

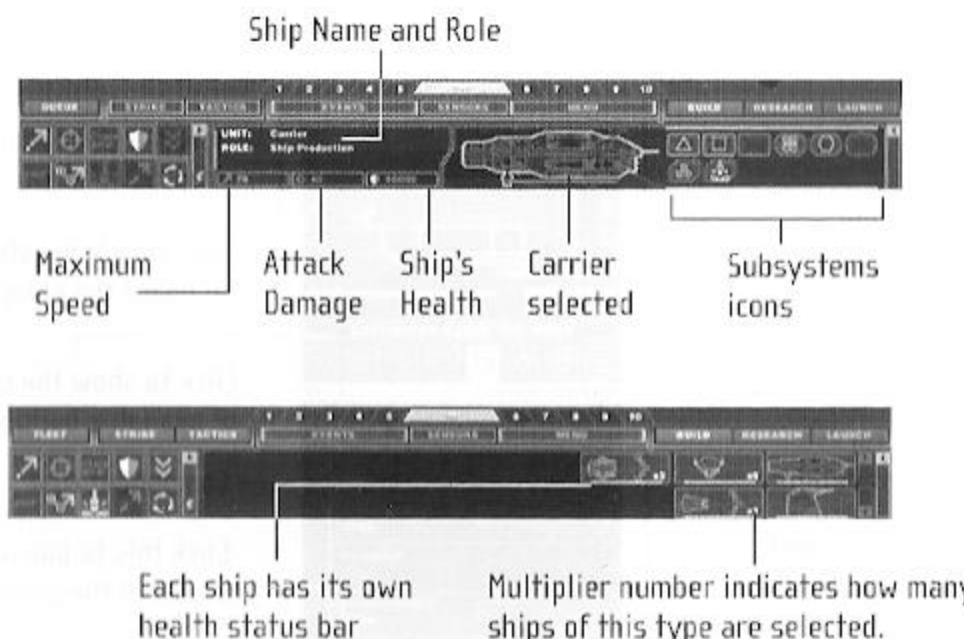
Key Commands

COMMAND	KEY	COMMAND	KEY
SELECTION			
Select	Left Click	EMP	E
Cancel Select	ESC	Deploy Mines	N
ADVANCED SELECTION			
Select Next Idle		Sensor Ping	X
Resource Collector	.	Capture	U
Select Next Idle		Retire	CTRL + SHIFT + X
Military	.	Scuttle	CTRL + SHIFT + S
Band Select Military	A	Kamakazi	CTRL + SHIFT + Z
Select All On Screen	CTRL + C	CONTROL GROUPS	
ORDERS			
Move	M	Assign Control Group	CTRL + 1 - 0
Guard	G	Unassign Selected	CTRL + -
Attack	CTRL	Unassign All	
Attack-Move	CTRL + A	Control Groups	CTRL + SHIFT + -
Dock	D	TASK BAR	
Set Rally Point	P	Build Manager	B
Set Rally Point		Research Manager	R
to Object	CTRL + P	Sensor Manager	SPACE
Harvest	H	Launch Manager	L
Hyperspace	J	Events	V
Repair	Y	Objectives	O
Waypoint	W	Diplomacy	K
Stop	S	Queue	Q
Cloak	C	Fleet Info	I
Defense Field Frigate	T	Go to last Event	NUMPAD 0
		Help	F1

Key Commands (continued)

