapon: shields.
3. Ships short of energy will self-destruct.
4. Planets have one offensive weapon: missiles.

GAME FLOW

- | | |
|--|------------------------------|
| (A) START | (D) COMBAT? (No) |
| (B) COMMAND AT PLANET | 1. SHIP CONSTRUCTION? |
| (C) COMBAT? (Yes) | 2. RESOURCE |
| 1. PLANET DEFENSES | ALLOCATION |
| 2. SHIP DEFENSES/
ATTACK | 3. ORBITING SHIPS
ORDERS |
| 3. Repeat starting at (C)
until end of battle | 4. REPEAT STARTING
AT (B) |
| 4. Then (B) or GAME ENDS. | |

MODEL SHIPS

DESIGN	MERCHANTS		FRIGATES		CRUISER	BATTLE-SHIP
	Unarmed	Armed	Small	Large		
STANDARD SHIP						
DESIGN NUMBER *	0	1		2	3	4
VALUE	24	82	105	227	360	447
TIME TO BUILD (approx)	2	8	10	25	35	44
ENERGY	100	300	250	800	2000	3000
POWER DRIVE	0	25	30	80	125	127
BEAMS	0	0	0	50	50	60
SHIELDS	0	25	15	25	50	60
TUBES	0	0	10	5	10	15
MISSILES	0	0	20	15	25	45
CARGO	10	10	10	10	10	10

CODE BOOK

STRATEGY

BASE PARAMETERS

BASE POINTS—The measure of a base's ability to defend/attack, repair existing ships, and increase the battle effectiveness of ships constructed at the base. A base with less than 40 base points is a colony and can not build or fully repair ships. Colonies are converted to bases by ships unloading cargo points. Unowned bases are claimed by ships unloading cargo points. Resource allocations to Technology affect Base Point increases, decreases occur only from battle damage. Bases have an unlimited supply of missiles, but are restricted in the number fired per combat round (Range of Base Points values: 0-120)

*Not available on the ATARI.

TECHNOLOGY LEVEL—The measure of combat effectiveness of ships built at the base. The tech level is a factor in increasing the hit point capability of a ship's beams and missiles. Ships started at a base of tech level 1 are tech level 1 ships, even if the base later improves its tech level. Resource allocations to Technology affect the tech level increases. Decreases occur only from battle damage. (Range of Technology Levels: 0-8)

PRODUCTIVITY INDEX—The measure of how quickly a base can build ships. A base with a productivity index of three can build a ship three times as fast as a base with productivity index of one. Resource allocations to Productivity affect the Productivity Index. The Productivity Index is checked about every ten years for a possible increase or decrease. (Range of Productivity Index: 1-3)

RESOURCE ALLOCATION

—NOTES—

The primary purpose of a starbase is the production of ships. To achieve this, resources must be allocated among three different fields of endeavor: technology, productivity, and ship construction. (You may think of the resources as a combination of money, minerals, manpower, and other necessary items; for convenience all are considered under one heading.)

Allocation is done in terms of percentage. For example, if a player enters 20% for technology, and 20% for productivity, the remaining 60% of his resources on that turn are automatically devoted to ship construction. If no ships happen to be under construction at that particular base at that time, the 60% will be wasted.

The technology and productivity allocations can be thought of as improving conditions in various ways at the starbase, so better ships can be built faster. Technology allocation is the only way for a starbase to increase its base points.

Should the technology allocation be 100%, productivity and ship construction allocations for that turn will be zero. Settings of over 100% for any allocation will not call up any additional resources.

If settings for technology and productivity total more than 100%, actual productivity will be less than the figure set, to

keep within the limits of resources actually available; and again the ship construction allocation will be zero.

TECHNOLOGY—The percentage of the base's resources devoted to increasing the fighting ability of the base (measured as base points) and of ships built at the base (measured as tech level). The higher the base points the more missiles per round a base may fire. A high tech level increases the effectiveness of the ship's beams and missiles.

PRODUCTIVITY—The percentage of the base's resources to be devoted to increasing the base's ability to build ships quickly (measured as Productivity Index). Allocation of 50% or more over 10 years usually results in a one point increase in the base's productivity index. The productivity allocation is periodically checked and the index adjusted up or down.

SHIP CONSTRUCTION—The percentage of the base's resources devoted to continuing work on ships under construction. If no ships are currently under construction no assignment is made to ship construction. If ships are under construction an assignment of 0 points will indicate a scrap ship order, which must be confirmed. High allocations to ship construction result in shorter ship building time.

SHIP DESIGN

VALUE—A summary rating of the ship's maximum capabilities based on design factors of energy, power drive, beams, shields, tubes, missiles, and cargo. The value is used to calculate the time needed for completing a ship. A rule of thumb for guessing completion time (assuming 100% allocation to ship construction and a productivity index of 1): divide the ship's value by 10 for completion time in years.

TECH LEVEL—The technology level of the base where the ship was constructed at the time construction began. The higher a ship's tech level, the more effective its missiles and beams.

ENERGY—The medium of exchange for ship action. Energy is reduced for travel and combat. Typical fighting ships have energy from 2500-3500.

POWER DRIVE (P.D.)—Energy available for attack. The power

drive is also used in retreat, planet attack, and dodge. Typical fighting ship allocation from 100-127.

BEAMS—The only attack weapon effective against planets; somewhat useful against ships. Typical fighting ship allocation from 30-50.

SHIELDS—A defensive weapon equal to the number of hit points a ship can endure before taking damage. Typical fighting ship allocation 50-60.

TUBES—The number of missile launchers available on the ship. For ships under 400 value points the maximum number of tubes firing per combat round is five. Ships over 400 value points may fire ten per round. Spares are needed in case of damage during combat. Typical fighting ship allocation 10-15.

MISSILES—Missiles are used against enemy ships, useless against planets. They are far more effective than beams in ship to ship combat. High Tech Level ships have very effective missiles. Typical fighting ship allocation 15-50.

CARGO—A commodity equal to one base point on planets under 40 points in value. Cargo can not be unloaded at bases over 40 points, and can not be resupplied at planets under 40 points. Unloading cargo establishes ownership of unowned planets, claims destroyed enemy planets, and establishes fully functional bases (40 base points) from colonies (less than 40 base points). Typical fighting ship allocation is 10. Allocations of either 0 or 10 are most effective.

ALLOCATION RANGE					
	Max	Min		Max	Min
Energy	9999	100			
Power Drive	127	0	Tubes	127	0
Beams	127	0	Missiles	127	0
Shields	127	0	Cargo	10	0

SHIPS ORDERS

TRAVEL (T)—Travel to another base. The Map (M) command is helpful in determining relative base positions. If a ship is short on energy no travel is allowed. Energy Cost = Ship Value Points.

