

⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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WELCOME TO THE WAR

THE YEAR IS 3844.

For over 1,000 years, a terrible conflict called the Infinite War has raged between three human-based factions: the United Earth Federation (UEF), Aeon Illuminate and Cybran Nation.

Using Quantum Gate technology, the three factions can create “Quantum Tunnels” to nearly any location in the galaxy, granting them near-instantaneous travel to even the most distant planets. Massive Armored Command Units can construct and unleash entire armies anytime and anywhere.

The Infinite War has claimed billions of lives. Entire planets have been turned into nothing more than smoldering rocks floating lifelessly in space.

There is no room for compromise.


There is no room for mercy.

Only you can end the Infinite War.

MAIN MENU

This is the central hub for accessing all of *Supreme Commander's* settings. Information on each section follows.

Single Player: Access the Campaign, Skirmish or Tutorial.

Campaign: There are three single-player campaigns in *Supreme Commander*, one for each faction. Use the left stick  to select which campaign you want to play.

Skirmish: Play against an AI opponent on a variety of maps (See page 45 for details on setting up a Skirmish game).

Tutorial: Learn how to play *Supreme Commander*.

Xbox LIVE: Wage war online against other players.

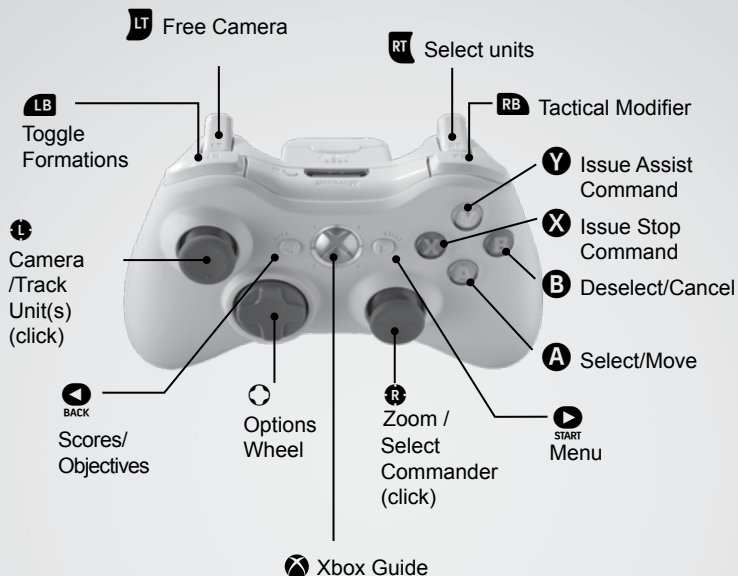
To begin, select Xbox LIVE from the Main Menu. For more information about multiplayer game types, please turn to page 45.

Extras: View Achievements (both locked and unlocked), along with the game's credits.

Options: Adjust Gameplay and Video/Sound settings, and view the game's Controls. (Note: You cannot change the game's default control scheme.)



CONTROLS



A - Select/Move: Defaults to select, but contextually will move if the location of the reticule doesn't indicate it should select (Trying to "Move" over another unit will select that unit, not move to it)

B - Deselect/Cancel: Quickly deselect units, back out of build wheels

X - Issue Stop command to all selected units

Y - Issue Assist command to all selected units to assist whatever is highlighted with the reticule (if anything)

R - Zoom in and out, spin camera left and right

L - Pan camera

- Up - Orders Wheel:** Issue move, patrol, attack move, attack mode (hold fire, hold ground, etc), self destruct, special commands (Overcharge, toggle shields/jamming)
- Right - Build Wheel:** Use left stick to select units, use right stick to move between tech levels, experimentals, commander upgrades (on appropriate units) and building templates
- Down - Groups Wheel:** Assign units to groups, quick selection of Commander, idle Engineers, and various all combat groups (All Air, All Land, All Naval, All Units)
- Left - Access Build Queue** (if available - must have construction unit with build orders in queue)

Band box select - Press and hold **A** while dragging left stick with nothing selected.

Issue formation move - Press and hold **A** while moving left stick with units selected.

