SUPREME™
COMMANDER
INSTRUCTION MANUAL
THQ
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AN RTS FROM
CHRIS TAYLOR
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GAMES

SUPREME COMMANDER™

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CHAPTER 1: WELCOME TO THE WAR

THE INFINITE WAR

The year is 3844.
The Infinite War has raged for over 1,000 years between three human factions: United Earth Federation (UEF), Aeon Illuminate and Cybran Nation. Quantum Gate technology grants any of the factions near-instantaneous travel across the galaxy. Massive Armoured Command Units can construct and unleash entire armies anytime and anywhere.
The war has claimed billions of lives. Entire planets have been turned into nothing more than dead rocks floating in space.

There is no room for compromise.
There is no room for mercy.
Only you can end the Infinite War.

INSTALLING SUPREME COMMANDER

Insert the Supreme Commander DVD, or Disc One, into your disc drive. When the Installation Screen appears, click Install and follow the instructions as they appear on the screen.
If the Installation Screen does not appear, double-click the My Computer icon on your desktop, then double-click the disc drive containing the Supreme Commander DVD-ROM. Find and double-click Setup.exe to launch the Installation Screen. Click Install and follow the instruction

ENTER THE CD KEY

You will be asked to enter a unique CD Key during the installation process. Your key is located on the back page of this manual. You must have a valid CD Key in order to complete the installation process and play Supreme Commander.
Protect your CD Key: do not let anyone else use it. Place the game case and manual in a secure place; you will need them if you ever need to reinstall the game. Neither THQ nor Gas Powered Games will ever ask you for your CD Key.

UPDATES AND PATCHES

Check the Supreme Commander Web site (www.supremecommander.com) or www.thq.com/support for any updates or patches prior to playing the game.
In addition, when you log in to the online service, it will auto-detect if your game needs to be updated. It will then automatically download and install any available updates.

DIRECTX 9.0C REQUIRED

You are required to have DirectX version 9.0c (included on the Installation Disc) or later to play Supreme Commander.

TROUBLESHOOTING

Please refer to the Readme.txt file (located on the Installation Disc) for the latest information regarding troubleshooting and technical support.

MAIN MENU

The Main Menu is the central hub for accessing all aspects of Supreme Commander. From this screen, you can start or continue a single-player campaign, change a variety of options, join a multiplayer game or play a skirmish game against the computer. All of the specifics of the Main Menu are covered below.

CAMPAIGN

There are three single-player campaigns in Supreme Commander, one for each faction. By selecting the Campaign button, you can begin a new campaign, continue an existing campaign or load a saved game.

MULTIPLAYER

Online multiplayer requires the use of Supreme Commander's free matchmaking service, which is installed when you install Supreme Commander. Within the game itself, you can create and play LAN or Direct Connect games; click the appropriate button for those game types.

SKIRMISH

In Skirmish mode, you play against computer-controlled opponents on a variety of multiplayer maps.

TUTORIAL

The Tutorial offers detailed explanations on all of Supreme Commander's gameplay features. Once you have started the Tutorial, you can watch videos that clearly demonstrate specific gameplay features, and then try out those features yourself in a non-hostile sandbox mode.

MOD MANAGER

Enables and disables mods. Please see the Readme.txt for more information.

REPLAY

Any recorded games are accessed from this menu option.

OPTIONS

You can access a wide variety of options through the Options menu that determine how Supreme Commander looks and plays. Click Options and then the appropriate section to make your adjustments.

About: This section contains the game credits and EULA.
Gameplay: All of the gameplay-related settings are adjusted in this section. You can change the economy warnings, whether or not to display tooltips and other options.
Sound: Adjust your audio settings.
Video: Adjust video settings such as resolution, anti-aliasing, etc. Supreme Commander offers dual-monitor support, and that feature is enabled in the Video options.
Please Note: The hardware requirements for dual-monitor support are much higher than they are for a single monitor.

IMPORTANT CONCEPTS

Although this manual will explain in great detail how to play Supreme Commander, there are a few concepts that you should immediately familiarise yourself with:

Shift Command & Control: By holding down the Shift key, you can issue multiple move and attack orders, as well as create construction queues. Simply hold down Shift while you issue your commands.

Tech Tree: There are three tech levels in Supreme Commander. You access the higher tech levels by upgrading your factories and then building an Engineer at that level. (Tech 3 Engineers can also construct a fourth, experimental, level of unit.)

Strategic Zoom: You can instantly zoom in or out by scrolling your mouse wheel. This gives you a close-up view of a specific area or of the entire Theatre of War. (If you do not have a mouse wheel, you can also zoom in and out with key strokes. Q zooms in and W zooms out.)

Camera Control: By holding down the space bar key and moving your mouse, you can change how you view the battlefield.

ADDITIONAL RESOURCES

If you would like additional help, please visit www.supremecommander.com. You will find community help as well as information from members of the Supreme Commander development team.

INDICATES HOW MUCH MASS YOU HAVE AVAILABLE AND THE RATE AT WHICH IT IS INCREASING OR DECREASING.
INDICATES HOW MUCH ENERGY YOU HAVE AVAILABLE AND THE RATE AT WHICH IT IS INCREASING OR DECREASING.
1- MILITARY
2- UNIT COLOR
3- ECONOMY
4- INTELLIGENCE
5- OPEN AND CLOSE MINI MAP
THE MINI-MAP IS AN EFFECTIVE WAY OF GETTING A QUICK SNAPSHOT OF THE ENTIRE BATTLEFIELD. IT CAN BE TOGGLED ON OR OFF.
BY CLICKING ON A BUILDING OR UNIT, YOU CAN SEE YOUR CONSTRUCTION OPTIONS.
YOUR AVAILABLE TECH LEVELS ARE VIEWED VIA THESE BUTTONS.
UNIT-SPECIFIC ORDERS.
Mobile Factory
25000/25000

CHAPTER 2: ARMORED COMMAND UNIT

ACU OVERVIEW & HISTORY

The Armoured Command Unit (ACU) is the most recognisable, powerful and flexible weapon in the Infinite War. It is your avatar on the field of battle, and you will use it to direct your military operations.

Used by all three factions, the ACU was originally developed by the Earth Empire (which later became the UEF) as a solution to the unique transportation problems of the Quantum Gate Network. The Earth Empire needed to be able to project military power to any world connected to the Network, but the logistics and costs of sending physical matter across the galaxy made teleporting large armies difficult and prohibitively expensive.

The ACU is a personal, armoured exoskeleton several times larger than a normal human, operated by a single highly-trained and motivated pilot. Although the pilot is constantly in communication with his command structure via the onboard Quantum Communication system, the pilot is in sole command of the forces on the battlefield.

CONSTRUCTION

The primary mission of the ACU is to construct and command a robotic army. Because it cannot bring a large force with it through a Quantum Tunnel, it stores digital template patterns of basic military base structures within protected banks of synthetic DNA memory storage. Its Proto-Crafter does the rest.

Using the power from its onboard fusion reactor and an initial store of Mass, the ACU can build basic Energy and Mass resource collectors at the target site. (the ACU also generates resources on its own, although on a much smaller scale.) Factories capable of building basic military units can also be constructed; from these factories, Engineers can be constructed, which, in turn, are able to build even more complex structures.

As long as the environment can provide Energy and Mass, the ACU can produce basic units indefinitely. Those units, in turn, can utilise the same basic system to create structures of increasing complexity, size and power.

COMMAND

The ACU utilises state-of-the-art communication and data analysis systems that specialise in the coordination of large military forces and the management of a growing base of operations.

A powerful virtual-reality interface links the pilot to all subordinate units. This enables the pilot to assess the needs of the battlefield and direct his forces as necessary. The pilot may order single units or entire fleets to attack, defend and perform complex manoeuvres. The interface is entirely scaleable to suit the pilot's needs in any of these situations, no matter how extreme.

The same VR interface also allows the pilot to organise and plan the effective construction of one or more bases of operation.

ACU UPGRADES

During the course of a mission, you can upgrade your ACU with a variety of additional construction and weapon systems. The available upgrades depend on the faction. Also, you can only have one upgrade per slot at a time.

All of the upgrades are outlined below; remember that ACU upgrades will cost you Mass, Energy and time. While your ACU is being upgraded, it cannot engage in any other building activities, nor can it move. Moving your ACU while it's being upgraded will cancel the upgrade.

CYBRAN ACU UPGRADES

Back:

Personal Teleporter: Lets your ACU teleport across the battlefield. Requires large amounts of Energy.

Personal Cloaking Generator: Cloaks your ACU from visual detection. Can be upgraded.

Resource Allocation System: Increases the ACU's resource generation.

Left Central Housing:

Tech 2 Engineering Suite: Increases your building options. Can be upgraded.

Advanced Cooling Upgrade: Increases ACU's rate of fire.

Right Central Housing:

Microwave Laser Generator: Central chest weapon.

Nanite Torpedo Tube: Central chest weapon.

AEON ACU UPGRADES

Back:

Personal Shield Generator: Generates a shield around the ACU. Can be upgraded.

Personal Teleporter: Lets your ACU teleport across the battlefield. Requires large amounts of Energy.

Resource Allocation System: Increases the ACU's resource generation. Can be upgraded.

Chrono Dampener: Creates an area-of-effect stun field.

Left Central Housing:

Crysalis Beam Augmentation: Increases range of main cannon.

Tech 2 Engineering Suite: Increases your building options. Can be upgraded.

Right Central Housing:

Enhanced Sensor Systems: Greatly increases the Omni and optical radius of the ACU.

Heat Sink Augmentation: Increases the main cannon's rate of fire.

UEF ACU UPGRADES

Back:

Personal Shield Generator: Generates a shield around the ACU. Can be upgraded.

Personal Teleporter: Lets your ACU teleport across the battlefield. Requires large amounts of Energy.

Tactical Missile Launcher: Enables your ACU to fire tactical missiles. Can be upgraded.

Left Shoulder Pod: Creates a construction drone. Can be upgraded.

Left Central Housing:

Damage Stabilisation System: Increases your ACU's hitpoints and rate of armour regeneration.

Tech 2 Engineering Suite : Increases your building options. Can be upgraded.

Right Central Housing:
Heavy Anti-Matter Cannon: Increases the amount of damage caused by the ACU's primary weapon.
Resource Allocation System: Increases the ACU's resource generation.

DESTRUCTION OF ACU

Although your ACU is designed to weather an extreme amount of damage, it is not invulnerable. If enough damage is inflicted upon it, it will be destroyed in a massive thermonuclear explosion. The resulting blast will destroy and/or damage anything within the radius of the blast. Always be aware of your ACU's status.

CHAPTER 3: RESOURCE MANAGEMENT

There are two resources in Supreme Commander, Mass and Energy: Mass is the essential building block of every unit and structure, while Energy represents the power required to build and operate some units and structures. Both resources are collected from the surface of the planet via structures that can be built by either your ACU or Engineers.

MASS

There are three ways to collect Mass, but the primary method is through the use of Mass Extractors. As you progress through the three Tech levels, you can build increasingly larger Extractors that drill deeper into the surface of the planet. However, all Mass Extractors must be constructed on the areas of that map that have been designated as Mass Deposits.

A secondary way to collect Mass is through reclamation. As units and buildings are destroyed, they leave behind charred remains. You can order your ACU or an Engineer to "reclaim" this Mass by selecting an Engineer and then right-clicking on the remains. The Reclaim icon will automatically appear, and the unit will move to gather the remains.

You can also extract Mass by "reclaiming" environmental objects, such as rocks and trees. (Rocks give only Mass, while trees give Mass and Energy.) The instructions are the same as outlined above.

The third way to collect Mass is through the use of Mass Fabricators. These structures take your excess Energy and convert it to Mass. The use of Fabricators can be an important strategic move, especially if you find yourself cut off from Mass Deposits. To maximise the efficiency of Mass Fabricators, construct them adjacent to your Energy-producing buildings.

DATA-LINK: MASS FABRICATORS REQUIRE A RATHER SIGNIFICANT AMOUNT OF ENERGY, SO BEFORE CONSTRUCTING FABRICATORS, ENSURE THAT YOUR ENERGY LEVELS ARE SUFFICIENT. AFTER BUILDING A FABRICATOR, YOU CAN ALWAYS TURN IT OFF IF YOUR ENERGY IS DEPLETED.

