SPACE EMPIRES V USER'S GUIDE

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Introduction

Space Empires V is a game of sweeping strategy - a game where you control not a ship, tank, army, or navy, but a game where you manage an entire empire that spans the galaxy. It's a game where you must explore that galaxy, discover new planets, colonize those planets, and then build the economic and scientific structures to support both your economy, and your efforts to expand your technological prowess. You must always push that technological prowess because you are not alone. The galaxy is inhabited by other sentient beings, many of them itching for a fight. If you don't keep your technology on the cutting edge you'll wind up bringing the proverbial knife to the galactic gunfight. However, not all the sentient beings you meet will want to wage war on your homeland. Many will wish to talk, trade, and negotiate. So diplomacy will be another large part of your responsibilities as galactic emperor. The player -be they human or computer- that best explores the galaxy, manages his resources, researches new technology, fights, and talks with the other races in Space Empires V, will be the winner.

About Space Empires V

Space Empires V is the latest version of a game that originated in 1993. A grand strategy title in the space 4X genre (the 4Xs stand for explore, expand, exploit, and exterminate), Space Empires has found a place in the heart of strategy gamers everywhere. The game is the brainchild of Aaron Hall. Long a fan of the 4X genre, and an avid player of classics such as Master of Orion and Starfire, Aaron decided to design his own take on the genre. The first edition of Space Empires was designed exclusively by Aaron. He liked what he saw, tweaked and revised the game, formed Malfador Machinations to give Empires a home, and released Space Empires II as shareware in 1995. Malfador Machinations continued to slowly grow, and Space Empires continued to improve. Space Empires III hit the internet in 1997. The game included customizable graphics and data files, detailed ship orders, and a large galaxy playing field. Critics and fans alike raved. Aaron and his small company weren't content to rest on their laurels. They went back to work in the summer of 1998 to create the next great Space Empires IV was released in July of 2000. The fourth edition of Space Empires featured industry competitive graphics, a simplified user interface, simultaneous play capabilities, and even more modding capabilities. Space Empires V began development in 2004 with all new features such as real-time rendered graphics and real-time space combat. Space Empires V is the latest and greatest incarnation of a series that began 13 years ago.

Getting Started

PC System Requirements

To play *Space Empires V*, you'll need the following hardware.

- Pentium or Better Processor
- Minimum 1024 X 768 Display
- 16 bit color display or better (24 bit recommended)
- 128 megabytes of memory
- 300 megabytes of hard drive space.
- Direct X 8.0 or better.

Software Requirements

Windows 98, 2000, NT, XP, or ME.

Installation

Space Empires V must be installed on your hard drive in order to play. Simply run the setup exe and you will be guided through the installation process. This file will automatically run if you are installing the game from a CD.

Additional Documentation

Additional documentation is available at the following sites: www.strategyfirst.com and www.malfador.com.

Installation of DirectX

If you already have DirectX 8.0 or better installed on your computer, you can skip this step. If you are installing from a CD, look on that CD for a directory called "directx". In that directory, run the setup.exe to install DirectX. If you do not have a CD, go to www.microsoft.com and download the latest install package for DirectX.

Troubleshooting

Error after hitting the Start Button Make sure that you have DirectX 8.0 or better installed on your machine.

• Garbled graphics in game

Some video cards have trouble with graphics stored in video memory. When you start the game, select

Setup. In the Setup window, click the Change button next to Video Memory Usage so that the value reads "Safe". This will make sure that all graphics are loaded into system memory and should clear up your

problems.

No music during the game Make sure that you have Windows Media Player installed on your machine. Make sure that your machine is

capable of playing MP3 files.

Problem not answered here
 Be sure that you have the latest version of the game. The version is displayed on the Start Window for

the game (where the title is displayed). Visit our website www.malfador.com to download patches to

update your version.

Problem not answered here
 For the latest information, visit the forums at www.strategyfirst.com. There are postings there covering

all of the latest issues and problems. Also visit our website at www.malfador.com.

Game Performance

The game defaults to having the maximum details possible. You can set these lower to increase your game performance. When you first run the game, select the Setup button. In the Setup window you can do the following:

Video Mode Set your video mode to a lower screen resolution.

3D Device Be sure that your 3D Device is Direct3D and not software emulation.

Video Memory Usage This should be set to Auto (unless you are seeing graphic corruption).

Graphic Detail Set this to Medium or Low. Background Detail Set this to Medium or Low.

Technical Support

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please check for README.TXT files on the CD to see any last minute recommendations pertinent to your problem. Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available:

- Computer make and model
- Windows version/Mac version
- Total system RAM
- Total Hard Drive space
- Video card make and model

Phone: (514) 844-2433, Mon.-Fri. 9am-5pm

Fax: (514) 844-4337, Attn: Support

Internet e-mail: For prompt technical support via email, please fill out our online form at http://www.strategyfirst.com/en/support For any other technical support questions or concerns, contact us at support@strategyfirst.com

Strategy First web site: http://www.strategyfirst.com

Web Support

Visit these web sites: http://www.strategyfirst.com http://www.malfador.com

Email Support

Send email to: support@strategyfirst.com se5@malfador.com

Forums

Visit these forums:

http://www.strategyfirst.comm

Ouick Start

Space Empires V is a complex game. That's why it ships with both a tutorial and an in-depth user manual. Learning to play well can take a bit of time and patience. If you would like to play through the tutorial select Tutorial from the main menu. The text for the tutorial is displayed in the game and is also listed in the Tutorial chapter of this manual. On the other hand, we know that there are those of you who are willing to dive right in to deep space. For

those, we'll show you how to quickly get in over your head.

From the main menu click Quick Start. This pops the Select Empire screen. Left click on the empire that you wish to play, and select Begin Game. Space Empire V will build a galaxy, and start the game. Good Luck.

If you would like to quickly learn more about playing Space Empires V turn to the next section.

Tutorial

Welcome to the Space Empires V Tutorial! This tutorial is intended to give you an introduction to the game and present the many windows that you will use to interact with it. In addition to this tutorial, there is extensive help available in the online documentation. At any window in the game, you can press the "T" key to bring up this tutorial window.

The tutorial is a series of pages in this window which will give you instructions on how to play the game. On each page, you will read the instructions and then perform the action required. You can leave this window displayed, move it, or close it. To move the window, left-click and hold on the top of the window and then drag it to a new location. To close the window, press the Close button. To display this window again after closing it, press the "T" key.

After you complete a given tutorial page, you will press the "Next" button at the bottom to advance to the next tutorial page. When you reach the last tutorial page for this turn, you will need to press the End Turn button (On the main window, it looks like a bent arrow pointing down, with the caption "End Turn") to proceed to your next turn. On the next turn, a new sequence of tutorial pages will begin.

If, for some reason, you need to stop the tutorial and want to come back to it another night, you can follow this procedure. The first thing to do is to close the Tutorial window by pressing the "Close" button. From the Main Window, select the icon which looks like a small clipboard (with the caption "Game Menu"). Select the Save Game button. Now the game will ask you for a file name to save the game as. Merely type some simple name for the game that you will remember. Press the "Save" button.

The current game will now be saved, and you can shut down Space Empires V (by selecting the Game Menu, then Quit). At a future date, when you're ready to play the tutorial again, you should start Space Empires V and select Load Game. You can then click on the name of your save game will be loaded and it should look just like you left it. Press the "T" key to redisplay the Tutorial window.

Behind this window is the Main window. You will spend most of your game using the Main window to control your empire. At the top of the main window is a bar which shows your empire flag, empire name, emperor name, current game date, and current amount of resources on hand. Below this bar is the command panel.

The command panel contains 14 buttons which are called the command buttons. These allow you to view all sections of your empire and control the high level items. The first button of this bank is the Menu command (clipboard icon) which will allow you to Load and Save games. When you want to quit the game, you select this icon, and then select the Quit button. If you wonder what each of the buttons do specifically, you can move your pointer over them and the name of the button will be displayed below.

Go now and explore the Main window.

In the center of the Main Window is the System display. This section displays the system you are currently looking at. In it are displayed the stars, planets, and ships which are visible in this solar system. To get more details on something in the system window, left-click on the hex below it. The items at this location will be displayed in the window at the bottom center of the Main Window (known as the Ship List window).

You should now explore this window by clicking on various hexes (also know as sectors). Left-click on different areas in the solar system to see a detailed report about the item there, or to see a list of items at that location.

In the bottom left-hand corner of the Main Window is the Quadrant Map Window. This window displays a diagram of this section of the galaxy. Each solar system is represented with a circle, and warp point connections between systems are represented with lines between the circles. The currently selected solar system is indicated with a square box around it. When you select a solar system in the Quadrant Map Window, that system will be displayed in the System display.

When you start a game, you only know of your home solar system. This is why there is only one solar system showing on the Quadrant Map. As you move ships out into space, you will see more solar systems appear on the map. If you move your mouse pointer over a solar system on the map, its name will be displayed next to it. Try this now. You should see that the name of the single solar system is the "Huju" system. This is also the name displayed at the top right of the System display.

Since you don't currently have any ships around your homeworld, you need to build some. All ships are built from designs that you create. So the first thing to do is to create a ship design, and to do that, we need to go into the Designs Window. On the Command buttons in the Main Window (the strip of buttons at the top and in the middle of the window), left-click on the second button from the left which looks like a green grid with a ship on it (it will say "Vehicle Designs" when you put your mouse pointer over it).

You are now in the Designs Window. This window allows you to view both your designs, and those of the enemy that you have seen. On the right side of the window you will see a column of buttons stretching the entire height of the window. Find the button which says "Create" and press it.

The game will now ask you what type of vehicle you wish to create. From the list, select the item "Ship". Now press the "OK" button.

Now you get to select the size of the ship you wish to create. Different ship sizes are suited towards different purposes. At present, you have only 3 ship sizes – Frigate, Colony Ship, and Small Freighter. As you gain new technologies, new ship sizes will become available to you. We want to create an exploration ship so select the ship size "Frigate" from the list.

You should notice that the report on the right side of the window changed to show you information about the Frigate ship size. The name indicates that its level 1 (there are multiple levels of each ship size). The vehicle size is 250 kT (kilo-tonnes). The size tells you how many components you will be able to place on a ship of this size. Below that, the line "Resource Cost" indicates how many resources of each type will be needed to construct a hull of this size (this doesn't include the cost of the components that you will place on it).

The three main resources in the game are Minerals, Organics, and Rare-Isotopes (Radioactives). Your colonies will generate these resources, provide them to your empire, and then you will spend them on construction of ships, bases, and units.

The Abilities section notes any abilities that this vehicle size will provide. The Requirements section lists all of the required components that you must place on your design for this vehicle size. But we'll get to the requirements later. For now, press the OK button at the bottom of the window.

You are now in the Create Design window. Here you will create a ship design from which you will be able to produce ships. Consider the ship design like a template for creating the real thing.

The Create Design window is broken down into several sections. At the top left of the window is the Statistics panel. This section displays the current values for your design. At the top right of this panel is a button with a clipboard and an arrow on it. Clicking this button will display a second page of statistics about your design. The most important statistic to watch is the one labeled "Tonnage Used (kT)". This is the amount of tonnage you've used on the vehicle out of the total amount available. As you add components to the design this number will increase.

Below the Statistics panel, is a list called "Component Mounts". This area will list special mounts you can use for weapons when they become available. At the bottom left of the Create Design window is the "Available Components" list. In this list are all of the components that you have discovered and can place on your design. You can right-click on any component to get a report on it.

The central section of the Create Design window is a layout for your ship design. Each box is a slot where you can place a component. Boxes have letters on them indicating "A", "O", or "I". These represent the Armor, Outer Hull, and Inner Hull sections of the ship. When your ship takes damage, the damage will be applied first to the armor section, then to the outer hull, and finally to the inner hull. You can right-click on any component in the boxes to get a report on it.

At the top right of the Create Design window is the Warnings list. This list displays all outstanding conditions which you must meet before you can create your design. For example, it states "There must be a name for this design." You cannot save your design until you have named it. Once all of the warnings have been removed, you can save your design.

On the right side of the Create Design window is a panel of buttons. Most windows in the game will have their buttons located in the same place. You can place your mouse pointer over all buttons in the game to get information about them.

First we need to add components to our design. Components are the different sections of the ship which give it capabilities. The first thing we need is a Bridge for our ship. In the "Available Components" list, find the component called "Bridge". Each component in the list displays its name and level, the size of the component, and what sections it can be placed in (in this case the Bridge can only be placed in the Inner and Outer Hull).

Left-click on the component named "Bridge". This will pick up the component. Move it to your design in the center of the window and place the component in a central box by left-clicking over the box.

You should notice that the Warnings list at the top right of the window has now removed the warning for "The vehicle must have 1 bridge". Your design is not legal until you meet all of these requirements.

You should also notice that the component had a space requirement of 10kT. When you added the component to your design, that space was taken up ("Tonnage Used (kT)") in the statistics for your design at the top left of the window.

Now repeat this process of left-clicking on components and placing them on your design for the following items: Life Support, Crew Quarters, Basic Sensors, 12 x Ion Engine (add this item 12 times – you can do this easily by holding the Shift key when you click in a design box), 3 x Depleted Uranium Cannon. You've almost completed your design!

Next you'll want to click the button "Select Design Type" on the button panel. A list will display possible design types for your ship. The design type of a design is a simple description which helps you to remember what it was designed for. You should select the item called "Attack Ship" by left-clicking on it and then pressing the "OK" button.

Finally, you need to pick a name for your design. Press the button "Set Design Name" on the button panel. A list will display to let you either pick a name or type one in yourself. Let's type in the name "Explorer" and then hit the "OK" button.

You should notice that there are no more warnings in the Warnings panel. This means that your design is acceptable. Press the "Create" button on the bottom right of the window to create your design and close this window.

On the Designs window you should notice that your new "Explorer" design has appeared in the list. Press close on the Designs window to return you to the Main window.

On the Main window, find the command button for "Construction Queues" (looks like a wrench). When you select it you will display the Construction Queues window. On this window you can control all of the construction queues you own throughout your empire. There will be only one item in the list which is your home planet "Huju V". Left-click on the circle button to the left of the picture of your home planet. It should fill with a blue ball. Next, left-click on the button labeled "Add to Queue" on the button panel at the right of the window. The Set Construction Queue window will be displayed for you to set the planet's construction queue.

This window displays all of the items that your home planet is constructing. At the top left of the window is a panel which shows statistics about your home planet's construction abilities. The "Available Items" list at the bottom left displays items that you can construct. The "Construction Queue" list displays the items that your planet is currently constructing.

There are 4 types of items that you can construct (which you can select from using the buttons at the top of the button panel on the right side of the window). "Facilities" can be built on planets and are the factories which drive your empire. "Ships" are your starships which move through space and starbases which defend your territory. "Units" are small vehicles such as satellites, mines, and fighters. "Upgrades" are items which will upgrade your existing machinery. The default display for the "Available Items" list is a list of the facilities that you can construct. We wish to see the design we just created, so left-click on the "Ships" option button in the button panel on the right side of the window. The "Available Items" list should change to show ships.

In the "Available Items" list you will see your Explorer design listed. Each item in the list displays its name, how much it costs in resources, the time it will take to construct, the size of the item, and the number of these in existence and in your construction queues. Left-click on the "Explorer" row and then press the "Add Item" button in the button panel. The Explorer design will now be displayed in the Construction Queue list for this planet. It displays how many of this design you are going to build and the time remaining to complete it. Your "Explorer" ship will take 0.2 years to complete (which means 2 turns). You can right-click on any item in either list to get a report about it. Press the Close button on this window. Press the Close button on the Construction Queues window. Now we just have to wait 2 turns until the ship has been built.

Now its time to research some new technologies. On the Main window, find the command button for Research (it looks like a microscope) and press it. You should now see the Research Window. This window allows you to set the technology areas that your empire is currently researching. At the very top of the window is a section that says "Research Points Available". This is the total number of research points we have available for research. Research points are generated by our Research Center facilities on our colonies. In this window we will be setting the percentage of our research points that we want spent on research into tech areas. Once we have added research points equal to the cost of a tech area we will gain a new level in that tech area.

First off, we would like to research Light Hull Construction so that we can get larger ship sizes to build. In the list of Research Areas, find the item called "Light Hull Construction" (you'll need to scroll down a bit). Move your mouse pointer over the row with this item. You should notice that a description for the tech area is displayed at the top of the window. For expected results it shows a picture of a Frigate. This means that we will get a more advanced version of the Frigate vehicle size that we used for our design. The cost of this tech area is 10,000. We are not currently researching it (our Spending is 0%) so the Progress Time is "Never". In the Spending column, click on the right end of the bar (or click the plus arrow a bunch of times) until the percentage says 100%. You should notice that the Progress Time now says "0.1 years". Because we are putting 100% of our 25,600 research points into this one tech area, the cost of 10,000 will be reached in just 1 turn.

That's all we need to do in this window. In the future, you'll want to allocate research over more than one tech area. It's a good idea to always keep your empire researching new tech areas. Technology can easily sway battles and vastly increase the output of your empire. You should also note that the 25,600 research points you have is not what you'll have next turn. When you start the game, you are given a bonus in points to help start you off. You won't have nearly this many research points on your next turn to spend. Press the Close button on this window.

You have just completed your first turn! Next you'll want to press the "End Turn" button (it looks like an arrow pointing down) on the Main window's command panel. When you do, the Main window will go black and say that the other players are taking their turns. When they complete their turns, the Main window will be turned back on again. When it comes back up, the Log Window will be displayed.

Every time you start a new turn, the Log window will be displayed if any new events have taken place. At the top of the window are statistics about your events. It displays the current game date and how many messages of each type you have. In the center of the window is a list of your actual log messages.

The first item tells you that a "New Tech Level" has been attained. This is the Light Hull Construction technology area that you selected last turn in the Research window. The next item in the list says "Vehicle Size Developed" and indicates that you have developed the level 2 Frigate. The next 2 items indicate that you also developed the level 2 Colony Ship and the level 2 Small Freighter. These new ships sizes will be larger and stronger than the old ones. With more research you will develop even larger ship sizes such as Destroyer, Battleship, and Dreadnought! Press Close on the Log Window.

Let's check out the details of your new discovery. On the Main window, press the Help button (which looks like a question mark). This window allows you to view reports on most of the items in the game. You can also right-click on any item throughout the game to see these reports as well. The top left of this window lists the different categories of reports to view. Below that is a list of the items you have discovered in this category. The middle of the window displays the report for the current item you have selected.

In the Categories list, scroll down and select the one called "Vehicle Sizes". When you do, the "Items" list will change to a list of the different Vehicle Sizes that your empire knows about. In the "Items" list, click the item called "Frigate Level 2". In the "Details" section of the window, you should see a complete report displayed about this vehicle size. This new ship size is larger than the Frigate Level 1 size, and gets a 31% modifier because of its small size. You should take some time to browse through all of the different items in this window from Components through Weapons. When you are done, press the Close button on this window.

Now let's go back into the Research Window to select a new technology to research. Press the Research button on the Main Window. You'll notice that you still have 100% of your research points allocated to Light Hull Construction. You can see this at the bottom of the window in "Total Percentage Allocated" or by scrolling to the Light Hull Construction line item. Another quick way to see just what you're research is to click on the option button "Research In Progress" on the button panel. Do this now. This will show all of the tech areas that you have some allocation in. We want to clear this allocation so that we can spend it somewhere else.

The quickest way to clear all of our allocation is to press the "Clear Spending" button on the button panel. Do this now. You should notice that the Total Percentage Allocated goes to 0% and that the tech area list is now empty. Select the "All" option button on the button panel. Scroll down to the tech area "Ion Engines". Sets its spending to 100%. Because you only have 5,600 research points this turn (the actual output of your Research Centers each turn), the time till completion will be 0.2 years. Ion engines are your basic propulsion method for your starships. By researching Ion Engines we will develop faster engines that can store more supplies for longer trips. Press the Close button at the bottom right of the window.

Now let's take a look at a complete empire status report. On the Main Window, select the Empire Options command button (it looks like a crown). On the Empire Options window you will see statistics for your empire in the top left panel, and a list of options for your empire in a list on the left side. The Empire Options window allows you to set options for the control of your empire and see some useful statistics. We want the first item in the "Options" list "Treasury" which is already selected.

The "Details" panel shows the "Treasury" report. Your empire is currently generating 41,982 minerals, 5,616 organics, and 5,952 radioactives per turn. You are spending 4,600 minerals and 400 organics per turn in maintenance of your ships and colonies. You are also spending 1,400 minerals per turn on your construction queues (the construction of your Explorer frigate).

The Net Resources per Turn show that your empire is generating more resources that you are spending, which is a very good thing. As you play the game, be careful that you don't bankrupt your economy. Check this window to see that you are not spending yourself down to nothing. Now let's see how many resources are being generated by each planet. Press Close on this window.

On the Main Window, select the Colonies List command button (it looks like a small dome). On the Colonies window you will see a listing of all of your planets (planets which have a colony) throughout this section of the galaxy. At present you only have your home planet Huju V. In the button panel on the right side of this window, press the "Layout" button. All of the list screens have various layouts and filters that you can use to tailor the display to your needs. You are now looking at a list of the layouts for this window. Select the item titled "Production" and the press the OK button.

You should notice that the columns for the list have now changed. These new columns show you the total point output of each of the planets listed. The columns displayed are Minerals Production, Organics Production, Radioactives Production, Intelligence Production, and Research Production. They are color coded for the type of points. You can see that your home planet is generating all of the resources that you saw on the Empire Treasury report. In the list, right-click on the row your home planet is on to display a detailed report about the planet. You can right-click most items in the game to get a detailed report on them.

This is the Planet Report window. It displays a complete collection of information about your planet. This information is shown in various forms on the Colonies List window. The advantage to using the List window is that you can compare values of different planets together and sort them to see which ones are the best.

The Planet Report contains a lot of information, so let's go through each portion. The top left of the window displays a portrait of your planet with your empire flag in the top left. Any object which is owned by a player will display that empire's flag. The fields display that this is an Ice planet. There are 3 types of planet in the game – Rock, Ice, and Gas. You need specific technology to colonize each one. At the start of the game, you can only colonize planets that are the same type as your home world. This planet is Large which determines how much space it has for population, facilities, and cargo. The Atmosphere type of the planet is Methane. You can colonize planets with any atmosphere type, but if the atmosphere is not one that your race can breathe, the colony will need to be domed (which means that the full space of the planet is not available to you).

The Conditions on this planet are Good. Conditions are the living conditions on the planet. The better the conditions the happier and more productive your population will be. The Colony Type of this planet is Homeworld. The population on the planet is 4000M (million) out of a possible 4000M. You are generating 0 intelligence points and 5600 research points. The planet value is rated at 119% mineral value, 117% organics value, and 124% radioactives value. In a normal game, the planet value serves as a modifier to the amounts that your mining facilities can generate. So if your Mineral Miner facility mines 1000 minerals per turn, it will actually generate 1190 minerals per turn on this planet. The Net Production of resources on this planet is 37,382 minerals per turn, 5,216 organics per turn, and 5,952 radioactives per turn. The reason that this is a "Net" value is that this number is the total of your production minus the maintenance costs for your colony.

Now we have some tabs to explore. The first tab is "Surface". This section displays a picture of the planet surface and gives radiation, gravity, and temperature averages. Planetary Damage displays a list of any unusual damage effects on this planet. Occupying Troops displays a list of any enemy troops which have landed on this planet and are attempting to conquer it.

Click on the "Races" tab. This section displays all of the races that are present on this planet. You can see your race, the Amon'krie, currently on the planet. The population present is 4000M, they migrate to other colonies at the rate of 5% per year, they reproduce at the rate of 14% per year, they are in a happy mood, and are 100% loyal to your empire.

Click on the "Construction" tab. This section lists all of the items that this colony is constructing. You can see that your Explorer is underway and should be done next turn!

Click on the "Facilities" tab. This section lists all of the facilities on your planet. Each facility displays its portrait, its structure (how many hit points it has left before destruction), and its level. You can right-click on any of the facilities to get a report on it.

Let's discuss the important facilities. The first facility is a Space Port. You need one of these facilities in every solar system where you have a colony. The Space Port transports the resources from your colonies into your empire's treasury. If you don't have this facility, you will not get resources from this solar system. The next facility is the Space Yard. A space yard allows you to construct and repair ships at this colony. Without a space yard, you would only be able to build facilities and ground units at this colony.

The next facility is the Resupply Depot. This important facility resupplies your starships with supplies and ordnance throughout the solar system. The Mineral Miner facility generates the minerals for this colony. The Organics Farm facility generates the organics. The Radioactives Extraction facility generates the radioactives. The Research Center generates the research points for this colony. Take some time and right click on the facilities to read about them

Click the "Cargo" tab. This section displays all of the cargo that is on this planet. You can see that there are 6000 supplies present and 6000 ordnance. These will be distributed to ships in the solar system by your Resupply Depot (and it will generate more). At the bottom of the window you can see the space amounts available on this planet.

Click the "Abilities" tab. This section displays all of the modifiers and abilities present for this colony. Some modifiers are from population happiness, some are from your facilities, and some are from your empire's society type, government type, and racial abilities.

Click Close at the bottom of the Planet Report window. Click Close at the bottom of the Colonies Window.

You have just completed your second turn (there wasn't all that much to do). Next you want to press the "End Turn" button on the Main window's command panel.

When your new turn starts, the Log Window will again be displayed. This time it is notifying you that your Explorer ship has been constructed. Left-click on the top row in the list which says "Explorer Constructed". On the Log Window, we can press the Goto button to jump to the location where the new ship was constructed. Press the Goto button.

The Log window will close and the sector where your home planet resides will be selected in the Main Window. You will notice that at the bottom middle of the window there is a list which shows our home planet "Huju V" and our new ship "Explorer 0001". This panel will display a list if there is more than one item present in the location that you selected. We now want to give orders to our "Explorer 0001" ship. Using the list we could select multiple objects to move, but we just want one. To get the ship list to show just our ship, right-click on the "Explorer 0001" in the list. You should now see the header for the Ship Report window within the Ship List panel. This displays detailed information about your ship, much like the Planet Report window did.

First let's see the full Ship Report on our ship. We can do this in either of two ways. You can either right-click on the ship report header in the ship list panel, or press the small button about the ship list panel titled "Item Report". Do one of these two now.

The Ship Report window is much like the Planet Report window. Let's go through it. At the top left is the portrait of your ship with your empire flag overlaid. The Class (design) of this ship is "Explorer". The size of this ship is "Frigate". The design type of this ship is "Attack Ship". The ship currently has 13 movement points out of a maximum of 13 movement points per turn. There is 0% damage to the ship, it has 7800 supplies, 60 ordnance, and 50 crew. Next to the crew amount is a portrait of the race that is crewing the ship.

The Salvage value of this ship is 1320 minerals, 45 organics, and 199 radioactives. A ship can be scrapped (salvaged) at any Space Yard. The Production for this ship is -1100 minerals, -37 organics, and -166 radioactives. This ship is not actually producing any resources, it merely costs this much to maintain the ship per turn.

The first tab is the "Damage" tab. This section displays an overview of the damage that has been done to your ship. It looks like a smaller version of the component layout grid you used in the Create Design window. Each component is displayed with a percentage damage number. Since we just built the ship, there is no damage. The right side of the panel displays total damage percentage to each section of the ship. At the bottom right are option buttons to display different decks of the ship. Different decks can contain different components.

Click on the "Orders" tab. This section displays the orders that your ship is currently executing (there are none at present). In the middle section is information about the fleet your ship belongs to (it doesn't at this point). The bottom section shows the experience level and points that this ship has achieved

Click on the "Construction" tab. If your ship contains a Space Yard component, then it can construct other vehicles and the ship would show up on the Construction Queues window. This list displays all of the items that this ship is constructing. Our Explorer ship doesn't have a Space Yard, so this list is blank

Click on the "Components" tab. This panel displays all of the components that are on your ship. Each component displays a letter indicating which section of the ship it is in (Armor, Inner Hull, Outer Hull). A weapon would also display a letter if it was using a weapon mount. You can right click on any component to get a report on it.

Click on the "Cargo" tab. This panel displays a list of all of the cargo on your ship. Your ship currently only contains supplies and ordnance. Supplies are like fuel and power and are needed for your ship to move and operate. Ordnance is used by some of your weapons when firing (weapons also use supplies when firing). If you run out of supplies, your ship will move much slower and will lose capabilities like generating shields.

Click on the "Abilities" tab. This panel displays all of the modifiers and abilities present for this ship. Some modifiers are from crew experience, some are from your components, and some are from your empire's society type, government type, and racial abilities.

Press the Close button at the bottom of the Ship Report window.

Let's talk about the solar system for a minute. Take a look at the hexagons that underlay the solar system. Each hexagon represents one sector in the solar system and requires 1 movement point to move through. You can also see various objects through the solar system.

Let move the solar system display around so you can better see everything. Move your mouse pointer to the left side of the window (almost to the edge of the screen). You should notice that the solar system begins spinning to the left. Now move your mouse pointer to the right edge of the screen. The solar system spins the other direction. You can control how fast the solar system spins in the Game Options window.

Move your mouse pointer to the very top of the screen. Your viewpoint flies over the solar system. Now move your mouse pointer to the very bottom of the screen. Your viewpoint flies back.

On the panel in the bottom right of the window, there are 5 smaller buttons at the top of the panel. Click on the one labeled "Center View" (it has 4 arrows pointing inward). This restores your viewpoint to the default for a solar system. If you have a scroll wheel on your mouse, you can use it to raise or lower your viewpoint over the plane of the solar system (the plus and minus keys on the keypad do the same thing).

Left-click on a hexagon in the solar system. You'll notice that it becomes surrounded by double white lines. These white lines indicate the currently selected sector in the solar system. The ship list panel in the center at the bottom will display all of the objects that are present in that sector. Click on the hex under your home planet (the one with the green flag over it). You should see your home planet and Explorer ship displayed in the ship list. Try left-clicking around to view other objects in the solar system.

You may have noticed that the hexagons are different colors in the system. The colors of the hexagons indicate your "sight" in the system. The green hexagons around your home planet are sectors that you can currently see from your home planet and ship. The gray hexagons in the rest of the solar system indicate that you have seen these sectors in the past, but cannot currently see them. So there may be enemy ships out there, but you cannot see them. The range of your sight is based on the sensors that you put on your ship. As your technology advances, you will be able to see farther.

One more thing to notice is the flag that sits over your home planet. Every owned ship or planet will display a flag over it. A planet will display a square flag, a ship will display a triangular flag, and a fleet will display a shield flag. If there were two empires in the same sector, you would see two flags over the hexagon. There are small pictures and numbers in boxes under your planet's flag. These boxes indicate how many bases, ships, and units owned by this empire are in this sector. The last box displays a full blue bar. This bar indicates how much population is on the planet.

Now let's give our ship orders to move through the nearest warp point. The solar systems of the galaxy are connected together via warp points (also known as wormholes). A ship which passes into a warp point arrives instantaneously on the other side. We want our ship to move through the warp point so that it can get to another solar system.

Left-click on the hex under your homeworld (the one with the green flag over it). You should see your homeworld and your ship Explorer 0001 displayed in the Ship List panel at the bottom center of the screen. Right-click on your Explorer 0001 in the list so that its header report is displayed. You should see a number of order buttons light up on the panel at the bottom right of the screen. This panel is called the Orders panel. You can mouse your mouse pointer over the buttons to see the name of each order button.

We want to select the second button in the list on the first row called "Warp". When you press this button, text will be displayed at the top of the window which says "Please select target for Warp order...". You must now click on a warp point for your ship to move to and then warp through. Left-click on the Warp Point at the bottom center of the solar system (it looks like a swirling blue hole and has the text "Warp Point" above it).

When you click on it, you will notice your ship immediately moves towards the warp point. It will get to the same location as the warp point, and then will warp through it. You will also be looking at a new solar system! Your viewpoint follows the ship as it is executing orders. You are now looking at the Cephedri system.

There are numerous things to notice in this new solar system. If you look down at the Quadrant Map panel, it shows two circles with a line between them. The lower circle has a square around it. The lower circle is the Cephedri system and it is the one you are currently looking at. The line between the circles indicates that there is a warp point connection between the two.

Let's rotate the solar system so we can see our ship a little better. Move your mouse pointer all the way to the right side of the screen. The solar system will rotate. Pull your mouse pointer away from the side of the screen when your ship is at the lower portion of the solar system circle. If you need to, move your mouse pointer to the left side of the screen to rotate back your viewpoint. You can also move your mouse to the top or bottom of the screen to move the view over the solar system. Get the view where you want it. That's better.

The solar system you entered looks kind of empty. That's because of the sight of your ship. The red hexagons indicate sectors that you cannot currently see, and have never seen in the past. Around your ship sitting at the warp point are green hexes indicating the sectors that your ship can currently see. You'll notice that there is one planet that is visible. The star in this system is displayed because you can see stars at any range.

We still have two movement points left on our Explorer ship. Let's move a little closer to this new planet. Left-click on hex your ship is sitting in at the warp point (it its not already selected). Right-click on your ship in the Ship list at the bottom of the window. Now let's use a shortcut for the order buttons. In the solar system view, right click on the hex with the planet in it. The hex your mouse is currently over is surrounded with a blue border to make it easier.

You should now see a big menu. This menu is a shortcut for the order buttons. It allows you to pick from a list of orders for the currently selected objects in the ship list panel. Each order in the menu displays the hotkeys you can use to quickly access this order. We want the top order on the list – Move To. Select the Move To order from the menu by left-clicking on it.

Your ship moves towards the planet but doesn't quite make it. Your ship only had 2 movement points remaining, but the planet was 3 sectors away. Something else to notice is the white line and white balls which extend from your ship. This is the order execution line. It displays where your ship intends to move to follow the orders it has. Each white ball indicates a single movement step. The white balls also have numbers on them indicating how many turns from now the ship will reach that location. You should have a line reaching from your ship to the planet. On the planet is displayed the number 1 which indicates that your ship will reach the planet in 1 turn.

Now this one ship is not enough. Though it may explore the galaxy, we want to be able to colonize other planets. For this, we will need a colony ship. On the Main window, select the Designs command button. On the Designs window, select the Create button.

When asked what type of vehicle, select "Ship" and press the OK button. On the Select Vehicle Size window, select the item "Colony Ship" and press the OK button.

On the Create Design window, add the components Bridge, Life Support, Crew Quarters, Basic Sensors, 10 x Ion Engine, and then an Ice Colony. Click the Select Design Type button, select "Colony (Ice)", and press OK. Click "Set Design Name", type in the name "Colony Ship", and then press OK. Press the "Create" button. You have now created your first colony ship! Press the Close button on the Designs Window.

On the Main window, select your home planet on the Main Window by left-clicking on it. You should see the report for "Huju V" displayed in the Ship List panel. Since it is the only object present, the display jumps right to the header report for that object. In the Order buttons panel at the bottom right of the window, find and press the button called "Set Construction Queue" (it looks like a construction crane).

You should now see the Set Construction Queue Window. You saw this window before when you went through the Construction Queues Window. It's the same thing. The order button you pressed merely allows you to set the construction queue for this planet specifically. In the Set Construction Queue window, select the option button for "Ships" on the button panel (if its not already selected). In the Available Items list you should see your design "Colony Ship". Left click on its row to select it. Click the "Add Item" button in the button panel. You'll now see your Colony Ship in the construction queue for your home planet. Press the Close button to close this window.

You have just completed your third turn. Press the "End Turn" button on the Main window's command panel.

At the beginning of your turn, you may have noticed that your Explorer ship moved on its own. It just completed that one final move it needed to reach the planet. After that the Log window was displayed to show you some new events.

On the Log window you'll notice three new events. The first is that you achieved tech level 2 in the technology area of Ion Engines. The next two items indicate that you developed a tech level 2 Ion Engine and a tech level 2 Nuclear Ground Thruster. The Ion Engine is used for your ships, while the Nuclear Ground Thruster is used for Troops. When you gain enough new tech levels, it's a good idea to go back to your designs and upgrade them with new components. Press the Close button at the bottom of the Log window.

You're now looking at the Cephedri system because the view changed to see your ship move. Let's see a report about this solar system. In the Ship List panel at the bottom center of the window, there are 6 smaller buttons at the top of the panel. Click on the small button which has a planet over a clipboard and is labeled "System Report". This will bring up the System Report window for the Cephedri system. The report is kind of blank since this is an ordinary solar system. It has no special abilities. Some solar systems are filled with nebulae or black holes and can have serious effects on ships passing through them.

At the bottom of this report is a section called "Notes". Here you can type in notes about this solar system to help you remember important information about it. Type in the text "New Discovery" in the Notes box. Press Close at the bottom of the report window. Now look at the top right of the Main Window. Underneath the text "Cephedri System" is the new text "Has System Notes". This let's you know that you wrote some notes about this solar system.

Left-click on the hex below your Explorer ship which is sitting on the planet at the top of the system window (it has a green flag above it). You should see the planet Cephedri VIII and your Explorer ship displayed in the Ship List at the bottom of the window. Let's take a look at this new planet. Double-click on the box with Cephedri VIII in it. This will display the header report for the planet.

We can see that Cephedri VIII is a huge Gas Giant with a Carbon Dioxide atmosphere. There is no colony present and its resource value is not very good. At this time, we can only colonize Ice planets so this world is not very interesting to us. At the top of the Ship List panel are 6 smaller buttons. Click the small button which has an arrow pointing right and is labeled "Back To List". You should now see both the planet and your ship in the list.

When you look at your Explorer ship in the list you will see 3 colored bars. These bars represent Structure (red), Supplies (green), and Ordnance (orange). The bars indicate how much is available out of the total your ship can hold. Since we still have 12 movement points left, let's explore this solar system a bit.

Left-click on your Explorer ship in the Ship List to select it. You can move multiple ships at a time by selecting a group of them from the list. Click the "Move To" order button (it is the first button with a yellow arrow pointing right) in the order buttons panel. Now the text "Please select target for Move To order..." is displayed at the top of the window. Left-click near the star at the center of the solar system. Your ship will move towards where you clicked. As you move, planets and other objects may appear as they get within your range of sight. In this way you can explore solar systems and find points of interest.

You have completed your fourth turn. Press the "End Turn" button on the Main window's command panel.

The Log Window displayed with notification that your Colony Ship has been constructed. Select the first row in the list (the one with the item "Colony Ship Constructed"). Click on the Goto button in the button panel.

You should now see the Main Window with your home planet and your new colony ship displayed in the Ship List at the bottom of the window. Let's colonize a new world!

There are 3 physical types of planets that can be colonized - Rock, Ice, and Gas. But before you can colonize them, you have to have the technology to do so. Your empire currently has the technology to colonize Ice planets.

Another factor in colonization is the atmosphere that your race can breathe. Your race can breathe Methane atmospheres. This new Colony Ship that you have built can colonize Ice planets. There is only one in your home system, but unfortunately, it is not a Methane atmosphere. No matter. You can still colonize the planet, but your colony will have to be domed.

As you look at the planets in your solar system, you may have noticed a little red circle above an all white planet. This little icon is a helper for you to identify which planets you can colonize. A little red circle means that you can colonize it, but you cannot breathe the atmosphere. A little green circle means that you can both colonize it, and breathe the atmosphere. Obviously, the best planets to colonize are those with the green icons. Planets that do not have a red or green icon are not colonizable by your current level of technology.

Right-click on your Colony Ship 0001 in the ship list at the bottom of the screen. Click on the order button "Colonize" (it looks like a small dome) in the order button panel at the right bottom of the window. When you do, text will appear which says "Please select target for Colonize order...". Left-click on the white planet with the red circle above it (Huju II).

When you do, your colony ship will move towards the planet. Unfortunately, it doesn't quite make it. We'll have to wait until next turn for the colonizer to get there. In the meantime, let's notice a few other new things.

In the ship list panel, the portrait for our Colony Ship 0001 has a little icon in the top right corner that looks like a little stick figure. This icon is called a Status Icon and is an indicator of a special status of this ship. You'll see these for ships and planets. There are many icons and they mean different things. This specific icon indicates that our ship is carrying population in its cargo bay. You can move your mouse pointer over the icon to get a description for it.

But why do we have population in cargo? That's because of the Colonize Order. The Colonize Order actually gives your ship 3 orders. It tells the ship to load Population, move to the planet, and then colonize the planet. A colony module will only setup up a colony but it will not populate it. You need to actually transport population to the planet to do that. The Colonize Order is helping us by automatically loading population into our cargo bay. When our ship colonizes the planet, the ship will be deconstructed and all of its cargo will be dropped on the planet.

Let's take a closer look. Right-click on your Colonizer 0001 in the ship list. Left-click on the Cargo tab. There are three items in cargo – supplies, ordnance, and population. Right-click on the population portrait. The Race Report is displayed to tell you about the race of this population. When you start a new game, you can configure your starting race as you see fit. For the tutorial, this information was selected automatically. Read the information on this report to get more info about your race.

But the race portrait is a little small to see. Move your mouse pointer over the portrait and it will change and show an eyeball with a plus sign. Left click on the portrait. The Zoom window is displayed to give you a bigger version of the portrait that you were looking at. This zoom feature is available for most of the portraits that you see in the game. Press the Close button on the Zoom window. Press the Close button on the Race Report.

Click on the Orders tab. Though it was blank the last time we looked at it, the Orders List now displays orders. We can see that our Colony Ship 0001 has orders to move to Huju coordinates (-2, 6) and then colonize planet Huju II. If we needed to, we could use the order buttons on the Main window to change these orders, but we're happy with them as they are. Press the Close button at the bottom of the Ship Report window.

Did we move all of our ships this turn? Let's find out. At the bottom left of the Main Window is the Quadrant Map panel. At the top of this panel are 8 small buttons. Click on the 2nd button from the left labeled "Next Ship". The display changes and we are now looking at the Cephedri System. Our Explorer 0001 is selected because it has 13 movement points remaining. You can use the Previous Ship and Next Ship buttons to move through all of the ships you own which have movement points remaining. Likewise, you can use the Previous Colony and Next Colony buttons to move through all of your colonies, and the Previous Fleet and Next Fleet buttons to move through your fleets.

Our Explorer 0001 has been out for a while and we'd like it to explore some new solar systems. We want it to go through one of the other 2 unexplored warp points in our home solar system. On the Quadrant Map panel in the bottom left of the Main Window, left-click on the higher solar system circle (labeled "Huju" when your mouse pointer is over it). The display changes to show you the Huju solar system, but our Explorer 0001 is still displayed in the ship list. Click on the "Warp" order button in the order button panel. Now left-click on the warp point to the right and above our home planet.

The display changes back to the Cephedri system and our Explorer 0001 starts moving back towards the warp point it came in through. You can now see how we can give orders to move to different solar systems. Right-click on Explorer 0001 in the Ship List panel. Now click on the Huju solar system in the Quadrant Map panel. You should see a white line running from "Warp Point to Cephedri" to "Warp Point" across the solar system. This is the path our Explorer 0001 will follow next turn as it follows its orders. On the line you'll notice 1's and 2's. This indicates that it will take 2 turns for our ship to reach this new warp point.

You have completed your fifth turn. Press the "End Turn" button on the Main window's command panel.

A bunch of things are happening. Both of our ships are moving. First the Colony Ship and then the Explorer 0001. When the colony ship reaches the planet, a window is displayed titled "Select Colony Type". Our colony ship is colonizing the planet and the game wants to know what we want to designate the colony. This is much like the design type for a design. It helps us to remember what the purpose of this colony is.

The window displays the header report for the planet Huju II. It also displays a list of possible Colony Types to choose from, or we can just type in a new one. Looking at the planet report, the mineral value of this planet is 124%. That's better than normal. From the list, select the item "Mining Colony" and then press OK at the bottom of the window.

Now the Log window has displayed with a news item saying "New Colony In Huju". That's terrific, we've create our first colony! Select the first row in the list. Press the Goto button on the button panel. The Main Window is displayed and we see our new colony in the Ship List. There are two icons on its portrait. One is the familiar indicator for population on the planet. The other looks like a small dome.

Because our population cannot breathe the atmosphere, this colony must be domed. A domed colony is much smaller than a normal colony and this limits its usefulness. The smaller size will reduce the number of facilities, cargo, and population we can have on the colony. But it's still useful.

The main purpose of any colony is as a living place for your populations and to support your industry. Your industry is provided by the facilities you construct on a planet. Facilities are huge factories which can mine resources, construct starships, resupply your ships, and more. Facilities are the foundation of your empire. It's paramount to completely fill your colonies with as many facilities as they can support.

Let's start building facilities on your new colony. Click on the order button labeled "Set Construction Queue" in the order buttons panel (it looks like a construction crane). In the Set Construction Queue window, click on the "Facilities" option button in the button panel (if it's not already selected). At the top left of the window, you'll notice some statistics about your colony.

The statistics state that you have 0kT / 4000kT of facility space. This means that you do not currently have any facilities on the colony and the colony can support about 4 facilities (facilities clock in at about 1000 kT each). It also states that you can build facilities and units, but not ships. Why is that? Your population can only build structures on the ground, and starships need to be built in space. To be able to build ships at this colony, you need to construct a Space Yard facility.

In the Available Items list we see a list of facilities that we can construct. Scroll through the list to see them all. You can also right-click on them to get an individual report about each facility. The most important facility for any colony is a Space Port. Without a Space Port, resources generated by your colonies will not be added to your empire's treasury. However, you only need one Space Port per solar system. Our home planet already has one, so we don't need one here.

Let's talk about some of the other facilities. The Research Center will generate research points for your empire. The Mineral Miner will generate minerals. The Organics Farm will generate organics. The Radioactives Extraction Facility will generate radioactives. The Space Yard will allow your colony to construct ships, and will repair ships in orbit. The Resource Storage facilities increase the storage amount for your empire's treasury. At this point, we want to generate more minerals to support construction of our starships.

Select the Mineral Miner Facility from the list of Available Items. On the button panel for this window, click the Add Item button 4 times. This will add 4 Mineral Miner facilities to our construction queue. They will be built in the order they are listed. Each takes only 1 turn to complete. You can add as many items to your construction queue as you wish and they will be completed in order. Keep in mind though that you have to pay the construction cost each turn. This was the resources cost we saw on the Empire Options window treasury report.

Hit the Close button at the bottom right of the Set Construction Queue Window. You may notice that there is an additional status icon on the portrait for our new colony. This new icon, which looks like gears, indicates that the colony is currently constructing something (it has items in its construction queue).

Now let's take a look at some other windows which help us get an overview of our empire. On the command button panel at the top of the window, click the button labeled "Planets List" (it looks like a big planet). The Planets window displays information about all of the planets we have discovered. You'll notice that the center list displays all of the planets we have seen in the Huju and Cephedri systems.

Let's assume we had a colonizing ship and wanted to find the best planet to colonize. We could use this window to do just that. Click the Filter button in the button panel. From the Filter list, select the item "Colonizable" and then press the OK button. The list now displays only the Ice planets that we have seen. But this list includes all planets that are colonizable by us, including ones we have already colonized! Click the Filter button again. From the list select the item "Colonizable and Empty". The list now just displays one planet that is suitable for us to colonize.

Right click on the header bar for the list (the one which lists the column names). This popup menu is a shortcut to the Layout and Filter buttons. Select the menu item "All" under the Filter group. Now the list shows all of the planets again. Let's find the planet that is most valuable for mineral production. Right-click again on the header bar for the list and select the menu item "Value" under the Layout group. The list changes and displays the columns Mineral Value, Organics Values, and Radioactives Value. Now left-click on the header for the column "Mineral Value". Did you notice that the list reordered itself and sorted the planets in order from highest mineral value to lowest mineral value. In this way we can quickly find information we want from a list window. Press the Close button at the bottom of the window.

On the command button panel at the top of the window, select the button labeled "Ships List" (it looks like a fleet of ships). The Ships List displays all of our ships, bases, and units in space. At present, we only have 1 ship in the list (remember that our Colony Ship was deconstructed when it created the new colony).

Do we need to find the maintenance cost for our ships? To do so we right-click on the header of the list, then select the "Maintenance" menu item from the Layout group. The list now displays the resource maintenance cost of our ships. You can use these layouts and filters to view the information you need to govern a large galactic empire. Remember that you can also right-click on any vehicle in a list to see a detailed report on it. Press the Close button at the bottom of the window.

Now what if we wanted to view all of the stellar objects in all of the solar systems we've seen? On the command button panel at the top of the window, select the button labeled "Systems List" (it looks like a ship and planet in front of a sun). The Systems List displays all of the solar systems you've seen, and all of the stellar objects within each one.

Do you want to find locations where you're ships can resupply? Right-click on the header bar of the list and select the menu item "Resupply" in the Layout group. The list now displays the total resupply and ordnance available in each solar system. It also lists how much each stellar object is generating. If you scroll down you can see that Huju V is the only object generating supply and ordnance (it's the only place that has a Resupply Depot facility).

Are there warp points that we have not explored? Right click on the header bar of the list and select the menu item "Warp Points" in the Filter – Objects In System group. Now the list shows each solar system and the warp points within it. Two warp points are named just "Warp Point", one is named "Warp Point To Huju", and one is named "Warp Point to Cephedri". This makes it clear that two warp points have not been explored and what system they are located in. Double-click on the first warp point in the list that is unexplored. The double-click is a shortcut for the Goto button.

You have completed the Space Empires V tutorial. You should continue this game to get an idea of the many features this game offers. For up to date information, please visit our website at www.malfador.com. Press the Close button on this Tutorial window and have fun!

Strategy First Inc. 16 Space Empires V

The Universe

Solar Systems



Stars

Star systems, or solar systems, are locations in space where a star is orbited by other stellar bodies such as planets, asteroids, nebulae, and warp points. The center of a star system is normally a star which forms the tremendous gravity well which keeps all of the other stellar bodies in orbit. A star system may have more than one star at its center. Due to the massive size of a solar system, distances in space are measured in light seconds (Is), which is the distance that light can travel in one second.

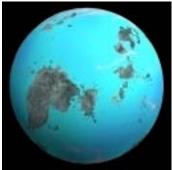
Occasionally a star will collapse in on itself and will form a quantum singularity also known as a black hole. A black hole will pull in all objects in the star system and destroy them. Beware of these navigation hazards

When a star grows old, it will explode and form a nebulae. The explosion of the star will destroy all objects in the star system, and the resulting nebulae will fill the star system with storm like conditions.



Stars are huge fireballs located at the center of star systems. Their massive size provides the gravity which keeps a star system together. The fusion reaction that goes on within their core provides the light and energy that blankets a solar system. Stars come in different sizes, ages, and colors. The color of a star tells you approximately its age in the cosmos. Stars are the engines which drive all life in a solar system.



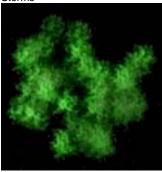


Planets are formed by the collection of stellar gasses within a star system. These gasses are condensed by gravity to form large physical bodies. A planet is categorized by the type of environment produced on its surface. There are three basic planet types – Rock, Ice, and Gas.

A Rock planet is composed mainly of dense materials and is the most common type of planet. An Ice planet is a planet that is very distant from its star and has very cold surface temperatures. A Gas Giant is a very large planet which is mainly composed of thick gases which cover its small surface area.

Planets are the only locations where races can live by placing colonies on their surfaces. At the start of a game, you can only colonize planets that are the same as your home planet.





Nebulae and Storms are fields of stellar gas that are often found in star systems. Storms have large energy discharges throughout them and can cause various deleterious effects on your starships. Nebulae are often opaque to sensors.

Warp Points



Asteroid Belts

A warp point is a location within a star system where the fabric of space itself is weak. Through the use of a strong energy field, starships can pass through this "hole" in space. A ship that moves through a warp point will instantaneously find itself in another star system anywhere in the quadrant. The formation of warp points requires a gravity well like that found on the edges of a star system. The two locations in space that are connected by a warp point will remain so for the lifetime of the warp point.

In Space Empires V, you will travel from one star system to another by means of connecting warp points. Your ships merely need to enter the event horizon of the warp point and they will automatically generate an energy field to pass through it. Your ships will enter a warp point in one star system, and then exit the connecting warp point in another star system. Your Quadrant Map displays all of the known star systems and the connections via warp points between them that you have discovered.



Asteroids are small chunks of planetary debris which float through space. They normally collect into vast fields which orbit the solar system. Asteroids can be good sources of raw materials or rare ores. In Space Empires V, asteroids can be remotely mined and can provide sight cover for your starships.

Bases



Space Stations and Starbases are the fixed space structures used for servicing starships and defense. Bases are used to provide protection for planets, repair and resupply services for starships, and often serve as a commerce center. Because of their massive size, bases cannot move.

Ships



Starships are the transport vehicles for the different races. They employ some type of engine to move through a star system, and have the capability to move through warp points to other star systems. Most ships also contain an array of weapons and defensive systems.

Satellites



Satellites are small unmanned space platforms which provide sensor and weapons capabilities. They are normally set to automatically fire on any enemy starships and to scan all passing vessels.

Satellites are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.

Mines



Fighters

Mines are small space vehicles which are unmanned and contain warheads. Mines are typically invisible to normal scanning and detonate automatically when enemy ships pass near them.

Mines are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.



Fighters are small single passenger space vehicles. They can move faster than normal starships and are used to overtake and attack enemies.

Fighters are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.





Troops are small vehicles which are deployed on planet surfaces to conquer colonies.

Troops are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.

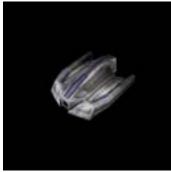
Weapon Platforms



Weapon Platforms are large weapon holders which are deployed on planets to fire weapons into space. Weapon Platforms are essential to planet defense in that they provide colonies with starship size weapons that can fire against enemy starships in orbit.

Weapon Platforms are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.

Drones



Drones are small unmanned space vehicles that seek towards targets and destroy them. They are much like huge seeking missiles but are computer controlled and can traverse multiple solar systems. They are especially useful when moving through warp points in that they can be fired ahead of starships to destroy defenders on the other side of warp points.

Drones are in the vehicle classification known as Units. Units are all of the smaller vehicles that can be carried in the cargo of starships and planets.

Colonies

Colonies are planets on which an empire has placed a settlement. These settlements grow over time into cities and eventually into large industrial worlds. Colonies are the life blood of an empire. They provide the resources and support structure that maintains an empire.

Colonizing

At the beginning of a game, your empire can only colonize those planets that are the same as your home planet. As your technology improves, you will be able to colonize other types of planets. The atmosphere of a planet is also important. Your race does best on planets of the same atmosphere type as your home planet (the atmosphere that your race breathes). Now it is possible to colonize planets with different atmospheres, but for your race to survive on these, domes are needed containing the atmosphere for your race. The domes are automatically created when you colonize a planet, but the domes restrict the space that your populations can live in. On colonies where domes are required, the amount of space you have for structures and cargo is about one fourth that of a colony on the same size planet.

Colonizing planets is a straightforward process. You need to construct a colony ship, load it with population, and then send it to the new planet. When a planet is colonized, the colony ship will be deconstructed and used for raw materials for the colony. Everything in the cargo of the ship (including population) will be placed in the cargo of the planet. The key ingredient of any colony ship is a colony module. This is a special component which contains all of the necessary materials for starting you colony. Each colony module is specific to a type of planet – Rock, Ice or Gas.

Type

The physical type of the planet. Possible planet types are Rock, Gas, and Ice. Different planet types require different colonization technology to create a colony there. You start the game with the ability to colonize planets of the same type as your home planet. You must research technology to colonize other planet types.

Size

Planets come in different sizes from Tiny to Huge. The size of the planet determines how much population, cargo, and facilities it can hold.

Atmosphere

The atmosphere type of this planet. Possible atmosphere types are Oxygen, Hydrogen, Carbon Dioxide, Methane, and None. Each race can only breathe one atmosphere type. If the race on the planet cannot breathe the atmosphere, then the colony will be "Domed". A Domed colony can only hold a small fraction of the normal amount of population.

Conditions

These are the environmental conditions on the planet. Possible values for conditions range from Pleasant to Deadly. Conditions represent how difficult the environment on the planet would be to live in. The worse the conditions the more unhappy your people will become and the slower their reproduction will be.

The specific conditions of the planet are detailed in its level of radiation, gravity, and temperature. Radiation is the level of radiation put out by the nearby stars that reaches the ground level. Gravity is the measure of g's at surface level with 1g representing the level of gravity on Earth's surface. The larger the planet, the higher the gravity. Temperature is caused by the nearness of the planet to its star. Living on the planet is more difficult at high radiation levels, extremely high or low gravity, or extremely high or low temperatures.

Value

This is the relative value of the planet in Minerals, Organics, and Radioactives. In a normal game, this will be shown as a percentage value. This percentage is a modifier placed on the amount of that resource type that you produce on the planet. There is an unlimited supply of resources that the planet can generate.

In a Finite Resources game, the value of the planet will be the actual number of resources that remain on the planet. As you produce that type of resource on the planet, the total remaining will decrease.

Population

The population on the planet is the group of living beings which inhabit it. They are the workforce which operates the facilities on the planet. The Population of the planet is described by its reproduction, happiness, migration, and loyalty.

The reproduction of the population is how many people will be born in each year. Reproduction is effected by the conditions on the planet and the happiness of the population.

The happiness of a population is an indicator of the general mood of the population. As the people become happier, your planet will receive bonuses to its production amount. As the population grows unhappy, you will lose production. If the population becomes unhappy enough to riot, then no resources will be generated by the planet. Happiness is effected by the conditions of the planet and by bad events which occur near the planet. Happiness will go down if enemy forces are in the solar system, but happiness will go up if you win victories or have ships in the solar system.

The migration of the population is how many will move to your other colonies per year. Migration helps distribute your population from high population planets to lower population planets. The migration is effected by the conditions on the planet and the happiness of the population.

The loyalty of the population is how loyal they are to your empire. Your own race will always be 100% loyal. But other races may not be so loyal, especially those that you conquer. The lower the loyalty the greater the chance that they will rebel against your empire. You can enforce loyalty by having ground troops on the planet or ships in orbit.

Populations on a planet can actually be composed of different races. If one of these races cannot breathe the atmosphere, then the colony is considered Domed.

Facilities

The main purpose of a planet is to add to the industrial base of the empire. Facilities are huge factories which can generate resources and add capabilities to the planet. Facilities are constructed on the planet, and once built, can never be moved. The population of the planet operates the facilities and their happiness and size modifies the production of the facilities. Each planet has a limited amount of space for facilities based on the size of the planet and whether it is domed.

For the resources that your facilities generate to be received by the empire, you must have a Spaceport facility somewhere in the solar system.

Cargo

Each planet can also hold a certain amount of cargo. Cargo can be composed of any kind of units, supplies, ordnance, or population. Cargo can be transferred from and to ships in orbit around the planet. Units can also be constructed by the planet, at which point they are placed into the cargo of that planet.

Abilities

The abilities of the planet are modifiers or special capabilities that effect the planet. The size of the population on the planet can give bonus modifiers to the production of the facilities. The same goes for happiness, where the happier the population is, the more of a bonus the planet will receive to its resource production. In addition, the race that owns the planet may have racial characteristics which have an impact on the planet as well.

Construction

Every planet which has a colony (and a population) can construct new items. These items are limited to new facilities and units, or to upgrade existing facilities. For a planet to be able to construct ships in space, it requires a Space Yard facility. A planet can only construct one item at a time. This item is set in the construction queue for the colony. The construction queue is a list of the items that the colony will build in order. The resources used for construction are pulled from the resource pool of the Empire.

Asteroids

A close cousin to the planet is an asteroid belt. An asteroid group can be formed naturally or by a destroyed planet. Asteroids cannot be colonized like a planet, but they can be remotely mined by ships in the same sector. See Resource Types for more details.

Blockade

If there are enemy ships in orbit around your planet, then you cannot get your resources to your empire. This is called a "Blockade" and means that your resources are lost until there are no longer enemy ships in orbit around your planet.

Planetary Damage

During the course of a planet's life, it may undergo varying types of damage. Lasting or unusual damage effects may reside on the planet and effect your population or structures. For example, a planet that has been bombarded with radioactive weapons will retain radioactive damage that will kill population on the planet.

Occupying Troops

Colonies can be bombarded from space by starships and destroyed completely. However, many empires prefer to capture a colony intact and reap the rewards of its existing structures and technology. To capture a colony, troops need to be landed on it and the defenses overcome. Enemy troops that land on a planet must fight any existing troops, fighters, and weapon platforms. Even the indigenous population can muster some troops of its own for defense. Once all defenses are destroyed, the colony is captured by the enemy empire and it falls under their control. It is typical for an empire to leave some troops on a captured planet to quell any uprisings from the recently conquered population.

Ships

Ships are the space vehicles you use to move out into space and to colonize other worlds. Ships are called on to ferry cargo, defend against enemy incursions, scout unexplored territory, and carry your banner to the four corners of the quadrant.

Design

Ship design is the greatest military art form of the 25th century. The crafting of a great ship design, that stands the test of time, is a tribute to all of the brave men and women that boldly pilot them. It is part engineering, part artistry, and part real world know how. The ultimate goal is to create a robust, effective design that can serve completely in the capacity it was designed for. A design that proves itself has hundreds of starships proudly bearing its name. A design that fails to meets its requirements is discarded as obsolete.

The first task of an Empire is to create starships to explore and colonize the galaxy with. But you don't just build a starship, you create a plan, a design, upon which to build one starship and then many more. A ship design is a blueprint for the construction of a starship. It is a model upon which many starships can be built in its likeness. Different designs are created to fill different roles. These roles are typically called design types because they represent the different types of designs that exist.

For example, an empire wants to create a ship to go and colonize a Rock based planet. You would first create a design (using the Designs Window) that has a colonization module for a rock-based world. Finally, you would construct (using the Set Construction Queue Window) a starship of this design (also known as class). When the ship is constructed, you would send it to colonize the planet. As new rock planets are found, you can then construct more starships based on this design. In the future, when you have new technology, you create new designs, still of the Rock Colonizer type, using the latest components. New ships needed to colonize rock planets would be constructed based on this new design. The old design, which is no longer used, would be marked as obsolete. This begins a cycle of replacing old designs with new designs of the latest technology which can best complete the task at hand.

A ship design (and a ship for that matter) is basically a ship size filled with various components. The first choice is the type of vehicle – ship, base, or some unit type. Next a vehicle size is picked for the design. The size dictates how many components that will fit into the design. At this point, you fill the design with the components you wish up to the amount of tonnage that the ship size can fit. Finally, you pick the design type and name for this design. The design type is a general classification for the design. The design name can be anything but must be unique among all of your designs.

There are a few types of components that are required for all ships. The key control components are the Bridge, Life Support, and Crew Quarters. Without these, your ship cannot even function. The number of Life Support and Crew Quarters needed are based on how large your ship is. You'll also need a sensor component to be able to detect objects in space. A ship (as opposed to a base) also needs some engines for propulsion. After that, the components are up to you. If you intend the ship to fight, you might consider weapons. The components and ship sizes you have available are determined by your current tech levels (see Research). Whenever you achieve new tech levels, you should consider creating some new designs that use the new components that are available.

The heart of ship design is the Designs Window and the Create Design Window. With these windows you can manage your existing designs and create new ones.

Movement

The movement of Starships through the galaxy is a crucial part of any Empire's efforts. Ships can be moved from planet to planet and from solar system to solar system.

Each ship that is built can move at a certain speed through space. This speed is described as movement points that the ship has to spend in a turn. A ship can move one sector (a single hex) at a cost of 1 movement point. When a ship's movement points are expended, it can no longer move in this turn. Next turn, it will receive its full movement points again to spend. Left over movement points from one turn do not carry over to the next turn. For each order that a ship can execute, there is a movement cost that goes along with it. See Orders for more information.

Movement points are calculated by examining the number of undestroyed engines a ship has. Each non-damaged engine generates one movement point for a ship. There are also other modifiers to how many movement points a ship receives a turn. If your ship has zero supplies remaining, then your ship will only receive 1 movement point per turn. If your ship no longer has a Bridge, Life Support, or Crew Quarters, then you will receive only 1 movement point.

Some engines will also give you bonuses to the number of movement points you receive. For example, the Contra - Terrene Engine I gives a ship +1 movement points per turn. This bonus only applies, however, if all of the engines on the ship are at the same level. Having one engine on the ship that is lower than a Contra - Terrene Engine I would lose you the bonus. The bonus applies after total movement is calculated. So if you have a destroyer with 6 Contra - Terrene Engine I's, you will receive 7 movement points per turn.

To move a ship, you need to give it orders. This is typically the Move To order. See Orders for more information on giving ships orders.

Supply & Ordnance

As ships move through space they expend fuel. In engaging in combat, the ship expends ammunition and energy. As time goes by, the crew consumes the food supplies that are aboard. Each ship is rated as to how long it can operate before it needs to come back to base and reprovision itself. These supplies are all considered "Supply" and there is a finite amount of it which each ship can carry. "Ordnance" is the ammo used for your weapons which fire projectiles and missiles. Supplies are required for your ship to operate and Ordnance is required for your heavy weapons. When a ship leaves from port, it is fully stocked with both supply and ordnance. Each turn, though, it consumes supplies through movement and weapons fire, and consumes ordnance through heavy weapons fire. You can view an individual ship's supply and ordnance levels by looking at the Ship Report Window.

Resupplying (restoring a ship's supplies and ordnance) a ship is simple. A ship will automatically resupply itself whenever it moves through a sector containing a Resupply Depot Facility. In addition, Ressupply Depots are able to transmit supplies through space to vehicles in the same solar system. Resupplying takes no movement points and is instantaneous. Just move the ship through a sector with a Resupply Depot and presto, the ship's resupply amount is reset back to its maximum or initial value (just being in the solar system will add a basic amount of supply each turn). An easy way to do this is to use the Resupply Order which will automatically choose the nearest resupply depot to that ship. Also keep in mind that you can use the Resupply Depots that you own, and those of your allies (see Treaties).

To aid players in noticing when a ship is getting near to needing resupply, status icons are displayed. There are status icons to indicate many different conditions, but there are two specific status icons regarding supplies. One status icon indicates low supplies (20% or less) and one status icon indicates zero supplies. If you see either of these icons on the portrait of a ship, use the Resupply at Nearest Orders (to move your ship to the nearest Resupply Depot).

Inevitably, a ship's supplies will get to zero before you can get it back to a Resupply Depot. This has some dire consequences for the ship. When the ship's supplies hit 0, it means that the ship has run out of fuel, food, and energy. Your ship will only receive 1 movement point each turn. In addition, if it is engaged in combat, no shields will be available and no weapons will fire. A quick stop at the nearest Resupply Depot will rectify this situation.

A ship's maximum supply and ordnance amounts are based on how much its components can store. Engines, as a standard, can store a certain amount of supplies. Most weapons can store a basic amount of supplies and ordnance. You can also increase this amount by adding supply storage and ordnance storage containers to your ship.

Sizes

The size of a ship determines how many components it can hold. Usually the larger a ship is, the more powerful it is. Each ship size is rated in tonnage, which is the total tonnage in components it can contain. Each ship size has its own requirements for how many Life Support and Crew Quarters it needs, and how many maximum engines it can support. Specific vehicle sizes have their own requirements. For example, a freighter ship size requires that at least 50% of its space be used on cargo bays. The size of a ship is determined when the design for it is created.

Shields

Shields are generated by shield generators. Shields surround a starship and protect it from weapons fire. Each shield generator on a starship generates a certain number of shields for that ship. When combat is entered, a ship puts up its shields to defend against enemy fire. The shields take damage points instead of the ship, and when the shields reach 0 damage points remaining, incoming fire will hit the ship. Shields get automatically regenerated over time. Keep in mind that shields are generated by shield generators. If a ship's shield generators are damaged, then it will have less shields to generate. During combat, shields will not be regenerated unless the ship has a Shield Regenerator Component on board.

There are actually two types of shields, normal shields and phased shields. With the development of phased weapons, phased shields were invented to stop the phased weapons. Phased weapons pass through normal shields as if they were not there. Phased shields, however, will stop both phased and normal weapons from doing damage to the ship.

Be aware that there are weapons that skip both normal and phased shields. These weapons are of the type Weapon Damaging, Engine Damaging, and Shield Generator Damaging. These weapons cannot be stopped by any means.

Armor

Armor is similar to shields in that it protects your ship from damage. When your ship takes damage, shields are hit first, then armor, then the rest of the components on the ship. Armor (as with most components) has both a tonnage space and a tonnage structure. The tonnage space is the amount of space it takes up in your ship. The tonnage structure is how much damage the component can withstand before being destroyed. Armor typically has a high tonnage structure than the space it takes up. Some armor types have special abilities such as making your ship harder to hit, converting energy damage to supplies, and even regenerating their own structure.

Construction

When an Empire wants to create new starships it needs to construct them. Construction is the process whereby an Empire converts its resources into actual military vehicles. The construction of new war ships cannot take place just anywhere, however. Construction of space vehicles can only be made at locations where there are Space Yards. The space yards are the actual construction crews that will build the selected item.

Space Yards can take the form of either a Space Yard facility, or a Space Yard component. So you can have planets build ships, or you can have other ships build your ships. A Space Yard facility for a planet merely allows you to construct ships as well as facilities and units on the planet. A Space Yard component means that a ship or base can construct new ships in space.

Salvage

There are many ways to get rid of a starship once it's in service. You can order it to self-destruct if it has a self-destruct component on board. You can fire on it with other ships and destroy it. At Space Yards, there are even more options. If you scrap a ship at a Space Yard, your empire will reclaim some of the resources that went into its construction. You can also retrofit older ships to newer designs using the latest technology. If you have a captured enemy ship, you might want to deconstruct and analyze it to gain knowledge of its advanced alien technologies.

Crew & Experience

Most ships have a crew that operates the ship (advances in technology will do away with the need for a crew). Each crew is of a particular race and an experience level. As a ship engages in battles and performs actions, the crew will gain experience. Crews can gain experience levels and achieve bonuses for their ships over time. On the flip side, if a crew is killed then the ship it operates will not be able to move or fire its weapons.

Damage

As ships move through the galaxy, they're going to take damage. This is usually as a result of enemy weapons, but it can be caused by meteors, mines, accidents, and a slew of other things. As your ships take damage, they are going to start losing their abilities. It's at this point that you typically take them back to a space yard for repair. Having your ship take damage is simple enough. Just move it within weapons range of an enemy ship and see what happens. Every weapon in the game is rated with an amount of damage it will do. This amount of damage is the amount of tonnage of your ship that it will destroy if it hits your ship. For example, if an enemy has a weapon that does 100 points of damage, then when this weapon hits your unprotected ship, it will destroy 100 tons worth of component structure. Each component is rated with a tonnage structure amount. This amount is how much tonnage in damage the component will take before it is actually destroyed. A component may stop working even if not fully destroyed. For more information on the amount and type of damage that each weapon does, see Weapons and Damage.

When your ship gets hit by enemy fire, there is a progression of things that happen. First, if your ship has any shields, they will take the damage first. So if your shields have a strength of 10, and you take 4 points of damage, then your shields will be down to a strength of 6. When your shields reach strength 0, they go down. Meaning, that they are no longer there to protect you. Now incoming damage will hit your ship directly. First it will hit the outermost section of your ship, the Armor section. Once that section is gone, damage will pass through to your Outer Hull and then finally to your Inner Hull.

So now that your ship has taken damage, what does that mean to you? It means that your ship has lost components and therefore has lost abilities. If your ship loses an engine, then it will get one less movement point. If your ship loses a weapon, then it will have one less weapon to fire in combat. If your ship loses a shield generator, then your ship will lose the shields that the shield generator was generating. More dire consequences result from losing your Bridge, Life Supports, or Crew Quarters.

Repair

Repairing your ships is a necessity. That's what space yards and repair bays are for. You can either move your ship to where there's a space yard (which has repair capabilities), or move a repair bay to where the damaged ship is (repair bays are carried on ships or bases). Each Space Yard or Repair Bay is rated with how much tonnage it can repair each turn. Once there, the repair will begin automatically. The repair of the components on your ship is dictated by your repair priorities. In your Empire Options, you can specify the order in which you would like components on your ships repaired. See the Repair Priorities Window for more details.

Cargo

Ships can carry what is termed cargo. Cargo can be one of several different things. It can be population, supplies, ordnance, fighters, troops, satellites, weapon platforms, drones, or mines. Moving cargo is essential for getting non-space worthy items from one planet to another. Both ships and planets can store cargo. Planets have a certain capacity for storage which is based on the size of the planet. Ships have a capacity which is based on the number of storage components they contain.

To get cargo to and from your ship is a simple process. You can give ships the Load Cargo Order or the Drop Cargo Order to load or drop cargo from planets and bases. The easiest way to transfer cargo is to use the Transfer Cargo Order. These orders are given in the Main Window - Commands section.

Once your ship is loaded with cargo, it merely needs to move to where it wants to go. Cargo has no effect on the ship that is carrying it. If your ship takes damage, and the cargo components are destroyed, the cargo will be lost as well. Cargo such as population and mines can do nothing while they are being transported. Troops can be dropped during combat onto enemy planets to attempt to take them over. Fighters can be launched during combat to battle enemy ships.

Maintenance

All ships require basic necessities to function. Each time a ship resupplies, it picks up fuel, food, ammo, and other materials it needs to operate. These materials don't just appear out of the air, they have to be provided by the ship's owner. That's you. This requisition of needed ship materials is handled through the empire by paying a certain maintenance cost in resources. This maintenance cost is equal to 25% of the ship's cost that has to be paid each turn for the ship to remain operational.

If an empire can't pay its maintenance fees, then its ships will fall to pieces. Each turn, ships may be completely destroyed if maintenance is not paid in full. There's no way to know which ships will be destroyed by a lack of maintenance. They all fail at different rates.

At the end of each turn, an empire pays its maintenance before anything else. This means that if you can't pay all of your maintenance, you won't have any resources to spend on anything else. This is a severe liability when it comes to running an empire. You won't have any resources left to spend on new constructions. To get a listing of your exact expenses for the turn, see the Treasury report in the Empire Options Window.

