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Documentation by David Dunham

Special thanks to Andrew Welch, Matt Burch and Peter Cartwright.

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Welcome to Override

Welcome to a brand new universe!

EV: Override is Ambrosia's huge follow up to the classic Escape Velocity. With an immersive story and universe created by Peter Cartwright, a new conflict begins to unfold. Much like the original game by Matt Burch, you are cast as a pioneering space captain with only a small shuttlecraft, a bit of money, and a strong sense of destiny. But the similarity ends there.

Override features a universe five times the size of the original game, and a slew of populated worlds within. Gone are the neverending wars which raged in the original game; instead, winning critical battles can change the face of the universe. Or, if you're happy with the existing balance of power, you can make a living as a humble trader. Just watch out for those pesky renegades, who want nothing more than to swipe the precious cargo from your holds.

Additionally, the game contains stunning new graphics and sound, over 250 new missions, and all the excitement of the original EV game.

It's time to rediscover addiction. The unexplored universe awaits!

Unofficial UE Training Manual

by Captain d'Erlon of the U.E.S. Fortitude.

Congratulations

If you are reading this you have presumably just passed your final examinations at the UE Academy, and have either been assigned to a warship or outpost, or you have decided to take the plunge and set out as an independent operative. Either way I do not merely wish you *bon chance*, but recommend to you this invaluable guide to survival in the universe.

The first step is to put from your mind all the regulations and codes of practice which have been crammed into your head in the Academy. In my experience there is rarely time to think of appropriate regulations in survival situations, and when there is there is enough time to look them up as well.

What follows are my opinions and advice regarding life in space in general, and space combat in particular. Take these words to heart, they could mean the difference between life and death, not to mention success and failure.

Ships

The Shuttlecraft.

Many independent pilots will only be able to afford such a vessel as this at the beginning of their careers. Despite its simplicity of design and small size, there is much to be said for this simple vessel. It is capable of completing small deliveries in superb time - which is the best route for an independent captain to the beginnings of a fortune. Furthermore it has the speed and thrust to get you out of dangerous situations, so frontier runs and trading amongst the independent worlds is very feasible in this ship. Some pilots have attempted to turn this ship into a fighter by mounting several blaze cannons on it. I personally cannot recommend this practice, as *real* fighters will still outmanoeuvre you, and larger targets (especially Voinian vessels) will reduce your little ship to slag in moments.

The Freighter.

The Freighter is a highly efficient vessel for hauling cargo between the safer worlds of UE space. There its usefulness ends. The standard freighter is totally unarmed, and poorly armoured and shielded. Even if you equip it with as many weapons as it has room for, it remains slow and vulnerable - even a Krait will cause you serious troubles.



The United Earth Fighter.

While these little ships are basic things - weapons, cockpit, generators and fuel tanks held together by the barest smattering of hull - they are the most dangerous fighters, whose existence is confirmed, in the known galaxy. They are easily able to outmanoeuvre their Voinian counterparts, and the Renegade Krait is far less tough. Their effectiveness against the Voinians cannot be underestimated - there are confirmed reports of lone fighter pilots taking out Voinian Cruisers with enough patience, and pairs of fighters disable Voinian Frigates on an almost regular basis.

If while piloting a UE Fighter you take a rocket hit and survive - don't panic. Your ship will be sent out of control by the rocket's impact, allow yourself to drift away from the centre of battle and re-engage the enemy slowly. Do not take unnecessary risks, as two consecutive rocket hits will invariably destroy a fighter.

It should be unnecessary to point out that, for purposes other than combat, the UE Fighter is next to useless. There may be room for one or two passengers in the cockpit, but personally I would not like to be crammed into such a vehicle.

The UE Fighter is not generally available to civilians - but in numerous special cases certain parties have been permitted to purchase them.

The United Earth Destroyer.

These vessels are the pride of the UE fleet; under the command of skilled captains they have proved time and again their superiority to Voinian vessels. Keep in mind that the Destroyer's advantage lies in its mobility - it allows you to dictate the course of the battle to your enemy. If your ship is armed with Hunter missiles, do not move in close where their longer range is wasted. If your destroyer mounts rocket launchers, then hoard them till the opportunity arises to use them to fullest effect.



The United Earth Carrier.

The Captain of a UE Carrier must always keep in mind his ship's battle role - to bring its 5 UE Fighters to battle, and then provide support with Hunter missile launchers. Although the Carrier is the toughest vessel in the UE fleet, it is not capable of defeating Voinian capital ships at short range, and even against lesser vessels such as the Renegade Turncoat it will suffer in the long run. Carriers must also be wary of enemy fighters, as their size and lack of mobility make them easy targets.

