Deadlock: Planetary Conquest

Colony Leader's Guidebook







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Greetings, colony leaders!

Soon you will engage several rival colonies on the surface of Gallius IV. I realize that the events of the past few weeks are bewildering, many of you have never run a colony before. Do not worry. All of your colonies should thrive in your more than capable hands (and claws).

Through a special provision of the Compact of Gallius IV, I, Oolan, may provide you all with this portfolio of information. Most of it was gleaned from the files I have in my shipboard data system. The technology, military, and building information is all accurate. However, I have kept the details about the races brief, as the complete history of each culture would fill many volumes! Instead, I have selected only the information that will aid in your strategic planning.

I have also included a brief synopsis that explains how we got into this horrible deadlock. It is up to you to end the stalemate and stop this brewing galactic war. If the Compact is unable to resolve our problems there could be a war as huge as any of our past major conflicts.

Please accept my apologies for tossing this together so quickly. Since the Compact was signed I have been frantically trying to make this as accurate as I can. I find myself in the unexpected position of being your consultant; originally I came here only to help survey Gallius IV! I hope you will find my meager assistance satisfactory.

The planet awaits!

-- Oolan, Gallius IV Observer

The Planet, Gallius IV

Discovered just a short time ago, Gallius IV has drawn all the known space faring races into a battle over it. Located in a remote solar system inside the sensor-shadowed eddies of the Omicron Nebula, this planet is one of the richest and most mysterious worlds ever known.

Hospitable planets have certainly become rare in our rapidly shrinking universe. Gallius IV would never have been located without the help of a broken runestone, the pieces of which are in the hands of both the devious Cyth and the telepathic Re'Lu. The runestone seems to have been carved by a race that has disappeared, possibly conquered by the Skirineen centuries ago. Because of their recent defeat by the combined forces of the seven galactic races, the Skirineen have been forced to open up this part of space for colonization. However it is not likely that much more will be found out about this lost race, as the Skirineen usually wipe out all civilizations they conquer. But then who knows, there still may be a few artifacts left to examine. Of course I hope whatever is found will reveal clues to the whereabouts of my people, the Tolnans. This is unlikely, however.

This world could be a salvation for all the races. The ChCh-t are overpopulating their planets at unprecedented rates. Gallius IV would definitely ease the pressure on them. The Maug hope to end the sickness that plagues them; possibly a rare medicine can be developed here. The ancient civilization on Gallius IV has piqued the interest of the Re'Lu, they hope to discover if the lost race that once lived here still exists. The Uva Mosk wish to preserve the planet from the other races, and prove for all time that their ecological revolution is just. The Cyth are anxious to advance their transformation into beings of pure thought; Gallius IV could provide many new rare materials for their experiments. Ever since the Tarth helped defeat the Skirineen, they have been longing for a way to expand the Tarth empire even further across the galaxy. Gallius IV would be a large addition for them. Even the Humans are desperate, as they are suffering from the worst economic depression they have experienced since the twentieth century. The laser weapons of the universe are gathering, and Gallius IV floats precariously between all of them.

Luckily, the Compact of Gallius IV has temporarily eased the tensions in space, but the war is sure to escalate on the surface below. Once all colony ships land nothing can hold back each race's savagery and strategy. Whoever wins Gallius IV will definitely gain much power and prestige in the galaxy.

THE DEADLOCK OVER GALLIUS IV

THE TATTERED QUADRA ALLIANCE ARRIVES

The clues on the Cyth portion of the runestone revealed the location of a livable planet in the Gallius solar system. Eager Cyth scientists imagined all the bizarre experiments they could perform on the plants and animals on this unknown world. Unfortunately their leaders, the heavily robed Veil Lords, felt that the runestone was not evidence enough to fund an expedition to Gallius. Despite the hisses and arguments from their scientists, an expedition was not organized until other political pressures were put upon the Cyth leadership.

Relations with their former allies, the giant warrior Tarth and the insectoid ChCh-t, were growing more and more strained. Many Tarth and ChCh-t felt that they were being manipulated by the Cyth, and wanted to dissolve their weakening Quadra Alliance. As a diplomatic gesture, the Veil Lords suggested a joint research mission between the three races to the Gallius system. The Tarth and ChCh-t ambassadors were strangely enthusiastic. When the three armadas reached Gallius IV, this enthusiasm was explained quite clearly.

When the ChCh-t saw that the planet was habitable, they turned their guns on the Cyth and Tarth ships. This surprise attack was not successful, as the Tarth had also arrived armed with anti-matter beam weapons. The Tarth plan was to destroy the Cyth fleet to show off their strength. The Tarth would then sever ties with the manipulating Cyth forever. A mass of laser and anti-matter beams lanced towards the supposedly unprepared Cyth fleet; it seemed that the Cyth were about to become unrecognizable space debris.

The Cyth had sensed that this deteriorating situation could happen when they arrived. Once the attacks were launched, they hit the advance ships with their psionic mind blast rays, turning the fighter pilots into twitching vegetables. This nullified the advance attack and evened out the sides. The three former allies plunged into a bloody war with the warm glow of Gallius IV lighting their every battle.

THE RE'LU AND HUMANS RACE TO GALLIUS IV

The Re'Lu and Humans have never gotten along, disagreeing on every issue from planetary boundaries to pet care. Once allies against the Quadra Alliance, most contact between the two races had ceased. A joint Human-Re'Lu project of the Gallius runestone was still going on -- the last remnant of an almost forgotten scientific exchange treaty. The Humans and Re'Lu discovered that the stone was an encrypted map leading to the Gallius solar system in the Omicron Nebula. Both groups of scientists quickly scrambled out of the old research center and transmitted messages home with the information.

The Re'Lu expedition left several days ahead of the Humans. However, the Humans had more accurate maps of the nebula and arrived just a short time after the Re'Lu. When both giant fleets came out of hyperjump they had a shocking surprise. Their former Quadra Alliance enemies

were tearing each other up in the outer planets of the solar system.

The Humans and Re'Lu at first fought against the rampaging Tarth forces. The Human warships were in an extremely vulnerable position; their leadership felt that the strategic location of the planet was a better attack position. They tried to move in closer to Gallius IV to take it over. The Re'Lu soon headed off the Human assault, and the last vestiges of Re'Lu-Human peace was blasted apart.

More ships were radioed in to help from all sides. The five armadas retreated, each setting up a base around one of the outer planets. Once their military bases were established, their leaders began to plan their next strategies. It became clear as the days and weeks moved on that all five armadas were stuck in a deadlock.

The Uva Mosk Decloak

Small scout ships from each armada were dispatched to reconnoiter the surface of Gallius IV. However every scout that reached Gallius IV was destroyed as soon they passed the planet's outer moon. A huge Uva Mosk armada decloaked. Their spies had been closely monitoring the efforts of the Humans and the Re'Lu and they were not amused. Once the Uva Mosk found out about Gallius IV their armada secretly arrived, setting up a base on the planet's outer moon.

They declared the planet part of the great Uva Mosk ecological revolution and engaged the other five races in battle. The Uva Mosk fleet far outnumbered each race, but together the five were almost double the power of the Uva Mosk. Their armada was beaten and they retreated. Despite their covert plans, the Uva Mosk unfortunately also became part of the standoff.

The Maug Discover the Skirineen Ambush

Somehow the Skirineen knew all about the expeditions to Gallius. It is suspected that there was a surveillance satellite orbiting a moon somewhere, but no one had a safe moment to scan for it. Regardless of how they knew, the once mighty Skirineen empire gathered up some ships from its decimated fleet and flew cloaked to the Gallius system. Since their unsuccessful Skirineen Conquest against the other seven races, they had supposedly agreed not to arm themselves. They clearly violated this treaty as some of their larger warships were fully armed and operational. The Skirineen moved this small fleet into a remote orbit and waited patiently, undetected, watching to see whom of the six armadas would be the winner. When one race vanquished the other five, they would quickly swoop in for a sneak attack.

Meanwhile Maug spies had been monitoring the Cyth, Tarth, and ChCh-t expeditions. The former fourth member of the Quadra Alliance hoped to thwart yet another Cyth plan. Ever since the Cyth forced them off of their homeworld, the Maug have done what they can to torment the Cyth. The hope of a new planet also excited Maug scientists. They eagerly anticipated all the medical research that could be done on a new world. Arganis X, the hostile planet which the Cyth moved

them to gradually rewrote their DNA; now all Maug are chronically afflicted with minor ailments from birth to death. They constantly search for a cure for this illness.

Massing a large force they slowly, carefully arrived at the Gallius system. The Maug-chief placed his fleet at an outermost orbit, watching the battle from afar. An alert Maug Scout saw a translucent Skirineen ship and sounded the alarm. Disruptor beams lanced out towards the translucent Skirineen ships. The Skirineen immediately attacked the Maug and suddenly the outer rim of the Gallius solar system was ablaze in energy fire.

THE COMPACT OF GALLIUS IV IS SIGNED

All eight fleets were upon each other, trying to capture the planet. The Skirineen suffered the most losses from a combined onslaught from the Tarth and the Humans. But soon the Uva Mosk started to eradicate the Humans with a rear assault; these two legged mammals were forced to leave the Skirineen to the Tarth. Meanwhile the Maug targeted the Cyth ships until the Re'Lu swooped in to mind control some Maug vessels. These vessels started fighting for the Re'Lu. Maug forces quickly turned their guns against the Re'Lu. The struggles grew and grew. The explosions seemed to rival the glow of Gallius, the large sun of this solar system.

Tensions elsewhere in the galaxy mounted. Re'Lu began massing on their ChCh-t and Human borders. The ChCh-t likewise deployed all their ships to the many edges of their domain. The Tarth fought the Cyth on a moon in the Noath system. Major strategic plans were being drawn up by military leaders across the galaxy.

Then a catastrophe almost happened. A damaged Tarth battleship began falling towards Gallius IV. If the ship had blown up in the atmosphere a great piece of the planet's surface would have been destroyed. Fortunately the ship crashed into an ocean, shorting out the electrical system and shutting down the ship's hyperjump engines. It became obvious though that there was enough firepower over Gallius IV to burn off most of its atmosphere. Too many habitable worlds had been wiped out during the both the Quadra Wars and the Skirineen Conquest -- to lose yet another would be unthinkable. A tense cease-fire was called and all the races went back to their orbiting field bases.

Inside a ruined warship a quick treaty came to be written -- the Compact of Gallius IV. This treaty set up a way to resolve who will own this planet. Only the Skirineen refused to sign this Compact. They left the solar system hissing in anger, promising that they would rise once again. Rumors persist though that some Skirineen remain cloaked in orbit around the planet. Their purpose for staying here is still unclear.

The conflict will now be settled on the planet itself. Each armada assembles a small landing party that will colonize part of the planet. Whoever builds the most successful colony or drives the other colonists away keeps the planet.

The Compact of Gallius IV

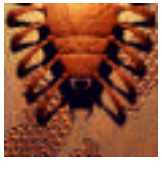
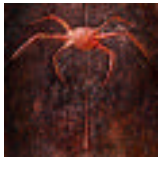
We, the leaders of the ChCh-t, Human, Maug, Re'Lu, Tarth, and Uva Mosk, agree to stop hostilities in space. Since we all wish to claim the planet, Gallius IV, the conflict will be moved to the surface and resolved there.

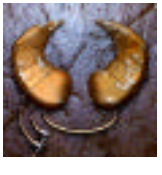
Each race can drop one colony ship onto the planet. Five hundred colonists armed only with laser pistols may land. The colonies will have food, energy, iron, and wood.

There are no limits on weapons or technologies. The colony leaders should develop resources and military units as fits their strategy.

Intentional contact with the Skirineen is a direct violation of this treaty. Only Oolan, a Tolnan, may be contacted in space. She will give advice to all colony leaders.

Any colony that builds the agreed upon number of City Centers or drives the other colonies away, keeps the planet forever.




Race Descriptions

ChCh-t

Home Planet JkNd-d
Years in Space 64
Special Abilities Colonists grow quickly
Produce units at 150% rate
Units move faster in combat
Special Unit Mission or Order
Scouts can steal resources
Weaknesses
Poor researchers; Have weak infantry and artillery units

All ChCh-t hatch with instinctive knowledge for a specific profession. Since most ChCh-t only live between six to nine years, putting a young ChCh-t immediately to work is very important. Usually there is little trouble for a young ChCh-t to find a place for itself; once it comprehends its instinct the hatchlet has five intense weeks of training. Its expertise matures and the hatchlet begins its life work. All work is for the hive and the divine glory of the Mother Queen.

Reproduction is handled by the Mother Queen and her Lesser Queens, so the ChCh-t have no gender. These Queens hatch several hundred ChCh-t at a time. Thus ChCh-t grow very quickly, often overpopulating planets. This ability makes them notorious planet grabbers as the Re'Lu and Humans lost several worlds to them when the ChCh-t were part of the Quadra Alliance. ChCh-t planets are once again threatened with overpopulation. Gallius IV would be a prime world for them to settle on.

Day to day government affairs are handled by the Hive Imperius, who oversees the progress of the drones. Several hatchlets are always born that have potential to become the Hive Imperius. Each of these hatchlets, or administrators, are evaluated for the task. The most intelligent hatchlet is given the title Hive Imperius. All the other administrators immediately become the Hive Imperius's advisors.

Other ChCh-t are also born with special abilities. ChCh-t Scouts are keenly adept at stealing resources. They steal in packs of drones that carry off large amounts of anything quickly. They do this by placing a bundle of resources on their backs and wrapping their strong stinger tails over the bundle. They then scurry to their hives where the resources are immediately put to use in the frantic ChCh-t economy.

ChCh-t society is very fast paced. They waste little time on words, devoting most of their time to work. Production is so rapid that ChCh-t manufacture military units faster than other colonies.

Their frenetic culture has also entered their unit designs in combat. All ChCh-t units move quicker than most other races' units. This is an advantage that will serve the ChCh-t well on Gallius IV.

However, even the busy ChCh-t must eventually slow down and relax. They have great passion for a dangerous sport called stingboxing. Matches are set up between five warriors that have their stinger tails dipped in a numbing poison. Each warrior fights for itself, but with five in the ring eventually two must gang up on one. Culture Centers are always packed when a stingboxing tournament begins.

This race was first discovered by the Cyth. The ChCh-t had not developed space travel yet; they had not even developed astronomy! The Cyth were eager to have the ChCh-t join them in space (Cyth scientists wanted to meet their Mother Queen), so they gave the ChCh-t space travel before they were ready to understand this technology. Because of this the ChCh-t lack some technical ability and are somewhat slow at researching new technologies.

When ChCh-t reach the age of six, they are evaluated for participation in the Dance of Devouring. If any ChCh-t are found weakened mentally or physically, they are asked to dance. Invitation is a huge honor, as it is a celebration of these ChCh-ts' lives. The infirm ChCh-t are brought before the Queen and begin to dance around her as quickly as they can. Soon the ChCh-t tire and the Queen eats them whole. These complex proteins give the Queen the needed nutrients for more hatchlets and several hundred ChCh-t are often born after a Dance of Devouring. Because of this the ChCh-t do not believe in death. They feel their essence -- knowledge and personality -- is passed on to the next group of hatchlets. Although ChCh-t have no recollection of past lives, their quick training lays much credence to this belief.

History

The ChCh-t evolved on JkNd-d, a semi-arid planet in the KlKl-p system. Possibly this race never would have developed space travel, but the Cyth were so fascinated with the ChCh-t Queens that they introduced them to hyperjump technology. Within a few years crude ChCh-t starships were leaving their solar system. Many accidents happened on the first ChCh-t space flights. Eventually the ChCh-t caught on and became the space faring race they now are.

Ancient ChCh-t civilization follows the development of the ChCh-t soldier. It is theorized that the Queen first developed a dim sentience when she organized soldiers to defend her hive. These soldiers eventually inherited a level of self-determination themselves. Soldiers began to toss stones at each other in battle, with this weapon came a diversification of labor. Drones were devoted to breaking apart stones and producing food, while the soldiers did all the fighting.

Clearly ancient Queens exerted a sort of natural psionic control over the soldiers and drones. This control grew difficult for the Queen to maintain as the ChCh-t soldiers became more intelligent with each hatching. There is some archeological evidence pointing to mass murders commit-

ted by a Queen to maintain her dominance. Apparently if a group gained too much independence from her they would all be plunged to their deaths. This, of course, weakened a Queen's power, and frequently these foolish Queens were conquered by rival hordes. These rival hives had more intelligent ChCh-t that were often lead by a Hive Imperius.

Eventually the ChCh-t exoskeleton became thick enough to shield out virtually all Queen psionic control. Today the ChCh-t do not have any psionic powers. However this past ability fascinated the Cyth scientists, who landed on JkNd-d to study the ChCh-t and their Mother Queen. Several Cyth secretly crept into the regal hive, hoping they could get a tissue sample from the Mother Queen. Her reaction was brief. When the ChCh-t drones were able to pull the impaled scientists from her massive stinger tail, most of them had stopped twitching. ChCh-t leaders were afraid of a Cyth reprisal, but the last gasping Cyth scientist was clearly filled with joy and peace. The Cyth Veil Lords merely transmitted a message commending them on their impressive Queen.

