

Galactic Civilizations IV

Historical Society Archives

“Mid-game Save”

Introduction

The following data file “Midgamesave” can be inserted into your data cartridge reader by copying it to your documents\my games\GalCiv4\Saves folder. Next time you run GalCiv4 and hit “Load game” you should be able to see “Midgamesave”.

This mid-game save is for the Test Edition of Galactic Civilizations IV. Please make sure that you are running that and not the Public Edition!

DOWNLOAD HERE

https://1drv.ms/u/s!AuBwidOf1nOukNtrA0k_4Beh8htYOQ?e=MQUcgK

Background

This historical record goes over the aftermath of the Human-Yor war of 2314 to 2316. The Yor, as you may recall, are a synthetic lifeform that originates from the Icos system.

The war began over the disputed star system, Wolf 359, in which the Terran Alliance (the humans) had settled Wolf Prime while the Yor controlled the core world, Mankara. The Yor’s initial assaults were repulsed and an expedition force from Earth took Mankara.

Commentary

The Orion sector, using the Standard Hyperspace Projection (SHP), can be viewed in the following way:

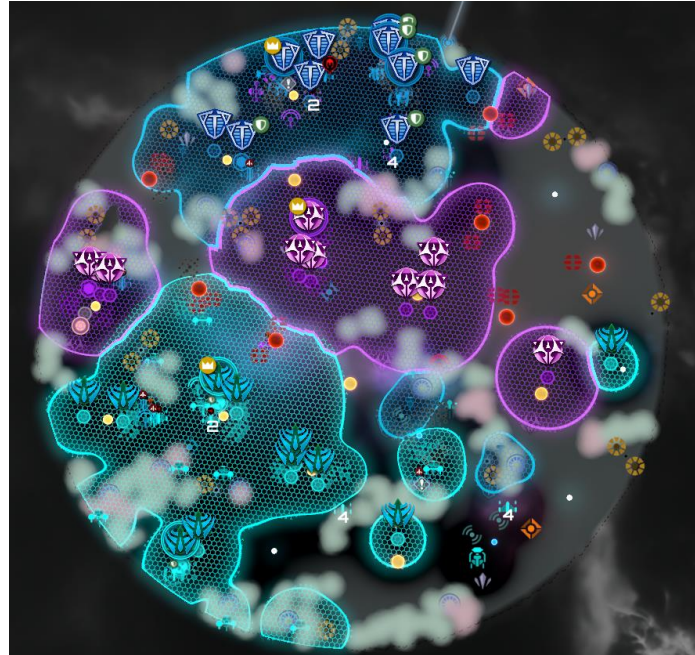


Figure 1: The Terran Alliance in blue, the Yor in violet and the Altarian Republic in Cyan.

While the Terran Alliance has maintained a cordial relationship with the Altarians, they were unwilling to involve themselves in the War. Instead, the humans had to rely on domestic war production to carry the day.



Figure 2: No ship did more to save the human race than the Norway class frigate.

The Norway was a controversial project during production, as numerous bugs and problems were encountered in the multinational effort centered in - as the name implies - Norway.

The Ratheox M-4 Avenger and subsequent M-4X weapon systems went through growing pains, but ultimately proved to be very reliable against the more numerous but less advanced Yor fleets.

As the war waged on, the Yor began to “BPU series” of ships that were equipped with the equivalent of the Westinghouse M103 Melera design that was, for the Terran Alliance, still a fantasy in the lab.



Both classes of ships were approximately 7,000 metric tons which was, at the beginning of the war, the largest combat ship class that either side possessed.

The end of the war

The Yor were uninterested in peace until the encounter at Riva, where their fleet was annihilated by Taskforce IV, which included the new Cairo class destroyer.



Figure 3: While still relying on the Ratheox M-4 series missile systems, the new Cairo class destroyer had a mass of 12,600 metric tons, making it substantially more capable (though more expensive) than the Norway.

The Cairo also had new Shield Generator technology that blunted the enemy's particle beam weapons.

Aftermath

The war did a great deal of damage to both the Terran Alliance and the Yor. However, the Yor discovered that the human race was quite adept at war and amassed a significant military force that now made it the strongest in the quadrant.

Unfortunately, the Terran Alliance economy was a distant 4th, having sacrificed everything to save Earth.

