Games for Windows

PC **DVD**

SUPREME COMMANDER
FORGED ALLIANCE

AN RTS FROM
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GAS POWERED GAMES

THQ

SUPREME COMMANDER™
Forged Alliance

CHAPTER 1: INSTALLATION

INSTALLING SUPREME COMMANDER: FORGED ALLIANCE

Insert the Supreme Commander: Forged Alliance DVD, or Disc One, into your disc drive. When the Installation Screen appears, click Install and follow the instructions as they appear on the screen.

If the Installation Screen does not appear, double-click the My Computer icon on your desktop, then double-click the disc drive containing the Supreme Commander disc. Find and double-click Setup.exe to launch the Installation Screen. Click Install and follow the instructions as they appear.

ENTER THE CD KEY

You will be asked to enter a unique CD Key during the installation process; you must have a valid CD Key in order to complete the installation process and play Supreme Commander: Forged Alliance.

Protect your CD Key: do not let anyone else use it. Place the game case and printed tech tree in a secure location as you will need them if you ever wish to reinstall the game. Neither THQ nor Gas Powered Games will ever ask you for your CD Key.

UPDATES AND PATCHES

Check the Supreme Commander Web site **(http://www.supremecommander. com)** or THQ's support site **(http://www.thq.com/support)** for any updates or patches prior to playing the game. In addition, when you log in to GPGnet, it will automatically download and install any available updates.

DIRECTX 9.0C (AUGUST 2007) REQUIRED

You are required to have DirectX version 9.0c, August 2007 runtime (included on the Installation Disc) or later to play Forged Alliance.

TROUBLESHOOTING

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

MAIN MENU

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

CAMPAIGN

There is one single-player campaign in Forged Alliance. (You can play the campaign as either the UEF, Cybran Nation or Aeon Illuminate.) By selecting the Campaign button, you can begin a new campaign, continue an existing campaign or load a saved game. The tutorial for Forged Alliance is also accessed in the campaign section.

GPGNET

Online multiplayer requires the use of Forged Alliance's free matchmaking service GPGnet, which is installed when you install Forged Alliance.

MULITPLAYER LAN

Create and play LAN or Direct Connect games. Click the appropriate button for the desired game type.

SKIRMISH

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

EXTRAS

Several features are accessed via this section, including Mod Manager, Replays, Credits and EULA.

OPTIONS

Determines how Supreme Commander looks and plays:

Gameplay: All of the gameplay-related settings are adjusted in this section. You can change economic-related warnings, whether or not to display tooltips and other options.

Sound: Adjust your audio settings.

Video: Adjust video settings such as resolution, anti-aliasing, etc. Forged Alliance offers dual-monitor support, and that feature is enabled in the Video options. Please Note: The hardware requirements for dual-monitor use are much higher than they are for a single monitor.

IMPORTANT CONCEPTS

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

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

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

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

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

UI: There are four faction-specific UIs, and you can alternate between them by pressing Alt+ Left/Right Arrow key. If you find that you need information on any UI functions, simply mouse over the area and an informative tooltip will appear.

ADDITIONAL RESOURCES

For additional help, please visit **http://www.supremecommander.com** or **http://forums.gaspowered.com.** You will find community help as well as information from members of the Supreme Commander development team.

CHAPTER 2: ARMORED COMMAND UNIT

ACU OVERVIEW & HISTORY

The Armored Command Unit (ACU) is the most recognizable, powerful and flexible weapon on the battlefield. It is your avatar, and you will use it to direct your military operations.

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

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

CONSTRUCTION

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

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

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

COMMAND

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

A powerful virtual-reality interface links the pilot to all subordinate units. This enables the pilot to assess the needs of the battlefield and direct his forces as necessary. The interface is entirely scaleable to suit the pilot's needs in any of these situations, no matter how extreme.

The same VR interface also lets the pilot organize and plan the effective construction of one or more bases of operations.

ACU UPGRADES

During a mission, you can upgrade your ACU with a variety of construction and weapon systems. The available upgrades depend on the faction, and you can only have one upgrade per slot at a time. All of the upgrades are outlined below. Remember that ACU upgrades will cost you Mass, Energy and time. While your ACU is being upgraded, it cannot engage in any other building activities, nor can it move. Moving your ACU while it's being upgraded will cancel the upgrade.

AEON ACU UPGRADES

BACK:	
Personal Shield Generator	Creates a protective shield around the ACU. Can be upgraded.
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Resource Allocation System	Increases the ACU's resource generation. Can be upgraded.
Chrono Dampener	Creates an area-of-effect stun field.

LEFT CENTRAL HOUSING:	
Crysalis Beam Augmentation	Increases range of main cannon.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

RIGHT CENTRAL HOUSING:	
Enhanced Sensor System	Greatly expands the range of the ACU's sensor systems.
Heat Sink Augmentation	Rapidly cools the Quantum Disruptor beam. Increases rate of fire.

CYBRAN ACU UPGRADES

BACK:	
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Personal Cloaking Generator	Cloaks the ACU from visual detection. Can be upgraded.
Resource Allocation System	Increases the ACU's resource generation.

LEFT CENTRAL HOUSING:	
Advanced Cooling Upgrade	Increases ACU's rate of fire.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

RIGHT CENTRAL HOUSING:	
Microwave Laser Generator	Central chest weapon.
Nanite Torpedo Tube	Central chest weapon.

UEF ACU UPGRADES

BACK:	
Personal Shield Generator	Generates a shield around the ACU. Can be upgraded.
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Tactical Missile Launcher	Enables the ACU to fire tactical missiles. Can be upgraded.

LEFT CENTRAL HOUSING:	
Damage Stabilization System	Increases the ACU's hitpoints and rate of armor regeneration.
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.

LEFT SHOULDER POD	
Construction Drone	Creates a construction drone. Can be upgraded.

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

SERAPHIM ACU UPGRADES

BACK:	
Personal Teleporter	Adds teleporter. Requires considerable Energy to activate.
Tactical Missile Launcher	Enables the ACU to fire tactical missiles.
Damage Stabilization Systems	Increases the speed at which the ACU repairs itself. Also increases hit points. Can be upgraded.
Resource Allocation System	Increases the ACU's resource generation. Can be upgraded.

LEFT CENTRAL HOUSING:	
Tech 2 Engineering Suite	Increases the ACU's building options. Can be upgraded.
Blast Attack	Increases the damage inflicted by the ACU's primary weapon. Adds area-of-effect damage.

RIGHT CENTRAL HOUSING:	
Nano-Repair Field	Automatically speeds up the repair speed of nearby units. Does not cost resources to use. Can be upgraded.
Rate of Fire Increase	Increases main cannon's rate of fire.

DESTRUCTION OF ACU

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

CHAPTER 3: RESOURCE MANAGEMENT

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

MASS

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

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

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

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

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

ENERGY

The primary way to gather Energy is through the construction of power generators. These can be constructed at any location on the map, but it is

advised that you construct them adjacent to your factories and other buildings. (Adjacency is explained later in this chapter.) Like Mass extractors, there are three levels of power generators that you can build.

Certain planets have large hydrocarbon deposits beneath the surface, and you can tap into that Energy source by constructing hydrocarbon power plants. The locations of the hydrocarbon deposits are located on the map; hydrocarbon power plants can only be constructed at those locations.

STORAGE

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

MANAGING YOUR ECONOMY

Although the collection of Mass and Energy is largely automated, you will need to keep an eye on your economy at all times. There are several key concepts that you should familiarize yourself with:

Income: The rate in which resources are being produced

Expense: The rate in which resources are consumed

Net Income: The difference between Income and Expense

Storage: Mass or Energy that is stored in a structure that is used only when the Net Income of either resource is negative

Stalled Economy: When Mass or Energy storage is at zero and the net income is negative. A stalled economy will result in the slowing of construction

UNIT & BUILDING COSTS

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

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

ADJACENCY & OTHER BONUSES

By constructing Energy-producing buildings next to your factories and other structures, those structures receive an adjacency bonus. The amount of bonus that you receive is determined by how many sides of the structure are "attached" to power generators.

Each side amounts to 25% of the total bonus, so if one of your factories has power generators on one side only, it will receive 25% of the bonus. Two sides equals a 50% bonus, three is a 75% bonus and all four sides gives you the full bonus. The number of power generators required on each side is determined by the size of the building and the size of the power generator.

In addition, if one of your buildings is destroyed by the enemy, you can construct a new, identical building on the ruins and a receive a construction bonus that reduces the Mass and Energy required to construct the new building.

CHAPTER 4: COMMAND & CONTROL

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

ACU COMMANDS

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

Move: Orders your ACU to move to a user–specified location

Attack: Orders your ACU to attack a specific unit or building

Patrol: Orders your ACU to patrol a specific area

Stop: Halts your ACU's current action

Assist: A dual-purpose command, your ACU can guard a unit or building or assist an Engineer with its construction

Hold Fire/Return Fire: Changes the ACU's combat status. It will aggressively engage the enemy

Pause: Pauses the ACU's current action

Overcharge: Overcharges your ACU's primary weapon; once charged, it can destroy almost any other unit in the game

Reclaim: Orders your ACU to collect specified resources on the battlefield

Capture: Orders your ACU to capture the specified structure

Repair: Orders your ACU to repair a unit or buildings

SUPPORT COMMANDER FUNCTIONS & COMMANDS

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

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

ENGINEER COMMANDS

Because of their specialized nature, Engineers are capable of constructing more units and structures than your default ACU. They can also assist the ACU, other Engineers and even factories.