UNLOAD (U)—Cargo is deposited on a planet to establish claim to an unowned planet or to build a colony to a fully operational base. An operational base can no longer accept cargo. The order is not effective until all ships in orbit around the planet have been assigned orders. Another command session will occur within one year of unloading. Energy Cost = 0

RESUPPLY (R)—Restores a ship's supplies from a planet. Items restored are energy, missiles, cargo and repair of all systems. The amount of improvement depends on the planet's base points at the time. Another command session at this planet will occur within one year. Energy Cost = 0

Minimum Base Points	System Resupply Capabilities
20	Energy & Missiles
30	Repair all systems
40	Resupply cargo

ORBIT (O)—Continue to orbit the current base. A waiting command. Energy Cost = 0

SCRAP (X)—Eliminate a ship from the fleet, the only practical reason being to make room for a better ship. A player may have no more than 10 ships at a time (complete or incomplete). A small cargo-carrying ship built early to establish bases may be scrapped for a fighting ship as the berserker arrival approaches. Energy Cost = 0

BASE STATUS (B)—Information on the bases owned by the player. The base number, base points, productivity index and the date of the last update of data are listed. Energy Cost = 0

SHIP STATUS (S)—Ships are listed by number, value points, location, and arrival time if presently enroute between stars. If a ship is traveling, the location given is its destination star. If the ship is in orbit the arrival time will be 0. If the ship is under construction, the estimated completion date is negative. Energy Cost = 0

MAP (M)—A map of the ten-star cluster you are struggling to control. The star you are at is blinking. Stars owned by you are preceded by a + sign. Energy Cost = 0

HELP (H)—Displays a list of possible ship orders. Energy Cost = 0

SHIP COMBAT

ATTACK (A)—Only three ships per side may select the ATTACK order during a combat round. The player must specify which opposing ship is to be the target. If a berserker is present it will automatically be chosen as the target. Ship energy allocations for combat are then requested. (See Ship Combat—Attack Mode) Energy Cost = Power Drive

PLANET ATTACK (P)—The ship's beams are set at maximum and aimed at the planet. Shields are set at maximum. Any remaining available energy is used for speed. The number of base points destroyed on the target planet ranges randomly from zero to one half the value of the ship's beams. A ship engaged in planet attack has an 85% probability of being hit by missiles fired from the planet, and a 90% chance of being hit by enemy ships if planet defenses or ships choose it as a target. Energy Cost = Power Drive. Energy Allocation = Max. Shields + Speed

RETREAT (R)—A destination is requested. The ship must endure the combat round with a 25% chance of being hit. If the ship is hit by a beam the retreat orders are cancelled. Energy Cost = Power Drive + Ship Value. Energy Allocation = Max. Shields + Speed

DODGE (D)—Your ship raises its shields to maximum strength and uses any remaining energy (up to the value of the ship's power drive) for speed. The probability of being hit by any attack is reduced to 25%. If the ship's energy is less than the power drive the ship will self-destruct. Energy Cost = Power Drive. Energy Allocation = Max. Shields + Speed

SHIP STATUS (S)—Ships are listed by number, value points, location, and arrival time if presently en route between stars. If a ship is traveling, the location is its destination star. If the ship is orbiting, the arrival time is zero. If the ship is under construction, the arrival time is negative. Energy Cost = 0.

BASE STATUS (B)—Your bases including: base number, base points, productivity index and the date of the last update to the data list. Energy Cost = 0.

MAP (M)—A schematic of the star cluster appears with your planets as +. The planet you are orbiting is blinking. Energy Cost = 0.

HELP (H)—Displays a list of possible ship combat orders. Energy Cost = 0.

SHIP COMBAT—ATTACK MODE

ENERGY AVAILABLE—The total number of points to be distributed among combat variables of speed, beams, shields and tubes. The energy available is equal to the ship's power drive. The ship's total energy is reduced by the energy used in combat.

SPEED—The determining factor for hit accuracy against enemy ships. The faster ship has a 75% chance of a hit. The slower ship has a 50% chance of a hit. This is strictly a comparison. A speed of 20 and a speed of 100 are equally effective against a speed of 5.

BEAMS—Attack weapon against bases and secondly against ships.

SHIELDS—The number of hit points a ship can endure before shields are penetrated. After shields are penetrated any remaining hit points are distributed among all non-zero ship parameters except cargo. Each parameter that receives damage is decreased by 1 for each incoming hit point except for energy which is decreased by 50 per hit point.

TUBES—The number of missiles that can be fired during a combat round. The maximum per round for ships under 400 value points is 5. Ships over 400 value points may fire 10 tubes per round. Missiles are about 5 times as powerful as beams against ships.

PLANET COMBAT

PLANET MISSILES—The player with base points at a planet where berserkers or enemy ships arrive fires planet missiles at the intruding ship. When a berserker is present, missiles are automatically directed at the berserker, otherwise the player chooses the enemy ships for attack. The attack on the enemy ship can be aborted by responding with an "X" when the target ship is requested. The number of missiles on a base is limitless, but the number fired per round is controlled by base points on the base.

TRUCE—If the other player's ship arrives at your planet and you do not wish to attack, respond with "X" when the Target Ship is requested.

USEFUL EQUATIONS AND MATHEMATICAL RELATIONSHIPS

SHIP DESIGN

1. Ship Value Points = $(\text{Energy}/25) + (\text{Power Drive}) + (\text{Beams}) + (\text{Tubes}) + (\text{Missiles}) + (\text{Cargo} * 2)$
2. One Cargo Point = One Base Point (for bases under 40 base points)
3. % Complete = $(\text{Time Interval} * \text{Ship Construction Allocation} * \text{Productivity Index} * 10) / (\text{Ship's Value})$

SHIP COMBAT

1. The probability of hitting a target ship based on the target ship's orders:

Target Ship Order	Prob. of Hit
A (ATTACK)	50% or 75% *
D (DODGE)	25%
R (RETREAT)	25%
P (PLANET)	25%

*If the target ship's speed is less than the attacking ship's speed the hit probability is 75%.

2. Beam hit point value = $(\text{Beams Allocation}) + (.2 * \text{Beams Allocation} * \text{Tech Level})$
3. Missiles hit point value = $(\text{Missile Allocation}) * (5 + \text{Tech Level})$

PLANET COMBAT

Missiles per round = $((\text{Base Points}) / 10) + 1$
(NOTE: An integral value)

SCENARIO DATA

TALEVIAN OUTPOST

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Intermediate
START YEAR: 4108
BERSERKER ENTRY YEAR: 4118-4148

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips: 1		MegaBases: 0	
Ships: 2		Bases: 3	

PLAYER'S STRENGTH

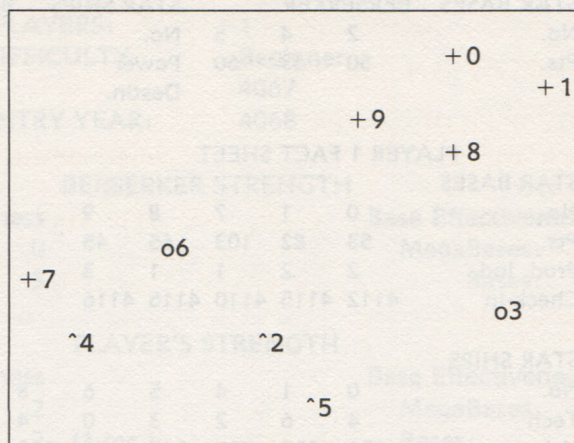
Ship Effectiveness		Base Effectiveness	
Battleships: 1		MegaBases: 2	
Cruisers: 3 (1 inc.)		Bases: 3	
Frigates: 2		Colonies: 0	

SITUATION

The player attempts to build-up his outdated fleet before the onslaught of the berserkers. The Talevian Outpost is a high level base capable of building excellent ships, but it is separated from the player's other four bases by over 10 light years. With a cruiser en route to the Outpost and the three remaining completed ships at a home base the player's fleet is split.