UE warships are naturally not generally available to civilians - though in some rare instances, trusted independent captains have been permitted to purchase them.

The Scoutship.

This UE vessel was originally designed for exploration of the wider galaxy, but has also been made commercially available and its reasonably-sized cargo bay has given it some popularity as a courier vessel. The scoutship's greatest asset is its large fuel capacity, which not only allows it to make deliveries in good time but also, in combination with an afterburner, can greatly enhance its speed for extended periods. The scoutship can defend itself reasonably well but, as with the shuttle, attempts to use it as a fighter are not recommended.

The Freight-courier.

This is the most expensive and powerful vessel available to civilians in UE space. It is constructed exclusively by Frontier Express on the moon of Crockett. Ships such as this are vital to the war effort, delivering supplies to our border outposts. This cunningly designed vessel somehow combines good shielding, speed, cargo space and reasonable armament to produce a powerful multi-purpose vessel. The primary use of this ship is still making deliveries in hostile areas, but various independent captains have equipped it for bounty hunting, exploration or even piracy.

Weaponry

At the present there is little variety of weaponry available in UE space, so the choices before the average captain are not difficult. I shall quickly summarise the various weapons below.

Blaze weapons in general, it should be remembered, are no match for Voinian neutron cannons - though they fire faster, neutrons are more accurate and a single blast inflicts about as much damage to shields as five blaze hits. Furthermore blaze cannons are less effective against armour than shields, so care should always be taken when attempting to fight heavily-armoured Voinian capital ships with primary weapons alone.



Top UE scientists are constantly researching the Voinian neutron technology - yet the secret still eludes them. If ever it is discovered, the use of such weapons will probably be limited to military vessels.

The Voinian rocket launcher is a much simpler weapon, and has long been in use by UE vessels. Rockets can be tricky to aim, especially against smaller targets, so they are generally used only by more manoeuvrable vessels, and are often saved for use against larger targets. Fighter pilots especially should be wary of being caught in the blast of their own rocket - an occurrence which almost always cripples the little vessels.

All graduates should be aware that Voinian capital ships now carry forward firing rocket turrets - staying out from immediately in front of them will not guarantee your safety, these weapons can target you anywhere in the vessel's 90° forward fire arc. UE command has no plans to copy this rocket turret considering it 'an inefficient use of resources'. Aside from neutrons, UE weapon designers are concentrating their efforts on more efficient guided weapons and anti-armour weapons.

Hunter missiles are a vital weapon against the Voinians, as they allow UE ships to inflict damage while staying out of range of the enemy. Battles are rarely won with these weapons alone however, as even a full load of missiles is rarely enough to stop a Voinian capital ship. The sensitive guidance system of hunter missiles is easily distracted by even light sensor interference however, so these weapons should not be relied upon solely in such areas.



Recent rumours of a new guided weapon in use by renegade ships are unsubstantiated - but there are reports of missiles being used to great effect in the high interference systems around Huron. Extra caution is advised in dealing with any renegade vessel suspected of being armed with such weapons.

Amongst the items of the treaty of Dogovor was an agreement by both sides to abandon use of space mines - and this has for the most part been abided by. Various renegade factions have been known to make use of them however. A single space mine is enough to destroy or disable all but the toughest vessels so be extremely careful around these devices.

Foes

Rumours of more remote aliens will be dealt with in the second part of the manual, there are two foes near at hand whom you are likely to encounter - the Voinians and the Renegades. Tactics against each of these will be considered in turn, starting with the Voinians.

The Voinians

All Voinian ships, even Supply Ships and Fighters, are capable of inflicting heavy damage upon targets which enter and remain at short range with them. The secret then, is to stay out of close range as much as possible and, when short range weapons must be used, to move in and past on rapid attack runs. The Voinian's main weapons - rockets and neutrons - are slow-moving, so even ships as large as the UE Destroyer should be able to evade damage to some degree.

It is highly inadvisable to engage Voinian ships when alone - one careless or unlucky attack pass, or an unfortunate rocket hit can result in a very sudden change in the state of the combat. Additionally it is hard for sensors to determine the extent of damage to Voinian armour - it is often impossible to tell whether a Voinian vessel is almost disabled or has only taken minor damage.



