

# SHATTERED GALAXY™



nexon®

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Figure I.1 - Russell

The experiments with inanimate objects had gone well. Not only did the samples vanish, they returned without any detectable alteration. No one suspected that the outcome would be very different for a biological subject.

Researchers first discovered the alien artifact sometime in the 1960s. Over a generation of scientists, entombed within a secret laboratory, attempted to decipher the artifact's glyphs and analyze its structure. The research teams determined that the device was a transporter

of some kind. The government named it the Fata Morgana.

Russell, a bristly-furred lab rat (see Figure I.1), was the first and only living subject ever placed in the Fata Morgana. As with his inanimate predecessors, Russell was transported millions of light years from Earth to an alien planet, later named Morgana. But Russell was not alone in his journey.

Everything within a 2,000 kilometer radius of the Fata Morgana--soil, trees, ocean, squirrels, and cities alike--was violently ripped from the Earth, rematerializing on Morgana. The transplant was far from peaceful; billions of kilograms of material violently collided into the alien planet. Over 70% of the human population perished in the cataclysm. Russell was never found.

Morgana was habitable to humans, but just barely, and much of the wildlife from Earth did not survive the transition. The remaining humans gathered into survivalist camps, struggling to resist the dangers of their new home. Society degenerated rapidly into a primitive, brigand-like culture. Eventually, small factions developed and laid claim to portions of the planet and its technology (see Figure I.2).



Figure I.2 - Land is Power

Beyond the borders of the transported portion of Earth lay Morgana and its alien technologies and cities. Resources were scarce and conflicts over land and materials were common. The initial difficulties of surviving on the alien world had taken a heavy toll on the population. But while humans were few, the alien war machines were plentiful.

Research into alien technologies became of paramount importance. The war machines apparently possessed some limited intelligence, but efforts to program them were unsuccessful. A telepathic device that became known as Commune was developed to allow humans to psychically link with the machines and command them in battle.

Warfare ensued as rival factions fought each other with their new weapons (see Figure I.3). Gradually, more and more powerful alien items were discovered and new military technologies were developed. Combat focused on the planet's resource deposits, which were needed to build more powerful machines of war.

It was at this time that the aliens began to appear. Whether or not they were the original inhabitants of Morgana was unclear. They erupted from subterranean caverns and attacked the humans with claws and teeth, electricity and acid.

The humans turned their attention to these new, more savage foes. Combating the aliens, however, continued to deplete their limited resources. While one might have expected humanity to unite against a common enemy, greed and corruption undermined any alliances. Scientists discovered that, after appropriate conditioning, Commune could also be used to control some of the aliens. These exotic creatures joined the ranks of the traditional war machines in battle.

Conflicts are again arising between human factions as all struggle to survive. The future of humanity is unclear. But who can contemplate the future when present survival is so gravely threatened?



Figure I.3 - A Trebuchet Defends its Capital



To install Shattered Galaxy, insert the Shattered Galaxy CD-ROM into your CD-ROM drive. If you have Auto Play enabled, the installation will begin automatically. Otherwise, double-click the My Computer icon on the desktop and locate the CD-ROM drive. Double-click the CD-ROM icon or open the CD-ROM folder and double-click the file called "SGSetup.exe".



FIGURE II.2 - Installation Screen

At the Installation Screen (see Figure II.2), click "Install" to begin the installation of Shattered Galaxy. If you have already installed Shattered Galaxy, the button will change to "Play." Other options at the Installation Screen include:

**1 Wallpaper**

Click the "Wallpaper" button to see various Shattered Galaxy wallpaper. Click on the one you like to instantly make it your desktop wallpaper!

**2 Website**

Visit the Shattered Galaxy website for the most recent game information.

**3 Other Games**

Your Shattered Galaxy CD-ROM comes with wallpaper and website links for other Nexon games. Nexon's first two games are included in their entirety and are ready to install and play!

- a) Nexus : The Kingdom of the Winds :** Nexon's first product, this massively multiplayer online role-playing game (MMORPG) is set in mythic Asia and is very community oriented. You can try out Nexus free for up to 10 days!

- b) Dark Ages : Online Roleplaying :** With its dark, Celtic setting, this MMORPG is designed to appeal to hardcore role-players. You can try out Dark Ages free for up to 10 days!
- c) Quiz Quiz :** Among the first massively multiplayer trivia games, Quiz Quiz includes several unique games and hundreds of items with which to customize your avatar.
- d) Elemental Saga :** Set in a post-apocalyptic world, the stunning Elemental Saga, an MMORPG, is a Nexon product currently in development. Visit the Elemental Saga website to apply for the beta test!

**4 Quit**

Exit the installer and return to the desktop.

**II. MAIN MENU**

FIGURE II.3 - Main Menu

After starting Shattered Galaxy and watching the introductory cinematics (press <ESC> to skip through one or both cinematics), you see the Main Menu (see Figure II.3). Begin by clicking "New Hero" to activate your account and create your hero in the Shattered Galaxy universe. You also click "New Hero" any time you wish to create and add a new hero to your account.

Other options at the Main Menu include:

**1 Continue**

Login with a hero. Every time you play Shattered Galaxy, you have to login so that the game knows which hero you are playing. You will use this option to play Shattered Galaxy after you activate your account and create your hero.

**2 Account**

Manage your account. This option is used to renew your account and change your payment options.

**3 Briefing Room**

Replay your old SG battles.

**4 Credits**

View the credits for Shattered Galaxy.

**5 Exit**

Return to your desktop.



**6. ACCOUNT ACTIVATION**



To play Shattered Galaxy, you must have an active Shattered Galaxy account. Please follow the account activation instructions carefully. If you have difficulty activating your Shattered Galaxy account, please visit [www.sgalaxy.com](http://www.sgalaxy.com) for the latest help information.

**Note: Any account activation instructions within the game take precedence to the procedure mentioned herein.**

After clicking "New Hero" at the Main Menu, the Shattered Galaxy license agreement appears. This type of agreement is standard for massively multiplayer games. After reading and accepting the terms of the agreement, you arrive at a registration page. Please enter all fields accurately; failure to do so may limit Nexon's ability to assist you should you encounter difficulties with your Shattered Galaxy account. Your 30 digit Account Activation Code can be found on a sticker attached to the inside top flap of your Shattered Galaxy box.

After completing the registration, including entering your Account Activation Code, you are told your Shattered Galaxy Account ID and Password. Nexon will use this information to verify your identity. Write these down in a safe place and never share them with anyone! You are responsible for the security of your account and Nexon



They apply to this one hero only.

- a) Name :** This name will always appear in the game exactly as you type it during Hero Creation. Choose a name that you can take pride in and that is suitable for the Shattered Galaxy world. Hero names cannot be changed once the Hero Creation process is completed.
- b) Password :** Choose a password of at least 4 characters. All passwords are case-sensitive. Tell your password to no one. Nexon employees will never ask you for your hero's password.
- c) Email :** Please enter your permanent email address in this field.

**2 Appearance**

Choose your hero's appearance (see Figure II.5). To select an appearance, click the corresponding hero graphic or the "Arrow" buttons. Your facial appearance is shown on the left. Your appearance has no effect on game play and cannot be changed after your hero has been created. When you have decided upon your appearance, click the "Next" button at the bottom right corner of the screen.

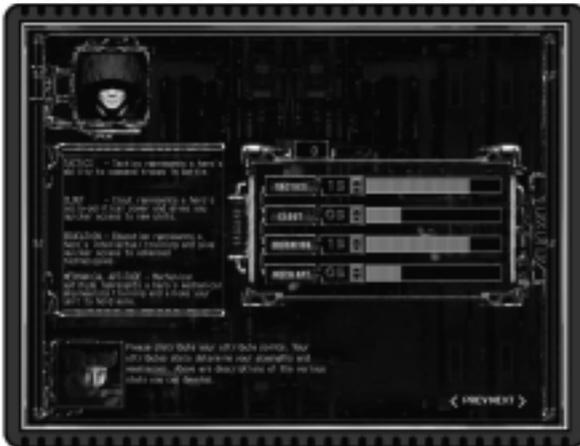


FIGURE II.6 - Attribute Selection Screen

**3 Attributes**

You can choose specific strengths and weaknesses through the allocation of your attribute points (see Figure II.6, on the previous page). You have four attributes: Tactics, Education, Clout, and Mechanical Aptitude. The minimum value of each attribute is 5, and the maximum that can be assigned to a new hero is 20 (your attributes can be increased to 120 through play). A hero's starting attributes must total 40. The number above the attributes is the quantity of attribute points you have left to assign. Use the "Up" and "Down" arrows to raise or lower attributes, respectively. Descriptions of attributes and their effects are outlined in Section IV.B.4 (page 24). Once you are satisfied with your attributes, click the "Next" button at the bottom right corner of the screen.

**4 Planet**

With your name, appearance, and attributes chosen, you must next choose your home world (see Figure II.7). A 3D model of your star system appears. Click the "Arrow" buttons to scroll between the planets available to you. After you have chosen your starting planet, click the "Next" button at the bottom right corner of the screen.

**5 Faction**

After choosing your planet, the Strategic Map of that planet appears (see Figure II.8). Choose your starting faction using the "Arrow" keys or by clicking a faction on the map. Note that not all factions may be accepting new members. The flag of



FIGURE II.7 - Planet Selection Screen



## ◀◀◀ F. GETTING STARTED



### 1 Interactive Tutorial

When you first enter the game, a brief, interactive tutorial will begin. Simply follow the directions provided by the guide. The tutorial teaches you how to practice fighting with a variety of units, how to buy your first units, and how to find and fight your first actual battle. Please refer to this manual for more detailed information.

### 2 F1 Help

Pressing <F1> opens an in-game help manual. F1 Help provides detailed information about hot keys, places, units, and items. F1 Help may also contain manual entries for implementations that are not discussed in this manual.

### 3 Game Options

While in the game, click the "Options" button (see Figure II.10) to change game options. In the Options Dialog, click "OK" to confirm any changes you make to the game options and "Cancel" to ignore those changes. Many options refer to features discussed later in this manual. Game options include:



Figure II.10 - Options Button

- a **Footprints** : During combat, ground units, except those with anti-gravity activated, leave footprints in most types of terrain. The footprints fade gradually with time, and are useful for tracking enemies. Turning this option OFF improves game performance slightly.
- b **Unit Speech** : When units are selected or given an order, the unit verbally acknowledges your action. Turning this option OFF improves game performance slightly.
- c **Sound** : Weapons fire, unit movement, and other in-game occurrences have sounds associated with them. Turning this option OFF improves game performance slightly. Click the bar to the left of the "ON/OFF" button to alter sound volume.
- d **3D Sound** : Spatial audio is supported, with sounds heard coming from the direction of their source. Turning this option OFF can improve game performance considerably.
- e **Music** : Ambient music plays, depending on the situation and recent events. Turning this option OFF improves game performance slightly.

- f | Text Color :** The color of your chatting messages can be chosen. Utilizing this option does not affect game performance.
- g | Macro :** Speech macros can be used to automate your battle chat. Utilizing this option does not affect game performance.
- h | Scrollrate :** The screen scrolls at the speed selected.
- i | Units Targetable by Allies :** When off your allies cannot damage your units in battle with targeted attacks. Turning this option ON allows, for example, your friends to finish off your crippled units, allowing you to reinforce with a fresh squad. Utilizing this option does not affect game performance.
- j | Curse Filter :** Words spoken by you or other players that are deemed objectionable by Nexon are replaced with less offensive alternatives. You can customize your curse list by creating a file called "Curse.txt". Each line in "Curse.txt" should be of the format:
 

Curse-<TAB>Substitute  
<TAB> means to press the TAB key on your keyboard.  
Here's an example:  
hate<TAB>love

If the above is in your "Curse.txt" and someone says 'I hate you!', you will instead see 'I love you!' If a word appears in both the built-in curse list and your own "Curse.txt", then your "Curse.txt" entry takes precedence. Utilizing the curse filter marginally affects game performance.
- k | Record Battles :** Your most recent twenty battles are recorded and can be replayed in the Briefing Room. Recording battles marginally affects game performance.
- l | Tutorial :** The interactive tutorial helps new players become accustomed to the basics of playing Shattered Galaxy. The tutorial does not affect game performance.
- m | Help Messages :** Basic help information from Nexon appears in the Chatting Log periodically. Help messages do not affect game performance.
- n | News Messages :** News from Nexon appears in the Chatting Log periodically. News messages do not affect game performance.



## YOUR ROLE

The world of Shattered Galaxy is persistent and changes as time passes. Unlike many games, your accomplishments in Shattered Galaxy have effects that can last from one day to the next. You are ever gaining power and access to new units, items, and options. With skill and dedication, you can become a highly influential and mighty force in this online world of thousands!

Two primary factors drive you to victory in Shattered Galaxy: loyalty to your faction and ambition for personal power.

### ◀◀◀ A. FACTION STANDING



You are a member of a faction--a group of humans with common backgrounds and values. Your faction consists of hundreds of heroes like yourself, all of who are played by real-world people. In the beginning, you can only join a faction on the tamer novice planets. As you grow in power and strength, you can leave your original faction to join another in hopes of greater wealth and power.

Ultimately, it is for the glory of your faction that you fight. Your faction gives you access to powerful machines of war, technological advances, and dozens of allies who will fight by your side.

By conquering and holding land and by winning battles, you improve your faction's standing within the galaxy. Should your faction eventually achieve supremacy over the others, you will be richly rewarded indeed. Information on your faction's ranking and how your faction can reign supreme can be found in the War Room at [www.sgalaxy.com](http://www.sgalaxy.com).

### ◀◀◀ B. INDIVIDUAL ACCOMPLISHMENTS



While the victory of your faction is your ultimate goal, the road to supremacy is paved with countless individual rewards for the ambitious hero. By fighting and conquering your opponents, you will gain power, fame, and wealth, in addition to the ability to purchase technologically advanced units and equipment.

As you begin your life in Shattered Galaxy, concentrate first on expanding your knowledge. Fight aliens to hone your skills. Experiment with different unit types and tactics. You will find your units, and yourself, quickly advancing through the ranks and acquiring power. These aspects are discussed in greater detail in the chapters to come.

## YOUR OBJECTIVES

One of your goals should be to advance to the point where you can leave the novice planet for greater challenges. Master your tactical and teamwork skills so that you can thrive on the advanced planets and contribute meaningfully to your faction's success. After leaving the novice planet, you will be able to advance to higher levels and gain new technologies and units. The War Room at [www.sgalaxy.com](http://www.sgalaxy.com) provides information on how you can leave the novice planet and where your new home may be...





- a) Level :** A numeric representation of your capabilities in this Division. Other players will judge you primarily based upon your highest level. When your level in a Division increases, you gain an extra attribute point to assign to one of your four attributes and you may have access to improved unit chassis. Attributes are discussed in Section IV.B.4 (page 24). If your level in a Division exceeds 49, you no longer gain attribute points for new levels in that Division. The maximum level normally achievable is 60. On the novice planets, however, you cannot advance beyond level 20.
- b) XP :** Your current experience points in this Division. You earn experience points when your units gain levels. Experience points are discussed further in Section VII.D.1 (page 60).
- c) XP Needed :** The number of experience points required before your level in this Division increases. When  $XP = XP \text{ Needed}$ , your level will increase by one.
- d) Rank :** Your official title in this Division. As you gain levels in a Division, your rank also rises. Each Division is affiliated with one of the four elements of creation: earth (Infantry), fire (Mobile), air (Aviation), and water (Organic). The ranks for each Division reflect the corresponding element. Below your rank in the Introspection Window is your rank insignia. A table of ranks can be found in Appendix A.

## 2 Political Standing

While your Division Standings reveal your advancement, such statistics are often irrelevant in political realms. Your reputation and political information is shown in the center region (see Figure IV.4) of the Introspection Window, below your portrait.

- a) Name :** The name you chose during Hero Creation. Note that your name cannot be altered.
- b) Faction :** The faction to which you pledge loyalty. You are automatically allied with other members of your faction, and members of other factions to which your faction is allied. Allies are discussed further in Section X.C.1.e (page 85). Factions are discussed in more detail in Chapter X.



Figure IV.4 - Reputation and Political Standing

- c) **Title** : Your official title, if any, within your faction. With titles come administrative powers. Titles are discussed further in Section X.B.3 (page 83).
- d) **Honor** : A representation of how well you have served your faction. Every 100 honor provides a 1% health bonus to all of your units. Honor is gained by fighting in player-versus-player battles and is lost when fighting aliens in caves. Should you ever leave your faction, your honor is reduced to zero, but can then rise normally.
- e) **Regiment** : Your regiment, or sub-faction. Regiments are discussed further in Section X.A (page 80).

### 3 Accomplishments

The Accomplishments region (see Figure IV.5), located below the Division and Political Standings regions, contains information about your achievements in the Shattered Galaxy universe, above and beyond those mentioned above.



Figure IV.5 - Accomplishments

- a) **Reincarnation** : The number of times you have been reincarnated. Very powerful heroes can become reincarnated, casting aside their original shell and most of their accomplishments to begin again with greater recognition and potential. Reincarnation is discussed further at the War Room at the Shattered Galaxy website ([www.sgalaxy.com](http://www.sgalaxy.com)).
- b) **Prestige** : A numeric representation of success in battle against other heroes. After a victory against another hero, your prestige increases. After a loss against another hero, your prestige decreases. The magnitude of the change depends upon the difference between your prestige and the prestige of your opponent(s). Your prestige does not change from a battle against aliens (see Section VII.E.1 [page 61]).
- c) **Record** : Your wins and losses for all battles.

- d **Medals** : Medals you have been awarded for various achievements also appear in the Accomplishments region.

#### 4 Attributes

The top right region of the Introspection Window (see Figure IV.6) displays your attributes. Your attributes affect many aspects of game play.



Figure IV.6 - Attributes

For every level (up to 50, see Section IV.B.1.a [page 22]) you achieve in any Division, you receive one attribute point that you may assign to any one of your attributes. Any available attribute points are shown in the area above the attributes. Use the "Arrow" buttons to assign these points as you feel they will best enhance your abilities.

Tables regarding the effects of attributes can be found in Appendix A.

