



SINS  OF A
SOLAR EMPIRE[®] MEDIA GUIDE





Key Facts

- **Title:** Sins of a Solar Empire II
- **Developers:** Stardock / Ironclad Games
- **Steam Release Date:** August 15, 2024
- **List Price:** \$49.99 Standard / \$99.99 Premium
- **Platform:** Windows 10 / 11 (64-bit)
- **Language Support:** English, French, Italian, German, Spanish, Portuguese-Brazil, Russian, Simplified Chinese, Indonesian, Japanese, Korean, Polish, Thai, Vietnamese
- **Players:** 1 to 10 (Internet or LAN)
- **Website:** www.sinsofasolarempire2.com

Game Overview

Sins of a Solar Empire II is the sequel to the critically acclaimed space strategy game that seamlessly blends real-time battle tactics with the depth of 4X. As both emperor and battle commander you must lead one of six playable factions to victory against the threat of extinction!

Sins of a Solar Empire places players in a galaxy where there's been a state of war for 35 years between three empires:

- **The TEC** were a loose civilization of peaceful traders, but their tranquil lifestyle vanished when the Vasari Empire arrived.
- **The Vasari Empire** was once vast, controlling hundreds of systems. However, after some unknown cataclysm their civilization fell and the survivors have been fleeing for the past 10,000 years until arriving in TEC space.
- **The Advent** were forcibly removed from their home planet by the TEC's ancestors 1,000 years ago for being deviants. Now they have returned seeking revenge!



Real-Time Tactics Meets 4X Depth

Sins of a Solar Empire II delivers sprawling empires, huge fleets and completely new and exciting gameplay moments you'll only find here.

There are no turns. There is no battle mode. There is no strategic mode. It's all one mode and it's all in real-time.

Instantly zoom in to control tactical engagements where every missile, turret and ship is fully simulated and an important part of the battle. Instantly zoom back out to manage your empire where every asteroid, moon and planet orbits its parent in a slowly evolving strategic landscape.

Unparalleled Gameplay Experiences

Just a handful of possible moments you can experience. Sins of a Solar Empire II delivers sprawling empires, huge fleets, and completely new and exciting gameplay moments that can only be found in Sins II.

- **The Back Door Surprise:** Build a secondary fleet on a rogue asteroid and launch a devastating surprise attack as its orbit brings it behind the enemy's back line.
- **The Body Block:** Stall an enemy's home planet bombardment by using your massive titan to body block swarms of missiles attempting to knock out your starbase and its critical planetary shield.
- **The Screen:** Advance a screen of point defense flak frigates to protect your fragile long-range cruisers by intercepting incoming bombers and missiles.
- **The Swarm:** Maneuver your faster moving ships to pick apart unescorted larger ships. Their powerful but slow-moving turrets simply can't track your agile strike force.
- **The Influencer:** Influence a hostile expansionist Minor Faction to secure your border while reserving enough Influence to win an auction for a powerful item to install on your best capital ship.
- **The Backstab:** Protect yourself from a backstab by establishing a time locked alliance. But pay attention to the time - your "ally" may move his fleet to your doorstep just as the lock expires!

