Contents

Introduction

THE HIIGARANS

The Hiigarans, exiled for millennia to the desolate planet of Kharak, had forgotten their past until discovering a derelict starship in the desert sands. Within lay the Guidestone, a galactic map that proved they did not belong on Kharak and reinforced their belief that Sajuuk, He Whose Hand Shapes What Is, had banished them there. The ruins revealed a second secret—an ancient Hyperspace Core. Building on this technology, the Hiigarans returned home and unseated their oppressors. Long and bitter was the journey, but the Exiles at last claimed their homeworld, Hiigara.

Under the guidance of Karan S'jet, the Hiigarans have forged an empire spanning the Inner Rim. Although outnumbered, they emerged a dominant force, for they alone, with the Bentusi, possess the ability to Far Jump: to cross vast distances in the blink of an eye.

THE VAYGR

The Vaygr are a space-borne nomadic race dominating the wild and lawless Eastern Galactic Fringe. Traveling from system to system on conventional drives, they enslave any races they encounter, cannibalizing their technology in the process. For centuries, they have conquered and absorbed civilizations in this fashion. As a result, the Vaygr are less a singular race than a conglomeration of clans, led by strong and brutal warlords in fleets known as Crusades.

Discovery of ancient Progenitor relics throughout Vaygr history has led some warlords to believe they were the Sajuuk-Khar,

Chosen of Sajuuk. These messianic pretenders searched for the Three Cores, keys to hyperspace and the path to Sajuuk. This changed when a warlord named Makaan discovered a Core deep in the Hethlim Ice-Fields. With it, Makaan sensed the locations of the remaining two cores.

Contact with remnants of the Taiidan Imperial Fleet revealed a common purpose. Under the Vaygr banner, they have been moving inexorably closer to Hiigara.

Installation

Insert the *Homeworld2* CD into your CD-ROM drive. The *Homeworld2* installation program runs automatically. Follow the on-screen instructions. When the installation is complete, a shortcut appears in your Start Menu and on your Desktop that you can use to launch *Homeworld2*.

At the beginning of the installation process, you are prompted to install Direct®X 9.0 and DivX 5. DirectX is required in order to run the game. DivX is optional in order to view cinematic sequences.

Once the game is launched, the Main Menu appears where you have several playing options.

Main Menu

The Main Menu is where you launch single and multiplayer games, commence tutorials, create player profiles, and change the game's options.

TUTORIAL Basic and advanced training on the strategy and tactics required for successfully engaging the enemy, defending the Mothership, and collecting vital Resources.

SINGLE PLAYER GAME Launch a single player campaign and immerse yourself in the epic struggles of the Hiigarans as they face the End Time (see *Single Player Game* on p. 6).

PLAYER VS. CPU Create a single player skirmish with you and up to 5 CPU-controlled players (see *Player vs. CPU Skirmishes* on p. 8).

MULTIPLAYER Play against opponents or with allies from around the world. Setup, host, or join LAN, Internet, or Gamespy-based games, and chat with other players (see *Multiplayer Skirmishes* on p. 11).

CHECK FOR PATCH Check for the latest updates and patches to the game. Requires an active Internet connection.

PLAYER PROFILES Create, manage, and delete your player profiles from this menu (see *Player Profiles* on p. 15).

OPTIONS Change the game settings: video, audio, and basic gameplay features (see *Options* on p. 18).

MOVIES View the cinematic movies in the game. Click a movie name from the list that appears and then click PLAY MOVIE. The list only includes movies that have already been played in the game. Press SPACE to return to the movie list. Click BACK to return to the Main Menu.

EXIT Exit to the desktop.

The Game Screen

Selected ship pointer connected to the Build Manager Overlay (see *Build Manager* on p. 42)

Resource Units collected (see *Collecting Resources* on p.32)

Selected ship with Subsystem status tags (see *Subsystems* on p. 47)

Taskbar (see *Taskbar* on p. 33)

The main game screen is a modular design that allows you to choose what elements are displayed. The default setting displays all panels except for the Managers (Build, Launch, and Research). The Taskbar can be incrementally minimized by pressing `BACK SPACE` multiple times.

Single Player Game

Homeworld2 continues the Homeworld saga as the Hiigarans fight to defeat the Vaygr—a race that believes they are the Sajuuk-Khar, the Chosen of Sajuuk. Along the journey, the Hiigarans uncover the truth behind their exile and the true destiny of Karan Sjet, their military and spiritual leader.

Each mission has a number of objectives and tactics that you must successfully complete in order to advance. Fleet Command and Fleet Intel provide you with all the information and advice needed to guide the Hiigarans to victory.

Missions that have either been started or completed are displayed here

SINGLE PLAYER GAME
MISSION SELECT

ASCENSION
CHOOSE MISSION:

Mission 1 - Tanis (Complete)
The Mothership prepares to undertake a series of trials at Tanis, a secret Hiigaran outpost in the Great Wastelands.

Mission 2 - Angel Moon (Complete)
Arriving in the Homeworld system, the Mothership must rendezvous with its crew and mount a desperate defense.

Mission 3 - Sarum (Incomplete)
Begin rebuilding the Hiigaran Fleet at Sarum.

BACK   RESET   LOAD CAMPAIGN   START

Click to reset all missions to their original, incomplete status.

Load a previously-saved campaign

Click START to play the selected mission from the list above.

The first time you select SINGLE PLAYER GAME from the Main Menu launches the first mission of the campaign. Mission objectives are conveyed by Fleet Intelligence at the beginning of each mission. You can also display the specific mission objectives by clicking OBJECTIVES from the Taskbar.

If you have previously started a mission, then the Mission Select screen is displayed once you click SINGLE PLAYER GAME. In this screen, each mission that has been previously started or completed is displayed in a column along with a brief description.

Note What happens once you click SINGLE PLAYER GAME from the Main Menu depends on which Player Profile you choose (see *Player Profiles* on p. 15). It also depends on how many missions you have previously started with that Player Profile.

You have four options from the Single Player Game screen:

START Click on any mission and then click START to begin that mission.

LOAD CAMPAIGN This option is available if you have already started and saved a previous single player campaign. Click this option to display a list of all available saved campaigns. Then double-click the name of the campaign you wish to load and click LOAD CAMPAIGN. You may also DELETE saved campaigns from the list or return to the Single Player Game screen by clicking CANCEL.

RESET Resets all mission settings for the current profile (see *Player Profiles* on p. 15).

BACK Click this option to return to the Main Menu.

Save a game at any time by pressing F10 or by clicking the Menu button on the Taskbar to display the Game menu. Click SAVE GAME from the top of the menu. Type a game identifier and click SAVE GAME, or click CANCEL to return to the Game menu without saving. You may also click on the identifier of a previously-saved game, and then click DELETE to permanently remove it from your archives.

Note   In the game, you can press CTRL + F5 to Quick Save and CTRL + F8 to Quick Load a game.

Player vs. CPU Skirmishes

When you select PLAYER VS. CPU from the Main Menu, get ready for intense, strategic warfare with a number of other CPU opponents. Players can be designated into teams, so your cooperative ability comes into play.

There are several steps that you must take before the skirmish begins, beginning with the Map selection.

Click LOAD GAME to load a previously-saved Player vs. CPU skirmish. Select the game identifier from the list that appears. Then click LOAD GAME, or click CANCEL to return to the skirmish setup screen. You can also delete a saved game by highlighting it and then clicking DELETE.

Select a Map

Select all of your game options

SKIRMISH
CREATE NEW GAME

Customize players

MAP

Click on this drop-down menu to display all of the skirmish scenarios and the number of players involved in each one. Highlight your choice and the list of Game Players below it changes accordingly.

PLAYER VS. CPU OPTIONS

Game Type

Choose the game mode you want to play. If you have MODS (user modifications) installed, you can choose different game types if they are supported.

Resource Multiplier

The Resource Multiplier impacts the mass of available RUs on nearby asteroids. Your options are LOW (half the standard), STANDARD, and HIGH (double the standard).

Unit Cap

Determines the maximum number of ships you can build. Bring up Fleet Info □ during the game to display the number of each ship/class you can build.

- DEFAULT is recommended for most games. It provides the best ratio between performance and game balance.

- LOW is best used for low-end machines to improve performance.

- HIGH is only recommended for high-end machines.

Starting Resources

Determines the starting number of RUs that all players start with.

- **Map Default:** Default number of RUs for the map.
- **Low:** 1000 RUs
- **Medium:** 3000 RUs
- **High:** 10000 RUs

Start Locations

Starting locations for each team are predetermined for every map. To have teams start at a random point on the map, select RANDOM. To keep them in the predetermined starting points, select FIXED.

GAME PLAYERS

You head up this list. Click your player name to enter Player Setup (see *Player Profiles* on p. 15) and set your player colors. CPU players are setup this same way.

Click the drop-down menu before each CPU player to establish their ability rating, EASY, STANDARD, HARD, EXPERT, or CLOSED. The higher the difficulty, the better trained the player is and the harder it is to defend against. The CLOSED setting prevents this player from entering the skirmish. This gives you more flexibility in determining the number of players.

Click the Race drop-down menu to select your alliance if you want to team up. Assign a team number and a position in the same manner. You can group players into the same team for a more strategic skirmish, or keep the default deathmatch settings.

