SUPREME COMMANDER

INTRO:

Space held such hope for humanity. A fresh start. A chance for old grievances to wither and die. Quantum Gate Networks let humanity push deeper into space. Advancements in nano-technology saw the creation Proto-crafters. Fabricators that are able to use mass and energy to constructed entire buildings in minutes. This, combined with advancements in artificial intelligence and bio-engineering, allowed humanity to colonize countless planets. Governed by the Earth Empire, humanity entered a golden age of peace and prosperity.
The pace quickened, as a human brain was successfully merged with an Artificial Intelligence by Dr.Gustav Brackman. The Symbionts were born.
Eventually, humanities more base instincts took hold, and the thread began to unravel.
The Symbionts demanded independence. The Earth Empire's response was a secret loyalty program that pacified anyone with an implant. Dr.Brackman fled with his closest Symbionts and created the Cybran Nation.
At another point, an alien race called the Seraphim was discovered by colonists. The Seraphim introduced the settlers to something called, "The Way". But despite those peaceful overtures, the aliens were attacked by xenophobic soldiers. Soon, the Seraphim were no more. The Aeon Illuminate formed from the ashes. They would spread 'The Way' and cleanse the galaxy of nonbelievers.
The Earth Empire collapsed. The galaxy fell into darkness and chaos.
From the ruins rose the United Earth Federation. An old idea made new. Unite the galaxy and restore order, no matter the cost.
The technology of destruction surged ahead. The Armored Command unit made killing efficient. An army could be created anywhere at any time.

The Infinite War has waged for 1000 years. Billions of lives have been lost.
But now the actors are assembled. The Final Act is about to begin. It is time for the Infinite War to end.
And you are now a part of this play.

+1000 CP



BACKGROUNDS:
AGE=108+20

DROP IN

You wake up on a fringe world in an abandoned base. All three factions have fought on this planet, and all of them left when they felt that holding it gave them nothing. Some of the systems are still operational, including the Quantum Gate and its controls. While this planet is relatively lifeless, if you look around enough you could possible find a small colony of people. People who have cut ties to their respective faction and are just trying to escape this war.
But perhaps more importantly, the large construction wing of the base still houses an unused ACU, waiting for its commander.



The United Earth Federation, or UEF, is the faction representing the interests of a united, Earth-based government. The UEF developed from the ashes of the Earth Empire, and now seeks to reunite humanity and restore Earth's control over the galaxy. Their primary drive is to maintain peace and order throughout the galaxy. Their society and military is more conventional-styled than the others, relying on "classic" weaponry like battle tanks and projectile weapons such as bullets and explosives. Its weapon choice usually makes UEF units to be of limited efficiency against moving targets, as projectiles aren't too good at tracking. But their sheer power can do serious damage to structures and slow-moving units, and their large amount of armor ensures they can take it too. With this, their tactics are primarily based around long range, heavy-hitting attacks, with speed and stealth often neglected in favor of artillery strikes and large, shielded units. Yet their forces have been spread too thin, and with most of the UEF refusing to pull back, their latest leader, President C. Allen Riley II, has funneled significant research and funding into a "black op" weapon known as Black Sun. When finished, it would be capable of ending the war with a single shot. But with the Aeon and Cybran pushing harder then ever, they need to do something to buy the UEF more time.
General Samantha Clarke, the highest ranking military officer in the UEF, has been placed in charge of overseeing the development of Black Sun at the same time that you and a group of others have just been given the rank and power of Commander. She feels that you have been quite remarkable in your training, and is thus placing you where UEF forces are needed most.



AEON

The Aeon Illuminate draw their roots from the Golden Age of expansion of the old Earth Empire. The descendants of the first humans to encounter alien intelligent life. A peaceful yet highly advanced society known as the Seraphim, who first introduced the human colonists to their philosophy known as "The Way". Due to escalating paranoia and xenophobia among the Old Earth Empire, conflict soon resulted in the Seraphim's apparent extinction. The colonists of the alien planet, claiming to be "disciples" of the Seraphim, founded a civilization supposedly based upon their teachings. Today the Aeon are lead by Princess Rhianne Burke, born of the Seer caste. A strong woman with an amazing amount of charisma, she enjoys a great deal of support among the Aeon. However, Princess Rhianne is attempting to steer the Aeon in a new direction; the emphasis is on establishing a lasting peace as opposed to cleansing - as The Way shows it. But Avatar of War Jaran Marxon is causing a schism among the Aeon as he feels the Princess is only a figure head, and is set on leading the Aeon himself to victory through the complete and total destruction of all other factions, and the brainwashing of those that survive.

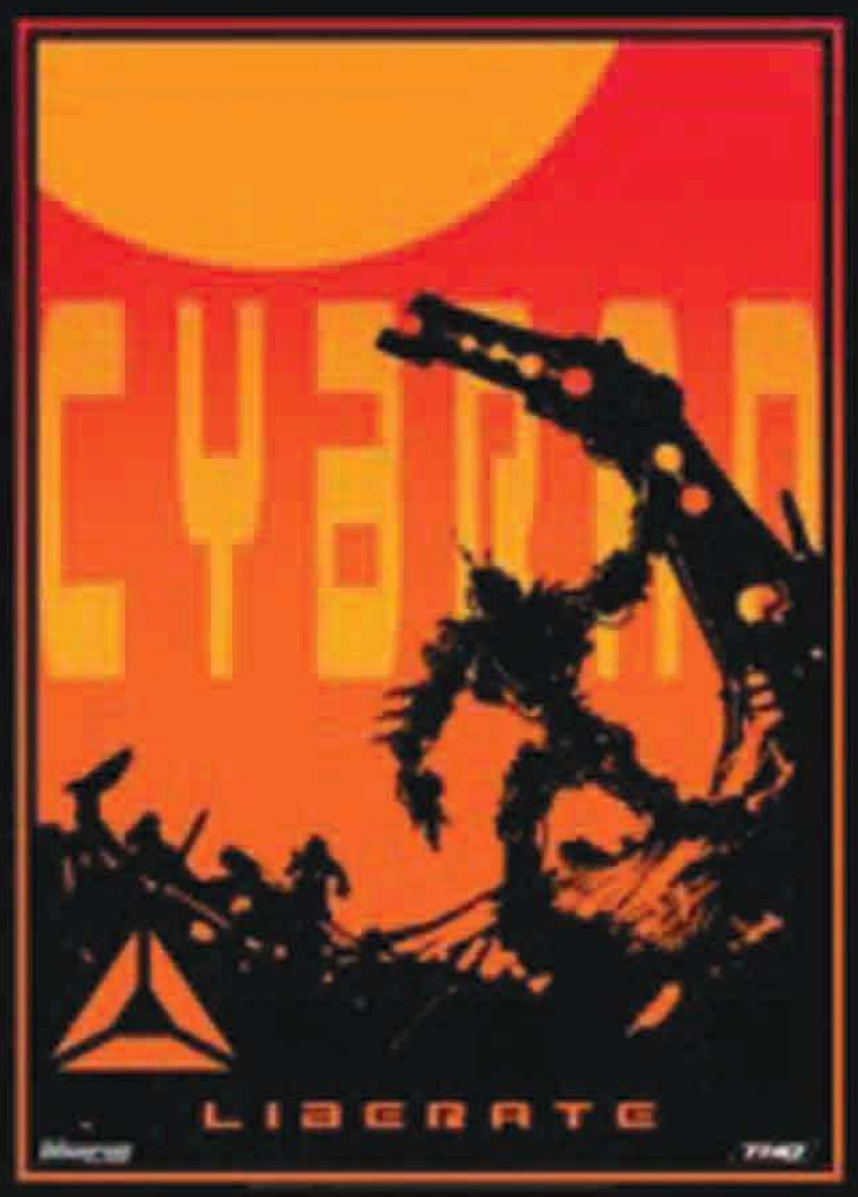
With Marxon having taken most of the commanders, the Princess has looked to you to be her champion in this war. Trusting in that fate has chosen you to lead the Illuminate to victory.