Key Features

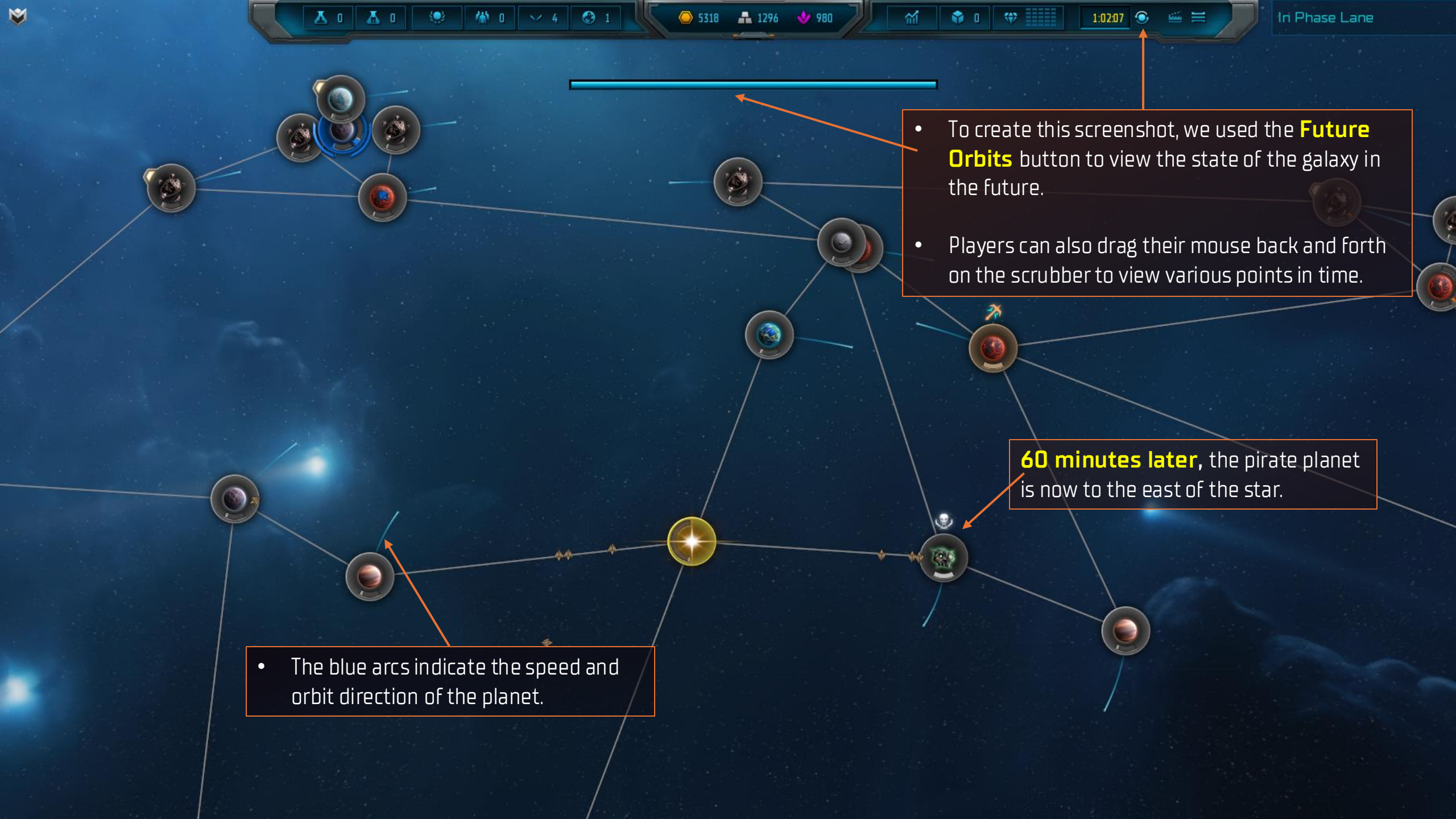
- A Dynamic Galaxy
- 3 Unique Races and 6 Playable Factions
- Combat Simulation
- Empire Management
- Fleet Management
- Unit Customization
- Minor Factions
- Diplomacy
- 10-Player Multiplayer Support
- In-Game Mod Workshop

Key Features: A Dynamic Galaxy

- Planets orbit their stars in real-time causing the galaxy's structure to slowly change, creating new battle fronts and new opportunities.
- Players can view the state of the galaxy up to an hour in the future to prepare their strategies.



Note the pirate planet is currently on the north side of the star.



- To create this screenshot, we used the **Future Orbits** button to view the state of the galaxy in the future.
- Players can also drag their mouse back and forth on the scrubber to view various points in time.

60 minutes later, the pirate planet is now to the east of the star.

• The blue arcs indicate the speed and orbit direction of the planet.

Key Features:

3 Unique Races and 6 Playable Factions

- The desperate Vasari, emergent TEC, and vengeful Advent return more asymmetric than ever.
- Each race features unique starting conditions, gameplay mechanics, units, abilities, items, and technologies. The Vasari don't even start with a planet!
- The parent races are further differentiated by unique sub-factions each with their own unique features and play styles that reflect their motivations and goals.
- The introduction of **Empire Systems** brings a new level of distinct strategic capabilities tailored to each race.

Key Features: Empire Systems

- **TEC Trade:** The new TEC trade system enables them to dynamically adapt their economy by adjusting the allocation of traded resources on demand.
- **Vasari Phase Resonance:** Strategically placed structures collect Phase Resonance allowing the Vasari to customize their global phase mastery effects.
- **Advent Unity:** Enables the Advent to harness the collective will of their population, unlocking the full potential of the Unity's global abilities.