Multiplayer Skirmishes

Three connection types are available for a Multiplayer skirmish, LAN (local area network), Internet, and GameSpy.
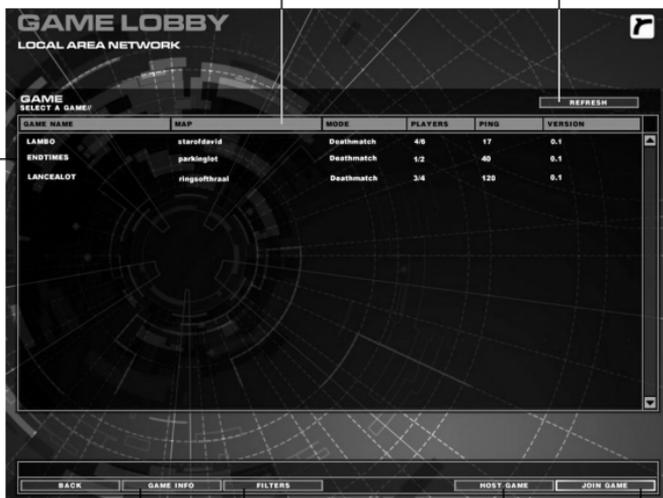
LAN

LAN Game Room

From here, you can host or join a game over a local area network. Games that you can join over the LAN are displayed on the left side of the screen.

Select a game
from this list

Click a column heading
to sort the list

Update the list of games

GAME LOBBY
LOCAL AREA NETWORK

GAME
SELECT A GAME#

GAME NAME	MAP	MODE	PLAYERS	PING	VERSION
LAMBO	starofdavid	Deathmatch	4/6	17	0.1
ENDTIMES	parkinglot	Deathmatch	1/2	40	0.1
LANCEALOT	ringsofthraal	Deathmatch	3/6	120	0.1

REFRESH

BACK   GAME INFO   FILTERS   HOST GAME   JOIN GAME

View details of the
highlighted game

Set search filters to find
a specific LAN game

Host a game

Join a game

To Host

To host a game, click HOST GAME. Type in a name for your
game and select a game type from the drop-down menu. You
may set a password in the textbox provided or leave it blank. You
need to share this password with any other players joining the
game. Click OK.

On the Host Game screen, you select the Map as well as the
Options (see *Skirmish Options* on p. 9). You can also select your
player options (see *Game Players* on p. 11). Once your player char-
acteristics are set, click the checkbox to the right to signify your
ready status.

Note A LAN game cannot be started until all players have checked the box.

The host establishes positions for all players. The host also determines the status of additional players. A 4-player game can include the host, two CPU players, and one other human player. To change the type of player, or to close a position, click the left-most drop-down menu, and then click your choice. The host can boot human players by choosing CLOSED or CPU from the drop-down menu next to the player's name. When all players are ready, click START GAME.

To Join

To join a game, click on its identifier from the list. Then click JOIN GAME. Enter a password if the host has required one.

Set your player characteristics. Then click the checkbox to the right to signal your ready status. **The game cannot be started until all players have checked the box**.

Use the Chat window to exchange messages with other players. Type your message into the textbox just below the chat window. Then press ⌈ENTER⌉ or click SEND.

INTERNET (DIRECT TCP/IP)

Homeworld2 can be played over the Internet via a direct TCP/IP connection. When you click this option, you have the choice of

hosting or joining a game. To join a game, you must know the IP address of the computer that is hosting the game. After that, setup is identical to a LAN multiplayer game (see *LAN* on p. 11). To host a game, setup is also identical to a LAN multiplayer game.

GAMESPY

Select a Lobby from different geographic regions and for various skill levels

The Chat dialog

Who's online

Click to send your message

Join the selected game

Return to the multi-player Connection Type window

Update the list of GameSpy lobbies

Type your chat message here

Click to toggle between Whisper and Chat-to-All

Homeworld2 supports GameSpy. With GameSpy, you can browse the Internet for all *Homeworld2* games, filter favorites, and chat with other players. Playing *Homeworld2* through GameSpy does not require installation of the GameSpy Arcade.

GameSpy Game Room

This screen is almost identical to what you see in the setup procedure for a LAN game (see *LAN Game Room* on p. 11), but with the Chat feature. Follow the directions for a LAN game to host or join a GameSpy game.

Multiplayer Chat

All three versions of multiplayer games allow chat among players and they all operate in the same way. You can chat to all players listed or only to a specific player by toggling between CHAT TO ALL and WHISPER. You must click on a single player's name from the list at the right to whisper. Type your message in the textbox below the chat window, and then click SEND.

Player Profiles

Click this option from the Main Menu to establish a new identity. The Profile Setup menu appears. All profiles are displayed here along with three options, NEW, EDIT, and DELETE PROFILE.

Player Profiles are used to keep track of game progression, options and colour settings. You are not limited in the number of Player Profiles you can have.
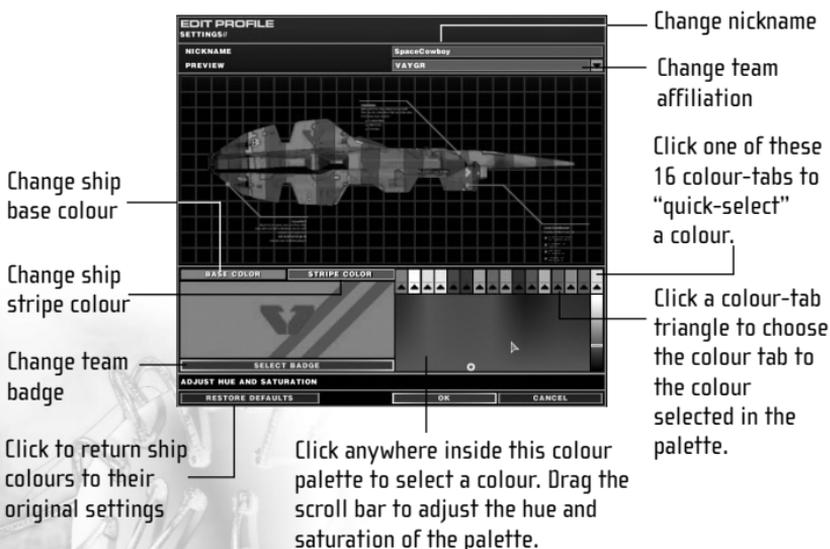
NEW PROFILE

Type your player name into the textbox and click OK to create a new profile, or click CANCEL to return to the Profile Setup menu without creating a new profile. This is your default Chat

and Multiplayer name. If you want a different nickname, you can change this at the top of the screen in Player Setup.

EDIT PROFILE

The Edit Profile screen allows you to customize the colour of your ships and enter a unique nickname.

Change nickname

Change team affiliation

Click one of these 16 colour-tabs to "quick-select" a colour.

Change ship base colour

Change ship stripe colour

Change team badge

Click a colour-tab triangle to choose the colour tab to the colour selected in the palette.

Click to return ship colours to their original settings

Click anywhere inside this colour palette to select a colour. Drag the scroll bar to adjust the hue and saturation of the palette.

You can change your nickname by typing in a new one at the top of the screen. You can also change your team affiliation by selecting either Hiigaran or Vaygr from the drop-down menu at the top of the screen.

Click either the BASE COLOUR or STRIP COLOUR tabs to select the base colour of your fleet hulls, or the colour of their striping. From the colour palette at the right, click anywhere inside the

colour spectrum. The hull or stripe colour change is displayed in the preview area at the top of the screen. You may also click one of the 16 colour tabs above the colour palette for a quick colour adjustment. Each colour tab can be assigned a different colour by first selecting a colour from the palette, and then clicking on the small triangle inside the colour tab.

To change the brightness and luminosity of the colour spectrum, adjust the slider bar to the right of the spectrum.

Change/Create a Badge

To change your fleet badge, click LOAD BADGE. Click on a badge and select OK or click CANCEL to return without making a badge change. You can also create your own fleet badge.

Create your own fleet badges for *Homeworld2* using third-party graphics software. Your badge must meet application specifications of 64 pixels square, in 32-bit Targa (.tga) format. Badge files must be archived in the Profiles/Badges folder located in the *Homeworld2* game folder on your hard drive. If you would like your badge to have transparency in it (so that you can see the ship texture underneath the 64 x 64 square area), you must mask the selected area with an alpha channel.

Nickname

Your Nickname is used as your Multiplayer and Chat name. By default, your Nickname is the same as your Profile Name. However, if you want to change your Nickname, you can do so at the top of the screen by typing in a new name.

When you are ready, click OK or click CANCEL to return without editing the profile.

DELETE PROFILE

This removes a player profile from your *Homeworld2* archives. Use this option carefully since it erases all Save Games and options you have set with the profile.

Click on the profile from the list in the Profile Setup menu. Then click DELETE.

When all of your player profile changes are made, click OK to return to the Main Menu, or click CANCEL to return to the Main Menu without making changes.

Options

Access the Options Menu from the Main Menu, or by clicking MENU on the Taskbar, or by pressing F10 during a mission or skirmish. If you select Options from the Main Menu, there are four tabs across the top of the Options screen. If you select Options during a mission or skirmish, only the Gameplay tab is available.

Only the options that are not readily apparent are explained below.