CYBRAN

The Cybran Nation is composed of Symbionts, humans who have been enhanced with implantable technology, having entered into a form of symbiosis with an AI (in addition to various other augmentations). They fight for the liberation of their fellow Symbionts throughout the galaxy. The Cybran Nation is led by the brilliant-yet-eccentric Dr. Brackman, patriarch and chief designer of the Cybrans' cybernetic technology. The Cybran's past of being hunted and attacked forced them to evolve into a stealthy, hit-and-run style. A Cybran commander generally gets into an area quickly, and extracts themselves even quicker. Their forces often prioritize speed, stealth, and special abilities over armor, which can make them deadly in traps and ambushes. Recently, the situation has become dire. Brackman's greatest computer, QAI (Quantum Artificial Intelligence) has determined that the infinite war will end in roughly 7 years. With the UEF seeing Symbionts as just tools to be used for data labor and the Illuminate viewing them as abominations, the Cybrans have decided that they are done hiding. They have formulated a plan to free all Symbionts across the galaxy while cutting off all interplanetary transport, buying the Cybran nation 5 years to plan and rebuild in safety.

Brackman has chosen you to lead the bulk of the forces and perform the most crucial parts of this plan. You are now the tip of the spear.



PERKS:

INFORMATION ACQUISITION 100, FREE DROP IN

You can read and digest new information at a startling level of speed, letting you get up to snuff on new tech and capabilities, as long as you can read about it.

ENHANCED REFLEXES 200 DISCOUNT DROP IN

The reflexes and instincts you require to stay alive and command a massive army on a planetary battlefield have been carefully honed. You respond to all strategic information with a practiced ease, freeing your personal resources and attention for more multi-tasking processes.

GLOBAL COMMAND 400 DISCOUNT DROP IN

The commanders of today have been trained to control entire armies on their own. You, however, know how to command entire legions with ease. You could direct a thousand forces performing different operations across an entire planet. No action is forgotten or missed while you're in charge. Even when you are commanding an army large enough to cover an entire continent, you will still be able to keep track of each individual unit. The factions have their fortresses and stealth, but you know how to drown them out in a tidal wave of war machines.

FORGING BONDS 600 DISCOUNT DROP IN

A commander is only as good as their army. A more unified, cohesive force, the better. This perk grants you the ability to communicate, interface, and/or work with any unit, person or commander from any nation as though you were a trusted ally. So long as you have a neutral standing, you can work with anyone from any faction.

ANALOG CONTROL
100 FREE UEF

The tried and true way of controlling appliances. The Cybrans use implants and the Aeon have their 'minds', but you have extensive training in analog appliances. Whenever you learn the controls of a machine, you will never forget. Greater, however, you will never have to think about it as it instantly turns into instinct. Getting a giant mech to do basic but complex maneuvers is pure reflex for you.

ORDER AND STABILITY
200 DISCOUNT UEF

The UEF society is one built on this principle. This has forged a brotherhood like society, where everyone is a close person that they can rely on. You know how to instill this into anyone who serves under and with you. They might have their differences and small fights, but they would lay their lives on the line for each other.

OLD MADE NEW
400 DISCOUNT UEF

Both the Cybrans and the Aeon like to use the most advanced and fanciest tech they can get their hands on. But the UEF has turned to the older, more proven technologies. Your armies may not be the fastest or have the strongest weapons, but they are all reliable and battle-hardened. You know not only how to use your tech for modern combat to its fullest, but how to push it farther than any unproven tech ever could. Through this, you have also become a master at siege warfare. You can turn an old city into a modern fortress, and an enemy stronghold into ruin. Let your foes armies attack your own, for they will break against you like the tide against stone.

RILEY WEAPONS
600 DISCOUNT UEF

The UEF is built upon an old empire, thus it has advantages that the newer Cybran and Aeon nations lack. In this case, the UEF can draw upon old, tried and true, human ingenuity for weapons of mass destruction. You share this spark of creativity, and are more capable of constructing, maintaining, and fielding experimental weaponry. You could possibly even weaponize your own quantum gate network.

QUANTUM MIND
100 FREE AEON

Your very mind has been modified and now generates low level quantum emissions. On its own, it doesn't mean much beyond being able to share emotions with other Quantum minds in close proximity. However, machines can also be modified to pick up those quantum emissions. This then grants you the ability to control the machines with just your thoughts.

EVALUATOR
200 DISCOUNT AEON

The purpose of an Evaluator is an obvious one. Your evaluation skills are most geared towards those that serve under you. You have the mind and instincts needed to be able to determine a person's, or even a machine's, strengths and weaknesses. What they are capable of and what they are not. Simply spending time with them gives you more knowledge about them. Spend a dozen years with someone, and you will know what they can do more than they themselves.

SEER
400 DISCOUNT AEON

You are a member of the Seer Caste. Being a Seer allows you the ability to glimpse into the future. Normally, only the most important of events can be seen. And these visions are quick and undetailed. However, its true gift appears in battle. Aeon weaponry tends be slow and does little area effect. Making the Aeon have trouble dealing with swarms. But through training and the Seer skill, combined with your knowledge, you are able to see what would hurt the enemy the most. When others attack the tanks and air force, you know it is the generators to attack, cutting off their supplies. Why attack the pawns, when the only thing you need to beat is the king.

BURKE BLOOD
600 DISCOUNT AEON

You now share the same blood as Princess Burke. Your looks, your voice, even the way you move is now set towards making people hang on your every word and movement. What's more, is you can now use any psionic abilities you have to amplify your charisma. Turning simple citizens of your enemy into devoted zealots of your cause is the least of your abilities. With time and effort, you could turn a blood hungry warmonger into a pacifist.

MACHINE INTELLECT
100 FREE CYBRAN

Like a machine, you know how to think without the distraction of emotions. Whenever working on a problem, whether it be mechanical, software, or even the battlefield, you are able to work on the problem without emotions or bias getting in the way.

CYBERNETICS
200 DISCOUNT CYBRAN

You have a basic understanding of cybernetics. While it may be enough to build some basic implants, your true skill in this field is the merger itself. You know not only how to keep the flesh from rejecting the machine, but how to make it embrace it like it was a natural part of the body. With your knowledge, flesh and metal would bind together so seamlessly, that it would be difficult to see where one ends and the other begins.

1000 YEARS OF HIDING
400 DISCOUNT CYBRAN

For years people had thought the Cybrans were gone or in short supply. They thought that, because the Cybrans wanted them to think that. You know everything there is to stealth technology. From radar jammers to cloaking fields. With the time and the right materials, you may even be able to fix some of their shortcomings and make things truly invisible. But just as important, you know how to use it. Being called an expert at stealth warfare would almost be an understatement. Even without a cloaking field, you could get your army right up to the enemies front door before they know it. With a cloaking field, you are capable of getting your entire company inside their base before they even knew you were on the planet.

