

Sins of a
SOLAR EMPIRE
REAL-TIME STRATEGY. UNRIVALLED SCALE.

TRAINING MANUAL

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INTRODUCTION

Welcome to Sins of a Solar Empire - Trinity, an RT4X game that combines the best elements from the turn-based strategy genre with its real-time cousin. You will become the ruler of one of three unique races and lead your people to victory over your competitors by any means necessary. As you expand to new worlds, you will gain access to vital resources and unique artifacts, construct shipyards to build mighty fleets, establish trade with neighbors, and assimilate rival cultures. Each of the races in Sins of a Solar Empire has its own unique strengths and weaknesses. Once you choose which side to fight for you'll only have the resources of your homeworld and your wits to help you start your new empire. Be wary, however, for danger lies at the end of every phase lane and it's not only your opponents who will seek your destruction.

CHANGES FROM THE ORIGINAL

Sins of a Solar Empire has evolved considerably since its initial release with a wide variety of balance changes and new content. If you're coming from the original Sins, here's a quick run-down of some of the major changes:

- **Starbases** — Each race is now able to construct unique, powerful starbases. These fortifications can be customized with up to eight upgrades, making them capable of defending any gravity well.
- **Improved Defenses** — The existing defenses for each race can now be improved and given new abilities through research. Additionally, mine fields have been added, enabling players to fortify their most important planets.
- **Improved AI** - The AI is now smarter and more deadly than ever with more intelligent strategies, autocast use and more. Two new difficulty levels have also been added - Cruel and Vicious.
- **New Ships** - New structure busting cruisers help to take down heavily fortified positions, while diplomatic envoys help you to improve relations with other factions.

- **Faster Speed Settings** - A new "Faster" setting has been added to the Game Options and you can now use the optional "Quick Start" feature to help speed up your matches. In single-player mode, you can adjust the game speed on the fly via the UI.
- **New Diplomacy System** - The diplomacy and relations system has been completely expanded and updated from the original Sins: offer missions to other players and form Pacts with your allies - each of your actions affects your status with the other factions.
- **Deadlier Pirates** - Pay off the Pirates to attack specific worlds through missions, in addition to the anonymous bounty system. The more money the Pirates collect, the stronger they become!
- **New Technologies** - Two new technology trees per race add even more options to make your empire more powerful than ever before.

A HISTORY OF THE GALAXY

THE TRADER EMERGENCY COALITION (TEC)

The history of the TEC began more than 1,000 years ago during the foundation of the Trade Order by economically driven settlers. Established on strict principals of economics and codes of behavior, the Trader Worlds quickly began to expand — making the Trade Order an industrial and commercial juggernaut. However, outside of the Traders' core principals, each member world maintained its own interests, form of government, economic systems and culture.

It was during this early period of the Trade Order that something unique took place which would later reshape the galaxy. During an exploratory expedition to recruit new trading partners, emissaries from the Order landed on a dry, desert world orbiting a red giant. Here they discovered a colony of people practicing the most heinous forms of scientific and social deviancy, breaking the covenants of the Trade Order. When the emissaries returned, their news sent shockwaves throughout the Trader Worlds and the response was swift. For the first time in their history the Order forced their will upon a sovereign world, banding together and

forcibly removing their twisted cousins from Trader space forever . . . and forgotten.

Over the next thousand years the Trade Order went on in relative peace and prosperity — a golden age for mankind. War became a thing read about only in history books and seen in holo-vids. The occasional rare dispute was settled in Trader-sanctioned courts and merchant fleets filled the phase lanes with goods.

The Trade Order's golden age came to an abrupt end a decade ago with the arrival of the Vasari Empire. With no defenses, the Vasari swept the Order's ships aside with ease, and within only a few short months defeat seemed like a real possibility. In a last ditch effort to turn the tide, the Trade Order sanctioned the creation of the Trader Emergency Coalition to combat the alien threat. The TEC quickly learned to marshal the vast industrial resources of the Trader Worlds towards military production and used their new war engine to keep the Vasari at bay. Unfortunately for the TEC, an ancient enemy has just returned to open a two-front war against them.

THE ADVENT

The origins of the Advent began well before the recorded history of the Trade Order. Legend tells that their civilization began as one of many broken peoples who sought spiritual escape on the periphery of known space following great wars of antiquity.

The Advent, whose society is known collectively as "The Unity," are a highly advanced civilization that relies heavily on spiritual, psychic, and cybernetic technologies. A sense of elitism permeates the Unity, and is most strongly expressed with the high value they place on psionic ability. Silent Ones, those who are unable to participate in the Unity's group mind, are exceptionally rare and universally shunned.

At an early age, Advent children are taught to seek enlightenment in whichever way naturally suits them and it is common to see even the very young using neurochemicals or artificial implants to augment their mental abilities. This advanced level of integration with their technology — known as PsiTech — is largely responsible for the Advent's strange sense of collectivism, and allows them to share their thoughts and feelings on an almost innate level. Navigating, interpreting and shaping this sea of ideas are highly prized skills in Advent culture

and one's mastery in these areas forms the basis of the Unity's social hierarchy. Females in particular demonstrate a natural prowess and have come to dominate the higher castes, called Coalescences.

When the Trade Order forced the ancestors of the Advent from their homeworld, it created an indelible scar upon their psyche. An etching was created upon every Advent citizen in all the following centuries to exact retribution upon their enemy and assume their rightful place in the galaxy. This powerful drive for revenge pushed the Advent even further in their practices, advancing their technology far beyond anything the Traders could have imagined. Over the next 1,000 years the Advent would use all the resources at their disposal to create frightening new weapons and abilities powered by their PsiTech. With their resources exhausted and an arsenal to wield, the highest Coalescence synthesized the will of the Unity and determined that now is the time to return to their original homeworld to fulfill their prophecies of dominion.

THE VASARI EMPIRE

The ancient Vasari Empire once ruled over countless worlds. Beginning at the galactic core, the empire expanded uniformly, and brought hundreds of alien races under its control. While most of the species the Vasari encountered were primitive and peacefully subjugated, more advanced civilizations were harshly enslaved. Once conquered, these species were integrated into Vasari society as "valued citizens," giving them minimal standing in the Empire. Each world was then locked down and ruled from vast orbital structures in order to minimize the chance of rebellion.

As with all empires, the Vasari civilization's fall began from within. Ten thousand years ago the inner worlds of the empire fell suddenly silent. Expecting nothing more than rebellion by the local species, a local wing of the Dark Fleet was sent to restore order, but no status reports were ever received. Soon three more planets fell silent off the communications grid, and while Internal Intelligence deliberated on the response of what could only be the work of traitors, several more worlds went dark — including the ancient Vasari homeworld.

The rate of expansion of this unknown enemy was astonishing, far exceeding even that of the entire Dark Fleet! As a last resort, the Dark Fleet Veerr brought the bulk of their forces back

from the expansionary frontier for a blind assault on whatever was eating its way out of the empire's core worlds. When a single, heavily damaged warship from the Dark Fleet appeared out of phase space in orbit of a planet on the empire's perimeter, the inhabitants decided to board the ship. What they found were the remains of a once battle-hardened crew driven mad with fear.

In a rare act of autonomy, the colony made the decision to evacuate to a system far from the Empire. It would prove to be the last time they would ever see Vasari space. For the next 10,000 years the Vasari refugee fleet travelled from system to system, dropping warning beacons on their way, spending only enough time to replenish their resources before moving on. No matter how far the Vasari travel, their warning beacons fall silent; their unknown adversary continues its march toward their extermination.

GETTING STARTED

To play *Sins of a Solar Empire* your PC will need to meet at least the following minimum requirements:

- Windows® 7 / Windows Vista™ SP1 / Windows XP SP3
- 1.8 GHz Processor
- 512 MB Available System Memory (1 GB for Windows 7/Vista™)
- 128 MB 3D Video Card (Radeon 9600 / GeForce FX 6600 and above)
- DirectX 9.0c Compatible Sound Card
- DVD-ROM Drive
- 3 GB Available Hard Disk Space
- Keyboard and Mouse (with a mouse wheel)
- DirectX 9.0c
- Note: GeForce 4 MX video cards are not supported.

To get the most from your play experience, we recommend you have:

- 2.2 GHz Dual-Core Processor
- 1 GB Available System Memory (2 GB for Windows 7/Vista™)
- 256 MB 3D Video Card (Radeon X1600 / GeForce 7600 and above)

INSTALLING THE GAME

If you're running the retail edition, place the DVD into your DVD-ROM drive and the setup program should begin automatically. It is not necessary to have the DVD in your drive to play the game after installation is complete.

OBTAINING UPDATES

Included with your installation of Sins of a Solar Empire is Impulse, an exciting new platform that allows you to manage all of your games and applications, purchase new software, chat with friends and more. Updates for Sins of a Solar Empire are only available to registered users via the Impulse client. To register your game, launch Impulse from your Start menu; you will be prompted to either login using an existing account, or to create a new one. Once inside the client, click the Register Product button in the upper-right and fill in the dialog using your serial number/CD key. After you've registered your copy, you can download updates or re-download the latest version of the game at any time for free.

Please note that once registered your serial cannot be transferred to another user.

STARTING A NEW GAME

Even though this manual will give you lots of information on the nitty gritty details of the game, the best way to begin is with the Tutorials. Four interactive tutorial missions are included to help bring new players up to speed on the basic controls and concepts of Sins of a Solar Empire. We strongly recommend playing through them before diving into a new game.

- **Basic Gameplay** — will introduce you to the core concepts of camera control, unit selection, ship movement, special abilities, squadrons, combat, and conquering planets.
- **Basic Logistics** — introduces you to gathering resources and setting up planetary defenses.
- **Advanced Interface** — instructs you on all the elements of the main gameplay screen and how to interact with them.
- **Advanced Logistics** — gives you a primer on setting up trade and broadcast networks in your empire.

To play the tutorials, launch Sins of a Solar Empire and click on Single Player from the main menu. Then on the left side of your screen, click Tutorials and select the mission you'd like to play from the list.

SINGLE-PLAYER GAMES

When you're ready to play, launch the game and click Single Player from the main menu.



Along the left-side of the screen you'll see several options:

- **New Game** — Here you can start a new scenario or random map game.
- **Load Game** — This is where you'll restart an existing map that you've saved and want to come back to.
- **Watch Game** — Replays of your matches are saved automatically. You can even share replays with friends and watch their games.

- **Player Setup** — This is where you can enter your character's name, select your faction's symbol and color, and choose which racial picture set you'd prefer.
- **Map Designer** — This is a powerful tool that will let you create custom randomized maps.
- **Achievements** — As you play Sins of a Solar Empire you may attain special goals which are listed here along with an award image. It will take many hours of play to unlock them all!

There are several settings that can impact new games that can be set under the Game Options button.

Locked Teams gives you the power to control whether factions can alter their allies in a given game. When teams are locked, they are allied throughout the match and automatically gain the Peace Treaty, Trade Alliance, Ship Vision and Planet Vision treaties. With unlocked teams, the various factions may change their stances fluidly during play based on how they're treated and what their current objectives are.

 *Tip: Even when playing with other people or with Locked Teams, you'll need to work hard to gain enough relationship points in order to form the more advanced diplomatic Pacts in the game.*

Fleet Size will adjust the total number of available Fleet Supply points. These will be discussed in greater detail later, but suffice to say that this will impact how many ships you can field at a time.

The Pirates button will allow you to toggle roaming mercenaries for hire in your game. With Pirates disabled, they may still appear on the map, but they won't pose a threat unless attacked first.

The column of buttons on the right-side of the Game Options dialog gives you control over the speed of various aspects of Sins of a Solar Empire. Here you can fine tune overall income

rates, culture spread rates, ship speeds and more from Slow to Faster. Just remember that this affects A.I. players as well!

When you click the Play button, you'll be given the chance to see an overview of your game's setup and select final options.



The first button lets you lock out additional players, which can be useful for when you want to play a larger map with fewer than the recommended number. The next button allows you to bring up a dialog to change both the player color and logo. This will subtly customize the graphics for various ships and structures in the game. Following this is the race selection button. By default each player is assigned a random race to play, but you can change this to your liking by clicking on the Random button. Teams (up to 10) can be assigned by clicking on the Team button; all players with the same team will start the game allied. If you chose to Lock Teams in the Game Options, the assignments you make here will remain throughout your match. The last two buttons relate to the A.I. of the computer player, with the defaults being Random and Normal respectively. By cycling through the first button, you can customize an A.I. player's behavior to focus on being aggressive or defensive, economically driven and more. The last button determines the difficulty of the A.I. player, ranging from Easy to Vicious.

MULTIPLAYER GAMES

Sins of a Solar Empire supports up to 10 players in multiplayer games, either via LAN or Internet.

