



SUPREME COMMANDER 2



INSTRUCTION MANUAL

TABLE OF CONTENTS

Getting Started	02
Basic Controls	03
General Tips	03
Game Screen	04
Main Menu	06
Campaign	06
Continue Campaign	06
Skirmish	06
Multiplayer	07
Options	07
Extras	07
Three Factions	08
The United Earth Federation	09
The Illuminate	10
The Cybran Nation	11
The Story of Supreme Commander 2	12
UEF Campaign: The End of an Alliance	12
Illuminate Campaign: Path of the Righteous	14
Cybran Campaign: A New Leader Emerges	15
A Different Kind of Strategy	16
The Armored Command Unit	17
Construction	17
Command	18
Destruction of the ACU	18
The Engineer	19
Resource Management	20
Mass	20
Energy	20



Abilities and Commands	21
Commands	21
Abilities	22
Research	23
Types of Research	24
Units	25
Land Units	25
Air Units	28
Naval Units	30
Structures and You	32
Factories	32
Economic Units	32
Offensive and Defensive Structures	33
Nukes and Anti-Nukes	33
Intel Structures	33
Experimentals	34
Skirmish	38
Multiplayer	39
Gameplay Tips	40
Full Controls	41
Selection	41
Commands/Abilities	41
Camera	41
Misc	41

GETTING STARTED



Insert the Supreme Commander 2 DVD into your disc drive or mount the downloaded DMG if your purchase was made as a digital download. When the icon appears, you can drag the 'Supreme Commander 2' folder to your 'Applications' folder.

You must have Steam installed on your Mac (download from '<http://store.steampowered.com/about/>') and you will need to add 'Supreme Commander 2' to your games list using the Steam code supplied.

To do this, click 'Add a Game' at the bottom left of your Steam client and select 'Activate a product on Steam' from the pop up menu. Click on 'Next', 'I Agree' and 'Next' again, then enter your code. Once you have entered your code and it has been accepted, you can cancel the rest of the process.

Now you can launch the game by running the game from within the 'Supreme Commander 2' folder in your 'Applications' folder. Fill in the registration details and launch the game. This will direct you to the Main Menu screen.

Updates and Patches

Supreme Commander 2 will auto-detect whether your game needs to be updated and automatically download and install any available updates.

Troubleshooting

Please raise a support ticket if you have any issues running 'Supreme Commander 2' at 'www.vpltd.com/supportdesk/'

BASIC CONTROLS



Left Mouse: Select

Right Mouse: Issue Command (Ctrl+ Mouse on single mouse systems)

Scroll Mousewheel: Strategic Zoom in and out

Arrow Keys: Pan/Scroll the Map

Esc: Cancel/Deselect

Tab: Access Research Interface

F10: Access In-game Menu

General Tips

To select a unit, place the cursor over the unit and press the Left Mouse button.

To select multiple units in an area, press the Left Mouse button and drag select a box over the units you want to select.

To select all units of the same type, double-click a unit.

To issue an Order, Right Click on a valid target. This is a context-sensitive action; that is, the cursor will tell you the order you're issuing.

For more controls see page 41.

GAME SCREEN



- 1 Click the arrow to access the Research interface. This displays your current number of available Research Points, and the bar below shows the progress toward your next point.
- 2 Indicates your available Mass and Energy, and the rate of acquisition per second.
- 3 Your total units, and the current maximum number of units you can construct (the unit cap).
- 4 Click to access the in-game Menu. From here, you can Restart, Save, or End your current game. (Not all options are available in multiplayer.)
- 5 Click to toggle the Mini-map on and off.



- 6 Click to select your Armored Command Unit.
- 7 Click to cycle between idle Land Factories.
- 8 Click to cycle between idle Air Factories.
- 9 Click to cycle between idle Naval Factories.
- 10 Click to cycle between idle Experimental Factories
- 11 Click to view current Objectives (single-player only.)
- 12 This tooltip appears when you hover over a unit. It shows the unit's name and health, and other information specific to that kind of unit (shield strength, veterancy level, etc.)
- 13 The Command and Abilities panel is how you give units specific orders. For explanations of each icon, see page 22.



The Main Menu is the nexus for accessing all aspects of Supreme Commander 2. From this screen, you can begin or continue a single-player campaign, play a Skirmish match against the computer, join or host a multiplayer match, or configure the game's options.

Campaign

This option takes you to the Campaign menu.

Campaign (or story) mode allows you to begin a new campaign, load a saved game, or replay a previously unlocked operation. This mode also offers access to an in-game Tutorial, which is highly recommended to both newcomers to the real-time strategy genre and returning players.

Supreme Commander 2 features three complete campaigns, with multiple operations that tell a single, larger story.

More details on the single-player campaign can be found on page 12.

Continue Campaign

This option automatically loads your most recent saved game, letting you quickly continue an existing campaign already in progress.

Skirmish

This option takes you to the Skirmish menu.

This mode enables you to play solo or cooperatively with computer allies against computer-controlled opponents of adjustable difficulty and play-styles in a variety of environments.

More details on Skirmish can be found on page 38.

Multiplayer

This option takes you to the multiplayer menu. From here, you can Host or Join a multiplayer skirmish matches using Steam.

Options

This option gives you access to a wide variety of settings that affect how Supreme Commander 2 looks, sounds, and controls.

Controls: This tab allows you to adjust your strategic zoom sensitivity and scrolling speed, enable or disable screen edge scrolling, and reset your keyboard settings.

Interface: All gameplay and interface preferences can be adjusted in this section, including the display of subtitles, tooltips, and health bars, as well as the range of weapons and intel (i.e., your radar-enhanced penetration of the fog of war).

Sound: This tab lets you adjust the volume and quality of sound.

Video: This tab lets you adjust all video settings such as resolution and overall quality, along with more advanced options like anti-aliasing and the depth of detail for models, shadows, or water.