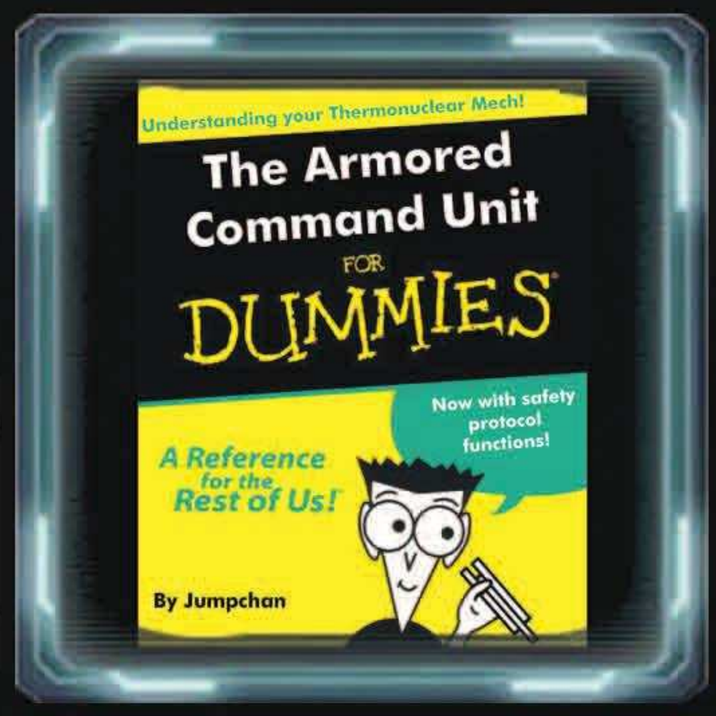
BRACKMAN INTELLECT
600 DISCOUNT CYBRAN

It seems you have a mind that is as great as Brackmans. While you now have genius intellect, your greatest strength is with AI. How to build them, modify them, seamlessly merge it with an organic mind, and possible how to give them true sapience. To say they would be intelligence would be an understatement. In time, you could build your own Quantum Artificial Intelligence. An intelligence powerful enough to not only be able to accurately gauge when an 'Infinite War' will end, but be able to create and transmit a program across the quantum gate network by re-purposing a weapon built to destroy planets.

ITEMS:

RTFM
50

You have your ACU's piloting and service manuals, which rivals a set of encyclopedias in terms of size and volume. Now you know what those spare parts are for!



VODKA
50

A very good, self replenishing, bottle of Vodka is placed in the aft storage compartment of your ACU.



DERELICT CRAFT
300 FREE DROP IN

An ancient warship once designed to transport ACU's. It has been stripped of its weaponry and most of its armor after being left behind on the fringe world. Its propulsion, navigation, communication, and life-support systems are still functional. With a little work, it could be an effective command craft, or simply a means of escaping the planet. Post jump, it gains a Stealth Device (if you didn't give it one already) and hides either in orbit or in a nearby system and waits for you.



COMMAND ROOM
300 FREE UEF

The command room houses a large computer loaded with dozens of holographic monitors. Its specialty is the ability to quickly transmit and receive information from any distance instantaneously thanks to quantum connections. One could use this to keep track of over a dozen wars on a hundred planets with no delay. Post jump, you can summon the room to a single location each jump or attach it to the warehouse.

SEER POOL
300 FREE AEON

A special, circular pool that was designed and used by both the Seraphim and the Aeon. On its own, it is simply a very relaxing pool that is great for meditation and focus. But when used by a person with psionic powers, it greatly enhances them to the point of being able to view into the future itself and read the minds of everyone in the room. A person with a strong enough psi could allow one to broadcast their thoughts across the planet. Post jump, you can summon the pool to a single location each jump or attach it to the warehouse.



SYMBIONT
300 FREE CYBRAN

You have been merged with a AI, making you a Symbiont. Physically, this takes the form of the computer-augmention of most parts of the brain, with the substantial replacement of many parts of the occipital and parietal lobes, the corpus collosum, the brain-stem, and the reworking of the spinal cord with fibre optics. These modifications allow Symbionts to integrate and process data at superhuman volume and speed, as well as allowing Symbionts to "interface", or attempt to do so, with pieces of computerized technology, simply by plugging them into their own brains, or into systems that are networked with their brains.



LINKED CONTROL POD
400

A self-contained, mobile control room that allows one to command and pilot a single ACU remotely at literally any distance thanks to a unique quantum link that only this Control Unit can create.



SCHEMATICS:

Either through receiving, creating, or stealing, eventually all of the weapon, building and vehicle schematics of your faction will be acquired and uploaded to your ACU. Even Drop-Ins will find a Encoded Database in the base full of schematics of the same type of technology as that of their ACU, with the secrets to unlocking each file being hidden in the Command Unit itself.
Faction or Drop-In, getting everything will still take quite some time, and most experimentals won't even show up until the last couple years. So some of these schematics can be bought here with CP to start out with them instantly. As a bonus, any schematic purchased here can be constructed 100% faster and with 50% less resources than ordinary.

T3 ENGINEERS
50

Your ACU is now capable of constructing the most advanced Engineer Units short of SCU and ACUs. An engineer can cross water, build structures, repair objects, recycle material from destroyed units, capture enemy units and structures, and assist other engineers and even factories in the construction of units and buildings.



T3 MASS & ENERGY
100/150

As you may know, the only thing one needs in this war to build armies is Mass and Energy. But first you have to get them. With this purchase, your ACU can now build the most advanced and efficient Mass Extractor and the most powerful Energy Generator. For an extra 50, you also have the schematics for the Tier 3 Mass Fabricators. Structures that can convert a large amount of energy into matter.



T3 DEFENSE STRUCTURES
150

Point defense, Anti-air, Torpedo Launchers, and Shield Generators. Each faction has varying types with their strengths and weaknesses, but they all perform the same roles. With access to the highest defense buildings available, you have everything needed to make a fortress that can weather any assault.



T3 FACTORIES
200 DISCOUNT FOR REPEAT PURCHASES

Per purchase, you gain the schematic to a Tier 3 Air, Land, or Naval Factory. At T3, they have the highest production rate they can achieve and are capable of building the most advanced units of their type short of Experimentals, ACUs, and SCUs.



T3 STRATEGIC MISSILE SYSTEM
300

Here you can acquire both of the schematics for the Strategic Missile Launcher and the Strategic Missile Defense. The Launcher is the only building capable of constructing nuclear warheads. They require a lot of resources and time, but one warhead is sufficient to entirely annihilate most bases unprotected by the Missile Defense system. For the Defense System is the only building capable of building missiles that have the sole purpose of intercepting and neutralizing enemy warheads.



T4 EXPERIMENTALS
300
DISCOUNT RESPECTIVE FACTION.
DROP IN GETS DISCOUNT ON 4 OF ANY

UEF FATBOY

The Experimental Mobile Factory. A roughly 300m long 'land battleship', it is considered the most versatile unit in Supreme Commander, being amphibious, shielded, and equipped with a wide array of weapons including Hells Fury Riot Guns, Linked Railguns, Angler Torpedoes, as well as four high powered triple Gauss Cannons. When on land and not moving, it can also produce any land vehicle the UEF possesses, enabling the Fatboy to create a land army or an air support squad within minutes. However, it is very slow moving and susceptible to heavy air units and requires support to increase its survivability when the enemy has air dominance. Its weaknesses are offset by its long range and high damage output.