- a **Tactics** : Your grasp on the intricacies of tactical combat. Tactics determines how many units can be controlled during combat, with every 20 Tactics allowing 1 additional unit. Deploying units is discussed further in Section V.F (page 39). Additionally, the hero with the highest Tactics in any fight is the Battlefield Commander for that side. The Battlefield Commander is discussed further in Section VII.C.4 (page 58).
- b **Education** : The quality of your formal education, specifically in chemistry, physics, and electronics. High Education allows installation of advanced weapons, power supplies, sensors, and other equipment on units. Unit design is discussed further in Chapter VIII.
- c **Clout** : The quality of your political connections. Higher Clout allows quicker access to advanced unit chassis by increasing your Influence and Unit Quality. Influence is discussed in Section V.A (page 34) and Unit Quality is discussed in Section IX.A.2.b (page 77).
- d **Mechanical Aptitude** : Your ability to install, jury-rig, and maintain mechanical systems, specifically your units. High Mechanical Aptitude lessens weight restrictions when designing units, effectively allowing more potent designs to be created. Unit design is discussed further in Chapter VIII.

**5 Resources**

Without wealth, reputation and rank are meaningless. Resources are required to repair, buy, and enhance units. Each resource is needed to cover the different aspects of unit and item research and design. Five resources are available (see Figure IV.7):

MONEY	11882156
ORE	14073
SILICON	1597
URANIUM	2133
SULFUR	8996

Figure IV.7 - Resources

- a) Money :** While many factions create their own currency, money is represented by the ubiquitous Galactic Credit.
- b) Ore :** Ore is needed to manufacture metals of all varieties. A large amount of ore is required to generate even small quantities of rare metals, such as platinum and titanium. Metals such as iron and copper are much more common, thus requiring less ore. All items require some quantity of ore; the exact amount depends on the mass of the item and the rarity of the metals used to create it. Fortunately, ore is quite common.
- c) Silicon :** Complicated circuitry requires silicon. Sophisticated artificial intelligence demands especially high quantities of silicon. Silicon is also a priority resource for energy management systems.
- d) Uranium :** Radioactive uranium, available in the form of uranite, is needed to create energy and generate power. It is required in the construction and charging of all power supplies. Uranium is the rarest, and thus most valuable, resource.
- e) Sulfur :** A primary component in primitive gunpowder, sulfur is essential for weapons and targeting systems. Sulfur is the most plentiful, and thus least valuable, resource.

## ◀◀◀ c. COMMUNICATION

Shattered Galaxy includes a sophisticated Communication Interface that allows you to easily interact with other players. Communication tools include real-time communication, an in-game Bulletin Board System, Shattered Galaxy Mail, and Hero Lists.

**1 Real-time Communication**

The Communication Interface, located at the center bottom portion of the screen (see Figure IV.8, on the next page) contains three sections: the Recipient

Window, the Message Window, and the Chatting Log. The Chatting Log contains the messages you receive and send. Informational messages from Nexon also appear in this region. A scroll bar allows you to view messages you have already received. When you type, text appears in the Message Window. Pressing <ENTER> sends the message you typed to the recipient(s) designated in the Recipient Window. Click in the Recipient Window to change the recipient(s).



Figure IV.8 - Communication Interface

Possible recipients are:



Figure IV.9 - Public Chatting Mode

**a) Public** (see Figure IV.9) : All heroes in your province will receive this message. (Shortcut: ')



Figure IV.10 - Private Chatting Mode

**b) Private** (see Figure IV.10) : One specific hero or regiment will receive this message. (Shortcut: ") You can select the recipient by typing the name of the recipient in the box to the right of "Private" or by clicking a name on your Recipient List (see below).



Figure IV.11 - Allies Chatting Mode

**c) Allies** (see Figure IV.11) : Only members of your faction who are in your province will receive this message. (Shortcut: /)

**d) Group** : Only those selected in the Recipient List will receive this message (see below).

To the left of the Chatting Log is the Recipient List (see Figure IV.12). The Recipient List allows you to easily communicate either with many players simultaneously or with a single individual.

Add names to this list by clicking the text box at the top of the Recipient List and typing the name of the hero you wish to add. You will see that hero's name added to the Recipient List. Click a name in the Recipient List and the Message Recipient Window



Figure IV.12 - Recipient List

automatically changes to "Private," with the recipient being the name you selected. Heroes can also be added to the Recipient List by clicking the hero's name in the Chatting Log or on the Hero or Regiment List (see Section IV.C.4 [page 28]).

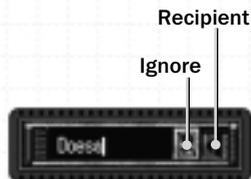


Figure IV.13 -  
Ignore, Recipient List buttons

Use <CTRL>-click to select multiple names simultaneously. Doing so changes the recipient in the Recipient Window to "Group." When the recipient is set to "Group," any message you send is automatically sent to all names selected in the Recipient List. Next to the text box above the Recipient List are two buttons that allow you to toggle between the Recipient List and the Ignore List (see Figure IV.13). You do not receive communications from anyone you place on your Ignore List. Use this feature to censor anyone who you feel is harassing you.

2



Figure IV.14 -  
BBS  
Button

### Bulletin Board System

A Bulletin Board System (BBS) is provided for Shattered Galaxy players to discuss aspects of the game and to receive information from Nexon. The BBS is accessed through the "BBS" button (see Figure IV.14), which is located to the right of the Communication Interface. Click a bulletin post subject to read that post. "Hit #" displays the number of times a particular post has been read. Posts can be searched by subject or by author via the search

command located at the bottom of the Bulletin Board Window. You may modify or delete posts you have made by using the appropriate buttons. Shattered Galaxy has four public boards and one private board:

- a) **From Nexon** : Announcements from Nexon. You cannot post to this board.
- b) **Suggestions** : You can post suggestions about the game on this board. Debate and discussion among players is encouraged, but please try not to be overly argumentative.
- c) **Free** : On this board, you can discuss any topic you wish. Please be civil to other players.
- d) **Bugs** : On this board, please post any information regarding bugs you discover. The more detailed the information, the more likely Nexon can promptly address the problem. Please check [www.sgalaxy.com](http://www.sgalaxy.com) for known bugs before posting.

- e) **Faction** : Each faction has its own bulletin board, which is a great source for strategic and political discussion. You only have access to your faction's bulletin board.



Figure IV.15 -  
Mailbox  
Button

### 3 Shattered Galaxy Mail

Each hero has a personal mailbox to keep in touch with friends and allies. Click on the "Mailbox" button (see Figure IV.15) in the top right corner of the Communication Interface to access your mail and send Shattered Galaxy mail to other heroes. When you have unread messages, your "Mailbox" button will be lit.

### 4 Hero Lists

Hero Lists can be viewed by pressing <F6>, or by clicking the "Hero List" button (see Figure IV.16), which is located above the Mini-map. Tabs at the bottom of the Hero List (the list you initially see) allow you to switch views between the three available lists: Hero List, Regiment List, and hero Hall of Fame. Clicking any column header while viewing any list sorts the list by that column. For example, to sort the Hero List alphabetically by hero name, click on the "Name" heading.



Figure IV.16 -  
Hero List  
Button

- a) **Hero List** : Displays information about all heroes currently logged in. Click a hero name to add it to your Recipient List. Double-click the Level column to toggle the column between Level and Rank. Double-click the Record column to toggle between a win/loss number format and a win/loss percentage format.
- b) **Regiment List** : Shows each regiment, the faction to which each regiment belongs, each Regiment Commander, and each regiment history. Click a regiment name to add it to your Recipient List. Double-click a regiment in your faction to either leave or join that regiment. Regiments are discussed further in Section X.A (page 80).
- c) **The Hall of Fame** : Shows the most powerful heroes in the game, even those who are not currently playing.

## ◀◀◀ d. INCOMING MESSAGE INDICATOR ▶▶▶▶▶

The "Incoming Message Indicator" (Figure IV.17), found to the right of the Chatting Log, will light up every time you receive an important message. You can access these messages by clicking on the "Incoming Message Indicator" when it lights or by clicking <F5>.



Figure IV.17 -  
Incoming  
Message  
Indicator

## ◀◀◀ E. POINTS OF INTEREST

The primary use of Hero Mode is to travel between areas and conduct business at various shops in town. Points of interest are briefly explained below.

### 1 Shops

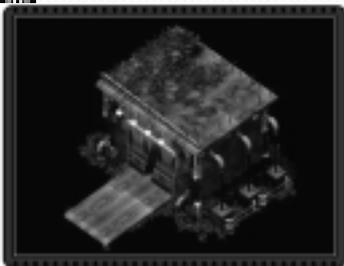


Figure IV.18 - Unit Assembly Factory

**a) Unit Assembly Factory (Factory)** (see Figure IV.18) : At the Factory, you can buy pre-designed units, repair damaged units, and sell unwanted units. Pre-designed units are competently equipped and battle-ready. Buying, selling, and repairing units is discussed further in Section V.E (page 38).

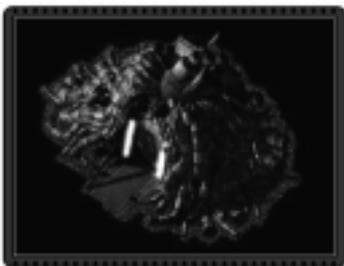


Figure IV.19 - Unit Development Facility

**b) Unit Development Facility (Lab)** (see Figure IV.19) : The Lab is used for designing new units or upgrading units you already have. Options available at the Lab are discussed further in Chapters VIII and IX.



Figure IV.20 - Resource Exchange Market

**c) Resource Exchange Market (REM)** (see Figure IV.20) : The REM allows heroes to buy or sell resources (ore, silicon, uranium, sulfur). The faction government taxes all transactions made in the REM, using this revenue to subsidize unit repair costs.

## 2 Training Grounds

### a) **Combat Training Facility (CTF)**

(see Figure IV.21) : This specialized simulation center allows you to practice solo combat with aliens. Unlike all other battles, your own units are not used in a CTF battle. Instead, a variety of pre-made units are provided. The CTF is an ideal place for lower level users to learn about the different types of units and special abilities.



Figure IV.21 - Combat Training Facility

### b) **Cadet Combat Field (CCF)**

(see Figure IV.22) : As a gathering place for low level combatants from across the planet, the Cadet Combat Field enables multiple factions to instantly wage battle on one another. Units can be destroyed and can gain experience and levels from fighting in the CCF.

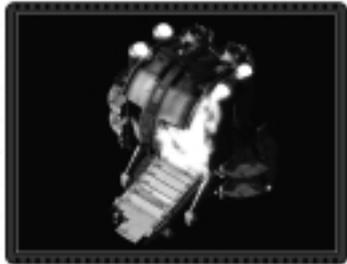


Figure IV.22 - Cadet Combat Field

### c) **Simulation Center (Sim)**

(see Figure IV.23) : The Sim allows you to battle other heroes anywhere on your planet with no risk to your units. The Sim is primarily used to test new designs, combat with distant friends, or spar against allies. Simulated combat is discussed further in Section VII.E.2 (page 62).



Figure IV.23 - Simulation Center

- d Artificial Subterranean Cavern (Zoo)** (see Figure IV.24) : The Zoo is a faction-constructed cavern used by new heroes as a training ground. Unlike elsewhere in Shattered Galaxy, battles in the Zoo are always fought alone. Only very weak aliens can be found here, as the more powerful ones are too dangerous to keep in captivity.

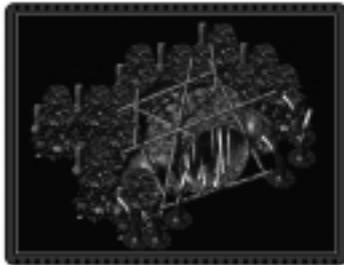


Figure IV.24 - Artificial Subterranean Cavern

- e Subterranean Caverns** (see Figure IV.25) : These ominous portals lead to underground regions from which the ubiquitous aliens emerge to invade the surface. Because of the toxic atmosphere underground (at least to humans and machinery), the subterranean areas cannot be conquered. Heroes of all skill levels often use the subterranean realms as training grounds. The further a cavern is from your capital, the more difficult (and rewarding!) the fight will be. Combat against aliens is discussed further in Section VII.E.1 (page 61).

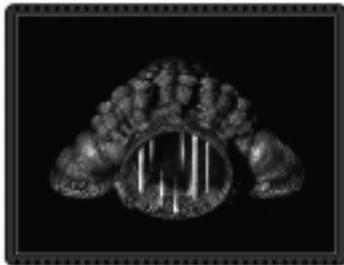


Figure IV.25 - Subterranean Cavern

### 3 Miscellaneous

- a Portals** (see Figure IV.26) : Portals provide quick transport between provinces. Entering a portal that leads to hostile territory causes the Pre-Battle Screen to appear (see Section VI.C [page 48]). On the Mini-map, any portals to allied provinces are shown in green and portals to hostile territories are shown in red. See also the explanation of the Strategic Map in Section VI.B (page 43).

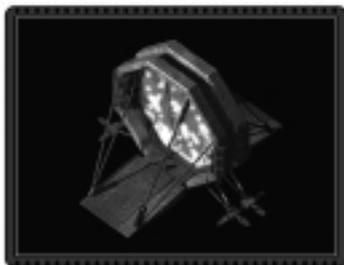


Figure IV.26 - Portal



Figure IV.27 - Faction Headquarters



Figure IV.28 - Observatory

- b) Faction Headquarters (FHQ)** (see Figure IV.27) : While any competent leader is more likely to be found on the battlefield than in an office, the FHQ is the political heart of each faction. Political information and voting terminals can be found here. The Shattered Galaxy political system is discussed further in Chapter X.
- c) Observatory** (see Figure IV.28) : The Observatory provides information on the current positioning of the planets as well as detailed information about each planet.

## QUICK MENU

The Quick Menu (see Figure IV.29) allows you immediate access to important functions in the game. Use the "Go to" commands to quickly travel to useful locations. The Quick Menu also gives you easy access to F1 Help, the Introspection Window, and the "Center on Self" command. Quick Menu options are explained below. The Quick Menu is accessed by the "Quick Menu" button (see Figure IV.30), or by pressing <F12>.

### 1 Go to Battle

The "Go to Battle" button takes you to the closest open battle against other players. If there are no open battles between players, you will automatically go to the nearest open alien battle. You receive a message that there are no open battles if no opportunities for combat with other players are available. Combat



Figure IV.30 - Quick Menu Button



Figure IV.29 - Quick Menu

is discussed further in Chapter VII.

## **2 Initiate Attack**

The "Initiate Attack" button moves you into an enemy province. A battle will then ensue in which you, and any allies who later join you, will attempt to conquer the territory.

## **3 Go to Factory**

The "Go to Factory" button appears when any of your units are damaged. By pressing this button, you move immediately to the Factory to repair your units.

## **4 Go to Upgrade**

The "Go to Upgrade" button takes you to the Lab, where you can re-equip or upgrade your units.

## **5 Deploy Units**

The "Deploy Units" button appears whenever you are able to deploy additional units for battle. Click this button and the Unit Deployment Screen appears. Deploying units is discussed further in Section V.F (page 39). Shortcut: <F7>

## **6 Go to the...**

Click the "Go to the..." button to see a list of places you can reach in your current province. Locales listed in red are areas in which a battle is taking place. Locales listed in orange are occupied by enemies. Those shown in green are occupied by allies. All other locales are listed in white.

## **7 F1 Help**

The "F1 Help" button opens the F1 Help window (see Section II.F.2 [page 14]). Shortcut: <F1>

## **8 Center on Self**

The "Center on Self" button centers the Action Window on you. Shortcut: <SPACE>

## **9 View self**

The "View Self" button opens the Introspection Window. Shortcut: <F4>

## **10 Close**

The "Close" button closes the Quick Menu. You can access the Quick Menu again by pressing the "Lightning" button located above the Mini-map, or by pressing <CTRL>-<F1>.



## ◀◀◀ C. UNIT DIVISION

Each unit Class belongs to one of the four Divisions of warfare: Infantry, Mobile, Aviation, or Organic.

### 1 Infantry

Infantry, sometimes referred to as "Frames," are bipedal cyborgs. While many commanders feel Infantry are inherently inferior to other types of units, this is not necessarily the case. More chassis are available for the Infantry Division than any other, allowing Infantry commanders to better adapt to specific needs. Additionally, Infantry units generally advance in level faster than others. See Figure V.3 for a sample Infantry unit (the Ghost).



Figure V.3 - Ghost, Infantry Unit

The limited population makes the use of human infantry impractical. The cyborgs employ biodrives, or biological engines, for locomotion. These biodrives can be selectively bred for a variety of specialized purposes.

### 2 Mobile

Mobile forces, also called "Rigs," are comprised of armored trikes, tanks, and hovercrafts, as well as mobile sensor arrays and artillery. Unlike Infantry, Mobile units are entirely mechanical. Depending on the particular chassis, they are often either faster or more heavily armored than Infantry. Mobile units tend to be more specialized and are generally more effective, though less versatile, than Infantry. See Figure V.4 for a sample Mobile unit (the Leviathan).



Figure V.4 - Leviathan, Mobile Unit

### 3 Aviation

Unlike Mobile and Infantry units, fortifications and rough terrain do not inconvenience Aviation units. Additionally, Aviation units, nicknamed "Raptors,"



Figure V.5 - Eagle, Aviation Unit

are often capable of greater speeds than their ground-based counterparts. Many weapons are incapable of targeting aircraft through the dense atmospheric interference, allowing Aviation units to reign terror upon their opponents without fear of retaliation. However, Aviation chassis are the slowest to advance and are often more fragile than Mobile and Infantry units. Furthermore, the attacking faction cannot win a battle if they control only Aviation units. See Figure V.5 for a sample Aviation unit (the Eagle).

#### 4 Organic

The Organic Division, composed of "Xeno" Class units, consists of aliens bred in captivity to serve humanity. This Division of units has the greatest diversity, with both aerial and ground units available. Organic units cannot be upgraded or customized, but as they gain levels, they naturally evolve into more powerful forms. Evolution is discussed further in Section IX.B (page 78). Organic units have almost no resistance to enemy attacks, but have nearly limitless supplies of energy. Energy is discussed further in Section VII.A.3 (page 54). See Figure V.6 for a sample Organic unit (the Eris).



Figure V.6 - Eris, Organic Unit

### II. UNIT ATTRIBUTES

Like heroes, units have attributes that can change throughout the course of play. Unlike heroes, units can use equipment to augment many of their attributes. Unit equipment is discussed further in Section VIII.A (page 64). Primary attributes that define units are:

#### 1 Name

A unit's name is a means to personally identify it. You can personalize each unit with a unique name when you first purchase them, or after you redesign them in the Unit Development Facility (Lab).

**2 Level**

Level represents the skill or training level of a unit. Units advance in level through battle. Unit level has three primary effects on unit capability. First, a health bonus equal to 10 times the unit level is gained. Second, a unit's maximum technology is governed primarily by its unit level. Third, higher unit level allows earlier upgrading to advanced unit chassis (see Section IX.A [page 76]).