IRONCLAD ONLINE (INTERNET MULTIPLAYER)

Internet games of Sins of a Solar Empire are played through Ironclad Games' Ironclad Online system. Ironclad Online is a free matchmaking service that lets you chat with other players and setup multiplayer games for galactic supremacy.

Only registered players with a valid serial number can play on Ironclad Online. To get started, click on Ironclad Online from the main menu. From here, click the Create Account button and enter the required information. You should get a notice that your account was created successfully.

Once you have an account, click Login and enter your credentials in the dialog boxes. After you're logged in, your next step is to create a player for use online. Click on Add Player and enter a name in the dialog then click Accept. You can create multiple players with your account in case friends or family want to get in on the action too. Now select the player you want to use and click the Use Player button. From here you'll move to the Ironclad Online Chat Lobby.



There are several key elements to note once you're logged into Ironclad Online's Lobby:

- **Chat** — This is where you begin and is an area where you can talk to new people and arrange setting up games.
- **Friends** — Here you can see a list of all the players you've added to your Friends list. You can also filter the various lists in Ironclad Online to show only your Friends.
- **Host New Game** — This screen allows you to create a new game in much the same way as you would in single-player. The key differences are that you can name your game and enter a password so that only those you want can join. You can also set your game to allow only your Friends to join if you wish.
- **Host Saved Game** — Sins of a Solar Empire gives you the ability to save multiplayer games and continue them at a later date. This option gives you the ability to restart previously saved matches.
- **Join Game** — This screen lists all of the available open multiplayer games. To join an open game, select it from the list and click Join Game.
- **Host Setup** - This is where you can run network tests in case you're having trouble connecting with other players online. By default, the game uses Ironclad's Alloy networking system which should be able to resolve most issues with getting a multiplayer game started.

LAN GAMES

If you have a LAN setup, you can play Sins of a Solar Empire on up to two connected machines using the same serial number. To get started, click on the LAN Multiplayer button from the main menu.

To create a new LAN game, select the map you'd like to play and enter a name for your match in the Game Name field. When you're ready, click the Create button and wait for your other players to join. When everyone has checked their ready boxes, you can click Start to get underway.

Should you be joining an existing game on a LAN, click the Join Game button once you're in the LAN Multiplayer section. On most LANs, existing games will automatically appear, but under certain conditions you may need the IP address of the host PC to connect to it and begin your match.

GAME TYPES

SCENARIOS

Sins of a Solar Empire comes with over 40 pre-made maps, ranging from small single-star systems to huge multi-star galaxies. From the list you can choose which scenario you would like to play, with more information provided on the right that tells you: how many players the scenario supports, the number of stars present, the number of total planets in the scenario, and our recommendation for the best multiplayer mode for that particular map.

 *Tip: In Sins of a Solar Empire any object that generates a gravity well is considered a planet, which can include asteroid belts, plasma storms, wormholes and other phenomena.*

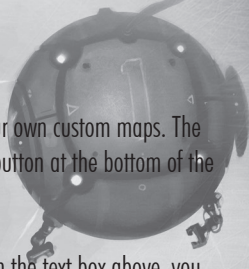
RANDOM MAPS

Unlike scenarios, random maps are generated on-the-fly after you click Play. Sins of a Solar Empire includes several settings for various sized galaxies ranging from small four-player maps to huge 10-player maps spanning several stars. You can find random maps in the Scenarios lists.

MAP DESIGNER

The Map Designer is a powerful tool that allows you to create your own custom maps. The maps you create can be found by clicking the Change Map Type button at the bottom of the Scenarios list. Here's an overview of the Map Designer's features:

- **Create** — This will allow you to create a new random map. In the text box above, you can rename your selected map.



- **Delete** — Just as the name implies, this button will delete your selected creation.
- **Save** — When you're happy with your new map, click this to save it for future use. Your saved maps will show up in the User Designed Maps list when setting up new games.



- **Preview** — After you've setup your map's parameters, you can use the Preview feature to view it in-game. Your map will be loaded and the entire galaxy will be visible to you. When you Quit from the menu, you'll be returned to the Map Designer.
- **Map Size** — This slider determines the distance between the objects in your maps — everything from planets to stars.

In the middle of the Map Designer are three list boxes that give you near total control over your galaxy. The first is the Star Editor, which lets you add or remove stars from your map. You must always have at least one star, but the upper limit is only what your PC can handle. New star types are randomized, but you can select from any of the available colors.

The second list box is the Planet Groups Editor that allows you to control the number of planets in your galaxy; this also ties into the Group Contents Editor which is the third list box. Each Planet Group contains at least one planet, with the default type being random. Clicking on Change Planet Type will present you with a long list of possible planets that can be set on a per-group basis. It's possible to have both multiple groups and multiple planets per group, giving you a great deal of customizability.

Additional settings to help finish off your maps are:

- **Players** — This determines how many players start off in each star system (including yourself). The default is two so that you begin with an instant challenge.
- **Orbit Radius** — This is the radius around each star where planets can appear.
- **Phase Lane Length** — This setting determines the distance between your planets. Longer distances result in longer travel times between worlds in Phase Space.
- **Phase Lane Chance** — Here you can set the probability of your various planets being connected to one another via Phase Lanes. The higher you make the slider, the more “open” your map will be.
- **Min/Max Distance** — These sliders determine the minimum and maximum distances from the star where planets can appear in each Ring.
- **Neutral Colonies** — Here is where you can set how many of your planets are pre-colonized by forces that have refused to ally with any of the major powers. Higher settings will provide greater challenge by making it more difficult to take planets early on.
- **Min/Max Count** — These settings let you set how many planets will appear in each of your Planet Groups. Each group must contain at least one planet.

GAMEPLAY

YOUR GALAXY AND YOU

A game of Sins of a Solar Empire can feature many planets in a solar system, with distances spanning millions of miles. In larger games, players may encounter more than 100 planets across six or more solar systems with distances spanning many light years.

Solar systems are comprised of a single star surrounded by many planets, planetoids, or anomalies. Each of these objects generates a spherical gravity well around themselves, the size of which is determined by their mass and density. Ships are affected by gravity wells in several ways: vessels travelling towards the center of a gravity well move faster, while those moving away are slower; gravity wells also impact a ship's ability to Phase Jump.

With such vast distances in play, it would literally take hours for ships to travel from one world to the next using sub-light speeds. The races in Sins of a Solar Empire work around this dilemma by using Phase Space. As a ship reaches the edge of an object's gravity well, they will power-up their phase jump engines and punch a temporary hole into Phase Space. Through Phase Space, trips that would have literally taken hours of game-time to traverse occur in just seconds.

There are some limitations with travelling through Phase Space, however. Not all worlds are directly reachable from one another; those that are are indicated by faint lines connecting the objects in a solar system called phase lanes. Phase lanes indicate the corridors of space through which a ship can enter Phase Space. This is important, as it means that you can create bottlenecks to protect your empire from invaders. Another limitation is that once a ship has entered Phase Space, it cannot be interacted with. You must wait for the vessel to reach its destination before issuing it new orders. Lastly, ships entering Phase Space are vulnerable to attack while they power-up their jump engines.

Tip: Ships can jump into Phase Space anywhere in a 45 degree area from the phase lane. Where your ships leave a gravity well from will determine where they arrive when they reach their destination.

THE MAIN INTERFACE

Commanding an empire that can span millions of miles, or even light-years, can be a daunting task for any leader. Luckily, the interface for *Sins of a Solar Empire* has been designed with this in mind, giving you control over any world or ship under your control with the click of a mouse.



Item	Description	Item	Description
1	Empire Tree	11	Report Dialogs
2	Main Menu	12	Quick Stats
3	Camera Control & Cinematic View	13	Rename Object / Speed Controls (SP)
4	Diplomacy & Relations Screens	14	Scuttle Ship / Structure
5	Research Screen	15	Auto-Placement
6	Criminal Underground Screen	16	Ping
7	Available Capital Commanders	17	Action Grid
8	Available Fleet Supply	18	InfoCard
9	Available Resources	19	Black Market
10	Gameplay Area	20	Pirate Bounty

THE EMPIRE TREE

One of the most powerful tools in the game is the Empire Tree — a collapsible tree that resides along the left-edge of the screen. The Empire Tree lists the planets, structures and ships in the galaxy that you have selected or that you have attached through pinning.

The Empire Tree gives you direct control over the whole of your territory using an intelligent selection and display system. At the top of the window are three buttons: Pin, Search and Stack.

When you select an object, its hierarchy will appear in the Empire Tree until you select something else or deselect it. If you'd like to keep an object in the Empire Tree, select it and click the Pin button.

The Search button allows you to quickly display and select certain planets, ships and control groups by simply clicking on the appropriate button or icon. As you hover over each button with your cursor, an InfoCard will appear displaying more details for that item.

Stacking combines all ships of the same type into a single numbered group, instead of displaying each vessel individually.

To make the most of the Empire Tree, in particular after selecting units using the Search button, you can move through the sub-selected item in the tree using tab and shift-tab. This allows you to operate on each object without losing your overall selection, and is very useful during combat situations.

Every object in that appears in the Empire Tree can be interacted with in the same way you would in the main gameplay view. You can even instruct one of your groups to attack an enemy.

 *Tip: You can pin any number of objects simultaneously so it's easy to keep an eye on all your planets and ships. To unpin all your objects at once, hit Ctrl-`.*

CAMERA CONTROL & ZOOMING

With a galaxy at your fingertips, it's critical to be able to view what's happening quickly and easily. Sins of a Solar Empire's camera and zoom options are what help to make this possible. Using the mouse wheel, you can zoom out to a view of the entire galaxy or zoom in to the smallest fighter.

There are two primary camera modes:

- **Zoom-to-Cursor (default):** This is an intelligent zooming mode where the camera will zoom to where your mouse cursor is located on the screen. If your cursor is over a particular object, the camera will center upon it while you zoom in or out.
- **Standard:** In this mode, the camera will zoom in or out on the center of the screen. You can also lock onto specific objects with this mode by double-clicking on them.

Both camera modes are useful and some players may want to switch quickly between them. This can be done by pressing the "m" hotkey.

By holding down the right-mouse button and moving the mouse, you can swivel the camera around 360 degrees. If you're locked onto an object at the time, the camera will swing around it. Even more ways to control the camera can be found in the key bindings section in the Options menu.

 *Tip: Hold down the Shift key while zooming to slow down your movement.*

REPORT DIALOGS

Located on the lower left of the gameplay screen are the Report Dialogs. This is where you'll get information on the latest happenings around your empire — everything from offers of alliance, to construction projects being completed, to raids against one of your worlds.

As a new report comes in, an image will appear in its respective button to give you a quick heads-up on what type of news it is. By clicking on an alert, a dialog box will appear that displays a history of the last several reports you've received in that category. You can move forward through the list of reports by left-clicking on the button, or move backward in the list by right-clicking. If you hit the space bar, the camera will automatically jump to where the highlighted report originated.

From left-to-right the four types of reports are:

- **Planet Reports:** These will tell you when a new planet has been discovered by one of your ships, when one of your worlds has completed a important project and more.
- **Production Reports:** These reports inform you when new ships are completed by one of your shipyards, plus when structures and research are finished.
- **Diplomacy Reports:** Should another player have a treaty to offer, it will be logged in this report.
- **Threat Reports:** When a new item appears here, be warned! It's an indication that one of your ships or planets is under attack - or worse.

QUICK STATS

Located to the right of the Report Dialogs is the quick stats display. You can find out vital information about your currently selected object from these three windows. For ships or structures current hit points, shield points (if applicable) and antimatter store (if applicable) are listed. On planets the display shows the world's current health, tax income rate, and culture rate. By default the Quick Stats displays your Empire, Military and Economy rankings.

SCUTTLE

At the bottom of the center selection window is the Scuttle button. This allows you to destroy any ship or structure that you own. Should you wish to abort the countdown, just hit the Scuttle button again. Destroyed items will gain you back some resources.

AUTO-PLACEMENT

If you don't want to place structures around your planets yourself, you can have the AI do it for you by enabling Auto-Placement. When enabled, the AI will place the structures you tell it to build using its best judgment.

PINGING AND ALLY REQUESTS

There are two methods of pings in Sins of a Solar Empire and both will work in single-player and multiplayer games. A standard ping, issued by clicking the Ping button, creates a temporary visual marker around the selected object that's visible to your allies. In single-player games, your computer-controlled allies will make their best judgment as to what you intend for them to do with your request.

Smart pings give you greater control and can double as a method for requesting A.I. allies to perform certain tasks. To issue a smart ping, first select another faction's planet; you'll see three buttons appear in the action grid:

- **Set Ally Attack Target** — requests your allies to attack the pinged target.
- **Cancel Ally Order** — tells your ally to ignore your last request.
- **Set Ally Defense Target** — requests that your ally send ships to defend the target.