ENERGY

The primary way to gather Energy is through the construction of Power Generators. These can be constructed at any location on the map, but it is advised that you construct them adjacent to your factories and other buildings. (Adjacency is explained later in this chapter.) Like Mass Extractors, there are three levels of Power Generators that you can build.
Certain planets have large hydrocarbon deposits beneath the surface, and you can tap into that Energy source by constructing Hydrocarbon Power Plants. The locations of the hydrocarbon deposits are located on the map; Hydrocarbon Power Plants can only be constructed at those locations.

STORAGE

You can create additional storage for both Energy and Mass. Simply order one of your Engineers to construct the appropriate storage building. Constructing storage buildings not only keeps your excess resources from being wasted, it also increases the overall amount that you can collect and store.

MANAGING YOUR ECONOMY

Although the collection of Mass and Energy is largely automated, you will need to keep an eye on your economy at all times. There are several key concepts that you should familiarise yourself with:
Income: The rate in which resources are being produced.
Expense: The rate in which resources are consumed.
Net Income: The difference between Income and Expense.
Storage: Mass or Energy that is stored in a structure that is used only when the Net Income of either resource is negative.
Stalled Economy: When Mass or Energy storage is at zero and the net income is negative. A stalled economy will result in the slowing of construction.

UNIT & BUILDING COSTS

Before constructing a unit or building, it is a good idea to get a sense of how it will impact your overall economy. If you scroll over a build icon, a window will appear with two numbers: Build Cost and Operational Yield. The first is the direct cost of constructing the unit or building; the second is how much the unit positively or negatively impacts your overall economy.

The latter figure is especially important to consider when you are contemplating constructing structures like shield generators, artillery or other Energy–consuming structures.

ADJACENCY & OTHER BONUSES

By constructing Energy-producing buildings next to your factories and other structures, those structures will receive an adjacency bonus. The amount of bonus that you receive is determined by how many sides of the structure are "attached" to Power Generators. Each side amounts to 25% of the total bonus, so if one of your factories has Power Generators on one side only, it will receive 25% of the bonus. Two sides equals a 50% bonus, three is a 75% bonus and all four sides gives you the full bonus. The number of Power Generators required on each side is determined by the size of the building and the size of the Power Generator.
In addition, if one of your buildings is destroyed by the enemy, you can construct a new, identical building on the ruins and a receive a construction bonus that reduces the Mass and Energy required to construct the new building.

CHAPTER 4: COMMAND & CONTROL

Your primary mode of control in Supreme Commander is the mouse. The mouse cursor is context-sensitive, so depending on the action that you wish to perform, it will automatically adjust to fit that command. This section offers more detail about how the Command and Control system works.

ACU COMMANDS

Because your Armoured Command Unit is the most important unit in the game, it also has the most robust command system. In order to issue a command, left-click the appropriate command button and then left-click on the object or location. You can also right-click on the object or unit and use the context-sensitive cursor to issue the order.

Move: Orders your ACU to move to a user–specified location.
Attack: Orders your ACU to attack a specific unit or building.
Patrol: Orders your ACU to patrol a specific area.
Stop: Halts your ACU's current action.
Assist: A dual-purpose command, your ACU can guard a unit or building or assist an Engineer with its construction.
Hold Fire/Return Fire: Changes the ACU's combat status. It will aggressively engage the enemy.
Pause: Pauses the ACU's current action.
Overcharge: Overcharges your ACU's primary weapon; once charged, it can destroy almost any other unit in the game.
Reclaim: Orders your ACU to collect specified resources on the battlefield.
Capture: Orders your ACU to capture the specified structure.
Repair: Orders your ACU to repair a unit or buildings.

SUPPORT COMMANDER FUNCTIONS & COMMANDS

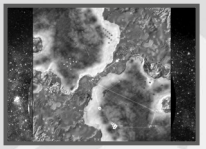
Depending on the circumstances on the field of battle, you may choose to call in a Support Commander who will help you with your war efforts. You must build a Quantum Gateway in order to request a Support Commander. The Support Commander has all of the functionality as your primary ACU, but it can also be ordered to carry out automated tasks.

Your Support Commander can assist any number of structures; create an assist queue by holding down Shift. If any of the structures your Support Commander is assisting are destroyed, the Support Commander will automatically rebuild them.

ENGINEER COMMANDS

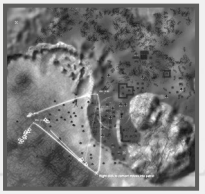
Because of their specialised nature, Engineers are capable of constructing more units and structures than your default ACU. They can also assist the ACU, other Engineers and even factories.
This can be a particularly effective technique, especially if you need to quickly construct a large force of units. Simply select an Engineer, or group of Engineers, and order them to assist a factory. You can use the same technique to increase an Engineer's building speed; order a second Engineer to assist the first.

STRATEGIC ZOOM



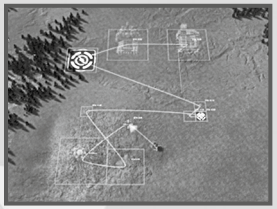
At any time during an operation, you can zoom in or out on the Theatre of War. Simply scroll your mouse wheel, and you'll automatically zoom out to a satellite view. From this view, you can still issue commands, such as setting up an attack run or a flanking manoeuvre on the enemy's position. You can also set up coordinated attacks, which are covered in the next chapter.
To zoom in on a specific area of the map, move your mouse over the area and scroll the mouse wheel (or use Q and W, as outlined earlier). You'll then zoom in on the area of the map that you wish to explore in greater detail.

WAYPOINT MANAGEMENT



By holding the Shift button, you can see and create a variety of waypoints by right–clicking on different areas of the map. Waypoints will be broken into different segments with circles; to change one of those segments, mouse over the waypoint and the cursor will turn into a hand. Move the hand to drag the waypoint position.

CONSTRUCTION QUEUES



As soon as you begin constructing a factory, you can queue up the construction of units. Click the outline of the factory as it's being constructed and click the unit icons to create the queue. If you hold down Shift, you queue up five units of that type.

You can also order the factory to upgrade and then queue up higher-level units.

DATA-LINK: TO GROUP A LARGE NUMBER OF UNITS TOGETHER, SIMPLY SELECT THE UNITS AND PRESS CTRL + 0-9. BECAUSE EACH NUMBER CAN FORM ITS OWN GROUP, YOU CAN HAVE UP TO 10 GROUPS OF UNITS.

CHAPTER 5: YOUR WAR MACHINE

FORMATIONS

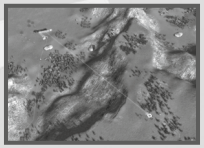
Formations are an extremely effective way to manage large groups of units. To create a formation, select the units and then hold down the right mouse button. While the right mouse button is held down, click the left mouse button; this will cycle through the available formations. When you reach the desired formation, release the right mouse button. Ctrl+ left-click will order your units to move in formation.

UNIT & BUILDING UPGRADES

There are three tech levels in Supreme Commander (and an experimental fourth level), and each one unlocks additional weaponry and structures. To reach the next tech level, upgrade one of your factories. This will unlock the units available at that level (while still allowing you to construct units at the lower level).
Once you have upgraded a factory, construct an Engineer at your highest tech level. That new Engineer will be at the same tech level as the factory and will be able to construct structures at the higher level.

DATA-LINK: ONCE YOU HAVE UPGRADED YOUR FACTORIES, THE TECH LEVEL OF YOUR CURRENT ENGINEERS DOES NOT CHANGE. IF ALL OF YOUR FACTORIES ARE AT TECH 2, ANY TECH 1 ENGINEERS THAT YOU HAVE WILL NOT BE ABLE TO CONSTRUCT TECH 2 STRUCTURES. HOWEVER, THEY WILL BE ABLE TO ASSIST TECH 2 ENGINEERS.

TRANSPORTING UNITS



One of the most effective ways to move your ground units around the battlefield is through the use of transports. The amount that each transport can carry is determined by its tech level; higher level transports will be able to carry a larger number of units.
There are several ways to use Supreme Commander's transport system. The most basic is to select a group of units to transport and click the Move order. Once the units are loaded, click the transport's Unload command and left-click on the map. It will then move the units to that location and drop them off.
However, the demands of battle can require a more robust transportation system. In those instances, you can set a factory's waypoint at a position across the map and then order a transport to assist the factory. The transport will load up units as they are constructed, transport them to the waypoint, unload them, and return to the factory. The transport will continue this process as long as there are units.
A third way to transport units is via the ferry system. Select a transport, left-click the Ferry command and left-click the transport's destination. A Ferry Beacon will then appear under the transport. Select the units that you wish to move and left-click the ferry beacon to "load" them; the transport will gather up as many units as it can hold and move to its destination. It will continue this process until all units have been transported.

DATA-LINK: TRANSPORTS CAN ASSIST EACH OTHER WITH FERRY ROUTES, SO YOU CAN HAVE SEVERAL TRANSPORTS USING THE SAME ROUTE. SIMPLY ORDER ADDITIONAL TRANSPORTS TO ASSIST THE FIRST ONE.

PATROLS

Patrols are an extremely effective way of detecting and engaging enemy advances. You can order ground, sea and air units to patrol a given location.
To start a patrol, select your units, left-click the Patrol command and left-click the position on the map where the patrol should end. To extend the patrol's length, hold down Shift and click to add additional waypoints.
If you want to see the patrol route once your units are on the move, hold down the Shift button while the units are selected. To lengthen the patrol, or alter its path, simply hold down Shift and left–drag the waypoints to a new location on the map.
Air units on patrol have a limited fuel supply. If they run low on fuel, they will become slow and unmanoeuverable, but they can still return fire. Construct Air Staging Platforms along the patrol route, and your aircraft will automatically land, refuel and resume their patrol. If your Air Staging Platforms are at another location on the map, you must manually order your aircraft to land and refuel.

COORDINATED ATTACKS

An advanced technique for waging war on your enemies involves Coordinated Attacks. By using this system, you can pull different types of units from any location on the map and order them to simultaneously attack a designated target.

In order to issue this order, be sure that your forces are broken into different attack squads. Give the first squad its attack order; then, while holding down the Shift button (so you can see all of the orders), select the second squad and double-click on the first squad's attack order. Your units will now initiate a Coordinated Attack.

MISSILE DEPLOYMENT & USE

There are both offensive and defensive missiles in Supreme Commander; the latter will shoot down any incoming enemy missiles, and there are two types of offensive missiles that you can deploy--tactical and strategic.
Tactical missiles have a shorter range, but can be extremely effective when used against concentrations of enemy units. To determine the range of your tactical missiles before you actually build the launcher; scroll out a bit and look for the circle that marks the effective range of your tactical missiles.
Nuclear missiles have no range limitations and can utterly decimate an enemy's base. Both nuclear and tactical missiles have substantial Energy requirements, so make sure that your economy can handle the load prior to construction.

DATA-LINK: AFTER CONSTRUCTING THE MISSILE LAUNCHER, YOU MUST CONSTRUCT THE INDIVIDUAL MISSILES. SELECT THE LAUNCHER AND CLICK THE BUILD MISSILE BUTTON.

SHIELDS

Although shields require a great deal of Energy, they also provide excellent protection from ballistic-style munitions, such as bombs, artillery shells and small yield missiles. Outgoing munitions pass through the shield, so it does not disrupt your defenses. However, if enemy units are able to get inside shield, the shield will no longer provide protection.
Shields do not provide permanent protection; as they take damage, the Shield Bar will slowly decrease. When it reaches zero, the shield will turn off and slowly regenerate. There are both mobile and fixed shield generators.

CHAPTER 6: INTELLIGENCE WAR

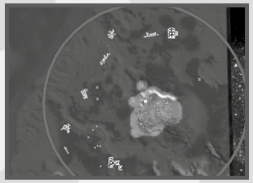
Knowledge of your enemy's capabilities, movement and location are all extremely important if you are to emerge victorious. There are several key elements to the Intelligence War, all of which are detailed here.