TALEVIAN OUTPOST MAP

Player: +
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER			STAR SHIPS	BERSERKER		
No.	2	4	5	No.	0	1	2
Pts.	50	43	60	Power	50	35	45
				Destin.	—RANDOM—		

PLAYER 1 FACT SHEET

STAR BASES

No.	0	1	7	8	9
Pts.	53	82	103	65	45
Prod. Ind.	2	2	1	1	3
Check-In	4112	4115	4110	4115	4116

STAR SHIPS

No.	0	1	4	5	6	8
Tech	4	6	2	3	0	4
Value	402	295	227	265	472	332

Orbiting	—	—	8	8	8	—
Destin	7	—	—	—	—	—
Arrive	4118	—	—	—	—	—
Bld. At	—	7	—	—	—	1
% Comp.	—	25	—	—	—	37

ASOKA PASS

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Beginner
START YEAR: 4067
BERSERKER ENTRY YEAR: 4068

BERSERKER STRENGTH

Ship Effectiveness	Base Effectiveness
MegaShips: 0	MegaBases: 1
Ships: 3	Bases: 4

PLAYER'S STRENGTH

Ship Effectiveness	Base Effectiveness
Battleships: 2	MegaBases: 1
Cruisers: 2 (1 inc.)	Bases: 4
Frigates: 4	Colonies: 0

COMMENT

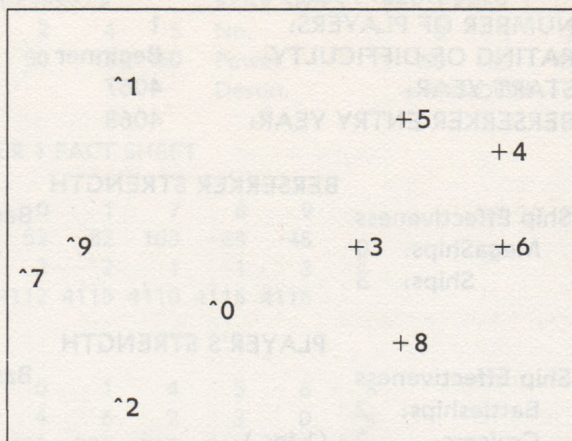
One effective strategy is to consolidate forces at a strong ship-building planet and strengthen the fleet while awaiting the berserkers' attack. Don't under estimate the power of ship #6 as a berserker fighter.

SITUATION

The berserkers will attack at the passage into your territory.

ASOKA PASS MAP

Player: +
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER					STAR SHIPS	BERSERKER		
No.	0	1	2	7	9	No.	0	1	2
Pts.	40	60	60	70	80	Power	35	45	30
						Destin.	2	2	9
						Arrive	4068	4070	4073

Player 1 FACT SHEET

STAR BASES					
No.	3	4	5	6	8
Pts.	40	45	53	70	83
Prod.Ind.	3	2	1	2	1
Check-In	4074	4069	4072	4077	4071

STAR SHIPS									
No.	0	1	2	4	6	7	8	9	
Tech	3	2	0	4	4	4	1	1	
Value	462	402	300	275	78	107	270	270	

Orbiting	4	3	3	—	6	6	5	5
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	8	—	—	—	—
% Comp.	—	—	—	68	—	—	—	—

MARTABAN MIGRATION

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Difficult
START YEAR: 4155
BERSERKER ENTRY YEAR: 4155-4175

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips:	2	MegaBases:	2
Ships:	1	Bases:	7

PLAYER'S STRENGTH

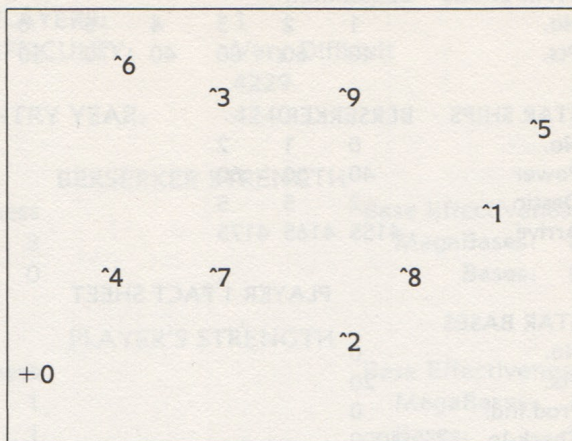
Ship Effectiveness		Base Effectiveness	
Battleships:	1	MegaBases:	0
Cruisers:	2	Bases:	0
Frigates:	6 (1 delayed)	Colonies:	1

SITUATION

The player has eight ships and one planet. He can not build more ships until a 9th ship arrives at his planet. The ship won't arrive for 78 years. The player must stay alive for 78 years with as little damage as possible to his ships and he must maintain possession of his planet. When the ninth ship arrives a more aggressive approach may be taken.

MARTABAN MIGRATION MAP

Player: +
 Berserker: ^
 Unoccupied: 0



BERSERKER FACT SHEET

STAR BASES BERSERKER

No.	1	2	3	4	5	6	7	8	9
Pts.	40	60	80	40	70	50	80	50	60

STAR SHIPS BERSERKER

No.	0	1	2
Power	40	50	60
Destin.	2	5	5
Arrive	4155	4165	4175

PLAYER 1 FACT SHEET

STAR BASES

No.	0
Pts.	20
Prod.Ind.	0
Check-In	4000

STAR SHIPS

No.	0	1	2	3	4	5	6	7	9
Tech	3	3	2	2	1	1	2	0	8
Value	150	160	227	227	285	335	402	512	135

Orbiting	—	—	—	—	—	—	—	—	—
Destin	0	0	0	0	0	0	0	0	0
Arrive	4155	5158	4158	4162	4162	4165	4167	4171	4234
Bld. At	—	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—	—

REVENGE OF THE VALKYRIE

NUMBER OF PLAYERS: 1
RATING OF DIFFICULTY: Very Difficult
START YEAR: 4229
BERSERKER ENTRY YEAR: 4240

BERSERKER STRENGTH

Ship Effectiveness	Base Effectiveness
MegaShips: 3	MegaBases: 0
Ships: 0	Bases: 0

PLAYER'S STRENGTH

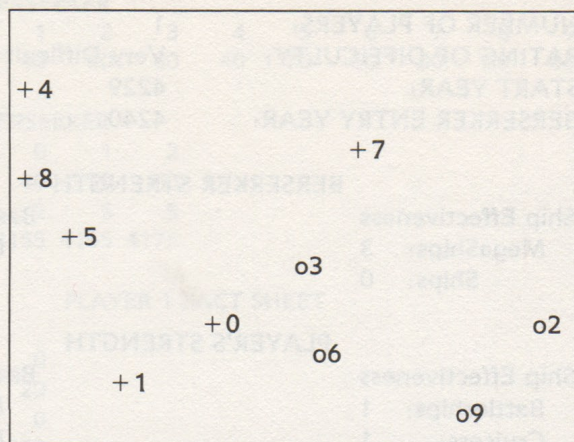
Ship Effectiveness	Base Effectiveness
Battleships: 1	MegaBases: 1
Cruisers: 1	Bases: 3
Frigates: 4	Colonies: 2

SITUATION

The player has been building a fleet by restoring deserted ships from previous berserker encounters. Ships on this rescue mission are called Valkyries. The four Frigates represent the Valkyrie. Two ships have been restored (the Cruiser and Battleship). The four Valkyries are orbiting a strong planet and the restored ships are each heading for an outlying planet when the berserkers arrive. Defending the planet system will be a difficult challenge.