CYTH
Home Planet Unknown
Years in Space Unknown
Special Abilities
Morale generally stays the same
Special Unit Mission or Order
Cyth Command Corps have mind blast ability
Cyth Scouts can poison land

The Cyth have a harsh reputation mainly because they were the founders and instigators of the former Quadra Alliance's more horrific activities. Certainly they have committed more than a few atrocities (among their most notorious was forcing the Maug off their homeworld) but many of their actions have been merely misunderstood. The goal of most Cyth is to transform themselves into beings of pure thought. Once this evolution happens they believe that finally they will reach an age of new enlightenment.

Because of this the Cyth find their bodies a ridiculous nuisance; they even hate using their feet. Through self-discipline, many Cyth can move by levitation. Older Cyth are so good at this that they can fly through the air for short distances. However most Cyth never achieve this much mental prowess, so the average Cyth combines levitation with a sort of shuffle walk. Older Cyth eventually gain even stronger mental powers. They can mind blast any opponent from a long range, turning their enemy's nerve cells into sticky protoplasm. The victims that do not die are severely damaged. Buildings, defense fortifications, and warheads cannot be mind blasted; all other units are easy targets. Older Cyth who have this power are of the highest rank in the Cyth military. Thus only the Cyth Command Corps have this special ability.

The natural psionic ability of the Cyth is small, almost nothing. They get their psionic powers by ingesting a rare concoction of fluid squeezed from spider eggs. The arachnid that they get the juice from is unknown; apparently it is a spider only indigenous to their also unknown homeworld. They drink this juice constantly. For some reason digestion intensifies its psionic effects so the Cyth apparently regurgitate the fluid and drink it again. After an unknown number of these cycles, the liquid becomes even toxic to the Cyth and the foul smelling stuff is jettisoned out of a chest tube.

This concoction, called Kli fluid, is highly poisonous and so it is a useful weapon. Cyth Scouts use small amounts of Kli fluid to poison huge tracts of land. This poison frequently kills off a growing crop, cutting a territory's food stockpile in half.

The Cyth are always searching for ways to strengthen their fluid. During the old days of the Quadra Alliance they actively colonized planets to gather all kinds of extractions to mix into their fluid. A new planet would give them many new resources to manipulate. Obviously the Cyth are very keen on taking over Gallius IV to continue these experiments. If they win the planet they will enshroud it with clouds, so their work can be carried out unseen by the rest of the galaxy.

They allow themselves to be governed by an appointed psionic master, the Veil Lord. The Veil Lord is always the strongest Cyth with the highest mental powers; thus only a strongly disciplined Cyth can reach this level.

The Cyth rarely have problems with morale. Even though they may disagree with their Veil Lord, leaving Cyth brethren to abandon the mental transformation is unthinkable. Thus their morale rarely changes as they tinker with new ways to evolve themselves. Someday they will discover the way to their new existence. Someday....

History

The Cyth developed on an unknown planet somewhere in the Umbarian sector. Long ago an asteroid smashed into their homeworld, disrupting their society. Very little is known about their ancient past before the asteroid fell. According to a legend (which the Cyth no longer believe) the moon god Galesh became jealous of the brilliant light of Aswarth, the sun god. Galesh threw a great stone that hit Aswarth, killing her. A big piece of the stone broke off and fell onto their planet's surface. The skies permanently clouded and over any life that did not die suffered horribly. Different groups of Cyth blamed each other for Aswarth's demise and the planet was thrown into total anarchy. Many believed that some Cyth secretly had allegiance to Galesh, giving him the power to throw the stone. Rival communes would raid weaker communes in an effort to rid the world of Galesh's followers. Great numbers of Cyth died in these struggles.

The clouds and dust never left and their ancient civilization became more myth than reality. Eventually the upheaval ended. Forgetting the past and enjoying the present became all the

vogue. Tribesmen experimented with bizarre roots, vegetables, and meat trying to make life more pleasing and bearable. An economy evolved whereby rival tribes would outdo the other by creating various pleasures of the senses. Sometimes the tribes would develop something specialized, like a prized mold, and sell it to the more established tribes. Eventually huge marketplaces arose called Consumatoriums, whereby one would go to ignore the hardship of the planet. But this did not change their world as the dust stung their eyes and filled up their lungs. All Cyth longed for a way to rid themselves of their terrible lives.

Rumors abounded that the old Aswarth communes were filled with salves and fluids that held magic from the ancient past. Small bands began exploring the ruins. One explorer, Kli, was tearing apart a stone wall and discovered a small room. Inside were the mummified remains of a commune member, dead for hundreds of years. The mummy was bent over a cauldron of liquid. Part of the liquid had not yet evaporated because of the dank temperatures. Kli dipped a talon in the goo. Instantly his mind burst loose a bolt of energy. His mind's neural energy had become charged and, with practice, Kli was able to turn this mental energy into a weapon. The modern age of the Cyth began.

Cyth space travel grew out of their need to increase the power of their Kli fluid. They became so intent on this task that they colonized many worlds. Eventually they discovered the ChCh-t and helped them achieve space travel. The Cyth are very proud of this benevolence. It was also a tricky feat allying themselves with the warlike, Tarth who had originally wanted to smash them to pieces. Only by giving up several planets to the Tarth were they able to pacify these huge warriors. The Tarth space ships were able to roam across large expanses of the galaxy, and the Cyth found their rugged ships invaluable for discovering new worlds and new data.

The Maug were at first very headstrong and would not become partners in the Cyth quest. With the help of the Tarth and the ChCh-t, the Maug were eventually forced to join the Cyth. The Quadra Alliance was born. According to Cyth historians, Maug respect for the Cyth became so strong that they voluntarily moved off their home world, Maug-hau, to let the Cyth perform many experiments on their planet! The Cyth helped them take over Arganis X, where the Maug still make their unfortunate home.

The Maug did not enjoy being part of the Alliance. When the Quadra Alliance met the Humans and the Re'Lu, a series of wars broke out called the Quadra Wars. The Quadra Alliance was easily beating back the two humanoid species until the Maug switched sides. The Quadra Alliance was defeated and the Tarth and the ChCh-t began to mistrust the Cyth. Relations continued to worsen until the present conflict on Gallius IV erupted.

Humans

Home Planet Earth
Years in Space 317
Special Abilities
Have increased trade income
Get more taxes than other races
Have reduced transport costs saving 1 credit per trip
Special Unit Mission or Order
Infantry has berserk mission
Weaknesses
The Humans are more likely to have a Skirineen scandal

No culture has achieved the economic and social prosperity of the Humans. Nearly their entire civilization hinges on maintaining an excellent economy. Many Humans brilliantly arrange sales between other Humans, greatly increasing their income. Thus this race gets tremendous amounts of money through trade.

This emphasis on trade has a large impact on this race's government affairs. In order to stimulate trade income, generous subsidies are given to transportation workers. These subsidies offset the cost of transporting resources so the Humans have reduced shipping costs. They save one credit on each trip. This subsidy increases the income of most businesses, which of course increases the amount of taxes the government gets back in return.

Occasionally a recession will hit which causes much hardship in Human society. Several economic safeguards exist that try to keep businesses above bankruptcy, but unfortunately these safeguards demand much from the Human treasury. Accustomed to maintaining their economic stability, Humans generally pay more in taxes than other races. Lately even these safeguards have failed. The Human economy needs a boost or their civilization will be hit by the worst galactic depression since the mid twentieth century. Gallius IV would be just the boost they need.

The Humans have successfully faced many terrible hardships before. During the Skirineen Conquest their homeworld's only moon was devastated by several Supernova Warheads. A quarter of this moon was blown apart and now a white ring permanently encircles Earth. Obviously hatred for the Skirineen is very strong. Any connection with a Skirineen, no matter how innocent, can cause a severe scandal. Human colony leaders must be wary of having any sort of publicly perceived relationship with the Skirineen.

The many trials this race faced during the Quadra Wars and the Skirineen Conquest have given the Humans a strong sense of self-sacrifice. The Humans would rather give up their lives than fall under the tyranny of an invading army. Every soldier is issued a special adrenaline vial.

When ordered to do so by their Commander, a Human soldier will inject themselves with this vial. The unit's attack and defensive strength doubles, making them extremely deadly fighters. Many close battles have been won because the soldiers fought with this berserk intensity. Unfortunately the Human body cannot withstand the infusion of adrenaline. Human muscles eventually retract, causing the soldier to suffer severe weakness; some even die and most can never fight again. This personal sacrifice shocks many other cultures. However the Humans strongly believe that this is for the preservation of both their society and the Human individual.

HISTORY

The Humans developed on a mild planet in the Sol system. Their ancient civilization began in several areas of the planet, suggesting that their prehistoric ancestors were nomadic. Since their civilization evolved in different regions, many Human groups developed independently from one another. This accounts for the rich diversity of culture; there are more subdivisions of Humans than any other race. Unfortunately this diversity also caused much strife on their planet.

Early Humans had a strong sense of patriotism. Most of their cultural history recounts war after war. As Human technology developed and their civilizations matured, these conflicts grew in size and intensity. Towards the middle of the twentieth century great wars were fought which engaged many countries of Earth, their homeworld. These wars, the World Wars, caused much carnage and damage to Human society. The Humans rebounded from all this carnage, however, showing the vitality of this species.

While the power of Human weaponry grew so did the need for a stable economy. Gradually their bloodlust was channeled into economic battles. Trade wars between various groups grew more and more common. Often these trade wars caused much strife, particularly when relations broke down between countries and embargoes were put in place. However, economic hardships rarely became life threatening and most major wars ceased. The Humans became experts in dealing with these economic conflicts and battled against each other to solidify economic prosperity.

The Humans were anxious to get into space. Thanks to their nearby telepathic neighbors, the Re'Lu, they literally dreamed about space travel. Starting around 1914 (a Human year, not a galactic year), Re'Lu telepathy beams began connecting with Humans. Unfortunately very few Humans are telepathic. The messages they managed to receive often arrived damaged. The miscommunication was compounded because most Humans saw these messages during their special dream state. Several people imagined themselves being abducted into Re'Lu hovercraft, getting paralyzed with stun rays, watching cattle get dissected, and so on. The Re'Lu never really could tell what effect their messages had because they only received strangely violent and bizarre return images. When the Re'Lu and the Humans finally met two hundred years later on Inalga VI, they had a good laugh over these early "close encounters."

Despite this telepathically induced early contact, space travel had been the goal of many a

Human scientist for centuries. Several writers (the Humans call them science fiction writers) during the twentieth century started a great interest in space travel. Also a primitive Earth entertainment called moving pictographics showed Humans exploring their dead moon and beyond. Many of these entertainments depicted great battles between the Humans and other unknown aliens. Sadly, many of these predictions came true.

Maug

Home Planet Originally Maug-hau, now Arganis X
Years in Space 423
Special Abilities
Have more technologies available to research
Great at researching
Build military units faster
Produce electronics faster
Special Unit Mission or Order
Scouts steal technology better
Scouts can sabotage artillery, airplanes, and warheads
Weaknesses
Colonists revolt and defect more often

Technological skill has always been the guiding glow behind Maug civilization. Most Maug have a great love for gadgetry of all kinds, and this engineering skill lets them conceptualize complex machinery quickly. Thus Maug scientists complete many more technologies much earlier than all the other races. When the Cyth forced them off their homeworld to unpleasant Arganis X, this technical aptitude became their only way to survive. The Maug would possibly have become extinct were it not for the diverse artificial means they developed to sustain themselves.

Maug horns have always been a symbol of health and vitality. Sadly, few Maug still have the stately horns that distinguished this race -- these days they are usually prosthetic. Chronic horn loss and ill health afflicted most Maug immediately upon settling on Arganis X. Now they cannot survive without respirators and environmental suits. Within three to four weeks all newborn Maug start having health problems that are completely incurable. The young Maug are immediately fitted with the appropriate sized respirator.

The reason for these illnesses is still unknown. Somehow Maug DNA has been massively rewritten, perhaps caused by the unusual V9 rays emanating from the sun in the Arganis system. All Maug are chronically afflicted with light ailments such as colds and sore throats, and many spend their whole lives suffering from a mild fever. The average Maug lifespan is half as long as it was during the days of happiness on Maug-hau, their former homeworld.
The Maug try not to dwell on their problems. Almost all of them believe that healthy minds will

eventually create healthy Maug. Maug greetings and farewells echo their dedication to positive mental health. Shouts of "May all your earaches heal!", "May your gallstones be small!", and "To you and the health of all Maug-kind!" are heard everywhere. This shows that the Maug is healthy and ready to take on the struggles of the day.

These affirmations only hide the desperation the Maug actually feel. Because of their medical condition, many Maug suffer from intense despair as they fear that the cure for the Maug-Pain will never be found. Often these depressed individuals stay at home, going so far as shutting off all their electronic devices! Maug leaders sometimes have a difficult time maintaining the work force. Morale frequently drops quickly. Luckily the Maug like to fill their Culture Centers with their favorite electronic games and toys. Building one of these centers often draws depressed Maug out of their darkened homes and back into the work force.

Their technological skill gives them abilities in other ways. Maug Scouts are quite deft at stealing technology. Frequently they gain access to an enemy's computer, download all the necessary information into small high memory storage chips, and then leave before the laboratory guards realize what happened. Maug Scouts are equally good at sabotaging enemy military units. They can quickly reprogram artillery computers to self-destruct. This destroys enemy mobile cannons. Also airplane navigation systems can be dismantled by the Maug, causing these planes to crash and explode during take off. Their most devastating ability, however, is that Maug Scouts can also reprogram warhead guidance systems. This first causes the warheads to go off. Then in mid flight these warheads do a U-turn and target the enemy's own territory! If there are no other targets for the Scout to go sabotage, they plant small explosives inside key buildings of an enemy's colony; these explosives often destroy the building.

The basic resource for all these operations is electronic parts. Maug production of electronic parts is much faster than any other culture. These production techniques also work well with factory technologies, letting them build units slightly faster than other races.

Even though the Maug have adapted to their troubles, it is the great hope of every Maug to restore their lost health. Maybe they can develop the medicines they need on Gallius IV.

HISTORY

The glories of life on Maug-hau are well documented. Early in their history they created a nearly perfect society, essentially free from all major warfare and intrigue. Most daily tasks were taken care of with a multitude of fast chore systems. These systems varied from Maug to Maug, as each individual customized their computers to fit their personal needs. Since most drudgery was eliminated, each Maug could pursue their life interests. Many Maug pursued scientific disciplines. It is rumored that knowledge doubled on Maug-hau every five years.

Just before they entered space they ended the old clan system that their early city-states were

founded upon. Eventually the need for a military faded as the city-states joined together to become one unified country. Weapons only existed for the Maug-police and of course the high tech criminals these police would catch. Not until their war with the Cyth, Tarth, and ChCh-t would the ancient military title of Maug-chief be reinstated.

Their horns were a source of much pride. Old pictures often show their horns decorated and tattooed in many colorful styles. A common child's pastime on Maug-hau was horn standing -- young Maug would dare each other to see who could stand upside down on their horns the longest. Apparently the average Maug was very nimble and could even perform acrobatics that could almost rival the Humans and the ChCh-t. The tragedy of their illnesses is only worsened when one sees these faded images of their past life.

Contemporary Maug history begins when a Tarth Scout ship encountered a Maug explorer on the edge of the Gotala solar system. Relations were cordial between the Maug and the Tarth, Cyth, and ChCh-t. However the Maug were a little wary of their new allies and began arming themselves. They noticed that the Tarth always carried weapons, so this convinced Maug leaders that things might not be so perfect in the universe as it was on Maug-hau. Great factories were built to manufacture artillery. Space ports even began to develop Maug starfighters.

Meanwhile Cyth ambassadors coveted the many advances on Maug-hau. Privately the Cyth met with Tarth leaders. The Tarth were, of course, very hungry for a battle, so a great Tarth fleet assembled in the outer planets of the Maug-hau solar system.

The attack was fierce, but the Maug were able to hold off the invading Cyth and Tarth. All military restrictions were abandoned and Maug-hau experimented with several technologies not known before or since. Many of these devices were effective, but it was too late. The ChCh-t joined the struggle. Horde after horde landed on the planet, each onslaught chipping a little away at Maug resolve. The Maug were finally defeated.

The Cyth tore apart the world that the Maug had worked centuries to create. The surviving Maug rallied to stop these atrocities. Many rebellions were led against the occupation until Cyth patience was exhausted. The Maug were relocated to Arganis X so the Cyth could carry on their investigations without interruption. The Maug were also conscripted into joining the Quadra Alliance and reluctantly helped the Cyth in their wars against the Humans and the Re'Lu.