Assisting factories can be a particularly effective technique, especially if you need to quickly construct a large force of units. Simply select an Engineer, or group of Engineers, and order them to assist a factory. You can use the same technique to increase an Engineer's building speed; order a second Engineer to assist the first.

STRATEGIC ZOOM

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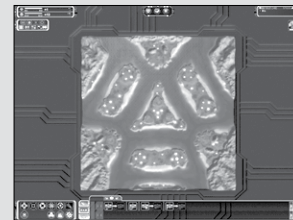
To zoom in on a specific area of the map, move your mouse over the area and scroll the mouse wheel (or use Q and W, as outlined earlier). You'll then zoom in on the area of the map that you wish to explore in greater detail.

WAYPOINT MANAGEMENT

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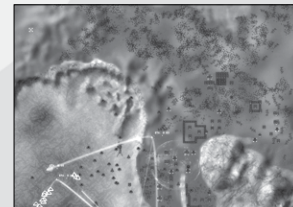
CONSTRUCTION QUEUES

As soon as you begin building a factory, you can queue up the construction of units. Click the outline of the factory as it's being constructed and click the unit icons to create the queue. If you hold down Shift while clicking, you queue up five units of that type. You can also order the factory to upgrade and then queue up higher-level units.
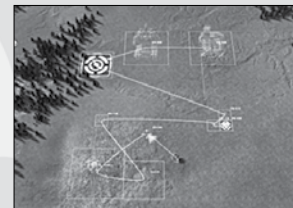
CHAPTER 5: YOUR WAR MACHINE

FORMATIONS

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

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

UNIT & BUILDING UPGRADES

There are three tech levels in Supreme Commander (and an experimental fourth level), and each new level unlocks additional weaponry and structures. To reach the next tech level, upgrade one of your factories. This will unlock the units available at that level (while still allowing you to construct units at the lower level).

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

Once you have upgraded a factory, construct an Engineer at your highest tech level. That new Engineer will be at the same tech level as the factory and will be able to construct structures at the higher level.

TRANSPORTING UNITS

One of the most effective ways to move your ground units around the battlefield is through the use of transports. The number of units that a transport can carry is determined by its tech level; higher level transports will be able to carry a larger number of units.
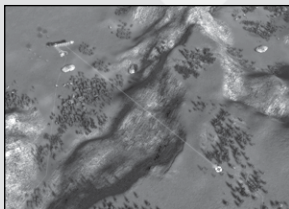
There are several ways to use Supreme Commander's transport system. The most basic is to select a group of units and right-click the transport. Once the units are loaded onto the transport, click the transport's Unload command and left-click on the map. The transport will then move the units to that location and drop them off.

However, the strenuous demands of battle can require a more robust transportation system. In those instances, you can set a factory's waypoint at a position across the map and then order a transport to assist the factory. The transport will load up units as they are constructed, transport them to the waypoint, unload them, and return to the factory. The transport will continue this process as long as there are units.

A third way to transport units is via the ferry system. Select a transport, left-click the Ferry command and left-click the transport's destination. A Ferry Beacon will then appear under the transport. Select the units that you wish to move and left-click the ferry beacon to "load" them; the transport will gather up as many units as it can hold and move to its destination and drop them off. It will continue this process until all units have been transported.

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

PATROLS

Patrols are the best way to detect and engage enemy advances. You can order ground, sea and air units to patrol a given location. To start a patrol, select your units, left-click the Patrol command and left-click the position on the map where the patrol should end. To extend the patrol's length, hold down Shift and click to add additional waypoints.

If you want to see the patrol route once your units are on the move, hold down the Shift button while the units are selected. To lengthen the patrol, or alter its path, simply hold down Shift and left–drag the waypoints to a new location on the map.

Air units on patrol have a limited fuel supply. If they run low on fuel, they will become slow and unmaneuverable, but they can still return fire. Construct air staging platforms along the patrol route, and your aircraft will automatically land, refuel and resume their patrol. If your air staging platforms are at another location on the map, you must manually order your aircraft to land and refuel.

COORDINATED ATTACKS

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

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

MISSILE DEPLOYMENT & USE

There are both offensive and defensive missiles in Forged Alliance; the latter will shoot down incoming enemy missiles. There are two types of offensive missiles that you can deploy--tactical and strategic.

Tactical missiles have a shorter range, but can be extremely effective when used against concentrations of enemy units. To determine the range of your tactical missiles before you actually build the launcher, scroll out a bit and look for the circle that marks the effective range of your tactical missiles.

Nuclear missiles have no range limitations and can utterly decimate an enemy's base. Both nuclear and tactical missiles have substantial Energy requirements, so make sure that your economy can handle the load prior to construction.

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

SHIELDS

Although shields require a great deal of Energy, they also provide excellent protection from ballistic-style munitions, such as bombs, artillery shells and small yield missiles. Outgoing munitions pass harmlessly through the shield, which prevents your defenses from being disrupted. However, if enemy units are able to get inside the shield, the shield will no longer provide protection.

Remember that shields do not provide permanent protection. As they take damage, the Shield Bar will slowly decrease. When it reaches zero, the shield will turn off and slowly regenerate. There are both mobile and fixed shield generators.

CHAPTER 6: INTELLIGENCE WAR

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

STEALTH & CLOAKING

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

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

RADAR & JAMMING

The radar that you construct can be upgraded at any time, regardless of your tech level. As you upgrade a radar system, it increases in both range and the amount of information that you receive. (Keep in mind that the Energy requirements for radar also increase as they are upgraded.) Scouts offer limited radar capabilities, so an effective strategy in the early stages of a battle is to send out scouts and place them at key, strategic positions and chokepoints.

Some units can "jam" enemy radar systems by flooding the area with false-positive hits that make it impossible to know which "hits" are real, and which ones are fake. The Omni Sensor radar system is able to neutralize all enemy counter-intelligence efforts. It prevents false-positives from flooding the radar screen and reveals all units and structures hidden via cloaking or stealth.

CHAPTER 7: FACTIONS & UNITS

UNITED EARTH FEDERATION

At one time, the Earth Empire ruled most of the galaxy. However, as the empire grew, it became too large and unwieldy. Eventually it collapsed into civil war and chaos, and the Earth Empire was effectively destroyed.

Filling the vacuum left by the fall of the Earth Empire was the United Earth Federation (UEF), which was primarily comprised of the old Earth Empire military. The UEF had a very simple goal-- reunite the galaxy under its banner, no matter the cost. For the 1,000 years of the Infinite War, the UEF fought the Aeon Illuminate and Cybran Nation for control of the galaxy.

However, just as the Infinite War ended, a new threat arrived in the Seraphim, an alien species that was long thought to be extinct. As the Seraphim spread across the galaxy, butchering any humans unfortunate enough to be caught in their path, the leadership of the UEF was forced into a nearly unimaginable situation -- unite with the Cybrans and Aeon in order to defeat the Seraphim once and for all.

UEF LAND UNITS

T3 SUPPORT COMMANDER — SUPPORT COMMAND UNIT
A multi-purpose construction, repair, capture and reclamation unit. Equivalent to a Tech 3 Engineer.

T1 LAND SCOUT — SNOOP
Fast, lightly armored reconnaissance vehicle. Armed with a machine gun and a state-of-the-art sensor suite.

T1 LIGHT ASSAULT BOT — MECH MARINE
Lightly armored mech. Provides direct-fire support against low-end units.

T1 MOBILE LIGHT ARTILLERY — LOBO
Versatile mobile artillery unit. Designed to engage enemy units at long range.

T1 MOBILE ANTI-AIR GUN — ARCHER
Mobile anti-air defense. Effective against low-end enemy air units.

T1 MEDIUM TANK — MA12 STRIKER
Lightly armored tank. Armed with a single cannon.

T2 HEAVY TANK — PILLAR
Heavy tank. Equipped with reinforced armor and dual cannons.

T2 AMPHIBIOUS TANK — RIPTIDE
Amphibious tank. Provides direct-fire support with two riot guns.

T2 MOBILE MISSILE LAUNCHER — FLAPJACK
Heavily armored, mobile tactical missile launcher. Designed to attack at long range.

T2 MOBILE ANTI-AIR FLAK ARTILLERY — SKY BOXER
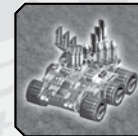Mobile AA unit. Armed with flak artillery.

T2 MOBILE SHIELD GENERATOR — PARASHIELD
Mobile shield generator.

T3 HEAVY ASSAULT BOT — TITAN
Shielded heavy assault bot. Armed with two heavy plasma cannons.

T3 MOBILE HEAVY ARTILLERY — DEMOLISHER
Slow-moving heavy artillery. Must be stationary to fire.

T3 ARMORED ASSAULT BOT — PERCIVAL
Slow-moving, heavily armored assault bot. Designed to engage base defenses and structures.