Orders

Orders are given to ships to have them perform various actions. To have a ship move, you give it "Move To" order. To have a ship colonize a planet, you give the ship a "Colonize" order. A ship maintains its orders in a list which you can view in the View Orders Window. A ship can have multiple orders at a time. The ship attempts to execute each order in turn and when it completes the order, it removes it from the list. The majority of ship orders are given through the Main Window.

A ship remembers its orders from turn to turn and will use its movement points at the beginning of each turn trying to complete these orders. Orders that you give ships will remain with that ship until it has completed the order, or cannot complete the order. If a ship has orders to move to a sector, and it does, the ship will clear the "Move To" order, and then attempt to execute any other orders it has. If, on the other hand, the ship cannot reach the destination location, all remaining orders in its list will be cleared as well. If a ship is blocked by enemy ships, or gets into combat, it will clear its orders.

Abilities

The abilities of a ship are modifiers or special capabilities that effect the ship. The race of the crew and its experience level can give bonus modifiers to the ship's speed, chance to hit, and more. In addition, each component has its own list of abilities, and all of these combine to form the overall capabilities of the ship.

Fleets

Fleets are groupings of starships which move as a cohesive unit. Designating a ship as part of a fleet means that you wish for it to remain with the other ships in the fleet as they move. It has long been known that individual ships are easy prey for enemies, but large groups fare much better. Effective use of fleets will help keep your ships alive as they battle enemy forces.

A fleet is actually a collection of task forces. Each task force is a group of ships within the fleet that all have the same job. When you add a ship to a fleet, you need to specify which task force it will join. Within the task force, each ship has a role of either "Core", "Escort", or "Picket". The "Core" ships are the heart of the task force, the "Escort" ships protect the core ships, and the "Picket" form an external ship around the group. The fleet as a whole has a formation which indicates where each task force will be located. Each task force also has its own formation which indicates how ships in the task force will move together. Likewise, a fleet has a strategy (how the Al should control it), and each task force has a strategy as well.

Your empire is allowed as many fleets as you want. Each fleet is identified by a name which you give the fleet. You can have as many or as few ships belonging to each fleet as you want. In fact, you can have no fleets at all, or have all of your ships as part of one huge fleet. Fleets are best used when the ships within each fleet have the same goal in mind (and usually the same orders as well). All ships that are in a fleet pool their supplies together and ordnance together. As the fleet moves, supplies are shared amongst the ship so no one ship is without supplies.

Like individual ships, fleets have experience as well. The longer ships remain in a fleet together, the better they learn to work with each other. Experience is gained by using the fleet and destroying ships in combat. The experience will generate bonuses for your ships within the fleet. If a fleet is disbanded, all experience for the fleet is lost.

Ships that are part of a fleet behave identically to all other ships, with one difference when it comes to movement. When a fleet of ships moves, they will stay together. This means that as they execute their orders, they will wait for the slower ships in the fleet. Fleet ships which have movement points will not leave a location if it contains a ship that belongs to their fleet and yet has no movement points remaining. For example, you have 3 destroyers and 2 escorts who belong to fleet 1. They are all at the same coordinates and are given orders to move to a distant system. The destroyers have a movement of 6, while the escorts have a movement of 5. When the ships execute their orders they will begin moving towards they're destination. When they have moved 5 squares, the escorts will be out of movement points, but the destroyers will have 1 movement point left. Because they belong to the same fleet, the destroyers will not move out of the sector containing the escorts. You would be able to look at them and see that the destroyers still have 1 movement point left, but they will not use it.

The ideal situation for fleets is in keeping together groups of ships that have different movements. If your fleet is a convoy that is protecting some slow transports, you do not want your defensive ships to leave your transports behind. If all of the ships are designated as part of the same fleet, they will do so. It is also good to keep fleet ships in the same sector, and give them the same orders. If they have different orders, you may end up splitting your fleet. Once the ships are away from each other, the fleet designation doesn't mean much.

You specify which ships are part of a fleet by using the Fleet Transfer Window. You can also get an overview of all of your fleets in the Ships Window.

Units

Units are the smaller vehicles that an empire employs. Units are vehicles that are much smaller than ships must be transported as cargo. Units cannot carry cargo themselves. Units are designed just like ships, and get their abilities from components.

Troops

Troops are the ground based forces of an empire. Though starships may be adept at patrolling space and enforcing an empire's will, they are too bulky and clumsy when it comes to planet based combat. This is where troops come into play. They can land on a planet and capture the indigenous population and facilities. In combat, they are dropped onto a planet and must battle any defending troops and the native population. If the troops successfully conquer their adversaries, the planet becomes owned by their controlling Empire. In this way, you don't have to have ships utterly decimate the population and facilities from space. They can take the planet intact. The existing population and facilities become there's.

Troops have no space movement capability of their own. They must be transported as cargo aboard starships. A vehicle size specifically designed for this purpose is the Freighter. This ship size is specialized for housing cargo. While the troops are being transported, they have no offensive or defensive capabilities. If the ship that's carrying them takes damage, and their cargo storage is destroyed, then they will be destroyed as well. Troops can only actively participate in combat when they are on a planet, or when they are dropped onto a planet during combat.

Fighters

Fighters are small single-person space vehicles designed to travel very fast for short distances. They are adept at combat and can inflict tremendous damage on enemy starships. They are constructed with smaller versions of engines and weapon components. The technology of the fighter determines the type of weapon that they will possess. More advanced fighters can even carry ECM, Combat Sensors, and Shields.

Fighters have no warp capability and must be transported by starships through warp points. The carrier ship size is specialized to carry fighters. A fighter is constructed then loaded onto a carrier for transport into a combat situation. When combat begins, the carrier launches all of its available fighters to attack enemy ships. At the end of combat, the surviving fighters are loaded back onto their carriers. If, however, the carriers have been destroyed, the fighters will remain in space. Fighters will land back on any carrier they can. Fighters can be carried by ships and planets.

Fighters can be launched during combat and during the normal game. When launched from a planet or ship, they can move around the system, but they cannot warp through a warp point.

Mines

Mines are small, computer-controlled warheads which detonate near enemy ships. They are undetectable and will detonate near any enemy ship that enters the sector in which they lay in wait. When mines explode, they are destroyed and do damage to the enemy ship that is near.

Mines have no movement capability whatsoever. They must be transported in cargo aboard starships. A starship merely has to load the mines, and then take them to a location in space and deploy, 'lay', them. Once mines have been laid, there is no retrieving them (though they can be self-destructed). They will then sit in wait for any enemy ship to move through the location. They consider an enemy to be any Empire that your Empire currently has no political relationship with or worse. Mines will damage all enemy ships, including ones that are cloaked.

Mines are completely invisible. They can only be detected by sufficiently advanced sensor devices. You can always see your own mines sitting in space. As you encounter enemy minefields, though, you can mark them so that your ships don't move through that location again. Your Empire designates the location as having a Tagged Minefield. Your ships will not move through this location unless you give them specific orders to do so.

Though mines cannot be detected through normal means, they can be eliminated, 'swept', by special Mine Sweeping Components. A ship that has a Mine Sweeping component will automatically sweep for mines when it enters a sector. For more information see Commands.

Satellites

Satellites are small computer controlled weapon stations. Much like mines, they sit in space and wait for enemy ships to come near. When they do, the satellites attack them with the weapons they possess. Satellites are very much like mini bases.

Satellites have no movement capacity whatsoever. They must be transported aboard ships in cargo and then dropped to locations. Satellites can be loaded and dropped as many times as you need. They are best used as defenses for a planet, or as a greeting for ships coming through a warp point. They can also be used as sensor buoys so that you can maintain sight of a location.

Weapon Platforms

Weapon Platforms are large ground based weapons stations that sit on planets. Weapon Platforms in effect, give planets the same weaponry as starships. With the use of weapon mounts, the weapons on weapon platforms can be very powerful.

Weapon Platforms have no movement capacity whatsoever. They must be transported aboard ships in cargo and then dropped onto other planets. They can also just be constructed on the destination planet. They are best used as the main defense for a planet.

Drones

Drones are large computer-controlled missiles. They are designed much like small ships and can carry engines, shields, weapons, and most especially, warheads. Drones are usually equipped with a large warhead used to damage ships or planets. Drones are launched from ships or planets and seek out an enemy target. Once the drone encounters the target, it will ram the target and do as much damage as possible. Most drones are constructed with special materials giving them an increase in their speed.

Drones can be launched during combat and during the normal game. When launched from a planet or ship in the normal game, they must immediately be given a target. This target can be a ship or a planet. The movement of the drone is automatic towards its target. Once the target is given, it cannot be changed. However, if the drone loses its target for some reason, it may be assigned a new target. You cannot choose whether a drone gets into combat or not, it is automatic.

Drones can be launched during combat from ships carrying them. Once launched, the drone will automatically pick a target from those available in combat and seek it out (to ram and destroy it). You cannot control a drone during combat. If the drone survives the combat, and its target was killed, then it may be given a new target. If your ships are transiting a warp point, drones can be launched through the warp point to destroy any defenders before your ships make it through.

Drones cannot be resupplied. Once they exhaust the supply they are launched with, they will expire. Even if a drone just sits in space, it will consume supplies. Its best that once a drone is launched, you give it a target before it expires from lack of supply.

Vehicle Sizes

Vehicles sizes are the basic hulls on which your starships or units are constructed. You start the game with a small collection of these, and through research you can gain access to larger and more powerful vehicle sizes.

Level All vehicle sizes start at tech level 1. As your technology increases, higher levels will become available.

The higher the level the larger the size will be.

Tonnage Size The actual size in kT of this vehicle size. The size indicates the number of components that you can place

on the vehicle.

Tonnage Structure The amount of damage this vehicle size can take before being destroyed. The total amount of damage a

vehicle can take is the sum of its vehicle size tonnage structure and the tonnage structure of all of its

components.

Type The type of this vehicle: Ship, Base, Fighter, Drone, Mine, Satellite, Weapon Platform, Troop.

Resource cost The cost in resources for this vehicle size. The total cost of a design will be the cost of its size plus the

cost of its components.

Maintenance Cost The cost in resources per turn to maintain this vehicle size.

Abilities A list of the special abilities that this vehicle size imparts to a ship made with this vehicle size.

Requirements A list of the requirements that must be satisfied when placing components on the vehicle. Some

requirements must be satisfied before the vehicle size is available for use. Other requirements must be

satisfied when you place components on the vehicle.

Vehicle Designs

Vehicle Designs are the templates on which you create starships, bases, and units. When you construct a vehicle, you create a real version of a vehicle design. You can create as many vehicles from a design as you wish.

Size The size in tonnage of this design. This is the same as the tonnage size of the vehicle size that the design

is based on.

Date The date that this design was created.

Type The design type is a general category for your design. It can be anything you choose. It helps you to

remember what you intended to use the design for such as Attack Ship, Colonizing Ship, etc.

Obsolete This setting is used by you to indicate whether you still wish to use this design. When you develop new

technology, older designs will be useless to you. By marking them as obsolete, you prevent them from

being shown on the Set Construction Queue window.

Resource Cost The cost in resources to construct a vehicle of this design.

Maintenance Cost The maintenance cost that you will have to pay per turn for a vehicle using this vehicle design.

Hull Structure The hull structure is the total structure of the vehicle size plus the structure of all of the components. Hull

structure is the amount of damage that this design can withstand before it is destroyed. Each 1 point of

damage will destroy 1 kT of hull structure.

Cargo Space The amount of cargo space that this vehicle design has. The cargo space will allow this vehicle to carry

cargo through space.

Movement The number of movement points that this vehicle will get each turn. There are actually two types of

movement points - space and ground. Space movement points are used when moving through solar

systems. Ground movement is used by units in ground combat.

Crew Capacity

The number of crew members that this vehicle can carry.

Shields The number of shields points that this design will generate for defense in combat.

Armor The number of armor points that this design will use in defense. Armor is measured just like hull structure.

Supply Capacity

The total amount of supply that this vehicle can carry.

Ordnance Capacity

The total amount of ordnance that this vehicle can carry.

Strategy The strategy selected for this design to use in combat. If this vehicle is part of a fleet, then the fleet's

strategy will take precedence over the design strategy.

Components A list of the components that are on this vehicle design. Each component displays a letter for the section

of the ship that it is in (A - Armor, I - Inner Hull, O - Outer Hull). A letter may also be displayed on

weapons to indicate that the weapon is using a Weapon Mount.

Components

Components are the modules which make up your vehicles. Each engine, weapon, and distinct section of a ship is a component. When you design your vehicles, you will pick a vehicle size, and then fill that vehicle size with components. Each component gives your vehicle different capabilities.

The current level of the component. The higher the level of the component, the more advanced it is. Level Size The tonnage size of the component. This is the space that will be taken up in a design if placed within it. The tonnage structure of the component. The structure is how much damage the component can take Structure

before being destroyed.

Supplies Used The amount of supplies used by this component when activated or fired.

Ordnance Used The amount of ordnance used by this component when it is fired (typically only a weapon uses ordnance). Resource Cost

The cost in resources for this component. This is the cost that will be added to your design if the

component is placed within it.

A general text description for this component. Description Abilities A list of the abilities that this component provides.

Requirements A list of the requirements for this component. The requirements must be satisfied before the component

can be used on a vehicle design.

Weapons

Weapons are special components which can be used to damage enemy ships. They come in a wide assortment with different capabilities.

Level The level of this weapon.

Size The size in kT that this weapon takes when placed on a ship.

Structure The amount of damage that this weapon can withstand before being destroyed.

Supplies Used The amount of supplies used every time this weapon is fired. If a ship does not have this many supplies

available, the weapon cannot be fired.

Ordnance Used The amount of ordnance used every time this weapon is fired. If a ship does not have this much ordnance

available, the weapon cannot be fired.

Resource Cost The cost in resources for this weapon.

Description A text description of this weapon.

Weapon Type The method that this weapon uses to inflict damage.

Direct Fire This weapon fires directly against an enemy target in the form of a beam or projectile.

Seeking This weapon is a type of missile or torpedo which moves towards its target and impacts with it.

Point Defense This is a short range defensive weapon which is used to destroy incoming seeking weapons or nearby

fighters.

Warhead This weapon is a warhead which will detonate when the vehicle carrying it impacts an enemy vehicle.

Weapon Mount The name of the weapon mount being used on this weapon.

Fire Rate The rate at which this weapon can be fired. This is the amount of time that must elapse after a weapon is

fired before it can fire again.

Damage Type The type of damage that this weapon does to enemy vehicles. Can Target The types of enemy vehicles that this weapon can be fired on.

Damage At Range Chart The range, damage, and to-hit modifier for this weapon. Each weapon is rated with how much damage it

will do at a given range. Typically with increased range, the chance to hit an enemy target decreases.

Abilities A list of the special abilities that affect this weapon.

Requirements A list of the requirements which must be met before this weapon can be used.

Damage Types

Normal damage hits your vehicle's shields first, then its armor, then its outer hull, and then its inner hull. However, there are other damage types which affect your vehicle differently.

Normal Normal damage which must go through shields and armor before damaging a ship.

Shields Only Damage which will only destroy shields and nothing else.

Skips Normal Shields
Skips All Shields
Damage which skips normals shields but will be stopped by other kinds of shields.

Damage which skips all shield types and goes straight to armor and internals.

Causes 4 times the amount of damage to shields and then normal internal damage.

Causes 2 times the amount of damage to shields and then normal internal damage.

Causes 1/2 the amount of damage to shields and then normal internal damage.

Causes 1/4 the amount of damage to shields and then normal internal damage.

Skips Armor Damage which only effects shields and internals, but skips armor.

Skips Shields And Armor Damage which only causes internal damage, and skips all armor and shield defenses.

Only Engines
Only Weapons
Only Weapons
Only Master Computers
Damage which, once armor and shields are penetrated, only causes internal damage to engines.
Damage which, once armor and shields are penetrated, only causes internal damage to weapons.
Damage which, once armor and shields are penetrated, only causes internal damage to Master
Computers.

Only Shield Generators
Only Boarding Parties
Only Security Stations
Only Planet Destroyers

Damage which, once armor and shields are penetrated, only causes internal damage to shield generators.
Damage which, once armor and shields are penetrated, only causes internal damage to Boarding Parties.
Damage which, once armor and shields are penetrated, only causes internal damage to Security Stations.
Damage which, once armor and shields are penetrated, only causes internal damage to planet destroying

weapons.

Only Planet Population Damage which only hurts a planet's population, once the planet's shields are penetrated.

Only Resupply Depots Smart bombs which seek and destroy Resupply Depots.
Only Spaceports Smart bombs which seek and destroy Spaceports.

Plague Level 1 Causes a level 1 plague on a planet. Other than causing a plague on a planet, it does no damage to ships

or planets.

Plague Level 2
Plague Level 3
Plague Level 4
Plague Level 4
Plague Level 5

Causes a level 2 plague on a planet.
Causes a level 4 plague on a planet.
Causes a level 4 plague on a planet.
Causes a level 5 plague on a planet.

Only Planet Conditions Ecosystem destroyers which harm planets conditions only.

Pushes Target Repulser beams which push enemy ships away but do no real damage.

Pulls Target Tractor beams which pull enemy ships closer but do no real damage.

Random Target Movement Wormhole generators which cause hit ships to randomly appear in another part of the sector.

Increase Weapon Reload Time Causes weapons on the target ship to increase their reload time.

Disrupt Weapon Reload Time Resets the reload time of weapons on the target ship.

Crew Conversion Converts a crew (or even a master computer) to the control of another player.

Kills Crew Cause the crew of the ship (or even a master computer) to forget what they are doing and will increase

the reload times for the ship's weapons.

Deplete Supplies Depletes supplies from the vehicle that is hit.

Timed Remove Experience All positive experience effects are removed from the target vehicle for a specific amount of time.

Shield Implosion Causes the target vehicle to take internal damage proportional to the amount of shields the vehicle

currently has.

Energy Transfer Transfers supplies from the target vehicle to the firing vehicle. Slow Down Decreases the maximum movement speed of the hit vehicle.

Timed Control Loss The vehicle that is hit cannot be controlled for a specific amount of time.

Facilities

Facilities are massive industrial complexes that are constructed on planets. Facilities generate the resources for your empire, construct space vehicles, and more. Facilities cannot be moved once they are constructed, can only be built on planets, and there must be a population present to operate the facility.

The current level of the facility. The higher the level, the more advanced the facility. Level

Size The tonnage size of this facility. The size of the facility is the amount of cargo space it will take up on a

planet.
The tonnage structure of this facility. The structure is the amount of damage the facility can withstand Structure

before it is destroyed.

The cost in resources to purchase this facility. Resource Cost

Maintenance Cost The maintenance cost in resources required each turn to operate this facility.

Description A general text description for this facility. Abilities . A list of the abilities that this facility provides.

A list of the requirements that must be met before this facility can be constructed. Requirements

Empire

An empire is a civilization that has reached a level of technology to achieve space flight. These civilizations move out into the galaxy and place colonies on planets. These colonies form the industrial backbone of the empire and allow them to construct starships and bases. Different empires have different goals. Some seek only conquest, while others prefer to attain the highest technology possible. As your empire encounters others, you will need to determine your course of action – conflict or cooperation.

Empire Flag The flag for this empire. The flag is used in all displays to represent the empire.

Empire Name The name of this empire.

Emperor Name The name of the emperor of this empire.

Government Type The type of government that this empire uses. Each government type conveys different bonuses and

restrictions on the empire that uses it.

Member Races An empire is typically founded by a single race. But as it encounters other races, it may add these to the

populace of its colonies.

Abilities The abilities that this empire possesses. Abilities are generated by the attributes of an empire. An empire

will gain abilities from its society type, its government types, its member race's racial abilities, and more.

Known Technologies The technology areas and technology levels that this empire has attained.

History The general text description of the history of this empire.

Races

A race is a group of beings that evolved on the same planet. Typically, an empire is founded by a single race. Each race has its own history, biology, and society. Each race also has its own special advantages or disadvantages.

Race Portrait What the race looks like to other beings.

Race Name The name of this race.

Physical Type The physical description for this race.

Home Planet Type
The home planet type that this race evolved on.
Home Atmosphere
The home atmosphere type that this race breathes.

Society Type The type of society that this race employs. Each society type conveys different bonuses and restrictions

on the race that uses it.

Racial Abilities A list of the special abilities that affect all planets and ships that this race controls.

Biology Description A text description of the biology of this race.

Society Description A text description of the society of this race.

Resource Types

There are three resources types used in the game to construct new items: minerals, organics, and radioactives (also known as rare isotopes). In addition, there are also research and intelligence points which can be spent towards research and intelligence projects. These points are a representation of your empire's industrial, research, and intelligence capacity. The more resources your empire generates the greater it's capacity to build new ships, research new technologies, and conduct covert operations.

W Minerals

Minerals are the raw metal ore that your planets mine and then refine into usable building materials.

Organics

Organics are items such as food and bio-matter which can be used in components.

Radioactives are rare elements and compounds that are manufactured on planets for use in advanced devices

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Research points are a representation of your empire's ability to research new technologies and apply

Aesearch Intelligence

Intelligence points are a representation of your empire's covert intelligence abilities.

Facilities

Each of the resource types are generated in turn by Mineral Miner facilities, Organics Farm facilities, Radioactives Extraction facilities, Research Center Facilities, and Intelligence Center facilities. When you build one of these facilities on a planet, you will begin to receive those types of points. The number of points you receive is primarily determined by the facility itself. Each facility is rated with an amount of resources it will produce. As the technology of a facility increases, so does the number of resources it produces.

On a planet, the number of resources produced is also influenced by the amount of population and the happiness of that population. Mineral, Organic, and Radioactive facilities are also strongly influenced by the value of the planet.

You can see how many resources an individual planet generates in that planet's report window. You can see the total amount that your empire is receiving in the Treasury report of the Empire Options Window.

Gathering Resource Types

Radioactives (Rare Isotopes)

Gathering the resources from all of your planets is automatic. Small freighters and merchant vessels (too small to be tracked by the game) transport the goods from where they are to where they need to be. However, you do need a port in which all of these merchant vessels can dock. This is where Spaceport facilities come in.

A spaceport in a system allows the merchant ships to transport your points effectively. You must have a Spaceport in each system if you wish to spend the points generated by that system. Without a spaceport in the system, the planets generate the points, but they go nowhere. The goods just rot in the warehouses. The points do not accumulate waiting for you, they are lost. Once the spaceport is functional, the points will be available to be spent by your empire. You an easily tell which systems do not have spaceports by using the Galaxy Map Window.

In addition, planets can be blockaded by enemy ships in orbit around the planet. If there are enemy ships in orbit around a planet, then that planet is blockaded and cannot give its resources to the empire.

Spending Resources

As each turn goes by, your empire receives these resources from its planets, and can spend them as it sees fit. Research Points are spent in the Research Window. Intelligence Points are spent in the Intelligence Window. Minerals, Organics, and Radioactives are spent in the Set Construction Queue Window

Research

Research is essential to the progress of an empire's technology. An empire must put effort into its research if it wishes to develop new technologies such as advanced weapons, bigger ship sizes, new facilities, and more advanced intelligence projects. Everything that an empire has to use is dictated by its current technology levels. As they increase, newer items will become available.

Research Points

An empire's ability to research technology is represented by the research points that it generates. Each Research Center facility that the empire builds on a planet generates research points for the empire. You can imagine these research facilities as being huge complexes where scientists work on developing the latest technologies. The research points are a quantification of the number of scientists you have to work on research. All they need is to be told what they should be researching. That's where you come in. You need to tell your scientists what technology areas to research in the Research Window.

Tech Levels

Your empire spends research points on different technology areas to develop them. Each technology area is divided into technology levels. These Tech Levels are discrete groupings of achievement in a given area. Each tech level that your empire attains is typically signified by new items available for its use. For example, if an empire reaches tech level 2 in Light Hull Construction, it now has available the ship size Frigate Level 2. This means that your ships can now be of a larger size than previously. If your empire reaches tech level 1 in Colonizing Gas Giants, it will have the component Colonization Module - Gas Giant available. You can then design ships using this component and send them to colonize Gas Giant planets.

Hidden Techs

When you begin a game, there are a large number of technology areas available to research. This list, however, is not complete. There are certain 'hidden' tech areas that you cannot research straight off. These 'hidden' tech areas are not known to your empire until you reach certain levels in other tech areas. Once your empire has attained the requisite tech levels in certain tech areas, the "hidden" technology area will be available to research.

In addition, certain tech areas are only available to races that have specific racial traits. An empire whose race has the racial trait "Organic Manipulation" has access to the tech area "Organic Engineering".

Allocating Research

Your empire specifies what technology areas it wants to research in the Research Window. Using this window, you specify the percentage of your research points that you want to devote to individual tech areas. Each turn, that percentage of research points will be added to each tech area until the cost of the tech area is attained. At that point you have achieved the next level in that tech area and your empire will receive a log message reporting the new level.

Special Notes

You do not accumulate research points over multiple turns. You either use them each turn, or you lose them. There is no conceivable reason why you would not use the Research Window and always have at least one research area going. Technology is the dominant factor in most games, respect it and you may survive.

Intelligence

Intelligence is a general description of the operations that your empire conducts to spy against other nations, and to prevent spying against your nation. In the game, these actions are conducted through intelligence spending in the Intelligence Window.

All intelligence actions require intelligence points which are generated by Intelligence Facilities that you build on your planets. The total number of intelligence points you generate each turn can be spent on various projects either for espionage, sabotage, or defense. Keep in mind that intelligence points do not accumulate. You either use them in a turn, or they are lost.

Intelligence spending is a fairly simple manner. In the Intelligence window, you allocate a percentage of your intelligence points towards either offense or defense. Defense is simply a pool of intelligence used against any enemy threats. The pool of points is used automatically to stop incoming attacks against your empire.

Offensive spending is on a per empire basis. You pick an empire that you know of and then set a percentage of spending against that empire. You also select a focus area for each offensive action be it espionage or sabotage. Espionage is the use of your intelligence forces to covertly gather information about another empire. Sabotage is where you wish to hurt another empire by damaging machinery, changing orders, or disrupting research. Offensive actions may succeed or fail based on the level of difficulty of the action and the level of defense in place.

Defensive Spending

This setting determines what percentage of your intelligence points are spent in defense against enemy intelligence operations.

Empires

The Empire Lists displays all of the other empires that you know of.

Focus Area

The focus area determines what type of intelligence action you wish to take against this empire. You can press the downwards arrow to display a list of focus areas to choose from.

Sabotage - Ships & Fleets Spies will attempt to sabotage ships, bases, and fleets belonging to this empire.

Sabotage - Planets & Colonies Spies will attempt to sabotage colonies belonging to this empire.

Sabotage - Empire Wide Spies will attempt to disrupt the economy, research, and intelligence operations of this empire.

Sabotage – Political Spies will attempt to cause colonies to revolt, disrupt trade, and destabilize relations between this empire

and its allies.

Espionage - Ships & Fleets Spies will report information relating to this empire's ship locations, orders, and activities.

Espionage - Planets & Colonies Spies will report information relating to this empire's colonies, constructions, and population moods. Espionage - Empire Wide Spies will attempt to obtain information about this empire such as its star charts, vehicle designs, and

technologies.

Espionage – Political Spies will attempt to get detailed information on this empire's treaties, trade, and communications with its

allies.

Cooperative Intelligence Our intelligence network will support this empire's efforts against its enemies by sharing information and

aiding in operations.

Spending

The percentage of your intelligence points you are spending in intelligence actions against this empire. You can use the plus and minus arrow buttons to change the spending percentage. Your total spending percentage of defense plus all of the empires cannot go over 100%.

Total Percentage Allocated

This is the sum of the Defense Spending, plus the spending for each empire. Your total spending percentage of defense plus all of the empires cannot go over 100%.

Log

The Log Window displays all of the log messages for your empire. Log messages are informational notes generated by events which take place. For example, when you construct a ship, a log message will be displayed informing you that this action took place last turn. If another empire sends you a message, it will be displayed here. Think of the Log Window as your central news location.

Galactic News

Galactic News is generated for global events and can be viewed by all players.

Empire News

Empire News items are status messages caused by events that occur in your empire.

Communications Communications items are messages from other empires to you.

History History items are old log messages from previous turns.

Personal Notes Personal Notes are log items that you enter.

Construction Queues

Construction Queues are the items that your ships and planets construct. A construction queue is literally a list of items that your vehicle will construct in order.

Space Yard

All planets contain a construction queue as they can always build facilities and units. Ships will only have a construction queue if they contain a Space Yard component. A Space Yard component is required for a ship or a planet to be able to construct ships in space.

Rate

Every construction queue has a rate at which is uses resources to build an item. The rate determines how long it will take to construct an item (the time being the total resource cost of the item divided by the construction queue rate). The rate for a construction queue is determined on a ship by the rate of the space yard. The rate for a planet is determined by the population modifiers present. The rate can also be increased or decreased if the queue is in "emergency build mode" or "slow mode".

Emergency Build

While in "emergency build mode", your construction queue will produce at double its normal rate. You can leave this option on for up to 10 turns. When you turn it off, or the 10 turns are reached, your construction queue will go into "slow mode" for the same number of turns that is was in "emergency mode". While in "slow mode" the construction queue will produce at half of its normal rate.

Repeat Build Queue On Hold Causes your construction queue to repeat the top item in the list. The top item will be repeated indefinitely. The item currently under construction will be paused until you turn this option off. This is typically used when you want to lower your overall costs, but don't want to actually delete the items in your construction queues. You can just put them on hold to stop your costs, and then start them up again when you have the resources.

New Items

When new ships are completed, they will appear in the same location as the construction queue. Ships do not show up while they are under construction. Facilities are constructed on the planet. You can only add as many facilities to the construction queue as the planet can hold. Units that are constructed will first be added to the cargo of the ship or planet that has this construction queue. If space runs out, then the units will attempt to be placed in any other cargo space that this player owns. If no space at all is available to hold the cargo, then the unit will not be constructed and you will receive a message in your log report warning you of the situation.

Upgrades

Upgrades are used to upgrade the facilities which are present on a planet. They allow you to change older versions of a facility to the latest version. One upgrade will cause all of the old facilities on the planet to change. The upgrade cost is calculated as a percentage of the facility cost times the number of facilities that need to be changed.

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Maintenance

Maintenance is the cost of keeping your space vehicles running. To provide the supplies and repair that your ships need, your empire must pay a maintenance amount each turn. If you cannot pay your maintenance cost, then some of your ships will be scrapped as they fall into disrepair. The maintenance amount required is automatically subtracted from your total generated resources each turn before they are used for anything else (as shown in the Treasury Report of the Empire Options Window). You can prevent paying maintenance on certain ships by mothballing them.

Cost

The cost per turn is the sum of the maintenance cost for all of your currently operating ships, bases, facilities, units, and population. The maintenance cost for a ship or base is calculated as 25% of its cost in resources. Units cost 10% in maintenance. Facilities cost 10% in maintenance. Population requires 1 organics for each 10M population.

Unable to Pay

If you are unable to pay the maintenance cost in a turn, several of your ships will be destroyed automatically. The number of ships destroyed is based on the amount that was unpayed in maintenance.

Ministers

Ministers are your computer controlled assistants. At your request, they can control areas of your empire so that you don't have to. There are two types of ministers. There are Global ministers and Individual ministers. Global ministers are ministers who control things at an empire wide level. For example, the "Construction - Vehicles" is a global minister who will add new ships to the construction queues throughout your empire. Individual ministers are ministers that control certain actions but only for individual ships or planets. Individual ministers can only control those ships or planets that you make available to them (by turning on the minister icon in the Main Window). An example of an individual minister is the "Defense Minister" who will give orders to your ships to defend against enemy threats. The Defense minister can only give orders to those ships that you have turned on the minister control icon for.

If you choose to use ministers, you can activate them by going into the Empire Options Window and turning on those that you wish to use. In this window, be aware that there is an option at the top of the list called "Ministers Controls New Vehicles Constructed ". This is used when you want any newly constructed ships or colonized planets to be automatically set to have minister control on. This is useful if you want the AI to completely control a section of your empire without you having to always go and set the individual minister on for every new ship or planet.

Minister General Options

Minister Controls New Vehicles Constructed

Minster Controls All Current

Vehicles

Maintain Defensive Locations

This is used when you want any newly constructed ships or colonized planets to be automatically set to have minister control on. This is useful if you want the AI to completely control a section of your empire without you having to always go and set the individual minister on for every new ship or planet. Individual ministers will be turned on for all current vehicles.

This is used when you are playing a simultaneous game. Normally, if you do not submit your turn file when the host processes your turn, the computer will automatically take over your turn and play it for you. Now it may be that you don't want the AI to make any major changes to your empire while you're away. Turning this option on means that if the AI does take over control of your empire then it won't make many changes.

Minister Being Used

Colony Types

Construction - Planetary

Construction – Vehicles

Construction Queue Cleanup

Empire Goals

Enemy Analysis

Fleets Intelligence

Planets - Drone Launching Planets - Mine Launching

Planets - Satellite Launching Politics

Research

Ships - (All) Resupply Ships - (All) Retrofit Ships - (All) Scrapping

Ships – Attack Bases

Ships - Attack Ships Ships - Black Hole Creators

Ships - Black Hole Destroyers Ships - Boarding Ships Ships - Cargo Transports

Ships - Colony Ships Ships - Drone Carriers Ships - Fighter Carriers Ships - Medical Ships

Ships - Mine Lavers Ships - Mine Sweepers Ships - Nebulae Creators

Ships - Nebulae Destroyers Ships - Planet Creators Ships - Planet Destroyers Ships - Population Transports

Ships - Ramming Ships

Ships - Satellite Layers Ships - Space Yard Ships Ships - Star Creators Ships - Star Destroyers Ships - Storm Creators

Ships - Storm Destroyers

Ships - Troop Transports

Ships - Warp Point Closers Ships - Warp Point Openers System Movement Restriction

Units - Fighters Vehicle Design

The minister controls the selection of colony types for newly colonized planets.

The minister will construct new facilities on the planets.

The minister controls adding and removing new ships or units from the construction queues.

The minister will remove any old items from construction queues.

The minister sets the overall goals for the empire.

The minister will analyze enemy designs. If the vehicle design minister is on, then the minister will create

new designs to counter these enemies.

The minister controls the selected fleets and uses them to attack and defend.

The minister controls the setting of intelligence spending. The minister controls the launching of drones from planets. The minister controls the launching of mines from planets. The minister controls the launching of satellites from planets.

The minister controls the sending of and replying to political messages.

The minister controls the setting of research spending.

The minister will clear ship orders and send them to a resupply location if they need it. The minister will send older ships to a space yard so that they can be retrofitted.

The minister will send ships to space yard locations and scrap them if they are old or our maintenance

The minister controls all selected attack bases. The minister controls all selected attack ships.

The minister controls all ships with black hole creation components. The minister controls all ships with black hole destroying components.

The minister controls all selected boarding ships. The minister controls all selected cargo transports. The minister controls all selected colony ships. The minister controls all selected drone carriers. The minister controls all selected fighter carriers.

The minister controls all selected ships with medical bays on them.

The minister controls all selected mine laving ships. The minister controls all selected mine sweeping ships.

The minister controls all ships with nebulae creation components. The minister controls all ships with nebulae destroying components. The minister controls all ships with planet creation components. The minister controls all ships with planet destroying components. The minister controls all selected population transport ships.

The minister controls all selected ramming attack ships. The minister controls all selected satellite laying ships. The minister controls all selected ships with space yards. The minister controls all ships with star creation components. The minister controls all ships with star destroying components. The minister controls all ships with storm creation components. The minister controls all ships with storm destroying components.

The minister controls all selected troop transport ships. The minister controls all ships with warp point closing components.

The minister controls all ships with warp point opening components. The minister controls the marking of solar systems as systems to avoid.

The minister controls all selected fighters in space.

The minister controls the creation of new designs and the making of them obsolete.

Happiness

Happiness is a description for how happy or angry your populations are. Each planet's population shows an approximation of the happiness level of that population. Different events which occur throughout your empire can affect this happiness. A high level of happiness means increased production for your planet. An unhappy population means reduced production and the chance of a riot. Once a riot occurs, your planet will no longer produce resources or construct any new items. You can quell the riot by putting troops on the planet or by putting ships in orbit.

Empire Wide Anger Events

The following events will cause all of the planets throughout your empire to grow more angry: Homeworld Lost, Any planet lost, Any of our planets captured, Any ship lost, War declared, or a treaty broken.

Empire Wide Happiness Events

The following events will cause all of the planets throughout your empire to become happier: Any planet colonized, Any enemy planet captured, Any ship constructed, a new treaty established.

System Wide Anger Events

The following events will cause all of the planets in the system to grow more angry: Battle in system (loss), Enemy ships in system, Ship lost in system.

System Wide Happiness Events

The following events will cause all of the planets in the system to become happier: Battle in system (win), Our ships in system.

Location Specific Anger Events

The following events will cause any planets at this location to grow more angry: Battle at this location (loss, stalemate), Enemy ships at location, Enemy troops on planet, Population killed, Planet Plagued.

Location Specific Happiness Events

The following events will cause any planets at this location to become happier: Battle at this location (win), Our ships at location, Ship Constructed, Facility Constructed.

Orders

Orders are given to your ships and planets to cause them to carry out actions. They are your directives that the ship must follow. A ship can be given a long list of orders which it will attempt to carry out over multiple turns. Once its orders have been completed, it will sit idle in space waiting for you to give it new commands.

Orders are given to ships and planets in the Command Panel of the Main Window. In a Turn-Based game, the ship will immediately attempt to execute these orders. For example, if you give a ship the "Move To" order, the ship will immediately move towards its destination spending its movement points. Once its movement points are expended, it will not be able to move any more this turn. On the next turn, the ship will regain its movement points, and it will continue to execute its orders. Once the ship reaches its destination, it will remove the "Move To" order from its list of orders as it has completed it.

In a Simultaneous Game, things work a little differently. On your turn, you may only give your ships orders, but they will not execute them. When the turn is processed by the host, all movement takes places simultaneously. While this movement is going on, your ships will execute the orders you have given them.

Repeat orders

One option for your orders is to turn on the "Repeat Orders" option. What this does is that when a ship completes a given order, it will not remove the order from its order list. The ship will merely move down to the next order in the list. When it finishes the order at the bottom of the list, it will start again at the top. This option is very useful if you want to setup orders for a ship that will repeat indefinitely.

For example, if you wanted to have a cargo ship load population from one planet, drop it on another, and then keep doing this for a long time, you would use this option. In the Main Window, you would select your ship, give it orders to move to the first planet, give it orders to load population, move to the second planet, and then drop population. After that, you would turn on the repeat orders option. The ship would continually execute this loop of orders. Be careful that you don't accidentally turn on this option when the ship has only one single order. This will cause the ship to sit and do nothing.

You can, at any time, turn off the repeat orders option or clear the orders of your ship.

Orders which take no time

Orders can really be classified into 2 different categories, those that take movement to execute, and those that don't. Orders like "Move To" and "Warp" require that your ship expend movement points to execute them. Other orders such as "Transfer Cargo" and "Launch Units" do not require any movement points. These orders that don't require movement points can effectively be done as many times as you want in a turn without restriction.

Viewing orders

You can, at any time, view the orders of any ship, planet, or fleet. Use the "View Orders" order in the Main Window. This will display a window which will allow you to view all of the orders that this ship currently has outstanding.

Changing orders

It's very easy to change a ship's orders. If the ship has no orders, then you can merely give it new orders. If it has existing orders, then you will want to clear those orders using the "Clear Orders" order in the Main Window.

Things to watch out for

One of the biggest problems that players run into is when they try to give a ship orders when it already has some. This will most often look like you trying to give a ship orders, and then it won't execute those orders. You need to use the "View Orders" command to see if it currently has a list of orders, and then clear those before you issues new orders.

Politics

Politics is the interaction of your empire and other empires. Politics encompasses making treaties, setting boundaries, and sending warning messages. Most of the politics in the game is carried out in the Empires Window.

First Contact

Until you meet another player, you obviously know nothing about them. This means that you will be unable to form any political alliances, or perform any type of intelligence operations on them. Once your ships encounter their ships in a solar system, then it is assumed that you at least know of each other's existence. At this point, you will be able to send political messages, form treaties, and interact with them as long as there is some physical path between your two empires.

Losing Contact

Once you meet another empire, you can engage in any form of politics with that empire. This includes what ever intelligence operations you wish to perform. This contact between your two empires remains in effect until such time as there is no physical connection between your two peoples. If, at the end of a game turn, there is no path from one of your planets to a planet of another player that you have met previously, then you will lose contact with that empire. This means that any political relations you have with them will be severed, and you will not be able to send them any form of messages. It also means that you will not be able to perform any intelligence operations either. A path between two empires is any connection of warp points that would allow travel. It does not matter whether you have explored the solar systems or not. Once contact is lost, it can be reestablished by meeting an empire's ships in space just like when you first encounter them. Also note that your ships must be decloaked to make contact with another empire.

Treaties

The highest goal of politics is to ally yourself with other empires through treaties. Treaties are agreements between players to act a certain way towards each other. Using politics, you can enter into and break different treaties with other empires. Since treaties have such an enormous impact on the game, it is very advisable that you acquaint yourself with them by going to Treaty Elements.

Trade

Trade is where two empires with a friendly political relationship allow for a free flow of goods, research, or intelligence across their borders. This trade is automatic and is carried out by merchant vessels far too small to be tracked in this game. Suffice to say that if the opportunity exists, someone will fill the void.

When empires enter into a treaty that allows trade, they will begin to establish trade routes. As the trade routes grow, more and more goods will flow between the two nations. Trade routes have a knack for finding a path even when one doesn't seem to exist. Trade cannot be interrupted, rerouted, or prevented unless the two empires allow it.

When a treaty with trade is entered into, the trade routes begin. This means that you and your ally will begin to receive resources each turn. How many resources is dependent on the size of your ally. You begin by receiving 1% of the resources they generate each turn in trade. These resources are not taken from your ally, but are actually created from the new commerce. Each turn thereafter, the trade will increase by 1%. This will continue until you reach the maximum amount of trade specified in the treaty.

For example, you and empire X enter into a treaty which allows trade. Empire X generates 10,000 of each resource type each turn. On the first turn, after the turn the treaty is begun, you will receive 1% of his output in trade. Which means you will get 100 minerals, organics, and radioactives in trade. The next turn, you will receive 2%, or 200 resources. This will continue until after 20 turns you are receiving 2000 resources per turn. Of course, after 20 turns, empire X's output will probably have increased and you will receive even more resources. Also keep in mind that empire X will receive 20% of your resource output in trade as well. You don't actually lose any resources, but he will get more than normal, and so will you.

If you break the treaty for some reason, all trade ceases. No more free resources. If you do reestablish the treaty, it will begin at 1% trade levels and rise from there. Be certain you're ready to forfeit those resources before you do something rash like declare war!

You can find out your current levels of trade with each empire in the Empires Window. You can find out your total amount from trade in the Treasury report of the Empire Options window.

Tariffs

Tariffs occur when a treaty you enter into requires that one of the empires pays a tariff to the other. A certain percentage of resources is taken from one empire and given to the other. The resources are removed from the treasury each turn before they can be spent on anything.

Surrender

When all is lost, and your empire cannot possibly go on, you can always surrender. You surrender to another empire by sending them a Surrender message. Once this message is sent, your entire empire will become controlled by that other player. Once you do this, your game will be over.

Borders

Most empires in the game will want to clearly define their borders. The borders of an empire are those systems which they consider "theirs" and they will fight to defend. By default, an empire automatically claims any systems that he colonizes.

Combat

Of course, politics can make strange bedfellows. For example, your allies can in turn be allies with your enemies. Any political relationships are allowed. When it comes to combat this makes for certain conditions.

If you are at a location with your ally, and you are attacked, then both you and your ally will defend against the enemy threat. If you attack a location where there are two empires who are allies, then they will both defend against you. But what happens if there are 2 empires at a location which I attack, and one is a friend and one is an enemy? Don't worry you will attack the target who is your enemy. If there are two enemies at a location then your forces will attack the one which is closer, and once they are polished off, move on to the other enemy forces.

The one caveat during combat is that you cannot fire on your allies. Once combat is done, you can always break the treaty and then fire on them, but during combat you are prevented from firing on your allies.

Political Messages

Politics are carried out through messages. Messages are sent back and forth between Empires via the Communicate Window. A message sent to an empire will show in that empire's log on the next turn. After which, that empire can respond to the message.

Political messages can be as simple as just a text message, or they can be complex trade arrangements with lists of give and take. Below is a list of the different message types you can send to another player. These messages are sent in the Communicate Window. For different message types that you select, you will be prompted to enter options for that message.

General Message A general text message that can say pretty much anything.

Propose Treaty

Proposes that you and the other empire enter into a political treaty. The treaty does not take effect until the other empire accepts the treaty. When you propose a treaty, you will need to set the elements of the treaty that you want. The Set Treaty Elements window will be displayed for you to set the specifics of the treaty.

Propose Change In Treaty

Propose that changes be made in the treaty between you and the other empire. The changes do not take effect until the other empire accepts the treaty changes. When you propose changes to a treaty, you will need to set the new elements of the treaty that you want. The Set Treaty Elements window will be displayed for you to set the specifics of the treaty changes.

Accept Treaty Proposal

If another player has proposed a treaty to you, this message means that you accept the treaty. The moment you accept the treaty, the treaty becomes effective.

Accept Treaty Changes

If another player has proposed a treaty change to you, this message means that you accept the treaty changes. The moment you accept the changes, the new treaty elements become effective.

Refuse Treaty Proposal Refuse Treaty Changes If another player has proposed a treaty to you, this message refuses that treaty.

Counter Treaty Proposal

If another player has proposed treaty changes to you, this message refuses those changes. If another player has proposed a treaty to you, this message means that you refuse their proposal, but that you would prefer a different type of treaty. When the other player receives your message, it's the

equivalent of a propose treaty message, meaning that they can accept or refuse it.

Counter Treaty Changes

If another player has proposed treaty changes to you, this message means that you refuse their changes, but that you would prefer to make changes of your own. When the other player receives your message, it's the equivalent of a propose change in treaty message, meaning that they can accept or refuse it. If a treaty is currently in place between your empire and another, this message will break that treaty. This message does not need to be accepted or refused. At the moment you send this message, the treaty will

Break Treaty Declare War

be broken and no treaty will exist between your empires. This message means that you declare war on another empire. No matter what treaty exists between your empires, this message will break the treaty and bring about a state of war. This message does not need to

Propose Trade

be accepted or refused, it immediately happens when you send the message. This message means that you propose a trade between your empire and another empire. When you choose to send this message, you will need to select what items you wish to give in exchange for what items you wish to get. This is done in the Select Package Window. The trade that you propose will not

actually occur until the other player accepts the trade. When you select the items for a trade, you can fill in items to receive with an "Any" placeholder. This means that you want the other player to fill in these items. This is useful if you don't know exactly what the other player has to offer.

Accept Trade

If another player has proposed a trade to you, this message will accept the trade. When you send this message, the items listed in the trade will change hands. If some of the items in the trade are "Any" items, then you cannot accept the trade. Instead, you must replace the "Any" items with actually items, and then offer a counter trade proposal.

Refuse Trade Counter Trade Proposal If another player has proposed a trade to you, this message will refuse that trade.

If another player has proposed a trade to you, this message means that you refuse their trade, but that you would prefer a different type of trade. When the other player receives your message, it's the equivalent of a propose trade message, meaning that they can accept or refuse it.

Give Gift

This message means that you wish to give a gift to another empire. You will need to fill in the items in the package that you wish to give. The items will not actually get sent until the other empire accepts the gift. If another player has offered a gift, this message accepts the gift for you. When you send this message, the items listed in the gift will be sent to you.

Accept Gift

If another player has offered a gift to you, this message refuses that gift.

Refuse Gift Propose New Alliance

Like Propose Treaty, this message proposes that a new alliance be formed. The alliance does not take effect until the other empire accepts the proposal. When you propose an alliance, you will need to set the rules that will govern the alliance. The Set Alliance Rules window will be displayed for you to set the specifics of the alliance.

Accept Alliance Proposal

If another player has proposed an alliance, this message accepts the alliance. The moment you accept the alliance it will be in effect.

Refuse Alliance Proposal Counter Alliance Proposal If another player has proposed an alliance, this message refuses the alliance.

Break With Alliance Change Alliance Rule If another player has proposed an alliance to you, this message means that you refuse the alliance as specified, but wish to make changes and re-propose it.

Send this message if you are currently part of an alliance and wish to break with it.

This message is a proposal to the alliance to change some of its rules. The Set Alliance Rules window will be displayed to allow you to pick the new rules you wish to have in effect. This proposal will be presented to the alliance members in the Alliance Chambers window and they will need to vote on it for it to take

Add Empire To Alliance

This message is a proposal to the alliance to add a new member. This proposal will be presented to the alliance members in the Alliance Chambers window and they will need to vote on it for it to take effect. This message is a proposal to the alliance to remove one of its members. This proposal will be presented to the alliance members in the Alliance Chambers window and they will need to vote on it for it to take

Propose Empire Join Alliance Surrender

Remove Empire From Alliance

This message is sent from an alliance to an empire offering for them to join the alliance.

This message means that your empire surrenders to the empire that you are sending the message to. Surrender means that your entire empire becomes controlled by the other empire. All of your ships and planets immediately become owned by the other empire. This one little message will effectively end your

Grant Independence

This message means that your empire will grant independence to one of your colonies. When you send the message, you will be asked to select one of your planets. The change over of the planet is not automatic. This gives you time to remove your populations from the planet and get the planet in order.

Once you have abandoned the planet, the other empire can come in and take it over. Tells the receiving empire that you wish them to send your empire a gift.

Tells the receiving empire that they must surrender to your empire.

Tells the receiving empire that you wish them to stop their attacks against another empire. Tells the receiving empire that you wish them to break their treaty with another empire. Tells the receiving empire that you wish them to declare war on another empire.

Want a gift Demand your surrender Stop aggression against empire Break treaty with empire Declare war on empire

Make peace with empire Tells the receiving empire that you wish them to establish a peaceful treaty with another empire. Want to join alliance

Tells an alliance that you wish to join them.

Break your membership in Tells the receiving empire that you wish them to break with the alliance they are a member of.

alliance

Join alliance Tells the receiving empire that they should join a specific alliance.

Tells the receiving empire that you wish them to stop their espionage intelligence activities against your Stop espionage against us

Tells the receiving empire that you wish them to stop their espionage intelligence activities against another Stop espionage against empire

empire.

Tells the receiving empire that you wish them to stop their sabotage intelligence activities against your Stop sabotage against us

empire.

Stop sabotage against empire Tells the receiving empire that you wish them to stop their sabotage intelligence activities against another

empire.

Stop ship attacks in system Tells the receiving empire that you wish them to stop their attacks in a specific system.

Tells the receiving empire that you need immediate military assistance. Request Military Assistance

Request Military Assistance Tells the receiving empire that you need immediate military assistance against another empire.

Against Empire

Request Military Assistance In Tells the receiving empire that you need immediate military assistance in a specific solar system.

System

Request Economic Assistance Tells the receiving empire that you need immediate economic assistance.

Request Technological

Tells the receiving empire that you need immediate technological assistance. Assistance

Request Intelligence Assistance Tells the receiving empire that you need immediate intelligence assistance. Request Intelligence Assistance Tells the receiving empire that you need immediate intelligence assistance against another empire.

Against Empire

Stop Border Incursions Demands that the receiving empire stop their border incursions against you. Stop Military Attacks On Us Demands that the receiving empire stop their military attacks against you.

Demands that the receiving empire stop their military attacks against another empire.

Stop Military Attacks Against

Accept Demand/Request

Empire

Remove Ships From System Remove Colonies From System Tells the receiving empire that you wish them to remove their ships from a specific system. Tells the receiving empire that you wish them to remove all of their colonies from a specific system. Tells the receiving empires that you accept their demand. This means that you will do what they request

that you do.

Refuse Demand/Request Tells the receiving empires that you refuse their demand. This means that you will not do what they

request.

Treaties Elements

Treaties are agreements between empires to act a certain way towards each other. It is a formal description of how the empires will cooperate or not. Each treaty carries a list of elements which control the interactions between the empires. Treaties can be made or broken at any time during the game. The following are the treaty elements that can be selected for each treaty.

Trade Percentage The maximum amount of trade to engage in.

Cultural Exchange Percentage The maximum amount of cultural trade to engage in.

Non Aggression Whether ships can move into the territory of the other empires.

Mutual Defense Pact Whether empires will assist in each other's defense. Allow Migration Between Whether populations can migrate between the empires.

Colonies

Treaties With Others Whether these empires can form treaties with other empires. Whether empires can use each others Resupply Depots. Share Resupply Share Repair Whether empires can be repaired by ships of other empires. Share Technology Whether empires will share research and technology. Share System Maps Whether empires share maps of the systems they discover.

Share Communication Channels Whether empires share communication codes of empires they encounter.

Share Espionage Information Whether empires share information gathered through espionage.

Share Sensor Information Whether empires share the current sight of their ships. Share Vehicle Designs Whether empires the enemy designs that they encounter.

Share Minefield Codes Whether empires can move through the minefields created by the other empires.

Share Combat Reports Whether empires will share their combat reports with other empires.

No Research Allowed Empires cannot perform research. No Intelligence Allowed Empires cannot perform intelligence. No Planetary Bombardment Empires cannot bombard planets. No Viral Weapons Empires cannot use viral weapons. Empires cannot destroy entire planets. No Planet Destroying No Star Destroying Empires cannot destroy entire stars. Empires cannot create black holes. No Black Hole Creation No Nebulae Creation Empires cannot create nebulae. No Cloaking Empires cannot use cloaking.

Resource Tariff One empire must pay a tariff to another empire in the treaty. Share Emergency Medical Care Empires share emergency medical care with each other.

Alliances

Alliances are groups of empires that band together to form a new political entity. An Alliance is much like a treaty between two empires, except that it can include any number of empires. An Alliance is founded on a set of rules (much like the elements of a treaty). Once the Alliance is founded, the empires meet together in the Alliance Chambers window, where they can vote on proposals and actions. A member of an alliance and break with the alliance at any time. Since an alliance is a new political entity, it gets its own flag and name.

An example of an alliance in our everyday world is the United Nations. It is a unique political entity composed of many nations. It can conduct its own politics and programs. The member nations share some information and are allowed some movement through each other's territory.

Alliance Rules

The following are the rules that can be in effect for an alliance. All members of the alliance are forced to abide by these rules. When the

alliance is created, a set of rules is used as it basis. Later, these rules can be changed by its members.

Votes Per Empire The number of votes that each empire in the alliance gets. Proposal Passage The number of votes needed for a new proposal to pass.

Adding New Members Whether new members can be added to the alliance, and when they can be added.

Trade Percentage The maximum amount of trade to engage in.

Cultural Exchange Percentage The maximum amount of cultural trade to engage in.

Non Aggression Whether ships can move into the territory of the other empires.

Mutual Defense Pact Whether empires will assist in each other's defense.

Allow Migration Between Whether populations can migrate between empires.

Colonies

Share Resupply
Whether empires can use each others Resupply Depots.
Share Repair
Whether empires can be repaired by ships of other empires.
Share Technology
Whether empires will share research and technology.
Share System Maps
Whether empires share maps of the systems they discover.

Share Communication Channels Whether empires share communication codes of empires they encounter.

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No Research Allowed Empires cannot perform research. No Intelligence Allowed Empires cannot perform intelligence. No Planetary Bombardment Empires cannot bombard planets. No Viral Weapons Empires cannot use viral weapons. No Planet Destroying Empires cannot destroy entire planets. No Star Destroying Empires cannot destroy entire stars. No Black Hole Creation Empires cannot create black holes. No Nebulae Creation Empires cannot create nebulae. No Cloaking Empires cannot use cloaking.

Share Emergency Medical Care Empires share emergency medical care with each other.

Sight

Sight is a description for how you detect stellar bodies and space vehicles. You can always see your own ships and planets, but each of these has a distance at which it can see other objects. There are two elements to sight – distance and level. The sight distance is the number of sectors (hexes) in distance that a ship or planet can see. The level of sight is the detail resolution.

Sight Distance

Each ship or planet that you own has a range at which it can see. This is the range in sectors (hexes) from the ship or planet at which it can see objects. All colonies in your empire have a set sight distance. Ships get their sight distance from the sensor components they have on them. The higher the level of the sensors, the farther they can see.

When you start the game, there will be a number of solar systems which you have not explored yet. If you have never been in a solar system, then it is marked as "Unexplored". You will not be able to see anything in the system until you move at least one ship into it. Once you have visited the system, then you can view it again at any time. You will be able to see stars in a solar system because they are visible at any distance.

All sectors in the game fall into one of three categories - either you have never seen it before, you have seen it in the past but can't currently see it, or you can currently see the sector. When the hexes for a solar system are displayed, they are displayed in different colors representing these states. In addition, some sectors cannot be moved through because there is an object there such as a star.

Hex Colors

The following are the colors used to display the different sight states of sectors in a solar system.

Light Red You cannot currently see this sector and have never seen this sector in the past.

Dark Red This sector is blocked and you cannot move through it.

Gray You cannot currently see this sector but you have seen it in the past.

Green You can currently see what is in this sector.

Blue Your mouse pointer is over this sector.

White This is the currently selected sector.

Sight Level

There are multiple levels of sight in the game. Level 1 is standard sight and can see all normal objects. Some objects however are obscured from sight through natural or technological means. To see these objects, you will need a sight level above 1. Obscuration is the idea of making something harder to see (sense). A cloaking device adds levels of obscuring to an object. Storms and nebulae may also do the same. If an object is obscured, it can only be detected by that level of sight or better.

For example, if I have a cloaking device which obscures at level 3, then this ship cannot be seen by anyone. Unless, however, a player has a ship nearby with a sight level of 3 or higher. A sufficient sight level equal to or greater than the ship's obscuring level will allow you to see that ship. Most storms will naturally give an obscuring ability to any objects which are within it. The same goes for nebulae, which will obscure everything in the entire system.

Cloaking

Cloaking is the activity of making your ship harder to detect. Any kind of cloaking will give you levels obscuration. These levels are only in effect while the ship is cloaked, and are removed when the ship uncloaks. Cloaking can be given through a device, special hull materials, or just a natural part of the ship itself.

Sensors

Sensors give your ships sight abilities to defeat obscuration. A sensor component is rated with the distance it can see and the sight level at which it can see. The more advanced your sensors, the farther you can see and the deeper the obscuration you can penetrate. Sensors are always on and do not need to be activated.

Storms

Some storms are like a natural cloaking device. They will obscure any ships that are at the same location. Not all storms obscure, so be sure and check their abilities.

Nebulae

Nebulae are just like storms except that they obscure everything in an entire system.

Movement

If your ship is obscured in some manner (cloaked), then it cannot be attacked by enemy ships (if they cannot penetrate the cloak). Enemy ships will move through the square and not engage the ship in combat (because they cannot see it). When you move a cloaked ship, you can move freely through locations with enemy ships. If you wish to attack the enemy, you must decloak first to do so.

Be careful when moving your ships. You have no way of knowing what sensor level an enemy might have. You may try and move through an enemy held location, and combat may begin. If they do have sensors that can detect you, combat will begin automatically.

Status Icons

Status icons are used to give you a quick glimpse into the abilities or status of a given ship or planet. They are displayed in most of the windows near the ship's picture. Each one has a different meaning and time when it is displayed.

Icon Types



Has Space Yard - This ship or planet contains a working Space Yard.



Repeat Orders - This ship is repeating its orders. It will continue to repeat them until you tell it otherwise.



Sentry - This ship has been given Sentry orders. This ship will sit doing nothing until an enemy ship comes near.



Low Supplies - This vehicle is running low on supplies.

No Supplies - This vehicle has no supplies left.



Mothballed - This ship has been mothballed. A mothballed ship cannot perform any actions, but it also does not cost any maintenance resources.



Cloaked - This ship is cloaked from enemy sight. Go to Sight for more details.



Under Minister Control - This ship is under individual minister control. See Ministers for more details.

Constructing - This ship or planet has an item in its construction queue and is currently constructing it.



Can Repair - This ship contains either a Space Yard or a Repair Bay. It can repair other ships at the same location.



Ruins - This planet contains ruins. Ruins are planets that when colonized, may hold advanced technology.



Remote Mining - This vehicle is remotely mining asteroids in this sector.



Under Repair - This vehicle is damaged and is being repaired by a Space Yard or Repair Bay at this location.



Domed Colony - The population on this planet cannot breathe the atmosphere and so the colony must be domed for their protection. See Planets for more details.



Has Fighters In Cargo - This ship or planet has fighters in its cargo storage. See Units for more details.



Has Satellites In Cargo - This ship or planet has satellites in its cargo storage. See Units for more details.



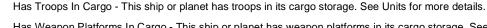
Has Mines In Cargo - This ship or planet has mines in its cargo storage. See Units for more details.



Has Drones In Cargo - This ship or planet has drones in its cargo storage. See Units for more details.



Has Population In Cargo - This ship or planet has population in its cargo storage.



Has Weapon Platforms In Cargo - This ship or planet has weapon platforms in its cargo storage. See Units for more details.



No Spaceport In System - This planet is in a system which does not contain a Spaceport. None of the resources of this planet are being transported to the empire. See Planets for more details.



Damaged - This ship is damaged and needs to be repaired. See Ships for more details.

Formations

A formation is a preset arrangement of your ships as they move through space. Fleets use two tiers of formations. The fleet itself uses a formation which is an arrangement of its task forces and how they move together. Each task force has its own formation which directs how the ships within the task force move together. The list of formations for fleets and task forces are different. They are also displayed differently.

Fleet Formation Display

A fleet formation display is simply an arrangement of its task forces on a grid. Each task force is displayed on the grid with a T1 though T9 representing each of the task forces.

Task Force Formation Display

A task force formation display is represented by letters on a grid. The leader of the task force is represented with the letter "L". Around the leader are Core ships ("C"), Escort ships ("E") and Picket ships ("P"). These also have numbers indicating which specific ship is involved. When the leader moves, all of the other ships attempt to stay in the same relative position to the leader.

Leader

Task Force formations have a leader. The leader is the one ship that all of the other ships follow. All of the ships in a task force attempt to stay near the leader as it moves.

Core Ships

Core ships are the center of the formation. They are typically the ships that need to be protected the most from enemy weapons such as carriers or transports.

Escort Ships

Escort ships are the first layer of defense for the formation. They stay near the core ships and protect them from ramming and direct assaults.

Picket Ships

Picket ships form the outermost ring around the formation. Their job is to detect and intercept enemies first. Often they are composed of ships with short range weapons.

Breaking Formation

The formation will automatically break up if the lead ship is destroyed. You can also clear your formation using the combat group orders during Tactical Combat.

Abilities

Different objects in the game contain different abilities. Abilities are the special capabilities that a component, ship, planet, facility, or ship size can use. A ship which contains components (or a planet which holds facilities) gains its abilities from the abilities that its components have. As long as a component or facility is functional, these abilities are available. Some abilities are automatic, meaning that they are "on" all of the time. Other abilities must be activated using a specific order.

Scope

Every ability has a scope to its effect. Some abilities affect all of your ships and colonies no matter where they are. Some abilities only affect the component that contains it. The description of the ability will most likely tell you the range of the ability. The following are some of the scopes you will encounter.

Any abilities that are part of your empire such as Government Type, Society Type, or Racial Traits. These **Empire Wide**

abilities effect everything that you own.

System Wide Abilities from facilities such as the Spaceport and the Resupply Depot. The abilities affect all ships and

colonies that you own in the solar system.

Sector Wide Abilities from facilities such as the Space Yard and the Ship Training Facility. The abilities affect all objects

in the same sector as the facility.

Abilities from components such as the Basic Sensors. The abilities effect within a range from the ship with Sector Range

the component.

Abilities Samples

Rock Colony

· Can colonize a rock based This component can be used to colonize a rock type planet. You use the Colonize order to execute this

planet. ability. Provides 40kT worth of cargo

space.

This component provides extra cargo space to your ship. Your cargo space will automatically be larger by

40kT.

Ion Engine

Generates 1 standard This component will generate one movement point per engine that is on the ship.

movement.

This component will add 650 units of supply storage to the maximum storage capability of your ship.

Shield Generator

· Generates 50 shield points. This component will generate 50 shield points for this ship when it enters combat. As long as the

component is operational, you will get 50 points of shields per each of these components when you start

combat.

Mineral Miner Facility

Mines 3000 minerals each turn

This facility will generate 3000 minerals per turn when placed on a planet. This amount is also modified by

value of the planet, and any planet modifiers such as population.

Ultra - Recycler

· Ships scrapped in this sector will reclaim 35% of their original resource value (only 1 facility per planet effective).

· Can store 650 units of supply.

Instead of the default 30% resources returned from the scrapping of a vehicle, this facility will cause a scrap to return 35% instead. No specific order is needed. Any scrap order which takes place in this sector will automatically have the improved resource value return.

Space Port

All points generated in this system are automatically transported to the owning empire.

This facility will act as a spaceport for this system. This ability is automatic. With a spaceport in the system, the points generated by the planets will be added to your empire's resource pool.

Combat

Combat takes place when enemy forces enter the same location within a solar system. Ships will battle each other using their weapons until one side has been destroyed, or the time has expired.

Strategic Combat

A combat can be displayed in either a Tactical or Strategic form. Strategic Combat is where you view combat at a high level and just watch the ships fight each other. The control of the ships is done by computer following the strategies that you have laid out. Strategic Combat is viewed through the Strategic Combat Window. Strategic Combat is exactly the same as Tactical Combat, except that you don't get to directly control your ships.

Tactical Combat

Tactical Combat is where you can directly control your ships during the combat situation. Tactical Combat is carried out in the Tactical Combat Window.

Combat Time

Combat takes place in real-time, meaning that all ships will move and fire at the same time. You can control the rate at which time passes and even stop and start it. Combat will continue until one side survives, ships are out of firing ranging and not getting any closer, or 5 minutes have passed.

Combat Pieces

Each discrete object in combat is considered a "piece". Each ship, base, and planet that you own is considered a single piece. In addition, you can create new pieces by launching units into space.

As a default, all combat pieces use AutoMove and AutoTargeting. This means that the computer controls their movement and the targeting of their weapons. If you wish to control them, you need to turn these settings off in the Combat Piece Options window.

Movement

All pieces have a movement speed and a turn rate. When moving a ship will accelerate from a speed of zero up to its maximum speed. Ships turn as fast as their turn rate allows. If a ship attempts to turn, it will slow down to reduce stress on the ship, and then accelerate again when the turn is completed. The maximum speed of a ship is based on the number of operating engines it has versus its size. A larger ship moves slower because of its increased mass. Larger ships turn slower as well. If a ship takes damage to its engines, then its maximum speed will be reduced.

Most ships move on the same plane of combat. If two ships wish to move through the same location, one will rise up above the plane so that it can move over the other ship. To make combat simpler, you do not need to control a ship's height above the combat plane. Any two pieces will not run into each other unless one is specifically trying to ram another.

Firing

A ship can move and fire its weapons at the same time. Each weapon must be targeted on an enemy piece before it will fire. Once targeted, the weapon will fire on that target whenever it is in range. After firing, the weapon will begin to reload and will be unable for firing until the reload is complete. Every weapon is rate with a "Firing Rate" which indicates how long this reload time will take. Only weapons which are undamaged can be fired at an enemy. In addition, firing weapons requires supplies and ordnance. If your ship does not have the required supplies or ordnance present, the weapons will not fire.

Keep in mind that some weapons can only be fired on certain target types. For example, a Capital Ship Missile can only be fired on ships and planets, but not on fighters or satellites. Point – Defense Cannons can only be fired on seekers that are incoming.

Planets (with colonies) can participate in combat just like ships. They can fire weapons against targets in space from the Weapon Platforms that are on its surface. In effect, Weapon Platforms are like the components on a starship. They can fire weapons into space as long as the weapon platforms on them are intact.

Weapon Types

There are 4 basic types of weapons in the game. The first is "direct-fire", which means that the weapon will immediately fire and either miss or hit its target. The next is "seeking" which means that the weapon will launch when fired, and then will move towards it target and attempt to hit it. The third is "point-defense" which means that the weapon will automatically fire on enemy fighters and seekers which come into range. The last is "warhead" which cannot be fired, but will detonate if the ship rams an enemy ship.

"Direct-Fire" and "Point-Defense" weapons have a chance that they will either hit or miss their target. The chance to hit is based on the distance between the targets, the attacker's Combat Attack bonus, the defender's Combat Defense bonus, any experience the two pieces might have, and any environmental factors that may interfere.

See Weapons and Damage for more details.

Damage

When a ship is hit by weapon's fire, it will take damage. Damage is applied first to any shields the ship may have. Once the shields are depleted, the armor takes damage. And finally, once the armor is gone, internal components will be damaged. First a ship's outer hull is damaged and then a ship's inner hull is damaged. Damage is applied based on the direction that the damage is incurred from. If your ship is hit on the left side, then components on the left side will be damaged first.

Some damage types done by weapons skip certain types of components or even shields. Planets are damaged in much the same way with the population being the target. As the population is destroyed, facilities and cargo may be destroyed as well.

Ramming

Ramming is performed when one ship tries to physically run into another. Both ships usually take damage with the smaller one being destroyed. The damage done is strongly influenced by the size of the ship, any armor present, and any undamaged warheads.

Ship Capture

Capturing a ship occurs when you send armed soldiers from your ship to an enemy ship. They attempt to take over the ship's control and pacify the existing crew. If they succeed, then the ship will now be under your control. If they fail, then they are all killed. No matter what the outcome, your boarding party components will be destroyed with the attempt. Also keep in mind that if the enemy ship has a self-destruct device, and they are going to be captured, they will activate the device destroying their ship and your ship.

Fleets

If a fleet enters combat, its ships will be arranged in the formation of the fleet and its task forces. The members of the fleet will stay in their formation unless you tell them otherwise.

Allies in Combat

It is possible to get into combat with more than two players present. During combat, all of your treaties are strictly enforced. Meaning that you can't fire on your allies during combat. It may even happen that you are present when two of your allies fight each other. In this case, you must just sit back and watch the battle.

Combat Strategies

If you are using Strategic Combat, or Tactical Combat with Automove or Autotargeting, then the computer is controlling your forces. Now for the computer to know what you want to do with each of your ships, it looks at the strategies that you set for each of your designs in the Designs Window. This strategy will tell the computer how to move, and who to fire on. You can test these strategies using the Combat Simulator.

Launching Units

If you have a carrier or planet in battle which is carrying fighters or satellites, then you will want to launch them to take place in the battle. Launching units is done automatically in Strategic Combat, and through orders in the Tactical Combat Window. Each ship is rated with how many units per combat turn it can launch. This amount is based on the components which store and launch your units. You can launch only up to that amount in a given amount of time.

Units that are launched into combat are all individuals. They behave must like ships in that they will move and fire on enemy targets. Its typically easiest to just use Automove and Autotargeting to control them.

When combat is over, you do not need to recover your units back on to your ships. This is done automatically. If there is not enough space to recover the unit, then it remains in space at that location.

Ground Combat

Ground combat occurs when troops are dropped onto an enemy planet. Ground combat takes place at the end of all player's turns. When your troops land on a planet in Tactical Combat, an icon will be displayed over the planet indicating that troops are present. Your ships will no longer fire on the planet for fear they might hit your own troops. At the end of all player's turn, any ground combat will be resolved.

Ground combat is much like space combat and takes place in real-time. It will continue until one side is destroyed or 5 minutes has elapsed. If time runs out on a ground combat then it will continue at the end of the next game turn. At any time, you can drop additional troops onto the planet to help take it over. The only limitation in dropping troops is that you cannot drop troops onto a planet where a ground combat is currently in progress by two other empires.

Ground combat takes place on the surface of the planet. You will see mountains and city streets. The attacking player starts with his troops and fighters outside the edge of the city. Inside the city are buildings, facilities, and the defenders of the city. The defenders are composed of troops, fighters, and weapon platforms. In addition, some militia troops will be present based on the amount of population on the planet. Attacking troops need to destroy all of the defending units to win ground combat. Its up to the attacker if they are willing to destroy facilities or not.

The victor in ground combat gains control of the planet. This includes any surviving facilities or units in storage. The population that's left is also subjugated by the enemy troops. This population is now yours to do with as you please. You will probably need to keep troops present to prevent them from rioting. You can also transport the population to other planets.

Combat in Simultaneous Games

Combat is a little different in simultaneous games. First off, you do not get to go through Tactical Combat. All combat in a simultaneous game is completely computer controlled. On your next turn, you will receive a log message reporting the results of the combat.

After Combat

When your ships just finish a combat, be sure to check them out for damage. Damaged ships will have significantly reduced abilities such as slower movement. You'll want to move your ships to a Space Yard or other repair location to fix them up.

Multiplayer Games

Multiplayer games are those games in which more than one human player takes part. There are numerous options you can use to play these types of game. When playing a game with multiple players, you can choose which "Turn Style" you would like to use. When you start a game using Quick Start, you are playing a Turn Based Movement game. When playing with multiple players on different machines, the best method to use is Simultaneous Movement. Simultaneous Movement allows each player to take their turn at the same time which greatly speeds up play.

Turn Style

Turn Based Movement Turns are taken in order, first player 1, then player 2, and so on. Each player moves all of their vehicles on

their turn.

Simultaneous Movement Turns are taken simultaneously by all players. Each player takes their turn and gives orders to their

vehicles. Vehicle movement happens at the end of all player's turns.

Play Style

Hot Seat All players play the game on the same computer, and switch seats for each player's turn.

Different Machines Players are playing the game on different computers.

Connection Type

Manual File Moving

The savegame file is moved manually by players. This selection should be used if you plan to play by

email or over the web.