STEALTH & CLOAKING

Stealth hides your position from enemy sensors, such as scouts and radar installations. It does not guard against actual visual confirmation, though, so if enemy units are able to penetrate within the hidden area, your position will be revealed. There are both mobile and fixed stealth generators.

Cloaking, on the other hand, protects you from visual confirmation but does not protect you from radar. Some units, such as the Cybran ACU, can be upgraded with both stealth and cloaking, making them invisible to everything except the Omni Sensor radar system.

RADAR & JAMMING



Depending on your tech level, there are three levels of radar available to you. (the types of radar are explained in more detail in the next chapter). As you go up the tech tree, the type of radar that you can construct increases in both range and the amount of information that you receive. Scouts offer limited radar capabilities, so an effective strategy in the early stages of a battle is to send out scouts and place them at key, strategic positions and chokepoints.

Some units can "jam" enemy radar systems by flooding the area with false-positive hits that makes it impossible to know which "hits" are real, and which ones are fake.

The Omni Sensor radar system is able to neutralise all enemy counter-intelligence efforts. It prevents false-positives from flooding the radar screen and reveals all units and structures hidden via cloaking or stealth.

CHAPTER 7: FACTIONS AND UNITS

UNITED EARTH FEDERATION

The Earth Empire, which would eventually become the United Earth Federation, was the original society from which the other two factions (Aeon Illuminate and Cybran Nation) splintered. Through innovation, ambition and desire, the Empire expanded its borders into the furthest reaches of the galaxy. Eventually, the Empire grew so large that it could no longer support itself; it fragmented and the Empire plunged into chaos and civil war.
Only the core of Earth Command (EarthCom), the military arm of the now shattered Earth Empire, remained to carry on the torch of a united Earth-descended government. They gathered power unto themselves and eventually initiated a strategy to reunite all worlds under Earth's banner. As the United Earth Federation (UEF), they are driven to restore their former glory, pursuing the ideals of brotherhood, honor and tradition--the virtues that once made them great. This time they promise to remain conscious of the lures of greed and corruption that lead to the original Empire's downfall by tempering their individual ambitions with a new, united camaraderie.

CULTURE

The average UEF citizen is not much different from a 20th Century citizen of Earth. They are artisans, athletes, craftsmen, warriors and philosophers. They desire stability and order, but their ideas on how this should be achieved vary widely. Each has his own opinion on how the government should achieve its goals and whether or not the UEF even has the right to try and restore something that failed so long ago. Ancient religions are as varied and diverse as they were in pre-war days and continue to be a motivating factor for many.
Even if individuals differ in their political or social perspectives, the single most common trait shared by every UEF citizen is their sense of brotherhood and community. UEF colonists really band together when times are tough. Positively contributing to society and personal improvement is a way of life for UEF citizens. For this reason, UEF communities very rarely contain vagabonds and homeless individuals.

MILITARY

In general, UEF military units are larger, more aggressive versions of 20th Century military hardware; everything is bigger, louder, bristles with more weapons and packs a more impressive punch. The UEF prefers weaponry that causes impact damage, such as various ballistic munitions, and area of effect ordinance that causes widespread destruction, such as nukes and radiation devices. They also make excellent use of lasers and plasma weapon technology to pinpoint sensitive areas on large military units. They tend to announce their impending attacks by utilising brute-force jamming techniques before moving in for the kill.
UEF military tactics are the most conventional of the factions, with a focus on concentrated fire to bring down enemy units quickly and effectively. They also have a penchant for strong defenses, giving them precious time to marshal a response to any unexpected attack.
UEF soldiers, and especially their Commanders, are subjected to heavy genetic engineering. Thorough psychological screening for loyalty and sanity has become a requirement since a few Commanders went rogue during the Empire's infancy. While this still can happen, the process helps ensure that each Commander believes unquestioningly in their duty to lead mankind out of the current chaos of war and into an Age of Peace.

KEY UEF CHARACTERS

Name: C. Allen Riley II
Rank: President & EarthCom Commander-in-Chief
Age: 54

One overarching goal has dictated President Riley's 10-year tenure as President of the United Earth Federation: ending the Infinite War.
Administrative records indicate that Riley hopes to achieve this goal by aggressively attacking the enemy along two fronts.
A data cull from UEF Quantum communications reveals a distinct increase in the UEF-generated propaganda directed against both the Aeon Illuminate and the Cybran Nation. Said propaganda has resulted in substantial increases in the morale and allegiance of systems along the outer rim of UEF-controlled space.
Under Riley's authority, significant improvements have been made to all aspects of the UEF military, and the amount of money funneled into "black op" weapons has dramatically increased.
All available polling data suggests that Riley maintains a high degree of popularity in the eyes of both the civilian sector and the military. A closer examination of the data reveals that this is largely a result of Riley's spotless military record as a former UEF Commander and his reputation for cutting through bureaucracy.
Unknown to all but President Riley's closest inner-circle is the fact that Riley is now suffering from a degenerative spinal disorder.

Name: Samantha Clarke
Rank: General
Age: 49

The daughter of Stephen Clarke, acknowledged hero of the battle of Nova Prime, General Samantha Clarke made a binding offer to join the United Earth Federation military at age 16 and enlisted on her 18th birthday. Early service records indicate Clarke volunteered for the least-attractive duties, demonstrating that she was determined to succeed without trading on her father's name.
As one of the youngest Commanders in UEF history, Clarke fought in campaigns that stretched across numerous systems. Medical logs indicate that she was injured during the bitterly contested, nine-month battle for Scorpii 18; she was one of the few survivors to emerge from that conflict.
UEF security systems record two assassinations attempts against Clarke, both of which were initiated by the Cybran Nation. Both attempts met with failure and the capture of the Cybran agents involved.
The highest-ranking officer in the UEF, Clarke directs all aspects of the UEF's campaign from her war room on Earth.

Name: Zachary Arnold
Rank: Colonel
Age: 47

A weathered man in his late 40s, Colonel Zachary Arnold has spent the better part of his life in the UEF. Though he is well past the maximum age for field service, Arnold has used his extensive connections to stay in combat. Because he has few true friends and his wife died of cancer many years ago, Arnold prefers to stay on the frontlines, waging his own style of warfare against the UEF's enemies. Arnold has been at the forefront of so many battles that both the Aeon and Cybrans have extensive files on him. It is even rumoured that all Aeon Commanders-in-Training are required to attend a special seminar on his favoured tactics.

UEF UNITS & STRUCTURES

T3 Support Commander — Support Command Unit

This unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing through large bodies of water. The Support Commander is summoned through a Quantum Gate.

T1 Land Scou — "Snoop"

The UEF scout is a fast, lightly armoured reconnaissance vehicle that sports a machine gun and a state-of-the-art sensor suite.

T1 Light Assault Bot — "Mech Marine"

The primary role of the Mech Marine is direct fire support. This lightly armoured ground unit sacrifices damage potential and staying power for superior speed and maneuverability.

T1 Mobile Light Artillery — "Lobo"

The Lobo is a versatile mobile artillery unit. Its long range, high ballistic arc and area damage make it perfect for softening mobile enemy units. It is vulnerable to units that can engage it at short range.

T1 Mobile Anti-Air Gun — "Archer"

An incredibly fast rate of fire and good turret tracking capabilities makes the Archer a good defense against all but the fastest moving air targets.

T1 Medium Tank — "MA12 Striker"

The mainstay of the Earth forces, the Striker packs focused firepower and armour into a sturdy shell. Recent upgrades to the Striker's build pattern equipped it with a standard Gauss Cannon.

T2 Heavy Tank — "Pillar"

The heaviest tank in the UEF arsenal, the Pillar features Dual Gauss Cannons that fire High Explosive ordinance. With its heavy armour, the Pillar has become a staple of UEF armies.

T2 Amphibious Tank — "Riptide"

While the UEF's amphibious tank does only light damage, its rate of fire can make quick work of even the thickest hulls. The unit's air cushion lets it traverse across any body of water.

T2 Mobile Missile Launcher — "Flapjack"

With its Tactical Cruise Missiles, the Flapjack has almost twice the range and firepower of the Lobo. It also features heavier armour and a stabiliser system that lets it fire while on the move.

T2 Mobile Anti-Aircraft Flak Cannon — "Sky Boxer"

The Sky Boxer is an excellent companion to mobile armour. It is often used as a temporary base defense when a Commander has not been able to build the heavier Flak Cannon.

T2 Mobile Shield Generator — "Parashield"

The Parashield makes use of the latest generation of UEF Pulse Shield Generators. Mounted on a mobile chassis, the Parashield is extremely useful in protecting moving units.

T3 Siege Assault Bot "Titan"

Aside from experimental units, the Titan is the biggest, toughest unit in the UEF arsenal. It features dual Heavy Plasma Cannons, giving it an unprecedented level of firepower.

T3 Mobile Heavy Artillery "Demolisher"

The preferred mobile artillery piece for many Commanders, the Demolisher fires Anti-Matter Shells from a purpose-built long-range artillery cannon. The Demolisher cannot fire while moving.

T4-X Mobile Factory "Fatboy"

With armour and firepower equivalent to a standard UEF Battleship, the Fatboy can roll into hostile territory and not only defend itself, but also create an entire army on-the-fly.

T1 Air Scout "Hummingbird"

The standard air scout for UEF forces, the Hummingbird sacrifices weapons and armour for an advanced optical suite that gives it an excellent field of vision.

T1 Interceptor "Cyclone"

The standard UEF Interceptor, the Cyclone is a fast, manoeuverable craft that sports linked Anti-Air Railguns as its armament.

T1 Attack Bomber "Scorcher"

The workhorse of the UEF air efforts, the Scorcher is an effective area bomber that is useful against both mobile and stationary targets.

T1 Light Air Transport "C-6 Courier"

The basic UEF transport, the Courier can rapidly transport up to six units to any location on the field. However, the Courier is extremely vulnerable to both anti-air fire and Interceptors.

T2 Gunship "Stinger"

The Stinger is armed with a single Riot Gun, which fires at an extremely high rate. A transportation clamp allows the Stinger to pick up a single light vehicle or bot and transport it into battle.

T2 Torpedo Bomber "Stork"

A twin-tailed plane, the Stork carries a payload of Angler torpedoes that it uses to excellent effect against any naval unit.

T2 Air Transport "C14 Star Lifter"

The C14 is a heavily armed and armoured troop transport. It is also capable of carrying tanks, vehicles or any other unit that can fit within the transport's clamp system.

T3 Spy Plane "SR90"

Based on an ancient design, the SR90 carries state-of-the-art electronics and has an active radar system. Though quite fast, the SR90 lacks any weapons and is vulnerable to Interceptors.

T3 Air-Superiority Fighter "Wasp"

The next evolution in UEF fighter technology, the Wasp is armed with two Rapid Pulse Beam systems. These beams are designed to inflict maximum damage against lightly armoured enemy aircraft.

T3 Strategic Bomber "Ambassador"

The Ambassador compliments its small yield nuclear bomb with a single Railgun for light anti-air support and defense.

T3 Heavy Gunship "Broadsword"

The upgrade to the Stinger, the Broadsword features two Tactical Rocket Launchers, which fire armour-piercing ordinance, and an Anti-Air Railgun. It is a ground-attack platform without equal.

T1 Frigate "Thunderhead" Class

The UEF frigate is designed to offer both fire support and radar and sonar capabilities. The Thunderhead also houses an onboard radar jammer.

T1 Attack Submarine "Tigershark"

The Tigershark attack sub is a powerful and fast anti-naval unit. It has dual forward-firing torpedo bays and a Plasma Cannon that can fire when the Tigershark has surfaced.

T2 Cruiser "Governor" Class

The Governor's primary role is that of anti-aircraft platform. It houses an anti-missile system, a SAM missile system, a Dual Gauss Cannon and a Tactical Cruise Missile Launcher.

T2 Destroyer "Valiant" Class

The Valiant offers a mix of direct fire and anti-submarine weaponry. The Valiant includes an Angler Torpedo Bay and a Smart Depth Charge launcher which can intercept and destroy enemy torpedoes.

T3 Battleship "Summit" Class

The Summit is a powerful shore bombardment and anti-ship vessel. It houses three Tri-Barreled Heavy Gauss Cannons, four Anti-Air Railguns and two Anti-Missile Phalanx Guns.