The maximum unit level depends upon chassis, with the highest maximum level being 60. Lower Mark chassis tend to have a lower maximum level, and must be upgraded to higher Marks to reach level 60. Chassis Mark is discussed in Section IX.A (page 76). Note that on the novice planets, units cannot exceed level 25, regardless of chassis.

**3 Experience**

A unit's experience is the percentage of progress it has made towards achieving the next level. Through combat losses, a unit may receive negative experience. In this case, the percentage is still relative to progress to the next level. For example, a level 5 unit with -20% experience must gain twice as much experience to reach level 6 as a unit with 40% experience. After you upgrade an Infantry, Mobile, or Aviation unit, or after an Organic unit evolves (see Chapter IX) the unit may have a negative experience percentage because the new form may advance slower than the original. A unit that reaches its maximum level stops accumulating experience.

Note that an "experience bonus," such as is granted by some computers (see Section VIII.A.3 [page 66]), is directly related to "experience," but the two are not the same. For example, a 10% experience bonus would change an experience award of 10% to an experience award of 11%.

**4 Health**

Health is the amount of damage a unit can take before being destroyed. Unit chassis, level, and equipment can all affect unit Health.

**5 Armor**

Armor is a unit's resistance to enemy attacks. A unit's Armor is determined both by its chassis and by its equipment.

**6 Speed**

The Speed of a unit is the rate at which it can travel across the battlefield. Some special abilities can increase Speed. Special abilities are discussed further in Appendix C.

**7 Firepower**

A unit's firepower is the amount of damage a unit can inflict each time it fires. Firepower is governed primarily by the weapon of the unit.

**8 Cooldown**

Cooldown is the amount of time that must pass between each time a unit fires.

**E. BUYING, SELLING, AND REPAIRING UNITS**

Units are purchased, sold, and repaired at the Unit Assembly Factory (Factory) (see Figure V.7). At the top of the Factory Interface are the units available for you to buy. Chassis you cannot yet purchase appear grayed out and are only available for preview. In the lower right region, your Unit Inventory is shown. Every unit you own appears here. Below each unit is the Health Bar; the portion of the bar that is yellow reflects the current health of that unit. To the left of the Unit Inventory are your current resources and the cost of either purchasing (if a unit for sale is selected) or repairing (if a unit you own is selected). At the left side of the screen is the Unit Inspection Area, where information about the currently selected unit, be it yours or one for sale, is shown.

At the Factory, each chassis for sale comes fully equipped and battle-ready. Click a unit along the top of the screen to select it. Grayed out units cannot be purchased yet because your Influence is insufficient. Influence is discussed further in Section V.A (page 34). Buy a



Figure V.7 - Unit Assembly Factory

unit by selecting it and clicking the "Buy" button, or by double-clicking the desired unit. You may then assign it a unique name to distinguish it from other units.

Any unit can be sold at the Factory for half of its original cost. All items equipped by a sold unit are lost, so be certain to sell its items first (at the Lab) to receive maximum compensation for your scrapped unit. Be careful not to discard any units you wish to keep!

Any unit can be repaired at the Factory. In your faction's capital, repair costs are typically negligible because your faction subsidizes these costs. At Factories in allied capitals, conquered terrain, and especially enemy capitals, repair costs can become exorbitant. You can quickly repair all of your units in every Division by clicking the "Repair All" button.

## ◀◀◀ F. DEPLOYING UNITS

In a single battle, you can command only 6 units at a time, plus 1 for every 20 Tactics. For example, if you have 32 Tactics, you can fight with up to 7 units at one time. To specify which of your units will be used in battle, press <F7> or click on the "Deploy Units" button (see Figure V.8) to access the Unit Deployment Screen (see Figure V.9). The upper region of the Unit Deployment Screen shows your deployed units. Click on a unit in this region to see the hot key (0-9, - or =) that allows you to select that unit in



Figure V.8 -  
Deploy Units  
Button



Figure V.9 - Unit Deployment Screen

battle (see Section VII.A.1.a [page 51]). Below the deployed units are your reserve units. Click the arrows at either side to scroll through your reserves. The "Sort By Type" button organizes your reserve units by chassis. The "Sort By Level" button organizes your reserves by level. The bottom region shows the attributes of the selected unit, if any.

Click a unit to select it. Double-click a deployed unit to move it to the reserves. Double-click a reserved unit, or click the "Unit Arrow" button above the unit to deploy it. These buttons will not appear over reserved units if your squad is full. Units can also be dragged to specific hot key locations. The "Clear" button puts all units into the reserves, and the "Auto Deploy" button deploys the reserve units you are currently viewing.

When you repair a destroyed unit, the unit will be automatically deployed, if possible.

**COMBAT**

Battles abound in Shattered Galaxy. Unlike other real-time strategy games, Shattered Galaxy lets you jump into battles already in progress. Selecting a suitable battle is, therefore, a skill on its own. Fortunately, many tools aid you in determining where your units can best be put to use.



## A. FINDING A BATTLE



The easiest way to find a fight is to employ the "Go to Battle" button on the Quick Menu (<CTRL>-<F1> or the "Lightning" button), which instantly takes you to a suitable fight, if one is available. Otherwise, you can enter a battle one of three ways: joining a battle in progress, initiating an attack, or being attacked.

Before joining any battle, you must have units deployed for combat. Section V.F. (page 39) further discusses unit deployment.

### 1 Joining Battles in Progress

You can attempt to join a battle already in progress by traveling to the location of the fight. Two restrictions may prevent you from joining a battle: battle size and battle acceptance settings.

#### a Battle Size

For each faction, only a certain number of heroes, typically between 10 and 20, can be involved in any particular battle. If your faction has too many heroes involved in a fight, you will not be able to join that fight unless one or more members of your faction withdraw. The hero restriction is lessened when your faction owns very few provinces. To determine the exact limit for your planet, check F1 Help.

#### b Battle Acceptance

In every battle, the hero with the highest Tactics for each faction is designated the Battlefield Commander (BC). The BC's role is to organize his or her faction members during the fight. The BC can set the battle acceptance settings for that particular fight, thereby determining which heroes can enter the battle. Depending on the BC's preferences, you may not be allowed entry into the battle. The role of BC is explained further in Section VII.C.4 (page 58).

### 2 Initiating Battles

You can attack any enemy controlled province by traveling to that territory. Initiating battles rob enemy factions of resources, improve your faction's tribute, and potentially disrupt or sever enemy supply lines to other battles. When you

initiate a battle, you gain an experience bonus for the fight (see Section VII.D.1.d [page 60]) and are designated the BC for your faction. Note that faction capitals cannot be attacked.

### 3 Being Attacked

If an enemy hero enters the province you are in, a battle immediately ensues between all heroes in the province. When attacked, your faction is the defender. The victory conditions for the defender are shown in Table VII.1 (page 55). Note that when initially attacked, your faction can exceed the maximum battle size (see Section VI.A.1.a [page 42]), but more heroes cannot join the defense while the maximum battle size is exceeded. For example, if your maximum battle size is 18 and a total of 22 members of your faction are in the province when it is attacked (including you), more heroes cannot join the fight until at least 5 have withdrawn.

## ◀◀◀ B. STRATEGIC MAP



Figure VI.1 -  
Strategic Map  
Button



Figure VI.2 - Strategic Map

The Strategic Map (<F2> or the "Strategic Map" button--see Figure VI.1) depicts the real-time status of your planet (see Figure VI.2). From the Strategic Map, you can quickly see where enemy and allied forces are engaged in battle, and what fight may be suitable for you to join. You can also move across your planet using the Strategic Map. A smaller version of the Strategic Map is available by pressing <F3> when in Hero Mode.

**1** **Holdings**

Province ownership is shown by territory color. You can check which faction owns a province by placing your mouse over it, or by clicking the "Holdings" button. Moving the mouse over a province also shows the province name. Provinces not owned by any faction are controlled by aliens.

**2** **Province Information**

Clicking a province displays additional information to the right of the large map, including the province Mini-map and resource value. If a battle is currently underway in the province, a Province Report is displayed.

**a) Mini-map** : Located to the right of the Strategic Map, the Mini-map displays a graphical overview of the selected province. If the province is not currently contested, the Mini-map shows the locations of all heroes within the entire territory. If a battle is underway in the province, the Mini-map shows how many heroes from each side are in the battle.

**b) Resources** : The Resource Area shows the money and resource value of the selected province. Each province on the planet has a unique value for each resource. The value of a province determines how much tribute is earned by the faction that controls it.

**c) Province Report** : The Province Report shows information about the status of a battle and its combatants. The amount of information available depends in part upon your Clout. Features of the Province Report include:

**i) Attacker and Defender Information** : The attacker and defender information includes which faction is attacking and which is defending. Also displayed are the names of the Battlefield Commanders (Section VII.C.4 [page 58]) for each faction involved in the conflict. Everyone sees this information.

**ii) Battle Time** : The Battle Time shows the time remaining for the attacking faction(s) to successfully capture the province. If the timer reaches zero before the attacker(s) win the battle, the defender wins and retains the province. Everyone sees this information.

**iii) Combatant List** : The Combatant List shows all heroes in the battle, along with their units. For each hero, you see their levels, whether they are an attacker or a defender, and the levels and chassis of their units currently in battle. The completeness of this information depends upon your Clout compared to the Clout of the hero being viewed.

**iv) Reinforcement Information :** The Reinforcement List displays the status of reinforcements for the province battle. You can see whether the reinforcements have arrived, or, if they have not, their current location. Everyone sees this information. Note that reinforcements are graphically depicted on the large map through white Reinforcement Lines. The orientation of the lines shows the location of all reinforcements heading toward that province. The intensity of the lines and their source provinces show the relative number of heroes reinforcing from each province. Reinforcing battles is discussed in Section VI.B.4 (page 47).

**d) Hero Information :** The names, levels, and faction information for all heroes in a province are displayed in this section, located below the large map, regardless of whether or not a battle is underway in the province. Names of fellow regiment members are shown in yellow (see Section X.A [page 80]).

**e) Map Toggles :** You can toggle several options on and off on the Strategic Map by simply clicking the labels found in the Map Toggles Area. These toggles are found on the lower left corner of the Strategic Map.

**f) Map Markers :** The Strategic Map utilizes special markers to quickly convey information to you. These markers are listed here in Table VI.1:

**TABLE VI.1 - STRATEGIC MAP**

<b>Transparent Red Box</b>	Indicates your current location.
<b>Yellow Outline</b>	Indicates the selected province.
<b>White Outline</b>	Indicates provinces occupied by members of your regiment.
<b>Pink Outline</b>	Indicates a province containing a recently started battle. Until a communication system is set up to allow battle reinforcement (see Section VI.B.4 [page 47]), you can only join the battle by actually walking there. Place your mouse over a province to see how much time remains before the automatic reinforcement feature is enabled.

**TABLE VI.1 - STRATEGIC MAP**

<p><b>Player Icons</b></p> 	<p>Humanoid icons represent the number of heroes in a province. Large icons represent 10 heroes, medium represent 5 heroes, and small represent individual heroes. Icon color is the same as that of the faction or regiment to which the hero(es) belong.</p>
<p><b>Battle Icon</b></p> 	<p>Indicates a battle in progress.</p>
<p><b>Open Battle Icon</b></p> 	<p>Indicates that the BC has battle acceptance set to auto-accept (see Section VII.C.4.a [page 58]).</p>
<p><b>Closed Battle Icon</b></p> 	<p>Indicates that the BC has battle acceptance set to auto-reject (see Section VII.C.4.b [page 59]).</p>
<p><b>Full Battle</b></p> 	<p>Indicates that the maximum battle size has been reached (see Section VI.A.1.a [page 42]).</p>
<p><b>Faction Flag</b></p>	<p>Designates a province as a faction capital.</p>
<p><b>Assemble Markers</b></p> 	<p>Arrow markers placed by Overlords and Council Members give squad-assemble instructions to the entire faction. Placing your mouse cursor over a marker shows what types of units are to be assembled.</p>
<p><b>Avoid Markers</b></p> 	<p>Crossed-out arrow markers placed by Overlords and Council Members that tell the faction to avoid entering a province, either with specific units, or altogether. Placing your mouse cursor over a marker shows what units should avoid assembly.</p>
<p><b>Reinforcement Line</b></p>	<p>Indicates the location and strength of reinforcements for the selected province.</p>

**3 Traveling**

To travel to a specific province, either click "Find Path" when the province is selected, or right-click your desired destination. You then begin walking to the appropriate portal to follow the path shown on the map (see Figure VI.3). Your path will be shown in transparent blue, with your progress indicated in orange. You can manually set your path on the Strategic Map by holding <SHIFT> and right-clicking each province through which you wish to travel. Note that you can right-click your faction capital, or press <F8> while in Hero Mode, to instantly teleport to the safety of your capital.

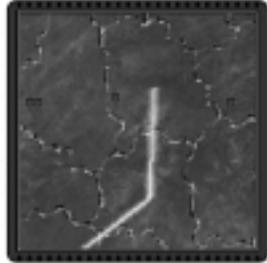


Figure VI.3 - Movement Path

Note also that you can manually walk from province to province by clicking the appropriate portals (see Section IV.E.3.a [page 31]) while in Hero Mode. Using the Strategic Map to travel does not bring you to your destination any faster, but it is much more convenient. Because you join or initiate battles by traveling to contested provinces, you can also use the Strategic Map to start new battles in provinces that are enemy controlled.

**4 Reinforcing Battles**

In addition to allowing convenient travel between provinces and battles, the Strategic Map also allows you to reinforce a battle in progress. To reinforce a particular battle, simply right-click the province. The Reinforcement Dialog (see Figure VI.4) appears; click "Yes" or "Join" to reinforce that battle.



Figure VI.4 - Reinforcement Dialog

Reinforcing a battle is very similar to joining a battle as described in Section VI.A.1 (page 42). When you reinforce, however, your place in the battle is reserved while you continue your journey to that province. That is, if you reinforce any open battle (and if the BC accepts your request for entry), you immediately count towards the maximum battle size as described in Section VI.A.1.a (page 42). If you walk to a battle normally, on the other hand, you may find it full by the time you arrive.

After you are accepted to the battle, your computer will synchronize with the computers of those in the battle. All reinforcing heroes synchronize at the same time to minimize delays for those already fighting. Therefore, you may have to wait several seconds before your computer is allowed to synchronize.

While your computer is synchronizing with the current battle state, the battle will pause briefly and the heroes in the battle see a Reinforcements En Route Dialog that reports all heroes who, like you, will soon be joining the fight. Battle time continues to decrease while this synchronization occurs. Should the synchronization process take more than about 15 seconds, you are disconnected so that the other heroes can enjoy the fight. If you are disconnected frequently, please see Chapter XI for suggestions on how to evaluate your technical difficulties.

After your computer has synchronized, you will view the battle in progress. Because Shattered Galaxy supports real-time reinforcements, your units do not enter the battle instantly. Instead, your squad enters the battle after traveling from your current location to the battle location. The amount of time it takes depends on your proximity to the battlefield. The status of the squad can be seen on the Strategic Map. A transparent green path shows the course of your squad. The distance already covered by your squad appears in orange. A countdown timer displays when your units will arrive.

When reinforcing a battle, the Strategic Map switches to the small version (<F3>) to allow you to view both your progress to the battle and the battle itself. If an enemy hero cuts off your path to the battle before you arrive, you will no longer be able to reinforce that conflict and may even find yourself embroiled in combat elsewhere!



## 6. BATTLE PRE-DEPLOYMENT



Whenever you are about to enter a hostile area, the Pre-Battle Screen (see Figure VI.5) prompts you for actions. The Pre-Battle Screen displays valuable information about the battle, and gives you an option to attack (or defend), deploy troops, or withdraw from entering the hostile area. Features of the Pre-Battle Screen include:

### 1 Mini-map

A small map of the hostile province appears in the top left of the Pre-Battle Screen.



Figure VI.5 - Pre-Battle Screen

- 2 Field ID**  
The name of the hostile province appears to the right of the Mini-map.
- 3 Defender/Attacker Box**  
The names of all the defending and attacking combatants appears in the bottom left. When attacking a province, an "Attack"/"Assist" button appears under the Attacker List. Click the "Attack" (or "Assist") button to enter the hostile area as an attacker. Upon entering a province under attack by an enemy faction, a "Defend"/"Assist" button appears under the Defender List. By clicking the "Defend" (or "Assist") button, you enter the battle as a defender.
- 4 Mini Deployment Screen**  
The Mini Deployment Screen on the right side displays the current squad information. If you are unsatisfied with the current squad, click the "Deploy Troops" button to view the Unit Deployment Screen.
- 5 Withdraw**  
Click the "Withdraw" button, located in the lower right, if you decide not to travel through the portal.





Figure VII.2 - Command Wheel



Figure VII.3 -  
Recipient List  
Button



Figure VII.4 -  
Command  
Wheel Button

When the battle begins, the Recipient List will transform into the Command Wheel (see Figure VII.2). The Command Wheel contains buttons for basic unit commands as well as any special abilities for selected units. You can toggle between the Command Wheel and the Recipient List by clicking the "Toggle" button located to the bottom right of the Command Wheel (see Figures VII.3 and VII.4).

### a) Unit Selection

Only selected units respond when you issue a command (such as move or attack). Small icons of selected units appear in Unit Inspection Boxes (see Figure VII.5) on the edges of the Action Window so that you can easily monitor their status. You can select your units in several different ways.



Figure VII.5 -  
Unit Inspection Boxes

**i) Click :** Clicking a unit selects it. When several units are selected, clicking a Unit Inspection Box selects and centers the screen on only that unit.

**ii) Dragging a Box :** Hold down the left mouse button and move the mouse to drag a box around a group of units (actual units, not Unit Inspection Boxes) to select all of your units within that box.

**iii) Selecting All Units :** The hot key <BACKSPACE> selects all units.

**iv) Control Groups :** Press <CTRL>-# to assign the currently selected units to a control group. Later, press that # to select that control group. Initially, each of your units belongs to its own control group, allowing you to select a unit by pressing its deployment number (see Section V.F [page 39]). <SHIFT>-# can be used to select multiple control groups. Pressing a # twice centers the Action Window on that control group.

**b) Unit Inspection**

The name, along with Health, Energy, Charge (if applicable), and Cargo Storage (if applicable) Bars are shown in the Unit Inspection Boxes for all selected units. Additionally, by moving your mouse over a friendly unit, you will see its name, owner, Health, and Energy. When you move the mouse over an enemy unit, only its name and owner will be displayed. The color of the owner's name is the color of that hero's faction.