UEF ATLANTIS

The Experimental Aircraft Carrier. It is both a Submarine and an Aircraft Carrier. It has a very large carrying capacity of 150 planes or gunships, a strong Flayer SAM Launcher array, and a powerful set of Angler Torpedo launchers. These factors combined make the Atlantis an extremely powerful and versatile naval unit, capable of single-handedly taking out entire fleets of enemy ships and submarines, as well as being able to surface temporarily to destroy any aircraft which may be a threat, before re-submerging into safety. It can also construct any UEF aircraft other than transports when stationary with exceptional speed. When submerged, strategic missiles, depth charges, tactical missiles (if the water is shallow enough) and torpedoes are the only way to damage the Atlantis. While surfaced, the Atlantis can still fire its torpedoes, and can attack enemy aircraft with its SAM launcher.



UEF MAVOR

The Experimental Artillery. It is a gigantic artillery piece with a barrel over 400m long that uses Anti Matter Artillery to bombard any target anywhere on the map with a high degree of accuracy and deadly efficiency. It is capable of firing at any ground target over 800km away. The Mavor shells are very accurate and powerful, and also have a very large damage radius. Because of this, the Mavor can destroy any building in one to two shells. Any shields protecting the building will be quickly dealt with. Because of the shell's high air time, the Mavor is inefficient against mobile units. However, any non-experimental land unit hit by a Mavor shell will be immediately destroyed. Experimental units will receive massive damage, and the Mavor can sometimes also hit flying experimental units, with a little luck.



UEF NOVAX

An Experimental Satellite Control System and the Suborbital Defense Satellite system that commands and launches. The satellite itself stays at suborbital position after launching and can be moved around the battlefield. The satellite can move around quite quickly, and has a decent range of fire, making it near impossible to run away when under attack from a satellite. It can only attack ground targets with its Orbital Laser. The weapon is primarily suited for destroying unshielded targets like outlying Mass extractors and field armies, for harassing any unprotected unit, or for secondary base defense. It's very difficult to break through any shielding with just one Novax. However, two or more Novax Defense Satellites are much more of a threat against bases and heavier shielding is required to stop them. While the satellite is usually more of a hassle to your opponent than a serious threat, there are few weapons capable of reaching the satellite, and fewer ships that can match its speed.



AEON GALACTIC COLOSSUS

The Experimental Assault Bot. At 290m tall, it is both massive and amphibious, crushing every lesser unit or structure by walking over them, and being able to walk on the ocean floor to reach its target. The Galactic Colossus embodies the Aeon's design philosophy in that it is extremely good at what it does, and disregards everything else. The Galactic Colossus can deal massive damage, and take a massive beating before going down. It has no anti-air weaponry, no torpedo or anti-torpedo weaponry, no shields nor stealth. It does, however, have a highly efficient Omni radar system, a Phason Eye laser, and two tractor claws.



AEON TEMPEST

The Experimental Battleship. It is a powerful Naval unit that functions as a battleship, a factory, a submarine unit and an anti-torpedo unit. Its most important capability is the extremely powerful Oblivion Cannon which, when the Tempest surfaced, has the capability to sink most naval units with a single well placed shot. The Oblivion Cannon is able to take out closely grouped units with its high damage and its significant damage radius. The Tempest also has a series of torpedo launchers meant for self-defense.



AEON CZAR

The Experimental Aircraft Carrier. It is a massive, 600m long flying carrier that is capable of constructing aircraft and storing, refueling, and repairing up to 150 individual units at once. The CZAR is armed with several weapons including four Zealot AA Missiles, two Harmonic Depth Charges, two Fizz Launchers, a well as its primary weapon, the Quantum Beam Generator. The CZAR is capable of inflicting heavy casualties on air fleets and destroying anything on the ground or on the surface that it can get near.



AEON PARAGON

The Quantum Resource Generator. It is capable of producing near infinite resources. Its resource output will scale with your resource output, producing the same amount of resources needed to fuel your war machines. If destroyed it explodes with the same force as a strategic nuke.



CYBRAN MONKEYLORD

The Experimental Spiderbot. This huge, legged war machine is one of the most versatile units, but it is by no means less powerful. The Monkeylord is Massive, meaning it can crush lesser units and buildings by simply walking over them; is Amphibious, capable of walking on the sea floor to its destination; and is Stealthy, bypassing any radar short of an Omni. This unit's stealth also hides it from sonar. Although it boasts an impressive weapons array, featuring twin Heavy Electron Bolters for basic ground attack, dual Nanite Missile Systems, and Meson Torpedoes when underwater, its main power sits in the huge Heavy Microwave Laser on its top. This massive beam annihilates every lesser, unshielded unit or building, it can overwhelm a heavy shield generator with ease and destroy an unprotected ACU in mere seconds.



CYBRAN MEGALITH

The Experimental Megabot. It is a Massive amphibious walker and boosts the most armor of any unit. The Megalith's main weapons are two dual barreled Proton Cannons. The range of this weapon is great and capable of matching the Monkeylord's Heavy Electron Bolters range. The Megalith excels at cleaning up armies/bases from afar. The initial shot damage is huge, enough to kill all but the heaviest tech 3 land units. These cannons can shoot at very low angles, and can destroy units almost underneath the Megalith. While the Megalith carries an anti-air weapon, it is useless against most air units, especially at the higher tiers. It also boosts extremely potent torpedo weaponry, and anti-torpedo weaponry. Finally, it uses a unique construction method in where it builds and deploys an egg like structure that builds the unit for it. It can even deploy the structure when half built to let other engineers finish its construction for it.



CYBRAN SOUL RIPPER

The Experimental Gunship. It is a large, beetle-or-tick-shaped flying gunship with very high armor and armed with a variety of weapons, including two Iridium Rocket Packs, two Nanite Missile Systems, and two Heavy Electron Bolters. The Soul Ripper is the sturdiest air unit around and can withstand a very large amount of punishment. It has extremely good air-to-ground DPS, making it excellent at killing ACUs, but has only average AA capabilities. Despite its large size, it can rotate in the air very quickly to shoot any land units attacking it at its sides or from behind. The Soul Ripper does not possess any outstanding weaknesses to any particular unit or weapon, as it is capable of attacking any unit that can attack it.



CYBRAN SCATHIS

The Experimental Mobile Rapid-Fire Artillery. It is essentially a huge, tracked platform carrying six telescopic Proton Artillery barrels in a rotating daisy-wheel arrangement that spins them during the firing process, enabling a very high ROF. While the Scathis also has a very long range, a stationary T3 heavy artillery installation still possesses nearly twice the range. However, the Scathis makes up for this in mobility, able to tactically destroy key locations. The Scathis isn't designed for firing accurate or very powerful shots, it is better suited towards suppressive fire and area denial than for targeting individual units. The Scathis' very high damage radius, combined with its firing rate, can cause low but steady damage across a wide area. Its only rate of fire cap is the amount of energy you can produce and the rate at which it regenerates.



ACU:



ARMORED COMMAND UNIT
1 FREE ALL

The Armored Command Unit (ACU) is the most recognizable, powerful and flexible weapon in the Infinite War. It is your avatar on the field of battle, and you will use it to direct your military operations. The ACU is a personal, armored exoskeleton standing roughly 90 meters tall, operated by a single pilot from the cockpit in the head. The primary mission of the ACU is to construct and command a robotic army. As long as the environment can provide Energy and Mass, the ACU can produce basic units indefinitely. Although your ACU is designed to weather an extreme amount of damage, to the point of being able to withstand a single direct hit from a tactical nuclear warhead, it is not invulnerable. If enough damage is inflicted upon it, it will be destroyed in a massive thermonuclear explosion. The resulting blast will destroy and/or damage anything within the radius of the blast. Always be aware of your ACU's status.