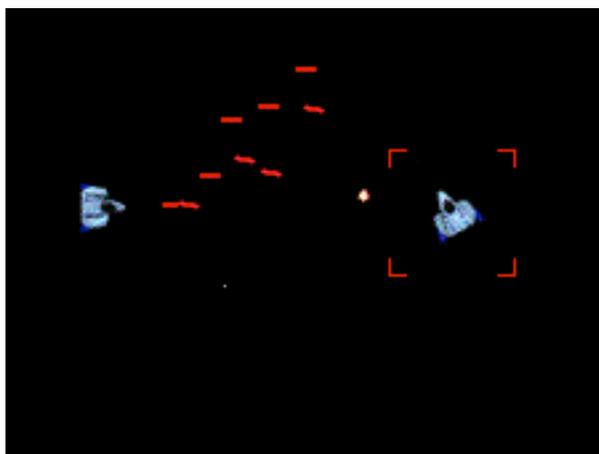
This is about as friendly as Voinian frigates get.

One further useful note - the rockets used by Voinian fighters are still exactly the same calibre as those used by UE ships, so disabled Voinian fighters can be a good source of ammunition in the midst of battle.

Renegades

According to substantiated reports, renegade vessels are armed only with blaze weapons. However, as previously mentioned, rumours abound of some new guided weapon in use by them. Captains are likely to come across renegade craft in two different circumstances. Firstly if trying to get cargo safely past them and secondly if deliberately hunting them.

In the first case the most dangerous craft is the Krait fighter, as no trading vessel is capable of outrunning it, and its speed also makes it hard for most such vessels to get to grips with it. The Helian is less threatening in this instance - it is easier to avoid and target, though tougher. In fact the Helian itself is often used as a trading vessel.



Militia and renegade *Krait* class fighters clash.

The Turncoat, a much larger, slower vessel, is not a great threat to traders on its own, being very easy to avoid. However each carries three Krait fighters, and this in addition to its own armament can make the Turncoat a threat even to entire trader convoys.

Captains who deliberately invite confrontation with renegades are advised to caution. Though Kraits are destroyed quite easily, unless outmanoeuvred (a difficult proposition even for a UE Fighter) they will almost invariably cause some damage before their destruction. Helians can often be dealt with without cost if handled carefully, but in numbers they too will cause difficulty.



Scoutship moves to protect defenseless freighter from renegade attackers

Turncoats should be avoided totally except by UE warships. A UE Destroyer should be able to destroy two or three Turncoats without extreme risk, and a Carrier one or two more, if Fighters are used well and the Turncoats are only engaged at short range one at a time by the Carrier. Smaller vessels will, however, almost invariably be the Turncoat's inferior. UE Fighters, especially in groups, are capable of defeating them, but casualties are common.

Captains should be aware that the vessels used by renegades are not only in use by such groups. Krait fighters and Helians are in use by independent militia forces, Helians are often flown by traders, and a few bounty hunters even command Turncoats. Be careful to check the suspected ship's transponder signal carefully before opening fire.

The Unofficial UE Training Manual - Appendices

Career choices for young pilots.

Appendix I - Advice to Independent Pilots

So, you have decided to seek your fortune out amongst the stars. What you must decide for yourself are your priorities. How much danger are you willing to risk to cut a bigger profit? How far will you sacrifice your morals to make a few extra credits? Will you even go so far as to work for Stellar Corp?

Seriously, this Manual must exist in the real universe. Some Academy graduates have gone on to become renegades, and more will continue do so. What you should be aware of are the very real risks, as well as the effect such behaviour will have on the rest of the galaxy.

The penalty for piracy is death. No trial is required, and every UE captain has authority to administer on-the-spot justice. UE ships will not pause to board your vessel, and militia forces most certainly will not. Though you may evade your fate for a while, when your luck runs out you will have no friends to assist you, and precious little chance of mercy.

Consider; the more renegades there are, the more UE warships must be assigned to deal with them. For every ship so assigned there is one less on the Voinian border, and the more danger there is that the war will turn against us. If Earth falls to the Voinians (and even today Earth is not that far from the border), so will the rest of humanity - including renegades. Every man fighting against the United Earth fleet, however good his reasons, is fighting against humanity, and that will not be tolerated.



Having dealt with the most controversial, dangerous, and yet, admittedly, potentially profitable option open to you, I will now consider the remainder in descending order of risk and, consequentially, potential profit.