Key Features: Combat Simulation

- A detailed combat simulation adds incredible depth to tactical gameplay.
- Turrets with their own pitch and tracking speeds make firing solutions important in battles.
- Fully simulated missiles can be blocked by ships or destroyed by point defense.
- New mechanics around shields, armor and hull points give greater depth to units and tactical decisions.

Key Features: Empire Management

- All planets and ships can now be easily analyzed, customized, and upgraded in one place without the tedium of finding and clicking through all units in your empire.
- The Intelligent Construction system will queue up the entire chain of prerequisites to fulfill any item, research, or unit build request.

Every capital ship, titan, and starbase, can be customized from the fleet manager.

Every planet can be customized from one screen using the empire manager.

Key Features: Fleet Management

- The new fleet system includes the ability to request specific reinforcements on the fly. Requested units are automatically queued from the optimal factory and rallied to the fleet.
- Combined with Intelligent Construction (see previous slide) this allows you to focus on the important tactical decisions and big picture strategy.
- Classic rally points and control groups are also available.
- There are also a number of new advanced Fleet actions available in the Advanced Action window.



Additional Key Features

Unit Customization

- Planet surfaces can now be customized with special items that vary by race and planet type. Capital ships, titans and starbases can also be customized with race specific items to fill gaps in the fleet's composition or target specific strategies.

Minor Factions

- Numerous minor factions now inhabit the galaxy offering trade, auctions for rare items, and with enough influence, access to their most powerful abilities.

Diplomacy

- New features include a new offer / counteroffer system, the ability to give or demand planets, and the game changing time locked cease-fires that prevent your 'ally' from backstabbing you until it expires - but keep an eye on the time!


10-Player Multiplayer Support

- A cloud based online system supports both 'join codes' and lobbies to make it easier than ever to play with others. Games can now be rejoined in progress if a player drops or has to leave; humans can even take over for AI players if a friend joins late.

In-Game Mod Workshop

- Mod support has been integrated into the game, making it easy to discover, install, and share mods. Custom maps are automatically shared for multiplayer games, preventing the hassle of everyone downloading ahead of time.

Game Setup: Players

- Create a New Game by clicking on Single Player and then selecting a map.
- Next, you'll setup your player and any others you wish to play against.
- Select the races for your match (Random, TEC, Vasari, Advent) and which faction you'd like to play as.
- Mousing over parts of the UI will display a tooltip with additional details as you can see on the right.
- Left click on the colored face icon (next to the faction dropdown) to set the difficulty for each non-human player.
- You can further refine the AI's play style by clicking on the  icon next to the chevron.



If you're new to *Sins of a Solar Empire*, we recommend starting with only a couple AI opponents. You can also create a game with pre-set teams to give yourself an advantage.

Game Setup: Player Customization

- By clicking on a player's name, you can bring up the player customization window.
- This screen lets you pick that player's faction portrait and logo, pick primary and secondary colors for units, and gives you a preview of what the selected color scheme will look like in-game.
- For those who prefer more color for their units, just click on the Minimal Color button to switch to Full Color mode.



Game Setup: Options

- On the Options tab you can fine tune your game with various options (and more in the works).
- You can set your overall Game Speed; if you're new to *Sins of a Solar Empire* you may want to start Slow. You can always adjust game speed in-game by clicking on the game time in the upper-right corner if you change your mind.
- **Orbiting Planets** is enabled by default, but if you'd like to turn off this feature, you can do so here. This will make all of the gravity wells static.
- **Home Planet Victory** – When enabled, you'll defeat an opponent if you're able to destroy their home planet. Note that in the case of Vasari Exiles, you'll need to destroy their 'capital' ship if they've gone mobile.
- **Colonization Victory** – This condition gives you the win if you manage to control a super-majority of the gravity wells on the map.
- **Speed Settings** – The remainder of the options give you finer control over game speed, orbital speeds, research rates and more.



Multiplayer Setup

Multiplayer/LAN games are created similarly to single-player with a few notable differences.

- **Game Type:** Lets you set a general description for the type of multiplayer game you're creating.
- **Public Lobby:** Determines if your game shows up in the lobby browser or can only be joined via code.
- **Human Hotseat:** Similar to the above but allows a human player to take over a dropped human player's empire.
- **Infinite Pauses:** If disabled, players can only pause the game 5 times.
- **AI Hotseat:** This option allows a human player to join the game and takeover an AI empire.
- **AI Takeover:** If a player drops out for a period of time (~5 minutes), the AI will take over their empire when enabled.
- **Reveal Map on Lost:** If enabled, players can view the entire game map after losing and become an observer.