VIDEO

ENABLE VSYNC Toggles synchronization of the game's draw rate with monitor refresh rate.

SHADOWS Enable shadows from passing ships and other objects. Your options are ON and OFF. You may need to disable shadows on slower machines for faster performance.

DAMAGE FX Enable damage effects from battle. Your options are ON and OFF. You may need to disable damage effects on slower machines for faster performance.

HYPERSPACE QUALITY Adjust the quality of the graphics during a hyperspace jump. Your options are HIGH and LOW. Slower machines may choose the LOW option for faster performance.

LIGHT LOD Toggles the number of lights displayed on ships.

DETAIL GEOMETRY Enable or disable the highest level of polygons per ship.

GEOMETRY SCALING Enable or disable the automatic switching of detail level to keep the framerate optimal.

GAMEPLAY

ORDER FEEDBACK DELAY Adjusts the amount of time that order feedback lines are displayed on-screen.

ENABLE EDGE OF SCREEN PAN This features allows you to pan the on-screen image left, right, up, or down when the cursor is moved to the very edge of the screen.

ENABLE NLIPS Non-Linear Inverse Perspective Scaling. Enable this feature to make your ships seem larger at distance in order to make them more visible. Disable this feature to keep ships at their proper size.

MILITARY SELECT PRIORITY When selected, band-boxing selects only military units inside the box (i.e., ships such as Resource Collectors and the Mothership are excluded). To band-box all units with this option enabled, press and hold A when band-boxing (see *Band-Box Selecting* on p. 22).

Playing the Game

Note All commands are detailed on the Quick Reference Card.

CAMERA CONTROL

The camera is a primary control point for commanding your fleet. There are four key camera controls.

ROTATE Right-click and drag the mouse to rotate the camera 360-degrees in any direction.

ZOOM Roll the mouse wheel up to zoom in or down to zoom out. You can also click and hold both mouse buttons simultaneously while moving the mouse forward or backward.

PAN Pan the camera forward, backward, left, or right by moving the cursor to any edge of the screen. You can also pan by pressing any arrow key. Pan the camera on a vertical axis by pressing [INSERT] and [DELETE]. Make sure that you have Edge of Screen Pan enabled in your Gameplay options menu (see *Options* on p. 18).

FOCUS To focus the camera on a ship:

- Click on the ship and then click the mouse wheel (middle mouse button) or press [F].

- To focus the camera on a certain ship without selecting it, position the cursor over the ship, hold down the [ALT] key, and then left click.

- To return to the previously selected ship, press [PG UP]. If you wish to go back to a focus you have canceled, press [PG DN].

H O M E W O R L D 2

Gameplay Guide

■ To focus on the Mothership or Build Capable ships, press [HOME].

SHIP SELECTION

Click at this point ──────
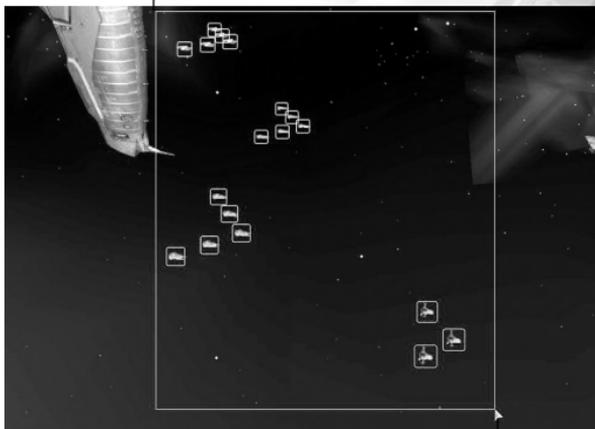
Drag to this point to create a band-box
and select all of the ships inside the box

Selecting

To select a ship, simply click on it in the game. A selected ship is indicated by a status bar above it.

■ Press and hold [SHIFT] while selecting additional ships to add them to an existing selection.

■ Press and hold [CTRL] and then click on a ship icon in the Taskbar to remove that ship from the current selection.

■ Double click on a ship to select all ships of that type on screen at once.

Band Box Selecting

To band-box select a group of ships, click and drag a box around them. Selected ships are indicated by status bars above them.

By default, band-box selection selects every ship within the area of the bandbox. Press A as you bandbox to select only military units. This is extremely helpful when issuing attack orders to a group of ships that contain Resource Collectors or other non-military ships.

Each icon represents a class of ship associated with the selected Capital Ship

Six Interceptor squadrons, two Bomber squadrons, and two Scout squadrons

There will be moments in battle where you won't have time to track down a ship in order to select it. Press CAPS LOCK to select all ships on the screen. The Ship Status Panel shows icons for each class of ship as well as the number of squadrons for each class. Click a class icon to display individual squadron icons, and then you can click an individual squadron. These attack ships are now ready for your next command, even if they are 50km away.

Note Press A while band-boxing to select only military units.

Control Groups

Control Groups allow you to quickly assign specific ships to one of the numbers keys for quick selecting and command.

With ships selected, press CTRL plus a number key (1 - 0) to assign those ships to that Control Group.

Press the number on the keyboard once to select all the ships in that Group. Press the number twice to select and focus the camera on that Group.
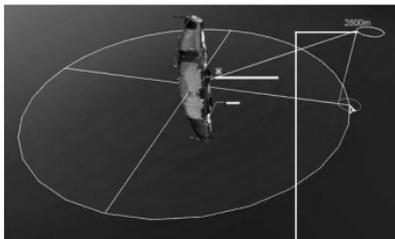
Refer to the separate quick reference card for a list of all available hotkey commands.

MOVEMENT

Movement and combat commands are given once a ship or group of ships are selected as described in the previous section.

This circle represents the horizontal waypoint for the ship's movement.

This circle represents the vertical waypoint for the ship's movement. In this example, the selected ship will move 2500m on the horizontal axis, and 300m on the vertical axis.

TO MOVE HORIZONTALLY Select a ship or group of ships and then right-click on empty space. You can also press M. This brings up the movement disk which allows you to coordinate your move with the surrounding environment. Simply move the cursor to the destination point and then click to order the selected ship(s)

to begin moving to that point. Press ᴱˢᶜ anytime to cancel the movement disk.

TO MOVE VERTICALLY Select a horizontal destination using the movement disk, then before clicking to move, click and hold the left mouse button. The movement disk now displays a vertical component. Move the cursor vertically and then left- or right-click to order the selected ship(s) to move to this 3-D co-ordinate.

TO MOVE OVER LONG DISTANCES Call up the Sensor Manager (ˢᴾᴬᶜᴱ) (see *Sensors Manager* on p. 38) and then press ᴹ to call up the movement disk on the large screen sensor map. Use it as described above.

ORDERING SHIPS TO DOCK Select the desired ship(s) and then right-click on the vessel you wish to dock them with. Or select the ship(s) and click the Dock icon from the Special Commands menu. This causes the selected ship(s) to dock with the nearest capable vessel. Or you can press ᴰ to make the selected ship dock at the nearest capable vessel.

HARVESTING RESOURCES Select a Resource Collector and then move the cursor over the desired asteroid or salvage and right-click. Or select a Resource Collector and click the Harvest icon from the Special Commands menu. This causes the Resource Collector to begin working the nearest resource. Or simply press ᴴ and the selected Collector begins harvesting the nearest resource.

MOVING WHILE ATTACKING Capital ships have a special ability to move while keeping their weapons bearing on an enemy ship. To do this, give the Capital Ship its attack order and then order the move normally. You can also click the Attack Move icon from the Special Commands menu. The movement disk turns red to signify this mode of movement.

COMBAT

Issuing Attack Orders

To attack an enemy unit, first select your ship(s), and then right-click on the opposing ship. To attack multiple enemy ships, hold CTRL and draw a band-box around the enemy units that you want to attack. After defeating the assigned enemy ship, your ships continue attacking the next ship in the vicinity. As long as there is a threat, you only need to issue an Attack command once.

Individual subsystems of Capital Ships can be targeted. Your point-of-view must be of sufficient magnification in order to target specific subsystems (see *Ship Data-Subsystems* on p. 47).

To better shape your tactical plans, you can display the Attack ratings of all ships in your fleet with Attack capabilities (see *The Taskbar* on p. 33).
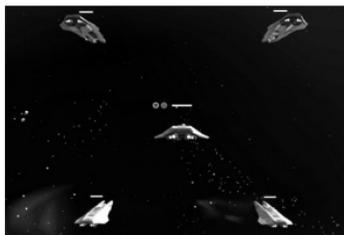
Attack Tactics

Neutral

Defensive

Aggressive

You can quick select three different attack formations for one or more squadrons of fighters or bombers. First select or band-box the ships, then press F2, F3 or F4, depending on your formation.