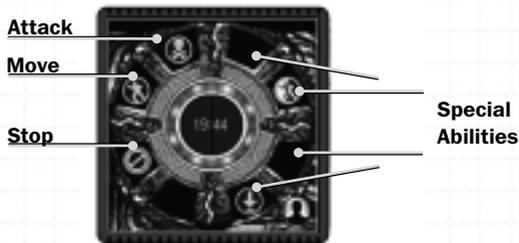


Figure VII.6 - Command Wheel



Figure VII.7 - Move Command



Figure VII.8 - Attack Command



Figure VII.9 - Stop Command



Figure VII.10 - Install Command



Figure VII.11 - Cloak Command

**c) Unit Movement :** Using the (M)ove command (see Figure VII.6 and Figure VII.7) and then clicking a location in the Action Window or Mini-map gives all selected units orders to move to that location. You can also move units by simply right-clicking on a location. Units that you move using either of these methods will ignore enemies and enemy fire and concentrate only on reaching the specified location.

**d) Attacking :** Stationary units automatically open fire on enemy units that are within range of both their weapons and sensors. Additionally, they will move to attack out-of-range units that are within their line of sight. Use the (A)ttack command (see Figure VII.6 and VII.8) to order your units to target a specific enemy or to move them in Attack Mode.

When using the (A)ttack command, the mouse arrow changes to crosshairs. Click on a target to order all selected units to attack that target. You can also right-click an enemy unit without using the (A)ttack command to attack it with your currently selected units.

Use the (A)ttack command and click on the Action Window or Mini-map to order the selected units to move to that location in Attack Mode. Unlike with the (M)ove command, your units will stop and fire upon any enemies that come within range. Note that enemy units with special abilities such as Cloak and Disguise will not be automatically fired upon and must be manually targeted.

- e Stopping :** The (S)top command (see Figure VII.6 and Figure VII.9) causes a unit to stop whatever it is doing. This command is helpful when you wish to prevent your units from wandering away from a location they are guarding.
- f Installation :** Certain special abilities can only be used by installed units. When you have selected a unit that has the ability to install, you will see this ability on the Command Wheel (see Figure VII.6 and Figure VII.10). It takes a short period of time to install or uninstall a unit. While installed, units cannot move or change their facing.
- g Special Abilities :** To use a special ability, select the appropriate unit and then click the desired ability on the Command Wheel (see Figure VII.6 and Figure VII.11 for an example of a special ability icon). If the ability requires a target, the mouse arrow changes to crosshairs and you must then click a target. Note that to use some abilities, such as Radar, the unit must be installed first. The shortcut for activating a special ability is visible when you move the mouse over that special ability command. For more information on special abilities, see Appendix C.

## 2 Health

The most important consideration in battle is the Health of your units. When unit Health reaches zero, that unit is destroyed. The bottom bar in the Unit Inspection Box shows unit Health. The red portion of the bar shows the Health that has been lost; the yellow portion shows the Health remaining. A unit operates at 100% performance until it is destroyed. Unit Health decreases as your unit takes damage from enemy or friendly fire. During battle, unit Health can be restored through special abilities provided by certain units, such as the Medic and Gear Doc.

The color and size of the circle around the base of selected units reveals unit Health at a glance. Furthermore, moving the mouse over a friendly unit shows both Health and

Energy. After a battle, units remain damaged until repaired. You should pay careful attention to current unit Health before heading into combat. Units can be repaired at the Factory.

### 3 Energy

Energy, represented by a blue and green bar above Health in the Unit Inspection Box, is only slightly less critical than Health. When a unit's Energy reaches zero, the unit is unable to move, fire, or use any special abilities. Units that have run out of Energy are not destroyed immediately, but they are very vulnerable to enemy attack.

Energy is lost through both passive and active means. Many systems, such as engines and computers, have passive Energy requirements. With every second that passes they consume some small amount of Energy. Therefore, even a stationary unit generally finds Energy slowly decreasing.

Weapons and many miscellaneous items have active Energy requirements. Each time the weapon or item is used, Energy is drained. Unlike passive Energy costs, active Energy is not expended constantly. However, active Energy costs tend to be quite high, making prolonged use of powerful items difficult.

Fortunately, several methods of replenishing Energy are available. First, all units fully recharge after every battle. Second, some items allow one unit to transfer Energy to another. This ability is an excellent way to restore a unit that has run out of Energy. Finally, Energy can sometimes be recharged through the various refueling stations located within every province. The recharge rate and type of Energy needed varies depending on the power source your unit has equipped. See Section VII.B.3 (page 56) for more information regarding refueling stations and Energy types.

### 4 Cargo

The Cargo Storage Bar shows how many resources a unit is carrying. Resource collection is discussed further in Section VII.B.2 (page 56).

### 5 Charge Time

Certain special abilities require units to charge up before they can be used. The Unit Inspection Boxes for these units display a Charge Bar showing the time remaining before they can use their special ability.

### 6 Time

Because of the tremendous physiological impact of the telepathic device Commune, you can only remain in combat for approximately 20 minutes. The Battle Timer



## 2 Resource Deposits

Most battlefields contain one or more resource deposits (see Figures VII.13-16). While factions frown upon the plundering of faction-owned resources, contested battlefield resources can be exploited without detection.



Figure VII.13 - Uranium

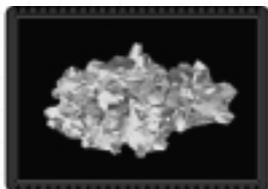


Figure VII.14 - Sulfur



Figure VII.15 - Ore

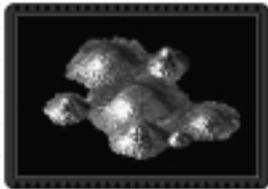


Figure VII.16 - Silicon

To collect a resource during battle, simply move a unit equipped with a collection item, such as a Cargo Hold, over the resource to be collected. While being gathered, the resource is visibly depleted on the map. The gathering unit's Cargo Storage Bar also fills up. Each unit with a collection item can gather any combination of resources until its maximum capacity has been reached.

After a battle, the victors receive all resources they collected (divided evenly among all the victorious heroes, regardless of who actually collected them). If you lose the battle, you do not receive any collected resources.

## 3 Refueling Stations

Energy plays a large role in most battles. If a unit runs out of Energy, it is unable to move or fire. All battlefields contain refueling stations--methane springs for methane reactors and recharge pads for batteries (see Figures VII.17 and VII.18). These stations have great tactical significance because a unit with the appropriate type of power supply can increase its Energy by simply standing on the refueling station.

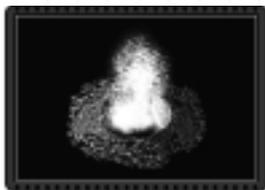


Figure VII.17 - Methane Spring

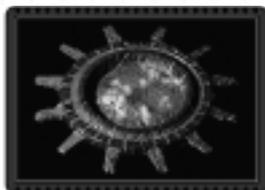


Figure VII.18 - Recharge Pad

### ◀◀◀ c. BATTLE LOGISTICS



In Chapter VI, you learned how to find and enter a battle. Equally important is understanding how your units arrive at and retreat from the battlefield.

#### 1 Battle Spawn Location

When you enter Battle Mode, the location of your units varies according to the specific circumstances through which you joined the battle. If you enter an ongoing battle, or enter a battle as the initiating attacker, your units appear (spawn) on the battlefield next to the portal through which you entered. Whenever you reinforce the battle through the in-battle reinforcement feature (see Section VI.B.4 [page 47]), your new units also spawn at this location.

If the province you are in is attacked, your units spawn in the location you are standing. Whenever you reinforce the battle through the in-battle reinforcement feature, your new squad appears at a portal near friendly territory.

#### 2 Retreating Your Units

If ill prepared for an enemy assault, the prudent decision may be to retreat from battle.

When engaged in a battle with your squad, you can click the "Retreat" button to quickly retreat (see Figure VII.19). All of your units will move to the portal through which you entered the battle (or the nearest portal if you were attacked). Once your entire squad has retreated from the battle, reinforcement options will appear in the top right of the Action Window. You can either deploy new troops and reinforce the battle (see Section VI.B.4 [page 47]), or you can retreat completely from the conflict.



Figure VII.19 - Retreat Button

You can also manually retreat one or more units. To do so, move your units to any portal that leads to a faction-controlled province. When a unit reaches a portal, you receive a message via the "Incoming Message Indicator" (see Figure VII.20), notifying you that that unit is trying to escape from the battlefield. Click the "Incoming Message Indicator" and then "OK" to retreat the unit. Once one of your units retreat through a portal, your remaining units may only retreat from that battle through the same portal. There is no penalty to your units for retreating.



Figure VII.20 - Incoming Message Indicator

### 3 In-Battle Reinforcements

If your squad leaves the battlefield, either by retreating or being destroyed, you can choose between reinforcing the battle with a fresh squad or retreating from the battle entirely. When the last unit of your squad is destroyed (or retreats), you will see a message in the top right corner of the Action Window that indicates the time remaining before you can reinforce the battle (see Figure VII.21). While waiting to reinforce, you can utilize the Unit Deployment Screen to configure your next squad. Unit deployment is discussed further in Section V.F (page 39).



Figure VII.21 - Reinforcement Screen

Once the timer reaches zero, you can reinforce the current battle with your new squad by clicking the "Reinforce" button. If you decide not to reinforce the battle, you can retreat by clicking the "Retreat" button.

### 4 Battlefield Commander

For each battle, the hero with the highest Tactics on each side assumes the role of the Battlefield Commander (BC). Battlefield Commanders manage the flow of reinforcements into the battle. They can access the Battle Command Menu by clicking the "Acceptance" button (see Figure VII.22) or by pressing <CTRL>-<F7>. The possible acceptance settings are (see Figure VII.23):



Figure VII.22 - Acceptance Button

#### a) Auto-Accept

When auto-accept is employed, any faction hero can join the fight if the maximum number of heroes (see Section VI.A.1.a [page 42]) is not exceeded. This setting is the default and is generally preferable. Any hero on your Ignore List (see Section IV.C.1 [page 27]) is rejected regardless.



**1 Experience**

All units of the winning side gain experience points based upon enemy unit experience and the value of the province in which the battle occurs.

Additionally, destroyed units from either side lose a very small percentage of their experience. A portion of the experience that destroyed units lose is awarded to the units that destroyed them. The remaining portion is divided among those units' allies. Note that units on the losing side also gain experience for their kills in battle.

Remember that because experience awards are based upon the experience of your opponents' units, it is possible to win a battle and/or destroy many enemy units and gain very little experience.

- a) Battlefield Commander :** The Battlefield Commander gains a +10% experience point bonus.
- b) Relative Difficulty :** If the sum of unit levels of the winning side is greater than the sum of unit levels of the losing side, the winners' experience point gains are reduced proportionately. For example, if you defeat someone half your strength, you get half of the experience you would have received if they were the same strength as you.
- c) Time Involved :** Heroes who arrive late to a battle receive reduced, or even zero experience. This policy is to encourage heroes to earn their advancement themselves and not overly rely on others. Furthermore, the experience each unit receives is dependent upon how long that unit remains alive in the battle.
- d) Initiating a Battle :** For their bravery, there is a small experience bonus given to heroes who initiate battles.

Whenever one of your units achieves a new level, you receive experience points equal to the level the unit reached squared. For example, if your Infantry unit advances from level 9 to level 10, you receive  $10 \times 10 = 100$  experience points in the Infantry Division.

**2 Money and Resources**

Factional governments reward each victorious hero with a stipend proportional to the value of the province to the faction and the resources it will provide to the faction's coffer. Note that unlike experience rewards, this stipend is awarded to each winning hero instead of being divided among them. Beyond this official

award, factional leaders frown upon their members withdrawing resources from factional lands. In the chaos of battle, however, such resource gathering is overlooked and any resources gathered by victorious units during the course of the battle are divided among the winning heroes. Resource collection is discussed further in Section VII.B.2 (page 56).

### **3 Record and Prestige**

All battle participants gain either one win or one loss, as appropriate. Additionally, the winners gain prestige and the defeated lose prestige. The amount of prestige won or lost is based upon the prestige of your opponent. For example, a very prestigious (and presumably powerful) hero gains little, if any, prestige for defeating an undecorated opponent.

### **4 Territory and Tribute**

The winning faction gains control of the province in which the battle occurred. If multiple allied factions comprise the winning team, the first faction to attack the province gains the territory. The controlling faction extracts tribute (money and resources) from each province and distributes this wealth (after deducting taxes) to all of its members every 15 minutes of real time. Note that heroes who have not been actively fighting against other factions receive a smaller portion of their faction's tribute. Besides tribute, capturing provinces can also yield strategic advantages.



## **E. ALIENS, SIMS, AND TRAINING**



The preceding sections about combat have concentrated on player-versus-player combat for provinces. Battles against aliens (with and/or against other players) and simulated battles are also possible.

### **1 Aliens**

A seemingly endless supply of aliens (see Figure VII.25, on the next page) pours from the subterranean realm, conquering any faction-owned provinces that are not constantly inhabited. Provincial battles against aliens are very similar to those against other players except prestige is neither gained nor lost.

For reasons only their dark minds can fathom, the aliens respond proportionately to threats. Should another hero join your battle against the aliens, more of the foul creatures will rise from their subterranean homes to deal with the greater threat. The quantity and difficulty of aliens you face increase as you travel further from your own capital. Battles against aliens in the subterranean lairs tend to be more difficult than surface battles. Often, aliens not seen above ground lurk in these dank lairs. These underground regions cannot be conquered.



Figure VII.25 - Carnage in a Subterranean Cavern

## 2 Simulated Battles

Combat in the Simulation Center (Sim) is excellent for testing new unit designs and strategies. You can also utilize the Sim for analyzing unfamiliar provinces before an attack. To participate in a simulated battle, simply go to the Sim (with units deployed) and click the province to use as the simulated terrain. Only one instance of a simulated combat for a specific province is possible at a time throughout the entire planet. Heroes do not need to be from the same faction to fight a simulated battle against each other.

The first hero to enter a province in the Sim is the leader of that simulated combat and can ban disruptive heroes as seen fit. All heroes must then walk to either the blue (defender) or red (attacker) areas of the simulated map. The leader then begins the combat. Nothing is won or lost in simulated combat and, because simulated units are used, your actual units are not damaged.

## 3 Combat Training Battles

Battles in the Combat Training Facility (CTF) are designed to let you experiment with different chassis without having to buy them. Instead of using your own units, a variety of pre-made units with various chassis are provided. You can even experiment with some chassis you may not be able to purchase because of the Influence requirement (see Section V.A [page 34]). Unlike battles in the Sim, CTF combat is performed alone and against computer-controlled units.

## 4 Cadet Combat Field

The Cadet Combat Field (CCF) allows low ranking players from every faction on the planet to engage in a large battle. Each CCF battle has several POC. All combatants entering the CCF are designated as attackers and must fight against all other factions in capturing the POC.

## ADVANCED CONCEPTS



## 2 Power Supplies

Almost all unit equipment consumes power. Without adequate power reserves, weapons and special items are nothing more than expensive cargo. The critical attributes of power supplies are total Energy storage and regeneration rate when recharging. Recharging power supplies is discussed further in Section VII.B.3 (page 56). All units must have a power supply to operate. Power supplies come in four primary varieties.

- a) Methane Reactors :** Methane-burning reactors (see Figure VIII.3) have the largest storage capacity of all power supplies. The methane storage containers have thick walls to contain the compressed methane and reduce the chance of rupture. Thus, methane reactors tend to be quite heavy and are often best suited for vehicles. Methane reactors are refueled at methane springs during battle. Unfortunately, they refuel rather slowly.



Figure VIII.3 -  
Methane Reactor

- b) Batteries :** Advanced batteries (see Figure VIII.4) are a popular alternative to methane, especially for units for whom weight allowance is at a premium. Batteries have only moderate reserve capabilities, but can be quickly recharged during the battle at recharge pads.



Figure VIII.4 - Battery

- c) Solar Cells :** The third of the most popular power supply types is solar. Unlike batteries and methane reactors, solar power supplies (see Figure VIII.5) only have minimal storage capacity. However, solar power systems constantly regenerate. Typically, solar cells are unable to meet power demands during combat situations, but the solar regeneration far overcomes passive Energy requirements. Thus, solar powered units have to withdraw from battle periodically while recovering their spent power, but are never in danger of completely running out of Energy.



Figure VIII.5 - Solar Cell

Gamma cells are a variety of the solar cell concept, converting gamma radiation, instead of visible light, directly into power. These power supplies have faster regeneration rates but less storage capacity than standard solar power supplies.

**[d] Nuclear Fission Reactors :** Nuclear reactors, manufactured almost exclusively by a company known as Fallout, have respectable Energy storage and recharge Energy constantly, similar to solar power supplies. Their recharge rate is considerably less than that of solar cells, however. Perhaps most importantly, fission reactors can be detonated on command, providing their host with the special ability Self-destruct (see Appendix C).

### 3 Computers

While each unit chassis has memory storage to allow units to learn from their battles, processing power must be supplied separately by a computer (see Figure VIII.6). Without sufficient computing capacity, units would be unable to support and coordinate all of the other systems, such as weapon firing and Energy management. Most equipment has a Complexity value associated with it. The computer's Maximum Complexity must equal or exceed the sum of the Complexity of all of the other equipment. The Energy use of the computer adds to the total passive Energy consumption of the unit. All units must have a computer to operate.

Computers can bestow other effects as well. One fairly common advantage of some computers is the presence of sophisticated artificial intelligence algorithms, which allow the unit to learn and adapt more rapidly. The result of these algorithms is an experience point bonus for the computer's host unit. Previously earned experience points are unaffected when a unit's computer is changed.

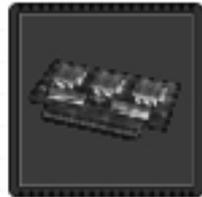


Figure VIII.6 - Computer

### 4 Weapons

The primary purpose of most units' engines, power supplies, and computers is to support weapon systems.

Standard weapons (autorifles, lasers, etc.) are the simplest to use. Units will automatically fire standard weapons at enemies within range. Most weapons cannot target both ground and air units. Weapons that can target any opponent are referred to as "versatile" and tend to be weaker than ground- or air-specific weapons.

Every standard weapon has a Cooldown value, which represents the time required to reload and aim the weapon. If a weapon has a Cooldown of 3 seconds, 3 seconds will pass between shots. Each time a weapon is fired, Energy is consumed, reducing a unit's Energy reserve. When a unit has less Energy than is required for the weapon, it can no longer fire.