JOIN GAME HOST NEW GAME HOST SAVED GAME

MAP SIZE	MAX PLAYERS
Lithor Cluster	2
Random 2 Player	2
Random 3 Player	3
Crossfire	4
Hammerfall	4
Random 4 Player	4
Scrambler	4
Shuriken	4
Transtav	4
Random 5 Player	5

Lithor Cluster

Max Players: 2
Planets: 23

This small system was once a profitable asteroid mining center before the war. Now highly contested for its strategic position, a cluster of asteroids is all that stands between you and your enemy!

Casual FFA	Public Lobby	Yes
Human Hotseat	Infinite Pauses	Yes
AI Hotseat	AI Takeover	Yes
Reveal Map on Lost	Yes	CREATE LOBBY

Multiplayer: Lobby

- Once you're done with the initial setup, you'll arrive at the online lobby (or come directly here when joining a multiplayer game).
- As with single-player, each player will pick which race/faction they want to play. The host can also add AI players and set their factions and difficulty levels.
- You can quickly setup Teams as well if you choose. Team players are allied at the start of a game.
- To invite others to your game, send them the Game Code shown in the upper-right corner.
- Game Codes also make it very easy for new players to take over AI or humans that have left.

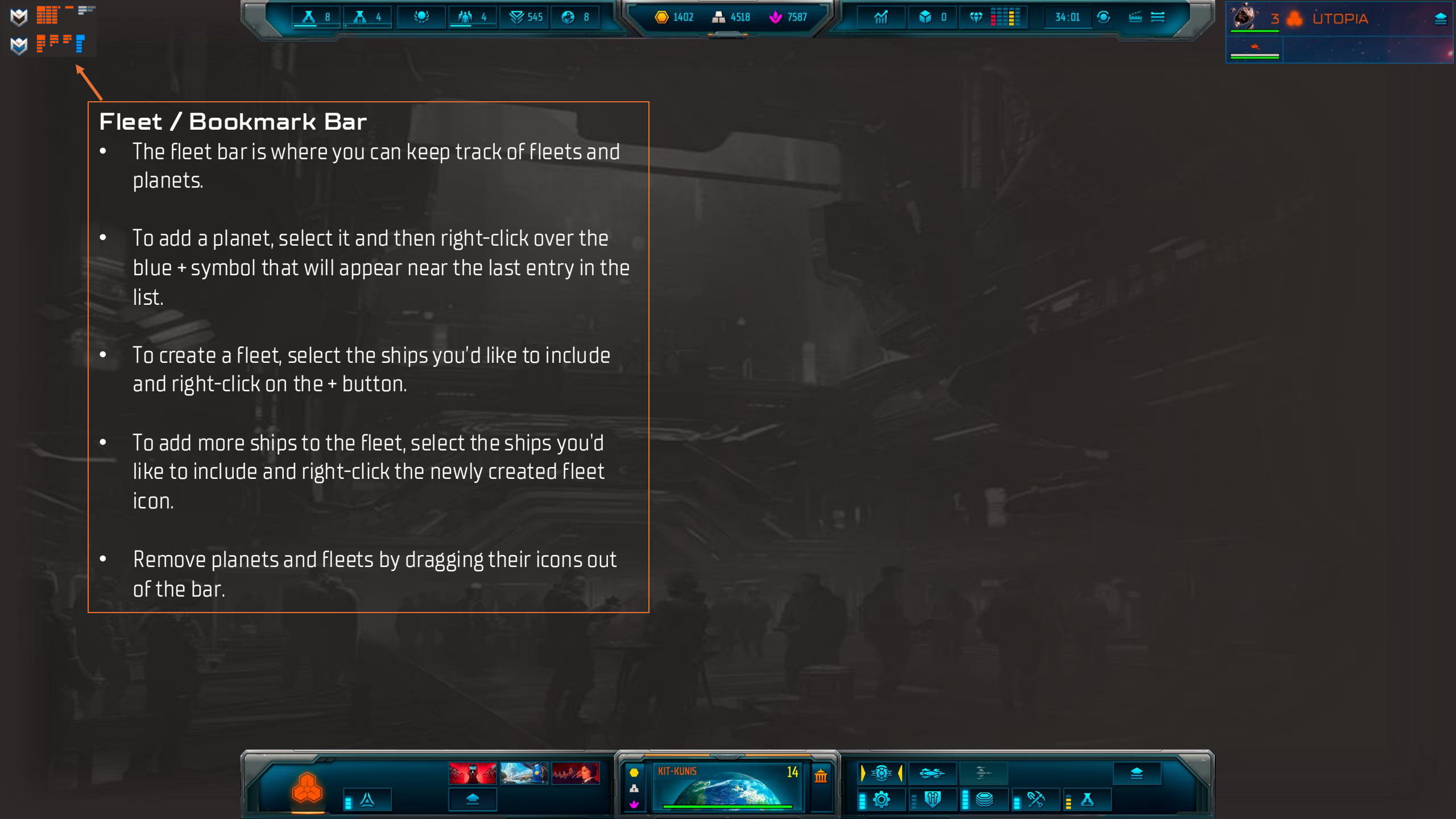




In-Game UI

- Once you get into the game, one of the first things you'll see is the in-game UI. Since this is the heart of every empire, it's worth going over what is being shown.
- The options may also differ slightly depending on the race you have selected.





Fleet / Bookmark Bar

- The fleet bar is where you can keep track of fleets and planets.
- To add a planet, select it and then right-click over the blue + symbol that will appear near the last entry in the list.
- To create a fleet, select the ships you'd like to include and right-click on the + button.
- To add more ships to the fleet, select the ships you'd like to include and right-click the newly created fleet icon.
- Remove planets and fleets by dragging their icons out of the bar.



- The top bar gives you access to a wealth of information.
- From left to right we have:
 - Civilian Research
 - Military Research
 - Diplomacy
 - Minor Factions
 - Fleet Management
 - Planet Management



- Directly in the center you can see:
 - Credit
 - Metal
 - Crystal
- By mousing over each item, you can see their income sources and any upkeep deductions.