VALKYRIE MAP

Player: +
 Berserkers: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER	STAR SHIPS	BERSERKER		
No.	****NONE****	No.	0	1	2
Pts.		Power	75	75	75
		Destin.	4	4	2
		Arrive	4230	4235	4240

PLAYER 1 FACT SHEET

STAR BASES						
No.	0	1	4	5	7	8
Pts.	40	10	120	40	10	50
Prod.Ind.	1	0	1	2	0	1
Check-In	4230	4230	4229	0	4230	4230

STAR SHIPS

No.	0	1	2	3	4	5
Tech	8	8	8	8	0	0
Value	250	250	250	250	402	482

Orbiting	0	0	0	0	—	—
Destin	—	—	—	—	1	7
Arrive	—	—	—	—	4233	4234
Bld. At	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—

ASOKA ALLIANCE

NUMBER OF PLAYERS: 2
 START YEAR: 5121
 BERSERKER ENTRY YEAR: 5121-5126

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness
MegaShips: 3		MegaBases: 5
Ships: 0		Bases: 5

PLAYERS' STRENGTH

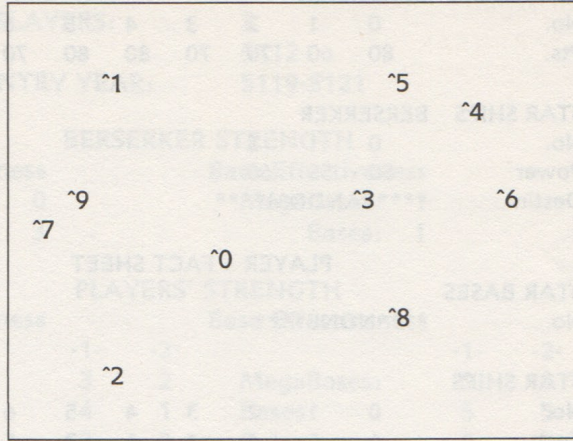
Ship Effectiveness		Base Effectiveness
	-1- -2-	-1- -2-
Battleships:	0 3	MegaBases: 0 0
Cruisers:	2 3	Bases: 0 0
Frigates:	5 4	Colonies: 0 0

SITUATION

The home system of the players are on either side of the berserker system. The players form an alliance to eliminate the berserker threat. Player 1 is weaker in technology. Player 1 will be able to build ships in 24 years. Player 2 is strong in technology but will not be able to build ships for 48 years. Player 1 is to take the right five berserker planets (as shown on the map). Player 2 is to take the left five planets. Player 2 is responsible for eliminating the most powerful berserker. The players will need to cooperate until the berserkers are destroyed. Then it's open warfare. If one side is destroyed, the game may be saved and played later as a one-player scenario.

ASOKA ALLIANCE MAP

Player 1: +
 Player 2: x
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER									
No.	0	1	2	3	4	5	6	7	8	9
Pts.	80	60	70	70	80	80	70	70	80	80

STAR SHIPS	BERSERKER			
No.	0	1	2	
Power	50	55	60	
Destin.	****RANDOM****			

PLAYER 1 FACT SHEET

STAR BASES										
No.	****NONE****									

STAR SHIPS							
No.	0	1	2	3	4	5	6
Tech	6	6	4	4	1	3	5
Value	250	250	227	227	402	335	160

Orbiting	—	—	—	—	—	—	—
Destin	6	6	6	6	4	4	4
Arrive	5121	5121	5121	5121	5122	5122	5123
Bld. At	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES										
No.	****NONE****									

STAR SHIPS										
No.	0	1	2	3	4	5	6	7	8	9
Tech	0	0	1	1	0	1	2	2	2	1
Value	482	482	405	325	227	227	300	300	250	250

Orbiting	—	—	—	—	—	—	—	—	—	—
Destin	1	1	9	9	9	9	7	7	1	1
Arrive	5122	5122	5123	5123	5123	5124	5124	5124	5122	5122
Bld. At	—	—	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—	—	—

DIJON CLUSTER

NUMBER OF PLAYERS: 2
 START YEAR: 5112
 BERSERKER ENTRY YEAR: 5119-5121

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness
MegaShips: 0		MegaBases: 1
Ships: 3		Bases: 1

PLAYERS' STRENGTH

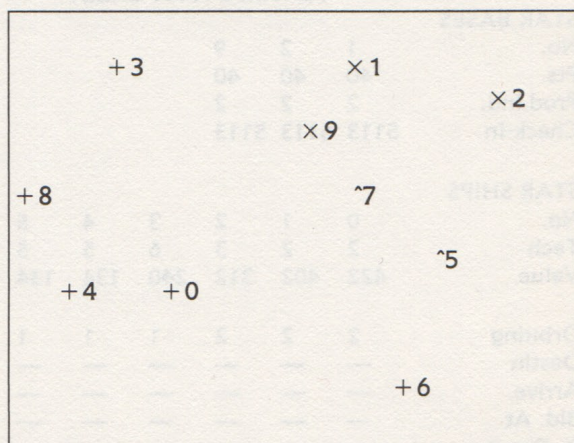
Ship Effectiveness		Base Effectiveness
	-1- -2-	-1- -2-
Battleships: 3	2	MegaBases: 0 0
Cruisers: 4	1	Bases: 5 5
Frigates: 2	3	Colonies: 0 0

SITUATION

Player 2 should be the more experienced player. Player 1 has ships arriving at a star held by Player 2. Player 1 has the option of engaging Player 2 in battle or allying with Player 2. Defeating the berserkers may take some cooperation.