Tip: Other factions may not always follow your lead. If they're not happy with you or have secret agendas in place, they may ignore your requests or even work against you with someone else.

THE ACTION GRID

The Action Grid appears in the lower-right corner of the gameplay area and is where the most used game controls appear. The buttons on the Action Grid will vary depending on whether you have a planet or ship selected.

For planets the grid displays (from left to right):

- **Planet Development** — Gives you access to the tools to turn your planet from a simple colony into a beacon of power.
- **Logistics Structures** — From this you can construct new factories, mines, research facilities and more in orbit above your world.
- **Tactical Structures** — A wise ruler knows to protect his planets and this tab gives you the ability to do just that with weapons platforms, repair bays and more.
- **Ship Construction** — On the lower bar of the Action Grid you can access your various ship construction options. Some ships require special factories and research before they can be constructed.
- **Rally Point** — With this button you can set a rally point for all the ships built at this planet.

Planet development, logistics and tactical structures will be explored later in the manual in greater detail.

When a ship is selected, the Action Grid displays new options giving you direct control over its abilities:



- **Attack Stance** — By left-clicking this button you can order your ships to attack a specific target or area. Right-clicking toggles auto-attack on and off.
- **Stop** — Cancels all the orders that have been given to the selected vessel or structure.
- **Move** — Left-clicking this button allows you to move the selected ship to the desired location by left-clicking again on your destination. Right-clicking this button toggles group movement on and off. With group movement on, your ships will attempt to phase jump as a group and not individually.
- **Squadron Management** — For those ships or structures which are able to support squadrons you'll be able to click on this button to order the construction of fighter or bomber squads.
- **Ability Management** - Capital ships can be upgraded with unique abilities when they gain levels; while you can purchase up to eight upgrades for your starbases based on your technology research.

 *Tip: If you need to exit a gravity well quickly, order your ships not to use group movement. This tactic improves speed but increases the risk of your ships being picked-off if there are enemies at your destination.*

To the left of Squadron Management is Tactics Management, which opens up special options for your ships:



- **Fleet Cohesion** — This controls how far ships can move from their fleet leader. Tight is a very short distance (stay as close as possible), Standard is a moderate distance, and Loose is relatively far.
- **Engagement Range** — This is the range that ships use to determine whether they can attack or use special abilities on a target.
- **Leave Fleet** - Remove the ship from the fleet it's currently joined to.
- **Create Fleet** — This creates a fleet from the ships you currently have selected. Whichever vessel you have sub-selected within your group becomes the fleet's leader. The other ships in the fleet will rally around the leader and attempt to act as a single, cohesive unit based on the orders you give it. By default, most ships will automatically attempt to join a fleet if one exists in the gravity well when they enter it.
- **Retreat** — When clicked the selected forces will retreat to the closest and safest planet possible, avoiding enemy territory if they can. Note that it may not always be possible for your forces to retreat to a safe planet. Retreating forces ignore jump as group orders.

INFOCARDS

InfoCards appear whenever you mouse over an object and provide additional details for your selection. With planets, you can see their type, allegiance, health, population, tax income, available slots, resources and more. For ships, the InfoCard will show you its name, hull points, shield points, armor level, current damage Mitigation, average damage-per-second, and any special information that may come up during the course of the game.

FLEET LOGISTICS

There's a limit to how many ships an empire can field, which is represented by your fleet supply. Each faction begins with 100 fleet supply points, which is the base amount any race can manage without additional research. Every ship drains some of your available points, with frigates requiring the least and capital ships the most. Once you've maxed out your available fleet points, you won't be able to field any additional vessels. When you mouse over your fleet supply at the top of the gameplay window an InfoCard will appear listing your total points in use and how they're distributed across your ships.

In addition to fleet supply, capital ships require special commanders before they can be constructed. Each player starts the game with the ability to field one capital ship, which should be used wisely. In order to construct additional capital ships, players must research advanced training techniques. The number of available capital ship crews is displayed next to your fleet supply at the top of the main gameplay screen. By mousing over this figure, you can see where your commanders are deployed.

RESOURCES & ECONOMY

Wars are typically fought over resources and the races in Sins of a Solar Empire are no different. There are three primary resources in the game that will fuel your economy:

- **Credits:** This is the currency of the galaxy and just about everything you'll want to do will require some. Credits are generated from the taxes of your population, via trade, by collecting the bounties on other empires, and other means unique to each race.
- **Metal:** The ships and structures you build aren't made of just plastics, they're made from metal alloys. Metal is a common resource in the galaxy and can be found around most planets, especially volcanic worlds.
- **Crystal:** Crystal is the rarest resource in Sins of a Solar Empire and is found most commonly around frozen worlds. Crystal is required to conduct research, build more powerful ships and much more.

Metal and crystal are found within mineral rich asteroids and can be collected by building extractors upon them. Each asteroid holds an infinite amount of their respective resource. The rate of extraction can be improved either through research or by building special orbital refineries.

TAX INCOME

Most of the credits that you'll spend during a game will come from the populations of the planets you control through taxes. While you cannot adjust tax rates, you can manage your income at a macro level by investing in Population Infrastructure. After all, high populations means more people to collect from!

TRADE

When tax income proves to be insufficient to make your designs come to fruition, you should start constructing trade networks. With Trade Ports you can establish both domestic and foreign trade routes between worlds. If you can create long, unbroken trade routes, you'll gain extra trade income.

 *Tip: You can use starbases with trade port upgrades to make longer routes. You will gain even more bonus trade income if you can establish foreign trade routes.*

THE BLACK MARKET

There will be times when you'll find yourself with a glut of metal or crystal resources and in dire need of credits. During such situations your quickest way to obtain money is by selling your excess inventories on the Black Market. The price you'll get for your goods fluctuates with supply and demand, so you may not always get the best deal. However, this can work in your favor for when you have lots of credits and few metal or crystal resources to draw upon. More information on buying and selling resources can be found later on in the Criminal Underground section.

PLANETS

Each solar system is the home of many individual worlds where people have settled to try and eke out an existence for themselves. The worlds you can exploit include:

- **Terran Worlds:** These planets are lush, vibrant and full of life. Abundant in water, they can support large populations and are therefore a great source of tax income once developed.
- **Desert Worlds:** These are dry, desolate, sandy planets with little water and a harsh environment. Still, life has evolved on them using sub-surface water reserves and air traps to catch moisture out of the atmosphere. Desert planets don't support large populations but do make for good bulwarks against intruders.
- **Ice Worlds:** Ice planets are frozen wastelands, with very little liquid water and even less people. What makes these planets so valuable is their abundance of crystal.
- **Volcanic Worlds:** What ice planets lack in warmth is more than made up for by volcanic worlds. Planets of this type are unstable and riddled with fierce geologic activity. They tend to be metal-rich and, with the proper equipment, can support population centers.
- **Gas Giants:** Bodies such as these don't have any surface upon which to start a colony and can be dangerous. Gas giants can unleash unstable pockets of highly unstable gas that when ignited by an explosion can severely damage nearby ships. Some gas giants are known to have planetoids in their gravity wells which can be mined using special bases.
- **Asteroid Fields:** These fields are rich in resources, but can only support minimal colonies. However, some asteroids are dead and contain little of value.
- **Plasma Storms:** These areas cannot be colonized, but may contain resource asteroids operated by neutral factions that can be captured. Given the highly unstable nature of plasma storms, strike fighters and bombers cannot operate within their gravity wells.
- **Magnetic Clouds:** These clouds cannot be colonized and hold nothing of value. What makes them strategically relevant is that special abilities don't work in these areas.

PLANET MANAGEMENT

Empires aren't constructed overnight and the key to success is to invest in your most valuable assets — your planets. Without control over a planet, you won't be able to build new structures or collect taxes from your citizens. There are several areas of planet development:

- **Population Infrastructure:** Through advanced terraforming and city planning, investment in infrastructure will allow your world to maintain higher populations.
- **Emergency Facilities:** It's a dangerous universe and spending some effort on building bomb shelters and other emergency infrastructure will help your planets to survive in case the worst occurs.
- **Explore Planet:** Some worlds contain secrets — artifacts, natural resources or phenomena lost to time. By sending out exploration parties you may be able to discover some of these secrets and gain a useful advantage.
- **Designate Capital Planet:** Every empire needs a seat of government. Why should yours be any different? You may designate any one of your planets as your capital (assuming you have the money for the transition). Capital planets affect allegiance due to the distance between themselves and your other worlds, plus generate greater tax revenue and resources. Your first capital planet is your starting planet.
- **Logistics Capacity:** Much in the same way that you can't field an infinite number of ships, so too can a planet not house an infinite number of structures. By investing in your world's logistics capacity you'll be able to build more research labs, trade centers, etc.
- **Tactical Capacity:** This is similar to logistics capacity, however, it allows you to construct more military structures such as defense platforms and repair bays.

BUILDING A SOLAR EMPIRE

With enemies on all sides, it will take a strong foundation to build an empire that will not only survive, but stand the test of time. Doing so will require diplomatic skill, a profitable economy, a powerful military, research & development, and occasionally dealing with less than reputable elements.

DIPLOMACY

The screen gives you the opportunity to deal with the other empires in your part of the galaxy. From here you can see what other empires think of you, forge alliances, give gifts, sue for peace and take on or issue missions.



Item	Description	Item	Description
1	Faction List	5	Mission Timer & Reject Button
2	Faction Portrait	6	Relationship Level
3	Faction Name	7	Gifts
4	Mission Area	8	Treaties & Pact Management

RELATIONSHIP

The Relationship slider tells you how friendly you are with another faction at a glance. Many factors - shown in detail via an InfoCard - go into determining what other empires think of you, and this overall level will be the deciding factor on whether you'll make allies or enemies. Empires you have good relations with will be more likely to accept your invitations for treaties, pacts and joint attacks. On the flip side, those you have poor relations with are almost certainly guaranteed to ignore you and will actively seek your demise.

You can also see an overview of the relationships between the factions in the game using the Relationships screen, located to the right of the Diplomacy button on the main interface. By hovering over the portraits for each faction, you can see details on the factors that are affecting their relationships.

MISSIONS

Sometimes other empires will seek your assistance in some matter, such as a request for resources or to attack an enemy. When a mission comes in, you can choose to complete or reject it within the time limit shown (note - you won't be able to reject the mission once the countdown nears its end). Failing to complete a mission or repeatedly rejecting missions will hurt your standing with the empire making the offer, while accomplishing the mission will raise your standing with them and possibly provide some other reward.

You may also offer missions to other factions once you've researched the appropriate technology from the Diplomacy research tree. To issue a mission, select the faction you want to work with and then click the Offer Mission button. Select the type of mission you wish to offer, the target faction, the time limit for your mission, and the the number of ships or structures to destroy. Next you'll need to offer a reward commensurate with the difficulty of your mission. If your reward isn't enticing, the faction you're offering the mission to probably won't accept it.

GIFTS

From time to time, you may want to persuade an enemy of your good intentions (whether legitimate or not!) or send aid to an ally. Both can be accomplished by giving gifts of the three primary resources once the appropriate diplomatic technology is researched: credits, metal or crystal. Giving gifts will endear you to the recipient and improve your relationship with them.

It's also possible to demand resource gifts from another faction using the Mission system described previously.



Tip: By holding the Shift key you can increase the quantity of almost anything in the game, such as buying or giving resources.

TREATIES

Treaties are your primary political tool in Sins of a Solar Empire. Using them you can shape the future of your people — for better or worse. The various types of treaties/states include:

- **Go to War** — As the name suggests, by declaring war against another faction you are terminating all existing accords with them and giving your military units permission to open fire on their ships and structures. Earning back the trust of a faction you've declared war on may not always be possible and will definitely take time should you decide to sue for peace later.
- **Cease Fire** — Cease fires are essentially states of non-aggressive neutrality with another empire. Neither side will fire on the other, but either may decide to do so with no explicit ramifications.
- **Peace Treaty** — Peace treaties are formal accords of friendship and possible alliance. To establish one, you must first have a cease fire agreement in place. As with cease fires, neither side may attack the other and to do so will require formally breaking the peace treaty — an act not viewed well by your partner. If you and your treaty partner are on very good terms, you may be able to coordinate assaults on enemies (using Ping or Missions). After breaking a peace treaty, neither nation will be able to attack the other for some time.

