



TERRAN TECHNOLOGY TREE

HEADQUARTERS
Resupplies nearby units; provides CPs.
Fabricator
Supplyship (Supply Plat.)

LASER TURRET
Fires lasers from space.

REFINERY
Auto-gathers ore/gas.
Harvester
Supply 1-4 (Supply Plat.)
Harvester 1-2
Supply Platform 1-2 (Supply Plat.)
Ore 1-2
Gas 1-2

LR SENSOR TOWER
Provides CPs.
Sensor 1
Sensor 2 (AWS)

MARINE TRAINING FACILITY
Auto-recruits crew from planet.
Troopship 1
Troopship 2-3 (NA)

JUMP GATE
Links allied supplies/units; build on wormholes.

LIGHT SHIPYARD
Corvette
Missile Cruiser (Ballistics)
Troopship (MTF)
Infiltrator (LR Sensor)
Detects cloaked ships.

SUPPLY PLATFORM
Resupplies nearby units.

NAVAL ACADEMY
Auto-recruits crew from planet.
Admiral Halsey
Admiral Hawkes
Admiral Takai
Admiral Steele
Admiral Smirnov
Admiral Benson

REPAIR PLATFORM
Repairs/resupplies nearby units.

SQUADRON HANGAR
Fighter Wing 1-2
Fighter Wing 3 (AWS)

BALLISTICS LAB
Missile Pack 1-2
Weapons 1-2
Weapons 3-4 (AWS)
Cloaking

ADVANCED HULL FACTORY
Hull 1-2
Hull 3-4 (AWS)

SPACE STATION
Launches squadrons of SR fighters.

DISPLACEMENT LAB
Shield 1-2
Shield 3-4 (AWS)

HEAVY SHIPYARD
Battleship
Fleet Carrier (Hangar)
Lancer Cruiser (NA/DL/PL)
Dreadnought (PL/AWS)

PROPULSION LAB
Engine 1-2
Engine 3-4 (AWS)

AWS RESEARCH LAB
Tempest Charge
Probe
Vampire Arc
Aegis Shield

ION CANNON
Fires ion blasts.

KEY

● # Slots Platform Requires
CPs—command points
Buildable Units
Upgrade/Research

Requirements

DL—Displacement Lab
MTF—Marine Training Facility
NA—Naval Academy
PL—Propulsion Lab



QUICK RESCUE CARD

TERRAN CELAREON MANTIS

CONQUEST

FRONTIER WARS



Unit colors correspond to player colors.

Click to return to your original view.

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

SYSTEMS ARE COLOR-CODED ACCORDING TO STATUS

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

LINES CONNECTING SYSTEMS ARE ALSO COLOR-CODED

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

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