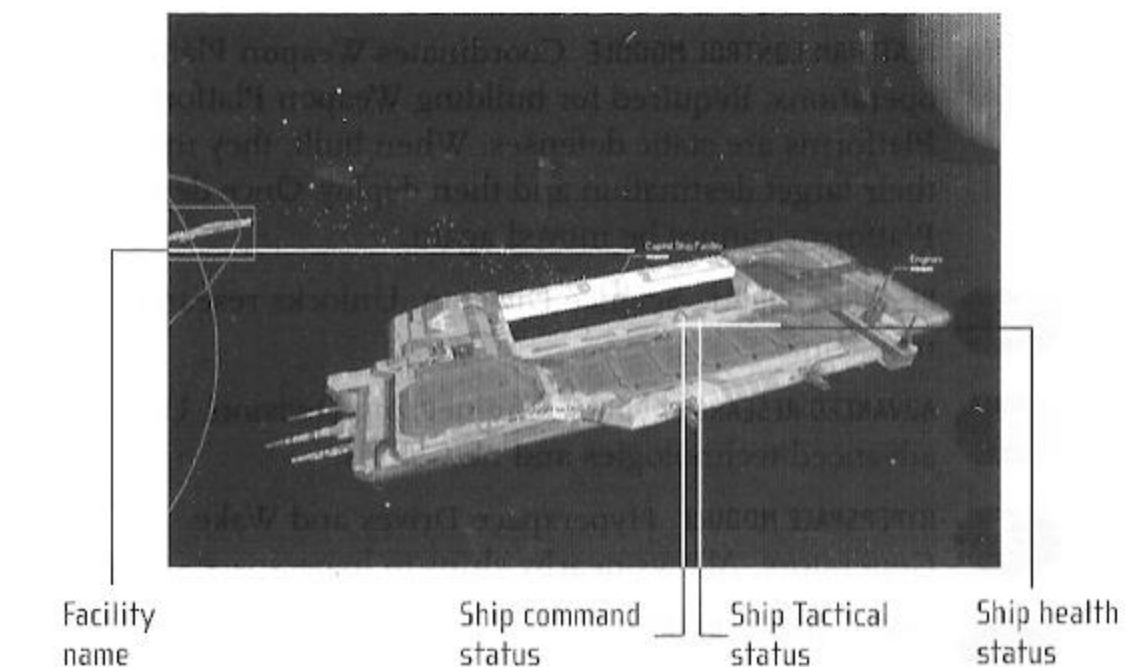
COMMAND	KEY	COMMAND	KEY
TACTICS AND FORMATIONS			
Aggressive Tactics	F4	Build/Corvette-Corvette	ALT + C
Passive Tactics	F2	Build/Frigate-Frigate	ALT + R
Defensive Tactics	F3	Build/Capital-Capital	ALT + A
Strikegroup 1	F5	Build/Platform-Platform	ALT + W
Strikegroup 2	F6	Build Option 1	ALT + 1
Strikegroup 3	F7	Build Option 2	ALT + 2
Disband Strike	F8	Build Option 3	ALT + 3
CAMERA			
Focus	F	Build Option 4	ALT + 4
Pan Forward	↑	Build Option 5	ALT + 5
Pan Back	↓	Build Option 6	ALT + 6
Pan Left	←	Build Option 7	ALT + 7
Pan Right	→	Build Option 8	ALT + 8
Pan Up	INSERT	Build Option 9	ALT + 9
Pan Down	DELETE	Cancel Build	ALT + X
Previous Focus	PG UP	Pause Build	ALT + E
Last Focus	PG DN	Cancel SubSystem Build	ALT + V
Focus on Build Capable Ships	HOME	Pause Subsystem Build	ALT + G
Select Focus	ALT + left-click	SYSTEM	
BUILD AND RESEARCH			
Build-Utility Class	ALT + T	Menu	F10
Build/Subsystem-Subsystem Modules	ALT + D	Quick Exit	ALT + F4
Build-Subsystem Sensors	ALT + Q	Cycle Heads-up Display	BACKSPACE
Build-Fighter	ALT + F	Toggle TDs	ESC
		Screenshot	PRINTSC
		Pause	PAUSE
		Chat	ENTER

Taskbar Selection Panel



- Click on any ship or band-box multiple ships in the game to display the Selection Panel in the Taskbar.
- When an individual Capital Ship is selected, its individual Facilities and Subsystems are displayed.

ATIs and Tactical Overlays



- HEALTH TO** The Health bar progresses from green to yellow to red as the health of the ship or its individual Facilities decay.
- COMMAND TOs** The Command icons show which Special Command is currently active for the selected ship. These icons emulate the command icons on the Special Commands Menu, plus there are a few others. All are described in the panel entitled: Tactical Overlay Icons.

Tactical Overlay Icons

Salvage	Lay Mines	TACTICAL OVERLAY The TO helps identify ships by the following symbols:
Build	Capture	
Retire	Attack Move	
Resource	Attack	
Repair	Unit Disabled	
Hyperspace	Unit EMPed	
Hyperspace Launch	Unit Captured	
Hyperspace Dock		
Move to Set Object		
Move		
Launch		TACTICS The Tactics icon shows the ship's current state of readiness:
Idle		Neutral
Dock		Defensive
Waypoint Move		Aggressive
Guard		Parade Formation <i>(This is the default setting for a just-launched Capital Ship).</i>
		Fighters-Class
		Corvette-Class
		Frigates
		Carriers
		Destroyers
		Battlecruisers
		Platforms
		Utility-Resources
		Utility-Probes
		Resources
		Mines

Subsystems

There are four categories of Subsystems.

1. Innate Subsystems

[cannot be built or destroyed; can only be damaged.]

- ENGINES** Disables a ship's ability to move until the engines come back online.
- RESOURCING** Degrades the speed with which Resource Collectors can dock and transfer payloads.
- WEAPONS** Disables a ship's weapon system until it can be repaired.