On the right end we have (in order from left to right):

- Trade Markets
- Faction Unique Mechanic
 - Trade Management (for TEC)
 - Phase Resonance (for Vasari)
 - Unity System (for Advent)
- Exotic Supply
- Game Time
- Future Orbit Control – displays a slider that lets you view the movements of the planets over the next hour
 - Also allows you to adjust game speed in single player
- Cinematic Mode
- Menu



Context Bar

- This area shows you all unit information in the gravity wells where your camera is focused and where your selected units are.
- This system makes it very easy to analyze and manage multiple situations without jumping around the map.
- There are a variety of special commands and actions you can take here (such a focus fire vs distributed fire). Examine each element's tooltip for the details.

Civilian Research

Civilian Research Points 8

KIT-KUNIS	6
MARESJEV	1
UTOPIA	1

Research Rate Bonus +15%

Researching:

Exotic Refinery Prototype	54%
Orbital Commerce	0%
Volcanic Development	0%

Open First Research Window F2

Tooltips

- You'll notice that just about everything in the game has a tooltip that will give you more information at-a-glance.
- This is just one example, but if you ever want more detail on something, just mouseover it.
- This is especially useful for the Credits/Metal/Crystal area, since you can see all your rates and sources of income/loss.
- In some cases, pressing ALT will give even more detailed information and will be indicated as such in the tooltip window.

KIT-KUNIS 14

1402 4518 7587

34:01

UTOPIA

In-Game UI

- The bottom part of the screen is where you can control individual elements of your empire, based on what you've selected.
- In the view below, we see the home planet of a TEC Primacy player.
- Regardless of which race you play, the layout here will remain the same although the specific content contained in the layout will differ by race and sub-faction starting conditions.



In-Game UI

- Player Icon
- Planet Survey
- Planet Items

- Resource Income Information
- Planet Name, Level, and Health
- Planet Special Indicators (e.g. home planet)

- Construction Menus (top left)
- Advanced Actions (top right)
- Planetary Infrastructure (bottom)



In-Game UI

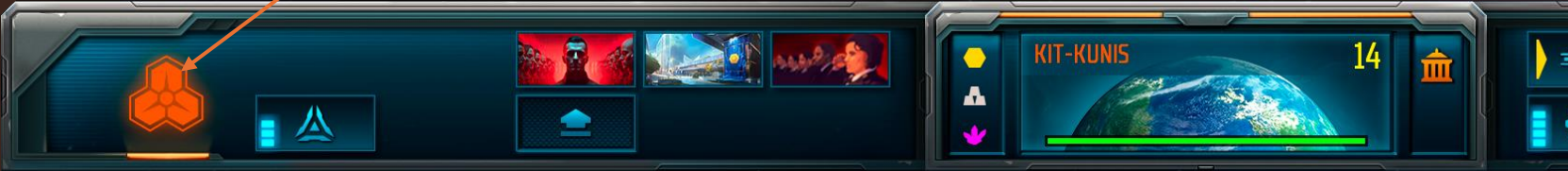
Player Icon

Hovering over this will show you your combat, economic and research rankings.