- **Trade Alliance** — There's an old saying that credits make the galaxy go around and trade alliances are key to that purpose. Empires in a trade alliance will consider each other's planets for optimal trade routes by their respective trade ships. Trade ships are immune to enemy fire when a trade alliance is in place.
- **Ship Vision** — This is an intelligence treaty that will give each empire sensor information from one another's ships.
- **Planet Vision** — This is another intelligence treaty, but instead of granting the sensor data from ships, it does so for planets. With a planet vision pact, each faction will have complete views of one another's territory.

PACTS

When you've become a strong ally with another faction and your relationship level reaches high levels, you'll be able to form Pacts. Each race has several unique and powerful Pacts, which can be researched from their diplomatic technology tree. These range from resource bonuses to weapon and defensive technology improvements at higher levels. Once a Pact is formed, the bonus it yields applies to both parties. You may only assign each of your Pacts to one other player; Pact bonuses will not stack in cases where you may be offered the same Pact from two players of the same race. You can offer and accept Pacts by selecting a faction from the Diplomacy screen and clicking the Manage Pacts button.

RESEARCH

Research is a key aspect for any empire during wartime, providing boosts to existing systems and access to new technologies. Each race in *Sins of a Solar Empire* features its own unique military, civic, defensive and diplomatic technology trees. Additionally, there are two common trees which all races have access to.

In order to research new technologies, you must first have the requisite number of military and civic research labs and the resources to pay for the new technology. The InfoCard for each research subject indicates the cost in credits, metal and crystal that you will need to pay, plus the number of labs required to complete the technology. Higher level topics are substantially more expensive to research than those that preceded them.



COMBAT RESEARCH

This technology tree features all of the military technologies for each race and is divided into three sub-categories per race.

■ TEC – Military & Defense Trees

- **Structural Subsystems:** Provides technologies related to improving armor plating, hull strength, shielding, power systems and engines.
- **Ballistics & Rocketry:** Provides improvements related to ship-to-ship weapons and planetary bombardment.
- **Experimental Design:** Gives access to the latest wartime technologies including new ships designs, weapons technologies, and special abilities.

- **Defense:** Grants access to defense improvements, mine fields, starbases and their upgrades.

■ Advent – Hostility & Security Trees

- **Energy:** Provides access to refined weapons, antimatter regeneration, and shield technologies.
- **Ascension:** Includes new ship designs, ship abilities and special psionic attacks.
- **Substance:** Contains research designed to improve hull integrity, armor strength, and the power of Advent kinetic weapons.
- **Security:** Gives the Advent access to powerful new defensive technologies, homing mines, and starbases.

■ Vasari Empire – Warfare & Fortification Trees

- **Prototypes:** Gives lines of research into new ship designs, special ship abilities, phase space manipulation and the Vasari's superweapon.
- **Assault:** Includes improvements to Vasari pulse weapons, phase missiles, plasma wave technology, and planetary bombardment weapons.
- **Support:** Provides new insights into ship skeletal reinforcements, automated healing nanites, armor strength, shield improvements and next-generation power systems.
- **Fortification:** Grants access to improved defensive technologies, plus starbases and their upgrades.

CIVIC RESEARCH

The civic technology trees provide new technologies designed to improve your worlds and diplomatic abilities.

■ TEC – Civilian & Diplomacy Trees

- **Industry:** Provides improved extraction methods for metal and crystal mines, trade ports for commerce, orbital refineries, plus general improvements to building rates.
- **Engineering:** Gives access to orbital sensor drones, planet exploitation and colonization technologies, PSIDAR for detecting incoming ships, planetary shields, and improved phase jump engines.
- **Policy:** Includes technologies for broadcasting propaganda to far-off worlds, improving the happiness of citizens, and general improvements to both ships and planets.
- **Diplomacy:** Allows TEC players to research the Neruda envoy cruiser and its abilities, plus advanced diplomatic pacts and missions.

■ Advent – Harmony & Understanding Trees

- **PsiTech:** Gives advances that extend the faith of the Unity plus improvements to exploration and planetary phase technologies
- **Perception:** Provides technologies that expand the psychic connection and awareness of the Unity.
- **Materialism:** Includes planet colonization technologies, resource generation advances, and trade networks.
- **Understanding:** Grants access to Herald envoy cruisers, advanced diplomatic pacts, missions and other technologies.

■ Vasari Empire – Empire & Manipulation Trees

- **Nanotechnology:** Introduces advanced nanomachine technologies ranging from medicine to resource generation, trade, construction and more.
- **Phase Mastery:** Gives access to phase space monitoring research, phasic barriers, phasic transmission, phase stabilization, and access to the Dark Fleet.
- **Oppression:** Provides access to planet occupation methods, propaganda, trade and enslavement abilities.
- **Manipulation:** Allows for the construction of Voruntak envoy cruisers, advanced diplomatic pacts, and the ability to offer missions to others.

The last two technology trees — Fleet Logistics and Artifacts — are common across all the races in Sins of a Solar Empire.



FLEET LOGISTICS

Fleet Logistics allows you to research advanced training regimens to support more military vessels and capital ships. While initially there is no upkeep to maintaining your fleets, as you research in this tree the cost of operating more forces will increase. This Upkeep penalty is deducted from your resources as a tax against credits, metal and crystal production. This makes it vital not to overstretch yourself too early, lest you find that your economy has collapsed!

ARTIFACTS

Artifacts are rare, special technologies and items that you may find during your expeditions on new worlds. The bonuses these provide are immediate and can greatly impact the game. Should you lose a planet where an artifact was found, you will also lose any benefits it bestowed. When an artifact is discovered, its power signature can be detected by all players, giving away the artifact's location, but not its function.

THE CRIMINAL UNDERGROUND

There will be times when your empire is in dire need of resources or that you have need to deal with the seedier elements of galactic society. The Criminal Underground screen is where this can be accomplished with great efficiency.

THE BLACK MARKET

When you want to anonymously buy or sell resources, the Black Market is the place to do it. For a premium, you can purchase needed resources or sell any excess you may have for credits.





In the above figure, you can see an example of metal and crystal pricing on the Black Market. The number on the left is the current sell price for that resource — meaning that if you were to sell 100 units of it, you would receive $100 \times$ the sell price in credits. The number on the right is the current purchase price for the resource. Purchasing 100 units of it would cost your empire $100 \times$ the current purchase price.

You can also change the amount per unit that your empire puts excess resources on the market for. This is done as a percentage of the current market price, with the price per unit displayed on the offer price button. By manipulating these values, you can undercut other players and create some real havoc on the prices they pay or receive for resources.

Market prices and transactions occur in real-time and will fluctuate with supply and demand. It's important to pay attention to the trends which appear on this screen (as shown in the graph in the middle) so that you're not taken by surprise should another faction use the market against you.

PIRATES & BOUNTY

Piracy is a constant problem in the galaxy with raids taking place on a regular basis by the unscrupulous. Those who take part in piracy don't care who they attack as they have no political views on the subject. They go where the money is, which is determined in part by Bounty.



Bounty is essentially an anonymous way for empires to attack one another. By placing Bounty against another empire, you're placing a reward for any ship, structure or world which is destroyed by either the Pirates or another empire. Bounty is collected in this way until it is exhausted. This is a key method of getting others to do your dirty work for you, or to secretly wipe out allies.

The Pirate screen displays the following information:

- **Threat Indicator** — Shows the current estimate of the size of the next pirate attack in the galaxy based on the total bounty, the number of lucrative raid targets and other factors. In general, when there is more profit to be made, there are more pirates to be had.
- **Bounty List** — Here is where you can anonymously place bounties on other empires and see what the current bounty is on each faction. Players that are currently being raided are indicated by a pirate sword beside their bounty.

- **Wanted** — This window shows the current target for the next pirate raid and the bounty against them. Should the bounty against every faction be zero (as is common at the start of a game), the Pirates will attack a random target.
- **Launch Timer** — At the very bottom of the screen is the launch timer, which countdowns to the next pirate raid. When the timer expires, the red skull will start to flash indicating that there is a brief amount of time before the pirates launch. This gives each empire a last second opportunity to outbid their neighbors to determine the pirates' target.

When an empire needs a scalpel instead of a bludgeon, they can pay the Pirates to go on specific missions.



In much the same way as offering a mission to another faction, an empire can instead guarantee cooperation by hiring out to those with no diplomatic ties to worry about. Unlike dealing with legitimate governments, however, the Pirates will only work for those able to meet their price - and accept only credits for payment.

To offer the Pirates a mission, click the Offer Mission button at the bottom of the Pirates screen. From the mission generator, you can specify the type of attack you need, the target faction, and the planet to be assaulted. Whether or not the Pirates will accept your offer depends entirely on the amount of the reward you offer. If it's not enough, they will refuse your mission outright, whereas if your offer is of interest, you'll see an indication on the strength of the raid the Pirates are willing to send.

While the Pirates offer empires a legitimate way to deal with their enemies indirectly, keep in mind who you're dealing with: The Pirates will use the money you pay them to further improve their ships, and there's no guarantee of success when you offer them a mission. Once the money is paid, they'll send out a raiding fleet to the target you specify, but you won't get any of your money back if they fail.

 *Tip: Even if you hire the Pirates to go on a mission for you, the bounty counter will continue its regular countdown, sending out raids on the target with the highest amount.*

ORBITAL STRUCTURES

Each planet in your empire has the capacity to build two primary structure types: Logistics and Tactical. Logistics structures relate to resource generation, ship factories, research labs, trade ports, refineries and broadcast centers. Tactical structures are those which include defensive platforms, repair stations, superweapons and more.

LOGISTICS STRUCTURES

Logistics structures will help you build your economy and research new technologies, plus influence other worlds. Each structure costs a certain amount of resources to construct and requires a set number of logistics slots.



Structures include:

- **Metal Extractor** — Extracts raw resources from asteroids rich in metal ore to be used in constructing ships, structures, and more.
- **Crystal Extractor** — Extracts raw crystal resources from asteroids rich in the element for use in myriad applications.
- **Frigate Factory** — Allows the construction of frigates and cruisers for your fleets. Each ship you construct also requires fleet supply to deploy.
- **Capital Ship Factory** — Allows the construction of powerful capital ships to anchor your fleets. Capital ships require both fleet supply and special commanders in addition to raw materials.
- **Military Lab** — This structure gives you the ability to research new technologies from the Military branches of your empire's technology trees.
- **Civics Lab** — Grants you the ability to research new technologies from the Civics branches of your empire's technology trees.
- **Trade Port** — Once researched, the Trade Port will allow you to establish lucrative trade routes between worlds. Routes and trade ships are automatically created to maximize potential income. You must have at least two Trade Ports (on separate worlds) in order to initiate a trade route.

- **Orbital Refinery** — With an Orbital Refinery you can greatly increase the amount of resources your worlds can generate. Refineries send out ships to resource asteroids in nearby gravity wells to bring ore back for processing. The Advent's Trade Port can toggle its functionality to act as either a Trade Port or a refinery once researched. In refinery mode, this structure only affects resource asteroids in the local gravity well and doesn't use refinery ships.
- **Broadcast Center** — Your empire can spread its culture to nearby worlds through the broadcast center, as can be seen through phase lanes taking on an empire's color. The stronger your culture, the faster it will spread and push back enemy culture. As each planet comes under more of your influence, its allegiance to your empire will increase. When an empire's culture is strong enough, a planet could even revolt and become neutral. You can't colonize a neutral world that has revolted due to an enemy's cultural influence until that influence is reduced. In addition to planetary effects, each race can unlock special bonuses to its ships stationed in friendly culture.

TACTICAL STRUCTURES

Tactical structures will help you to protect your planets and defend your empire as a whole. Each race's structures can vary greatly:



TEC Structures

- **Gauss Defense Platform:** Featuring dual gauss cannons, these stationary defense platforms will defend nearby structures from enemy vessels. They are heavily armored and can do serious damage against opponents. With the proper research, they can be upgraded with Burst Rockets and Meson Bolt Cannons.

- **Hangar Defense:** The orbital hangar houses two squadrons of fighters or bombers to defend their planet's gravity well. Hangar Defense must be researched before it can be constructed; and can be upgraded with flak turrets to ward off enemy squadrons.
- **Repair Platform:** These platforms have a long range and will automatically repair your damaged ships and structures for as long as their antimatter reserves hold out. As with Hangar Defense, they must be researched before construction.
- **Phase Jump Inhibitor:** When the first Phase Jump Inhibitor was recovered it was immediately clear that it was not of Vasari origin — it was just too different from everything else. To this day, they have no idea how it works and are restricted to only fielding stolen units. Once unlocked, this powerful structure substantially delays the phase jump charge times of enemy ships in its radius of effect.
- **Shield Generator:** Planetary bombardment can be catastrophic to your empire's long-term survival and the shield generator helps prevent this. Once researched, this structure uses antimatter to envelope your planet in a protective shield, reducing the damage sustained from bombardment.
- **Novalith Cannon:** This is the ultimate weapon of the TEC and can be constructed only after laborious research and cost. The Novalith cannon is capable of firing a devastating shot through phase space at an enemy planet, causing obscene damage.
- **Proximity Mine Field:** When it became apparent that the TEC would need greater planetary defenses, they developed these deadly mine fields. Once deployed, the mines become invisible to most enemy vessels and explode when a foe draws too near, inflicting massive damage to a wide area.
- **Argonov Starbase:** Deployed from the Raloz Heavy Constructor, the Argonov class starbase is a cornerstone of the TEC military. The Argonov can be equipped with powerful defensive technology to help secure vital worlds, or with manufacturing abilities for forward positions.