Extras

This option allows you to access the Replay Manager (to view Game Replays; see page 38) and view the credits.

THREE FACTIONS



At one time, the Earth Empire ruled the galaxy. Eventually, the Empire grew so large that it became fragmented and consumed by civil war that stretched across the galaxy.

Three distinct factions—The United Earth Federation, the Aeon Illuminate, and the Cybran Nation—emerged from the chaos. Unable to coexist peacefully, they spent the next thousand years fighting for control of the galaxy.

Dubbed the Infinite War, the conflict claimed billions of lives. It only ended when an even greater threat appeared, an invasion by an alien race called the Seraphim. Faced with extinction, the three factions put aside their differences and formed the Colonial Defense Coalition to turn back the alien menace.



After the Seraphim were defeated, the Coalition became the governing body of the galaxy. Its first act was to tear down the Quantum Gate network, the primary method of traveling to and from distant systems. It was a largely symbolic act: by restricting the ability to move armies nearly instantaneously over large distances, it greatly diminished the chances of another intergalactic war. The cost was greater isolation for distant colonies, but most saw this as a perfectly reasonable trade-off.

Because of this isolation, each planet has its own governing body, and each colony has its own governorship. The individual factions remain in name and maintain their own military forces, though they're all bound by one set of ruling law.

The United Earth Federation

The United Earth Federation—or UEF—was formed with a simple goal: reunite the galaxy. It was largely successful.

The average UEF citizen desires stability and order, and they have a strong sense of brotherhood and community. Its leaders are aggressive and driven to ensure galactic order.

After the defeat of the Seraphim, the UEF asserted control of the Coalition through its ability to leverage its citizen's strong factional identity to present a unified front on all issues. As a result, the UEF is the economic, political, and military machine that drives the Coalition.

In general, UEF military units are larger, more aggressive versions of 20th Century military hardware. UEF Commanders go through rigorous psychological screening for loyalty to ensure that each believes in their duty to maintain order in the galaxy.



Journal Entry, UEF Soldier

"THE INFINITE WAR. THAT'S WHAT THEY CALLED IT. WHEN IT ENDED... WHEN THE LAST SERAPHIM WAS ROTTING IN THE EARTH, WE FINALLY HAD 25 YEARS OF PEACE.

PEACE. WHO ARE WE KIDDING? WHAT ARE WE CELEBRATING? THE APPEASERS IN THE UEF, THE ONES WHO WOULD MAKE TREATIES WITH OUR ENEMIES. WE LOST BILLIONS IN THAT WAR, AND WE'RE EXPECTED TO FORGIVE AND FORGET OVERNIGHT?

AND NOW THEY'RE TALKING ABOUT INTEGRATING THE ARMIES INTO ONE GIANT COALITION FORCE? THEY COULDN'T PAY ME TO SHARE A PLANET, MUCH LESS A BARRACKS, WITH THOSE CHIPHEADS AND FANATICS."

The Illuminate

The Seraphim were first discovered during a deep space exploration mission. The aliens passed on their philosophy called The Way to Dr. Jane Burke, one of the members of the expedition. She formed the Aeon Illuminate to spread the word and avoid what she believed was a future full of warfare and destruction. The Aeon Illuminate fulfilled its own prophecy, first defending itself against Earth Empire incursions and eventually waging all-out war against the UEF and Cybran Nation.



When the Seraphim invaded thousands of years later, a large percentage of the Aeon Illuminate population sided with the Seraphim and formed the Order of the Illuminate. They fought against the Aeon and its leader, Princess Rhianne Burke. The Princess was lost when the Seraphim were defeated, and the Order was effectively dismantled. However, its members remained in the populace.

The newly elected Aeon Illuminate leadership placated the remaining fundamentalist Order members by renaming the faction to its common, shared name: The Illuminate.

While the UEF flourished, the Illuminate struggled. Its members previously led an ascetic, communal lifestyle; the Coalition imposed a UEF-style capitalist system. Those who struggled pined for the days when The Way was the guiding force.

The Royal Guardians

"THE ILLUMINATE GOVERNMENT HAS LOST THE WAY. THE ROYAL GUARDIANS WILL BRING US BACK TO THE PATH OF THE RIGHTEOUS, TO THE GLORY DAYS WHEN THE ILLUMINATE WAS LED BY PRINCESS RHIANNE BURKE."

Multiple splinter groups formed within the faction, the largest and most influential being The Royal Guardians. Its stated goal was to restore the glory of the Illuminate when it was led by Princess Burke. While it gained significant traction, it was eventually consumed by scandal. The movement was tainted by association, so the pendulum of control swung back to the moderates who supported the Coalition.

The Cybran Nation

The Cybran Nation traces its beginnings far back into Earth Empire history. In 2592, Doctor Gustaf Brackman, an unmatched genius in cybernetics, successfully “twined” the first human/AI pair, creating a symbiont. The Earth Empire effectively enslaved the symbionts, utilizing their superior AI-assisted thinking and ability to perform complex processes quickly and efficiently, to bolster their empire.



In response, Dr. Brackman formed the Cybran Nation with a large complement of his symbiont “children,” and they thrived. Dr. Brackman petitioned the newly created UEF to free the rest of the Symbionts; they refused and sent an occupying force. It was met with resistance by the Cybran Nation, and the fight for symbiont freedom began.

At the end of the Infinite War, Dr. Brackman was betrayed by his greatest creation—a Quantum computer called QAI—and the Cybrans were forced to ally with the UEF and Aeon in a last-ditch attempt to defeat the Seraphim.

Cybran Isolationism

“THE CYBRAN NATION CAN’T BE BOTHERED WITH THE POLITICS OF THE UEF, ILLUMINATE, OR COALITIONS. IT WISHES TO BE LEFT ALONE.”

The Cybran Nation captured many Seraphim during the Infinite War, and Dr. Brackman has spent the last 25 years studying the alien race and incorporating its technology and DNA into his symbionts. While it’s an important part of the Coalition, its members rarely mingle with the other factions.