T3 Strategic Missile Submarine "Ace"

The Ace is a submersible missile platform. Its primary arsenal is an array of Long-Range Tactical Missiles. The Ace can refit one of its cruise missiles for extra range and with a nuclear warhead.

T4-X Submersible Aircraft Carrier "Atlantis"

With its ability to submerge, the Atlantis can safely transport a fleet of aircraft great distances. It can also act as a mobile Air Staging Platform.

T1 Point Defense "DM-1"

The standard point defense of most colonies and installations, the DM-1 inflicts a solid rate of damage for the construction and operating costs incurred.

T1 Anti-Air Turret "DA-1"

The UEF's base level anti-air defense is a cheap, efficient air defense turret. This unit can be built on both land and water. When constructed over water, it floats on a stabilisation platform.

T1 Torpedo Launcher "DN-1"

The basic anti-naval unit for coastal and facility defense, the DN-1 fires the standard UEF Angler torpedo that is used by almost all UEF anti-naval units. The DN-1 can only be built in water.

Wall Section

Formed from calcicrete, an advanced concrete mixture, these wall sections serve to both block enemy movement and provide minor cover from direct fire.

T2 Point Defense "Triad"

The Triad is a potent and decisive base defense. With good range and rate of fire thanks to the three Heavy Gauss Cannons, the Triad can shred any enemy unit that comes within its range.

T2 Flak Cannon "Air Cleaner"

More powerful than the light Anti-Air Railgun, the Air Cleaner Artillery Flak Cannon is a staple of the UEF anti-air efforts. When constructed over water, the Air Cleaner is built on a flotation platform.

T2 Tactical Missile Defense "Buzzkill"

The Buzzkill has six rotating barrels that fire up to 12,000 rounds a minute. Combined with sophisticated tracking software, Buzzkill destroys missiles with astonishing speed and accuracy.

T2 Torpedo Launcher "Tsunami"

Launching bursts of four Angler torpedoes, the Tsunami is the top-of-the-line UEF naval defense. The Tsunami can only be built on water.

T2 Shield Generator "SD - Pulse"

The Pulse makes use of the UEF's latest military technology, the Pulse Shield Generator. This shield generator can be upgraded into a Tech 3 version that has a larger area of protection.

T3 Anti-Air SAM Launcher "Flayer"

The Flayer's SAM system is incredibly potent against enemy aircraft. When constructed over water, the Flayer is built on a flotation platform.

T2 Artillery Installation "Klink Hammer"

The permanent support structure allows this artillery installation greater range than its mobile counterpart. It is much more functional against slow moving or stationary targets.

T2 Tactical Missile Launcher "Aloha"

The Aloha launches Long-Range Cruise Missiles with deadly accuracy. Each missile is constructed by the launcher, and the unit must be ordered to construct its missiles.

T2 Air Staging Platform "Refuel & Repair"

The Air Staging Platform (ASP) is a complete refueling and repair platform designed to extend the effective range of aircraft.

T3 Strategic Missile Defense "Nuke Eliminator"

The Eliminator is designed to destroy incoming strategic missiles before they reach their target. The Eliminator must be ordered to construct its defensive missiles.

T3 Heavy Shield Generator "HSD Pulse"

The upgrade to the Tech 2 Shield Generator, the HSD features a larger, more powerful shield, but at an increased operating cost.

T3 Heavy Artillery Installation "Duke"

The largest standard artillery piece in the UEF arsenal, the Duke fires the same anti-matter shell as the "Demolisher" Mobile Artillery Piece, but with a much greater range.

T3 Nuclear Missile Launcher "Stonager"

The Stonager can create and store up to five nuclear missiles in a special, hardened storage chamber. The unit must be ordered to construct its missiles.

T3 Quantum Gateway

The Tech 3 Quantum Gateway calls a Support Commander to the battlefield.

T4-X Strategic Artillery "Mavor"

The most advanced of the UEF strategic weaponry, the Mavor delivers devastating, pinpoint-accurate firepower at extreme ranges. The Mavor can shell any enemy position, regardless of the size of the theatre.

UEF CONSTRUCTION

T1 Engineer

The Engineer is a multi-purpose construction, repair, capture and reclamation unit. It is amphibious and can skim across the water's surface to construct naval facilities.

T1 Land Factory

The Land Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only land-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Air Factory
The Air Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only air-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Naval Factory
The Naval Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only naval units. The factory can be upgraded to Tech 2 and can assist other factories.

T2 Engineer
This is the upgraded version of the Tech 1 Engineer and is capable of building more complex structures. It is built at a Tech 2 factory.

T2 Land Factory
This is the upgrade to the Tech 1 Land Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T2 Air Factory
This is the upgrade to the Tech 1 Air Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T2 Naval Factory
This is the upgrade to the Tech 1 Naval Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T3 Engineer
This is the upgraded version of the Tech 2 Engineer and is capable of building the most complex structures. It is built at a Tech 3 factory.

T3 Land Factory
This is the upgrade to the Tech 2 Land Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Air Factory
This is the upgrade to the Tech 2 Air Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Naval Factory
This is the upgrade to the Tech 2 Naval Factory. This factory cannot be upgraded any further. It can assist other factories.

UEF RESOURCE MANAGEMENT

T1 Power Generator
The Power Generator is a cheap, solid, stable source of Energy generation. Power Generators can be linked to other structures, giving the linked structure a small reduction in operating costs.

T1 Hydrocarbon Power Plant HCPP - X1000

Deposits of hydrocarbon-containing natural resources remain a viable form of Energy to this day. The HCPP is much more efficient than a standard Power Generator.

T1 Energy Storage
The Energy Storage Unit increases the maximum energy capacity of a Commander's economy. The ESU releases this Energy for either the construction or operation of vital structures and units. Build adjacent to Generators to receive a bonus.

T1 Mass Extractor
Mass is a valuable resource in the Infinite War and is mined by Mass Extractors. The Mass Extractor can be upgraded to a more efficient version, the Mass Pump.

T1 Mass Fabricator

The Mass Fabricator is an ingenious system for converting pure Energy into usable Mass. The Energy costs are immense, so it is only viable when little or no Mass is available.

T1 Mass Storage

The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. The MSU dispenses the Mass for the construction or operation of vital structures and units. Build adjacent to Extractors and Fabricators to receive a bonus.

T2 Power Generator "EG - 200 Fusion Reactor"

The upgrade to the Power Generator, the Fusion Reactor's construction cost is high. Construction of structures next to a Fusion Reactor improves the operating efficiency of the adjacent structures.

T2 Mass Extractor "Mass Pump"

The Mass Pump is upgraded from the Mass Extractor or built by a Tech 2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

T3 Power Generator EG-900 Fusion Reactor Array

The Fusion Reactor Array is the best front-line energy supply available. Construction of structures next to a Fusion Array improves the operating efficiency of the adjacent structures.

T3 Mass Extractor "Mass Pump 3"

The Mass Pump 3 is upgraded from the Mass Pump 2 or built by a Tech 3 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

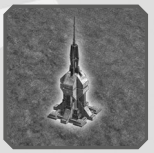
T3 Mass Fabricator

The Mass Fabrication Facility produces a large amount of Mass at an exorbitant Energy cost. Only an infrastructure with a tremendous amount of Energy would be able to operate one of these facilities.

UEF INTEL

T1 Radar System SA1 - 1000

The UEF's standard radar installation is an effective way to monitor an area for unauthorised trespassing. The light version has a limited range and armour, but it can be upgraded.



T1 Sonar System SP1 - 1000

The UEF's sonar installation is very similar to the radar equivalent. Serving as a cheap, short-range detection mechanism, the SP1 does its job well. The SP1's sensor package can be upgraded.

T2 Radar System SA2 - 2000

The SA2 is a long-range equivalent to the light radar system. The Tech 2 Radar Installation can be upgraded into the Tech 3 Omni Sensor.

T2 Sonar System SP2 - 2000

The SP2 is a long–range equivalent to the light sonar system. This Tech 2 Sonar Installation can be upgraded from the Tech 1 version and into a mobile variant.

T2 Stealth Field Generator

The Stealth Field Generator covers a decent area with an advanced radar-stealth field.

T3 Sonar System SP3

The SP3 is a mobile equivalent to the long–range sonar system. In addition to a superior sonar range and mobility, the SP3 comes with a bottom mounted torpedo turret.

T3 Omni Sensor Array "SA3 - Omni"

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also counter stealth fields and other cloaking technology.

CYBRAN NATION

The Cybran Nation dates its beginnings back to the original Earth Empire. In 2592, Doctor Gustaf Brackman, an unparalleled genius in cybernetics, successfully 'twined' the first human/AI pair, which became known as a Symbiont. After an initial round of testing, volunteers were recruited.

Over the next few decades, hundreds of thousands joined the program. The Symbionts were placed in key roles throughout the galactic infrastructure. Over time, the Earth Empire became reliant upon the Symbiont's speedy AI-assisted thinking, and their ability to perform complex processes quickly and easily.

Unknown to the public, and the Symbionts themselves, Brackman had conceded to governmental pressure and installed a loyalty program into the AI system of each Symbiont. In the event that something went "wrong" with the AI, the loyalty program would be activated and the Symbiont would be under the control of the Earth Empire.

A short time later, Brackman and a large complement of his Symbiont "children" relocated to a newly colonised system on the edge of the galaxy. Over the next few years, Brackman's colony thrived, earning substantial revenues through the exportation of technology. Eventually, Brackman and the Symbionts realised the Earth Empire was a hindrance; for them to truly succeed, they'd have to be led by fellow Symbionts.

Brackman personally petitioned the Empire for independence, fully intending to contribute to the galactic society as they currently were, but freed from the shackles of the slow-thinking fleshy minds of their overseers. This request was flatly refused by the Empire, which viewed the petition as an open act of rebellion. In response, the Empire declared that an occupation force would be sent to the world.

Brackman warned that any invading fleet would be met with resistance. The Symbionts had been designed to be superior to natural humans and it was clear that they were now seen as inferior – less than human – slaves. Brackman declared the planet a free world for him and his creations. He christened his people the Cybrans.

When the occupying force arrived, the Symbionts actively resisted them. In response, the Earth Empire ordered its troops to slaughter the Symbionts. Because of this action, Symbionts across the galaxy began to riot.

The Empire immediately declared an emergency, and, unknown to the populace at large, secretly activated the loyalty program that Brackman had placed in every AI. This program effectively "gentled" the entire Symbiont population, stilling their free will and turning them into docile and obedient citizens, capable of continuing their complex duties, but without risk of rebellion or uprising.

Few people noticed the sudden change in Symbiont behaviour because of Earth Empire propaganda that painted Brackman as the villain. The Earth Empire accused Brackman of inciting the violence in the first place by artificially agitating the Symbionts.

Brackman disabled the loyalty programming in the Symbionts within his colony, and they fled into deep space. They now called themselves Cybrans. Today, Brackman lives in secrecy, his life extended through Cybran technology. He has had to pay the price for this longevity, however, in that he has completely lost his physical body. His goal, and that of the Cybran Nation, remains firm – freedom for every Cybran, and overcoming the UEF oppressors who seek to eliminate them from existence.

CULTURE

The Cybrans are varied and diverse in their interests, much like any human culture, except Cybran interests often revolve around technical specialisation. The Cybran Nation is composed of loosely affiliated Nodes (akin to ancient tribes) of people, and many of the Cybrans have augmented their bodies so that they look more machine than man.

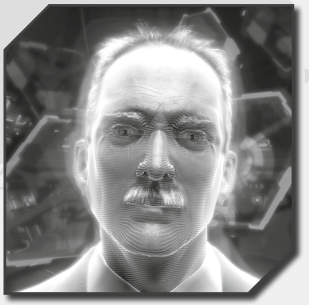
Cybrans view their captive brothers and sisters with a great deal of sympathy, a view that is fostered by Brackman. The Cybrans prime motivation for waging war against the UEF is to overcome their rule and free as many enslaved Symbionts as possible.

As a result of their beginnings, the Cybrans have come to share a common vision of achieving freedom and autonomy through technology. They have possessed technological aptitude and a deep, almost kindred understanding of AI.