R Stick - Quick Select Commander

L Stick - Quick track selected unit(s)

RB - Tactical Modifier: Queue combat commands, manipulate rally points and patrols, and provide a visual indication of all currently queued movement and build commands

RT - Tap to select all combat units on screen; press and hold for alternate functionality

RT + **A** - Select first idle Engineer

RT + **B** - Select first idle factory

RT + **X** - Cycle through assigned groups

RT + **Y** - Cycle unit groups. Selects all units in group, not just those on screen

LB - When performing a formation move, tap to toggle between different available formations

LT - Enable free look camera when available

ARMORED COMMAND UNIT

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

Used by all three factions, the ACU is a personal, armored exoskeleton several times larger than a normal human, and it's operated by a single highly trained and motivated pilot. Never acting alone, the pilot is constantly in communication with his command structure via the onboard Quantum Communication system.

CONSTRUCTION:

The ACU's primary function is to construct and command a robotic army. It cannot bring a large force with it through a Quantum Tunnel, so it stores digital templates of basic military base structures within its synthetic DNA memory storage. Its Proto-Crafter does the rest.

Using the power from its onboard fusion reactor and a limited store of Mass, the ACU can build basic Energy and Mass resource collectors at the target site, along with land, air and naval factories.

As long as the environment provides Energy and Mass, the ACU can produce low-level 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 a state-of-the-art communication and data analysis system that specializes in the coordination of large military forces and base operations. At all times the pilot is linked to subordinate units via a powerful virtual-reality interface. This enables the pilot to assess the needs of the battlefield and direct his forces as necessary.

ACU UPGRADES:

There are several upgrades that improve your ACU's functionality. These are the available upgrades, broken down by faction.



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 the 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 protective 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 Shoulder Pod:	Creates a construction drone. Can be upgraded.

Left Central Housing:	
Damage Stabilization System:	Increases the ACU's hit points and rate of armor regeneration.
Tech 2 Engineering Suite:	Increases the ACU's building options. Can be upgraded.
Right Central Housing:	
Heavy Anti-Matter Cannon:	Increases the amount of damage caused by the ACU's primary weapon.
Resource Allocation System:	Increases the ACU's resource generation.

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, select your ACU and press up on the . The available commands are as follows:

Move: Order your ACU to move to a specific location

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

Patrol: Order your ACU to patrol a specific area

Stop: Halt 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

Aggressive: ACU will aggressively engage the enemy

Pause: Pause the ACU's current action

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

Reclaim: Order your ACU to collect resources on the battlefield

Capture: Order your ACU to capture the specified structure

Repair: Order your ACU to repair a unit or buildings

ACU DESTRUCTION:

Although your ACU is designed to survive 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.

SUPPORT COMMANDER:

If you build a Quantum Gateway, you can summon a Support Commander to the battlefield. Support Commanders have all of the same functionality as both your ACU and a Tech 3 Engineer.

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 structures and operate some units and structures. Both resources are collected from the surface of the planet via structures that are built by either your ACU or Engineers.

MASS:

There are three ways to collect Mass, but the primary method is through the use of Mass extractors. All Mass extractors must be constructed on Mass deposits, which are marked on the map. Mass extractors can be upgraded.

The second way to collect Mass is through the use of Mass fabricators. These structures convert Energy into usable Mass, but because the Energy costs are quite high, you will need to have an excess of Energy. Mass fabricators are available at both Tech 1 and Tech 3 levels.

A final way to collect Mass is through reclamation. As units and buildings are destroyed, they leave behind charred remains – simply order your ACU or an Engineer to “reclaim” the Mass from destroyed units/structures by selecting the appropriate unit and then clicking **A** on the remains. (You can also collect small amounts of Mass by reclaiming trees and rocks.) Reclamation is the least reliable way to get Mass, but it can provide a short-term infusion in emergency situations.

ENERGY:

The primary way to gather Energy is through the construction of power generators, which can be built on any open location on the map. (You should always strive to create adjacency bonuses when building Energy generators; adjacency is covered later in this section.) There are three levels of power generators that you can build.

Certain planets have large hydrocarbon deposits hidden beneath the surface, and you can tap into that Energy source by constructing a hydrocarbon power plants over a hydrocarbon deposit.

