

GALAXY

Player's Manual - Version 3.2.1: Operational Warfare Refinement

Operational Warfare

Version 3.2.1 completes the warfare systems introduced in v3.2.0. Readiness, fronts, objectives, reinforcements, doctrines, infrastructure and planning now interact directly with combat, logistics and intelligence.

Combat Doctrines

Balanced has no modifier. Defensive Line trades firepower for lower incoming damage. Breakthrough increases attack power but exposes the fleet to greater losses. Missile Strike gains a strong first-round attack bonus. Carrier Screen reduces incoming damage and gives additional protection to support-heavy formations. Withdrawal Priority lowers firepower but disengages earlier.

Readiness and Reinforcements

Readiness is separate from hull strength. Supply, deployment, friendly bases and Logistics Depots affect recovery. Replacement hulls are ship-class aware: choose the class in MILITARY, pay the mineral cost, and the hull joins the fleet after the logistics delay. High-level Fleet Yards can shorten that delay.

Strategic Fronts

Fronts are classified QUIET, CONTESTED, PRESSURED or CRITICAL. Friendly strength is shown directly. Enemy strength is shown as an estimate range, not false precision. CURRENT intelligence yields a narrow range; RECENT, OLD and UNKNOWN reports progressively widen it.

Operational Objectives

Select a system in MILITARY and choose NEW OBJECTIVE. Available objectives are Hold System, Seize System, Defend Trade Corridor, Break Blockade, Establish Forward Base, Interdict Supply and Destroy Enemy Task Force. Progress updates automatically.

Planning Overlay

PLANNING draws committed fleet routes, dashed in-transit routes, automated standing-order status and active objective targets. FRONTS highlights pressure points. Neither overlay recenters, fits or otherwise moves the map.

Interface Refinement

Operational objective creation now uses a compact selector instead of seven permanent buttons. Fleet doctrine and replacement class also use compact selectors, reducing visual clutter in Fleet Commander and MILITARY.

Compatibility

Existing GALAXY v2.x and v3.x saves remain compatible. Older fleets and colonies receive safe defaults for the Operational Warfare fields. No survey reset is required.

Operational Warfare Reference

Doctrine Reference

Doctrine	Combat Effect
Balanced	No modifier
Defensive Line	-8% firepower; 16% less incoming damage
Breakthrough	+18% firepower; 12% more incoming damage
Missile Strike	+8% sustained firepower; +28% opening-round multiplier
Carrier Screen	-5% firepower; 12% less incoming damage; extra support protection
Withdrawal Priority	-12% firepower; 8% less incoming damage; earlier disengagement

Military Infrastructure

Installation	Effect
Sensor Array	+1 survey hex per level
Orbital Batteries	Increases planetary defense when upgraded
Logistics Depot	Improves fleet readiness recovery in friendly orbit
Hardened Shelters	Reduces bombardment population/industry losses by 12% per level
Fleet Yard	Accelerates repairs; level 2+ can shorten replacement delivery