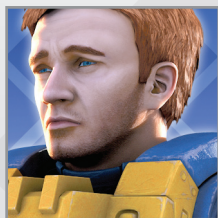
THE STORY OF SUPREME COMMANDER 2



While the galaxy has largely been at peace for the 25 years that have passed since the Infinite War ended, the Colonial Defense Coalition is slowly unraveling. Its newly elected president has been assassinated, and each of the Coalition members denies involvement and blames the others.

Over the course of three separate campaigns in *Supreme Commander 2*, you control one Commander from each faction.

UEF Campaign: The End of an Alliance



Commander Dominic "Migraine" Maddox

Age: 31

Dominic Maddox was born on the UEF Prime World Seton. A military brat, he followed his father George Maddox and his mother Susan through various deployments across the galaxy. His parents were staunch UEF supporters, with a strong dislike of the Cybrans and Illuminate due to their growing

up during—and in his father's case, participating in—the Infinite War.

Dominic ranked extremely high in the military aptitude tests given to all UEF citizens and joined the military when he turned 18. After basic training, he attended Coalition Commander School on Altair II, a former Aeon core world that had welcomed UEF settlements after the Coalition was formed.

After school, Dominic met and married a moderate Illuminate teacher named Annika Koenig. While the Coalition had no policies against cross-factional relationships, most members of the UEF still frowned upon such things. While Annika's parents welcomed Dominic into their family, Dominic's parents felt betrayed, and disowned their only son.

Two years after their marriage, Dominic and Annika had a son. They named him George, after Dominic's father. On hearing the news of their grandson's birth, Dominic's parents broke down and apologized for their previous bigotry. Unfortunately, they were tragically killed in an accident shortly after George was born.

Though Dominic's direct superiors are vaguely aware of his marriage and family, they are unaware of his wife's religion and factional status. He's less concerned about people discovering his wife's religion than he is with how it's affecting her to keep it a secret. Because of this, Dominic is looking for a way to gracefully exit the military so they can raise their child in a more welcoming and open environment.

Other Characters

Over the course of the UEF campaign, Dominic Maddox will come across a number of important characters, including:



Annika Maddox » Age: 29

The former Annika Koenig was born on Cathedral, a fundamentalist-controlled Illuminate planet. Shortly after her birth, her family moved to an Illuminate colony on the mixed-faction planet Altair II. After graduating from college, she met Dominic Maddox, got married, and had a son.



Jeremy "Analog" Daxil » Age: 25

"Analog" Daxil is a close friend of Dominic Maddox. He is a wizard with intelligence and tactics, so Dominic absolutely trusts his judgment.



Colonel Alex Rodgers » Age: 61

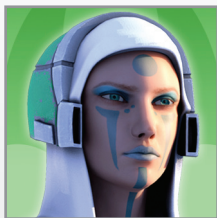
Colonel Alex Rodgers is a seasoned veteran UEF soldier who rose through the ranks due to his take-no-guff manner and his decisiveness. He is currently in charge of all Coalition forces on Altair II.



Dr. Zoe Snyder » Age: 27

The CEO and CTO of Quantum VisionWorks obtained dual Ph.D.s in quantum theory and mass engineering before she turned 20. She briefly worked with Dr. Gustaf Brackman to refine his twining techniques for creating Symbionts, and after a year spent traveling, she formed her own military research company, Quantum VisionWorks.

Illuminate Campaign: Path of the Righteous



Commander Thalia Kael:

Age: 28

Thalia Kael was born on Cathedral, one of the primary illuminate planets. Named after one of the freedom fighters that fought against the Order of the Illuminate during the later days of the Infinite War, Thalia also had distant ties to Evaluator Kael, the cruel leader of The Order.

Thalia's father, Jeremiah Kael, was a businessman who, post-Coalition, became a wealthy power broker that moved freely between all three factions. His high profile, however, made him a target for anti-Illuminate groups within both his own faction and the UEF.

Thalia's mother, Jane Kael, died of a degenerative disease shortly after Thalia's birth. With her father frequently away on business, she was mostly watched over by her older brother Jaran.

Shortly after Thalia turned 10, Thalia's father was killed by UEF nationalists. Thalia and Jaran spent the rest of their childhood being passed between family members.

Following the lead of her brother, Thalia expressed an interest in joining the military. She showed extremely strong leadership skills, and was promoted to Cadet-of-Swords, the second highest rank in the Illuminate academy, by the time she was 21. At this point, she was sent to Coalition Commander School on Altair II, where she excelled in her studies.

It was around this time that her brother was diagnosed with the same degenerative disease that killed their mother. With Jaran unable to work, Thalia left the academy early to take care of her brother.

Jaran Kael

Age: 34

Thalia Kael relies heavily on the intelligence and tactics relayed to her by her older brother Jaran. He's a former Commander who was forced to leave the military because of the same degenerative condition that claimed his and Thalia's mother. While there is no cure for the disease, he could have his spinal cord and eyes replaced with Cybran technology. This procedure is currently forbidden, as they believe cybernetics is an impediment to finding The Way.

Cybran Campaign: A New Leader Emerges



Commander Ivan Brackman:

Age: 29

Ivan Brackman is a test tube baby, brought to term in an exowomb. He is the literal son of Dr. Gustaf Brackman and an unnamed female donor rumored to be former Cybran Commander Ivanna Dostya. Ivan is also the first successful Proto-Cybran Commander, a fully-grown hybrid of human, cybernetics, and Dr. Brackman's new Proto-Brain technology.

Ivan was raised on the Haven node, with Dr. Brackman always in close proximity. (There were some concerns that his father's current condition—existing as a brain and spinal cord sustained in a specially designed oxygen-rich amniotic solution—might have been somewhat off-putting to a small child.)