	NEUTRAL F2	DEFENSIVE F3	AGGRESSIVE F4
Formation	WALL	DELTA	CLAW
Behavior	Retaliates against the attackers of any friendly ship within their retaliation range	Defaults to guarding their position if they have no orders	Attacks any enemy within their detection range when idle
Tactics	Fires when moving if there are enemies in range who are attacking	Fires when moving if there are enemies in range who are attacking	Fires on any enemy within their detection range while moving

Strike Groups

Strike Groups allow you to group multiple squadrons and capital ships into effective formations. There are three Strike Groups:

	CAPITAL PHALANX F5	FRIGATE LINE F6	FIGHTER SCREEN F7
Forward formation	Places Capital Ships to the front of the formation	Frigates are the front line, capable of dealing with nearly any threat	Fighters are placed to the front to intercept enemy Strike Craft or Frigates
Center formation	Frigates ready to support the Capital Ships	Capital Ships are in the center, ready to support the Frigates	Frigates support the Fighters from the Center position
Rear formation	Strike Craft are located in the rear ready to jump into the fray	Strike Craft cover the flanks and defend against Fighters and Corvettes	Capital Ships guard the rear, able to provide fire support to the fighters

SPECIAL COMMANDS

Ships in the fleet can be assigned a wide variety of commands that range from combat orders to tactical maneuvers to resource management requests. For each command, there is a corresponding Special Command icon in the panel that appears in the lower left corner of the game screen. Each command is accompanied by a cursor that mimics the icon.

Special Commands Panel

Click this switch to toggle between the two sets of icons

The Special Commands panel houses a series of icons in two panels. The two sets of icons are toggled by clicking the Switch icon to the right of the panels or by pressing ⌐.

All of these Special Commands require that you first select one or more of your own ships. The ship(s) must be equipped to handle

the assignment. For example, you cannot select an Interceptor and assign a Harvest command. Also, some commands require specific construction or research prerequisites, or a combination of the two. Commands that are not available are grayed out.

Keyboard shortcuts precede each Command listed below.

[M] **MOVE** Click this icon to display the Movement Disk, and then click the destination point (see Movement Disk on p. 23).

[CTRL] **ATTACK** Click this icon and then click the target. You can also band-box multiple targets.

[CTRL] + [A] **ATTACK MOVE** Click this icon and then click the target.

[G] **GUARD** Click this icon and then right-click the target. Your selected ships move into defensive positions to guard the target.

[D] **DOCK** Click this icon and then right-click the target. You can only dock to certain Capital Ships.

[S] **STOP** Set engines to idle and cancel the course.

[W] **SET WAYPOINTS** Click a ship (or ships) and then click this icon to display the Waypoints movement disk. Set multiple navigation points with continuous clicking. Connected waypoints are indicated by a red line. Press [ESC] when all of your navigation points are set and the selected ships automatically navigate through the waypoints. To order a ship off a patrol, click the Move icon and set a new course.

You can also use waypoints to give units a command after a series of movement orders. To do this, activate Waypoints, lay down a path, and then right-click on the target. Almost all right-click commands are available in Waypoint mode. For example, you could set a series of waypoints to take advantage of a Dust Cloud and then attack an enemy Carrier or heal a friendly Destroyer.

However, once a right-click command is issued, this ends the waypoint path at that point. Press `ESC` or click on the Waypoint command Icon to exit Waypoint mode. Selected units will now follow that path.

A Torpedo Frigate patrolling along assigned waypoints.

`H` HARVEST Click this icon to harvest resources from the nearest site. Resources are converted to Resource Units (RU) when returned to a Capital Ship.

`J` HYPERSPACE Click this icon to initiate a hyperspace jump. Selected ship must be equipped with a Hyperspace Module (see *Build Manager* on p. 42). A hyperspace jump costs RU— be sure you have enough inventoried. The hyperspace disk appears like a purple movement disk (see *Movement* on p. 23). Click to set the hyperspace destination point.

The RU cost varies depending on ship and distance

Distance indicator

The hyperspace disk

Hyperspace radius. Ships within this radius will wake jump with the Mothership.

When hyperspacing, Strike Craft must first dock. Frigates and above can jump if they are in close proximity to a hyperspace-capable Capital Ship.

CTRL + SPACE + X RETIRE Decommissions ships and converts them into RUs. The ship must first dock with a Carrier, Shipyard, or Mothership (Strike Craft can dock with a Battlecruiser). Captured enemy ships cannot be retired.

X SENSORS PING Click this icon to return a sensor signal from your sensor-equipped ships. This reveals all Fog-of-War and allows you to see the enemy for a limited time. Best used in the Sensor Manager (see *Sensors Manager* on p. 38).

E ELECTRO-MAGNETIC PULSE Click this icon to deploy an ECM pulse from your EMP-equipped Scouts. EMP pulses disable all ships in a specific radius for a limited time. Disabled ships cannot move or fire. Friendly ships are immune to EMP effects.

T DEFENSE FIELD Click this icon to establish a perimeter defense field. The defense field protects ships from weapon damage and is a duration based effect.

C CLOAK Click this icon to cloak the selected ship. Ship must have a Cloak Generator (see *Build Manager* on p. 42). Cloak is a duration-based effect. Cloaked ships cannot fire.

Y REPAIR Select a repair-capable Resource Collector, click this icon, and then click any damaged ship or subsystem.

N DEPLOY MINES Click this icon to lay mines with a Minelayer Corvette. A mine-laying interface appears (see *Minelaying* on p. 32).

P SET RALLY POINT The Rally Point is where constructed ships assemble. You can change this position to anywhere on the map. A movement disk appears with this option. Click to establish the new rally point.

CTRL + P SET RALLY OBJECT This commands newly-constructed ships to rally to a specific object, like a ship or an asteroid. Once at the location, they will perform their default action, if applicable. (i.e., Resource Collectors will harvest, etc...)

CONFIRM This is a validation command that follows a request to scuttle a ship.

CTRL + SPACE + S SCUTTLE Destroy the selected ship(s). Confirmation and Cancel icons appear once you select this. You receive no RUs for Scuttling.

In addition to the Special Command cursors, two others appear when specific commands are issued. These do not appear on the Special Commands panel.

FOCUS Position the cursor over any ship while pressing ALT to

display the focus cursor. Then click the ship or a Subsystem on the ship. This centers the target. Click a second time to zoom the target.

SELECT Hold `SHIFT` while clicking on multiple ships one at a time. This is a discriminating way to select multiple ships.

Minelaying

Minelayer Corvettes are the only units that can lay mines as a defensive measure. Select the Corvette and then click the Deploy Mines Special Command icon `N`. A red movement disk appears. This functions in the same manner as the Movement Disk.

1. Move the mouse to angle the direction of the minefield.

2. To adjust the height of the minefield, press and hold the left mouse button and move the mouse up or down.

3. To adjust the depth, press `CTRL` and move the mouse. This allows you to set up a three-dimensional minefield.

4. When you click to establish a mine laying path, the Corvette's position becomes the center of the path. The Corvette proceeds to the first point of the path (the click point) and lays a string of mines along the designated path.

Collecting Resources (RU)

Resources from nearby asteroids are the lifeblood of any fleet. Without them, construction and research do not exist. Without them, your fleet is a floating platform for enemy target practice. Resource Collectors conduct the mining operations for the fleet
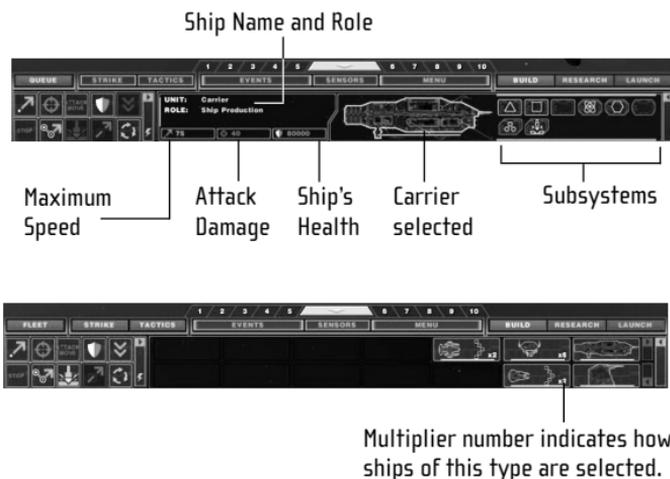
and automatically seek the closest resources when instructed to harvest. They return to any ship with a Resourcing Facility where their payloads are converted to RUs, Resource Units.

Begin harvesting with all available Collectors as soon as a skirmish commences. The sooner you have enough RUs, the sooner you can begin substantial construction.

Salvage can also be collected. Unlike Asteroids, Salvage containers are carried back to either the Mothership or a Carrier. Salvage cannot be deposited at a Mobile Refinery. Once deposited, they vanish from the game world.

The Taskbar

SELECTION PANEL

Ship Name and Role

Maximum Speed   Attack Damage   Ship's Health   Carrier selected   Subsystems

Multiplier number indicates how many ships of this type are selected.

Click on any ship in the game to display the Selection Panel in the Taskbar. The Selection Panel lists all currently-selected ships in the form of icons. Ship icons show the ship's health status. Multiple selections of the same ship cause a multiplier number to display in the icon.

For more information on Subsystems refer to *Build Manager* on or *Subsystems* on .

Note The Selection Panel is detailed on the Quick Reference Card.

FLEET INFO

Components built — ┌— Maximum possible components

Fleet components

Builds, Subsystems, and Research in progress

Click this icon to
pause the progress

Click this icon to
cancel the queue

Click the Fleet tab to see Population Info ⬚ and Queues ⬚
options. Click POPULATION INFO to see a list of your fleetcraft.
Click QUEUES to display the Build, Research, and Subsystem
Queue summaries. You can pause or cancel any activity in the
queue by clicking the appropriate icon next to the progress bar.