STORAGE:

You can store both Energy and Mass – simply order an Engineer to construct the appropriate storage building. Constructing storage buildings not only keeps your excess resources from being wasted, it also increases the overall resource amount that you can collect and store.

ADJACENCY BONUS:

Construct Energy-producing buildings next to your factories and other structures to receive an adjacency bonus, which lowers that building's Energy-related costs. 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: a factory requires four power generators per side, while a Mass extractor only requires one.

Adjacency bonuses also apply to Mass extractors and fabricators, although you will have to build a factory next to the Mass extractor.

CONSTRUCTING UNITS

The vast majority of the units you build are created by factories; only experimental-level units are built by Engineers or Support Commanders. To construct a unit, use the **I** to highlight the units that should be built, then press **A** to construct that unit.

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

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.

CONSTRUCTION QUEUE:

The moment you begin constructing a factory, you can create a build queue that tells the factory which units to build, and in what order. Follow the directions outlined above to select a unit, and simply press **A** to order the factory to build multiple units of that type. You can create a nearly endless queue by adding units this way; select the Repeat icon to order the queue to loop.

COMMAND AND CONTROL

Supreme Commander features a very robust Command and Control system that lets you direct every operational aspect of the game.

STRATEGIC ZOOM:

At any time during an operation, you can zoom in to get a detailed look at the battlefield, or zoom out to get the full view of the entire battlefield. To zoom in or out, move the **R** up or down. If you wish to zoom in on a specific area of the map, move the cursor to that location with the **L**, and then zoom in with **R**.

Even when you are zoomed out, you can still issue all of your commands, like ordering units to attack, etc. Simply move the cursor over the units and press **A** to select them, then press **A** on the location to where they should move.

WAYPOINT MANAGEMENT:

By holding the **RB** and pressing the **A** button, you can create a variety of waypoints that dictate the movement of your units. Waypoints are broken into different segments, each separated by a circle. To change the location of one of those segments, place the cursor over the circle, hold down **A**, and drag the circle to the new location.

TRANSPORTING UNITS:

In order to quickly move units from one side of the battlefield to the other, you'll want to use transports. The number of units a transport can carry is determined by its tech level; higher level transports will be able to carry a larger number of units.

To load a transport, select a group of units, move the crosshair over the transport and press **A**. To unload the units, select the transport, press up on the **○**, select the Unload Command, move the crosshair where the units should unload, and press **A**. The transport will now carry the units to that location and unload them.

PATROLS

Patrols are an extremely effective way of detecting and engaging enemy advances. You can order both ground and air units to patrol a given location or area of the map.

To start a patrol, select your units, press up on the **○**; choose the Patrol Command, press and hold the **RB**, and move the crosshair to multiple locations on the map, pressing **A** at each location.

INTELLIGENCE WAR

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

STEALTH AND CLOAKING:

Stealth hides your position from all 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 a 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 AND JAMMING:

There are three levels of radar available to you, and as you go up the tech tree, the type of radar that you can construct increases in both range and the amount of information that you receive.

Some units have counter-intelligence systems that "jam" enemy radar systems by flooding the area with false-positive hits; this makes 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.

UNITED EARTH FEDERATION

From the tattered remains of the Earth Empire emerges a new path for the future of the galaxy. The United Earth Federation seeks to reunite the scattered remnants of humanity under a single banner, so that all of Earth's children may once again live with order, justice and strength.

UEF LEADERS



Name: C. Allen Riley II

Rank: President & EarthCom Commander-in-Chief

Age: 54

One overarching goal has dictated President Riley's 10-year tenure as President of the United Earth Federation: ending the Infinite War, no matter the cost. Administrative records indicate that Riley hopes to achieve this goal by aggressively attacking the enemy along two fronts.

The first is through the use of UEF-generated propaganda that seeks to paint the Cybrans as terrorists and the Aeon as fanatics. This propaganda campaign has resulted in substantial increases in the morale and allegiance of systems along the outer rim of UEF-controlled space. It has also been effective at stamping out dissent within UEF ranks.