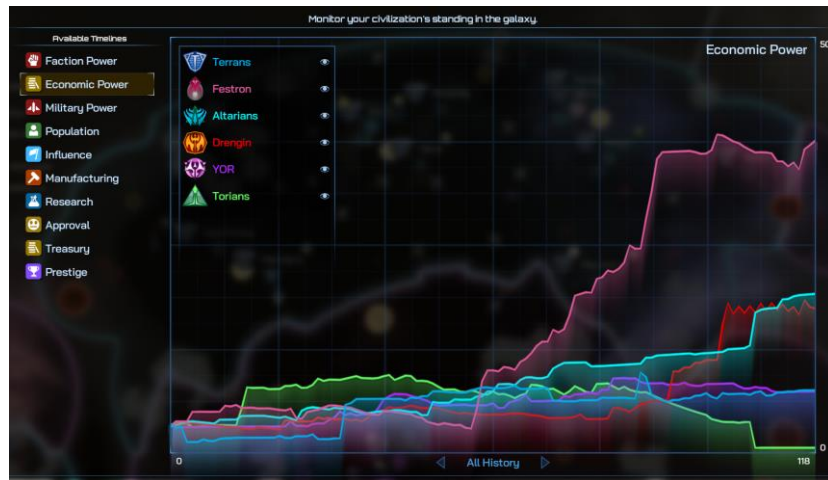


Figure 4: Earth went from a major economic power to a minor outpost due to the war.

Where we are now

The year is 2317. Earth is a fragile, but leading power in the galaxy. This is a galaxy that has two known sectors in it:

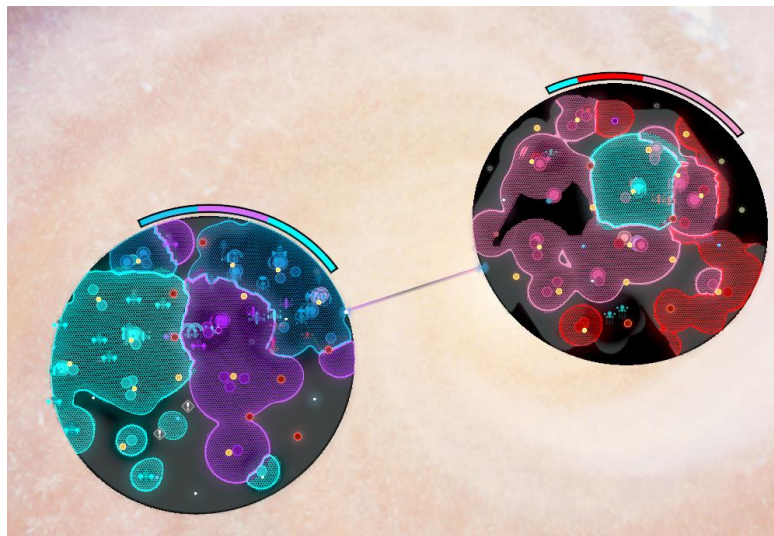


Figure 5: Earth is the blue area in the lower left sector.

Earth is on a massive rebuilding program with its shipyards focused on producing asteroid miners, freighters, and constructors.

There is also a giant Dread Lord ship roaming near our territory, having destroyed fleets and starbases across both sectors for some time. It was unleashed by the (now) dead Torian regime in their battle with the Drengin Empire. We will need to deal with this menace.

It will be important to reclaim valuable strategic resources on the map while at the same time preventing the Dread Lord from destroying your new starbases.

The Terran Alliance has stockpiled modules for starbases, but eventually more will need to be constructed at shipyards.

Strategies

If you have played Galactic Civilizations III, you will find that combat strategies have changed substantially in GalCiv IV. Combat now takes place far away from planets.

Players are encouraged to create picket lines to control their borders rather than attempting to defend every colony individually, lest one end up playing "whack-a-mole".

Therefore, place fleets across your borders to intercept enemy ships. The enemy will attempt to send small fleets or even individual ships to lay siege to colonies to draw your forces away from core worlds, which they will then attack with larger fleets with invasion transports.

TIP: Use the N key to put ships into Sentry mode. They will guard their area of space until an enemy wakes them.

Note: The AI in GalCiv IV has been modeled after real players; be wary of falling for trickery.