T3 MOBILE MISSILE PLATFORM — SPEARHEAD
Mobile missile launcher. Long reload time. Designed to overwhelm enemy shields and tactical missile defenses with large salvos.

T4-X MOBILE FACTORY — FATBOY
Experimental, amphibious mobile factory. Equipped with battleship-level weapons and armor. Its shield consumes Energy.

UEF AIR UNITS

T1 AIR SCOUT — HUMMINGBIRD
Standard air scout.

T1 INTERCEPTOR — CYCLONE
Quick, maneuverable fighter. Armed with linked AA railguns.

T1 ATTACK BOMBER — SCORCHER
Lightly armored area-of-effect bomber.

T1 LIGHT AIR TRANSPORT — C-6 COURIER
Low-end air transport.

T2 GUNSHIP — STINGER
Light gunship. Equipped with one riot gun and a single transportation clamp.

T2 TORPEDO BOMBER — STORK
Torpedo bomber. Armed with a payload of Angler torpedoes.

T2 AIR TRANSPORT — C14 STAR LIFTER
Heavily armed, mid-level air transport. Equipped with riot guns and AA weapons.

T3 SPY PLANE — SR90
Extremely fast spy plane. Equipped with mid-level surveillance equipment.

T3 AIR-SUPERIORITY FIGHTER — WASP
High-end air fighter. Designed to engage air units of any type.

T3 STRATEGIC BOMBER — AMBASSADOR
High-end strategic bomber. Armed with a small yield nuclear bomb and light AA gun.

T3 HEAVY GUNSHIP — BROADSWORD
Heavy gunship. Armed with two tactical rocket launchers and an AA railgun.

T3 HEAVY AIR TRANSPORT — CONTINENTAL
Heavy air transport. Features 28 transportation clamps, heavy cannons, missile launchers and a shield generator.

UEF NAVAL UNITS

T1 ATTACK SUBMARINE   TIGERSHARK
Low-end attack submarine.

T1 FRIGATE   THUNDERHEAD CLASS
Naval support unit. Equipped with a single cannon, AA railgun, radar, sonar and radar jammer.

T2 CRUISER   GOVERNOR CLASS
Anti-aircraft naval vessel. Armed with AA missile system, SAM system and tactical missile launcher.

T2 DESTROYER   VALIANT CLASS
Mid-level naval unit. Equipped with a torpedo bay, anti-torpedo defense, dual cannons and a single AA weapon.

T2 TORPEDO BOAT   COOPER
Dedicated sub-killer. Armed with a torpedo tube and anti-torpedo charges.

T2 SHIELD BOAT   BULWARK
Naval shield generator. Provides protection for all nearby vessels.

T3 BATTLECRUISER   NEPTUNE CLASS
High-end anti-naval vessel. Armed with plasma beams, torpedo systems, anti-missile defenses and anti-torpedo charges.

T3 BATTLESHIP   SUMMIT CLASS
Shore bombardment and anti-ship vessel. Armed with three heavy cannons, four AA railguns and two anti-missile guns.

T3 STRATEGIC MISSILE SUBMARINE   ACE
Submersible missile platform. Primary arsenal consists of long-range tactical missiles. Can also carry four nuclear warheads.

T4-X SUBMERSIBLE AIRCRAFT CARRIER   ATLANTIS
Submersible aircraft carrier. Can store, transport and repair aircraft. Armed with torpedo launchers and AA weapons.

UEF DEFENSE STRUCTURES

T1 POINT DEFENSE   DM-1 PLASMA CANNON
Low-end defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T1 ANTI-AIR TURRET   DA-1 RAILGUN
Anti-air tower. Designed to engage low-end aircraft.

T1 TORPEDO LAUNCHER   DN-1
Anti-naval defense system.

WALL SECTION
Restricts the movement of enemy units. Offers minimal protection from enemy fire.

T2 POINT DEFENSE   TRIAD
Heavily armored defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T2 ANTI-AIR FLAK ARTILLERY   AIR CLEANER
Anti-air tower. Designed to engage mid-level aircraft.

T2 TACTICAL MISSILE DEFENSE — BUZZKILL

Tactical missile defense. Protection is limited to the structure's operational area.

T2 TORPEDO LAUNCHER — TSUNAMI

Anti-naval defense system. Designed to engage all naval units.

T2 SHIELD GENERATOR — SD - PULSE

Generates a protective shield around units and structures within its radius. Upgradeable.

T3 ANTI-AIR SAM LAUNCHER — FLAYER

High-end anti-air tower. Designed to engage all levels of aircraft.

T2 ARTILLERY INSTALLATION — KLINK HAMMER

Stationary artillery. Designed to engage slow-moving units and fixed structures.

T2 TACTICAL MISSILE LAUNCHER — ALOHA

Tactical missile launcher. Must be ordered to construct missiles.

T2 AIR STAGING PLATFORM — REFUEL & REPAIR

Refuels and repairs aircraft. Air patrols will automatically use facility.

T3 STRATEGIC MISSILE DEFENSE — NUKE ELIMINATOR

Strategic missile defense. Protection is limited to the structure's operational area.

T3 HEAVY SHIELD GENERATOR — HSD PULSE

Generates a heavy shield around units and structures within its radius.

T3 HEAVY ARTILLERY INSTALLATION — DUKE

Stationary heavy artillery with excellent range, accuracy and damage potential.

T3 STRATEGIC MISSILE LAUNCHER — STONAGER

Strategic missile launcher. Constructing missiles costs resources. Must be ordered to construct missiles.

T3 HEAVY POINT DEFENSE — RAVAGER

Heavy defensive tower. Attacks land- and sea-based units. Does not engage aircraft or submerged units.

T3 QUANTUM GATEWAY

Summons Support Commander(s).

T4-X SUB-ORBITAL DEFENSE SYSTEM — NOVAX CENTER

Satellite-based weapon system. Attacks enemy units and structures. If its control center is destroyed, the weapon is immediately disabled.

T4-X STRATEGIC ARTILLERY — MAVOR

Extremely advanced strategic artillery. Unlimited range, pin-point accuracy and devastating ordinance.

UEF CONSTRUCTION

T1 ENGINEER

Tech 1 amphibious construction, repair, capture and reclamation unit.

T1 LAND FACTORY

Constructs Tech 1 land units. Upgradeable.

T1 AIR FACTORY

Constructs Tech 1 air units. Upgradeable.

T1 NAVAL FACTORY

Constructs Tech 1 naval units. Upgradeable.

T2 ENGINEER

Tech 2 amphibious construction, repair, capture and reclamation unit.

T2 LAND FACTORY

Constructs Tech 2 land units. Upgradeable.

T2 AIR FACTORY

Constructs Tech 2 air units. Upgradeable.

T2 NAVAL FACTORY

Constructs Tech 2 naval units. Upgradeable.

T2 FIELD ENGINEER   SPARKY

Tech 2 amphibious construction, repair, capture and reclamation unit. Armed with a Riot Gun and internal radar and jammer.

T2 ENGINEERING STATION   THE KENNEL

Automatically repairs, reclaims, assists or captures any unit within its operational radius. Upgradeable.

T3 ENGINEER

Tech 3 amphibious construction, repair, capture and reclamation unit.

T3 LAND FACTORY

Constructs Tech 3 land units. Highest tech level available.

T3 AIR FACTORY

Constructs Tech 3 air units. Highest tech level available.

T3 NAVAL FACTORY

Constructs Tech 3 naval units. Highest tech level available.

UEF RESOURCE MANAGEMENT

T1 POWER GENERATOR

Generates Energy. Construct next to other structures for adjacency bonus.

T1 HYDROCARBON POWER PLANT   HCPP - X1000

Generates Energy. Must be constructed on hydrocarbon deposits. Construct next to other structures for adjacency bonus.

T1 ENERGY STORAGE

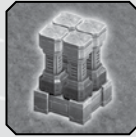Stores Energy. Construct next to power generators for adjacency bonus.

T1 MASS EXTRACTOR

Extracts Mass. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T1 MASS STORAGE

Stores Mass. Construct next to extractors or fabricators for adjacency bonus.

T2 MASS FABRICATOR

Creates Mass. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

T2 POWER GENERATOR   EG - 200 FUSION REACTOR

Mid-level power generator. Construct next to other structures for adjacency bonus.

T2 MASS EXTRACTOR   MASS PUMP

Mid-level Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T3 POWER GENERATOR   EG-900 FUSION REACTOR

High-end power generator. Construct next to other structures for adjacency bonus.

T3 MASS EXTRACTOR   MASS PUMP 3

High-end Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus.

T3 MASS FABRICATOR

High-end Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

UEF INTEL

T1 RADAR SYSTEM   SA1 - 1000

Radar system with minimal range. Detects and tracks surface and air units. Upgradeable.

T1 SONAR SYSTEM   SP1 - 1000

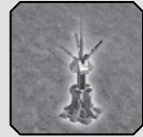Sonar system with minimal range. Detects and tracks naval units. Upgradeable.

T2 RADAR SYSTEM   SA2 - 2000

Radar system with moderate range. Detects and tracks surface and air units. Upgradeable.