The other important attributes for standard weapons are Damage and Range. Damage is the amount of Health the target loses when hit (after modified by Armor, see Section VIII.A.5 [page 68]). Range is the distance at which targets can be hit. Standard weapons typically belong to one of five categories: ballistic, missile, energy, flame, and melee.

- a | Ballistic Weapons :** Ballistic weapons (see Figure VIII.7) fire high-speed projectiles towards a target. Kinetic energy is relied upon to penetrate the target's armor and inflict Damage to its internal systems. Ballistic weapons include autorifles and vulcans.



Figure VIII.7 -  
Ballistic Weapon

- b | Missile Weapons :** While missiles (see Figure VIII.8) are also launched projectiles, they inflict Damage primarily by explosives contained within the missile. Therefore, missiles tend to spread Damage over a larger area of the target than ballistic weapons. Missiles employ a combination of heat, physical impact, and force to debilitate their targets. They tend to have high Cooldown, Range, and Damage values.



Figure VIII.8 -  
Missile Weapon

- c | Energy Weapons :** Energy weapons (see Figure VIII.9), such as lasers, employ concentrated radiation in order to inflict great Damage. Fortunately for the target, the intense levels of radiation quickly dissipate, typically limiting these powerful weapons' Range.



Figure VIII.9 -  
Laser Weapon

- d) Flame-based Weapons :** Flame-based weapons, such as flamethrowers, are popular because of their ability to inflict Damage over a large surface area. Flame-based weapons (see Figure VIII.10) are the only standard weapons capable of affecting multiple targets simultaneously. Range can be quite limited.
- e) Melee :** Some units utilize close combat melee weapons (see Figure VIII.11) to destroy their enemies. These weapons usually shred or strike enemy units, causing severe Damage. Very short Range is an obvious disadvantage of melee attack.
- f) Advanced Weapons :** Advanced weapons are more complicated to use than standard weapons. They are activated via hot keys or buttons on the Command Wheel. Unlike standard weapons, advanced weapons are not used automatically by units; you must direct when and where your units are to use them. All advanced weapons provide special abilities which are discussed further in Appendix C.



Figure VIII.10 -  
Flame-based Weapon



Figure VIII.11 -  
Melee Weapon

## 5 Armor

Armor (see Figure VIII.12) protects a unit from Damage. While some chassis types inherently have resistance to enemy attacks, even the sturdiest units benefit from armor. Equipping armor can increase the Health and/or the Armor of a unit. Health, discussed in Section VII.A.2 (page 53), is the amount of Damage a unit can take before being destroyed. Armor is subtracted from the Damage of an attacker's weapon. For example, if your unit has 20 Armor, a weapon with 70 Damage would only reduce your unit's Health by 50. Note that some special attacks, such as Carpet Bombs, ignore their target's Armor.



Figure VIII.12 - Armor

Armor does not require Energy or computing power. Some rare types of armor excel against specific types of enemy attacks. For example, Reflec armor is only modestly effective against ballistic and missile attacks, but is excellent at deflecting laser fire. Some types of armor also convey special abilities.

**6 Sensors**

All units have primitive sensory systems installed. Sensors refer to items designed to enhance the ability of a unit to detect terrain and nearby enemy units. Sensors can increase View, and some (Omni-sensors) provide units with 360-degree vision. Most importantly, a unit cannot target any unit outside of its View, even if an allied unit can see the target. A few sensor types, such as the Tachyon Scanner (Figure VIII.13) available to the Red Eye, provide special abilities such as Unit Inspection (see Appendix C) in addition to expanding View. Physical obstacles, such as walls, do not impede sensors.



Figure VIII.13 - Tachyon Sensor

**7 Miscellaneous Items**

Miscellaneous items range from power couplers to first aid kits. Each miscellaneous item bestows some bonus or special ability (see Appendix C) upon a unit. Two general types of miscellaneous items are available: standard and chassis-specific. Depending upon the unit, up to two miscellaneous items can be equipped, at least one of which is chassis-specific.

- a) Standard Miscellaneous Items :** Standard miscellaneous items are items that a large range of chassis can equip. For example, any Infantry unit can equip a Personal Coupler (Figure VIII.14), which bestows the Refuel special ability (see Appendix C).



Figure VIII.14 - Personal Coupler

- b) Chassis-Specific Miscellaneous Items :** Many units, but not all, have unique miscellaneous items that allow them to perform specialized combat roles. Only the Daeva, for example, can employ grenades (Figure VIII.15). Some chassis-specific miscellaneous items are improved versions of standard miscellaneous items, representing the suitability of a chassis type for a specific task.



Figure VIII.15 - Grenade

III. DESIGN PROCEDURE

To equip your units with different items, travel to the Unit Development Facility (Lab) and select "Equip Item" from the Lab Main Menu (see Figure VIII.16).

1 Design Interface

The Unit Design Interface (see Figure VIII.17) is divided into several different areas. The Item Category Menu, which consists of buttons for each item type, appears across the top. Below this menu and to the left is the Unit List, where your units are displayed. Units are sorted by Division, as specified by tabs along the top of the area. Within each Division, units are arranged, in tree format, by Class. Unit Classes and Divisions are discussed further in Sections V.B and V.C (page 34), respectively.

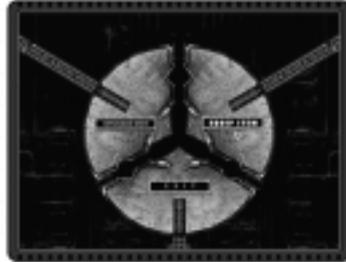


Figure VIII.16 - Lab Main Menu, Equip Item highlighted

Design constraint indicators (see Section VIII.B.3 [page 73]) are shown in the Design Overview Area, which is located below the Unit List. Design constraints



Figure VIII.17: Unit Design Interface

appear in the lower left corner of the interface. To their immediate right is the cost of your proposed design changes along with the quantity of resources you have available.

## 2 Outfitting Units

To design a unit, simply choose the unit from the Unit List. The Unit List then changes to a Unit Schematic (see Figure VIII.18), allowing you to see the items that the selected unit has equipped. Only one item can be equipped in each location. For example, a unit may only have one weapon. Note, however, that there are two types of miscellaneous items and one of each type can be equipped.

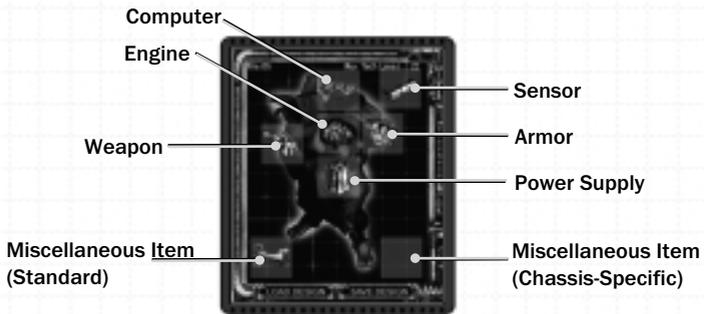


Figure VIII.18 - Unit Schematic

- a Viewing Items :** Click any one of the boxes that correspond with the unit's equipment to see the Item List for that type of equipment. The Item List shows information on all items of the selected type that your unit can equip. The item currently equipped by your unit appears in the Item List with a red outline around it. Items that cannot fit within the design constraints of the unit will appear grayed out in the Item List. You can see items 10 levels beyond your unit's current Technology Level (see Section VIII.B.3.a [page 73]). Items that exceed your unit's Technology Level appear crossed out (Figure VIII.19).



Figure VIII.19 - High Technology Item

- b Hero Inventory :** View your inventory from this interface by clicking the "Inventory" button. Any items you unequip from your units are put into your

inventory, which can hold up to 24 items. Use the Item Category Menu to view the various items in your inventory. Inventory items can be equipped to your units in the same way as Lab items. Of course, you pay no money or resources to equip inventory items.

- c) Equipping Items :** By clicking an item, the equip location of that item lights up in the Unit Schematic. To try out a new item, simply double-click it on the Item List. The new item equips and replaces any item that was already equipped in that location. The newly equipped item appears with a white outline in the Item List. Double-clicking an item will NOT change the actual design of the unit. The actual item equipped will still have a red outline around it in the Item List. To actually change the design, you must accept all the design changes with the "Done" button. If you are unsatisfied with the item combination you have chosen, you can press the "Clear" button to revert the design diagram to the actual items equipped. Items are discussed further in Section VIII.A (page 64).
- d) Stat View :** Click the "Stat View" button to change the Unit Schematic to Unit Statistics (see Figure VIII.20). Unit Statistics shows detailed information regarding your unit and the changes you are planning to make to its design. The right column of numbers in the Unit Statistics shows the changes that will result from your new design. Designing in Unit Statistics mode is exactly the same as designing in Unit Schematic mode; only the presentation of the information is different. Click the "Unit View" button to change from Unit Statistics to the Unit Schematic.



Figure VIII.20 - Unit Statistics

**e) Finalizing Designs**

The "Select Unit" button aborts the current changes to the unit design and returns you to the Unit List. Click "Clear" to keep working on this unit, but return to the original design. Click the "Exit" button to return to the Lab Main Menu without making any changes to your unit.

The "Done" button confirms your changes to the unit's design. Before any changes are finalized, a dialog appears that shows all the changes about to be made (Figure VIII.21). You can choose to either sell old items or place them in your inventory. You can also rename your unit by changing the current name found at the bottom left corner of the dialog. Any design inconsistencies or errors are listed at the bottom of the menu. Once

all the options are selected, you can click "Done" once again to finalize. After designing a unit, you return to your Unit List. Note that the units you have already redesigned during this visit to the Unit Design Interface appear orange in the Unit List; unmodified units remain blue.



Figure VIII.21 - Confirmation Screen

### 3 Design Constraints

Seven design constraints must be considered when creating the perfect war machine. If these constraints are not met, you will either be prohibited from completing the design, or your over-burdened unit will be less than optimal in combat.

- a) **Technology Level** : Each item has a Technology Level. In general, the higher the Technology Level, the more powerful the item. A unit can equip items with Technology Levels less than or equal to the unit's level plus half your Education. For example, if your Education is 10 and your unit is level 4, that unit can equip items of Technology Level 9 or less.
- b) **Weight** : Each chassis can hold a certain amount of weight. The sum of the weight of all of your unit's items cannot exceed the Weight Capacity of the unit. Your Mechanical Aptitude increases the Weight Capacity of your units by approximately 1% per point (at a maximum Mechanical Aptitude of 120, the total bonus is 100%), allowing them to use more and/or more powerful (heavier) items. The Design Overview Area (see Figure VIII.22, on the next page)

shows the ratio of your unit's weight and Weight Capacity. Some items' names designate them as "H" items. These heavier items are similar in utility to the normal version, but weigh much more and are considerably more powerful.



Figure VIII.22 - Design Overview Area

- c) Space :** Each chassis can hold a certain amount of space. Space is typically required by armor and some miscellaneous items. The sum of the space of all of your unit's items cannot exceed the Space Capacity of the unit. By upgrading to advanced unit chassis, unit Space Capacity increases, allowing units to use more powerful (larger) items. The Design Overview Area shows the ratio of your unit's space and Space Capacity.
- d) Complexity :** Most items require some computing power in order to be employed effectively. Your unit's computer governs its Maximum Complexity. The Design Overview Area shows the ratio of your unit's complexity and Maximum Complexity. Complexity cannot surpass Maximum Complexity in order for a design to be accepted.
- e) Engine Strain**  
Your unit's engine is responsible for locomotion during battle. The engine must be powerful enough to move the entire weight of the unit (the weight of the chassis plus all items), or the engine is strained. Strained engines may result in reduced unit efficiency. The engine usage information shows the current Engine Capacity and the design's usage. If your design exceeds 100% of the ideal Engine Capacity, Engine Strain results. This constraint is only a guideline; you are allowed to design units that have high Engine Strain. You can view Engine Strain in Unit Statistics.
- f) Energy Constraints :** All units need Energy to perform any activity. The importance of Energy is discussed in Section VII.A.3 (page 54). You can view the Unit Statistics to examine the Energy drain and storage of your design. If you desire, you can design units that are capable of only short periods of activity before running low on Energy. Note that Organic units do not have Energy constraints!
- g) Purchase Cost :** You cannot complete your design unless you have sufficient money and resources. More powerful items, as well as those that require

a high Technology Level, tend to have higher costs. Additionally, because items with a high Technology Level must be individually manufactured, their costs are primarily in resources. Conversely, items with a low Technology Level are available off the shelf and a higher percentage of the total cost is in money, not resources. Higher Education allows cheaper access to high Technology Level items.

#### 4 Field Design

Units can also be redesigned outside of the Lab. By clicking the "Field Design" button (available in Hero Mode, see Figure VIII.23), units can be upgraded using the items in your inventory. The interface is the same as in the Lab, except the only items shown are those owned by you. Additionally, while you can unequip items using field design, you cannot sell them.



Figure VIII.23 -  
Field Design  
Button

While unit design allows you to improve the equipment of your units, unit enhancement is the process of converting a unit chassis to a more advanced form. Infantry, Mobile, and Aviation units are all eligible to be upgraded, while Organic units naturally evolve as they advance.

## A. UPGRADING

You can attempt to upgrade a unit at any time. Access unit upgrade options by clicking the "Upgrade Unit" button found in the Main Menu of the Unit Development Facility (Lab). See Figure IX.1.

### 1 Upgrade Effects

Two basic types of upgrades are available. First, you can improve a unit to a higher "Mark." Higher Mark units have the same general strengths, weaknesses, and uses as their lower Mark counterparts. They also employ the same equipment. The second option is to convert a unit into a related, but completely different chassis. In this case, the unit's equipment and role in combat might change significantly. Only base (Mark 1) units are eligible for this second upgrade option.

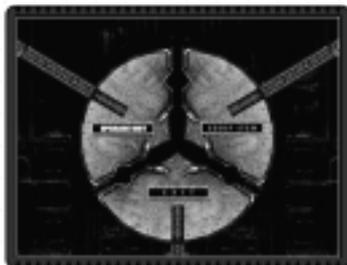


Figure IX.1 - Lab Main Menu

Units can only be upgraded to other chassis in their Class (see Section V.B [page 34]). Unit upgrading is irreversible.

When you upgrade a unit, all of its equipment is lost. Be certain to unequip your unit's items or sell them in the Lab "Equip Item" region before upgrading your unit. Items are discussed further in Section VIII.A (page 64).

### 2 Upgrade Procedure

The left region of the Unit Upgrade Interface (see Figure IX.2) is the Unit List, which is similar in appearance and use to the Unit List in the Unit Design Interface (see Section VIII.B.1 [page 70]). Note that all possible chassis are shown, even those for which you do not own units. Click a unit in the Unit List to select it.

- a) Unit Upgrade Tree :** To the right of the Unit List, the Unit Upgrade Tree appears. The selected unit appears at the top. Potential upgrades branch down below the selected unit. These advanced units are lit if an

upgrade is possible. Again, units can only be upgraded to more advanced forms of their Class (see Section V.B [page 34]). Information on many Shattered Galaxy units, arranged by Division and Class, can be found in Appendix B.



Figure IX.2 - Unit Upgrade Interface

- b) Unit Quality :** Below the Unit List is the Unit Upgrade Information. In this region, Unit Quality (UQ), which is very similar to Influence (see Section V.A [page 34]), is displayed. To upgrade a unit to an advanced chassis, its UQ must exceed the UQ requirement of the desired upgrade. Unit Quality is the unit level plus half of your Clout.
- c) Selecting Upgrades :** After you have selected a unit you wish to upgrade, click on an advanced chassis in the Unit Upgrade Tree. The Unit Upgrade Information now shows a description and the UQ requirement of that upgrade. Below the Upgrade Unit Tree are lists of the advantages and disadvantages of the upgrade you are considering. The price of the upgrade, along with the money and resources you have available, can be seen in the bottom right of the Unit Upgrade Interface.
- d) Finalizing Upgrade :** If you wish to upgrade your unit to the advanced chassis you have selected, press the "Upgrade" button. Upgraded units appear orange in the Unit List until you exit the Unit Upgrade Area. Units

do not lose any experience or levels when they upgrade, but the new chassis may advance at a slower rate, thereby resulting in negative experience progress towards the next level. For example, if your Imp has 40% experience progress towards the next level, it may have -20% or less progress after being upgraded to the Daeva; a Daeva with the same amount of experience points would normally be one level less.

## IX. EVOLUTION



Figure IX.3 - Tyr



Figure IX.4 - Haltyr

Organic units cannot be upgraded. Instead, as the UQ of an Organic increases, the unit evolves automatically to more advanced forms. Note that evolution does not necessarily occur instantly; when your Organic unit reaches the UQ needed to evolve, as much as one day may pass before your unit completes its metamorphosis. Generally, the Organic unit's role in combat does not change as a result of evolving. Instead, its Health, weaponry, and Speed may improve. The magnitude of improvement depends upon your Clout, Education, and Mechanical Aptitude. Some evolutions result in the Organic unit taking on a new form entirely! For example, your Tyr (see Figure IX.3) may eventually evolve into a dreaded Haltyr (see Figure IX.4)!





◀◀◀ B. GOVERNMENT

While many heroes are content with the normal benefits of faction life, some seek to gain additional power and standing within their community. Visit the Faction Headquarters (FHQ) to investigate your faction's political status (see Figure X.1).

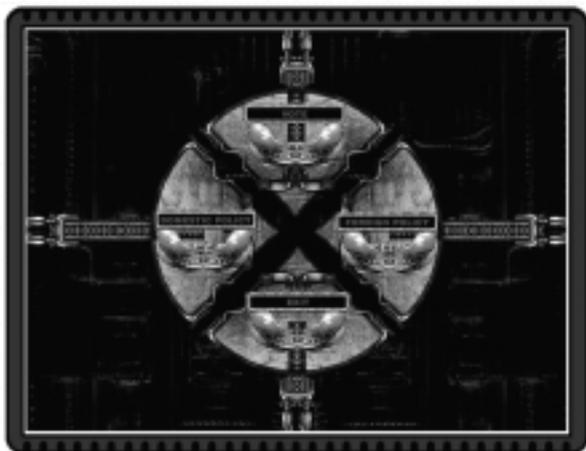


Figure X.1 - FHQ Entry Screen

**1 Political Power**

In addition to recognition, faction leaders can gain several different powers to help them organize and manage their faction members. The political powers available to faction leaders are shown below.