Host This player wishes to host the game. They will be responsible to collecting the player order files and

generating the new savegame.

Player This player will be a player in a hosted game. They will merely load the game and play their turn.

General Settings

Game Master Password Multiplayer Savegame Filename Savegame Directory Path The game master password for the game. This password can be used to change players in the game.

This file name used for the savegame.

If you want the game saved in the standard savegame directory, then leave this blank. If you want the game saved in a different location, enter a path here. This setting is useful if you wish to save your savegame at a specific location on a shared file system (such as a LAN).

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Turn Based Movement

A turn based movement game is the normal type of game that you will play if you select Quick Start. Each player takes their turn in order, and moves their ships on their turn. This turn style is most useful for single player games, or multiple players on the same computer. If you have multiple players on different computers, you'll want to use Simultaneous Movement.

Simultaneous Movement

Simultaneous Games work a little different than Turn-Based games. Every player takes their turn at the same time as the other players (if on different machines). Players can only give orders to their ships, but they will not move. Movement for all players is executed at the same time after all of the players have taken their turns. Combat which occurs is resolved automatically by the computer and no Tactical Combat is allowed.

If a Simultaneous game is played on the same machine, then each player will take turns playing their turn, but movement will still occur after they have all finished.

Simultaneous Games

Simultaneous games are those in which the turn style is "Simultaneous Movement". The mechanics of a simultaneous game is a bit different from that of a normal game. The elements of a simultaneous game are listed below.

Players

A simultaneous game still has players like a normal game. Each player will take their turn by loading the savegame file and then logging in as the empire that they play.

Orders

On a player's turn, they can only give orders to their planet and ships. For some things, this is instantaneous such as transferring cargo or renaming something. The player can also freely change any research projects, intelligence projects, send messages, or change construction queues. However, none of the ships they give orders to will actually move. Anything that uses movement points will not move until the execution of movement (after all player's turn).

Keep in mind that all movement is Simultaneous. This means that your ships will move at the same time as enemy ships. This is fundamentally different than a Turn-Based game. In a Turn-Based game, the enemy could not run away while you were moving your ships. You need to plan your strategy around the fact that they may move somewhere else when you are moving towards them.

To help with this, the Attack Order changes slightly in a Simultaneous game. When you give the attack order, your ship will seek after its target during movement. It will change course as needed to that the target does not get away. This is much better than a Move To in that this takes into account a moving target, while Move To will just send you to a location.

Movement

Simultaneous movement is played out of 30 days during a single month (turn). Each ship movement is converted into different days that they will get to move. So if your ship has 5 movement points, then it will get to move once every 6 days during the month.

Movement of ships does not occur until the end of all player's turns. Once all players have taken their turn, the end of turn processing is done. During this period, all ships will follow the orders that have been given to them.

On a player's turn, they can replay the movement of all of the ships that has taken place. See the Main Window - Orders Panel and the Log orders.

Combat

Combat occurs in simultaneous movement when enemy ships are at the same location. Combat is completely controlled by the computer according to the strategies that you have set for your ships. All combats that occur will be reported to you in the Log Window. Via the Log Window, you can review the combat by viewing the combat replay.

Simultaneous Games (On Different Machines)

Simultaneous games on different machines have some added features that you need to know of.

Host

A new concept in a simultaneous game is that of a Host. The host is the person that sets up the game and who executes the movement of ships. A host can be a player, or can be an automated process. The Host is merely whatever executes the end of turn processing.

Game Setup

When the game is first setup, the game needs to be selected as a simultaneous game in the <u>Turn</u> Style section. The Host (or whoever sets up the game) should come up with the settings for the game and then let all of the players know what they are. This would be things such as galaxy size, racial points available, number of starting planets, etc.

Each player would then create their empire (.emp) using these settings (or use an existing empire) and send them to the host (this can be done through email, ftp, whatever). The host will create the game and add each of these empires to it. When he starts the game, it will immediately be saved (using the filename entered in the multiplayer game name). The host will then send this game file (.gam) to each of the players.

Transferring Files

A player who receives a game file should place it in the savegame directory. They can then start Space Empires V and load the savegame. The game will prompt them to login as a given player. If the empire was created with a password (highly recommended) then the player must enter that password to login. Now the player can play out the current turn of the game. They can do everything as in a normal game, except that the ships will not execute the orders. Players can only give the ships orders at this point.

When the player completes their turn, the players changes (orders) will be saved as a file (.plr). The player should then send this file in to the Host. The Host will collect all of the player's files and put them in the savegame directory with the existing savegame file for the game. The Host runs Space Empires V, loads the savegame, and then logs in as the Host (this will require the game password). When the Host presses the End Turn button, the game will add the player's orders into the game, and then execute simultaneous movement for all ships. When this process completes, the game will be saved once again (and all of the player files will have been deleted). Now the Host sends this savegame (Gam) file back out to all of the players and the process repeats.

If the game is being played on the same machine (all players on the same machine), no files need to be transferred. Also, the execution of the host is automatic as well.

Sequence of Events

- 1. Game Host comes up with the settings for a new game. The host saves the game setup file.
- 2. Host sends the game setup file to each of the players.
- 3. Each player creates an empire based on the game setup file. They save the empire file and send it in to the Host. If players are using a custom race style (picture set), then they need to send this to the host as well.
- 4. The Host gathers all of the player files together into the savegame directory. The Host then creates the game, adds the empires into it, and the game is saved to a file. The Host sends this file (and any custom race styles for the players) to every player in the game.
- 5. Each player receives the game file (Gam) from the host and puts it into their savegame directory. They run the program, and load the savegame. They login as their empire, and play their turn.
- 6. When they have finished their turn, the game will create a player changes file (.plr). This file is then sent in to the Host.
- 7. The Host receives the player changes files from each of the players. If a player does not send in their file, this is not a problem. The game will automatically have the AI control any player that did not supply a player changes file. The Host runs the game, loads the savegame, and the presses End Turn. When he does, the game will load all of the player changes files, and then process the movement for all of the players. 8. When the processing completes, the Host will send the new game file (Gam) to each of the players. This process then begins again at item number 5.

Command Line

As the Host, you can execute the game by running it, and then loading the savegame, and then pressing End Turn. You can also automate the process by using command line options for the game. If you run the program se5.exe you can supply 2 command line parameters. The first is the exact path to the savegame file, the second is the password for the game. If the parameters are valid, the game will execute silently, and when finished will generate a new game file.

File Types

There are numerous different files which are used for a game in Space Empires V. Those files that are specifically needed for a Simultaneous Game are as follows:

.emp An empire file. This contains a detailed description of an empire for use in a game.
.gsu A game setup file. This contains all of the game setup information for the game.

.gam The savegame file. This is the file that runs the entire game.

.plr The player changes file. This file contains all of the changes that a player makes on their turn. This needs

to be sent in to the host.

mvl A movement log file. This file is return to the players by the host and allows them to view the movement.

replay for the turn.

.cmb A combat log file. This file is returned to the players by the host and allows them to view the combat replay

for the turn.

.hlg An events history file. When a player goes into the Log Window to view historical log records, they are

viewing the contents of this file. The host should send this file to the specific player it is for with the game

file each turn.

_stats.txt A statistics file. When a player goes into the Comparisons Window, they are viewing the contents of this

file. The host should send this file to the specific player it is for with the game file each turn.

TCP/IP Games

TCP/IP is a protocol used on the internet (and intranets) to govern communication between different computers. When you play a Simultaneous Turn game in Space Empires V, you have the choice of whether you want to move the files yourself or use TCP/IP to move the files automatically. When you setup a game in the Game Setup - Multiplayer Window you will choose the Connection Type. This indicates if you will be moving the files manually or you'll be using TCP/IP to move them.

Now there are pros and cons to each of the different methods of moving files. When you use TCP/IP, all of the players (people playing the game) and the host (person who sets up the game and manages it) must be online at the same time. This means that they must have an active internet connection (or a connection to an intranet). For the game to progress, all players must remain online at the same time. If you move the files yourself, the players do not need to be connected in any way. For example, the host could email the game files to all of the players, and then they could take their turn whenever the wished. Later, the players would email the orders file back to the host who would process the next turn. Normally, TCP/IP is used for players who wish to have a quick game, and manual file moving is used for player who wish to have a long drawn out game.

In a TCP/IP game, the host is the central hub of the game. He creates the game, manages it, and controls its play. The basic routine of play is that the host will generate a turn, that game turn file will be sent to each of the players (automatically using TCP/IP), each player will take his turn (and this will generate an order file), the order file will be sent to the host, and the host will generate the next turn.

For complete details on TCP/IP Games, see the TCP/IP Host and TCP/IP Player windows.

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Player Each individual who controls an empire within the game. Each player will connect in to the Host over an

internet connection and will play turns of the game. The main interface for a Player in a TCP/IP game is

the TCP/IP Player Window.

The central computer where the turns are processed. The Host can be a player as well in the game. The Host

Host is the person who creates the game and has the game master password. The main interface for a

Host in a TCP/IP game is the TCP/IP Host Window.

When the Host begins a game, the settings he chooses for the game are saved into a Game Setup File. Game Setup File

When the players connect to the Host, they will receive this file. This file contains settings such as the maximum number of racial points and empire can spend, how many solar systems there are, etc. When a

player creates his empire (or loads it), it is restricted by the settings in the Game Setup File.

Once players receive the Game Setup File from the Host, they will need to create their empire for the Empire File

game. They do this in the Game Setup - Players Window. They can either create a new empire, or load an existing empire. When they have finished, the empire will be saved into an Empire File, and this file will be

sent automatically to the Host.

Game Turn File When the Host processes a turn, a Game Turn File is created. This file is then sent to all of the players in

the game. Once a player receives this file, they can take their turn. (Note: There are actually several files

which make up the game turn file).

Orders File When a player takes their turn, they are giving orders to their ships and planets. When they finish their

turn, all of these orders are saved in an Orders File. This file is then sent to the Host to be included in the

next game processing.

Every machine that has an active internet connection has a unique address called an IP Address. When IP Address

Players are connecting in to the host, they need to enter the IP Address of the host so that TCP/IP can

find them. The current IP Address of the host is displayed on the TCP/IP Host Window.

Chat While a game is in progress, all of the players can talk amongst themselves using Chat. This is a central message system that allows players to send messages which are displayed to all of the other players. If a

player has finished his turn and is waiting for the other players to finish, he can use Chat to communicate

with the other players or the host.

Sequence Of Events

Host creates game This Host starts Space Empires V and selects New Game. He then sets all of the game settings that

should pertain to this game and does not add any empires. He then goes to the Game Setup - Multiplayer Window and selects Different Machines, Simultaneous Movement, and TCP/IP Host. He also enters a game name for this Multiplayer game. He presses Begin Game. The TCP/IP Host Window is displayed.

The Host waits for the players to connect.

Players start game Each of the Players starts Space Empires V and selects New Game. They immediately go to the Game

Setup - Multiplayer Window and select Different Machines, Simultaneous Movement, and TCP/IP Player. They press Begin Game and the TCP/IP Player Window is displayed. They enter the IP address of the

host, their player name, and press the Connect To Host button.

Players connect to Host The host will see the players added to the Players List on the TCP/IP Host Window. Once all of the

players have connected, he presses the Begin Game button.

Host sends Game Setup File to The Game Setup File is automatically sent to each of the Players.

Plavers

Players create their Empires

Once the Game Setup file has been received by the Player, they should press the Create Empire button. The Game Setup - Players Window will be displayed to allow them to add their empire to the game. They

finish by pressing the Begin Game button. Each Player's empire file is sent to the Host.

Players send their Empire Files to

Host generates the first turn

Once all of the Player's empire files have been received by the host (as indicated on the Player List), the Host presses the Process Turn button.

Host sends Game Turn File to

When processing of the turn is complete, the Game Turn File will automatically be sent to each of the

Plavers Players take their turn The Players receive the Game Turn File and then press the Play Turn button. This will display the Main

Window for them to take their turn. When they are finished they press the End Turn button.

The Player's Orders File is sent automatically to the Host. Players send Orders File to Host Host generates the next turn

The Host receives all of the Player's Orders File and then presses the Process Turn button. This process continues with the "Host sends Game Turn File to Players" step.

Saving a game in progress

If, at some time, the players agree to stop the game and continue it again later, the Host can select Quit Game. Since the Game Turn File is saved each time it is processed, the Host does not need to explicitly save the game.

Loading a previous TCP/IP game

When the host and players wish to continue a saved TCP/IP game, the Host needs to start Space Empires V and select Load Game. After selecting the savegame from the list, he will be asked if he wishes to continue the game as a TCP/IP Host. If he selects Yes, then the TCP/IP Host Window will be displayed. Players should start their game as they normally would for a TCP/IP game, and then connect in to the Host. The Host will automatically send them the current Game Turn File, at which point the Players can take their next turn. After that, the routine is the same as described above.

Game Interface

Alliance Chambers



Description

The Alliance chambers window is used to communicate with the Alliance that you are a member of. Through it you can view the Alliance members and propose new items for the Alliance.

Controls

Alliance Members List

The list of members that belong to this alliance. Each member is listed with their Empire name, Emperor name, number of votes, and the date they joined the alliance. The number of votes indicates that members weight when voting on new proposals.

Current Proposals List

The current proposals list shows all of the items that are up for a vote in front of the alliance. Proposals can include many things from changing the rules of the alliance to adding a new member. Each proposal lists the votes that each member has cast for it, and whether the proposal has passed or not. You can view the specific details of each proposal by selecting it, and selecting the Proposal Details option button. This section lists general information about the alliance itself such as name, number of members, and the date the alliance was established.

Alliance Information
Alliance Rules List

This list changes based on the option selected on the right side button panel. See the button listing below for a description of what is displayed here.

Quadrant Map

The quadrant map displays the entire quadrant as seen by all of the members of the alliance. It also indicates which solar systems are controlled by the alliance.

Buttons

Expand Map Alliance Rules

Alliance Relations

Messages To Alliance Past Proposals Proposal Details Propose Rule Change Propose New Message Expands the quadrant map to a larger size.

This selection displays the list of rules which govern the alliance. The alliance rules govern items such as whether members can colonize in each other's territory to how much trade is allowed between members. This selection displays the current relations between the alliance and other non-member empires or alliance.

This selection displays any messages which have been sent to the alliance.

This selection displays all of the past proposals which have come before the alliance.

This selection displays the specific details about the proposal that is selected in the Current Proposals list. This action will allow you to propose a rule change for the alliance.

This action will allow you to propose a new message to be sent by the alliance to a non-member empire or alliance.

Propose Add Member Propose Remove Member Leave Alliance Message To Alliance View Member Report

Close

This action will make a proposal that the alliance induct a new member.

This action will make a proposal that one of the current members of the alliance be removed.

This action will remove your empire from participation in the alliance.

This action will send a message to the alliance itself (a message that all members can view).

This action will allow you to view an empire report on the currently selected empire in the Alliance members list.

Closes the window.

Change Orders



Description

The Change Orders window allows you to view the current orders of a ship and to change them.

Controls

Orders List A list of all of the orders for the ship or unit group.

Buttons

Move Up Moves the currently selected order up one place.

Move Down Moves the currently selected order down one place.

Remove Order Deletes the currently selected order.

Clear All Deletes all of the orders.

Toggle Repeat Toggle whether the orders in the list are repeated.
OK Accepts the changes you've made and closes the window.

Cancel Cancels any changes made and closes the window.

Change Prioritization



Description

The Change Prioritization window allows you to change the order of a list of items.

Controls

Type List This is a list of ordered items. In the case above, this is a list of the target types to fire on.

Buttons

Move Up

Moves the currently selected item up one place.

Move To Top

Moves the currently selected item to the top of the list.

Move Down

Moves the currently selected item down one place.

Move To Bottom

OK

Accepts the changes you've made and closes the window.

Cancel

Cancels any changes made and closes the window.

Colonies



Description

The Colonies window gives you a complete list of all of the colonies in your empire. With this list you can view all of the attributes of your colonies, filter them, sort them, scrap cargo, or set a colony type.

Controls

Summary Pane

This section displays summary statistics for your colonies. It displays the number of solar systems where you have colonies, the total number of colonies you have, the number of blockaded colonies, the number of distinct races that inhabit your colonies, and the total population of all of your colonies. In addition, the total research and intelligence points produced per turn are displayed. Below that, the total resources produced by your colonies is displayed. Finally, the maximum resource storage for all of your colonies is displayed.

Quadrant Map

Colony List

This section displays the map of the entire quadrant that you know of. When your mouse pointer is over a colony in the list, the system where the colony resides is highlighted in the quadrant map.

The list of the colonies is displayed in the center of the window. This list displays all colonies that meet your current Filter criteria. The columns displayed are those that are chosen in the Layout action. You can click on the header for a column to sort the colonies according to that column type.

Buttons

Expand Map Layout Expands the quadrant map to a larger size.

This selection allows you to choose the column layout for the list. The choices are:

General Displays the columns Coordinates, Colony Owner, Colony Type, and Population. Physical Statistics Displays the columns Planet Type, Planet Size, Atmosphere, and Conditions. Displays the columns Mineral Value, Organics Value, Radioactives Value, and

Planetary Damage.

Production Displays the columns Mineral Production, Organics Production, Radioactives

Production, Intelligence Production, Research Production.

Maintenance Displays the columns Minerals Maintenance, Organics Maintenance, and

Radioactives Maintenance.

Facilities Displays the columns Facility List, Space Used, and Space Total.
Cargo Displays the columns Cargo List, Space Used, Space Total.
Construction Displays the columns Construction Name and Time Remaining.

Status Displays the Status Icons for this colony.

Displays the columns Races Name, Race Population, Mood, and Reproduction. Races

Orders

Displays a list of the orders for this colony.

Displays the columns Enemy Empire and Troop Pictures.

Displays a list of the abilities for this colony. Occupied

Abilities

This selection allows you to choose which colonies are displayed in the list. The choices are:

Our Colonies

Displays all of our colonies. Filter

Ally Colonies Displays the colonies of our allies.

Enemy Colonies Displays the colonies of our enemies (that we know of).

Scrap Cargo Allows you to scrap cargo on the selected colony. A window will display allowing you choose which

specific cargo to scrap.

Set Colony Type This action allows you to change the colony type designation for the selected colony. Goto Closes this window and displays the system and sector of the colony you selected.

Close Closes this window. **Combat Piece Options**



Description

The Combat Piece Options window is used to select specific options for the combat piece you have selected in space or ground combat.

Controls

Options List

Use Autotargeting

Use Automove

Buttons

Set All Like this

OK

Cancel

Determines whether this combat piece will automatically pick targets for its weapons. If this is not selected, you will need to give targeting selections for the piece. If this is selected, then the combat piece will fire on targets based on its current strategy (regardless of what targeting you give it).

Determines whether this combat piece will move to the location of its choice. If this is not selected, you will need to give the piece movement orders. If this is selected, then the combat piece will move on its own based on its current strategy (regardless of what orders you give it).

This action sets all combat pieces you own to use these same settings.

Set the combat pieces options and closes the window.

Ignores any changes you have made and closes the window.

Combat Simulator Ground



Description

The Combat Simulator Ground window allows you to simulate ground combat in a safe environment. You can configure the type of planet you fight on, the types of attackers, and the types of defenders. Any combat which takes place in this window is purely simulated and does not affect the rest of your game.

Controls

Summary Pane

Planet List Items Present List This pane displays general information about the combat you have set up. It displays the population of the planet you've selected, the number of facilities, the number of units for the attacker, the number of units for the defender, and the number of empires involved in the combat.

This is a list of planets (that you know of) to use as the simulated location for the ground combat. This list presents all of the objects present in combat. The top of the list will typically be the planet you have selected and the simulated owner of the planet. Under the planet is a list of all of the races, units, and facilities that the owner of the planet controls. The end of the list contains a list of the units controlled by the attacking player (the one that is attempting to conquer the planet).

Buttons

Tactical Combat

Strategic Combat

Set Planet

Set Owner Cargo

Set Enemy Units Place Ground Items

Start Cancel This option indicates that you want to simulate the combat "Tactically", meaning that you will actually view the battle and control the pieces (using the Combat Tactical – Ground window).

This option indicates that you want to simulate the combat "Strategically", meaning that you will see a high level summary version of the combat (using the Combat Strategic window).

This action will set the currently selected planet in the Planet List to be the planet used in the combat simulation.

This action will display the Transfer Cargo window so that you can select cargo / units for the defender (the planet owner).

This action will display the Transfer Cargo window so that you can select units for the attacker.

This action will display the map of the ground combat and allow you to place the ground units where you want them. This selection is not required for you to play the combat (the ground units are placed automatically), but may be useful if you want to simulate a specific layout of units.

This action begins the simulated combat.

This cancels the simulated combat and closes the window.

Combat Simulator Space



Description

The Combat Simulator Space window allows you to simulate space combat in a safe environment. You can configure the list of attackers, defenders, and any other objects in the combat area. Any combat which takes place in this window is purely simulated and does not affect the rest of your game.

Controls

Summary Pane This pane displays general information about the combat you have set up. It displays the number of ships,

bases, units in space, units in cargo, fleets, planets, stellar objects, and empires participating in the

Items To Use List This is a list of designs that can be used in combat. The designs are listed by the empire that owns them

(for enemy designs that you have encountered in real combat) followed by general stellar objects at the

This list presents all of the vehicles and stellar objects present in combat. Vehicles In Combat List

Buttons

Add Vehicle

Set Fleets

Set Cargo

Remove Vehicle

All vehicles added will be controlled by Simulated Empire 1. Empire 1 Empire 2 All vehicles added will be controlled by Simulated Empire 2.

Empire 3 All vehicles added will be controlled by Simulated Empire 3. All vehicles added will be controlled by Simulated Empire 4. Empire 4

Tactical Combat This option indicates that you want to simulate the combat "Tactically", meaning that you will actually view

the battle and control the pieces (using the Combat Tactical - Space window). Strategic Combat

This option indicates that you want to simulate the combat "Strategically", meaning that you will see a high

level summary version of the combat (using the Combat Strategic window).

This button adds the currently selected design in the Items to Use List to the Vehicles in Combat List. The design is used as a template for an actual vehicle in the combat and is controlled by the empire selected at the top of the button panel.

Selecting this removes the currently selected vehicle in the Vehicles in Combat List.

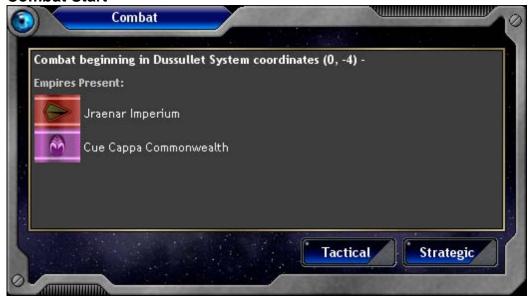
This action allows you to create fleets for use in the simulated combat.

This action allows you to add cargo to any of the vehicles in the simulated combat.

Place Vehicles This action will display the map of the space combat and allow you to place the vehicles where you want them. This selection is not required for you to play the combat (the vehicles are placed automatically), but may be useful if you want to simulate a specific layout of ships. This action begins the simulated combat. This cancels the simulated combat and closes the window.

Start Cancel

Combat Start



Description

When one of your vehicles enters a sector with enemy vehicles, then you get to choose what type of combat to begin. The Combat Start window shows you what empires are present in the sector and allows you to choose from Tactical or Strategic combat.

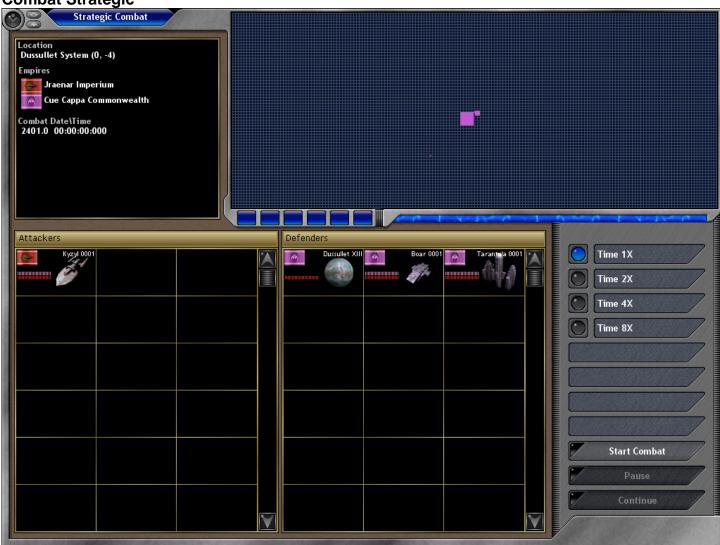
Controls

Summary Pane This section displays the system and sector of the encounter, and what empires are present.

Buttons

Tactical Closes this window and displays the Combat Tactical window. Strategic Closes this window and displays the Combat Strategic window.

Combat Strategic



The Strategic Combat window allows you to watch a combat without having to control all of the ships. All vehicles are under computer control for the duration of combat. The computer will follow the strategy set for each ship or fleet.

Controls

Summary Pane The Summary Pane displays general information about the combat taking place. It lists the system name,

sector coordinates, empires in combat, and the current date and time.

The Overview Map displays a high level "radar" like view of the combat. Squares represent the different Overview Map

vehicles and have the color of the empire that controls them.

This is a list of all the vehicles that the attacker controls. Each vehicle displays the flag of the empire that Attackers List

owns it, the name of the vehicle, a portrait of the vehicle, and 3 colored bars. The bars represent the hull,

armor, and shield strength of the vehicle.

The defenders list is much like the attackers list except that the vehicles of the defender are displayed. Defenders List

Buttons

Time 1X Time will progress at the normal rate. Time will progress at twice the normal rate. Time 2X Time 4X Time will progress at four times the normal rate.

Time 8X Time will progress at eight times the normal rate.

Start Combat This button is only available before the combat begins. Press this to begin the combat.

Once combat begins, this button will become available. Pressing this button will pause the combat. Pause Continue

Once combat begins, this button will become available. Pressing this button will continue the combat after

it has been paused.





Description

The Combat Tactical Space window is displayed when combat occurs and you want to control your ships actions. Combat is in real-time, except that you can control the start and stop of time, and the rate at which is passes. Combat will continue until one side is destroyed, five minutes has passed, or the ships are heading away from each other.

Controls

Status Bar Main Display Left-click

Right-click

Mouse pointer on the edge of the window

the window Scroll Wheel Overview Map Report Panel Orders Panel The Status Bar runs along the top of the window.

The Main Display shows your current viewpoint on the combat.

Left-clicking on a vehicle selects that vehicle. If it's a vehicle that you control, then you will be able to give orders to it. A report about the selected vehicle will be displayed on the Report Panel.

Right-clicking only has an effect if you currently have a vehicle selected that you own. If you right-click on empty space, then you will give orders to your ship to move to that location. If you right-click on an enemy vehicle, then you will give orders to your ship to target all of its weapons on that vehicle.

Moving your mouse pointer to the edge of the screen will scroll the viewpoint in that direction on the map.

Scrolling on the scroll wheel of your mouse will zoom in or zoom out the viewpoint in the Main Display.

The Overview Map displays a high level view of the combat.

The Report Panel displays a report about the currently selected vehicle in the Main Display. The Orders Panel allows you to give orders to the currently selected vehicle in the Main Display.

Combat Tactical - Space - Orders Panel



Description

The Order Panel allows you to give orders to your ships and units in combat. Once you select one of your ships by left-clicking on it in the Main Display, this panel will light up with the orders that you can use. Some buttons do not require any ships to be selected at all.

Buttons

Change View Mode This button allows you to change the viewpoint of the Main Display. You can select between the following:

View System Topdown - A view looking down on the ships in combat.

View System Skewed – A view from above and offset from the combat plane.

Follow Selected Object Skewed View - This is the same as the Skewed view, but the viewpoint will move

to follow the currently selected ship.

This action causes time in combat to progress. You can completely control the flow of time in combat. You

can stop it, start it, and change the rate at which it flows. If time is stopped, this action will cause it to begin

again.

Stop Time This action will stop time for as long as you need it stopped. All ships will stop their movement and

weapons fire.

Time Rate Decrease Pressing this button will decrease the rate at which time flows. The rates at which time can flow are 1/8X,

1/4X, 1/2X, 1X, 2X, 4X, 8X.

Pressing this button will increase the rate at which time flows.

This action allows you to set a specific interval at which the flow of time will stop. You can select from 1 to Timed Stop

60 seconds for time to automatically stop as it progresses. For example, if you select 30 seconds, then time will automatically stop every 30 seconds. This might useful if you want to give your ships orders at

regular intervals and not to have to hit Stop Time everytime.

This order tells the currently selected ship or unit to move to a specific location on the combat map. Once Move To

you press this button, you'll be requested to left-click on a location in space. You can also give this order

automatically by right-clicking on an empty location in space.

Clear Weapon Targeting This order clears all of the weapon targeting for the currently selected ship or unit.

able to give orders to your piece.

This order tells the currently selected ship or unit to target all of its weapons on a specific enemy target.

Once you press this button, you'll be requested to left-click on an enemy ship. You can also give this order

automatically by right-clicking on an enemy ship or unit.

This order allows you select specific weapons to fire on an enemy target. Once you have selected your ship, select this order. You will then be prompted to select an enemy ship to target. Once the enemy is

selected, a window will be displayed for you to select which specific weapons you wish to target on the

enemy.

This action will display a window that allows you to select options for this piece. The main options of consequence are selecting whether this ship/unit will use Use Autotargeting or Use Automove. By default. all pieces use both settings. Use Autotargeting means that the ship will automatically target its own

weapons on enemies as they come near (using the strategy selected for this ship). Use Automove means that the ship will automatically pick locations to move to on its own. With these settings on, you will not be

This is a placeholder for a series of orders dealing with formations. When selected, the order buttons will **Break Formation Section** be replaced by the following orders.

Directs this ship to break any formation that it is currently in. Ships in formation will move as a group.

Directs the task force that this ship belongs to to break formation. All ships that belong to this task force will break formation.

Directs the fleet that this ship belongs to to break formation. All ships that belong to this fleet will break formation.

This action directs the currently selected ship or unit to ram an enemy vehicle. Once the order is selected, you will be prompted to click on a target vehicle to ram. A ship given a Ram Target order will move

towards its target until it collides with it. This order will display the Transfer Units window to allow you to launch or recover units from the currently

selected ship. This order is useful if you wish to launch fighters or satellites in combat.

This order will cause the currently selected ship to self destruct if it is able to.

The Drop Troops order is used to land troops on an enemy planet. When issued, you will be prompted to select a target planet. Your ship will then move into range and launch a drop pod to land the troops on the

planet. This order can only be used if you have troops in cargo on the currently selected ship. The Capture Target Ship order is used to attempt to capture and enemy vehicle. This order can only be

used if you have components on your ship such as Boarding Parties. When issued, you will be prompted to select a target vehicle. Your ship will then move into range and launch a boarding pod to attempt to capture the enemy vehicle. If your capture is successful, the ship will be transferred to your control and you can give it orders like any other ship you control.

Start Time

Time Rate Increase

Fire All Weapons On Target

Fire Specific Weapons On Target

Piece Options

Break Formation Break Task Force Formation

Break Fleet Formation

Ram Target

Launch / Recover Units

Self Destruct **Drop Troops**

Capture Target Ship

Strategy First Inc.

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Resupply At Nearest This order will cause your vehicle to move to the nearest location where it can resupply and proceed to

resupply itself.

Warp Through Warp Point This order will direct your ship to warp through the warp point present on the map.

Combat Tactical - Space - Overview Map



Description

The Overview Map provides a high level or "radar-like" view of the combat area.

Controls

Quadrant Map

Squares are displayed on the map in the relative size of the object. Neutral objects are in gray, and owned objects are in the color of their owner. A gray trapezoid is displayed on the grid to show what section of the combat area you are currently looking at on the Main Display. Left-clicking on the map will change the Main display to be centered on the location clicked. The Quadrant Map is automatically resized to keep all combat objects in view.

Buttons

View Movement Destination

This selection will show all movement destinations for all vehicles. A green line extends from the ship to a white X designating the location where the ship is trying to move to.

This selection will display a blue to red line running from a ship to each of its targets (each vehicle that it

View Weapons Range

View Targets

View Damage

has a weapon targeted on). This selection will display text above each ship showing its current level of shields, armor, and hull

This selection displays a red circle around each ship showing its maximum weapons range.

structure.

View Names

This selection will display text above each ship showing its name.

Combat Tactical - Space - Report Panel



Description

The Report Panel displays information about the currently selected ship on the Main Display. You can select any ship or unit and get a summary report in this display.

Controls

Combat Piece Report

This section displays information about the currently selected ship or unit. To the left is a portrait of the

vehicle, a flag for who owns it, and the name of the vehicle. On the right are details that most vehicles

use:

Class The name of the design that this vehicle is based on.

Size The vehicle size of this ship or unit.

Heading The angle that this vehicle is heading. 0 degrees is directly up, with angles increasing

clockwise from 0 to 360 degrees.

Speed The speed at which the vehicle is traveling.

Shields The current amount of shields out of the total that this ship generates.

Armor The current amount of armor remaining out of the total armor that the ship can hold. Structure

The current amount of hull structure out of the total hull structure of the ship. If this

number reaches zero, then the ship is destroyed.

Supplies The current amount of supplies out of the total amount that the ship can hold. When

supplies reach zero, weapons can no longer be fired.

Ordnance The current amount of ordnance out of the total amount that the ship can hold. When

ordnance reaches zero, then weapons which use ordnance will no longer fire.

Crew The current amount of crew out of the total crew compliment of the ship. If all of the crew

of a ship is killed, then the ship will no longer be under your control.

Buttons

Combat Options This action will display the Combat Options window.

Item Report This action will display the Combat Piece Report for this vehicle.

System Report This action will display the System Report for the system where this combat is taking place. Some

systems can have effects on the combat such as negating shields or decreasing speed.

Combat Tactical - Space - Status Bar

Tactical Combat

Ghedran System (-5, -10)

2400.3 00:00:00:000

Empires 😝 🤄

Description

This panel shows summary details for the combat.

Controls

Combat Location The system and sector coordinates where this combat is taking place.

Combat Time The game date and specific time of this combat. Time is displayed in hours, minutes, seconds, and

 $\mbox{\sc millise}\mbox{\sc conds}.$ As time in combat progresses, the time amount will increase.

Empires This section displays the flags of the empires that are taking part in the combat.

Buttons

Minimize The Minimize button will minimize the entire game so that you can access Windows.

Combat Tactical - Ground



The Combat Tactical Ground window is displayed when combat occurs on a planet's surface. Combat is in real-time, except that you can control the start and stop of time, and the rate at which is passes. Combat will continue until one side is destroyed or five minutes has passed.

Controls

Status Bar The Status Bar runs along the top of the window. Main Display

The Main Display shows your current viewpoint on the combat.

Left-click Left-clicking on a vehicle selects that vehicle. If it's a vehicle that you control, then you will be able to give

orders to it. A report about the selected vehicle will be displayed on the Report Panel.

Right-click Right-clicking only has an effect if you currently have a vehicle selected that you own. If you right-click on

empty space, then you will give orders to your vehicle to move to that location. If you right-click on an enemy vehicle, then you will give orders to your selected vehicle to target all of its weapons on that enemy

vehicle.

Mouse pointer on the edge of

the window

Scroll Wheel

Overview Map Report Panel Orders Panel

Moving your mouse pointer to the edge of the screen will scroll the viewpoint in that direction on the map.

Scrolling on the scroll wheel of your mouse will zoom in or zoom out the viewpoint in the Main Display.

The Overview Map displays a high level view of the combat.

The Report Panel displays a report about the currently selected vehicle in the Main Display. The Orders Panel allows you to give orders to the currently selected vehicle in the Main Display.

Combat Tactical - Ground - Orders Panel



Description

The Order Panel allows you to give orders to your vehicles in combat. Once you select one of your vehicles by left-clicking on it in the Main Display, this panel will light up with the orders that you can use. Some buttons do not require any vehicles to be selected at all.

Buttons

Change View Mode This button allows you to change the viewpoint of the Main Display. You can select between the following:

View System Topdown - A view looking down on the vehicles in combat. View System Skewed – A view from above and offset from the combat plane.

Follow Selected Object Skewed View - This is the same as the Skewed view, but the viewpoint will move

to follow the currently selected vehicle.

Start Time This action causes time in combat to progress. You can completely control the flow of time in combat. You

can stop it, start it, and change the rate at which it flows. If time is stopped, this action will cause it to begin

again.

Stop Time This action will stop time for as long as you need it stopped. All vehicles will stop their movement and

weapons fire.

Time Rate Decrease Pressing this button will decrease the rate at which time flows. The rates at which time can flow are 1/8X,

1/4X, 1/2X, 1X, 2X, 4X, 8X.

Time Rate Increase Pressing this button will increase the rate at which time flows.

This action allows you to set a specific interval at which the flow of time will stop. You can select from 1 to Timed Stop

60 seconds for time to automatically stop as it progresses. For example, if you select 30 seconds, then time will automatically stop every 30 seconds. This might useful if you want to give your vehicles orders at

regular intervals and not to have to hit Stop Time everytime.

Move To This order tells the currently selected vehicle to move to a specific location on the combat map. Once you

press this button, you'll be requested to left-click on a location on the ground. You can also give this order

automatically by right-clicking on an empty location.

Clear Weapon Targeting This order clears all of the weapon targeting for the currently selected vehicle.

Fire All Weapons On Target This order tells the currently selected vehicle to target all of its weapons on a specific enemy target. Once

you press this button, you'll be requested to left-click on an enemy vehicle. You can also give this order

automatically by right-clicking on an enemy vehicle.

Fire Specific Weapons On Target This order allows you select specific weapons to fire on an enemy target. Once you have selected your

vehicle, select this order. You will then be prompted to select an enemy vehicle to target. Once the enemy is selected, a window will be displayed for you to select which specific weapons you wish to target on the

enemy.

Piece Options This action will display a window that allows you to select options for this piece. The main options of

consequence are selecting whether this vehicle will use Use Autotargeting or Use Automove. By default, all pieces use both settings. Use Autotargeting means that the vehicle will automatically target its own weapons on enemies as they come near (using the strategy selected for this vehicle). Use Automove means that the vehicle will automatically pick locations to move to on its own. With these settings on, you

will not be able to give orders to your piece.

This action directs the currently selected vehicle to ram an enemy vehicle. Once the order is selected, you Ram Target

will be prompted to click on a target vehicle to ram. A ship given a Ram Target order will move towards its

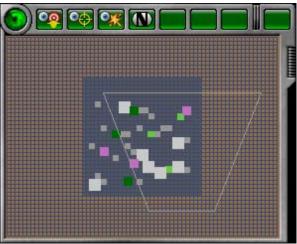
target until it collides with it.

Self Destruct This order will cause the currently selected vehicle to self destruct if it is able to.

This order will cause your vehicle to move to the nearest location where it can resupply and proceed to Resupply At Nearest

resupply itself.

Combat Tactical - Ground - Overview Map



Description

The Overview Map provides a high level or "radar-like" view of the combat area.

Controls

Quadrant Map

Squares are displayed on the map in the relative size of the object. Neutral objects are in gray, and owned objects are in the color of their owner. A gray trapezoid is displayed on the grid to show what section of the combat area you are currently looking at on the Main Display. Left-clicking on the map will change the Main display to be centered on the location clicked.

Buttons

View Movement Destination

This selection will show all movement destinations for all vehicles. A green line extends from the ship to a white X designating the location where the ship is trying to move to.

View Weapons Range

This selection displays a red circle around each vehicle showing its maximum weapons range.

View Targets

This selection will display a blue to red line running from a vehicle to each of its targets (each vehicle that it has a weapon targeted on).

View Damage

This selection will display text above each vehicle showing its current level of shields, armor, and hull

structure.

View Names

This selection will display text above each vehicle showing its name.

Combat Tactical - Ground - Report Panel



Description

The Report Panel displays information about the currently selected vehicle on the Main Display. You can select any vehicle or building and get a summary report in this display.

Controls

Combat Piece Report

This section displays information about the currently selected vehicle or building. To the left is a portrait of the vehicle, a flag for who owns it, and the name of the vehicle. On the right are details that most vehicles

use:

Class The name of the design that this vehicle is based on.

Size The name of the size of this vehicle.

Heading The angle that this vehicle is heading. 0 degrees is directly up, with angles increasing

clockwise from 0 to 360 degrees.

Speed The speed at which the vehicle is traveling.

Shields The current amount of shields out of the total that this vehicle generates.

Armor The current amount of armor remaining out of the total armor that the vehicle can hold. Structure

The current amount of hull structure out of the total hull structure of the vehicle. If this

number reaches zero, then the ship is destroyed.

Supplies The current amount of supplies out of the total amount that the vehicle can hold. When

supplies reach zero, weapons can no longer be fired.

Ordnance The current amount of ordnance out of the total amount that the vehicle can hold. When

ordnance reaches zero, then weapons which use ordnance will no longer fire.

Crew The current amount of crew out of the total crew compliment of the vehicle. If all of the

crew of a vehicle is killed, then the vehicle will no longer be under your control.

Buttons

Combat Options This action will display the Combat Options window.

Item Report This action will display the Combat Piece Report for this vehicle.

System Report This action will display the System Report for the system where this combat is taking place. Some

systems can have effects on the combat such as negating shields or decreasing speed.

Combat Tactical - Ground - Status Bar

Ground Combat

Planet Ghedran VII

2400.3 00:00:00:000

Empires 💖

Description

This panel shows summary details for the combat.

Controls

Combat Location The planet where this combat is taking place.

Combat Time The game date and specific time of this combat. Time is displayed in hours, minutes, seconds, and

milliseconds. As time in combat progresses, the time amount will increase.

Empires This section displays the flags of the empires that are taking part in the combat.

Buttons

Minimize The Minimize button will minimize the entire game so that you can access Windows.

Communicate



Description

The Communicate window is used to send a message to another empire. The sender needs to select a message type in the Messages List, and then set the specific parameters for the message in the Message Details panel. The sender then sets the Message Tone, and types in the specific text for the message in the Message Text panel. When the message is completed, they press the Send Message button.

Controls

Summary Pane

Message From Empire

Quadrant Map Messages List

Message Details

Message Tone Message Text

Buttons

Set Alliance Rules

Set Treaty Elements

Set Give Items

Set Get Items

The Summary Pane displays information about the entity you are sending the message to. For an empire, this will display the empire flag, empire name, emperor name, and whether we currently have a treaty with that empire, what trade level we have with that empire, and that empire's mood towards us.

If this message is a reply to a message sent from an empire, then that message is displayed in the Message From Empire panel.

The Quadrant Map displays your current view of the galaxy.

The Messages List contains the different message types that you can select from. When creating a message, you need to select a message type first. The message types are grouped into categories such as Proposals, Request / Demand, etc. Once you select a message type from this list, the Message Details pane will change to allow you to set any parameters for this message.

The Message Details pane allows you to set specific parameters for this message. For example, if you select a message type of Give Gift, then this pane will display the items that are contained in the gift. The Message Tone is an indicator of the mood you are in when sending the message.

This edit box allows you to type in the specific text for the message. This test will be displayed to the recipient of the message.

This button is only displayed if the message type is Propose New Alliance, Counter Alliance Proposal, or Change Alliance Rule. This button will display the Select Alliance Rules window.

This button is only displayed if the message type is Propose Treaty, Propose Change in Treaty, Counter Treaty Proposal, or Counter Treaty Changes. This button will display the Select Treaty Elements window. This button is only displayed if the message type is Propose Trade or Counter Trade. This button will display the Select Package window.

This button is only displayed if the message type is Propose Trade or Counter Trade. This button will display the Select Package window.

Set Gift Items This button is only displayed if the message type is Give Gift or Request Gift. This button will display the

Select Package window.

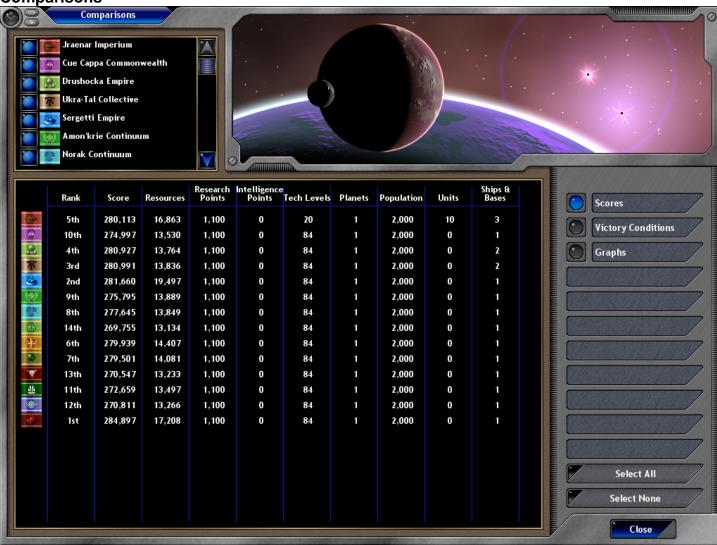
Start Again

If you wish to clear all of your message settings, press this button. It will clear all of your settings and return the window to the state it was in when you first entered it.

This action will send the message. If there are any problems with the message, an error dialog will be Send Message

displayed.

Close This action closes the window. If you have a message in progress, it will cancel the message. Comparisons



Description

The Comparisons window allows you to view statistics on all of the empires that you know of.

Controls

Empires List

Main Display

Main Biopia

Buttons

Scores

Victory Conditions

Graphs

Select All Select None Close This list displays all of the empires that you know of including yourself. By pressing the buttons before each empires name, you can select which empires are displayed in the Main Display.

The Main Display shows statistics for all of the empires selected in the Empires List. What information is displayed is determined by the option buttons selected on the right-hand panel.

This option causes the Main Display to show historical statistics for all of the empires selected. The information displayed for each empire is its Rank (based on score), the score for the empire (based on the score calculation settings data file), Total Resources, Research Points, Intelligence points, Tech Levels, Total Number of Planets, Total Population, Total Number of Units, Total Ships and Bases. Whether you can view the scores of other empires is based on settings selected in the Game Setup window.

This option displays all of the Victory Conditions selected in the Game Setup window. For each victory condition, a check is shown if each empire has completed the condition.

This option displays a graph of the statistics that can be viewed in the Scores option. The graph displays the statistic over time since the beginning of the game for each empire (with the line in the empire's color). Of course the statistics can only be shown for empires that you have encountered. Once this option is selected, several more buttons will be displayed to allow you to select the statistic you want to see

This action will select all of the empires in the Empires List.
This action will unselect all of the empires in the Empires List.
This action closes the window.

Strategy First Inc. 85 Space Empires V

Construction Queues



Description

The Construction Queues window displays all of the constructions queues that you control in your empire. Construction Queues are available for every colony you own, and for each ship that has a Space Yard component on it. Each construction queue can be used to construct new ships, facilities, units, or upgrades. What each construction queues can build is dependent on what kind it is. A colony alone can only build facilities, units, and upgrades. A Space Yard facility is required to build starships and bases. A ship with a space yard component can build other starship or bases.

Controls

Summary Pane

The Summary Pane displays summary information about your empire's construction queues. The statistics displayed are the total number of construction queues in your empire, the number of planetary construction queues, the number of ship born construction queues, and the number of queues which are placed on hold. Additional statistics displayed are Net Resources Generated Per Turn (the total resources generated by all of your planets) and the Construction Queue Usage per Turn (the total resources consumed by your construction queues each turn).

Quadrant Map

The Quadrant Map displays all of the solar systems you have discovered in the galaxy. When your mouse pointer is over a construction queue in the list, the system where that queue is located is displayed on the map.

Queue List

The Queue List lists all of the construction queues that meet the current Filter you have selected for the window. Data is arranged in columns (based on the Layout selected) which can be sorted by clicking on the column header above each column. If you double-click an item in the list, its that same as clickeing the Add To Queue button.

Buttons

Expand Map Layout The Expand button expands the Quadrant Map to a larger size.

This action will display a list of layout to choose for this window. The layouts determine which columns will be displayed in the list.

Rate Displays the columns Coordinates, SY Rate Minerals, SY Rate Organics,

SY Rate Radioactives.

Construction Displays the columns Construction Name, Time Remaining.
Cargo Space Displays the columns Cargo Space Used, Cargo Space Total, Facility

Change Lland Consility Change Tatal

Space Used, Facility Space Total.

Settings Displays the columns On Hold, Repeat Build, Move To, Emergency Build. Displays the columns Status Icons. Status

Filter This action will display a list of filters to choose for this window. The filter selected will determine which

construction queues are listed.

All Construction Queues Displays all construction queues in your empire.

Planetary Construction Displays only those construction queues for colonies you own.

Queues

Space Yard Construction Displays only those colonies or ships which contain a space yard.

Queues

Ship & Base Construction Displays all construction queues for ships or bases which contains a space

Queues

Empty Construction Displays all construction queues in your empire which currently have no

Queues items in them to construct.

Construction Queues On Displays all construction queues which have been put on hold.

Hold

Construction Queues Displays all construction queues which have been placed in emergency

Emergency Building build mode.

Construction Queues Displays all construction queues which have been set to repeat build.

Repeat Building

This option allows you to select only one queue in the list at a time to add new construction items to.

This option allows you to select multiple queues in the list to add new construction items to.

This action will display the Construction Queue Set window so that you can add or edit the construction items for the currently selected construction queue.

This action will allow you to select cargo to be scrapped on the currently selected construction queues.

This action will display the Construction Queue Set window so that you can add new construction items to

all of the construction queues that are currently selected in the list.

This action will display the Construction Queue Set window so that you can add new construction items to the construction queues that are currently selected in the list. The new construction items will be added to

the selected queues in order by which queue will get the item done fastest. Think of this as spreading a number of constructions over a group of queues so that they will get done as fast as possible.

Upgrade Facilities This action will add upgrade construction items to all of your construction queues to upgrade facilities on

your colonies. Only colonies that have facilities which can be upgraded will get new items.

This action will close the window.

Select Singe Queue Select Multiple Queues

Add to Queue

Add To All

Add To Fastest

Scrap Cargo Close

Construction Queue Set



Description

The Construction Queue Set window allows you to add new construction items to a construction queue.

Controls

Summary Pane

The Summary Pane shows summary information for the current construction queue. A picture of the ship or planet is displayed, then its name, cargo space remaining out of total, and what types of items this construction queue can build. Also displayed is the current construction rate for this construction queue. This is the amount of resources that can be used per turn by the construction queue. So if an item costs a total of 10,000 minerals, and the queue rate is 2000 minerals per turn, the item will take 5 turns to complete.

Quadrant Map

Available Items List

The Quadrant Map displays all of the solar system that you empire as discovered. The system where this construction queue is located is highlighted on the map.

Available Items List

The Available Items List displays all of the possible items that you can construct. The list displays either Facilities, Ships (actually ship designs), Units (unit designs), and Upgrades. Each row shows the item's picture, its name, its cost in resources, the time is will take to construct at this construction queue, the size in kT of this item (cargo space), and how many of item are currently in existence, and how many are currently in queues waiting to be built. Double clicking an item will add it to the construction queue list. You can also select an item and press the Add Item button.

Construction Queue List

The Construction Queue List displays all of the items that are waiting to be built by this construction queue. The items are listed in the order that they will be worked on. Each item shows its picture, name, how many of these items to build, and how much time it will take to build this item. The time only applies once the items higher in the list have been completed.

Buttons

Expand Map Facilities Ships Units Upgrades

This action will expand the quadrant map to a larger size.

This option will show facilities to construct in the Available Items List.

This option will show ship designs to construct in the Available Items List. This option will show unit designs to construct in the Available Items List.

This option will show upgrades to construct in the Available Items List. Upgrades are to upgrade an old facility on a planet to a newer version.

Amount is the number of items to construct when an item is added to the list. Use the Plus and Minus

buttons to change this amount, or click on the amount and type in a new number.

Pressing this button will add the currently selected item in the Available Items List to the Construction

Queue List. The amount added is based on the Amount setting.

Pressing this button will remove the currently selected item in the Construction Queue List.

Pressing this button will remove all items from the Construction Queue List.

This button will display a reordering dialog so that you can reorder the items in the Construction Queue

List. Keep in mind that the items in the list are worked on in order from top to bottom.

This action will allow you to fill the Construction Queue List for a predefined list of construction items. This action will remove any items that are currently in the list

action will remove any items that are currently in the list.
This action will create an Item List template from the items currently in the Construction Queue List. The

items will be stored under a name you define so that you can quickly fill later queues with these same

items.

This action displays the Queues settings window. This window will allow you to change the settings for this construction queue. Settings include "On Hold" which will put this queue on hold so that is does not construct any further items. "Emergency Build" is a setting which will cause your construction queue to build items twice as fast. This emergency status can only last a maximum of 10 turns. Once the time is up, or the status is turned off, the queue will be in "Slow Build" for as many turns it was in emergency build. "Slow Build" means that the construction queue will build half as fast as it normally does. "Repeat Build"

indicates that construction queue should endlessly cycle through the list building the items. Normally items are removed from the list once they are constructed. Repeat build keeps the items in the list and cycles

through all of them.

Close This action closes the window.

Add Item

Remove Item Clear Items

Reorder Items

Fill From Item List

Create Item List

Queue Settings

Controls



Description

The Controls window allows you to view and change the specific hotkeys used in the game.

Controls

Category List The Category List displays the categories of hotkeys used in the game. When you select a specific

category in the list, the Keys List will display all of the keys within that category.

Keys List The Keys List displays the various hotkeys used in the game for the selected category. Each keys lists its

name and an edit box with the key combination. To change a key combination merely click on the edit box

and type in a new hotkey.

Buttons

Default The Default button will cause all of the hotkeys to be reset to their original settings. Any changes you have

made to the hotkeys will be lost.

Close This button closes the window and saves any changes you have made.

Convert Resources



Description

The Convert Resources window allows you to select resources to convert from one type to another.

Controls

Conversion Types List

The Conversion Types List displays the various conversions that can be selected. Select from the list the type of conversion you wish to perform.

Conversions To Perform List

The Conversions to Perform List displays all of the conversions that you wish to execute. Each item will list the original resource type and how many resources you wish to convert, and the new type of resource they will become and the final amount after conversion. These conversions will not actually occur until you press the OK button.

Buttons

Convert

The Convert button will add the currently selected Conversion Type selected to the Conversions to Perform List. The amount to convert is selected in the Amount box. You can add as many conversions as you like, but keep in mind that there is typically a loss in resources for each conversion.

Amount Cancel Convert OK The Amount display shows how many resources you wish to convert when pressing the Convert button. The Cancel Convert button will cancel the currently selected item in the Conversions To Perform List. This action will execute the conversions listed in the Conversions To Perform List and then close the window.

Cancel

This action will cancel the selected conversions and close the window.

Designs



Description

The Designs window displays all of the vehicle designs that your empire has created, and those of your enemies that you have encountered. Through this window you can create new designs, edit designs, copy designs, set strategies for your designs, and engage in space and ground combat simulations.

Vehicle Designs are templates on which ships or units are created. Once you have a design for a ship or unit, you can construct that design at a construction queue into an actual vehicle of that type.

Controls

Summary Panel

Designs List

Design Details

Buttons Filter

This action will display a list of filters for you to choose from. The filters dictate what kinds of designs will be displayed in the Designs List.

The Designs Lists displays all of the designs that match your current Filter criteria. The designs are

The Design Details panel is actually a display of the Design Report window for the currently selected design in the Designs List. See the Report – Vehicle Design window for more details on this display.

The Summary Panel displays statistical information for your designs and for the currently selected design. Empire wide statistics are Number of Ship Designs, Number of Base Designs, Number of Unit Designs, Number of Enemy Ship Designs, Number of Enemy Base Designs, and Number of Enemy Unit Designs. Statistics specific to the currently selected design are the Design Name, Number Constructed, Number In

grouped according to design type, and each design shows a picture of its vehicle size and its name. When

Our Non-Obsolete Ship Designs
Our Non-Obsolete Unit Designs
Our Ship Designs
Our Ship Designs
Our Linit Designs
Our Linit Designs
Our Linit Designs
All unit designs we created will be displayed.
All unit designs we created will be displayed.
All unit designs we created will be displayed.

Our Unit Designs

All unit designs we created will be displayed.

Enemy Ship Designs

All enemy ship designs we have encountered will be displayed.

Service, Number Destroyed, Number Scrapped, and Enemy Tonnage Destroyed.

you select a design from the list, its details will be displayed in the middle of the window.

Enemy Unit Designs All enemy unit designs we have encountered will be displayed. This action will allow you to create a new design. Once selected, a window will be displayed for you to choose what kind of vehicle you want to create such as Ship, Base, Unit, etc. After that, you will be asked to pick a vehicle size from the Select Vehicle Size window. Finally, the Design Create window will be

Create

displayed to allow you to create the design.

Edit Edit will allow you to edit the currently selected design in the Designs List. You can only edit a design if

you have never actually constructed a vehicle from that design. This action will display the Design Create

window for the actual editing.

Copy will allow you to make a new design starting from a copy of the currently selected design in the

Designs List. The Design Create window will be displayed with the copy that you can edit and save.

Upgrade The Upgrade action is much like the Copy action except that the copy will have all of its components

upgraded to the latest level you have access to. The Design create window will be displayed so that you

edit and save the new design.

Make Obsolete This action will mark the currently selected design in the Designs List as obsolete. Marking a design as

obsolete is useful so that you differentiate between designs you still use and those you don't. Obsolete designs are not shown in the Construction Queue Set window to be constructed. You can mark and

unmark a design anytime you want.

Set Strategy This action will display a list of strategies for you to pick from for the currently selected design in the

Designs List. A strategy is used by your vehicle when the ship is in combat under computer control. A

strategy defines how a ship moves and targets its weapons.

Space Simulator This action will display the Combat Simulator Space window so that you can perform a combat simulation

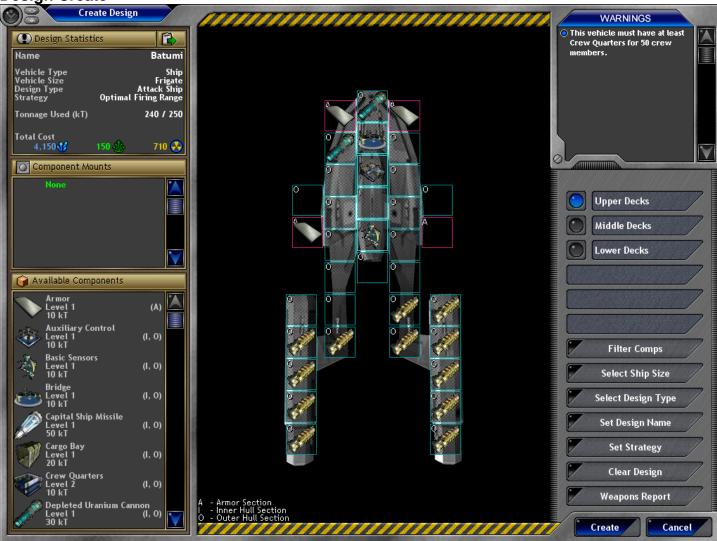
with your designs.

Ground Simulator This action will display the Combat Simulator Ground window so that you can perform a combat simulation

with your designs.

Close Closes this window.

Design Create



Description

The Design Create window is your editor for your ship and unit designs. Vehicle designs are composed of two parts. The first is the vehicle size which determines the amount of space you have available and the layout for your components. The second are the components which go on the vehicle design. Components are things such as engines, weapons, and life support which give your vehicle their capabilities. When creating a design, you will go through the following process. First you will select the vehicle type such as Ship, Base, Unit, etc. Then you will select a size for your vehicle. At this point you will be on this window and ready to create your design. The main portion of creating your design is adding components to your vehicle layout. Most vehicles will need a control center like a Bridge, Life Support, and Crew Quarters. A ship will also need engines, weapons, sensors, armor, shields, supply storage, and ordnance storage. These components are picked up from the Available Components List and then placed on your vehicle layout. Once all of the warnings in the Warnings list are removed, then your design can be created.

Controls

Design Statistics

The Designs Statistics is the main information panel about your design. There is a button at the top right of the panel which will flip the page and allow you to view additional statistics.

Name The name of this design. Until you select a name this will list "None". You can

select a design name by pressing the Set Design Name button.

Vehicle Type The type of vehicle that this is such as Ship, Base, Troop, Fighter, etc.

Vehicle Size The name of the size of this vehicle.

Design Type The design type for this design. The design type is a designation that you set by

pressing the Select Design Type button. The design type designation is just a way for you to classify your design such as Attack Ship, Colonizing Ship, etc.

Strategy The name of the strategy selected for this design. You can set this by pressing

the Set Strategy button.

Tonnage Used The amount of tonnage space used on this design out of the total available.

Each component you place on the design will add to the tonnage space total.

You cannot use more tonnage space than is available.

Total Cost The total cost in resources for this design. The total cost is calculated as the

resource cost for the vehicle size, plus the resource costs for all of the

components placed on it.

Hull Structure The tonnage hull structure of this design. The hull structure is how much

damage this vehicle can take before it is destroyed.

Cargo Space The amount of cargo space on this vehicle.

Movement The number of movement points for this vehicle. Each engine you add to the

design will add an additional movement point up to a maximum for the vehicle size. Each movement point is equal to 1 sector that this vehicle can move each

turn.

Shields The number of shields that this vehicle will generate.

Crew Capacity The number of crew members needed to operate this vehicle.

Supply Capacity The amount of supply that this vehicle can carry. Supply is the fuel and power for

this vehicle. When your supplies run out, your ship will be out of power.

Ordnance Capacity The amount of ordnance that this vehicle can carry. Ordnance is the ammo used

by some of your weapons.

The Components Mounts list will list any component mounts that you have discovered. You can select a mount in the list to use it for the weapons that you add to your design (if applicable). A component mount is a holder for the component which enhances its abilities. Mounts can increase the damage and range for weapons.

The Available Components List displays all of the components that are available for use on your designs. Only those components which meet your selected filter criteria will be displayed. You can click on a component in this list to pick it up and then place it on the design layout. You can also drop a component on this list to get rid of it so that you can pick up another one.

The Design Layout is a top down perspective on the components on your design. A single component can be placed in each box in the layout. You can click on a component in the available components list to pick it up and then click again in a box in the layout to place it. You can perform the reverse to remove a component from your layout.

You can also hold the Shift key when placing a component to keep the component as your pointer. If you hold Shift while clicking a component with nothing as your pointer, this will remove the component from the design layout. You can also right click on any component to get a report on that component (Report – Component).

You'll notice that boxes have a letter in the top right corner of either "O", "I", or "A", and "A" boxes have a red border. The letter indicates whether this location is in the Outer Hull, Inner Hull, or Armor section of the vehicle. Any kind of component can be placed in the Outer Hull or Inner Hull, but only Armor components can be placed in the Armor section. The sections indicate the order in which components will be damaged on your design. When your vehicle takes damage, components in the Armor section are damaged first, then components in the Outer Hull are damaged, and finally components in the Inner Hull are damaged. The Warnings List displays all of the warnings for this design. A warning is a requirement that you have to satisfy before the design can be completed. Once the list is empty, you can create your design. For example, if you put too many components on your design, a warning will display saying that you have used too much tonnage space on the design.

Warnings List

Component Mounts

Available Components

Design Layout

Buttons

Next Page

Upper Decks

Middle Decks Lower Decks Filter Comps

Select Ship Size

Select Design Type

Set Design Name

Set Strategy Clear Design Weapons Report

Create

Cancel

The Next Page button is the button displayed at the top right of the Design Statistics panel. Pressing the button will flip between the two pages of statistics for the design.

There are three decks for every design. This option button lets you select between the three decks that are displayed in the Design Layout.

This option displays the middle deck of the design.

This option displays the lower deck of the design.

The Filter Comps button will display a list of filters to use on the Available Components List. Only those components which meet the filter will be displayed in the list.

This action will display the Select Vehicle Size window for you to choose a size for this design. Changing the vehicle size on an existing design will remove all of the components you have placed on the design layout.

This action will display a list of design types for you to choose for this design. The design type is a general designation that you choose to help categorize your vehicles.

This action will display a list of design names for you to choose for this design. Besides choosing a name from the list, you can also type in a new name. Every design for you empire has to have a unique name. Set Strategy will display a list of strategies for you to choose for this design.

This action will clear your design and set it back to an empty state.

The Weapons Report will display the Weapons Grid window. This window is very useful in comparing weapons that you have discovered so that you can pick the most appropriate ones for your design. This action will create your design and close the window. Your design can only be saved if all of the Warnings have been removed.

This action will cancel your design and close the window.

Display Setup



Description

The Display Setup window allows you configure graphics setup options for the game.

Controls

Video Memory Usage

Graphic Detail

Display Driver The current display driver in use. This display driver is the graphics card or adapter you use for the

Video Mode The Video Mode is the resolution and color depth used for the game. 3D Device

The 3D Device is the 3D adapter used for graphics display in the game.

Video Memory Usage can be either "Auto" or "Safe". The "Auto" selection is the default and should be used unless you run into a problem with the display. If you do have a problem, try setting this to "Safe" to see if the problem is fixed.

The Graphic Detail is the level of detail used for graphics in the game. The higher the setting the more

detailed the graphics are but the slower the display will be. If you find that the display is to slow (that you

are getting a low FPS rate), try setting this to a lower setting.

Background Detail The Background Detail is the level of detail in the background environment. Like Graphic Detail, if you find

that your game is running slowly, try setting this to a lower setting.

Buttons

Change Display Driver This action displays a window which allows you to choose a new display driver. Change Video Mode This action displays a window which allows you to choose a new video mode. Change 3D Device

This action displays a window which allows you to choose a new 3D Device.

Change Video Memory Usage This action toggles the Video Memory Usage setting.

This action toggles the Graphic Detail setting. Change Graphic Detail

Change Background Detail This action toggles the Background Detail setting. Close Closes the window and saves your settings.

Empires



Description

The Empires window displays all of the Empires that you have encountered in the galaxy. Through this window you can communicate with other empires and view status reports on them.

Controls

Known Empires List

This is a list of all of the empires that you have encountered in the game. Each empire is listed with its flag, the name of the empire, the name of its emperor, if you have a treaty with that empire, and their current mood. By selecting an empire in this list, you can display details about them in the center of the window.

Empire Details

The Empires Details section displays summary details about the empire selected in the Empires List. The portrait of the main empire's race is displayed, along with the empire name, its flag, its home planet type, atmosphere breathed, and their ship style. Also listed is any current treaty that we have with that empire, what trade percentage we have with them, and their current mood towards us. The list section displays details based on the option selected on the right panel.

Quadrant Map displays the map of the solar systems that we've discovered.

Buttons

Expand Map Our Treaty Elements

Estimates

Technology Other Relations

Messages

Empire Report Send Message Pressing this button will expand the Quadrant Map to a larger size.

This option will display the current treaty elements we have with this empire in the center list. This option will only display items if we currently have a treaty with the empire.

This option will display our rough estimates of the size and strength of this empire. Our estimate gets better based on our relation with that empire and our intelligence level.

This option displays all of the known technologies that we believe this empire possesses.

This option displays the relations with other empires that this empire is currently in. We will only know of the relations if we have a treaty with them, or if we have discovered it through intelligence operations. Relations are either (None), War, or a treaty type.

This option displays any messages that have been sent to us from this empire. These are the same messages as are displayed in the Log Window. You can reply to the messages here by hitting the Replay button in the list.

This action will display the Empire Report for this empire.

The Send Message action will display the Communicate window so that you can send a new message to

this empire.

Send To News The Send To News action will display the Communicate window so that you can send a message to the

Galactic News service.

Alliance Chambers If you current belong to an Alliance, this button will be enabled. Pressing it will display the Alliance

Chambers window.

Comparisons This action will display the Comparisons window so that you can compare and view statistics on all of the

This action will display the Empire Report for our empire. Closes this window. Our Empire Report

Close

Empire Options



Description

The Empire Options window displays statistics for your empire, and allows you to set specific options for your empire.

Controls

Summary Pane

The Summary Pane displays summary information for your empire. Your empire flag is displayed along with your empire name and emperor name. Below that are displayed the total number of fleets in your empire, total ships, total bases, and total units in space. At the bottom are displayed the number of solar systems which contain your colonies, the number of your colonies, the total population in millions, and the number of races in your empire.

Options List \ Details Pane

The Options List displays a list of categories for you to choose from. The options are in categories of Statistics, Empire Options, Repair Priorities, Ministers, and Strategies. Selecting an option will display details on that option in the Details pane.

Statistics Treasury This section displays statistic information on your empire.

The total amount of resources produced by your empire per turn.

The Treasury section displays your empire's total resource production per turn, the resource expenses per turn, and how many resources are in your treasury.

Resource Production

Per Turn From Colonies

The number of resources generated per turn by your colonies. From Ships The number of resources generated per turn by your ships. From Trade

The number of resources generated per turn from trade with other empires. From Tariffs The number of resources generated per turn by tariffs on other empires. From Remote Mining The number of resources generated per turn from remote mining. The total number of resources produced per turn by all methods. Total The total amount of resources expended by your empire per turn.

Resource Expenses Per Turn

Tarriffs The number of resources expended per turn for tariffs.

The number of resources expended per turn on maintenance of your ships and facilities. Maintenance Costs Construction Queues The number of resources expended per turn by your construction queues.

The total number of resources expended per turn by all methods. Total Treasury The total amount of resources your empire currently has on hand for use.

Net Resources The total number of resources generated per turn by your empire. This is the total resource production minus the resource expenses.

Total In Storage The total number of resources in storage.

Maximum Storage The maximum amount of resources that your empire can store. This section displays the total number of vehicles in your empire. Vehicle Sizes

Vehicle Type This column lists the size of each vehicle in your empire. The number of this vehicle size that you have built. Built Alive The number of this vehicle size that are currently alive. Lost The number of this vehicle size that you have lost.

In Queue The number of this vehicle size that you currently have in your construction queues.

Empire Options This section allows you to set options for the control of your empire. Display Options controlling the display of windows and confirmation messages. Options controlling the Next \ Previous buttons on the Quadrant Map. Next\Previous Options controlling how your ships should move through solar systems. Movement

Orders Options controlling how your ships should execute orders. System Display Options controlling what to display on the Solar System Map. Quadrant Map Display Options controlling what to display on the Quadrant Map. **Politics** Options controlling what political settings to automatically use.

This section allows you to set options for the control of how your ships move through warp points. Warp Transit Order

If this is set TRUE, then your ships will attempt to transit the warp point at the same time. Doing this raises Simultaneous Transit the risk of the ships hitting each other and being destroyed. If this is set to FALSE, then ships will transit in

order one at a time.

Warp Transit Priority sets the criteria used to sort the group of ships to determine the order that they will Warp Transit Priority

transit through the warp point. Order

Warp Transit Type Warp Transit Type Order set the order of ship types when "Type" is selected in the Warp Transit Priority

Order

Resupply This section allows you to set options on how your ships should resupply.

Resupply Priority Order Resupply Priority Order sets the criteria used to sort the group of ships in a solar system that need to be

resupplied.

Resupply Type Order sets the order of ship types when "Type" is selected in the Resupply Priority Order. Resupply Type Order

Reordnance This section allows you to set options on how your ships should reordnance.

Reordnance Priority Reordnance Priority Order sets the criteria used to sort the group of ships in a solar system that need to Order

Reordnance Type Order Reordnance Type Order sets the order of ship types when "Type" is selected in the Reordnance Priority

Repair Priorities This section allows you to set options on the order your ships will be repaired.

Component Repair Order This section lists the order in which components will be repaired on your vehicles. Space Repair Order This section lists the order in which ship types will be repaired in a sector.

Ground Repair Order This section lists the order in which facilities and unit types will be repaired on a planet.

This section allows you to set options to control your ministers. Ministers Minister Settings This section allows you to set specific settings for your ministers.

Minister General General options for your ministers controlling your empire.

Options Minister Being used A list of the specific ministers you wish to have control your empire. Turning on a minister means that that

section of your empire will be controlled by a computer player.

Strategies This section allows you to add or edit the strategies which control your vehicles.

Movement Options Options which controls your vehicles and how they move in combat. Retreat Settings The setting of how your vehicle should attempt to retreat from combat. Retreat When The setting of when your vehicle should attempt to retreat from combat.

Targeting Priority Order sets the criteria used to sort the group of target ships that your ship may fire on. Targeting Priority Order Target Type Order And This section lists all of the possible target types and the order in which they should be engaged if "Type" is selected in the Targeting Priority Order. For each type, you can set the distance you want to engage that Settings

target type and how much damage you wish to do to them.

Buttons

Move Item Up For sorting priority, this button will move the selected item up one row. Move Item Down For sorting priority, this button will move the selected item down one row. Move To Top For sorting priority, this button will move the selected item to the top of the list. For sorting priority, this button will move the selected item to the bottom of the list. Move To Bottom

All Ministers On For Ministers, this will set all "Minister Being Used" to "On". For Ministers, this will set all "Minister Being Used" to "Off". All Ministers Off Add Strategy For Strategies, this will add a new strategy to the list. Rename Strategy For Strategies, this will rename the currently selected strategy.

Copy Strategy For Strategies, this will copy the currently selected strategy as a new one.

Delete Strategy For Strategies, this will delete the currently selected strategy.

Close Closes this window and saves your changes.

Fleet Transfer



Description

The Fleet Transfer window is used to transfer ships into and out of fleets.

Controls

Vehicles In Sector List Fleets In Sector List This list displays all of the vehicles in the currently selected sector.

This list displays all of the fleets that are present in the currently selected sector. Each fleet displays it flag, its name, its attack and defense formation, and a list of the task forces that make it up. Each task force displays its name, its attack and defense formation, its attack and defense strategy, and then a list of all of the vehicles that are within that task force.

Buttons

Add To Fleet

This action adds the currently selected vehicle in the Vehicles in Sector List to the currently selected task force in the Fleets in Sector List.