A player profile card for 'Nitheim Rebels'. It features a portrait of a man with short grey hair and a beard, wearing a blue and yellow uniform. To the right of the portrait, the player's name 'Nitheim Rebels' is displayed with a small orange flame icon. Below the name, the text 'TEC Primacy' is shown. A list of statistics follows: 'Military' with a red flame icon and the value '2', 'Economy' with a yellow flame icon and the value '2', 'Research' with a blue flame icon and the value '2', and 'Known Planets Owned' with a blue planet icon and the value '8'.

 Nitheim Rebels
TEC Primacy
 Military 2
 Economy 2
 Research 2
 Known Planets Owned 8



A horizontal navigation bar with several icons. From left to right: a large orange hexagonal icon with a white pattern, a blue icon with a white triangle, a red icon with a white helmet, a blue icon with a white planet, and a red icon with a white person. Below these icons are several smaller icons, including a blue icon with a white triangle, a blue icon with a white planet, and a red icon with a white person. The bar is set against a dark blue background with a subtle grid pattern.

In-Game UI

Surveying

Planets and asteroids can be surveyed to try and discover special planetary bonuses, artifacts, or precious exotics.



In-Game UI

Planet Items

- Planets can be customized with special items that are built on the surface. Many ships can be customized like this as well.
- Your home planet may start with a unique structure depending on your race and sub-faction, as shown here.

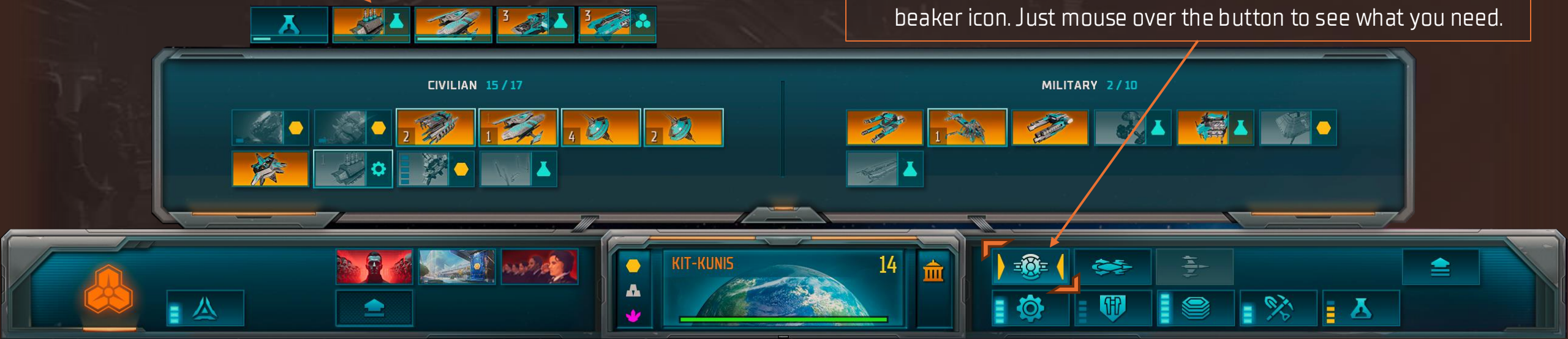


In-Game UI

You can see the build queue of the selected planet above the build panel.

Orbital Structures

- This button opens the build menu for orbital structures.
- Civilian structures require Logistics infrastructure to build.
- Military structures need Defense infrastructure to construct.
- If you lack the technology to build something, you'll see the beaker icon. Just mouse over the button to see what you need.



Ship Build Menu

- This button opens the build menu for ships.
- The number of units you can field is based on your Fleet Supply (which can be increased via research).
- More powerful ships, like capital ships and titans, gain XP when enemies are destroyed.
- As they level up, you can unlock or enhance powerful abilities (up to level 10).
- These units also require **Exotic** resources to build. These are acquired from excavation, derelicts, and ultimately your own refineries.
- Mouseover each unit to display a tooltip with more information about it.
- When playing as TEC, your first capital ship is free and comes with an insurance policy that grants you back its exotics if it's destroyed.
- **Note:** You can also order reinforcements for your fleets by clicking the fleet's icon in the Bookmark bar. The new units will be built at optimal factories and automatically move to join your fleet.