CONTROL GROUPS

Click any of these tabs to select Control Group 1 through 10.

Control Groups helps you organize your fleet for simplified tactical
command. The 10 numbered tabs at the top of the Taskbar are

your Control Group controls. To assign ships to a Control Group, click or band-box them (see *Ship Selection* on p. 21), and then press ⌜1⌝ through ⌜0⌝ on your keyboard while pressing ⌜CTRL⌝. For example, all ships assigned to Control Group 1 can be summoned by pressing ⌜1⌝ or by clicking the 1 tab on the Taskbar. They are then ready for your next command.

STRIKE GROUP

Ships in Strike Groups all move at the slowest ship's speed. This unit should attack ships it's strongest against. Manage Strike Groups by setting their formation and name, adding and removing units from the Strike Group, and monitoring the status of each group.

To assign ships to a Strike Group, select or band-box the ships, click this tab, and then select a formation slot from the slide-up menu. Entire Control Groups can belong to Strike Groups. To release ships, click LEAVE from the slide-up menu on this tab.

Press ⌜F5⌝ through ⌜F8⌝ for shortcuts to creating or breaking up Strike Groups.
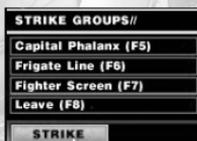
Strike Group display   Tactics display

TACTICS

To assign ships a combat stance, select the ships, click this tab, and then select a tactic. See *Attack Tactics* on p. 25 for details.

EVENTS

Click this tab to display a list of all important current events, such as when new research or construction options become available.

Click on the icon to the left of the event name in the list to focus on the event's location. Pressing NUMPAD [0] also focuses the camera on the location of the event.

OBJECTIVES (SINGLE PLAYER CAMPAIGN ONLY)

Click this tab to display a list of primary and secondary objectives that are assigned during single-player missions. Click an objective from the primary or secondary list to see a full description on the right side of this window.

RECALL (SINGLE PLAYER CAMPAIGN ONLY)

Click this tab to recall all previous speech instructions.

MENU

Click this tab to open the Game Menu. From here you can save games, load games, change options, exit to Windows, exit to the Main Menu, retire the current game, or restart the current game.

SENSORS MANAGER
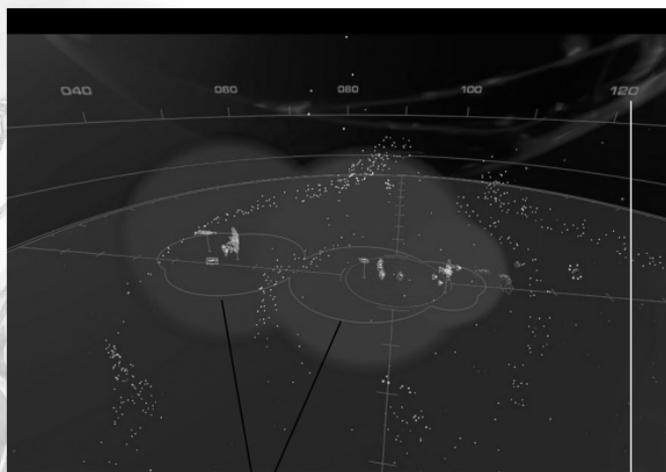
Sensor spheres   Compass headings

Click this tab or press SPACE to open the Sensors Manager. All ships have sensors. This sphere varies in size depending on the sensor technology available. Scout sensor technology can be upgraded from the Research Manager (see *Research Manager* on p. 44).

Sensory fields are visible only while in the Sensors Manager and are indicated by blue spheres. Enemy ships are indicated in red; neutral and allied ships in yellow; and your ships in green. You can conduct all activities while in the Sensors Manager (build ships, control camera movements, hyperspace jump, etc...).

When you first enter the Sensors Manager, the camera automatically zooms out to show the entire circular mission map. This allows you to quickly send Scouts to the outlying areas. The map is marked by a compass with headings around a perimeter that lies beyond the active map. You cannot move ships beyond this active area.

DIPLOMACY (MULTIPLAYER ONLY)

Select potential allies here

Make diplomacy requests here

Click this tab to open the Diplomacy dialog. The other players are listed in the left column of this window. You may Request, Break, or Ignore and alliance. Once an alliance is created, you may donate ships or a specified number of RUs to your allies.

To create, break, or ignore an alliance, click a player in the left column and then click the appropriate button. Follow the same procedure to transfer ships or donate RUs.

CHAT (MULTIPLAYER ONLY)

Select player here

AstroNux <s> Where'd all those Frigates come from?!
LAMBO <s> I've been keeping them docked until I need them
LAMBO <s> ...for a rainy day.

LAMBO

TEAM
EVERYONE >

Type message here

Click this tab to open a standard Chat window. All players are listed in the left column, as well as listings for your Team and all players in the skirmish. Click your choice from this column and then click inside the textbox at the bottom of the window. Type a text message and then press ENTER.

ATI Settings & Tactical Overlays

The Advanced Tactical Interface (ATI) is the set of icons and cursors, including Tactical Overlays (TOs), that accompany and identify key components of the user interface. TOs include status indicators for each ship and for the Facilities on board Capital Ships.

Note The ATI and TOs are detailed on the Quick Reference Card.
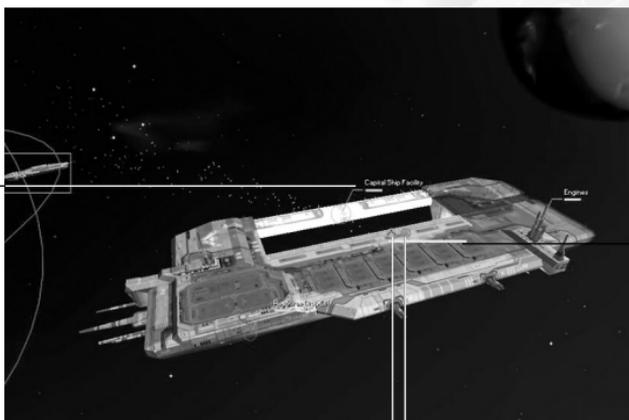
Facility name   Ship command status   Ship Tactical status   Ship health status

SHIFT MENU

Many of the more common commands can be accessed via the SHIFT menu. This is a pop-up panel that allows you to stay focused on your fleet without searching for a command icon or a keyboard shortcut.

To access the SHIFT menu:

1. Hold SHIFT and then right-click and hold on the game screen. The menu pops up.

2. Pass the cursor over the menu before releasing either the right-click or SHIFT.

3. Pass the cursor over the main commands to expose second and third tier menus.

All of the commands from the SHIFT menu are explained in *The Taskbar* .

Build, Research, & Launch Manager

BUILD MANAGER

Click these arrows to scroll through
available Capital Ships in your fleet

Select a ship from this
drop-down menu

Selected ship

Ship facility icons; click
to change facilities

Facility name

Click this for
component details

Facility component
list; click to build

Component cost

Click this to pause
builds in the queue

Build queues; click an
item in the queue to
move it to the top of
the queue

Click to expand
queue listing

Click to move component
to front of queue

Number of components
queued for construction

Click to cancel build

Note Press **B** to open the Build Manager. Press **B** again to
cycle through your build-capable ships. The currently
selected ship is displayed at the top of the Build Manager.

Every Build Capable ship can be accessed by its own Build Manager. The selected ship, as long as it is in view on the main screen, has a pointer to the top of the Build Manager window so you can keep track of which ship you're working with.

Production Facilities

Facilities are used to build certain components and technologies. The components that can then be constructed inside each Facility vary for Hiigaran and Vaygr fleets. These components are detailed on the Quick Reference Card.

Tip   Certain Facilities must be constructed before ships or other technologies can be built. There are prerequisites throughout the construction "tree." If a particular component isn't available, you're missing a prerequisite.

The component icons have four unique appearances to indicate their status:

Ready for construction. Normal color appearance.

Prerequisite required (cannot be built). Colors are ghosted to gray.

Over unit limit. Red shading and a red outline.

Already constructed. Component name is ghosted with BUILT indicator.

Tip   The sequence of what can be built and when depends on the fleet association and the type of Capital Ship. A construction sequence for one fleet may be different for another.

Facility/Subsystem Destruction and Retirement

Facilities and Subsystems can take damage separate from the main ship. In fact, they can be specifically targeted by enemy ships. It may become necessary to scuttle or retire these individual components. This is done in the same way that ships are scuttled or retired. Pass your cursor over the component to display its nametag, and click on the component. Then click the Scuttle or Retire icon from the Special Commands panel (see *Special Commands* on p. 27).

Facility/Subsystem Analysis

You can inspect individual Facilities and Subsystems for damage or just to analyze their appearance from up close. To do this, you must be close enough to the ship for individual Facility TOs to appear (see *Tactical Overlays* on p. 40). Click the Subsystem and then click the mouse wheel (middle mouse button) once to center the Facility on screen. Click a second time to zoom into the Facility.

RESEARCH MANAGER

Conduct research to build new technologies for the different Facilities on each Construction Vessel. You can also upgrade components for the different kinds of ships in your fleet (hulls, engines, weaponry).

Click the Research tab or press R to open the Research Manager.

