

# TERRAN TECHNOLOGY TREE



# QUICK RESCUE CARD

# CONQUEST

FRONTIER WARS



Unit colors correspond to player colors.

Click to return to your original view.

Click to rotate your view in the main screen and system map.

### SYSTEMS ARE COLOR-CODED ACCORDING TO STATUS

- Blue represents system in supply; solid = system you control, with 1 HQ; center = you have at least 1 platform in that system.
- Red represents enemy presence; solid = under enemy control; border = enemy in system; flashing border = you are under enemy attack.
- Yellow represents out-of-supply state; center = you have at least 1 platform in that system.
- Black or gray represents neutrality.
- A white border indicates the system you are currently viewing in the main screen and system map. Click another system in the sector map to change the views to that system.

### LINES CONNECTING SYSTEMS ARE ALSO COLOR-CODED

- A partial line indicates a wormhole has been uncovered but not explored.
- Blue indicates you have a supply line between the systems: You or your ally have Jump Gates in place.
  - Red indicates the supply line is blocked by an enemy Jump Gate.
  - Yellow indicates the supply line is blocked.
  - Gray indicates the connection is not controlled by any player.
  - White indicates the path selected units will travel if ordered to do so.

1 Earth Planet	7 Moon
2 Lithium Nebula	8 Gas Giant
3 Asteroid Field	9 Area Shown in Main Screen
4 Swamp Planet	10 Wormhole
5 Cygnus Nebula	11 Unexplored
6 Debris Field	12 Wormhole with Jump Gate