Advent Structures

- **Beam Defense Platform:** Four powerful beam emitters defend your planet and nearby structures from enemy ships. What they lack in armor they make up in firepower, which can be combined for greater damage with Synergy research.
- **Hangar Defense:** Housing three squadrons of either fighters, bombers or homing mine drones, this structure provides defense across a planet's gravity well. They can also be upgraded with wide area shield emitters, granting shields to all nearby structures.
- **Repair Platform:** With a substantial range, once researched the Repair Platform will automatically repair your damaged hulls for as long as it has antimatter.
- **Phase Jump Inhibitor:** As the Advent moved closer to the Trader central worlds, they were drastically slowed by the increased use of these strange devices. Recognizing their potential, the Advent are now recovering as many as possible from conquered Trader worlds for their own use. Once unlocked, this powerful structure substantially delays the phase jump charge times of enemy ships in its radius of effect.
- **Antimatter Recharger:** It can be essential to quickly recharge the antimatter reserves of capital ships and once researched this structure does just that by transferring its own reserves.
- **Deliverance Engine:** The most potent device in the Advent arsenal, the Deliverance Engine can only be built after intense research. This weapon focuses and amplifies the Unity's psychic presence across phase space, greatly increasing their culture on far-away worlds.
- **Transcencia Starbase:** Deployed from the Talion Savior cruiser, the Transcencia is a formidable defensive weapon. The Transcencia is capable of holding a large array of drone squadrons, features powerful plasma cannons, can be upgraded to generate debilitating psionic attacks, and is even able to direct meteor storms onto enemy ships.

Vasari Structures

- **Missile Platform:** Loaded with multiple phase missile launchers, the Vasari missile platform can quickly decimate enemies who tread too close. They can be enhanced with special disruptor nanites which prevent enemy ships from regenerating their systems.
- **Hangar Defense:** This orbital hangar houses two squadrons of fighters or bombers to defend their planet's gravity well. Hangar Defense must be researched before it can be constructed and this structure can be upgraded with a phasic trap, which takes enemy squadrons out of the battle for a short time.
- **Regeneration Bay:** With a substantial range, once researched the Regeneration Bay will automatically repair your damaged ship hulls for as long as it has antimatter.
- **Phase Jump Inhibitor:** During the initial Empire expansion, the Vasari found these devices scattered about the galaxy, even in areas with no evidence of settlement. Unable to determine why they work but successfully replicated using nanotechnology, they were employed throughout the Empire as part of the Vasari's extensive subject containment programs. Over thousands of years the mystery eventually faded into commonality. Once unlocked, this powerful structure substantially delays the phase jump charge times of enemy ships in its radius of effect.
- **Nano Weapon Jammer:** Through careful manipulation of special nanites, this defensive structure infects nearby enemy ships' weapons systems, greatly slowing their rate of fire.
- **Phase Stabilizer:** Utilizing their mastery of phase space, the phase stabilizer creates a direct phase lane between itself and any other phase stabilizer in the same solar system. This allows ships to avoid the regular phase lane network and quickly reach key strategic points to attack enemies.
- **Kostura Cannon:** The Kostura Cannon is a complete mystery to both the TEC and Advent. It's said that no enemy has ever witnessed it in action and survived.
- **Orkulus Starbase:** The Orkulus is a wonder of military design and efficiency. Deployed from modified Jarun Migrator colony ships, the Orkulus is both a defensive and offensive weapon; able to physically move around the gravity well where it's deployed. The Orkulus

can be equipped with powerful disintegrator arrays to destroy enemy structures, is able to repair itself by absorbing the debris of destroyed ships, and can field a special forward deflector shield that greatly negates incoming fire.

SHIPS

In order to protect your worlds and project your power into the galaxy, you must build ships to explore, defend, and wage war. While each ship has its own unique purpose, armament and abilities, they all fall into three distinct categories:

- **Frigates:** Frigate-class ships comprise the bulk of any fleet and are the grunts that get the job done. They range from smaller scout class vessels which explore the heavens to bulky, powerful warships capable of taking a pounding.
- **Cruisers:** While only slightly larger than frigates, cruisers are highly specialized vessels that tend to take on more of a support role. The most powerful cruisers are designed for heavy combat against enemy fleets.
- **Capital Ships:** The most powerful ships in the galaxy are capital ships, which dwarf their frigate and cruiser cousins. Heavily armed and armored, capital ships feature devastating weapons in multiple banks, heavy armor, and powerful shields. Their unique crews learn over time and make their vessels more powerful with each destroyed enemy or with advanced training. Furthermore, capital ships contain unique technologies which grant them a range of special abilities. The sheer might of these titans is even able to dampen enemy culture (after all, are you going to believe the nightly broadcast or the ship ready to rain destruction from orbit?).

ESSENTIAL STATS

Every ship has a set of key attributes that are vital to its survival and ability to wage war:

- **Shields** — The first line of defense against enemy fire, powerful generators deep within the vessel create an energy barrier which absorbs incoming fire at the point of impact. Shields will automatically regenerate over time, but once a ship's shields reach zero, they have failed and any further damage directly impacts the hull.

- **Shield Mitigation** — This is a special trait which all shields share due to the nature of how the protective barrier is formed. As a shield is assaulted, computer systems automatically adjust its harmonics to match that of the incoming weapon's fire. This has the effect of reducing the amount of damage done to the shield by completely negating a certain percentage of the enemy weapon's attack. Once the primary shield has failed, emergency generators are brought online to maintain this last line of defense throughout the armor of the hull.
- **Hull Points** — Hull points represent the structural integrity of a ship and should they drop to zero, the vessel will be destroyed. Over time a crew can repair their ship's hull, though this process can be greatly sped up if in range of a repair station or through the use of other specialized repair technology unique to each race.
- **Armor** — Armor refers to the special ablative hull plating which absorbs enemy fire once a ship's shields have failed. Armor does not entirely soak up the damage done to a ship, but is effective in reducing it somewhat, giving the vessel a better chance to survive. There are various types of armor and each is effective at protecting against certain weapons. The higher the armor's level, the better it is at reducing damage.
- **Antimatter** — Antimatter is a secondary source of power for all ships in the galaxy and is generated by specialized onboard reactors. Using non-passive special abilities always consumes some portion of a ship's antimatter reserves. Additionally, due to the nature of phase space, a portion of a vessel's antimatter is lost during transit. Ships will automatically recover antimatter over time and at an increased rate if in orbit of a star.
- **Special Abilities** — Many of the ships in Sins of a Solar Empire have special abilities which grant them powerful attacks or unique traits. By default, your commanders will try to use these traits when the situation suits them best, but you can elect to control this yourself by right-clicking the ability's icon.

TEC FRIGATES

Arcova Scout Frigate

Primary Role: Exploration / Recon

Shield Power: Very Low

Hull Points: Very Low

Armor Level: Very Low (Type - Light)

Primary Weapons: Forward Pulse Laser

Special Abilities: Explore / Reveal Mines / Probe / Timed Explosives / Infallible Jump Drive

Antimatter: None

Crew Complement: 75



Accustomed to the prolonged periods of isolation their long reconnaissance missions often require, Arcova crews make excellent forward observers for the fleet. Their powerful engines, ability to bypass enemy phase jump inhibitors and remote sensor equipment further enhance their intelligence role. The Arcova is the only ship in the TEC fleet capable of detecting enemy mine fields.

Cobalt Light Frigate

Primary Role: Combat

Shield Power: Low

Hull Points: Low

Armor Level: Low (Type - Medium)

Primary Weapons: Forward Linked Pulse Lasers

Special Abilities: Sabotage Reactor

Antimatter: Low

Crew Complement: 150



The workhorse of the TEC fleet, the Cobalt combines speed with an average weapons' package. Cobalts are best deployed in groups and packs of upgraded Cobalts are extremely effective at hunting down antimatter-dependant units. As they are typically manned by the TEC's newest recruits, fleet commanders are well advised to keep them on a tight leash lest they charge into battle prematurely.

Javelis LRM Frigate

Primary Role: Long-Range Assault

Shield Power: Very Low

Hull Points: Low

Armor Level: Very Low (Type - Light)

Primary Weapons: 2 x Long-Range Missile Pods

Special Abilities: Cluster Warheads

Antimatter: None

Crew Complement: 200



The Javelis is the TEC's answer to enemy weapon emplacements which would otherwise cause heavy damage against a fleet. With their exceptionally long-range and damage potential, the Javelis can quickly obliterate an enemy, and with Clustered Warheads, groups of smaller frigates don't stand a chance beneath its devastating area of effect attack. However, the Javelis' weak armor and shields make it an easy target, particularly for enemy fighters.

Krosov Siege Frigate

Primary Role: Planetary Bombardment

Shield Power: Very Low

Hull Points: Low

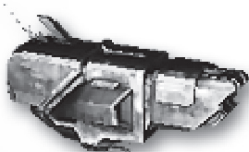
Armor Level: Low (Type - Light)

Primary Weapons: Forward Heavy Pulse Laser / 2 x Ship-to-Surface Nuclear Missile-Launchers

Special Abilities: Heavy Fallout

Antimatter: None

Crew Complement: 175



When it's time to take out a planetary target, the TEC calls in its Krosov Siege Frigates to do the job. A small group of Krosos can quickly cause catastrophic damage to an enemy world during hit and run raids. Regrettably, the situation is dire enough that the TEC command is considering equipping radioactive warheads to the Krosov, that will severely diminish the population growth of enemy planets.

Garda Flak Frigate

Primary Role: Anti-Fighter / Bomber Escort

Shield Power: Medium

Hull Points: Medium

Armor Level: High (Type - Heavy)

Primary Weapons: 2 x Front / Rear Mounted Light Autocannons;

2 x Port / Starboard Mounted Light Autocannons

Antimatter: None

Special Abilities: None

Crew Complement: 300



While heavily armored against attack, the Garda's primary role is to defend against enemy fighter and bomber wings. Its forward and aft mounted autocannons can quickly shred through the lightly armored craft. Against larger targets, like frigates, the Garda stands little chance.

Protev Colony Frigate

Primary Role: Colonization

Shield Power: Very Low

Hull Points: High

Armor Level: None

Primary Weapons: Forward Autocannon

Antimatter: Low

Special Abilities: Colonize / Crew Extractor

Crew Complement: 500



Once a new planet has been secured, a Protev is called in to deploy settlers and administrators on the new world. These ships must be protected from enemies at all times, as they are quickly destroyed in a firefight and barely able to defend themselves. Protevs also carry crews and equipment that can be used to establish remote mining bases.

TEC – CRUISERS

Percheron Light Carrier

Primary Role: Squadron Support

Shield Power: Medium

Hull Points: High

Armor Level: Medium (Type - Medium)

Primary Weapons: None

Squadrons Supported: 2

Antimatter: High

Special Abilities: None

Crew Complement: 450



When the TEC need to augment their fleets with fighter or bomber support, the call goes out to the Percheron group. Each carrier is able to support two squadrons which serves as the ship's only offense and defense against attack. However, due to their long-range nature, Percherons rarely enter the fray and remain on the edges of a gravity well, out of harm's way.

Hoshiko Robotics Cruiser

Primary Role: Repair / Support

Shield Power: Low

Hull Points: Medium

Armor Level: Medium (Type - Heavy)

Antimatter: Medium

Primary Weapons: Forward Heavy Pulse Laser

Special Abilities: Repair Drones / Demolition Bots

Crew Complement: 500



Like most of the TEC fleet, the Hoshiko was not designed specifically for combat, but it did find a natural niche in battle due to its unique shape, which offers a near 360 degree launch angle for its droids. Using swarms of unmanned repair drones, the Hoshiko can quickly patch up a damaged vessel and keep it in the fight. They also carry a supply of demolition bots that can wreck havoc on the engines and weapons of even the most heavily armored frigates and cruisers. Crewed by perhaps the most eccentric of the TEC roster, the Hoshikos' are obsessive tinkers and take great pride in their uniqueness and ability to engineer the ultimate droids.