Ivan was closely monitored before he was allowed to mix with others in standard Cybran society. He showed enough promise and stability at an early age for Dr. Brackman to create dozens of other proto-Cybrans. Most of Ivan's fellow Protos work at Dr. Brackman's private lab or are part of his military. Though the 3.11 version of Dr. Brackman's Proto-technology used on Ivan is still in its infancy, he exhibits more creativity and independent thought than other Cybrans.

Dr. Brackman couldn't ignore his son's military skills and agreed to enroll him in Coalition Commander School on Altair II. He was the top student at the academy, graduating first in his class. While most students kept their distance or mocked him behind his back, he made friends with a UEF commander named Dominic Maddox. Ivan found himself jealous of the closeness between Maddox and a promising young Illuminate named Thalia Kael, though he never brought it up with either of them.

After he left school, Ivan became head of Dr. Brackman's personal protection staff. Despite all that he's achieved at such a young age, he's kept on a very tight leash.

Dr. Gustaf Brackman

Age: Very, very old

Arguably the most famous man in the galaxy, as well as the oldest, Dr. Gustaf Brackman created and currently leads the Cybran Nation. In his early 300s, the last of Brackman's "extraneous" parts are removed and he is now a brain and spinal cord, sustained in a specially-designed, oxygen rich amniotic solution and communicating via a direct line.

A DIFFERENT KIND OF STRATEGY



Like its predecessor, *Supreme Commander 2* belongs to the real-time strategy genre.

These types of games require you to construct bases, develop an economy by harvesting resources, and use the proceeds to manufacture armies to deploy in the environment, or theater of operations. These units are then used to acquire and secure strategic points on the map, destroy enemy armies, invade enemy bases, shut down their economies, and defeat them by destroying their ACU.

In *Supreme Commander 2*, you pay for the construction of your armies by accumulating resources (Mass and Energy). You can also research new technologies that unlock new units, improve existing ones, or give your units new abilities that can dramatically turn the tide of battle in your favor.

Supreme Commander 2 also places substantial emphasis not only on small-scale battle tactics and micromanagement but on a “Strategic Zoom” system that provides players with a view of the entire map. This gives you the ability to simultaneously maneuver, position, and transport hundreds of units across vast environments that stretch for miles in all directions.

Additionally, units in *Supreme Commander 2* are drawn realistically to scale relative to one another, with massive assault bots and air fortresses appearing hundreds of times larger than relatively modest-sized unit like a Rock Head Tank.

THE ARMORED COMMAND UNIT



The most important and versatile unit in your arsenal is the **Armored Command Unit (ACU)**. The ACU is your avatar on the battlefield, your primary construction unit, and, when upgraded through research, one of your most devastating weapons available to you.

Initially developed by the Earth Empire as a practical solution to the logistical nightmares and prohibitive mass costs of teleporting large armies across the galaxy, the ACU is now considered the most recognizable, powerful and flexible weapon in the galaxy. A low-mass high-capability unit easily transported across the quantum network, the ACU weds cutting-edge military science to the latest breakthroughs in nanotechnology to achieve a combat potential greater than any force in history.



Construction

The ACU can then construct war factories capable of producing terrain-specific military units, as well as engineer units that can be assigned to create further structures themselves (at slightly reduced speed), freeing up the ACU for focus on troop deployment and executing more advanced combat operations.

Command

Though in constant communication with his command structure via the onboard Quantum Communication network, the ACU is in sole command of the battlefield at all times, and even without upgrades a formidable assault unit in its own right. The ACU is able to simultaneously coordinate the movements of substantial military units and manage a burgeoning base of operations.

While like their robotic underlings they are capable of attacking and patrolling, modern ACUs can also be equipped with a variety of powerful upgrades, from jump-jets to an “escape pod” that allows its cranial control center (and the pilot within) to detach, flee to a new site, and reconstitute a fresh ACU exoskeleton back home or in the field.

More details on Upgrades can be found on page 24.

More details on Abilities can be found on page 22.

Destruction of the ACU

Though capable of withstanding the direct impact of a 100-megaton nuclear explosion, however, the ACU is not invulnerable. If subjected to sufficient stresses or the risk of enemy capture is deemed likely, the ACU’s fusion reactor will automatically collapse, resulting in a massive explosion capable of decimating a large area of the planet, along with all life both organic and cybernetic in the blast radius. Please war responsibly.

THE ENGINEER



Engineers are specialized construction units able to build all structures, as well as reclaim them for their mass and energy and capture enemy structures and units.

They are also cumulatively able to assist ACUs and their fellow Engineers in order to construct units more quickly and efficiently. Engineers can also “reprogram” (aka capture) enemy units and structures and be used as “field medics,” in that they can repair friendly units.

And unlike even the mighty ACUs that spawn them, Engineers are amphibious (Can travel in water.)

The Build UI

Clicking any unit with build capability brings up the Build interface. From here, you can left-click on Units and Structures to build them. Units are added to the Build Queue, while structures are placed within the environment.

There are multiple categories of buildable items, and these are separated by tabs on the Build interface.

For all Factory units, you can set the queue to “Repeat.” What this means is that you can queue units—say, a Tank, Mobile Artillery, and an Assault Bot—press the “Repeat” and each unit will be automatically re-added to the queue.

However, each time it’s re-added to the queue, you have to purchase the unit. If you do not have the required resources, the unit will be added to the Queue but in an “unpurchased” state, represented in red.

When an unpurchased unit is ready to be built, the factory automatically pauses. To un-pause the factory, you either need to purchase all unpaid for units (you automatically do this when clicking the Pause button) or clear the unit or units from the Queue by right-clicking on the unit(s).





“Maximizing Your Destructive Efficiency Through Economic Know-How”—Brought to you by Quantum VisionWorks.

The two principal resources in both Supreme Commander 2 and the universe proper are Mass and Energy*. Mass is the fundamental building-block of every unit and structure in your arsenal, while Energy denotes the power necessary to manufacture and maintain the systems.