RESEARCH MENU ×

SHOW ALL RESEARCH

SELECT ALL RESEARCH FACILITIES

Facility icons; click to research different Facilities

Click this for component details

Sensor Ping 500
EMP 1500

Interceptor

Lvl 2 Interceptor 500

Component cost

Research component list; click to begin research

Bomber

Lvl 2 Bomber 500

Gunship

Lvl 2 Gunship 750
Lvl 2 Gunship 500

Pulsar Gunship

Click to pause research

Research queue

Lvl 2 Interceptor × II

Click to expand queue listing

Lvl 2 Gunship ×
Lvl 2 Gunship ×

Click to move this item to the top of the queue

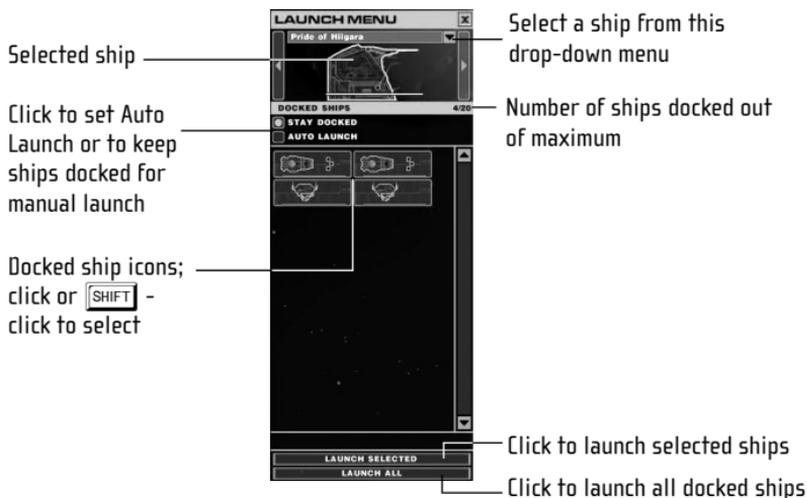Click to cancel component research

Tip The Research sequence for both Hiigaran and Vaygr fleets is very specific. Most Research cannot be completed without prerequisite construction and research. If you don't see a specific component available, check to see what other prerequisites might be required by clicking the details tab to the left of each component in the Build Manager.

To conduct research click a Facility at the top of the Manager. Only Facilities that have been constructed on any of your Capital Ships are available here. To begin research click a research component .

LAUNCH MANAGER

Click the Launch tab or press ⬚ to display the Launch Manager. This is where you launch ships from a Carrier, Mothership, Shipyard, or Battlecruiser.

Selected ship

Click to set Auto Launch or to keep ships docked for manual launch

Docked ship icons; click or SHIFT - click to select

Select a ship from this drop-down menu

Number of ships docked out of maximum

Click to launch selected ships

Click to launch all docked ships

The currently-selected ship is displayed at the top of the Manager. You can select any other dock-capable ship from the drop-down menu or by continuing to press ⌊L⌋ after the Launch Manager is open. Docked ships are represented by icons in the main Manager window. STAY DOCKED keeps ship in dock once you issue the Dock command ⌊D⌋. AUTO LAUNCH automatically launches ships to keep them on alert.

Ship Data

SHIP CATEGORIES

Ships in *Homeworld2* are divided into several broad categories based upon tonnage. Initially, only Scouts and Probes are available for construction, but through research and Subsystem production, all classes eventually become available. Those classes are as follows:

STRIKE CRAFT This small ship class includes both Fighter and Corvette hulls. While highly maneuverable, Strike Craft are too small to carry a hyperspace module and so cannot enter hyperspace by themselves.

CAPITAL SHIPS This class includes the Frigate and Destroyer classes of warships. Capital Ships are the backbone of any attack fleet, and what they lack in speed and maneuverability is made up in firepower and armor. Capital Ships have a limited self-repair capability.

SUPER CAPITAL SHIPS Including the Carrier and Battlecruiser, this class of vessel represents a vast investment of resources, research, and time. Second only to the massive Mothership class in size, these vessels are both the core of the fleet and at the cutting edge of ship technology. With the ability to build their own Subsystems they are as powerful as they are valuable. They are vulnerable to masses of small ships however, and should never be deployed without adequate fleet support.

MOTHERSHIP CLASS Including the Mothership, Flagship, and Shipyard, these cities in space are kilometers long and crewed by tens of thousands of personnel. They are entirely self-sufficient and are the centers from which your fleets are marshalled.

SUBSYSTEMS

Each Subsystem has its own damage value, separate from the rest of the ship. All subsystems regenerate over time unless they are destroyed. Certain capital class vessels have Innate systems that are large enough to be targeted individually, but cannot be destroyed.

Note Subsystems are detailed on the Quick Reference Card.

Ship Stats & Descriptions

HIIGARAN FLEET CHARACTERISTICS

- Hiigarans excel at defensive operations. They tend to prefer lines of Capital Ships, supported by squadrons of fighters. Their Cap Ships are slower and they tend to be better arranged into standard military logistical groupings: Frigates, supported by Corvettes, supported by fighters, backed up by support ships.

- Hiigaran units tend to be more multipurpose than the Vaygr. Even a Minelayer Corvette is armed (if not well). The Hiigarans are a self-reliant race and this is evident in their ship design.

- Excellent fleet of Frigates and Capital Ships: Ion Frigates, Flak Frigates and Torpedo Frigates give the Hiigarans lots of punch at a low cost. The Hiigaran Battlecruiser is one of the most powerful ships in the game.
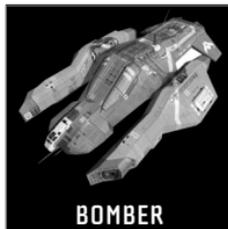
FIGHTER CLASS

	PRIMARY ROLE: Reconnaissance
SCOUT	DESCRIPTION: The Scout has a superior sensor range and can detect cloaked ships within a certain range. Scouts depend on speed and maneuverability to evade enemy fire when attacked.
REQUIRED	None

PRIMARY ROLE: Fighter-Killer

DESCRIPTION: A fast, maneuverable and versatile craft designed for patrol, escort, and Cap Ship defense. The Interceptor is especially feared by non-combat vessels, strike craft, and resource operations.

INTERCEPTOR

| REQUIRED | Fighter Facility |

PRIMARY ROLE: Capital Ship Killer

DESCRIPTION: The Bomber is a deadly combination of maneuverability and destructive firepower. The twin fusion bomb launchers release highly volatile bottled plasma that burns through hull plating, ignites munitions stores, and overloads control systems.

BOMBER

| REQUIRED | Fighter Facility |

CORVETTE CLASS

PRIMARY ROLE: Fighter Killer

DESCRIPTION: The Gunship's twin turrets are kinetic weapons, firing slugs at extremely high speeds. While most Cap Ship armor can turn this fire away, strike craft are torn to shreds, making the Gunship an extremely effective defense against Interceptor, Bomber, and Lance squadrons.

GUNSHIP

| REQUIRED | Corvette Facility |
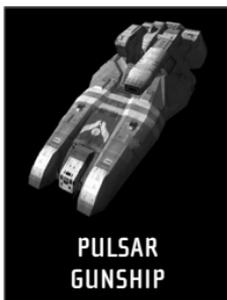
PRIMARY ROLE: Corvette Killer

DESCRIPTION: The Pulsar Gunship utilizes a short wave Ion Beam cannon, dubbed the Pulsar by Hiigaran scientists, as its main weapon. What it lacks in power it makes up in size, rate of fire, and coverage. Mounted on the Gunship chassis, the pulsar turret has 360 degrees of coverage, allowing it to target Corvettes effectively. The Pulsar is also powerful enough to punch through Frigate armor.

PULSAR GUNSHIP
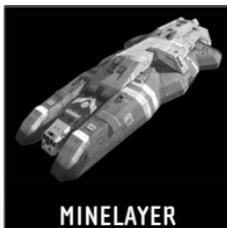
REQUIRED	Corvette Facility

PRIMARY ROLE: Static Defense

DESCRIPTION: A well-armored Corvette with a payload of magnetic shaped-charge mines. The Minelayer lays mines in a grid pattern by moving to a point in space and releasing a mine in that location.

MINELAYER

REQUIRED	Corvette Facility, Advanced Research Module and Minelaying Technology

FRIGATE CLASS

PRIMARY ROLE: Corvette/Capital Ship Killer

DESCRIPTION: This multi-purpose Frigate is a devastatingly effective addition to any strike group hunting Capital class ships. It fires two medium-range homing torpedoes which can be outfitted as either the standard Corvette-killing cluster torpedo or the more powerful Capital Ship torpedo.

**SPECIAL:** Torpedo Launcher can be upgraded to fire Capital Ship Torpedoes.

TORPEDO FRIGATE

REQUIRED	Frigate Facility

PRIMARY ROLE: Fighter/Corvette Killer

FLAK FRIGATE

DESCRIPTION: The typical ship-of-the-line used as a picket ship in defensive operations and the workhorse of any assault. The Hiigaran Flak Frigate combines adequate speed, armor, and firepower to deal with almost any situation. Alone, it is vulnerable to Fighters and other Frigates. In a Squadron or Strike Force, it is more then a match for Corvettes, Fighters, and even heavier Capital Ships.