MILITARY

The Cybran military is composed of guerrilla fighters, assassins, pirates and rogues who hide in the shadows. They wait for the precise moment to attack, and then unleash small surgical strikes that leave their enemies reeling. For the most part, the individual Nodes are counter-cultural in nature, and it is not uncommon for them to wage war amongst themselves. When pitted against the greater threat of the United Earth Federation and the Aeon Illuminate, however, they band together.

KEY CYBRAN CHARACTERS



Name: Doctor Gustaf Brackman
Rank: Leader of the Cybran Nation
Age: 1,048
Faction: Cybran Nation

Undoubtedly one of the most brilliant minds to have ever lived, Doctor Gustaf Brackman created the Symbiont "twining process" that melds an AI with a human host. His invention marks him as both the literal and figurative "father" of the Cybran Nation. Military logs and operational expenditures clearly demonstrate that Dr. Brackman is one of the greatest enemies of the UEF; there have been countless assassination attempts made against him. However, historical data prior to the formation of the Cybran Nation reveals that Brackman was once one of the Earth Empire's most-favoured sons.
Brackman's 'twining' process promised a new step forward in human evolution and seemed to be the key that would continue the Earth Empire's prosperity. However, the loyalty programming Brackman was forced to install in the Symbionts caused him to first protest through official channels, and then openly revolt.

Brackman's current whereabouts are unknown. What is known is that after openly rebelling against the Earth Empire, Brackman and his Symbiont "children" (now dubbed Cybrans) fled to the outer regions of known space.
From that location, Brackman formed the first Cybran Node, which eventually morphed into the Cybran Nation. Health records concerning Brackman are highly encrypted, but it is known that he is over 1,000 years old and kept alive by extremely advanced cybernetic technology and hardware.
Dr. Brackman continues to lead the Cybran Nation, dedicating his life to the search for new ways to ensure the safety of his people and liberate those Symbionts still under UEF rule.

Name: Ivanna Dostya
Rank: Elite Commander
Age: 37

All files concerning Ivanna Dostya's life before the age of 18 are incomplete; prior to that time, she resided on Earth, her AI loyalty programming fully initialised. The earliest data stream concerning Dostya is a single line mention of her "rescue" at the hands of elite Cybran Nation commandos. Additional data streams emerge after Dostya's enlistment into the Cybran Nation military. Records indicate that Dostya's quick ascent through the ranks was only matched by her growing reputation for cunning and brilliance on the field of battle. Several of her numerous commendations specifically congratulate her on her uncanny ability to defeat her foes, no matter the odds. She is one of the the most successful commanders ever to serve the Cybran Nation.
Dostya's current rank is Elite Commander. In addition, she serves as Dr. Brackman's personal military attaché. Service logs from Cybran military installations indicate that it is quite rare for her to personally appear on a battlefield; she directs her forces from the Cybran command post.

CYBRAN UNITS & STRUCTURES

T3 Support Commander — Support Command Unit

This unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing through large bodies of water. The Support Commander is summoned via a Quantum Gate.

T1 Scout — "Mole"

The Mole forgoes weapons to make room for a cloaking field that makes it invisible to radar; the effect does not work against visual detection.

T1 Light Assault Bot — "Hunter"

The Hunter is a fast strike bot designed to work in groups. Though it's lightly armoured and does moderate damage, its relatively low cost allows for many to be built quickly and deployed as support or a light task force.

T1 Heavy Assault Bot — "Mantis"

Sporting a Heavy Laser Autogun in each arm, the Mantis can lay down an impressive field of fire. It can also be ordered to repair itself and other units.

T1 Mobile Artillery — "Medusa"

The Medusa fires small yield EMP grenades, which can destroy light units and seriously damage tougher ones.

T1 Mobile Anti-Air Gun — "Sky Slammer"

The Slammer incorporates a new Nano-Dart system, which fires a small rocket-propelled dart that has exceptional speed and homing ability. The Nano-Dart can also be set to fire on land targets.

T2 Heavy Tank — "Rhino"

The Rhino is a favourite of many Cybran Commanders. Its Dual Particle Cannon packs a powerful punch that compliments its role as a front line attacker.

T2 Amphibious Tank — "Wagner"

While surfaced, the Wagner utilise a Heavy Electron Bolter. When submerged, the Wagner reconfigures its Bolter to fire torpedoes.

T2 Mobile Missile Launcher — "Viper"

The Viper is the upgrade to the Medusa, substituting EMP Grenades with a Loa Missile System; the missiles split when they are hit by enemy missile defenses. In addition, the Viper has superior armour and handling characteristics.

T2 Mobile Anti-Air Flak Artillery — "Banger"

The Banger fires a shell that creates a temporary electromagnetic storm in a small radius. This damages enemy electronics and will cause failures in the enemy systems, destroying the unit.

T2 Mobile Stealth Field System "Deceiver"

When the Mobile Stealth System is active, radar signals are dampened. This effect causes units linked to the Deceiver to not show up on enemy radar systems. This has no effect on optical sensors, however.

T3 Siege Assault Bot "Loyalist"

The Loyalist is the Cybran's heaviest conventional direct fire weapon. It employs a Disintegrator Pulse Laser as its primary armament and utilise a Heavy Electron Bolter to deal with lighter forces.

T3 Mobile Heavy Artillery "Trebuchet"

One of the biggest guns in the Cybran arsenal, it is necessary for the Trebuchet to extend its stabilising arms before it can fire. It cannot fire while moving.

T4-X Spiderbot "Monkeylord"

The Monkeylord is a land-based juggernaut. Its stealth field system consumes massive amounts of Energy, and its main Heavy Microwave Laser Generator sweeps across any enemy in its path.

T1 Air Scout "Flying Eyes"

The Cybran air scout sports an older design and is pretty typical in its functionality. It has a great visual radius, high speed, no weapons and light armour.

T1 Interceptor "Prowler"

The Prowler is a state-of-the-art air-superiority fighter. Its Autocannon sacrifices damage for a high rate of fire and accuracy; it literally tears its target apart with hundreds of rounds.

T1 Attack Bomber "Zeus"

The Zeus packs a large punch by deploying a bomb that detonates just before impact, delivering a powerful area of effect explosion and exposing the area to a concentrated dose of radiation.

T1 Light Air Transport "Skyhook"

This small transport is designed to carry a very small task force of bots and/or tanks. It is very fast but lacks the cargo capacity, armour and weaponry of its heavier counterpart.

T2 Gunship "Renegade"

The Renegade is a fast attack copter designed to provide ground support. The twin rocket tubes launch direct–fire rockets at ground targets.

T2 Torpedo Bomber "Cormorant"

The Cormorant drops torpedoes that cause serious damage to naval vessels and structures.

T2 Air Transport "Dragon Fly"

The Dragon Fly can easily carry a small squad of bots or vehicles. Its single Autocannon lets it defend itself against air attacks while its EMP Cannon can stun targets for a short time.

T3 Spy Plane "Spook"

The Spook uses a sonic resonance scanner that is capable of bridging the gap between conventional radar and sonar. In addition, the Spook can be set to fly in stealth mode.

T3 Air-Superiority Fighter "Gemini"

The Gemini features a Nanite Missile system that fires volleys of small missiles in a spread to maximise hit probability. It has more armour than the Prowler, but is still a relatively light unit.

T3 Strategic Bomber "Revenant"

The Revenant's proton bomb does considerable initial damage that radiates outward. Additionally, the Revenant features a rear-mounted Flak Cannon and an onboard stealth field.

T4-X Gunship "Soul Ripper"

The Ripper delivers massive firepower as well as air projection power on the front lines. This gunship bristles with weaponry, including a pair of Heavy Iridium Rocket Racks.

T1 Frigate "Trident" Class

The Trident serves as a heavily armed mobile radar and sonar platform. Armed with a Proton Cannon and an Anti-Air Auto–cannon, it is capable of providing basic direct fire and anti-air support.

T1 Attack Submarine "Sliver"

The fourth generation of a venerable design, the Sliver has seen service across the galaxy. It sports a Nanite Torpedo Launcher and a deck-mounted Heavy Laser for surface operations.

T2 Cruiser "Siren" Class

The Cybran cruiser can serve many roles, but it is primarily an anti-air and short-range rocket platform. This cruiser also offers aircraft repair and refueling capabilities.

T2 Destroyer "Salem" Class

A single Dual Proton Cannon makes up the Salem's primary direct fire capability. This destroyer deploys legs when it encounters land, enabling it to walk, albeit very slowly.

T3 Battleship "Galaxy" Class

The Galaxy Class Battleship is completely and utterly loaded with weaponry. Its primary role as a direct fire and bombardment vessel is covered by its six Proton Cannons.

T3 Aircraft Carrier "Command" Class

To protect its aircraft, the Command Class supports a full compliment of light Anti-Air Autocannons, while a single 'Zapper' Anti-Missile Turret protects its cargo from incoming missiles.

T3 Strategic Missile Submarine "Plan B"

A special internal construction bay allows the Plan B to build and store single warheads that are designed to decimate forces at a strategic level.

T1 Gun Tower

The standard ground defense for civilian and secondary military outposts, the Tech 1 Point Defense features a Heavy Laser Autogun that provides ample defense without draining the local economy.

T1 Anti-Air Turret "Tracer"

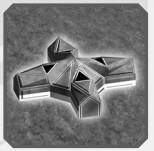
The Tracer employs the standard Cybran Anti-Air Auto–cannon for anti-air defense rather than a direct fire laser. When built over water, the Tracer is fitted with a flotation platform.

T1 Torpedo Launcher "Scuttle"

A re-engineered Gun Tower, the Autogun has been replaced with a Nanite Torpedo Tube and fitted with a flotation device. It fires the standard Cybran Nanite Torpedo.

T1 Wall Section

Like the other factions, the Cybrans employ modular wall pieces to protect their structures from unwanted intrusion and direct weapons fire.



T2 Point Defense "Cerebus"

The upgrade to the standard Gun Tower, the Cerebus comes equipped with three vertically stacked particle cannons.

T2 Anti-Air Flak Artillery "Burst Master"

This sturdy tower features the same weapon as the 'Banger' mobile anti-air unit. The weapon damages electronics and will eventually cause a failure in core systems, destroying the unit.

T2 Tactical Missile Defense "Zapper"

This anti-missile system has extremely fast targeting capability and is quick enough to detonate incoming missiles and rockets. When constructed over water, it is built on a flotation platform.

T2 Heavy Torpedo Launcher

The Heavy Torpedo Launcher uses the same Nanite torpedoes as the Tech 1 version, but fires multiple torpedoes in quick succession until the target is destroyed.

T2 Shield Generator "ED1"

The ED1 blocks incoming projectiles and energy signatures. This shield generator can be upgraded four times, with each upgrade increasing the operating costs, radius and strength of the shield.

T2 Heavy Artillery Cannon "Gunther"

Firing a unique Molecular Resonance Shell, the Gunther is built on an extremely strong, stable platform that minimise vibration and recoil. This allows the gun to fire quickly and efficiently.

T2 Tactical Missile Launcher "TML-4"

This tactical missile launcher employs a Loa Missile System. Five missiles can be stored in individual launchers. The unit must be ordered to construct its missiles.

T2 Air Staging Facility

The Air Staging Facility is a complete refueling and repair platform that is designed to extend the effective range of aircraft.

T3 Anti-Air SAM System "Myrmidon"

The Myrmidon relies on hitting fast and often. Its eight Nanite Missile Systems fire a continuous stream of missiles until its target is destroyed.

T3 Strategic Missile Defense "Guardian"

The Guardian is designed to disable incoming strategic missiles before the missile reaches its target. The Guardian must be ordered to construct its defensive missiles.

T3 Artillery Installation "Disruptor"

The biggest gun in the Cybran arsenal, the Disruptor has incredible range and firepower. The only Cybran unit that has greater range is the Strategic Missile Launcher.

T3 Strategic Missile Launcher "Liberator"

An internal construction bay allows this missile launcher to build and store up to five warheads that are designed to decimate forces at a strategic level. The unit must be ordered to construct its missiles.

T3 Quantum Gateway Node "Summoner"

The Summoner can can call a Support Commander to the battlefield.