You have been given a selection of parts and options to upgrade your ACU. You must spend Material Points to purchase them.

You have 2000MP to spend

You can exchange 50CP for 100MP.
The ACU has 1 main gun and two secondary weapons built into its arms.
Can purchase ONE weapon TYPE for the ACU's main weapon.
Can purchase TWO weapon TYPEs for the ACU's secondary weapons.
Everything else can only be purchased once.

DOCKING BAY
0MP

A single bay built to house, maintain, and repair your ACU. It is connected to a Quantum Gate to allow it to use the Quantum Gate Network. Post Jump, the Bay is attached to the Warehouse and the Gate is used to summon the ACU to your locations through a remote control or you can use it to transport to any place you have been before while Piloting the ACU.

ENHANCED CONSTRUCTION
100MP FREE DROP IN

Nano-fabrication tech has allowed commanders to construct entire armies at an unprecedented rate. So long as it has the required schematic, mass and power, a single ACU could construct something like the CZAR in roughly 6 minutes or the Mavor in 18 minutes. The Enhanced Construction module would increase an ACU's construction efficiency. Increasing fabrication rate by 25%, and decreasing the amount of mass and energy used by 15%.

PERSONAL SHIELD GENERATOR
100MP

Shields in Supreme Commander are built to act as a sacrificial layer preventing damage to the underlying unit or structure. Most armies rely on Shield Generators that are designed to cover a large area. Personal Shields are uncommon, making them non-standard for ACUs.

ADVANCED ALLOCATION RESOURCE SYSTEM
100MP

The ACU has a Resource Allocation System designed to produce a small amount of energy and mass solely for the construction and powering of other units and structures. This Advanced System enhances its efficiency, significantly increasing the production rate.

INCREASED ARMOR
100MP FREE UEF

Perhaps the simplest add-on for the ACU. Further armor plating is added to the ACU to give a 50% increase to its durability.

INCREASED SPEED
100MP FREE CYBRAN

The use of more advanced motors with lower friction materials allows the ACU to move and walk 50% faster.

INCREASED RATE OF FIRE
100MP FREE AEON

An extra set of superconductors and ammo fabricators allow a 50% increase to all of the ACU's weapons rate of fire.

HEAVY SHIELD
200MP DISCOUNT AEON
-REQUIRES PERSONAL SHIELD

Through the use of the leftover Seraphim technology, the Aeon have made advances into shield tech and created Heavy Shields. This slightly increases the personal shield regen rate and increases its defensive effectiveness by 50%.

IMPORT
200MP

If you have your own mech or vehicle that you wish to use, you may spend Material to import it and retrofit it with Supreme Commander technology, converting it into an ACU. It will have lost none of its original functions. If your mech/vehicle was smaller than 80m tall/long, you can choose to have it be scaled up to it upon import.

RAILGUNS
200MP FREE DROP IN
-WEAPON TYPE

Perhaps the simplest technology available for ACU's in terms of weaponry. It possesses, by far, the lowest of rate of fire of the four. But it has a moderate Area of Effect and the highest muzzle velocity and damage of any of them.

PLASMA CANONS
200MP FREE UEF
-WEAPON TYPE

Considered the all-rounder of weapons. It has a moderate rate of fire and does decent damage against shields. It even does bonus damage against armor on repeat strikes due to the plasma weakening it's strength. It has a low velocity, making it ineffective against fast moving targets. But it compensates for this by having the largest area of effect of the four weapon types.

QUANTUM DISRUPTOR
200MP FREE AEON
-WEAPON TYPE

The most unique weapon type. It does moderate damage and has a medium rate of fire. Problem is, it does low damage against armor and has practically no area effect. It is, however, highly effective against shields and is even capable of bypassing some armor to attack the internal components directly. Making it an excellent weapon for those who rely on precision hits.

MOLECULAR RIPPER CANNON
200MP FREE CYBRAN
-WEAPON TYPE

Of all four weapons, the Molecular Ripper Cannon has the lowest damage with only a moderate area of effect. What it does have is the highest rate of fire and is highly effective at damaging electronic equipment. Combined with the weapon's effect of seizing up and destroying motors, the Ripper Cannon is excellent at disabling units, rather than destroying them.

JUMP JETS
200MP DISCOUNT DROP IN

While the technology is fairly basic, attaching rocket jets to units isn't something that has crossed most researchers minds. But if you know where to look, it is possible give an ACU the ability to slowly fly at low altitudes for a short time. Enough time to cross over a small island or a large mountain in one go.

PERSONAL TELEPORTER
300MP

Technology based off of the Quantum Gates. At the cost of a lot of energy, it is possible to transport an ACU across several hundred kilometers. The components used in this also amplifies the power and efficiency of the Jump Jets, allowing for a longer burn and increased speed. The Teleportation itself is instant, but takes 30 seconds to warm up.

ANTI-AIR TURRET
200MP DISCOUNT DROP IN

An eight barreled Gauss turret is mounted to the top of the ACU. Loaded with a predictive targeting solution, it is highly effective against enemy fliers. Not even interceptors can avoid its fire.

SHOULDER ARTILLERY
400MP DISCOUNT DROP IN

A 'relatively' small artillery turret is mounted to the top of the ACU. Armed with high explosive penetrating rounds, this cannon is as effective at taking out structures as it is swarms of small units. Though not nearly as powerful as the main or secondary weapons of the ACU, the advantage of a another gun that has indirect fire should be obvious.

OVERCHARGE
400MP DISCOUNT DROP IN

Overcharge is a special protocol where an absorbent amount of energy is dumped into the ACU's main gun to supercharge one round. This slightly increases the round's area of effect, but most importantly, it boosts the projectiles damage by 10,000%. The amount of energy required to do this is more than the ACU alone can generate or store, needing to pull energies from other power generators or energy storage structures.

TACTICAL MISSILE LAUNCHER
200MP DISCOUNT UEF

A Tactical missile launcher is mounted on the back of the ACU. This allows the unit to build and store several long range homing missiles capable of doing more damage than its main guns.

THE 'BILLY'
300MP DISCOUNT UEF
-REQUIRES MISSILE LAUNCHER

A small upgrade to the Tactical Missile Launcher now allows it to build and fire tactical nuclear warheads. The build time is long, the range is only 100km, it does far less damage than a full nuke and has a 50% smaller blast radius. But only the hardiest of units and structures can survive a direct hit.

ZEPHYR CANNON
500MP DISCOUNT UEF

The Zephyr Cannon is an anti-matter cannon that is mounted to the right arm of the ACU. The simplest way to describe it is it's an amplified plasma cannon. Though this is a large understatement as there isn't a projectile weapon that can match the sheer firepower of this gun. Combined with one of the longest ranges of direct fire weapons, few fortresses would last long under its assault.

PERSONAL STEALTH GENERATOR
200MP DISCOUNT CYBRAN

The stealth generator is just a future version of what was used in the 21st century. It simple makes it so the ACU does not appear on any but the most advanced sensors. Sonar, radar, and even thermal sensors will not pick up the ACU.