Add All

This action adds all of the vehicles in the Vehicles in Sector List to the currently selected task force in the Fleets in Sector List.

Remove From Fleet

This action removes the currently selected vehicle in the Fleets In Sector List from its task force and returns it to the Vehicles In Sector List.

Remove All

This action removes all of the vehicles in the Fleets In Sector List from their task forces and returns them to the Vehicles In Sector List.

Create Fleet Attack Formation The Create Fleet button will create a new fleet and add it to the Fleets In Sector List.

This action will display a window to allow you to select an attack formation for the currently select task

force or fleet.

Defense Formation This action will display a window to allow you to select a defense formation for the currently select task

force or fleet.

This action will add a new task force to the currently selected fleet. Add Task Force

Rename Fleet The Rename Fleet button will display a window so that you can enter a new name for the currently

selected fleet.

Set Core Set Escort

Set Picket

Close

Previous Task Force

Next Task Force

This action will display a window to allow you to select an attack strategy for the currently selected fleet. Attack Strategy Defense Strategy Remove Task Force This action will display a window to allow you to select a defense strategy for the currently selected fleet.

This action will remove the currently selected task force.

Rename Task Force This action will display a window so that you can enter a new name for the currently selected task force.

Sets the currently selected vehicle in the Fleets In Sector List to be a part of the "Core" group. Sets the currently selected vehicle in the Fleets In Sector List to be a part of the "Escort" group. Sets the currently selected vehicle in the Fleets In Sector List to be a part of the "Picket" group.

Causes the previous task force in the list to be selected. Causes the next task force in the list to be selected.

Closes this window.

Game Menu



The Game Menu window allows you to access game control features.

Buttons

Save Empire

Players

Options Controls

New Game The New Game button allows you to start a new game.

Load Game The Load Game button displays the Load \ Save Game window so that you can load a game.

The Save Game button displays the Load \ Save Game window so that you can save your current game. Save Game Save Map

The Save Map button will save the current map you are playing with to a save file.

The Save Empire button will save your empire to a save file.

The Players button will display the Players Window so that you can select which players to be under

computer control.

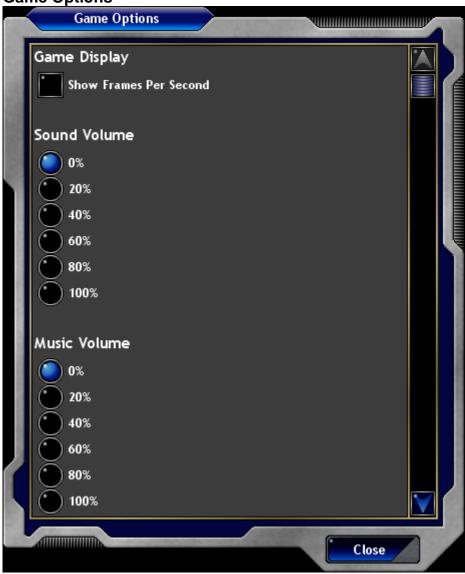
The Options button will display the Options Window so that you can set various game options.

The Controls button will display the Controls Window so that you can change the key mappings used in

Quit Game The Quit button allows you to quit Space Empires V and return to Windows.

Closes this window. Close

Game Options



Description

The Game Options Window allows you to set various options which control the game.

Controls

Show Frames Per Second Sound Volume

Music Volume

System Icon Movement Speed System Panning Speed Combat Panning Speed

Autosave For This Game Help Control Options Help Text Detail

Log History

Combat Replay History

With this setting on, an FPS (Frames Per Second) number will be displayed on the screen at all times. The volume used for sound effects.

The volume used for music.

The rate at which ships and icons move on the solar system display.

The rate at which the solar system pans (moves) when you move your mouse to the borders. The rate at which the combat grid pans (moves) when you move your mouse to the borders.

How often you want the game to automatically be saved. Whether you want all of the advanced controls to be displayed.

The amount of detail to be shown for the help popup display.

The number of turns worth of log items to keep in history (the higher the number of turns, the more hard

drive space is needed to store the history).

The number of turns worth of combat replays to keep in history (the higher the number of turns, the more

hard drive space is needed to store the history).

Buttons

Closes this window and saves any changes you have made. Close

Game Setup - Map



Description

The Game Setup - Map window allows you to configure the physical makeup of the quadrant that you will play your game in.

Controls

Quadrant Map

Quadrant Type Map Options Quadrant Size

General Options

All Warp Points Connected

No Warp Points

Warp Points located anywhere in the system Finite Resources

Buttons

Map Empires Game Options Multiplayer Victory Conditions Generate Map The quadrant map displays the currently layout of the quadrant you are playing in. This will normally start blank, and the map will not be determined until you start your game. If to decide to use the "Generate Map" action, then the quadrant map will be displayed.

This list allows you to select the type of Quadrant that you want to play in.

General options that the map must obey.

The size of the quadrant you wish to play in. Small equates to 10-20 solar system, Medium equates to 30-60 solar systems, and large will result in 60-100 solar systems.

All solar systems in the quadrant must be connected via warp points. This means that you can reach all solar systems via travel through warp points. If this option is turned off, there will be portions of the quadrant you will not be able to reach until you develop the technology to open warp points.

If this option is selected, then there will be no warp points present in the quadrant. You will not be able to travel to any other solar systems until you develop the technology to open warp points.

If this option is selected, then warp points can be located anywhere in the solar system. Normally, with this option off, warp points only show up in the outer reaches of the solar system.

With this option off, all resources from a planet are infinite, meaning that they will never expire for the entire game. If this option is on, then resources of a planet are finite, and they will eventually run out.

Displays the Game Setup - Map page of this window.

Displays the Game Setup – Empires page of this window.

Displays the Game Setup – Game Options page of this window.

Displays the Game Setup – Multiplayer page of this window.

Displays the Game Setup – Victory Conditions page of this window.

The Generate Map button will cause the quadrant to be generated using the currently selected options. Once the map has been created, it will be displayed in the Quadrant Map. You can use this as many times as you wish.

Starting Positions This option will allow you to mark solar systems on the quadrant map as starting positions for players.

Players will only be able to start in the solar systems you have selected (unless there are more players

than starting positions selected).

Load Map This action will display a window so that you can load a previously saved map for use in this game. Save Map This action will display a window so that you can save the current map displayed in the Quadrant Map. Load Game Setup The Load Game Setup button will display a window so that you can load a saved game setup for use in

this game. Loading a game setup will override any options that you have selected.

The Save Game Setup button will display a window so that you can save all of the options that you have Save Game Setup currently selected for this game. This may prove useful if you want to start future games with the same

start settings.

Begin This action will start the game using the options selected in the Game Setup window.

Cancel This action will cancel your new game and return you to the Start Menu Window. **Game Setup - Empires**



Description

The Game Setup - Empires window allows you to set what players will be in this game, and what starting characteristics they will have.

Controls

Empires In Game List

This list displays all of the empires in the game (except those that will be randomly created). You should add an empire for each human player in the game (though you can also add computer controlled empires if you like).

Settings For All Players

This section allows you to set settings for all players in the game. The cost for researching new technologies in the game.

Technology Cost Starting Resources

The number of resources each empires starts with. The value of each empire's homeworlds.

Home Planet Value Number Of Starting Planets

The number of starting homeworlds for each empire. These homeworlds may be located in more than one solar system.

Home Planet Size Empire Placement Whether all empire's home planets are the same size.

Options that control whether different empires can start in the same solar system, and whether they are randomly distributed throughout the quadrant.

Score Display The kind of scores visible to players.

Technology Level For New Players

The starting technology level for empires. This setting will control how many research points are available to spend in the Player Setup window.

The starting racial points to be spent for new empires. This setting will control how many racial points are available to spend in the Player Setup window.

Random Computer Players Options indicating if full computer of

Options indicating if full computer empires or neutral empire will be added to the game randomly when you start it.

The number of computer players to be randomly added.

Number Of Computer Players Computer Player Difficulty Computer Player Bonus

Racial Points for New Players

Whether computer players get a bonus in resources each turn.

Buttons Map

Empires

Game Options

Displays the Game Setup – Map page of this window. Displays the Game Setup – Empires page of this window. Displays the Game Setup – Game Options page of this window.

The difficulty \ skill of each computer player.

Multiplayer Displays the Game Setup – Multiplayer page of this window.

Victory Conditions Displays the Game Setup – Victory Conditions page of this window.

Add New Empire The Add New Empire button will display the Player Setup window so that you can add a new empire to

this game.

Edit Empire The Edit Empire button will display the Player Setup window so that you can edit the currently selected

empire in the Empires List.

Remove Empire The Remove Empire button will remove the currently selected empire in the Empires List.

Load Empire From File This action will display a window so that you can select a saved empire for loading into this game.

Save Empire To File This action will display a window so that you can save the currently selected empire in the Empires List to

a save file.

Save Game Setup

this game. Loading a game setup will override any options that you have selected.

The Save Game Setup button will display a window so that you can save all of the options that you have currently selected for this game. This may prove useful if you want to start future games with the same

start settings.

Begin This action will start the game using the options selected in the Game Setup window.

Cancel This action will cancel your new game and return you to the Start Menu Window.

Game Setup - Game Options



The Game Setup - Game Options window allows you to select options that govern the entire game to be played.

Controls

Game Options

Maximum Ships Allowed Per Player

Gameplay Options

Cheat codes can be used

Team Mode

No Tactical Combat No Ruins

Allow map saves during the game

Player Restrictions

Players can give gifts and tributes

Players can give technology through gifts, tributes, and trades Players can completely

surrender

Players can conduct intelligence projects Players can see the entire

technology tree Players can only colonize breathable atmospheres Players can only colonize A list of general game options.

The maximum number of ships allowed to each player in the game.

A list of general game play options.

If this is set ON, then cheat codes can be used in this game. Cheat codes can allow you to do almost anything. It is strongly recommended that this be turned off in multiplayer games.

If this is set ON, then all computer players will work together against all human players. Use this option if you want a more challenging game.

If this is set ON, then there will be no choice for Tactical Combat, only Strategic Combat will be used.

If this is set ON, then no Ruins will be present on planets throughout the quadrant.

If this is set ON, then players can save the map to a file during the game. It is recommended that this be turned OFF for multiplayer games (otherwise players can look at the entire map).

A list of restrictions to player actions in this game.

If this is set ON, then players can send gifts and tributes to other players.

If this is set ON, then players can give technology to other players.

If this is set ON, then players can completely surrender to other players.

If this is set ON, then players can perform intelligence actions.

If this is set ON, then players can view the entire tech tree without first researching it.

If this is set ON, then players can only colonize planets where their race can breathe the atmosphere.

If this is set ON, then players can only colonize their home planet type.

their home planet type

Buttons

Map Displays the Game Setup – Map page of this window.
Empires Displays the Game Setup – Empires page of this window.
Game Options Displays the Game Setup – Game Options page of this window.
Multiplayer Displays the Game Setup – Multiplayer page of this window.
Victory Conditions Displays the Game Setup – Victory Conditions page of this window.

Load Game Setup

The Load Game Setup button will display a window so that you can load a saved game setup for use in

this game. Loading a game setup will override any options that you have selected.

Save Game Setup

The Save Game Setup button will display a window so that you can save all of the options that you have

currently selected for this game. This may prove useful if you want to start future games with the same

start settings.

Begin This action will start the game using the options selected in the Game Setup window.

Cancel This action will cancel your new game and return you to the Start Menu Window.

Game Setup – Multiplayer



Description

The Game Setup – Multiplayer window allows you to configure multiplayer options for this game.

Controls

Game Master Password

Multiplayer Savegame Filename

Savegame Directory Path

Multiplayer Settings Turn Style

Turn Based Movement

Simultaneous Movement

Play Style
Hot Seat
Different Machines
Connection Type
Manual File Moving

Host

Player Provider Type Serial Connection Modem Connection IPX Connection Internet TCP/IP This edit box allows you to enter a game master password for the game. This password can be used to change players in the game.

This edit box allows you to enter a filename for the multiplayer game. This is the name of the game that is saved

This edit box allows you to enter a path to save the game on. If you want the game saved in the standard savegame directory, then leave this blank. If you want the game saved in a different location, enter a path here.

This is a list of the options used for a multiplayer game.

The type of style used for turns in the game.

Turns are taken in order, first player 1, then player 2, and so on. Each player moves all of their vehicles on their turn.

Turns are taken simultaneously by all players. Each player takes their turn and gives orders to their vehicles. Vehicle movement happens at the end of all player's turns.

Where the game is played.

All players play the game on the same computer, and switch seats for each player's turn.

Players are playing the game on different computers.

The way that the players are connected.

The savegame file is moved manually by players. This selection should be used if you plan to play by email or over the web.

This player wishes to host the game. They will be responsible to collecting the player order files and generating the new savegame.

This player will be a player in a hosted game. They will merely load the game and play their turn.

The method by which game files are moved between players.

Two players are connected by a serial connection (a cable) between their two computers.

Two players are connected over a modem connection.

Multiple players are connected over a LAN.

Multiple players are connected over the Internet.

Buttons

Save Game Setup

Displays the Game Setup – Map page of this window.

Displays the Game Setup – Empires page of this window.

Displays the Game Setup – Game Options page of this window.

Displays the Game Setup – Multiplayer page of this window.

Displays the Game Setup – Victory Conditions page of this window. Мар Empires
Game Options Multiplayer Victory Conditions

Load Game Setup

The Load Game Setup button will display a window so that you can load a saved game setup for use in this game. Loading a game setup will override any options that you have selected.

The Save Game Setup button will display a window so that you can save all of the options that you have currently selected for this game. This may prove useful if you want to start future games with the same

start settings.

Begin This action will start the game using the options selected in the Game Setup window. Cancel This action will cancel your new game and return you to the Start Menu Window.

Game Setup - Victory Conditions



The Game Setup - Victory Conditions window is used to set the conditions under which the game will end.

Controls

Victory Conditions List

Select a condition from this list for how the game will end. Each condition lists the criteria under which the game will end. During the game, these conditions can be viewed in the Scores window.

Buttons

Мар **Empires** Game Options Multiplayer Victory Conditions

Load Game Setup

Save Game Setup

Begin Cancel Displays the Game Setup - Map page of this window.

Displays the Game Setup - Empires page of this window.

Displays the Game Setup – Game Options page of this window.

Displays the Game Setup – Multiplayer page of this window.
Displays the Game Setup – Victory Conditions page of this window.

The Load Game Setup button will display a window so that you can load a saved game setup for use in this game. Loading a game setup will override any options that you have selected.

The Save Game Setup button will display a window so that you can save all of the options that you have currently selected for this game. This may prove useful if you want to start future games with the same start settings.

This action will start the game using the options selected in the Game Setup window.

This action will cancel your new game and return you to the Start Menu Window.

Help



Description

The Help window allows you to view many of the objects in the game and obtain reports about them.

Controls

Items List

Categories List A list of categories to choose from. When a category is selected, all objects that you know of that type will

be displayed in the Items List.

A list of the objects that meet the current category. Each object displays its picture, its name, and what the

highest level is you have researched. Selecting an object from this list will display its report in the Details

section.

Details This section displays a report about the currently selected object in the Items List. Many different kinds of

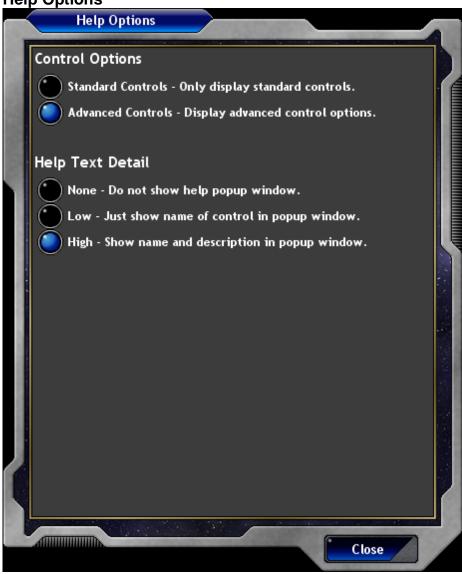
reports can be displayed. See the various Reports window for information about each of them.

Buttons

Weapons Report This action displays the Weapons Report Window. Manual

This action will display the PDF manual you are reading here.

Close Closes this window. **Help Options**



Description

The Help Options window allows you to set options for the display of help in the game.

Controls

Help Control Options Whether you want all of the advanced controls to be displayed. Help Text Detail The amount of detail to be shown for the help popup display.

Buttons

Close Closes this window.





Description

The Intelligence Window allows you to set intelligence spending for offense and defense.

Controls

Summary Pane

Defensive Spending

Total Percentage Allocated

The Summary Pane displays summary information about your intelligence spending. At the top of the window is displayed the number of intelligence points you have to spend this turn. Next the statistics of your successes and failures for intelligence actions are displayed. The third section displays how many enemy empires there are, the estimated intelligence expenditure they make each turn, and how much we believe is devoted against us. The final section lists how many ally empires there are, the estimated intelligence expenditure by them each turn, and how much we believe they are spending against us. This setting determines what percentage of your intelligence points are spent in defense against enemy intelligence operations.

Empire List The Empire Lists displays all of the other empires that you know of. Focus Area

The focus area determines what type of intelligence action you wish to take against this empire. You can press the downwards arrow to display a list of focus areas to choose from.

The percentage of your intelligence points you are spending in intelligence actions against this empire. You can use the plus and minus arrow buttons to change the spending percentage. Your total spending percentage of defense plus all of the empires cannot go over 100%.

This is the sum of the Defense Spending, plus the spending for each empire. Your total spending percentage of defense plus all of the empires cannot go over 100%.

Buttons

Ally Empires

Spending

Expand Map Expands the Quadrant Map so that it is larger to view. All Empires

This option causes all empires that you know of to be displayed in the Empire List. This option causes only your ally empires to be displayed in the Empire List.

Enemy Empires This option causes only enemy empires to be displayed in the Empire List. This option causes only empires that you are currently spending intelligence points against to be Intel In Progress

displayed in the Empire List.

Close Closes this window and saves all of your changes.

Launch/Recover Units



Description

The Launch / Recover Units window allows you to launch and recover units from space. You can launch units from ships and planets into space. You can also recover units from space into ships and planets.

Controls

Units In Cargo List

Units In Space List

Displays a list of all of the ships and planets present in the current sector. For each ship or planet, the units in cargo (that can be launched) are displayed under it. Each vehicle displays the amount of cargo space used out of the total amount available. Each cargo item displays its size taken in cargo space. Displays a list of the units that are present in space in the current sector. Each unit displays the size in cargo space that it will take up.

Buttons

Launch Unit

Amount

Recover Unit

Close

This action will launch the currently selected cargo item into space.

This selection displays how many items you wish to launch or recover at a time. Use the arrow keys to increase or decrease the amount. You can also click on the number and type in a specific amount. This action will recover the currently selected unit in the Units In Space List into the currently selected

vehicle in the Units In Cargo List. The unit will only be recovered if there is sufficient cargo space remaining.

Closes this window.

Load / Save Game



Description

The Load / Save Game window allows you to either load or save a game to your hard drive.

Controls

Saved Games List This list displays all of the savegame files in your savegames directory on your hard drive. Each file is

displayed with its name and last modified date / time.

Game Name

The Game Name edit box allows you to type in a new name if your are saving a game.

Game Info Pane

The Game Info pane displays information about the currently selected game in the Sav

The Game Info pane displays information about the currently selected game in the Saved Games List. Information such as Game Date, Number Of Players, Game Version, Turn Method, and Machine Usage is

displayed.

Empires List The Empires List displays all of the empires that are in the currently selected game in the Save Games

List

Buttons

Delete Game This action will delete the file that is currently selected in the Saved Games List.

Load / Save This action will load or save the game, and then close the window.

Cancel Cancels loading or saving the game and closes the window.

Load / Save Generic



Description

The Load / Save Generic window allows you to load or save files to your hard drive.

Controls

File List

Filename

The File List displays all of the files of the current type on your hard drive. Depending on what type of file is needed, this can be empire files (.emp), game setup files (.gsu), or others.

The name of the files selected in the File List. If you are saving a file, this edit box allows you to enter a name for the save file.

Buttons

Load \ Save Cancel Pressing this button will load or save the file in question, and then close the window. Closes this window without loading or saving.





The Log Window displays all of the log messages for your empire. Log messages are informational notes generated by events which take place. For example, when you construct a ship, a log message will be displayed informing you that this action took place last turn. If another empire sends you a message, it will be displayed here. Think of the Log Window as your central news location.

Controls

Summary Pane

Log List

The Summary Pane displays summary information about your Log messages. The current game date is displayed, then how many of the different log messages you have. At the bottom of the window are a breakdown of the different types of log message for the currently selected category.

The Log List displays all of the log messages that meet your currently selected filter criteria. Each message shows a picture, a subject of the message, the date the message was created, and a description for the message. When you move your mouse pointer over a picture, you will see a zoom icon. Clicking on the picture will display a larger version of the picture for you to view.

Ruttons

Expand Map

Communications

Add Personal Note

Sub Criteria

Expands the quadrant map to a larger size. Galactic News

Filters the Log List so that only Galactic News items are displayed. Galactic News is generated for global events and can be viewed by all players.

messages from other empires to you.

Filters the Log List so that only Empire News items are displayed. Empire News items are status **Empire News** messages caused by events that occur in your empire.

Filters the Log List so that only Communications items are displayed. Communications items are

Filters the Log List so that only History items are displayed. History items are old log messages from History

previous turns.

Depending on the Category you select, sub criteria options will be displayed here. These allow you to

further filter the log list to log items on specific topics.

The Add Personal Note button allows you to create a new log message in your log with text that you enter.

Pressing this button will take you to the specific solar system and sector where the currently selected log

message took place. Closes this window.

Goto Close Login



Description

The Login window is displayed to allow a player to login to a multiplayer game. In Simultaneous Games, players can play their turns in any order. When the game is loaded, the Login window is displayed to indicate which player is about to take their turn.

Controls

Empire List The Empire List displays all of the empires in the current game. Each empire is displayed with its flag and

empire name.

Password The Password edit box is used to enter a password if one is set for this empire. You cannot login as a

player unless your password is correct.

Buttons

Login Starts the game for the currently selected empire if the password is correct.

Cancel Cancels the login and closes the window.

Main Window



Description

The Main Window is your main display while taking your turn. The Main Display is dominated by a display of the solar system you are currently looking at.

Controls

Status Bar

The Status Bar resides at the top of the window and provides you with status information about your turn. See the Main Window – Status Bar for more information.

Command Button Panel

The Command Button Panel is a grouping of buttons at the top of the window which give you access to the main control windows of the game. See the Main Window – Command Button Panel for more information.

Main Display

The Main Display shows your current viewpoint on the solar system. The display shows the solar system that you select in the Quadrant Map (in the bottom left of the window). Each solar system is comprised of a hexagon grid which represents each of the individual sectors in the solar system. Each sector can contain multiple objects. See the section Main Window – System Display for more details.

Quadrant Map

The Quadrant Map displays all of the solar systems you have explored in the quadrant. By clicking on a solar system you can view that solar system in the Main Window. See the section Main Window – Quadrant Map for more details.

Ship List

The Ship List displays a list of all of the objects in the sector you have currently selected. You can then highlight objects in the list and give them orders using the Orders Panel. See the section Main Window – Ship List for more details.

Orders Panel

The Orders Panel allows you to give orders to the currently selected vehicles in the Ship List. See the section Main Window – Orders Panel for more details.

Main Window - Command Button Panel



The Main Window - Command Button Panel is your means to access the major empire control windows in the game.

Buttons

Game Menu Displays the Game Menu so that you can load / save your game, change player control, access key

mappings, and change game options. See the Game Menu for more details.

Vehicle Designs Displays the Designs window so that you can create new vehicle designs, view enemy vehicle designs,

and see statistics about your designs. See the Designs window for more details.

Systems Lists Displays the Systems window so that you can view all of the solar systems you have discovered and the

objects within them. See the Systems window for more details.

Planets List Displays the Planets window so that you can view all of the planets in the quadrant that you have

discovered and see statistics on them. See the Planets window for more details.

Displays the Colonies window so that you can view all of your colonies and change their settings. See the Colonies List

Colonies window for more details.

Displays the Ships window so that you can view all of your ships and units and see statistics on them. See Ships List

the Ships window for more details.

Displays the Construction Queues window so that you can view and edit all of your construction queues Construction Queues

throughout the quadrant. See the Construction Queues window for more details.

Displays the Research window so that you can add new research projects for your empire. See the Research

Research window for more details.

Displays the Intelligence window so that you can add new intelligence projects for your empire. See the Intelligence

Intelligence window for more details.

Displays the Empires window so that you can view other empires and communicate with them. See the **Empires**

Empires window for more details.

Empire Options Displays the Empire Options window so that you can change settings for the control of your empire. See

the Empire Options window for more details.

Displays the Log window so that you can view all news events from last turn. See the Log window for Log

more details.

Help Displays the Help window so that you can get reports on all of the devices you have discovered in the

game. See the Help window for more details.

End Turn This action will End your turn and proceed to the next player's turn. If there are no other human players in

the game, then your next turn will begin after some processing.

Main Window - Orders Panel



Description

The Main Window - Orders Panel allows you to give orders to your ships, units, and colonies in the game. Orders are lists of actions for your vehicles to perform.

Buttons

Settings Orders

Cancel Orders

Change View Mode This action will change your viewpoint of the solar system on the Main Window - System Display. The two view modes are Skewed and Top-down.

Center View Pressing this button will return your view point to the default location for the solar system.

Move To Move a ship to a specific location within the solar system. When the order is selected, you will be prompted to select a destination sector for the movement. Keep in mind that your ships will automatically dodge any enemies or obstructions.

Warp Directs a ship to transit through a warp point. When the order is selected, you will be prompted to select

the warp point to warp through.

Move To Waypoint Move a ship to a preset waypoint. When the order is selected, you will be prompted to select the way point

you want to move to.

Have a ship attack a target. This order is much like a Move To except that you are directing your ship to Attack move into a sector with enemy targets. You can also target the sector you ships are currently in if there

are enemies present.

Send a ship to colonize a planet. When the order is selected, you will be prompted to select the planet that Colonize you want to colonize. The Colonize order is actually composed of three different orders. Your ship will be given the order to load population, then move to the planet, then colonize the planet. When a planet is

colonized, the colony ship itself will be deconstructed and the raw materials will be used to help build the colony. Any cargo on the colony ship (like population) will be dropped onto the new colony.

Sends your ship to automatically explore the nearest uncharted solar system. This means that they will Explore merely warp into an unseen solar system. If you want them to move through the solar system and explore

it, use the Survey System order.

Displays the construction queue for this ship or planet so that you can edit it or add to it. A construction Set Construction Queue

queue is available for all of your colonies, but is only available for ships that have a Space Yard

component on it.

Sends this ship to be repaired at the nearest location. A repair location is either a colony with a Space Repair At Nearest

Yard facility or a ship with a Space Yard or Repair Bay component.

Resupply At Nearest Sends this ship to be resupplied at the nearest location. A resupply location is any colony which has a Resupply Depot facility on it. This order will both resupply (load supplies) and reordnance (load ordnance)

Transfer Cargo Allows you to transfer cargo onto and off of your ships. This order will display the Transfer Cargo window. Transfer Units Allows you to transfer units into and out of space. This order will display the Transfer Units window. Fleet Transfer Allows you to transfer ships into and out of your fleet. This order will display the Fleet Transfer window.

This section contains general settings for ships and planets. This is a subgroup of orders, but you can

return to the main order list by pressing the Return button at the bottom right of button grid.

Rename Allows you to rename this ship, planet, fleet or unit group.

Repeat Orders Causes this ship to endlessly repeat the current orders it has. You can view the orders your vehicle has by

pressing the View Orders button. Clears the current orders for this ship.

View Orders Displays the current orders for this ship.

Toggle Minister Turns on/off the minister control of this ship. Minister control of your vehicle is basically having the computer control all of its actions. These actions are governed by the strategy selected for this vehicle (which is set for the vehicle design in the Designs window). You can control specifics on how the ministers

operated in the Empire Options window.

Set Strategy Allows you to choose a new strategy for this ship. The definitions of your strategies are set in the Empire

Options window.

Set Formation Sets the formation that your fleet is currently using. The formation is how your ships move together during combat. You can view the different kinds of formations in the Help window.

Toggle Marked Minefield Toggles a marker for this sector indicating that mines are present (your ships will dodge this sector when moving).

Toggles a marker for this system indicating that your ships should not move through it. This might be Toggle System To Avoid useful if this system is enemy controlled and you don't want your ships to risk moving through it.

Set Warp Transit Order Allows you to set the order in which the ships of your fleet will transit through a warp point. The default warp transit order for ships can be edited in the Empire Options window.

Allows you to set the colony type description for a colony. The colony type description is useful for you to Set Colony Type remember what you want this colony dedicated towards (it purpose) such as Mining, Farming, Ship

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Construction, etc.

Additional Orders This section contains additional orders. This is a subgroup of orders, but you can return to the main order

list by pressing the Return button at the bottom right of button grid.

Sends a ship to the location of a fleet and has that ship join the fleet.

Causes this ship to patrol between multiple locations. When the order is selected, you will be prompted to Patrol select each location where you want the ship to move. The sector where your ship currently is is the ending point / starting point of the patrol. You end the selection of movement locations by selecting the

sector where you ship currently is.

Sentry Causes this ship to stay in place until enemies come near. The Sentry order is useful in that your ship will use up its movement points staying in place, and they won't show when you are moving through ships

with remaining movement.

Send a ship to view all of the sectors of this solar system. It's very important to view all of the sectors of a Survey System solar system so that you know of the planets, warp points, and other stellar objects present. Finding

habitable planets is very important in the expansion of your empire.

Directs this ship, planet, or unit group to engage its cloaking device to avoid detection. A cloaked ship Cloak cannot be detected through normal means and will allow you to move through sectors where enemies are present. Keep in mind that while cloaked your ship will consume more supplies and it will be unable to

perform normal actions such as repair, construction, etc.

Directs this ship, planet, or unit group to disengage its cloaking device. Send a ship to sweep for mines in a sector.

This section contains orders for deconstructing ships. This is a subgroup of orders, but you can return to the main order list by pressing the Return button at the bottom right of button grid.

Mothballs this ship so that it no longer requires maintenance upkeep. Mothballing ships is useful if you want to keep ships around for defense without having to pay maintenance on them.

Returns a mothballed ship to active duty. It will cost you resources to unmothball ships and make them

Allows you to retrofit fit a ship to a more modern design. Retrofitting your ships is essential in keeping them competitive with other empires. As you develop new technologies, you can create a new design using those new technologies. You then bring in old ships to your space yards, and retrofit them to the new design. This beats the cost of building new ships from scratch, and saves you from paying maintenance on obsolete ships. Retrofitting costs resources approximately equal to the difference in

component costs between your old design and your new design.

Deconstruct a ship so that its technology can be analyzed. In the course of battle you may capture enemy **Analyze Components** ships which have technology that you do not possess. Just having the ship means that you can use those components, but you will not be able to build new ships with those technologies. This order allows you to gain research knowledge about those new technologies getting you closer to the point where you can

construct them yourself.

Causes this ship or unit group to be recycled (destroyed) and its raw materials reclaimed. Scrapping is useful in that it gains you resources from the ship, and removes it from costing maintenance in the future.

Directs a ship or unit group to activate its self-destruct device. When a ship becomes too damaged to make it back to your territory, and you don't want it to fall into enemy hands, you may want to have it selfdestruct. A self-destruct device is also useful if you get boarded. Your ship will automatically self-destruct

if a boarding attack is going to be successful.

Directs your ships in the sector to fire on and destroy one of your other ships or unit groups. If your ship

does not have a self-destruct device, then this is your alternative.

Directs your remaining population on a planet to leave the colony. Abandoning a planet is usually a last resort if you cannot hold back an enemy advance. This order can only be done if you remove enough population from the planet so that it has 50 million or less. At that level, you can order an abandon planet, and the remaining population will flee by its own means. You will be prompted whether you wish to

destroy the facilities when leaving or leave them standing.

Directs your ships to bombard the planet in this sector. Bombarding a planet is typically used if you are unable to land troops and capture the colony outright. Bombarding the planet will kill the population and

destroy facilities and cargo on the planet. This section contains orders for manipulating cargo. This is a subgroup of orders, but you can return to the

main order list by pressing the Return button at the bottom right of button grid. Directs your ship to jettison its cargo into space (destroying it).

Directs a ship to load cargo at a specific location in the future. Remote orders are useful in that you may want to perform actions in the future, and not where the ship is currently sitting. This order is mainly used

in simultaneous games but is also useful if you want to setup repeating orders. Directs a ship to unload cargo at a specific location in the future. Remote orders are useful in that you may want to perform actions in the future, and not where the ship is currently sitting. This order is mainly used

in simultaneous games but is also useful if you want to setup repeating orders. Allows you to scrap specific units or facilities on a planet and reclaim their resources.

Allows you to convert resources from one kind to another. This order is only available if you have a Resource Converter facility on the planet.

Allows you to select a specific component and activate its special powers. See the description for the

component to determine if it has special powers. Allows you to select a specific facility and activate its special powers. See the description for the facility to

determine if it has special powers.

Allows you to select a specific unit and activate its special powers. See the description for the unit to

determine if it has special powers.

This section contains orders for executing stellar manipulations. This is a subgroup of orders, but you can

return to the main order list by pressing the Return button at the bottom right of button grid.

Commands your ship to create a planet using its stellar manipulation component. A planet is created from

an asteroid belt.

Commands your ship to destroy a planet using its stellar manipulation component. A destroyed planet will become an asteroid belt.

Commands your ship to create a storm using its stellar manipulation component.

Join Fleet

Decloak Sweep Mines **Deconstruction Orders**

Mothball

Unmothball

Retrofit

Scrap

Self Destruct

Fire On

Abandon Planet

Bombard Planet

Cargo Orders

Jettison Cargo Load Cargo Remotely

Drop Cargo Remotely

Scrap Cargo

Convert Resources Use Component

Use Facility

Use Unit

Stellar Manipulations

Create Planet

Destroy Planet Create Storm

Destroy Storm Commands your ship to destroy a storm using its stellar manipulation component.

Create Star Commands your ship to create a star using its stellar manipulation component. A star can only be created

in a solar system where there currently is no star.

Destroy Star Commands your ship to destroy a star using its stellar manipulation component. Destroying a star will

destroy everything in the solar system.

Open Warp Point Commands your ship to open a warp point using its stellar manipulation component. When you open a

warp point, you will have to select a solar system to connect the warp point to. There is an inherent limit to how many warp points can be opened in a single solar system. You also cannot open a warp point to a

system, where there is already an existing connection from this solar system.

Close Warp Point Commands your ship to close a warp point using its stellar manipulation component. Create Black Hole

Commands your ship to create a black hole using its stellar manipulation component. Creating a black

hole is done by collapsing a star into a black hole and destroying everything in the solar system.

Destroy Black Hole Commands your ship to destroy a black hole using its stellar manipulation component.

Create Nebulae Commands your ship to create a nebula using its stellar manipulation component. Creating a nebulae is

done by exploding a star and destroying everything in the solar system.

Commands your ship to destroy a nebula using its stellar manipulation component. Destroy Nebulae

Commands your ship to begin construction a massive stellar construction. A stellar construction is the Stellar Construction creation of an artificial planet either a ringworld or a sphereworld. You will need to construct starbases that contain the required components for the construction near the star where you are building the planet. A

stellar construction can only be created in a system with a single star.

Movement Log Commands This section contains commands for the movement log playback. This is a subgroup of orders, but you

can return to the main order list by pressing the Return button at the bottom right of button grid.

Play all movement from last turn's movement log. The movement log is a recording of all movement that has taken place that you have seen. The playback of the movement log will display all the movement from

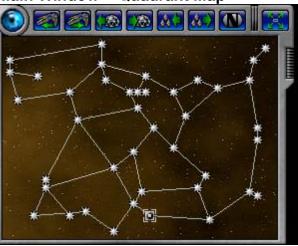
last turn, and any movement that has taken place this turn.

Movement Log - Pause Pause the play back of the movement log.

Movement Log - Play

Movement Log - Stop Stop the play back of the movement log and return to the normal game.

Main Window - Quadrant Map



Description

The Main Window - Quadrant Map displays the all of the solar systems in the quadrant (section of the galaxy) that you have discovered. If the map only shows one solar system, it's most likely that there are many more out there that are not shown because you have not discovered them yet. You discover a solar system by entering it with a ship (by moving through a warp point).

Controls

Quadrant Map

The quadrant map is composed of two main types of items. Solar systems are represented by asterisk like icons. Warp point connections are represented by lines between the solar system icons. If a solar system is represented with a circle, it indicates that the solar system has visible empires present within it (even your own). If the solar system has a square around it, then that is the currently selected solar system and is displayed in the Main Window - System Display. If you move your mouse pointer over a solar system icon, the name for that solar system will be displayed on the map.

Buttons

Previous Ship

The Previous Ship button will change the currently selected system and sector on the Main Window -System Display to a location with a ship which has movement remaining. You can use this button and the Next Ship button to cycle through all of your ships which have movement remaining.

Next Ship

The Next Ship button will change the currently selected system and sector to a location with a ship with movement. It will move through ships in the opposite direction of that in the Previous Ship button. The Previous Colony button will change the currently selected system and sector on the Main Window -

Previous Colony System Display to a location with a colony that you own.

Next Colony The Next Colony button will change to the next colony in the opposite direction of that in the Previous

Colony button.

Previous Fleet The Previous Fleet button will change the currently selected system and sector on the Main Window -

System Display to a location with a fleet that you own which has movement remaining.

Next Fleet The Next Fleet button will change to the next fleet in the opposite direction of that in the Previous Fleet

button.

Show Names This action will toggle the display the of solar system names for all of the solar systems on the quadrant

map.

Expand Map This action will expand the quadrant map into the Quadrant Map Window.

Main Window - Ship List



Description

The Main Window - Ship List displays all of the objects in the currently selected sector on the Main Window - System Display. You can use this list to get reports on objects, or to select them for giving orders to.

Controls

Ship List

Each object will be displayed with its picture and name, and if it's owned by a player, with the owner's empire flag. In addition, if you own the vehicle some additional information may be displayed. For ships that you own, three bars will be displayed indicating the damage, supplies, and ordnance remaining on the ship. Also the movement remaining out of the total movement will be displayed at the bottom of the square.

The list can display in one of two modes. If there are multiple objects present, then a list of those objects will be displayed. However, if there is only one object, then just the header of that object's report will be displayed. In the list mode if you right-click on an item, then you will display just that item in the list. If only the one item is displayed, then right-clicking on the item will display the full report for that object. If only one object is displayed, then any orders you give in the Main Window - Orders Panel will be for just that object. If there are a list of objects displayed, you can left-click on them to highlight them, and then orders given will be for all selected objects.

Buttons

Select All Select None Back To List

Sector View

Item Report

System Report

If a list of objects is displayed, then this action will cause all of the items to be highlighted. If a list of objects is displayed, then this action will cause none of the items to be highlighted.

If you are viewing just one object's header report, then this action will return you to a list of objects in the

At any time, you may want to view the sector as it will appear during combat. By pressing the Sector View button, the Main Window - System Display will change to the view you will have during combat. This can prove useful if you want to arrange your ships for defense of a planet or warp point. In this Sector View Mode, you can move your vehicles around and place them how you wish within the sector. Press this button again to return you to Normal mode.

If you are viewing just one object's header report, then this action will display the report for this object. This can display the Report - Planet Window, Report - Ship Window, or whatever the type of the object

This action will display the Report - System for the current system you are viewing in the Main Window -

System Display.

Main Window - Status Bar



Description

The Main Window – Status Bar displays high level status information for your current turn.

Controls

This displays the empire flag and empire name of the current player taking their turn. **Empire Name** Emperor Name This section displays the name of the emperor for the current turn.

Game Date This section displays the current game gate.

Resources This section displays the current total of resources in the treasury for your empire. If you click on this panel

you can toggle between the display of resources and of intelligence and research points for your empire.

Buttons

Minimize The Minimize button will cause the entire game to minimize on your Windows display so that Windows is

visible again.

Description

The Main Window - System Display is where you can interact with the solar system and give your vehicles orders.

Controls

System Display

Left-click

Right-click

Mouse pointer on the edge of the window

Scroll Wheel

Hex Grid

The Main Display shows your current viewpoint on the solar system. The display shows the solar system that you select in the Quadrant Map (in the bottom left of the window). Each solar system is comprised of a hexagon grid which represents each of the individual sectors in the solar system. Each sector can contain multiple objects.

Left-clicking on a hex (sector) selects that hex and it will be surrounded by a double white line. The Ship List will display all of the objects that are in that sector.

Right-clicking displays a menu of actions that you can take at this location. See the Orders Menu below for more details.

Moving your mouse pointer to the left or fight edge of the screen will rotate your viewpoint around the solar system. If you move your mouse pointer to the top or bottom of the screen, your viewpoint will move forward or backwards over the solar system.

Scrolling on the scroll wheel of your mouse will raise or lower your viewpoint above the plane of the solar system.

Each hex in a solar system indicates one sector. It requires 1 movement point to move through 1 sector. So a ship with 5 movement points could move through 5 hexes in a single turn. You may notice that some hexes are colored differently. The color of the hex indicates what your current sight level is for that hex. Each ship with sensors has a sight range. As they move through a solar system, they will "see" all sectors in that range around them. For you to determine what objects are present in a solar system, you need to send ships to scan (See) all of the sectors within them. The colors for hexes correspond to:

Light Red – You cannot currently see this sector and have never seen this sector in the past.

Dark Red – This sector is blocked and you cannot move through it.

Gray – You cannot currently see this sector but you have seen it in the past. Green – You can currently see what is in this sector.

Blue – Your mouse pointer is over this sector.

White - This is the currently selected sector.

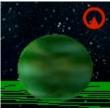
System Modifiers

System Modifiers -Distributes up to 500 s

Distributes up to 500 supply to vehicles in the same solar system at the end of each turn. Distributes up to 500 ordnance to vehicles in the same solar system at the end of each turn All points generated in this system are automatically transported to the lokyak Imperium.

Colonization Icons

System modifiers are modifiers which apply to the entire solar system. They are a helpful list of items which effect over a wide area. For example, in the last to the left, the System Modifiers indicate that supply and ordnance will be distributed across the entire solar system. It also indicates that all colonies generating resources will have them automatically added to your empire's treasury at the end of the turn.



Planet Ownership Flag



This flag is displayed over any sector where a colonized planet is present. The top of the flag is a rectangle containing the flag for the owner of the colony. Underneath it are 3 numbers and a colored bar indicating how many bases, ships, and units are present in the sector (that are owned by this player, and that you can currently see), and the bar indicates how much population is present (out of the maximum the planet can hold).

types. If the planet already has a colony, then the icon will not be displayed.

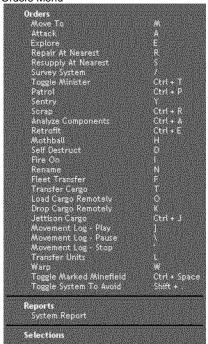
Colonization Icons are displayed to indicated whether your empire can colonize a given planet. If there is no icon present, then you cannot colonize the planet at all. If a red icon is displayed, then you can colonize the planet, but your race cannot breathe the atmosphere. If a colony is established here, then it will be "Domed" which means that it will have a much smaller amount of space for facilities, population, and cargo. A green icon indicates that you can colonize this planet, and that your race can breathe the atmosphere. This is the best type of planet to colonize. As your technology develops, you may gain the ability to colonize additional planet





This flag is displayed over any sector where there are vehicles present be they ships, bases, or units. The top of the flag is a triangle containing the flag for the owner of the vehicles. Underneath it are 3 numbers indicating how many bases, ships, and units are present in the sector (that are owned by this player, and that you can currently see).

Orders Menu



The Orders Menu is displayed when you right click on a sector in the System Display. The Orders Menu is composed of several sections:

Orders – These are orders that you can give to the vehicles selected in the Ships List. If no vehicles are selected, then there will be very few orders to pick from.

Reports – These are reports that you can get on objects located in this sector.

Selections – These are objects that you can select in the Ship List.

Planets



Description

The Planets Window is where you can get a summary view of all of the planets you have encountered throughout the quadrant. This is a good place to find the best planets to colonize and to send colony ships to colonize them.

Controls

Summary Pane

The Summary Pane displays statistics on all of the planets you have encountered. Statistics displayed are Known Systems (the number of solar systems you have discovered in the quadrant), Number Of Planets (the number of planets you have discovered in the quadrant), Number Of Colonizable Planets (the total number of planets that you know of that you can colonize at your current technology level), Planets which are owned by Enemies, Planets which are owned by Allies, Planets which are owned by Non-Aligned (not allies or enemies), Planets which are not Colonized, Planets which are breathable (breathable and colonizable), Colonizing Ships (the number of colony ships you have), and Available Colonizing Ships (the number of colony ships you have that don't already have colonize orders).

The Quadrant Map displays all of the solar systems in the quadrant that you have discovered. When you move your mouse pointer over a planet in the list, the solar system that planet resides in will be highlighted in the quadrant map.

The Planet lists displays all planets that meet the current Filter settings you have defined. Each planets is displayed with the columns you have selected under Layout. You can left click a row to select that row. You can also right-click a row to display the Report – Planet about that planet.

Quadrant Map

Planet List

Buttons

Expand Map Layout Pressing this button will expand the quadrant map so that it is larger.

The layout button will let you select from a list of layouts. Each layout displays a different set of columns which provide different information about each planet.

Planet Atmosphere.

Conditions Displays the columns Picture, Name, Coordinates, Planet Conditions, Radiation,

Gravity, and Temperature.

Value Displays the columns Picture, Name, Coordinates, Mineral Value, Organics Value,

and Radioactives Value.

Colony Owner Displays the columns Picture, Name, Coordinates, Colony Owner, and Population.

Ship Enroute Displays the columns Picture, Name, Coordinates, Ship Name, Ship Location, and

Arrival Time.

Filter The Filter button will let you select from a list of filters. The filter defines what planets will actually be

displayed in the list.

All planets that you have ever seen will be displayed.

All Colonies

Enemy Colonies

Our Colonies

All planets that have colonies will be displayed.

All planets that have enemy colonies will be displayed.

All planets on which you have colonies will be displayed.

All planets that have ally colonies will be displayed.

Colonizable

All planets that you can colonize will be displayed.

Colonizable and All planets that you can colonize and that have no colony will be displayed.

Empty

Colonizable and All planets that you can colonize and are breathable by your race will be displayed.

Breathable

Ship Enroute All planets that have a colony ship enroute with orders to colonize it are displayed.

Asteroids All asteroids that you have ever seen will be displayed. Special All planets that have ruins on them will be displayed.

This command will send the nearest available colonizer you own to colonize the currently selected planet.

The colonizer cannot already have orders to be used.

Goto Pressing this button will close the window and take you to the location of the currently selected planet in

the list.

Close Closes this window.

Send Colonizer

Players



Description

The Players Window allows you to change whether players are under computer control or not.

Controls

Empire List

The Empire List displays all of the empires present in the game. If the selection box is checked, then that empire is under computer control. You can change the selections by clicking on the box. Any empire which does not have a check in front of it will be under human player control for then on.

Buttons

OK Cancel Saves the changes you've made and closes the window. Closes the window without making any changes.

Player Setup – Empire Details



The Player Setup - Empire Details window allows you to enter empire level details about this empire.

Controls

Empire Name This is the name of the empire.

Empire Type This is the type of the empire such as Empire, Alliance, Confederation, etc. **Emperor Title**

This is the title of the emperor such as Emperor, President, Chancellor, etc.

Emperor Name This is the name of the emperor.

This is the password used to log into your empire when playing a multiplayer game. Password This is the email address used by players to contact this player in a multiplayer game. Email

Design Name File This is the name of the file used to provide design names to choose from. The design names file is a

simple text file composed of unique names for use in the game.

Overall Minister Style This is the style of minister you wish to use if you turn ministers on during the game.

The Empire Logo List contains a number of flags that you can use as a flag for your empire. Each empire

in the game gets a unique flag.

Ship Style List The Ship Style List contains a number of ship styles you can use for your empire. The style you choose

will be the way your ships look in the game. Each empire in the game gets a unique ship style.

Buttons

Empire Logo List

Select Empire Name Displays a list of choices to pick from for the Empire Name. Selecting the dice icon will randomly pick one item from the list.

Select Empire Type Displays a list of choices to pick from for the Empire Type. Selecting the dice icon will randomly pick one

item from the list.

Select Emperor Title Displays a list of choices to pick from for the Emperor Title. Selecting the dice icon will randomly pick one

item from the list.

Select Emperor name Displays a list of choices to pick from for the Emperor Name. Selecting the dice icon will randomly pick

one item from the list.

Select Design Name File Displays a list of choices to pick from for the Empire Name. Selecting the dice icon will randomly pick one item from the list.

Select Overall Minister Style Displays a list of choices to pick from for the Empire Name. Selecting the dice icon will randomly pick one

item from the list.

Computer Controlled
Random Empire Logo
Pressing the dice icon will randomly pick one logo from the list.
Random Ship Style
Pressing the dice icon will randomly pick one style from the list.
Empire Details
Displays the Player Setup – Empire Details page of this window.
Race Details
Displays the Player Setup – Race Details page of this window.
Displays the Player Setup – Government page of this window.
Society
Displays the Player Setup – Society page of this window.
Racial Traits
Displays the Player Setup – Racial Traits page of this window.
Technology
Displays the Player Setup – Technology page of this window.
Displays the Player Setup – Technology page of this window.
Displays the Player Setup – History page of this window.
Create
Saves any changes you've made and closes the window.
Cancel

Strategy First Inc. 136 Space Empires V

Player Setup - Race Details



Description

The Player Setup - Race Details window allows you to enter information about the race that makes up this empire.

Controls

Race Name

The name of your homeworld race. For example, on Earth our race is called Human or Terran.

Race Name Plural

The plural form of your race's name. For example, on Earth our race is called Humans or Terrans.

The physical type of your race. For example, on Earth our race has a physical type of humanoid.

The Planet Type List allows you to pick the type of homeworld your race evolved on.

Atmosphere List

The Atmosphere List allows you to pick the atmosphere for your homeworld. Not all atmosphere types are allowed on all planet types.

Buttons

Planet Type List

Select Race name Displays a list of choices to pick from for the Race Name. Selecting the dice icon will randomly pick one item from the list.

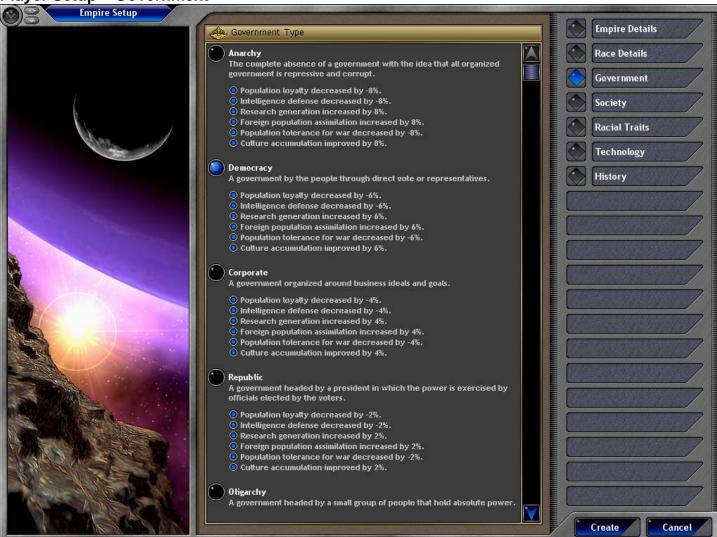
Select Physical Type Displays a list of choices to pick from for the Physical Type. Selecting the dice icon will randomly pick one

item from the list.

Random Race Portrait Pressing the dice icon will randomly pick one portrait from the list. Random Planet Type Pressing the dice icon will randomly pick one planet type from the list. Random Atmosphere Pressing the dice icon will randomly pick one atmosphere from the list. **Empire Details** Displays the Player Setup - Empire Details page of this window. Race Details Displays the Player Setup - Race Details page of this window. Displays the Player Setup – Government page of this window. Government Society Displays the Player Setup - Society page of this window. Displays the Player Setup - Racial Traits page of this window. Racial Traits Displays the Player Setup - Technology page of this window. Technology History Displays the Player Setup - History page of this window.

Create Saves any changes you've made and closes the window.
Cancel Cancels any changes you've made and closes the window.

Player Setup – Government



Descriptio

The Player Setup - Government window allows you to select the form of government for this empire.

Controls

Government Type List

The Government Type List displays all of the possible government types to choose from. Each one lists its name, description, and what bonuses it gives to your empire. You are required to select one government from the list for an empire.

Buttons

Empire Details Race Details Government Society Racial Traits Technology History Create

Cancel

Displays the Player Setup – Empire Details page of this window. Displays the Player Setup – Race Details page of this window. Displays the Player Setup – Government page of this window. Displays the Player Setup – Society page of this window. Displays the Player Setup – Racial Traits page of this window. Displays the Player Setup – Technology page of this window. Displays the Player Setup – Technology page of this window. Saves any changes you've made and closes the window. Cancels any changes you've made and closes the window.

Player Setup - Society



Description

The Player Setup – Society window allows you to select the society for this empire.

Controls

Society List

The Society List displays all of the possible societies to choose from. Each one lists its name, description, and a list of bonuses it gives to your empire. You are required to select one society type for your empire.

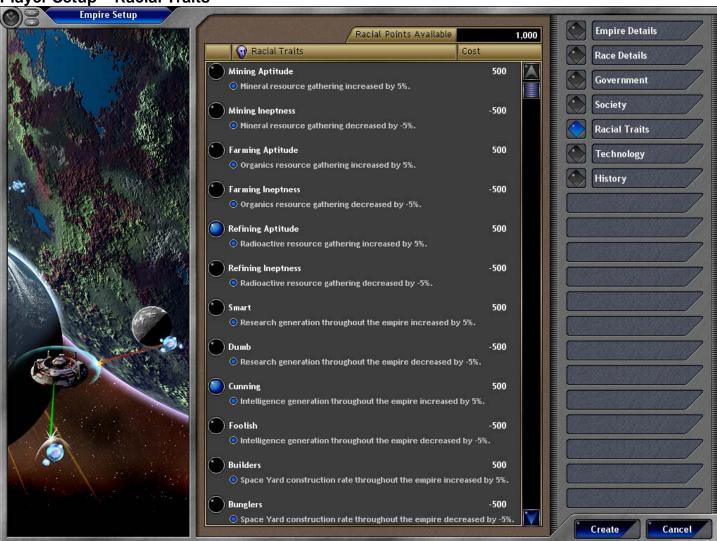
Buttons

Empire Details
Race Details
Government
Society
Racial Traits
Technology
History
Create

Cancel

Displays the Player Setup – Empire Details page of this window. Displays the Player Setup – Race Details page of this window. Displays the Player Setup – Government page of this window. Displays the Player Setup – Society page of this window. Displays the Player Setup – Racial Traits page of this window. Displays the Player Setup – Technology page of this window. Displays the Player Setup – History page of this window. Saves any changes you've made and closes the window. Cancels any changes you've made and closes the window.

Player Setup - Racial Traits



Description

The Player Setup - Racial Traits window allows you to select the racial traits for the race which runs this empire.

Controls

Racial Points Available

Racial Traits List

Buttons

Empire Details
Race Details
Government
Society
Racial Traits
Technology
History

Create

Cancel

This section displays how many racial points are available for you to spend on your empire. As Racial Traits are selected, this number will go down. You cannot create your empire until the Racial Points Available are greater than or equal to zero.

The Racial Traits list displays all of the racial traits available for a race. You can select multiple items for your race and its corresponding cost will be deducted from the Racial Point Available. Each Racial Trait is listed with its name, cost, and the bonuses it will give to your empire.

Displays the Player Setup – Empire Details page of this window. Displays the Player Setup – Race Details page of this window. Displays the Player Setup – Government page of this window. Displays the Player Setup – Society page of this window. Displays the Player Setup – Racial Traits page of this window. Displays the Player Setup – Technology page of this window. Displays the Player Setup – History page of this window. Saves any changes you've made and closes the window. Cancels any changes you've made and closes the window.

Player Setup – Technology



Description

The Player Setup - Technology window allows you to select the starting technology that your empire has discovered.

Controls

Research Points Available

Technology Chart

Research Area List

This section displays how many research points are available for you to spend on your empire. If the points are greater than zero, then you can add tech levels to your empire. You cannot create your empire unless the Research Points Available are greater than or equal to zero.

The Technology Chart section displays the icon, name, and description for the current research area that your mouse pointer is over.

The Research Area List displays all of the research areas that your Empire can discover. Each tech area displays its icon, name, cost for the next level, and your empire's current level in that area. By pressing the plus and minus buttons you can increase or decrease your empire's current level in this tech area. When you increase a tech level you will deduct the cost of the level from the Research Points Available. By adding tech levels you may gain access to new tech areas that are not currently present in the list. In addition, some tech areas are only available if your race has certain racial traits.

You can also right click on any research area to get a more detailed report on that tech area.

Buttons

Create

Empire Details
Race Details
Government
Society
Racial Traits
Technology
History
All
Cultural Advancement
Industry
Vehicle Construction
Weapon Technology

Displays the Player Setup – Empire Details page of this window. Displays the Player Setup – Race Details page of this window. Displays the Player Setup – Government page of this window. Displays the Player Setup – Society page of this window. Displays the Player Setup – Racial Traits page of this window. Displays the Player Setup – Technology page of this window. Displays the Player Setup – History page of this window.

This selection causes the Research Area List to display all known tech areas.

This selection causes the Research Area List to display only Cultural Advancement tech areas.

This selection causes the Research Area List to display only Industry tech areas.

This selection causes the Research Area List to display only Vehicle Construction tech areas. This selection causes the Research Area List to display only Weapon Technology tech areas.

Saves any changes you've made and closes the window.

Cancels any changes you've made and closes the window.

Player Setup - History



Description

The Player Setup – History window allows you to enter background descriptions for your empire.

Controls

Biology Description Society Description

History

This edit box allows you to enter a detailed description about the biology of your race. This edit box allows you to enter a detailed description about the society of your empire. This edit box allows you to enter a detailed description about the history of your empire.

Buttons

Empire Details
Race Details
Government
Society
Racial Traits
Technology
History
Load Text
Save Text
Create

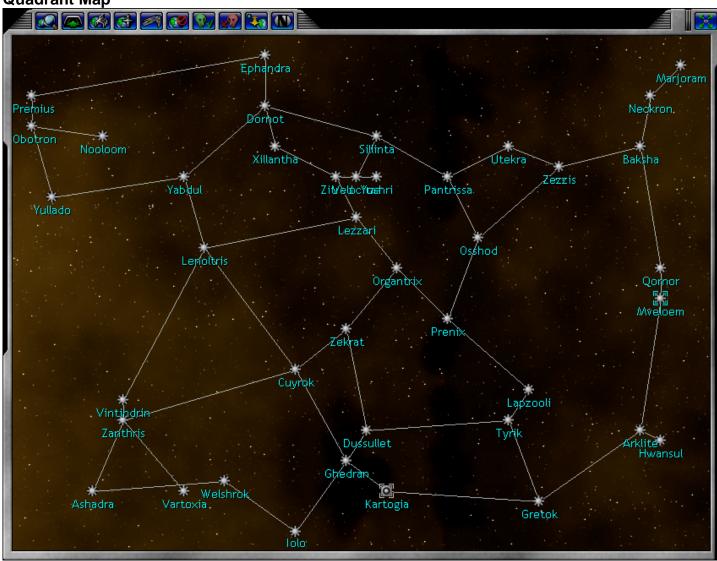
Cancel

Displays the Player Setup – Empire Details page of this window.
Displays the Player Setup – Race Details page of this window.
Displays the Player Setup – Government page of this window.
Displays the Player Setup – Society page of this window.
Displays the Player Setup – Racial Traits page of this window.
Displays the Player Setup – Technology page of this window.
Displays the Player Setup – History page of this window.
This action will load text from a file into the currently selected text box.

This action will save text from the currently selected text box to a file. Saves any changes you've made and closes the window.

Saves any changes you've made and closes the window. Cancels any changes you've made and closes the window.

Quadrant Map



Description

The Quadrant Map is an enlarged version of the Main Window – Quadrant Map. It displays all of the solar systems that have been discovered by your empire in the galaxy.

Controls

Quadrant Map

The quadrant map is composed of two main types of items. Solar systems are represented by asterisk like icons. Warp point connections are represented by lines between the solar system icons. If a solar system is represented with a circle, it indicates that the solar system has visible empires present within it (even your own). If the solar system has a square around it, then that is the currently selected solar system and is displayed in the Main Window – System Display. If you move your mouse pointer over a solar system icon, the name for that solar system will be displayed on the map.

Buttons

Find System

Show Resupply Depots Show Space Yards Show Spaceports Show Fleet Strength Show Systems To Avoid Show Ally Systems Show Enemy Systems Show Distances Between

Systems Show Names Expand Map The Find System button will display a list of solar systems for your to choose from sorted by solar system name. Once you have selected a solar system from the list, it will be displayed in the Quadrant Map.

This option will display how many Resupply Depots you own that are present in each of the solar systems.

This option will display how many Space Yards you own that in each of the solar systems

This option will display how many Spaceports you own that in each of the solar systems

This option will display blue bars for each ally ship and red bars for each enemy ship in the solar system.

This option will highlight all solar systems which have been marked as solar systems to avoid.

This option will highlight ally controlled solar systems in blue.

This option will highlight enemy controlled solar systems in red.

This option will show the distance in light years from the currently selected solar system.

This option will display the names of all of the solar systems.

This button will shrink the map back to its normal size.

Quick Start



Description

The Quick Start window allows you to pick an empire for use in a quick start game. A quick start game begins the game with all of the default settings and a single human player.

Controls

Empires List

The Empires List displays all of the empires present for you to choose from in the game. Select one to have its details displayed in the Empires Details section.

Empire Details

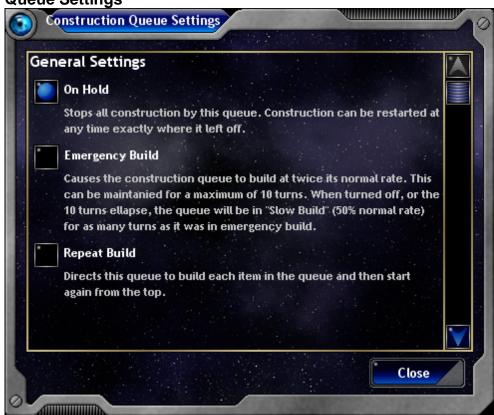
The Empire Details section displays specific details about the empire selected in the Empires List. The Empire Details panel shows the race portrait, the empire name, the empire flag, the home planet type, the home atmosphere type, and the ship style for this empire. A brief description for this empire is displayed at the bottom of the panel.

Buttons

Begin Cance Begins the game with the selected empire in the Empires List.

Cancel Cancels the game and closes the window.

Queue Settings



Description

The Construction Queue Settings window allows you to set settings for the current construction queue.

Controls

Settings List

On Hold

Emergency Build

Repeat Build

There are three options you can select for any construction queue.

This sets the construction queue on hold meaning that all construction is paused. When you turn this setting off, the constructions will start up right where they left off.

Emergency Build allows your construction queue to build double its normal rate for up to ten turns. At the end of ten turns, or when you turn this setting off, the queue will be in Slow Build for as many turns as it was in Emergency Build. In Slow Build mode, the construction queue will build at half its normal rate. Repeat build indicates that the construction queue should build what's currently in its list endlessly. Items will not be removed from the list as they are completed, but the queue will move from one item to the next and then start again at the top when it reaches the bottom.

Buttons

Close Closes this window and saves any changes that you have made.

Report - Combat Piece Ground



Description

Structure

Supplies

The Report – Combat Piece Ground displays a complete status report on a vehicle in ground combat.

Portrait A portrait of the vehicle. You can click on the portrait to get an enlarged version of it.

Class The name of the vehicle design that this vehicle is based on.

Size The name of the vehicle size that this vehicle is based on.

Heading The current angle heading of this vehicle.

Speed The current speed at which this vehicle is moving.

Shields The current number of shields and the maximum number of shields that this vehicle maintains. Once a

vehicle's shields reach zero, damage will next hit the armor of the vehicle.

Armor The current tonnage of armor and the maximum tonnage of armor that this vehicle maintains. Once a

vehicle's armor reaches zero, damage will next hit the internal components of the vehicle.

The current tonnage of internal structure (all components on the vehicle) and the maximum tonnage of

internal structure that this vehicle maintains. Once a vehicle's structure reaches zero, the vehicle is

The current amount of supplies and the maximum amount of supplies this vehicle contains. Once a

vehicle's supplies reach zero, it can no longer move or fire energy weapons.

Ordnance The current amount of ordnance and the maximum amount of ordnance this vehicle contains. Once a

vehicle's ordnance reaches zero, it can no longer fire weapons which require ordnance.

Crew The current amount of crew and the maximum amount of crew this vehicle contains.

Ship Layout The ship layout is a smaller version of the vehicle layout you created in the Create Design window. It

Damage Statistics Deck Buttons Targeting Tab Targeting List

Cargo Tab Cargo List

Cargo Statistics

Abilities Tab Abilities List

Status Tab Status List displays all of the components that are on the vehicle, and shows the damage percent that each component has sustained. The damage percent goes from 0% (no damage) in green, to 100% (completely damaged) in red. A component which is damaged may no longer work.

The damage statistics displays the percentage damage to the different component types on the vehicle.

The deck buttons allow you to see the components on the different decks of the vehicle.

The Targeting Tab displays a list of your current weapon's targets.

The Targeting List displays each of the weapons on your vehicle and what enemy vehicle they are currently targeted on. Each line shows a picture of the weapon, the name of the weapon, the time remaining till the weapon reloads, the total time required to reload the weapon, the maximum range of the weapon, the name of the target it is targeted on, the percent of damage on the enemy vehicle, and the distance from this vehicle to the enemy vehicle. You can right-click on a weapon to get a report on that weapon.

The Cargo Tab displays a list of all of the cargo carried by the vehicle.

The Cargo List displays each of the cargo items on your vehicle. Each cargo item displays its picture and the amount of damage it has taken. You can right-click on a cargo item to get a report on that item. The Cargo Statistics show the current amount of cargo space taken out of the total amount of cargo space available.

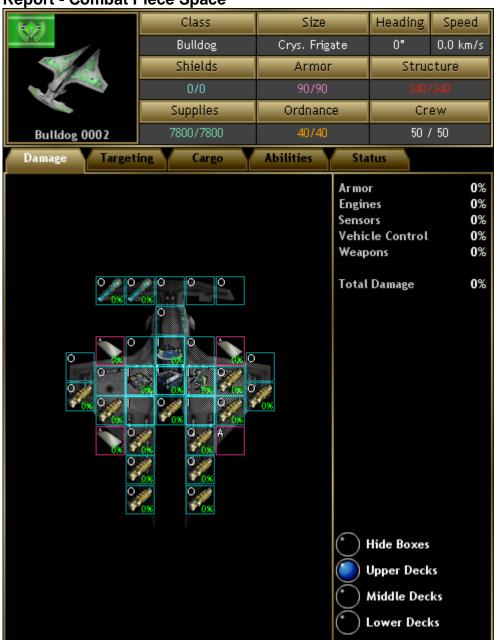
The Abilities Tab displays all of the abilities and modifiers that effect your vehicle.

The Abilities List displays a text list of the abilities and modifiers that effect your vehicle. These modifiers come from the vehicle size, the components on the vehicle, your empire's racial traits, and more.

The Status Tab displays information about your vehicle's current status in combat.

The Status List displays general status information about your vehicle such as its current Movement Orders, whether its using AutoTargeting , and whether its using AutoMove.

Report - Combat Piece Space



Description

The Report - Combat Piece Space displays a complete status report on a vehicle or planet in space combat.

Structure

Supplies

Portrait A portrait of the vehicle. You can click on the portrait to get an enlarged version of it.

The name of the vehicle design that this vehicle is based on. Class Size The name of the vehicle size that this vehicle is based on.

The current angle heading of this vehicle. Heading

The current speed at which this vehicle is moving. Speed

Shields The current number of shields and the maximum number of shields that this vehicle maintains. Once a

vehicle's shields reach zero, damage will next hit the armor of the vehicle.

Armor The current tonnage of armor and the maximum tonnage of armor that this vehicle maintains. Once a

vehicle's armor reaches zero, damage will next hit the internal components of the vehicle.

The current tonnage of internal structure (all components on the vehicle) and the maximum tonnage of internal structure that this vehicle maintains. Once a vehicle's structure reaches zero, the vehicle is

The current amount of supplies and the maximum amount of supplies this vehicle contains. Once a

vehicle's supplies reach zero, it can no longer move or fire energy weapons. Ordnance The current amount of ordnance and the maximum amount of ordnance this vehicle contains. Once a

vehicle's ordnance reaches zero, it can no longer fire weapons which require ordnance.

Crew The current amount of crew and the maximum amount of crew this vehicle contains. Damage Tab

The Damage Tab displays the overall internal damage amounts this vehicle has received.

Ship Layout The ship layout is a smaller version of the vehicle layout you created in the Create Design window. It Damage Statistics Deck Buttons Targeting Tab Targeting List

Cargo Tab Cargo List

Cargo Statistics

Abilities Tab Abilities List

Status Tab Status List displays all of the components that are on the vehicle, and shows the damage percent that each component has sustained. The damage percent goes from 0% (no damage) in green, to 100% (completely damaged) in red. A component which is damaged may no longer work.

The damage statistics displays the percentage damage to the different component types on the vehicle.

The deck buttons allow you to see the components on the different decks of the vehicle.

The Targeting Tab displays a list of your current weapon's targets.

The Targeting List displays each of the weapons on your vehicle and what enemy vehicle they are currently targeted on. Each line shows a picture of the weapon, the name of the weapon, the time remaining till the weapon reloads, the total time required to reload the weapon, the maximum range of the weapon, the name of the target it is targeted on, the percent of damage on the enemy vehicle, and the distance from this vehicle to the enemy vehicle. You can right-click on a weapon to get a report on that weapon.

The Cargo Tab displays a list of all of the cargo carried by the vehicle.

The Cargo List displays each of the cargo items on your vehicle. Each cargo item displays its picture and the amount of damage it has taken. You can right-click on a cargo item to get a report on that item. The Cargo Statistics show the current amount of cargo space taken out of the total amount of cargo space available.

The Abilities Tab displays all of the abilities and modifiers that effect your vehicle.

The Abilities List displays a text list of the abilities and modifiers that effect your vehicle. These modifiers come from the vehicle size, the components on the vehicle, your empire's racial traits, and more.

The Status Tab displays information about your vehicle's current status in combat.

The Status List displays general status information about your vehicle such as its current Movement Orders, whether its using AutoTargeting , and whether its using AutoMove.

Report - Component



Description

The Report – Component displays a complete status report on a component.

Controls

Structure

Portrait A portrait of the component. You can click on the portrait to get an enlarged version of it.

Name The name of the component. Level The current level of the component.

Size The tonnage size of the component. This is the space that will be taken up in a design if placed within it.

The tonnage structure of the component. The structure is how much damage the component can take

before being destroyed.

Supplies Used The amount of supplies used by this component when activated.

Ordnance Used The amount of ordnance used by this component when it is fired (typically only a weapon uses ordnance). Resource Cost

The cost in resources for this component. This is the cost that will be added to your design if the

component is placed within it.

Description A general text description for this component. Abilities List A list of the abilities that this component provides.

Requirements List A list of the requirements for this component. The requirements must be satisfied before the component

can be used on a vehicle design.

Report - Cultural Achievement



The Report - Cultural Achievement displays a complete status report on a cultural achievement.

Controls

Name The name of this cultural achievement. The level of this cultural achievement. Level

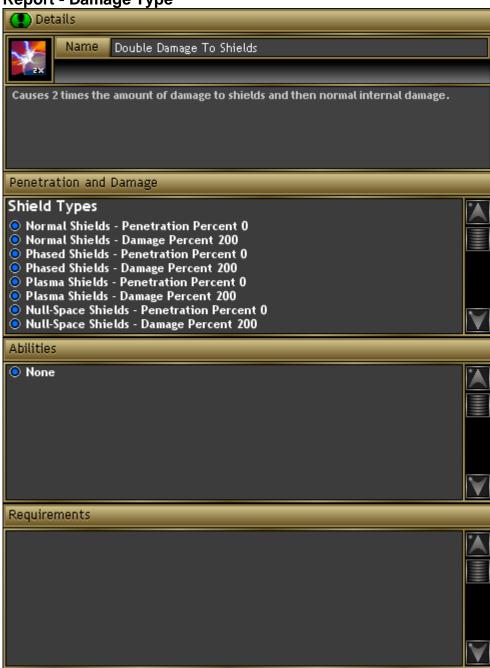
A general text description of this cultural achievement. Description Abilities List

A list of abilities that this cultural achievement gives to your empire if you have achieved it. Requirements List

A list of the requirements for this cultural achievement. The requirements must be satisfied for your empire

to attain this cultural achievement.

Report - Damage Type



Description

The Report – Damage Type displays a complete status report on a damage type.

Controls

Name The name of this damage type.

Description A general text description for this damage type.

Penetration and Damage List A list of the penetration and damage percentages for this damage type. A damage type may have special

capabilities against certain targets. If a penetration percent is listed, then this damage type penetrates that shield type, vehicle type, or armor type in a different way than normal. Normal damage does not penetrate anything, in other words it has a penetration percent of 0. If a damage type states that it has a penetration percent of 50%, then 50% of the damage will penetrate the defense automatically. If a damage type states that it has a damage percent of 200%, then this damage type will do twice the normal damage to this

defense type.

Abilities List A list of the special abilities that this damage type has.