Both substances are collected from the planetary surface via structures constructed by either your ACU or your Engineer units.

**For more details, see Einstein, Albert.*



Mass

There are three ways to accumulate Mass. The most common method is via the use of Mass Extractors, which directly mine suitable physical matter from the planet's crust.

Extractors can only be built upon the deposits marked on your map by your ACU's photoreceptors with the green hexagonal "Ma" iconography.

A secondary method of acquiring Mass is by reclamation. When units and buildings are destroyed, their charred remnants leave behind residual Mass particles that can be collected by either an ACU or an Engineer via the Reclaim command.

(While organic and inorganic topography such as trees and rocks once yielded usable amounts of Mass and Energy, even the most mundane units of modern firepower are simply too demanding to make such ancillary extractions feasible.)



Energy

The chief way to harvest Energy is through the construction and preservation of Energy Generators. Though unlike Mass extractors these can be constructed anywhere on the map, it is generally advisable to place them near your other structures for defensive reasons. Energy production can be boosted via a Research upgrade.

(Formerly, Hydrocarbon Power Plants were able to dramatically enhance Energy output but as a by-product of the Infinite War, most alkyne-rich sources have been drained, destroyed, or irradiated, rendering their continued usage tactically unfeasible.)

ABILITIES AND COMMANDS



All units in the game have a set of Abilities and Commands. For mobile units, Commands include Move, Attack, and Stop. Other units have Special Abilities, many of which are unlocked via Research.

Commands

Move: Issue a Move command.

Attack: Issue an Attack command on an enemy unit or at a position.

Patrol: Create a patrol for the selected unit or units.

Stop: Issue an immediate Stop command for any unit or structure.

Guard: Assign the currently selected unit to Guard another.

Reclaim: Use the selected unit to reclaim wreckage (or enemy units, doing damage to them) for Mass.

Capture: Capture an enemy unit or structure, giving you control of the unit.

Repair: Order the selected unit or units to repair the target.

Unload: Unload a transport.

Teleport: Instantly teleport the current unit or units from the current position to the destination.

Ferry: Establish a ferry route between two positions.

Jump Jets: Jumps the currently select unit or units to the targeted destination. (Requires Research.)

Dive/Surface: Send the currently selected unit or units to the briny depths or bring it/them to the surface.

Abilities

Overcharge: Overcharge the main gun of the ACU. For when you need a bit of extra oomph.

Launch Escape Pod: Detaches the ACU control center, allowing for a quick escape at the cost of having to reconstruct the ACU body (required research.)

Hunker: Orders a unit to go into “Hunker” mode, increasing its defense but limiting its functionality (required research.)

Launch Half-Baked: Allows you to prematurely launch Experimental units, at the cost of a chance the unit will fail in the battlefield after built.

Harden Mode: Converts cannon into a high damage, short range unit for a set duration.

Power Detonate: Initiates a self-destruct on the unit, damaging nearby enemies.

Speed Reducing Mega-Armor: Increases Armor and reduces Movement Speed for a set duration. Was a finalist in 3873’s “Literalness in Technology Naming” award.

Self-Destruct: Issues an immediate self destruct, damaging nearby enemies.

Convert Energy to Mass: Convert a pool of energy to mass.

Ability and Commands UI

All Abilities and Commands appear in the lower-left corner of the UI.

RESEARCH



You can improve all facets of your war machine via **Research**. This includes everything from adding additional ACU abilities to improving the power and durability of your individual units or unlocking powerful structures such as nuclear silos and long-range artillery.

The Research tree is also where you unlock special Experimental technologies, known colloquially as “really powerful units.”

Accessing your Research interface allows you to view each research track—Land, Air, Naval (except Illuminate), Structure, and ACU—along with how many Research Points each progressive upgrade costs.

Your ACU automatically accumulates Research Points. This process can be greatly accelerated by constructing Research Stations. These important structures crunch the same real-time battlefield data, but as a result of their colder chipsets and meticulously designed single-mindedness, they’re able to make analytical connections and leaps in inter-nodal paralogic. As a result, they’re capable of conceiving new tech and uploading it to the ACU’s bio-mainframe with a speed and consistency that only two decades earlier would have been heralded as miraculous.

Research Points are also accrued by the stations via the “field-testing” data auto-transmitted by military units. This is also known as “Battlefield Experience.”

(Due to the sheer processing power needed to sustain this energy-intensive proto-synthesis, Research Stations ritually wipe their drives following every battle and generally need to start from scratch again for the next conflict. Quantum VisionWorks spokes-bots have publicly assured all three factions that this kink is already being worked out in time for the new millennium.)

Types of Research

There are three primary types of Research: Unlocks, Upgrades, and Boosts.

Unlocks give you access to new buildable units. Examples include the UEF Broadsword Gunship, the Illuminate Shield Generator, and the Cybran Executioner Class Carrier.

Once you've completed the Research, these units are available for construction at their appropriate Land, Air, or Naval factories. New structures can be built by the ACU or an Engineer.

Upgrades give existing units additional Special Abilities. The primary recipient of Upgrades is each faction's ACU, but other units can also receive new toys. For example, the Cybran Engineer can get a weapon upgrade, and the Illuminate Energy Generators can add Electroshock.

Boosts give a unit, or units, surprisingly enough, a boost. Some improve Health, some add Armor, others increase their ability to see into the Fog of War.

Research

To access Research, press TAB or click on the Research icon in the upper left corner of the screen. Select the item you want to research; hovering will give you more information.



Land Units

Land Units are generally the least expensive units in the game, but also the most multi-purpose. They are limited to traveling on valid land terrain; the exceptions are Illuminate units with hover capability.

UEF Land Units



Demolisher Artillery

Its long range, high ballistic arc, and area damage make it perfect for softening stationary mobile enemy units and, more importantly, structures. Unlocked via Research.



