			SCALE -
		You begin the campaign with 10 Capital.	The Campaign Scale begins at 3.
SHIP CLASSES 7		COMPETITIVE AD	ANTAGES
You begin the campaign with only the Light Utility Ship class available to you. You must	AGGRESSIO		LOGISTICS
invest Capital to unlock other ship classes.	Unstable Engine Sh	ielding [0] Heavy Frames [0]	Industrial Might [0]
Recon Wing [1]	Overload [1]	Divert Weapons To Shields [1]	System Optimisation [1]
Fighter Wing [2]	Reckless Disregard	[1] Highly Reactive Shield Capaci	tors [1] Advanced Material Scanners [2]
Bomber Wing [3]	Over-Specced Weap	on Arrays [1] Improved Point Defenses [1]	Asset Insurance [2]
🔀 Light Utility Ship	Shock And Awe [1]	Stand Firm [2]	Electromagnetic Pulse Emitters [3]
Gunship [3]	Close And Personal		Astro-Beacon Net [3]
Corvette [5]	Advanced Targeting	Systems [3] Advanced Shield Generators [3] Multipass Scanners [4]
Medium Utility Ship [2]	DISCIPLINE	HELMSMANSHIP	
Monitor [10]	Well-drilled [0]	Light Frames [0]	Improved Ordinance [0]
Frigate [7]	Iron Will [1]	Advanced Navigational Comp	uters [1] Longer Range Munitions [1]
Destroyer [12]	Scenario Planning [2] Advanced Retro Arrays [1]	Solar Fusiliers [1]
	Chain of Command	[2] Advanced Inertial Dampeners	[2] Crossfire [2]
Carrier [15]	Exceptional Officers	s [2] Instinctual Captain [2]	Advanced Auto-Pintles [2]
Cruiser [30]	Inspirational Leader	r [3] Rapid Targeting Systems [3]	Well-oiled Machine [3]
Battleship [40]	Tactical Savant [3]	Superior Thruster Arrays [3]	Advanced Blaster Technology [3]
		You begin the campaign with 10 Capital.	The Campaign Scale begins at 3.
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CAMPAIGN TRAI CORP NAME SHIP CLASSES You begin the campaign with only the Light Utility Ship class available to you. You must		You begin the campaign with 10 Capital.	The Campaign Scale begins at 3.
CAMPAIGN TRAI CORP NAME SHIP CLASSES Ship class available to you. You must invest Capital to unlock other ship classes.		You begin the campaign with 10 Capital. COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0]	The Campaign Scale begins at 3.
CAMPAIGN TRAI	CKER AGGRESSIOI Unstable Engine Sh Overload [1]	You begin the campaign with 10 Capital. COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1]	The Campaign Scale begins at 3.
CAMPAIGN TRAI CORP NAME SHIP CLASSES Ship class available to you. You must invest Capital to unlock other ship classes.	CKER AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard	You begin the campaign with 10 Capital. COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] [1] Highly Reactive Shield Capacital	The Campaign Scale begins at 3.
CAMPAIGN TRAI	CKER AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap	You begin the campaign with 10 Capital. COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] [1] Highly Reactive Shield Capaci ion Arrays [1] Improved Point Defenses [1]	The Campaign Scale begins at 3.
CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Fighter Wing [2]	CKER AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1]	You begin the campaign with 10 Capital.	The Campaign Scale begins at 3.
CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Fighter Wing [2] Bomber Wing [3]	CKER AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal	You begin the campaign with 10 Capital. COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] [1] Highly Reactive Shield Capaci ion Arrays [1] Improved Point Defenses [1] Stand Firm [2] Heavily Shielded Utes [2]	The Campaign Scale begins at 3.
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Fighter Wing [2] Bomber Wing [3] Light Utility Ship	CKER AGGRESSIOI Durstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting	You begin the campaign with 10 Capital. COMPETITIVE ADV COMPETITIVE ADV N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] [1] Highly Reactive Shield Capaci Divert Weapons To Shields [1] [1] Improved Point Defenses [1] Stand Firm [2] [2] Heavily Shielded Utes [2] Advanced Shield Generators [The Campaign Scale begins at 3. VANTAGES LOGISTICS Industrial Might [0] System Optimisation [1] Advanced Material Scanners [2] Asset Insurance [2] Electromagnetic Pulse Emitters [3] Astro-Beacon Net [3] J Multipass Scanners [4]
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Recon Wing [1] Righter Wing [2] Bomber Wing [3] Light Utility Ship Gunship [3]	CKER AGGRESSIOI Discipling	You begin the campaign with 10 Capital. CONPETITIVE AD CONPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] Divert Weapons To Shields [1] Improved Point Defenses [1] Stand Firm [2] Stand Firm [2] Advanced Shield Generators [HELMSMANSHIP	The Campaign Scale begins at 3.