Requirements List A list of any requirements that are needed for this damage type to be used.

Report - Empire



Description

The Report – Empire displays a complete status report on an empire.

Controls

Portrait The flag for this empire. The flag is used in all displays to represent this empire.

Empire name The name of this empire.

Emperor Name The name of the emperor of this empire.

Government Type The type of government that this empire uses.

Member Races Pictures of the races that make up this empire. A new empire will only have one member race. As the

empire moves out into the galaxy and absorbs other races, they will be displayed here.

Abilities List A list of the abilities that this empire possesses. Abilities are generated by the attributes of an empire. An

empire will gain abilities from its society type, its government types, its member race's racial abilities, and

more.

Known Technologies List A list of the tech areas and tech levels that this empire has attained. For empires other than your own, the

report will state the variance for the report, which indicates how close to accurate it is.

History List The general text description of the history of this empire.

Report - Experience Type



Description

The Report – Experience Type displays a complete status report on an experience type.

Controls

Name The name of this experience type.

Description A general text description for this experience type.

Experience Received For Events A list of the amount of experience points a ship will receive for different event types.

List

Gained Abilities List A list of the abilities gained for levels of experience points attained.

Report - Facility



Description

The Report – Facility displays a complete status report on a facility.

Controls

Portrait A portrait of the facility. You can click on the portrait to get an enlarged version of it.

Name The name of this facility.
Level The current level of this facility.

Size The tonnage size of this facility. The size of the facility is the amount of cargo space it will take up on a

planet.

Structure The tonnage structure of this facility. The structure is the amount of damage the facility can withstand

before it is destroyed.

Resource Cost The cost in resources to purchase this facility.

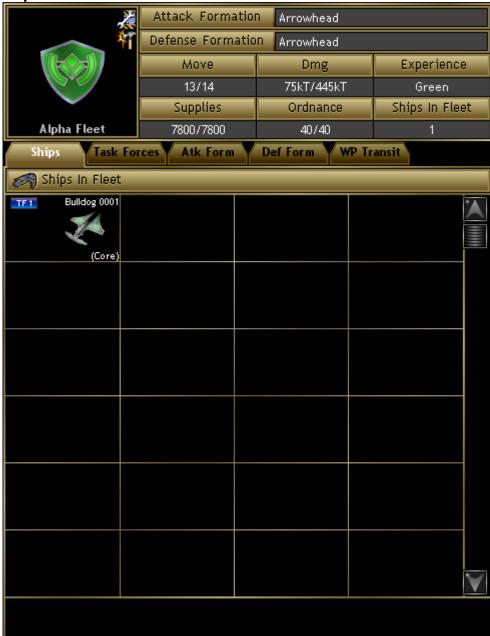
Maintenance Cost The maintenance cost in resources required each turn to operate this facility.

Description A general text description for this facility.

Abilities List A list of the abilities that this facility provides.

Requirements List A list of the requirements that must be met before this facility can be constructed.

Report - Fleet



Description

The Report – Fleet displays a complete status report on a fleet.

Controls

Portrait A flag representing the fleet. This will be the empire's flag in a shield shape. Also displayed is the name of

the fleet and status icons for the fleet. For more information on status icons, see the Status Icons topic. Attack Formation

The formation this fleet uses when attacking an enemy.

The formation this fleet uses when defending itself against any enemy attack. **Defense Formation**

The number of movement points remaining and the total movement points for this fleet. The movement Move points are a combination of all of the ships in the fleet. The current movement points are the minimum of current movement points for all of the ships. The total movement points are the minimum of the maximum

movement points for all of the ships.

Dmg The amount of damage this fleet has taken and the total damage this fleet can withstand. The current

amount of damage is the sum of the damage for every ship in the fleet. The total damage is the sum of the

total damage for every ship in the fleet.

Experience The experience level this fleet has attained. If you remove all ships from a fleet, this experience level will

be lost.

Supplies The current amount and maximum storage amount of supplies within the fleet. Ordnance The current amount and maximum storage amount of ordnance within the fleet.

Ships In Fleet The number of ships current in this fleet.

Ships Tab This tab displays a list of all of the vehicles in this fleet.

Ships In Fleet List This list displays the ships that are in this fleet. Each box displays the picture of the ship, the name of the ship, the task force number this ship belongs to, and the group that this ship belongs within the task force. You can right-click on a ship in the list to get a report about that ship.

Task Forces Tab This tab displays the task forces that make up this fleet. Task Force List

Atk Form Tab

Def Form Tab

WP Transit Tab

Transit List

Formation Grid

The task force list displays a list of all of the task forces within this fleet. Task forces are grouping of ships within a fleet that have distinct strategies. Each task force displays its task force number, its name, the number of vehicles in the task force, the attack formation, the defense formation, the attack strategy, and the defense strategy. The formations and strategies have magnifying glass icons next to them. By clicking on these magnifying glass buttons, you can get a report on the formation or strategy.

This tab displays the attack formation for this fleet.

The formation grid displays the formation that this fleet will use when attacking. The grid displays the

location of each task force within the fleet during combat.

This tab displays the defense formation for this fleet. Formation Grid

The formation grid displays the formation that this fleet will use when defending. The grid displays the

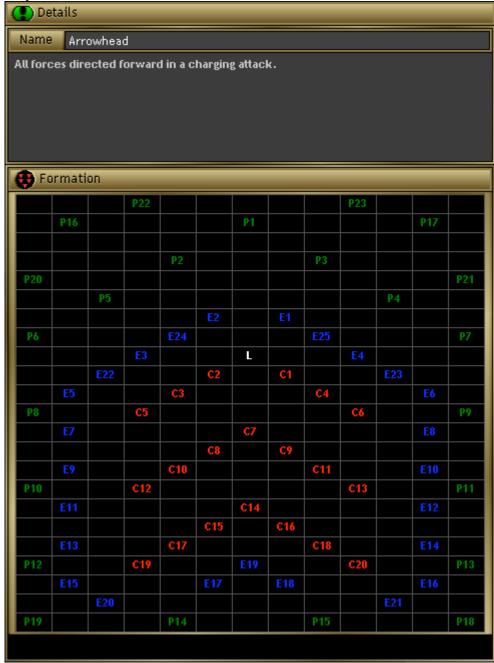
location of each task force within the fleet during combat.

This tab displays the order in which ships in this fleet will transit a warp point.

The Transit List displays a list of each of the ships in the fleet. Next to each ship is a number indicating the

order in which the ships will transit through a warp point.

Report - Formation



Description

The Report – Formation displays a complete status report on a formation.

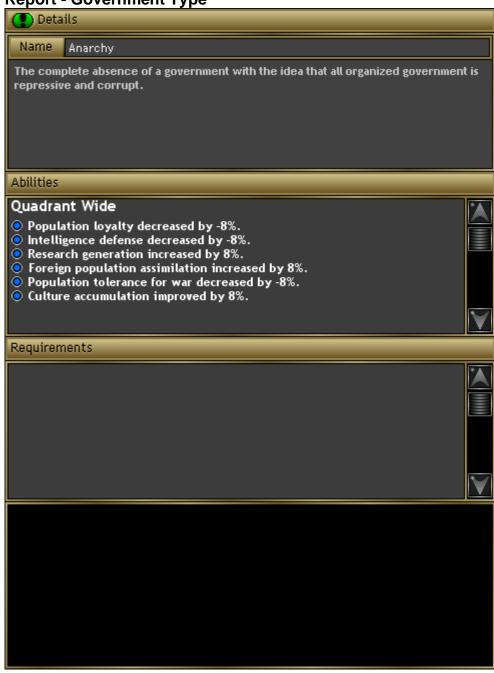
Controls

Name Description Formation Grid The name of this formation.

A general text description for this formation.

The formation grid displays the location of each object within the formation. There are two types of formations – Fleet and Task Force. For fleet formations, the grid elements will show the location of each task force. For task force formations, the grid elements will show four types of items. "L" represents the leader of the task force, "C" represents Core ships, "E" represents Escort ships, "P" represents Picket ships. The letters are followed by numbers indicating the nth vehicle in that group. All positions on the grid are relative to the Leader vehicle. All ships in the task force will attempt to maintain their position relative to the leader during combat.

Report - Government Type



Description

The Report – Government Type displays a complete status report on a government type.

Controls

Name The name of this government type.

Description A general text description for this government type.

Abilities List A list of abilities that an empire gains when it uses this government type.

Requirements List A list of requirements that must be achieved before this government type can be selected.

Report - Mount



Description

The Report – Mount displays a complete status report on a mount.

Controls

Portrait A portrait of the mount. You can click on the portrait to get an enlarged version of it.

Name The name of this mount.

Code A letter code abbreviation for this mount. This letter will be displayed over the component picture on

component lists when the component is using this mount.

Description A general text description for this mount.

Abilities List The list of abilities that this mount conveys to a component when it is used.

Requirements List The list of requirements which must be met before this mount can be used on a component.

Report - Planet



Description

The Report – Planet displays a complete status report on a planet.

Controls

Portrait

Type Size

Atmosphere

Conditions

Colony Type

Population Intel

Research

A portrait of the planet. You can click on the portrait to get an enlarged version of it. The portrait box also includes a flag for the empire which has a colony on the planet and the name of the planet. The portrait also contains Status Icons that indicate special status for the colony on the planet. See the topic on Status Icons for a complete list of these and what they mean. The type of this planet - Rock, Ice, or Gas.

The size of this planet. The larger the size of the planet, the more population, facilities and cargo that can be contained on it.

The atmosphere of the planet - None, Oxygen, Methane, Hydrogen, Carbon Dioxide. A colony that you place on the planet will be domed or not based on whether your race can breathe this atmosphere or not. The physical conditions on the planet surface. This is a description of how difficult living on the surface will be. Conditions range from Optimal to Deadly. The better the conditions on the planet, the happier and reproductive your population will be. The worse the conditions on the planet, the higher the migration away from the planet will be by your population.

The type of colony this is. This is a general description that you assign the colony when you colonize the planet. It helps you determine what purpose you want to use the colony for.

The amount of population on the planet. The population of the planet is in units of millions (M). The number of intelligence points that this colony is generating each turn. Intelligence points will only reach your empire if there is a Spaceport facility in the system.

The number of research points that this colony is generating each turn. Research points will only reach your empire if there is a Spaceport facility in the system.

Planet Value The resource value of this planet. If this is a finite resources game, then these values will be in kT of

resources, indicating the number of resources of each type that remain on the planet. If this is a normal resource game, then the values for each resource will be in percentages. These percentages indicate the percentage of this type of resource that your facilities will generate. For example, if you have a Mineral Miner facility on the planet which produces 500 minerals per turn, and the planet has a value of 110%

minerals, then your facility will actually generate 550 minerals per turn.

Production (Net)

The actual production in resources for this colony. This is the total amount of resources that this planet is

generating minus the maintenance cost of your facilities.

Surface Tab This tab displays information about the surface of the planet.

Radiation
Gravity
The amount of gravity on the surface of the planet.
The amount of gravity on the surface of the planet.
The average temperature on the surface of the planet.
Planetary Damage List
Occupying Troops On Planet
A list of any specific damage that is present on the planet.
A list of any enemy troops which have landed on the planet.

List

Races Tab

This tab displays information about the races on the planet.

Races List
The Races List displays all of the different races that inhabit

The Races List displays all of the different races that inhabit this planet. Each race displays its portrait, its name, the race population, the migration rate, the birth rate, the mood of the population, and the loyalty of

the population. You can right click on an item to get a report on it.

Construction Tab

This tab displays information about the items your colony is constructing.

Under Construction List

The Construction List displays all of the items that this colony is attempting.

The Construction List displays all of the items that this colony is attempting to construct. The items are constructed in the list from top to bottom. Each item displays its picture, its name, the amount of items to build, and the time until the item is constructed. You can right click on an item to get a report on it.

Facilities Tab This tab displays information about the facilities on the planet.

Facility List The Facility List displays all of the facilities on this planet. Each item displays its picture, the name of the

facility, how much structure remains in the facility, and the level of the facility. You can right click on an

item to get a report on it.

Facility Statistics The facility statistics display how much facility space is taken up out of the total available and how much

structure damage has been done to the facilities out of their total structure.

Cargo Tab This tab displays information about the cargo stored on the planet.

Cargo List The Cargo List displays all of the cargo stored on the planet. Cargo on a planet includes Supplies,

Ordnance, Troops, Satellites, Fighters, Mines, Drones, and Weapon Platforms. Each item displays its picture, amount present for supplies and ordnance, and the amount of damage this item has taken. You

can right click on an item to get a report on it.

Cargo Statistics The cargo statistics displays how much cargo space is used out of the total available, the amount of

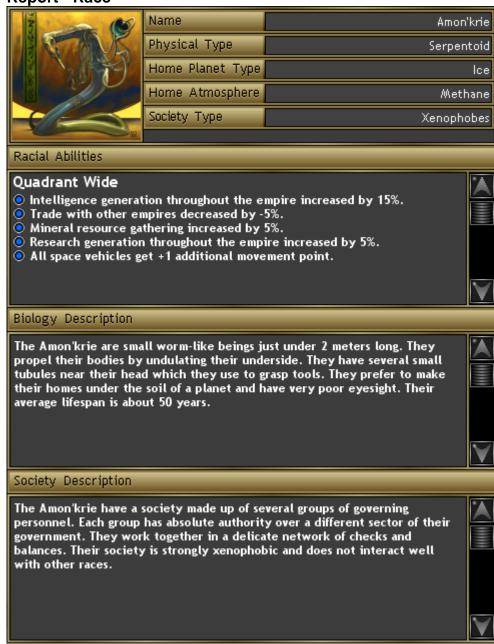
supplies available out of total that can be stored, and the amount of ordnance available out of the total that

can be stored.

Abilities Tab This tab displays information about the special abilities of this planet.

Abilities List The Abilities List displays all of the special abilities and modifiers which affect this planet.

Report - Race



Description

The Report – Race displays a complete status report on a race.

Controls

Portrait A portrait of the race. You can click on the portrait to get an enlarged version of it.

The name of this race.

Name Physical Type The physical description for this race.

Home Planet Type The home planet type that this race evolved on. The home atmosphere type that this race breathes. Home Atmosphere

The type of society that this race employs. Society Type

Racial Abilities List A list of the racial abilities that affect all planets and ships that this race controls.

Biology Description A text description of the biology of this race. Society Description A text description of the society of this race.

Report - Ship



Description

The Report – Ship displays a complete status report on a ship.

| Cor | าtr | O | S |
|-----|-----|---|---|
| | | | |

Ordnance

Portrait A portrait of the ship. You can click on the portrait to get an enlarged version of it.

Class The class of this ship. Class is the same as the design name that this ship is based on.

Size The size of this vehicle.

Design Type The design type of this vehicle. The design type is specified in the design of this ship and is a general

description for you to remember the purpose of this vehicle type.

Move The number of movement points available out of the total number of movement points for this ship. One

movement point is expended by the ship to move one sector (one hex).

Dmg The percentage of damage that this ship has taken. Zero percent means that the ship is undamaged, and

100% is the complete destruction of the ship.

Supplies

The current amount of supplies out of the total amount of supplies that this ship can carry. Supplies are used by the ship moving and by firing weapons. When a ship reaches zero supplies it will lose many of its

capabilities and most of its movement.

used by weapons such as missile launched and guns. When the ordnance reaches zero, you will no

The current amount of ordnance out of the total amount of ordnance that this ship can carry. Ordnance is

longer be able to fire these weapons.

Crew The current number of crew out of the total number of crew the ship can hold. When a ship has zero crew

then it loses most of its abilities.

Crew Race Portrait A picture of the race of the crew.

Salvage value The number of resources that will be returned to your empire if you salvage this ship at a space yard.

Production (Net) The amount of resources that this ship is generating, minus the cost in resources for maintenance of this

Strategy First Inc. 165 Space Empires V

ship.

Damage Tab The damage tab displays the overall damage to this ship.

Ship Layout The ship layout shows a component view of your ship similar to the one in the design window (just smaller). Each component is displayed with a percentage damage listed on it. You can right click on a

component to get a report on that item.

Damage Statistics

The damage statistics displays the total percentage damage for different types of components.

Deck Buttons

The deck buttons displays the 3 different decks of the ship or hides the component boxes altogether.

Orders Tab The orders tab displays the orders that this ship is currently executing.

Orders List

Fleet Portrait

Fleet

A list of the orders that this ship is executing.

A portrait of the fleet this ship belongs to (if any).

The name of the fleet this ship belongs to.

The name of the task force this ship belongs to.

System Location The system location of the fleet. Sector Location The sector location of the fleet.

Role The role this ship plays within the task force.
Fleet Experience The level of experience that this fleet has attained.
Experience Level The level of experience that this ship has attained.

Experience Points The actual number of experience points that this ship has accumulated. Construction Tab This tab displays information about the items your colony is constructing.

Under Construction List

The Construction List displays all of the items that this colony is attempting to construct. The items are

constructed in the list from top to bottom. Each item displays its picture, its name, the amount of items to build, and the time until the item is constructed. You can right click on an item to get a report on it.

Components Tab The components tab displays all of the components on this ship.

Components List

The components list displays all of the components on the ship in a list format. Each component displays a letter for the section it is in, and a percentage number for the damage that the component has taken.

You can right click on a component to get a report on that item.

Components Statistics This section displays the amount of damage out of the total amount of damage this ship can take.

Cargo Tab This tab displays information about the cargo stored on the ship.

Cargo List The Cargo List displays all of the cargo stored on the ship. Cargo on a ship includes Supplies, Ordnance,

Troops, Satellites, Fighters, Mines, and Drones. Each item displays its picture, amount present for supplies and ordnance, and the amount of damage this item has taken. You can right click on an item to

get a report on it.

Cargo Statistics The cargo statistics displays how much cargo space is used out of the total available, the amount of

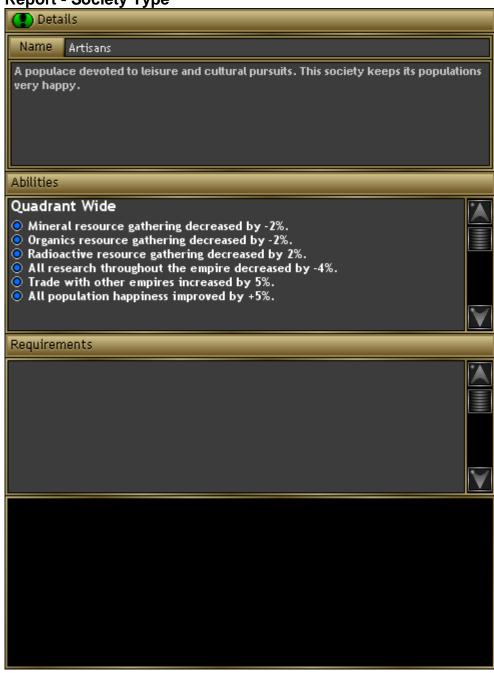
supplies available out of total that can be stored, and the amount of ordnance available out of the total that

can be stored.

Abilities Tab This tab displays information about the special abilities of this ship.

Abilities List The Abilities List displays all of the special abilities and modifiers which affect this ship.

Report - Society Type



Description

The Report – Society Type displays a complete status report on a society type.

Controls

Name The name of this society type.

Description A text description of this society type.

Abilities List A list of the abilities granted to an empire when they use this society type.

Requirements List A list of the requirements that an empire must meet before it can use this society type.

Report - Star



Description

The Report – Star displays a complete status report on a star.

Controls

Portrait A portrait of the star. You can click on the portrait to get an enlarged version of it.

Name The name of this star.

Size The physical size of this star.

Age The age of this star.

Age I he age of this star.

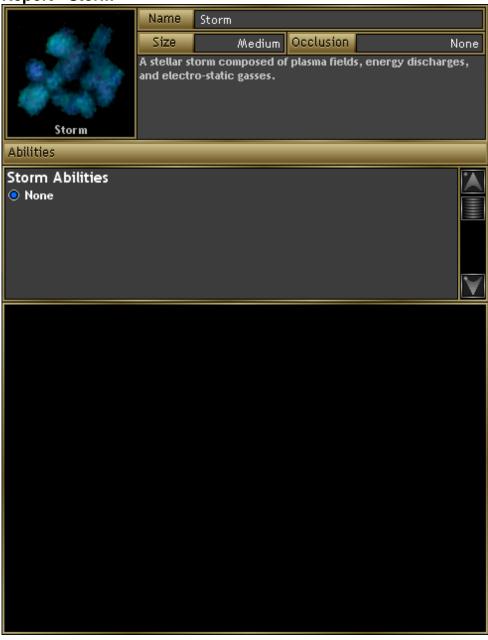
Color The color of this star.

Luminosity The luminosity (brightness) of this star. Radiation Level The level of radiation put out by this star.

Description A text description of this star.

Abilities List A list of the abilities that this star has.

Report - Storm



Description

The Report – Storm displays a complete status report on a storm.

Controls

Portrait A portrait of the storm. You can click on the portrait to get an enlarged version of it.

Name The name of this storm.

Size The physical size of this storm.

Occlusion Whether this storm will hide ships that are within it.

Description A text description of this storm.

Abilities List A list of the abilities that this storm has.

Report - Strategy



Description

The Report – Strategy displays a complete status report on a strategy.

Controls

Name The name of this strategy.

Strategy List A list of the settings that this strategy employs.

Movement Options

Retreat Settings

Warp Point Assault

Break Formation Immediately TRUE/FALSE - Whether this ship should break formation immediately when starting

combat Break Formation If Core Ships Lost TRUE/FALSE - Whether this ship should break formation if the core ships in the task

force are lost.

Reload Supplies During Combat If Needed TRUE/FALSE – Whether this ship should reload supplies during combat if needed. Reload Ordnance During Combat If Needed TRUE/FALSE - Whether this ship should reload ordnance during combat if needed. **Drop Troops On Enemy Planets** TRUE/FALSE – Whether this ship should attempt to drop troops on enemy planets if its

is carrying troops. Capture Enemy Ships TRUE/FALSE - Whether this ship should attempt to capture enemy ships (otherwise

iust destroy them).

Launch All Units During Combat TRUE/FALSE - Whether this ship should launch all fighters and satellites immediately when starting combat.

Retreat Movement How this ship should move when attempting to retreat from combat. Retreat When

During a warp point assault, when this ship should retreat.

Warp Point Defense Colony Defense Base Defense Attacking Defending Targeting Priority Order Priority

Nearest (Absolute) Nearest (5 Is increments) Nearest (10 Is increments) Farthest (Absolute) Farthest (5 Is increments) Farthest (10 ls increments) Largest \ Smallest Fastest \ Slowest

Most \ Least Damaged Most \ Least Shields Most \ Least Armor Most \ Least Crew Most \ Least Experience Has Undamaged Weapons Strongest \ Weakest At Start

Target Type Order And Settings Target Type

Target Type

Engage Distance Damage Amount

During a warp point defense, when this ship should retreat. During a colony defense, when this ship should retreat. During a base defense, when this ship should retreat. During an attack, when this ship should retreat. During a defense, when this ship should retreat.

The criteria used to sort enemy targets. You can select up to 4 criteria. Enemy ships will be sorted by each criteria in order from top to bottom.

The nearest enemy target.

The nearest enemy target in 5 light second increments. The nearest enemy target in 10 light second increments.

The farthest enemy target.

The farthest enemy target in 5 light second increments. The farthest enemy target in 10 light second increments.

The largest or smallest enemy target. The fastest or slowest enemy target. The most or least damage target. The most or least shielded target. The most or least armored target. The most or least crewed target. The most or least experienced target. The enemy target has undamaged weapons.

The strongest or weakest enemy target at the start of combat.

The specific target type. If sorting by this criteria, the strategy will use the order of the

items in the Target Type Order And Settings section.

The type of the enemy target. The order that these elements are in will be used for sorting using the "Target Type" selection in Targeting Priority Order. The distance at which you wish to engage targets of this type.

The amount of damage that you want to do to this type of target before moving on to another target.

Report - Tech Area



Description

The Report – Tech Area displays a complete status report on a tech area.

Controls

Name The name of the technology area. Group The group of this technology area.

Level The level that your empire has achieved in this technology area.

Cost The cost in research points to achieve the next level in this technology area.

Description A text description of this technology area.

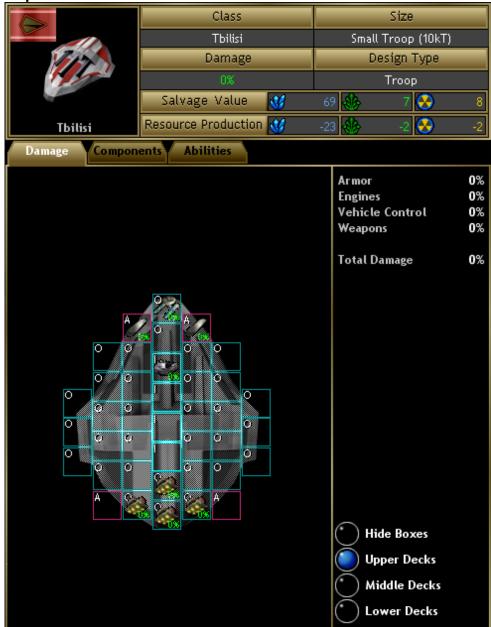
Expected Benefits of Next Level The expected items that your empire will receive when you achieve the next level in this technology area.

Possible items are components, facilities, larger vehicle sizes, and more.

Requirements List A list of the requirements that much be achieved before you can gain additional levels in this technology

area.

Report - Unit



The Report – Unit displays a complete status report on a unit.

Controls

Deck Buttons

Components Tab

Components List

Portrait A portrait of the unit. You can click on the portrait to get an enlarged version of it.

Class The design name for this unit.

The vehicle size that this unit is based on. Size

Damage The percentage of damage that this unit has taken. Zero percent means that the unit is undamaged, and

100% is the complete destruction of the unit.

Design Type The design type of this vehicle. The design type is specified in the design of this unit and is a general

description for you to remember the purpose of this vehicle type.

The number of resources that will be returned to your empire if you salvage this unit at a space yard. Salvage Value Resource Production

The amount of resources that this unit is generating, minus the cost in resources for maintenance of this

Damage Tab The damage tab displays the overall damage to this unit. Unit Layout

The unit layout shows a component view of your unit similar to the one in the design window (just smaller). Each component is displayed with a percentage damage listed on it. You can right click on a component

to get a report on that item.

The damage statistics displays the total percentage damage for different types of components. Damage Statistics

The deck buttons displays the 3 different decks of the unit or hides the component boxes altogether.

The components tab displays all of the components on this unit.

The components list displays all of the components on the unit in a list format. Each component displays a letter for the section it is in, and a percentage number for the damage that the component has taken. You

Components Statistics Abilities Tab Abilities List

This section displays the amount of damage out of the total amount of damage this unit can take. This tab displays information about the special abilities of this unit.

The Abilities List displays all of the special abilities and modifiers which affect this unit.

Report - Unit Group



Description

The Report – Unit Group displays a complete status report on a unit group.

Controls

Portrait A portrait of the unit group. You can click on the portrait to get an enlarged version of it.

Move The number of movement points available out of the total number of movement points for this unit group.

One movement point is expended by the unit group to move one sector (one hex). The current movement

points are the minimum of all units current movement points.

Dmg The percentage of damage that this unit group has taken. Zero percent means that the unit group is

undamaged, and 100% is the complete destruction of the ship.

Supplies The current amount of supplies out of the total amount of supplies that this unit group can carry. Supplies are used by the unit group moving and by firing weapons. When a unit group reaches zero supplies it will

lose many of its capabilities and most of its movement.

Ordnance The current amount of ordnance out of the total amount of ordnance that this unit group can carry.

Ordnance is used by weapons such as missile launched and guns. When the ordnance reaches zero, you

will no longer be able to fire these weapons.

Salvage Value

The number of resources that will be returned to your empire if you salvage this unit group at a space

yard.

Production (Net) The amount of resources that this unit group is generating, minus the cost in resources for maintenance of

this unit group.

Units Tab

This tab displays information about the actual units in the unit group.

 supplies and ordnance, and the amount of damage this unit has taken. You can right click on an item to

get a report on it.

Orders Tab The orders tab displays the orders that this unit group is currently executing.

Orders List

Fleet Portrait

Fleet

The name of the fleet this unit group belongs to.

Task Force

A list of the orders that this unit group is executing.

A portrait of the fleet this unit group belongs to (if any).

The name of the fleet this unit group belongs to.

The name of the task force this unit group belongs to.

System Location The system location of the fleet. Sector Location The sector location of the fleet.

Role The role this unit group plays within the task force.
Fleet Experience The level of experience that this fleet has attained.
Experience Level The level of experience that this unit group has attained.

Experience Points The actual number of experience points that this unit group has accumulated. Abilities Tab This tab displays information about the special abilities of this unit group.

Abilities List The Abilities List displays all of the special abilities and modifiers which affect this unit group.

Report - Vehicle Design



Description

Cargo Space

The Report – Vehicle Design displays a complete status report on a vehicle design.

Controls

Portrait A portrait of the design. You can click on the portrait to get an enlarged version of it.

Name The name of this vehicle design and the vehicle type in parenthesis.

The vehicle size of this vehicle design and the size in tonnage in parenthesis. Size

Date The date that this design was created.

Туре The vehicle type of this design.

Obsolete YES or NO whether this design has been marked as obsolete. If a design is obsolete, then it will no longer

show in the construction queue window to be constructed. The cost in resources to construct a vehicle of this design.

Resource Cost Maintenance Cost The maintenance cost that you will have to pay per turn for a vehicle using this vehicle design.

Hull Structure The hull structure is the total structure of the vehicle size plus the structure of all of the components. Hull

structure is different than hull size. Hull structure is the amount of damage that this design can withstand

before it is destroyed. Each 1 point of damage will destroy 1 kT of hull structure.

The amount of cargo space that this vehicle design has. The cargo space will allow this vehicle to carry

cargo through space.

Movement The number of movement points that this vehicle will get each turn. There are actually two types of

movement points - space and ground. Space movement points are used when moving through solar

systems. Ground movement is used by units in ground combat.

Crew Capacity The number of crew members that this vehicle can carry.

Shields The number of shields points that this design will generate for defense in combat. Armor Supply Capacity Ordnance Capacity Strategy

Components List

The number of armor points that this design will use in defense. Armor is measured just like hull structure. The total amount of supply that this vehicle can carry.

The total amount of ordnance that this vehicle can carry.

The strategy selected for this design to use in combat. If this vehicle is part of a fleet, then the fleet's strategy will take precedence over the design strategy.

A list of the components that are on this vehicle design. Each component displays a letter for the section of the ship that it is in (A – Armor, I – Inner Hull, O – Outer Hull). A letter may also be displayed on weapons to indicate that the weapon is using a Weapon Mount.

Report - Vehicle Size



Description

The Report – Vehicle Size displays a complete status report on a vehicle size.

Controls

Portrait A portrait of the vehicle size. You can click on the portrait to get an enlarged version of it.

Name The name of this vehicle size.

Size The actual size in kT of this vehicle size. The size indicates the number of components that you can place

on the vehicle.

Type The type of this vehicle.

Resource cost The cost in resources for this vehicle size. The total cost of a design will be the cost of its size plus the

cost of its components.

Maintenance Cost The cost in resources per turn to maintain this vehicle size.

Abilities List

A list of the special abilities that this vehicle size imparts to a ship made with this vehicle size.

Requirements List

A list of the requirements that must be satisfied when placing components on the vehicle.

Report - Warp Point



Description

The Report – Warp Point displays a complete status report on a warp point.

Controls

Portrait A portrait of the warp point. You can click on the portrait to get an enlarged version of it.

Name The name of this warp point.

Size The physical size of this warp point. Warp points of small size will not allow large ships to pass through

them.

Connects To The name of the solar system that this warp point connects to.

Maximum Ship Size The maximum ships size (in kT) that may pass through this warp point.

Description A text description for this warp point.

Abilities List A list of abilities that will effect ships using this warp point.

Report - Weapon



Description

The Report – Weapon displays a complete status report on a weapon.

Controls

Portrait A portrait of the weapon. You can click on the portrait to get an enlarged version of it.

Name The name of this weapon. Level The level of this weapon.

Size The size in kT that this weapon takes when placed on a ship.

Structure The amount of damage that this weapon can withstand before being destroyed.

Supplies Used The amount of supplies used every time this weapon is fired. If a ship does not have this many supplies

available, the weapon cannot be fired.

Ordnance Used The amount of ordnance used every time this weapon is fired. If a ship does not have this much ordnance

available, the weapon cannot be fired.

Resource Cost The cost in resources for this weapon.

Description A text description of this weapon.

Weapon Type The method that this weapon uses to inflict damage.

Direct Fire This weapon fires directly against an enemy target in the form of a beam or projectile.

Seeking This weapon is a type of missile or torpedo which moves towards its target and impacts with it. Point Defense This is a short range defensive weapon which is used to destroy incoming seeking weapons.

Warhead This weapon is a warhead which will detonate when the vehicle carrying it impacts an enemy vehicle.

Weapon Mount The name of the weapon mount being used on this weapon.

Fire Rate The rate at which this weapon can be fired.

Damage Type The type of damage that this weapon does to enemy vehicles.

Can Target Damage At Range Chart

Abilities List Requirements List The types of enemy vehicles that this weapon can be fired on.

The range, damage, and to-hit modifier for this weapon. The top row displays the range from 0 to 90 light seconds in distance. The second row shows the minimum to maximum damage this weapon will do at the given range. The third row displays a modifier in the chance to hit at the given range. A list of the special abilities that effect this weapon.

A list of the requirements which must be met before this weapon can be used.

Research



Descriptio

The Research Window is used to control your empire's research of new technologies. As your empire generates research points, you spend the points in this window to develop new technologies.

Controls

Research Points Available

The number of research points that your empire currently has. Research points are generated by Research Center facilities on your colonies.

Selected Research Area

The selected research area displays the research area in the list that your mouse pointer is currently over. It displays the picture and name of the tech area, and a text description of the tech area.

Current Spending

This bar displays your current percent spending on the selected research area. This can range from 0 to 100 percent.

Progress

This bar displays your progress in researching this tech area. When the progress is full then you will achieve the next tech level in the selected area. The estimated time to completion is also displayed in years (0.1 years equals one turn).

Expected Results

The expected results displays a list of the different items you can expect to receive if you achieve the next tech level in this tech area.

Research List

The research list displays all of the research areas that you currently know of. More areas will become available as you gain technology and discover them. Each item in the list displays a picture and a name for the research area. Current level is your current level in this tech area. Cost is the cost in research points to achieve the next level in this tech area. Progress displays a bar indicating how close you are to achieving the next level. Spending displays your current percentage spending on this tech area. You can click on the arrows or the bar to increase and decrease the percentage of spending. You can only increase your spending percent to use up the remaining percent available. The total spending percentage can only be 100%.

Total Percentage Allocated

The total of all of the individual tech spending. This amount cannot go past 100%.

Buttons

All

Cultural Advancement

Industry

Vehicle Construction

This selection displays all of the know tech areas in the research list.

This selection displays only the Cultural Advancement tech areas in the research list.

This selection displays only the Industry tech areas in the research list.

This selection displays only the Vehicle Construction tech areas in the research list.

Weapon Technology Research In Progress Time Remaining Percent Complete Accumulated Cost Clear Spending Close

This selection displays only the Weapon Technology tech areas in the research list.

This selection displays only the Weapon Technology tech areas in the research list.

This selection displays only those tech areas which have a greater than 0% spending in the research list. This selection causes the Progress column to display the Time Remaining for each tech area. This selection causes the Progress column to display the Percent Complete for each tech area. This selection causes the Progress column to display the Accumulated Cost for each tech area. This action will clear all of the spending for all tech areas.

Closes this window and saves any changes you have made.

Retrofit



Description

The Retrofit window allows you to choose a design to retrofit your current ship to.

Controls

Design List

The designs list displays all of the designs that your ship can be retrofitted to. Only designs of the same size can be used, and the list will not show the design currently being used. The cost displayed is the cost to retrofit to the new design. The cost is calculated based on the difference in components between your current design and the design in the list. You can right click an item in the list to display the design report for that item.

Buttons

OK Cancel Once an item is selected from the list, this will close the window and execute the retrofit. Cancels the retrofit and closes the window.

Scrap



Description

The Scrap Cargo window is used to select the specific cargo that you wish to scrap from the ship or planet.

Controls

Cargo List This list displays all of the cargo on the vehicle or planet. You can check those items that you wish to

scrap. Scrapping items will return some of their resources to your empire. You can right click on an item to

get a more detailed report on it.

Buttons

OK Closes this window and executes the scrapping of the selected cargo.

Cancel Closes this window and cancels your scrapping.

Sector View



Description

Sector View allows you to view the currently selected sector as it will appear in combat. You can move your ships around to better prepare your defense.

Controls

Status Bar Main Display

Quadrant Map

Ship List Orders Panel The status bar is the same as displayed in the Main Window – Status Bar.

The main display shows the extents of the sector as it will appear in combat. You can select ships that you own and move them around as desired. You can rotate a ship by selecting it and then right clicking. The quadrant map is the same as displayed in the Main Window – Quadrant Map. The quadrant map is not used in the sector view.

The ship list will display information about the current ship or planet your mouse is over or have selected. The orders panels Is the same as displayed in the Main Window – Orders Panel. The orders panel is disabled in sector view.

Select Alliance Rules



Description

The Select Alliance Rules window allows you to choose the rules that will effect all empires in the alliance.

Controls

Alliance Name

Alliance Logo

Rules List

The name of this alliance. You can type in any name you wish.

The logo \ flag which will represent this alliance.

A list of the rules which will govern this alliance. The square boxes on the left are the toggles which choose which rules are in effect. For each rule, there are circular boxes which let you select the specific option of the rule which you want to apply.

option of the rule which you want to appl

Buttons

Select Alliance Name Random Alliance Name

OK Cancel This action will display a list of possible names for you to choose for the alliance.

This action will randomly choose a name for this alliance.

Saves the alliance rules and closes the window. Cancels any changes and closes the window.

Select Game Type



Description

The Select Game Type window allows you to choose the type of game you wish to play. This is where you pick which "mod" you wish to use for your game.

Controls

Game Types List

This list displays all of the mods installed on your computer and displays "Standard SE5" for a normal game. Select one to display its information.

Portrait

A picture for the game type selected.

Game Type Description

A description of the game type that you have selected.

Buttons

OK Cancel Starts the game with the game type selected in the list.

Cancels your selection, closes the window, and returns you to the Start Menu.

Select Package



Description

The Select Package Item window allows you to select the items in a package that you give or trade with another empire. Packages can be comprised of many different types of items.

Controls

Item types List

Specific Items To Add To

Package List Systems

Planets

Resources

Technology

Ships Star Charts

Comm Channels

Package Items List

This list displays the categories of items to choose from.

This list displays all of the item types that you have that can be included in a package. For example, if you select "Ships", then this list will display all of the ships that you own that you can give to another empire. All of the solar systems that you own. All of the ships and colonies will change ownership to the receiving empire.

All of the planets that you have colonies on. The planet will immediately change ownership to the receiving empire.

The different types of resources. The receiving empire will receive these resources.

All of the tech areas that you have discovered. The receiving empire will get tech accomplishment in this tech area.

All of the ships that you own. This ship will immediately change ownership to the receiving empire. All of the solar systems that you have seen. The receiving empire will get to see the solar system on his quadrant map.

All of the empires that you have encountered. This will give the other empire a communication line to the empire selected.

The actual items that you have added to the package. These are the items that will be transferred in the

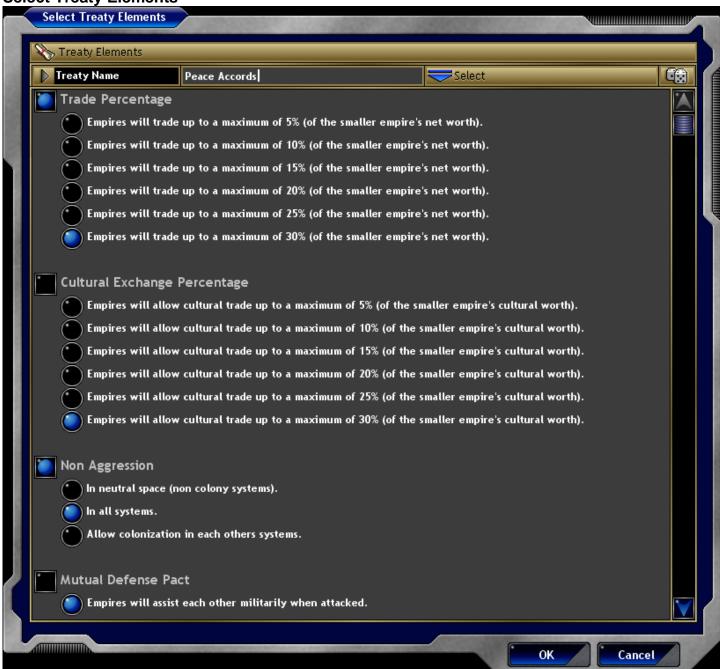
trade or gift.

Buttons

Add Remove

Adds the currently selected item in the Specific Items list to the Package Items List. Removes the currently selected item from the Package Items List. Removes all items from the Package Items List. Saves this package and closes the window. Cancels this package and closes the window. Clear OK Cancel

Select Treaty Elements



Description

The Select Treaty Elements window allows you to choose the rules which will govern both empires in this alliance. If the treaty is accepted, then both empires will be constrained by the rules specified here. A treaty can be canceled at any time by either empire.

Controls

Treaty Name

Treaty Elements List

The name of the treaty. You can type in any name you wish.

This list displays all of the elements which are part of this treaty. The square boxes allow you to choose which elements will apply to the treaty. The circular boxes let you pick which option of each element will apply.

apı

Buttons

Select Treaty Name Random Treaty Name

OK Cancel This action will display a list of possible names for this treaty for you to choose from. This action will randomly pick a name for this treaty.

Saves these elements and closes the window. Cancels your selections and closes the window.

Select Vehicle Size



Description

The Select Vehicle Size window lets you choose the vehicle size to use for a new vehicle design. The vehicle size is the hull for the new ship.

Controls

Vehicle Sizes List This lists all of the possible vehicle sizes to choose from for the type of vehicle you wish to create.

Selecting one will display its information on the right side of the window. The size of the vehicle determines how large it is and how many components you can place on it. Each different vehicle size has

different requirements for the components that can be placed on it.

Vehicle Size Report See the Report - Vehicle Size for details on this section.

Buttons

OK This action selects this vehicle size and closes the window.

Cancel Cancels the creation of a new design and closes the window.

Ships



Description

The Ships Window displays all of your ships, fleets, and unit groups throughout your empire.

Controls

Ships Statistics

Quadrant Map

Ships List

Buttons

Expand Map Layout The ship statistics displays summary information about the ships in your empire. The "Ships / Mothballed" item displays how many total ships you have and how many ships are mothballed. The "Bases / Mothballed" item displays how many bases you have and how many bases are mothballed. The "Units In Space" item displays the total number of units you have in space (units you have in unit groups). "Fleets" displays the total number of fleets you own. "Research Points Produced" displays the total amount of research points that your empire produces. "Intelligence Points Produced" displays the total amount of intelligence points that your empire produces. "Total Resources Produced" displays the total amount of resources that your empire produces. "Maintenance Cost" displays the total maintenance cost in resources that your empire must pay each turn to maintain your vehicles and colonies.

The quadrant map displays all of the solar systems that you have discovered in the quadrant. When your mouse is over a ship in the Ships List, the solar system where it is located is highlighted on the map. The Ships List displays all of the ships and unit groups in your empire. This list displays all ships and unit groups that meet your current Filter criteria. The columns displayed are those that are chosen in the Layout action. You can click on the header for a column to sort the ships according to that column type.

Expands the quadrant map to a larger size.

This selection allows you to choose the column layout for the list. The choices are:

General Displays the columns Coordinates, Owner, Ship Size, Ship Class, and Design

Type.

Status Displays the columns Movement, Damage, Supplies, Ordnance, and Status Icons.

Orders Displays a list of the orders for this ship.

Crew Displays the columns Crew Amount, Experience, and Race. Cargo Displays the columns Cargo List, Space Used, Space Total.

Fleet Displays the columns Fleet Name, Fleet Location, Task Force Name, and Task

Force Role.

Maintenance Displays the columns Minerals Maint Cost, Organics Maint Cost, and Radioactives

Maint Cost.

Production Displays the columns Minerals, Organics, Radioactives, Intelligence, and

Research.

Displays the columns Construction Name and Time Remaining. Displays the columns Components List, Level, and Damage. Construction Components

Abilities Displays a list of the abilities for this ship.

This selection allows you to choose which ships are displayed in the list. The choices are: Filter

Our Ships

Displays all ships that your empire controls.

Displays all units in space that your empire controls. Our Units

Our Fleets Displays all of the fleets of your empire.

Ally Ships Displays all of the ships (that you can see) that are controlled by allies of yours. Ally Units Displays all of the units in space (that you can see) that are controlled by allies of

yours.

Enemy Ships Displays all of the ships (that you can see) that are controlled by enemies of yours. Enemy Units Displays all of the units in space (that you can see) that are controlled by enemies

of yours.

Closes this window and displays the system and sector of the ship you selected. Goto

Close Closes this window.

Start Menu



Description

Resume Game

The Start Menu is your first window into the game. From here you an can load a saved game or start a new game.

Buttons

Quick Start Displays the Quick Start window. New Game

Displays the Game Setup window.
Loads the last saved game and then displays the Main Window.

Load Game

Displays the Load \ Save Game window.
Displays the Main Window and starts a tutorial which will teach you the game. Tutorial

Displays a window which will allow you to select a scenario to load. Displays all of the hard working people who made this game! Scenario Credits

Quit Game Quits the game and returns you to Windows. Systems



Description

The Systems window displays all of the solar systems that you have discovered. For each system you can get a list of all of the objects present in that system.

Controls

Systems Statistics

Quadrant Map

Systems List

Buttons

Layout

Expand Map

Filter

Systems To Display

Objects In System

This action will expand the Quadrant Map and display the Quadrant Map window. The layout button will display a list of possible column layouts for the Systems List.

The quadrant map displays a map of all of the solar systems that you have discovered.

The column headers above each column can be clicked to sort the rows by that criteria.

System Wide Modifiers Displays the column System Wide Modifiers List. Sector Wide Modifiers Displays the column Sector Wide Modifiers List. Production Displays the columns Minerals, Organics, and Radioactives.

Resupply Displays the columns Resupply Amount and Ordnance Amount. Displays the columns Minerals SY Rate, Organics SY Rate, and Space Yards Radioactives SY Rate.

The System Statistics displays summary information about all of the solar systems. The total number of solar systems, the number of known solar systems, and the systems in which you have colonies is displayed. Also total numbers of planets, stars, warp points, asteroid belts, and storms is displayed.

The Systems list displays a row for each solar system you have found. Under each solar system is displayed a list of the objects present in that system. You can right click on any item to get a report on it.

space objects.

Systems We've Seen

Systems We Can Currently See

System Notes / Status Icons

Systems We Have A Colony In

Stellar Objects

Displays only those solar systems where we currently have a colony. Displays all objects in all solar systems.

Displays only stellar objects in each solar system.

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The filter button will display a list of possible criteria to sort the Systems List by.

Displays only those solar systems that we've seen.

Displays only those solar systems where we have a vehicle that can currently see.

Displays the columns System Notes for System and Status Icons for

Warp Points Planets Ships Units In Space Colonies Our Colonies Closes this window. Displays only warp points in each solar system.
Displays only planets in each solar system.
Displays only ships in each solar system.
Displays only units in space in each solar system.
Displays only colonies in each solar system.
Displays only our colonies in each solar system.

Close

TCP/IP Host



Description

The TCP/IP Host window allows a player to host a simultaneous turn game over the Internet, LAN, or modem. The host determines which players get to join the game, and processes the turn when all players have completed their orders. A normal game progression will work as follows:

- 1. The host creates a new game (without any players) and sets the multiplayer settings to Simultaneous Turn and TCP/IP Host.
- The TCP/IP Host window is then displayed. 2.
- The host selects an IP Address and a Port number (you can also just leave this as the default). 3.
- The host presses the "Wait For Players" button. 4.
- 5. Now each of the players should start the game on their machines and connect to the host using the IP Address and Port number selected. As each player connects in, they will be displayed in the Empire List.
- Once all of the players have connected, the host will press the "Begin Game" button. The Host can also choose to use the "Add 6. Empire" button to add additional empires to the game (including one for himself).
- At this point, the first turn will be generated and sent to all of the players. 7.
- Each player will receive the game turn and take their turn giving orders to their empire. When they complete their turn, their orders file will be sent to this host. During this time, the host can also play a turn by using the "Play Turn" button.
- Once all of the order files have been sent to the host, the host presses the "Process Turn" button to generate the next turn. And the entire process repeats. While the host is processing the turn, all of the players including the host can chat together.
- 10. The host can switch back and forth between the Empire List and the Chat Messages List by using those buttons.

Controls

Game Date

The current date of the game turn.

Host Location

Status

The IP address location of the host. This defaults to the current IP address for this machine, but it can be changed by using the "Select IP Address" button. The current status of the game. This will indicate when a turn needs to be processed, when the host is

Empire List (Player List)

waiting for players to take their turns, etc. A list of all of the empires in the game. This includes both human controlled empires and compute controlled empires. The list displays the empire flag, empire name, player name, email address, and

Chat Messages List

status of each player (whether they have submitted a turn or not). This list displays all of the chat messages sent by each player. All players and the host can see all chat messages (no messages are private).

Chat Message This edit box allows you to type in text to be sent to the other players and the host. Hit Enter or press the "Send" button to send the message.

Buttons

Send Sends the text in the Chat Message edit box to all of the other players.

Wait For Players Begins the game and sends the game setup files to the players. Once each player connects they will be

displayed in the Empire List.

Begin Game Begins the game once all players have connected. When the game is begun, the first turn is generated

and sent to all of the players.

Process Turn After each player has taken their turn, an order file will be sent in to the host. Once all of the order files are

received, the host presses the "Process Turn" button to process the next turn and have it sent to all of the

players.

Add Empire As players connect in to the host, the host can add additional empires to the game as human controlled or

computer controlled. Any added human controlled empires must be played by the host. This action will

display the Player Setup window to create the new empire.

Remove Empire This button will remove the currently selected empire in the Empire List from the game. This may be

needed if a player quits the game.

Play Turn

This button will allow display the Main Window so that the host can play a turn for the currently selected

empire in the Empire List.

Chat This action displays the Chat Messages List.

Player List This action displays the Empire List.

Select IP Address This will display a window to allow you to enter an IP address. This IP address will be used as the location

for players to connect to.

Select Port This will display a window to allow you to enter a port number. This port number will be the port used for

communication by the players.

Quit Game Quits the current game and closes this window.

TCP/IP Player



Description

The TCP/IP Player window allows a player to connect to a host who is running a game over the Internet, LAN, or modem. A normal game progression will work as follows:

- The host sets up the game and waits for players.
- Each player will start a new game with the multiplayer settings of Simultaneous Turn Game and TCP/IP Player. The game will then 2. display the TCP/IP Player window.
- 3. The player should use the buttons on the button panel to set their Player Name, IP Address, Port, and to set the IP Address and Port of the host they wish to connect to.
- 4. The player presses the "Connect To Host" button. This will establish a connection between the player's machine and the host's machine. The game setup file will be downloaded to the player.
- The player then creates their empire by pressing the "Create Empire" button. Only one empire should be created. Once the empire is 5. created, it will be sent to the host for inclusion in the game.
- The host will then generate the first turn and send it to all of the players. Once the player receives the game turn, he can press the 6. "Play Turn" button to play the turn.
- The player plays their turn normally in the Main Window except that no ships will move at that time. Only orders are given during the 7. turn, no actions are taken. When the player completes their turn, they press the End Turn button. The orders file is then sent to the host.
- Once a player's turn is complete, the TCP/IP Player window is displayed again. In this window the player can chat with other players until the next turn is ready.
- The host receives all of the order files and generates a new turn. This turn is then sent to each of the players. And the whole process repeats again.

Controls

Player Name The name of this player.

Player Location The IP Address location of this player. This defaults to the machine's current IP address, but it can be changed.

Host Location The IP Address location of the host's machine.

The current status of the game play. This will indicate the sending and receiving of files. Status

Chat Messages List A list of all of the chat messages that have been sent by all players. Chat Message

This edit box allows text to be entered that can be sent as a chat message. Hitting enter or pressing the

Send button will send the message.

Buttons

Sends the chat message to all players and the host.

Connect To Host Connects the player's machine to the host's machine. Once the connection is made, the game setup file

will be downloaded from the host.

Create Empire Displays the Player Setup window so that this player can create an empire to play in the game. When the

creation is complete, the empire file will be sent to the host.

Play Turn Displays the Main Window so that the player can play their current turn. Once End Turn is pressed, the

TCP/IP Player window will be displayed again and the orders file will be sent to the host.

Select Player Name
Select Plr IP Address
Select Plr IP Address
Select Plr Port
Select Host IP Address
Displays a window to enter the player's IP Address.
Displays a window to enter the player's Port Number.
Select Host IP Address
Displays a window to enter the host's IP Address.
Select Host Port
Displays a window to enter the host's Port Number.
Quit Game
Quits the current game and closes this window.

Transfer Cargo



Description

The Transfer Cargo window allows you to transfer cargo between ships and planets. Only ships or planets in the same sector can transfer cargo.

Controls

Cargo From List

Displays all of the vehicles and planets present in the current sector. Each ship or planet is followed by line items for each of the cargo items on it. Each vehicle or planet displays the current cargo space used out of the total amount of cargo space available. You can right click on any item in the list to get a report on it.

Cargo To List

Displays all of the vehicles and planets in the sector that are not listed in the cargo From List. Both lists are interchangeable, and you can move items back and forth between them. This list displays items in the same manner as the Cargo From List. You can right click on any item in the list to get a report on it.

Buttons

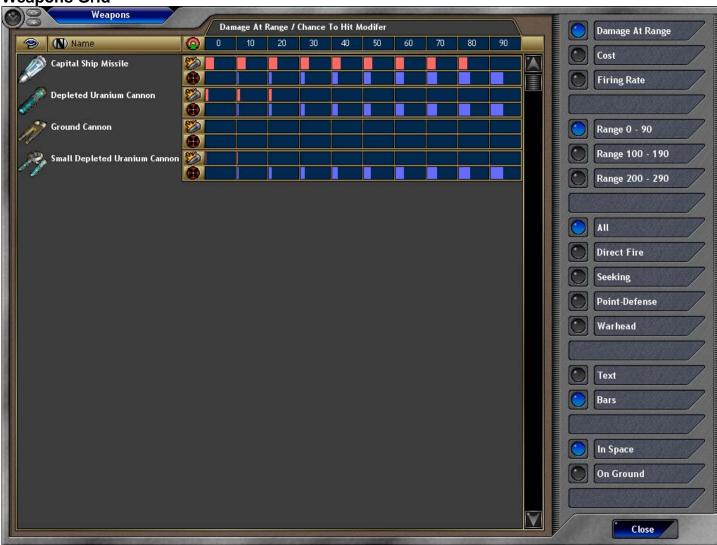
Move Cargo Right

This action will move the currently selected cargo item from the Cargo From List to the current selected vehicle in the Cargo To List. The cargo will only be moved if there is sufficient cargo space available on the target vehicle.

Move Ship Right Amount This action will move the currently selected vehicle in the Cargo From List to the Cargo To List. This selection indicates the amount of cargo items to move when you press the Move Cargo buttons. You can use the arrow buttons to increase and decrease the amount, or just click on the text and type in a number.

Move Cargo Left Move Ship Left Close Same as the Move Cargo Right button except it moves cargo from the right list to the left list. Same as the Move Ship Right button except it moves vehicles from the right list to the left list Closes the window.

Weapons Grid



The Weapons Grid window displays all of the weapons you have discovered and allows you to compare them.

Controls

Weapons List

The Weapons List displays a row for every weapon that meets your filter criteria. Each weapon displays its picture and its name. It then displays columns based on the selection made in the option buttons.

Damage At Range

This selection displays the damage at range for each weapon. For each 10 ls increment, the damage and the to-hit modifier is displayed.

Cost This selection displays the columns Level, Size, Endurance, Supplies, Ordnance, Minerals Cost, Organics

Cost, and Radioactives Cost.

Firing Rate This selection displays the columns Weapon Type, Fire Rate, Damage Type, and Can Target.

Range 0 - 90 For the Damage At Range selection, this displays ranges 0 to 90. Range 100 - 190 For the Damage At Range selection, this displays ranges 100 to 190. Range 200 - 290 For the Damage At Range selection, this displays ranges 200 to 290.

This option displays all known weapons. ΑII Direct Fire This option displays only direct fire weapons. Seeking This option displays only seeking weapons. Point-Defense This option displays only point-defense weapons. This option displays only warhead weapons. Warhead

Text For the Damage At Range selection, this displays the actual numbers of damage and to-hit modifier.

For the Damage At Range selection, this displays colored bars to represent the values. Bars In Space For the Damage At Range selection, this displays only the damage amount in space. On Ground For the Damage At Range selection, this displays only the damage amount on the ground.

Close Closes this window.

Zoom



Description

The Zoom window displays a much larger portrait for an object.

Controls

Portrait A large version of the portrait.

Buttons

Close Closes this window.

Appendix - Modding

There are many elements in Space Empires V which you as a player can modify. All of the data files for the game are simple text files and can be easily edited with any text editor (such as Notepad). All of the graphics for the game are stored in bitmap files (.bmp) or JPEG files (.jpg) which are easily edited with any graphical editing program (such as Paint).

If you are going to modify the game, then you should create a new Game Type. When you start a new game, you select "Standard SE5" for the game type. But you can create new game types if you choose. Under the SE5 install directory, there is a directory named "GameTypes". In this directory there is a single directory called "Standard SE5". If you wish to create additional game types, you just need to create a new directory in the GameTypes directory and name it something new. Within your new directory, you'll need two files listed under Game Types below. Under this new game type directory, you can create new directories that mimic the directories that are in the game. If you place files in these directories, they will override files used by the game normally.

For example, if you wish to create new components, you can copy the file Components.txt and then make your changes to it. In your game type directory, you will need to create a directory called "Data". Within the data directory, put your new components txt file into it. Now, when you run the game using this game type, your new Components.txt file will be used instead of the normal Components.txt file in the SE5\Data directory.

Game Types

Mod_Definition.txt Game Logo

Datafiles

AllianceNames.txt AtmosphereTypes.txt

BitmapEffects_GroundCombat.txt BitmapEffects_GroundSectorView.txt BitmapEffects_SpaceCombat.txt BitmapEffects_SpaceSectorView.txt BitmapEffects_StellarManipulations.txt BitmapEffects_System.txt

ColonyTypes.txt

Combat_Ground_Facility_XFileClasses.txt Combat_Ground_Surface_Details.txt Combat_Ground_Surface_XFileClasses.txt

Combat_XFileClasses.txt ComponentEnhancements.txt

Components.txt CulturalAchievements.txt DamageTypes.txt

DebugSettings.txt Demeanors.txt

Description_Abilities.txt

Description_Actions.txt

Description_DataFileDetails.txt

Description_Formula.txt

Description_ReplacementStrings.txt

Description_Requirements.txt

DesignTypes.txt EmperorNames.txt

EmperorTitles.txt

EmpireGainedAbilities.txt

EmpireNames.txt

EmpireTypes.txt

EventText.txt Facilities.txt Formations_Fleet.txt Formations_TaskForces.txt

Formulas.txt Government Types.txtHappiness.txt

HelpText.txt HomeworldStartingFacilities.txt

IntelFocusAreas.txt IntelligenceText.txt MainFonts.txt MainStrings.txt

PlanetPhysicalTypes.txt

PlanetSize.txt

This file contains the information about your Game Type (Mod). This image is the image displayed when selecting a game type.

This file contains a list of the possible alliance names to choose from.

This file contains a list of the atmospheres used in the game.

This file contains all of the bitmap effects used in ground combat.

This file contains all of the bitmap effects used in the ground sector view.

This file contains all of the bitmap effects used in space combat. This file contains all of the bitmap effects used in the space sector view.

This file contains all of the bitmap effects used in stellar manipulations.

This file contains all of the bitmap effects used in the display of the solar system.

This file lists the different colony types that you can choose from for a colony.

This file contains all of the models used for facilities in the game.

This file contains all of the elements that make up a surface in ground combat.

This file contains all of the models used for ground surface objects in ground combat.

This file contains some of the models used space combat.

This file lists all of the different weapon mounts that can be selected for components on

This file lists all of the components and their capabilities that can be used on vehicles.

This file lists all of the cultural achievements that can be attained in the game.

This file contains the damage types used in the game.

This file contains debug settings for use in the game.

This file lists the different demeanor descriptions that can be selected for a new empire. This file contains a list of the abilities used in the game. This file is not used by the game it is merely for reference to modders.

This file contains a list of the actions used in the game. This file is not used by the game it is merely for reference to modders

This file contains a list of the data files used in the game. This file is not used by the game it is merely for reference to modders

This file contains a list of the formulas used in the game. This file is not used by the game it is merely for reference to modders

This file contains a list of the replacement strings used in the game. This file is not used by the game it is merely for reference to modders

This file contains a list of the requirements used in the game. This file is not used by the game it is merely for reference to modders

This file lists all of the different design types that you can choose for a new design. This file lists all of the different sample emperor names that you can choose for a new

This file lists all of the different sample emperor titles that you can choose for a new empire.

This file contains the abilities that are gained by empires during the game.

This file lists all of the different sample empire names that you can choose for a new

This file lists all of the different sample empire types that you can choose for a new empire.

This file lists the different text that is displayed for events in the game.

This file lists all of the facilities and their capabilities that can be built on planets. This file lists all of the formations which can be used for fleets in the game. This file lists all of the formations which can be used for task forces in the game.

This file contains all of the master formulas used in the game.

This file contains all of the government types that can be selected from.

This file lists the different happiness types and their effects.

This file contains all of the text that is displayed for help in the game.

This file lists the starting facilities that homeworlds get at the beginning of a game. This file lists the intelligence focus areas that can be undertaken in the game.

This file lists the text that is displayed for intelligence actions. This file contains the main fonts and fonts sizes used in the game.

This file lists all of the text that is displayed in the game. This file contains all of the planet physical types for the game.

This file lists the different planets sizes and the amount of storage each one has.

Strategy First Inc. 207 Space Empires V QuadrantTypes.txt

RaceNames.txt RacePhysicalTypes.txt RacialTraits.txt RepairPriorities.txt ScoreWeighting.txt

script_main_externalevents.csf

script_main_intelligence.csf

Settings.txt

ShieldAndArmorLevels.txt

ShipExperience.txt SocietyTypes.txt SoundEffects.txt StellarAbilityTypes.txt StellarObjectTypes.txt Strategies.txt SystemNames.txt SystemTypes.txt TechAreas.txt

TreatyNames.txt VehicleSizes.txt VehicleUnitTypes.txt VictoryConditions.txt WarpTransitTypes.txt XFileClasses_Stellar.txt

Picture Directories

Components

Credits Effects **Events**

Facilities

Finale Flags Models

Mounts

Planets

PlanetSurface Stellar

Systems

UI

Empires

[Race Name]_AI_DesignNames.txt [Race Name]_AI_General.txt

[Race Name]_AI_Ministers.txt [Race Name]_AI_Speech.txt [Race Name]_AI_Strategies.txt [Race Name]_AI_WarpTransitTypes.txt [Race Name]_InvConfiguration_Slots.txt This file lists the different quadrant types that you can choose when setting up a new game. The quadrant type dictates how the solar systems will be generated when you start a new game.

This file contains a list of race names to be randomly used in the game.

This file contains a list of possible race physical types that can be selected from.

This file lists all of the different racial traits that an empire can select.

This file contains the default repair priority settings.

This file contains the formulas used for computing score in the game.

This file is a compiled script file used for execution of external events. The source file for this script is located in SE5\Utilities\ScriptParser\SE5MainScripts.

This file is a compiled script file used for execution of intelligence operations. The source file for this script is located in SE5\Utilities\ScriptParser\SE5MainScripts.

This file contains all of the general settings for the game.

This file contains the shield and armor levels used in the game.

This file contains the abilities gained for a ship at increasing experience levels. This file contains the different society types that can be chosen from for an empire.

This file contains all of the sound effects used by the game.

This file lists the different abilities for stellar items in the SystemTypes.txt file.

This file lists the different planets and their descriptions.

This file lists all of the strategies that you start the game with.

This file lists the different names that are used for systems in the game.

This file lists the different system types that can be created in the QuadrantTypes.txt file.

This file lists the different tech areas in the game, their research cost, and their

maximum tech levels.

This file contains a list of sample treaty names that can be chosen from.

This file lists the different ship and unit sizes which can be used in the game.

This file lists the different unit types used in the game and the capabilities each one has.

This file lists the different victory conditions that can be selected for a game.

This file contains default settings for warp transits.

This file contains the models used for stellar objects in the game.

This directory contains all of the different component pictures used in the game. The "components.bmp" contains a collection of all of the small pictures used in the game. Each one is 42x42 pixels, and you can add more by merely increasing the size of the bitmap in 42 pixel increments. Each component also has a 128x128 portrait picture and a 512x512 big portrait picture.

This directory contains the images used in the credits portion of the game.

This directory contains the bitmaps used by the BitmapEffects data files.

This directory contains all of the event pictures. Event pictures are 128x128 pixels for the small portrait and 512x512 for the big portrait. .

This directory contains all of the different facility pictures used in the game. The "facilities.bmp" contains a collection of all of the small pictures used in the game. Each one is 42x42 pixels, and you can add more by merely increasing the size of the bitmap in 42 pixel increments. Each facility also has a 128x128 portrait picture and a 512x512 big portrait picture.

This directory contains all of the pictures used for the finale window. This directory contains the flags used that can be used by any empire.

This directory contains the models used in the game that are not specific to any particular race.

This directory contains all of the different mount pictures used in the game. The "mounts.bmp" contains a collection of all of the small pictures used in the game. Each one is 42x42 pixels, and you can add more by merely increasing the size of the bitmap in 42 pixel increments. Each mount also has a 128x128 portrait picture and a 512x512

This directory contains all of the different planet pictures used in the game. The "planets.bmp" contains a collection of all of the small pictures used in the game. Each one is 42x42 pixels, and you can add more by merely increasing the size of the bitmap in 42 pixel increments. Each planet also has a128x128 portrait picture and a 512x512 big portrait picture. .

This directory contains all of the surface pictures used in the Planet Report window. This directory contains all of the skybox images used in the game. The skybox is the box that surrounds the viewpoint at all times and displays outer space.

This directory contains the portraits for the different system types such as Normal, Black Hole, and Nebulae.

This directory contains all of the images used to display the User Interface in the game.

This file contains all of the design names that this race likes to use.

This file contains general information about the empire such as empire name and

This file contains the list of ministers that can be selected for this empire.

This file contains the text that this empire uses for messages in the game.

This file contains this empire's default strategies.

This file contains this empire's default settings for warp transit.

This file lists all of the inventory configurations for ships of this empire. Inventory configurations are the locations of the boxes on the ship portrait in the Create Design window.

[Race Name]_main_script.csf

[Race Name]_setup_script.csf

[Race Name]_Ships_XFileClasses.txt Model Textures (.bmp)

X File Models (.X)

[Race Name]_Flag_Set.bmp
[Race Name]_Flag_Texture.bmp
[Race Name]_Flag_Texture_Fleet.bmp
[Race Name]_Flag_Texture_Ship.bmp
[Race Name]_InvPortrait_[SizeName].jpg

[Race Name]_LargePortrait_[SizeName].jpg [Race Name]_Portrait_[SizeName].bmp

[Race Name]_ShipSet.bmp

[Race Name]_Unit_Combat_Texture.bmp [Race Name]_Vehicle_Main_Texture.bmp

[Race Name]_Race_LargePortrait.jpg [Race Name]_Race_Portrait.bmp [Race Name]_Race_SmallPortraits.bmp This is a compiled script file that performs this empire's actions during their turn. The source code for this script is in the SE5\Utilities\ScriptParser\SE5EmpireScripts directory.

This is a compiled script file that performs this empire's setup at the beginning of a game. The source code for this script is in the

SE5\Utilities\ScriptParser\SE5EmpireScripts directory.

This file lists all of the models used for this empire's ships in the game.

Every model has a single 256x256 bitmap texture that is wrapped around the model in the game.

This file contains the points which make up the mode for each ship of this empire.

This file contains the flag images for this empire.

This file contains the texture of the flag for this empire.

This file contains the texture of the fleet flag for this empire.

This file contains the texture of the ship flag for this empire.

This file contains the image of the inventory portrait for each ship in the Create Design window

This file contains the large 512x512 portrait for each ship.

This file contains the regular 128x128 portrait for each ship.

This file contains the set of 42x42 top down images for each ship of this empire.

This file contains the texture used for units in space combat.

This file contains the portraits of ships used in the Solar System display when the graphics settings are low.

This file contains the large 512x512 portrait of this race.

This file contains the 128x128 portrait of this race.

This file contains the small 36x36 and 42x42 portraits of this race.