Cielo Command Cruiser

Primary Role: Support

Shield Power: Very Low

Hull Points: Medium

Armor Level: Very Low (Type - Heavy)

Antimatter: Medium

Primary Weapons: Forward Heavy Pulse Laser

Special Abilities: Embolden / Designate Target

Crew Complement: 900



Cielos are command and control centers for the TEC fleet. Staffed by hundreds of experienced coordinators and command staff, and equipped with the newly developed Tactical and Targeting Analysis (TATA) computers, the Cielo is able to boost the attack power and efficiency of any fleet it accompanies. Should allied ships find themselves close to defeat, each Cielo's command crew is effective at issuing a rallying call to embolden the battle-worn crews.

Kodiak Heavy Cruiser

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: High

Armor Level: Very High (Type - Very Heavy)

Antimatter: None

Primary Weapons: 3 x Forward Mounted Heavy Autocannons

Special Abilities: Intercept

Crew Complement: 475



Heavily armed and armored, the Kodiak is the most powerful warship in the TEC fleet outside of capital ships and was originally designed for clearing paths through dense, metal-rich asteroid fields. Capable of soaking huge amounts of damage, the Kodiak can quickly close in on its targets to unleash its powerful autocannon barrage. Many of the Kodiak crews are among the most battle experienced in the TEC fleet.

Ogrov Torpedo Cruiser

Primary Role: Anti-Structure

Shield Power: Low

Hull Points: Low

Armor Level: Low (Type - Light)

Antimatter: None

Primary Weapons: High-Explosive Anti-Structure Torpedo

Special Abilities: None

Crew Complement: 150



With the introduction of powerful starbases to fortify enemy positions, the need arose to deal with hardened targets. The TEC answer to this call is the Ogrov, a cruiser dedicated solely to the destruction of enemy structures. With its high-yield explosive torpedoes, the Ogrov is capable of quickly annihilating any structure or starbase from range.

Neruda Envoy Cruiser

Primary Role: Diplomacy

Shield Power: None

Hull Points: High

Armor Level: Low (Type - Light)

Antimatter: None

Primary Weapons: None

Special Abilities: Diplomatic Immunity, Goodwill, Worthy Cause, Arbitrate Tariff, Settlers

Crew Complement: 250



Largely out of use since the war began, the Neruda was the primary conveyance for the old Trade Order, but is now being used again to aid in diplomatic efforts. While the Neruda is unarmed and has only minimal defenses, its able to travel under safely for periods under the protection of diplomatic immunity, which all save the Pirates respect. The Neruda comes into its full diplomatic power once its many special abilities are unlocked.

TEC – CAPITAL SHIPS

Kol Battleship

Primary Role: Combat

Shield Power: High

Hull Points: Very High

Armor Level: Very High (Type - Capital)

Antimatter: Low

Weapons (Fore): 4 x Linked Beam Cannons / Rail Gun / 3 x Autocannons / 2 x Pulse Laser Batteries / Ship-to-Surface Nuclear Missiles

Weapons (Side): 3 x Autocannon Batteries (Starboard) / 2 x Autocannon Batteries (Port)

Weapons (Aft): 2 x Autocannon Batteries

Squadrons Supported: None (upgradable to 2)

Special Abilities: Gauss Rail Gun / Flak Burst / Adaptive Forcefield / Finest Hour

Crew Complement: 2,500



Unlike most of the TEC's hasty conversions of civilian models, the Kol class battleship is the first dedicated warship design in nearly 700 years. It admirably balances speed, protection and firepower. A Kol Battleship, with its array of heavy weapons, has a formidable presence in any engagement. Commanded by the best of the TEC's people, they were marshaled to frontlines to serve as a devastating weapon of war and a sign of hope for the embattled and weary TEC fleets. More than any other warship, the Kol has proven to be instrumental in halting the Vasari advance.

Sova Carrier

Primary Role: Squadron Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Weapons (Fore): 2 x Pulse Lasers / Ship-to-Surface Nuclear Missiles

Weapons (Side): 4 x Pulse Laser Batteries (Starboard) / 4 x Pulse Laser Batteries (Port)

Squadrons Supported: 3 (upgradable to 8)

Special Abilities: Missile Batteries / Embargo / Heavy Strike Craft / Rapid Manufacturing

Crew Complement: 2,000



Having proven to be an effective countermeasure to pirate incursions, strikecraft have been a staple of planetary defense forces for hundreds of years. The arrival of a true invasion force has made a mobile platform for hosting strike craft a necessity, and the Sova Carrier ably fulfills this role. The most advanced ship-borne manufacturing and repair facilities keep its large dorsal and ventral fighter bays in a near constant state of combat readiness.

Akkan Battlecruiser

Primary Role: Support / Colonization

Shield Power: High

Hull Points: Very High

Armor Level: Medium (Type - Capital)

Weapons (Fore): 2 x Pulse Lasers / 1 x Heavy Autocannon / Ship-to-Surface Nuclear Missiles

Weapons (Side): 4 x Heavy Pulse Lasers (Starboard) / 2 x Heavy Pulse Lasers (Port) / 3 x Heavy Autocannons (Port)

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Ion Bolt / Colonize + / Targeting Uplink / Armistice

Crew Complement: 4,000



Even in this modern age of faster than light travel, traversing between star systems can still take months. While military personnel grudgingly accept the cramped quarters of their warships, the distinctive biodomes of Akkan-class battlecruisers suggest civilian colonists are less compromising with their comfort on long voyages. With the risk of combat now ever-present, the Akkan design was outfitted with additional weapons and a modest fighter bay.

Dunov Battlecruiser

Primary Role: Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

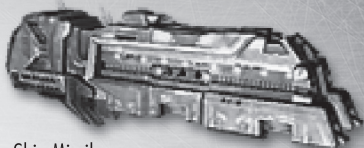
Weapons (Fore): 4 x Autocannons / 2 x Ship-to-Ship Missile Launchers / Ship-to-Surface Nuclear Missiles

Weapons (Side): 4 x Heavy Pulse Lasers (Starboard / Port)

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Shield Restore / Destabilizer Charge / Magnetize / Flux Field

Crew Complement: 2,700



The recent and unexpected arrival of hostile forces in TEC systems meant that constructing a sufficiently large fleet of warships from scratch was impossible. With desperate times calling for desperate measures, TEC engineers began cannibalizing parts of the large civilian merchant fleet as a quick means to militarization. In spite of its cargo freighter heritage, Dunov-class battlecruisers make a respectable and welcome addition to TEC battle groups.

Marza Dreadnought

Primary Role: Long-Range Assault /

Planetary Bombardment

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Weapons (Fore): 6 x Autocannons / 3 x Heavy Pulse Lasers / 8 x Ship-to-Ship Missile Banks / Ship-to-Surface Nuclear Missiles

Weapons (Side): 3 x Pulse Lasers (Port) / 2 x Autocannons (Starboard)

Squadrons Supported: None (upgradable to 1)

Special Abilities: Radiation Bomb / Raze Planet / Incendiary Shells / Missile Barrage

Crew Complement: 2,500



With modest beginnings as a small planetoid destruction and recovery workhorse, the Marza-class dreadnought is the pinnacle of TEC military retrofitting engineering and is the most recent addition to the TEC arsenal. Immediately recognizable by its spinal mounted siege cannons, the Marza can bring crushing firepower to bear on hostile empires' settlements.

ADVENT – FRIGATES

Seeker Vessel

Primary Role: Exploration / Reconnaissance

Shield Power: Low

Hull Points: Very Low

Armor Level: Low (Type - Light)

Primary Weapons: 2 x Forward Pulse Lasers

Antimatter: None

Special Abilities: Explore / Martyrdom / Lingering Presence / Infallible Jump Drive

Crew Complement: 100



The Seeker Vessel is a fast-attack ship built for quickly scouting out enemy fleet positions and jumping back without being noticed. Its twin pulse lasers also make it useful in small skirmishes against lightly armored targets. Dedicated to the will of the Unity, Seekers will not hesitate to sacrifice a portion of their presence to follow the enemy or to martyr themselves against the hulls of the unenlightened.

Disciple Vessel Primary

Primary Role: Combat

Shield Power: Low

Hull Points: Very Low

Armor Level: Low (Type - Medium)

Primary Weapons: Forward Heavy Pulse Laser

Antimatter: Low

Special Abilities: Steal Antimatter / Transfer Antimatter

Crew Complement: 75



Armed with a single forward pulse laser, the Disciple Vessel may at first seem underpowered, but that is deceptive. Shedding extra crew compartments and relying on total integration of the ship's crew into its systems, the Disciple is agile and deadly. Once further trained and equipped, the Disciple Vessel submits itself to becoming an important battery of antimatter for the more powerful of the Unity's vessels, while at the same time denying antimatter to the enemy. The Disciple is crewed by expendable low-level Advent acolytes who have demonstrated their personal submission to the Unity, but have no particular psionic talents.

Illuminator Vessel

Primary Role: Long-Range Combat

Shield Power: Low

Hull Points: Medium

Armor Level: Low (Type - Light)

Primary Weapons: 3 x Beam Cannons (Forward / Port / Starboard)

Antimatter: None

Special Abilities: Deceptive Illusion

Crew Complement: 250



The Illuminator Vessel is a frightening sight to behold on the battlefield and a true testament to the Advent's mastery of beam technology. Featuring not one but three long-range beam cannons, the Illuminator can quickly tear through shields and hull, leaving nothing but a cloud of debris in its wake. Despite its weak armor, the Illuminator is able to survive due to its ability to project false images of itself into the minds of nearby enemies, confusing and bewildering them. The adversary facing a cohort of Illuminators can never be sure of how numerous his enemies really are.

Purge Vessel

Primary Role: Planetary Bombardment

Shield Power: Very Low

Hull Points: Low

Armor Level: Medium (Type - Light)

Primary Weapons: Dual Forward Heavy Plasma Cannons / Ship-to-Planet Kinetic Bolts

Antimatter: None

Special Abilities: None

Crew Complement: 300



To the humans of the Trader Worlds, the shape of the Purge Vessel is reminiscent of a great bird, but it's one bird nobody wants to see in their sky. Lightly shielded with moderate armor, the Purge Vessel can rain down powerful kinetic bolts onto an undefended world, laying it to waste. Purge Vessel crews are recruited from amongst the most zealous of Advent converts, and see themselves as direct incarnations of the Unity's desire for retribution. Although the ship is not heavily armored or shielded, Purge Vessels will often rush through a contested area in their eagerness to deliver justice to the unfaithful.

Defense Vessel

Primary Role: Anti-Fighter Escort

Shield Power: Medium

Hull Points: Medium

Armor Level: Medium (Type - Heavy)

Primary Weapons: 6 x Pulse Laser Turrets

Antimatter: None

Special Abilities: None

Crew Complement: 375



Although designed to counter enemy fighters and bombers, the Defense vessel is also adept at taking on opposing frigates and cruisers. With its pulse laser turrets, the Defense is capable of targeting enemies in almost any direction. Single Defense Vessels are weak, but used in large numbers or as an escort group, they can be a force to be reckoned with, especially when used as escort for capital ships. An Advent crew member feels at ease when he can sense the presence of a fleet of Defense Vessels guarding his flank.

Missionary Vessel

Primary Role: Colonization

Shield Power: Very Low

Hull Points: Medium

Armor Level: None

Primary Weapons: Forward Light Pulse Laser

Antimatter: Very Low

Special Abilities: Colonize / Crew Extractor

Crew Complement: 1,100



The Missionary ship spreads the Unity's will throughout the galaxy by seeding new Advent colonies on newly claimed worlds. Missionaries are given special psionic training that allows them to encourage indigenous peoples to submit to the will of the Unity, and to break the spirits of those who resist. In addition, specialized members of the Unity are onboard who are willing to separate themselves for long periods of time in order to establish isolated mining facilities. Like most colony ships, the Missionary is weakly armed and armored, and succeeds in battle by avoiding it at all costs.

ADVENT – CRUISERS

Aeria Drone Host

Primary Role: Squadron Support

Shield Power: High

Hull Points: High

Armor Level: Medium (Type — Medium)

Antimatter: High

Primary Weapons: None

Squadrons Supported: 3

Special Abilities: None

Crew Complement: 200



The Aeria Drone Host is the Advent answer to the TEC light carrier; the key difference being that its fighter/bomber squadrons are unmanned. Instead, multiple onboard psionic anima are integrated into the Aeria's systems, allowing multiple drone fighters/bombers to be piloted remotely using a highly sophisticated telepathic link. Anima members are among the most skilled psionics in the Unity, and their telekinetic skills are revered and feared even by those in higher castes.

