

RESISTANCE COMMANDER



An OXP for Oolite by Ramirez

1. OVERVIEW

This OXP gives players the chance to lead a squadron of ships in combat operations against a common enemy. At its centre is a specially designed ship-to-ship communications system that allows the player to take full tactical command of their assigned squadron. Using this equipment, the player takes part in a dynamic campaign that features a variety of missions as well as some role-playing elements.

Scenario

The Proximus Sector: Six months ago, the Biesmaan Dictatorship launched a surprise invasion against its neighbour, the independent system of Zabe. With its significant technological and numerical advantage, the Dictatorship fleet quickly overwhelmed Zabe's small defence force and in a matter of days the system was brought to surrender.

However, despite sustaining heavy losses in personnel and equipment, many of Zabe's senior military officers were able to escape from the conflict and seek refuge amongst sympathetic governments. From their new home, these exiles have appealed repeatedly to the Galactic Cooperation for assistance, but such is Biesmaan's political influence that these requests have been denied.

As Zabe's civilian population suffers, the exiles have vowed to regain control of their homeland by forming a resistance force and waging a guerilla war against the Dictatorship.

With limited funds, the Zabe Resistance has acquired a fleet of small, inexpensive ships and has been remarkably successful in recruiting pilots from across the galaxy to operate them. However, the Resistance in particular need of experienced commanders who can lead these new recruits in missions against the enemy.

As a highly-ranked Elite Federation pilot, you are the perfect candidate to help the Resistance in their struggle.

Prerequisites and Requirements

This OXP is set in Galaxy 5 and is open to pilots with 1000 kills or more.

In order to use the command system you will need a ship with at least 6 missile pylons.

Many of the enemy ships are taken from the Dictators OXP; please download this expansion from Ramirez' website here.

This OXP is compatible with most of the retexture enhancements available from the Oolite Wiki, and these are recommended for optimum playing experience.

Note also that Resistance Commander uses a special mechanism to make use of assets from other expansions that may be installed. This means that the more OXPs you have (particularly the 'flavour expansions' such as Commies and Your Ad Here), the more variety you'll see in the missions. However, be aware that uninstalling any assets halfway through a mission is likely to cause problems and may force you to abort.

2. RESISTANCE COMMAND

The Resistance has established five regional commands in the following systems:

- Esbeena
- Biarra
- Ceused
- Solaerin
- Inriisis

To visit a regional command, press F7 when docked at a relevant station.

Recruitment

In order to join the Zabe Resistance as a squadron commander, you must have at least 1000 kills registered with the Elite Federation. Unfortunately, the Resistance cannot risk appointing less experienced pilots to command positions.

If you have the necessary experience you'll be readily accepted into the Resistance and will immediately be assigned to a particular squadron. Your ship will also be fitted with a unique piece of equipment, the Squadron Command System, which is used to issue instructions to units under your command. See Section 3: Flight Operations for more information on this equipment.

Once recruited, you'll then be able to access a series of facilities whenever you visit a command station.

Reviewing Personnel

This allows you to review the details of the personnel assigned to your squadron, with each squadron consisting of yourself plus four units. All new recruits hold an initial rank of Ensign but may be promoted as their experience increases (see section xx 'Promotions'). The 'Replenish unit' option is only used to replace any units lost in combat - you can't replace an active unit.

Whenever you're away from Resistance Command, you can see a summary of your units' status (i.e. active or inactive) as an entry on the F5 screen.

Assigning Squadron Ships

Here you can assign specific ships to each of your units. Each ship is displayed with basic information on its capabilities, but experience will determine which models are suited for which missions. Use the menu to cycle through the available ships and exit when done. You can return to the ship assignment screen any time prior to embarking on a mission.

Reporting to the Regional Commander

This option allows you to report for duty to the regional commander, who'll give you your mission orders. Note that, as an officer in the Resistance you don't have the option of refusing an order or selecting an alternative mission. However, you can abort a mission at any time by returning to the commander once a mission has been set, but this will have a negative effect on morale (see section 4: The Campaign).

Depending on the intelligence available, most mission objectives will be marked with an 'X' beacon on the Advanced Space Compass, so make sure this equipment is always functioning correctly. In some cases though you'll have to sweep the area near a system's witchpoint to locate potential targets.

Visiting the Ops Centre

The campaign against the Biesmaan Dictatorship is measured in terms of morale. Each successful mission results in an increase in friendly (Bluefor) morale, while causing an equal and opposite effect on that of the enemy (Opfor). The Ops Centre (properly termed the Field Operations Centre) displays these variations on the form of a 'Balance of Power' graph.



The Ops Centre

In addition, the Ops Centre provides a summary of your squadron's overall contribution to the campaign, plus an information feed reporting the activities of other Resistance Units.

3. FLIGHT OPERATIONS

Once a mission has been assigned, your squadron will be launched the next time you leave the station. You'll see them on the scanner as flashing yellow/red blips, and they'll automatically aim to form up on your position.

Squadron Command System

The Squadron Command System (SCS) is activated by using SHIFT+N to cycle through available equipment and selected using the N key.