T2 SONAR SYSTEM   SP2 - 2000

Sonar system with moderate range. Detects and tracks naval units. Upgradeable.

T2 STEALTH FIELD GENERATOR

Generates stealth field. Hides units and structures within its operational range. Countered by optical and Omni sensors.

T3 SONAR PLATFORM   SP3

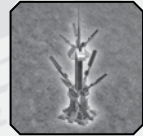Sonar system with exceptional range. Detects and tracks naval units. Armed with a bottom-mounted torpedo turret.

T3 OMNI SENSOR ARRAY   SA3 - OMNI

High-end intelligence system. Provides maximum radar and sonar coverage. Counters enemy intelligence systems.

CYBRAN NATION

The Cybran Nation traces its beginnings far back into Earth Empire history. In 2592, Doctor Gustaf Brackman, an unmatched genius in cybernetics, successfully 'twined' the first human/AI pair, creating a symbiont. However, in order to get full funding for his project, he agreed with Earth Empire demands that he include "loyalty programming" in every AI -- the programming could be activated by the Earth Empire in the case of an emergency. The loyalty programming would prevent the symbionts from taking hostile action against the Earth Empire.

When Brackman and his symbionts tried to obtain their independence from Earth Empire rule, the loyalty programming was activated and billions of symbionts were pacified. Fighting to free his enslaved "children", Brackman formed the Cybran Nation and for 1,000 years the Cybrans fought for their freedom.

At the end of the Infinite War, Brackman was betrayed his greatest creation -- a Quantum computer called QAI -- and the Cybrans were forced to ally with the UEF and Aeon in a last-ditch attempt to defeat the Seraphim.

CYBRAN LAND UNITS

T3 SUPPORT COMMANDER   SUPPORT COMMAND UNIT
A multi-purpose construction, repair, capture and reclamation unit. Equivalent to a Tech 3 Engineer.

T1 LAND SCOUT   MOLE
Fast, lightly armored reconnaissance vehicle. Equipped with a cloaking field.

T1 LIGHT ASSAULT BOT   HUNTER
Lightly armored strike bot. Provides direct-fire support against low-end units.

T1 ASSAULT BOT   MANTIS
Assault bot. Equipped with two heavy laser autoguns and can self-repair itself.

T1 MOBILE LIGHT ARTILLERY   MEDUSA
Versatile mobile artillery unit. Designed to engage enemy units at long range and disable them with an EMP blast.

T1 MOBILE ANTI-AIR GUN   SKY SLAMMER
Primary function is anti-air defense. Can be configured to attack land units.

T2 HEAVY TANK   RHINO
Heavy tank. Armed with two cannons.

T2 AMPHIBIOUS TANK   WAGNER
Submersible, amphibious tank. Armed with a heavy bolter and torpedo launcher.

T2 MOBILE MISSILE LAUNCHER   VIPER
Mobile missile launcher. Designed to attack at long range.

T2 MOBILE ANTI-AIR FLAK ARTILLERY   BANGER
Mobile AA unit. Armed with flak artillery.

T2 MOBILE STEALTH FIELD SYSTEM   DECEIVER
Mobile stealth generator.

T2 MOBILE BOMB   FIRE BEETLE
Mobile bomb. Must be moved into position and manually detonated.

T3 ARMORED ASSAULT BOT   THE BRICK
Amphibious assault bot. Capable of attacking land and naval units.

T3 SIEGE ASSAULT BOT   LOYALIST
Siege assault bot. Armed with a Disintegrator Pulse laser and heavy bolter.

T3 MOBILE HEAVY ARTILLERY   TREBUCHET
Slow-moving heavy artillery. Must be stationary to fire.

T4-X SPIDERBOT   MONKEYLORD
Experimental bot. Consumes massive amounts of Energy. Its main laser sweeps across any enemy to its front. Also armed with AA defenses.

T4-X AMPHIBIOUS MEGA BOT   MEGALITH
Massive experimental bot. Equipped with AA defenses, dual Proton cannons, torpedo launchers and anti-torpedo flares. Drops "eggs" that can be transformed into a single unit.

CYBRAN AIR UNITS

T1 AIR SCOUT   FLYING EYES
Standard air scout.

T1 INTERCEPTOR   PROWLER
Quick, maneuverable fighter. Armed with an auto-cannon.

T1 ATTACK BOMBER   ZEUS
Lightly armored area-of-effect bomber.

T1 LIGHT AIR TRANSPORT   SKYHOOK
Low-end air transport.

T1 LIGHT GUNSHIP   JESTER
Light gunship. Primary role is base defense. Effective against low-level ground units.

T2 GUNSHIP   RENEGADE
Fast-attack gunship. Armed with twin rocket tubes.

T2 TORPEDO BOMBER   CORMORANT
Mid-level torpedo bomber.

T2 AIR TRANSPORT   DRAGON FLY
Mid-level air transport. Armed with an auto-cannon and AA defense system.

T3 SPY PLANE   SPOOK
Extremely fast spy plane. Can be set to fly in stealth mode.

T3 HEAVY GUNSHIP   WAILER
Heavy gunship armed with Nanite missiles, Disintegration Pulse lasers and a radar jamming suite. Offers direct fire support.

T3 AIR-SUPERIORITY FIGHTER   GEMINI
High-end air fighter. Designed to engage air units of any type.

T3 STRATEGIC BOMBER — REVENANT

High-end strategic bomber. Armed with a Proton bomb, stealth field generator and AA flak cannon.

T4-X EXPERIMENTAL GUNSHIP — SOUL RIPPER

Experimental gunship. Delivers extreme firepower via rocket racks, electron bolters and missile system.

CYBRAN NAVAL UNITS

T1 FRIGATE — TRIDENT CLASS

Naval radar and sonar platform. Armed with a Proton cannon and an AA auto-cannon.

T1 ATTACK SUBMARINE — SLIVER

Attack submarine. Armed with a Nanite torpedo launcher and a deck-mounted heavy laser.

T2 CRUISER — SIREN CLASS

Anti-air naval vessel. Equipped with AA turrets and short-range rocket platform.

T2 DESTROYER — SALEM CLASS

Amphibious destroyer. Armed with a single Dual-Proton cannon, AA auto-cannon and torpedo tubes.

T2 SUB KILLER — BARRACUDA

Mid-level anti-naval unit. Equipped with mobile sonar stealth. Effective against surface vessels and submerged units

T2 COUNTER-INTELLIGENCE BOAT — C1:18 MERMAID

Unarmed counter-intelligence vessel. Equipped with stealth field that counters enemy sonar and radar.

T3 BATTLESHIP — GALAXY CLASS

Direct fire and bombardment naval vessel. Armed with six Proton cannons, dual AA auto-cannons, anti-missile turrets and torpedo tubes.

T3 AIRCRAFT CARRIER — COMMAND CLASS

Aircraft carrier. Can store, transport and repair aircraft. Armed with light AA auto-cannons and an anti-missile turret.

T3 STRATEGIC MISSILE SUBMARINE — PLAN B

Strategic missile submarine. Armed with strategic missile launcher, torpedo tubes and three tactical missile launchers.

CYBRAN DEFENSE STRUCTURES

T1 POINT DEFENSE — AUTO GUN

Low-end defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T1 ANTI-AIR TURRET — TRACER

Anti-air tower. Designed to engage low-end aircraft.

T1 TORPEDO LAUNCHER — SCUTTLE

Anti-naval defense system.

T1 WALL SECTION

Restricts the movement of enemy units. Offers minimal protection from enemy fire.

T2 POINT DEFENSE — CERBERUS

Heavily armored defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T2 ANTI-AIR FLAK ARTILLERY — BURST MASTER
Anti-air tower. Designed to engage mid-level aircraft.

T2 TACTICAL MISSILE DEFENSE — ZAPPER
Tactical missile defense. Protection is limited to the structure's operational area.

T2 TORPEDO LAUNCHER — NANITE TORPEDO ARRAY
Anti-naval defense system. Designed to engage all naval units.

T2 SHIELD GENERATOR — EDI
Generates a protective shield around units and structures within its radius. Shield can be upgraded four times.

T2 ARTILLERY INSTALLATION — GUNTHER
Heavy artillery. Designed to engage slow-moving units and fixed structures.

T2 TACTICAL MISSILE LAUNCHER — TML-4
Tactical missile launcher. Must be ordered to construct missiles.

T2 AIR STAGING FACILITY
Refuels and repairs aircraft. Air patrols will automatically use facility.

T3 ANTI-AIR SAM LAUNCHER — MYRMIDON
High-end anti-air tower. Designed to engage all levels of aircraft.

T3 TORPEDO AMBUSHING SYSTEM — HARMS
Submerged torpedo launcher. Capable of destroying the largest of enemy vessels.

T3 STRATEGIC MISSILE DEFENSE — GUARDIAN
Strategic missile defense. Protection is limited to the structure's operational area.

T3 HEAVY ARTILLERY INSTALLATION — DISRUPTOR
Heavy artillery with excellent range, accuracy and damage potential.

T3 STRATEGIC MISSILE LAUNCHER — LIBERATOR
Strategic missile launcher. Constructing missiles costs resources. Must be ordered to construct missiles.