PERSONAL CLOAKING GENERATOR
300MP DISCOUNT CYBRAN
-REQUIRES STEALTH

The Cloaking Generator covers most of what the stealth does not. At the cost of a significant energy drain, this upgrade renders the ACU invisible to all units except those with Omni Sensor systems. Like a true cloaking field, one cannot see or even hear the ACU when it is active.

MICROWAVE LASER GENERATOR
500MP DISCOUNT CYBRAN

This upgrade adds a Microwave Laser Generator to the ACU's chest. It generates a beam laser that sweeps over enemy units, causing massive damage. It is one of the best weapons at dealing with swarms of enemy units. When directed on a singe target, it can burn a hole through all but the thickest armor.

ENHANCED SENSOR SYSTEM
200MP DISCOUNT AEON

This greatly expands the range of the standard on-board ACU sensor systems. Increasing both the sight range and the Omni range.

ENHANCED QUANTUM DISRUPTOR
200MP DISCOUNT AEON

Enhancements in understanding quantum science have allowed the Aeon to construct better algorithms and superconductors that can double the range of their weaponry. Both the UEF and Cybran have discovered that this tech can be quickly adapted and applied to nearly any weapon type that uses energy.

CHRONO DAMPENER
400MP DISCOUNT AEON

This module causes the ACU's main weaponry to carry a Quantum Stasis Field that is applied to the enemy units upon contact. The effect is most apparent on small units as it instantly immobilizes them and anyone caught in the AOE. It is less successful on larger, more powerful units. But it will still slow them down and the field strength will increase with every hit.

NANO-REPAIR SYSTEM
500MP

All ACUs have built in repair components to slowly restore the ACU back to 100%. A designated Nano-Repair system is far more efficient and increases the repair rate by 300%.

EXPERIMENTAL ACU
1200MP

This is a completely unique upgrade. The entire ACU goes through a massive retrofit using Experimental Assault Bot technology. The ACU is now 15% slower than it originally was. But it is now 200% larger and has received a 500% increase to power and armor. Your ACU is now a one mech army.

CONVERSION RAY TECH
400MP DISCOUNT DROP IN
-REQUIRES EXPERIMENTAL ACU

All engineers, SCUs and ACUs have have the ability to 'capture' units and structures. Thanks to the nano-fabrication technology, these builders can rewrite the software and even some of the hardware of enemy units at the expense of energy. Even enemy experimentals can be captured. The only problem being that it also takes a long time and the enemy unit is still able to function and fire upon you during reprogramming. Conversion ray tech is a unique experimental tech. It significantly increases the enemy unit conversion rate to the point that low tech enemies are instantly captured. As a bonus, it also uploads the ACU with a schematic of the captured enemy unit.

DARK STAR GENERATOR
400MP DISCOUNT UEF
-REQUIRES EXPERIMENTAL ACU

A unique device based on technology discovered during the construction of Black Sun, the Dark Star is a special quantum generator of unsurpassed power. It appears to have created a singularity containing a bubble dimension to pull in resources, making it a virtually limitless source of power and matter. The amount it produces is greater than that of the most advanced power generators and mass extractors.

TRACTOR CLAWS
400MP DISCOUNT AEON
-REQUIRES EXPERIMENTAL ACU

The same weapon technology found in the Galactic Colossus. It uses gravitation technology to generate a tractor beam. When firing, enemies are pulled in by the tractor beam. Normally they are instantly destroyed when they reach the projector, but a modification in the tech allows it to now hold the units for a limited time before firing them back at the enemy units. While it is only effective against relatively small units, the beam switched to instead project an intense gravity field to slow down and cause internal damage to large units such as experimentals.

TRANSFORMATION
400MP DISCOUNT CYBRAN
-REQUIRES EXPERIMENTAL ACU

Cybrans have always been merging different components together to create units that can perform different tasks seamlessly. This is most notable in their battleships, which can deploy legs to cross upon land. Here, that technology is pushed to the limit to allow the ACU to transform into a large vehicle capable of flight.

COMPANION:







SCU
300

For every 300CP, you import one companion whom is given a Support Armored Command Unit (SCU). Similar to the ACU, it shares all of the same abilities but with less efficiency, is only 70m tall, and has less firepower. They are given your faction for background, have 400CP and 1000MP to spend.
Or, you can instead choose to let a canon character become a companion. They still have to choose to come with, but you are guaranteed to encounter them early on. They also get their own SCU with 1000MP worth of components at the end of the jump.

DRAWBACKS:

No limit to the amount taken. Max +600CP. +800CP if 'Quantum Connection Lost' is taken.

SLOW
+100

Everything is terminally slow. Your ACU seems to move half as fast, your army crawls everywhere, everything is slow.
Fortunately it also affects your opponents. But everything is god damned slow.

PROFOUND SILENCE
+100

Being an intergalactic commander with a robotic army makes interpersonal relationships tough. Your superiors only check in on you every other week, and your companions will constantly forget about you for several days too, often being called away to battle on distant worlds. With nobody to talk to for extended periods of time, it's going to be a very lonely war.

NOT ENOUGH RESOURCES
+200

Just like every other strategic event, this one is lacking in resources too; you start with no energy or matter, and all resources come at half of their normal value.

BAD PATHFINDING
+200

Your army seems to have trouble communicating with you. Your units only understand half the commands you give them, and mess up any complicated ones. Large army control is impossible as you must now control your drones individually or in small-groups.

TECH TREE
+300

Normally once you unlocked a new schematic you can build it at anytime so long as you have the mass and energy. But now, your ACU has gotten a rather annoying glitch. Each time you want to build a high level structure like a Tier 3 land factory, you have to build all of the Tier 1 and 2 air, naval, and land factories. And you have to build all T3 factories and structures if you want to think of building experimentals. Additionally, normally your ACU can build units itself without a factory, just at a much slower rate. Well, it can't now. It can only build engineers, structures, and experimentals.

UNIT CAP +300

Something is wrong with your ACU's computer system. Normally, the only limit to how large you can get your army is time and resources. Now, it seems you have a unit limit cap. When your forces starts to get too large, they and your ACU start to slow down. The larger it gets, the worse it becomes until finally your entire army freezes up and your ACU crashes. It will take a while to reboot the ACU, and even then over half of your army will never turn back online.

LOYALTY PROGRAMMING +600

Whether it was through cybernetic implants, brainwashing, or even just drugs and blackmail, your faction has control over you. You now must do anything they say without question. If you are Drop In, a neutral group of colonies has gotten you and is forcing you to protect their planets. You can break out of it, but it would require either some really close, personal, genius level friends or god like charisma. And if you cause too much trouble, your faction will order you to self terminate.

INFINITY +600

You start near the beginning of the Infinite War, just after the UEF was formed. You must stay in this universe either til the war ends, or a thousand years have passed.

QUANTUM CONNECTION LOST +800

An ACU is capable of keeping its pilot alive and health indefinitely on its own. You will need it for you have been locked inside of it to the point that even the emergency ejection system will not operate. You've also lost any items, powers and companions ever gained prior to this jump. What's more, all other factions have listed you as a high threat that must be terminated.

SCENARIO: [OPTIONAL]

Forged Alliance

The Seraphim of Aeon worship were merely pacifistic exiles. The true Seraphim Empire is made of bloodthirsty xenophobes from another dimension. Using Black Sun opens a rift that allows them to invade from their home dimension. This forces the three nations, UEF, Cybran, and Aeon, to form a Coalition to fight the invading Seraphim forces. Normally, the coalition would prevail thanks to Princess Rhianne entering the rift and sacrificing herself to close it. The Coalition would then last for 25 years before relationships eroded and split the nations apart again.