DIJON CLUSTER MAP

Player 1: +
 Player 2: ×
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER		STAR SHIPS	BERSERKER		
No.	5	7	No.	0	1	2
Pts.	80	40	Power	40	40	45
			Destin	5	5	5
			Arrive	5119	5120	5121

PLAYER 1 FACT SHEET

STAR BASES					
No.	0	3	4	6	8
Pts.	50	50	60	40	60
Prod.Ind.	2	2	2	2	2
Check-In	5112	5112	5112	5112	5112

STAR SHIPS

No.	0	1	2	3	4	5	6	7	8
Tech	0	2	1	3	0	0	2	2	0
Value	472	402	472	390	370	350	285	235	227

Orbiting	6	6	—	—	—	—	4	4	4
Destin	—	—	9	9	3	3	—	—	—
Arrive	—	—	5113	5113	5114	5114	—	—	—
Bld. At	—	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES			
No.	1	2	9
Pts.	40	40	40
Prod.Ind.	2	2	2
Check-In	5113	5113	5113

STAR SHIPS

No.	0	1	2	3	4	5
Tech	2	2	3	6	5	5
Value	422	402	312	240	134	134

Orbiting	2	2	2	1	1	1
Destin	—	—	—	—	—	—
Arrive	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—

THE ROYALTY RETURNS

NUMBER OF PLAYERS: 2
 STAR YEAR: 6123
 BERSERKER ENTRY YEAR: 6128-6143

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips: 3		MegaBases: 1	
Ships: 0		Bases: 4	

PLAYERS' STRENGTH

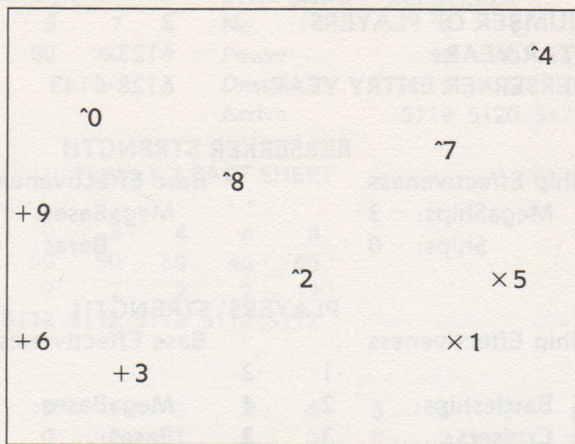
Ship Effectiveness			Base Effectiveness		
	-1-	-2-		-1-	-2-
Battleships:	2	4	MegaBases:	0	0
Cruisers:	3	2	Bases:	3	2
Frigates:	3	2	Colonies:	0	0

SITUATION

Player 2 has recently arrived in the star system. An alliance with Player 1 is in existence. Both sides will try to annihilate the berserker. The victor will have reclaimed the most planets. Whether or not the alliance exists after the berserker threat is not certain.

THE ROYALTY RETURNS MAP

Player 1: +
 Player 2: ×
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES

BERSERKER

No.	0	2	4	7	8
Pts.	50	60	60	70	50

STAR SHIPS

BERSERKER

No.	0	1	2
Power	50	50	60
Destin	8	5	7
Arrive	4014	4018	4015

PLAYER 1 FACT SHEET

STAR BASES

No.	3	6	9
Pts.	40	50	40
Prod.Ind.	2	1	2
Check-In	6123	6123	6123

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	3	3	3	3	4	3	2	2
Value	227	245	268	315	340	410	435	470
Orbiting	9	3	9	3	6	6	6	6
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES

No.	1	5
Pts.	40	40
Prod.Ind.	2	2
Check-In	6124	6125

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	8	8	2	2	2	2	1	1
Value	180	180	402	402	422	422	452	502
Orbiting	1	1	5	5	1	1	5	5
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

HUNTING OF HYPERION

NUMBER OF PLAYERS: 2
 START YEAR: 6132
 BERSERKER ENTRY YEAR: 6132

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips: 1		MegaBases: 0	
Ships: 0		Bases: 0	

PLAYERS' STRENGTH

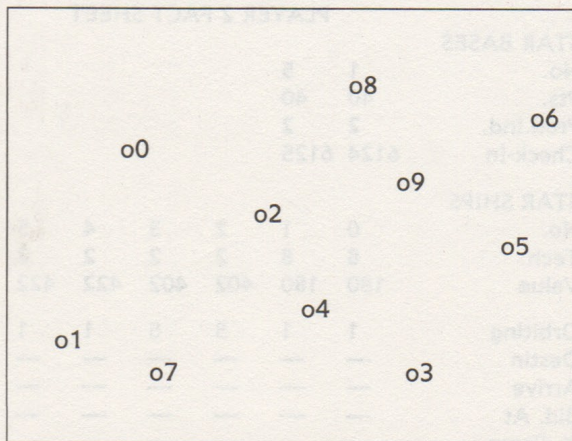
Ship Effectiveness		Base Effectiveness	
	-1- -2-		-1- -2-
Battleships:	5 0	MegaBases:	0 0
Cruisers:	5 10	Bases:	0 0
Frigates:	0 0	Colonies:	0 0

SITUATION

Player 1 and Player 2 are different fleets from the same Federation. The fleets possess different technologies. The fleet destroying the berserker will be considered the superior in technology and be used as a model for future fleets. A player has no motivation for destroying the other fleet. The berserker to be slain is a biggy!! This berserker is the Pride of the Berserker Fleet.

HUNTING OF HYPERION MAP

Player 1: +
 Player 2: x
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES	BERSERKER	STAR SHIPS	BERSERKER
No.	(none)	No.	0
Pts.		Power	100
		Destin	1
		Arrive	6132

PLAYER 1 FACT SHEET

STAR BASES										
No.	(none)									
STAR SHIPS										
No.	0	1	2	3	4	5	6	7	8	9
Tech	4	4	2	3	2	3	4	4	6	6
Value	402	402	550	497	447	482	472	402	380	380
Orbiting	—	—	—	—	—	—	—	—	—	—
Destin	0	0	0	8	8	8	0	0	8	8
Arrive	6132	6132	6132	6133	6133	6133	6182	6182	6183	6183
Bld. At	—	—	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES										
No.	(none)									
STAR SHIPS										
No.	0	1	2	3	4	5	6	7	8	9
Tech	3	3	4	4	8	8	6	6	5	5
Value	405	405	405	385	290	290	335	335	340	340
Orbiting	—	—	—	—	—	—	—	—	—	—
Destin	5	5	5	3	3	3	5	5	3	3
Arrive	6132	6132	6132	6133	6133	6133	6183	6183	6184	6184
Bld. At	—	—	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—	—	—

EVE OF DESTRUCTION

NUMBER OF PLAYERS: 2
START YEAR: 6590
BERSERKER ENTRY YEAR: 6590-6690

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips: 4		MegaBases: 0	
Ships: 6		Bases: 0	

PLAYERS' STRENGTH

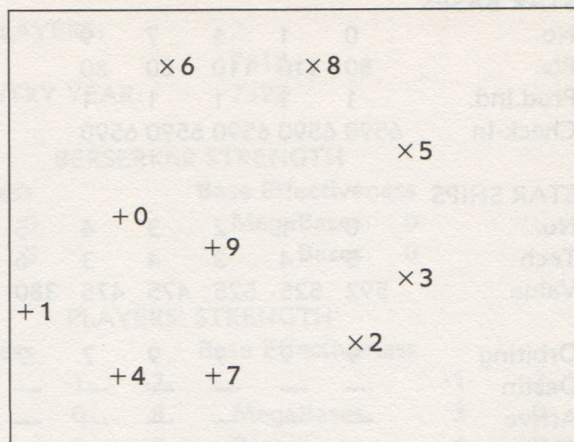
Ship Effectiveness		Base Effectiveness		
	-1-	-2-	-1-	-2-
Battleships:	8	4	MegaBases:	5 5
Cruisers:	0	4	Bases:	0 0
Frigates:	0	0	Colonies:	0 0

SITUATION

Concentrate on combat. Most berserkers arrive in the first fifty years. Design and location for building new ships should be chosen carefully. Ships should be carefully deployed in anticipation of berserker raids. Player 2 has broken away from the empire represented by Player 1. Player 2 has some very unusual cargo ships. An arms race was taking place when both sides realized the real threat—berserkers.