T3 QUANTUM GATEWAY — SUMMONER
Summons Support Commander(s).

T4-X EXPERIMENTAL MOBILE RAPID-FIRE ARTILLERY — SCATHIS
Experimental, rapid-fire artillery. Consumes massive amounts of Energy with each shot. Must be stationary to fire.

CYBRAN CONSTRUCTION

T1 ENGINEER
Tech 1 amphibious construction, repair, capture and reclamation unit.

T1 LAND FACTORY
Constructs Tech 1 land units. Upgradeable.

TI AIR FACTORY
Constructs Tech 1 air units. Upgradeable.

TI NAVAL FACTORY
Constructs Tech 1 naval units. Upgradeable.

T2 ENGINEER
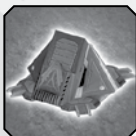Tech 2 amphibious construction, repair, capture and reclamation unit.

T2 ENGINEERING STATION   HIVE
Automatically repairs, reclaims, assists or captures any unit within its operational radius. Upgradeable.

T2 LAND FACTORY
Constructs Tech 2 land units. Upgradeable.

T2 AIR FACTORY
Constructs Tech 2 air units. Upgradeable.

T2 NAVAL FACTORY
Constructs Tech 2 naval units. Upgradeable.

T3 ENGINEER
Tech 3 amphibious construction, repair, capture and reclamation unit.

T3 LAND FACTORY
Constructs Tech 3 land units. Highest tech level available.

T3 AIR FACTORY
Constructs Tech 3 air units. Highest tech level available.

T3 NAVAL FACTORY
Constructs Tech 3 naval units. Highest tech level available.

CYBRAN RESOURCE MANAGEMENT

TI POWER GENERATOR
Generates Energy. Construct next to other structures for adjacency bonus.

TI HYDROCARBON POWER PLANT
Generates Energy. Must be constructed on hydrocarbon deposits. Construct next to other structures for adjacency bonus.

TI ENERGY STORAGE
Stores Energy. Construct next to power generators for adjacency bonus.

TI MASS EXTRACTOR
Extracts Mass. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

TI MASS STORAGE
Stores Mass. Construct next to extractors or fabricators for adjacency bonus.

T2 MASS FABRICATOR

Creates Mass. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

T2 POWER GENERATOR

Mid-level power generator. Construct next to other structures for adjacency bonus.

T2 MASS EXTRACTOR

Mid-level Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T3 POWER GENERATOR   ION REACTOR

High-end power generator. Construct next to other structures for adjacency bonus.

T3 MASS EXTRACTOR

High-end Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus.

T3 MASS FABRICATOR

High-end Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

CYBRAN INTEL

TI RADAR SYSTEM   MAGNO

Radar system with minimal range. Detects and tracks surface and air units. Upgradeable.

TI SONAR SYSTEM   NOAH

Sonar system with minimal range. Detects and tracks naval units. Upgradeable.

T2 RADAR SYSTEM

Radar system with moderate range. Detects and tracks surface and air units. Upgradeable.

T2 SONAR SYSTEM

Sonar system with moderate range. Detects and tracks naval units. Upgradeable.

T2 STEALTH FIELD GENERATOR   TWILIGHT

Generates stealth field. Hides units and structures within its operational range. Countered by optical and Omni sensors.

T3 SONAR PLATFORM

Sonar system with exceptional range. Detects and tracks naval units. Equipped with a stealth field generator. Mobile.

T3 OMNI SENSOR ARRAY   OLYMPUS

High-end intelligence system. Provides maximum radar and sonar coverage. Counters enemy intelligence systems.

T3 PERIMETER MONITORING SYSTEM   SOOTHSAYER

Offers complete line-of-sight within its operational area.

AEON ILLUMINATE

During humanity's second great expansion into space, an alien race called the Seraphim was discovered on the planet Seraphim II by human colonists. Although the Seraphim were brutally exterminated by xenophobic soldiers, the aliens managed to pass on a philosophy called The Way to Dr. Jane Burke and few other humans. The Way opened the humans' minds to a way of peace and love so advanced that it completely shifted their perception of the universe.

As a result of this transformation, Dr. Burke had a horrifying vision of the galaxy being torn apart by endless warfare and destruction. She was determined to prevent the cataclysm she witnessed in her vision, and so the Aeon Illuminate was formed.

Believing that they would save the galaxy by spreading The Way to all of humanity, the Aeon brutally waged war against the UEF and Cybran Nation for 1,000 years. When the Seraphim arrived following the end of the Infinite War, the vast majority of the Aeon sided with the Seraphim and joined in their campaign of destruction. At this point, the Aeon renamed themselves the Order of the Illuminate.

A small majority of Aeon, which believed the Seraphim will destroy all of humanity, joined the UEF and Cybrans in their war against the Seraphim.

AEON ILLUMINATE LAND UNITS

T3 SUPPORT COMMANDER   SUPPORT COMMAND UNIT
A multi-purpose construction, repair, capture and reclamation unit. Equivalent to a Tech 3 Engineer.

T1 LAND SCOUT   SPIRIT
Fast, lightly armored reconnaissance vehicle. Armed with a laser and a state-of-the-art sensor suite.

T1 LIGHT ASSAULT BOT   FLARE
Fast, lightly armored assault bot. Fires a short-range sonic weapon.

T1 LIGHT TANK   AURORA
Amphibious light tank. Armed with a single cannon.

T1 MOBILE LIGHT ARTILLERY   FERVOR
Mobile light artillery. Designed to engage enemy units at long range.

T1 MOBILE ANTI-AIR GUN   THISTLE
Mobile anti-air unit. Effective against low-end enemy air units.

T2 ASSAULT TANK   BLAZE
Fast, lightly armored tank. Armed with dual, rapid-fire autoguns.

T2 HEAVY TANK   OBSIDIAN
Heavy tank. Equipped with a single cannon and a shield generator.

T2 MOBILE MISSILE LAUNCHER   EVENSONG
Mobile tactical missile launcher. Missile has medium range and inflicts light damage.

T2 MOBILE ANTI-AIR FLAK ARTILLERY   ASCENDANT
Mobile AA unit. Armed with a temporal AA Fizz launcher.

T2 MOBILE SHIELD GENERATOR   ASYLUM
Mobile shield generator. Provides support for land units.

T3 HEAVY ASSAULT BOT   HARBINGER MARK IV
Shielded heavy assault bot. Armed with a high-intensity laser. Can self-repair and reclaim Mass.

T3 MOBILE HEAVY ARTILLERY — SERENITY
Slow-moving heavy artillery. Must be stationary to fire.

T3 SNIPER BOT — SPRITE STRIKER
Fast-moving sniper bot. Designed to strike high-value targets from a distance.
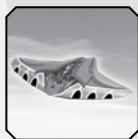
T4-X SACRED ASSAULT BOT — GALACTIC COLOSSUS
Sacred assault bot. Incinerates enemy units and structures with Phason laser. Also equipped with tractor beam. Pulls in and crushes mobile enemy units.

AEON ILLUMINATE AIR UNITS

T1 AIR SCOUT — MIRAGE
Standard air scout.

T1 INTERCEPTOR — CONSERVATOR
Quick, maneuverable fighter. Armed with sonic pulse battery.

T1 ATTACK BOMBER — SHIMMER
Lightly armored bomber. Armed with a Chrono bomb that destroys and disables targeted units.

T1 LIGHT AIR TRANSPORT — CHARIOT
Low-end air transport.

T2 GUNSHIP — SPECTER
Armored gunship. Quad-barreled light laser mounted on its underside.

T2 TORPEDO BOMBER — SKIMMER
Torpedo bomber. Armed with a payload of Harmonic depth charges.

T2 AIR TRANSPORT — ALUMINAR
Mid-level air transport. Armed with sonic pulse batteries.

T2 COMBAT FIGHTER — SWIFT WIND
Mid-level air fighter. Excellent AA capabilities. Effective against enemy gunships and bombers.

T3 AA GUNSHIP — RESTORER
Heavily armored gunship. Armed with quad-light laser and Zealot missiles.

T3 TORPEDO BOMBER — SOLACE
Torpedo bomber. Designed to engage high-level naval units.

T3 SPY PLANE — SEER
Extremely fast spy plane. Equipped with mid-level radar system.

T3 AIR-SUPERIORITY FIGHTER — CORONA
High-end air fighter. Designed to engage air units of any type.

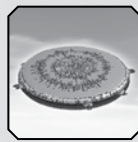## T3 STRATEGIC BOMBER — SHOCKER
High-end strategic bomber. Armed with a Quark bomb and decoy flares.

T4-X FLYING FORTRESS   CZAR

Flying fortress. Armed with Quantum beam generator, AA systems and depth charges. Can store, transport and repair aircraft.

AEON ILLUMINATE NAVAL UNITS

T1 FRIGATE   BEACON CLASS

Naval support unit. Equipped with a radar, sonar and anti-torpedo charges.

T1 ATTACK SUBMARINE   SYLPH

Low-end attack submarine.

T1 ATTACK BOAT   SHARD

Anti-aircraft naval vessel. Armed with AA sonic pulse battery.

T2 CRUISER   INFINITY CLASS

Mid-level anti-aircraft naval vessel. Armed with two AA missile launchers, dual-barreled Quantum cannon and tactical missile flares.