T4-X Rapid Fire Artillery "Scathis"

The Scathis Rapid Fire Artillery uses a heat distribution system that lets it rapidly fire the military's most potent artillery shells. The Energy cost is the only limit to the rate of fire.

CYBRAN CONSTRUCTION

T1 Engineer

The Engineer is a multi-purpose construction, repair, capture and reclamation unit. It is amphibious and can skim across the water's surface to construct naval facilities.

T1 Land Factory

The Land Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only land-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Air Factory

The Air Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only air-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Naval Factory

The Naval Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only naval units. The factory can be upgraded to Tech 2 and can assist other factories.

T2 Engineer

This is an upgraded version of the Tech 1 Engineer and is capable of building more complex structures. It is built at a Tech 2 factory.

T2 Land Factory

This is the upgrade to the Tech 1 Land Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T2 Air Factory

This is the upgrade to the T1 Air Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T2 Naval Factory

This is the upgrade to the Tech 1 Naval Factory. This factory can be upgraded to Tech 3, which gives the factory access to advanced unit patterns. It can assist other factories.

T3 Engineer

This is an upgraded version of the Tech 2 Engineer and is capable of building more complex structures. It is built at a Tech 3 factory.

T3 Land Factory

This is the upgrade to the Tech 2 Land Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Air Factory

This is the upgrade to the Tech 2 Air Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Naval Factory

This is the upgrade to the Tech 2 Naval Factory. This factory cannot be upgraded any further. It can assist other factories.

CYBRAN RESOURCE MANAGEMENT

T1 Power Generator

The Power Generator is a cheap, solid, stable source of Energy generation. Power Generators can be linked to other structures, giving the linked structure a small reduction in operating costs.

T1 Hydrocarbon Power Plant

Deposits of hydrocarbon remain a viable form of Energy to this day. The HCPP is much more efficient than a standard Power Generator.

T1 Energy Storage

The Energy Storage Unit increases the maximum Energy capacity of a Commander's economy. The ESU releases this Energy for either the construction or operation of vital structures and units. Build adjacent to Generators to receive a bonus.

T1 Mass Extractor

Mass is a valuable resource in the Infinite War and is mined by Mass Extractors. The Tech 1 Extractor can be upgraded to a Tech 2 version.

T1 Mass Fabricator

The Mass Fabricator is an ingenious system for converting pure Energy into usable Mass. The Energy costs are immense, so it is only viable when little or no Mass is available.

T1 Mass Storage

The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. The MSU dispenses the Mass for the construction or operation of vital structures and units. Build adjacent to Extractors and Fabricators to receive a bonus.

T2 Power Generator

The upgrade to the Power Generator, the Tech 2's construction cost is high. Construction of structures next to a Tech 2 Generator improves the operating efficiency of the adjacent structures.

T2 Mass Extractor

The Tech 2 Extractor is upgraded from the Mass Extractor or built by a Tech 2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

T3 Power Generator "Ion Reactor"

The Ion Reactor is the best front-line Energy supply available. Construction of structures next to an Ion Reactor improves the operating efficiency of the adjacent structures.

T3 Mass Extractor

The Tech 3 Extractor is upgraded from the Tech 2 Extractor or built by a Tech 3 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

T3 Mass Fabricator

The Mass Fabrication Facility produces a large amount of Mass at an exorbitant Energy cost. Only an infrastructure with a tremendous amount of Energy would be able to operate one of these facilities.

CYBRAN INTEL

T1 Radar System "Magno"

The base Cybran radar has limited range and armour, but is exceptionally cheap to build. This system can be upgraded.

T1 Sonar System "Noah"

The Cybran's sonar installation is very similar to the radar equivalent. Serving as a cheap, short-range detection mechanism, the base level Noah does its job well. This system can be upgraded.

T2 Radar System

The Tech 2 Radar System is a long-range equivalent to the Tech 1 system. This Tech 2 Radar Installation can be upgraded from the Tech 1 version and upgraded into the Tech 3 Omni Sensor.

T2 Sonar System

This is a long-range equivalent to the Tech 1 Sonar System. This Tech 2 Sonar Installation can be upgraded from the Tech 1 version and into a mobile variant.

T2 Stealth Field Generator "Twilight"

With this field active, any units within its radius will not show up on radar. The Twilight does nothing to shield a unit from optical sensors, however.

T3 Sonar Platform

The Tech 3 Sonar Platform is a mobile long-range sonar system. It comes with a stealth field generator that is capable of obscuring sonar signals in a modest radius.

T3 Omni Sensor Array "Olympus"

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also defeat stealth fields and other cloaking technology.

AEON ILLUMINATE

During humanity's second great expansion into galactic space, Commander Trent Smith of the Earth Empire led a group of scientists and colonists to Seraphim II, a planet approximately five times the size of Earth. Here, for the first time, humanity encountered intelligent alien life. Commander Smith, following previously untested protocols for dealing with intelligent alien species, quarantined the planet and refused to allow any outside communication so that Earth's position would not be compromised.

As recorded in Smith's log entries, he ordered the human colonists that were under his command to meet the aliens – dubbed Seraphim, as their actual name was unpronounceable by humans – with violence. The exact reasoning for his extreme reaction is unknown.

Smith's violent reaction prevented any real discourse between the two species. The Seraphim simply avoided the humans whenever possible. However, the human colony's biologist, Dr. Jane Burke, sought out and secretly befriended the Seraphim. Others joined her and soon a small group of humans were regularly visiting and learning from the Seraphim.

The Seraphim taught the humans advancements in Quantum and temporal mechanics. More importantly, they introduced a philosophical viewpoint considered unimaginable by human minds, a way of peace and love so advanced that it completely shifted their perception of the universe.

After learning of Burke's involvement with the aliens, Smith became convinced that she had been brainwashed. He led the remaining Imperial colonists in a massive and suicidal campaign to destroy the aliens and Seraphim II. Despite purported millennia of peace and love by the Seraphim, the UEF forces were surprised to encounter strange, yet superior, alien war machines.

Just before Smith's forces fell to the superior might and numbers of the Seraphim's warrior monks, Smith's scientists succeeded in engineering a strain of virus unlike anything encountered on Seraphim II. The Seraphim were caught off guard and, despite Dr. Burke's best efforts, were only able to slow the deadly effects. With the entire atmosphere saturated, not one Seraphim went unexposed.

During the last days between man and alien, the Seraphim decided to teach Burke as much as possible about their 'Way.' In the middle of one lesson, Burke experienced a vision of a galaxy torn apart; entire stars stripped of their resources and left to die, planets destroyed, and more life needlessly lost than could be imagined. At that moment Burke was convinced that the Seraphim's "Way" was the only means to prevent the Empire from destroying everything.

Over 100 years later, and after many Empire probes and expeditions to Seraphim space were lost, a message made its way to Earth. The message was simple: The remaining Seraphim II colonists, now calling themselves the Aeon Illuminate, invited the Empire to embrace the teachings of the wise alien culture and to share in "something beautiful."

As Burke's visions predicted, the Empire refused to reply and sent military forces to quarantine Seraphim II. In the eyes of the Aeon, the Empire's destiny as defilers and destroyers of worlds was sealed.

CULTURE

The Aeon love grace, beauty and cherish esoteric peace. One can readily imagine this relatively new culture living a monk-like, minimalist lifestyle. The average Aeon citizen is soft-spoken, modest and internally disciplined. These are necessary traits inside of a population with such intimate awareness of each other, and the teachings left behind by the alien population are incredibly valuable in promoting a "harmonious existence."

However, without the guidance of the original Seraphim, the Aeon are unable to fully master The Way. As a result, the portents of the future are wrought with confusion and blurriness. The only thing they "know" for certain is that if they fail, humanity will destroy itself.

MILITARY

The elegant lines and shapes of Aeon units underscore their foundation in purity and beauty. Underneath the gleaming exterior, however, is the cruel machinery of destruction – with weapons jutting out from their seamless hulls to devastate the enemy. This dichotomy of beauty and cruelty is present throughout their design.

Aeon military units are often highly specialised to a single purpose, and they are more likely to make use of sonic-based technologies, gravity weapons, and specialised Quantum effects. They tend to employ energy fields as a counter measure and expertly utilise the otherwise tricky science of anti-matter as a tremendous power source, as well as in devices that exploit its explosive properties. They are also known for their advanced mobility in even the roughest terrain

Aeon military tactics generally focus on overwhelming offensive manoeuvre designed to take down entire enemy strongholds as quickly as possible. Aided by the specialised design of their units, they move in rapidly and achieve their goals with surprising speed.

Aeon soldiers are ascetic warriors whose Spartan-like training and lifestyle have prepared them for the ordeals of cleansing human taint from the galaxy. Interestingly, most Aeon military figures are female. While they have compassion for their human brethren, the Aeon realise that the other factions are not yet capable of voluntarily embracing a higher way of life. Such being the case, they must be "cleansed" – eliminated from existence.

KEY AEON CHARACTERS

Name: Rhianne Burke
Rank: Princess of the Aeon Illuminate
Age: 27

Records concerning Princess Rhianne Burke are highly classified. What is known is that she was born into a caste of seers and her lineage guaranteed that she would be a strong candidate to ascend the throne. When the previous Princess, Miranda Burke retired, Princess Rhianne assumed the throne with a great deal of fanfare. A strong woman with an amazing amount of charisma. Princess Rhianne enjoys a great deal of support among the Aeon. However, intercepts of Aeon communication signals seem to indicate that Princess Rhianne is attempting to steer the Aeon in a new

direction: The emphasis is on establishing a lasting peace as opposed to cleansing. It remains to be seen if that is a genuine, substantial shift, or merely Aeon propaganda.

Name: Evaluator Toth
Age: 72
Faction: Aeon Illuminate

Like most Aeon officials, the life of Evaulator Toth is classified. In fact, even her first name is unknown. However, Aeon records indicate that the Evaulator is the principle advisor to the Princess; due to Toth's age, it is estimated that she has advised at least three Princesses. It is also believed that Evaulator Toth personally selected the last two Princesses, including current Princess Rhianne Burke, although that cannot be confirmed.

Name: Jaran Marxon
Rank: Avatar-of-War
Age: 51

One of the most feared men in the entire galaxy, Avatar-of-War Marxon holds the highest military rank in the Illuminate. No records exist concerning Marxon's life, although it is widely believed that he originally studied to be a priest.
What is know is that Marxon's military record is without peer: He was won more battles than any other Aeon commander. Ruthless and devoid of mercy, Marxon kills anyone who stands against him, even if they attempt to surrender.

AEON ILLUMINATE UNITS & STRUCTURES

T3 Support Commander — Support Command Unit

This unit can continually rebuild and repair any unit or structure. It is self-repairing and capable of traversing through large bodies of water. The Support Commander is summoned through a Quantum Gate.

T1 Land Scout — "Spirit"

With fast speed and a capable weapon, the Spirit is a good scout with decent firepower.

T1 Light Assault Bot — "Flare"

These incredibly fast bots are designed for pure damage. The Short-Range Sonic Pulsar mounted on each arm fires fan-shaped, focused sound waves that permeate and disrupt solid matter.

T1 Light Tank — "Aurora"

The Aurora has extremely light armour, though it has excellent range and damage. Luckily for the other factions, the Aurora's Disruptor Cannon has a very slow rate of fire.

T1 Mobile Light Artillery — "Fervor"

The Fervor makes up for its lack of accuracy by covering a target area with dozens of shells. These shells have a very small detonation radius, but deliver an incredible punch.

T1 Mobile Anti-Air Gun — "Thistle"

The Thistle sports a fast firing sonic pulse battery. This weapon is designed to disrupt the lighter armour found on aircraft and cause critical structural damage.

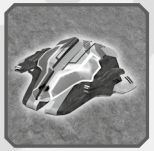
T2 Heavy Tank — "Obsidian"

The Obsidian utilises a Quantum Cannon, a powerful, yet slow-firing weapon. All Obsidians feature a Tachyon Shield Generator which, when active, generates a shield around the unit.

T2 Mobile Missile Launcher — "Evensong"

Featuring a 'Serpentine' Tactical Missile Rack, the Evensong is effective out to medium ranges, but does relatively light damage, necessitating several shots to destroy a target.

T2 Mobile Flak Artillery — "Ascendant"



The Ascendant is armed with a Temporal Anti-Air Fizz Launcher. This device creates a 'bubble' that damages the enemy on a Quantum level, causing the target to tear itself apart.

T2 Mobile Shield Generator — "Asylum"

The Asylum employs a combination of electromagnetic and kinetic generators to create a shield around a large area. It is generally used to provide additional protection for ground assaults.

T3 Siege Assault Bot "Harbinger"

The Harbinger features a High Intensity Laser as well as a simplified Reclamation and Repair system that allows the unit to reclaim Mass in the field and repair other units.

T3 Mobile Heavy Artillery "Serenity"

The Aeon's mobile heavy artillery delivers incredible damage at extremely long ranges. The Sonance Feedback Shell detonates and starts a chain reaction in a small area of effect.

T4-X Sacred Assault Bot "Galactic Colossus"

The Colossus carries a Phason Laser that incinerates nearby units. It also uses gravity claws to pull in nearby enemy units.

T1 Air Scout "Mirage"

In keeping with the Aeon philosophy of simple, single purpose units, the Mirage is little more than a highly guidable missile with an advanced optical sensor suite.

T1 Interceptor "Conservator"

This Interceptor forgoes extra systems for focused firepower against air targets. The Conservator's Sonic Pulse Battery is ideally suited for dog fighting enemy aircraft.

T1 Attack Bomber "Shimmer"

The Shimmer releases a single, highly explosive Chrono Bomb. A residual temporal field remains for a few moments after the bomb's detonation, briefly freezing enemy units.

T1 Light Air Transport "Chariot"

This minute transport is designed to carry a very small task force of bots and/or tanks. It is very fast, but lacks the cargo capacity, armour and weapon fire of its heavier counterpart.

T2 Gunship "Specter"

This rotorcraft has a Quad–Barreled Light Laser mounted on its underside. This weapon does light damage but has an incredibly fast rate of fire.

T2 Torpedo Bomber "Skimmer"

The Aeon torpedo bomber drops a payload of Harmonic Depth Charges, which home in on their target and explode, disrupting the integrity of the ship's hull and causing structural damage.

T2 Air Transport "Aluminar"

The Aluminar is a mobile air transport. It is designed to carry a small task force of bots and/or tanks. It has much heavier armour than the Chariot and carries Sonic Pulse Batteries.

T3 Spy Plane "Seer"

The Aeon's top of the line mobile intelligence unit is the Seer. Though it lacks sonar capability, it has good flight range and large optical and radar coverage.

T3 Air-Superiority Fighter "Corona"

The Corona is the first attempt to integrate Seraphim technology into an Aeon unit. The Corona's Quantum Displacement Autocannon fires a bursting shell, much like flak.

T3 Strategic Bomber "Shocker"

Shockers drop a single Quark Bomb. These bombs have a small detonation radius but inflict considerable damage. The Shocker can also deploy a Decoy Flare that can distract enemy targeting computers.

T4-X Flying Fortress "CZAR"

The CZAR's most fearsome weapon is the large Quantum Beam Generator mounted in the centre of the unit. If that wasn't enough, the CZAR can carry an entire wing of aircraft.

T1 Frigate "Beacon" Class

The Beacon is the mainstay of the Aeon navy. Its radar and sonar capability make it a must for inclusion in naval battle groups.

T1 Attack Submarine "Sylph"

The Sylph is a focused ship hunter. It carries two of the standard Aeon Chrono Torpedo and is equivalent in performance to the other faction's attack subs.

T1 Attack Boat "Shard"

The Shard provides anti-air support for the Aeon fleet. It carries the standard Aeon Anti-Air Sonic Pulse Battery. The Shard sacrifices armour for additional speed.

T2 Cruiser "Infinity" Class

Designed to provide excellent anti-air protection, the Infinity comes equipped with two Surface-to-Air 'Zealot' Missile Launchers and a Dual Barreled Quantum Cannon for direct fire support.

T2 Destroyer "Exodus" Class

Built for direct fire support and sub hunting, the Exodus carries an Oblivion Cannon, as well as a variety of anti-sub and anti-torpedo weapons.

T3 Battleship "Omen" Class

The Omen carries three Oblivion Cannons, which despite their slow rate of fire, are still devastating weapons. Two "Will-O-Wisp" Anti-Missile Flares offer some protection against tactical missiles.

T3 Aircraft Carrier "Keefer" Class

The Keefer can hold several squadrons of aircraft and refuel and repair any craft that lands. It has no offensive armaments, but does have a pair of 'Zealot' Surface-to-Air Missile Launchers.

T3 Strategic Missile Submarine "Silencer"

The Silencer is a submersible missile platform. Its primary arsenal is an array of 'Serpentine' tactical missiles. The Silencer can refit two of its cruise missiles with a strategic warhead.

T4-X Submersible Battleship "Tempest"

The Tempest can attack with Heavy Chrono Torpedo Launchers. Surfacing gives the unit access to a pair of Oblivion Cannons. It also has the ability to construct a light support fleet in the field.

T1 Point Defense "Erupter"

The standard ground defense for civilian and secondary military outposts, the Erupter features a Graviton Projector that provides ample defense without draining the local economy.

T1 Anti-Air Pulse Battery "Seeker"

The Seeker employs the standard Aeon Anti-Air Pulse Battery for anti-air defense rather than a direct fire weapon. When built over water, the Seeker is fitted with a flotation platform.

T1 Torpedo Launcher "Tide"

A cheap, effective naval defense, the Tide utilises the standard Aeon Chrono Torpedo Tube housed in a lightly armoured tower. It can only be built on water.

T1 Wall Section

Like the other factions, the Aeon employ modular wall pieces to protect their structures from unwanted intrusion and direct weapons fire.

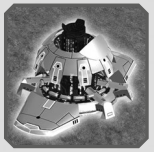
T2 Point Defense "Oblivion"

The Oblivion, named for the Oblivion Cannon it uses, is a heavily armoured defensive tower. The Aeon Oblivion Cannon is a slow, devastating weapon with area-of-effect damage.

T2 Anti-Air Flak Artillery

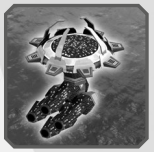
Rather than using standard flak, the Aeon utilise a Temporal Anti-Air Fizz Launcher. This device creates a 'bubble' that damages the target on a Quantum level, causing the target to tear itself apart.

T2 Tactical Missile Defense "Volcano"



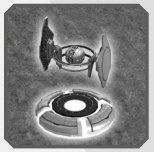
The Volcano utilises the "Will-O-Wisp" tactical missile flare that pulls incoming projectiles towards it where it safely detonate the incoming missile or rocket. It can be built on water.

T2 Torpedo Launcher



An up-armoured version of the Tech 1 Torpedo Launcher, the Tech 2 version is equipped with a Chrono Torpedo Pack Launcher.

T2 Shield Generator "Shield of Light"



The Shield of Light is the Aeon version of the shield. It employs a combination electromagnetic and kinetic generator to defeat incoming missiles and other ordinance.

T3 Anti-Air Sam Launcher "Transcender"

Unlike other anti-aircraft systems, this weapon fires a single 'Zealot' missile at its target. When constructed over water, this SAM launcher is built on a flotation platform.

T3 Strategic Missile Defense "Patron"

The Patron is designed to destroy incoming strategic missiles before the missile reaches its target. This launcher can store five missiles. The Patron must be ordered to build its defensive missiles.

T3 Heavy Shield Generator "Radiance"

An upgrade to the "Shield of Light," the Radiance can absorb more damage and has a larger radius of protection.

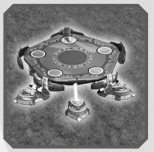
T2 Artillery Installation "Miasma"

An emplaced artillery piece, the Miasma is named after its munition, the 'Miasma' Shell, which does incredible damage.

T2 Tactical Missile Launcher

This weapon can construct and store up to eight missiles. The missiles cause "burst" damage and have a decent sustained fire. The unit must be ordered to construct its missiles.

T2 Air Staging Facility "Cradle"



The Cradle is a complete refueling and repair platform that is designed to extend the effective range of aircraft.

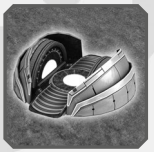
T3 Heavy Artillery Installation "Emissary"

The Aeon's highest tier artillery fires Sonance Feedback Shells that wreak incredible damage at extremely long ranges and with phenomenal accuracy, but at a reduced rate of fire.

T3 Strategic Missile Launcher "Apocalypse"

This missile launcher can construct and store five Quantum Distortion Warheads. These warheads provide for overwhelming, long-range firepower. The unit must be ordered to construct its missiles.

T3 Quantum Gateway "Portal"



The Portal can summon a Support Commander to the battlefield.

AEON ILLUMINATE CONSTRUCTION

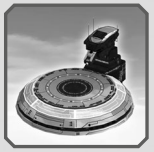
T1 Engineer

The Engineer is a construction, repair, capture and reclamation unit. It is amphibious and can create naval facilities. Sacrificing it during the construction process will add instant build value.

T1 Land Factory

The Land Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only land-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Air Factory



The Air Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only air-based units. The factory can be upgraded to Tech 2 and can assist other factories.

T1 Naval Factory

The Naval Factory creates the initial mobile units necessary to wage a war. The factory is outfitted to create only naval units. The factory can be upgraded to Tech 2 and can assist other factories.

T2 Engineer

This is the upgraded version of the Tech 1 Engineer and is capable of building more complex structures. It is built at a Tech 2 factory.

T2 Land Factory

This is the upgrade to the Tech 1 Land Factory. This factory can be upgraded to Tech 3, which gives it access to advanced unit patterns. It can assist other factories.

T2 Air Factory

This is the upgrade to the Tech 1 Air Factory. This factory can be upgraded to Tech 3, which gives it access to advanced unit patterns. It can assist other factories.

T2 Naval Factory

This is the upgrade to the Tech 1 Naval Factory. This factory can be upgraded to Tech 3, which gives it access to advanced unit patterns. It can assist other factories.

T3 Engineer

This is the upgraded version of the Tech 2 Engineer and is capable of building the most complex structures. This is the only Engineer that can build Experimental units. It is built at a Tech 3 factory.

T3 Land Factory

This is the upgrade to the Tech 2 Land Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Air Factory

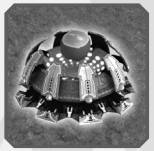
This is an upgrade to the Tech 2 Air Factory. This factory cannot be upgraded any further. It can assist other factories.

T3 Naval Factory

This is an upgrade to the Tech 2 Naval Factory. This factory cannot be upgraded any further. It can assist other factories.

AEON ILLUMINATE RESOURCE MANAGEMENT

T1 Power Generator

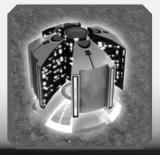


The Power Generator is a cheap, solid, stable source of Energy generation. Power Generators can be linked to other structures, giving the linked structure a small reduction in operating costs.

T1 Hydrocarbon Power Plant

Deposits of hydrocarbon-containing natural resources remain a viable form of Energy to this day. The HCPP is much more efficient than a standard Power Generator.

T1 Energy Storage

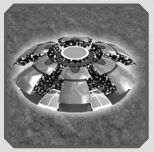


The Energy Storage Unit increases the maximum Energy capacity of a Commander's economy. The ESU releases this Energy for either the construction or operation of vital structures and units. Build adjacent to Generators to receive a bonus.

T1 Mass Extractor

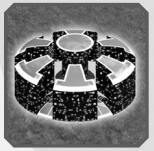
Mass is a valuable resource in the Infinite War and is mined by Mass Extractors. The Tech 1 Extractor can be upgraded to a Tech 2 version.

T1 Mass Fabricator



The Mass Fabricator is an ingenious system for converting pure Energy into usable Mass. The Energy costs are immense, so it is only viable when little or no Mass is available.

T1 Mass Storage



The Mass Storage Unit increases the maximum Mass capacity of a Commander's economy. The MSU dispenses the Mass for the construction or operation of vital structures and units. Build adjacent to Extractors and Fabricators to receive a bonus.

T2 Power Generator

The upgrade to the Power Generator, the Tech 2's construction cost is high. Construction of structures next to a Tech 2 Generator improves the operating efficiency of the adjacent structures.