But this time, when the Seraphim invade (and they will invade, regardless of if you stopped the from Black Sun firing or not) the Princess will be incapacitated. You must not only find a way to defeat the Seraphim, but forge an alliance between the three factions strong enough to disband their nations entirely, and unite all of mankind under one imperial banner, renewing the golden age of exploration.

SCENARIO REWARD:

At the end of the Jump your ACU is upgraded with technology that wouldn't exist for 25 years (Supreme Commander 2). Increasing the ACU's armor and firepower by 200%, and uploading it with all of the unit, building, weapon, and even experimental schematics that each faction would create in those 25 years.



FINAL CHOICE:

The play is done, but before you go, your ACU receives an upgrade. It now contains an special escape pod that will launch when the ACU is critically damaged. You can pilot this pod to any desired location where it will then rebuild the ACU in 1 hour. As a bonus, you can set your ACU to not go thermal-nuclear when destroyed and instead implode on itself. Leaving the area unharmed.

UNIT RECALL:

You've decided to return home with everything you have so far.

NETWORK DOWN:

You've opted to stay in this universe with its super massive armies and even bigger guns. Everything back home will be taken care of.

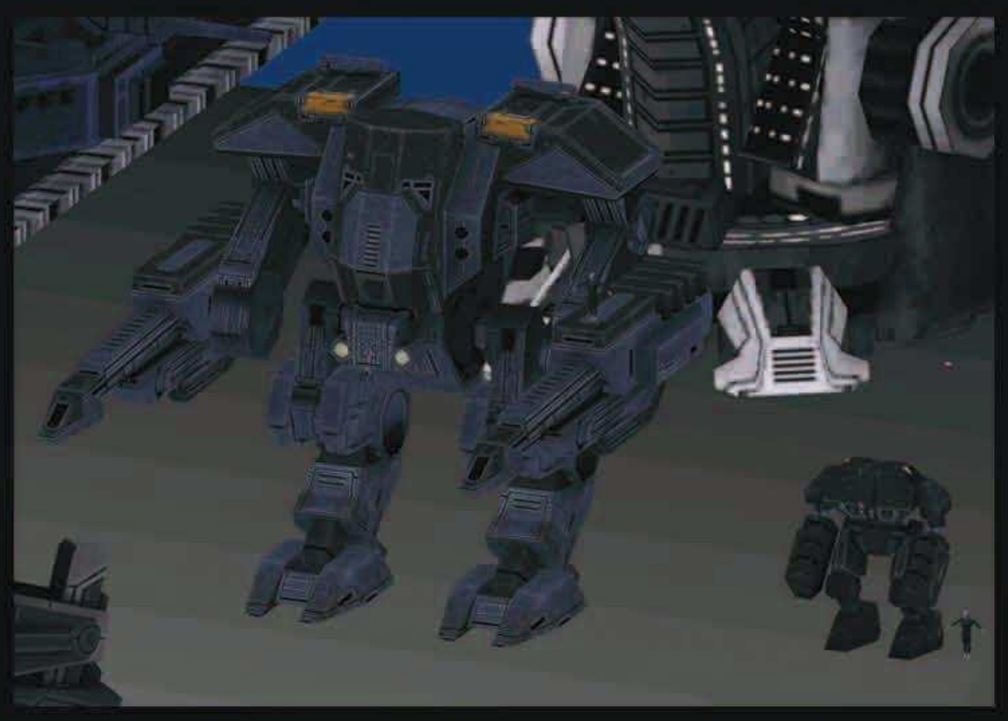
GATE-JUMP IN 30:

You move on to the next jump, taking with you what advantages you've gained while in this universe.



NOTES:

Warning:
This is one of the few universes predicted to be capable of defeating Warhammer 40K, due to the shear size of the units (the smallest unit is roughly the size of a two story building with 500mm machine gun cannons), the massive scale of armies capable of being fielded (Computers today still struggle to properly render how large everything can get), and the immense speed in which everything can be constructed (all in-game speeds are canon).
There is also some evidence that suggests (if not states) that air units can fly without an atmosphere and some might be capable of reaching orbit.





Starting Date:
Originally, the 'Final Act' (meaning factions like the Cybran finally getting major involvement) is suppose to happen roughly 48 days before the predicate fall of the UEF. It's been made 7 years so you don't have 9 years of nothingness. You could say Jumpchan changed this if you wish.

Aeon:
A warning for some of you, if you take Aeon you are restricted to either black, brown, white or green hair. With white and green being the most common. Other colors, such as blue or red, do not exist.

Dark Star:
May or may not in actuality be a micro-dimension that draws power from its inhabitants running on treadmills.

Army Units:
The only thing piloted by a living being are ACUs and sometimes SCUs. Everything else is controlled by basic AIs, making entire armies (from tanks and battleships to entire factories and transport ships) automated. Units can even protocraft their own fuel and ammo given time and raw materials.

Faction Tech:
UEF, Aeon, and Cybran backgrounds start with Tier 1 and some of Tier 2 tech of their respective faction with the rest of the tech being given to them by their superiors throughout the jump. One can expect to start to receive experimental schematics by year 6.
Those with a UEF, Aeon, or Cybran background are limited to their Faction Tech when purchasing schematics.

Drop-In Tech:
Drop-ins can choose to have their ACU and Encoded Database tech be of either one faction, or it can be a new Jack of All trades army that is built off of the tech that is shared/used by all factions. This tech will be significantly easier to decode and reverse engineer, which will also help reverse engineer other faction tech, but it will not have any special abilities, unique weapons, or experimentals. Basically imagine repurposed colony tech.
When purchasing basic schematics such as T3 Factory Schematics, Drop-Ins choose what Faction tech type they want.

Faction Tech Differences:
Despite using different forms of Technology, the Factions don't have much difference in warfare. All being capable of reaching similar levels of firepower and armor. Their only real differences are their philosophy, cultures, and goals. Like how the UEF are better at sieges and assaults, Cybran have stealth and hit-and-runs, and the Aeon have pinpoint, single target attacks. One could list this as technology not being a linear path, thus all 3 factions are at the same level but on different branches.

Gate Jump:
There are two ways to Gate Jump. The first is to have one Gate link up with one or several others to reach the desired gate to come out off. The second is the same as the first but instead of coming out of another gate, you are transported directly to a desired location in the system. When done on land, typically with an ACU, this results in a giant shock-wave being unleashed upon arrival. It is hot enough to scorch the ground and ignite trees an powerful enough to leave a shallow crater.
Because of the existence of a surface-to-surface intergalactic transport network, there are no true space-fleets. Thus combat is relegated purely to planet-side.

Linked Control Pod:
The Quantum link cannot connect if the Pod is in the warehouse. This is to keep you from hiding out in the warehouse.
Unless you make personal modifications, the Linked Control Pod is the only way to remotely operate an ACU.

Schematics:
Uploading schematics of your own technology is something you have to do either manually or through the Conversion Ray tech, but it is very possible. Some tech might require you to upgrade the ACU computer software to understand previously unknown things like Magitek. This is significantly easier if you are (or something like) a Symbiont or have an AI companion.