Under Riley's authority, significant improvements have been made to all aspects of the UEF military, and the amount of money funneled into "black op" weaponry has dramatically increased. It is believed that one these "black op" weapons will be capable of ending the Infinite War.



Name: Samantha Clarke

Rank: General

Age: 49

The daughter of Stephen Clarke, acknowledged hero of the battle of Nova Prime, General Samantha Clarke made a binding offer to join the United Earth Federation military at age 16 and enlisted on her

18th birthday. Early service records indicate Clarke volunteered for the least-attractive duties, intent on demonstrating that she wanted to succeed without trading on her father's name.

As one of the youngest Commanders in UEF history, Clarke fought in campaigns that stretched across numerous systems. Medical logs indicate that she was injured during the bitterly contested, nine-month battle for Scorpii 18. In fact, she was one of the few survivors to emerge from that conflict.

UEF security systems record two assassination attempts against Clarke, both of which were initiated by the Cybran Nation. Neither attempt was successful, and all Cybran agents involved were captured and executed.

The highest-ranking officer in the UEF, Clarke directs all aspects of the UEF's campaign from her war room on Earth.

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 Gatling Bot

"Mongoose"

Fast moving, heavily armed assault bot. Armed with both a Gatling Plasma Cannon and a heavy fragmentation grenade launcher.



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-Aircraft Flak Cannon

"Sky Boxer"

Mobile anti-air unit. Armed with flak cannon.



T2 Mobile Shield Generator

"Parashield"

Mobile shield generator.



T3 Siege 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.



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

Standard air scout.

“Hummingbird”



T1 Interceptor

Quick, maneuverable fighter. Armed with linked anti-air railguns.

“Cyclone”



T1 Attack Bomber

Lightly armored area-of-effect bomber.

“Scorcher”



T1 Light Air Transport

Low-end air transport.

“C-6 Courier”



T2 Gunship

Light gunship. Equipped with one Riot Gun and a single transportation clamp.

“Stinger”



T2 Bomber

Forgoing a bit of accuracy for improved armor and damage capacity, the Janus is the ideal mid-level bomber.

“Janus”



T2 Torpedo Bomber

Torpedo bomber. Armed with a payload of Angler torpedoes.

“Stork”



T2 Air Transport

Heavily armed, mid-level air transport. Equipped with riot guns and anti-aircraft weapons.

“C14 Star Lifter”



T3 Spy Plane

Extremely fast spy plane. Equipped with mid-level surveillance equipment.

“SR90”



T3 Air-Superiority Fighter

High-end air fighter. Designed to engage air units of any type.

“Wasp”



T3 Strategic Bomber

High-end strategic bomber. Armed with a small yield nuclear bomb and light anti-aircraft gun.

“Ambassador”



T3 Heavy Gunship

Heavy gunship. Armed with two Tactical Rocket Launchers and an anti-air railgun.

“Broadsword”

UEF NAVAL UNITS



T1 Attack Submarine

Low-end attack submarine.

“Tigershark”



T1 Frigate

Naval support unit. Equipped with a single cannon, anti-air railgun, radar, sonar and radar jammer.

“Thunderhead” Class



T2 Cruiser

Anti-aircraft naval vessel. Armed with anti-missile system, SAM missile system and tactical missile launcher.

“Governor” Class



T2 Destroyer

Mid-level naval unit. Equipped with a torpedo bay, anti-torpedo defense, dual cannons and a single anti-aircraft weapon.

“Valiant” Class



T3 Battleship

Shore bombardment and anti-ship vessel. Armed with three heavy cannons, four anti-air railguns and two anti-missile guns.

“Summit” Class



T3 Strategic Missile Submarine

Submersible missile platform. Primary arsenal consists of long-range tactical missiles. Can also carry four nuclear warheads.

“Ace”



T4-X Submersible Aircraft Carrier

Submersible aircraft carrier. Can store, transport and repair aircraft. Armed with torpedo launchers and anti-aircraft weapons.

“Atlantis”

UEF DEFENSIVE STRUCTURES



T1 Point Defense

“DM-1”

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



T1 Anti-Air Turret

“DA-1”

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 Flak Cannon

“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. Constructing missiles costs resources. 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 Artillery Defense Grid

“A.D.G.”