T2 Mass Extractor

The Tech 2 Extractor is upgraded from the Mass Extractor or built by a Tech 2 Engineer. This version is more costly to maintain, but results in much faster Mass collection.

T3 Power Generator "Quantum Reactor"

The Quantum Reactor provides the best front-line Energy supply. Construction of structures next to a Quantum Reactor improves the operating efficiency of the adjacent structures.

T3 Mass Extractor

The Tech 3 Extractor is upgraded from the Tech 2 Extractor or built by a Tech 3 Engineer. This version is more costly to maintain, but results in much faster mass collection.

T3 Mass Fabricator

The Mass Fabrication Facility produces a large amount of Mass at an exorbitant Energy cost. Only an infrastructure with a tremendous amount of Energy would be able to operate one of these facilities.

AEON ILLUMINATE INTEL

T1 Radar System

The base radar has a limited range and armour, but is exceptionally cheap to build. This system can be upgraded for longer ranges and other abilities.

T1 Sonar System

The Aeon's sonar installation is very similar to the radar equivalent. This system can be upgraded for longer ranges and other abilities.

T2 Radar System

The Tech 2 Radar System is a long-range equivalent to the Tech 1 system. This Tech 2 Radar Installation can be upgraded from the Tech 1 version and upgraded into the Tech 3 Omni Sensor.

T2 Sonar System

This is a long-range equivalent to the Tech 1 Sonar System. This Tech 2 Sonar Installation can be upgraded from the Tech 1 version and into a mobile variant.

T2 Stealth Field Generator

The Stealth Field Generator covers a decent area with an advanced radar-jamming field. This field masks the presence of any units in it from the radar, but has no effect on line-of-sight.

T3 Sonar Platform

The Sonar Platform is a mobile equivalent to the long range sonar system. It also houses a series of anti-torpedo launchers. This Tech 3 Sonar Installation can be upgraded from the Tech 2 version.

T3 Omni Sensor Array

The Omni Sensor Array is the ultimate in intelligence gathering. In addition to a very long range, the Omni will also defeat Stealth Fields and other cloaking technology.

CHAPTER 8: MULTIPLAYER & SKIRMISH

Supreme Commander offers support for both multiplayer and skirmish games. You can access both modes of play through the Main Menu, and they share several key features. (Additional multiplayer information is provided later in this chapter.)

These are the basics you'll need to know to play either mode. All of these options can be toggled by the game's host.

VICTORY CONDITIONS

Assassination: Destroy the enemy's Commander(s)
Annihilation: Destroy the enemy's units
Supremacy: Destroy the all of the enemy's structures, Engineers and Commanders

FOG OF WAR

Explored: The terrain is mapped
Unexplored: The terrain is unexplored
None: Full vision across the map

UNIT CAP

Determines the maximum number of units each player can command.

Note: In multiplayer games, all players must press the Ready button before the game can start. This is not required in skirmish games.

ONLINE MULTIPLAYER SERVICE

Supreme Commander's free online multiplayer service is automatically installed when you install Supreme Commander. This service lets you battle opponents from around the world, host and find games, save a friends list, build a clan and track your progress with free, built-in rankings and ladders.

To start playing online, simply click Multiplayer from the game's Main Menu. The game's online service will launch.

The first step to playing Supreme Commander multiplayer is creating an account – for that, you'll need to select an account name (which will be the same as your in-game name, so make sure you choose a name you'll be happy with), a valid e-mail address and your Supreme Commander CD key.

Once you have logged onto the multiplayer service, you can jump right into the action.

HOST CUSTOM GAMES

When you elect to host a custom game, you choose all of the game's criteria – for example, the victory conditions, the map and the number of players you will host. Click Host Custom Game to get started – the first step is choosing a name for your game. After that, you will enter the Supreme Commander game lobby, where you can choose your settings and start the game when you are ready.

JOIN CUSTOM GAMES

You can review a list of games to join, sorting them by various criteria, such as the number of players, the map, etc. Left-click on the game's name from the list and click Join Game, or double click on the game's name, to enter the game's lobby.

RANKED GAMES

Supreme Commander's online service provides anonymous matchmaking, allowing players of similar rankings and skill levels to locate and battle against one another. To get started, click the Play Ranked Game button and choose your search options – setting map preferences (setting thumbs up, thumbs down or neutral for each map) and choosing a faction. Once complete, the system will begin searching for a suitable player based on both players' ratings and choice of options. Once a match is found, both players are prompted to start the game.

Ranked Games use the game's default options and victory conditions, and the online service automatically selects a map based on each player's stated preferences – neither player can specifically choose the map before the game. Ranked Games are anonymous – you will not know your opponent before the game begins – opponents are merely selected from among the pool of available players and matched accordingly.

ARRANGED TEAM GAMES

Arranged Team Games allow you and your chosen friends to locate and challenge other teams of players in ranked team games. Click Arranged Team Games to get started and invite players to join your team. Once your team is assembled, the service will automatically match you with a similarly skilled team.

RANKINGS, RATINGS & LADDERS

Supreme Commander's online service automatically tracks wins, losses, draws and other statistics and provides official Supreme Commander rankings for each player based on their performance in Ranked Games and Arranged Team Games. The rankings are based on modified ELO ratings, which are similar to chess ratings. In a nutshell, if you win games, you will receive a higher rating, and if you lose games, your rating will fall. Moreover, if you defeat higher-rated opponents or lose to lower-rated opponents, your rating will rise or fall faster, depending on your performance.

The online service also allows players to challenge one another via official Supreme Commander ladders that challenge players to "climb the ladder" by winning ranked games. Ladders and ratings are updated live as games occur.

CHAT CHANNELS & PRIVATE MESSAGES

Besides handling matchmaking, Supreme Commander's online service lets users easily chat with one another and even create their own private chat rooms. To join chat, simply click the Chat button. To create your own chat room, type /join "room name" (no quotes) into the chat-text entry field. If you know of a private room name, you can enter it by typing /join "room name" (no quotes) to enter that specific room. You can always see a list of available chat commands in any room by entering a slash (/) in the text-entry field.
You can also send IM-style private messages to any other player by right-clicking on their name and choosing Send Private Message. Private messages are opened in a separate window, allowing you and the message recipient to chat privately.

FRIENDS & CLANS

The online service allows all players to keep a friends list so you can keep track of buddies and see when they are online. All players can also create their own clan and invite others to join their clan. Clans have several benefits, including their own persistent chat room open to clan members only.

DATA-LINK: ALL UPDATES TO SUPREME COMMANDER ARE HANDLED THROUGH THE ONLINE SERVICE. WHEN YOU LOG IN TO THE SERVICE, IT WILL AUTOMATICALLY SCAN YOUR FILES AND MATCH THOSE AGAINST THE CURRENT VERSION. IF AN UPDATE IS AVAILABLE, IT WILL AUTOMATICALLY DOWNLOAD AND INSTALL.

LAN GAMES

To play a multiplayer game over a local area network, click Multiplayer > LAN > Host from the game's main menu. You will be prompted to choose a name for yourself, which will appear within the game and the game lobby. As the game's host, you will enter the game's lobby, where you can set the game options (e.g. map, victory conditions, etc).

To join a LAN game, simply choose a name for yourself, highlight an available game on the list and click Join. You will automatically enter the game lobby, where you can choose your colour and faction, and signal your readiness to play.

For information on additional multiplayer functionality, please refer to the README.txt file.

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COMMANDS

REPAIR	R
RECLAIM	E
PATROL	P
ATTACK	A
CAPTURE	C
STOP	S
DIVE	D
FERRY	F
GUARD/ASSIST	I
TRANSPORT	U
UNIT PAUSE	Z
SUICIDE SELECTED UNITS	CTRL + K
ATTACK MOVE	CTRL + ALT + RIGHT
LAUNCH TACTICAL MISSILE	L
NUKE	N
CYCLE FIRE STATE	LEFTBRACKET
MOVE	M

CAMERAS

ZOOM IN	Q
ZOOM OUT	W
ZOOM IN FAST	SHIFT + Q
ZOOM OUT FAST	SHIFT + W
TRACK UNIT	T
TRACK UNIT ON MINIMAP	CTRL + SHIFT + T
TRACK UNIT ON 2ND SCREEN	CTRL + ALT + T
RESET CAMERA	V
CAMERA ROTATE AT GROUND LEVEL	SPACEBAR
GO TO COMMANDER	COMMA
GO TO IDLE ENGINER	PERIOD

GROUPS

RECALL GROUP 1	1
RECALL GROUP 2	2
RECALL GROUP 3	3
RECALL GROUP 4	4
RECALL GROUP 5	5
RECALL GROUP 6	6
RECALL GROUP 7	7
RECALL GROUP 8	8
RECALL GROUP 9	9
RECALL GROUP 10	0
SET GROUP 1	CTRL + 1
SET GROUP 2	CTRL + 2
SET GROUP 3	CTRL + 3
SET GROUP 4	CTRL + 4
SET GROUP 5	CTRL + 5
SET GROUP 6	CTRL + 6
SET GROUP 7	CTRL + 7
SET GROUP 8	CTRL + 8
SET GROUP 9	CTRL + 9
SET GROUP 10	CTRL + 0

SELECTION

SELECT ALL AIR UNITS	CTRL + A
SELECT ALL NAVAL UNITS	CTRL + S
SELECT ALL LAND UNITS	CTRL + L
SELECT ALL ENGINEERS	CTRL + B
SELECT NEAREST IDLE ENGINEER	PERIOD
CYCLE THROUGH IDLE ENGINEERS	SHIFT + PERIOD
SELECT COMMANDER	ALT + COMMA
SELECT ALL UNITS AND BUILDINGS	CTRL + X
SELECT ALL UNITS AND BUILDINGS ON SCREEN	CTRL + C
SELECT ALL ENGINEERS ON SCREEN	CTRL + PERIOD
SELECT ALL FACTORIES ON SCREEN	CTRL + H
SELECT NEAREST FACTORY	H
SELECT NEAREST LAND FACTORY	CTRL + SHIFT + L
SELECT NEAREST AIR FACTORY	CTRL + SHIFT + A
SELECT NEAREST NAVAL FACTORY	CTRL + SHIFT + S

UI

OPEN THE ESCAPE MENU	ESC
TOGGLES THE UI ON / OFF	CTRL + ALT + F1
TOGGLES LIFE BARS ON / OFF	ALT + L
TOGGLE MILITARY OVERLAY	CTRL + W
TOGGLE DEFENSE OVERLAY	CTRL + E
TOGGLE ECONOMY OVERLAY	CTRL + R
TOGGLE INTEL OVERLAY	CTRL + T
RENAME UNIT	CTRL + N
SPLIT SCREEN ON	HOME
SPLIT SCREEN OFF	END
SCROLL UP THROUGH CHAT HISTORY (BY PAGE)	PAGEUP
SCROLL DOWN THROUGH CHAT HISTORY (BY PAGE)	PAGEDOWN
ALLIED CHAT (DEFAULT)	ENTER OR SHIFT + ENTER (THEN SELECT ALLIED BUTTON)*
GLOBAL CHAT (ALL)	ENTER OR SHIFT + ENTER*
ROTATE LAYOUT	ALT + UP ARROW
ROTATE LAYOUT	ALT + DOWN ARROW
TOGGLE SCORES	F2
TOGGLE TRANSMISSION LOG	F3
TOGGLE DIPLOMACY WINDOW	F4
TOGGLE CONNECTIVITY WINDOW	F11

* (THE TWO CHAT OPTIONS BASICALLY BOTH BRING UP GLOBAL CHAT, BUT YOU HAVE TO SELECT ALLIED CHAT FROM A BUTTON ON THE GLOBAL CHAT WINDOW.)

GAME

PAUSE GAME	PAUSE
SCREENSHOT	CTRL + F
DECREASE GAME SPEED	NUM MINUS
INCREASE GAME SPEED	NUM PLUS
RESET GAME SPEED	NUM STAR

4005209088893, 4005209087728, 4005209087735, 4005209087759

SUPREME COMMANDER INSTALL CODE

Don't Lose This Number! This CD Key is required to fully use this product!