- a) **Shout** : Utilize faction transmitters to broadcast a message to all faction members, regardless of their location.
- b) **Declare Martial Law** : Rally your faction against other factions by preventing members from fighting in the underground caverns. Martial Law lasts for one hour and can only be declared once per day.
- c) **End Martial Law** : Removes the emergency status, ending the effects of Martial Law prematurely.

- d) **Force Open** : Override the decision of a Battlefield Commander, setting the battle acceptance of the fight to Auto-Accept (see Section VII.C.4.a [page 58]).
- e) **Kill** : Declare a faction member an Outlaw. The Outlaw can be targeted by allies even if the hero's "Targetable by Allies" option is set to OFF. This form of punishment is useful for handling abusive and uncooperative heroes.
- f) **Health bonus** : Provides a Health bonus to all of the leader's units.

## 2 Overlord

The Overlord is the leader of a faction. The Overlord gains all political powers, but cannot join a regiment. To elect a new Overlord, or to support or oppose an existing Overlord, go to your Faction Headquarters and click "Vote." The current period or phase (Nomination, Voting, Office Held) is shown, as well as the time remaining until the next phase. Figure X.2 shows the screen during a Nomination period.



Figure X.2 - Nomination Period

- a) **Election** : Democratic elections are held to determine which faction member will hold the office of Overlord. The election process consists of a Nomination period followed by a Voting period. If you are of sufficient level, you can "Campaign" to allow others to nominate you during the Nomination period. Throughout the Nomination period, faction members can choose the candidate they feel is most qualified. At the end of the period, the most successful candidates enter the Voting period, with all votes reset.

During the Voting period, heroes place votes for one of the candidates. When the election ends, the hero with the most votes becomes Overlord.

- b) **Support, Opposition, and Coups** : Every day while the position of Overlord is occupied, you can place one Support vote or one Opposition vote by clicking the corresponding buttons in the "Vote" section of the FHQ. This voting takes place during the Office Held period (see Figure X.3). These votes carry throughout the Office Held period. If the total Opposition exceeds 70%, the Overlord is overthrown and a Nomination period begins. Note that the Overlord cannot be overthrown unless at least 100 votes for Support and Opposition have been made.



Figure X.3 - Office Held Period

**3 Council Members**

The Overlord can promote up to 12 heroes to positions of power within the faction. Each political position can be given a customized title. The specially appointed heroes are known as Council Members. Council Members receive political powers as assigned by the Overlord, though no more than six separate Council Members can possess any single power. Each Council Member is also the Captain of a regiment (see Section X.A [page 80]). As Captain, the Council Member is always the Regiment Commander when logged in. The Overlord appoints Council Members through the Domestic Policy Screen (see Figure X.4, on the next page), which is located in the FHQ.





Figure X.5 - Foreign Policy Screen

- a) **War (red)** : When entering territory occupied by the other faction, a fight ensues unless the province is a faction capital.
- b) **Cease-Fire Offered (orange)** : This state is reached when one of two factions at war has offered a cease-fire to the other. The Overlord of the faction that received the offer can then opt to improve the relationship to Neutrality. In all other respects, this transition state is the same as War.
- c) **Neutrality (yellow)** : When entering a battle involving the other faction, combat ensues. Otherwise, both provinces can be freely traversed. It is possible to attack a province owned by another neutral faction, but this unethical action will reduce the prestige and/or experience of the attacker.
- d) **Alliance Offered (green)** : This state is reached when one faction offers an alliance to a faction with whom it is neutral. The Overlord of the faction that received the offer then has the option to accept the alliance, improving the relationship to Alliance. In all other respects, this transition state is the same as Neutrality.
- e) **Alliance (blue)** : Heroes of allied factions are treated as heroes of your faction except each faction has its own Battlefield Commander in battle.



system both forward and backward in game time. You can also rotate the model by dragging the mouse while holding down the right mouse button.

Clicking on a planet selects it. Double-clicking zooms in on that planet. Clicking anywhere else zooms out to view the entire star system. The planet you are on flashes red. A selected planet flashes blue. The right section of the screen shows detailed information on the selected planet, including planetary attributes. Grayed out planets are those yet to be colonized.

Directly above the Star System Model is the Interplanetary Distance Map, a time-linear representation of the proximity of the planets. This map shows the distances of the planets based upon the current state of the Star System Model. If you look ahead in time, you can see how planetary positions change. To the far left is the Active Planet, which is initially the planet you are currently on. The x-axis of this diagram is distance. The further to the right a planet is on the diagram, the further it is from the Active Planet.

## 2 Evolving Universe

The Shattered Galaxy universe is ever changing and expanding, with new planets forming and even existing planets being destroyed! Read the "From Nexon" board (see Section IV.C.2.a [page 27]) or visit [www.sgalaxy.com](http://www.sgalaxy.com) for the latest information on how your world is changing and how these changes will affect you and your units. Who can imagine what challenges await the brave remnants of Humanity?

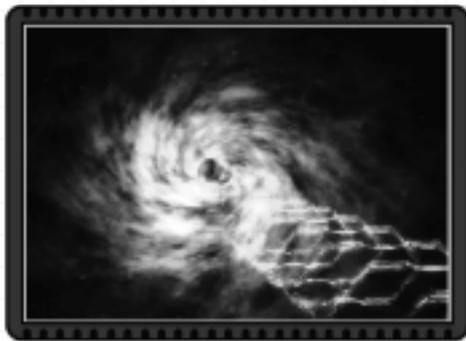


Figure X.7 - The Evolving Universe

This section contains information to help you troubleshoot any problems you encounter while playing Shattered Galaxy. Note that the troubleshooting information in this manual may be outdated. Please see [www.sgalaxy.com](http://www.sgalaxy.com) for the most recent information.

## A. GENERAL

**Q** I have a question about my account. Who can I ask?

**A** Please visit the Support section of [www.sgalaxy.com](http://www.sgalaxy.com) for the latest account FAQ, which includes information on payment options and account registration.

**Q** I've successfully installed Shattered Galaxy, but cannot get the game to run. How do I solve this problem?

**A** Try each of the following, in this order, until you are able to play:

- 1 Check that your computer meets our minimum system requirements.
- 2 Close all other applications before starting Shattered Galaxy.
- 3 Check that your video card and drivers are installed properly.
- 4 Check that your sound card and drivers are installed properly.
- 5 Reinstall DirectX.
- 6 Reinstall Shattered Galaxy.
- 7 Reinstall your Windows operating system (other programs you have installed may have corrupted one or more Windows files needed by DirectX or Shattered Galaxy).

**Q** If I have a slow computer, how can I improve performance?

- A**
- 1 Check that you meet the game's minimum system requirements.
  - 2 Consider upgrading your video card or RAM.
  - 3 Make certain you have closed ALL other applications before playing Shattered Galaxy.
  - 4 Turn off most Shattered Galaxy options, such as Footprints, Sound, and Music.

- 5] If performance seems to get worse after playing Shattered Galaxy for several hours, try logging out, rebooting your computer, and re-entering the game.
- 6] Try to get involved in smaller battles. Large battles (> 20 players total) require more system resources.

**Q The game crashes a lot. What's up with that?**

**A** After over 18 months of beta testing, the stability of Shattered Galaxy is typically very high. If we are encountering any performance problems, we will notify you through the Shattered Galaxy website [www.sgalaxy.com](http://www.sgalaxy.com).

More likely, the problem is related to your system. Please follow the steps suggested in the previous answer to improve your system's performance. If you still encounter difficulties, please contact us with explicit information as described later in this FAQ.

**Q Your server cannot handle all of the players. Why don't you buy a better server?**

**A** Shattered Galaxy uses distributed server technology and multiple computers to run the entire game universe. Therefore, Shattered Galaxy is theoretically infinite in size. Using the same technology, Nexon has supported over 50,000 players simultaneously. We know when new servers are needed and buy them accordingly. The problems you are experiencing probably have nothing to do with the Shattered Galaxy servers. Please try the troubleshooting steps outlined above and email [bugs@sgalaxy.com](mailto:bugs@sgalaxy.com) with detailed information regarding your problem so that we may assist you.

**Q If I think I have found a bug or have any questions, how do I reach you?**

**A** We can be reached at [bugs@sgalaxy.com](mailto:bugs@sgalaxy.com). Email any concerns you may have to this address. All concerns will be read and legitimate ones will be investigated. However, you may not always receive a reply. Please do not send account-related concerns to this address. Email [account@sgalaxy.com](mailto:account@sgalaxy.com) with problems regarding your account.



**Q I have a cable modem or other high-speed connection. Why do I experience lag?**

**A** A cable modem does provide faster connection to your Internet service provider. However, that's only one of the dozen or so stretches of Internet between your computer and the Shattered Galaxy server. To continue with the analogy, a high-performance sports car and a station wagon go the same speed in a traffic jam.

**Q What is an OOS error?**

**A** Out-of-sync errors occur when your computer falls out of sync with the computers of the other players in a battle. When you suffer from OOS errors, you may see things on your computer that are not actually happening. For example, you may think an enemy unit has been destroyed when, in actuality, it has safely moved far away. When players experience too many OOS errors, we are forced to disconnect them from Shattered Galaxy. Out-of-sync is primarily caused by a poor Internet connection, though it can also occur if your computer is running too slowly.

**Q If the symptoms of Internet lag and a slow computer are so similar, how can I determine and fix the problem?**

**A** First, the speed of your mouse movement can provide a clue. If performance seems poor, but your mouse cursor moves rapidly, the problem is likely lag. If the mouse cursor moves sluggishly, your computer is probably overburdened.

You can identify lag by performing a "trace route" to determine how much lag exists between your computer and the Shattered Galaxy game server. To run a trace route, use the command prompt (MSDOS Prompt) command:

```
C:\tracert sg0.nexon.net >> sgTrace.txt
```

The results of the trace route will be put in a text file called "sgTrace.txt". You can find this file in your C:\Windows folder. A sample trace route is:

Example 1:

1	2ms	1ms	1ms	10.10.10.1
2	15ms	5ms	6ms	210.55.182.61
3	10ms	12ms	10ms	210.55.182.7

4	272ms	210ms	253ms	laggy.isp.net [192.90.205.5]
5	50ms	25ms	140ms	good.isp.net [205.102.95.100]
6	95ms	19ms	65ms	good.isp.net [205.102.97.5]
7	40ms	65ms	15ms	180.221.50.15
8	55ms	38ms	44ms	sg0.nexon.net

Trace complete.

The first column is the number of the computer, or node. The next three numbers are the connection time between your computer and the node. The last column is the IP of that node. When available, such as for "laggy.isp.net", "good.isp.net", and "sg0.nexon.net" (the Shattered Galaxy server!), the name of the computer is shown. So 10.10.10.1 is the IP address of the computer that your computer is directly speaking with.

The trace route shown in Example 1 is good, but intermittent problems appear likely. While the connection time is slow to "laggy.isp.net" (node 4), the problem is not that severe (< 0.5 seconds), and it also appears to be short-lived. If 210.55.182.7 or laggy.isp.net were consistently poor, your connection times to "sg0.nexon.net" would also have been high. In this case, you may want to keep monitoring your trace route periodically.

Note that the problem could also be at 210.55.182.7 (node 3). To get to "laggy.isp.net," you must first go through node 3. So node 3 could be quick to reach, but keep you from reaching node 4 quickly.

**Q** What does a bad trace route look like and what can I do to solve the problem?

**A** Please look at the following trace route.

Example 2:

1	2ms	1ms	1ms	10.10.10.1
2	15ms	5ms	6ms	210.55.182.61
3	10ms	12ms	10ms	210.55.182.7
4	272ms	210ms	253ms	laggy.isp.net [192.90.205.5]
5	* ms	* ms	* ms	Request timed out
6	* ms	* ms	* ms	Request timed out
7	* ms	* ms	* ms	Request timed out
8	* ms	* ms	* ms	Request timed out

This trace route is another story. The asterisks indicate a timed out request--more than a full second. The problem here seems clearly at "laggy.isp.net". Time into node 4 is bad and the time to reach node 5 is terrible!

You could also try to go to "laggy.isp.net" using your web browser and look for an email address. You could contact "laggy.isp.net" with your trace route and hopefully they will attempt to solve the problem.

If the bad node is near the top of the trace route, you may be able to solve the problem by directly contacting your ISP (the people you pay each month for an Internet connection). If the bad node is near the end of the trace route, near "sg0.nexon.net," then Nexon's ISP may be the problem. Email the bad trace route, along with the exact time of the trace route, to bugs@sgalaxy.com. We will do our best to see that the problem is resolved promptly!



**6. PATCHING**



**Q** What is a "Patch"?

**A** The dedicated programmers, artists, and designers at Nexon are constantly working to improve Shattered Galaxy. A patch is an update to the Shattered Galaxy software you have installed on your computer. Patches are occasionally necessary to fix bugs and add new features and graphics. Patches happen automatically when they're needed.

**Q** How often do patches occur?

**A** Because patches occasionally cause technical problems for some players, we will usually wait until we have implemented significant improvements to the game before patching the software. Sometimes a new patch will contain bugs we were unable to detect during internal testing. Whenever a serious problem is discovered in the software, we will patch as soon as possible in order to correct it.

**Q** How will I know when it's time to patch?

**A** When you start Shattered Galaxy normally, you will be told at the Main Menu that a new patch is available. You will be asked if you want to upgrade your software.

**Q** OK. I'm told I need to patch and am asked if I want to upgrade. What do I do next?

- A**
- 1 Press "Cancel" and exit Shattered Galaxy.
  - 2 Check that your computer is ready to patch:
    - a) Close all open programs.
    - b) Make sure the hard drive on which Shattered Galaxy is installed contains at least 250 MB of free disk space.
  - 3 When you are certain that you are ready to patch, open your Internet connection and start the SG program again. When asked to patch, press "OK." Shattered Galaxy will automatically close and the Patcher program will run. You will see a status bar indicating the patching progress. When the patch is complete, Shattered Galaxy will start up again automatically.

**Q** Can I play other games while the Patcher is running?

**A** Please don't. It may interfere with the Patcher and corrupt the Shattered Galaxy software.

**Q** How long does it take to patch?

**A** The length of a patch can vary from as little as a few seconds up to 30 minutes or more. Please be patient and do not interrupt the patching process unless you see no progress for more than 30 minutes.

**Q** Will Nexon provide announcements about upcoming patches?

**A** Yes, we will give you as much advance notice as we can. Sign up for the Shattered Galaxy mailing list and read the in-game bulletin board for the most recent information on any changes, including upcoming patches.

**Q** I encounter some error while patching. How do I proceed?

**A** First, please attempt to follow the instructions, if any, given in the Patcher error message. If you are still encountering difficulties, the following questions contain information about some specific problems.

**Q** I click "OK" at the Main Menu when asked to patch. The game closes and then nothing happens. What went wrong?

**A** You may not have the Patcher program installed. You can download the Patcher from [www.sgalaxy.com](http://www.sgalaxy.com). Put the "Patcher.exe" file in the same folder as your "SG.exe" file (the default location is C:\Program Files\Nexon\Shattered Galaxy\).

**Q** I click "OK" at the Main Menu when asked to patch. The game closes and the Patcher starts. I receive the error message: "Can't retrieve patch script."

**A** The patch script is a list of the instructions that the Patcher uses to complete the patch. This error message usually means that you have a bad Internet connection. Please try again later. Internet connection problems are discussed further in Section XI.B (page 90). If the problem persists for more than several hours, please contact the SG support team.

**Q** I click "OK" at the Main Menu when asked to patch. The game closes and the Patcher starts and finishes. Shattered Galaxy tries to start up again, but closes immediately to the desktop.

**A** One or more of the data files may have been changed or somehow corrupted. Reinstall Shattered Galaxy from the CD and try to patch again. The patch should work normally. If not, please visit [www.sgalaxy.com](http://www.sgalaxy.com) for the most recent information. Please do not edit any of the Shattered Galaxy files.

**Q** I click "OK" at the Main Menu when asked to patch. The game closes and the Patcher starts. The Patcher crashes before the patch is complete.

**A** Restart your computer. Make certain that all non-essential applications are closed and that you have at least 250 MB of free disk space. Double-click on the file "Patcher.exe" (the default location is C:\Program Files\Nexon\Shattered Galaxy\ ) to attempt to resume the patching process. If this attempt fails, then uninstall Shattered Galaxy and reinstall from the CD. Start Shattered Galaxy and try to patch again from the original Shattered Galaxy software.

**Q** I click "OK" at the Main Menu when asked to patch. The game closes and the Patcher starts. My Internet connection is lost while downloading files for the patch, causing the patch to fail.

**A** Delete the folder "Patch" located in the same folder as your "SG.exe" file (the default location is C:\Program Files\Nexon\Shattered Galaxy\). Connect to the Internet. Start Shattered Galaxy and try to patch again.

**Q** My computer is having trouble downloading the patch files. Is there any way for me to manually patch?

**A** Yes. At [www.sgalaxy.com](http://www.sgalaxy.com), you will find all the necessary patch files available for download. To manually patch:

- 1 Download the patch zip file appropriate for your version of the game. When a patch is available, logging into the game will cause a dialog box to appear that tells you both the version number of your Shattered Galaxy software and the number of the newest version available.
- 2 Unzip the contents of the patch zip file into the folder called "Patch" in the same folder as your "SG.exe" file (the default location is C:\Program Files\Nexon\Shattered Galaxy\).
- 3 Close all programs.
- 4 Make sure the hard drive on which Shattered Galaxy is installed contains at least 250 MB of free disk space.
- 5 Double-click on the file "Patcher.exe" in your Shattered Galaxy folder.

**Q** How does Nexon decide what to improve/change/fix in Shattered Galaxy?

**A** Nexon works hard to serve Shattered Galaxy players. Nexon is constantly reading email and the bulletin boards and concentrates on improvements that will most time-effectively entertain Shattered Galaxy players. For example, something that is very easy to implement, but not very important, may be completed before a more important, but much more difficult, implementation is made.

Please keep in mind that different Shattered Galaxy team members have different responsibilities. Therefore, even if there is a serious problem, you may see changes and improvements made that are not related to this problem. Rest assured that Nexon is at all times focusing their efforts on whatever issues are the most important to its players.

## ADDENDA

**\*All formulae must be rounded down**

Unit Quality (UQ) = Unit Level + (Clout/2); maximum Unit Level is 60, maximum Clout is 120.

Influence (Infl.) = Hero Division Level + (Clout/2); maximum Hero Division Level is 60.