After a few years on Arganis their illnesses began. They tried to recreate the great society they once had on Maug-hau, but the fevers, colds, and bunions made this impossible. When the Quadra Alliance began defeating the Humans and the Re'Lu, the Maug secretly switched sides. Their technology was manufactured by the Humans and the tides of battle switched. The Quadra Alliance was eventually beaten back and peace was restored. But this was at a great cost. Many terran worlds were destroyed, never to be inhabited again. Meanwhile, the Maug retreated back to Arganis X, trying to find a cure for their troubles. They only colonize worlds in the hopes of finding new medicines.

Re'Lu

Home Planet Ye'Midi
Years in Space 267
Special Abilities
Their ESP lets then see everything in the World and Settlement Views
Special Unit Mission or Order
Command Corps have mind control ability
Scouts have subvert mission
Weaknesses
They have weak military units

The Re'Lu are a symbiont race. The Re'ite is the humanoid half while the Lu'ite fang beast is the animal half. These two organisms have a strong physical dependence on each other. Most Re'ites are quite weak and depend on the strength of their fang beasts for personal defense. The Lu'ites also have a strong dependence on the Re'ite. They have no eyes and need to instinctively "see" through the Re'ite.

Re'ites and Lu'ites primarily connect telepathically. The Re'ite channels all distracting thoughts out of his/her head into the Lu'ite beast. This allows the Re'ite to mentally focus on a task and solve it quickly. The Lu'ites enjoy the telepathically projected "distracting thoughts" and find them soothing. Re'ite thought waves cause the Lu'ites to coo. Daily life in a Re'Lu settlement is quite relaxing as Lu'ite cooing sounds are everywhere. These sounds are often incorporated into Re'Lu music.

Their telepathy also lets them visualize all of the surface of a planet. They can see both the World and Settlement Views without spying units or surveillance equipment. This lets them see military units massing in territories that normally are hidden from other races. Unfortunately, their telepathy does not let them see cloaked units.

Re'Lu powers are strong enough to mind control other sentient beings. This is especially true if the target is experiencing large amounts of fear. A powerful ability during battles, most units can be mind controlled to turn on fellow units. The effect of this is permanent. If mind controlled unit survives the battle they will always fight for the Re'Lu. Re'Lu Command Corps units all have this ability. The telepathic power needed for this is huge however, and so the mind control attack must be done at a close range. Only buildings, defense systems, warheads, and militia cannot be mind controlled.

Although fear gives them total mind control over an individual, the Re'Lu can also mildly affect normal emotions. This ability lets them turn all emotions into anger. Scouts are often assigned to subvert an enemy's population. Feelings of scandal and starvation begin to cloud the minds of

the Re'Lu targets. This actually causes these individuals to feel large amounts of anger -- thus lowering morale. This lowered morale spreads. As more colonists become angry they project these emotions to other individuals, causing more and more colonists to rebel against their leaders.

A supreme telepath controls all Re'Lu settlements. This individual is the Overseer. The Overseer has total control over a colony until the Supreme Hi'Jer Council feels his or her services are no longer required. Then a council of telepaths are elected to run the colony; often however the Overseer is still given a high position on this council.

Their quest for knowledge never stops. The Re'Lu are very curious about the ancient civilization that was on Gallius IV. Once they get total control of the planet they will be able to carry out their archeological excavations in peace. The hope to discover if members of this race escaped the Skirineen. If they did, they hope to find any clues as to where this civilization might be now.

History

The primitive Re'ite humanoid evolved side by side with the dog-shaped Lu'ite beast; they developed both a physical and a mental dependence to these creatures. Somewhere towards the end of the Metageisic Era Re'ite remains are found next to Lu'ite remains, indicating that the Re'ites had perhaps trained the beasts to fight for them. Early cave etchings show the Lu'ite defending the Re'ite while the Re'ite attacks a creature from afar with ingenious catapults, firebrands, and large spears. Other paintings depict the Lu'ites being given food, warmth, and shelter. The Re'ite gradually became even smaller and weaker while the Lu'ite grew larger and their fangs longer and more dangerous. At first the primitive Lu'ites had eyes, but as dependence on the Re'ite grew their need for eyes became unnecessary. Eventually the Lu'ite evolved into the sightless beast it is today.

Re'Lu civilization developed very quickly. Re'Lu began banding together, building large thought fortresses to keep out the beasts that roam Ye'Midi, their homeworld. Many historic conflicts occurred in these fortresses. The most notorious one was between Tiota Vitus, a mind wave engineer, and Calis Natronis, another mind wave engineer. Both claimed to have discovered a way to project thoughts over a short distance. They got support from different sides of the thought fortress and several Lu'ite battles happened inside the compound. Eventually Overseer Nota Nota moved in with his cadre of troops.

Nota Nota had a tough problem. Many Re'Lu demanded the insurgents be made an example of in some harsh way -- some even demanded the punishment of death. Nota Nota did not want to set a precedent of fear among Re'Lu communities, as a greater problem of creativity and innovation was at stake. Instead he ruled that both groups be ostracized on separate mountains and that any discoveries made by either group could not be allowed into the Re'Lu scientific community until all the perpetrators were deceased. Fifty-seven years passed before the last insurgent died.

A group of researchers moved in to see what they had been working on for all this time. What they found was amazing. The insurgents had continued work on enhancing mind wave projections. They had created a primitive thought projector. This device made it possible to move thoughts over great distances, including outer space. Ancient Re'Lu space travel began.

The data received from telepathic exploration kept Re'lu astronomers busy. Of course the telepathic beam had limitations. Often the data received was faulty. And any kind of special field such as a quasar or a black hole would throw off the beam into a totally different direction. Physical space travel did not begin for another two hundred years, once it was discovered that the Humans had begun physical space travel.

Re'Lu contact with the Humans started when a telepathic beam contacted their homeworld, Earth. Once the Re'Lu discovered that there was intelligent life in this sector, they tried even more contact with them. The Re'Lu projected four images. They sent an individual image of themselves extending their arms in friendship, their hovercraft airplanes flying through the air, a Re'ite petting a Lu'ite, and a hovercraft landing with a Re'Lu exiting the ship. The images they received from the Humans were very disturbing. Humans were seen hurting themselves by running away and tripping. Some Humans emanated loud noises that hurt Lu'ite ears. Then there was an image of Humans detonating some sort of crude metal projection device in front of them. Of course the tiny bits of metal that this device threw would pass right through their telepathic projections. Often this weapon would be thrown on the ground and the Human would run away screaming. Many Re'Lu thus concluded that these aliens were partially insane.

The Re'Lu argued whether or not it was worth contacting these strange beings or not. However, the Re'Lu Overseers felt it was worth the risk. When the Re'Lu warily met the Humans on Inalga VI, their tense intergalactic relationship began. Initially they greeted each other with enthusiasm. This ended, though, when some Human activists felt that the Re'ites should release their link with the Lu'ites. Although not all Humans believed this, the Re'Lu were highly offended with this suggestion. Some Re'Lu saw the Humans only as sophisticated savages and began to regard them with contempt. These prejudices have never turned to violence until the Re'Lu and Humans started fighting each other over Gallius IV.

Tarth

Home Planet Korga
Years in Space 343
Special Abilities
Infantry units, artillery units, and defense fortifications all get an attack bonus
Produce more food than other races
Special Unit Mission or Order
Infantry all have the juggernaut order
Weaknesses
Scouts are terrible spies; Their ships are weak units

War has always been the drumbeat of Tarth life. Their giant tanks, impressive fortifications, and devastating infantry have plowed through opposition time and time again. Tarth soldiers are also all strong brutes that have high endurance. Their grasp is strong enough to turn rocks into sand. They also enjoy using this technique on enemy soldiers' limbs. Tarth infantry tote rifles that are three times the size of normal guns. This gives them a strong advantage on any battlefield. This warlike tendency has spread to their concept of the universe. All Tarth believe that the more planets they control, the stronger they will be. Gallius IV would be a very strong addition to the vast Tarth empire.

The Tarth are always fond of crushing and smashing things, they particularly like large buildings. Destroying buildings is a combat discipline, so all Tarth infantry may do a special juggernaut attack. These infantry units get double their attack and defensive strength. They also move twice as fast as a normal infantry unit. Unfortunately some of the Tarth cannot get out of the way from the falling debris, so each successful hit causes a few injuries among the troops. Once they slam into the building enough times it bursts apart. Juggernaut units fill the air with loud roars of rage, making them extremely terrifying. The sight of a mass of Tarth muscle running and screaming towards a settlement often fills the defenders with tremendous fear.

One aspect of war at which the Tarth do not excel at is spying. While other races' Scouts dig small holes or hide behind trees, the Tarth are just too big to hide behind anything. Frequently Tarth Scouts are caught, often trying to disguise themselves as large rocks. Occasionally a Tarth Scout will succeed in spying, but this is so rare that the Tarth Scout is made a hero by the ruling Ubergeneral.

Tarth ships are poorly designed. They are so heavy that they frequently fill with water after taking a small amount of damage. Thus, most Tarth hate sea duty, but they will dutifully travel over oceans when ordered to do so by their Ubergeneral.

Who controls the government is also decided through combat might. An Ubergeneral has to earn

the right to rule a colony. When a new settlement is established, all eligible and willing Tarth take part in a battle for leadership. Combatants fight each other in vicious battles. There are no rules. The last Tarth left standing becomes the Ubergeneral.

But not all Tarth innovation is geared towards warfare. Tarth farmers are the most impressive in the galaxy, as they produce more food than any other race. Since Tarth physiology makes it impossible for them to go for long periods without food, their scientists have pursued agricultural studies above everything else. Tarth farms raise much more food than any other race. Once the Tarth build Hydroponic Farms and Food Replicators, their food production really skyrockets, giving them a bountiful harvest time and time again. This works well with Tarth military needs, as this always ensures that their soldiers are healthy, happy, and very strong.

HISTORY

The Tarth home planet is the most inhospitable sphere that any known sentient species has ever evolved upon. Korga is huge, roughly one third the size of the Sol system's giant planet, Jupiter. Gravity is at a near crushing level and life on the surface took a long time to develop. Only large behemoths could survive here. In order to hold themselves upright the Tarth developed a large frame with three times the muscle development of any other beings in the galaxy. To this day the Tarth do not really stand upright. Their long front arms can also be used as legs.

The Tarth have a great affinity for food. Their main diet is the bitter fruits found all over their homeworld, particularly the extremely sour Azarga berry. Tarth civilization began in earnest when bands of four footed Tarth planted Azarga berries in large patches, creating an agrarian society. They would eat from these patches until the Azarga berry bushes died. They would next migrate to a new place, gathering seeds along the way to prepare for the next time they would settle down.

Modern Tarth society was founded by a warrior turned astronomer named Guh. Guh was a huge brute, a fit soldier in the swelling ranks of a powerful band. However a tragedy was dealt to Guh. As he was running down a particularly large mountain to a attack a rival band, he tripped over a rock. Rolling down the steep incline he ended up impaled through his back on a five pronged spear. Presumed dead, his soldiers rallied over his death and, fortunately for Guh, beat back their enemies. Darkness fell and the severely wounded Guh woke up. Unable to move, he sadly felt that his time on Korga was soon over. Since he had no other choice he looked up at the heavens, admiring the seven beautiful moons that floated above him. As he watched Tunt, a small multi-colored moon, he saw a volcano erupt. Intrigued, he squinted his eyes to look closer at the moon. He then saw what he thought were small clouds moving across its surface. Guh decided he needed to see more. He got back his desire to survive. With extreme will power, he pulled himself loose from the spear and crawled into a ruined Azarga berry field, munching on the crushed berries.

Guh became a hermit. Over a period of several years and many failed attempts, he at last created a crude telescope. To his amazement, the moon Tunt was actually a living world. He started investigating other moons and found that another moon, Nunt, looked like it could also support life. (This was later proved wrong.) Excitedly, the partially maimed Guh limped back to his fellow warriors.

Moon watching became the major pursuit of many Tarth. Better seeing devices were made and more of the details on Tunt were discovered. The Tarth felt that they should be able to travel up to Tunt and plant Azarga berries there. A prominent land baron, Itoth, decided that he would conquer Tunt once and for all. He financed a group of moonwatchers to build an immense catapult. He thought that if one threw a Tarth far enough into the sky he would pass through the falling point, where a thrown Tarth would start to fall in the other direction towards the moon. His moonwatchers designed this catapult; it was a device rumored to be over seven hundred meters tall. Unfortunately the moonwatchers could not agree as to who should get thrown to Tunt, so all five ended up on the catapult. The cord was cut and the five Tarth shot up into the air about fifty meters before descending into a dead heap on the rocks below. Conventional Tarth wisdom from then on stated that "Wise moonwatchers take turns."

Within a few hundred years they were in space roaming far and wide over the galaxy. Eventually they met the Cyth and helped form the Quadra Alliance. The Tarth even established a colony on their moon, Tunt. The capital of the Tunt colony, Guh, has a giant statue carved in the likeness of their hero. Guh is shown, impaled on a spear, looking up through a telescope at the heavens.

Uva Mosk

Home Planet Moska Bost
Years in Space 469
Special Abilities
Produce more iron, endurium, and wood than other races
Produce more food than all races except the Tarth
Special Unit Mission or Order
All infantry units can spy
Command Corps units have shaman mission
Weaknesses
Pay little taxes

The Uva Mosk worship nature. Throughout their culture, they believe that planets are living things that support life and so they always treat them with absolute devotion. Their view of themselves is that they are parasites that live off a host planet. The Uva Mosk are horrified by what they feel is the wanton waste of all the other galactic races. They believe that if it were not for space travel, these races' homeworlds would have killed all of them off. Unfortunately

these polluting, wasteful beings escaped into space, spreading their blight to other planets. The Uva Mosk believe that their way, the Uva Mosk Revolution, will slowly convert other races into following Uva Mosk ways. Gallius IV would be the perfect world to prove the justice of their revolution.

To maintain the strength of this revolution, the Uva Mosk have spent much effort perfecting the arts of guerrilla warfare. All their infantry units have the ability to spy. Their soldiers change their body colorings to fit their surroundings; this makes their Scouts and infantry hard to see. Spying infantry can then go undetected inside enemy territory and launch a guerrilla attack, taking the other colony by surprise.

Careful observers of nature, they note all the variations in plant growth and rock outcroppings. Nothing escapes their meticulous topographical skill. An Uva Mosk settlement always produces more natural resources than other colonies and so they have plentiful supplies of food, wood, iron, energy, and endurium. Only their food production falls second -- as Tarth farmers produce larger crops.

As Uva Mosk grow older this skill of observation becomes a science. By performing a shaman dance mission, Uva Mosk Command Corps can detect hidden reserves of natural resources. These reserves give huge bonuses to any building placed on that square in the settlement map.

The Uva Mosk only allow one individual to guide their revolution. This high shaman, called the Grand Hortus, watches over the well-being of the Uva Mosk colony. All military and economic actions become this Grand Hortus's responsibility. Once the colony feels they that no longer require the services of this great shaman, the Grand Hortus retires to tend several lush gardens.

But even though they recognize the need for a single leader, the Uva Mosk have a huge problem with authority. The smaller the government, the better off they feel they are. Thus the Uva Mosk pay little in taxes.

Uva Mosk are born as medium-sized eight-legged larvae. The back four legs grow together within the first four years, eventually giving the young Uva Mosk the more common appearance of two legs, two claw appendages, and two hands. So dependent are the Uva Mosk on the nature of the planet that they wrap their young in leaves during the full moon. The lunar light is just the right intensity to stimulate photosynthesis in the leaves; the moist young feed off the photosynthetic energy generated by these leaves.

History

Uva Mosk literally means "Of Tree" as they believed their species originally bloomed from the Tree of Life. The legend has it that their homeworld was covered by desert. Only one part of the planet supported life -- a small fertile oasis around the Tree of Life. The Uva Mosk were cre-

ated to tend the Great Tree and protect it from the harsh sandstorms. The Tree grew to astounding heights because of the care given it by the Uva Mosk. Each Uva Mosk was responsible for tending the different areas of the tree. Unfortunately, one gardener, named Tuka Dimx, was very lazy. He would rather bask in the shade of the great tree and dream about all the care he would give it when done napping. The tree grew weak on that side because the slothful Tuka would not keep it strong. A fierce sandstorm arose and tossed the Tree of Life about. Eventually the wind blew towards Tuka's area. His weakened section of the tree snapped and the Tree of Life crashed on top of the napping Tuka. His name is still reviled in many an Uva Mosk gathering.

Over time the Tree of Life rotted away leaving a deep canyon where it had once lain. This huge canyon is called the Bed of a Thousand Tears. Rotting pieces of the Tree of Life were cut off and moved to other parts of the desert. Small oases sprang up and soon the Uva Mosk turned their planet into a hospitable world.