Stationary artillery defense grid. Equipped with an integrated threat identification and tracking system.



T3 Strategic Missile Launcher

“Stonager”

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



T4-X Strategic Artillery

“Mavor”

Extremely advanced strategic artillery. Unlimited range, pinpoint 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.



T3 Quantum Gateway

Summons Support Commander(s).



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 Fabricator

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



T1 Mass Storage

Stores Mass. Construct next to extractors or fabricators 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”

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 stealth fields and other cloaking technology.

CYBRAN NATION

When the UEF “enslaved” the Symbionts, Dr. Gustaf Brackman and a small band of Symbionts fled to the furthest reaches of space and formed the Cybran Nation. A fusion of man and technology, their goal is simple: free their enslaved brothers and sisters and ensure lasting liberty for Cybrans everywhere.

CYBRAN LEADERS



Name: Dr. Gustaf Brackman

Rank: Leader of the Cybran Nation

Age: 1,048

Faction: Cybran Nation

Undoubtedly one of the most brilliant minds to have ever lived, Dr. Gustaf Brackman created the Symbiont “twining process” that melds an AI with a human host. His invention marks him as both the literal and figurative “father” of the Cybran Nation.

The “twining” process invented by Brackman promised a new step forward in human evolution and seemed to be the key that would continue the Earth Empire’s prosperity. However, Brackman was forced to install “loyalty programming” into the AIs by the Earth Empire. When Brackman petitioned for independence, the loyalty programming was activated and millions of Symbionts were “enslaved”. At this point, Brackman openly revolted.

Dr. Brackman’s current whereabouts are unknown. What is known is that after openly rebelling against the Earth Empire, Brackman and his Symbiont “children” (now dubbed Cybrans) fled to the outer regions of known space.



Name: Ivanna Dostya

Rank: Elite Commander

Age: 37

All information concerning Ivanna Dostya’s life before the age of 18 is incomplete; prior to that time, she resided on Earth, her AI loyalty programming fully initialized. The earliest Cybran-related information concerning Dostya is a single line mention of her “rescue” at the hands of elite Cybran Nation commandos.

Once she was freed from the loyalty programming, Dostya enlisted in the Cybran Nation military, where she quickly rose through the ranks. Several of her numerous commendations specifically congratulate her on her uncanny ability to defeat her foes, no matter the odds. She is the most successful commander ever to serve the Cybran Nation.

Dostya's current rank is Elite Commander. In addition, she serves as Dr. Brackman's personal military attaché.

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 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 Heavy Assault Bot **"Mantis"**
Assault bot. Equipped with two heavy laser autoguns and can self-repair itself.



T1 Mobile 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 Rocket Bot **"Hoplite"**
Heavily armored rocket bot. Designed to engage and destroy heavily armored units.



T2 Amphibious Tank **"Wagner"**
Submersible, amphibious tank. Armed with a heavy electron 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 anti-aircraft unit. Armed with flak cannon.



T2 Mobile Stealth Field System **"Deceiver"**
Mobile stealth generator.



T3 Siege Assault Bot **"Loyalist"**
Siege assault bot. Armed with a Disintegrator Pulse laser and heavy electron 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 anti-air defenses.

CYBRAN AIR UNITS



T1 Air Scout **"Flying Eyes"**
Lightly armored scout vehicle with no weapons.



T1 Interceptor **"Prowler"**
Quick, maneuverable fighter. Armed with an auto-cannon.



T1 Attack Bomber

Lightly armored area-of-effect bomber.

“Zeus”



T1 Light Air Transport

Low-end air transport.

“Skyhook”



T2 Gunship

Fast-attack gunship. Armed with twin rocket tubes.

“Renegade”



T2 Torpedo Bomber

Mid-level torpedo bomber.

“Cormorant”



T2 Bomber

Equipped with an air-to-ground nano-missile, the Corsair is a surgical strike bomber.

“Corsair”



T2 Air Transport

Mid-level air transport. Armed with an auto-cannon and anti-air defense system.

“Dragon Fly”



T3 Spy Plane

Extremely fast spy plane. Can be set to fly in stealth mode.