Firstly, a warning to independent pilots regarding the Voinians. Voinian vessels are extremely tough and, if you find yourself at short range, extremely deadly, and it should not be necessary to point out that they will attack human ships, civilian or military, on sight. The UE navy does not require any assistance dealing with these aliens, and cannot be held responsible for the fate of civilian ships straying into the war-zone. Travel to the frontier at your own risk.

On the other hand, one civilian organisation, Frontier Express, makes a very healthy profit supplying UE Outposts with weapons, medical goods and replacement equipment parts. Frontier Express are based on the moon of Crockett, in the Thoso system, and have opportunities open for pilots with combat experience. It is a good idea to command a tough vessel like the Freight-courier before taking any missions from Frontier Express, as even ships such as the Helian or Scoutship can be destroyed almost accidentally by Voinian capital ships.

Poor availability leads to higher demand and higher prices, and higher profit for the trader. Some of the best trade routes in the galaxy go to and from, or within, the independent worlds. Naturally, anyone trading in these areas must beware of the renegade threat, as discussed in the main section of the manual.

Some traders in such areas go from running from renegades to standing and fighting them, and then to actively hunting them. Bounty hunting can be a very profitable exercise. Renegade ships often carry large sums of credits, and you may also be lucky enough to catch them still carrying cargo they have stolen from less well-armed traders. Various independent governments offer rewards to captains who will hunt down renegade ships, or defend them from fleets of raiders.

For those less inclined to risk their vessels in such areas, there are many pedestrian routes and missions in safe UE space. UE shipping has lots of missions to be carried out to keep the infrastructure of the colonies holding together. Also offering similar missions, with considerably better pay, is the organisation known to all as Stellar Corp. Through clever investments at key moments, Stellar Corp. has something very close to a monopoly on commercial trading throughout UE space. Thanks to their huge trading fleet, Stellar Corp. have a commanding position in the UE economy. Although nothing has ever been proved, rumours abound that Stellar Corp. are prepared to go to unscrupulous lengths to maintain and expand their monopoly. Have no fear of working for Stellar Corp., millions of ordinary people do so, but hesitate before getting too deeply involved in its activities.

Finally there is one activity which can guarantee no profit to the pilot, and for which the potential risks are unknown. Beyond mankind's narrow region of the galaxy lie great unexplored tracts of space, which hold unfathomed secrets. These areas are only just beginning to be explored, and we possess only scant information about them. In Appendix II, I will present such useful information as I am permitted and able, in order to aid the most adventurous of captains. One warning - do not venture beyond the fringes of human space unprepared or unequipped. Even if there is nothing hostile lurking out there waiting for you, there is the more mundane danger of simply running out of fuel.

Appendix II - Rumours From the Fringes of the Galaxy

In any spaceport bar in human space, you will easily find grizzled spacers willing to tell their improbable stories of the things they have encountered in the far reaches of space. From ghost ships and space parrots, to terrifying aliens and planets made of solid gold, it is very hard for the cynical, or even the reasonable, man to take any of these tales seriously. Yet logic dictates that, considering all that (to our lasting regret) mankind has encountered so far during the relatively short era of space flight, there is almost certainly something lurking out there in the void. How to pick out the golden fragments of truthful, useful information from amidst the morass of deceiving rumour, in order to shed some light upon these remote realms?

Fortunately for you, I and my fellow producers of this handbook have done our best to compile what we think are the most probable and substantiated of rumours, along with what little concrete evidence there is, to form a base of reliable information which may be of some practical use to independent pilots.

Let us begin by taking each galactic 'compass point' in turn. Firstly, we can quickly dismiss the galactic south and west. To the south lie thick and unnavigable asteroid storms, along with the impenetrable heart of the Proxima Nebula, which conspire to make exploration effectively impossible. To the west the Voinian Empire continues as deep as our scouts have ever penetrated. To the galactic north and east the boundaries are less clearly marked.