Their civilization developed with little conflict until the time of the Disbelief. A group of sophists came to the conclusion that the Bed of a Thousand Tears was actually formed by the many rivers that ran through it and that the Tree of Life was only imaginary. This shook the foundation of Uva Mosk civilization and this idea was immediately suppressed. However much damage was done and soon a great debate arose from this radical idea.

Two factions emerged -- the Moska (Treeists) and the Burka (Riverists). Several wars broke out using guerrilla tactics that devastated both Moska and Burka alike. Some parts of the planet were severely damaged, but the victorious group was always careful to replant the destroyed vegetation. The Moska ultimately had the advantage. Years of tradition gave them much support and the Burka were eventually beaten back into the woods. One the eve of the second moon of 1072 (an Uva Mosk year, not a galactic year), the Moska launched a unified attack at every Burka settlement. The hard pressed Burka lost many converts. Former Burka felt that they were wrong for not believing in the Tree of Life and fled the sophists in droves. Finally even the original radicals decided their beliefs were wrong and came out of hiding. The Moska leadership welcomed their fallen brethren back into their settlements and the sad time of the Disbelief ended.

The Uva Mosk were the first race in space, wishing to tend other planets in their solar system. They developed a slow flying plane that could eventually ascend into orbit. They next built huge space stations where they could shoot off their early spacecraft without damaging the soil of Moska Bost, their homeworld.

Moska Bost is located far away from all the other homeworlds, so the Uva Mosk were not known by the other sentients until about eighty-seven years ago. When the Uva Mosk met Human Scout ships, they reluctantly started to trade with these bipeds. However since the Uva Mosk have a deep mistrust of other races, they kept their interstellar involvement low, content to watch the Quadra Wars from a distance. Only when the Skirineen began their conquest did they actively join the galactic community.

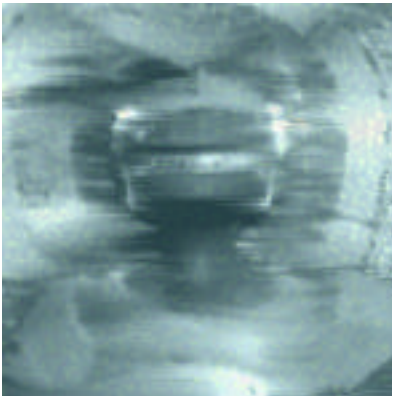
Skirineen

Home Planet Krinsk

Years in Space 332[1]

Special Abilities

Great with trading everything; They get supplies from seemingly nowhere[2]



Special Note

This race refused to sign the Compact of Gallius IV and is not allowed to land.

They sent only one message to the shocked Humans. "We begin." The Supernova Warheads sped to Earth's moon, blasting off a quarter of it. The debris made a white ring around the Earth that still exists to this day. All Skirineen believe in their philosophy of domination called Galactic Qua. This philosophy has three principles: 1. All that a Skirineen sees becomes the property of the Skirineen Empire. 2. Any species that is in Skirineen space must be eliminated. 3. All space will be Skirineen space.

This devious race first introduced themselves less than fifty years ago. They claimed that they were peaceful and that they had been monitoring the space traffic in this part of the galaxy, explaining they had several goods for sale. They set up small trading space stations in most parts of the known galaxy. A station was first set up on Mars, a world in the Human home system. Another station was established in the ChCh-t main system. Cyth, Maug, and Re'Lu all had major bases. They ignored the Tarth, explaining that they did not have the resources to commit to a base inside their empire. They tried to set up a base in Uva Mosk territory, but the Uva Mosk refused to grant them the right to place a base in their region of the galaxy.

Trading with the Skirineen turned out not to be a prosperous enterprise. The Skirineen were (and maybe still are) ruthless traders that paid little and charged much. Much frustration happened at these markets. However in the interest of intergalactic peace these races all traded with the Skirineen, hoping that eventually trade income would improve. Too much bloodshed had happened during the Quadra Wars, and no race wanted to provoke another conflict.

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1. Historical facts about the Skirineen are still unkown

2. Actual statistics on Skirineen abilities have not been gathered

Secretly the Skirineen were plotting against all the other beings. Each base had a secret contingent of cloaked war craft. Skirineen scientists were also evaluating each race, trying to discover weaknesses they could exploit.

These trading bases all attacked their host races simultaneously. A strike force invaded the ChCh-t regal hive, capturing the Mother Queen and holding her hostage. When ChCh-t soldiers tried to rescue their Mother Queen the Skirineen cut off a piece of her and sent it back to the ChCh-t. Several space fighters also flew over a couple Re'Lu planets, filling the air with a deadly gas that killed many Lu'ite beasts. Large polluting bombs decimated some bordering Uva Mosk planets, severely intimidating the reclusive Uva Mosk. Much of the Skirineen's cloaked armada massed against the unprepared Maug, defeating them in battle after battle. They had also sold to the Cyth special tablets which nullified their fluid, making many of the Cyth's psionic abilities ineffective. It took a long time to restore the potency of the Cyth juice.

The Tarth were attacked conventionally. The Skirineen felt that they were worthy opponents to take on without any tricks. They did not count on Human resolve, however. The near destruction of Earth's moon worked the Humans up into a near berserk frenzy, and soon the Skirineen were battling two huge armies on several fronts. Then the Uva Mosk unleashed a guerrilla attack upon them while the Maug helped out with their many devious machines. Eventually the Skirineen were beaten back to their original space.

The thirst for revenge was very strong with all seven races. The Skirineen were given a tough lesson as they were pushed back inside their space to their home planet and the dead moons that orbit it. The Skirineen Empire was completely crushed, and the seven races began colonizing planets in their former empire.

Many fear that the Skirineen will rise again. They managed to somehow assemble a strong fleet and fly to Gallius IV. They must have some reason for trying to stop the colonization of this planet. And even though most of the Skirineen have left, there have been some verified sightings of a translucent Skirineen ship in orbit around Gallius IV, apparently interested in trading again! Do they really just want to trade, or do they have some other reason for being here?

TOLNANS

Home Planet Koelia III
Years in Space 8
Special Note
Only fourteen known Tolnans still survive

My people, the Tolnans, fell victim to the Skirineen nearly two hundred years ago. The Skirineen mercilessly attacked our planet. We had barely learned space travel and so our weapons were way behind theirs. Those Tolnans who did not escape fled to unknown parts of the galaxy in crude spaceships. They probably perished in these ships. A small group of approximately one hundred Tolnans hid in a deep bunker on Koelia III to await an evacuating rocket. The rocket apparently never took off, and these Tolnans remained trapped underground. My great-grandparents were among those that planned on boarding that ship. When the Consortium members defeated the Skirineen during their last Conquest, Re'Lu and Human archaeologists started excavating Tolnan ruins. A group of them was digging under the city where our bunker was. A few of us were still living in our slowly failing contained environment. Time was weakening our lighting systems and our agricultural plots were becoming infertile. There were only fourteen of us left.

We had never seen the sky, stars, suns, or even horizons. These things had only been told to us in song and story. Although several Tolnans had wanted to break the seal, fear of a fortified Skirineen encampment above kept us hidden. We all have great interest in your "Above World." Most of us have decided to become ambassadors to each race. Our quest is to discover more Tolnans or to find clues to where they may now be.

Tolnans are not humanoid. Our actual appearance has been described as "three oval-shaped spheres connected by a thin orange membrane." We have a limited psionic ability that lets us project different appearances to eye-using creatures. We never become the actual organism--the image simply reflects off the surface of an eye. You can identify Tolnan projections by the blue spots that often cover us. We have all taken the form and voice of a Human in honor of the archaeologist who discovered us.

Technologies

Resource Technologies

FOOD AND WOOD TECHNOLOGIES

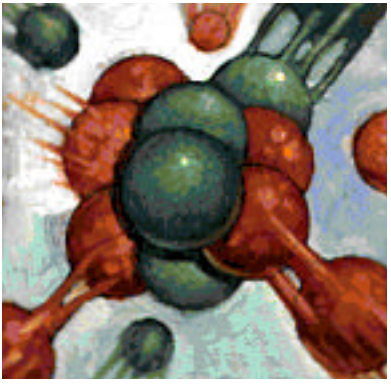
Synthetic Fertilizer
Category: Resource Technology
Tech Level : One
Research Cost: 50 labor points
Base Technology: None
Technology It Leads To : Molecular Bonding
Buildings You Can Make: Hydroponic Farm
What It Improves: Produces food much faster

This effective mixture of hydrocarbons and ammonia eliminates the need for plants to be raised on soil. Food is then grown hydroponically in greenhouses rather than outdoors; this lets farmers control the weather conditions instead of the weather conditions controlling them. A greenish yellow sludge, synthetic fertilizer has a pungent stench that can last for a week when it is exposed to air. It is best to keep this fertilizer in sealed containers.

Food Replication
Category: Resource Technology
Tech Level : Five
Research Cost: 1000 labor points
Base Technology: Triidium Processing
Technology It Leads To: None
Buildings You Can Make: Food Replicator
What It Improves: Increases food production

Most beginning attempts at food replication result in materializing a grayish blue clump of foul protoplasm. Only through much experimentation can the replication process clone food that retains its palatability. The benefits from this technology are huge as these replicators far exceed the food production of a Hydroponic Farm. Some individuals claim that replicated food is not as tasty as the original. However a special spice, Replo-Taste, can be sprinkled onto the cloned food to reproduce the flavor of natural foodstuffs.

ENERGY AND ANTI-MATTER TECHNOLOGIES



Nuclear Fusion
Category: Resource Technology
Tech Level : One
Research Cost: 50 labor units
Base Technology: None
Technology It Leads To : Fusion Cannon, Shockwave Projector
Buildings You Can Make: Fusion Plant
What It Improves: Produces more energy

Nuclear fusion is a highly efficient power source. Two deuterium atoms are joined to make helium. This ensuing reaction generates much more power than splitting atoms. Fusion technology is also used in the creation of two weapon technologies -- the Fusion Cannon and the Shockwave Projector. Gaining Nuclear Fusion allows you to build the Fusion Plant, a highly powerful generator.

Anti-Matter Containment
Category: Resource Technology
Tech Level : Three
Research Cost: 250 labor points
Base Technology: Fusion Cannon or Molecular Bonding
Technology It Leads To: Anti-Matter Rifle, and Ion Weapons
Resources You Can Make: Anti-Matter
Buildings You Can Make: Anti-Matter Plant
What It Improves: Increases energy production and lets you produce anti-matter

The special turbine and shielding field required to contain anti-matter is extremely powerful. First the containment field is generated. Then an anti-matter rift is created inside the containment field. When anti-matter contacts the air particles (matter) there is a terrific explosion. The containment field is then quickly shrunk down to a round sphere about a half a meter in diameter. Technicians encase this field inside a hardened plastic transport pod, or anti-matter pod. This energy source is necessary to manufacture both Anti-Matter Rifle and Ion Weapon technology. Also once this technology is achieved, a high producing power plant, the Anti-Matter Plant, may be constructed.

IRON AND ENDURIUM TECHNOLOGIES

Molecular Bonding
Category: Resource Technology
Tech Level : Two
Research Cost: 100 labor points
Base Technology: Synthetic Fertilizer
Technology It Leads To: Anti-Matter Containment
Energy Defense Endurium Mining
Buildings You Can Make: Mantle Drill
What It Improves: Lets you mine more metal

A process of molecular manipulation, this technique makes molecules cling, or bond, to a polyporized surface. If enough of these surfaces are placed together large amounts of molecules may be captured. This process's most successful application is in ore mining. The Mantle Drill is equipped with polyporized surfaces that attract molten iron particles inside the drill's holding vat. These surfaces can also be calibrated to attract endurium molecules. Metal production increases drastically with this technology.

Sub-Space Scanner
Category: Resource Technology
Tech Level: Five
Research Cost: 1,000 labor points
Base Technology: Cortex Scanner
Technolgy It Leads To: None
Buildings You Can Make: Sub-Space Magnet
What It Improves: Lets you mine more metal

This scanner operates on a hyperwave radio technology that analyzes sub-space for iron and endurium molecules. Once it finds these molecules it converts them into energy. This energy is then dropped inside another chamber where the energy materializes into metal. Operators of a Sub-Space Magnet must wear specially tinted eye shields to protect themselves from the searing light created by the scanner. This is currently the most efficient mining process known to the galaxy.

Endurium Mining
Category: Resource Technology
Tech Level: Three
Research Cost: 250 labor points
Base Technology: Molecular Bonding or Fusion Cannon
Technolgy It Leads To: Triidium Processing
Resources You Can Make: Endurium
What It Improves: Lets you mine endurium

This extremely hard ore can be mined when a special molecular bonded system sifts through crushed rock. Endurium is a metamorphic ore often found under ancient forests. Much like coal is created from ancient plant matter, endurium originally comes from mineral rich forest soil. Although it is found in much smaller amounts than iron, endurium has five times the metal value of iron.

STEEL AND TRIIDIUM TECHNOLOGIES

Metallurgy
Category: Resource Technology
Tech Level: One
Research Cost: 50 labor points
Base Technology: None
Technolgy It Leads To: Automation, Hoverway
Resources You Can Make: Steel
What It Improves: Lets you convert iron into steel

Metallurgy is the science of converting iron into steel. Scientists research forges and furnaces that make all your factories able to convert iron ore into steel. Steel has five times more metal value than iron

Triidium Processing
Category: Resource Technology
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Endurium Mining
Technolgy It Leads To: Food Replication
Resources You Can Make: Triidium
What It Improves: Lets you convert endurium into triidium

Just like iron ore can be converted into steel, endurium can be refined to make triidium. Triidium is a combination of three materials -- iron, endurium, and carbon. Steel forges must be reinforced to withstand the extreme heat needed to make triidium. This alloy is the strongest metal known in the galaxy. It has ten times the metal value of iron.

ELECTRONICS TECHNOLOGIES

Electronics
Category: Resource Technology
Tech Level: One
Research Cost: 50 labor points
Base Technology: None
Technolgy It Leads To: Rocketry, Surface-Air Missiles, Chaos Computer
Resources You Can Make: Electronic Parts
Units You Can Make: Scouts Command Corps
What It Improves: Lets you make electronic parts

Universities, Tech Labs, and Collective Tech Labs are all able to manufacture electronic parts. Your scientists know how to make these parts but they must set up the machinery necessary to manufacture them. Electronic parts are a key resource for Command Corps, Scouts, and several crucial military units. Both Command Corps and Scout units need hyperwave radio transmitters; these transmitters cannot be built without electronic parts.

Colony Enhancements

RESEARCH TECHNOLOGIES

Chaos Computer
Category: Colony Enhancement
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Electronics
Technolgy It Leads To: Metal Replication, Artificial Intelligence
Buildings You Can Make: Tech Lab
What It Improves: Speeds up technology research

The Chaos Theory is encrypted into these special computers. They speed up research tremendously as models of a proposed device or process are programmed into the computer. All possible random faults, even the most extreme, are subjected to these models. This detects flaws early on during a project. In order to compute rapidly, chaos computers must have a mammoth storage center. Electronic media does not have a large enough capacity; only organic neural tissue contains the required memory. This tissue is grown synthetically to the size needed for the computer. As a bit of grotesque humor, scientists often shape this mass of neural tissue to resemble a sentient brain.

The operating system that runs these computers, known as XOS, (short for Chaos Operating System) also speeds up the manufacture of electronic parts. The XOS program has a special tool written in it which connects it to electronic manufacturing machines.

Cortex Scanner
Category: Colony Enhancement
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Artificial Intelligence
Technolgy It Leads To: Sub-Space Scanner, Assault Armor Cloaking
Buildings You Can Make: Collective Tech Lab
What It Improves: Speeds up technology research

This mind link is a special 64 terrabaud modem that allows two or more individuals to hook their brains together. This connection gives instant and clear communication. Group minds and computer networks work in complete harmony -- rapidly solving many complex problems in an environment of pure data sharing. The danger is that participants can overhear personal thoughts, causing some users to get quite angry at one another. Luckily, a special screening program known as HeadWatch sifts through the data being transferred. Any thoughts that contain words relating to the subject being discussed are allowed through; any that do not have the proper words are blocked.

FACTORY TECHNOLOGIES

Automation
Category: Colony Enhancement
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Metallurgy
Technolgy It Leads To: Metal Replication, Artificial Intelligence
Buildings You Can Make: Automated Factory
Special Abilities: Speeds up unit production in a factory

You can streamline factory production with this computerized conveyer system. These assembly lines move resources quickly to all machines in a factory. When an amount of resources is needed to build a military unit, that amount is brought to the proper machine. This program also reroutes materials when there is a jam up on the assembly line. This technology is a must if you wish to produce artillery in a big hurry.