T2 DESTROYER   EXODUS CLASS

Sub-killer. Equipped with an Oblivion cannon, torpedo tubes, Harmonic depth charges and anti-torpedo charges.

T2 SUBMARINE HUNTER   VESPER

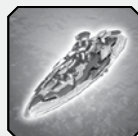Submerged anti-naval unit. Effective against both surface vessels and submerged units.

T3 MISSILE SHIP   TORRENT CLASS

High-end missile ship. Armed with two racks of highly accurate Serpentine tactical missiles.

T3 BATTLESHIP   OMEN CLASS

High-end anti-naval vessel. Equipped with three Oblivion cannons and anti-missile flares.

T3 AIRCRAFT CARRIER   KEEFER CLASS

Aircraft carrier. Can store, transport and repair aircraft. Armed with surface-to-air missile launchers.

T3 STRATEGIC MISSILE SUBMARINE   SILENCER

Strategic missile submarine. Armed with Serpentine tactical missiles. Can refit two of its tactical missiles with a strategic warhead.
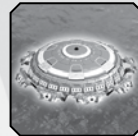
T4-X SUBMERSIBLE BATTLESHIP   TEMPEST

Submersible battleship. Armed with heavy torpedo launchers and a single Oblivion cannon. Can construct light support naval units.

AEON ILLUMINATE STRUCTURES

T1 POINT DEFENSE   ERUPTER

Low-end defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T1 ANTI-AIR TURRET   SEEKER

Anti-air tower. Designed to engage low-end aircraft.

T1 TORPEDO LAUNCHER   TIDE

Anti-naval defense system.

T1 WALL SECTION

Restricts the movement of enemy units. Offers minimal protection from enemy fire.

T2 POINT DEFENSE — OBLIVION
Heavily armored defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T2 ANTI-AIR FLAK ARTILLERY
Anti-air tower. Designed to engage mid-level aircraft.
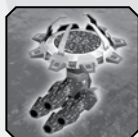

T2 TACTICAL MISSILE DEFENSE — VOLCANO
Tactical missile defense. Protection is limited to the structure's operational area.

T2 TORPEDO LAUNCHER
Heavy anti-naval defense system. Designed to engage all naval units.

T2 SHIELD GENERATOR — SHIELD OF LIGHT
Generates a protective shield around units and structures within its radius.

T2 ARTILLERY INSTALLATION — MIASMA
Mid-level artillery. Designed to engage slow-moving units and fixed structures.

T2 TACTICAL MISSILE LAUNCHER — SERPENTINE
Tactical missile launcher. Must be ordered to construct missiles.

T2 AIR STAGING FACILITY — CRADLE
Refuels and repairs aircraft. Air patrols will automatically use facility.

T3 ANTI-AIR SAM LAUNCHER — TRANSCENDER
High-end anti-air tower. Designed to engage all levels of aircraft.

T3 STRATEGIC MISSILE DEFENSE — PATRON
Strategic missile defense. Protection is limited to the structure's operational area.

T3 HEAVY SHIELD GENERATOR — RADIANCE
Generates a protective shield around units and structures within its radius.

T3 HEAVY ARTILLERY INSTALLATION — EMISSARY
Heavy artillery with excellent range, accuracy and damage potential.

T3 STRATEGIC MISSILE LAUNCHER — APOCALYPSE
Strategic missile launcher. Constructing missiles costs resources. Must be ordered to construct missiles.

T3 QUANTUM GATEWAY — PORTAL
Summons Support Commander(s).

T3 RAPID-FIRE ARTILLERY INSTALLATION — SALVATION
Rapid-fire artillery system. Provides indirect fire support. Ordinance inflicts light damage across a large area.

AEON ILLUMINATE CONSTRUCTION

T1 ENGINEER
Tech 1 amphibious construction, repair, capture and reclamation unit.

T1 LAND FACTORY
Constructs Tech 1 land units. Upgradeable.

T1 AIR FACTORY
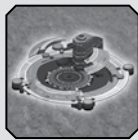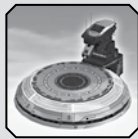Constructs Tech 1 air units. Upgradeable.

T1 NAVAL FACTORY
Constructs Tech 1 naval units. Upgradeable.

T2 ENGINEER
Tech 2 amphibious construction, repair, capture and reclamation unit.

T2 LAND FACTORY
Constructs Tech 2 land units. Upgradeable.

T2 AIR FACTORY
Constructs Tech 2 air units. Upgradeable.

T2 NAVAL FACTORY
Constructs Tech 2 naval units. Upgradeable.

T3 ENGINEER
Tech 3 amphibious construction, repair, capture and reclamation unit.

T3 LAND FACTORY
Constructs Tech 3 land units. Highest tech level available.

T3 AIR FACTORY
Constructs Tech 3 air units. Highest tech level available.

T3 NAVAL FACTORY
Constructs Tech 3 naval units. Highest tech level available.

AEON ILLUMINATE RESOURCE MANAGEMENT

T1 POWER GENERATOR
Generates Energy. Construct next to other structures for adjacency bonus.

T1 HYDROCARBON POWER PLANT
Generates Energy. Must be constructed on hydrocarbon deposits. Construct next to other structures for adjacency bonus.

T1 ENERGY STORAGE
Stores Energy. Construct next to power generators for adjacency bonus.

T1 MASS EXTRACTOR
Extracts Mass. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T1 MASS STORAGE
Stores Mass. Construct next to extractors or fabricators for adjacency bonus.

T2 MASS FABRICATOR

Creates Mass. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.
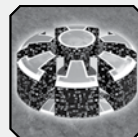
T2 POWER GENERATOR

Mid-level power generator. Construct next to other structures for adjacency bonus.

T2 MASS EXTRACTOR

Mid-level Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T3 POWER GENERATOR   QUANTUM REACTOR

High-end power generator. Construct next to other structures for adjacency bonus.

T3 MASS EXTRACTOR

High-end Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus.

T3 MASS FABRICATOR

High-end Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

T4-X QUANTUM RESOURCE GENERATOR   PARAGON

Generates nearly limitless Energy and Mass. Toggles output to match production demands. If destroyed, the resulting explosion is equivalent to the detonation of a strategic weapon.

AEON ILLUMINATE INTEL

T1 RADAR SYSTEM

Radar system with minimal range. Detects and tracks surface and air units. Upgradeable.

T1 SONAR SYSTEM

Sonar system with minimal range. Detects and tracks naval units. Upgradeable.

T2 RADAR SYSTEM

Radar system with moderate range. Detects and tracks surface and air units. Upgradeable.

T2 SONAR SYSTEM

Sonar system with moderate range. Detects and tracks naval units. Upgradeable.

T2 STEALTH FIELD GENERATOR

Generates stealth field. Hides units and structures within its operational range. Countered by optical and Omni sensors.

T3 SONAR PLATFORM

Sonar system with exceptional range. Detects and tracks naval units. Equipped with anti-torpedo launchers.

T3 OMNI SENSOR ARRAY

High-end intelligence system. Provides maximum radar and sonar coverage. Counters enemy intelligence systems.

T3 QUANTUM OPTICS FACILITY   EYE OF RHIANNE

Offers line-of-sight to a fixed location on the battlefield.

SERAPHIM

From the far reaches of Quantum space comes a 20,000 year old race named the Seraphim. (The Seraphim colony that humanity encountered on Seraphim II was actually comprised of exiles.) Because of their close connection to The Way, and the extreme empathic feelings that arise from that connection, the Seraphim are physically incapable of harming another sentient being. In order to wage war, the Seraphim utilize warriors that have agreed to permanently sever their connection to The Way.

The results of this action are immediate and extreme. Once a Seraphim loses its connection to The Way, they transform into an emotionless killing machines. But becoming a warrior exacts a much heavier price than the simple loss of emotion. Since Seraphim society is built around "feeling" each other empathetically, Seraphim warriors are no longer able to associate with the rest of Seraphim society.

In addition, Seraphim religious beliefs hold that only one species can ascend and attain perfection via The Way; therefore, any Seraphim that severs its connection to The Way is agreeing to forever relinquish any chance of eternal bliss. In effect, they are "damning" themselves for all eternity.

SERAPHIM LAND UNITS

T3 SUPPORT COMMANDER   SUPPORT COMMAND UNIT
A multi-purpose construction, repair, capture and reclamation unit. Equivalent to a Tech 3 Engineer.

T1 COMBAT SCOUT   SELEN
Light, fast mobile reconnaissance unit. When stationary, deploys cloaking and stealth fields.

T1 MEDIUM TANK   THAAM
Lightly armored tank. Armed with a single cannon.

T1 MOBILE LIGHT ARTILLERY   ZTHUEE
Amphibious mobile light artillery. Provides indirect fire support.

T1 MOBILE ANTI-AIR GUN   IA-ISTLE
Mobile anti-air defense. Effective against low-end enemy air units.

T2 HOVER TANK   YENZYNE
Amphibious tank. Armed with a single cannon.

T2 MOBILE MISSILE LAUNCHER   YTHISAH
Relatively fast-moving mobile tactical missile launcher. Missiles unleash a secondary EMP burst after the primary explosion.