Once activated, the SCS opens a comms channel and brings up the unit selection panel:



The Unit Selection Panel

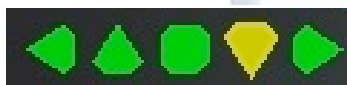
This panel allows you to send a message to each of the four units, with the diamond being used to send a message to all active units. Use the Y key to cycle through the icons; use T to 'arm' the icon and 'M' to select it.



Panel with Unit 2 selected

Note: if you're currently locked onto a target and either the unit selection panel or the command panel is obscured, press T to reveal the relevant panel while still maintaining the lock.

Once a unit has been selected, the command panel is revealed:



The Unit Command Panel

You can now navigate and select the icons using the Y, T, and M keys in the same way as for the unit selection panel.

From left to right these icons represent the following commands:

- Undo
- Sweep
- Hold
- Regroup

- Engage

The nature of these commands and associated rules of engagement are described below:

Undo: returns to the unit selection panel without sending any command.

Sweep: unit conducts a sweep within scanner range for Dictatorship forces. Any targets identified in the sweep will be engaged immediately.

Hold: unit holds its current position and awaits further orders.

Regroup: unit cancels any current orders (including any current engagement) and returns to formation.

Engage: unit engages the leader's current target.

In addition:

- A unit's default status is to remain in formation. In this state, units will engage any ships that are a threat to the leader, but will not attack other targets unless ordered to do so.
- Once an order has been completed, a unit will automatically return to formation.
- Where a unit is out of action, the unit selection panel will return an error message.

- Similarly, if the leader has no target locked, the 'Engage' command will return an error message.
- A unit will always attempt to acknowledge a valid command.

NOTE: The SCS uses a dedicated low-complexity protocol that enables commands to be sent reliably to units at extreme distance. This means that, while active units will always receive and execute an order, they may be too far away for you to receive their acknowledgment over standard voice comms.

To exit the SCS, select it again using the SHIFT+N method.

Special Functions (to be completed)

In addition to the commands described above, the SCS provides a further set of functions used by commanders to help manage their squadron. These apply to all active units and mainly consist of different types of status check, and are useful when units become separated and are beyond visual range.

Check status: units report their current status, confirming the orders that have been issued to each of them by the leader. This is the quickest way to determine the position of each unit without overriding any existing orders.

Check systems: units report on any problems with their on-board systems, e.g. low energy or equipment damage. It's good practice to call this check before sending your squadron into a potentially risky engagement.

Check hyperspace: units confirm whether they're ready to follow the leader into hyperspace (see hyperspace procedure below).

Hyperspace Procedure

The Zabe Resistance doesn't have a fleet of large carrier vessels at their disposal, and most of the combat ships it's managed to acquire aren't even hyperspace-capable. Instead, the Resistance has adopted pirate tactics, with commanders using their own witchdrive to create a wormhole for use by the rest of their squadron.

This means that, when leaving a system, you must make sure that each unit is no more than 20km away from your position when you engage the witchdrive - on average this gives just enough time for each unit to reach the wormhole before it closes. Standard practice is for each unit to check in with the leader after existing witchspace; any ships that fail to hyperspace are stranded and considered missing in action.

This has an impact on your combat strategy, as it's considered unacceptable for a commander to abandon their squadron even if they themselves are in danger.

In-System Transit

When travelling long distances within a system, including returning to Resistance Command after a mission, you can use your Torus jumpdrive in the usual way and your squadron will usually catch you up. Once you dock, your squadron will automatically follow you into the same station and (if a mission is still ongoing) will be waiting outside for you when you launch.

4. The Campaign

The Zabe Resistance is running a long campaign against the Biesmaan Dictatorship, making the most of any opportunity to damage its military, economic and political strength.

The Biesmaan Dictatorship

The Resistance's primary enemy, the Biesmaan Dictatorship, ranks amongst the most technically advanced systems in the Proximus Sector. While others in the Galactic Cooperation often question Biesmaan's methods and ambitions, any concerns are easily allayed by the dictatorship's unrivalled productivity, which many Cooperation members are reliant upon for their commercial success.

Typically for an industrial dictatorship, Biesmaan operates the 'Imperium' family of ships that includes the formidable 'Censor', 'Quaestor' and 'Lictor' patrol craft. Given its undoubted technical prowess, however, it is likely that Biesmaan's shipyards are busy developing even more advanced models.

Further information on the Biesmaan's politics and economy can be gleaned from the System Profiles prepared by the GalCop Interstellar Intelligence Service (see the Dictators OXP).

