

FARHOLD

Version 4.0.1 - Tactical Operations Polish

A turn-based game of star empires on a survey plate ruled in wrapping hexes.

One sun is yours. Survey the reach, settle viable worlds, direct their output, build squadrons, advance six branches of research, and contest the plate with rival machine houses. The plate wraps horizontally and vertically: there are no safe corners.

Tactical Operations

Version 4.0.1 completes the v4 command layer without changing movement, combat, economy, research costs, AI balance, or victory rules.

Feature	Use
Strategic dashboard	Turn, worlds, hulls, idle squadrons, reserve and ledger remain visible. Research names the nearest completion; victory names live ledger share and lead over the strongest rival.
Wrapped minimap	Shows surveyed holdings and the current viewport. If the camera crosses a plate seam, the viewport is split across opposite edges. Click the minimap to navigate.
Planning marks	Mark surveyed worlds as Priority, Defend, Attack or Rally. Marks influence the owned-world planning order.
Operational Rally	A friendly Rally world appears in the Fleet pane as a one-click destination for the selected squadron or Shift-click command group.
Fleet commands	Select a mobile squadron, then click a light. Shift-click friendly fleets to form a command group.
Order history	Ctrl+Z undoes and Ctrl+Y redoes pre-turn fleet orders. History clears when the turn resolves.
Persistent interface	Minimap, legend, scanner, threat, ownership, output and colonization overlay choices are remembered between sessions.
Zoom	Minus and plus zoom; Fit restores the whole plate; the percentage reports scale relative to Fit.

Command reference

Key	Command
F	Next idle squadron
C	Centre current selection
0	Fit whole plate
+ / -	Zoom
Arrow keys	Pan plate
M	Read / Set a Course mode
Q	Fleet command queue
R	Research
V	Reach / victory tracker
L	Toggle map legend
H	Home world
Enter	End turn
Esc	Cancel / close
Ctrl+Z	Undo fleet order
Ctrl+Y	Redo fleet order
?	Command card

Turn flow

1. Read. Inspect worlds, overlays, threats, research and victory position. **2. Plan.** Mark priorities, defensive points, attack objectives and a Rally world. **3. Command.** Issue fleet orders or send the selected command group directly to a Rally point. **4. Revise.** Undo or redo orders before committing. **5. Resolve.** End Turn; Farhold resolves all houses and presents a turn report.

Victory

The reach falls by conquest when only one house remains. Supremacy is awarded when the rules engine's required ledger share and lead over the second house are held for the required consecutive turns. If neither occurs, the final ledger decides at the survey limit.

Compatibility

Farhold 4.0.1 retains the game save key `tronsoft_farhold`. Interface preferences use the companion key `tronsoft_farhold_ui`. Planning marks remain additive state. Compatible 3.x and 4.0 wrapping-plate saves can continue; saves from the pre-wrapping 1.x/2.x rules line remain intentionally unsupported.