



CORP NAME

You begin the campaign with 10 Capital.

The Campaign Scale begins at 3.

SHIP CLASSES

You begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes.

- Recon Wing [1]
- Fighter Wing [2]
- Bomber Wing [3]
- Light Utility Ship
- Gunship [3]
- Corvette [5]
- Medium Utility Ship [2]
- Monitor [10]
- Frigate [7]
- Destroyer [12]
- Carrier [15]
- Cruiser [30]
- Battleship [40]

COMPETITIVE ADVANTAGES

AGGRESSION

- Unstable Engine Shielding [0]
- Overload [1]
- Reckless Disregard [1]
- Over-Specced Weapon Arrays [1]
- Shock And Awe [1]
- Close And Personal [2]
- Advanced Targeting Systems [3]

DISCIPLINE

- Well-drilled [0]
- Iron Will [1]
- Scenario Planning [2]
- Chain of Command [2]
- Exceptional Officers [2]
- Inspirational Leader [3]
- Tactical Savant [3]

ENDURANCE

- Heavy Frames [0]
- Divert Weapons To Shields [1]
- Highly Reactive Shield Capacitors [1]
- Improved Point Defenses [1]
- Stand Firm [2]
- Heavily Shielded Utes [2]
- Advanced Shield Generators [3]

HELMSMANSHIP

- Light Frames [0]
- Advanced Navigational Computers [1]
- Advanced Retro Arrays [1]
- Advanced Inertial Dampeners [2]
- Instinctual Captain [2]
- Rapid Targeting Systems [3]
- Superior Thruster Arrays [3]

LOGISTICS

- Industrial Might [0]
- System Optimisation [1]
- Advanced Material Scanners [2]
- Asset Insurance [2]
- Electromagnetic Pulse Emitters [3]
- Astro-Beacon Net [3]
- Multipass Scanners [4]

MILITARY

- Improved Ordinance [0]
- Longer Range Munitions [1]
- Solar Fusiliers [1]
- Crossfire [2]
- Advanced Auto-Pintles [2]
- Well-oiled Machine [3]
- Advanced Blaster Technology [3]



CORP NAME

You begin the campaign with 10 Capital.

The Campaign Scale begins at 3.

SHIP CLASSES

You begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes.

- Recon Wing [1]
- Fighter Wing [2]
- Bomber Wing [3]
- Light Utility Ship
- Gunship [3]
- Corvette [5]
- Medium Utility Ship [2]
- Monitor [10]
- Frigate [7]
- Destroyer [12]
- Carrier [15]
- Cruiser [30]
- Battleship [40]

COMPETITIVE ADVANTAGES

AGGRESSION

- Unstable Engine Shielding [0]
- Overload [1]
- Reckless Disregard [1]
- Over-Specced Weapon Arrays [1]
- Shock And Awe [1]
- Close And Personal [2]
- Advanced Targeting Systems [3]

DISCIPLINE

- Well-drilled [0]
- Iron Will [1]
- Scenario Planning [2]
- Chain of Command [2]
- Exceptional Officers [2]
- Inspirational Leader [3]
- Tactical Savant [3]

ENDURANCE

- Heavy Frames [0]
- Divert Weapons To Shields [1]
- Highly Reactive Shield Capacitors [1]
- Improved Point Defenses [1]
- Stand Firm [2]
- Heavily Shielded Utes [2]
- Advanced Shield Generators [3]

HELMSMANSHIP

- Light Frames [0]
- Advanced Navigational Computers [1]
- Advanced Retro Arrays [1]
- Advanced Inertial Dampeners [2]
- Instinctual Captain [2]
- Rapid Targeting Systems [3]
- Superior Thruster Arrays [3]

LOGISTICS

- Industrial Might [0]
- System Optimisation [1]
- Advanced Material Scanners [2]
- Asset Insurance [2]
- Electromagnetic Pulse Emitters [3]
- Astro-Beacon Net [3]
- Multipass Scanners [4]

MILITARY

- Improved Ordinance [0]
- Longer Range Munitions [1]
- Solar Fusiliers [1]
- Crossfire [2]
- Advanced Auto-Pintles [2]
- Well-oiled Machine [3]
- Advanced Blaster Technology [3]