In-Game UI

Planetary Infrastructure

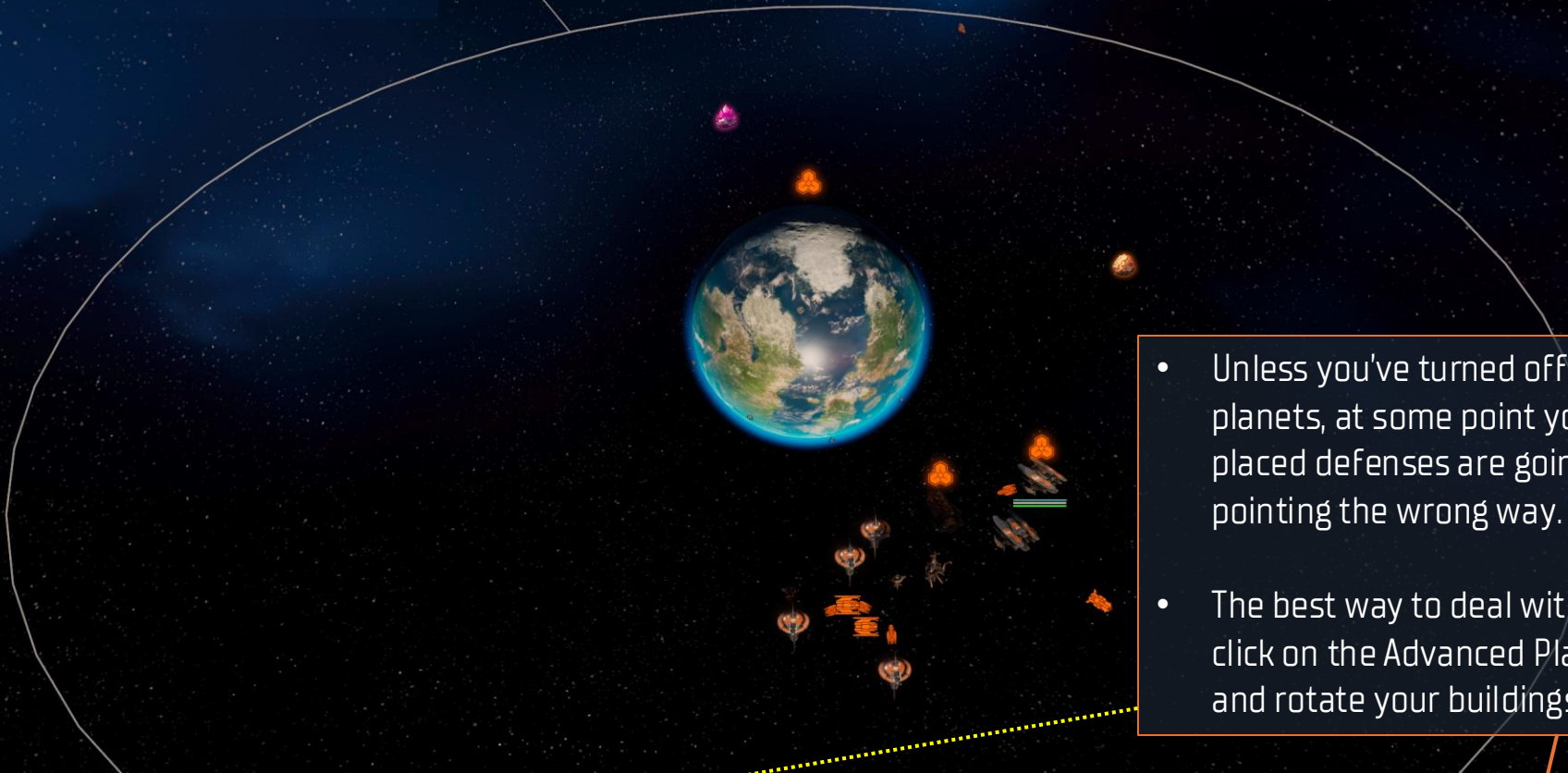
- This row of buttons allows you to increase the level of your planet's infrastructure. The maximum levels for each area vary per planet type and may be affected by other special modifiers.
- The first icon is for Logistics infrastructure which increases the number of civilian orbital structures you can have at the planet.
- Military comes next and increases how many defense structures you can support; plus increases your planet's health significantly.
- Commerce which will increase the credit income your planet generates each second.
 - Note: Vasari don't use credits and so don't utilize Commerce infrastructure.
- Mining is the next icon and is the primary method for generating metal and crystal income from your planets.
 - With research, you can also build extractors on resource asteroids around your planet (if any).