Reports from traders straying into the galactic north, either accidentally or attempting a short cut, of mysterious vessels resembling no known human design, have become an almost regular occurrence these days. While UE bodies, military and civil both, continue to refuse any confirmation of such reports, I have been granted permission to include this image:

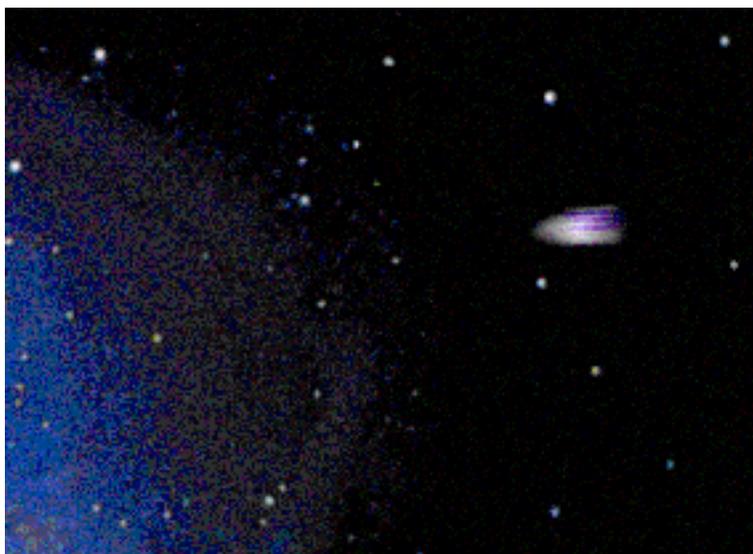


Scan of unidentified vessel

This scan was taken by a UE Listening Post just north of Saalia, but the ship left the system before any more information, or a visual image, could be obtained. Although there is still the possibility that this is a clever deception (we all remember the highly convincing, but eventually discredited, Kragaa hoax), the general, but unofficial, opinion of most UE officers I have consulted is that this is indeed an image of a ship designed by a previously unknown alien race.

The positive side of this, is that, in all the tales of encounters with ships whose descriptions match or resemble the above scan, very few describe them as hostile, and those that do are mostly told by captains known for their belligerent nature or unwonted nervous tendencies. Some pilots even claim to have communicated and dealt with these aliens. Advice upon encountering them is to hesitate before taking any offensive action, which could quite possibly cause an incident which would create trouble for all mankind.

It is much harder to piece together such a clear picture as far as the galactic west is concerned. The galactic west is of course infested with renegades, and it is hard to know how many rumours, and how many mysterious disappearances, can be put down simply to renegades. As for definite physical evidence, everything we have is fragmentary and unreliable, like the below:



Blurred image of a mysterious alien ship

This image was captured by a trader of reasonably good reputation. According to his story, his ship had been engaged, somewhere on the edge of the Proxima Nebula, with numerous renegade vessels, the last of which had got on his tail, from which apparently unshakeable position it seemed to be about to finish off the trader's damaged vessel. Suddenly, apparently out of nowhere, the above mysterious ship appeared and, travelling at effortlessly high speed, destroyed, equally effortlessly, the Krait tailing the trader, and then vanished again. Since the trading ship's scanners were focussed on the ship pursuing it, the trader was only able to obtain this distorted image of the craft.

There are other tales which fit this pattern, which might suggest a benign disposition for these beings. However, there are also stories of narrow escapes from confrontations with these ships, and the fact that there are much fewer of these might easily be explained by these vessels devastating offensive capabilities - hardly anyone ever escapes, and also note that no pilot has ever made claim to have successfully destroyed one of these ships. Advice on encountering any unknown vessel in these regions; err on the side of caution, and if you can, escape back to safer regions with whatever information you can offer.

Finally, to balance the more probable, well-supported stories above, I feel I should mention one of the galaxy's more popular, however ridiculous, legends - that of the U.E.S. Incontrovertible. The Incontrovertible was the first flagship of the UE fleet, an early-model destroyer which was presumed destroyed when fighting off, alone, half-a-dozen Voinian capital ships in order to make time for the freighters it was escorting to get through to Earth. Since then, however, numerous sightings of the Incontrovertible have been reported. In virtually all the stories, the mysterious ship always arrives just in time to rescue the beleaguered vessel from overwhelming odds against Voinians or Renegades, before departing once more when its mission is done. Although of course totally bizarre, the Incontrovertible is an extremely popular myth, symbolising the eternal struggle of mankind and the UE fleet against its foes.

Override Civilizations

WARNING! Be sure that reading the following section will not spoil your enjoyment of the scenario. The following information is easily obtained at any bar in the Crescent, or in the Miranu core worlds:



The Miranu

The Miranu inhabit a substantial area of space some distance to the galactic north of Earth. They are not a warlike people, instead doing their utmost to trade with as many races in the galaxy as possible. To date they have almost universally succeeded in this, with the exception of the Voinians, who remain rigidly xenophobic in this respect. Miranu ships trade back and forth between their worlds and the most remote parts of this sector of the galaxy.