T2 MOBILE AA CANNON   IASHAVOH
Mobile AA unit that uses flak artillery.

T2 ASSAULT BOT   ILSHAVOH
Lightly armored assault bot. Effective against equivalent enemy units.

T3 MOBILE HEAVY ARTILLERY   SUTHANUS
Mobile heavy artillery. Ordinance inflicts moderate damage upon impact.

T3 SNIPER BOT   USHA-AH
Lightly armored, fast-moving sniper bot. Armed with an extremely powerful energy rifle.

T3 SIEGE TANK   OTHUUM
Amphibious siege tank that is armed with a slow-firing Thau cannon. Also armed with bolters and a single torpedo launcher.

T3 MOBILE SHIELD GENERATOR   ATHANAH
High-end mobile shield generator. Offers large area of protection.

T4-X EXPERIMENTAL ASSAULT BOT   YTHOTHA
A two-stage weapon. In its initial form, it fires an extremely destructive Phason laser. When the primary unit is destroyed, it unleashes a ferocious Quantum energy being.

SERAPHIM AIR UNITS

T1 AIR SCOUT   SELE-ISTLE
Standard air scout.

T1 INTERCEPTOR   IA-ATHA
Quick, agile air fighter. Armed with an auto-cannon.

T1 ATTACK BOMBER   SINNVE
Fast-moving tactical bomber. Lightly armored.

T1 LIGHT AIR TRANSPORT   VISH
Low-end air transport.

T2 GUNSHIP   VULTHOO
Heavily armored gunship. Armed with four heavy Phasic autoguns.

T2 TORPEDO BOMBER   UOSIOZ
Torpedo bomber. Fires three heavy Cavitation torpedoes at its target.

T2 AIR TRANSPORT   VISHALA
Mid-level air transport.

T2 FIGHTER/BOMBER   NOTHA
Combined fighter/bomber. Armed with two AA weapons and a tactical bomb.

T3 SPY PLANE   IASELEN
Fast, agile spy plane. Equipped with on-board radar and sonar.

T3 AIR-SUPERIORITY FIGHTER   IAZYNE
High-end air fighter. Designed to engage air units of any type.

T3 STRATEGIC BOMBER   SINNTHA
High-end strategic bomber. Inflicts excellent single target and area-of-effect damage.

T4-X EXPERIMENTAL BOMBER   AHWASSA
Massive bomber capable of leveling entire bases. Armed with an experimental strategic bomb and four AA auto-cannons.

SERAPHIM NAVAL UNITS

T1 FRIGATE   HAU-ESEL
Low-end naval unit. Armed with an auto-cannon and AA autogun.

T1 ATTACK SUBMARINE   SOU-ISTLE
Low-end attack submarine.

T2 CRUISER   ITHALUA
Mid-level naval unit. Equipped with AA artillery cannons, tactical missile launcher and tactical missile defense.

T2 DESTROYER   UASHAVOH
Dedicated sub-killer. Equipped with a torpedo launcher, anti-vessel beam weapons and torpedo defense.

T3 BATTLESHIP   HAUTHUUM
High-end naval vessel. Armed with three heavy Quarnon cannons, two AA cannons, two tactical missile defenses and a strategic missile launcher.

T3 AIRCRAFT CARRIER   IAVISH
Can store, transport and repair aircraft. Armed with two pairs of AA auto-cannons.

T3 SUBMARINE HUNTER   YATHSOU
Dedicated sub-killer. Armed with three torpedo tubes, pair of torpedo defense systems and AA auto-cannon for use when surfaced.

SERAPHIM DEFENSE STRUCTURES

T1 POINT DEFENSE   UTTAUS
Low-end defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T1 ANTI-AIR DEFENSE   IALLA
Anti-air tower. Designed to engage low-end aircraft.

T1 TORPEDO LAUNCHER   SOU-ATHA
Anti-naval defense system.

T1 WALL SECTION
Restricts the movement of enemy units. Offers minimal protection from enemy fire.

T2 POINT DEFENSE   UTTAUSHALA
Heavily armored, defensive tower that attacks land- and sea-based units. Does not engage aircraft or submerged units.

T2 ANTI-AIR FLAK ARTILLERY   SINNATHA
Anti-air tower. Designed to engage mid-level aircraft.

T2 TACTICAL MISSILE DEFENSE   YTHISATHA
Tactical missile defense. Protection is limited to the structure's operational area.

T2 TACTICAL MISSILE LAUNCHER   YTHIS
Tactical missile launcher. Firing missiles requires resources.

T2 TORPEDO LAUNCHER   UOSTHU
Anti-naval defense system. Employs torpedo defense system.

T2 SHIELD GENERATOR   ATHA
Generates a protective shield around units and structures within its radius. Upgradeable.

T2 ARTILLERY INSTALLATION   ZTHUTHAAM
Stationary, rapid-fire artillery. Provides decent impact damage across a small area.

T2 AIR STAGING BEACON   IATHU-UHTHE
Refuels and repairs most small aircraft. Air patrols will automatically use facility.

T3 ANTI-AIR DEFENSE   IATHU-IOZ
High-end anti-air tower. Designed to engage all levels of aircraft.

T3 STRATEGIC MISSILE DEFENSE   YTHISIOZ
Strategic missile defense. Protection is limited to the structure's operational area.
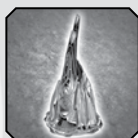
T3 STRATEGIC MISSILE LAUNCHER   HASTUE
Strategic missile launcher. Constructing missiles costs resources.

T3 HEAVY SHIELD GENERATOR   ATHANUHTHE
Generates a heavy shield around units and structures within its radius.

T3 HEAVY ARTILLERY INSTALLATION   HOVATHAM
Stationary heavy artillery with excellent range, accuracy and damage potential. Requires resources to fire.

T3 QUANTUM GATEWAY   AEZTHU-UHTHE
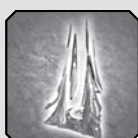Summons Support Commander(s).

T4-X STRATEGIC MISSILE LAUNCHER   YOLONA OSS
Strategic missile launcher. Fired missile is so large, two strategic missile defenses are required to neutralize it.

SERAPHIM CONSTRUCTION

T1 ENGINEER   IYA-ISTLE
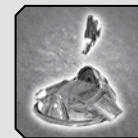Tech 1 amphibious construction, repair, capture and reclamation unit.

T1 LAND FACTORY   HETHIYA
Constructs Tech 1 land units. Upgradeable.

T1 AIR FACTORY   IA-IYA
Constructs Tech 1 air units. Upgradeable.

T1 NAVAL FACTORY   UOSIYA
Constructs Tech 2 naval units. Upgradeable.

T2 ENGINEER   IYA
Tech 2 amphibious construction, repair, capture and reclamation unit.

T2 LAND FACTORY   HETHIYA
Constructs Tech 2 land units. Upgradeable.

T2 AIR FACTORY   IA-IYA
Constructs Tech 2 air units. Upgradeable.

T2 NAVAL FACTORY   UOSIYA
Constructs Tech 2 naval units. Upgradeable.

T3 ENGINEER   IYATHUUM

Tech 3 amphibious construction, repair, capture and reclamation unit.

T3 LAND FACTORY   HETHIYA

Constructs Tech 3 land units. Highest tech level available.

T3 AIR FACTORY   IA-IYA

Constructs Tech 3 air units. Highest tech level available.

T3 NAVAL FACTORY   UOSIYA

Constructs Tech 3 naval units. Highest tech level available.

SERAPHIM RESOURCE MANAGEMENT

T1 POWER GENERATOR   UYA-IYA

Generates Energy. Construct next to other structures for adjacency bonus.

T1 HYDROCARBON POWER PLANT   UYA-ATOH

Generates Energy. Must be constructed on hydrocarbon deposits. Construct next to other structures for adjacency bonus.

T1 ENERGY STORAGE   VISHUYAL

Stores Energy. Construct next to power generators for adjacency bonus.

T1 MASS EXTRACTOR   HYALATOH

Extracts Mass. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T1 MASS STORAGE   VISHYAL

Stores Mass. Construct next to extractors or fabricators for adjacency bonus.
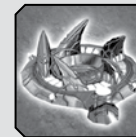
T2 MASS FABRICATOR   HYALIYA

Mid-level Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

T2 POWER GENERATOR   UYA-IYA

Mid-level power generator. Construct next to other structures for adjacency bonus.

T2 MASS EXTRACTOR   HYALATOH

Mid-level Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus. Upgradeable.

T3 POWER GENERATOR   UYA-IYA

High-end power generator. Construct next to other structures for adjacency bonus.

T3 MASS EXTRACTOR   HYALATOH

High-end Mass extractor. Must be constructed on Mass deposits. Construct next to other structures for adjacency bonus.

T3 MASS FABRICATOR   HYALIYA

High-end Mass fabricator. Requires large amounts of Energy. Construct next to other structures for adjacency bonus.

SERAPHIM INTEL

T1 RADAR SYSTEM   ESEL

Radar system with minimal range. Detects and tracks surface and air units. Upgradeable.

T1 SONAR SYSTEM — SHOU
Sonar system with minimal range. Detects and tracks naval units. Upgradeable.