REQUIRED	Frigate Facility and Advanced Research Module
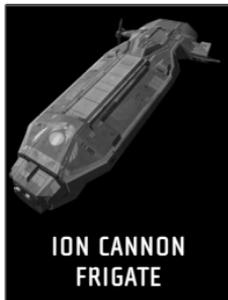
PRIMARY ROLE: Capital Ship Killer

ION CANNON FRIGATE

DESCRIPTION: One of the most feared ships in the Hiigaran Navy, the Ion Cannon Frigate was first developed with help from the Bentusi over a century ago. While the size of ion cannon technology has been reduced, it still requires an entire frigate chassis to house the enormous array. This makes the Ion Cannon Frigate slow and vulnerable without proper support.

REQUIRED	Frigate Facility and Advanced Research Module

PRIMARY ROLE: Capital Ship Defense

DEFENSE FIELD FRIGATE

DESCRIPTION: The Hiigarans have withstood incredible odds on many occasions thanks to this frigate. Generating an intense localized magnetic field, the Defense Field Frigate is able to turn away most weapon fire from ships within its protective sphere. The power signature of this field is so high that it can only be used for short periods of time. Learning when and where to use this technology is the key.

| REQUIRED	Frigate Facility, Advanced Research Module and Defense Field Technology

PRIMARY ROLE: Ship Insertion and Control

DESCRIPTION: Originally a modified cargo transport, the Marine Frigate has evolved into a fast, highly armored delivery vehicle used to insert Hiigaran Marines into hostile ships. The Marines are highly trained in raiding, disabling, and gaining control of enemy vessels. Given enough time they've been known to gain control of Mothership class assets, giving their enemies a very nasty surprise.

MARINE FRIGATE

| REQUIRED	Frigate Facility and Advanced Research Module

CAPITAL CLASS
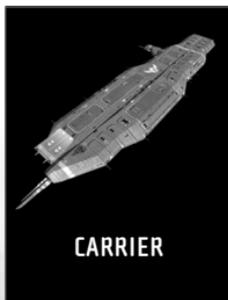
PRIMARY ROLE: Forward Production; Resourcing

DESCRIPTION: The Hiigaran Carrier is perhaps the most versatile ship in the Fleet. Properly outfitted, it can build and repair Fighters, Corvettes, Frigates, and Resource class ships. The Carrier can store 10 strike craft squadrons, and is very effective as a mobile resource drop-off point. It features two ability subsystem slots that can be used for whatever purposes Fleet Command sees fit.

CARRIER

REQUIRED	Capital Ship Facility
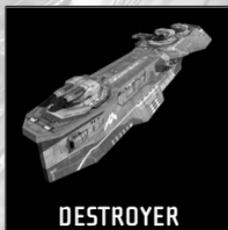
PRIMARY ROLE: Capital Class Anti-Frigate Ship

DESCRIPTION: Sleek, deadly, and designed to take a beating, the Destroyer is in every sense a heavy-hitter. Turning broadside to its target, the Destroyer unleashes its four heavy cannons and twin Capital Ship torpedo launchers in a withering attack few ships can withstand for long.

DESTROYER

| REQUIRED	Capital Ship Facility, Research Module, and Destroyer Chassis

PRIMARY ROLE: Capital Ship/Mothership Killer

DESCRIPTION: The largest combat ship in the Hiigaran Navy. Heavy Ion Beam turrets and Arbiter Cannons lay waste to Capital Ships at long range. A strike craft bay and four pulsar turrets enable the Battlecruiser to engage strike groups intent on disabling engine, weapons, or ability subsystems. With proper Frigate and Corvette support, the Battlecruiser is the heavy-hitter of many fleet engagements.

BATTLECRUISER

| REQUIRED	Capital Ship Facility (Shipyard only), Advanced Research Module and Battlecruiser Chassis Research
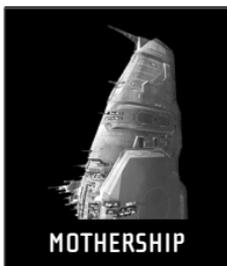
MOTHERSHIP

PRIMARY ROLE: Mothership Class Production Ship

DESCRIPTION: The Pride of Hiigara is the largest Mothership vessel ever built by the Hiigarans. Deep within lies the original Hyperspace Core that took the Exiles from Kharak to Hiigara. It can produce and build nearly all ships in the Hiigaran Navy, and has ample slots available for the numerous ability subsystems available to the Fleet.

MOTHERSHIP

REQUIRED	Not Buildable
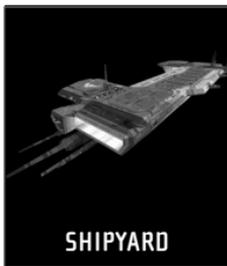
PRIMARY ROLE: Mothership Class Production Ship

DESCRIPTION: A production ship so massive it cannot be built by the Mothership, the Hiigaran Shipyard is a slow moving behemoth capable of building any ship in the Hiigaran fleet. It needs to be constructed in large orbital facilities and then hyperspaced to the front.
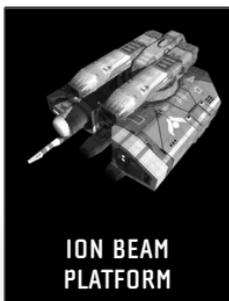
SHIPYARD

REQUIRED	Hyperspace Module

PLATFORM CLASS

	PRIMARY ROLE: Stationary Anti-Fighter Weapon
	DESCRIPTION: This single shot robotic sentry is a cheap and effective deterrent to both raiders and larger enemy forces. Once deployed it cannot be moved again.
GUN PLATFORM	
REQUIRED	Platform Controller Module

|	PRIMARY ROLE: Stationary Anti-Capital Ship Weapon
	DESCRIPTION: A more advanced version of the gun platform, the Ion Beam platform unleashes four high-energy ion beams at any Frigate or Capital Ship within range. Once deployed it cannot be moved again.
ION BEAM PLATFORM	
REQUIRED	Platform Controller Module and Research Module and Platform Ion Weapon Research

PROBE/UTILITY CLASS

	PRIMARY ROLE: Long Range Sensor device
	DESCRIPTION: Unmanned long-range sensor device. Once deployed it cannot be moved again
PROBE	
REQUIRED	None
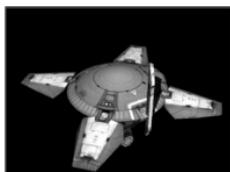
PRIMARY ROLE: Long Range Sensor device

DESCRIPTION: Sensor device capable of detecting cloaked ships. Once deployed it cannot be moved again.

PROXIMITY SENSOR PROBE

REQUIRED	None

PRIMARY ROLE: Long Range Sensor device

DESCRIPTION: Remote device that scrambles enemy sensors. Once deployed it cannot be moved again.

SENSORS DISTORTION PROBE

REQUIRED	Research Module and Sensors Distortion Probe Research

PRIMARY ROLE: Utility Class Ship

DESCRIPTION: The Hiigaran Resource Collector is a vessel roughly the size of a Corvette. It has arms to grab various types of materials that can be turned into RUs when dropped off at a refinery station. When upgraded the collector can perform repairs on Frigate and Capital Class ships and as such is an essential part of any combat fleet.

RESOURCE COLLECTOR

REQUIRED	None

	PRIMARY ROLE: Remote Resource Refinery
MOBILE REFINERY	DESCRIPTION: This Frigate-sized vessel can be deployed close to resourcing operations. Adding two new drop-off slots, just one refinery can double the output of your supply ships.
REQUIRED	None

VAYGR FLEET CHARACTERISTICS

Every Vaygr ship is purposely built for a singular task. They rely heavily on different units for different tasks. Their Carriers are simple hulks with massive drives and enormous bays, capable of striking the front line quickly, relying on the ships carried within to provide combat support upon arrival.

The Vaygr have a bolted-together collection of technology, some of it ancient but functional through constant repair, some of it recently acquired from their invasion of the Inner Rim. At a technological standstill for centuries, the addition of new technology and tactics represent the first leap they have made in millennia.

FIGHTER CLASS

|	PRIMARY ROLE: Reconnaissance Fighter Squadron
SCOUT	DESCRIPTION: The Scout has an excellent sensors range and can detect cloaked ships within a certain range. Scouts depend on speed and maneuverability to evade enemy fire when attacked.
REQUIRED	None

PRIMARY ROLE: Basic Fighter Squadron

DESCRIPTION: A fast, maneuverable and versatile craft designed for patrol, escort, and Cap Ship defense. The Interceptor is especially feared by non-combat vessels, strike craft, and resource operations.

ASSAULT CRAFT

REQUIRED	Fighter Facility
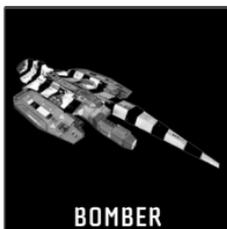
PRIMARY ROLE: Anti-Capital Ship Fighter Squadron

DESCRIPTION: The Bomber is a deadly combination of maneuverability and destructive firepower. The twin fusion bomb launchers release highly volatile bottled plasma that burns through hull plating, ignites munitions stores, and overloads control systems.