2. Build Subsystems

- FIGHTER FACILITY** Enables Fighter Class production. This is where you build your fast offensive ships and Scouts.
- CORVETTE FACILITY** Enables Corvette Class production. Build the heavier-duty Corvette class fighters and minelayers.
- FRIGATE FACILITY** Enables Frigate Class production to deliver heavy weapon payloads.
- CAPITAL CLASS FACILITY** Enables Capital Class production. Construct Capital Ships to use as platforms for fleet expansion. Capital Ships contain their own Build, Research, and Launch Managers. Capital Class includes Carriers, Destroyers and Battlecruisers.
- UTILITY** Construct utility vehicles such as collectors, refineries, probes, and detectors (does not appear as an on-board Subsystem, thus no icon exists).

Subsystems (continued)

3. Module Subsystems

- PLATFORM CONTROL MODULE** Coordinates Weapon Platform operations. Required for building Weapon Platforms. Platforms are static defenses. When built, they move to their target destination and then deploy. Once deployed, Platforms cannot be moved again.
- RESEARCH MODULE** Science Division. Unlocks research and new ships.
- ADVANCED RESEARCH MODULE** Engineering Division. Unlocks advanced technologies and new ships.
- HYPERSPACE MODULE** Hyperspace Drives and Wake Generators. Allows nearby ships to hyperspace.
- GRAVITY WELL GENERATOR** Hyperspace Inhibitor. Prevents enemy ships from entering or exiting hyperspace within a limited radius around the ship.
- CLOAK GENERATOR** Sensor Disruption. Cloaks nearby ships from enemy sensors when activated.
- REPAIR** Gives Resource Collectors the ability to repair Capital Ships.

4. Sensor Subsystems

- HYPERSPACE SENSORS** Detects all hyperspace signatures within a radius around the ship.
- ADVANCED SENSORS ARRAY** Improves basic sensors.
- ANTI-CLOAKING SENSORS** Improves sensors against cloaked ships.
- FIRE CONTROL TOWER** Coordinates all ship defenses. Improves the combat effectiveness of nearby friendly ships.

Build Manager

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

Select a ship from this drop-down menu

Available Subsystem slots on board the selected ship.

Click to show the entire list of available build options.

Click this to pause builds in the queue

Click to expand queue listing

Click to move component to front of queue

Click to cancel build

Selected ship

Ship facility icons; click to change facilities

Facility name

Click this for component details

Facility component list; click to build

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

Number of components queued for construction

Research Manager

Click this for component details

Research component list; click to begin research

Research queue

Click to cancel component research

Facility icons; click to research different Facilities

Component cost

Click to pause research

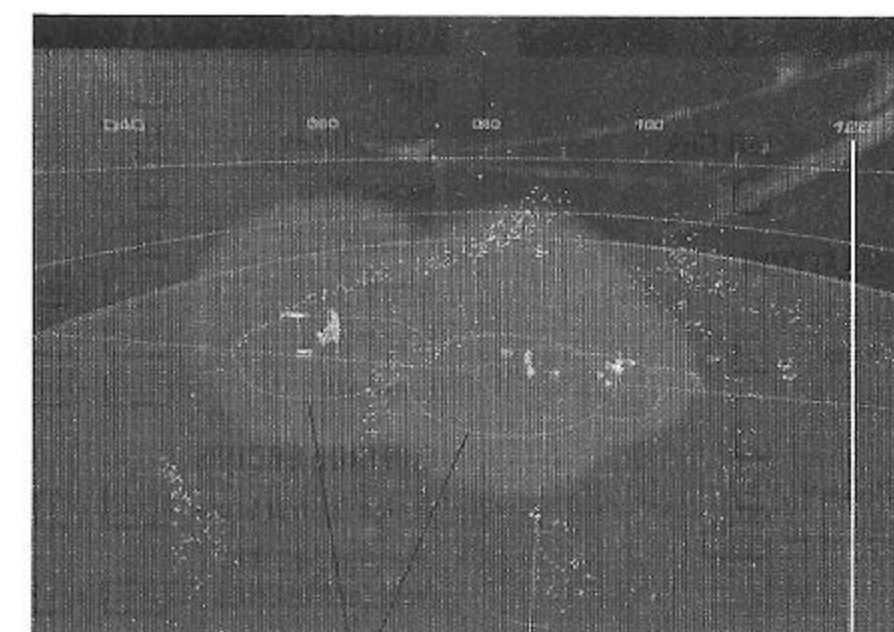
Click to expand queue listing

Click to move this item to the top of the queue

BUILD/RESEARCH COMPONENT ICONS.

- 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.

Sensors Manager



Sensor spheres

Compass headings

- Sensory fields are visible only while in the Sensors Manager and are indicated by blue spheres. The sensor sphere diameter varies in size depending on the sensor technology available. Scout sensor technology can be upgraded from the Research Manager.
- Enemy ships are indicated in red; neutral and allied ships in yellow; and your ships in green.