Appendix - Keys

| Group | Key Name | Key |
|-------------------------------|--|------------------------|
| Main Window - Commands | Start/End Cheat Code | ~ |
| | Game Menu | Shift + M |
| | Vehicle Designs | Shift + D |
| | Systems List | Shift + X |
| | Planets List Colonies List | Shift + P Shift + C |
| | Ships List | Shift + S |
| | Construction Queues | Shift + Q |
| | Research | Shift + R |
| | Intelligence | Shift + I |
| | Empires | Shift + E |
| | Empire Options | Shift + O |
| | Log Help | Shift + L Shift + H |
| | End Turn | F12 |
| | T 10 1 5: 1 | 0.1.0 |
| Main Window - Display Options | Toggle Spacebox Display | Ctrl + S Ctrl + G |
| | Toggle Background Grid Display Toggle Warp Point Names Display | Ctrl + Q |
| | Toggle FPS Display | Ctrl + F |
| | Increase Ambient Brightness | Ctrl + + |
| | Decrease Ambient Brightness | Ctrl + - |
| | Toggle Empire Icon Display | Ctrl + I |
| Main Window - Orders | Move To | M |
| | Move To Waypoint | Ctrl + W |
| | Attack | Α |
| | Colonize | C E |
| | Expore Set Construction Queue | Q |
| | Repair At Nearest | R |
| | Resupply At Nearest | S |
| | Sweep Mines | В |
| | Warp | W |
| | Survey System Repeat Orders | / P |
| | Cancel Orders | Backspace |
| | View Orders | V |
| | Toggle Minister | Ctrl + T |
| | Set Strategy | G Otal - D |
| | Patrol Sentry | Ctrl + P Y |
| | Use Component | Ú |
| | Scrap | Ctrl + R |
| | Analyze Components | Ctrl + A |
| | Retrofit | Ctrl + E |
| | Mothball Unmothball | H J |
| | Self Destruct | D |
| | Fire On | Ī |
| | Space Fold | Ctrl + L |
| | Rename | N |
| | Use Unit Convert Resources | Ctrl + U Ctrl + C |
| | Cloak | Z |
| | Decloak | X |
| | Use Facility | Ctrl + Y |
| | Scrap Cargo | Ctrl + K |
| | Abandon Planet Bombard Planet | Ctrl + D Ctrl + B |
| | Join Fleet | Ctrl + V |
| | Fleet Transfer | F |
| | Set Formation | Ctrl + M |
| | Transfer Cargo | T |
| | Load Cargo Remotely Drop Cargo Remotely | O K |
| | Jettison Cargo | Ctrl + J |
| | Launch Units Remotely | Ctrl +] |
| | Recover Units Remotely | Ctrl + [|
| | Create Planet | Shift + A |
| | Destroy Planet | Shift + B |
| | Create Storm Destroy Storm | Shift + F Shift + G |
| | Create Star | Shift + J |
| | Destroy Star | Shift + K |
| ategy First Inc | 210 | |

| | Open Warp Point Close Warp Point Create Black Hole Destroy Black Hole Create Nebulae Destroy Nebulae Create Stellar Construction Movement Log - Play Movement Log - Pause Movement Log - Stop Transfer Units Toggle Marked Minefield Toggle System To Avoid Set Warp Transit Order Set Colony Type | Shift + N Shift + T Shift + U Shift + V Shift + W Shift + Y Shift + Z] L Ctrl + Space Shift + . Shift + , ; |
|-------------------------|---|---|
| Main Window – Selection | Send To Waypoint 1 Send To Waypoint 2 Send To Waypoint 3 Send To Waypoint 4 Send To Waypoint 5 Send To Waypoint 6 Send To Waypoint 7 Send To Waypoint 8 Send To Waypoint 9 Set Waypoint 1 Set Waypoint 2 Set Waypoint 3 Set Waypoint 4 Set Waypoint 5 Set Waypoint 6 Set Waypoint 7 Set Waypoint 8 Set Waypoint 8 Set Waypoint 8 Set Waypoint 8 Set Waypoint 9 Next Ship Previous Ship Next Fleet Previous Fleet Next Colony Previous Colony Ship List Select All Ship List Select None Back To Ship List | 1 2 3 4 5 6 7 8 9 Ctrl + 1 Ctrl + 2 Ctrl + 3 Ctrl + 4 Ctrl + 5 Ctrl + 6 Ctrl + 7 Ctrl + 8 Ctrl + 9 Space Page Up End Home Delete Insert Shift +] Shift + [Shift + Backspace |
| Main Window – Views | View System Topdown View System Skewed Spin Viewpoint Left Spin Viewpoint Right Zoom Viewpoint In Zoom Viewpoint Out Raise Viewpoint Lower Viewpoint Clear Viewpoint Offset Move Viewpoint Offset Forward Move Viewpoint Offset Backward Show Names Expand Map Change View Mode Center View Sector View Item Report System Report | F1 F2 Left Arrow Right Arrow Up Arrow Down Arrow Add Subtract Shift + Home Shift + Up Arrow Shift + Down Arrow - = F4 F5 Shift + Enter Shift + Space Shift + / |
| Information Windows | Next Filter Next Column Layout Start\Stop Formula Log Expand Quadrant Map | Ctrl + F Ctrl + L Ctrl + S |
| Space Combat | Follow Selected Object Skewed View View Weapons Range View Destinations View Targets View Damage View Names Change View Mode Options Item Report | F3 F5 F6 F7 F8 F9 F10 Shift + 1 Shift + 2 |

| System Report | Shift + 3 |
|---|---|
| Order Start Time |] |
| Order Stop Time | í |
| Order Time Rate Decrease | - |
| Order Time Rate Increase | = |
| Order Timed Stop | Backspce |
| Order Moveto | M |
| Order Clear Weapon Targeting | С |
| Order Fire All On Target | Α |
| Order Fire Specific On Target | Z |
| Order Piece Options | 0 |
| Order Break Formation Section | |
| Order Ram Target | R |
| Order Launch Recover Units | L |
| Order Self Destruct | D |
| Order Drop Troops | Ť |
| Order Capture Target Ship | Р |
| Order Resupply At Nearest | S |
| Order Warp Through Warp Point | W |
| Order Break Formation | В |
| Order Break Task Force Formation | G |
| Order Break Fleet Formation | F |
| Order Start Stop Time | Space |
| View System Topdown | F1 |
| View System Skewed | F2 |
| Follow Selected Object Skewed View | F3 |
| Toggle Background Grid Display | Ctrl + G |
| Toggle FPS Display | Ctrl + F |
| Start/End Cheat Code | Cui+F |
| | ~ Left Arrow |
| Move Viewpoint Left | |
| Move Viewpoint Right | Right Arrow |
| Move Viewpoint Up | Up Arrow |
| Move Viewpoint Down | Down Arrow |
| Zoom Viewpoint In | Add |
| Zoom Viewpoint Out | Subtract |
| Increase Ambient Brightness | Ctrl + + |
| Decrease Ambient Brightness | Ctrl + - |
| Sector View | Shift + Enter |
| | |
| View Weepens Bango | E.E. |
| View Weapons Range | F5 |
| View Destinations | F6 |
| View Destinations View Targets | F6 F7 |
| View Destinations View Targets View Damage | F6 F7 F8 |
| View Destinations View Targets View Damage View Names | F6 F7 F8 F9 |
| View Destinations View Targets View Damage View Names Change View Mode | F6 F7 F8 F9 F10 |
| View Destinations View Targets View Damage View Names Change View Mode Options | F6 F7 F8 F9 F10 Shift + 1 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Piece Options | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Piece Options Order Ram Target | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Piece Options Order Ram Target Order Ram Target Order Self Destruct | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Self Destruct Order Resupply At Nearest | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Piece Options Order Ram Target Order Resupply At Nearest Order Resupply At Nearest Order Start Stop Time | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Piece Options Order Ram Target Order Self Destruct Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Skewed Follow Selected Object Skewed View | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Rate Increase Order Time Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Rate Increase Order Time Weapon Targeting Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F ~ Left Arrow |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Right | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F Left Arrow Right Arrow |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Fire All On Targeting Order Fire Specific On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Resupply At Nearest Order Start Stop Time View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint Up | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F Left Arrow Right Arrow Up Arrow |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Fire All On Target Order Fire Specific On Target Order Piece Options Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint Up Move Viewpoint Down | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F Left Arrow Right Arrow Up Arrow Down Arrow |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Timed Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Piece Options Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint Up Move Viewpoint Down Zoom Viewpoint In | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F ~ Left Arrow Up Arrow Down Arrow Add |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint Up Move Viewpoint In Zoom Viewpoint Out | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F ~ Left Arrow Right Arrow Up Arrow Down Arrow Add Subtract |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint In Zoom Viewpoint Out Increase Ambient Brightness | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F ~ Left Arrow Up Arrow Up Arrow Down Arrow Add Subtract Ctrl + + |
| View Destinations View Targets View Damage View Names Change View Mode Options Item Report System Report Order Start Time Order Stop Time Order Time Rate Decrease Order Time Rate Increase Order Time Stop Order Moveto Order Clear Weapon Targeting Order Fire All On Target Order Fire Specific On Target Order Ram Target Order Resupply At Nearest Order Start Stop Time View System Topdown View System Topdown View System Skewed Follow Selected Object Skewed View Toggle Background Grid Display Toggle FPS Display Start/End Cheat Code Move Viewpoint Left Move Viewpoint Up Move Viewpoint In Zoom Viewpoint Out | F6 F7 F8 F9 F10 Shift + 1 Shift + 2 Shift + 3] - = Backspce M C A Z O R D S Space F1 F2 F3 Ctrl + G Ctrl + F ~ Left Arrow Right Arrow Up Arrow Down Arrow Add Subtract |

Ground Combat

Appendix - Cheat Codes

To enter a cheat code, go to the main window of the game. Type the key "~", then type in the code text, and then type "~" again to execute the

code.

Cheat Code Description

allsysseen Current Player has seen all solar systems.
allempseen Current Player has encountered all other players.
omni Current Player is omnipresent in all solar systems.

money Add 100,000 resources of each type to the Current Player's treasury.

research Add 100,000 research points to the Current Player.

alltech Current Player gains all technologies.

fastbuild All construction queues get 1,000,000 in accumulated resources.

nomaint Current Player's empire no longer pays maintenance. intel Add 100,000 intelligence points to the Current Player.

restoresupplies All of the Current Player's ships get full supplies and ordinance.

collisiongrid Show the collision grid in combat.

showstats Show statistics on the selected combat object. retrofit [design name] Retrofit the current ship to the new design. repair Completely repair the currently selected ship.

allplayershuman All players set to human control. viewallcombats All combats are shown on screen.

viewalldesigns Get copies of all enemy ship & unit designs.

Appendix – Tech Chart

| _ | 0.16 | -1.0(1' | | |
|----------|--|----------------------|--|------------------------|
| 1 | Cost | al Studies | 5000 | |
| | Require | 29 | None | |
| | Level 1 | | Civics | Tech Area |
| | | | Economics | Tech Area |
| | | | Education | Tech Area |
| | | | Environmental Sciences | Tech Area |
| | | | Ethics | Tech Area |
| | | | Leisure Services | Tech Area |
| | | | History | Tech Area |
| | | | Mathematics | Tech Area |
| | | | Philosophy | Tech Area Tech Area |
| | | | Political Science Sociology | Tech Area |
| | | | Sports | Tech Area |
| | A STATE OF THE STA | Civics | 0,000 | 1001171100 |
| # | 83160 | Cost | 50000 | |
| · V | DANAG | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Civics Achievement | Cultural Achievement |
| 1 | - | Economics | | |
| 7 | 66 | Cost | 50000 | |
| 17.50 | 9 | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Economics Achievement | Cultural Achievement |
| 1 | | Education | 50000 | |
| 6 | 81 | Cost | 50000 Cultural Studios (Level 1) | |
| 100 | | Requires Level 1 | Cultural Studies (Level 1) Education Achievement | Cultural Achievement |
| Face. | - | Environment | | Guiturai Achievement |
| | | Cost | 50000 | |
| | 7 | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Environmental Sciences Achievement | Cultural Achievement |
| 34 | 1 | Ethics | | |
| | $\perp \Delta$ | Cost | 50000 | |
| 100 | 2 | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Ethics Achievement | Cultural Achievement |
| 1 | 0 | Leisure Servi | | |
| 100 | 290 | Cost | 50000 | |
| | | Requires | Cultural Studies (Level 1) | |
| 100 | - | Level 1 | Leisure Services Achievement | Cultural Achievement |
| | | History | 50000 | |
| | Action. | Cost Requires | 50000 Cultural Studies (Level 1) | |
| The last | 7 | Level 1 | History Achievement | Cultural Achievement |
| - | 1102 | Mathematics | riistory Admerement | Outural Achievement |
| 135 | =MC ² | Cost | 50000 | |
| 4 | | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Mathematics Achievement | Cultural Achievement |
| 196 | - | Philosophy | | |
| | 1 | Cost | 50000 | |
| 100 | 77 | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Philosophy Achievement | Cultural Achievement |
| 1 | | Political Scie | | |
| Vo | 11 | Cost | 50000 | |
| | | Requires | Cultural Studies (Level 1) Political Science Achievement | Cultural Achievement |
| 1944 | W 1000 | Level 1 Sociology | Folitical Science Achievement | Cultural Achievement |
| | 444 | Cost | 50000 | |
| N. | | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Sociology Achievement | Cultural Achievement |
| 6 | | Sports | | |
| • | | Cost | 50000 | |
| 0.5 | | Requires | Cultural Studies (Level 1) | |
| | | Level 1 | Sports Achievement | Cultural Achievement |
| 100 | | hysics | | |
| | Cost | | 50000 | |
| | Require | | None | |
| | Level 1 Level 2 | | Stellar Harnessing | Tech Area |
| | Level 2 | | Stellar Harnessing Stellar Manipulation | Tech Area |
| | | | Tractor \ Repulser Weapons | Tech Area |
| | | | Weapon Overloading Weapons | Tech Area |
| | Level 3 | S | Gravitational Weapons | Tech Area |
| | | | Null - Space Weapons | Tech Area |
| | | Stellar Ha | | |
| | | | | |

| ı | 3,8 | Cost | 100000 | | İ |
|---------|---------------------|-------------------------------|---|------------------------|------------|
| | No. of | Requires | Astrophysics (Level 2) | | |
| | | Lavald | Calar Callagtan | Company | |
| | | Level 1 Level 20 | Solar Collector Solar Sail | Component Component | |
| F | -0.0 | Stellar Manipulation | | Component | |
| | 280 | Cost | 10000 | | |
| | 147 | Requires | Astrophysics (Level 2) | | |
| | | Level 1 | Monolith Facility | Facility | |
| | | Level 10 | Beta Displacement Pulser Ionic Concussion Blaster | Component | |
| | | Level 15 Level 20 | Tectonic Bomb | Component Component | |
| | | Level 25 | Matter Gravity Sphere | Component | |
| | | Level 30 | Gravitational Condenser | Component | |
| | | Level 35 | Gravitational Quantum Resonator | Component | |
| | | Level 40 | Stellar Plasma Sphere | Component | |
| | | Level 45 Level 50 | Stellar Nucleonic Torpedo Nebulae Graviton Emitter | Component Component | |
| | | Level 55 | Nucleonic Thresher Torpedo | Component | |
| | | Level 60 | Quantum Graviton Beam | Component | |
| | | Level 65 | Inverted Quantum Beam | Component | |
| | | Level 70 | Ring World Placement Generator | Component | |
| | | | Planetary Gravity Plating | Component | |
| | | L 1 00 | Hyper - Density Cables | Component | |
| F | Ass | Level 80 Tractor \ Repulser V | Sphere World Placement Generator | Component | |
| | 6.9 | Cost | 3000 | | |
| | | Requires | Astrophysics (Level 2) | | |
| | | Level 1 | Repulser Beam | Component | |
| L | | | Tractor Beam | Component | |
| | V | Weapon Overloadin | | | |
| | 790 | Cost Requires | 4000 Astrophysics (Level 2) | | |
| | | Level 1 | Weapon Disrupter | Component | |
| L | | Level 5 | Tachyon Projection Cannon | Component | |
| | r.933 | Gravitational Weapo | | | |
| | Sec. 1 | Cost | 4000 | | |
| | - | Requires Level 1 | Astrophysics (Level 3) Graviton Hellbore | Component | |
| | | Level I | Small Graviton Beam | Component | |
| | | | [+ Smaller Weapons Level 1] | Component | |
| Ī | N. King | Null - Space Weapo | | | |
| | | Cost | 7000 | | |
| | 100 | Requires Level 1 | Astrophysics (Level 3) Null - Space Projector | Component | |
| d | Biology | 207011 | Train Opaco Frojector | Compension | |
| | Cost | 50000 | | | |
| | Requires Level 2 | None | ingl Wagnana | Tech Area | |
| | Level 2 | Biological Weapons | ical Weapons | Tech Alea | |
| | | Cost | 7000 | | |
| | * | Requires | Biology (Level 2) | | |
| | | Level 1 | Plague Bomb | Component | |
| 0 | Chemistry | Level 5 | Toxic Injector | Component | |
| | Cost | , | 30000 | | |
|) | Requires | | None | | |
| | Level 2 | | Plasma Missile Weapons | Tech Area | |
| | Level 3 | December Manifester | Resource Manipulation | Tech Area | |
| | ALC: | Resource Manipulat Cost | 20000 | | |
| | -87650 | Requires | Chemistry (Level 3) | | |
| | | Level 1 | Ultra – Recycler | Facility | |
| L | | | Resource Converter | Facility | |
| | | Plasma Missile Wea | apons 3000 | | |
| | No. | Cost Requires | Chemistry (Level 2) | | |
| | | Level 1 | Plasma Missile | Component | |
| 9 | Construct | | | · | |
| | Cost | 3000 | | | |
| | Requires Level 2 | Non Figh | | Tech Area | |
| | LCVCI Z | rign Mine | | Tech Area | |
| _ | Level 3 | | otics | Tech Area | |
| | | Fighters | | | |
| | 198 | Cost | 10000 | | |
| | | Requires Level 1 | Construction (Level 2) Small Fighter | Vehicle Size | |
| I AV | First Inc | | 215 | . 5111010 0120 | Space Empi |

| | | 0 10 1151 | | Î |
|---|--|--|---|---|
| | | Organic Small Fighter | | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Small Fighter | | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | Fighter Bay | Component | |
| | | Fighter Cockpit | Component | |
| | | Fighter Life Support | Component | |
| | Level 4 | Medium Fighter | Vehicle Size | |
| | | Organic Medium Fighter | 7 5.11.51.5 5.12.5 | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Medium Fighter | V CITICIC GIZC | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | Lovel 7 | . , , , | Vehicle Size | |
| | Level 7 | Large Fighter | veriicie Size | |
| | | Organic Large Fighter | Matricle Oine | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Large Fighter | | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| N | Mines | | | |
| | Cost | 10000 | | |
| | Requires | Construction (Level 2) | | |
| | Level 1 | Small Mine | Vehicle Size | |
| | | Organic Small Mine | | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Small Mine | | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | Mine Layer | Component | |
| | | Mine Sweeper | Component | |
| | Level 4 | Medium Mine | Vehicle Size | |
| | | Organic Medium Mine | | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Medium Mine | | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | Level 7 | Large Mine | Vehicle Size | |
| | 2010 | Organic Large Mine | 766.6 6.26 | |
| | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Large Mine | 7 5.11.51.5 5.12.5 | |
| | | [+ Crystallurgy Level 1] | Vehicle Size | |
| 100 | Robotics | [1 Crystallargy Level 1] | VOITIBLE GIZE | |
| 7 1 | Cost | 2000 | | |
| | | 2000 | | |
| | Poquiros | Construction (Lovel 2) | | |
| | Requires | Construction (Level 3) | Engility | |
| | Level 1 | Robotoid Factory | Facility | |
| Industry | | , | Facility Facility | |
| Industry | Level 1 | Robotoid Factory System Robotoid Factory | • | |
| Cost | Level 1 | Robotoid Factory System Robotoid Factory 30000 | • | |
| Cost Requires | Level 1 | Robotoid Factory System Robotoid Factory 30000 None | Facility | |
| Cost Requires Level 1 | Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port | Facility Facility | |
| Cost Requires Level 1 Level 2 | Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers | Facility Facility Tech Area | |
| Cost Requires Level 1 | Level 1 Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems | Facility Facility | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems | Facility Facility Tech Area | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 Centralized C Cost | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 | Facility Facility Tech Area | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 Centralized C Cost Requires | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) | Facility Facility Tech Area Tech Area | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 Centralized C Cost | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex | Facility Facility Tech Area Tech Area Facility | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 Centralized C Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex | Facility Facility Tech Area Tech Area Facility Facility | |
| Cost Requires Level 1 Level 2 | Level 1 Level 20 Centralized C Cost Requires | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex | Facility Facility Tech Area Tech Area Facility Facility Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex | Facility Facility Tech Area Tech Area Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Computer Complex System Computer Complex System Computer Complex | Facility Facility Tech Area Tech Area Facility Facility Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers Cost | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Computer Complex System Computer Complex System Computer Databank | Facility Facility Tech Area Tech Area Facility Facility Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers Cost Requires | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers Cost Requires | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Computer Combat Cost 5000 | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component | |
| Cost Requires Level 1 Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sound Requires Computer (Level 2) | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component | |
| Cost Requires Level 1 Level 2 Level 3 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Computer Combat Cost 5000 | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component | |
| Cost Requires Level 1 Level 2 Level 3 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sou Requires Computer Computer (Level 2) Level 1 Computer Virus | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sound Requires Computer (Level 2) | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost Requires | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sou Requires Computer Computer (Level 2) Level 1 Computer Virus | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Computer Combat Computer Combat Cost Sou Requires Computer Virus 30000 | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost Requires | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sou Requires Computer Virus 30000 None | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost Requires | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sound Requires Computer Sound Computer Virus 30000 None Defense Systems | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military Sc Cost Requires | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sound Requires Computer Systems Torpedo Weapons | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers Cost Requires Level 1 Level 2 Level 2 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Soud Requires Computer Combat Cost Computer Combat Cost Computer Combat Cost Computer Combat Cost Soud Requires Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 20 Computers Level 20 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Soud Requires Computer Combat Cost Computer Combat Cost Computer Combat Cost Computer Combat Cost Soud Requires Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 1 Level 20 Computers Cost Requires Level 1 Level 2 Level 2 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Soud Requires Computer Combat Cost Computer Combat Cost Computer Combat Cost Computer Combat Cost Soud Requires Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 Level 20 Computers Cost Level 2 Cost Cost Cost Cost Cost Cost Cost Cos | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Computer Combat Cost Computer Combat Cost Computer Combat Cost Computer Combat Computer Combat Computer Combat Cost Sou Requires Computer Computer (Level 2) Level 1 Computer Virus | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 Level 20 Computers Cost Cost Requires Level 1 Level 2 | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost Sound Requires Computer Computer (Level 2) Level 1 Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture stems 5000 | Facility Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area Component | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 Level 20 Computers Cost Requires Level 2 Cost Requires Level 1 Level 2 Cience | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost 5000 Requires Computers (Level 2) Level 1 Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture Items 5000 Military Science (Level 2) | Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |
| Cost Requires Level 1 Level 2 Level 3 Military S Cost Requires Level 2 | Centralized C Cost Requires Level 20 Computers Cost Requires Level 1 Level 2 Computers Cost Requires Level 1 Level 2 Cience | Robotoid Factory System Robotoid Factory 30000 None Space Port Computers Centralized Computer Systems 2000 Industry (Level 3) Central Computer Complex Citizen Databank Complex System Computer Complex System Citizen Databank 5000 Industry (Level 2) Master Computer Computer Combat Computer Combat Cost 5000 Requires Computers (Level 2) Level 1 Computer Virus 30000 None Defense Systems Torpedo Weapons Point – Defense Weapons Advanced Military Science Ship Capture tems 5000 Military Science (Level 2) ECM | Facility Tech Area Tech Area Facility Facility Facility Facility Facility Component Tech Area | |

| | Lord St. | Cost | | 8000 | |
|-----|---------------------------------|--------------|-----------|---|------------|
| | - | Requires | | Military Science (Level 3) | |
| | ** | | | | |
| | | Level 1 | | Ship Training Facility | Facility |
| | | | | Fleet Training Facility | Facility |
| | | Torpedo We | eapons | | |
| | | Cost | - | 3000 | |
| | | Requires | | Military Science (Level 2) | |
| | | Level 1 | | Anti - Matter Torpedo | Component |
| | | | | Quantum Torpedo | r r |
| | | | | [+ Quantum Engines Level 1] | Component |
| | | | | Gamma Pulse Torpedo | Component |
| | | | | Small Anti - Matter Torpedo | Component |
| | | | | [+ Smaller Weapons Level 1] | Component |
| ŀ | | Point - Defe | neo Woon | | Component |
| | 33 | Cost | iise weap | 2000 | |
| | - | Requires | | Military Science (Level 2) | |
| | | Level 1 | | Point - Defense Cannons | Component |
| | | Level I | | | Component |
| | | | | Point - Defense Blaster | 0 |
| | | | | [+ Energy Pulse Weapons Level 1] | Component |
| | | | | Point - Defense Beam | |
| | | | | [+ Energy Stream Weapons Level 1] | Component |
| | | Level 5 | | Flak Cannon | Component |
| | | | | Bomblet Missile | Component |
| | A | Ship Captur | e | | |
| | 10 | Cost | | 5000 | |
| | 1 | Requires | | Military Science (Level 3) | |
| | | Level 1 | | Boarding Parties | Component |
| | | | | Security Station | Component |
| | Physics | | | • | |
| | Cost | | 30000 | | |
| | Requires | | None | | |
| | Level 2 | | Defenses | s | Tech Area |
| | | | Shields | ~ | Tech Area |
| | | | | Stream Weapons | Tech Area |
| | | | | Pulse Weapons | Tech Area |
| | Level 3 | | Scanners | | Tech Area |
| | LCVCIO | | | - Energy Weapons | Tech Area |
| | Level 4 | | Cloaking | | Tech Area |
| | | | | | |
| - 1 | Level 5 | D-(| Warp We | eapons | Tech Area |
| | | Defenses | | 400000 | |
| | | Cost | | 100000 | |
| | L. SERVICE | Requires | | Physics (Level 2) | E 114 |
| | | Level 1 | | Planetary Gravitational Shield Facility | Facility |
| ļ | | Level 2 | | System Gravitational Shield Facility | Facility |
| | | Shields | | | |
| | - | Cost | | 2000 | |
| | 435 | Requires | | Physics (Level 2) | |
| | | Level 1 | | Shield Generator | Component |
| | | | | Small Shield Generator | Component |
| | | Level 4 | | Shield Damaging Weapons | Tech Area |
| | | Level 20 | | Phased – Shield Generator | Component |
| | | | | Shield Regenerator | Component |
| | | Sł | nield Dam | aging Weapons | |
| | | Co | ost | 4000 | |
| | | Re | equires | Shields (Level 4) | |
| | | Le | evel 1 | Shield Depleter | Component |
| | | | | Small Shield Depleter | |
| | | | | [+ Shield Damaging Weapons Level 1] | Component |
| | | Le | evel 30 | Shield Disrupter | Component |
| Ī | 1 | Cloaking | | · | · |
| | | Cost | | 10000 | |
| | A STATE OF THE PARTY OF | Requires | | Physics (Level 4) | |
| | | Level 1 | | Cloaking Device | Component |
| ľ | (35) | Scanners | | <u> </u> | |
| | ALC: UNIVERSITY | Cost | | 10000 | |
| | A FEET | Requires | | Physics (Level 3) | |
| | | Level 1 | | Long Range Scanners | Component |
| | | Level 10 | | Scanner Jammer | Component |
| ŀ | . 0 | Energy Stre | am Woon | | Сотронова |
| | 600 | Cost | am vveap | 2000 | |
| | | Requires | | Physics (Level 2) | |
| | () () () () () () () () | Level 1 | | Anti - Proton Beam | Component |
| | | LEVEI I | | | Оотронени |
| | | | | Small Anti - Proton Beam | Component |
| ŀ | | Engane Deri | - \A/ | [+ Smaller Weapons Level 1] | Component |
| | 893E | Energy Puls | se weapor | | |
| | 2 | Cost | | 2000 | |
| | | Requires | | Physics (Level 2) | |
| ~., | First Inc | | | 217 | Snace Emni |

| 1 | Level 1 | Meson Blaster | Component | 1 |
|-----------------------------|---|---|---------------------------------------|---------------------|
| | | Small Meson Blaster | On many set | |
| | Phased - Fr | | Component | |
| 620 | Cost | 4000 | | |
| | | | Component | |
| | Level I | Small Phased - Polaron Beam | Component | |
| | | [+ Smaller Weapons Level 1] | Component | |
| 6.9 | | | | |
| | Requires | Physics (Level 5) | | |
| | Level 1 | Wormhole Beam | Component | |
| Planetary | Fngineering | | Component | |
| Cost | Liigiilooiiiig | 100000 | | |
| | | None | Took Area | |
| Lever 2 | Planet Utiliz | | Tech Alea | |
| - AFR | Cost | 10000 | | |
| | • | | Facility | |
| | Level 10 | Value Improvement Plant | Facility | |
| <u> </u> | Level 20 | Atmospheric Modification Plant | Facility | |
| | gy | 30000 | | |
| Requires | | None | | |
| | | | | |
| Level 2 | Applied Po | | Tech Alea | |
| SHITE ATTE | Cost | 8000 | | |
| | | | Facility | |
| Crystallu | | Cibarri domodiori Conto | 1 domey | |
| Cost | | 50000 | | |
| Level 1 | | | Tech Area | |
| Level 2 | | Crystalline Weapons | Tech Area | |
| - h | • | . | | |
| | Requires | Crystallurgy (Level 1) | | |
| | 1 1 4 | Racial Trait "Crystallurgy" | Exercise. | |
| | Lever | | | |
| | | Energy Transmission Lens | Facility | |
| | Level 5 | | Component | |
| | Crystalline | Weapons | | |
| 100 | | | | |
| W 100 / 1 | Requires | | | |
| | Level 1 | Shard Cannon | Component | |
| | | | Component | |
| | | [+Smaller Weapons Level 1] | Component | |
| | Level 15 | Crystalline Sinhon | Component | |
| | | | Component | |
| | Level 20 Level 25 | High - Energy Magnifier Energy Dampener | Component | |
| | Level 20 | High - Energy Magnifier Energy Dampener | Component | |
| Cost | Level 20 Level 25 | High - Energy Magnifier Energy Dampener 50000 | Component | |
| | Level 20 Level 25 | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology | Component Tech Area | |
| Cost Requires | Level 20 Level 25 Engineering | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons | <u> </u> | |
| Cost Requires Level 1 | Level 20 Level 25 | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons | Tech Area | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons echnology 5000 Organic Engineering (Level 1) | Tech Area | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te Cost Requires | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" | Tech Area Tech Area | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons schnology 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab | Tech Area | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te Cost Requires Level 1 | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons schnology 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab Organic Armor | Tech Area Tech Area Facility | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te Cost Requires | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons schnology 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab | Tech Area Tech Area Facility | |
| Cost Requires Level 1 | Cost Requires Level 5 Level 5 Level 10 Organic We | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons schnology 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab Organic Armor Ordnance Vat Replicant Center | Tech Area Tech Area Facility Facility | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te Cost Requires Level 1 Level 5 Level 10 Organic We Cost | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab Organic Armor Ordnance Vat Replicant Center eapons 5000 | Tech Area Tech Area Facility Facility | |
| Cost Requires Level 1 | Cost Requires Level 5 Level 5 Level 10 Organic We | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab Organic Armor Ordnance Vat Replicant Center eapons 5000 Organic Engineering (Level 2) Racial Trait "Organic Manipulation" | Tech Area Tech Area Facility Facility | |
| Cost Requires Level 1 | Level 20 Level 25 Engineering Organic Te Cost Requires Level 1 Level 5 Level 10 Organic We Cost | High - Energy Magnifier Energy Dampener 50000 Racial Trait "Organic Manipulation" Organic Technology Organic Weapons 5000 Organic Engineering (Level 1) Racial Trait "Organic Manipulation" Gestation Vats Genetic Recoding Lab Organic Armor Ordnance Vat Replicant Center eapons 5000 Organic Engineering (Level 2) | Tech Area Tech Area Facility Facility | |
| | Psycholo Cost Requires Level 2 Psycholo Cost Requires Level 1 Level 2 Crystallu Cost Requires Level 1 | Phased - Ecost Requires Level 1 Planetary Engineering Cost Requires Level 2 Planet Utili Cost Requires Level 1 Level 10 Level 20 Psychology Cost Requires Level 1 Level 2 Applied Po Cost Requires Level 1 Level 2 Crystallurgy Cost Requires Level 1 Level 2 Crystalline Cost Requires Level 1 Level 2 Crystalline Cost Requires Level 1 Level 2 Crystalline Cost Requires Level 1 Level 5 Crystalline Cost Requires Level 1 Level 5 Crystalline Cost Requires Level 1 | Small Meson Blaster | Small Meson Blaster |

| | 1 | | | _ | 1 |
|------|---|--|--|---|---|
| | | | Electric Discharge | Component | |
| | | | Seeking Parasite | Component | |
| | | | Acid Globule | Component | |
| | | | Small Electric Discharge | | |
| | | | [+Smaller Weapons Level 1] | Component | |
| | | | Small Acid Globule | | |
| | | | [+Smaller Weapons Level 1] | Component | |
| | | Level 20 | Lightning Ray | Component | |
| | | | Power Lamprey | Component | |
| | | | Enveloping Acid Globule | Component | |
| | | | Hyperdense Globule | Component | |
| | Psychic S | Studies | | | |
| | Cost | | 40000 | | |
| | Requires | | Racial Trait "Psychic" | | |
| | Level 1 | | Psychic Technology | Tech Area | |
| | Level 3 | | Psychic Weapons | Tech Area | |
| | 115 | Psychic Tec | • | | |
| | - | Cost | 5000 | | |
| | | Requires | Psychic Studies (Level 1) | | |
| | | | Racial Trait "Psychic" | | |
| | | Level 1 | Psychic Ship Training Facility | Facility | |
| | | | Psychic Fleet Training Facility | Facility | |
| | | | Psychic Scanner | Facility | |
| | | | Psychic Receptors | Component | |
| | | Psychic Wea | | |] |
| | STATE OF THE PARTY. | Cost | 5000 | | |
| | | Requires | Psychic Studies (Level 3) | | |
| | | | Racial Trait "Psychic" | _ | |
| | | Level 1 | Telekinetic Projector | Component | |
| | | | Small Telekinetic Projector | | |
| | | | [+ Smaller Weapons Level 1] | Component | |
| | | | Mental Flailer | Component | |
| | | Level 5 | Stupifier | Component | |
| | | Level 10 | Psychic Whiplash | Component | |
| | | Level 25 | Allegiance Subverter | Component | |
| | | Level 30 | Mental Singularity Generator | Component | |
| | Religious | Studies | | | |
| 5500 | Cost | | 75000 | | |
| | Requires | | Decial Trait "Decable Deligious" | | |
| | | | Racial Trait "Deeply Religious" | | |
| | Level 1 | | Religious Technology | Tech Area | |
| | | Religious Te | Religious Technology echnology | Tech Area | |
| | | Cost | Religious Technology echnology 5000 | Tech Area | |
| | | - | Religious Technology echnology 5000 Religious Studies (Level 1) | Tech Area | |
| | | Cost Requires | Religious Technology echnology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" | | |
| | | Cost | Religious Technology sechnology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine | Facility | |
| | | Cost Requires | Religious Technology sechnology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine | Facility Facility | |
| | | Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine | Facility Facility Facility | |
| | | Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine | Facility Facility Facility Facility | |
| | | Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine | Facility Facility Facility Facility Facility | |
| | | Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem | Facility Facility Facility Facility Facility Component | |
| | | Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem | Facility Facility Facility Facility Facility Facility Component Component | |
| | | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem | Facility Facility Facility Facility Facility Facility Component Component Component | |
| | Level 1 | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem | Facility Facility Facility Facility Facility Facility Component Component | |
| 316 | Level 1 Temporal | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman | Facility Facility Facility Facility Facility Facility Component Component Component | |
| | Temporal Cost | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman | Facility Facility Facility Facility Facility Facility Component Component Component | |
| ** | Temporal Cost Requires | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" | Facility Facility Facility Facility Facility Facility Component Component Component Component | |
| * | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology | Facility Facility Facility Facility Facility Facility Component Component Component Component Component | |
| | Temporal Cost Requires | Cost Requires Level 1 Level 5 Level 20 Studies | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons | Facility Facility Facility Facility Facility Facility Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology | Facility Facility Facility Facility Facility Facility Component Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 | Facility Facility Facility Facility Facility Facility Component Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) | Facility Facility Facility Facility Facility Facility Component Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Fate Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors feapons 5000 Temporal Studies (Level 3) | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors feapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors 7eapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors 7eapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors feapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter Small Time Distortion Burst | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors feapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter Small Time Distortion Burst [+ Smaller Weapons Level 1] | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility Component Component Component Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors 7eapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter Small Time Distortion Burst [+ Smaller Weapons Level 1] Weapon Phase Accelerator | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Component Component Component Component Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires Level 1 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors feapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter Small Time Distortion Burst [+ Smaller Weapons Level 1] Weapon Phase Accelerator Alloy Burner Missile | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Facility Component Component Component Component | |
| | Temporal Cost Requires Level 1 | Cost Requires Level 1 Level 5 Level 20 I Studies Temporal Te Cost Requires Level 1 Temporal W Cost Requires Level 1 Level 5 | Religious Technology 5000 Religious Studies (Level 1) Racial Trait "Deep Religion" War Shrine Death Shrine Time Shrine Nature Shrine Holy War Totem Vengeance Totem Stealth Totem Religious Talisman 50000 Racial Trait "Temporal Knowledge" Temporal Technology Temporal Weapons echnology 5000 Temporal Studies (Level 1) Racial Trait "Temporal Knowledge" Events Predictor Temporal Vacation Service Temporal Space Yard Facility Temporal Sensors 7eapons 5000 Temporal Studies (Level 3) Racial Trait "Temporal Knowledge" Time Distortion Burst Temporal Shifter Small Time Distortion Burst [+ Smaller Weapons Level 1] Weapon Phase Accelerator | Facility Facility Facility Facility Facility Component Component Component Component Tech Area Tech Area Facility Facility Facility Component Component Component Component Component Component Component Component | |

| | Rock Pla | net Colonizat | tion | |
|--|------------------------|--------------------------|---|--|
| 35512 | Cost | | 200000 | |
| 1 | Requires | | None | |
| | Level 1 | | Rock Colony | Component |
| 200 | Ice Plane | t Colonizatio | | • |
| A STATE OF THE PARTY OF THE PAR | Cost | | 200000 | |
| 4226 | Requires | | None | |
| | Level 1 | | Ice Colony | Component |
| | | | | Component |
| | | t Colonizatio | | |
| | Cost | | 200000 | |
| 4 | Requires | | None | |
| | Level 1 | | Gas Giant Colony | Component |
| 2015 | Repair | | , , , , , , , , , , , , , , , , , , , | |
| | Cost | | 5000 | |
| | | | | |
| | Requires | | None | |
| | Level 1 | | Repair Bay | Component |
| #1 | Light Hul | II Construction | n | |
| | Cost | | 5000 | |
| Alexander A | Requires | | None | |
| | Level 1 | | Frigate | Vehicle Size |
| | LOVOIT | | Colony Ship | Vehicle Size |
| | | | Small Freighter | |
| | | | | Vehicle Size |
| | | | Light Carrier | Vehicle Size |
| | | | [+ Fighters Level 1] | |
| | | | Organic Frigate | Vehicle Size |
| | | | [+ Organic Engineering Level 1] | |
| | | | Organic Colony Ship | Vehicle Size |
| | | | [+ Organic Engineering Level 1] | |
| | | | | Vehicle Size |
| | | | Organic Small Freighter | Vehicle Size |
| | | | [+ Organic Engineering Level 1] | |
| | | | Organic Light Carrier | Vehicle Size |
| | | | [+ Fighters Level 1] [+ Organic Engineering Level 1] | |
| | | | Crystalline Frigate | Vehicle Size |
| | | | [+ Crystallurgy Level 1] | |
| | | | Crystalline Colony Ship | Vehicle Size |
| | | | | Verlicie Size |
| | | | [+ Crystallurgy Level 1] | V 1 : 1 O: |
| | | | Crystalline Small Freighter | Vehicle Size |
| | | | [+ Crystallurgy Level 1] | |
| | | | Crystalline Light Carrier | Vehicle Size |
| | | | [+ Fighters Level 1] | |
| | | | [+ Crystallurgy Level 1] | |
| | | | . , , , | Component |
| | | | Bridge | Component |
| | | | Auxiliary Control | Component |
| | Level 5 | | Medium – Light Hull Construction | Tech Area |
| | 20 | Medium - L | ight Hull Construction | |
| | | Cost | 8000 | |
| | | Requires | Light Hull Construction (Level 5) | |
| | ~~~ | Level 1 | Destroyer | Vehicle Size |
| | | Levell | , | Verilicie Size |
| | | | Organic Destroyer | V 1: 1 0: |
| | | | [+ Organic Engineering Level 1] | Vehicle Size |
| | | | Crystalline Destroyer | |
| | | | [+ Crystallurgy Level 1] | Vehicle Size |
| | | Level 5 | Medium Hull Construction | Tech Area |
| | 20 | | Il Construction | |
| | C X | Cost | 11000 | |
| | - Company | Requires | | |
| | | REGUITES | Medium - Light Hull Construction (Level 5) | |
| | $\wedge \wedge \wedge$ | | • , | Mahiala Cina |
| | AAA | Level 1 | Light Cruiser | Vehicle Size |
| | AAA | | • , | Vehicle Size Vehicle Size |
| | A A A | | Light Cruiser | |
| | A A A | | Light Cruiser Medium Freighter Carrier | Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] | |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser | Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] | Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter | Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier | Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size Vehicle Size |
| | PAYA A | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Legineering Level 1] | Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] | Vehicle Size Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser | Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Vehicle Size Vehicle Size |
| | PAYA A | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter | Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier | Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier | Vehicle Size |
| | | | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier [+ Crystallurgy Level 1] | Vehicle Size |
| | | Level 1 | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier [+ Crystallurgy Level 1] [+ Crystallurgy Level 1] [+ Fighters Level 4] | Vehicle Size |
| | | Level 1 | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier [+ Crystallurgy Level 1] [+ Fighters Level 4] Medium – Heavy Hull Construction | Vehicle Size |
| | | Level 5 Medium - H | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier [+ Crystallurgy Level 1] Fighters Level 4] Medium – Heavy Hull Construction eavy Hull Construction | Vehicle Size |
| | | Level 5 Medium - H Cost | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystalline Light Cruiser [+ Crystalline Medium Freighter [+ Crystalline Medium Freighter [+ Crystalline Quimer Level 1] Crystalline Carrier [+ Crystallurgy Level 1] Fighters Level 4] Medium – Heavy Hull Construction eavy Hull Construction 14000 | Vehicle Size |
| | | Level 5 Medium - H | Light Cruiser Medium Freighter Carrier [+ Fighters Level 4] Organic Light Cruiser [+ Organic Engineering Level 1] Organic Medium Freighter [+ Organic Engineering Level 1] Organic Carrier [+ Organic Engineering Level 1] [+ Fighters Level 4] Crystalline Light Cruiser [+ Crystallurgy Level 1] Crystalline Medium Freighter [+ Crystallurgy Level 1] Crystalline Carrier [+ Crystallurgy Level 1] Fighters Level 4] Medium – Heavy Hull Construction eavy Hull Construction | Vehicle Size |

| | | | | | 1 |
|-----|---|--|--|---|---|
| | | Level 1 | Cruiser | Vehicle Size | |
| | | | Organic Cruiser | | |
| | | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | | Crystalline Cruiser | | |
| | | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | Level 5 | Heavy Hull Construction | Tech Area | |
| Ī | 131 | Heavy Hull Co | onstruction | | |
| | 2 "". | Cost | 17000 | | |
| | A 2 | Requires | Medium - Heavy Hull Construction (Level 5) | | |
| | | Level 1 | Battleship | Vehicle Size | |
| | | | Large Freighter | Vehicle Size | |
| | | | Heavy Carrier | | |
| | | | [+ Fighters Level 4] | Vehicle Size | |
| | | | Organic Battleship | | |
| | | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | | Organic Large Freighter | | |
| | | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | | Organic Heavy Carrier | | |
| | | | [+ Organic Engineering Level 1] | | |
| | | | [+ Fighters Level 4] | Vehicle Size | |
| | | | Crystalline Battleship | | |
| | | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | | Crystalline Large Freighter | | |
| | | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | | Crystalline Heavy Carrier | | |
| | | | [+ Crystallurgy Level 1] | | |
| | | | [+ Fighters Level 4] | Vehicle Size | |
| | | Level 5 | Huge Hull Construction | Tech Area | |
| ļ | 187 | Huge Hull Co | U | | |
| | | Cost | 20000 | | |
| | *** | Requires | Heavy Hull Construction (Level 5) | | |
| | | Level 1 | Dreadnought | Vehicle Size | |
| | | | Organic Dreadnought | | |
| | | | [+ Organic Engineering Level 1] | Vehicle Size | |
| | | | Crystalline Dreadnought | | |
| | | | [+ Crystallurgy Level 1] | Vehicle Size | |
| | | Level 5 | Baseship Construction | Tech Area | |
| | Base Con | struction | | | |
| 100 | Cost | | 8000 | | |
| 200 | | | | | |
| X | Requires | | None | V 1: 1 0: | |
| W. | | | None Space Station | Vehicle Size | |
| *** | Requires | | None Space Station Organic Space Station | Vehicle Size Vehicle Size | |
| | Requires | | None Space Station Organic Space Station [+ Organic Engineering Level 1] | Vehicle Size | |
| * | Requires | | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station | | |
| X | Requires Level 1 | | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size | |
| | Requires Level 1 | | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction | Vehicle Size | |
| | Requires Level 1 | Large Base C | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction | Vehicle Size Vehicle Size | |
| | Requires Level 1 | Large Base C Cost | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 | Vehicle Size Vehicle Size | |
| × | Requires Level 1 | Large Base C Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) | Vehicle Size Vehicle Size Tech Area | |
| * | Requires Level 1 | Large Base C Cost | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase | Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| × | Requires Level 1 | Large Base C Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase | Vehicle Size Vehicle Size Tech Area | |
| | Requires Level 1 | Large Base C Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| | Requires Level 1 | Large Base C Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase | Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| | Requires Level 1 | Large Base C Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Large Base C Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Large Base C Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Level 5 Baseship Cost | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 1900 | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Level 5 Baseship Cor | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction nstruction | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Level 5 Baseship Cor | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 1 | Level 5 Baseship Cot Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area | |
| | Requires Level 1 | Level 5 Baseship Cot Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area | |
| | Requires Level 1 | Level 5 Baseship Cot Cost Requires | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Organic Engineering Level 1] Crystalline Baseship | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| | Requires Level 1 | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| | Level 5 Space Yai | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area | |
| | Level 5 Space Yall Cost | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area | |
| | Requires Level 5 Space Yan Cost Requires | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship Organic Engineering Level 1] Crystalline Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 5 Space Yai Cost Requires Level 1 | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Facility | |
| | Requires Level 5 Space Yai Cost Requires Level 1 Level 10 | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship Organic Engineering Level 1] Crystalline Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size | |
| | Space Yar Cost Requires Level 1 Level 10 Drones | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Facility | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Facility | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost Requires | Level 5 Baseship Cort Cost Requires Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Vomicle Size Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost | Level 5 Baseship Cort Cost Requires Level 5 Level 5 Level 5 Level 5 Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard 10000 None Small Drone | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost Requires | Level 5 Baseship Cort Cost Requires Level 5 Level 5 Level 5 Level 5 Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 23000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] Sound None Space Yard Facility Space Yard 10000 None Small Drone Organic Small Drone | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Vomicle Size Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost Requires | Level 5 Baseship Cort Cost Requires Level 5 Level 5 Level 5 Level 5 Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard 10000 None Small Drone Organic Small Drone [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost Requires | Level 5 Baseship Cort Cost Requires Level 5 Level 5 Level 5 Level 5 Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard 10000 None Small Drone Organic Small Drone [+ Organic Engineering Level 1] Crystalline Small Drone [+ Organic Engineering Level 1] Crystalline Small Drone | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size Vehicle Size | |
| | Requires Level 5 Space Yar Cost Requires Level 1 Level 10 Drones Cost Requires | Level 5 Baseship Cort Cost Requires Level 5 Level 5 Level 5 Level 5 Level 1 | None Space Station Organic Space Station [+ Organic Engineering Level 1] Crystalline Space Station [+ Crystallurgy Level 1] Large Base Construction Construction 16000 Base Construction (Level 5) Starbase Organic Starbase [+ Organic Engineering Level 1] Crystalline Starbase [+ Crystallurgy Level 1] Baseship Construction 18000 Large Base Construction (Level 5) Huge Hull Construction (Level 5) Huge Hull Construction (Level 5) Baseship Organic Baseship [+ Organic Engineering Level 1] Crystalline Baseship [+ Crystallurgy Level 1] 5000 None Space Yard Facility Space Yard 10000 None Small Drone Organic Small Drone [+ Organic Engineering Level 1] | Vehicle Size Vehicle Size Tech Area Vehicle Size Vehicle Size Vehicle Size Tech Area Vehicle Size | |

| | | | | ı |
|------|------------------|---|------------------------------|---|
| | | Drone Computer Core | Component | |
| | Level 4 | Medium Drone | Vehicle Size | |
| | | Organic Medium Drone [+ Organic Engineering Level 1] | Vehicle Size | |
| | | Crystalline Medium Drone | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | VCITICIO GIZO | |
| | Level 7 | Large Drone | Vehicle Size | |
| | LCVCIT | Organic Large Drone | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | 76.116.16 6.126 | |
| | | Crystalline Large Drone | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | | |
| - | Satellites | | | |
| | Cost | 10000 | | |
| | Requires | None | | |
| | Level 1 | Small Satellite | Vehicle Size | |
| | | Organic Small Satellite | Vehicle Size | |
| | | [+ Organic Engineering Level 1] Crystalline Small Satellite | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | Verlicie Size | |
| | | Satellite Bay | Component | |
| | | Satellite Computer Core | Component | |
| | Level 4 | Medium Satellite | Vehicle Size | |
| | | Organic Medium Satellite | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | | |
| | | Crystalline Medium Satellite | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | | |
| | Level 7 | Large Satellite | Vehicle Size | |
| | | Organic Large Satellite | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | Vakisla Oisa | |
| | | Crystalline Large Satellite [+ Crystallurgy Level 1] | Vehicle Size | |
| | Troops | [+ Crystallurgy Level 1] | | |
| | Cost | 10000 | | |
| - | Requires | None | | |
| | Level 1 | Small Troop | Vehicle Size | |
| | | Organic Small Troop | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | | |
| | | Crystalline Small Troop | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | | |
| | 1 10 | Troop Cockpit | Component | |
| | Level 2 | Troop Weapons | Tech Area | |
| | Level 4 | Medium Troop Organic Medium Troop | Vehicle Size Vehicle Size | |
| | | [+ Organic Engineering Level 1] | Vernicle Size | |
| | | Crystalline Medium Troop | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | VOINGIO GIZO | |
| | Level 7 | Large Troop | Vehicle Size | |
| | | Organic Large Troop | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | | |
| | | Crystalline Large Troop | Vehicle Size | |
| | T 121 | [+ Crystallurgy Level 1] | | |
| | Troop Wea | 10000 | | |
| | Requires | Troops (Level 2) | | |
| | Level 1 | Ground Cannon | Component | |
| | Weapon Platforms | | F 7 7 7 | |
| 1 | Cost | 10000 | | |
| 11.0 | Requires | None | | |
| | Level 1 | Small Weapons Platform | Vehicle Size | |
| | | Organic Small Weapons Platform | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | Vahiolo Cina | |
| | | Crystalline Small Weapons Platform | Vehicle Size | |
| | | [+ Crystallurgy Level 1] Weapons Platform Computer Core | Component | |
| | Level 4 | Medium Weapons Platform | Vehicle Size | |
| | | Organic Medium Weapons Platform | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | | |
| | | Crystalline Medium Weapons Platform | Vehicle Size | |
| | | [+ Crystallurgy Level 1] | | |
| | Level 7 | Large Weapons Platform | Vehicle Size | |
| | | Organic Large Weapons Platform | Vehicle Size | |
| | | [+ Organic Engineering Level 1] | Vahiala Ciaa | |
| | | Crystalline Large Weapons Platform | Vehicle Size | |
| | Starship Support | [+ Crystallurgy Level 1] | | |
| Fix. | Cost | 2000 | | |
| 17 | Requires | None | | |
| | Level 1 | Resupply Depot | Facility | |
| | - | | | |

| 444 | Storage | | | |
|----------|------------|--|--|---|
| e. | Cost | | 2000 | |
| | Requires | | None | |
| | Level 1 | | Mineral Resource Storage | Facility |
| | | | Organic Resource Storage | Facility |
| | | | Radioactive Resource Storage | Facility |
| | | | Cargo Facility | Facility |
| 1 | Madical T | | Cargo Facility | Facility |
| 8 | Medical T | reatment | 0000 | |
| 130 | Cost | | 2000 | |
| 100 | Requires | | None | |
| | Level 0 | | Life Support | Component |
| | Level 1 | | Medical Lab | Facility |
| | | | Medical Bay | Component |
| | Minerals F | Extraction | , | ' |
| | Cost | | 5000 | |
| 100 | Requires | | None | |
| | • | | | Estable. |
| | Level 1 | | Mineral Miner Facility | Facility |
| | Level 5 | | Mineral Scanner | Facility |
| | Level 10 | | System Mineral Scanner | Facility |
| | | | Robo – Miners | Component |
| 2 | Organics | Extraction | | · |
| 1 | Cost | | 5000 | |
| 100 | Requires | | None | |
| -11- | Level 1 | | Organics Farm Facility | Facility |
| | | | Organics Farm Facility | |
| | Level 5 | | Hybrid Eco – Farms | Facility |
| | Level 10 | | System Eco – Farms | Facility |
| | | | Robo – Farmers | Component |
| W | Radioacti | ves Extraction | | |
| 2 | Cost | | 5000 | |
| | Requires | | None | |
| | Level 1 | | Radioactives Extraction Facility | Facility |
| | Level 5 | | • | |
| | | | Radioactives Collider | Facility |
| | Level 10 | | System Radioactives Collider | Facility |
| | | | Robo - Rad Extractors | Component |
| | Cargo | | | |
| A COUNTY | Cost | | 5000 | |
| 100 | Requires | | None | |
| | Level 1 | | Supply Storage | Component |
| | 201011 | | Ordnance Storage | Component |
| | | | | |
| | | | Cargo Bay | Component |
| | | | Small Supply Storage | Component |
| | | | Small Ordnance Storage | Component |
| - | Resupply | | | |
| | Cost | | 5000 | |
| | Requires | | None | |
| | Level 1 | | Emergency Resupply Pod | Component |
| | | | Emergency Reordnance Pod | Component |
| | Level 20 | | Quantum Reactor | Component |
| | | | Quantum Reactor | Соттронени |
| | Ion Engin | es | | |
| | Cost | | 5000 | |
| | Requires | | None | |
| | Level 1 | | Ion Engine | Component |
| | | | Small Ion Engine | Component |
| | | | [+ Fighters Level 1] | • |
| | | | Nuclear Ground Thrusters | Component |
| | | | [+ Troops Level 1] | |
| | Level 3 | | Emergency Propulsion | Component |
| | | | | |
| | Level 5 | | Self - Destruct Device | Component |
| | | | Engine Overloading Weapons | Tech Area |
| | | | | Tech Area |
| | | | Contra – Terrene Engines | 1001171100 |
| | | Engine Overlo | ading Weapons | Tooliviica |
| | 1 | Engine Overlo | | 1601171104 |
| | | | ading Weapons 4000 | 160174164 |
| | | Cost Requires | ading Weapons 4000 Ion Engines (Level 5) | |
| | | Cost Requires Level 1 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser | Component |
| | | Cost Requires Level 1 Level 20 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile | |
| | | Cost Requires Level 1 Level 20 Contra – Terre | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines | Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 | Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) | Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine | Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine | Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine | Component Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] | Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters | Component Component Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires Level 1 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters [+ Troops Level 1] | Component Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters [+ Troops Level 1] Afterburners | Component Component Component Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires Level 1 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters [+ Troops Level 1] Afterburners [+ Fighters Level 1] | Component Component Component Component Component Component |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires Level 1 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters [+ Troops Level 1] Afterburners [+ Fighters Level 1] High – Energy Discharge Weapons | Component Component Component Component Component Component Tech Area |
| | | Cost Requires Level 1 Level 20 Contra – Terre Cost Requires Level 1 Level 5 | ading Weapons 4000 Ion Engines (Level 5) Ionic Disperser Ionic Pulse Missile ne Engines 10000 Ion Engines (Level 5) Contra - Terrene Engine Small Contra - Terrene Engine [+ Fighters Level 1] Fusion Ground Thrusters [+ Troops Level 1] Afterburners [+ Fighters Level 1] | Component Component Component Component Component Component |

| | | | _ | | | | i |
|-------------|---|--|---|---|--|--|---|
| | | The second second | Cost | 300 | | | |
| | | | Requires | Con | tra – Terrene Engines (Level 5) | | |
| | | | _evel 1 | Pin | per Beam | Component | |
| | | | -evel i | | all Incinerator Beam | Component | |
| | | | | | Smaller Weapons Level 1] | Component | |
| | | L | _evel 20 | | nerator Beam | Component | |
| | | L | _evel 40 | Wav | ve - Motion Gun | Component | |
| | | | Jacketed - | Photon Engin | ies | | |
| | | The second second | Cost | 150 | | | |
| | | | Requires | | tra – Terrene Engines (Level 5) | | |
| | | L | _evel 1 | | keted - Photon Engine | Component | |
| | | | | | all Jacketed - Photon Engine Fighters Level 1] | Component | |
| | | | | | -Grav Ground Thrusters | Component | |
| | | | | | Troops Level 1] | Component | |
| | | L | _evel 5 | - | antum Engines | Tech Area | |
| | | | -A | Quantum Eng | | | |
| | | | | Cost | 20000 | | |
| | | 1 | AVATA | Requires | Jacketed - Photon Engines | | |
| | | | | | (Level 5) | | |
| | | | | Level 1 | Quantum Engine | Component | |
| | | | | | Small Quantum Engine [+ Fighters Level 1] | Component | |
| | | | | | Quantum Ground Thrusters | Component | |
| | | | | | [+ Troops Level 1] | Component | |
| - | Armor | l | | | [| Component | |
| V / | Cost | | 2000 | | | | |
| | Requires | | None | | | | |
| | Level 1 | | Armor | | | Component | |
| | | | Small A | | | Component | |
| | Level 20 | | | /e Armor | | Component | |
| | | | Stealth | | | Component | |
| | | | | ing Armor Emissive Armor | | Component Component | |
| | Sensors | | Offian L | IIIISSIVE AIIIIOI | | Сотронен | |
| | Cost | | 2000 | | | | |
| | Requires | | None | | | | |
| | Level 1 | | Basic S | Sensors | | Component | |
| | | | | t Sensors | | Component | |
| | | | | Combat Sensors | S | Component | |
| | Level 4 Weapon I | | Tachyo | n Sensors | | Component | |
| 2 - 22 - 21 | vveanon i | | | | | | |
| | | viounts | 2000 | | | | |
| | Cost | viounts | 2000 None | | | | |
| 30 | Cost Requires | wounts | None | eapon Mounts | | Tech Area | |
| 30 | Cost | wounts | None Ship W | eapon Mounts Veapon Mounts | | Tech Area Tech Area | |
| 10 | Cost Requires | wounts | None Ship W Base W | • | | | |
| 00 | Cost Requires | Ship Weap | None Ship W Base W Unit We | Veapon Mounts eapons Mounts s | | Tech Area | |
| 10 | Cost Requires | Ship Weap | None Ship W Base W Unit We | Veapon Mounts eapons Mounts s 2000 | | Tech Area | |
| 00 | Cost Requires | Ship Weap Cost Requires | None Ship W Base W Unit We | Veapon Mounts eapons Mounts s 2000 Weapon I | Mounts (Level 1) | Tech Area Tech Area | |
| 30 | Cost Requires | Ship Weap Cost Requires Level 1 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts s 2000 Weapon I Large Sh | Mounts (Level 1) ip Mount | Tech Area Tech Area Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh | Mounts (Level 1) ip Mount ip Mount | Tech Area Tech Area Weapon Mount Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S | Mounts (Level 1) ip Mount | Tech Area Tech Area Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S | Mounts (Level 1) ip Mount ip Mount | Tech Area Tech Area Weapon Mount Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap | None Ship W Base W Unit We | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive St 2000 | Mounts (Level 1) ip Mount ip Mount | Tech Area Tech Area Weapon Mount Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount | Tech Area Tech Area Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount | |
| 33 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 | None Ship W Base W Unit We | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount | Tech Area Tech Area Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Ba Heavy Ba Massive I | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount | Tech Area Tech Area Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weapon | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts 2000 Weapon Large Sh Heavy Sh Massive S 2000 Weapon Large Ba Heavy Ba Massive Is | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount | Tech Area Tech Area Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount | Tech Area Tech Area Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) | Tech Area Tech Area Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large Weapon I | Mounts (Level 1) ip Mount hip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) eapon Platform Mount | Tech Area Tech Area Weapon Mount | |
| 35 | Cost Requires | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I 5 2000 Weapon I Large Bas Heavy Ba Massive I 5 2000 Weapon I Large Sa | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) | Tech Area Tech Area Weapon Mount | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large We Large We Large We Large Sa Heavy W | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount Base Mount Base Mount Mounts (Level 1) eapon Platform Mount tellite Mount | Tech Area Tech Area Weapon Mount | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 11 Level 5 Level 1 | None Ship W Base W Unit We on Mount | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large We Large We Large We Large Sa Heavy W | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount Base Mount Mounts (Level 1) apon Platform Mount tellite Mount eapon Platform Mount | Tech Area Tech Area Weapon Mount | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount on Mounts | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large We Large We Large We Large Sa Heavy W | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) sapon Platform Mount tellite Mount eapon Platform Mount | Tech Area Tech Area Weapon Mount | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount on Mounts 5000 None | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive IS 2000 Weapon I Large Bas Heavy Ba Massive IS 4000 Weapon I Large Weapon I Large Sar Heavy Weapon I Massive I | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) sapon Platform Mount tellite Mount eapon Platform Mount | Tech Area Tech Area Weapon Mount | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount On Mounts 5000 None Intellige | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large Bas Heavy Ba Massive I S And | Mounts (Level 1) ip Mount hip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) eapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount | Tech Area Tech Area Weapon Mount Facility | |
| | Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount on Mounts 5000 None Intellige Espiona | Veapon Mounts eapons Mounts S 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Ba Heavy Ba Massive I S 2000 Weapon I Large We Large Sa Heavy W Massive V | Mounts (Level 1) ip Mount hip Mount Ship Mount Mounts (Level 1) se Mount ase Mount Base Mount Mounts (Level 1) eapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount | Tech Area Tech Area Weapon Mount Facility Tech Area | |
| | Cost Requires Level 1 Intelligen Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount on Mounts 5000 None Intellige Espione Espione | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I 5 2000 Weapon I Large We Large Sas Heavy W Massive V | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount see Mount Base Mount Mounts (Level 1) eapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount | Tech Area Tech Area Tech Area Weapon Mount Facility Tech Area Tech Area | |
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| | Cost Requires Level 1 Intelligen Cost Requires Level 1 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount To Mount 5000 None Intellige Espiona Espiona Espiona Espiona Espiona | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I 5 2000 Weapon I Large We Large Sas Heavy W Massive V | Mounts (Level 1) ip Mount hip Mount Ship Mount Mounts (Level 1) se Mount Base Mount Mounts (Level 1) sapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount Mounts (Level 1) Sapon Platform Mount Mounts (Level 1) Sapon Platform Mount | Tech Area Tech Area Tech Area Weapon Mount Facility Tech Area Tech Area Tech Area | |
| | Intelligen Cost Requires Level 1 Level 2 Level 3 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount Toon Mount 5000 None Intellige Espiona Espiona Espiona Sabota | Veapon Mounts eapons Mounts 2000 Weapon I Large Shi Heavy Sh Massive St 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large We Large Sa Heavy W Massive V Pence Center age - Empire W age - Political age - Ships & F age - Planets & | Mounts (Level 1) ip Mount hip Mount Ship Mount Mounts (Level 1) se Mount Base Mount Mounts (Level 1) sapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount Mounts (Level 1) Sapon Platform Mount Mounts (Level 1) Sapon Platform Mount | Tech Area Tech Area Tech Area Weapon Mount Facility Tech Area Tech Area Tech Area Tech Area | |
| | Intelligen Cost Requires Level 1 Intelligen Cost Requires Level 1 Level 2 | Ship Weap Cost Requires Level 1 Level 5 Level 10 Base Weap Cost Requires Level 1 Level 5 Level 10 Unit Weap Cost Requires Level 1 Level 5 Level 1 Level 5 Level 1 | None Ship W Base W Unit We on Mount Toon Mount 5000 None Intellige Espiona Espiona Espiona Sabota Sabota Sabota | Veapon Mounts eapons Mounts 2000 Weapon I Large Sh Heavy Sh Massive S 2000 Weapon I Large Bas Heavy Ba Massive I S 2000 Weapon I Large Weapon I Large Weapon I Large Sh Heavy Weapon I Large Sa Heavy Sa Heavy Weapon I Large Sa Heavy Sa Heavy Sa Heavy Sa Heavy Weapon I Large Sa Heavy Sa Heavy Sa Heavy Sa Heavy Sa Heavy Weapon I Large Sa Heavy Sa Heavy Sa Heavy Sa Heavy Sa Heavy Sa Heavy Weapon I Large Sa Heavy Sa Heavy Weapon I Large Sa Heavy Sa Heavy Weapon I Large Sa Heavy Weapon I | Mounts (Level 1) ip Mount ip Mount Ship Mount Mounts (Level 1) se Mount Base Mount Mounts (Level 1) eapon Platform Mount tellite Mount eapon Platform Mount Weapon Platform Mount Veapon Platform Mount Vide Cleets Colonies de | Tech Area Tech Area Tech Area Weapon Mount Facility Tech Area Tech Area Tech Area Tech Area Tech Area Tech Area | |

| Level 5 | Sabotage - Planets & Colonies Cooperative Intelligence | Tech Area Tech Area |
|--|---|------------------------|
| | Ships & Fleets | 1001171104 |
| Cost Requires Level 1 | 2000 Intelligence Services (Level 4) Sabotage – Ships & Fleets Bonus | Intelligence Bonus |
| Cost Requires Level 1 | Planets & Colonies 2000 Intelligence Services (Level 4) Sabotage – Planets & Colonies Bonus | Intelligence Bonus |
| Sabotage - Cost Requires Level 1 | Empire Wide 2000 Intelligence Services (Level 3) Sabotage – Empire Wide Bonus | Intelligence Bonus |
| Sabotage – Cost Requires Level 1 | Political 2000 Intelligence Services (Level 3) Sabotage – Political Bonus | Intelligence Bonus |
| | - Ships & Fleets 2000 Intelligence Services (Level 2) Espionage – Ships & Fleets Bonus | Intelligence Bonus |
| | - Planets & Colonies 2000 Intelligence Services (Level 2) Espionage – Planets & Colonies Bonus | Intelligence Bonus |
| | - Empire Wide 2000 Intelligence Services (Level 1) Espionage – Empire Wide Bonus | Intelligence Bonus |
| Espionage Cost Requires Level 1 | Political 2000 Intelligence Services (Level 1) Espionage – Political Bonus | Intelligence Bonus |
| Cooperative Cost Requires Level 1 | e Intelligence 2000 Intelligence Services (Level 5) Cooperative Intelligence Bonus | Intelligence Bonus |
| Applied Research Cost Requires | 10000 None | - |
| Level 1 | Research Center | Facility |
| Missile Weapons Cost | 3000 | |
| Requires | None | |
| Level 1 | Capital Ship Missile Small Rocket Pods [+ Smaller Weapons Level 1] | Component Component |
| Projectile Weapons Cost | 2000 | |
| Requires Level 1 | None Depleted Uranium Cannon | Component |
| Dombordment Manne | Small Depleted Uranium Cannon | Component |
| Bombardment Weapo Cost | 5000 | |
| Requires Level 1 | None Planetary Napalm Small Cluster Bomb | Component Component |
| Level 20 | [+ Smaller Weapons Level 1] Neutron Bomb Radiation Bomb | Component Component |
| Level 40 | Smart Bomb (RD) Smart Bomb (SP) | Component Component |
| Smaller Weapons Cost | 2000 | Оппропен |
| Requires | None | |
| Level 1 | Small Graviton Beam [+ Gravitational Weapons Level 1] | Component |
| | Small Anti - Matter Torpedo [+ Torpedo Weapons Level 1] Small Anti - Proton Beam | Component |
| | [+ Energy Stream Weapons Level 1] Small Meson Blaster | Component |
| | [+ Energy Pulse Weapons Level 1] Small Phased - Polaron Beam [+ Phased - Energy Weapons Level 1] | Component |
| | Small Shard Cannon | Component |

| | | [+ Crystalline Weapons Level 1] | |
|-------------|-----------------------------------|--|-----------|
| | | Small Electric Discharge | Component |
| | | [+ Organic Weapons Level 1] | |
| | | Small Acid Globule | Component |
| | | [+ Organic Weapons Level 1] | |
| | | Small Telekinetic Projector | Component |
| | | [+ Psychic Weapons Level 1] | · |
| | | Small Time Distortion Burst | Component |
| | | [+ Temporal Weapons Level 1] | |
| | | Small Incinerator Beam | Component |
| | | [+ High – Energy Discharge Weapons Level 1] | |
| | | Small Rocket Pods | Component |
| | | [+ Missile Weapons Level 1] | |
| | | Small Cluster Bomb | Component |
| | | [+ Bombardment Weapons Level 1] | |
| Wa | arheads | | |
| Co | ost | 2000 | |
| Re | equires | None | |
| Lev | vel 1 | Cobalt Warhead | Component |
| | | Kamikaze Warhead | Component |
| | | [+ Fighters Level 1] | |
| | | Mine Warhead Standard | Component |
| | | [+ Mines Level 1] | |
| | | Mine Warhead Neutrino | Component |
| | | [+ Mines Level 1] | |
| | | [+ Shield Damaging Weapons Level 30] | |
| | | Mine Warhead Ionic | Component |
| | | [+ Mines Level 1] | · |
| | | [+ Engine Overloading Weapons Level 1] | |
| | | Mine Warhead Tachyon | Component |
| | | [+ Mines Level 1] | |
| | | [+ Weapon Overloading Weapons Level 1] | |
| | | Anti - Ship Warhead Standard | Component |
| | | [+ Drones Level 1] | |
| | | Anti - Ship Warhead Neutrino | Component |
| | | [+ Drones Level 1] | · |
| | | [+ Shield Damaging Weapons Level 30] | |
| | | Anti - Ship Warhead Ionic | Component |
| | | [+ Drones Level 1] | · |
| | | [+ Engine Overloading Weapons Level 1] | |
| | | Anti - Ship Warhead Tachyon | Component |
| | | [+ Drones Level 1] | |
| | | [+ Weapon Overloading Weapons Level 1] | |
| | | Anti - Planet Warhead Standard | Component |
| | | [+ Drones Level 1] | |
| Ne Ne | eural Computer Interfa | t i | |
| Co | • | 100000 | |
| | | Ancient Ruins Discovery | |
| | • | Neural Combat Net | Component |
| | assive Planetary Shiel | | 1 7 7 7 |
| Co | | 10000 | |
| | | Ancient Ruins Discovery | |
| | | Massive Planetary Shield Generator | Facility |
| | assive Shield Depletin | | ·y |
| Co | | 5000 | |
| | | Ancient Ruins Discovery | |
| | | Massive Shield Depleter | Component |
| | assive Engine Destroy | | - Sponon |
| Co | | 5000 | |
| | | Ancient Ruins Discovery | |
| | | Massive Ionic Disperser | Component |
| | ower Leech | Maconto Totilo Diopotoci | отронова |
| Co | | 4000 | |
| | | Ancient Ruins Discovery | |
| | • | Power Leech Beam | Component |
| | | I OWGI LEEGII DEAIII | Oombonenr |
| i sn | | | |
| | nield Implosion | 4000 | |
| Co | nield Implosion ost | 4000 Ancient Ruine Discovery | |
| Co Re | nield Implosion ost equires | 4000 Ancient Ruins Discovery Shield Imploder | Component |

Appendix - Components



Afterburners

Group Engines Level

Description

Provides additional movement for a fighter during combat.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Supplies Used 10 2 kT Ordnance Used Fighter

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 10 Radioactives

- Generates 1 additional movement point during combat (only 1 component per ship effective).
- Empire must have at least tech level 5 in Contra -Terrene Engines.
- Empire must have at least tech level 1 in Fighters.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

1 kT Supplies Used 2 kT Ordnance Used Troop Inner Hull, Outer Hull

20 Minerals, 0 Organics, 0 Radioactives

Group

Engines Level

Description

- Generates 2 bonus ground movement points.
- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Jacketed -Photon Engines.

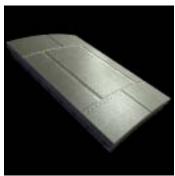
Anti-Gray Ground Thrusters

Anti-gravity engine used by troops for

0

propulsion on planets.

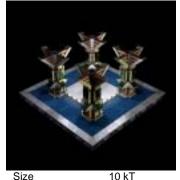
Empire must have at least tech level 1 in Troops.



Armor

Group Armor Level Description

Standard titanium armor used to protect a ship from physical damage.



Vehicle Control Level

Auxiliary Control

Description

If a ship's bridge is ever destroyed, this will serve as a temporary bridge for the ship.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

10 kT Supplies Used 30 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Armor

50 Minerals, 0 Organics, 0 Radioactives

- Provides normal armor protection.
- Empire must have at least tech level 1 in Armor.



Requirements

Supplies Used 0 Ordnance Used 0

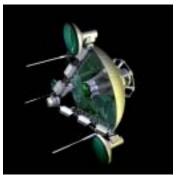
Inner Hull, Outer Hull

10 kT

Ship, Base

500 Minerals, 0 Organics, 0 Radioactives

- Contains an Auxiliary Control.
- Empire must have at least tech level 1 in Light Hull Construction.



10 kT

Basic Sensors

Group Sensors Level

Description

Basic sensor package which allows detection of ships and space bodies at range.

0



Vehicle Types Ship Sections Resource Cost

Requirements

Size

Structure

Abilities

Beta Displacement Pulser

Group

Stellar Manipulation

Level

Description

Displacement beta pulses which dissipate storm activity in a given

200

sector.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 50 Radioactives

Allows scanning at level 1.2.

- Allows scanning out to a range of 3 sectors.
- Empire must have at least tech level 1 in Sensors.

Supplies Used

100 kT Supplies Used 100 kT Ordnance Used Ship, Base

Inner Hull, Outer Hull

200 Minerals, 2,000 Organics, 5,000 Radioactives

- Will destroy a storm of size 1.
- Component is destroyed after use.
- Empire must have at least tech level 10 in Stellar Manipulation.



Size Structure Vehicle Types Ship Sections Resource Cost

Abilities

Structure

Abilities

Vehicle Types

Ship Sections

Requirements

Resource Cost

Requirements

10 kT 10 kT

Ship, Base

Inner Hull, Outer Hull

500 Minerals, 0 Organics, 0 Radioactives

Bridge

Vehicle Control

The main control center of a starship.

0

Group

Level

Description

- Contains a ship bridge.
- Empire must have at least tech level 1 in Light Hull Construction.

Cloaking Device

Supplies Used

Ordnance Used



Size Structure Vehicle Types Ship Sections Resource Cost

Abilities Requirements

Cargo Bay

Group Cargo Level

Description

Area on a starship where cargo can be housed.

0

0

Sensors which increase the chance to

20 kT Supplies Used 20 kT Ordnance Used Ship, Base Inner Hull, Outer Hull 200 Minerals, 0 Organics, 0 Radioactives

Provides 200kT worth of cargo space.

Group

Level

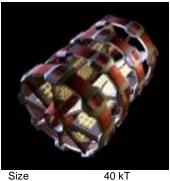
Empire must have at least tech level 1 in Cargo.

Sensors

Description

Combat Sensors

hit an enemy ship.



Group Shields Level

Description

Field generated around a starship which passes all energy around the ship and has the effect of rendering it invisible.

Supplies Used 100 40 kT Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull

1,000 Minerals, 0 Organics, 500 Radioactives Prevents level 2 scans.

Empire must have at least tech level 1 in Cloaking.



Vehicle Types Ship Sections Resource Cost

Size

Structure

Abilities

Requirements

10 kT Supplies Used 0 10 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull. Outer Hull

400 Minerals, 0 Organics, 0 Radioactives

- Gives a 5% attack bonus in combat (only 1 component per ship effective).
- Empire must have at least tech level 1 in Sensors.

Crew Quarters

Vehicle Control

spends its off-hours.

Area on a starship where the crew

0

0

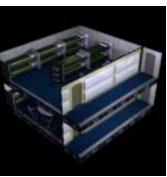


Contra - Terrene Engine

Engines Level

Description

Anti-Matter engine suitable for sublight inter-system travel.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

10 kT 10 kT

Ship, Base Inner Hull, Outer Hull

500 Minerals, 0 Organics, 0 Radioactives

Level

Description

Supplies Used

Ordnance Used

- Contains space for 50 crew members.
- Empire must have at least tech level 1 in Psychology.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

10 kT 20 kT

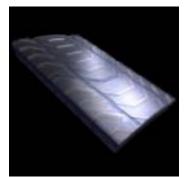
Ship, Base, Drone

Supplies Used Ordnance Used

Inner Hull, Outer Hull

300 Minerals, 0 Organics, 60 Radioactives

- Generates 1 bonus movement point.
- Generates 1 standard movement.
- Can store 650 units of supply.
- Empire must have at least tech level 1 in Contra -Terrene Engines.