BOMBER

| REQUIRED	Fighter Facility, Research Module and Fusion Bomb Research
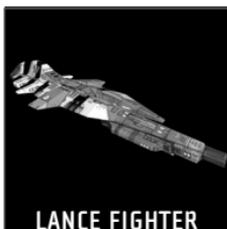
PRIMARY ROLE: Anti-Capital Ship Fighter Squadron

DESCRIPTION: This is a weapon system relied upon by Vaygr raiding parties. Based on mining technology, the plasma lance is a volatile cutting beam that makes short work of Corvette armor and Capital Ship subsystems. Disabling a Carrier's engines to allow for easy infiltration is one of the tactics made successful by this unit.

LANCE FIGHTER

REQUIRED	Fighter Facility, Research Module and Lance Beam Research

CORVETTE CLASS
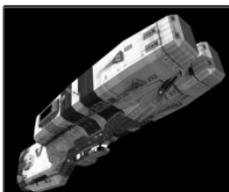
	PRIMARY ROLE: Heavy Corvette Squadron
MISSILE CORVETTE	**DESCRIPTION:** The Vaygr Missile Corvette is a Frigate and Corvette hunter. These ships launch fast moving high-yield warheads designed to send powerful shockwaves through enemy ships, disrupting systems and shattering hull armor.
REQUIRED	Corvette Facility

	PRIMARY ROLE: Anti-Capital Ship Corvette Squadron
LASER CORVETTE	**DESCRIPTION:** The bigger brother of the Lance Fighter, the Laser Corvette is one of the few beam-weapon equipped ships in the Vaygr fleet. It combines speed and quick turns to deliver withering laser fire into Frigates and Capital Ships from its forward facing cannons. These ships are tough, fast, and hard-hitting.
REQUIRED	Corvette Facility, Research Module and Corvette Laser Research

	PRIMARY ROLE: Utility Corvette
COMMAND CORVETTE	**DESCRIPTION:** What this ship lacks in firepower is made up in sensors equipment, armor, and the bonus it gives to friendly units within range. The antenna array sprouting from the hull both coordinates attacks and provides a morale boost, as the Command Corvette more often than not is crewed by ranking officers and favorites of the Crusade's warlord.
REQUIRED	Corvette Facility, Research Module and Command Corvette Systems Research

PRIMARY ROLE: Utility Corvette

DESCRIPTION: A well-armored Corvette with a payload of magnetic limpet mines. The Minelayer lays mines in a grid pattern by moving to a point in space and releasing a mine in that location.

MINELAYER CORVETTE

REQUIRED	Corvette Facility, Research Module and Minelaying Technology

FRIGATE CLASS

PRIMARY ROLE: Basic Frigate

DESCRIPTION: The Heavy Missile Frigate should not be underestimated as a serious threat to any enemy of the Eastern Fringe. Firing two heavy fusion missiles from its enormous bay, the Heavy Missile Frigate can wipe out enemy Frigate lines and, in sufficient numbers, take down Carriers and Destroyers.

**HEAVY MISSILE FRIGATE**

REQUIRED	Frigate Facility

PRIMARY ROLE: Advanced Anti-Fighter Frigate

DESCRIPTION: The Vaygr Assault Frigate, unlike its Hiigaran equivalent, is designed to support strike craft rather than defend against them. Its turrets are forward facing and fire long, thin sliver-like flechettes at extremely high speed, cutting through enemy craft with disturbing ease.

ASSAULT FRIGATE

REQUIRED	Frigate Facility, Research Module and Assault Frigate Chassis Research
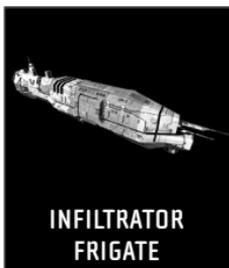
PRIMARY ROLE: Frigate used to infiltrate enemy ships

DESCRIPTION: One of the deadliest ships in the Vaygr fleet, the Infiltrator Frigate relies on speed to swoop down on an enemy Capital Ship and release Infiltrator Pods. These are Vaygr Insertion teams who cut through the hull and battle the crew for supremacy of the ship. With no return for these soldiers, they have a unique incentive to get the job done.

INFILTRATOR FRIGATE

REQUIRED	Frigate Facility, Research Module and Infiltration Pod Research

CAPITAL CLASS

PRIMARY ROLE: Capital Class Anti-Frigate/Capital Ship

DESCRIPTION: The Vaygr Destroyer is perhaps the most effective Frigate killer ever designed. A battery of four heavy fusion missile launchers and two massive cannons, when concentrated on one ship, inflicts massive damage in short order. Its off-axis hull gives the ship a distinctive profile.

DESTROYER

REQUIRED	Capital Ship Facility, Research Module and Destroyer Chassis

PRIMARY ROLE: Carrier

DESCRIPTION: This is the core of the Vaygr Fleet. Unlike the Hiigaran Carrier, it only has one production facility, so choose well how you build your subsystems. It can store 10 strike craft squadrons, and is very effective as a mobile resource drop-off point. It features two ability subsystem slots that can be used for whatever purposes you see fit.

CARRIER

REQUIRED	Capital Ship Facility

	PRIMARY ROLE: Capital Ship/Mothership Killer
BATTLECRUISER	DESCRIPTION: One of the deadliest ships in the galaxy. A strike craft bay for transport and repair of assault and Corvette class craft supported by four lance beam turrets provide point defense, allowing the Battlecruiser to direct it's eight heavy fusion missile launchers and enormous Trinity Cannon on Capital and Supercapital class enemy vessels
REQUIRED	Capital Ship Facility (Shipyard only), Research Module and Battlecruiser Chassis Research

MOTHERSHIP

	PRIMARY ROLE: Mothership Class Production Ship
FLAGSHIP	DESCRIPTION: Makaan's Flagship is a massive vessel on the same scale as the Pride of Hiigara. Housing the core found in the Hethlim Ice Fields, it can Far Jump to remote systems, build, store, and repair ships friendly to the fleet. Like the Pride of Hiigara, it has ample slots available for the numerous production and ability subsystems.
REQUIRED	Not buildable

	PRIMARY ROLE: Mothership Class Production Ship
SHIPYARD	DESCRIPTION: A production ship so massive it cannot be built by the Flagship, the Vaygr Shipyard is a slow moving behemoth capable of building any ship in the Vaygr Fleet. It needs to be constructed in large orbital facilities and then hyperspaced to the front.
REQUIRED	Hyperspace Module

PLATFORM CLASS

GUN PLATFORM

PRIMARY ROLE: Anti-Capital Ship Weapon Platform

DESCRIPTION: This single shot robotic sentry is a cheap and effective deterrent to both raiders and larger enemy forces. Once deployed it cannot be moved again.
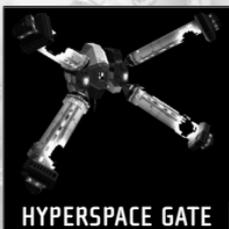
REQUIRED	Platform Controller Module

MISSILE PLATFORM

PRIMARY ROLE: Anti-Capital Ship Weapon Platform

DESCRIPTION: A more advanced version of the gun platform, the Missile Platform unleashes heavy missile salvos at any Frigate or Capital Ship within range. Once deployed it cannot be moved again.

REQUIRED	Platform Controller Module

HYPERSPACE GATE

PRIMARY ROLE: Tactical Hyperspace Platform

DESCRIPTION: Built on existing weapons platform technology, Vaygr Hyperspace platforms provide limitless tactical hyperspace capabilities. Their speed, durability, and relatively low cost make these gates the deciding factor in Vaygr surprise attacks.

REQUIRED	Platform Controller Module

PROBE / UTILITY CLASS

PROBE

PRIMARY ROLE: Long Range Sensor device

DESCRIPTION: Unmanned long range sensor device.

REQUIRED	None

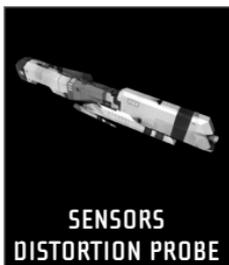**PROXIMITY SENSOR PROBE**

PRIMARY ROLE: Long Range Sensor device

DESCRIPTION: Sensor device capable of detecting cloaked ships.
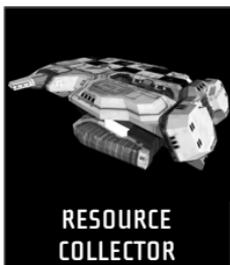
REQUIRED	None

SENSORS DISTORTION PROBE

PRIMARY ROLE: Long Range Sensor device

**DESCRIPTION:** Remote device that scrambles enemy sensors.

REQUIRED	Research Module and Sensors Distortion Probe Research

PRIMARY ROLE: Utility Class Ship

DESCRIPTION: The Vaygr Resource Collector is a vessel roughly the size of a Corvette. It has arms to grab various types of materials that can be turned into RUs when dropped off at a refinery station. When upgraded, the Collector can perform repairs on Frigate and Capital Class ships and as such is an essential part of any combat fleet.

RESOURCE COLLECTOR

REQUIRED	None
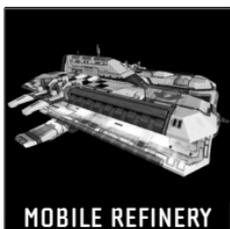
PRIMARY ROLE: Remote Resource Refinery

DESCRIPTION: This Frigate-sized vessel can be deployed close to resourcing operations. Adding two new drop-off slots, just one refinery can double the output of your supply ships.

MOBILE REFINERY

REQUIRED	None

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