Promotions

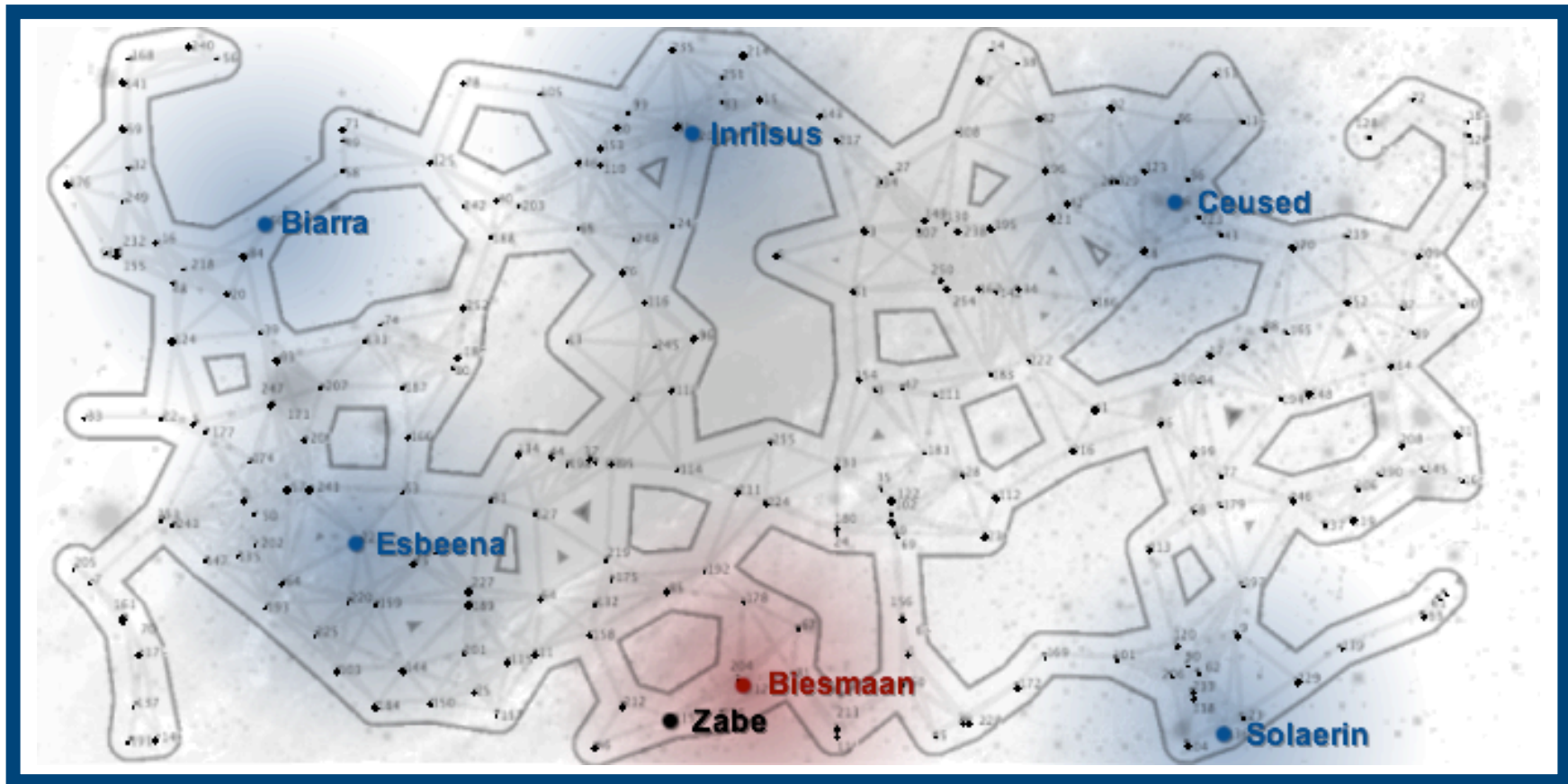
As units gradually gain combat experience, they may be eligible for promotion. The Resistance rank structure is the same as that of the now-defunct Zabe Defence Force and comprises the following:

- Ensign
- Sub-Lieutenant
- Lieutenant
- Lieutenant Commander
- Commander

Promotion results in greater combat resilience (specifically, a greater energy rating) for that unit. This means that a high-ranking pilot will be able to withstand more damage than a newly recruited Ensign.

Note that any units receiving a promotion to Commander are immediately assigned to a squadron of their own, leaving you with a new recruit as a replacement. Only the very best pilots are expected to make this progression, but be aware that such transfers can come without warning and may leave you with a slightly under-strength squadron.

The Proximus Sector



5. Compatibility

This OXP has been developed using Oolite v1.75; please download this or other later versions to ensure all the features work properly.

6. Licence

Resistance Commander is released under the Creative Commons Attribution Non-Commercial Share-Alike 3.0 licence.

This means you are free to re-use elements of the OXP (scripts, AIs, models, textures, etc) provided the result does not in any way interfere or disrupt other installations of this OXP.

If you do make use of large portions of the OXP, please let me know.

7. Version History

Please see the separate text file for information on version history.

7. Acknowledgements

The command mechanisms involved in this OXP were inspired by those used in ARMA2, created by Bohemia Interactive. The personnel, equipment and mission management elements were further inspired by the excellent ARMA2 Guerilla Warfare mod devised by MrN.

Thanks to all who provided ideas and comments on the Oolite Bulletin Boards during development, and in particular:

- Thargoid for the wingman script and AI from Hired Guns, and also help with the SHIFT+N equipment selection technique;
- Svengali for help with the ship display screens;
- Matti, Ganelon and Staer9 for testing rough builds of the OXP

The Zabe Resistance crest is based on a design used by the Soviet Coast Guard Administration.