Crystalline Armor

Group Armor Level

Description

Crystal lattice armor used to protect a ship from physical damage.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Structure

Abilities

Structure

Abilities

Vehicle Types

Ship Sections

Requirements

Resource Cost

Vehicle Types

Ship Sections

Resource Cost

30 kT Supplies Used 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Armor

300 Minerals, 0 Organics, 300 Radioactives

- Provides crystalline armor protection.
- 2kT of damage per hit will be channeled into the shields.
- Empire must have at least tech level 1 in Crystalline



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Drone Computer Core

Group Vehicle Control Level

Description

The main computer core which controls a drone.

10 kT Supplies Used 0 10 kT Ordnance Used 0 Drone

Inner Hull, Outer Hull

40 Minerals, 0 Organics, 0 Radioactives

- Contains a drone computer core.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Drones.



30 kT

Ship, Base

Drone Launcher

Group Unit Launch Level Description Launches drones into space.



Inner Hull, Outer Hull 100 Minerals, 0 Organics, 0 Radioactives

- Can launch drones into space. 4.5 drones can be launched per minute during combat.
 - Provides 150kT worth of cargo space.

Empire must have at least tech level 1 in Drones. Requirements



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

ECM

Group Sensors Level

Description

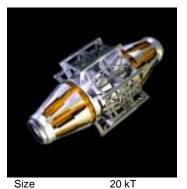
Electromagnetic Counter Measures. Makes a ship harder to hit by enemies.

10 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 0 Radioactives

Supplies Used

Gives a 5% defense bonus in combat (only 1 component per ship effective).

Empire must have at least tech level 1 in Defense Systems.



Emergency Propulsion

Group **Engines** Level

> Pod which can be sacrificed to gain added movement points for the ship. Only one component allowed per vehicle.

Supplies Used Ordnance Used

Ship, Base Inner Hull, Outer Hull

20 kT

200 Minerals, 0 Organics, 50 Radioactives

- Generates 1 emergency movement point.
- Component is destroyed after use.
- Empire must have at least tech level 3 in Ion Engines.
- This vehicle can only have one emergency energy



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Emergency Reordnance Pod

Supply & Ordnance Level

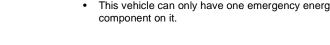
Description

Pod which can be sacrificed to gain extra ordnance for the ship. Only one component allowed per vehicle.

10 kT Supplies Used 10 kT Ordnance Used Ship. Base Inner Hull, Outer Hull

200 Minerals, 0 Organics, 0 Radioactives

- Generates 1,000 ordnance when used.
- Component is destroyed after use.
- Empire must have at least tech level 1 in Resupply.
- This vehicle can only have one emergency reordnance component on it.





Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Emergency Resupply Pod

Group Supply & Ordnance Level

Description

Pod which can be sacrificed to gain extra supplies for the ship. Only one component allowed per vehicle.

Supplies Used Ordnance Used

Inner Hull, Outer Hull

10 kT

10 kT

Ship, Base

200 Minerals, 0 Organics, 0 Radioactives

- Generates 1,000 supply when used.
- Component is destroyed after use.
- Empire must have at least tech level 1 in Resupply.
- This vehicle can only have one emergency resupply component on it.



Emissive Armor

Group Armor Level Description

Armor which absorbs energy and radiates it back into space.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

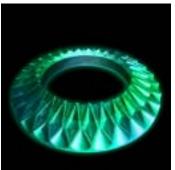
Requirements

20 kT Supplies Used 0 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Armor

500 Minerals, 0 Organics, 200 Radioactives

- Provides emissive armor protection.
- Negates any damage of 1kT or less.
- Empire must have at least tech level 20 in Armor.

Fighter Bay



Energy Refractor

Group Armor Level

Description

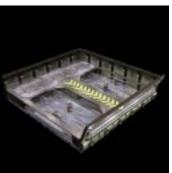
Crystalline dampening grid which decreases damage from beam weapons.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

30 kT Supplies Used 0 50 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 300 Radioactives

- Decreases damage from incoming beam weapons by
- Empire must have at least tech level 5 in Crystalline Technology.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Group Unit Launch

Level

Description

Area on a starship where fighters are stored for launch.

30 kT Supplies Used 0 30 kT Ordnance Used Ship, Base

Inner Hull, Outer Hull

100 Minerals, 0 Organics, 0 Radioactives

- Can launch fighters into space. 4.5 fighters can be launched per minute during combat.
- Can recover fighters from space. 4.5 fighters can be recovered per minute during combat.
- Provides 50kT of cargo space.

Empire must have at least tech level 1 in Fighters.



1 kT

Fighter

Inner Hull, Outer Hull

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Fighter Cockpit

Group Vehicle Control Level

20 Minerals, 0 Organics, 0 Radioactives

Contains a fighter cockpit.

Description

Supplies Used

Ordnance Used

Empire must have at least tech level 1 in Fighters.

The main control center of a fighter.

0



1 kT

Fighter

Size Structure Vehicle Types Ship Sections Abilities

Resource Cost Requirements

Fighter Life Support

Group

Vehicle Control

Level

Description

Mechanical means to generate a livable atmosphere within a fighter.

0

0

Inner Hull, Outer Hull

10 Minerals, 5 Organics, 0 Radioactives

- Contains life support for a fighter.
- Empire must have at least tech level 1 in Fighters.

Supplies Used

Ordnance Used



Fusion Ground Thrusters

Group **Engines** Level Description

Fusion engine used by troops for propulsion on planets.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

1 kT Supplies Used 2 kT Ordnance Used Troop

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 0 Radioactives

- Generates 1 bonus ground movement point.
- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Contra -Terrene Engines.
- Empire must have at least tech level 1 in Troops.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

200 kT 200 kT Ship. Base

Supplies Used Ordnance Used

Group

Level

Description

Inner Hull, Outer Hull

200 Minerals, 1,000 Organics, 1,000 Radioactives

- Can colonize a gas giant planet.
- Provides 40kT worth of cargo space.
- Empire must have at least tech level 1 in Gas Giant Colonization.

Resonator Group

Description

Gravitational Quantum

Gravitational beam which opens a

new warp point to a nearby system.

500

0

Stellar Manipulation

Gas Giant Colony

orbiting a gas giant.

Materials needed to start a colony

n

Colonizing



Gravitational Condenser

Stellar Manipulation

Level

Description

Gravitational beam which closes an active warp point.



Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Supplies Used 500 100 kT Ordnance Used

Ship, Base

Inner Hull, Outer Hull

55,000 Minerals, 0 Organics, 20,000 Radioactives

- Can close any size warp point.
- Component is destroyed after use.
- Empire must have at least tech level 30 in Stellar Manipulation.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

100 kT 100 kT

Ship, Base

Inner Hull, Outer Hull

60,000 Minerals, 0 Organics, 30,000 Radioactives

Supplies Used

Ordnance Used

- Can open a warp point out to a system 50 light years
- Component is destroyed after use.

Empire must have at least tech level 35 in Stellar Manipulation.



Holy War Totem

Group Religious

Level

Description

Supplies Used

Emboldens a crew and improves their ability to fight.



Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Ordnance Used Ship, Base, Satellite, Weapons Platform, Drone

Inner Hull, Outer Hull 800 Minerals, 800 Organics, 800 Radioactives

- Improves the crews experience by 120% during combat (only 1 component per ship effective).
- Empire must have at least tech level 5 in Religious Technology.



Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Hyper - Density Cables

Stellar Manipulation

Level

Description

Provides the infrastructure for holding ground material used in artificial planet construction.

Supplies Used 0 Ordnance Used 0

Ship, Base Inner Hull, Outer Hull

1,000 Minerals, 10,000 Organics, 10,000 Radioactives

- Empire must have at least tech level 70 in Stellar Manipulation.



Ice Colony

Group Colonizing Level

Description

Materials needed to start a colony on an ice planet.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Vehicle Types

Ship Sections

Abilities

Resource Cost

Requirements

Supplies Used 200 kT 200 kT Ordnance Used Ship, Base Inner Hull, Outer Hull

200 Minerals, 1,000 Organics, 1,000 Radioactives

Can colonize an ice based planet.

Provides 40kT worth of cargo space.

Empire must have at least tech level 1 in Ice Planet Colonization.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

400 kT Supplies Used 400 kT Ordnance Used Ship, Base Inner Hull, Outer Hull

1,000 Minerals, 20,000 Organics, 100,000 Radioactives

but warp points.

Inverted Quantum Beam

Inverted graviton beam which when

800

0

Ionic Concussion Blaster

Ionic concussion blasts which stir up

200

storm activity in a given sector.

Stellar Manipulation

triangulated at a single point in the core of a star causes it to collapse to infinite mass. The resulting black hole will destroy everything in the system

Stellar Manipulation

Will create a black hole by collapsing a star.

Group

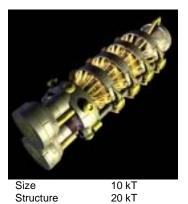
Level

Description

Level

Description

Empire must have at least tech level 65 in Stellar Manipulation.



Ion Engine

Group **Engines** Level

Description

Supplies Used

200 Minerals, 0 Organics, 50 Radioactives

Generates 1 standard movement.

Can store 650 units of supply.

Ordnance Used

Empire must have at least tech level 1 in Ion Engines.

Standard Ion Engine for sub-light intersystem travel.



Size Structure

Vehicle Types Ship Sections Resource Cost Abilities

Requirements

100 kT 100 kT

Ship, Base

Inner Hull, Outer Hull

200 Minerals, 2,000 Organics, 10,000 Radioactives

Supplies Used

Ordnance Used

Will create a random storm of size 1.

Component is destroyed after use.

Empire must have at least tech level 15 in Stellar Manipulation.

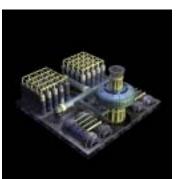


Jacketed - Photon Engine

Group **Engines** Level

Description

Harnessed light drive engine suitable for sub-light inter-system travel.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Life Support

Group Vehicle Control Level

Description

Mechanical means to generate a livable atmosphere on a starship.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Supplies Used 10 kT 20 kT Ordnance Used Ship, Base, Drone Inner Hull, Outer Hull

400 Minerals, 0 Organics, 70 Radioactives

- Generates 2 bonus movement points.
- Generates 1 standard movement.
- Can store 650 units of supply. Requirements

Ship, Base, Drone

Inner Hull, Outer Hull

Empire must have at least tech level 1 in Jacketed -Photon Engines.

Supplies Used 10 kT 0 Ordnance Used 10 kT 0 Ship, Base Inner Hull, Outer Hull 500 Minerals, 100 Organics, 0 Radioactives

Generates enough life support for 100 crew members.

Empire must have at least tech level 0 in Medical Treatment.



Long Range Scanners

Group Sensors Level Description Sensors which can scan an enemy

ship at many sectors distance.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Structure

Abilities

Vehicle Types

Ship Sections

Resource Cost

20 kT Supplies Used 20 kT Ordnance Used Ship, Base, Satellite Inner Hull, Outer Hull 500 Minerals, 0 Organics, 100 Radioactives

Allows scanning of targets 2 sectors away.

Empire must have at least tech level 1 in Scanners.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

40 kT 40 kT Ship, Base

Inner Hull, Outer Hull

Supplies Used

Ordnance Used 0

Master Computer

Vehicle Control

Artificially intelligent neural-net

computer that can control an entire starship without need of a crew and gain experience from its actions.

0

Medical bay which can cure plagues

0

0

Group

Level

Description

4,000 Minerals, 1,000 Organics, 1,000 Radioactives Ship does not need Bridge, Life Support, or Crew

Gives a 1% attack bonus in combat.

Gives a 1% defense bonus in combat.

Group

Level

Description

on planets.

Empire must have at least tech level 1 in Computers.

Medical Bay

Miscellaneous



Matter Gravity Sphere

Stellar Manipulation Level

Description

Gravitational field which pulls all matter into a planet sized sphere. Asteroids must be present in the sector to form the planet.

500

100 kT 100 kT Ship, Base

Inner Hull, Outer Hull

Can create a planet of size 1 of a random atmosphere

Supplies Used

Ordnance Used

Requirements

40,000 Minerals, 10,000 Organics, 20,000 Radioactives Component is destroyed after use. Empire must have at least tech level 25 in Stellar Manipulation.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

20 kT 20 kT Ship, Base

Inner Hull, Outer Hull

200 Minerals, 100 Organics, 0 Radioactives

Cures level 1 plagues.

Empire must have at least tech level 1 in Medical Treatment.

Supplies Used

Ordnance Used



Mine Layer

Group Unit Launch Level Description Lays mines in space.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

30 kT 30 kT Ship, Base

Supplies Used 0 Ordnance Used

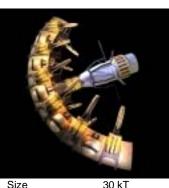
Inner Hull, Outer Hull

100 Minerals, 0 Organics, 0 Radioactives

Can lay mines in space at the rate of 2.5 per minute during combat.

Provides 50kT of cargo space.

Requirements Empire must have at least tech level 1 in Mines.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Mine Sweeper

Group Unit Launch Level

Description

Wide arc beams for detecting and destroying mines in space.

0

0

30 kT

Ship. Base

Inner Hull, Outer Hull 300 Minerals, 0 Organics, 0 Radioactives

Can sweep 2 mines per use.

Empire must have at least tech level 1 in Mines.

Supplies Used

Ordnance Used



400 kT

400 kT

Ship, Base

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Structure

Abilities

Vehicle Types

Ship Sections

Resource Cost

Requirements

Nebulae Graviton Emitter

Stellar Manipulation Level

Description

Polarized graviton waves force the gasses of a nebulae out of the system and dissipate them.

Supplies Used 800 Ordnance Used Inner Hull, Outer Hull

60,000 Minerals, 10,000 Organics, 60,000 Radioactives

- Can destroy a system sized nebulae.
- Component is destroyed after use.
- Empire must have at least tech level 50 in Stellar Manipulation.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Neural Combat Net

Group Sensors Level

Description

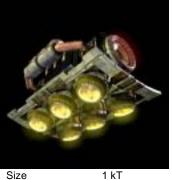
Neural network that connects ships in combat allowing them to fight with a combined experience.

30 kT Supplies Used 0 30 kT Ordnance Used 0 Ship, Base, Satellite Inner Hull, Outer Hull

400 Minerals, 0 Organics, 50 Radioactives

This ship gets an experience level up to 5% of the most experienced ship in combat.

- Empire must have at least tech level 1 in Neural
- Computer Interface.



2 kT

Nuclear Ground Thrusters

Group **Engines** Level Description

Basic engine used by troops for propulsion on planets.

Supplies Used Ordnance Used Troop

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 0 Radioactives

- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Ion Engines.
- Empire must have at least tech level 1 in Troops.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Nucleonic Thresher Torpedo

Stellar Manipulation

Level

Description

Nucleonic torpedo which causes a star's fusion process to run at infinite capacity. The star will explode destroying everything in the system and forming a large nebulae cloud.

Supplies Used 800 Ordnance Used 0

Inner Hull, Outer Hull

400 kT

Ship, Base

70,000 Minerals, 20,000 Organics, 70,000 Radioactives

- Will create a nebulae by exploding a star.
- Empire must have at least tech level 55 in Stellar Manipulation.

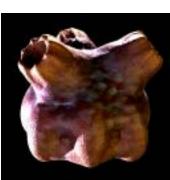


Ordnance Storage

Group Supply & Ordnance Level

Description

Area on a starship to store ordnance.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Ordnance Vat

Group

Supply & Ordnance

Level

Description

A gland on the starship which slowly creates ordnance for its weapons.

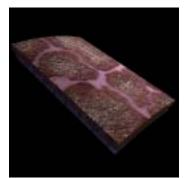
Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

20 kT Supplies Used Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 0 Radioactives Provides storage for 500 units of ordnance. Empire must have at least tech level 1 in Cargo. 20 kT Supplies Used 0 5 kT Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull

100 Minerals, 100 Organics, 20 Radioactives

- Provides storage for 500 units of ordnance.
- Can generate 20 ordnance each turn for ships.
- Empire must have at least tech level 5 in Organic Technology.

Strategy First Inc. 234 Space Empires V



Organic Armor

Group Armor Level

Description

Organic mesh armor used to protect a ship from physical damage.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

30 kT Supplies Used 50 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Armor

0 Minerals, 200 Organics, 100 Radioactives

- Provides organic armor protection.
- Regenerates 2kT of damage per minute during combat.
- Empire must have at least tech level 1 in Organic



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Phased - Shield Generator

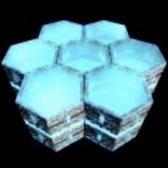
Group Shields Level

Description

Generator which creates an energy field that cannot be penetrated by phased weapons.

40 kT Supplies Used 0 40 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 100 Radioactives

- Generates 75 phased shield points.
- Empire must have at least tech level 20 in Shields.



Planetary Gravity Plating

Group

Stellar Manipulation

Level

Description

Provides the ground material used in artificial planet construction.

0



Psychic Receptors

Group Sensors Level

Description

Psychic sensors which can detect vessels hidden in a system.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

2,000 kT 2,000 kT Ship, Base Inner Hull, Outer Hull

Supplies Used Ordnance Used

1,000 Minerals, 10,000 Organics, 10,000 Radioactives

- Empire must have at least tech level 70 in Stellar Manipulation.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

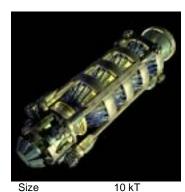
Requirements

40 kT Supplies Used 0 Ordnance Used 40 kT n Ship, Base, Satellite, Drone

Inner Hull, Outer Hull

1,500 Minerals, 0 Organics, 500 Radioactives

- Allows scanning at level 2.
- Allows scanning out to a range of 2 sectors.
- Empire must have at least tech level 1 in Psychic Technology.



Quantum Engine

Group

Engines

Level

Description

Quantum element engine suitable for sub-light inter-system travel.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Quantum Graviton Beam

Group

Stellar Manipulation

Level

Description

Pulsing graviton beams will create a

gravimetric polarity shift in a black hole which will cause it to collapse.

Resource Cost

Supplies Used 20 kT Ordnance Used Ship, Base, Drone

Inner Hull, Outer Hull

500 Minerals, 0 Organics, 80 Radioactives

- Generates 3 bonus movement points.
- Generates 1 standard movement.
- Can store 650 units of supply.

Empire must have at least tech level 1 in Quantum Engines.

400 kT Supplies Used 800 400 kT Ordnance Used Ship, Base Inner Hull. Outer Hull

80,000 Minerals, 10,000 Organics, 80,000 Radioactives

- Can collapse a black hole.
- Component is destroyed after use.
- Empire must have at least tech level 60 in Stellar Manipulation.

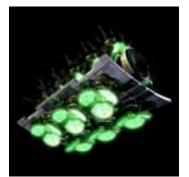
Structure

Abilities

Vehicle Types

Ship Sections

Requirements



Quantum Ground Thrusters

Group **Engines** Level Description

Quantum engine used by troops for propulsion on planets.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Size

Abilities

Requirements

Supplies Used 1 kT 2 kT Ordnance Used Troop

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 10 Radioactives

- Generates 3 bonus ground movement points.
- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Quantum Engines.
- Empire must have at least tech level 1 in Troops.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

20 kT 20 kT

Supplies Used Ordnance Used

Quantum Reactor

Supply & Ordnance

their own supplies.

Self-perpetuating energy source. Ships with this reactor will generate

0

0

Component which can repair other

0

0

Group

Level

Description

Ship, Base, Satellite Inner Hull, Outer Hull

1,000 Minerals, 0 Organics, 1,000 Radioactives

- Generates 100 supplies per turn.
- Empire must have at least tech level 20 in Resupply.

Repair Bay

Construction

ships in space.

Group

Level

Description



Religious Talisman

Religious Level Description

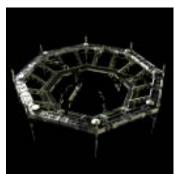
Centers the spirituality of the vehicle and focuses it towards its goal.

Supplies Used Structure 30 kT Ordnance Used Vehicle Types Ship, Base, Satellite, Weapons Platform, Drone Ship Sections Inner Hull, Outer Hull Resource Cost 800 Minerals, 800 Organics, 800 Radioactives

Ship, Base

Gives a 5% attack bonus in combat (only 1 component per ship effective).

Empire must have at least tech level 20 in Religious Technology.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

150 kT 150 kT

Ship, Base

Inner Hull, Outer Hull

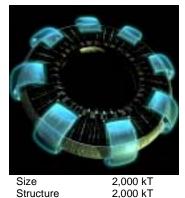
300 Minerals, 0 Organics, 100 Radioactives

Supplies Used

Ordnance Used

- Can repair 60kT of ship tonnage per turn.
- Can repair 30kT of unit tonnage per turn.
- Can repair 50kT of facility tonnage per turn.
- Empire must have at least tech level 1 in Repair.

Requirements



Ring World Placement Generator

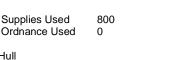
Group

Stellar Manipulation

Level

Description

Provides the gravitational matrix needed to assemble a ring world.



Inner Hull, Outer Hull 500 Minerals, 50,000 Organics, 50,000 Radioactives

- Will create a Ring World around a star. Must have 10,000kT of Gravity Plating present at
- location.
- Must have 10,000kT of Hyper-Dense Cables present at

Requirements

Structure

Abilities

Vehicle Types

Ship Sections

Resource Cost

- Empire must have at least tech level 70 in Stellar Manipulation.
- Ring World can only be built if there is a single star in the



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Robo - Farmers

Group Remote Mining

Level

Description

Small autonomous robots which can farm asteroids or empty planets remotely, but it will decrease their value permanently.

100

O

100 kT Ordnance Used Ship, Base, Satellite Inner Hull, Outer Hull

500 Minerals, 100 Organics, 100 Radioactives

Supplies Used

- Automatically farms 1,000 organics from any asteroids or empty planets at those coordinates each turn. Only one ship can farm a location each turn.
- Empire must have at least tech level 10 in Organics Extraction.

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- No other stellar constructions can be present in the solar system.
- No colonies can be present within 6 sectors of the star.
- No vehicles other than those carrying required components can be present within 6 sectors of the star.
- All planets, asteroids, and storms within 6 sectors of the star will be destroyed.
- Any warp points within 6 sectors of the star will be moved.
- All vehicles containing Placement Generator, Gravity Plating, and Hyper-Dense Cables will be used to build the Ring World.



100 kT

100 kT

Size Structure

Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Robo - Miners

Remote Mining Level

Description

Small autonomous robots which can mine asteroids or empty planets remotely, but it will decrease their value permanently.

Supplies Used 100 Ordnance Used Ship, Base, Satellite Inner Hull, Outer Hull

1,000 Minerals, 0 Organics, 200 Radioactives

- Automatically mines 1,000 minerals from any asteroids or empty planets at those coordinates each turn. Only one ship can mine a location each turn.
- Empire must have at least tech level 10 in Minerals Extraction.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Robo - Rad Extractors

Group

Remote Mining

Level

Description

Small autonomous robots which can extract radioactives from asteroids or empty planets remotely, but it will decrease their value permanently.

Lays and recovers satellites in space.

0

100 kT Supplies Used 100 100 kT Ordnance Used Ship, Base, Satellite Inner Hull, Outer Hull

500 Minerals, 0 Organics, 250 Radioactives Automatically extracts 1,000 radioactives from any

- asteroids or empty planets at those coordinates each turn. Only one ship can extract from a location each turn.
- Empire must have at least tech level 10 in Radioactives Extraction.

Satellite Bay

Unit Launch

Group

Level

Description

Supplies Used

Ordnance Used



Size Structure Vehicle Types Ship Sections

Resource Cost Abilities

Requirements

Rock Colony

Group Colonizing Level

Description

Materials needed to start a colony on a rock planet.

200 kT Supplies Used 0 200 kT Ordnance Used O Ship, Base

Inner Hull, Outer Hull

200 Minerals, 1,000 Organics, 1,000 Radioactives

- Can colonize a rock based planet.
- Provides 40kT worth of cargo space.
- Empire must have at least tech level 1 in Rock Planet Colonization.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

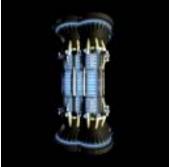
30 kT 30 kT Ship, Base

Inner Hull, Outer Hull

100 Minerals, 0 Organics, 0 Radioactives

- Can launch satellites into space at the rate of 4.5 per minute during combat.
- Can recover satellites from space at the rate of 2.5 per minute during combat.
- Provides 100kT worth of cargo space.

Requirements Empire must have at least tech level 1 in Satellites.



Size

Structure

Abilities

Vehicle Types

Ship Sections

Requirements

Resource Cost

Satellite Computer Core

Group Vehicle Control Level Description The main computer core which

controls a satellite.

Supplies Used Ordnance Used

Inner Hull, Outer Hull

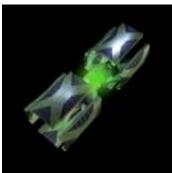
10 kT

10 kT

Satellite

20 Minerals, 0 Organics, 0 Radioactives

- Contains a satellite computer core.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Satellites.



Group Sensors

Scanner Jammer

Level

Description

A broad-band long range scanner jamming device.

0

0

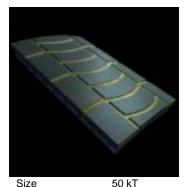
Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

10 kT Supplies Used 10 kT Ordnance Used Ship, Base, Satellite, Drone

Inner Hull, Outer Hull

500 Minerals, 0 Organics, 50 Radioactives

- Decreases ability of Long Range scanners by 2 sectors.
- Empire must have at least tech level 10 in Scanners.



50 kT

Armor

Scattering Armor

Group Armor Level Description

Armor composed of a highly reflective alloy which negates most scanners.

Size Supplies Used Ordnance Used Ship, Base, Satellite, Weapons Platform, Drone 500 Minerals, 0 Organics, 100 Radioactives

- Provides scattering armor protection.
- Prevents use of Long Range scanners on this ship.
- Gives a 4% defense bonus in combat (only 1 component per ship effective).

Requirements

Structure

Abilities

Vehicle Types

Ship Sections

Resource Cost

Empire must have at least tech level 20 in Armor.



Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Self - Destruct Device

Vehicle Control Level

Description

Computer controlled device which overloads a ship's engines and destroys the ship. This will be used automatically if a ship is successfully boarded, destroying both your ship and the attacking ship.

Supplies Used n Ordnance Used

Ship, Base, Satellite Inner Hull, Outer Hull

10 kT

10 kT

500 Minerals, 0 Organics, 50 Radioactives

- Vehicle can self-destruct when needed.
- Empire must have at least tech level 5 in Ion Engines.



Shield Generator

Group Shields Level Description Generator which creates an energy field around a starship preventing damage.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Supplies Used 30 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 100 Minerals, 0 Organics, 50 Radioactives

Generates 50 shield points.

Empire must have at least tech level 1 in Shields.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Shield Regenerator

Group Shields Level Description

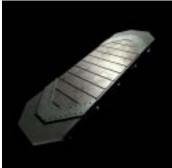
Regenerates a ships shields faster than normal.

20 kT Supplies Used 10 20 kT Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull

700 Minerals, 0 Organics, 200 Radioactives

Regenerates 0.1 shield points per second.

Empire must have at least tech level 20 in Shields.



Small Armor

Group Armor Level

Description

Mini titanium armor used to protect a vehicle from physical damage.

Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Size

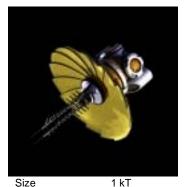
1 kT 1 kT Fighter, Troop

Supplies Used Ordnance Used

Armor

10 Minerals, 0 Organics, 0 Radioactives

- Provides normal armor protection.
- Empire must have at least tech level 1 in Armor.



Size Structure Vehicle Types Ship Sections Resource Cost

Abilities

Requirements

Small Combat Sensors

Group Sensors Level

Description

Sensors which increase the chance to hit an enemy ship.

Supplies Used 0 Ordnance Used 0

Fighter, Troop Inner Hull, Outer Hull

1 kT

1 kT

1 kT

Fighter, Troop

Inner Hull, Outer Hull

10 Minerals, 0 Organics, 0 Radioactives

- Gives a 5% attack bonus in combat (only 1 component per ship effective).
- Empire must have at least tech level 1 in Sensors.



Small Contra - Terrene Engine

Group **Engines** Level Description

Supplies Used

20 Minerals, 0 Organics, 0 Radioactives

Generates 1 standard movement.

Can store 50 units of supply.

Generates 1 bonus movement point.

Ordnance Used

Mini anti-matter engine suitable for sub-light inter-system travel.

> Size Structure Vehicle Types Ship Sections

Requirements

Small ECM

Group Sensors Level

Description

Supplies Used

Ordnance Used

Electromagnetic Counter Measures. Makes a ship harder to hit by enemies.

n

Resource Cost Abilities

10 Minerals, 0 Organics, 0 Radioactives

Gives a 5% defense bonus in combat (only 1 component per ship effective).

Small Ion Engine

Empire must have at least tech level 1 in Defense Systems.

Abilities

Vehicle Types

Ship Sections

Resource Cost

Structure

Requirements Empire must have at least tech level 1 in Contra -

2 kT

Fighter

Inner Hull, Outer Hull

Terrene Engines. Empire must have at least tech level 1 in Fighters.

Generates 1 bonus ground movement point.

Generates 1 standard ground movement.



Small Emissive Armor

Armor Level Description

Group

Mini armor which absorbs energy and radiates it back into space.



Requirements

2 kT 3 kT

Fighter, Troop Armor

Supplies Used Ordnance Used

30 Minerals, 0 Organics, 0 Radioactives

- Provides emissive armor protection.
- Negates any damage of 1 or less.
- Empire must have at least tech level 20 in Armor.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Group **Engines** Level

Description

Supplies Used

Ordnance Used

Mini Ion Engine for sub-light intersystem travel.

2 kT Fighter Inner Hull, Outer Hull

1 kT

20 Minerals, 0 Organics, 0 Radioactives Generates 1 standard movement.

- Generates 1 standard ground movement.
- Can store 50 units of supply.

Requirements

- Empire must have at least tech level 1 in Ion Engines.
- Empire must have at least tech level 1 in Fighters.

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2 kT

Fiahter

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Small Jacketed - Photon Engine

Group **Engines** Level

Description

Mini harnessed light drive engine suitable for sub-light inter-system travel.

Supplies Used Ordnance Used

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 0 Radioactives

- Generates 2 bonus movement points.
- Generates 1 standard movement.
- Generates 2 bonus ground movement point.
- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Jacketed -Photon Engines.
- Empire must have at least tech level 1 in Fighters.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

5 kT 5 kT

Supplies Used Ordnance Used

Group

Level

Description

Small Ordnance Storage

Area on a unit to store ordnance.

0

0

Supply & Ordnance

Satellite. Drone Inner Hull, Outer Hull

50 Minerals, 0 Organics, 0 Radioactives Provides storage for 50 units of ordnance.

Group

Shields Level

Description

- Empire must have at least tech level 1 in Cargo.

Small Quantum Engine

Engines Level

Description

Supplies Used

Ordnance Used

Mini quantum element engine suitable for sub-light inter-system travel.

0

Size 1 kT Structure 2 kT Vehicle Types Fighter Ship Sections

Resource Cost

Requirements

Abilities

Inner Hull, Outer Hull

20 Minerals, 0 Organics, 10 Radioactives

- Generates 3 bonus movement points.
- Generates 1 standard movement.
- Generates 3 bonus ground movement point.
- Generates 1 standard ground movement.
- Can store 50 units of supply.
- Empire must have at least tech level 1 in Quantum Engines.
 - Empire must have at least tech level 1 in Fighters.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

3 kT 3 kT Fighter, Troop

Inner Hull. Outer Hull

50 Minerals, 0 Organics, 0 Radioactives

- Generates 10 shield points.
- Empire must have at least tech level 1 in Shields.

Supplies Used

Ordnance Used

Small Shield Generator

field preventing damage.

Generator which creates an energy

0

0



Small Supply Storage

Group Supply & Ordnance Level Description Area on a unit to store supplies.

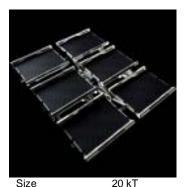
Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Size

5 kT Supplies Used 0 5 kT Ordnance Used Satellite, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 0 Radioactives

Provides storage for 50 units of supply.

Empire must have at least tech level 1 in Cargo.



Solar Collector

Group Supply & Ordnance Level Description Collects solar energy and converts it

into supplies for a ship.

0

0

Ship construction component which

can work on one ship at a time.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Supplies Used 20 kT Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 200 Radioactives

Generates 50 supplies for each star in a system per turn.

Empire must have at least tech level 1 in Stellar Harnessing.

Space Yard

. Construction

Group

Level

Description



20 kT

20 kT

Ship

Solar Sail

Group **Engines** Level Description Uses solar winds to generate extra movement for a ship.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Supplies Used 0 Ordnance Used

Inner Hull, Outer Hull 400 Minerals, 0 Organics, 100 Radioactives

- Generates 1 bonus movement point (only 1 component per ship effective).
- Empire must have at least tech level 20 in Stellar Harnessing.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

400 kT 200 kT Ship, Base Supplies Used 0 Ordnance Used 0

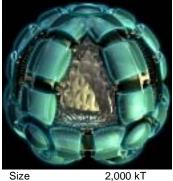
Inner Hull, Outer Hull

200 Minerals, 0 Organics, 500 Radioactives

- Can construct with 1,000 minerals per turn.
- Can construct with 1,000 organics per turn.
- Can construct with 1,000 radioactives per turn.
- Can repair 100kT of ship tonnage per turn.
- Can repair 60kT of unit tonnage per turn.
- Can repair 150kT of facility tonnage per turn.

Requirements

Empire must have at least tech level 10 in Space Yards.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Sphere World Placement Generator

Group

Stellar Manipulation

Level

Description

Provides the gravitational matrix needed to assemble a sphere world.

Supplies Used 800 Ordnance Used

Inner Hull, Outer Hull

2,000 kT

Ship, Base

500 Minerals, 50,000 Organics, 50,000 Radioactives

- Will create a Sphere World around a star.
- Must have 20,000kT of Gravity Plating present at location.
- Must have 20,000kT of Hyper-Dense Cables present at
- Empire must have at least tech level 80 in Stellar Manipulation.
- Sphere World can only be built if there is a single star in the solar system.
- No other stellar constructions can be present in the solar system.
- No colonies or can be present within 6 sectors of the
- No vehicles other than those carrying required components can be present within 6 sectors of the star.
- All planets, asteroids, and storms within 6 sectors of the star will be destroyed.
- Any warp points within 6 sectors of the star will be moved.

Stealth Totem

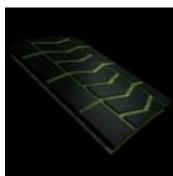
Religious

Totem which improves a ship's ability

Description

Level

All vehicles containing Placement Generator, Gravity Plating, and Hyper-Dense Cables will be used to build the Sphere World.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

30 kT Supplies Used 0 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapons Platform, Drone Armor

Stealth Armor

Advanced absorbing materials which

render a ship nearly invisible.

Group

Level

Armor

Description

700 Minerals, 0 Organics, 200 Radioactives

- Provides normal armor protection.
- Gives a 5% defense bonus in combat (only 1 component per ship effective).
- Prevents level 1.4 scans.
- Empire must have at least tech level 20 in Armor.



Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

30 kT Supplies Used Ordnance Used 30 kT Ship, Base, Satellite, Weapons Platform, Drone Inner Hull, Outer Hull 800 Minerals, 800 Organics, 800 Radioactives

Gives a 5% defense bonus in combat (only 1 component per ship effective).

to avoid detection.

Prevents level 1.4 scans.

Empire must have at least tech level 5 in Religious Technology.



Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Stellar Nucleonic Torpedo

Group

Stellar Manipulation

Level

Description

Nucleonic disruption torpedo which disrupts all nucleonic reactions in a star, destroying it. The resulting explosion will destroy all planets and ships within the solar system.

Supplies Used 500 Ordnance Used 0

Ship, Base Inner Hull, Outer Hull

250 kT

1,000 Minerals, 50,000 Organics, 100,000 Radioactives

- Can destroy a star of size 1.
- Empire must have at least tech level 45 in Stellar Manipulation.



200 kT

200 kT

Ship, Base

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

Stellar Plasma Sphere

Group Stellar Manipulation Level

Description

Imploding plasma sphere which collects stellar gases and condenses them into a new star.

Supplies Used 500 Ordnance Used

Inner Hull, Outer Hull 1,000 Minerals, 50,000 Organics, 100,000 Radioactives

- Will create a star of 1 size and random type.
- Component is destroyed after use.
- Empire must have at least tech level 40 in Stellar Manipulation.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

Size

Structure

Abilities

Vehicle Types

Ship Sections

Resource Cost

Requirements

Supply Storage

Group Supply & Ordnance Level Description

Area on a starship to store supplies.

20 kT Supplies Used 0 5 kT Ordnance Used 0 Ship, Base, Satellite, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 0 Radioactives

Provides storage for 500 units of supply.

Group

Level

Description

Empire must have at least tech level 1 in Cargo.

Tectonic Bomb

Stellar Manipulation

Tectonic bomb which disrupts core activity in a planet, destroying it.

500



Tachyon Sensors

Group Sensors Level

Description

Modulating tachyon sensor grid which can detect cloaked ships in a system.



100 kT Supplies Used 100 kT Ordnance Used Ship, Base

Inner Hull, Outer Hull 60,000 Minerals, 0 Organics, 40,000 Radioactives

Can destroy a 1 sized planet.

Component is destroyed after use.

Group

Level

Description

Empire must have at least tech level 20 in Stellar Manipulation.

Troop Cockpit

Vehicle Control

mechanized troop.

The main control center of a

0



40 kT Supplies Used 40 kT Ordnance Used O Ship, Base, Satellite, Drone Inner Hull, Outer Hull

1,500 Minerals, 0 Organics, 500 Radioactives

- Allows scanning at level 2.
- Allows scanning out to a range of 2 sectors.
- Empire must have at least tech level 4 in Sensors.



40 kT

40 kT

Temporal Sensors

Group Sensors Level

Supplies Used

1,500 Minerals, 0 Organics, 500 Radioactives

Ordnance Used

Temporal sensors which can detect vessels hidden in a system by looking for temporal distortions.



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements

1 kT 1 kT Troop

Inner Hull. Outer Hull 20 Minerals, 0 Organics, 0 Radioactives

Contains a troop cockpit.

Empire must have at least tech level 1 in Troops.

Supplies Used

Ordnance Used

Size Structure Vehicle Types Ship Sections Abilities

Resource Cost

Requirements

Allows scanning at level 2. Allows scanning out to a range of 2 sectors.

Ship, Base, Satellite, Drone

Inner Hull, Outer Hull

Empire must have at least tech level 1 in Temporal Technology.



Vengeance Totem

Group
Religious
Level
1
Description
Focuses the vengeance of a crew to improve weapon damage.

Size Structure Vehicle Types Ship Sections Resource Cost Abilities

Requirements

30 kT Supplies Used 0
30 kT Ordnance Used 0
Ship, Base, Satellite, Weapons Platform, Drone Inner Hull, Outer Hull
800 Minerals, 800 Organics, 800 Radioactives

- Gives a 100% damage bonus to all weapons on the ship (only 1 component per ship effective).
- Empire must have at least tech level 5 in Religious Technology



Size Structure Vehicle Types Ship Sections Resource Cost Abilities Requirements Weapons Platform Computer Core

Group Vehicle Control Level

Description

The main computer core which controls a weapons platform.

10 kT Supplies Used 0 10 kT Ordnance Used 0 Weapon Platform Inner Hull, Outer Hull 20 Minerals, 0 Organics, 0 Radioactives

- · Contains a weapons platform computer core.
- Empire must have at least tech level 1 in Weapon Platforms.

Appendix - Weapons



Acid Globule

Group
Weapons
Level
1
Description
Cohesive ball of super corrosive acid.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

Requirements

40 kT Supplies Used 5
40 kT Ordnance Used 2
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
50 Minerals, 200 Organics, 20 Radioactives Direct Fire Projectile
4.000 seconds Normal
Ship, Base, Planet, Fighter, Satellite, Drone

Ship, Base, Planet, Fighter, Satellite, Drone
Provides storage for 40 units of ordnance.

Empire must have at least tech level 1 in Organic Weapons.



Allegiance Subverter

Group
Weapons
Level
1
Description

Psychic attack to mentally conquer the crew of the target vehicle. If the crew doesn't convert, it is uneffected. Will not work against

Master Computers.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements 50 kT Supplies Used 5
50 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
450 Minerals, 0 Organics, 80 Radioactives Direct Fire
Energy Beam
2E2 seconds
Crew Conversion

Ship, Base
• None

Empire must have at least tech level 25 in Psychic Weapons.



Alloy Burner Missile

Group
Weapons
Level
1
Description
Missile which ages armor on the target ship.



Anti - Matter Torpedo

Group
Weapons
Level
1
Description
Highly charged anti-matter projectile.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements 50 kT Supplies Used 15
50 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
400 Minerals, 0 Organics, 300 Radioactives Direct Fire Missile
5.000 seconds
Burn Armor
Ship, Base, Planet

None

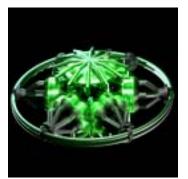
 Empire must have at least tech level 10 in Temporal Weapons. Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

40 kT Supplies Used 10
40 kT Ordnance Used 10
Ship, Base, Satellite, Weapon Platform, Drone
Inner Hull, Outer Hull
50 Minerals, 0 Organics, 10 Radioactives
Seeking
Missile

4.000 seconds
Normal

Ship, Base, Planet

- Provides storage for 50 units of ordnance.
- Empire must have at least tech level 1 in Torpedo Weapons.



Anti - Planet Warhead Standard

Group Weapons Level Description

Large plasma warhead which will cause massive damage when a drone hits an enemy planet.

5

Size 20 kT Supplies Used Structure 50 kT Ordnance Used Vehicle Types Drone Ship Sections Inner Hull, Outer Hull Resource Cost 500 Minerals, 0 Organics, 200 Radioactives Weapon Type Warhead Weapon Delivery Warhead 0.000 seconds Firing Rate Damage Type Normal Can Target Planet Abilities None Requirements

Empire must have at least tech level 1 in Drones.

Empire must have at least tech level 1 in Warheads.



Anti - Proton Beam

Group Weapons Level Description

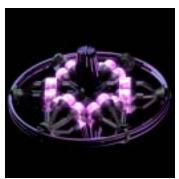
Focused energy beam used as a medium range weapon.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

30 kT Supplies Used 5 30 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 10 Radioactives Direct Fire **Energy Beam** 2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Energy Stream Weapons.

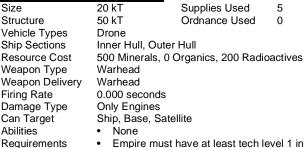


Anti - Ship Warhead Ionic

Group Weapons Level Description Anti-ionic warhead which will damage

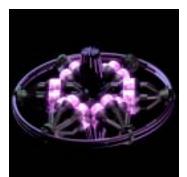
a target ship's engines.

5



Empire must have at least tech level 1 in Warheads.

Empire must have at least tech level 1 in Drones.



Anti - Ship Warhead Neutrino

Group Weapons Level Description

Tunneling neutrino warhead which will destroy a target ship's shields.

5

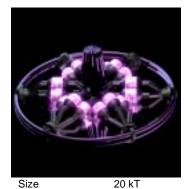
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Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Supplies Used 20 kT 50 kT Ordnance Used Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 200 Radioactives Warhead Warhead 0.000 seconds Only Shield Generators Ship, Base, Satellite

Empire must have at least tech level 1 in Warheads.

Empire must have at least tech level 1 in Drones.



Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type

Requirements

Firing Rate

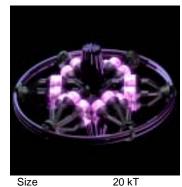
Can Target

Abilities

Weapon Delivery

Anti - Ship Warhead Standard

Group Weapons Level Description Large warhead which will explode when a drone hits an enemy ship.



Anti - Ship Warhead Tachyon

Group Weapons Level

Description

Tachyon warhead which will damage a target ship's weapons.

5

0

20 kT Supplies Used 5 50 kT Ordnance Used Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 200 Radioactives Warhead

Warhead 0.000 seconds Normal

Ship, Base, Satellite None

Empire must have at least tech level 1 in Drones.

Empire must have at least tech level 1 in Warheads.

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 50 kT Ordnance Used Drone

Inner Hull, Outer Hull

500 Minerals, 0 Organics, 200 Radioactives

Warhead Warhead 0.000 seconds Only Weapons Ship, Base, Satellite

None

Empire must have at least tech level 1 in Warheads.

Empire must have at least tech level 1 in Drones.



Bomblet Missile

Group Weapons Level Description

Tiny missiles which saturate an area to destroy fighters and seekers.



Capital Ship Missile

Group Weapons Level Description

Heavy duty missile with nuclear

warhead.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

Requirements

Supplies Used 0 30 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 100 Minerals, 0 Organics, 20 Radioactives Seeking Missile

3.000 seconds Normal

Fighter, Satellite, Seeker, Drone

Provides storage for 50 units of ordnance.

Empire must have at least tech level 5 in Point - Defense Weapons.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 10 50 kT Ordnance Used 10 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull

400 Minerals, 0 Organics, 80 Radioactives

Seeking Missile 6.000 seconds Normal

Ship, Base, Planet

Provides storage for 50 units of ordnance.

Empire must have at least tech level 1 in Missile



Cobalt Warhead

Group
Weapons
Level
1
Description

Large warhead which will explode if your ship rams another ship.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

Requirements

Structure

Vehicle Types

Ship Sections

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Resource Cost

Weapon Delivery

 50 kT
 Supplies Used
 5

 50 kT
 Ordnance Used
 0

 Ship
 Ordnance Used
 0

Inner Hull, Outer Hull

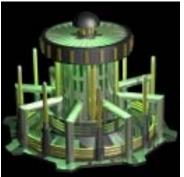
1,000 Minerals, 0 Organics, 200 Radioactives

Warhead Warhead 0.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone

Non

• Empire must have at least tech level 1 in Warheads.



Computer Virus

Group Weapons Level

Description

Computer virus which is beamed to an enemy ship and then destroys any Master Computers.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

Requirements

50 kT Supplies Used 20 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 500 Radioactives

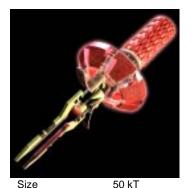
Direct Fire Energy Beam 6.000 seconds

Only Master Computers

Ship, Base, Planet, Fighter, Satellite, Drone

None

 Empire must have at least tech level 1 in Computer Combat.



Crystalline Siphon

Group Weapons Level 1

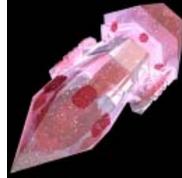
Description

Harmonic energy crystals which deplete enemy shields and transfer the power to the firing ship.

50 kT Supplies Used 5
50 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
500 Minerals, 0 Organics, 200 Radioactives Direct Fire Energy Beam 20.000 seconds Energy Transfer Ship, Base

None

 Empire must have at least tech level 15 in Crystalline Weapons.



Crystalline Torpedo

Group
Weapons
Level
1
Description

Hardened crystal projectile which will seek and explode against an enemy target.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

50 kT Supplies Used 5
50 kT Ordnance Used 10
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
200 Minerals, 0 Organics, 300 Radioactives Seeking Missile
4.000 seconds
Skips Armor

- Ship, Base, PlanetProvides storage for 50 units of ordnance.
- Empire must have at least tech level 1 in Crystalline Weapons.



Depleted Uranium Cannon

Group Weapons Level Description Medium range cannon which fires large depleted uranium shells.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

30 kT Supplies Used 2 30 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 100 Minerals, 0 Organics, 5 Radioactives Direct Fire Projectile 2.000 seconds Normal Ship, Base, Planet, Fighter, Satellite, Drone

Provides storage for 20 units of ordnance.

Empire must have at least tech level 1 in Projectile Weapons.



Electric Discharge

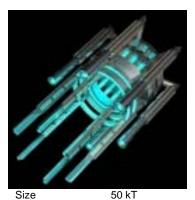
Group Weapons Level Description Intense discharge of electricity focused at a target.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

Requirements

20 kT Supplies Used 5 20 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 0 Minerals, 200 Organics, 0 Radioactives Direct Fire **Energy Beam** 2.000 seconds Normal Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Organic



Structure

Vehicle Types

Ship Sections

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Resource Cost

Weapon Delivery

Energy Dampener

Weapons Level Description Energy dampening weapon which will

cause all weapons on the target ship to be disrupted.

Supplies Used 50 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 200 Radioactives Direct Fire **Energy Beam** 20.000 seconds Disrupt Weapon Reload Time Ship, Base

None

Empire must have at least tech level 25 in Crystalline Weapons.



Enveloping Acid Globule

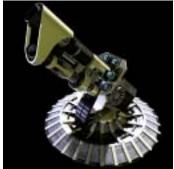
Group Weapons Level Description Cohesive ball of enveloping organic acid.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

40 kT Supplies Used 5 40 kT Ordnance Used 2 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 350 Organics, 20 Radioactives Direct Fire Projectile 4.000 seconds Ship, Base, Planet, Fighter, Satellite, Drone

Provides storage for 40 units of ordnance.

Empire must have at least tech level 20 in Organic



Flak Cannon

Group Weapons Level

Description

Cannon turrets which fire a cloud of metallic debris to mangle fighters and seekers.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 20 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 75 Minerals, 0 Organics, 0 Radioactives Point-Defense Projectile 3.000 seconds Normal Fighter, Satellite, Seeker, Drone

- Empire must have at least tech level 5 in Point Defense Weapons.



Group Level

Description Torpedo armed with a gamma pulse warhead that uses massive gamma radiation to cause damage.

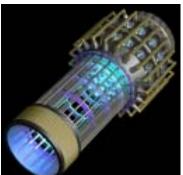
Gamma Pulse Torpedo

Weapons

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 10 50 kT Ordnance Used 10 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 220 Minerals, 0 Organics, 50 Radioactives Seeking Missile 6.000 seconds Normal

- Ship, Base, Planet Provides storage for 50 units of ordnance.
- Empire must have at least tech level 1 in Torpedo



Graviton Hellbore

Weapons Level Description Intense gravitational sphere fired at enemy ships causing them to implode.



Ground Cannon

Group Weapons Level Description Large cannon used to suppress ground targets.

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

60 kT Supplies Used 60 kT Ordnance Used 20 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 50 Radioactives Seeking Missile 4.000 seconds

Normal

Ship, Base, Planet

- Provides storage for 100 units of ordnance.
- Empire must have at least tech level 1 in Gravitational Weapons.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

3 kT Supplies Used 3 kT Ordnance Used 0 Troop Inner Hull, Outer Hull 20 Minerals, 0 Organics, 2 Radioactives Direct Fire Projectile 2.000 seconds Normal Fighter, Troop, Weapon Platform, Building

- None
- Empire must have at least tech level 1 in Troop Weapons.



High - Energy Magnifier

Group
Weapons
Level
1
Description
A series of focusing cry

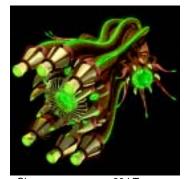
A series of focusing crystals that magnify a simple energy beam a thousand-fold.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

60 kT Supplies Used 5
60 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
300 Minerals, 0 Organics, 140 Radioactives Direct Fire Energy Beam 4.000 seconds
Normal
Ship, Base, Planet

None

 Empire must have at least tech level 20 in Crystalline Weapons.



Hyper - Plasma Bolt

Group
Weapons
Level
1
Description
Ball of condensed high-energy
plasma hurled into space.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities

Requirements

30 kT Supplies Used 5
30 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
0 Minerals, 400 Organics, 0 Radioactives
Direct Fire
Energy Bolt
2.000 seconds
Normal

Group

Level

Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 20 in Organic Weapons.

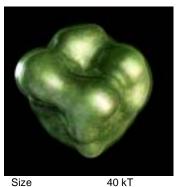
Weapons

Description

beam.

Incinerator Beam

Medium range high intensity fusion



Hyperdense Globule

Weapons
Level
1
Description
Super dense ball of organic matter
which burdens enemy ships.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

40 kT Ordnance Used 2
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
50 Minerals, 350 Organics, 20 Radioactives Direct Fire
Projectile
5.000 seconds
Slow Down
Ship, Base, Planet, Fighter, Satellite, Drone
Provides storage for 40 units of ordnance.
Empire must have at least tech level 20 in Organic

Weapons.

Supplies Used

50 kT Supplies Used 15
50 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
300 Minerals, 0 Organics, 200 Radioactives
Direct Fire
Energy Beam
4.000 seconds
Normal
Ship, Base, Planet

• None

 Empire must have at least tech level 20 in High - Energy Discharge Weapons.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements



Size Structure

Vehicle Types

Ship Sections

Weapon Type

Damage Type

Requirements

Requirements

Firing Rate

Can Target

Abilities

Weapon Delivery

Resource Cost

Ionic Disperser

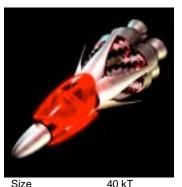
Group

Weapons
Level
1
Description
Anti-ionic beam which disrupts engine operation.

30 kT Supplies Used 5
30 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone
Inner Hull, Outer Hull
200 Minerals, 0 Organics, 50 Radioactives
Direct Fire
Energy Beam
2.000 seconds
Only Engines
Ship, Base, Planet, Fighter, Satellite, Drone

Non

 Empire must have at least tech level 1 in Engine Overloading Weapons.



Ionic Pulse Missile

Group
Weapons
Level
1
Description
Seeking missile which tracks enemy
ship's engines and disables them.

Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities

Requirements

40 kT Supplies Used 5
40 kT Ordnance Used 10
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
200 Minerals, 0 Organics, 100 Radioactives
Seeking Missile
6.000 seconds
Only Engines

Ship, Base

Provides storage for 50 units of order

- Provides storage for 50 units of ordnance.
- Empire must have at least tech level 20 in Engine Overloading Weapons.



Kamikaze Warhead

Group
Weapons
Level
1
Description
Large warhead which will explode if your fighter rams another ship.

Supplies Used Size 8 kT 0 Structure 8 kT Ordnance Used Vehicle Types Fighter Ship Sections Inner Hull, Outer Hull Resource Cost 80 Minerals, 0 Organics, 10 Radioactives Warhead Weapon Type Weapon Delivery Warhead Firing Rate 0.000 seconds Damage Type Normal Can Target Ship, Base, Planet, Fighter, Satellite, Drone Abilities

Empire must have at least tech level 1 in Fighters.

• Empire must have at least tech level 1 in Warheads.



Lightning Ray

Group
Weapons
Level
1
Description
Intense discharge of electricity
focused at a target.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

20 kT Supplies Used 5
20 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
0 Minerals, 320 Organics, 0 Radioactives
Direct Fire
Energy Beam
2.000 seconds
Normal
Ship, Base, Planet, Fighter, Satellite, Drone

 None
 Empire must have at least tech level 20 in Organic Weapons.

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Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Weapon Delivery

Massive Ionic Disperser

Group Weapons Level Description Anti-ionic beam which disrupts all engine operation and burns them out.

100 kT Supplies Used 40 100 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 500 Radioactives Direct Fire **Energy Beam** 30.000 seconds Only Engines Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Massive Engine Destroying Weapons.



Massive Shield Depleter

Weapons Level Description Massive gamma radiation beam which saps all of a target's shields

but does no other damage.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

100 kT Supplies Used 100 100 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 500 Radioactives Direct Fire **Energy Beam** 30.000 seconds Shields Only Ship, Base, Planet, Fighter, Satellite, Drone

Group

Level

Weapons

at a target.

Description

Group

None

Empire must have at least tech level 1 in Massive Shield Depleting Weapons.

Mental Singularity Generator

Telekinetic collapsing of a solid core

into a singularity and then this is fired



Mental Flailer

Weapons Level Description

Psychic attack of the crew momentarily prevents them from firing weapons. Will not work against Master Computers.

Supplies Used 50 kT 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 200 Radioactives Direct Fire **Energy Beam** 10.000 seconds Increase Weapon Reload Time Ship, Base None

Empire must have at least tech level 1 in Psychic Weapons.



70 kT Supplies Used 20 70 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 700 Minerals, 0 Organics, 300 Radioactives Direct Fire **Energy Bolt** 8.000 seconds Normal Ship, Base, Planet None

Empire must have at least tech level 30 in Psychic Weapons.

Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Weapon Delivery



Meson Blaster

Group Weapons Level

Description

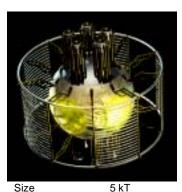
Medium range meson cannon which fires tunneling mesons in cohesive bursts.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 2 20 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 20 Radioactives Direct Fire **Energy Bolt** 2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Energy Pulse Weapons.



Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Mine Warhead Ionic

Group Weapons Level

Description

Anti-ionic warhead which will explode on contact with a ship destroying only its engines.

Supplies Used 5 5 kT Ordnance Used 0 Mine

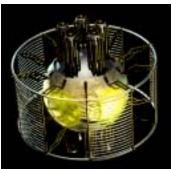
Inner Hull, Outer Hull

50 Minerals, 0 Organics, 20 Radioactives

Warhead Warhead 0.000 seconds Only Engines

Ship, Base, Planet, Fighter, Satellite, Drone

- Empire must have at least tech level 1 in Warheads.
- Empire must have at least tech level 1 in Mines.
- Empire must have at least tech level 1 in Engine Overloading Weapons.



Size

Structure Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Weapon Delivery

Mine Warhead Neutrino

Group Weapons Level Description

Tunneling neutrino warhead which will explode on contact with a ship destroying its shields.

5

Supplies Used 5 kT 5 kT Ordnance Used Mine

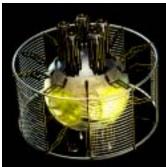
50 Minerals, 0 Organics, 20 Radioactives

Warhead Warhead 0.000 seconds Only Shield Generators

Inner Hull, Outer Hull

Ship, Base, Planet, Fighter, Satellite, Drone

- Empire must have at least tech level 1 in Warheads.
- Empire must have at least tech level 1 in Mines.
- Empire must have at least tech level 30 in Shield Damaging Weapons.



Mine Warhead Standard

Group Weapons Level

Description

Large warhead which will explode on contact with a ship.

5

n

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities

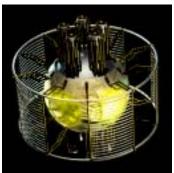
Requirements

5 kT Supplies Used 5 kT Ordnance Used Mine Inner Hull, Outer Hull 50 Minerals, 0 Organics, 20 Radioactives Warhead

Warhead 0.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone

- Empire must have at least tech level 1 in Mines.
- Empire must have at least tech level 1 in Warheads.



Mine Warhead Tachyon

Group Weapons Level

Description

Tachyon warhead which will explode on contact with a ship destroying only its weapons.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

5 kT Supplies Used 5 5 kT Ordnance Used Mine

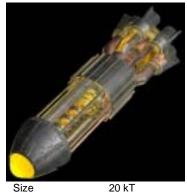
Inner Hull, Outer Hull

50 Minerals, 0 Organics, 20 Radioactives

Warhead Warhead 0.000 seconds Only Weapons

Ship, Base, Planet, Fighter, Satellite, Drone

- Empire must have at least tech level 1 in Warheads.
- Empire must have at least tech level 1 in Mines.
- Empire must have at least tech level 1 in Weapon Overloading Weapons.



Neutron Bomb

Group Weapons Level

Description

Bomb which releases high intensity neutron radiation killing a planet's population.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Supplies Used 5 20 kT Ordnance Used 5 Ship, Base Inner Hull, Outer Hull 100 Minerals, 0 Organics, 30 Radioactives

Direct Fire Missile 4.000 seconds Only Planet Population

Planet Provides storage for 25 units of ordnance.

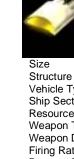
Empire must have at least tech level 20 in Bombardment Weapons.



Null - Space Projector

Group Weapons Level Description

Projector which launches a cohesive ball of null-space at its target.



Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Phased - Polaron Beam

Group Weapons Level

Description

Multi-Phasic energy beam which can penetrate normal shields.

5

0

30 kT Supplies Used 30 kT Ordnance Used Vehicle Types Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull Ship Sections Resource Cost 300 Minerals, 0 Organics, 100 Radioactives Direct Fire **Energy Beam** 2.000 seconds Skips Normal Shields

Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Phased -Energy Weapons.



Abilities

Requirements

50 kT Supplies Used 20 Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 800 Minerals, 0 Organics, 800 Radioactives Seeking Missile 6.000 seconds Skips Shields And Armor Ship, Base, Planet, Fighter, Satellite, Drone Provides storage for 100 units of ordnance. Empire must have at least tech level 1 in Null - Space

Weapons.

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Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Plague Bomb

Group
Weapons
Level
1
Description
Bomb used to infect planets with a deadly plague.

20 kT Supplies Used 5
20 kT Ordnance Used 5
Ship, Base
Inner Hull, Outer Hull
100 Minerals, 200 Organics, 0 Radioactives
Seeking
Missile
2.000 seconds
Plague Level 1
Planet

· Provides storage for 25 units of ordnance.

 Empire must have at least tech level 1 in Biological Weapons.



Planetary Napalm

Group
Weapons
Level
1
Description

Burning plasma bomb which is dropped from orbit against planets.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

20 kT Supplies Used 5
20 kT Ordnance Used 0
Ship, Base
Inner Hull, Outer Hull

100 Minerals, 30 Organics, 0 Radioactives Direct Fire Missile 4.000 seconds Normal

Planet

None
Empire must have at least tech level 1 in Bombardment
Weapons.



Plasma Charge

Group
Weapons
Level
1
Description
Ball of condensed high-energy plasma
hurled into space.

30 kT Supplies Used 5 Size 30 kT Structure Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Vehicle Types Ship Sections Inner Hull, Outer Hull Resource Cost 0 Minerals, 150 Organics, 0 Radioactives Direct Fire Weapon Type Weapon Delivery **Energy Bolt** 2.000 seconds Firing Rate Damage Type Normal Can Target Ship, Base, Planet, Fighter, Satellite, Drone Abilities Requirements

Empire must have at least tech level 1 in Organic Weapons.



Plasma Missile

Group
Weapons
Level
1
Description
Seeking plasma pow

Seeking plasma powered missile with an anti-matter core.

Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

50 kT Supplies Used 10
50 kT Ordnance Used 10
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
200 Minerals, 0 Organics, 40 Radioactives
Seeking Missile
6.000 seconds
Normal
Ship, Base, Planet

Provides storage for 50 units of ordnance.

Empire must have at least tech level 1 in Plasma Missile Weapons.



Point - Defense Beam

Group Weapons Level Description

Turreted Anti - Proton Beams used to target and destroy incoming fighters and seekers at medium range.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

25 kT Supplies Used 25 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 0 Radioactives Point-Defense **Energy Beam** 2.000 seconds Normal Fighter, Satellite, Seeker, Drone

- None
- Empire must have at least tech level 1 in Point Defense Weapons.
- Empire must have at least tech level 1 in Energy Stream Weapons.



Point - Defense Blaster

Group Weapons Level Description

Turreted Meson Blasters used to target and destroy incoming fighters and seekers at close range.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

10 kT Supplies Used 10 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 0 Radioactives Point-Defense **Energy Bolt** 0.500 seconds Normal

Fighter, Satellite, Seeker, Drone

- None
- Empire must have at least tech level 1 in Point Defense Weapons.
- Empire must have at least tech level 1 in Energy Pulse Weapons.

Power Lamprey

A space-born parasite which will

deplete power in the target ship.

5

5

Weapons

Description

Group

Level



Size

Structure

Vehicle Types

Ship Sections

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Resource Cost

Weapon Delivery

Point - Defense Cannons

Weapons Level Description Small mobile cannons used to target and destroy incoming fighters and seekers at close range.

Supplies Used Ordnance Used

Ship, Base, Satellite, Weapon Platform, Drone

Group

Inner Hull, Outer Hull

50 Minerals, 0 Organics, 0 Radioactives

Point-Defense Projectile 2.000 seconds Normal

Fighter, Satellite, Seeker, Drone

None

20 kT

20 kT

Empire must have at least tech level 1 in Point - Defense Weapons.



Structure

Firing Rate

Requirements

Abilities

50 kT Supplies Used 50 kT Ordnance Used Vehicle Types Ship, Base, Satellite, Weapon Platform, Drone Ship Sections Inner Hull, Outer Hull Resource Cost 50 Minerals, 300 Organics, 0 Radioactives Weapon Type Seeking Weapon Delivery Missile 4.000 seconds Damage Type Deplete Supplies Can Target Ship, Base, Planet

- Provides storage for 25 units of ordnance.
- Empire must have at least tech level 20 in Organic Weapons.



Power Leech Beam

Group Weapons Level Description Energy beam which depletes a target's energy stores.

30 kT Supplies Used 5 Structure 30 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Vehicle Types Ship Sections Inner Hull, Outer Hull Resource Cost 50 Minerals, 0 Organics, 10 Radioactives Weapon Type **Direct Fire** Weapon Delivery **Energy Beam** 2.000 seconds Firing Rate Damage Type Deplete Supplies Can Target Ship, Base, Planet, Fighter, Satellite, Drone Abilities

Empire must have at least tech level 1 in Power Leech.



Psychic Whiplash

Group Weapons Level Description Psychic attack which disrupts control of the target starship.

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 5 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 200 Radioactives Direct Fire **Energy Beam** 10.000 seconds **Timed Control Loss**

Ship, Base None

Empire must have at least tech level 10 in Psychic Weapons.



Requirements

Requirements

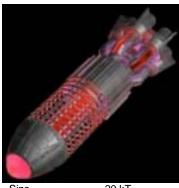
Quantum Torpedo

Group Weapons Level Description

Torpedo armed with a quantum singularity warhead.

40 kT Supplies Used 10 Size Structure 40 kT Ordnance Used 10 Vehicle Types Ship, Base, Satellite, Weapon Platform, Drone Ship Sections Inner Hull, Outer Hull Resource Cost 50 Minerals, 0 Organics, 10 Radioactives Weapon Type Seeking Weapon Delivery Missile Firing Rate 4.000 seconds Damage Type Normal Can Target Ship, Base, Planet Abilities Provides storage for 50 units of ordnance.

Empire must have at least tech level 1 in Torpedo Weapons.



Radiation Bomb

Group Weapons Level Description

Bomb which releases high intensity radiation deteriorating a planet's conditions.

5

5

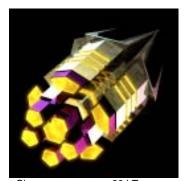
Space Empires V

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 20 kT Ordnance Used Ship, Base Inner Hull, Outer Hull 100 Minerals, 0 Organics, 30 Radioactives Direct Fire Missile 4.000 seconds Only Planet Conditions Planet

Provides storage for 25 units of ordnance.

Empire must have at least tech level 20 in Bombardment Weapons.



Repulser Beam

Group Weapons Level Description Gravitational beam which pushes enemy ships away from your ship.

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 20 kT Ordnance Used Ship, Base Inner Hull, Outer Hull 100 Minerals, 0 Organics, 20 Radioactives Direct Fire **Energy Beam** 2.000 seconds **Pushes Target**

Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Tractor \ Repulser Weapons.



Ripper Beam

Group Weapons Level Description Short range high intensity fusion beam.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 5 20 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 40 Radioactives Direct Fire **Energy Beam** 2.000 seconds Normal

None

Ship, Base, Planet

Empire must have at least tech level 1 in High - Energy Discharge Weapons.



Seeking Parasite

Group Weapons Level Description

Vicious space-born parasite which will seek and explode against an enemy target.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Delivery

Weapon Type Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 5 50 kT Ordnance Used 5 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 300 Organics, 0 Radioactives Seeking Missile 4.000 seconds Normal Ship, Base, Planet Provides storage for 25 units of ordnance.

Empire must have at least tech level 1 in Organic Weapons.



Shard Cannon

Group Weapons Level Description

Super dense crystal projectiles fired by a polarized cannon. These projectiles cannot be stopped by armor.

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

30 kT Supplies Used 30 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 100 Radioactives Direct Fire Projectile 2.000 seconds Skips Armor

Ship, Base, Planet, Fighter, Satellite, Drone Provides storage for 20 units of ordnance.

Empire must have at least tech level 1 in Crystalline Weapons.



Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Shield Accelerator

Group

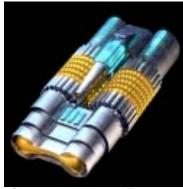
Weapons Level Description Temporal accelerator which causes a target's shields to burn out.

20 kT Supplies Used 20 kT Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 100 Minerals, 0 Organics, 100 Radioactives Direct Fire **Energy Beam** 2.000 seconds Shields Only Ship, Base, Planet, Fighter, Satellite, Drone

Group

None

Empire must have at least tech level 25 in Temporal Weapons.



Shield Depleter

Group

Weapons Level Description Gamma radiation beam which saps shields but does no other damage.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 20 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 75 Minerals, 0 Organics, 50 Radioactives Direct Fire **Energy Beam** 2.000 seconds Shields Only Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Shield Damaging Weapons.



Shield Disrupter

Weapons Level Description Tunneling neutrino beam which burns out shield generators.

40 kT Supplies Used Size Structure 40 kT Ordnance Used 0 Vehicle Types Ship, Base, Satellite, Weapon Platform, Drone Ship Sections Inner Hull, Outer Hull 700 Minerals, 0 Organics, 200 Radioactives Resource Cost Direct Fire Weapon Type Weapon Delivery **Energy Beam** Firing Rate 6.000 seconds Damage Type Only Shield Generators Ship, Base, Planet, Fighter, Satellite, Drone Can Target Abilities Requirements

Empire must have at least tech level 30 in Shield Damaging Weapons.



Shield Imploder

Group Weapons Level Description Cohesive energy ball which reverses the target's shields.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

30 kT Supplies Used 30 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 50 Minerals, 0 Organics, 10 Radioactives Direct Fire **Energy Bolt** 5.000 seconds Shield Implosion Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Shield Implosion.



Small Acid Globule

Group Weapons Level Description Cohesive ball of super corrosive acid.

4 kT Supplies Used Size Structure 4 kT Ordnance Used Vehicle Types Fighter, Troop Ship Sections Inner Hull, Outer Hull Resource Cost 5 Minerals, 20 Organics, 2 Radioactives Weapon Type Direct Fire Weapon Delivery Projectile 4.000 seconds Firing Rate Damage Type Normal Can Target

Abilities Requirements

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

Provides storage for 10 units of ordnance.

- Empire must have at least tech level 1 in Organic Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Small Anti - Matter Torpedo

Group Weapons Level Description

Highly charged anti-matter projectile.

10 kT Supplies Used 10 kT Ordnance Used Fighter, Troop Inner Hull, Outer Hull 100 Minerals, 0 Organics, 5 Radioactives Seeking Missile 4.000 seconds Normal

Ship, Base, Planet, Troop, Weapon Platform, Building

- Provides storage for 5 units of ordnance.
- Empire must have at least tech level 1 in Torpedo Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Small Anti - Proton Beam

Group Weapons Level Description Focused energy beam used as a medium range weapon.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

Abilities Requirements

5 kT Supplies Used 5 kT Ordnance Used 0 Fighter, Troop Inner Hull, Outer Hull 10 Minerals, 0 Organics, 0 Radioactives Direct Fire **Energy Beam** 2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

- None
- Empire must have at least tech level 1 in Energy Stream Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Small Cluster Bomb

Group Weapons Level Description Burning plasma bomb which is dropped on planets.

3 kT Supplies Used 3 kT Ordnance Used 1 Fighter Inner Hull, Outer Hull 30 Minerals, 0 Organics, 5 Radioactives Direct Fire Missile 4.000 seconds Normal Planet, Troop, Weapon Platform, Building

- Provides storage for 5 units of ordnance.
- Empire must have at least tech level 1 in Bombardment Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Small Depleted Uranium Cannon

Group Weapons Level

Description

Short range cannon which fires large depleted uranium shells.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

Abilities

Requirements

Requirements

3 kT Supplies Used 3 kT Ordnance Used Fighter, Troop Inner Hull, Outer Hull 10 Minerals, 0 Organics, 2 Radioactives Direct Fire Projectile

2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

Provides storage for 20 units of ordnance.

Empire must have at least tech level 1 in Projectile Weapons.



Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type

Abilities Requirements

Can Target

Small Electric Discharge

Group Weapons Level Description

Intense discharge of electricity focused at a target.

3 kT Supplies Used 3 kT Ordnance Used 0 Fighter, Troop

Inner Hull, Outer Hull

0 Minerals, 30 Organics, 0 Radioactives

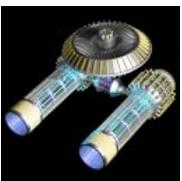
Direct Fire **Energy Beam** 2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

None

Empire must have at least tech level 1 in Organic Weapons.

Empire must have at least tech level 1 in Smaller Weapons.



Small Graviton Beam

Group Weapons Level Description Intense gravitational beam fired at enemy ships causing them to rip apart.

Λ

Supplies Used Size 6 kT Structure 6 kT Ordnance Used Vehicle Types Fighter Ship Sections Inner Hull, Outer Hull 60 Minerals, 0 Organics, 5 Radioactives Resource Cost Weapon Type Direct Fire Weapon Delivery **Energy Beam** 4.000 seconds Firing Rate Damage Type Normal Can Target Ship, Base, Planet, Troop, Weapon Platform, Building Abilities

> Empire must have at least tech level 1 in Gravitational Weapons.

Empire must have at least tech level 1 in Smaller Weapons.



Size Structure Vehicle Types Ship Sections . Resource Cost Weapon Type Weapon Delivery Firing Rate

Abilities Requirements

Small Incinerator Beam

Group Weapons Level Description

Short range high intensity fusion

0

7 kT Supplies Used 7 kT Ordnance Used Fighter, Troop Inner Hull, Outer Hull 50 Minerals, 0 Organics, 0 Radioactives Direct Fire **Energy Beam** 4.000 seconds

Damage Type Normal Can Target Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapor

Platform, Building None

Empire must have at least tech level 1 in High - Energy Discharge Weapons.