Artificial Intelligence
Category: Colony Enhancement
Tech Level: Three
Research Cost: 250 labor points
Base Technology: Chaos Computers or Automation
Technolgy It Leads To: Cortex Scanner
Buildings You Can Make: Robotic Factory
What It Improves: Speeds up production in a factory

Simple robots can be constructed to oversee the automated conveyor system in a factory. These robots all have several multi-jointed arms that have more flexibility than a normal arm. As resources, gun parts, and engine parts pass by these stationary robots their electronic eyes scan them. If any defect is detected, the arm grabs the defective object and throws it into a special trash conveyor. The object is broken down into its component parts and recycled. Most factory workers will now spend their days inside glass walled offices, watching the work of their robot employees. Some of these workers even have installed a robot that is especially deft at pouring oooooomi -- a popular diet drink.

Metal Replication
Category: Colony Enhancement
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Chaos Computers or Automation
Technolgy It Leads To: None
Buildings You Can Make: Replication Station
Special Abilities: Speeds Up unit production in a factory

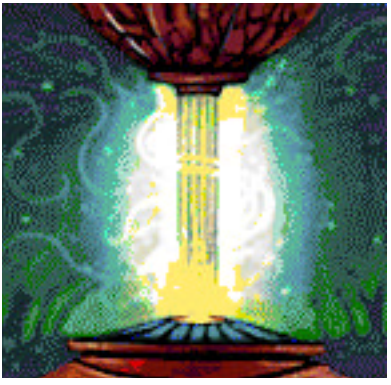
Similar to replicating food, Metal Replication lets you duplicate steel and triidium. When a metal is brought to a factory it is passed through a metal replicator. The amount of metal you have in your factory is greatly increased. This metal is then used to build whatever units you currently have under construction, so Replication Stations can really churn out the military units.

It should be noted that even though food and metal may be replicated, complex animals may not. There appears to be some matter lost with each replication. Any experiments made to clone animals or sentients have always been somewhat less than successful.

Colony Transportation

Hoverway
Category: Colony Enhancement
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Metallurgy
Technolgy It Leads To: None
What It Improves: Reduces all transport costs by one credit a trip

These high tech roads give your hovertrucks a smooth surface to travel over, reducing your transportation costs by one credit a trip. Hoverways have small air holes in the top of them. These holes force air under a hovertruck, increasing how fast it may travel.



Transporters
Category: Colony Enhancement
Tech Level: Seven
Research Cost: 5,000 labor points
Base Technology: Anti-Matter Beam, Advanced Cloaking
Technolgy It Leads To: None
What It Improves: Eliminates transportation costs and increases how far military units travel

Once this technology is in use, transporter decks are quickly made in all parts of your colony. The size of a warehouse, transporters break non-living materials down to the molecular level. They then can broadcast the molecular stream across great distances where another transporter deck collects and re-materializes them. This eliminates all transportation costs. Transporters also have another important use. Fuel can be transported into the tanks of any military unit. This increases the distance all units travel by one territory. Note that once transporters are researched both of these abilities happen immediately.

This device is a favorite among the Humans. Long ago an ancient vidscreen entertainment had an unrealistically high powered transporter featured as a story device. These fictional transporters were actually able to break apart and reassemble living tissue! Many Human scientists chuckle about this today as transporting living tissue is impossible. The results at the receiving end are not pretty.

COLONY DEFENSE SYSTEMS

Energy Deflectors
Category: Colony Enhancement
Tech Level: Three
Research Cost: 250 labor points
Base Technology: Molecular Bonding or Fusion Cannon
Technologies It Leads To: None
Buildings You Can Make: Energy Defense
What It Improves: Increases your colony's defense capability

These deflector dishes emit strong energy beams that can accurately target invaders. Thanks to Molecular Bonding technology, actual particles of energy can be projected into the air. These energy particles are bonded together, creating many energy beams that shoot at oncoming targets. These beams are about as effective as a Fusion Cannon, and so these deflectors have some success at keeping out fusion bolts as well.

Anti-Matter Deflectors
Category: Colony Enhancement
Tech Level: Five
Research Cost: 1,000 labor points
Base Technology: Orbital Surveillance System
Buildings You Can Make: Anti-Matter Defense System
Technology It Leads To: None
What It Improves: Increases your colony's defense capability

Anti-Matter Deflectors make use of an internalized containment field. By temporarily breaking this containment field, a large amount of anti-matter shoots out in front of the shield dish. Anti-Matter Defense dishes can then douse the area in front of them with rapid fire anti-matter beams, targeting any attacking units within range. They are the strongest defense system you can build for your colony.

SURVEILLANCE SYSTEMS

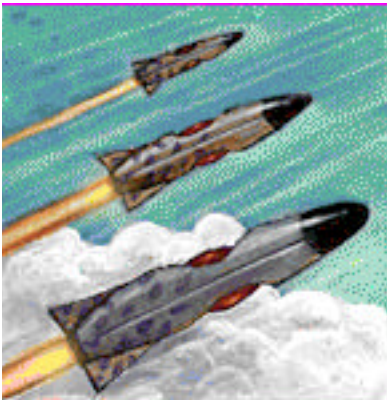
Orbital Surveillance System
Category: Colony Enhancement
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Rocketry
Technolgy It Leads To: Anti-Matter Defense System
Buildings You Can Make: The Anti-Colony Assault Silo
Special Abilities: Lets you see more of the planet in the planet view.

Once you have adapted Gallius IV's resources to make low orbit rockets, you may have your scientists create this satellite system. Launching these satellites lets you see many details in your planet view. The location of all settlements can be seen as well as the population of every territory. All enemy military units also become visible so you can tell if a rival colony is planning on blasting you to smithereens.

Because of the deeper silos needed to launch surveillance satellites, you can also build the more devastating Anti-Colony Assault Silo. These large silos install warheads much faster than a Missile Base, so you can have many more warheads armed and ready for a major onslaught.

Military Technologies

INFANTRY TECHNOLOGIES



Surface-Air Missiles
Category: Military Technologies
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Electronics
Technolgy It Leads To: None
Units You Can Make: SAM Trooper
Special Abilities: Attack both ground and air targets equally well

Arm your infantry with hand held surface-air missiles to take out enemy aircraft. These missiles have an unusual propulsion system as it uses both air and rocket fuel. Once ignited, this missile first shoots out a pocket of compressed air. The air safely propels the rocket twenty meters ahead of the missile launcher -- eliminating the chance of scorching the soldier. Once its reaches this distance, the missile ignites its rocket fuel and speeds towards the target. A platoon of SAM (Surface-Air Missile) troopers often are successful at shooting down enemy planes and warheads, making them the most effective anti-aircraft weaponry you can have. SAM troopers can also attack ground units. They are particularly good at blasting apart Laser Cannons.

Anti-Matter Rifle
Category: Military Technologies
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Anti-Matter Containment
Technolgy It Leads To: Disruptor Beam
Units You Can Make: Battle Trooper

Once the trigger is pressed, this rifle unleashes a tiny contained field of anti-matter. Any matter this field collides with is immediately transformed into energy. Even though the beam only lasts for one and a half seconds, it can often take out significant numbers of infantry, artillery, or any other opposition. Battle Troopers are armed with these rifles. These units are a highly effective invasion force.

Assault Armor
Category: Military Technologies
Tech Level: Five
Research Cost: 1,000 labor points
Base Technology: Cortex Scanner
Technolgy It Leads To: None
Units You Can Make: Assault Trooper

Assault Armor is a personal shielding system that leaves no part of the soldier exposed. Although difficult to build because of these shields' small size and high energy usage, Assault Armor technology is the most effective shielding available for your soldiers. Assault Troopers are the toughest infantry unit you can put on the battlefield, having high attack and defensive capabilities.

ARTILLERY TECHNOLOGIES

Fusion Cannon
Category: Military Technologies
Tech Level: Two
Research Cost: 100 labor units
Base Technology: Nuclear Fusion
Technolgy It Leads To: Anti-Matter Containment
Energy Defense Endurium Mining
Units You Can Make: Fusion Cannon

These mobile guns house a tiny fusion reactor inside of them. When fired, the gun allows two deuterium atoms to fuse together, releasing tremendous energy. This energy goes out through a gun barrel that shapes it into a beam. Operators of these cannons wear special shield suits that prevent them from getting radiation poisoning. This power shielding technology paves the way for researching Anti-Matter Containment and Energy Defense Systems.

Disruptor Beam
Category: Military Technologies
Tech Level: Five
Research Cost: 1,000 labor points
Base Technology: Anti-Matter Rifle
Technolgy It Leads To: Anti-Matter Beam
Units You Can Make: Disruptor Cannon

Placing a fusion beam inside an anti-matter containment field creates the volatile Disruptor

Beam. Disruptor beams need large equipment to work properly, so this beam can only be used as an artillery weapon. The disruptor cannon is vicious, searing through Energy Defense, Laser Tanks, and Fusion Cannons with guilty ease. Strong enough to dissipate huge sections of metal, often partially damaged artillery units will crash into other units on the battlefield -- causing much havoc. A nasty must for any colony leader that plans on a military campaign.

Anti-Matter Beam
Category: Military Technologies
Tech Level: Six
Research Cost: 2,000 labor points
Base Technology: Disruptor Beam
Technolgy It Leads To: Transporters
Units You Can Make: Holocaust Cannon Supernova Warhead

This is the most destructive technology used in the galaxy. Several planets are still recovering from the carnage unleashed by this cataclysmic weapons technology. By redesigning and strengthening anti-matter containment fields, it becomes possible to hurl large amounts of anti-matter at your unlucky enemies. The aptly named Holocaust Cannon often sets the battlefield ablaze. Not much can stop these machines of death -- except of course, other Holocaust Cannons.

The ultimate weapon, however, is the Supernova Warhead. The warhead contains five anti-matter pods. Upon impact a firing mechanism similar to the one found on the Holocaust Cannon throws these pods away from the impact point. The five anti-matter pods collide with the ground, setting off a massive, devastating explosion.

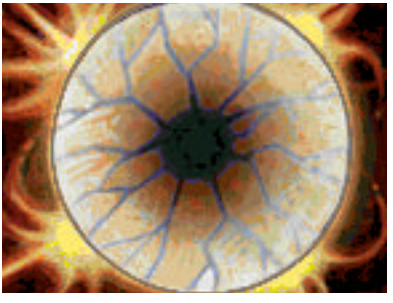
SHIP TECHNOLOGIES

Shockwave Projectors
Category: Military Technologies
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Nuclear Fusion
Technolgy It Leads To: None
Buildings You Can Make: Hydroport
Units You Can Make: Shockwave Dreadnought

These sonic dishes take tuning fork technology to a new extreme. They emit sound waves at an extremely high frequency, so high that only a few marsupials species on Balta III can actually

hear the sounds. When these waves pass through any conductive surface (such as metal or wood) this surface will start to vibrate. Weak spots in the material that are unable to handle this stress immediately tear. Thus airplanes that are hit with a shockwave often break apart. Hull rivets on ships are also wrenched free, creating huge gaps that lets seawater pour into the ship. The gunboat that these weapons are mounted on, the Shockwave Dreadnought, can let you rule the seas.

Shockwave Projectors are also necessary for Hydroport construction. Some of the programming necessary for Shockwave Projectors goes into the coding of some ship manufacturing machines, so you need this technology before you can build the Hydroport.



Ion Weapons
Category: Military Technologies
Tech Level: Four
Research Cost: 500 labor points
Base Technology: Anti-Matter Containment
Technolgy It Leads To: None
Units You Can Make: Shockwave Carrier, Groundbreaker Warhead

This large energy beam localizes the effects of an ion storm. A small energy collider inside the beam's projection unit speeds up the ion particles. When released, these imploded particles "feed" off of themselves, creating a widening beam. Anything electrical inside the beam's effect immediately shuts down. This can cause airplane engines or ship propellers to shut off. Ion particles also vaporize the nucleus inside plant and animal cells. This kills anything in its area of effect. Shockwave Carriers are armed with ion beam guns and so they cannot be built without this technology. Likewise the Groundbreaker Warhead uses an ion beam to burrow into the ground before exploding.

AIRCRAFT TECHNOLOGIES

Starflare Bomb
Category: Military Technologies
Tech Level: Three
Research Cost: 250 labor points
Base Technology: Rocketry
Technolgy It Leads To: None
Units You Can Make: Starflare Bomber

The Starflare Bomb gets its distinction from its unique explosion that seems to equal the intensity of a solar flare. Inside this Starflare Bomb is a volatile mixture of hydrogen-phosphorous-based

compounds. The explosion is potent enough to level buildings and damage units. These weapons are a great way to soften up your enemy's resistance. These self propelled weapons are fired from a specially designed aircraft -- the Starflare Bomber.

Cloaking
Category: Military Technologies
Tech Level: Five
Research Cost: 1,000 labor points
Base Technology: Cortex Scanner
Technolgy It Leads To: Advanced Cloaking
Uncloaking
Units You Can Make: Supernova Spyjet
Special Abilities: Gives you a special cloaked airplane

A technology that successfully blocks most scanning devices. Cloaking devices redirect all scan waves, fooling the waves into not seeing what is really there. Cloaking is most effective when used on fast moving airplanes, as they have a very low chance of being detected. The Supernova Spyjet makes good use of cloaking, letting it often spy successfully on other territories.

WARHEAD TECHNOLOGIES

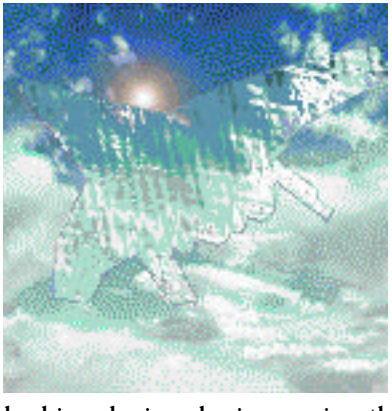
Rocketry
Category: Military Technologies
Tech Level: Two
Research Cost: 100 labor points
Base Technology: Electronics
Technolgy It Leads To: Starflare Bomb Neutrionic Fuel, Orbital Surveillance System
Buildings You Can Make: Missile Base
Units You Can Make: Scatterpack Warheads

Rocket fuel must be manufactured before you can build any warheads. Your scientists first must find the precise compounds to make this fuel. Once they have discovered these compounds you can then start building a Missile Base. Building a Missile Base should make all your enemies plenty nervous, as you now are able to start producing Scatterpack Warheads.

UNIT ENHANCEMENTS

Neutrionic Fuel
Category: Colony Enhancement
Tech Level: Three
Research Cost: 250 labor points
Base Technology: Rocketry
Technolgy It Leads To: None
Buildings You Can Make: Military Airbase
Special Abilities: Lets your airplanes fly one more territory

Aircraft fuel can be modified by fusing neutrionic particles within the standard hydrocarbon molecule. This creates high octane neutrionic fuel that increases the distance your airplanes can travel by one territory. Plus, if you have any clothes that smell from working with synthetic fertilizer, washing them in neutrionic fuel clears up the foul odor instantly. Since it evaporates quickly, this fuel must be kept in large water-cooled vats underground. You may then build the Military Airbase. These fuel tanks make up a large part of this building's underground structure.



Advanced Cloaking
Category: Unit Enhancement
Tech Level: Six
Research Cost: 2,000 labor points
Base Technology: Cloaking
Technolgy It Leads To: Transporters
Special Abilities: Lets your infantry units, Colonizers, and sea transports have a cloaking ability

It is possible to give infantry, Colonizers, and Sea Transports cloaking devices by increasing the strength of a normal cloaking field. Cloaked units are not detectable by normal scanning devices. Also advanced cloaking devices refract light waves. This makes the unit nearly invisible. Only by watching the battlefield very carefully can a cloaked unit be seen. Slight ripples in the landscape often indicate the general direction of the unit -- but by then it may be too late to stop the oncoming attack....

Uncloaking
Category: Unit Enhancement
Tech Level: Six
Research Cost: 2,000 labor points
Base Technology: Cloaking
Technolgy It Leads To: None
Special Abilities: Lets all your Command Corps detect cloaked units

After making some delicate modifications, a cloaking device can withstand being fed inverse polarity energy. This projects an UC band that is watched carefully using a small tracking system. Its light bends around any cloaked objects present, making them much easier to see. Cloaked units that become uncloaked are forced to fight.

Buildings

COLONIST DWELLINGS

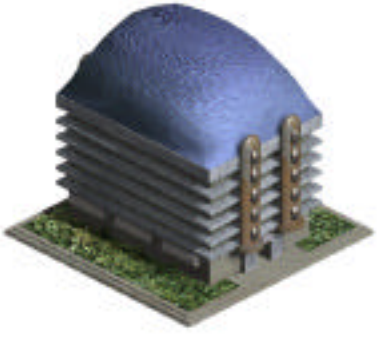
Housing
Cost to Build: 50 credits
Resources Needed: 10 labor points
Technology Needed: None
Size of Building: One square
Cost per Turn: None
How Many Colonists Can Live in It: 5 (500)
Special Abilities: Increases both the territory population limit and growth rate

Your colonists set up these crude hovels when you first land. They are one story tall so they can only hold 500 colonists. Housing units increase your population; the more empty houses you have the larger your population will grow. Colonists also enjoy carpentry as a hobby. They eventually upgrade their Housing to Apartment Complexes. If your colonists are angry they always barricade themselves inside their homes. This lets them protect the meager possessions they have from your supposed tyranny.