T2 RADAR SYSTEM — SELE-ESEL
Radar system with moderate range. Detects and tracks surface and air units. Upgradeable.

T2 SONAR SYSTEM — SHOU-ESEL
Sonar system with moderate range. Detects and tracks naval units.

T2 STEALTH FIELD GENERATOR — SELE-IOZ
Generates stealth field. Hides units and structures within its operational range. Countered by optical and Omni sensors.

T3 OMNI SENSOR SUITE — AEZESEL
High-end intelligence system. Provides maximum radar and sonar coverage. Counters enemy intelligence systems.

CHAPTER 8: MULTIPLAYER & SKIRMISH

Forged Alliance fully supports both multiplayer and skirmish games. You can access both modes of play through the Main Menu, and they share several key features. (Additional multiplayer information is provided later in this chapter.)

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

VICTORY CONDITIONS

Assassination: Destroy the enemy's Commander

Annihilation: Destroy the enemy's units

Supremacy: Destroy the all of the enemy's structures, Engineers and Commanders

Sandbox: Play in skirmish mode as long as you'd like

FOG OF WAR

Explored: The terrain is mapped

Unexplored: The terrain is unexplored

None: Full vision across the map

UNIT CAP

Determines the maximum number of units each player can command.

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

ONLINE MULTIPLAYER SERVICE

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

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

The first step to playing Forged Alliance multiplayer is creating an account – for that, you'll need to select an account name (which will be the same as

your in-game name, so make sure you choose a name you'll be happy with), a valid e-mail address and your Forged Alliance CD key.

Once you have logged in to GPGnet, you can jump right into the action. Note: if you only have Forged Alliance installed, you are limited to playing as the Seraphim in multiplayer games. If you wish to play as the UEF, Cybran or Aeon, you must purchase and install the full, regular version of Supreme Commander.

HOST CUSTOM GAMES

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

JOIN CUSTOM GAMES

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

RANKED GAMES

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

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

ARRANGED TEAM GAMES

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

RANKINGS, RATINGS & LADDERS

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

GPGnet also lets players challenge one another via official ladder games that challenge players to "climb the ladder" by winning ranked games. Ladders and ratings are updated live as games occur.

CHAT CHANNELS & PRIVATE MESSAGES

Besides handling matchmaking, GPGnet lets users easily chat with one another and even create their own private chat rooms. To join chat, simply click the Chat button. To create your own chat room, type /join "room name" (no quotes) into the chat-text entry field. If you know of a private room name, you can enter it by typing /join "room name" (no quotes) to enter that specific room. You can always see a list of available chat commands in any room by entering a slash (/) in the text-entry field.

You can also send IM-style private messages to any other player by right-clicking on their name and choosing Send Private Message. Private messages are opened in a separate window, allowing you and the message recipient to chat privately.

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

FRIENDS & CLANS

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

LAN GAMES

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

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

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

CREDITS

THE SUPREME COMMANDER: FORGED ALLIANCE TEAM

DESIGN
Creative Director - Chris Taylor
Lead Designer - Bradley Rebh
Map Designer - William S. Snoey

Campaign Design
Campaign Designer - Jason Janicki
Campaign Designer - Dru Staltman
Campaign Designer - Jessica Snook

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Tuning and Balance - Eric Williamson
Tuning and Balance Consultant - Jan Richter

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Story and Script by -
William Harms and Jason Janicki
Manual - William Harms and Todd Lubsen
Tech Tree - Todd Lubsen

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Senior Engineer - Chris Blackwell
Senior Engineer - William Howe-Lott
Graphics Engineer - Ivan Rumsey
Senior Engineer - Jeff Petkau
Senior Engineer - Bob Berry

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Software Engineer - Marshall Macy II
Software Engineer - Andres Mendez
Software Engineer - Jason Bolton

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Executive Producer - Gary Wagner
Producer - Jeremy Ables
Associate Producer - Marc Scattergood
Assistant Producer - David Kirwan

Campaign Production Assistant -
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Tuning and Balance Production Assistant -
Chris Daroza
Production Assistant/Animation -
Bassima Dimmick

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Character Artist/3D Artist - Jonathan Cooper
Motion Graphics Artist - Audrey Cox
Senior Technical Artist - Matt Dudley
Art Production Assistant - Ryan Gibson
Animation (External) - Jen Coig
Animation Art Intern - Drew Mueller

Unit Artists
3D Artist - Sung Campbell
3D Artist - Lex Story
3D Artist - Rory Young
3D Artist - Paul Brandl
3D Artist - Jonathan Albert

Environment Artists
Terrain Artist - William S. Snoey
Terrain Artist - Wes Griswold
Terrain Artist - Byron Stiles
Terrain Artist - Christopher Burns
Terrain Artist - John Baron

Visual Effects and Effects Scripting
Effects Lead - Gordon Duclos
Effects Engineer - Greg Kohne
Effects Artist - Matt Vainio
Production Assistant - Aaron Lundquist

UI Artists
UI Artist - Mark Forrer
UI Artist - Jay Vidheecharoen

Cinematics
Cinematics Director - Steven Thompson
Cinematic Artist - Richard Green
Cinematic Artist - Ian Farnsworth
Cinematic Artist - Lex Story
Cinematic Artist - Jonathan Cooper
Cinematic Artist - Brandon Young
Cinematic Artist - James Haywood

Cinematics (cont'd)

Cinematic Artist (External) - Jonathan Albert
Cinematic Modeling (External) - TJ Frame
Cinematic Modeling (External) - Vykarian
Cinematic Modeling (External) - Exigent

CONTENT ENGINEERING

Content Engineering Manager - Marc Scattergood

Campaign Scripting

Content Engineer - Jessica Snook
In Game Cinematics - David Tomandl

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Systems Content Engineer - Dru Staltman
Content Engineer - Gautam Vasudevan
Content Engineer - Robert Oates
Additional Content Engineering - John Comes

UI Scripting

Junior Content Engineer - Ted Snook

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GPGnet Producer - Kent McNall
Senior Engineer - Sam Demulling
Software Engineer - Tye Jones
QA/Community Specialist - Douglas Rickerson

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Audio Director - Frank Bry
Sound Designer - Howard Mostrom

Voice Over

PCB Productions
Voice Director - Keith Arem
Voice Production Coordinator - Valerie Arem
Voice Casting - Gary Wagner and William Harms

Music

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www.jeremysoule.com

IT

IT Manager - Brian Koloszyc
IT Support - Jacob Hopkins
IT Administrator - Kevin Folks

GAS POWERED GAMES

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President - Jacob McMahon
VP of Engineering - Bartosz Kijanka
Creative Director - Clayton Kauzlaric
Art Production Manager - Mike Swanson
Editorial Manager - William Harms
Marketing/PR Manager - Paul Levy
IP/Branding Design Manager - Todd Lubsen
Web Developer - Martin Peterson
Director of HR - Michelle Hippe
HR Generalist - Kim Aue
Accounts Payable Specialist - Aimee Rickerson
Executive Assistant - Lisa Thompson
Administrative Assistant - Sabrina Roberts
Facilities Coordinator - Ronald Bodey

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49327. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.
To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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HOTKEYS

COMMANDS

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

SELECTION

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

GROUPS

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

USER INTERFACE

TOGGLES THE UI ON / OFF	CTRL-ALT-F1
TOGGLES LIFE BARS ON / OFF	ALT-L
TOGGLE ALL OVERLAYS	CTRL-W
RENAME UNIT	CTRL-N
SPLIT SCREEN ON	HOME
SPLIT SCREEN OFF	END
SCROLL UP THROUGH CHAT HISTORY (BY PAGE)	PAGEUP
SCROLL DOWN THROUGH CHAT HISTORY (BY PAGE)	PAGEDOWN
SCROLL UP THROUGH CHAT HISTORY (BY LINE)	SHIFT-PAGEUP
SCROLL DOWN THROUGH CHAT HISTORY (BY LINE)	SHIFT-PAGEDOWN
ROTATE LAYOUT	ALT-UPARROW
ROTATE LAYOUT	ALT-DOWNARROW
TOGGLE HOTKEYS	F1
TOGGLE SCORES	F2
TOGGLE TRANSMISSION LOG	F3
TOGGLE DIPLOMACY WINDOW	F4
CREATE ALERT PING AT MOUSE LOCATION	F5
CREATE MOVE PING AT MOUSE LOCATION	F6
CREATE ATTACK PING AT MOUSE LOCATION	F7
CREATE MARKER AT MOUSE LOCATION	F8
MOVE MARKER	SHIFT+LEFTCLICK
DELETE MARKER	CTRL+SHIFT+RIGHTCLICK
OPEN IN-GAME MAIN MENU	F10
TOGGLE CONNECTIVITY WINDOW	F11

CAMERAS

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

GAME

PAUSE GAME	PAUSE
SCREEN SHOT	CTRL-F
DECREASE GAME SPEED	NUMMINUS
INCREASE GAME SPEED	NUMPLUS
RESET GAME SPEED	NUMSTAR

SUPREME COMMANDER: FORGED ALLIANCE INSTALL CODE

Do not lose this Number! This CD Key is required to fully use this product!