Titan Assault Bot

This fast-moving unit delivers a serious punch against other land units, but is lightly armored. Unlocked via Research.



Meteor Missile Launcher

With its guided Tactical Cruise Missiles, this is the pick for those times you want to attack from a distance.



Archanist Anti-Air

An incredibly fast rate-of-fire and good turret tracking capabilities makes this a great defense against all but the fastest moving air targets.



P-Shield Mobile Shield Generator

The P-Shield makes use of the latest generation of Quantun VisionWork's patented Pulse Shield Generator technology to protect nearby units. Unlocked via Research.

UEF Land Units (cont'd)



Sharp Shooter Mobile Anti-Missile Defense

This fine unit targets Tactical Missiles from other mobile units. It doesn't quite have the oomph to take out a nuke, though. Unlocked via Research.



UEF Rock Head Tank

The mainstay of the UEF forces, the Rock Head packs focused firepower and armor into a sturdy shell that can be upgraded from a wimp to a warrior through Research. Don't go into battle without a full complement.

Illuminate Land Units



Yenzoo Tank

The basic land unit of the Illuminate. It hovers over land and sea, and fires plasma blasts at its fellow land units.



Fistoosh Missile Launcher

What this unit lacks in speedy armaments it makes up for in quantity; this thing rains down plasma like it's a stormy night on Gareth VII.



Crashdow Anti-Air

An incredibly fast rate-of-fire and decent turret tracking capabilities makes this a respectable defense against most air targets.



Bodaboom Mobile Armor Enhancer

This unit emits a nano shield that gives some protection to other units within a certain radius. An army with a handful of these in the mix is a formidable force, indeed. Unlocked via Research.



Sliptack Anti-Missile

Tired of Missile Launchers devastating your base or units? Try deploying a few of these. Unlocked via Research.



Illuminate Harvog Assault Bot

Assault Bots trade armor for speed, as in one will die relatively quickly, but it'll take out a lot of units with it. The Harvog can be upgraded with shields and Anti-Air, making it even more devastating. However, it's the only Illuminate land unit that doesn't hover over water. Unlocked via Research.

Cybran Land Units



Loyalist Assault Bot

With its rapid-fire lasers and menacing appearance, you do not want to run into one of these in an alley late at night.



Cobra Missile Truck

On the other hand, this unit is cute but deadly. Fires tracking Tactical Missiles that switch to Plasma Grenades before impact. Unlocked via Research.



Adaptor ADV

This Assault and Defend Vehicle is a multi-purpose monster, featuring Anti-Air, Anti-Missile, and Shields. Unlocked via Research.

Cybran Brackman Artillery Bot



The Brackman fires a shell that creates a temporary electromagnetic storm in a small radius. This causes failures in the enemy systems, destroying the unit. (In other words, it does area damage.) Mobile Artillery is best utilized as a companion to other direct fire units (Tanks, Assault Bots, etc.); they engage the enemy, locking them to a position, and artillery shells them to oblivion.

Air Units

Air Units are powerful and costly, but can travel over any terrain.

UEF Air Units



Wasp Fighter

This fast-moving unit targets other air units, but is vulnerable to anti-air.



Eagle Eye Bomber

The workhorse of the UEF air efforts, it's an effective area bomber that is useful against both mobile and stationary targets but can't engage other air units.



C-18 Star Lifter

Can transport up to 15 units to any location on the field. Capacity can be increased via Research. Unlocked via Research.



UEF Broadsword Gunship

The Broadsword is armed with a high-rate-of-fire Riot Gun. While it can't engage Fighters in air-to-air combat, it's the preferred choice against Land units, other Gunships, and Structures. Unlocked via Research.

Illuminate Air Units



Vulthoo Gunship

Matching the capabilities of the UEF Broadsword, the Vulthoo has a high rate of fire primary weapon and is deadly against Land units, other Gunships, and Structures. Unlocked via Research.



HeeHolo Transport

Transports 15 Land units to any position on the battlefield. Unlocked via Research.



HeeHolo Transport

Transports 15 Land units to any position on the battlefield.
Unlocked via Research.



Illuminate Weedoboth Fighter/Bomber

The Fighter/Bomber is a multi-purpose Air unit that can take on both Fighters in the air and attack Structures and Land units with its bombs. As with most multi-purpose units, it's inferior to a more specialized unit.

Cybran Air Units



Renegade Gunship

Engages other Gunships, land units, and structures. Can be upgraded via Research with a Shield. Unlocked via Research.



Gemini Fighter/Bomber

The Gemini targets Air and Land units, and Structures.

Cybran Dragon Fly Transport



A transport is one of your primary tools for moving up to 15 land units across large stretches of terrain. You tell your units to get in the transport, you fly the unit to a position, then you execute the "Unload" Command. You'll want to keep them out of harm's way, so using Fighters or Fighter/Bombers as escorts (using the Guard Command) is generally a good idea. Unlocked via Research.

Naval Units

Naval units can only be deployed in environments with water. Duh... or not, since the Cybrans can research the Land Emergence Galleon System, which lets them deploy naval units on land.

Naval units are, however, extremely powerful. They are particularly useful at bombarding bases from the shore, due to their extremely long ranges.

Note: The Illuminate has no navy, as its Land units hover on water (the exception being the Harvog Assault Bot).

UEF Naval Units



Mastodon Cruiser

The Cruiser is the stalwart naval unit, deadly against other naval units, air units, and able to target structures via its Tactical Missile Launcher.



Tigershark Submarine

This terror of the deep is the ultimate weapon against other surface and below-water units.



UEF Poseidon Battleship

The signature unit of the UEF Navy, the Battleship is devastating against almost everything: it has torpedoes to deal with submarines, Anti-Air, Tactical Missiles, and it can take out any other boat in the water. Unlocked via Research.