“Spook”



T3 Air-Superiority Fighter

High-end air fighter. Designed to engage air units of any type.

“Gemini”



T3 Strategic Bomber

High-end strategic bomber. Armed with a proton bomb, stealth field generator and anti-air flak cannon.

“Revenant”



T4-X Experimental Gunship

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

“Soul Ripper”

CYBRAN NAVAL UNITS



T1 Frigate

Naval radar and sonar platform. Armed with a Proton Cannon and an anti-air auto-cannon.

“Trident” Class



T1 Attack Submarine

Attack submarine. Armed with a Nanite Torpedo Launcher and a deck-mounted heavy laser.

“Sliver”



T1 Spy Submarine

Unarmed stealth sub designed for reconnaissance missions. Equipped with anti-torpedo flares.

“Sleeper”



T2 Cruiser

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

“Siren” Class



T2 Destroyer

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

“Salem” Class



T3 Battleship

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

“Galaxy” Class



T3 Aircraft Carrier

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

“Command” Class



T3 Strategic Missile Submarine

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

“Plan B”

CYBRAN DEFENSIVE 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 Heavy Torpedo Launcher

“Nanite Torpedo Array”

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



T2 Shield Generator

“ED1”

Generates a protective shield around units and structures within its radius. Shield can be upgraded four times.



T2 Heavy Artillery Installation

“Gunther”

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



T2 Tactical Missile Launcher

“TML-4”

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



T2 Air Staging Facility

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



T3 Anti-Air SAM System

“Myrmidon”

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



T3 Strategic Missile Defense

“Guardian”

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



T3 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.



T4-X 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.



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.



T3 Quantum Gateway

Summons Support Commander(s).

“Summoner”

CYBRAN 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 Fabricator

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



T1 Mass Storage

Stores Mass. Construct next to extractors or fabricators 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

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

“Ion Reactor”



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



T1 Radar System

“Magno”

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



T1 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 stealth fields and other cloaking technologies.

AEON ILLUMINATE

The Aeon Illuminate is comprised of the human disciples of a now-extinct alien race whose legacy is one of lasting peace and universal harmony: The Way. Seeing that all of humanity will perish in the fires of endless warfare, the Aeon zealously seek to cleanse the galaxy so that The Way may flourish.

AEON LEADERS



Name: Rhianne Burke

Rank: Princess of the Aeon Illuminate

Age: 27

Records concerning Princess Rhianne Burke are highly classified. What is known is that she was born into a caste of seers and her lineage guaranteed that she would be a strong candidate to ascend the throne. When the previous Princess, Miranda Burke, retired, Princess Rhianne assumed the throne with a great deal of fanfare.

A strong woman with an amazing amount of charisma, public records indicate that Princess Rhianne enjoys a great deal of support among the Aeon. However, intercepts of Aeon communication signals seem to indicate that Princess Rhianne is attempting to steer the Aeon in a new direction: the emphasis is on establishing a lasting peace as opposed to cleansing. It remains to be seen if that is a genuine, substantial shift, or merely Aeon propaganda.



Name: Toth

Rank: Evaluator

Age: 72

Like most Aeon officials, Evaluator Toth's personal information is a closely guarded secret; in fact, even her first name is unknown. What little public information there is states that Toth is the principle advisor to

Princess Burke, and because of her age, it is assumed that she has advised the last three Princesses. It is also believed that she personally selected the last two Princesses, including the current Princess, Rhianne Burke.



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

One of the most feared men in the galaxy, Avatar-of-War Marxon holds the highest military rank in the Illuminate. No records exist concerning Marxon's life, although it is widely believed that he originally studied to be a priest.

There is no question that Marxon's military record is without peer, and he has won more battles than any other Aeon commander. Ruthless and devoid of mercy, Marxon kills anyone that stands against him, even if they attempt to surrender.

AEON 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 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 Flak Artillery **"Ascendant"**
 Mobile anti-air unit. Armed with a temporal Anti-Air Fizz launcher.



T2 Mobile Shield Generator **"Asylum"**
 Mobile shield generator. Provides support for land units.