ACU Details:
Used by all three factions, the ACU was originally developed by the Earth Empire as a solution to the unique transportation problems of the Quantum Gate Network. The Earth Empire needed to be able to project military power to any world connected to the Network, but the logistics and costs of sending physical matter across the galaxy made teleporting large armies difficult and prohibitively expensive. While the pilot is constantly in communication with his commanders via the on-board Quantum Communication system, the pilot is in sole command of the forces on the battlefield. The primary mission of the ACU is to construct and command a robotic army. It stores digital template patterns of basic military base structures within protected banks of synthetic DNA memory storage. Its Proto-Crafter does the rest. Using the power from its onboard fusion reactor and an initial store of Mass, the ACU can build basic Energy and Mass resource collectors at the target site. Thanks to state-of-the-art communication and data analysis systems, the ACU can coordinate several large military forces and the management of a growing base of operations. A powerful virtual-reality interface links the pilot to all subordinate units. This enables the pilot to assess the needs of the battlefield and direct his forces as necessary. The pilot may order single units or entire fleets to attack, defend, and perform complex maneuvers. The interface is entirely scaleable to suit the pilot's needs in any of these situations, no matter how extreme. The same VR interface also allows the pilot to organize and plan the effective construction of one or more bases of operations.

ACU Construction Abilities:
As partially stated in 'Tech Tree" Drawback, the ACU (and any Engineer and SCU that is linked to the ACU) can build anything it has a schematic of. Tanks, planes, ships, infantry, buildings, anything. Factories, however, can build their respective product (Land building land, Naval building naval) 4x faster than engineers and 2x faster than the ACUs and SCUs.

ACU Secondary Weapons:
Secondary weapons do less damage than the main weapon, but still have enough power to take out light units, such as scouts, in one hit. Possible overkill if set against a 21st century battleship.

ACU Hangar:
At the end of each jump, the ACU will automatically return to the hangar.
When using the Hangar's Quantum gate, you choose whether to have the ACU's arrival unleash the kinetic shock-wave or not.

ACU Import:
If your mech was larger than 80m, good for you! Its height will not be messed with in terms of decreasing it. Also, if it wasn't obvious, Supreme Commander tech retrofit will only upgrade components that are not as advanced or efficient as the tech of this universe.
Importing new or different technology counts as updating the ACU software. Thus anything your Imported ACU is built out of, it will understand.
If the vehicle you have imported is incapable of landing due to size, than it becomes a mobile factory. It is able to produce any standard unit and can launch them to the planet's surface in disposable drop-pods that decelerate before impact (or teleport them there if you got the Personal Teleporter). If it is at least over 2km in length, it can even produce experimental units and launch them down. Finally, production time will also decrease significantly per kilometer of the ship's length and its proto-crafter beams (the beams used for construction, capturing, and gathering mass from dead units) gain 10 kilometers of length for every kilometer of the ship's length.

Omni:
Omni is a short range Intel type. It is both Radar and Sonar combined, but more importantly, breaks Cloak, Stealth and Radar Jamming. It is also the only Intel that detects a unit with both Cloak and Stealth. The downside to this Intel is that it is relatively difficult to acquire, is costly, and has a short Radius. All Armored Command Units are equipped with Omni.

Experimental ACU:
A reminder. It makes your ACU a one mech army, but you will be facing legions of enemies.

Capture/Conversion Tech:
Without serious modification, it does not work on ACUs or piloted SCUs.
The Conversion Ray can only make complete schematics of technology at or below the tech level of Supreme Commander. When scanning more advanced technology, the schematic is incomplete. Only containing the components the ACU can understand with its tech level.

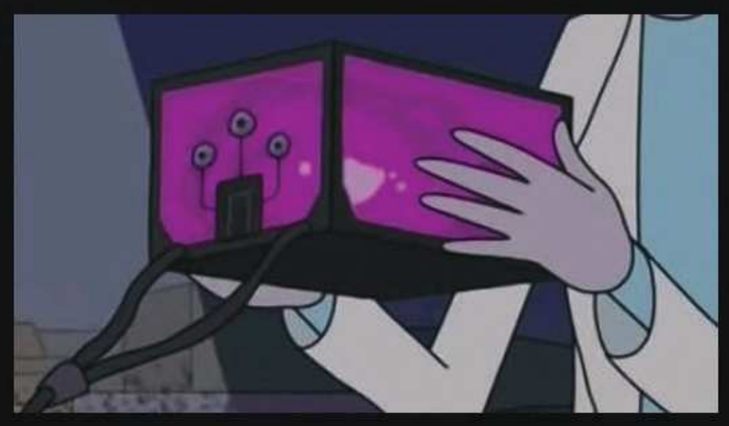
ACU Transformation:
If you imported a vehicle, you have the choice of it transforming into either a flying or land vehicle (depending on what the vehicle is now) or a mech.
Yes, that means you could have the Light of Terra become either a super Bolo or a space faring robot.

Infinite War:
The Infinite War "officially" started in 2819 and ended in 3844, lasting 1025 years, even though the Earth Empire attacked the Seraphim outpost in 2679 and the UEF formally succeeded the Earth Empire in 3256.

Infinite Forged Alliance:
If you took both the Infinite War and the Forged Alliance, the Seraphim invasion will accrue 20 years earlier.

Scenario:
You can fail the Forged Alliance Scenario and still beat the Jump. You would just not get the Scenario reward. Also, you will have probably doomed the Supreme Commander Universe if you do not return to fix it at some point.

Dark Star Cont:
The Dark Star note was a joke reference.



Seraphim Aliens:
Because of their close connection to The Way, and the extreme empathic feelings that arise from that connection, the Seraphim are physically incapable of harming another sentient being. In order to wage war, the Seraphim utilize warriors that have agreed to permanently sever their connection to The Way. The results of this action are immediate and extreme. Once a Seraphim loses its connection to The Way, they transform into emotionless killing machines. But becoming a warrior exacts a much heavier price than the simple loss of emotion. Since Seraphim society is built around "feeling" each other empathetically, Seraphim warriors are no longer able to associate with the rest of Seraphim society. From that moment on, they are outcasts. In addition, Seraphim religious beliefs hold that only one species can ascend and attain perfection via The Way; therefore, any Seraphim that severs its connection to The Way is agreeing to forever relinquish any chance of eternal bliss. In effect, they are "damning" themselves for all eternity. Seraphim warriors are managed by specially trained War Leaders that create a battle's overall strategy and then use The Way to keep Seraphim warriors calm and focused during battle. The latter is especially important because a Seraphim warrior can easily slip into a killing frenzy and inadvertently alter a carefully constructed battle plan. The Seraphim warriors are lead by Seth-Iavow, the War Leader.

TLDR-
Humanity had a giant empire thanks to nanomachines and quantum space gates but they were still bigots and turned on each other in the age of strife-I mean the Empire fell.

UEF is an Earth Government that likes to use the classic tech like tanks and bigger tanks. They want peace and order, but are kinda racist towards cyborgs and aliens.

Cybran Nation is made of Human-AI cyborg nerds that want a place for themselves but the other factions don't like that idea. UEF wants them as super calculators and the Aeon think cyborgs are icky.

Aeon Illuminate was born out of hippies who loved an alien race called seraphim that was killed by racists. Angered, the hippies built the Illuminate using Seraphim tech and told the other factions to either die or accept The Greater Goo- I mean The Way. (harmonious existence religion or something)

Seraphim Aliens, religious dicks from another universe. Those that weren't dicks are all dead because of human dicks.

Go to **'Supcom Information Megathread | Spacebattles Forums'** to find more details on Supreme Commander.