CLOUT								
Clout	Bonus to UQ	Bonus to Infl.	Clout	Bonus to UQ	Bonus to Infl.	Clout	Bonus to UQ	Bonus to Infl.
5	+2	+2	11	+5	+5	17	+8	+8
6	+3	+3	12	+6	+6	18	+9	+9
7	+3	+3	13	+6	+6	19	+9	+9
8	+4	+4	14	+7	+7	20	+10	+10
9	+4	+4	15	+7	+7			
10	+5	+5	16	+8	+8			

Weight Capacity = Base Weight Capacity \* [1 + (Mech Apt/120)]; maximum Mech Apt is 120.

Number of units per squad = 6 + (Tactics/20); maximum Tactics is 120.

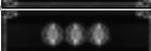
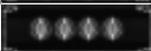
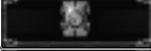
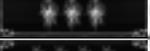
MECH APT / TACTICS					
Mech Apt	Bonus to Base Weight Capacity	Mech Apt	Bonus to Base Weight Capacity	Tactics	# of Units per Squad
1	+0.8%	11	+9.2%	5-19	6
2	+1.7%	12	+10%	20-39	7
3	+2.5%	13	+10.8%	40-59	8
4	+3.3%	14	+11.7%	60-79	9
5	+4.2%	15	+12.5%	80-99	10
6	+5%	16	+13.3%	100-119	11
7	+5.8%	17	+14.2%	120	12
8	+6.7%	18	+15%		
9	+7.5%	19	+15.8%		
10	+8.3%	20	+16.7%		

**\*All formulae must be rounded down**

Tech level = Unit Level + (Education/2); maximum Education is 120, maximum unit level is 60.

		TECH LEVEL																	
Education	Unit Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
1	1	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11		
2	1	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12		
3	1	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13		
4	1	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14		
5	1	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15		
6	1	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16		
7	1	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17		
8	1	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18		
9	1	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19		
10	1	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20		
11	1	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21		
12	1	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22		
13	1	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23		
14	1	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24		
15	1	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25		
16	1	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26		
17	1	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27		
18	1	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28		
19	1	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29		
20	1	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29	30		

## RANKS

Level	Insignia	Infantry (Earth)	Level	Insignia	Mobile (Fire)
1		Slime	1		Soot
2		Mud	2		Ash
7		Dirt	7		Cinder
12		Earth	12		Ember
17		Clay	17		Glow
21		Slate	21		Scintilla
25		Basalt	25		Spark
29		Granite	29		Flash
33		Scoria	33		Flare
37		Lava	37		Flame
41		Magma	41		Fire
45		Obsidian	45		Blaze
50		Tremor	50		Pyrotechnic
54		Landslide	54		Conflagration
58		Avalanche	58		Hellfire
60		Earthquake	60		Inferno

RANKS					
Level	Insignia	Aviation (Air)	Level	Insignia	Organic (Water)
1		Puff	1		Puddle
2		Draft	2		Brook
7		Breeze	7		Stream
12		Zephyr	12		River
17		Wind	17		Eddy
21		Gust	21		Wave
25		Simoom	25		Gush
29		Gale	29		Geyser
33		Squall	33		Alluvion
37		Storm	37		Flood
41		Whirlwind	41		Torrent
45		Tornado	45		Tsunami
50		Cyclone	50		Whirlpool
54		Tempest	54		Vortex
58		Typhoon	58		Maelstrom
60		Hurricane	60		Charybdis

## HERO EXPERIENCE

Division Level	EXP Required	Division Level	EXP Required	Division Level	EXP Required
1	0	21	55566	41	413526
2	48	22	63888	42	444528
3	162	23	73002	43	477042
4	384	24	82944	44	511104
5	750	25	93750	45	546750
6	1296	26	105456	46	584016
7	2058	27	118089	47	622938
8	3072	28	131712	48	663552
9	4374	29	146334	49	705894
10	6000	30	162000	50	750000
11	7986	31	178746	51	1193859
12	10368	32	196608	52	1476384
13	13182	33	215622	53	1786524
14	16464	34	235824	54	2125764
15	20250	35	257250	55	2495625
16	24576	36	279936	56	2897664
17	29478	37	303918	57	3333474
18	34992	38	329232	58	3804684
19	41154	39	355914	59	4312959
20	48000	40	384000	60	4860000

UNIT EXPERIENCE					
Unit Achieves Level	Experience Gained by Hero	Unit Achieves Level	Experience Gained by Hero	Unit Achieves Level	Experience Gained by Hero
1	0	21	441	41	1681
2	4	22	484	42	1764
3	9	23	529	43	1849
4	16	24	576	44	1936
5	25	25	625	45	2025
6	36	26	676	46	2116
7	49	27	729	47	2209
8	64	28	784	48	2304
9	81	29	841	49	2401
10	100	30	900	50	2500
11	121	31	961	51	2601
12	144	32	1024	52	2704
13	169	33	1089	53	2809
14	196	34	1156	54	2916
15	225	35	1225	55	3025
16	256	36	1296	56	3136
17	289	37	1369	57	3249
18	324	38	1444	58	3364
19	361	39	1521	59	3481
20	400	40	1600	60	3600

In the struggle for dominance, battles are won and lost between the ever-essential combat units. With over 50 different unit chassis and many of unit Classes, assembling the perfect squad requires a deeper understanding of their strengths and weaknesses. This Appendix rates the general characteristics of each unit. Units are arranged according to their Division and Class. Through unit design (see Chapter VIII), any particular unit may vary considerably from the guidelines contained herein for that unit's chassis.

Note that only Mark 1 units are considered; in general, higher Mark units have higher Defense, Mobility, and Influence Required. Additionally, they have a lower (faster) Advancement Rate. Marks are discussed further in Section IX.A. 1 (page 76). For each unit the following attributes are rated:

**Offense :** Offense represents a unit's ability to inflict damage to an opposing unit. Offense rating considers the relative firepower, cooldown, and special damage characteristics of a typical design configuration for that particular unit chassis.

**Defense :** Defense represents a unit's ability to withstand attacks from enemy forces. Defense rating considers the health and armor of a typical design configuration for that particular chassis.

**Range :** The Range rating considers the average range of the weapons commonly used by that particular chassis.

**Mobility :** The Mobility rating considers the speed and maneuverability of that particular chassis.

**Influence Required (Infl. Req.) :** Influence Required represents the Influence you must have in order to purchase that particular chassis.

**Advancement Rate (Adv. Rate) :** The Advancement Rate represents the relative rate at which that particular chassis gains levels. Units with poor Advancement Rates progress more slowly than units with better Advancement Rates.

**Abilities :** The Abilities section lists the special abilities commonly associated with that chassis.

**Attack Types :** Icons by the chassis image show whether anti-ground or anti-air standard weapons are typically used by this chassis.



Anti-Air standard weapon available.



Anti-Ground standard weapon available.

## INFANTRY

### Geo-Frame

#### Imp



The devious Imp can infiltrate enemy defenses to annihilate foes with its powerful flamethrower.

Offense : Very Good	Range : Poor
Defense : Good	Mobility : Mediocre
Infl. Req. : Very Low	Adv. Rate : Excellent
Abilities : Disguise	

#### Daeva



The well-rounded Daeva lobbs deadly grenades that shred enemy ground units.

Offense : Very Good	Range : Good
Defense : Good	Mobility : Good
Infl. Req. : Moderate	Adv. Rate : Excellent
Abilities : Grenades	

#### Mephit



The elite Mephit's long-range weapons decimate distant brigades of units.

Offense : Good	Range : Excellent
Defense : Good	Mobility : Mediocre
Infl. Req. : High	Adv. Rate : Very Good
Abilities : None	

### Aero-Frame

#### Shade



The quick and versatile Shade is capable of combating both air and ground opposition.

Offense : Mediocre	Range : Good
Defense : Poor	Mobility : Good
Infl. Req. : Very Low	Adv. Rate : Excellent
Abilities : None	

## Banshee



As the fastest Infantry unit with ranged weapons, the Banshee tears apart lightly armored foes with its rapid-fire armaments.

**Offense** : Mediocre      **Range** : Good  
**Defense** : Mediocre      **Mobility** : Very Good  
**Infl. Req.** : Low      **Adv. Rate** : Very Good  
**Abilities** : Flare

## Phantom



The imposing Phantom's armor-piercing weaponry easily eradicates most opposition.

**Offense** : Mediocre      **Range** : Good  
**Defense** : Poor      **Mobility** : Good  
**Infl. Req.** : High      **Adv. Rate** : Good  
**Abilities** : None

## Gaia-Frame

## Ghast



The swift Ghast slices through adversaries with its metal-shearing blades.

**Offense** : Very Good      **Range** : Very Poor  
**Defense** : Mediocre      **Mobility** : Very Good  
**Infl. Req.** : Very Low      **Adv. Rate** : Excellent  
**Abilities** : None

## Revenant



The brute strength of the Revenant enables it to rip through enemy lines with its bare fists.

**Offense** : Excellent      **Range** : Very Poor  
**Defense** : Excellent      **Mobility** : Mediocre  
**Infl. Req.** : High      **Adv. Rate** : Excellent  
**Abilities** : Camouflage  
Earthquake

Ghost-Frame

Spirit



The Spirit utilizes state of the art weaponry to undermine its foes.

Offense : Mediocre	Range : Very Good
Defense : Poor	Mobility : Good
Infl. Req. : Very Low	Adv. Rate : Very Good
Abilities : Evasion	Short-circuit
	Mind-warp

Apparition



The evasive Apparition picks off enemy targets from afar with deadly accuracy.

Offense : Good	Range : Extreme
Defense : Mediocre	Mobility : Mediocre
Infl. Req. : High	Adv. Rate : Mediocre
Abilities : Snipe	
	Camouflage

Cyclo-Frame

Wraith



The durable Wraith employs long range ballistic weapons to defend his allies against enemy aircraft.

Offense : Good	Range : Good
Defense : Very Good	Mobility : Very Poor
Infl. Req. : Very Low	Adv. Rate : Extreme
Abilities : EMP attack	

Spectre



The Spectre launches deadly missiles across large expanses to decimate entire armies.

Offense : Very Good	Range : Very Good
Defense : Good	Mobility : Poor
Infl. Req. : Moderate	Adv. Rate : Very Good
Abilities : IRBM	

## Liche



The sturdy Liche is an excellent defense unit, shooting down enemy aircraft and IRBMs alike.

<b>Offense</b> : Good	<b>Range</b> : Good
<b>Defense</b> : Very Good	<b>Mobility</b> : Mediocre
<b>Infl. Req.</b> : High	<b>Adv. Rate</b> : Good
<b>Abilities</b> : IRBM Def.	

## Sci-Frame

## Sapper



This skilled combat engineer is capable of setting mines to hinder enemy mobility.

<b>Offense</b> : None	<b>Range</b> : None
<b>Defense</b> : Mediocre	<b>Mobility</b> : Mediocre
<b>Infl. Req.</b> : Very Low	<b>Adv. Rate</b> : Very Good
<b>Abilities</b> : Depl. Mine	
Self-dest.	

## Medic



Damaged units can always rely on the skilled Medic to help remedy any injuries.

<b>Offense</b> : None	<b>Range</b> : None
<b>Defense</b> : Mediocre	<b>Mobility</b> : Mediocre
<b>Infl. Req.</b> : Very Low	<b>Adv. Rate</b> : Excellent
<b>Abilities</b> : Heal	
Repair	

## MOBILE

## Aero-Rig

## Pegasus



Quick and stealthy, the Pegasus excels as a reconnaissance unit.

Offense : Good	Range : Mediocre
Defense : Mediocre	Mobility : Excellent
Infl. Req. : Very Low	Adv. Rate : Excellent
Abilities : Cloak	

## Gryphon



Superb maneuverability coupled with long-range missiles makes the Gryphon an ideal hit-and-run specialist.

Offense : Good	Range : Very Good
Defense : Poor	Mobility : Extreme
Infl. Req. : Moderate	Adv. Rate : Very Good
Abilities : Anti-grav	

## Geo-Rig

## Behemoth



With its unparalleled might, the colossal Behemoth tramples over everything in its path.

Offense : Excellent	Range : Very Good
Defense : Excellent	Mobility : Very Poor
Infl. Req. : Very Low	Adv. Rate : Good
Abilities : None	

## Leviathan



The Leviathan's hafnium shields provide unparalleled protection.

Offense : Good	Range : Very Good
Defense : Extreme	Mobility : Poor
Infl. Req. : High	Adv. Rate : Mediocre
Abilities : Ntrn Sh.	

## Cyclo-Rig

## Manticore



The powerful missiles of the Manticore can reduce enemy aircraft to mere debris.

<b>Offense</b> : Very Good	<b>Range</b> : Excellent
<b>Defense</b> : Very Good	<b>Mobility</b> : Poor
<b>Infl. Req.</b> : Very Low	<b>Adv. Rate</b> : Very Good
<b>Abilities</b> : None	

## Chimera



The versatile Chimera is effective against both air and ground units, but does not shine in any particular capacity.

<b>Offense</b> : Mediocre	<b>Range</b> : Very Good
<b>Defense</b> : Excellent	<b>Mobility</b> : Mediocre
<b>Infl. Req.</b> : Moderate	<b>Adv. Rate</b> : Good
<b>Abilities</b> : None	

## Hydra



Launching huge volleys of explosives into the air, the Hydra spells certain death for unwary aircraft.

<b>Offense</b> : Very Good	<b>Range</b> : Very Good
<b>Defense</b> : Good	<b>Mobility</b> : Mediocre
<b>Infl. Req.</b> : High	<b>Adv. Rate</b> : Mediocre
<b>Abilities</b> : None	

## Gyro-Rig

## Red Eye



With its highly sophisticated sensors, the Red Eye serves as the perfect observation unit.

<b>Offense</b> : None	<b>Range</b> : None
<b>Defense</b> : Mediocre	<b>Mobility</b> : Very Poor
<b>Infl. Req.</b> : Very Low	<b>Adv. Rate</b> : Excellent
<b>Abilities</b> : Radar	
	Radar Jam

## Orbus



Able to distort the very fabrics of space, an Orbus can teleport allies across the battlefield.

Offense : None	Range : None
Defense : Good	Mobility : Mediocre
Infl. Req. : High	Adv. Rate : Very Good
Abilities : Radar	Gate
Radar Jam	Shield

## Gear Doc



The handy Gear Doc can repair damaged units, allowing them to rejoin the frontlines.

Offense : None	Range : None
Defense : Mediocre	Mobility : Mediocre
Infl. Req. : Moderate	Adv. Rate : Excellent
Abilities : Heal	
Repair	

## Flak-Rig

## Arbalest



The Arbalest fires tremendous mortar rounds across huge distances, devastating entire squads of ground units.

Offense : Excellent	Range : Extreme
Defense : Poor	Mobility : Poor
Infl. Req. : Low	Adv. Rate : Poor
Abilities : Bombard	

## Ballista



The Ballista is capable of launching huge rounds of flak deep into the sky, destroying entire air fleets.

Offense : Excellent	Range : Extreme
Defense : Mediocre	Mobility : Very Poor
Infl. Req. : Moderate	Adv. Rate : Poor
Abilities : Air Bombard	

## Trebuchet



The Trebuchet excels as a versatile artillery unit, proving dangerous to both air and ground forces.

Offense	: Very Good	Range	: Excellent
Defense	: Good	Mobility	: Mediocre
Infl. Req.	: High	Adv. Rate	: Poor
Abilities	: Bombard Air Bombard		

## AVIATION

## Geo-Raptor

## Pelican



Though vulnerable to enemy aircraft, the Pelican can make short work of ground forces.

Offense	: Good	Range	: Good
Defense	: Mediocre	Mobility	: Good
Infl. Req.	: Very Low	Adv. Rate	: Excellent
Abilities	: None		

## War Pigeon



The War Pigeon can annihilate enemy ground forces by blanketing strategic locations with armor-piercing carpet bombs.

Offense	: Very Good	Range	: Very Poor
Defense	: Mediocre	Mobility	: Good
Infl. Req.	: Moderate	Adv. Rate	: Good
Abilities	: Carpet Bomb		

## Vulture



The devious Vulture preys on ground troops, pelting them with shrapnel from above.

Offense	: Very Good	Range	: Good
Defense	: Mediocre	Mobility	: Mediocre
Infl. Req.	: High	Adv. Rate	: Poor
Abilities	: Bombard		

## Cyclo-Raptor

## Hawk



Agility and long-range missiles make the Hawk a dangerous hit-and-run dog-fighter.

Offense : Good	Range : Very Good
Defense : Poor	Mobility : Extreme
Infl. Req. : Very Low	Adv. Rate : Excellent
Abilities : None	

## Owl



The robust Owl can dominate enemy air forces with its powerful air-to-air missiles.

Offense : Good	Range : Good
Defense : Good	Mobility : Excellent
Infl. Req. : Moderate	Adv. Rate : Very Good
Abilities : Tachyon Sweep	

## Falcon



The agile falcon can drain enemies with its ceaseless electrical attack.

Offense : Good	Range : Mediocre
Defense : Very Poor	Mobility : Extreme
Infl. Req. : Very High	Adv. Rate : Mediocre
Abilities : Cloak	

## Gaia-Raptor

## Eagle



The mighty and versatile Eagle sweeps the sky, searching for enemy prey to exterminate.

Offense : Good	Range : Mediocre
Defense : Very Good	Mobility : Mediocre
Infl. Req. : Very Low	Adv. Rate : Mediocre
Abilities : None	

## Condor

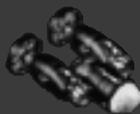


The gigantic Condor rules the heavens as a massively armed flying fortress.

**Offense** : Good      **Range** : Very Good  
**Defense** : Excellent      **Mobility** : Very Poor  
**Infl. Req.** : Moderate      **Adv. Rate** : Very Poor  
**Abilities** : Fus. Storm

## Gyro-Raptor

## Roc



The sturdy Roc can safely transport allies over hazardous territory.

**Offense** : None      **Range** : None  
**Defense** : Very Good      **Mobility** : Good  
**Infl. Req.** : Low      **Adv. Rate** : Excellent  
**Abilities** : Transport

## Albatross



The Albatross blankets the skies with destructive alt-charges (aerial mines), slaughtering unsuspecting aircraft.

**Offense** : Very Poor      **Range** : Good  
**Defense** : Very Good      **Mobility** : Good  
**Infl. Req.** : Moderate      **Adv. Rate** : Mediocre  
**Abilities** : Alt-charge

## ORGANIC

## Xeno-Ignus

## Oizys



The nimble Oizys descends upon unsuspecting troops with its deadly flames.