Apartment Complexes
Cost to Build: 100 credits
Resources Needed: 50 labor points
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Live in It: 10 (1,000) colonists
Special Abilities: Increases both the territory population limit and growth rate

Apartment Complexes cost more to make than Housing, but each apartment supports one thousand colonists. These buildings have a lot of nice perks inside them as well. There is a weight room, a pool, and a jacuzzi inside each. Colonists love Apartment Complexes and they gradually upgrade them to Luxury Housing. The more empty apartments you have the faster your population grows.

Luxury Housing
Cost to Build: 150 credits
Resources Needed: 100 labor points
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Live in It: 15 (1,500) colonists
Special Abilities: Increases both the territory population limit and growth rate



Luxury Housing holds up to fifteen hundred colonists. Great care is put into the design of these dwellings. They are as functional as they are aesthetically pleasing. These homes usually have anti-gravity fountains installed inside their yards. Please beware though, colony leader, your morale can go down if your populace feels they are becoming overpopulated.

FOOD AND WOOD PRODUCTION

Farm
Cost to Build: 50 credits
Resources Needed: 75 labor points
Technology Needed: None
Size of Building: 4 Squares
How Many Colonists Can Work in It: 8
Cost per Turn: None
Resources It Produces: Food and Wood

Farms have changed little since the beginning of civilization. They produce food and wood for the price of hard, honest work. Your Farms' food and wood production depends on the areas on which you place them. Usually Farms do much better in plains or forest territories, but resource square bonuses also can aid production in mountains and swamps. Your farmers also cut much wood in forest territories.

Hydroponic Farm
Cost to Build: 100 credits
Resources Needed: 150 labor points, 50 wood, 50 metal
Technology Needed: Synthetic Fertilizer
Size of Building: Four Squares
Cost per Turn: 2 energy
How Many Colonists Can Work in It: 6
Resources It Produces: Food and Wood

Using synthetic fertilizer for nutrients, Hydroponic Farms suspend plants from a greenhouse ceiling. Hooked up to each root is a plastic bulb filled with synthetic fertilizer. An electronic regulator monitors the amount of nutrients that the plant needs. When the plant has received its daily supply of fertilizer the plastic bulb is lowered, stopping the contact between the fertilizer and the roots. Plants regulated this way grow twice as fast, producing a much higher amount of food than what a Farm can make. Unfortunately these huge greenhouses occupy a large parcel of land. Also note that it is best not to be downwind when old synthetic fertilizer is being washed out of the greenhouses. The stench is strong enough to make your sinuses whistle.

Food Replicator
Cost to Build: 200 credits
Resources Needed: 250 labor points, 50 energy, 100 wood, 100 metal
Technology Needed: Food Replication
Size of Building: One Square
Cost per Turn: 10 energy
How Many Colonists Can Work in It: 4
Resources It Produces: Food and Wood

This cloning device duplicates food. This increases the size of the harvest, creating significantly more food than a Hydroponic Farm. Note that most food can only be replicated once. After that point the food loses its consistency and turns into a semi-liquid tasteless blob. Food Replicators only take up one square in your settlement.

IRON AND ENDURIUM PRODUCTION

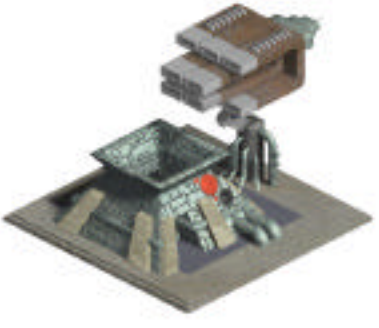
Surface Mine
Cost to Build: 100 credits
Resources Needed: 100 labor points, 50 wood
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: None
How Many Colonists Can Work in It: 5
Resources It Produces: Iron and Endurium

Surface Mines dig into the top five hundred meters of a planet's crust and blast apart a respectable pile of rock. This rock is then crushed and spun in a huge drum. The ore particles stick to the walls of the drum, while the nearly worthless limestone and other sedimentary rock collects in the middle. This waste rock is then piped outside and a new pile of rock is brought in. Once Endurium Mining technology is researched the drums are refitted with special electro-magnets. These magnets capture endurium particles easily.

Mantle Drill
Cost to Build: 200 credits
Resources Needed: 200 labor points, 50 wood, 10 metal
Technology Needed: Molecular Bonding
Size of Building: One Square
Cost per Turn: 5 energy
How Many Colonists Can Work in It: 4
Resources It Produces: Iron and Endurium

Mantle Drills penetrate a planet's crust to tap the first layer of the mantle. The drill captures molten rock inside its specially designed hollow core. Thanks to Molecular Bonding, the drill is selective about which molten rock particles it draws up inside of it. Coated with polyporization, the drill's insides only draw in molten iron particles. Endurium magnets can also be added to the inside of the drill, letting you mine molten endurium as well. The metals captured are so pure, (once cooled down) that your colony's iron and endurium production greatly increases.

Sub-Space Magnet
Cost to Build: 300 credits
Resources Needed: 350 labor points, 100 wood, 50 metal, 15 electrical parts
Technology Needed: Sub-Space Scanner
Size of Building: One square
Cost per Turn: 10 energy
How Many Colonists Can Work in It: 3
Resources It Produces: Iron and Endurium



Using a sub-space scanner, this magnetic separator produces much more metal than the cruder Mantle Drill. The Sub-Space Magnet collects certain molecules in sub-space. When the molecules are captured they are turned into energy. Since the scanner is mounted on a pivot it next tilts, dropping the elements inside an assembling area where the metal materializes. This assembling area contains a series of magnets which spin around the material. The metallic particles are drawn to the magnets creating large piles of ore. Once Endurium Mining technology is researched, this building can be recalibrated to gather endurium.

ENERGY AND ANTI-MATTER PRODUCTION

Nuclear Plant
Cost to Build: 100 credits
Resources Needed: 50 labor points 25 metal
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: 5
Resources It Produces: Energy and Anti-Matter Pods

When you land you are equipped with durable radioactive shielding material, so you may build Nuclear Plants immediately. These buildings contain fission reactors, which break apart the molecules of radioactive compounds. Much energy is released when the molecules split apart. Nuclear Plants can also be fitted with anti-matter containment fields. This will let your Nuclear Plant produce anti-matter pods. Swamps are ideal for Nuclear Plants, as the available hydrocarbons aid in the operation of the plant.

Fusion Plant
Cost to Build: 200 credits
Resources Needed: 150 labor points, 200 metal
Technology Needed: Nuclear Fusion
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: 3
Resources It Produces: Energy and Anti-Matter Pods

This excellent power plant is almost a perpetual motion machine. Fusion reactors generate power through two phases, the fusion and the fission phase. During the fusion phase, deuterium atoms combine to form helium. The released energy pushes a turbine that generates electricity. The power plant than enters its second phase -- nuclear fission. The helium molecules are split apart, also producing energy. Very little deuterium is needed in a fusion core because the deuterium material is reused. Radioactive material only loses 0.0000012 percent of its mass during the fusion phase and 0.0000034 percent of its mass during the fission phase.

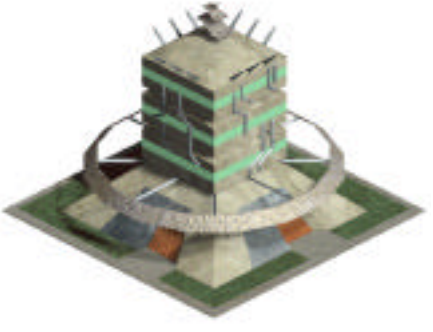
Fusion Plants can be expanded to house anti-matter containment fields, letting you produce anti-matter pods.

Anti-Matter Plant
Cost to Build: 400 credits
Resources Needed: 250 labor points, 25 energy, 20 electronic parts
Technology Needed: Anti-Matter Containment
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: 2
Resources It Produces: Energy and Anti-Matter Pods

Specially designed to house anti-matter containment fields, these structures automatically generate both conventional energy and anti-matter pods. The main sphere on top of this plant can withstand creating a giant matter rift inside. The walls of the sphere produce an anti-matter containment field which then shrinks around this matter rift. Meanwhile the anti-matter contacts the atmosphere. These starts a series of explosions, generating much power. As a back-up feature, anti-matter pods are used to generate conventional energy as well. Thus an Anti-Matter Plant will produce the most power for your colony.

ELECTRONIC PARTS MANUFACTURING AND TECHNOLOGY DEVELOPMENT

University
Cost to Build: 100 credits
Resources Needed: 100 labor points 25 metal
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: 10 energy
How Many Colonists Can Work in It: 4
Resources It Produces: Electronics
Special Abilities: Researches technologies



When you land, only a small group of your colonists are actually scientists. These few individuals are well versed in all areas of science, but there are so few of them that they will need to train other colonists. Once you build a University you begin researching technologies. The more colonists you assign to your University the more will learn and the faster you finish technologies. Also when you gain Electronics technology, you may start manufacturing electronic parts.

Tech Lab
Cost to Build: 200 credits
Resources Needed: 200 labor points, 5 electronic parts, 100 metal
Technology Needed: Chaos Computers
Size of Building: One Square
Cost per Turn: 20 energy
How Many Colonists Can Work in It: 4
Resources It Produces: Electronics
Special Abilities: Researches technologies

Developing Chaos Computers lets you build these high tech laboratories. Research is slower in the University because much of the space is reserved for classrooms and training. Now many colonists are competent in several fields of technology, so the Tech Lab is a fully working laboratory. These laboratories speed up your research tremendously. All the labs in a Tech Lab have access to a chaos computer, letting your colonists run high-tech experiments. Electronic parts production is also much faster in a Tech Lab.

Collective Tech Lab
Cost to Build: 300 credits
Resources Needed: 300 labor points, 250 metal, 25 energy, 25 electronic parts
Technology Needed: Cortex Scanner
Size of Building: One Square
Cost per Turn: 40 energy
How Many Colonists Can Work in It: 3
Resources It Produces: Electronics
Special Abilities: Researches technologies

The cortex scanner hooks up your scientists' brains directly through a fast 64 terrabaud modem. Collective Tech Labs are specially designed to handle this hook-up system. Scientists are suspended in small plastic cubes on top of each other, and each cube has a computer station in it. Neural implants are placed in the scientist's head. These implants are connected to the computer station and all of these computer stations are linked to a double size chaos computer. Scientists are able to pass ideas back and forth in the fastest, most accurate system of data sharing known in the galaxy. This process is very intense, so many scientists are exhausted after even a few hours of researching this way. They welcome the repetitive and relaxing action of manufacturing electronic parts -- so they can make this resource quickly.

ART OBJECTS AND CULTURE CREATION

Culture Center
Cost to Build: 50 credits
Resources Needed: 100 labor points, 25 wood
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: 5
Special Abilities: This building creates culture

These buildings are places for weary colonists to unwind, relieving the stress of living on untamed Gallius IV. Culture Centers raise morale by producing culture. Each culture point gets rid of one point of bad morale. The more colonists you have producing culture, the happier your territory will be.

Each race entertains themselves in different ways. Humans have a fond love for ancient science fiction pictographics. The ChCh-t hold exciting stingboxing matches. The Uva Mosk are fans of live theatre, and their most popular entertainment genre is the beloved Screech Opera. The interiors of Maug Culture Centers are basically high-tech playgrounds with networked electronic games. The most popular Maug game is one where you can shoot at each other in a virtual world filled bizarre weapons one picks up while running around very quickly. The Tarth turn their Culture Centers into "Big Dare Rooms" where they brag to each other about doing various feats of strength. A popular game is crushing boulders on their heads. Re'Lu Culture Centers are quiet places where Re'ite and Lu'ite alike can relax in serene telepathic meditation. The Cyth participate in obscure group activities that are best not discussed.

Museums
Cost to Build: 100 credits
Resources Needed: 200 labor points, 10 energy, 25 wood, 25 metal
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: 3
Special Abilities: This building creates culture

Colonists love to stroll through these buildings to admire the triumphs of their past and present glories. Museums give your colonists a strong sense of group patriotism, letting them view you and your actions in a much more positive light. You will be seen as someone who does actions

for the good of the community -- even if your actions are not always so honest! They give you even more culture than a Culture Center.

Art Complex
Cost to Build: 200 credits
Resources Needed: 200 labor points, 15 energy, 15 wood, 25 metal
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: None
How Many Colonists Can Work in It: 4
Resources It Produces: Art Objects

The daily grind of working on a fledgling colony leads to much stress. This is especially true if any of your colonists are creatively inclined but must work on a scientific or agrarian type job. Art Complexes give these colonists a place to express themselves freely, letting them make art objects. Although there is no guarantee that your colonists will create an artistic masterpiece, the longer your colonists stay in these buildings the greater the chance will be that an art object is made. Having an art object in your colony increases morale by 2 points. You can also sell art objects for a high price to other colonies or even the Black Market. The Black Market pays a particularly high price for art objects.

STEEL AND TRIIDIUM PROCESSING; INFANTRY AND ARTILLERY PRODUCTION

Factory
Cost to Build: 100 credits
Resources Needed: 100 labor points, 50 metal
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: 2 energy
How Many Colonists Can Work in It: 8
Resources It Produces: Steel and Triidium
Units It Produces: Infantry and Artillery Units
Special Abilities: This building generates trade income

Factories are crucial buildings for your colony. They can give you four things -- military units, steel, triidium, and trade income. Initially Factories will work with iron and endurium ore to make your units. Once you have researched Metallurgy, your Factories start producing steel. When Triidium Processing has been mastered your Factories can also start making triidium.

Since many resources and products pass through Factories, they create a moderate amount of trade income as well. All infantry and artillery must be outfitted in a Factory.

Automated Factory
Cost to Build: 250 credits
Resources Needed: 150 labor points, 100 metal
Technology Needed: Automation
Size of Building: One square
Cost per Turn: 5 energy
How Many Colonists Can Work in It: 6
Resources It Produces: Steel and Triidium
Units It Produces: Infantry and Artillery Units
Special Abilities: This building generates trade income

When your colonists build a regular Factory, they can only equip it with crudely designed conveyors that frequently break down. Although this system does the job, it is not very efficient. Once your scientists have researched Automation, Factories may be refitted that makes use of the latest in computer assisted automation. Conveyors now detect a jam up before it starts and correct this problem immediately. Production of military units and resources happens at a much faster rate. Trade income rises as well as more resources are being shipped through this new Automated Factory.

Robotic Factory
Cost to Build: 500 credits
Resources Needed: 200 labor points, 200 metal, 25 energy, 20 electronic parts
Technology Needed: Artificial Intelligence
Size of Building: One Square
Cost per Turn: 10 energy
How Many Colonists Can Work in It: 4
Resources It Produces: Steel and Triidium
Units It Produces: Infantry and Artillery Units
Special Abilities: This building generates trade income

Simple robots take over mundane tasks in these high tech factories. Robots weld tanks with more precision. Each weld is virtually identical as there is only a 0.00023 percent margin of variation. Production happens continuously as robots do not need rest breaks. These robots have infrared eyes that scan guns and artillery mounts for flaws. Rejected units are immediately

tossed on a conveyor belt behind the robots and melted down. Robotic Factories produce much more steel, triidium, and units than an Automated Factory. Trade income also grows as more resources are moved in and out of the factory.

Replication Station
Cost to Build: 750 credits
Resources Needed: 250 labor points, 50 energy, 50 electronic parts, 500 metal
Technology Needed: Metal Replication
Size of Building: One Square
Cost per Turn: 25 energy
How Many Colonists Can Work in It: 3
Resources It Produces: Steel and Triidium
Units It Produces: Infantry and Artillery Units
Special Abilities: This building generates trade income

You can build these incredibly fast factories once your research Metal Replication. Combining the efficiency of robots and automation with replication technology, these factories make the production of a Robotic Factory seem small. Any alloy processed in the factory, either steel or triidium, is immediately passed through a giant metal replicator. This device is similar to the Food Replicator -- except that it is able to duplicate metal. Robots then handle the increased metal supply. They rapidly assemble rifles, infantry shields, and gun bases. The most efficient factory possible, it has the added advantage of giving you a lot of trade income.

SHIP PRODUCTION

Shipyard
Cost to Build: 150 credits
Resources Needed: 150 labor points, 75 metal
Technology Needed: None
Size of Building: One Square
Cost per Turn: 2 energy
How Many Colonists Can Work in It: 8
Units It Produces: Ship Units
Special Abilities: This building generates the most trade income

Shipyards are important buildings that may only be built on coastal territories. Your colonists arrive from all parts of your coast, peddling whatever they have found in the wild regions. Thus trade booms inside your port. You can also manufacture transports and, with the right technolo-

gies, high tech battleships. Sailing the high seas of Gallius IV may be pretty hazardous though. There have been rumors of a giant sea beast that swims at the lower depths of the oceans. Since Gallius IV has never been adequately explored until now, this beast may or may not be real. If you get a report of a sea beast sighting, take it very seriously.