EVE OF DESTRUCTION MAP

Player 1: +
 Player 2: ×
 Berserker: ^
 Unoccupied: o



BERSERKER FACT SHEET

STAR BASES
 No.

BERSERKER
 (none)

STAR SHIPS
 No.
 Power
 Destin

BERSERKER

0	1	2	3	4	5	6	7	8	9
30	30	30	40	40	40	50	50	50	50
-----RANDOM-----									

PLAYER 1 FACT SHEET

STAR BASES

No.	0	1	4	7	9
Pts.	80	110	110	80	80
Prod.Ind.	1	1	1	1	1
Check-In	6590	6590	6590	6590	6590

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	5	4	3	4	3	6	7	7
Value	592	525	525	475	475	380	340	340

Orbiting	9	9	9	9	7	7	0	0
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES

No.	2	3	5	6	8
Pts.	80	100	120	80	90
Prod.Ind.	1	1	1	1	1
Check-In	6591	6591	6591	6591	6591

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	10	10	4	4	4	8	8	6
Value	270	270	415	415	415	250	250	402

Orbiting	8	5	8	5	5	3	3	3
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

EISOAR INVASION

NUMBER OF PLAYERS: 2
 START YEAR: 7318
 BERSERKER ENTRY YEAR: 7398

BERSERKER STRENGTH

Ship Effectiveness		Base Effectiveness	
MegaShips: 0		MegaBases: 0	
Ships: 5		Bases: 0	

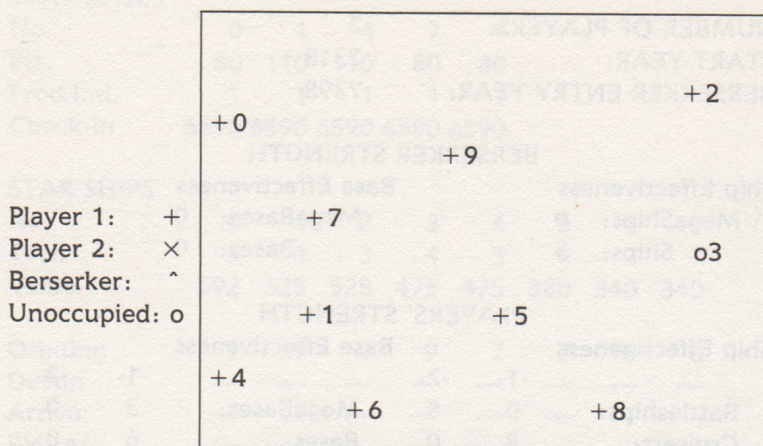
PLAYERS' STRENGTH

Ship Effectiveness			Base Effectiveness		
	-1-	-2-		-1-	-2-
Battleships:	0	8	MegaBases:	3	0
Cruisers:	8	0	Bases:	6	0
Frigates:	0	0	Colonies:	0	0

SITUATION

A battle of sheer size vs high technology. Player 1 is a colony of technically talented refugees fleeing the oppressive government of Player 2. Player 2 has only recently learned of Player 1's existence and plans to recapture the rebels. Player 2 is not as talented in technology but can build powerful battleships. At the same time Player 1 realizes Player 2 is planning an attack, news of the existence of Goodlife in the galaxy arrives—a berserker attack is coming. Can the high technology of Player 1 defeat the sheer size of Player 2? Can either side remain strong enough to fend off the berserkers?

EISOAR INVASION MAP



BERSERKER FACT SHEET

STAR BASES BERSERKER

No. (none)

Pts.

STAR SHIPS BERSERKER

No.	0	1	2	3	4
Power	25	25	25	25	25
Energy	25	25	25	25	25
Beams	25	25	25	25	25
Shields	25	25	25	25	25
Destin	-----RANDOM-----				

PLAYER 1 FACT SHEET

STAR BASES

No.	0	1	2	4	5	6	7	8	9
Pts.	50	80	40	100	60	80	60	50	50
Prod.Ind.	1	1	1	1	1	1	1	1	1
Check-In	7318	7318	7318	7318	7318	7318	7318	7318	7318

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	6	6	6	6	6	6	6	6
Value	380	380	345	345	320	320	290	290

Orbiting	5	5	5	7	7	7	1	6
Destin	—	—	—	—	—	—	—	—
Arrive	—	—	—	—	—	—	—	—
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

PLAYER 2 FACT SHEET

STAR BASES

No.	(none)
Pts.	
Prod.Ind.	
Check-In	

STAR SHIPS

No.	0	1	2	3	4	5	6	7
Tech	2	2	2	2	2	2	2	2
Value	500	500	500	500	550	550	550	550

Orbiting	—	—	—	—	—	—	—	—
Destin	2	2	2	2	3	3	3	3
Arrive	7319	7319	7319	7319	7319	7319	7319	7319
Bld. At	—	—	—	—	—	—	—	—
% Comp.	—	—	—	—	—	—	—	—

SCENARIOS FOR BERSERKER RAIDS

BY FRED SABERHAGEN AND LLOYD JOHNSON

THE HUNTING OF HYPERION

The salon was luxurious, yielding to the casual glance no evidence that as the hour of probable battle neared it could be converted efficiently to an extension of the battleship's sickbay, ready to receive casualties. The musicians were live, and skilled; the lighting and the appointments excellent; the food and drink superb. All as befitted the rank and station of the host and his distinguished guest. Prince Kansu, entering, saw what his staff had accomplished for him and was pleased.

"A final hour of luxury," commented his guest and royal cousin, Prince Iligan, a young-looking man of elegant height and bearing. Iligan was already in his Fleet Admiral's uniform complete with earned decorations on the jacket, an appearance that drastically belied his somewhat foppish manner.

"Before the years of work, and danger," Kansu agreed, motioning the other formally to one of the two equal places that had been prepared for them. They were dining alone on this occasion, though in the background certain retainers of each were visible, forming a two-fold guard of honor. Open treachery was not really to be feared any longer—at least, Kansu was sure that it was not. The enmity between their two branches of the great Imperial family had not flared into open violence for decades now.

"Danger," Iligan repeated thoughtfully, tasting the word as if he found it unfamiliar. Then he made a slight gesture of dismissal, and brightened, raising his goblet in the dinner's first toast. "To tomorrow, and the hunt!"

"The hunt?" It was Kansu's turn to repeat a word as if he did not understand it. He drank the toast, however.

The other appeared mildly surprised. "The hunting of Hyperion, cousin. Surely you haven't forgotten the name? The berserker legends that we both listened to, gaping, when we were very young?"

Kansu sipped at his wine again, watching the first course of dinner being served. "No, I have not forgotten," he agreed. They had been small boys together, at the knee of their grandfather the Emperor—those had been days that no one would be likely to forget. "Nor has it slipped my mind that there is a real, non-legendary berserker somewhere ahead of us, within the star-cluster that your people and mine are going to share. But I had not really thought of hunting for it."

"Ah, but Cousin Kansu, the destruction of Hyperion is sure to make a glory tale, one that the livesingers will use for centuries to come," Iligan mused. And at that point came gentle interruption, dancers appearing with musical accompaniment. The two men watched the dance, and attacked the sumptuous meal before them, and conversation lagged.