CORP NAME CORP NAME SHIP CLASSES You begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Recon Wing [1] Fighter Wing [2] Bomber Wing [3] Light Utility Ship Gunship [3] Corvette [5]	AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting DISCIPLINE Well-drilled [0]	You begin the campaign with 10 Capital. COMPETITIVE AD COMPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] Divert Weapons To Shields [1] Highly Reactive Shield Capacit ion Arrays [1] Improved Point Defenses [1] Stand Firm [2] Heavily Shielded Utes [2] Systems [3] Advanced Shield Generators [HELMSMANSHIP Light Frames [0]	The Campaign Scale begins at 3. COGISTICS Industrial Might [0] Industrial Might [0] System Optimisation [1] Advanced Material Scanners [2] Asset Insurance [2] Electromagnetic Pulse Emitters [3] Astro-Beacon Net [3] Multipass Scanners [4]
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Recon Wing [2] Bomber Wing [3] Light Utility Ship Gunship [3] Corvette [5] Medium Utility Ship [2]	AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting USCIPLINE Well-drilled [0] Iron Will [1]	You begin the campaign with 10 Capital. CONPETITIVE AD Image: Constant of the constant of t	The Campaign Scale begins at 3. Image: Constant transmission Image: Constant transmission
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Fighter Wing [2] Bomber Wing [3] Light Utility Ship Gunship [3] Gunship [3] Corvette [5] Medium Utility Ship [2] Monitor [10]	AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting DISCIPLINE Well-drilled [0] Iron Will [1] Scenario Planning [You begin the campaign with 10 Capital. CONPETITIVE AD CONPETITIVE AD Identified ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] Divert Weapons To Shields [1] Improved Point Defenses [1] Stand Firm [2] Systems [3] Heavily Shielded Utes [2] Advanced Shield Generators [Impt Frames [0] Advanced Navigational Comp Advanced Retro Arrays [1]	The Campaign Scale begins at 3.
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Recon Wing [1] Fighter Wing [2] Bomber Wing [3] Light Utility Ship Gunship [3] Corvette [5] Medium Utility Ship [2] Monitor [10] Frigate [7]	AGGRESSION Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting USCIPLINE Well-drilled [0] Iron Will [1] Scenario Planning [1] Chain of Command	You begin the campaign with 10 Capital. CONPETITIVE AD N ENDURANCE ielding [0] Heavy Frames [0] Divert Weapons To Shields [1] [1] Highly Reactive Shield Capaci ion Arrays [1] Improved Point Defenses [1] [2] Heavily Shielded Utes [2] [3 Systems [3] Advanced Shield Generators [[4] Light Frames [0] [5] Advanced Navigational Comp [2] Advanced Retro Arrays [1] [2] Advanced Inertial Dampeners	The Campaign Scale begins at 3. I COGISTICS Industrial Might [0] Industrial Might [0] System Optimisation [1] Advanced Material Scanners [2] Asset Insurance [2] Electromagnetic Pulse Emitters [3] Astro-Beacon Net [3] Multipass Scanners [4] Improved Ordinance [0] Longer Range Munitions [1] Solar Fusiliers [1] [2]
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Capital	AGGRESSIOI Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting DISCIPLINE Well-drilled [0] Iron Will [1] Scenario Planning [You begin the campaign with 10 Capital. CONPETITIVE AD Image: Constant of the constant of t	The Campaign Scale begins at 3.
CORP NAME CORP NAME CORP NAME SHIP CLASSES Vou begin the campaign with only the Light Utility Ship class available to you. You must invest Capital to unlock other ship classes. Camber Wing [1] Carvette [5] Carvette [5] Corvette [5] Corvette [5] Carrier [12] Carrier [15]	AGGRESSION Unstable Engine Sh Overload [1] Reckless Disregard Over-Specced Weap Shock And Awe [1] Close And Personal Advanced Targeting USCIPLINE Well-drilled [0] Iron Will [1] Scenario Planning [Chain of Command Exceptional Officers	You begin the campaign with 10 Capital. CONFETITIVE AD Image: Constant of the campaign with 10 Capital.	The Campaign Scale begins at 3. COGISTICS Industrial Might [0] System Optimisation [1] Advanced Material Scanners [2] Asset Insurance [2] Electromagnetic Pulse Emitters [3] System Optimisation Net [3] Industrial Might [0] Industrial Might [0] Solar Fusiliers [1] Solar Fusiliers [1] Solar Fusiliers [1] Advanced Auto-Pintles [2]