Hydroport
Cost to Build: 250 credits
Resources Needed: 250 labor points, 250 metal, 20 energy, 10 electrical parts
Technology Needed: Shockwave Projector
Size of Building: One Square
Cost per Turn: 5 energy
How Many Colonists Can Work in It: 6
Units It Produces: Ship Units
Special Abilities: This building generates trade income

Hydroports are designed for rapid ship manufacturing. Some of the programming necessary for Shockwave Projectors goes into the coding of some manufacturing programs, so you need this technology to build the Hydroport. The marvel of this building is that all areas of it are put into good use. Even the ceiling of its large interior is rigged with manufacturing devices. Rivets and other fasteners are made in specially sealed anti-gravitonic processors that hang completely upside down.

AIRPLANE PRODUCTION

Airport
Cost to Build: 150 credits
Resources Needed: 300 labor points, 100 metal
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: 5 energy
How Many Colonists Can Work in It: 8
Units It Produces: Airplanes Units
Special Abilities: This building generates trade income.

Airports manufacture all airplanes and give you trade income. You immediately can manufacture the Turbo Wing Fighter. After Starflare Bombs and Cloaking technologies are researched you can build the Starflare Bomber and the Supernova Spyjet. Also several of your colonists are certified pilots. They will fly small cargo planes that give you a large amount of trade income each turn.

Military Airbase
Cost to Build: 300 credits
Resources Needed: 500 labor points, 300 metal, 20 energy, 25 electronic parts
Technology Needed: Neutrionic Fuel
Size of Building: Four Squares
Cost per Turn: 10 energy
How Many Colonists Can Work in It: 6
Units It Produces: Airplane Units
Special Abilities: This building generates trade income

Major warplane production starts once you build the Military Airbase. Geared for Spyjet and Bomber production, Military Airbases build units much faster than an Airport. Special molding vats cast the fuselage of all your planes. Once this molding vat is removed mobile robots fill in the electronic insides of your airplanes. All of this high-tech production needs a lot of parts and services, so a Military Airbase gives you some trade income. Also the foundation of the Military Airbase is equipped with specially fueled tanks that hold large amounts of neutrionic fuel. Your airplanes will be able to fly an additional territory further than they were able to before.

WARHEAD PRODUCTION

Missile Base
Cost to Build: 100 credits
Resources Needed: 100 labor points, 50 metal
Technology Needed: Rocketry
Size of Building: One Square
Cost per Turn: 2 energy
How Many Colonists Can Work in It: 4
Units It Produces: Warhead Units

Once your scientists have finished researching Rocketry, the construction of a Missile Base may be immediately started. There is sufficient material in a Missile Base to immediately build the Scatterpack Warhead. Depending upon the technology you have, you may also build the Groundbreaker Warhead and the Supernova Warhead. Warheads are great for softening up your enemy before you launch a major ground or air strike.

Anti-Colony Assault Silo
Cost to Build: 250 credits
Resources Needed: 200 labor points, 150 metal, 25 energy, 10 electronic parts
Technology Needed: Orbital Surveillance System
Size of Building: One Square
Cost per Turn: 15 energy
How Many Colonists Can Work in It: 2
Units It Produces: Warhead Units

You may build the Anti-Colony Assault Silo once you have the Orbital Surveillance System in place. This building greatly increases your warhead production. The Anti-Colony Assault Silo is twice as deep, giving your colonists more room to build all warheads and attach these warheads to their proper missiles. If you build and launch enough warheads there will be little left of any opposing colonies. Thus, this structure gets its name.

DEFENSE FORTIFICATIONS

Laser Defense
Cost to Build: 75 credits
Resources Needed: 100 labor points, 15 metal
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: None
Special Abilities: Protects Your Colony.

These stationary guns are so self-contained that they run without any personnel. The power supply is made up of five energy cells. When one is in use another is recharging. During a heavy battle the Laser Defense System draws from the three other energy cells for reserve power. Because of this ingenious design it rarely runs out of power. This accurate swivel mounted laser quickly locates any invading military units. These fortifications have about the same amount of attack ability as a Laser Cannon.

Energy Defense
Cost to Build: 100 credits
Resources Needed: 150 labor points, 50 metal, 5 energy
Technology Needed: Energy Deflectors
Size of Building: One Square
Cost per Turn: 5 energy
How Many Colonists Can Work in It: None
Special Abilities: Protects Your Colony

Once Energy Deflectors become one of your technologies, you can erect Energy Defense fortifications. These deflector dishes project energy beams. Thanks to an advanced targeting scanner, these beams can be accurately focused on targets. The more Energy Defense guns that are in place, the better they will be able to hold off an attack. These fortifications protect any other buildings next to them. Energy Defense fortifications are about equal in strength to a Fusion Cannon.

Anti-Matter Defense
Cost to Build: 150 credits
Resources Needed: 200 labor points, 100 metal, 10 energy
Technology Needed: Anti-Matter Deflectors
Size of Building: One Square
Cost per Turn: 10 energy
How Many Colonists Can Work in It: None
Special Abilities: Protects Your Colony

These defense fortifications project anti-matter particle beams in front of a large emitting dish. These anti-matter beams easily target most incoming units. This is the strongest defense system you can build for your colony. They have about the same power as a Disruptor Cannon.

COLONY TRANSPORTATION

Fuel Depot
Cost to Build: 50 credits
Resources Needed: 50 labor points, 20 energy, 25 metal
Technology Needed: None
Size of Building: One Square
Cost per Turn: None
How Many Colonists Can Work in It: None

Special Abilities: Increases the range of aircraft
Lets tanks and infantry move an additional territory each turn

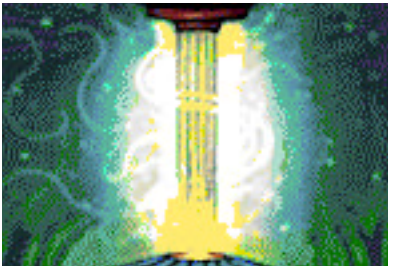
Fuel Depots have large tanks of simple octane fuel and, once you have researched Neutrionic Fuel technology, high octane neutrionic fuel. When any artillery units move into a territory that has one of these useful buildings, they refuel and move ahead one more territory. Infantry can also use these buildings. Fuel Depots all have a hearty cafeteria where weary soldiers can get a decent meal. Rested from this brief stop, your infantry will have the boost they need to move an additional territory. Fuel Depots also have a small runway. This runway is just big enough to let Supernova Spyjets land, so all planes can land here and refuel. Airplanes that end their movement within range of a Fuel Depot do not crash.

Roads
Cost to Build: None
Resources Needed: None
Technology Needed: None
How Many Colonists Can Work in It: None
Special Abilities: Transports resources between territories

Colonists build roads when they settle a new territory. These roads are basically crude pathways that have only some of the rougher mountain passes and swamp trails covered with tar. No matter what pummels your colony, these roads are always passable. Any resources transported usually cost you a few credits. Sometimes your hovertruck operators feel road conditions too difficult to drive over and they may stage a strike. When this happens your transportation costs are unfortunately increased until the strike is over.

Hoverway
Cost to Build: None
Resources Needed: None
Technology Needed: Hoverway
How Many Colonists Can Work in It: None
Special Abilities: Reduces transport costs between territories

Forcing your hovertrucks to drive over crude gravel and tar paths is expensive. A good investment for you would be to build hoverways over some roads between your territories. Hoverways are elevated roads that have small air holes all over on them. Air is forced through these holes, aiding in the hovering power of your trucks. Transportation costs are reduced significantly, cutting costs by one credit per trip. If you have a large colony these savings really add up.



Transporters
Cost to Build: None
Resources Needed: None
Technology Needed: Transporters
How Many Colonists Can Work in It: None
Special Abilities: Transports resources between territories
All units can move an additional territory

Once you have Transporter technology, your colonists immediately build large transporter decks. These decks are the size of a small warehouse and move resources to any other territory in your colony. Transporters break non-living materials down to the molecular level. They can then broadcast this molecular stream across great distances. All transportation costs are eliminated as there are no more terrain difficulties to travel through. Also a special section of the transporter deck is reserved for moving fuel. All military units can be refueled from a distance. Fuel is dematerialized at the transporter station and then rematerialized inside the moving unit's fuel tank! This increases the range of every military unit by one territory.

Human City Center Shown

City Centers
Cost to Build: 500 credits
Resources Needed: 600 labor points, 250 metal, 50 energy
Technology Needed: None
Size of Building: Four Squares
Cost per Turn: None
How Many Colonists Can Work in It: 8
Units It Produces: Colonizer Scout Command Corps
Special Abilities: Generates trade income and creates culture

City Centers are the central hubs of your colony. Construct enough of these buildings and Gallius IV becomes your planet. Your colonists all have business in these centers, so these buildings have a small amount of trade income. They also regulate trading practices; City Centers double the income you get from other trade producing buildings that are in the territory. City Centers are the buildings where you, colony leader, are likely to spend a lot of time. These centers help morale as your colonists might get a chance to meet you.. Many colonists come to get a tour of your command station and look at the many plaques and hologram awards you have hung up here and there.

City Centers also outfit three important units. Colonizers are large hovertrucks that allow colonists to set up Housing and roads in another territory. You cannot colonize territories with-

out them. Scouts are debriefed and equipped with the latest hyperwave transmitters in City Centers. Likewise the military officers who make up your Command Corps units are equipped with field computers here. They also get filled in on your strategy directly.

Military Units

Combat

You will probably engage enemies in several battles, colony leader. The following information describes how the power of your units affects every battle's outcome.

How a Battle Happens

There are several ways combat occurs on Gallius IV. If you invade a territory owned by another colony, your units will be engaged by the defending forces. If you and an enemy send units across a common border, a border combat will occur. Lastly when two or more invading forces move in on a defending colony, the invaders must fight each other first. After the battles between all invaders are finished, the winner immediately moves on to attack the defending colony.

Accuracy And Unit Experience

Terrain features, weapons range, racial advantages, racial disadvantages, and unit experience affect how likely a unit will hit a target. Experience greatly increases a unit's chance of doing damage. When a unit is first manufactured it is a green unit and has no accuracy bonus. When it survives a few battles and earns 100 experience points, it will become a veteran unit. If a unit is lucky enough to earn 500 experience points, it gains elite status.

Command Corps units also increase target accuracy. All units in the same territory as a Command Corps have a 20% better chance of hitting their targets.

Unit Statistics

All units have several statistics that help you see how good these units are in combat. Here is each statistic:

Type: There are three types of units -- ground, ocean, and air units.

Move points: Each unit has a set number of move points. Moving into friendly territories costs you less than moving into unfriendly territories. Moving into territories you do not occupy uses up all the unit's movement points. Some units may also move more than one territory in a turn. This table shows you how much each terrain's condition costs you in movement points:

Attack: This is how many points of damage this unit does when successfully hitting another unit.

Defense: Every unit can withstand some damage. This number is how much damage the unit can take before being destroyed. You can set the unit to retreat when a certain percentage of these points are gone. For instance, a unit has 4 defense points. If the unit is set to retreat at 50% damage it will leave the battle when it has taken two points of damage. Units set to 100% never retreat. Units set to 0% always retreat as soon as they see an enemy.

Speed: This indicates how fast or slow a unit moves in combat. Warheads move at ultra fast speeds while Colonizers move at very slow speeds.

Firing Rate: The time it takes for the unit to recharge its weapons is displayed in rounds per second. The higher the rounds per second the more often it fires, while the lower this number is, the less it fires.

Range: Each unit shoots ahead of itself a certain number of settlement squares.

Defensive Units

Militia
Cost to Build: Nothing
Resources Needed: None
Technology Needed: None
Type: Ground Unit
Cost per Turn: Nothing
Attack: 2
Defense: 2
Speed: Very Slow
Firing Rate: 1 round/second
Range: 1 square
Special Abilities: None

All your colonists are armed with small laser pistols. When attackers invade your colony, your colonists do their best to defend their territory. Militia can be killed like any other unit. Each dead militia unit is one hundred colonists, so after a battle many colonists may be gone!

DEFENSE INSTALLATIONS

Laser Defense
Cost to Build: 75 credits
Resources Needed: 100 labor points, 15 metal
Technology Needed: None
Type: Ground Installation
Cost per Turn: None
Attack: 6
Defense: 15
Firing Rate: 0.5 rounds/second
Range: 2.3 squares
Special Abilities: None

These stationary guns are so self-contained that they run without any personnel. The power supply is made up of five energy cells. When one is in use another is recharging. During a heavy battle the Laser Defense System draws from the three other energy cells for reserve power. Because of this ingenious design it rarely runs out of power. This accurate swivel-mounted laser quickly locates and finds any invading military units. These fortifications have about the same amount of attack ability as a Laser Cannon.

Energy Defense
Cost to Build: 100 credits
Resources Needed: 150 labor points, 50 metal, 5 energy
Technology Needed: Energy Deflectors
Type: Ground Installation
Cost per Turn: 5 energy
Attack: 6
Defense: 30
Firing Rate: 0.67 rounds/second
Range: 2.6 squares
Special Abilities: None

Once Energy Deflectors become one of your technologies, you can erect Energy Defense fortifications. These deflector dishes project energy beams. Thanks to an advanced targeting scanner, these beams can be accurately focused on targets. The more Energy Defense guns that are in place, the better they will be able to hold off an attack. These fortifications protect any other buildings next to them. Energy Defense fortifications are about equal in strength to a Fusion Cannon.

Anti-Matter Defense
Cost to Build: 150 credits
Resources Needed: 200 labor points, 100 metal, 10 energy
Technology Needed: Anti-Matter Deflectors
Type: Ground Installation
Cost per Turn: 10 energy
Attack: 8
Defense: 45
Firing Rate: 0.75 rounds/second
Range: 3 squares
Special Abilities: None

These defense fortifications project anti-matter particle beams in front of a large emitting dish. These anti-matter beams easily target most incoming units. This is the strongest defense system you can build for your colony. They have about the same power as a Disruptor Cannon.

ATTACK UNITS

CITY CENTER UNITS

Colonizer
Cost to Build: 50 credits
Resources Needed: 5 labor, 10 wood, 100 colonists
Technology Needed: None
Type: Ground Unit
Move Points: 3
Cost per Turn: None
Attack: 2
Defense: 4
Speed: Very Slow
Firing Rate: 0.75 rounds/second
Range: 1 square
Special Abilities: Colonizes new territories

Colonizers are hovertruck convoys that move colonists into untamed territories. Each Colonizer is equipped with the food, wood, and metal essential in establishing a colony. A small road cutter moves ahead of the convoy, creating a road that connects your colony with this new territory. When a Colonizer completes a settlement, this new territory will have one hundred colonists and

one Housing unit. All colonists are armed with laser pistols and the trucks themselves are lightly shielded, so if attacked Colonizers weakly defend themselves.

Scout
Cost to Build: 100 credits
Resources Needed: 25 labor points, 10 metal, 1 electronic part
Technology Needed: Electronics
Type: Ground Unit
Move Points: 3
Cost per Turn: None
Attack: 2
Defense: 5
Speed: Very Slow
Firing Rate: 1 round/second
Range: 1 square
Special Abilities: Race specific

Although they are very poor in combat, Scouts are powerful units. All Scouts can sneak across a border to spy on a colony. They do this by camouflaging themselves in the underbrush and setting up hyperwave broadcasting equipment. They must have electronic parts to build these special spying instruments.

Scouts can also steal technology. This difficult mission has a high chance of failure, as your Scout must infiltrate enemy laboratories and download the technology's complete schematics. All kinds of detection devices are strategically placed in most laboratories, making it hard for the Scout to sneak past them. If this mission is successful you may get a technology for free. Maug Scouts have high technological understanding and so are very good at stealing technologies. They can deactivate alarm systems with ease and break through most encryption codes.

Maug Scouts also sabotage enemy buildings, artillery, airplanes, and warheads. By scrambling the computer systems on artillery and airplanes they cause these units to self-destruct, destroying them. Maug Scouts can also reprogram the launching systems on warheads, causing them to go off and then target the territory they came from! If there are no military units to sabotage, the Maug Scout plants explosives on key enemy buildings -- destroying them instantly.

Re'Lu Scouts subvert morale. They sneak across enemy borders and set up a special telepathic transmitter. These transmitters release thought waves that partially telepathically control enemy colonists. These colonists immediately lose their morale, rebelling without any clear cause. The effect spreads, so soon the Re'Lu Scout subverts almost the entire population of a territory.