Empire must have at least tech level 1 in Smaller Weapons.

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Small Meson Blaster

Group Weapons Level Description

Supplies Used

Ordnance Used

Short range meson cannon which fires tunneling mesons in cohesive bursts.

3 kT Size Structure 3 kT Vehicle Types Fighter, Troop Ship Sections Inner Hull, Outer Hull Resource Cost 30 Minerals, 0 Organics, 0 Radioactives Weapon Type Direct Fire Weapon Delivery **Energy Bolt** 2.000 seconds Firing Rate Damage Type Normal Can Target

Abilities Requirements

Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

None

- Empire must have at least tech level 1 in Energy Pulse Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

Abilities Requirements

Small Phased - Polaron Beam

Group Weapons Level

Description

Multi-Phasic energy beam which can penetrate normal shields.

6 kT Supplies Used 6 kT Ordnance Used 0 Fighter, Troop Inner Hull, Outer Hull

60 Minerals, 0 Organics, 0 Radioactives Direct Fire

Energy Beam 2.000 seconds Skips Normal Shields

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

None

- Empire must have at least tech level 1 in Phased -Energy Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Small Rocket Pods

Group Weapons Level Description Small nuclear missiles used against ships and bases.

Supplies Used Ordnance Used

Fighter

6 kT

6 kT

Inner Hull, Outer Hull

60 Minerals, 0 Organics, 5 Radioactives

Direct Fire Missile

10.000 seconds

Normal

Ship, Base, Planet, Troop, Weapon Platform, Building

- Provides storage for 5 units of ordnance.
- Empire must have at least tech level 1 in Missile Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Small Shard Cannon

Group Weapons Level

Description

Super dense crystal projectiles fired by a polarized cannon. These projectiles cannot be stopped by armor.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

Requirements

Supplies Used Ordnance Used 1

Fighter, Troop Inner Hull, Outer Hull

40 Minerals, 0 Organics, 10 Radioactives

Direct Fire Projectile 2.000 seconds Skips Armor

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon

Platform, Building Abilities

4 kT

4 kT

Provides storage for 10 units of ordnance.

- Empire must have at least tech level 1 in Crystalline Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Small Shield Depleter

Group Weapons Level Description Gamma radiation beam which saps shields but does no other damage.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

Abilities

Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Requirements

2 kT Supplies Used 2 kT Ordnance Used Fighter, Troop Inner Hull, Outer Hull 20 Minerals, 0 Organics, 1 Radioactives Direct Fire **Energy Beam** 2.000 seconds

Shields Only Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

None

- Empire must have at least tech level 1 in Shield Damaging Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



4 kT

Group Weapons Level

Small Telekinetic Projector

Description

Supplies Used

Projects a battering ram of telekinetic force against its target.

0

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target

4 kT Ordnance Used Fighter, Troop Inner Hull, Outer Hull 40 Minerals, 0 Organics, 5 Radioactives Direct Fire **Energy Bolt** 2.000 seconds Normal

Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

Abilities None Requirements

- Empire must have at least tech level 1 in Psychic
- Empire must have at least tech level 1 in Smaller



Small Time Distortion Burst

Group Weapons Level Description

A projected burst of distorted time. A vehicle hit will take 4x damage to shields, plus normal damage.

Supplies Used Ordnance Used Fighter, Troop

Inner Hull, Outer Hull 30 Minerals, 0 Organics, 8 Radioactives

Direct Fire **Energy Bolt** 2.000 seconds

Quad Damage To Shields

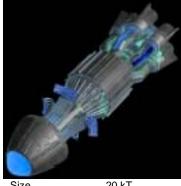
Ship, Base, Planet, Fighter, Satellite, Drone, Troop, Weapon Platform, Building

None

3 kT

3 kT

- Empire must have at least tech level 1 in Temporal Weapons.
- Empire must have at least tech level 1 in Smaller Weapons.



Smart Bomb (RD)

Group Weapons Level

Description

Al controlled cruise missile which seeks and destroys Resupply Depots on a planet.

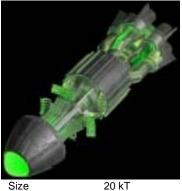
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Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

20 kT Supplies Used 5 20 kT Ordnance Used 5 Ship, Base, Satellite, Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 50 Radioactives Direct Fire Missile 6.000 seconds Only Resupply Depots Planet

Provides storage for 25 units of ordnance.

Empire must have at least tech level 40 in Bombardment Weapons.



Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Smart Bomb (SP)

Group Weapons Level Description Al controlled cruise missile which seeks and destroys Spaceports on a

20 kT Supplies Used 20 kT Ordnance Used Ship, Base, Satellite, Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 50 Radioactives Direct Fire Missile 6.000 seconds Only Spaceports Planet

planet.

Provides storage for 50 units of ordnance.

Empire must have at least tech level 40 in Bombardment Weapons.



Stupifier

Group

Weapons Level Description Psychic attack which temporarily decreases the intelligence of the target crew.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type

Firing Rate

Can Target

Abilities

Weapon Delivery

50 kT Supplies Used 5 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 500 Minerals, 0 Organics, 80 Radioactives Direct Fire **Energy Beam** 5.000 seconds Timed Remove Experience Ship, Base

None

Empire must have at least tech level 5 in Psychic

Weapons

Description

Group

Level

Tachyon Projection Cannon

Pulsed tachyon charges used to

penetrate shields and destroy



Subspace Rupture Beam

Weapons Level Description Beam which causes space to rupture and explode outward.

40 kT Supplies Used Structure 40 kT Ordnance Used Vehicle Types Ship, Base, Satellite, Weapon Platform, Drone Ship Sections Inner Hull, Outer Hull 60 Minerals, 0 Organics, 20 Radioactives Resource Cost Weapon Type Direct Fire Weapon Delivery **Energy Beam** Firing Rate 3.000 seconds Damage Type Normal Can Target Ship, Base, Planet, Fighter, Satellite, Drone None Abilities Requirements

Empire must have at least tech level 1 in Warp Weapons.



weapons. Supplies Used 5 Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone 400 Minerals, 0 Organics, 100 Radioactives

Inner Hull, Outer Hull Direct Fire **Energy Bolt** 8.000 seconds Only Weapons Ship, Base, Planet, Fighter, Satellite, Drone

40 kT

40 kT

Empire must have at least tech level 5 in Weapon Overloading Weapons.



Telekinetic Projector

Weapons Level Description Projects a battering ram of telekinetic force against its target.

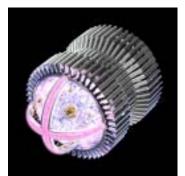
40 kT 40 kT Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Supplies Used Ordnance Used Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 200 Minerals, 0 Organics, 20 Radioactives Direct Fire **Energy Bolt** 2.000 seconds Normal Ship, Base, Planet, Fighter, Satellite, Drone

Group

None

Empire must have at least tech level 1 in Psychic Weapons.



Temporal Shifter

Group Weapons Level Description Attempts to shift a target to the beginning of time.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 5 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 300 Minerals, 0 Organics, 100 Radioactives Direct Fire **Energy Bolt** 6.000 seconds Skips Shields And Armor Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Temporal Weapons.



Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Delivery

Weapon Type

Damage Type

Requirements

Firing Rate

Can Target

Abilities

Temporal Tachyon Cannon

Weapons Level Description Polarized tachyon particles fired towards a target by a temporal cannon.

50 kT Supplies Used 15 50 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 300 Radioactives Direct Fire **Energy Beam** 4.000 seconds Normal Ship, Base, Planet

None

Empire must have at least tech level 25 in Temporal Weapons.



Time Distortion Burst

Group Weapons Level Description

A projected burst of distorted time. A vehicle hit will take 4x damage to shields, plus normal damage.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

30 kT Supplies Used 5 30 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 200 Radioactives Direct Fire **Energy Bolt** 2.000 seconds Quad Damage To Shields Ship, Base, Planet, Fighter, Satellite, Drone

Empire must have at least tech level 1 in Temporal Weapons.



Toxic Injector

Group Weapons Level Description

Seeking torpedo which delivers a biological weapon into a starship and kills its crew.

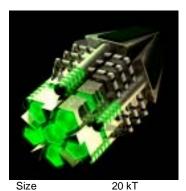
Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

50 kT Supplies Used 10 50 kT Ordnance Used 5 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 220 Minerals, 0 Organics, 50 Radioactives Seeking

Missile 6.000 seconds Kills Crew Ship, Base

Provides storage for 25 units of ordnance.

Empire must have at least tech level 5 in Biological Weapons.



Tractor Beam

Group Weapons Level Description

Gravitational beam which pulls enemy ships towards your ship.

5

Overloading energy discharge which causes a target's weapons to fail

Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

Size

Structure

Vehicle Types

Ship Sections

Resource Cost

Weapon Type

Damage Type Can Target

Firing Rate

Weapon Delivery

20 kT Ordnance Used 0 Ship, Base Inner Hull, Outer Hull 100 Minerals, 0 Organics, 20 Radioactives Direct Fire **Energy Beam** 2.000 seconds **Pulls Target** Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Tractor \ Repulser Weapons.

Weapons

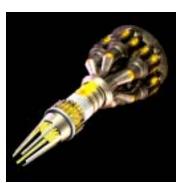
temporarily.

Description

Level

Weapon Disrupter

Supplies Used



Wave - Motion Gun

Group Weapons Level Description Long range high intensity fusion beam.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements

70 kT Supplies Used 30 70 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 600 Minerals, 0 Organics, 320 Radioactives Direct Fire **Energy Beam** 6.000 seconds Normal Ship, Base, Planet None

Empire must have at least tech level 40 in High - Energy Discharge Weapons.



40 kT Supplies Used 5 40 kT Ordnance Used 0 Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull 400 Minerals, 0 Organics, 100 Radioactives Direct Fire

Energy Beam 5.000 seconds Disrupt Weapon Reload Time

Ship, Base, Planet, Fighter, Satellite, Drone



Weapon Phase Accelerator

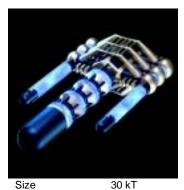
Group Weapons Level 1

Description

Time distortion beam which increases the reload time for weapons on the target ship.

Size Structure Vehicle Types Ship Sections Resource Cost Weapon Type Weapon Delivery Firing Rate Damage Type Can Target Abilities Requirements 50 kT Supplies Used 15
50 kT Ordnance Used 0
Ship, Base, Satellite, Weapon Platform, Drone Inner Hull, Outer Hull
400 Minerals, 0 Organics, 300 Radioactives Direct Fire Energy Beam 5.000 seconds Increase Weapon Reload Time Ship, Base, Planet

- Non
- Empire must have at least tech level 5 in Temporal Weapons.



Size
Structure
Vehicle Types
Ship Sections
Resource Cost
Weapon Type
Weapon Delivery
Firing Rate
Damage Type
Can Target
Abilities
Requirements

Wormhole Beam

Group
Weapons
Level
1
Description

Beam which creates a temporary wormhole at the location of the enemy ship.

30 kT Supplies Used 5
30 kT Ordnance Used 0
Ship, Base
Inner Hull, Outer Hull
200 Minerals, 0 Organics, 100 Radioactives
Direct Fire
Energy Beam
4.000 seconds
Random Target Movement
Ship, Base, Planet, Fighter, Satellite, Drone

None

Empire must have at least tech level 1 in Warp Weapons.

Appendix – Weapon Damage At Range

(All weapons are listed at level 1. As the level of the weapon increases, its damage and range will increase as well.)

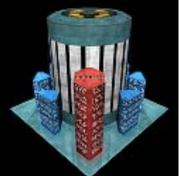
| | | Range | | | | | | | | | | |
|-------------------------------|-------------|-------|-------|-------|-------|----|----|----|----|----|----|-----|
| Ground Weapons | Weapon Type | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |
| Ground Cannon | Direct Fire | 10-10 | 10-10 | 10-10 | 10-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Acid Globule | Direct Fire | 12-12 | 12-12 | 12-12 | 12-12 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Anti - Matter Torpedo | Seeking | 15-15 | 15-15 | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Anti - Proton Beam | Direct Fire | 10-11 | 8-9 | 6-7 | 4-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Cluster Bomb | Direct Fire | 19-19 | 19-19 | 19-19 | 19-19 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Depleted Uranium Cannon | Direct Fire | 6-6 | 6-6 | 6-6 | 6-6 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Electric Discharge | Direct Fire | 5-10 | 3-8 | 1-6 | 0-4 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Graviton Beam | Direct Fire | 20-32 | 5-17 | 0-2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Incinerator Beam | Direct Fire | 20-20 | 20-20 | 20-20 | 20-20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Meson Blaster | Direct Fire | 8-8 | 8-8 | 8-8 | 8-8 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Phased - Polaron Beam | Direct Fire | 9-12 | 7-10 | 5-8 | 3-6 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Rocket Pods | Direct Fire | 25-25 | 25-25 | 25-25 | 25-25 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Shard Cannon | Direct Fire | 7-7 | 7-7 | 7-7 | 7-7 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Shield Depleter | Direct Fire | 15-15 | 15-15 | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Telekinetic Projector | Direct Fire | 15-15 | 15-15 | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Time Distortion Burst | Direct Fire | 5-5 | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| Space Wespons | | | _ | | | | | | | | | | |
|--|--------------------|-------------|-------|-----|-----|-----|----|---|---|----|----|----|-----|
| Acid Glouble | Curana Wasanana | M/ | Range | 40 | 20 | 20 | 40 | | | 70 | 00 | 00 | 400 |
| Alleglance Subverter Direct Fire 59-70 40-60 30-50 20-40 10-30 0-20 0 0 0 0 0 0 0 0 0 | | | | | | | | | | _ | | | |
| Alloy Burner Missile | | | | | | | | | | - | | _ | |
| Amii - Marter Torpedo Seeking 30-30 30-30 30-30 0.0 0 0 0 0 0 0 0 0 | 0 | | | | | | | | _ | _ | _ | _ | |
| Ans. Protons Beam | · | | | | | | | | | - | | | - |
| Anil - Proton Beam | | | | | | | | | | _ | | _ | _ |
| Anil - Ship Warhead Neutrino Warhead 100-100 00-100 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | | | | | | | _ | _ | _ | _ | - | _ | _ |
| Anil - Ship Warhead Standard Warhead 100-100 100-100 0 0 0 0 0 0 0 0 0 | | | | | | | | _ | | | - | | - |
| Anti-Ship Warhead Tachryon Warhead 200-200 200-200 0 0 0 0 0 0 0 0 0 | · | | | | | _ | | _ | | _ | _ | | - |
| Anti-Ship Warhead Tachyon Warhead 100-100 100-100 0 0 0 0 0 0 0 0 0 | | | | | | | | _ | | | | | |
| Bombler Missile | | | | | | | | | | | _ | | |
| Capital Ship Missile | | | | | | | | | | _ | | | |
| Cobalt Warhead Warhead Warhead 100-100 100-100 0 0 0 0 0 0 0 0 0 | | | | | | | | | | | | | |
| Computer Virus | | | | | | | | | | | | | - |
| Crystalline Siphon | | | | | | | | | | - | - | | - |
| Crystalline Torpedo Seeking 25-25 25-25 25-25 25-25 25-25 25-25 25-25 25-25 25-25 0 | | | | | | | | | | | _ | _ | |
| Depleted Uranium Cannon Direct Fire 20:20 20:20 20:20 20:20 0 0 0 0 0 0 0 0 0 | | | | | | | | | | _ | | _ | |
| Electric Discharge | | | | | | | | | | | | | - |
| Energy Dampener | | | | | | | | _ | - | _ | _ | _ | _ |
| Enveloping Acid Globule Direct Fire 60-60 60-60 60-60 60-60 60-60 60-60 60-60 60-60 60-60 60-60 00 0 | 0 | | | | | | | | | - | - | _ | |
| Flak Camon Point-Defense 50-50 42-42 34-34 26-26 18-18 10-10 2-2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | | | | | | | | | | _ | _ | _ | _ |
| Gamma Pulse Torpedo Seeking 60-90 66-76 52-72 48-68 44-64 40-60 36-56 0 0 0 0 0 0 Graviton Helibore Seeking 45-75 30-60 15-45 0-30 0 0 0 0 0 0 0 0 0 | · • | | | | | | | | | | | | |
| Gravino Hellbore Seeking 45-75 30-60 15-45 0-30 0 0 0 0 0 0 0 0 0 | | | | | | | | | | _ | _ | _ | _ |
| High - Energy Magnifier Direct Fire 40-46 36-42 33-39 30-36 26-32 23-29 20-26 0 0 0 0 0 0 0 0 0 | | | | | | | | | | - | | | - |
| Hyper-Plasma Bolt Direct Fire 40-46 36-42 33-39 30-36 26-32 23-29 20-26 0 0 0 0 0 | | | | | | | | | | _ | | | |
| Hyperdense Globule Direct Fire S-20 | | | | | | | | | | _ | _ | _ | |
| Incinerator Beam | 71 | | | | | | | | | | | | - |
| | *1 | | | | | | | | | | | _ | |
| Indic Pulse Missile Seeking 35-35 35-3 | | | | | | | | | | | | | |
| Ramikaze Warhead Warhead 60-60 60-60 0 0 0 0 0 0 0 0 0 | | | | | | | | | _ | | - | _ | - |
| Lightning Ray | | | | | | | | | | | | | |
| Massive Ionic Disperser Direct Fire 100-150 100-150 100-150 100-150 100-150 0 <td></td> | | | | | | | | | | | | | |
| Massive Shield Depleter Direct Fire 200-250 200-250 200-250 200-250 | | | | | | | | | | _ | _ | _ | |
| Mental Flailer Direct Fire 2-2 2-2 2-2 2-2 0 0 0 0 0 0 Mestal Singularity Generator Direct Fire 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 0< | · | | | | | | | | | | | | |
| Mental Singularity Generator Direct Fire 130-130 130-130 130-130 130-130 130-130 130-130 130-130 130-130 0 0 Meson Blaster Direct Fire 15-15 15-15 15-15 0 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td>_</td> <td>_</td> <td>_</td> | | | | | | | | | | - | _ | _ | _ |
| Meson Blaster Direct Fire 15-15 15-15 15-15 15-15 0 | | | | | | | | | | _ | | _ | _ |
| Mine Warhead Ionic Warhead 50-50 50-50 < | <u> </u> | | | | | | | | | | | | |
| Mine Warhead Neutrino Warhead 50-50 50-50 | 11100011 = 1010101 | | | | | | _ | _ | - | _ | _ | _ | _ |
| Mine Warhead Standard Warhead 100-100 100-100 | | | | | | | | _ | | | - | _ | |
| Mine Warhead Tachyon Warhead 50-50 50-50 | | | | | | | | | | - | - | | _ |
| Neutron Bomb Direct Fire 40-40 40-40 40-40 | | | | | | | | | | | | | |
| Null - Space Projector Seeking 40-40 40-40 40-40 40-40 40-40 0 0 0 0 0 Phased - Polaron Beam Direct Fire 30-34 28-32 26-30 24-28 22-26 20-24 18-22 0 0 0 0 Plague Bomb Seeking 15-15 15-15 15-15 15-15 15-15 0 | | | | | _ | - | - | | - | - | - | _ | - |
| Phased - Polaron Beam Direct Fire 30-34 28-32 26-30 24-28 22-26 20-24 18-22 0 0 0 0 Plague Bomb Seeking 15-15 15-15 15-15 15-15 15-15 0 | | | | | | | | | | _ | | | |
| Plague Bomb Seeking 15-15 15-15 15-15 15-15 15-15 15-15 0 | | | | | | | | | | - | | _ | _ |
| Planetary Napalm Direct Fire 200-200 200-200 | | | | | | | | | | _ | _ | _ | _ |
| Plasma Charge Direct Fire 20-25 17-22 15-20 | | | | | | | | | | - | - | | - |
| Plasma Missile Seeking 70-80 65-75 60-70 55-65 50-60 45-55 40-50 0 0 0 0 Point - Defense Beam Point-Defense 15-25 11-21 7-17 3-13 0-9 0-5 0-1 0 0 0 0 Point - Defense Blaster Point-Defense 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 0 0 0 Point - Defense Cannons Point-Defense 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 0 0 0 Power Lamprey Seeking 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 0 0 0 Power Leech Beam Direct Fire 100-150 98-148 96-146 | | | | | | | | | | | | _ | |
| Point - Defense Beam Point-Defense 15-25 11-21 7-17 3-13 0-9 0-5 0-1 0 0 0 0 Point - Defense Blaster Point-Defense 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 0 0 0 Point - Defense Cannons Point-Defense 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 0 0 0 Power Lamprey Seeking 200-200 0 0 0 Power Leech Beam Direct Fire 100-150 98-148 96-146 94-144 0 0 0 0 0 0 | | | | | | | | | | _ | | | _ |
| Point - Defense Blaster Point-Defense 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 15-15 0 0 0 Point - Defense Cannons Point-Defense 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 0 0 0 Power Lamprey Seeking 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 0 0 0 0 0 Power Leech Beam Direct Fire 100-150 98-148 96-146 94-144 0 0 0 0 0 0 | | | | | | | | | | - | _ | _ | |
| Point - Defense Cannons Point-Defense 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 10-10 0 0 Power Lamprey Seeking 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 0< | | | | | | | | | | _ | _ | _ | _ |
| Power Lamprey Seeking 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 200-200 0 0 0 0 Power Leech Beam Direct Fire 100-150 98-148 96-146 94-144 0 0 0 0 0 0 0 | | | | | | | | | | | | _ | |
| Power Leech Beam Direct Fire 100-150 98-148 96-146 94-144 0 0 0 0 0 0 0 | | | | | | | | | | | _ | _ | |
| | | | | | | | | | | | | | |
| resormic winningsn | Psychic Whiplash | Direct Fire | 2-10 | 1-9 | 1-9 | 1-9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

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| Quantum Torpedo | Seeking | 50-50 | 50-50 | 50-50 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|-------------------------------|-------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---|---|
| Radiation Bomb | Direct Fire | 20-20 | 20-20 | 20-20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Repulser Beam | Direct Fire | 2-2 | 2-2 | 2-2 | 2-2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Ripper Beam | Direct Fire | 20-20 | 20-20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Seeking Parasite | Seeking | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 0 | 0 |
| Shard Cannon | Direct Fire | 15-15 | 15-15 | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Shield Accelerator | Direct Fire | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 0 | 0 | 0 | 0 | 0 | 0 |
| Shield Depleter | Direct Fire | 30-30 | 30-30 | 30-30 | 30-30 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Shield Disrupter | Direct Fire | 20-50 | 5-35 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Shield Imploder | Direct Fire | 10-40 | 8-38 | 6-36 | 4-34 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Acid Globule | Direct Fire | 10-10 | 10-10 | 10-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Anti - Matter Torpedo | Seeking | 15-15 | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Anti - Proton Beam | Direct Fire | 10-20 | 5-15 | 0-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Cluster Bomb | Direct Fire | 25-25 | 25-25 | 25-25 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Depleted Uranium Cannon | Direct Fire | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Electric Discharge | Direct Fire | 10-10 | 10-10 | 10-10 | 10-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Graviton Beam | Direct Fire | 20-40 | 10-30 | 0-20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Incinerator Beam | Direct Fire | 15-15 | 15-15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Meson Blaster | Direct Fire | 10-10 | 10-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Phased - Polaron Beam | Direct Fire | 3-3 | 3-3 | 3-3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Rocket Pods | Direct Fire | 50-50 | 50-50 | 50-50 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Shard Cannon | Direct Fire | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Shield Depleter | Direct Fire | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Telekinetic Projector | Direct Fire | 5-5 | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Small Time Distortion Burst | Direct Fire | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Smart Bomb (RD) | Direct Fire | 200-200 | 200-200 | 200-200 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Smart Bomb (SP) | Direct Fire | 200-200 | 200-200 | 200-200 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Stupifier | Direct Fire | 0-20 | 0-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Subspace Rupture Beam | Direct Fire | 40-45 | 38-43 | 36-41 | 34-39 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Tachyon Projection Cannon | Direct Fire | 20-40 | 10-30 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Telekinetic Projector | Direct Fire | 30-30 | 30-30 | 30-30 | 30-30 | 30-30 | 0 | 0 | 0 | 0 | 0 | 0 |
| Temporal Shifter | Direct Fire | 30-30 | 30-30 | 30-30 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Temporal Tachyon Cannon | Direct Fire | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 60-60 | 0 | 0 | 0 | 0 | 0 |
| Time Distortion Burst | Direct Fire | 10-10 | 10-10 | 10-10 | 10-10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Toxic Injector | Seeking | 50-100 | 46-96 | 42-92 | 38-88 | 34-84 | 30-80 | 26-76 | 0 | 0 | 0 | 0 |
| Tractor Beam | Direct Fire | 2-2 | 2-2 | 2-2 | 2-2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Wave - Motion Gun | Direct Fire | 100-100 | 100-100 | 100-100 | 100-100 | 100-100 | 100-100 | 100-100 | 100-100 | 100-100 | 0 | 0 |
| Weapon Disrupter | Direct Fire | 5-20 | 3-18 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Weapon Phase Accelerator | Direct Fire | 5-10 | 4-9 | 4-9 | 3-8 | 3-8 | 2-7 | 0 | 0 | 0 | 0 | 0 |
| Wormhole Beam | Direct Fire | 5-5 | 5-5 | 5-5 | 5-5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Appendix - Facilities



Planet Modification

Level

Description

Massive atmospheric processors which slowly change the atmosphere of a planet to a breathable state.

Atmospheric Modification Plant



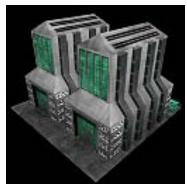
Structure Resource Cost Abilities

Requirements

1,000 kT

15000 Minerals, 15000 Organics, 15000 Radioactives

- Changes the atmosphere of the planet to one that is breathable by its colony over 10 years.
- Empire must have at least tech level 20 in Planet Utilization.



Size Structure

Resource Cost Abilities Requirements

Cargo Facility

Group Storage Level

Description

Large warehouses which can provide extra cargo space on a planet.

1.000 kT 1,000 kT

5000 Minerals, 0 Organics, 0 Radioactives Provides 500 extra unit spaces on a planet.

Empire must have at least tech level 1 in Storage.

Central Computer Complex

. Research

Level

Description

Massive centralized computer for a planet which improves research capabilities.



1,000 kT

Citizen Databank Complex

Intelligence

Level

Description

Centralized databank of citizens which improves intelligence operations for an entire planet.

Size Structure Resource Cost Abilities

Requirements

Structure

Abilities

Resource Cost

Requirements

1,000 kT 1,000 kT

12000 Minerals, 0 Organics, 3000 Radioactives

Group

Level

Description

a planet.

Increase all research on a planet by 10% (only 1 facility per planet effective).

Climate Control Facility

Atmospheric conditioning and

manipulation improve the conditions of

Planet Modification

Empire must have at least tech level 1 in Centralized Computer Systems.



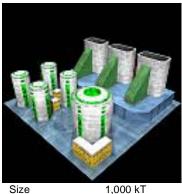
Requirements

1,000 kT 12000 Minerals, 0 Organics, 3000 Radioactives

Increase all intelligence generation on a planet by 10% (only 1 facility per planet effective).

Empire must have at least tech level 1 in Centralized

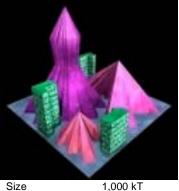
Computer Systems.



1,000 kT 1,000 kT

8000 Minerals, 8000 Organics, 8000 Radioactives

- Improves the conditions of the planet by 1% each year.
- Empire must have at least tech level 1 in Planet Utilization.



Size Structure Resource Cost Abilities

Requirements

Crystalline Restructuring Plant

Group . Crystalline

Level

Description

Facility which enhances vehicle hulls by adding crystalline matrices to their molecular structure.

1,000 kT 5000 Minerals, 2000 Organics, 5000 Radioactives

Reduces all ship maintenance costs in the system by -5% (only 1 facility per system effective).

Empire must have at least tech level 1 in Crystalline Technology.



1,000 kT

1,000 kT

Technology.

Size Structure

Resource Cost Abilities

Requirements

Death Shrine

Group Religious Level

Description

Twisted cult preoccupied with death which also has exceptional talent at enhancing weapons.



Abilities

Requirements

Energy Transmission Lens

Group Crystalline Level

Description

Massive lens which allows supplemental power to be beamed directly to ships within the system.

Thoughtful seers who predict the

future and can avert disasters.



5000 Minerals, 0 Organics, 10000 Radioactives

- Increases the shield strength of all ships in the system by 10 shield points (only 1 facility per system effective).
- Empire must have at least tech level 1 in Crystalline Technology.

Fate Shrine

Group Religious

Level

Description



1,000 kT

Technology.

Size Structure Resource Cost Abilities

Requirements

Events Predictor

Gives a 5% damage bonus to all of our weapons used in

Group Temporal Level

3000 Minerals, 3000 Organics, 3000 Radioactives

this system (only 1 facility per system effective).

Empire must have at least tech level 1 in Religious

Description

8000 Minerals, 8000 Organics, 8000 Radioactives

system (only 1 facility per system effective).

Gives a 10% combat bonus to all ships and units in this

Empire must have at least tech level 1 in Temporal

Massive computer which uses temporal incursions to predict future



1,000 kT 1,000 kT

2000 Minerals, 2000 Organics, 6000 Radioactives

- Decreases the chance of any bad events in this system by -10% (only 1 facility per system effective).
- Decreases the chance of any sabotage activities in this system by -10% (only 1 facility per system effective).
- Improves the happiness of the populations who live in this system by 1% each turn (only 1 facility per system effective)

Genetic Recoding Lab

Advanced lab which recodes a

population's DNA for improved traits.

Population Support



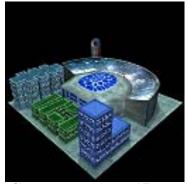
Empire must have at least tech level 1 in Religious

Group

Level

Description

Technology



Size Structure Resource Cost Abilities

1,000 kT 1.000 kT 8000 Minerals, 0 Organics, 100 Radioactives

Requirements

Fleet Training Facility

Fleets in this sector will gain 100 experience points each

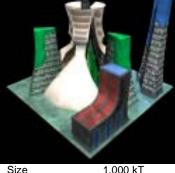
Empire must have at least tech level 1 in Advanced

turn (only 1 facility per planet effective).

Military Science.

Group Ship Support Level Description

> Center dedicated to training an entire fleet and making its ships work together as a team.



Size Structure Resource Cost Abilities

1,000 kT 1.000 kT

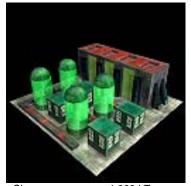
2000 Minerals, 8000 Organics, 2000 Radioactives

- Prevents level 1 plagues in this system.
- Populations in this system will reproduce 0.5% faster (only 1 facility per system effective).
- Populations will grow happier in this system by 1%. (only 1 facility per system effective).

Empire must have at least tech level 1 in Organic Technology.



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Gestation Vats

Group Population Support

Level

Description

Artificial gestation chambers which greatly increase the reproduction rate of an entire system.

Size Structure Resource Cost Abilities

Requirements

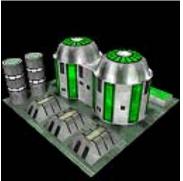
1,000 kT 1,000 kT

2000 Minerals, 6000 Organics, 2000 Radioactives

Populations in this system will reproduce 0.5% faster (only 1 facility per system effective).

Intelligence Center

Empire must have at least tech level 1 in Organic Technology.



Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT 8000 Minerals, 2000 Organics, 200 Radioactives

Increase organics production on a planet by 10% (only 1

facility per planet effective).

Hybrid Eco - Farms

Resource Extraction

Advanced organic reclamation and

development improves organics

growth for an entire planet.

Massive Planetary Shield

Massive shield generators which

protect an entire planet during

Group

Level

Description

Empire must have at least tech level 5 in Organics Extraction.

Generator

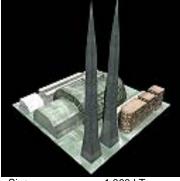
Shields

Description

combat.

Group

Level



Group

Intelligence

Level

Description

Large intelligence gathering organization.



Structure Resource Cost Abilities Requirements

1,000 kT

1500 Minerals, 0 Organics, 0 Radioactives

- Generates 500 intelligence points each turn.
- Empire must have at least tech level 1 in Intelligence Services.



Size 1,000 kT Structure Resource Cost

Abilities

Requirements

1,000 kT

30000 Minerals, 1000 Organics, 10000 Radioactives

- Generates 1 pts of shielding for the planet during
- Empire must have at least tech level 1 in Massive Planetary Shielding.



Medical Lab

Group

Resource Extraction

Level

Description

A facility dedicated to curing disease and improving the lifespan of your citizens.



Structure Abilities Requirements

Mineral Miner Facility

Group

Resource Extraction

Level

Description

Large scale planet processor which mines minerals from the deepest

Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

10000 Minerals, 5000 Organics, 5000 Radioactives

- Prevents level 1 plagues in this system.
- Populations in this system will reproduce 0.2% faster (only 1 facility per system effective).

Empire must have at least tech level 1 in Medical Treatment.



1,000 kT 1500 Minerals, 0 Organics, 0 Radioactives

- Mines 3,000 minerals each turn.
- Empire must have at least tech level 1 in Minerals Extraction.



Mineral Resource Storage

Group Storage Level Description

Large warehouses which store unused resources for an empire.

1,000 kT Size Structure Resource Cost

Abilities

Requirements

1,000 kT

2000 Minerals, 0 Organics, 0 Radioactives

- Can store 20,000 minerals for an empire.
- Empire must have at least tech level 1 in Storage.

1,000 kT

Size Structure Resource Cost Abilities

Requirements

1,000 kT 8000 Minerals, 0 Organics, 1000 Radioactives

Group

Level

Description

entire planet.

Increase mineral production on a planet by 10% (only 1 facility per planet effective).

Mineral Scanner

Resource Extraction

Advanced mineral detection which

improves mineral extraction for an

Empire must have at least tech level 5 in Minerals Extraction.



Monolith Facility

Group

Resource Extraction

Level

Description

Universal tool which can harvest all of a planet's resources.



Group Religious

Nature Shrine

Level

Description

Commune dedicated to teaching harmony with nature.

Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

10000 Minerals, 5000 Organics, 5000 Radioactives

- Mines 3,000 minerals each turn.
- Harvests 3,000 organics each turn.
- Extracts 3.000 radioactives each turn.

Empire must have at least tech level 1 in Stellar Manipulation.

Size Structure Resource Cost Abilities

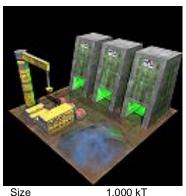
1,000 kT 1,000 kT

2000 Minerals, 6000 Organics, 2000 Radioactives

- Increases the value of all planets in the system by 2% each year (only 1 facility per system effective).
- Improves the conditions of all planets in the system by 2% each year (only 1 facility per system effective).

Requirements

Empire must have at least tech level 1 in Religious Technology

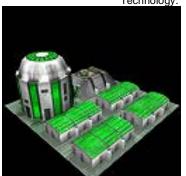


Organic Resource Storage

Storage Level

Description

Large warehouses which store unused resources for an empire.



1.000 kT

Size Structure Resource Cost Abilities Requirements

Organics Farm Facility

Resource Extraction

Level

Description

Biological growing facility which generates organic materials from a planet's surface.

Structure Resource Cost Abilities

Requirements

1,000 kT

2000 Minerals, 0 Organics, 0 Radioactives

- Can store 20,000 organics for an empire.
- Empire must have at least tech level 1 in Storage.

1,000 kT 1500 Minerals, 0 Organics, 0 Radioactives Grows 3,000 organics each turn.

Empire must have at least tech level 1 in Organics Extraction.



Planetary Gravitational Shield Facility

Group Shields

Level

Description

Finely tuned gravitational beams used in an array to stop planet destroying

Size Structure Resource Cost Abilities

Requirements

Resource Cost

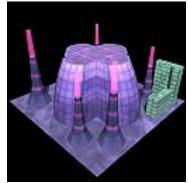
Requirements

Abilities

1,000 kT 1,000 kT

20000 Minerals, 0 Organics, 5000 Radioactives

- Stops all planet destroying weapons against this planet (only 1 facility per planet effective).
- Empire must have at least tech level 1 in Defenses.



Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

11000 Minerals, 2000 Organics, 5000 Radioactives

Group

Level

Psychic

Description

Fleets in this system will gain 100% experience points each turn (only 1 facility per system effective).

Psychic Fleet Training Facility

Psychic broadcast center which

Psychic Ship Training Facility

Psychic broadcast center which

all ships in a system.

imparts collected ship experience to

all fleets in a system.

imparts collected fleet experience to

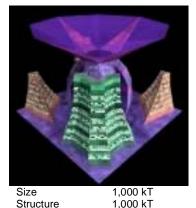
Empire must have at least tech level 1 in Psychic Technology.

Psychic

Description

Group

Level



Psychic Scanner

Group **Psychic**

Level

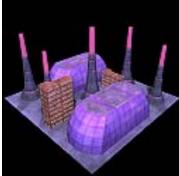
Description

15000 Minerals, 5000 Organics, 15000 Radioactives

Empire must have at least tech level 1 in Psychic

Any ship within a distance of 2 sectors can be scanned

Psychic scanner which can perform a detailed scan of enemy ships within



Size 1,000 kT Structure 1,000 kT Resource Cost

Requirements

Abilities

10000 Minerals, 2000 Organics, 4000 Radioactives

- Ships in this system will gain 100% experience points each turn (only 1 facility per system effective).
- Empire must have at least tech level 1 in Psychic Technology.

Group

Level

Description

Radioactives Collider

Resource Extraction

Advanced ore bombardment and processing improves radioactives

extraction for an entire planet.



in detail.

Technology.

Radioactive Resource Storage

Group Level

Description

Large warehouses which store unused



Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

8000 Minerals, 0 Organics, 2000 Radioactives

- Increase radioactive production on a planet by 10% (only 1 facility per planet effective).
- Empire must have at least tech level 5 in Radioactives

Extraction.

Storage

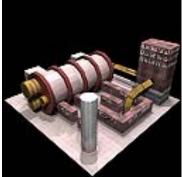
resources for an empire.

Size Structure Resource Cost Abilities Requirements

1,000 kT 1,000 kT

2000 Minerals, 0 Organics, 0 Radioactives

- Can store 20,000 radioactives for an empire.
- Empire must have at least tech level 1 in Storage.



Size Structure Resource Cost Abilities Requirements

Radioactives Extraction Facility

Group

Resource Extraction

Level

Description

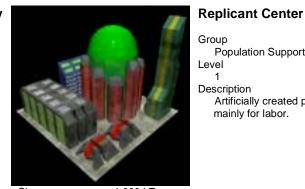
Large fusion reactors which process a planet's ore to generate refined highenergy materials.



1,000 kT

1500 Minerals, 0 Organics, 0 Radioactives

- Extracts 3,000 radioactives each turn.
- Empire must have at least tech level 1 in Radioactives Extraction.



Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

2000 Minerals, 15000 Organics, 2000 Radioactives

Populations in this system will increase by 1M per turn (only 1 facility per system effective).

Resource Converter

Resource Extraction

Massive molecular converter which

can transform resources to different

Population Support

mainly for labor.

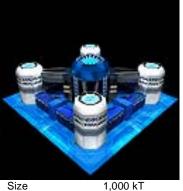
Artificially created population used

Empire must have at least tech level 10 in Organic Technology.

Group

Level

Description



1,000 kT

Research.

Size Structure Resource Cost Abilities Requirements

Research Center

Group

Research

Level

Description

High-Tech researching facility which develops new technology for a society.



Size Structure Resource Cost

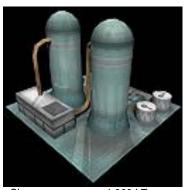
Requirements

Abilities

1,000 kT 1,000 kT

6000 Minerals, 6000 Organics, 6000 Radioactives

- Converts between resource types with a 50% loss of material (only 1 facility per system effective).
- Empire must have at least tech level 1 in Resource Manipulation.



Resupply Depot

Empire must have at least tech level 1 in Applied

Group

1500 Minerals, 0 Organics, 0 Radioactives Generates 500 research points each turn.

Resupply

Level

Description

Resupplies ships throughout the solar system.



Structure Resource Cost Abilities

Robotoid Factory

Group

Resource Extraction

Level

Description

Robotic workers who will increase all production on a planet.

Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

6000 Minerals, 0 Organics, 0 Radioactives

- Can generate 1,000 supplies each turn for ships.
- Can generate 1,000 ordnance each turn for ships.
- Distributes up to 500 supply to vehicles in the same solar system at the end of each turn.
- Distributes up to 500 ordnance to vehicles in the same

solar system at the end of each turn.

Empire must have at least tech level 1 in Starship Support.

Size

1,000 kT 1,000 kT

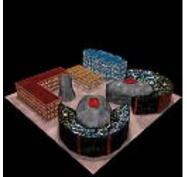
15000 Minerals, 5000 Organics, 5000 Radioactives

- Increase mineral production on a planet by 10% (only 1 facility per planet effective).
- Increase organic production on a planet by 10% (only 1 facility per planet effective).
- Increase radioactive production on a planet by 10% (only 1 facility per planet effective).

Requirements

Empire must have at least tech level 1 in Robotics.

Strategy First Inc.



Ship Training Facility

Group Ship Support Level

Description

Center dedicated to training ship's crews and making them better.

Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

6000 Minerals, 0 Organics, 200 Radioactives

- Ships in this sector will gain 100 experience points each turn (only 1 facility per planet effective).
- Empire must have at least tech level 1 in Advanced Military Science.



Space Port

Group

Resource Extraction

Level

Description

Facility which processes all generated resources in its system and makes them available for the empire.

Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

6000 Minerals, 0 Organics, 0 Radioactives

- All points generated in this system are automatically transported to the Empire.
- Empire must have at least tech level 1 in Industry.



System Citizen Databank

Group Intelligence Level

Description

Centralized databank of citizens which improves intelligence operations for an entire system.

Size Structure Resource Cost Abilities

Requirements

1,000 kT 1.000 kT

25000 Minerals, 1000 Organics, 5000 Radioactives

- Increase all intelligence generation in a system by 10% (only 1 facility per system effective).
- Empire must have at least tech level 20 in Centralized Computer Systems.



Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

5000 Minerals, 5000 Organics, 5000 Radioactives

- Generates 2,000 minerals per star each turn.
- Generates 2,000 organics per star each turn.
- Generates 2,000 radioactives per star each turn.

Solar Generator

Massive solar collectors which can

transmute solar energy to raw

Crystalline

materials.

Group

Level

Description

Empire must have at least tech level 1 in Crystalline Technology.



Space Yard Facility

Group

Space Yard

Level

Description

Large construction facility which allows the construction of ships in space.

Size Structure Resource Cost Abilities

1,000 kT 1,000 kT

10000 Minerals, 0 Organics, 0 Radioactives

- Can construct with 2,000 minerals per turn.
- Can construct with 2,000 organics per turn.
- Can construct with 2,000 radioactives per turn.
- Can repair 160kT of ship tonnage per turn.
- Can repair 100kT of unit tonnage per turn.
- Can repair 200kT of facility tonnage per turn.
- Empire must have at least tech level 1 in Space Yards. **System Computer Complex**

Requirements



Group

Research

Level

Description

Massive centralized computer for an entire system which improves research capabilities.

Size Structure Resource Cost Abilities

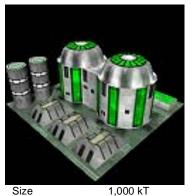
1.000 kT

1,000 kT

Requirements

25000 Minerals, 1000 Organics, 5000 Radioactives

- Increase all research in a system by 10% (only 1 facility per system effective).
- Empire must have at least tech level 20 in Centralized Computer Systems.



1,000 kT

Extraction.

System Eco - Farms

Group

Resource Extraction

Level

6000 Minerals, 10000 Organics, 2000 Radioactives

1 facility per system effective).

Level

Description

Increase organics production for a system by 15% (only

System Mineral Scanner

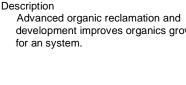
Advanced mineral detection which

improves mineral extraction for an

Resource Extraction

Empire must have at least tech level 10 in Organics

Advanced organic reclamation and development improves organics growth





System Gravitational Shield **Facility**

Group Shields

Level

Description

Finely tuned gravitational beams used in an array to stop stellar manipulations in the entire system.

Size Structure Resource Cost Abilities

1,000 kT 1,000 kT

100000 Minerals, 2000 Organics, 50000 Radioactives

- Stops all nebulae creating devices within the system.
- Stops all black hole generating devices within the system.
- Stops all star destroying devices within the system.
- Stops warp points from being opened within the system.
- Stops warp points from being closed within the system.
- Empire must have at least tech level 2 in Defenses.





Group

Resource Extraction

Level

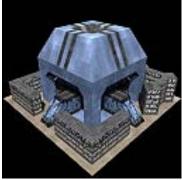
Description

Advanced ore bombardment and processing improves radioactives extraction for an system.

Temporal Space Yard Facility

Large construction facility which uses

temporal folding to allow fast construction of ships in space.



Size Structure

Structure

Abilities

Resource Cost

Requirements

Resource Cost Abilities

Requirements

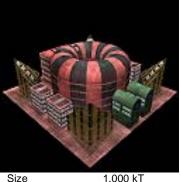
1.000 kT 1.000 kT

14000 Minerals, 0 Organics, 3000 Radioactives

Increase mineral production for a system by 15% (only 1 facility per system effective).

entire system.

Empire must have at least tech level 10 in Minerals Extraction.



Size Structure Resource Cost Abilities

Requirements

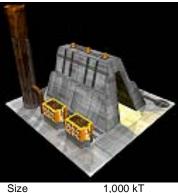
1.000 kT

6000 Minerals, 1000 Organics, 12000 Radioactives Increase radioactives production for a system by 15%

(only 1 facility per system effective).

Space Yard

Empire must have at least tech level 10 in Radioactives Extraction.



System Robotoid Factory

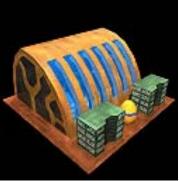
Group

Resource Extraction

Level

Description

Robotic workers who will increase all production for an entire system.



Size

Structure Resource Cost Abilities

1,000 kT 1.000 kT

20000 Minerals, 2000 Organics, 10000 Radioactives

Can construct with 4,000 minerals per turn.

Group

Level

Description

- Can construct with 4,000 organics per turn.
- Can construct with 4,000 radioactives per turn.
- Can repair 200kT of ship tonnage per turn.
- Can repair 150kT of unit tonnage per turn.
- Can repair 250kT of facility tonnage per turn.

Requirements

Empire must have at least tech level 1 in Temporal Technology.

Size Structure Resource Cost Abilities

1.000 kT

20000 Minerals, 10000 Organics, 10000 Radioactives

- Increase mineral production for a system by 10% (only 1 facility per system effective).
- Increase organic production for a system by 10% (only 1 facility per system effective).
- Increase radioactive production for a system by 10% (only 1 facility per system effective).

Requirements

Empire must have at least tech level 20 in Robotics.



Temporal Vacation Service

Group Temporal Level

Description

Entertainment service which allows populations to view past histories.

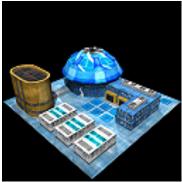
Size Structure Resource Cost Abilities

Requirements

1,000 kT 1,000 kT

4000 Minerals, 4000 Organics, 4000 Radioactives

- Improves the happiness of the populations who live in this system by 1% per turn (only 1 facility per system effective).
- Empire must have at least tech level 1 in Temporal Technology.



Ultra - Recycler

Group

Resource Extraction

Level

Description

Advanced recycling techniques for reclaiming used resources.

Size Structure Resource Cost Abilities

1.000 kT 1,000 kT

4000 Minerals, 4000 Organics, 4000 Radioactives

Ships scrapped in this sector will reclaim 35% of their original resource value (only 1 facility per planet effective).

Requirements

Empire must have at least tech level 1 in Resource Manipulation.



Size Structure Resource Cost Abilities

1.000 kT 1,000 kT

10000 Minerals, 10000 Organics, 10000 Radioactives

- Improves the mineral value of the planet by 2% each
- Improves the organic value of the planet by 2% each
- Improves the radioactive value of the planet by 2% each year.

Requirements

Empire must have at least tech level 10 in Planet Utilization.



Size Structure Resource Cost Abilities

1,000 kT 1,000 kT

6000 Minerals, 6000 Organics, 6000 Radioactives

Time Shrine

Religious

use of time.

Devout following of workers dedicated to improving their ultimate

Description

Group

Level

- Increase mineral production in a system by 5% (only 1 facility per system effective).
- Increase organic production in a system by 5% (only 1 facility per system effective).
- Increase radioactive production in a system by 5% (only 1 facility per system effective).
- Empire must have at least tech level 1 in Religious

Requirements

Technology

Urban Pacification Center



Group

Population Support

Level

Description

Psychological treatment center designed to keep a system's populations happy.

Size Structure Resource Cost Abilities

Requirements

1,000 kT

1.000 kT

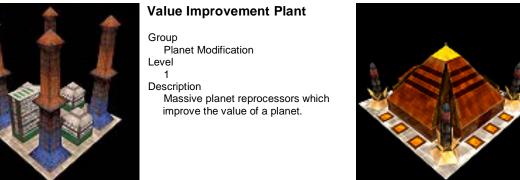
1000 Minerals, 4000 Organics, 1000 Radioactives

War Shrine

Religious

Populations will grow happier in this system by 1% each turn (only 1 facility per system effective).

Empire must have at least tech level 1 in Applied Political Science.





Central place of worship for all that follow the path of the warrior.

Size Structure Resource Cost Abilities

Requirements

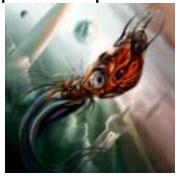
1,000 kT

1.000 kT

3000 Minerals, 3000 Organics, 3000 Radioactives

- Gives a 5% combat bonus to all ships and units in this system (only 1 facility per system effective).
- Empire must have at least tech level 1 in Religious Technology.

Appendix - Empires



Abbidon Enclave

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History

Biology

Society

History

Society

History

Speaker Verath II Gas Giant Carbon Dioxide Republic Artisans

The Abbidon are one of the rare species to evolve on a gas giant planet. Their bodies are naturally quite flat and undulate to propel them through the swirling gasses of their planet. Their eyesight is quite poor, but they have a form of natural radar that they emit to navigate. Their bodies are approximately 3 meters long and they live about 90 years. Their skin is normally dark orange in color, but can change depending on their mood.

The Abbidon society is not really much of one. It contains no real structure but is merely a collection of individuals who congregate as it pleases them. The fact that they can build and maintain starships has left many a scholar puzzled. They don't take much interest in material matters, but prefer their aerial artwork which consists of convoluted vapor patterns created by their bodies as they move through the atmosphere.

The Abbidon did eventually move out into space, but only after they were forced to. They were content to remain on their home planet with little interest in space travel. However, a devastating asteroid strike changed their minds. With half of their homeworld's population decimated, they devoted themselves to obtaining space travel. After many decades of arduous work, the Abbidon moved out into the galaxy.



Amon'krie Continuum

Emperor Name Lord Amon-Kurath
Home Planet Type Ice
Home Atmosphere Type Methane
Government Type Tyranny
Society Type Xenophobes

The Amon'krie are small worm-like beings just under 2 meters long. They propel their bodies by undulating their underside. They have several small tubules near their head which they use to grasp tools. They prefer to make their homes under the soil of a planet and have very poor eyesight. Their average lifespan is about 50 years. The Amon'krie have a society made up of several groups of governing personnel.

Each group has absolute authority over a different sector of their government. They work together in a delicate network of checks and balances. Their society is strongly xenophobic and does not interact well with other races.

The Amon'krie are thought to have evolved on a planet far on the rim of the galaxy.

They developed spaceflight relatively quickly, but found no other sentient life near them. Over the centuries, they developed the belief that theirs was the only race in existance. As they ventured further into the galaxy, they did finally encounter other species but their isolation had already left them strongly xenophobic.



Cue Cappa Commonwealth

Emperor Name Regent Gortalooth
Home Planet Type Rock
Home Atmosphere Type Oxygen
Government Type Tyranny
Society Type Merchants
Biology The Cue Cappa ar

The Cue Cappa are actually made up of two symbiotic races, the "Cue" and the "Cappa". The Cappa are large squid like creatures, and the Cue are small parisitical beings which inhabit their bodies. Their symbiosis is so complete that it is speculated that the Cue and the Cappa were actually one race in the distant past. The Cue are a highly psychic species, and use the Cappa for most of the manual labour involved in building an interstellar empire.

Far from being a manevolant race that most assume them to be, the Cue Cappa are actually quite peaceful. Rumors that Cue jump between Cappa as they desire have proven to be false; indeed, most Cue Cappa unions last a lifetime. Towards other races, they are quite indifferent. Should another race treat them well, that race will be treated well in return, but should another race treat them badly, they can be quite dangerous, as the Cue are quite strong telepaths. The society is ruled completely by an elected Cue ruler.

Fear has been the biggest determinant of the Cue Cappa history. Most species inherently fear parisitical lifeforms, but that compounded with the Cue's psychic abilities creates a recipe for distrust. The few races that have gotten past these prejudices have had long and beneficial relations with the Cue Cappa.

Drushocka Empire

Emperor Name
Home Planet Type
Home Atmosphere Type
Government Type
Society Type
Biology

Lord Fazrad Rock Methane Tyranny Industrialists

The Drushocka evolved on a world very prone to intense lightning storms, probably resulting in their desire to control energy as best they can. Physically they rather



Society

resemble greenish moss-covered boulders. They move through the oscillation of these moss fibers along their bodies. Suffice to say, they move very slow. However, they make up for this in physical toughness. Since they are predominantly composed of silicate based materials, they are literally as tough as rock.

It is believed that the Drushocka follow a dictatorial feudal system, with each lesser 'caste' swearing alliegence to a lord above it, and those lords swearing alliegence to a ruler who is chosen by the former ruler before he dies. The Drushocka are best characterized as inflexible and straightfoward. They see a goal, they move towards it and they attain it.

History

The Drushocka are the mortal enemies of the Eee. The Drushocka employ energydepleting devices as their weapons of choice. Needless to say, they have an extremely adverse affect on the Eee, given that the Eee are composed primarily of energy. The Eee firmly believe that the Drushocka ships are trying to eat them.



Eee Consortium

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History



The Eee are one of the more unusual races in the galaxy. Their bodies are composed of a translucent organic matter which easily conveys and directs energy fields. Much like a giant jellyfish, the Eee are not physically strong, though they have advanced energy manipulation capabilities. They surround themselves with energy bubbles which keep their form together and allow them to move through magnetic induction. Also, due to this energy bubble, the Eee have very long lifespans. The society of the Eee is one of simple harmony. Each member of the society is an equal, and most are good natured. The Eee are ruled by an elected body of elders. In the history of the Eee, there has never been any internal strife within their community.

The Eee are an ancient race which long ago mastered space travel. They explored the galaxy in search of other knowledge. The Eee has always been peaceful until they encountered the Drushocka. The energy depleting weapons of the Drushocka bred an intense fear into the Eee. They actually thought the Drushocka ships were trying to eat them. The Eee quickly directed themselves to the martial arts, and now have quite a strong military presence.



Jraenar Imperium

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History

Master General Jar-Nolath

Rock Hydrogen Tvrannv

The Jraenar are bi-pedal reptiles which stand about 2 meters high. Highly intelligent and resourceful, the Jraenar are known for their crafty nature and military prowess. A Jraenar prefers a temperature of approximately 100C and has a normal lifespan of 60

The Jraenar society is organized in a heirarchy from the Master General on down to the lowly workers. All members of the society are considered valuable, and each serves to promote the interest of their species. Though they have never changed their hardworking nature, they are now devoted mainly to a military expansionist philosophy.

The Jraenar were originally a quiet hard working race which didn't have must interest in the outside galaxy. But after a number of wars and the rise of the first Master General, the Jraenar entered into an aggressive military expansion phase.



Norak Continuum

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

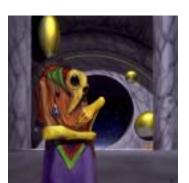
Society

High Priest Rakul Rock Oxygen **Tyranny**

Suppliers

The Norak are a semi-aquatic species that are amphibious by nature. Though they prefer a very damp climate, they tend to prefer land dwelling over water. The Norak stand approximately 2 meters tall and are tri-pedal. The average life span of a Norak is approximately 120 years. Also of note is their uni-sex nature. Their are no male or female Norak, merely a single neutral sex.

Historians believe that the trinary star system, in which the Norak homeworld resides, is the cause of the deeply religious nature of all Norak. Their entire society is patterned after their polytheistic worship. The leader of their society is the current high priest. Their society once contained many different sects, but after a great "religious cleansing", only one sect remains. This has actually proven to be of great benefit, as the society is now coherent enough to devote its resources to space travel.

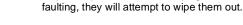


Phong Confederation

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History



Chancellor Gerath Rock Carbon Dioxide **Tyranny** Industrialists

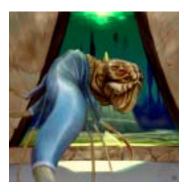
The Phong are definitely humanoid in appearance, but their bodies contain a number of non-organic properties. Their polymer composed skin makes them resistant to adverse conditions. They stand roughly 2 meters tall and have an average lifespan of 30 years. They are most at home when mining deep underground.

Norak relations in the galaxy have been highly mixed. Their religion allows them to

help one species while destroying another. If the Norak's religions finds another race

The Phong society is dedicated to work. Their populations are most happy when vigorously working. They excel at mining and refining radioactive materials. Their society is grouped into different working guilds which are all governed by the high

The Phong's history is a relatively peaceful one. Most of their differences they solve through some kind of working arrangement. The few wars they have been engaged in were mainly due to other races wanting to obtain their Crystallurgy technology. This advanced technology has allowed the Phong to resist attempts at subjugation.



Sergetti Empire

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History



Tyranny Xenophobes

The Sergetti were orginally an aquatic species which have learned to transport their original ocean with them. They are approximately 3 meters long and have a serpentine body. Their average lifespan is approximately 60 years and they are predominantly male. There exist only a few females which continually give birth to new Sergetti.

The Sergetti evolved on a planet that was barren of most other life forms. When the Sergetti did venture into space, they found that they had a cultural distaste for anything that was not like themselves. This caused them to become a deeply xenophobic society which rarely interacts with outsiders. Their society is grouped into autonomous states each with its ruling female. As the Sergetti ventured into space, they agreed that one voice must speek for them all. The designation of queen is given to the current ruling female.

The Sergetti created large ships containing their primordial ocean to move out into space. This unbridled expansion did not last long as they encountered the hideous aliens that inhabited the rest of the galaxy. The Sergetti continue to expand to this day, but tend to stay away from anything alien to them. The logistics of transporting that much liquid inside their ships would not have been possible without their advances in crystalline technology.



Sithrak Dominion

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History

Overlord Nyog-kral Rock Oxygen Tyranny Warriors

The Sithrak are a humanoid race that evolved in another dimension. Sithrak stand approximately 3 meters tall, have 4 arms and 2 legs, and are roughly reptilian in appearance. Their average lifespan is 30 years, and reproduce in great numbers. Little is known of the dimension they originate from, but evidence would suggest that the conditions were extremely harsh. Sithrak skin is a greenish-brown color and is extremely dense, much like a natural armor. Unlike other intelligence species, the Sithrak's teeth retain much of their original predator sharpness. The Sithrak are known for still using these teeth in the heat of battle.

The Sithrak are grouped into a strict hierarchy dedicated to the advancement of their empire through conquest and destruction. Weakness in society members is not tolerated, with any sign of it resulting in the immediate death of that individual. Individual Sithrak are extremely intelligent, however their intelligence is absolutely dedicated to the pursuit of warfare. Males and females are equal in all aspects with combat being the determining factor in any disputes. It is conjectured that the original dimension the Sithrak inhabited was filled with predators of the Sithrak. This constant battle resulted in a society that seeks to extinguish its enemies before they inevitably attack.

The Sithrak we know today are from an expeditionary force that entered are galaxy by means of a multi-dimensional portal. This small group established a colony and quickly grew into a large empire. The Sithrak Dominion is ruthless in its use of its power. The Sithrak do not tolerate weakness in any race they encounter. And since strength is always compared to the Sithrak standard, almost all races are determined to be "weak". The Sithrak Dominion has not known complete peace in its 10,000

years of existence.



Terran Confederation

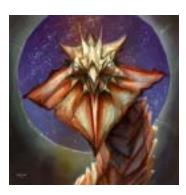
Emperor Name
Home Planet Type
Home Atmosphere Type
Government Type
Society Type
Biology

General Takei Rock Oxygen Democracy Politicians

The Terrans are one of the few species that is made up of several sub-categories that have followed different evolutionary and cultural paths. As a result, Terrans, or Humans as they call themselves have developed into one of the most diverse races in the galaxy. Physically, they aren't anything special. Bipedal with two arms and a head, they are a remarkably ordinary-looking race. A positive byproduct of this fact is that their appearence is inoffensive to most, which allows them to make treaties and trade with other races with relative ease.

The Terrans are goverened by a very liberal democracy. The large numbers of freedoms granted by this system result in feelings of happiness and well being amongst the general population. However, this openness also leave the Terrans vulnerable to infiltration.

With so many different cultures all evolving at the same time, even a brief summary of Terran history would take volumes. The Terrans do have a pronounced history of killing each other that stretches back to the beginning of their race. As a result, they have become extremely proficient at the art.



Ukra-Tal Collective

Society

History

Society

History

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology Imperator Weshra-Tal

Ice

Methane Collective Scientists

The Ukra-Tal are a genetically complex species. Their DNA is a a triple strand helix which has so far defied scientific understanding. The Ukra-Tal stand approximately 4 meters tall and move by the rippling their underbellies. Their body resembles that of a slug, with a large dominant head, and 10-20 small tentacles that they use as hands. Their average lifespan is thought to be about 200 years, but scientists are not sure on this.

The Ukra-Tal are a society of intellectuals whose main pursuit is that of research and commerce. Early on, they developed an advanced technology of organic manipulation. This much sought after ability is a closely guarded secret to the Ukra-Tal, but they are known to trade in many other technologies. The society is lead by the Imperator who is judged through scientific means to be the most intelligent and genetically advanced of their species. Internal strife is almost unheard of in the Ukra-Tal collective.

Though they are actually a very peaceful people, the Ukra-Tal have been plagued by wars since they first ventured into space. History has shown that the Ukra-Tal are rarely the aggressors and that they are usually attacked out of fear of their organic technology. History also shows that the Ukra-Tal are not to be trifled with. Though slow to action, when they do go to war, it becomes a very serious endeavor.



Xiati Empire

Emperor Name Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Emperor Tax'renath

Rock
Oxygen
Tyranny
Schemers

The Xiati are a humanoid race which evolved on an Oxygen world. They stand approximately 2 meters tall and are dull brown in appearance. Their average lifespan is approximately 70 years, and they are striking for their dark black eyes. Of additional note is the high level of cybernetic enhancement which the Xiati perform on themselves. It is estimated that 30% of a Xiati's mass is made up of non-organic technology.

The Xiati are an archetypal empire dedicated to spreading its control across the galaxy. The government keeps all of its citizens in line and allows no dissention. The society is ruled absolutely by the current emperor, with new emperors coming to power only after the current one has aged to ineptitude. There are the occasional rebellions, but they are put down quickly and violently. Most of the galaxy has heard of the infamous Omicron Theta rebellion during which 30 million Xiati were bombed out of existence by imperial ships. Rumor has it that only 100,000 miners at the colony were actually refusing to work.

Originally, the Xiati were not considered much of a threat to other species. They were intelligent and agressive, but their technology was a bit dated. That all changed when a Xiati scientist discovered Temporal Manipulation. This new technology allowed the Xiati to manipulate time itself. With an arsenal of devastating temporal weapons at their disposal, the Xiati became a force to be reckoned with.

History

Society

Xi'Chung Hive

Emperor Name Queen Kaziktra



Home Planet Type Home Atmosphere Type Government Type Society Type Biology

Society

History

Rock Methane Tyranny Berzerkers

Physically, the Xi'Chung are very much insectile. They have eight limbs, six 'arms' and two 'legs'. Four of the six of their arms are identical, with five fingers and two opposable thumbs, while the bottom two seem to be a throwback to their evolutionary beginnings, as they seem to be nothing more then extensions of their exoskeletons. They are controllable, however, and they bear close resemblance to a pair of serrated blades. It is more than likely that the Xi'Chung still use them as weapons. Their legs are large and powerful, and this coupled with their small size (a large Xi'Chung tops out at about 1.75m) they are able to propel themselves long distances in a single bound. Other characteristics also place the Xi'Chung in the insectile classification, their exoskeletons and compound primary eyes being prime examples.

The Xi'Chung social behaviour is reminiscent of Earth's predatory mammals such as wolves or hyenas. They are very social amongst themselves, and it is a well-known fact that where there is one Xi'Chung, there's bound to be others nearby. Little is known of the Xi'Chung social structure, but it appears as though all Xi'Chung truly are considered equal, and all have an equal voice in the decisions of their empire. There does not appear to be any one leader or ruling body, and the Xi'Chung have shown no telepathic ability, yet they still manage to function as if some sort of government existed.

The Xi'Chung have a patchwork military and the state of their technology leads scholars to believe that they may have once been part of an advanced alien empire, long since vanished. An idea becoming widely accepted is that they were once pets of an advanced race, and have become independent with the disappearance of their former masters. Others believe that they are merely a species that has run amok without their original natural predators. What makes them doubly dangerous is their advanced organic manipulation technology. This coupled with their normal savage demeanor means tresspasser beware.

Appendix - Race Styles

All pictures are 24bit bitmaps or 24bit JPEGs. Each ship size has 3 pictures – a 42x42 top down view, a 128x128 portrait view of the ship, and a 512x512 large portrait view of the ship. The portraits should have the ship facing forward and skewed towards the bottom left corner of the portrait.

All of the ships within a style should have a common theme. It is intended that they are all from the same race, so they should have a common color and layout.

Vehicle Size

Frigate [Race Name]_Portrait_Frigate.bmp

[Race Name]_LargePortrait_Frigate.jpg

[Race Name]_InvPortrait_Frigate.jpg

Destroyer [Race Name]_Portrait_Destroyer.bmp



[Race Name]_InvPortrait_Destroyer.jpg



[Race Name]_Portrait_LightCruiser.bmp

 $[Race\ Name]_LargePortrait_LightCruiser.jpg\\$

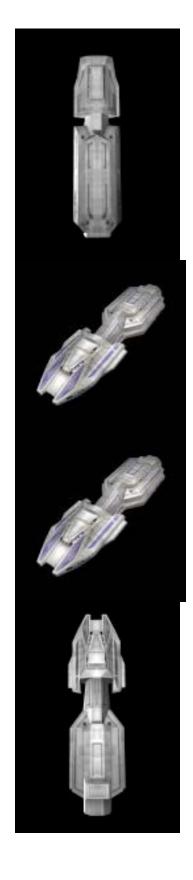




[Race Name]_Portrait_Cruiser.bmp

[Race Name]_LargePortrait_Cruiser.jpg

[Race Name]_InvPortrait_Cruiser.jpg



Battleship

[Race Name]_Portrait_Battleship.bmp

[Race Name]_LargePortrait_Battleship.jpg

[Race Name]_InvPortrait_Battleship.jpg

Dreadnought

[Race Name]_Portrait_Dreadnought.bmp

[Race Name]_LargePortrait_Dreadnought.jpg



Carrier

[Race Name]_Portrait_Carrier.bmp

[Race Name]_LargePortrait_Carrier.jpg

[Race Name]_InvPortrait_Carrier.jpg



Freighter

[Race Name]_Portrait_Freighter.bmp

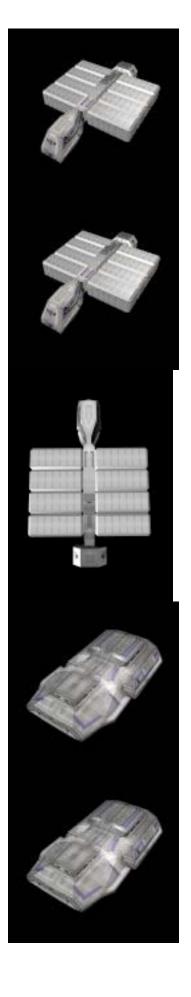
[Race Name]_LargePortrait_Freighter.jpg

[Race Name]_InvPortrait_Freighter.jpg

Colony Ship

[Race Name]_Portrait_ColonyShip.bmp

[Race Name]_LargePortrait_ColonyShip.jpg

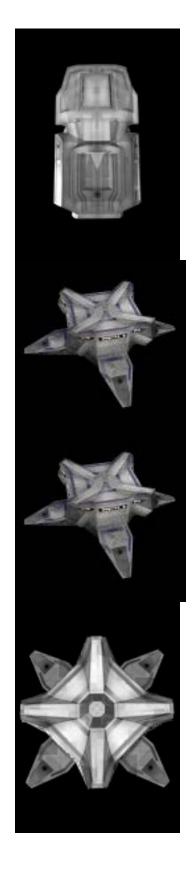


Space Station

[Race Name]_Portrait_SpaceStation.bmp

 $[Race\ Name]_LargePortrait_SpaceStation.jpg\\$

[Race Name]_InvPortrait_SpaceStation.jpg

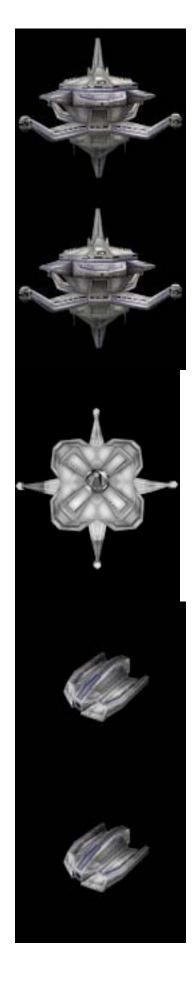


[Race Name]_LargePortrait_Starbase.jpg

[Race Name]_InvPortrait_Starbase.jpg

Drone [Race Name]_Portrait_Drone.bmp

[Race Name]_LargePortrait_Drone.jpg

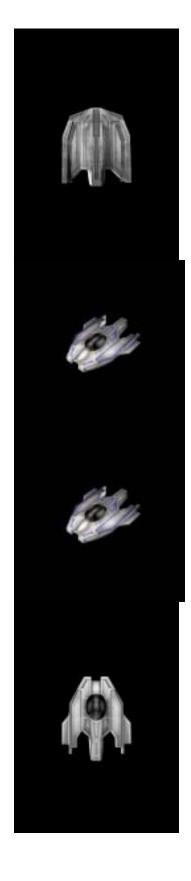




[Race Name]_Portrait_Fighter.bmp

[Race Name]_LargePortrait_Fighter.jpg

[Race Name]_InvPortrait_Fighter.jpg





Satellite

[Race Name]_Portrait_Satellite.bmp

[Race Name]_LargePortrait_Satellite.jpg

Troop [Race Name]_Portrait_Troop.bmp

[Race Name]_LargePortrait_Troop.jpg

[Race Name]_InvPortrait_Troop.jpg

[Race Name]_LargePortrait_WeaponPlatform e.jpg

[Race Name]_InvPortrait_WeaponPlatform.jpg



Other Race Pictures

Flag Set
Planet Flag Texture
Fleet Flag Texture
Ship Flag Texture
Ship Set
Unit Combat Texture
Large Race Portrait

Race Portrait Small Race Portraits Model Textures Models [Race Name]_Flag_Set.bmp
[Race Name]_Flag_Texture.bmp
[Race Name]_Flag_Texture_Fleet.bmp
[Race Name]_Flag_Texture_Ship.bmp
[Race Name]_ShipSet.bmp
[Race Name]_Unit_Combat_Texture.bmp
[Race Name]_Vehicle_Main_Texture.bmp
[Race Name]_Race_LargePortrait.jpg
[Race Name]_Race_Portrait.bmp
[Race Name]_Race_SmallPortraits.bmp
Model Textures (.bmp)
X File Models (.X)

Credits

Malfador Machinations

www.malfador.com

Designer / Producer / Developer Aaron Hall

Artwork

David Gervais – Lead Artist
Tim Spanjer – Ship Modeler
Mark Rose – Ship Modeler
John Beech – Facility Modeler
Dean Hu – Component Modeler
Joshua Pedrick – Component Modeler
Tim McElwain – Component Modeler
Shane Watson – Race Portraits

Sound Effects

Christopher DeLaurenti

Music

TwistedTracks.com

Manual

Aaron Hall

Beta Testers

Arlen R. Lakeman Ashton Bennett Ben Macklin Boris Jenjic Brian Lee Bruno Ethier Chris Newton Chris Traber Christopher Bok D. Theron S. Williams David Gervais Dean Hu Dean Stow George C. Perley Glenn Hembree Henry Thomson James McCubbin James Poindexter James T. Phillips Jarren Butterworth John Beech Jonathan Sorensen Jose Luis Pereyra Joshua Pedrick Kenneth Musante Lee A Blankenship

Luke Baker Luke Hazlett Matt Selnekovic Matthew Grafstrom Mauro Casarotto Michael Armstrong Sr. Michael Gaul Mike Labrow Nick Dumas Nolan Kelly Paul Zimmerman Philipp Kullmann Randy Nonay Raymond Williams Roger Logue Ryan Wojcicki Scott Boston Shane Watson Simon Baxendale Sonke Nickelsen Thomas A. Jett Tim McElwain Tim Spanjer Todd A. Zircher Tyrel Larson Wade Cornell

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