Iconus Guardian

Primary Role: Support

Shield Power: Very High

Hull Points: Medium

Armor Level: Low (Type — Heavy)

Antimatter: Medium

Primary Weapons: Forward Heavy Pulse Laser

Special Abilities: Shield Projection / Repulsion

Crew Complement: 185



The Iconus Guardian is a relatively recent addition to the Advent fleet and reflects the new focus on ship shield technology. The hull of the ship is weak, but the Guardian has an extremely powerful shield generator, which can be projected outwards to protect nearby vessels. The shields do not completely prevent the target from being damaged, but they can help nearby ships to survive battles which would have otherwise have destroyed them. Guardians make excellent supporting ships and combined with offensively oriented ships, like the Destra, can be part of a devastating force.

Domina Subjugator

Primary Role: Support

Shield Power: Very Low

Hull Points: Low

Armor Level: Medium (Type — Heavy)

Antimatter: Medium

Primary Weapons: Forward Heavy Pulse Laser

Special Abilities: Suppression / Perseverance

Crew Complement: 200



Utilizing the Advent's unique telepathic skills, the Domina's specialized hull is capable of projecting a psionic suppression field onto enemy ships. Once hit, the opposing crew is unable to move, rendering their vessel open to attack by more powerful Advent ships. This makes the Subjugator a fantastic complement to any of the more combat-oriented vessels, or to any of the Advent capital ships. Domina crews are highly trained psionics and can also telepathically encourage nearby ships' crews to work well past the point of exhaustion.

Destra Crusader

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: Medium

Armor Level: High (Type — Very Heavy)

Antimatter: None

Primary Weapons: 4 x Plasma Cannons

Special Abilities: Ruthlessness

Crew Complement: 900



Destra Crusaders bring enlightenment to the masses, if not typically in a friendly manner. The Destra's design is dominated by four huge plasma cannons which make it more than a match for most enemy frigates and cruisers. The appearance of the Crusaders in the first few battles of the war marked the beginning of the end for the TEC forces. The resulting tales of the survivors created a widespread superstition in the TEC military that the appearance of a Destra on the battlefield signifies bad luck for the TEC.

Solanus Adjudicator

Primary Role: Anti-Structure

Shield Power: Low

Hull Points: Medium

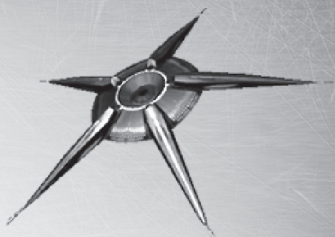
Armor Level: Low (Type — Light)

Antimatter: None

Primary Weapons: Energized Plasma Cannon

Special Abilities: None

Crew Complement: 50



The Solanus Adjudicator is perhaps one of the strangest weapons in the Advent arsenal in terms of appearance. Requiring very little crew, the Solanus brings devastation to enemy starbases and structures through its powerful, energized plasma cannon. In fact, most of the Solanus is dedicated to its sole weapon, giving it a surprising rate of fire.

Herald Envoy

Primary Role: Diplomacy

Shield Power: Medium

Hull Points: Medium

Armor Level: None

Antimatter: None

Primary Weapons: None

Special Abilities: Diplomatic Immunity / Goodwill / Cultural Assistance / Sacrifice / Quell Unrest

Crew Complement: 150



With the tide of war seemingly ebbing, the Advent have begun to construct new envoy cruisers, known as Heralds. Equipped with meeting facilities and beneficial psionic powers, the Herald fleet is able to assist neighboring empires with various cultural and diplomatic missions.

ADVENT – CAPITAL SHIPS

Radiance Battleship

Primary Role: Assault

Shield Power: Very High

Hull Points: Very High

Armor Level: High (Type – Capital)

Antimatter: Low

Weapons (Fore): 2 x Heavy Beam Cannons / 2 x Plasma Guns / Ship-to-Surface Kinetic Bolts

Weapons (Side): 3 x Pulse Laser Batteries (Starboard / Port)

Squadrons Supported: None (upgradable to 2)

Special Abilities: Detonate Antimatter / Animosity / Energy Absorptive Armor / Cleansing Brilliance

Crew Complement: 2,750



No ship personifies the Advent's vengeful nature more so than the Radiance Battleship. Literally bristling with varied energy weapons, it can unleash a torrential downpour of plasma bursts and laser fire. Those who endure such an onslaught have little respite, as the Radiance's axial beam cannon can cut a wide swath of destruction through enemy ranks.

Revelation Battlecruiser

Primary Role: Planetary Bombardment / Support

Shield Power: Very High

Hull Points: Very High

Armor Level: High (Type – Capital)

Antimatter: Low

Weapons (Fore): 2 x Very Heavy Plasma Guns / Ship-to-Surface Kinetic Bolts

Weapons (Side): 2 x Heavy Pulse Laser Turrets (Starboard / Port)

Squadrons Supported: 1 (upgradable to 2)

Special Abilities: Reverie / Guidance / Clairvoyance / Provoke Hysteria

Crew Complement: 3,300



Immense arrays of powerful PsiTech project through the hulls of the Revelation Battlecruisers, allowing them to amplify the natural skill of their Battle Psintegrae up to a planetary scale. While such power occasionally finds benign use, the Advent show little hesitation using it to channel their wrath and inflict chaos upon the hapless populations below.

Progenitor Mothership

Primary Role: Colonization / Support

Shield Power: Very High

Hull Points: Very High

Armor Level: Medium (Type — Capital)

Antimatter: Low

Weapons (Fore): 2 x Pulse Laser Turrets

Weapons (Side): 2 x Heavy Plasma Turrets (Port / Starboard) / 3 x Pulse Laser Turrets (Starboard / Port) / Ship-to-Surface Kinetic Bolts

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Shield Regeneration / Malice / Colonize / Resurrection

Crew Complement: 3,800



While the Advent certainly seek to exact revenge for their exile, they also strongly desire to spread the influence of the Unity. Few ships are as capable in this objective as Progenitor Motherships—their ability to tap into the Unity's collective consciousness is unrivalled. The most skilled Progenitor crews are so attuned to the Unity that they can psionically transfer the spirits of a destroyed ship's dead crew into another vessel. This ensures that the Advent's best and brightest are never truly lost, as their presence can be recovered and reinserted into willing hosts of the Unity.

Halcyon Carrier

Primary Role: Squadron Support

Shield Power: Very High

Hull Points: Very High

Armor Level: Medium (Type — Capital)

Antimatter: Low

Weapons (Side): 2 x Heavy Beam Cannons (Starboard / Port) / 2 x Pulse Laser Batteries (Starboard / Port) / Ship-to-Surface Kinetic Bolts

Squadrons Supported: 3 (upgradable to 7)

Special Abilities: Telekinetic Push / Adept Drone Anima / Amplify Energy Aura / Anima Tempest

Crew Complement: 2,270



Responsible for remotely piloting groups of the Drone fighters, Drone Anima are valued crew members aboard all Advent capital ships. The most veteran of this caste are reserved for positions aboard Halcyon Carriers; leveraging the piloting skill of these elite Psintegrat allows the ship to host a veritable swarm of strike craft. Halcyon Carriers employ a number of systems to augment the combat effectiveness of their own fighter wings, as well as those of allies.

Rapture Battlecruiser

Primary Role: Combat / Support

Shield Power: Very High

Hull Points: Very High

Armor Level: High (Type — Capital)

Antimatter: Low

Weapons (Fore): 2 x Heavy Beam Cannons / 4 x Pulse Lasers / Ship-to-Surface Kinetic Bolts

Weapons (Side): 2 x Dual Plasma Turrets (Starboard / Port)

Weapons (Aft): 2 x Pulse Laser Turrets

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Vertigo / Vengeance / Concentration Aura / Domination

Crew Complement: 4,000



Rapture Battlecruisers carry relatively few and often lighter weapon emplacements than most similarly sized capital ships, leading many early TEC captains to believe they were an easy target. Such smugness often gave way to display as their crews faltered and succumbed to the true strength of the Rapture: an abundance of both advanced PsiTech and the Advent's most gifted Battle Psintegrat.

VASARI EMPIRE – FRIGATES

Jikara Navigator

Primary Role: Exploration / Reconnaissance

Shield Power: Very Low

Hull Points: Low

Armor Level: Very Low (Type — Light)

Primary Weapons: 2 x Forward Plasma Pulse Guns

Antimatter: Medium

Special Abilities: Explore / Capture Extractor / Phasic Cloaking / Infallible Jump Drive

Crew Complement: 90



As the Vasari continue their long trek through space, it's the Jakaras that lead the way to safety. However, the Jakara is also used for quick strikes against unsuspecting mining installations and houses strike teams that can be deployed to capture enemy assets. Should it encounter enemy forces alone in unknown space, its unique Phasic Cloaking device can be used to either hide and observe enemy maneuvers or to avoid weapons fire, thereby giving it a high survivability without any support from the Exodus Fleet.

Ravastra Skirmisher

Primary Role: Combat

Shield Power: Low

Hull Points: Medium

Armor Level: Medium (Type — Medium)

Primary Weapons: Forward Heavy Plasma Pulse Gun

Antimatter: None

Special Abilities: Interference / Reintegration

Crew Complement: 120



Ravastra Skirmisher's combine speed with power to create a deadly close-range combat vessel. Heavily armored, the Ravastra can withstand a great deal of punishment for its size but is still nearly as nimble as the Jikara. Its ability to withstand punishment is further enhanced once it enters its Reintegration repair cycle, where both engines and weapon systems are shut down in order to quickly regenerate its hull. Given its high speed, survivability and relatively low resource cost, the Ravastra was also determined to be the most suited to striking deep into the enemy's fleet during combat in order to activate interference devices that restrict the use of antimatter.

Kanrak Assailant

Primary Role: Long-Range Assault

Shield Power: Low

Hull Points: Low

Armor Level: Low (Type — Light)

Primary Weapons: Forward Phase Torpedo Launcher

Antimatter: None

Special Abilities: Charged Missiles

Crew Complement: 165



Equipped with a long-range torpedo launcher, the Kanrak has been designed to eliminate both stationary and mobile targets from a safe distance. Depending on the importance of the target and the overall tactical situation, Kanrak commanders may decide to channel power from the ship's engine system into its missile's warhead, granting the vessel increased weapons range and an area of effect attack at the expense of mobility.

Karrastra Destructor

Primary Role: Planetary Bombardment

Shield Power: Very Low

Hull Points: Low

Armor Level: Low (Type — Light)

Primary Weapons: 2 x Plasma Wave Cannons (Port / Starboard) / Ship-to-Planet Beam Cannons

Antimatter: None

Special Abilities: None

Crew Complement: 160



While of only minimal use in ship-to-ship combat, the Karrastra's true purpose lies in planetary bombardment which it accomplishes with ease. Not many Karrastra's were present in the original Exodus Fleet and almost none were constructed until over a year into the war with the Traders. Previous engagements at scheduled resource acquisition drops required next to no siege capabilities and no future need was anticipated. Production rates have increased dramatically since.

Junsurak Sentinel

Primary Role: Anti-Fighter Escort

Shield Power: Medium

Hull Points: Medium

Armor Level: Medium (Type — Heavy)

Primary Weapons: 4 x Anti-Strikecraft Phase Missile Launchers (Forward / Aft / Port / Starboard)

Antimatter: None

Special Abilities: Charged Missiles

Crew Complement: 265



Equipped with fore and aft anti-strikecraft phase missile launchers, the Junsurak is deceptively adept at dealing with both enemy squadrons and vessels. Not only are its missiles effectively impossible to outmaneuver, but they can also be upgraded to use the same area of effect Charged Missile technology of the Kanrak Assailant, allowing the Junsurak to clear dense clouds of enemy strikecraft at the cost of mobility.

Jarun Migrator

Primary Role: Colonization / Starbase Deployment

Shield Power: Very Low

Hull Points: High

Armor Level: None

Primary Weapons: 2 x Forward Pulse Guns

Antimatter: Low

Special Abilities: Colonize / Deploy Starbase

Crew Complement: 1,600



As one of the largest frigates known to exist, the Jarun safely ferries civilians critical to the survival of the Vasari species and experienced xeno administrators between the stars. The Jarun is extremely vulnerable to enemy attack and must be carefully guarded. Jarun's are also capable of being upgraded to deploy Vasari starbases.

VASARI EMPIRE – CRUISERS

Lasurak Transporter

Primary Role: Squadron Support

Shield Power: Medium

Hull Points: High

Armor Level: Medium (Type – Medium)

Antimatter: High

Primary Weapons: None

Squadrons Supported: 2

Special Abilities: None

Crew Complement: 430



Light fighter and bomber support for Vasari fleets is provided by the Lasurak Transporter. Capable of fielding one squadron, the Lasurak is capable of launching its forces deeper into an enemy's gravity well than one might think, thanks to its relatively strong shields and structure.