ChCh-t Scouts always travel in large groups. This lets them sneak into a building at night and make off with many resources. They always target buildings that have the most resources in them, stealing all of the largest resource.

Cyth Scouts also have a nasty ability -- they poison land. The spying Cyth Scout takes some of its spider juice and dumps the poison into a territory's water supply. Although the poison gets too diluted to harm colonists, it is strong enough to kill off many plants. The territory's food stockpile is cut in half when Cyth Scouts are successful.

Tarth Scouts are terrible at spying. They are so large and bulky, they do not have the ability to hide (they often try to unsuccessfully disguise themselves as large rocks.) from patrolling units. Because of this, they are often caught. Occasionally a Tarth Scout will succeed at spying, but this is extremely rare.

Command Corps
Cost to Build: 250 credits
Resources Needed: 25 labor points, 5 metal, 5 electronic parts
Technology Needed: Electronics
Type: Ground Unit
Move Points: 3
Cost per Turn: 1 credit
Attack: 2
Defense: 5
Speed: Ultra Slow
Firing Rate: 1 round/second
Range: 1 square
Special Abilities: Race specific

Outfitting your top ranking military officers with field computers makes them very effective. These computers have a large vidscreen that connects them to all their ground units on the battlefield. They can guide attacking and defending units more accurately, making all units in the territory 20% better at hitting targets. Command Corps units themselves are quite weak, as the military leaders have only themselves and their entourage around to defend them.

Cyth Command Corps can also mind blast opposing units. They emit a long range bolt of neural energy that causes a tremendous amount of damage to a unit.

Re'Lu Command Corps have a powerful telepathic ability. They can mind control entire units, forcing these units to turn against their colony and fight for the Re'Lu. If the mind controlled

unit survives the fight, it becomes a Re'Lu unit.

In the Uva Mosk hierarchy only those who can perform the shaman dance are allowed into the Command Corps. This mission lets them discover a hidden bonus square in the territory they are in.

FACTORY UNITS

Laser Squad
Cost to Build: 35 credits
Resources Needed: 30 labor
Technology Needed: None
Type: Ground Unit
Move Points: 3
Cost per Turn: None
Attack: 2
Defense: 5
Speed: Slow
Firing Rate: 1 round/second
Range: 1 square
Special Abilities: Berserk (Humans); Spy (Uva Mosk); Juggernaut (Tarth)

Laser Squads can be outfitted once you have built a Factory. Factories manufacture laser rifles to arm Laser Squads. These laser rifles are more powerful than the laser pistol used by militia.

Human Laser Squads can inject themselves with a toxic adrenaline extract which gives them extra strength and agility. They fight fiercely and often can win battles over stronger units. However the adrenaline is nearly fatal. Soldiers who do not die become severely ill, as their muscles retract and they cannot fight any more.

Tarth infantry study building destruction as a combat discipline, so Tarth infantry units all have a juggernaut battle order. This gives them a high chance of successfully destroying several structures in an enemy territory.

Due to their natural ability they have to camouflage themselves, all Uva Mosk Laser Squads can spy on other territories. Soldiers that successfully spy move through enemy territories with ease, radioing back their findings to their Grand Hortus.

SAM Troopers
Cost to Build: 60 credits
Resources Needed: 50 labor points, 10 iron, 5 electronic parts
Technology Needed: Surface-Air Missiles
Type: Ground Unit
Move Points: 3
Cost per Turn: 1 credit
Attack: 4
Defense: 12
Speed: Slow
Firing Rate: 1 round/sec
Range: 1 square
Special Abilities: Attacks both air and ground units.
Berserk (Humans); Juggernaut (Tarth); Spy (Uva Mosk)

SAM troopers are unique infantry because they can damage both air and ground targets. SAM troopers fire missiles from hand held launchers. These missiles have an unusual propulsion system. When fired the missile shoots out a pocket of compressed air. The air safely propels the rocket twenty meters ahead of the soldier. This insures that the soldier will not become a toasted mess. At twenty meters the missile ignites its fuel and speeds towards the target. All planes and warheads can be shot down with these missiles. Also the missiles can be fired at all ground targets -- with fairly impressive results.

Just like the Laser Squad, Human SAM Troopers can be given the berserk order. Also Uva Mosk SAM Troopers have the ability to spy on other colonies and Tarth SAM Troopers can juggernaut enemy buildings.

Battle Troopers
Cost to Build: 100 credits
Resources Needed: 100 labor points, 25 metal,
8 electronic parts
Technology Needed: Anti-Matter Rifle
Type: Ground Unit
Move Points: 3
Cost per Turn: 2 credits
Attack: 8
Defense: 24
Speed: Fast
Firing Rate: 1 round/second
Range: 1.3 squares
Special Abilities: Berserk (Humans); Spy (Uva Mosk); Juggernaut (Tarth)

Adapting the laser rifle to shoot anti-matter pods is a hard task. However once your scientists have developed anti-matter rifles, your factories start making these deadly weapons. The rifle unleashes a tiny contained field of anti-matter. The field is easily broken when it contacts a solid object. This releases the anti-matter, turning any matter in the area into energy. These soldiers can easily take out Laser Squads, SAM Troopers, Laser Tanks, and SAM Troopers.

Just like SAM Troopers, Human Battle Troopers can be given the berserk order. Also Uva Mosk Battle Troopers have the ability to spy on other colonies and Tarth Battle Troopers can juggernaut enemy buildings.

Assault Troopers
Cost to Build: 200 credits
Resources Needed: 200 labor points, 50 metal,
10 electronic parts
Technology Needed: Assault Armor
Type: Ground Unit
Move Points: 3
Cost per Turn: 5 credits
Attack: 12
Defense: 36
Speed: Fast
Firing Rate: 2 rounds/second
Range: 1.3 squares
Special Abilities: Berserk (Humans); Spy (Uva Mosk); Juggernaut (Tarth)

Electronically enhanced assault armor protects your troopers from most laser and anti-matter fire. This gives them incredible defense strength as they can melt through almost all resistance. They are quite a sight, as often the deflected beams bounce back and forth between several soldiers. Once your scientists have perfected Assault Armor technology, you may then mass produce this personal shield device. They are the toughest infantry units you can put on the battlefield.

Just like Battle Troopers, Human Assault Troopers can be given the berserk order. Also Uva Mosk Assault Troopers have the ability to spy on other colonies and Tarth Assault Troopers can juggernaut enemy buildings.

Laser Cannon
Cost to Build: 75 credits
Resources Needed: 40 labor points, 25 metal
Technology Needed: None
Type: Ground Unit
Move Points: 4
Cost per Turn: 1 credit
Attack: 4
Defense: 10
Speed: Slow
Firing Rate: 1 round/second
Range: 1.3 squares
Special Abilities: None

Laser Tanks provide good offense and defense for your colony. Once you have built a Factory you can begin mass producing Laser Tanks. These mobile guns are mounted with giant versions of the laser rifle. The laser beams they shoot easily burn through metal, plant matter, and animal matter. They are especially effective against Laser Squads.

Fusion Cannon
Cost to Build: 100 credits
Resources Needed: 100 labor points,
50 metal
Technology Needed: Fusion Cannon
Type: Ground Unit
Move Points: 4
Cost per Turn: 2 credits
Attack: 8
Defense: 20
Speed: Slow
Firing Rate: 2 rounds/second
Range: 1.3 squares
Special Abilities: None

These mobile artillery cannons are armed with a small fusion reactor core. When the cannon fires two deuterium atoms fuse together. This releases tremendous energy. This energy travels down the cannon's barrel. Fusion energy is tremendously more powerful than laser fire; these cannons easily mow down any laser armed infantry and tanks in the area. These are also very effective against Laser Defense fortifications.

Disruptor Cannon
Cost to Build: 200 credits
Resources Needed: 200 labor points,
100 metal, 5 electrical parts
Technology Needed: Disruptor Cannon
Type: Ground Unit
Move Points: 4
Cost per Turn: 5 credits
Attack: 15
Defense: 40
Speed: Slow
Firing Rate: 2 rounds/second
Range: 1.6 squares
Special Abilities: None

Incredibly more effective than Fusion Cannons, Disruptor Cannons vaporize units and buildings instantly. This is done by placing a fusion beam inside an anti-matter containment field. The placing of these two energy beams together causes them to react violently, searing through Energy Defense fortifications, Laser Tanks, and Fusion Cannons.

Holocaust Cannon
Cost to Build: 500 credits
Resources Needed: 400 labor points, 250 metal,
10 electrical parts, 20 anti-matter pods
Technology Needed: Anti-Matter Beam
Type: Ground Unit
Move Points: 4
Cost per Turn: 10 credits
Attack: 25
Defense: 100
Speed: Fast
Firing Rate: 10 rounds/second
Range: 2 squares
Special Abilities: None

The Holocaust Cannon is the most terrifying ground unit in the galaxy. The destruction these cannons caused during the Quadra Wars is still being rebuilt on many planets! Anti-matter beams are large containment fields filled with anti-matter pods. The Holocaust Cannon throws these beams for a range unrivaled by any other cannons. These units are an excellent choice for the military minded colony leader -- a few Holocaust Cannons and an enemy may at least contemplate leaving.

SHIPYARD UNITS

Sea Transport
Cost to Build: 50 credits
Resources Needed: 25 labor 25 metal
Technology Needed: None
Type: Ocean Unit
Move Points: 4
Cost per Turn: None
Attack: 5
Defense: 25
Speed: Slow
Firing Rate: 1 round/second
Range: 1.3 squares
Special Abilities: Moves ground units over water

Sea transports are large ships that can carry up three ground units. These ships are crucial if you wish to launch an attack on a colony across a continent. Sea transports move Colonizers, Scouts,

Command Corps, Laser Squads, SAM Troopers, Battle Troopers, Laser Tanks, Fusion Cannons, Disruptor Cannons, and Holocaust Cannons. Sea Transports have poor attack and defense abilities. If the sea ahead is full of enemy Shockwave Dreadnoughts and Carriers, you might want to protect your transports with battleships and airplanes of your own.

Shockwave Dreadnought
Cost to Build: 150 credits
Resources Needed: 75 labor points, 100 metal
Technology Needed: Shockwave Projector
Type: Ocean Unit

Move Points: 4
Cost per Turn: 1 credit
Attack: 10
Defense: 50
Speed: Fast
Firing Rate: 1 round/second
Range: 2 squares
Special Abilities: None

Shockwave Dreadnoughts unleash a harsh sonic wave that shakes apart enemy ships and airplanes. Rivets on ship hulls are often torn apart, creating large holes that sink the vessel. The shockwave also shakes loose the wings on attacking aircraft. No shielding exists to keep out the vibrations, so this weapon affects a huge area. They can take out shipping lanes or guard Sea Transports. Build enough of these and you can rule the oceans and seas of Gallius IV. This is the most heavily armed ship you can build.

Shockwave Carrier
Cost to Build: 350 credits
Resources Needed: 300 labor points, 200 metal, 10 anti-matter pods
Technology Needed: Ion Weapons
Type: Ocean Unit
Move Points: 4
Cost per Turn: 2 credits

Attack: 6
Defense: 75
Speed: Fast
Firing Rate: 10 rounds/second
Range: 1.6 squares
Special Abilities: Can refuel airplanes

Shockwave Carriers refuel airplanes, so any aircraft that is within range of a Shockwave Carrier will not crash at the end of a turn. You can greatly increase the attack range of your aircraft if you move Shockwave Carriers and airplanes together. These mammoth aircraft carriers are not as heavily armed as the Shockwave Dreadnought, but they can withstand a tremendous amount of damage before they break apart.

AIRPORT UNITS

Turbo Wing Fighter
Cost to Build: 75 credits
Resources Needed: 25 labor points, 50 metal
Technology Needed: None
Type: Air Unit
Move Points: 2
Cost per Turn: 1 credit
Attack: 1
Defense: 10
Speed: Very Fast
Firing Rate: 50 rounds/second
Range: 1.3 squares
Special Abilities: Attacks Ground, Ocean, and Air Units

Turbo Wing Fighters are laser armed warplanes you can build immediately once you have constructed an Airport. Their laser beams attack ground, ocean, and air units. This ability gives them advantages both as a defense force against enemy aircraft and as an attack force against other colonies. When attacking, Turbo Wing Fighters can fly in and blow apart defense fortifications. This leaves the territory exposed to your ground forces.

Turbo Wing Fighters do have some limitations. They need tremendous amounts of fuel. If they are not within range of an Airport, a Fuel Depot, or a Shockwave Carrier at the end of a turn they crash. Be sure to keep your warplanes within range of a refueling station, or they will become a pile of scrap on Gallius IV.

Even if you pulverize all opposition in an enemy territory you will not be able to take it over with just your airplanes. Since airplanes cannot land without an airfield, the territory will remain your opponent's until you move in with your ground forces.

Starflare Bomber
Cost to Build: 100 credits
Resources Needed: 75 labor points, 100 metal, 10 electronic parts
Technology Needed: Starflare Bomb
Type: Air Unit
Move Points: 3
Cost per Turn: 2 credits
Attack: 2
Defense: 15
Speed: Very Fast
Firing Rate: 50 rounds/second
Range: 1.6 squares
Special Abilities: Attacks Ground, Ocean, and Air Units

Starflare Bombers carry huge payloads of self-propelled bombs. Sending them out ahead of your ground forces can soften up or even eradicate enemy defenses. Named for the intense light their bombs give off when detonated, the interior of the bomb carries a volatile mixture of hydrogen and phosphorous-based compounds. Once this bomb flies to the ground, the metal casing around these compounds cracks, exposing them to air. The resulting explosion is devastating.

Supernova Spyjet
Cost to Build: 250 credits
Resources Needed: 125 labor points, 250 metal, 20 electrical parts, 10 anti-matter pods
Technology Needed: Cloaking
Type: Air Unit
Move Points: 4
Cost per Turn: 5 credits
Attack: 4
Defense: 25
Speed: Very Fast
Firing Rate: 50 rounds/second
Range: 2 squares
Special Abilities: Has spy mission

The Supernova Spyjet is a cloaked plane. A web of light refraction is released around the plane in certain strategic areas. Most scanning devices cannot detect a Spyjet because the scanning waves are bent around the airplane, fooling the detection device into thinking that the plane is not really there. This makes these planes difficult to detect and so they can spy into distant territories. Move a Spyjet over a rival colony and you might be able to look at that territory's set-

tlement view. They have as much success at spying as a Scout. Spyjets are the toughest planes you can make.

MISSILE BASE WARHEADS

Scatterpack Warhead
Cost to Build: 100 credits
Resources Needed: 50 labor points, 25 metal
Technology Needed: Rocketry
Type: Air Unit
Move Points: 3
Cost per Turn: None
Attack: 20
Defense: 4
Speed: Ultra Fast
Firing Rate: does not shoot
Range: does not shoot
Special Abilities: Each unit can only be used once

Once a Missile Base is complete you may manufacture Scatterpack Warheads. This effective warhead is armed with several smaller explosive packets. When the Scatterpack Warhead lands it detonates like a conventional weapon. However, this first explosion throws the explosive packets from the impact site and scatters them over a large area. When these packets impact the ground and they also explode. This increases how much damage these warheads dish out.

Groundbreaker Warhead
Cost to Build: 125 credits
Resources Needed: 75 labor points, 50 metal, 5 electronic parts, 10 anti-matter pods
Technology Needed: Ion Weapons
Type: Air Unit
Move Points: 4
Cost per Turn: None
Attack: 25
Defense: 6
Speed: Ultra Fast
Firing Rate: does not shoot
Range: does not shoot
Special Abilities: Each unit can only be used once

When the Groundbreaker lands on a target, it does not explode right away. Instead, it has a special ion gun that drills into the soil ahead of the warhead, letting it burrow underground about thirty meters. When it reaches that depth the warhead detonates. The combined explosion of soil, rock, and ionic energy causes much damage. The Groundbreaker Warhead thus inflicts much more destruction than a Scatterpack Warhead. Order your scientists to research Ion Weapons technology and these effective warheads will be added to your arsenal.

Supernova Warhead
Cost to Build: 150 credits
Resources Needed: 100 labor points, 100 metal, 10 electronic parts, 20 anti-matter pods
Technology Needed: Anti-Matter Beam
Type: Air Unit
Move Points: 5
Cost per Turn: None
Attack: 30
Defense: 8
Speed: Ultra Fast
Firing Rate: does not shoot
Range: does not shoot
Special Abilities: Each unit can only be used once

The most powerful weapon in the galaxy is the Supernova Warhead. This warhead houses five anti-matter pods. Upon impact a firing mechanism similar to the one used in the Scatterpack Warhead throws these pods in all directions. Once the containment fields touch the ground these anti-matter pods break open. Any matter around each broken pod is instantly turned into energy. Obviously five of these pods exploding at once creates a significant amount of havoc. Researching Anti-Matter Beam technology lets you manufacture these units, because your munitions experts can now create an anti-matter containment field that withstands the initial explosion of the warhead.

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