When it started again between the two rulers, a little later, Iligan sighed: "I only regret that Hyperion may no longer be within the cluster. After all these years."

"It's highly unlikely that it has left," said Kansu grimly. He gestured with both hands, as if he were clutching a large invisible ball. "A volume of relatively clear space fifteen light years across or thereabouts. Inside, ten usable worlds, orbiting as many stars. Doubtless Hyperion sterilized those ten planets long ago—that in itself, of course, represents no real problem for us. My fleet, and I suppose yours as well, carries ark-cargo and people enough to seed them all again.

"But, according to the early reports, there's still plenty of other life in there to keep any berserker busy. Drifts and shoals of life, between the stars." There was no need for him to explain in detail. There would be clouds and banks of organic molecules, and living organisms only slightly more complex than single molecules, infesting and inhabiting in uncountable billions the thin gas between the cluster's stars. It was a common enough situation in some portions of the Galaxy. "Life is life, to a berserker. And according to the old reports

there should be enough in there to keep even Hyperion busy killing for a century or two. Of course when we show up in the cluster it'll alter its priorities."

Iligan nodded thoughtfully. Berserkers were dedicated killing machines, artifacts of a long and bitter war waged between races now extinct, waged long before humanity on Earth had dreamed of its present expansion among the stars. The larger berserkers, like the half-legendary Hyperion, were the size of minor planets. And all of them were programmed to destroy all life wherever they could find it. More than once in recent centuries they had threatened to exterminate humanity.

"I hope that you are right," Iligan responded. He sounded and looked encouraged by the argument for Hyperion's continued presence. "As I say, my officers and I look forward to the hunt."

Kansu sighed inaudibly. That there would be hunter and hunted within the cluster when the fleets entered it he did not doubt; but he was uncertain which of the two roles humanity was going to play. He spoke impulsively: "Cousin, I hope that there are no longer any bad feelings between your people and mine. It was never our intention that you and your followers should be exiled too."

For just a moment the expression on Iligan's face was blank and guarded; then the tall prince gave his famous smile. "Politics!" he said, dismissively, contemptuously. "I care nothing for all that. I view our exile as a great opportunity, a worthy adventure. And I trust that your people do not blame mine in any way?"

"I myself not at all," Kansu quickly assured him. "There are some—a few—who want a scapegoat for our troubles. But a very few only. It is not a problem that we need to be concerned about."

"Good, good. Not that I thought our coming rivalry was going to be anything but friendly. Still I am happy to have your reassurance."

Kansu planned his next words carefully before he uttered them. "I should prefer not to think of it as a rivalry, but more in terms of co-operation."

"Ah, come, come, cousin! The terms of the treaty of exile are very clear. We are each to have as many of the ten worlds as we can occupy. And I am certain that my captains intend for our fleet to occupy as many as we can; they are, after all, ambitious for their own futures, and want something to leave their children."

"Yes, I have no doubt that they are ambitious." Kansu sighed again, this time audibly. "The occupation and settlement of worlds is of course important. But there is the berserker too. Settling this cluster would be a long and difficult job at best, even if we all co-operated." A long job, certainly. Faster-than-light travel was not going to be possible within the cluster. That spherical volume that Kansu had suggested with his hands was all but surrounded by a vast curve of dark nebula, dirty space in which ship movement had to be relatively slow. Within the sphere, the broom of stellar radiation kept space relatively clean—but not clean enough for c-plus travel. Among those ten habitable worlds, travel time was going to have to be reckoned in years, and could be no faster than the speed of light itself. Only the advanced techniques of suspended animation made it possible to contemplate the coming settlement as something likely to be accomplished in one man's lifetime. Kansu added: "Even with a lot of long-sleeping on journeys, the active time is going to stretch into years, I'm sure."

"Well, it may be so. But years filled with excitement will pass quickly."

"Yes, they should be filled with excitement, I can agree with you on that." Kansu spoke with dry humor. "By the way, why did our fathers name this particular berserker Hyperion? If I ever knew, I have forgotten."

Another course was being served now. "Excellent food, cousin," Iligan commented, chewing. "The name comes from one of a race of giants, in ancient mythology. With a name like that, it should be able to put up a good show." He spoke with the careless confidence of a man who foresaw no need to worry, as if the fleet he'd brought with him into exile were so strong that no single berserker could possibly matter to it.

And certainly, both his fleet and Kansu's had been made reassuringly strong. . . .

But still . . . against Hyperion? The old legends, the stories absorbed in childhood, would not die.

Now Iligan was looking at him strangely, as if slowly becoming convinced of something that was really difficult to believe. "Kansu . . . you're not really AFRAID of that piece of hardware out there, are you?"

A simple admission, thought Kansu, would probably be a mistake. "I just wonder if it will view us as you say that you view it—some exciting big game, to be hunted—but no, berserkers are never excited, are they?"

Iligan seemed to make an effort to repress incredulous laughter. "But you ARE afraid of it. I see that now. Sitting here with ten ships as strong as yours are—a fleet nearly as powerful as mine—and you're afraid."

Kansu said stiffly: "My fleet is actually more powerful than yours. But that's not really the point."

Iligan popped a candied fruit into his mouth. "Oh, hardly MORE powerful, old friend. My tech levels are definitely the higher—the average is above five, in my fleet. But I don't have a single battleship. Certainly nothing like this"—he waved a hand to indicate their surroundings—"a flag vessel with shields of eighty-strength, and twenty missile tubes aboard. Not to mention your four other ships almost as strong. Five battleships, a whole line-of-battle of hulking . . . no, I really can't believe that you're as afraid as you appear to be. Not of one berserker."

Kansu could feel his ears burning, as if he were still a child. "I think it is intelligent to approach the situation with prudence."

Doubtless the intensity of his feelings showed to some degree, for the other appeared contrite. Politely so, at least. "Your pardon if I have offended. How do you view the situation, then?"

This seemed to Kansu to be the moment he had been waiting for. He gestured to one of his officers who had been hovering unobtrusively in the background. In a moment a computer-generated holographic display had come into being above the dining table. A quick adjustment dimmed out most of the features of the tiny star cluster as it appeared in the three-dimensional chart. Still visible as glowing points were the

locations of the ten worlds known to be basically habitable; these were numbered according to the conventions of galactography, beginning with Zero for the first of them to be explored and described.

"Ah," said Iligan. Abandoning his pose of being ready to listen, he quickly seized the conversational initiative once more. "According to the treaty, your fleet is to enter the cluster from Galactic north, while mine enters simultaneously from the south. I will tell you now that we intend to make our initial planetfall at worlds Three and Five, here and here. From those points we shall advance rapidly into the center. And you mean to arrive at—?"

Kansu considered. There has been some debate among the members of his staff. "I suppose at Zero and Eight."

"And from there?" When he received no immediate answer, Prince Iligan again gave his superior smile. "Perhaps you'll choose to huddle your battleships together somewhere, for mutual protection. Well, I intend to take my high-tech cruisers out and hunt Hyperion. I caution you that I mean to create a large empire for myself."

Kansu could only wonder if the other was trying to egg him on, into pledging and then carrying out the same foolhardy course of action. Or was it foolhardy? Kansu trusted advisers had counseled caution. But . . . but wasn't it at least possible that any single berserker, even this legendary one, would be comparatively easy game for a fleet containing five battleships?

Was Iligan only pretending to dare him on, with the real intention of making Kansu cling all the more stubbornly to caution? While Iligan's fleet did just what he bragged of doing, and snapped up six worlds or eight out of the ten available?

A minute ago, Kansu had been on the verge of arguing openly, perhaps even pleading, for a firm alliance, for the joining of their twenty ships into one fleet until Hyperion should have been destroyed. But now he hesitated. Iligan, it was plain, would demand many worlds as the price of going along with such a scheme, if he could be made to agree to it at all. To give the other many worlds, many potential bases, might well mean that Kansu's people would eventually be

attacked by their human rivals, perhaps crowded out of the cluster and into oblivion.

There were too many unanswered questions. Just how strong was Hyperion? And did Iligan have some secret knowledge of the unliving enemy, that Kansu and his staff did not?

Kansu's eye, roving across the large room in search of enlightenment, fell on the craggy face of his second-in-command, a veteran officer who years ago in the Emperor's palace had been one of those to tell the stories of Hyperion, the stories that were now being condescendingly dismissed as legend.

Stories of the dark shape, big as a small world, that grew without warning from the depths of space; of the cruisers brushed aside, like so much flotsam; of the litany of missiles: . . . INCOMING . . . INCOMING . . . INCOMING . . . heard on the bridge of a great battleship; of that battleship's shields and hull crushed in, as if by mighty hands . . . of the berserker's own shields, that seemed to absorb volleys of defensive missiles like so many handfuls of thrown gravel . . . of unprotected worlds depopulated . . .

"So, I intend to enjoy building up my empire," Iligan was saying cheerfully. "And to enjoy the encounter with Hyperion as well. It will take away a little spice from my success if you are not to be my rival in either enterprise. But—so be it." He shrugged. "My people will not hesitate to enjoy what would have been your people's share of empire and excitement. If you fear to reach for their share."

"My people," said Kansu evenly, "intend to survive. Whatever threats and dangers we may encounter."

Iligan nodded, as if that were an answer he had been expecting. "So," he said shortly, "to victory." And again he raised his goblet, in a toast that Kansu joined. Over the golden rims their eyes encountered one another.

Then Prince Iligan, wiping his lips, rose from the table. "I thank you for your hospitality, and look forward to being able some day to return it. But now I must rejoin my fleet. The time draws near for our simultaneous launching into flightspace."

"Indeed it does," said Kansu. He knew regret that they had not reached some agreement. But . . . he got to his feet

also. "And I must get to my acceleration couch on the bridge."

Moments later, when the door had closed behind his cousin and his retinue, Kansu remained for a moment motionless, looking at the smooth hard surface that concealed armor. He had an impulse to call Iligan back, even now, to try to form some kind of an alliance with him . . . but he was prevented by the fact that he could no longer imagine his cousin to be trustworthy.

On his way to take his place on the bridge for launching, his conflicting feelings and doubts persisted. Kansu thought: There is still a minute or two in which I will be able to speak to him on radio, before we both launch into flightspace. But still I do not know . . .

And, later still, with his acceleration couch fastening itself protectively about him, and the complex displays of the bridge coming to life before his eyes, he still did not know what course to take with regard to his cousin. He watched the final seconds drift away in which another contact with Iligan would be possible. The luxury of time in which to make a choice was coming to an

. . . but this is not the end. The outcome, the ending of this story is now in your hands as reader/player. It now hinges on the outcome of a game.

. . . and it is not by any means the only possible beginning. Here are some others.

TALEVIAN OUTPOST

The Outpost (at Star Seven in this version of the map) is a high-level base, capable of building excellent ships. But it is separated by more than ten light years from the other worlds that are held by humans. The human leader faces the task of building up an outdated fleet before the expected onslaught of the berserkers. With one cruiser en route to the Outpost, and the other three completed ships at another base, the extant human fleet is split.

ASOKA PASS

The veteran admiral, given command by acclamation for the duration of the emergency, proposes to consolidate the forces of the Five Worlds at the strongest shipbuilding base, and there await the attack of the berserkers. Other worlds may have to be abandoned, despite their protests.

MARTABAN MIGRATION

Driven by berserker attacks from their settled planets in a nearby region of the Galaxy, the survivors of the Martaban people traveled in nine large ships toward the cluster that was to bear their name.

The cargo pods of the eight ships comprising the first wave carried everything necessary for the establishment of new settlements and shipyards—everything but certain key control units. Without these, creation of new shipbuilding facilities would be virtually impossible. A ninth ship, carrying the necessary units, was launched on schedule, only to encounter heroic difficulties with nebular storms. Its arrival in the Martaban Cluster was unfortunately delayed for 78 years.

Three berserkers were already in the cluster when the first wave of eight ships arrived—or so tachyonic detection instruments on the ships indicated. To locate the berserkers within the cluster by this means was impossible.

Although the human migrants would be unable to build any new ships until their ninth ship arrived with its critical cargo, their leaders decided to remain in the cluster and fight for it. To leave would mean abandoning the ninth ship to destruction by berserkers when it did arrive; and with that ship would be lost all hope the Martabanians had of ever re-establishing themselves successfully on habitable worlds.

REVENGE OF THE VALKYRIE

Humans are trying to re-create a strong defensive fleet by restoring ships left damaged or incomplete following previous berserker attacks. The four frigates used in this rescue mission are in orbit around a planet where a strong base has been established; the two ships so far successfully restored, a battleship and a frigate, are each heading for an outlying planet. This is the situation when the berserkers arrive, and defending the cluster will be a difficult challenge.

ASOKA ALLIANCE

The cluster is solid with ten berserker bases. Two human powers from outside have formed an alliance to clean it out. According to the treaty of alliance, Player One, approaching from the right (or Galactic east) is to occupy the five useful worlds on that side of the cluster. At the same time Player Two is to approach and occupy the five worlds on the left (Galactic west). Only Player Two is strong enough in technology to have a good chance of eliminating the most powerful berserker.

If the players do not co-operate until the berserkers are destroyed they may well both be wiped out.

DIJON CLUSTER

Ships of Player One are arriving at a world (at Star Nine) held by Player Two. A quick decision must be reached on whether to fight, or to ally against berserkers.

THE ROYALTY RETURNS

A long-exiled pretender to the Galactic Throne (Player Two) has recently arrived in the cluster with a sizable fleet. This reinforcement may enable the humans already present to sur-

vive against berserker attacks; but it may spell their doom once the berserkers have been defeated.

EVE OF DESTRUCTION

Player Two heads a faction that has broken away from the Empire ruled by Player One. Just as the arms race was accelerating, both human factions realize that they face an even greater threat in the berserkers.

Both human factions are well armed, but the berserker fleet is large and powerful. Heavy fighting is inevitable.

INVASION OF EISOAR

Player One represents the leadership of a colony of technologically advanced refugees, fleeing what they consider the oppressive government represented by Player Two. Two's fleet of eight battleships is impressive in its sheer size, though not as advanced technically as the fleet of One.

A berserker attack is coming—can either human side remain strong enough to fend it off?