Miranu space is split, more or less, into two sections; the core worlds and the north-tip worlds (see below). The core worlds are situated a little north of the centre of this sector of the galaxy, and are probably the safest places in the galaxy. The north-tip worlds are a number of Miranu colonies to the north of the core worlds, which are under threat from the renegades in that area (see below). These colonies are protected by a Miranu-funded mercenary force called the Zachit.

[Note: It is highly recommended that you go to Mira and do the mission that should be available there. This mission opens up several other parts of the scenario, as it is subsequently assumed that humans have some degree of contact with all the other alien races]

The Crescent

The Crescent is a term that can only be fully understood with a complete map of the galaxy. If you have one, zoom out and cover the human, Voinian and Miranu core worlds with your fist, and the remaining stars will form a rough crescent shape around it. This area of space is inhabited by an alien race whose name has been lost with time, if it ever had one. It is split into several factions: the three Strands (Azdgari, Zidagar and Igadzra), and the Strandless.

The Strands control the centre of the Crescent, split roughly evenly between them. They have been fighting a three-way war for centuries, one that shows little sign of ending. The Strands share similar technologies, but each has its own particular secrets and specialities, either causing or resulting from their differing tactics and strategies.

The Azdgari are famed for the manoeuvrability of their vessels, especially the unique Azdara fighter - which is also remarkable for its shield regeneration speed. The Azdgari are less attached to their worlds than the other Strands - on occasion the entire race has migrated to another part of the Crescent for decades at a time. Hand in hand with this goes the Azdgari tendency for raiding. As the Azdgari have few heavy industrial or other constant processes going on on their worlds, they take a lot of what they need through raids on the other Strands.

In terms of character, Azdgari are known for their eccentricities and wild exuberance, especially when piloting the dangerously fast Azdaras.

Zidagar vessels are feared for the heavy short-range armament of their ships, particularly the deadly Phased Disruption Beam. The Zidara pocket warship is a particularly vicious example of their methods. The Zidagar and Igadzra are currently involved in an attritional border war, while each also fends off Azdgari raiders, with no sign of any great offensives to come any time soon.

The Zidagar seem culturally to be the most similar to humans, except that they are subject to serious and dramatic mood swings, often influenced by their environment.

The Igadzra are the least open and most remote of the Strands. Many of their worlds are off limits to most aliens and they seem generally untrusting and suspicious of other peoples in general. They tend to operate through seemingly conventional military campaigns, while in the background their special forces work through subtle plots which may not come to fruition for centuries - and even then only in the most subtle of ways. In contrast with this subtlety is the Igadzra's main warship - the Igazra, the largest and most powerful known warship in the galaxy. The Igadzra eschew fighters for the most part - their warships have a few weapon systems designed for dealing with them.

The Strandless, as their name suggests, are exiles from the three Strands. This can happen for a variety of reasons. Many minor crimes and all major ones carry a penalty of exile, which may be one reason why so many Strandless become renegades. Also some seemingly very minor misdemeanours, or small faults which do not fit in with the character of that Strand can lead to exile. Furthermore, all children of Strandless are automatically considered Strandless themselves, and there is no return once exiled. Thanks to all this numbers of Strandless are vast, but they still lack the kind of power base and organisation which makes the Strands such forces to be reckoned with. Most Strandless flee to the tips of the Crescent and attempt to begin their lives again. Many become renegades, such as those in human space, and these pirates are the bane of these parts of the galaxy, with no properly organised force to contain them.

A few other minor races are scattered around the Crescent, but most have been absorbed, in one way or another, into the ways of the Strands, and none are truly worth naming.

The star systems beyond the Crescent are for the most part inaccessible due to the interference of the Azdgari and the hazardous nebulae and asteroid belts that must be traversed. Occasionally travellers arrive from or go to these distant places, but mostly they remain remote and unknown.

NB: In the Crescent you will regularly see many of what I call 'variant ships', such as Igadzra Aradas, Zachit Fighters, Azdgari Warships, etc. Please try not to be annoyed that you are not able to purchase these vessels. The idea is not that, for example, the Igadzra Arada is a special vessel kept solely for use by them; it represents that every Igadzra who has an Arada will upgrade it in some way, and add weapons and so on. The Igadzra Arada is the average such vessel - the way most Igadzra will end up equipping their ships. If you want an Igadzra Arada, you must buy an Arada and add a search and destroy module launcher, front and rear swivel phasers, etc. The same applies to all other variants, including Emalgha warships.