T3 Seige Assault Bot **"Harbinger"**
 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 Shield Disruptor **"Absolver"**
 Mobile support unit. Designed to attack and destroy enemy shields. Weapon system is largely ineffective against enemy units.



T4-X Sacred Assault Bot **"Galactic Colossus"**
 Incinerates enemy units and structures with Phason laser. Also equipped with tractor beam. Pulls in and crushes mobile enemy units.

AEON 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 Guided Missile

“Mercy”

Extremely powerful payload attached to a guided missile. Can only be used once and is susceptible to anti-air fire.



T2 Air Transport

“Aluminar”

Mid-level air transport. Armed with Sonic Pulse Batteries.



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, anti-air systems and depth charges. Can store, transport and repair aircraft.

AEON 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 anti-air Sonic Pulse Battery.



T2 Cruiser

“Infinity” Class

Mid-level anti-aircraft naval vessel. Armed with two anti-air missile launchers, Dual-Barreled Quantum Cannon and tactical missile flares.



T2 Destroyer

“Exodus” Class

Sub-killer. Equipped Oblivion cannon, torpedo tubes, Harmonic Depth Charges and anti-torpedo charges.



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 Zealot 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 Chrono Torpedo Launchers and a single Oblivion Cannon. Can construct light support naval units.

AEON 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 Pulse Battery

“Seeker”

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



T1 Torpedo Launcher

“Tide”

Anti-naval defense system.



T1 Mortar Station

“Offering”

Gatling-style mortar launcher that fires high-explosive ordinance with a good degree of accuracy.



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. Constructing missiles costs resources. 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.

AEON 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.



T3 Quantum Gateway

Summons Support Commander(s).

“Portal”

AEON 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 Fabricator

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



T1 Mass Storage

Stores Mass. Construct next to extractors or fabricators 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

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

“Quantum Reactor”



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.

AEDON 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 stealth fields and other cloaking technology.

SKIRMISH

To play a Skirmish game, go to the Main Menu and click Single Player and then Skirmish. In many ways, playing Skirmish is the same as playing multiplayer, but instead of waging war against human opponents, you fight computer-controlled foes.

Once inside the Skirmish menu, you can choose your faction, add or remove computer opponents and head into Game Settings to change the map, game type, unit limit, etc. There are six game types to choose from.

Sandbox: Load up a map and play yourself, without any enemies. This is a great way to practice your strategies and techniques.

Assassination: Destroy the enemy's Commander.

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

Annihilation: Destroy all of the enemy's units.

King of the Hill: Seize and control a centralized zone.

Command Point: Capture and control strategic locations around the map.

MULTIPLAYER VIA XBOX LIVE®

Online multiplayer in Supreme Commander requires the use of Xbox LIVE.

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Once you have signed into Xbox LIVE, you'll see the main multiplayer menu. You can play both ranked games (where you wage war against players of your same skill levels) and unranked, where anyone can play. The available game types are the same as those outlined in the Skirmish section above.

- Quick Match:** Automatically searches for a ranked or unranked game.
- Custom Match:** Search for a multiplayer game (ranked and unranked) based on the game type and number of players that you select.
- Create:** Create a ranked or unranked game.
- Create Private:** Create a private game.
- Leaderboards:** Review your rankings and stats, as well as those of other players.
- Xbox LIVE Marketplace:** Shop for downloadable content.

THE SUPREME COMMANDER 360 TEAM

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Christopher Mair

Producer
**Lee McKinnon
Pederson**

Art Director
Margaret Livesey

Senior Designer
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Dr. Amy Pederson
Jason Overend
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Paula Barclay**

**All of our friends and
family**

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TECHNICAL CERTIFICATION
SPECIALISTS
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SPECIAL THANKS
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Chance Copeland

ASPYR TECHNICAL SUPPORT

CUSTOMER SUPPORT

If you are having problems installing or using this software, we want to help. Please ensure that your device meets the minimum system requirements that are listed on the box. Our Technical Support representatives will not be able to help customers whose device does not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- A brief description of the problem

CONTACT US OVER THE INTERNET

If you are still having difficulties, please visit our online technical support page at <http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

CONTACT US BY PHONE

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

CONTACT US BY MAIL

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