Stilakus Subverter

Primary Role: Support

Shield Power: Very Low

Hull Points: Medium

Armor Level: Medium (Type – Heavy)

Antimatter: Medium

Primary Weapons: Plasma Pulse Gun

Special Abilities: Shield Disruption / Distortion Field

Crew Complement: 500



Stilakus Subverters are best used in combination with other ships making use of phase missile technology. While only lightly armed themselves, the Stilakus' are equipped with powerful phase manipulator fields that have a twofold effect: The first is a weakening of enemy shields, greatly lowering their shield mitigation and making them more easily bypassed by phase missiles; the other is the ability to create a distortion field within the gravity well. This field allows the Stilakus to perform an in-grav phase jump, teleporting it towards an enemy target before it channels a disabling field of energy.

Serevun Overseer

Primary Role: Support

Shield Power: Very Low

Hull Points: Medium

Armor Level: Low (Type — Heavy)

Antimatter: Medium

Primary Weapons: Heavy Plasma Pulse Gun

Special Abilities: Reactive Nanite Armor / Jump Degradation / Mobile Phase Detection

Crew Complement: 375



The Serevun Overseer is an advanced ship of the Vasari fleet, that earns its name for two reasons: by being able to detect incoming starships and by protecting the fleet. When enemy ships are detected, a Serevun may decide to activate its Jump Degradation technology to delay the incoming forces. To protect the fleet during combat, the Serevun can manufacture and deploy Reactive Nanite Armor which forms a hardened armor layer around the target, with the added benefit of improved structural integrity. Many Overseers have been intentionally left behind in the wake of the Exodus Fleet as another attempt to serve as an early warning system, and potential delaying mechanism for the unknown threat. There has yet to be any reports aside from those that were placed prior to entering Trader Space.

Skarovas Enforcer

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: High

Armor Level: High (Type — Very Heavy)

Antimatter: None

Primary Weapons: 2 x Plasma Wave Cannons

Special Abilities: Inertial Field / Reintegration

Crew Complement: 600



As the most powerful direct combat ship in the Vasari Empire before reaching capital ships, the Skarovas is armed and armored for a fight. Utilizing twin heavy plasma wave cannons, this heavy cruiser is able to destroy many enemy vessels before needing to withdraw. Like its smaller cousin, the Ravastra Skirmisher, the Skarovas support Reintegration technology and inertial fields that slow nearby targets, allowing Skarovas to keep enemies in range of their dual plasma wave cannons.

Sivuskras Ruiner

Primary Role: Mine Deployment

Shield Power: Very Low

Hull Points: Medium

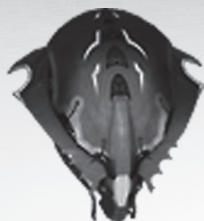
Armor Level: Low (Type — Heavy)

Antimatter: None

Primary Weapons: None

Special Abilities: Deploy Mine

Crew Complement: 250



While other races rely on constructor ships or drones to deploy spatial charges, the Vasari have a dedicated vessel for this task in the Sivuskras Ruiner. The mobility of Ruiner allows the Vasari to deploy minefields on any world - which can be a nasty surprise for unaware enemies jumping into a gravity well.

Voruntak Envoy

Primary Role: Diplomacy

Shield Power: Low

Hull Points: Medium

Armor Level: None

Antimatter: None

Primary Weapons: None

Special Abilities: Diplomatic Immunity / Goodwill / Mutual Threat / Nanomedicine Outreach / Grant Amnesty

Crew Complement: 250



The Vasari notion of diplomacy differs from that of other races, and while the Voruntak looks threatening, it is indeed on a mission of peace. Many of the Voruntak's abilities are defensive in nature, which can be a useful boon to those it seeks to make contact with - especially should diplomacy fail and hostilities erupt.

VASARI EMPIRE – CAPITAL SHIPS

Kortul Devastator

Primary Role: Combat

Shield Power: Very High

Hull Points: Very High

Armor Level: Very High (Type — Capital)

Antimatter: Low

Weapons (Fore): 2 x Plasma Wave Cannons / 2 x Pulse Beam Projectors / 4 x Phase Missile Launchers / Ship-to-Planet Beam Cannon

Weapons (Side): 2 x Pulse Beam Projectors (Starboard / Port)

Squadrons Supported: 1 (upgradable to 2)

Special Abilities: Power Surge / Jam Weapons / Disruptive Strikes / Volatile Nanites

Crew Complement: 9,000



Like many ships in the Vasari fleet, the Kortul doubles as both a warship and a home for the remnants of the empire. As the lead assault class vessel, the Kortul has a number of defensive system that grant it impressive survivability in battle, which combined with a full complement of heavy weapons make it a force to be reckoned with. In the days of the Empire, Kortuls formed the backbone of every Wing of the Dark Fleet, and while the Exodus Fleet pales in comparison, the Kortuls perform much the same function with one exception: they no longer carry Variments of shock troopers.

Skirantra Carrier

Primary Role: Squadron Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type — Capital)

Antimatter: Low

Weapons (Fore): 4 x Phase Missile Launchers / Ship-to-Planet Beam Cannon

Weapons (Side): 4 x Plasma Wave Cannons (Starboard / Port)

Squadrons Supported: 3 (upgradable to 7)

Special Abilities: Repair Cloud / Scramble Bombers / Microphasing Aura / Replicate Forces

Crew Complement: 12,000



Nanotechnology is put to use in some form in nearly every Vasari design, but few utilize it as pervasively as Skirantra Carriers. Through some of their subsystems may be obsolete by Vasari standards, that makes them no less feared by fledgling civilizations. Large banks of Matter Compilers allow Skirantras to generate many varieties of nanites at a staggering rate, granting them enormous flexibility in how best to support allied forces.

Jarrasul Evacuator

Primary Role: Colonization / Support

Shield Power: High

Hull Points: Very High

Armor Level: Medium (Type — Capital)

Antimatter: Low

Weapons (Fore): 2 x Plasma Wave Cannons / 2 x Heavy Plasma Wave Cannons / Ship-to-Planet Beam Cannon

Weapons (Side): 2 x Pulse Beam Projectors (Starboard / Port)

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Nano-Disassembler / Gravity Warhead / Colonize / Drain Planet

Crew Complement: 15,000



The Jarrasul Evacuator is the largest capital ship known to exist in the galaxy and is truly a city in space. The Vasari rarely established surface colonies on occupied worlds, preferring instead to rule from orbit in these floating cities. The Jarrasul has been modified greatly during the exodus to serve the needs of the fleet. Its giant frontal maw can rip apart planets from orbit, inspiring terror and destruction.

Antorak Marauder

Primary Role: Combat / Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type — Capital)

Antimatter: Low

Weapons (Fore): 1 x Heavy Pulse Beam Projector / 2 x Phase Missile Launchers / Ship-to-Planet Beam Cannon

Weapons (Side): 2 x Plasma Wave Cannons (Starboard / Port)

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Phase Out Hull / Distort Gravity / Subversion / Stabilize Phase Space

Crew Complement: 4,000



Despite a technological advantage, the Vasari Exodus Fleet strongly favors guerilla warfare tactics to make the most of its relatively few starships. Quickly blitzing unwary targets already softened by sabotage is a cornerstone of this strategy. The Antorak is perfectly suited for assisting in such a strike, boasting abilities to both incapacitate the enemy and swiftly bring in reinforcements.

Vulkoras Desolator

Primary Role: Bombardment / Combat

Shield Power: High

Hull Points: Very High

Armor Level: High (Type — Capital)

Antimatter: Low

Weapons (Fore): 2 x Heavy Phase Missile Banks / 2 x Pulse Beam Projectors / 2 x Ship-to-Planet Beam Cannons

Weapons (Side): 2 x Plasma Wave Cannons (Starboard / Port)

Squadrons Supported: None (upgradable to 1)

Special Abilities: Phase Missile Swarm / Deploy Siege Platform / Assault Specialization / Disintegration **Crew Complement:** 10,000



Few ships in the galaxy can match the destructive potential of the Vulkoras. Both enemy forces and planets alike quickly fall before its banks of heavy phase missile launchers and deployable siege batteries. The drawback is that the Vulkoras relies on supporting ships to deal with specific threats like strikecraft more so than any other Vasari capital ship.

GAME STATISTICS

Each time you quit the game you're given the chance to look at detailed statistics on your game as a whole. The number of individual statistics is far too great to be listed here, but they are broken down into the following categories:

1	Credits	6	Modules
2	Metal	7	Planets
3	Crystal	8	Combat
4	Fleet	9	Empire
5	Capital Ships		

By holding your mouse cursor over any point on the graphs you'll be able to see the exact figure and time for that stat.

OPTIONS

Whenever you click the Menu button from within a game, or select Options from the main menu, you're given the chance to tweak various settings. Some are shown only while you're playing, while others are always available.

- **Save:** When it's time to take a break, or take out some insurance against random misfortune, the save button can be your best friend.
- **Load:** When it's time to cash in your insurance policy, your new best friend becomes the Load button. Each save game lists the scenario you were playing at the time, the name you gave it, the number of players, how long you were playing the game, and when you last played the game. The games list can be switched to list the various game types.
- **Record:** Sometimes you may want to save a non-interactive recording of your game up to its current state, which can be accomplished here. Note: whenever you quit a game, a recording is made automatically.

- **Watch:** Here you can load up any recorded games you may have saved, sorted by game type. Network: This dialog is only useful during multiplayer games and lists each player's name, CPU (as a rating), ping to the host in milliseconds (lower numbers are better), and current connection status.
- **User Interface:** There are a number of useful options on this screen which will allow you to further customize your gameplay — including a special Cinematic mode that will remove all of the lines, icons, InfoCards and more for a movie-like experience.
- **Video:** You can set your screen resolution, refresh rate, anti-aliasing, texture quality, and gamma (brightness) here. Note that higher resolutions and texture quality require higher-end machines to play smoothly.
- **Sound:** On the Sound screen you can control the volume levels at which various game elements play.
- **Effects:** The Effects screen lists minor graphics details which you can turn off should you need to improve performance (or just not like them).
- **Key Bindings:** Sins of a Solar Empire contains dozens of hotkeys, all of which can be customized here.

STARTING A NEW EMPIRE

With everything that's in Sins of a Solar Empire some new leaders may be left wondering just how to start on the path to glory. Here's some handy tips for getting a fledgling empire successfully into space:

- Always build extractors on the resource asteroids of your home planet first. You'll need these resources to build your first fleet plus other necessary structures.
- You will always start with a Frigate Factory when you start a new game. Make your next order of business building two to three scout ships and setting them to auto-explore the surrounding gravity wells.
- Use your remaining starting resources to build a Capital Ship Factory. At the start of a game you're allowed to build your flagship for free. Make this a high priority since your flagship will be powerful enough to defend your gravity well from early interlopers on its own.
- Build one colony ship and spend the rest of your Fleet Supply constructing light frigates. Once you know what's around you, combine your capital ship with your light frigates and conquer any nearby asteroids. Only send in your colony ship once the fighting's over, though!
- Make sure to build out the population centers of any new planet you acquire. You'll lose money until you do so and you won't last long with the credits draining from your economy.
- Once you have another gravity well under your control, start doing research to improve your empire. You'll need to research new technologies to colonize volcanic and ice planets, and you'll definitely need more ships. Don't be afraid to pause the game to look around and decide on your next course of action.
- If you need more help, don't be afraid to ask at the official Sins of a Solar Empire forums. Most importantly, have fun!

GETTING THE MOST OUT OF THE GAME

Check out the Sins websites for the latest game information, mods, and more.

Sins of a Solar Empire Website:

<http://www.sinsofasolarempire.com>

Sins of a Solar Empire Forums:

<http://forums.sinsofasolarempire.com>

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TECHNICAL SUPPORT

Email: support@stardock.com

Forums: <http://forums.stardock.com/?forumid=402>

Website: <http://www.sinsofasolarempire.com>

COMMON PROBLEMS:

Stability, Performance & Graphics

MAKE SURE YOUR VIDEO DRIVERS ARE UP-TO-DATE.

If your video drivers are more than two years old, you will almost certainly have trouble running this game.

If you encounter poor performance or crashing, try turning down the in-game video options. Turning off anti-aliasing and reducing screen resolution can both help with performance. Stability problems can best be solved by turning down the texture quality.

Obtaining Updates

You can use Stardock's Impulse to obtain updates. An Internet connection and your serial number are required to validate your purchase. If you don't have access to the Internet on your PC, you can follow the on-screen instructions on how to apply updates manually from an Internet-connected system.

Last Minute Changes and Information

Some game dynamics and additional troubleshooting information can be found in the readme file. You can find this in your Sins of a Solar Empire installation directory.

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NOTES:





