When the call to arms goes out to humanity, it is the Argos Naval Shipyard that answers! War still rages across the Sword of the Stars universe and new ships, new technologies and new weapon systems are needed if mankind is to survive the rising threats in the galaxy. But the Liir, Hiver, Morrigi, Tarka and Zuul are not resting either and they too work to have more in their arsenals than ever before.

From heavy drones to slicing plasma weapons to the dreaded long-range rail cannons, armouries are bursting at the seams. Shipyards are working non-stop to provide the newest in strafing, pursuit and blazer sections and scientists from a dozen disciplines create propaganda ships to bring worlds down without a shot, while for some races, the secrets of a distant past are revealed and put to work for their modern masters. Even the mighty Asteroid Monitors have become another station to be built to defend your worlds.

The wars continue but the Argos Naval Yard will ensure your fleets have more power and more options than ever.

OVERVIEW OF ARGOS NAVAL YARD

This document is a list of the Weapon, Technology, and Ship Section additions to the Sword of the Stars series. An updated list of Hotkeys can be found at the end – for an in-depth look at the game controls, please check out the manuals provided with previous versions of this game.

INSTALLATION

Once you have downloaded the Sword of the Stars: Argos Naval Yard installer onto your computer's hard drive, follow the instructions given by your DDL service. You will be alerted once the installation of the game is complete. You can then run Sword of the Stars from the Start Menu or desktop shortcut.

SotS:ANY requires that you have the preceding SotS series installed, up to A Murder Of Crows or any of its updates.

SotS:ANY requires DirectX® 9 and a DirectX® 9 capable video card with up-to-date drivers installed.

The latest DirectX® release - Installer can be found at:
*http://www.microsoft.com/windows/directx.*

Minimum System Requirements:
• Microsoft Windows 2000/XP
• 1 GHz Pentium®/compatible CPU
• 512 MB RAM system memory
• 128 MB DirectX8 class video card
• 4x CD-ROM/DVD-ROM drive
• 56-Kpbs modem
• Windows compatible mouse.

Recommended System Requirements:
• Windows 2000/XP/Vista
• 1.5Ghz Intel Pentium or equivalent
• 1GB RAM (2GB recommended for Windows Vista)
• 3.5GB in free hard-drive space
• DirectX 9 compliant video card with128MB RAM
• DirectX 8.1 compatible soundcard
• Windows compatible mouse.

NEW WEAPONS / TECHNOLOGIES

Pulsed Graviton Beam
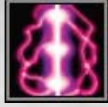
A refinement of the standard Graviton beam that adds an oscillating gravimetric pulse to the beam which induce brutal shockwaves into the target. Resonating waves can get so strong it can result in catastrophic structure failures in systems like Turret Connections.

Polarized Plasmatics

This focusing technology allows for the creation of weaponized plasma forms, which are polarized to "spin" along a horizontal axis. The result plasma focuses its thermal release along a very narrow plane upon contact with the target and achieves a "slicing" effect that penetrates ship armor as if it were not there. This small-barreled weapon has been nick-named the "War Quoit" by human ship crews.

Chakkar

The Chakkar cannon would be advancement of polarized plasmatics into the fusion era resulting in longer range and heavier hitting power while still retaining the ability to cut through armor plating.

Chakram

The upscaling of the polarized plasmatic weapon for use at AntiMatter power levels. Not only is the armor negating characteristics maintained but also the AM plasma disc gains a limited ability to self-correct towards the target, creating a sheering arc path as the weapon closes on a moving target.

Inertial Cannon

Deeper understanding of field physics allows the projection of contained fields that induce a temporary shift in the targets acceleration vs. inertia ratio. The result is a small reduction in the target's speed that slowly fades over time. Multiple hits by this weapon increases the effect. While the inertial field does no contact damage per se, the stress of the inertial shift does damage the target vessel's support structure. The **Heavy Inertial Cannon** is a heavy barrel triple pulse version of the Inertial Cannon

Kelvinic Torpedoes

Particle manipulation and field tech allows for this torpedo capable of draining a target of its molecular motion to the point of leaving it near absolute zero for a few moments. This not only causes surface stress damage to the hull of the target but also makes it more fragile and therefore it takes more damage from any kind of subsequent damage.

Heavy Planet Missiles

A more robust and expensive version of the standard planetary defense missile. It packs a moderately larger warhead and travels somewhat slower but is much more heavily armored than the standard version. Once researched, planets can fire one Heavy Missile for every 200 million population, rounding up.

Focused Shielding

This tech combines the shield projector with the Li-irian flicker warp technology to literally project a single shield over multiple targets millions of times per second, making it appear as if each ship had its own complete shield.

Monitor Construction

Advances in both asteroid mining and deep space construction allows for the hollowing out of large asteroids to recreate some of the power and function of the ancient Morrigi Asteroid monitors. New asteroid monitors require a construction ship and the system in which they are built must have an asteroid belt.

Scanner Satellites

Adaptations of deep scan technology allow for smaller, short range variants designed to provide limited scan capability versus cloaked targets entering planetary bombardment range.

Drone Satellites

Engineering upgrades to standard defense satellite tech allows for the launching and re-arming of Drone from medium and large specialized platforms.

Battle Riders

Advancements in dreadnought engineering and heavy auxiliary ships allows Tark engineers to recreate an old Empire STL Hunter cruiser design and the corresponding Dreadnought Carrier for it.

Autonomous Drones

A set of AI routines that allow a drone to function without control or user input for many years at a time.

Overthrusting

The development of the oscillation overthruster allows for the venting of drive plasmas through advanced MHD compressors for extra thrust. The potential also exists for non-drive venting races to use this effect as a power amplifier.

Advanced Drone Frames

This technology allows for the creation of more robust drone frame, power systems and control surfaces, which result in the ability to support larger weapon loadouts. This results the ability to build heavy drones, Advanced Assault Shuttles, and the Cruiser Assault shuttle section.

Accelerator Amplification
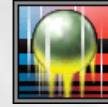
Breakthroughs both in superconductors and advanced alloys allows for the creation of a very large railgun that provides the hitting power and range previously only achievable in heavy beams. This technology can also be used to tune existing ballistic drivers to achieve a 10% increase in damage and a 20% increase in round velocity.

Interceptors
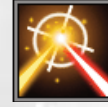
Advancements in micro-missile tech as well as in high-speed tracking and vector calculation allows for the creation of point defense missiles capable of engaging drones, guided torpedoes and mines. Other missiles remain too hard to vector against accurately and so Interceptors will NOT engage other missile ordinance.

SHIP SECTIONS

Pursuit
A booster section designed to increase a ship's thrust and top speed significantly at the cost of heavier firepower.

Colony Trickster
This Morrigi-only ship is designed to lay a colony trap at any uninhabited world. It is consumed in the construction of the trap facility.

Belt Trickster
This Morrigi-only ship is designed to lay a Morrigi asteroid belt gravity trap in any uninhabited system that contains an asteroid belt. It is consumed in the construction of the trap facility.

Advanced Assault Shuttle
This more advanced version of the standard assault shuttle is more durable, does more damage on its planetary attack runs and carries a space capable turret mount.

Heavy Drone
This more robust version of the standard attack drone is slower but carries more armor and firepower.

Shuttle Carrier Cruiser
This cruiser section can carry multiple assault shuttles into combat and recover them.

Impactor
This Cruiser section is designed to carry the powerful ballistic Rail Cannon into combat and is best employed at long range.

The Dreadnought version of the Rail Cannon weapon system brings to bear a devastating battery of long range heavy ballistic fire from multiple cannon emplacements.

Blazer
This section is dedicated completely to Heavy Beam systems. While it is designed to deliver a devastating anti-capital ship attack, the intense power demands means a reduction in other turret based weapon systems.

Strafe
Advancements in construction techniques have allowed engineers to support standard weapons in a direct fire mount. Without the bulky turret systems, a command section can now mount more light weapons but only in forward directed mounts which lends itself to high speed strafing attacks by captains.

Protectorate
This Liir-only advanced shield projector section can surround nearby Destroyers with their own complete Mk3 Shield. Warning: Should the Destroyer get too far away from the Protectorate unit, its shield will drop.

Asteroid Monitor
The Neo-Monitor is smaller and less heavily armoured than the ancient Morrigi Asteroid bases they were adapted from, but it does allow for the placement of modern weapons.

Deep Scan Platform
This satellite will scan for cloaked ships at relatively close ranges in tactical combat. This sat possesses NO strategic map scan ability.

Drone Platform
This medium satellite is designed to support combat drones in the planetary defence role.

Hunter Ship
This is the Tark-only, Fusion era version of the Tark Hunter/Killer STL BattleCruiser. The Antimatter era version of the Hunter Ship is better armed and armoured. Both are designed to be carried by the Carrier Dreadnought section.

Hunter Carrier
This dreadnought section carries the Tarkan Hunter Ships. It is designed to carry 3 Hunter/Killer STL BattleCruisers between the stars and into combat.

Support Dreadnought
This advanced dreadnought section is designed to support an entire fleet both with its extensive repair systems and a full on

fuel refinery and refuelling system.

Devourer
With this Dreadnought the Zuul reveal the true depths of their consumptive nature. The Devourer can scavenge wreckage after any battle and use those parts to build Zuul ships in deep space.

Dreadnought COL
This Dreadnought section packs multiple COL tubes and is able to deliver a variety of complex ordinance into battle simultaneously.

Terrorizer
This Zuul ship is designed to instil terror into the hearts of the enemy through non-stop transmitted psychological attacks. While it functions in an enemy system, that world will suffer serious drops in morale.

Propaganda Cruiser
This cultural broadcast vessel is meant to beam vast amounts of carefully selected news and entertainment at target worlds. In its systems, a Propaganda vessel will raise morale. While in and enemy system it will lower the worlds morale. Propaganda vessels stationed in deep space near an enemy empire will slowly raise their opinion of you.

Subjugator Dreadnought
This Zuul dreadnought section can carry 4 slaver discs at a time and can carry 50 million slaves in cold storage.

TACTICAL	
KEY	FUNCTION
0 - 9	Recall selection group (pressing twice focuses on lead ship in the group)
CTRL+0 - 9	Assign selection group
C	Toggle cloaking or intangibility for selected ships
CTRL+C	Toggle follow / free camera control
DELETE	Clear targets for selected ships
CTRL+DELETE	Toggles fleet hold fire
E/SHIFT+E	Cycle forward / backward through enemy ships
ESCAPE	Clear ship selection
F	Focus on object under mouse (same as middle click)
SHIFT	Rotate formation heading.
CTRL+F1	Sets Retreat stance for fleet
CTRL+F2	Sets Break-off stance for fleet
CTRL+F3	Sets Normal stance for fleet
CTRL+F4	Sets Stand-off stance for fleet
CTRL+F5	Sets Close To Attack stance for fleet
H	Toggle HUD visibility
HOME	Focuses on and selects new reinforcements in combat
O	Toggles a tactical overlay that reveals the positions of your distant ships. Default can be set in your profile.ini; DefaultShowTacticalOverlay=True/False
W	Toggle weapon panel and selection list
PAUSE	Pause / Un–pause game in singleplayer
R	Toggle reserves list
S	Issue all stop order to selected ships
SPACE	Open and close Sensors screen
SHIFT+SPACE	Step ahead one frame when paused
TAB/SHIFT+TAB	Cycle forward / backward through your individual ships
CTRL+PAGEUP	Increase time compression
CTRL+PAGEDOWN	Decrease time compression
G	Release all grappling lines for selected ship
B	Toggle Bombard Planet
CTRL+X	Cease Combat (requires all players in agreement)

STRATEGIC	
KEY	FUNCTION
CTRL+A	Toggle Auto-Refuel
B	Open Build screen
CTRL+C	Open Colonize window
D	Open Design screen
CTRL+D	Open Dump Ore window
DELETE	Removes selected ship design (in ship design screen)
E	Open Empire overview
ESCAPE	Back out of screen/mode
F	Open Fleet Manager screen
F6	Open Save Game window
CTRL+G	Open Deploy Gate window
HOME	Focus on your Home system
K	Toggles Rankings window
M	Toggle Fleet Move
CTRL+M	Open Mining window
N	Brings up notepad if a system is selected
O	Toggles Objectives
P	Toggle Player list
CTRL+P	Set AI Policy
CTRL+Q	Quit
R	Open Research screen
T	Toggles Trade window
S	Open Slaves window
CTRL+SHIFT+P	Drop off prisoner slaves at colony
CTRL+T	Ends turn
SHIFT	Override Human waypoint pathing and direct a straight path
CTRL+S	Open Cancel Operations window
Y	Toggles Alliance window
–	Toggle Star Visibility
=	Toggle Fleet Line Visibility
CTRL+SHIFT+A	Toggle Auto-Repair
CTRL+R	Open Refueling window
CTRL+N	Toggle Enemy Node Paths
CTRL+SHIFT+G	Set Selected Fleet as Primary in fleet list
CTRL+SHIFT+R	Open Repair window
CTRL+SHIFT+S	Open Ship Scuttle window
TAB / SHIFT+TAB	Cycle forward/backward through your colonies

SHIFT + LEFT MOUSE	Add ship designs to queue, 5 at a time
U	Open / Close turn news event windows
I / SHIFT + I	Cycle forward / backward through your idle fleets
SHIFT+D	Open Defense Manager
Z	Deploy Spy
Z+CTRL+SHIFT	Retrieve Spy (in system with spyship deployed)
Z+CTRL+SHIFT	Build Spy (in empire world with Repair and Salvage ships)
SHIFT+W	Deploying Colony Trap
CTRL+W	Deploying Mining Trap
W	Clear Trap in System
X	Open/Close Population Manager
SHIFT+X	Open/Close Empire Population Manager

GENERAL	
KEY	FUNCTION
ENTER	Opens chat window and immediately allows players to type their message. Does not close Chat Window again
F8	Toggle chat window open and closed
CTRL+O	Open the Options Menu
~	Summon tool-tip
SHIFT+PRINT SCREEN (Tactical Only)	Take a screenshot, with HUD
PRINT SCREEN	Take a screenshot, in both the Strategy screens and combat, which will be saved to the Screenshot directory in the game folder
V	Cycle through pre-set camera distances.
CTRL+C (Tactical Only)	Unlocks camera for free movement (using mouse and arrow keys to maneuver - CTRL+ C will snap back to focus object again.)
HOME / END (during CTRL+C - Tactical Only)	Tilt the camera from side-to-side for more dramatic perspectives in your screen shots
DELETE (during CTRL+C - (Tactical Only)	Snaps the camera back if you have been tilting it

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THE WENDY'S ON CAMBIE
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ABOUT PARADOX INTERACTIVE

Since 1999, Paradox Interactive has been a leading developer
and publisher of PC-based strategy games. World-renowned for
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Read more: http://www.paradoxplaza.com

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Kerberos Productions is a gathering of experienced video game
developers, with over 35 years of collective experience, based
in Vancouver, BC, Canada. Before forming their own company,
the team was responsible in the development of both Home-
world: Cataclysm for Sierra and Treasure Planet: Battle at Pro-
cyon for Disney Interactive. Team members have also worked
on over a dozen hit games, including Homeworld, Ground Con-
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We intend to establish a reputation in the PC gaming industry
of applying our experience towards a high standard of PC
games. We are a unified group of industry veterans who don't
just make video games, we play and understand games.

Read more: http://www.kerberos-productions.com

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