Cybran Naval Units



Salem Class Destroyer

Another multi-purpose naval unit that can take on Land, Air, and Structures. Can be upgraded with LEGS technology via Research.



Executioner Class Battleship

As with the UEF Poseidon, this multi-purpose unit is deadly against almost everything (subs, other boats, and anything in the air and on the ground). Can be upgraded with LEGS technology via Research. Unlocked via Research.



Cybran Command Class Carrier

Now this is a deadly unit. Not only is it an offensive unit, it can also construct and store Air units, which it deploys in a rapid fashion. Park one of these outside of your opponent's base and unleash all kinds of hurt. Can be upgraded with LEGS technology via Research. Unlocked via Research.

Structures and You

Structures refer to the Mass Extractors and Energy Generators made by your ACU and Engineers to harvest resources, the Factories that produce fighting units, the Launchers and Silos that execute powerful long-range attacks, and the turrets that offer some form of base defense.

Factories

All three factions have Land and Air Factories that are used to construct Land and Air units. Both the UEF and Cybran factions have Sea Factories used to construct Naval units; the Illuminate, lacking a navy, does not have this unit.

Factories can also construct add-ons like Tactical Missile Launchers, Shields, and Anti-Air that give them defensive capabilities.

*Note: The UEF and Illuminate factions have access to a **Mass Converter** unit. Once built, you can select the unit and convert excess Energy to Mass using its Special Ability.*

Economic Units

Each faction can construct Mass Extractors, Energy Generators, and Research Stations.

***Experimental units** (see page 34) are constructed at special Experimental Factories. These only become available for construction when you've researched an Experimental unit that requires that specific Experimental Factory.*

Offensive and Defensive Structures

All three factions have different types of ground-unit targeting Point Defense Structures and air-targeting Anti-Air.

Each faction also has a Shield Generator structure that creates a large area shield that covers multiple structures, and will also protect units placed within its radius.

The UEF has access to both a short- and long-range Artillery Structure, while the Cybrans have a long-range one.

Nukes and Anti-Nukes

All three factions can build structures that launch and defend against nuclear weapons. These are devastating weapons, capable of ending a game with one blast. The units are unlocked via Research.

The UEF has a separate nuke launcher and defense structure, while the Cybran and Illuminate make do with a combination unit.

In either case, you need to construct nuclear missiles and anti-nukes using the Abilities interface. While you set a target for launching a nuclear strike, anti-nukes are fired automatically when an ICBM enters its range.

The Illuminate also has a tactical missile launcher structure that can be used for base defense.

Intel Structures

Supreme Commander 2 uses Fog of War; while you can see the layout of the map, you can't "see" your opponent unless you have Intel on their position.

Mobile units turn into "blips" when they're beyond your visible radius. Since they could be moving, you only know where they were last seen. Structures, on the other hand, stay visible.

Each faction has Radar Stations that let you "see" units outside of your visible range.

Experimentals

Experimental units represent the culmination of each faction's research efforts. For example, every bog-standard Tank that valiantly dies in combat does so with the full knowledge that the information gleaned from its glorious demise will eventually result in a giant mechanical lizard.

Experimentals can also be launched in a "Half-Baked" state; that is, you can actually make your Experimental unit even more "experimental" by launching it prematurely. Every percent of its premature ejection from its factory becomes a chance of failure for the unit in the field. In other words, if you launch a unit "Half-Baked" at 50% completion, it could fail as much as half the time in combat. Or more. Or less. You choose, fate decides.

UEF Experimentals



Fatboy 2

This cross-shaped Experimental assault vehicle sports 15 ion-particle swivel turrets and quadro-treads with six times the maneuverability and firepower of Quantum VisionWorks' "Armament-of-the-Year Nominated" original Fatboy model. (Available for construction at an Experimental Land Factory).



King Kriotor

A 60 meter upright unobtainium-armored bipedal walker comprised largely of turrets and 800mm.-depleted-uranium-casing mercury-core rounds. (Available for construction at an Experimental Land Factory).



Noah Unit-Cannon

Capable of manufacturing and firing multiple units at a time—any combination of Engineers, Rock Heads, Demolishers, Archanists, and Meteors, this indispensable party favor serves as both factory and long-range army transport. (Available for construction by an ACU or Engineer.)

Other UEF Experimentals

AC-1000 Terror: You want to talk about death from above; this Gunship-style Experimental slowly circles around its target, dealing all manner of death from its cannons. (Available for construction at an Experimental Air Factory).

C-230 Star King Extreme: If you need to get 50 units from one location to another—plus Experimental units—this is the Experimental for you. (Available for construction at an Experimental Air Factory).

Atlantis II: This naval Experimental can dive, it can build, it can store, it can launch weapons... you name it, it can do it. Except fly. It can't do that. (Available for construction by an Engineer or ACU on water.)

Disruptor Artillery: When you positively must launch massive projectiles that stun your opponent's forces and render them temporarily inoperable. (Available for construction by an ACU or Engineer.)

Air Fortress: Classified.

Illuminate Experimentals



Space Temple

An Experimental two-way Quantum Teleporter that allows you to immediately transport any number of nearby units to a remote beacon. Enemy armies, however, can also use the beacon to teleport themselves back to your base. Thus, the "two-way" part. (Available for construction by an ACU or Engineer.)



Universal Colossus

A gigantic sentinel of death incarnate is exponentially more devastating than the Galactic Colossus of yesteryear. This powerful walker unit sports monstrous globular grippers (also known as "claws") that both shoot plasma-bolts and can pick up enemy units to be crushed or hurled back at the enemy. (Available for construction at an Experimental Factory).

Illuminate Experimentals (cont'd)



Darkenoid

A newer, even more formidable version of the original Czar, this saucer-fortress possesses myriad weapons systems using a variety of energy-based ammunition, including darkmatter rays and supernova-chainbeam specules. Essentially an air force unto itself; in fleets of three or more they are veritably unstoppable. (Available for construction at an Experimental Factory).