**Offense** : Good      **Range** : Poor  
**Defense** : Very Poor      **Mobility** : Very Good  
**Infl. Req.** : Very Low      **Adv. Rate** : Good  
**Abilities** : None

## Boreas



The Boreas utilizes its quick maneuverability to take out clusters of ground forces.

Offense : Good	Range : Poor
Defense : Very Poor	Mobility : Very Good
Infl. Req. : Moderate	Adv. Rate : Good
Abilities : None	

## Eris



The deadly flames of the floating Eris strike fear into even the most courageous squads.

Offense : Good	Range : Poor
Defense : Poor	Mobility : Extreme
Infl. Req. : High	Adv. Rate : Mediocre
Abilities : None	

## Lyssa



The swift Lyssa soars through the skies searching for vulnerable units to scorch.

Offense : Good	Range : Poor
Defense : Moderate	Mobility : Extreme
Infl. Req. : Very High	Adv. Rate : Mediocre
Abilities : None	

## Xeno-Ventus

## Ubik



The Ubik shoots its caustic spit to take down enemy threats.

Offense : Good	Range : Good
Defense : Poor	Mobility : Good
Infl. Req. : Very Low	Adv. Rate : Excellent
Abilities : None	

## Tyr



The menacing Tyr hurls fiery balls of acid at encroaching enemies.

<b>Offense</b> : Good	<b>Range</b> : Good
<b>Defense</b> : Mediocre	<b>Mobility</b> : Good
<b>Infl. Req.</b> : Moderate	<b>Adv. Rate</b> : Good
<b>Abilities</b> : None	

## Haltry



As the most evolved Xeno-Ventus, the mobile Haltry is efficient at taking out heavily armored units.

<b>Offense</b> : Good	<b>Range</b> : Good
<b>Defense</b> : Good	<b>Mobility</b> : Very Good
<b>Infl. Req.</b> : High	<b>Adv. Rate</b> : Mediocre
<b>Abilities</b> : None	

## Xeno-Humus

## Slanth



Unarmored like all Organic units, the fragile Slanth lobbs balls of energy over large distances.

<b>Offense</b> : Good	<b>Range</b> : Excellent
<b>Defense</b> : Very Poor	<b>Mobility</b> : Poor
<b>Infl. Req.</b> : Very Low	<b>Adv. Rate</b> : Good
<b>Abilities</b> : None	

## Crudgin



As an Organic equivalent to artillery, the Crudgin weaves balls of acid and flings them across huge expanses.

<b>Offense</b> : Good	<b>Range</b> : Excellent
<b>Defense</b> : Poor	<b>Mobility</b> : Poor
<b>Infl. Req.</b> : Moderate	<b>Adv. Rate</b> : Good
<b>Abilities</b> : None	

## Rouke



The Rouke hurls volatile balls of acid at enemy ground troops with great range and accuracy.

Offense : Good	Range : Excellent
Defense : Mediocre	Mobility : Poor
Infl. Req. : High	Adv. Rate : Good
Abilities : None	

## Xeno-Motus

## Poda



The Poda rips enemy units to shreds with its deadly teeth.

Offense : Very Good	Range : Very Poor
Defense : Mediocre	Mobility : Good
Infl. Req. : Very Low	Adv. Rate : Very Good
Abilities : None	

## Kritsk



The Kritsk's whip-like appendages tear through metal and flesh alike.

Offense : Very Good	Range : Very Poor
Defense : Good	Mobility : Good
Infl. Req. : Moderate	Adv. Rate : Good
Abilities : None	

## Mlortha



Despite its lack of armor, the Mlortha can withstand immense punishment before yielding.

Offense : Very Good	Range : Very Poor
Defense : Very Good	Mobility : Very Good
Infl. Req. : High	Adv. Rate : Good
Abilities : None	

## Offense (1 of 4)

Command/Ability*	Typical Unit(s)	Description
<b>Air Bombard/Air Bombard release</b> 	Ballista and Trebuchet	Launching destructive flak high into the air, special artillery units can decimate entire air fleets. However, such devastation comes at a cost. Flak units take considerable amounts of preparation and must be installed with the "Air Bombard" ability. To adjust their positions, Flak units must release their installation with the "Air Bombard release" ability.
<b>Alt-Charges</b> 	Albatross	Special aerial units can cover the skies with invisible alt-charges that detonate upon impact with unsuspecting airships. Friendly units do not trigger alt-charges. However exploding alt-charges indiscriminately damage friends and foes alike.
<b>Attack Object</b> 	All units with a standard weapon	By specifically targeting an enemy, battle units will ignore other distractions as they rip apart their foe.
<b>Attack Land</b> 	All units with a standard weapon	By targeting a region with the "Attack" command, commanders set a tactical destination for their squad. Units move to the destination point, but stop to annihilate any enemy units.
<b>Bombard/Bombard release</b> 	Arbalest and Trebuchet	Specialized artillery-rigs lob devastating mortar rounds across huge expanses through the "Bombard" ability. "Bombard" preps and installs the artillery units with precise coordinates for their mortar rounds. To set new coordinates, commanders must release their artillery unit with the "Bombard release" command and then reinstall in the desired direction.

\* Ability shortcut shown in bold where applicable.

## Offense (2 of 4)

Command/Ability*	Typical Unit(s)	Description
Carpet <b>B</b> ombing 	War Pigeon	Aerial bombing units can drop a payload of devastating bombs on vulnerable ground troops. By using carpet bombing techniques, the bomber can continuously unload vast quantities of explosives to lay waste to large areas of land. The massive bombs explode with such force as to ignore any armor. Bombers can selectively carpet bomb specific areas in order to conserve their limited energy reserves.
Deploy <b>M</b> ine/Deploy <b>E</b> MP Mine 	Sapper	Certain specialized units are capable of placing mines that detonate when enemy units are detected within the mine's range. A variety of mines are available, including EMP mines, which drain energy. Deployed mines only detonate upon impact with an enemy unit, but the actual mine blasts cripple friend or foe indiscriminately.
Earthquake 	Revenant	By smashing their powerful fist into the ground with the assistance of an amplifying oscillator, special Gaia-Frames release tremendous amounts of energy throughout a wide area. The force of the impact outwardly damages all nearby enemy ground forces. The Earthquake ability takes several minutes to charge before each use.

\* Ability shortcut shown in bold where applicable.

## Offense (3 of 4)

Command/Ability*	Typical Unit(s)	Description
<b>EMP Attack</b> 	Wraith	Electromagnetic Pulse (EMP) weapons deliver no damage, but disrupt the power systems of their target, effectively draining some of its energy. These specialized weapons are all but useless against aliens. They also tend to consume much energy when used. To use the EMP attack, activate this ability before firing upon a target. By disabling the EMP attack, the unit reverts back to their normal weapon.
<b>EMP Grenade</b> 	Daeva	EMP grenade explosions generate powerful electromagnetic pulses that impair enemy power supplies. The moderate blast radius from EMP grenades can hinder several units at once.
<b>Explosive/ Detonate Explosive</b> 	Sapper	Some Sci-Frames can plant deadly explosives to detonate from afar with precise timing, ambushing unwary enemies. Sci-Frame units must first carefully set the explosive device before they can detonate it. A unit can only deploy one such device at any time.
<b>Fusion Storm</b> 	Condor	The fusion storm attack fires a gigantic beam of energy, electrifying airborne craft nearby. Because of the enormous energy required for a fusion storm attack, fusion generators require time to build up enough power to fire. The fusion storm ignores armor and drains a percentage of its target's current Health, making it most effective against powerful foes.

\* Ability shortcut shown in bold where applicable.

## Offense (4 of 4)

Command/Ability*	Typical Unit(s)	Description
<b>Grenade</b> 	Daeva	Some ground specialists can lob grenades that explode upon impact, sending dangerous shrapnel into nearby units. Grenades are especially useful against squads traveling in tight formations.
<b>IRBM</b> 	Spectre	Units with specialized storage bays can carry several Intermediate Range Ballistic Missiles (IRBM) into combat. These powerful missiles require long charge times before they can be deployed. Successful IRBM hits cause massive destruction to a large area. A siren warns of a pending IRBM strike.
<b>Self-destruct</b> 	Sapper	Some battles require desperate actions, and as a last resort effort, certain units can go out in a blaze of glory by self-destructing. Self-destruction causes massive damage to all units within the blast proximity. The self-destruct process sounds a siren before exploding to warn all nearby allies of the impending destruction. The self-destructing unit cannot move.
<b>Snipe/Snipe release</b>  	Apparition	Specialized sniper units can pick off enemies from a distance. Snipers must install to ensure the accuracy of their shots. Snipers utilize specialized scopes that emit a red laser (visible only by allies) to ensure pinpoint accuracy.

\* Ability shortcut shown in bold where applicable.

## Defense (1 of 2)

Command/Ability*	Typical Unit(s)	Description
<b>Defense Field</b> 		By creating a concentrated energy field around an ally, defense field generators reduce the damage inflicted upon the unit for several seconds. Defense field generators cannot create shields around themselves, however, and remain highly vulnerable to enemy attacks.
<b>Heal</b> 	Medic and Gear Doc	Medical kits can be used to heal Infantry and Organic units during combat. While energy intensive and often too slow to keep an embattled unit alive, medkits are excellent for regrouping and rallying weakened forces.
<b>IRBM defense/IRBM defense release</b> 	Liche	This missile defense system utilizes a sophisticated targeting computer to shoot incoming enemy IRBM out of the sky before they can impact allied forces. Due to its complexity and high-energy consumption, this defense system can only cover a precise region and only for a limited period of time.
<b>Mine detector</b> 	Sapper	Sci-Frames trained in detecting mines can swiftly neutralize an entire enemy minefield with a single mine detector.
<b>Neutron Shield</b> 	Leviathan	The neutron shield grants temporary invincibility to a unit by covering it in a coat of highly charged molecules. However, due to the intense energy drain when enabled, the Neutron Shield disables all weapon systems. Units cannot capture a POC with the Neutron Shield enabled.

\* Ability shortcut shown in bold where applicable.

## Defense (2 of 2)

Command/Ability*	Typical Unit(s)	Description
<b>Repair</b> 	Medic and Gear Doc	Specially trained units equipped with a toolkit can increase the longevity of an army by providing life extending repairs to damaged mobile and aviation units.
<b>Shield Install/Shield release</b>  	Orbus	The shield ability generates a force shield around a large area, absorbing some of the damage from enemies. Shields generally require large amounts of energy and must be installed.

## Movement (1 of 3)

Command/Ability*	Typical Unit(s)	Description
<b>Afterburner</b> 	Most Aviation	Many aircraft can utilize energy intensive afterburners for short bursts of increased speed. Afterburners generally consume high amounts of energy and do not provide long term solutions to mobility problems. However, the speed boost granted by afterburners can be the difference between escaping deadly flak or falling to the ground as a burning heap of metal.
<b>Anti-gravity harness</b> 	Infantry and Gryphon	Anti-gravity harnesses allow units to levitate over the ground. Units utilizing an anti-gravity harness can float over enemy mines unharmed and also move without leaving tracks.
<b>Booster</b> 	Most Mobile	By utilizing boosters, ground units can substantially increase their mobility. Boosters generally consume large amounts of energy and therefore only function effectively for a short duration.

\* Ability shortcut shown in bold where applicable.

## Movement (2 of 3)

Command/Ability*	Typical Unit(s)	Description
<b>Install/Install release</b> 	Red Eye and Orbus	Some units must install their complex equipment to operate special abilities. For instance, units can only employ Radar when installed. While installed, units sacrifice all mobility.
<b>Link Gate</b> 	Orbus	Utilizing special warp technology, commanders can link up distant Orbus to create a gateway between the two units. Units wishing to teleport between the two gates need to stop within the outgoing area of the link, where they are then instantly teleported to the incoming area of the linked Orbus.
<b>Phasing</b>	Infantry and Mobile	Phasing greatly enhances the mobility of otherwise slow and lumbering units. Phasic units can instantly teleport across large regions via a transport unit equipped with a "phasic generator" (see Teleport). Vehicles and infantry become phasic by equipping special phasic armor or a "phasic facilitator."
<b>Stop</b> 	All	Commanders can command their units to "Stop" and ignore the chaos of the battle around them. Units given the "Stop" command only fire upon units within their range and do not stray from their position until given a new order.

\* Ability shortcut shown in bold where applicable.

### Movement (3 of 3)

Command/Ability*	Typical Unit(s)	Description
<b>Transport</b> in/Transport out 	Roc	Certain aircraft function as massive transport vehicles, enhancing the mobility of otherwise sluggish ground units. Transport units can "Transport in" a ground unit into their storage bays. Upon reaching their destination, they can then "Transport out" the unit to its new location. Each unit with this ability can only transport one unit at a time.
<b>Teleport</b> 	Orbus	Phase generators allow commanders to teleport allies across large regions. When a transport unit is equipped with a phase generator, it can instantly teleport any allied phasic vehicle or infantry to a location near it. Vehicles and infantry become phasic by equipping special armor or a "phase facilitator".

### Espionage (1 of 3)

Command/Ability*	Typical units	Description
<b>Camouflage</b> 	Revenant and Apparition	Camouflage items allow units to hide undetected against enemy units. Camouflage units cannot attack, move, or capture a POC while hidden. If a camouflage unit was targeted before enabling its ability, the opposing unit continues to fire.
<b>Cloak</b> 	Infantry, Pegasus, and Falcon	Cloak gives units the ability to disappear from enemy sights. Although hidden from the enemy, the cloaked units leave

\* Ability shortcut shown in bold where applicable.

## Espionage (2 of 3)

Command/Ability*	Typical Unit(s)	Description
Cloak (cont.)		behind a disruption trail, allowing sharp-eyed commanders to know their approximate locations. Units can target cloaked enemies by manually targeting them. Cloaked units cannot capture a POC.
<b>Disguise</b> 	Imp	Disguise allows a unit to masquerade as enemy troops and sneak deep behind enemy lines. Units that are disguised appear the same color as enemy troops, yet their status bars do not show up to the enemies. To attack disguised units, they must be manually targeted.
<b>Flare</b> 	Banshee	Units equipped with powerful flares can function as scouts and spotters for allies. Flares briefly uncover hidden regions to assist allies in arranging offenses.
<b>Radar</b> 	Red Eye and Orbus	Radar systems are extremely useful for detecting enemy forces. When used, the Mini-map will reveal to all allies the location of all forces in the province. The radar is only active for a brief moment, which is long enough to identify concentrations of enemies and their current courses of movement.
<b>Radar Evasion</b> 	Spirit	By equipping special stealth equipment, certain units can conceal their presence to radar sweeps. Stealth equipment also dampens the imprint of enemy sensors, effectively reducing the enemy range against the evading unit.

\* Ability shortcut shown in bold where applicable.

## Espionage (3 of 3)

Command/Ability*	Typical Unit(s)	Description
<b>Radar Jam</b> 	Red Eye and Orbus	The powerful radar jammer generates huge distortions that jam enemy sensors, reducing their ability to share important visual information. This disruption masks their Mini-maps. However, radar jammers require enormous amounts of energy to create the necessary disruption flux.
<b>Tachyon Sweep</b> 	Albatross and Owl	Certain units can utilize special detection items to uncover enemy espionage units. The detectors are usually highly specific to which type of espionage forms they detect. They also can only detect hidden enemies within a small radius.
<b>Unit Inspection</b> 	Red Eye and Orbus	Some reconnaissance units can utilize the unit inspection ability to determine specific attributes of individual units. Inspection technology can precisely determine an enemy's endurance, providing valuable information for you and your allies.

\* Ability shortcut shown in bold where applicable.

## Miscellaneous

Command/Ability*	Typical Unit(s)	Description
Cargo	Infantry and Mobile	Items such as Cargo Packs and Cargo Holds are required for a unit to gather resources during combat. While heavy, they require little computing power for operation. Units equipped with cargo containers automatically collect resources when they come in contact with them on the battlefield. Resource collection is discussed further in Section VII.B.2 (page 56).
Mind Warp 	Spirit and Medic	The mind warp attack confuses Organic and Infantry units, causing confusion to the victim. When afflicted by mind warp, a unit loses its telepathic link with its owner and often attacks nearby friendly units.
Refuel 	All except Organic	Energy couplers allow units to transfer power from one unit to another. The two units do not need to be using the same type of power supply; Energy is Energy. However, the transfer process is not 100% efficient. Larger and/or more advanced couplers are generally more efficient.
Short Circuit 	Spirit and Medic	Short circuit grenades developed for special-operative units temporarily debilitate the electrical systems of Mobile and Aviation units. However, Organic and Infantry units are immune to any detrimental effects.

\* Ability shortcut shown in bold where applicable.

## Hot Keys

**HERO COMMANDS**

<F1> .....	In-Game Help menu
<F2> .....	Strategic Map
<F3> .....	Strategic Map with communication abilities
<F4> .....	Hero Introspection
<F5> .....	Opens any incoming messages
<F6> .....	Hero lists
<F7> .....	Unit Deployment Screen
<F8> .....	Returns to faction capital
<F9> .....	Takes screenshot
<CTRL> + <F1> .....	Options Menu
<CTRL> + <F7> .....	Sets Battle Permission
<SPACE> .....	Centers the Action Window on you

**BATTLE COMMANDS**

<CTRL> + (1-9,0,-,=) .....	Assigns the selected unit(s) to that hot key
(1-9,0,-,=) .....	Selects unit or group assigned to that hot key
<BACKSPACE> .....	Selects all units
<SHIFT> + (1-9,0,-,=) .....	Selects multiple units or groups
<SHIFT> + click on a unit .....	Adds unit to the units selected
Double (1-9,0,-,=) .....	Centers Action Window on that unit or group
M + click on a destination .....	(M)ove
A + click on a target .....	(A)ttack
S .....	(S)top
Right-click on a destination .....	Moves the unit to the destination
Right-click on a target .....	Unit attacks the target
<SHIFT> + right-click .....	Select a specific path of travel
<CTRL> + right-click location .....	Aim or rotate a unit in that direction
Double-clicking on a unit .....	Selects all your units of that type on screen
<CTRL> + <SHIFT> + (1-9,0) .....	Use text macro

**COMMUNICATION COMMANDS**

<ENTER> .....	Switches to the message prompt
<ESC> .....	Exits the message prompt
' .....	Public chat shortcut
" .....	Private chat shortcut
/ .....	Allied chat shortcut
;	Add to recipient/ignore list

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Mark Mensch  
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### ADDITIONAL THANKS TO

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Derrick Chiu	Marti Nagy
Coast Engraving	Jinho Park
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Dustin L. Hopper	Todd Young
Tamsen Huver	Arjan Zoer
	And all of our wonderful beta testers!

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