Other Illuminate Experimentals

Urchinow: This mobile land Experimental may look like a sea shell, but it'll be the one delivering the shelling. (Available for construction at an Experimental Factory).

Wilfindja: This sea hunter will, as the name implies, make vast discoveries. And blow them up. (Available for construction at an Experimental Factory).

Airnomo: When everything in the air absolutely, positively must no longer be in the air. Moves quite slowly, however. (Available for construction at an Experimental Factory).

Loyalty Gun: This Experimental Structure quickly captures enemy units. Come on over, boys, the war's better from our side. (Available for construction by an ACU or Engineer.)

Pulinsmash: Classified.

Cybran Experimentals



Cybranasaurus Rex

Part genetically spliced reptile, part cyborg, all killing machine, the Cybranasaurus Rex symbolizes the culmination of Dr. Brackman's quest to seamlessly merge the raw predatory ferocity of the legendary organic carnivore with the sleek immutable reliability of the cybernetic into an iconic engine of devastation.



Proto-Brain Complex

An experimental research structure that when docked provides extra research points. As expected, the brain can fly on the battlefield above you units and increase their veterancy rate. (Available for construction by an ACU or Engineer.)



Soul Ripper

A formidable gunship that resembles a flying tick, bristling with a massive particle-beam railgun turret and up to three dozen assorted tachyon-shard turrets, hydronuclear pellet launchers, and wire-flechette laser shurikens. (Available for construction at an Experimental Air Factory).

Other Cybran Experimentals

Megalith: This spider-like Land unit fires all manner of lasers. (Available for construction at an Experimental Land Factory).

Giant Transport: Useful for large-scale invasions, as it has a capacity of 50 units. It can also carry Experimentals. (Available for construction at an Experimental Air Factory).

Bomb Bouncer: Charges when it takes damage, or it can be manually charged. When it reaches its limit, it can be activated, destroy nearby units. (Available for construction at an Experimental Land Factory).

Kraken: Classified.

Magnetron: When deployed, it attracts enemy units in the surrounding area. (Available for construction by an ACU or Engineer.)



A **Skirmish** match is similar to a multiplayer one, but with computer-controlled foes rather than human ones.

You have a number of options:

- 1) You can choose your map from the list of available ones.
- 2) You can choose your faction, add or remove AI opponents with specific AI personalities and difficulty levels, and setup teams for cooperative or competitive play.
- 3) You can also set the Victory Condition. This determines the game mode. The options for the Victory Condition are:

Assassination: In this mode, victory is achieved only with the destruction of all enemy commanders, regardless of other considerations.

Supremacy: Here your goal is to destroy all enemy structures, Engineers, and Commander. For purists.

Infinite War: Play without any set limits or victory conditions, and to try out new builds or learn key concepts with or without AI opponents.

Upon completion of a Skirmish match, you receive a summary of your performance. It displays the battle statistics for each player, both military and economic.

You can also save a recording of your match and watch it at a later time using the Replay function accessible from “Extras” on the Main Menu.

MULTIPLAYER



Supreme Commander 2 supports **multiplayer** for up to 8 players. Multiplayer is identical to Skirmish, only you're playing against live humans.

Host: This lets you host a multiplayer match. You give it a name, decide whether or not to set a password, assign it tags (which can be used for searching), or make it Private for your Steam friends.

Once you're in the Multiplayer Lobby, you setup your game just like you do for a Skirmish match. You can chat with other players, setup teams, set your starting positions, and launch the game.

Quick Match: This searches for a game with the lowest ping and an available slot.

Join Game: This option brings up the multiplayer browser, letting you search for Public Games, Friends-only Games, and search people's tags. Once you find the game you want to join, you select it and press "Join Game." That takes you to the Multiplayer Lobby.

GAMEPLAY TIPS



Tip #1: While your available mass deposits are limited, you can always build Energy Generators and Research Stations anywhere near your base for them to be effective.

Tip #2: Use your intel structures not only to pinpoint the locations of enemy targets for your long-range weapons but as defensive spotters for incoming attacks.

Tip #3: Adapt to evolving battle conditions rather than sticking doggedly to a single strategy. If you're being attacked in early waves, reconsider your prospects of hoarding Research points and holding out for Experimentals. They'll do you no good if you don't survive long enough to deploy them.

Tip #4: There are counters for every type of attack in the game, from massed Assault Bots to nuclear missiles. Recon what your opponent's up to and build against it.

Tip #5: Modestly sized armies of veteran units are substantially more effective (and valuable) than larger greenhorn forces. Try to keep your units alive!

Tip #6: Use Engineers in the field to repair your own units.

Tip #7: ACUs and Engineers can assist factories and speed up the production of units.

Tip #8: You can define patrols for groups of units using the Command interface. Once set, you can select and drag individual points to adjust the patrol.

Tip #9: All Commands can be queued to allow for a quick and easy way to pre-program units to carry out a longer list of commands.



Selection

Left Mouse: Select

Esc: Deselect

1-0: Recall Group #. Ctrl + # to set the group.

.: Go to ACU

.: Cycle Between Engineers

Commands/Abilities

Right Mouse: Issue Command (ctrl + mouse for single mouse systems)

Shift+Command: Queue Command

A: Attack

S: Stop

M: Move

R: Repair

E: Reclaim

P: Patrol

D: Dive

F: Ferry

G: Guard

U: Unload Transport

Ctrl-K: Destroy Selected Unit

Camera

Mouse Scroll Wheel: Strategic Zoom In/Out

Arrow Keys/Center Mouse: Pan

Q/W: Zoom in/out

Space Bar+Mouse: Camera Free Look

V: Reset Camera

T: Track Unit

Misc

Tab: Access Research

Pause: Pause

F1: Show Keyboard Mapping

F2: Show Rankings (multiplayer)

F3: Quick Save

F10: In-Game Menu

L: Pause Unit



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