Research Infrastructure

- The last button is for civilian and military research infrastructure.
- By upgrading in this area, you can gain a bonus to research speed for your empire.



Adjusting Your Structures



- Unless you've turned off orbiting planets, at some point your carefully placed defenses are going to be pointing the wrong way.
- The best way to deal with this is to click on the Advanced Planet menu and rotate your buildings.

8 4 4 545 8 1715 4564 7621 34:08

x2	x4	x2	
x2			
	x4	x6	

14 KIT-KUNIS

8 4 4 545 8 1715 4564 7621 34:08

8 4 4 545 8 1715 4564 7621 34:08

14 KIT-KUNIS

Adjusting Your Structures



- After clicking the rotate structures control, you can use your mouse to drag-rotate your buildings clockwise or counter-clockwise to a new position.
- The curving lines preview the path and end position for each structure.
- Once you pick the new end location, your buildings will slowly rotate to their new positions.
- **Note:** Most structures are non-functional while moving!

Starting a Game as the TEC



TEC Game Start

- As TEC, you'll start the game with a capital planet that has a Light Factory, Heavy Factory and Retrofit Bay in orbit.
- As your capital, this planet already has some infrastructure upgrades and a special planet item determined by your race and sub-faction.
- You'll also see two scout corvettes which will automatically begin canvassing the system.
- Generally, ships can only travel between gravity wells via phase lanes – the lines you see connecting planets near the edge of a planet.





TEC Game Start

- First order of business: Get a capital ship!
- Click the Ship build button with the planet selected to open the menu.
- As mentioned before, your first capital ship is free.
- A great starting capital ship is the Akkan battlecruiser. It can colonize new planets and grants bonuses to new colonies as you level up the ability.
- The Akkan also has some good buffing for the ships in its fleet and your empire.
- Mouse over each ship to learn more about it and click the capital ship you want. It's built instantly this one time only.
- You should also queue up some Light Frigates to accompany your capital ship. Don't forget to create a Fleet with it.

Empire Abilities



TEC Trade



As masters of manufacturing and commerce, the TEC use Trade as their unique empire ability.

Each planet supports a set number of Trade Ports, which determines how many Points you have available and for which resource types (credits, metal or crystal).

You can dynamically assign these points at any time to increase your income for that resource. This gives TEC players tremendous flexibility in their economy!

Vasari Resonance

PHASE RESONANCE

MOBILITY COMBAT UTILITY

V
IV
III
II
I

RESONANCE AVAILABLE
1

▲ Utility I	
Resonance Cost	1
Resonance Available	1
Ability Antimatter Cost	-12%

As masters of phase technology, the Vasari can utilize Phase Resonance as a method to empower their ships.

Each planet can support a set number of Phase Resonator structures, which provide Resonance Points. Players can invest these points to either improve their units' Mobility, Combat prowess, or Abilities (Utility).

Phase Resonance cannot be modified after you've invested your points, so choose wisely!

Advent Unity



The Advent have a special system called Unity, which is the manifestation of their combined will. There are two elements to his system: Unity Points and Focus.

Unity Points are gained through research and constructing Temples of Unity. Points are used to unlock new abilities, as shown on the left.

Focus is used to 'cast' the abilities that you unlock using Unity Points. Focus regenerates over time automatically and can be enhanced with research.

These abilities are extremely powerful and grant Advent players unique advantages that should be exploited to the fullest!

Taking a Planet

- Once you have at least 3 light frigates to accompany your capital ship, head for one of the nearby gravity wells your scouts have discovered.
- Each planet is defended by its current inhabitants, and they really don't want you around, so you'll have to ... enforce your rule.
- Your ships will automatically engage with enemy forces (unless you've set them otherwise). So, zoom in and enjoy the battle!
- If you like, you can give individual orders to each ship in your fleet.
- When all the enemy siege frigates are destroyed, your colony ship will move in to take the planet.
- **Note:** You may need to research certain techs before being able to colonize some planets!

Hints:

- Some planets, such as Volcanic and Ice planets require research to inhabit before you can colonize them.
- The TEC can colonize Terran and Asteroid planet types at the start of a game.



Derelicts

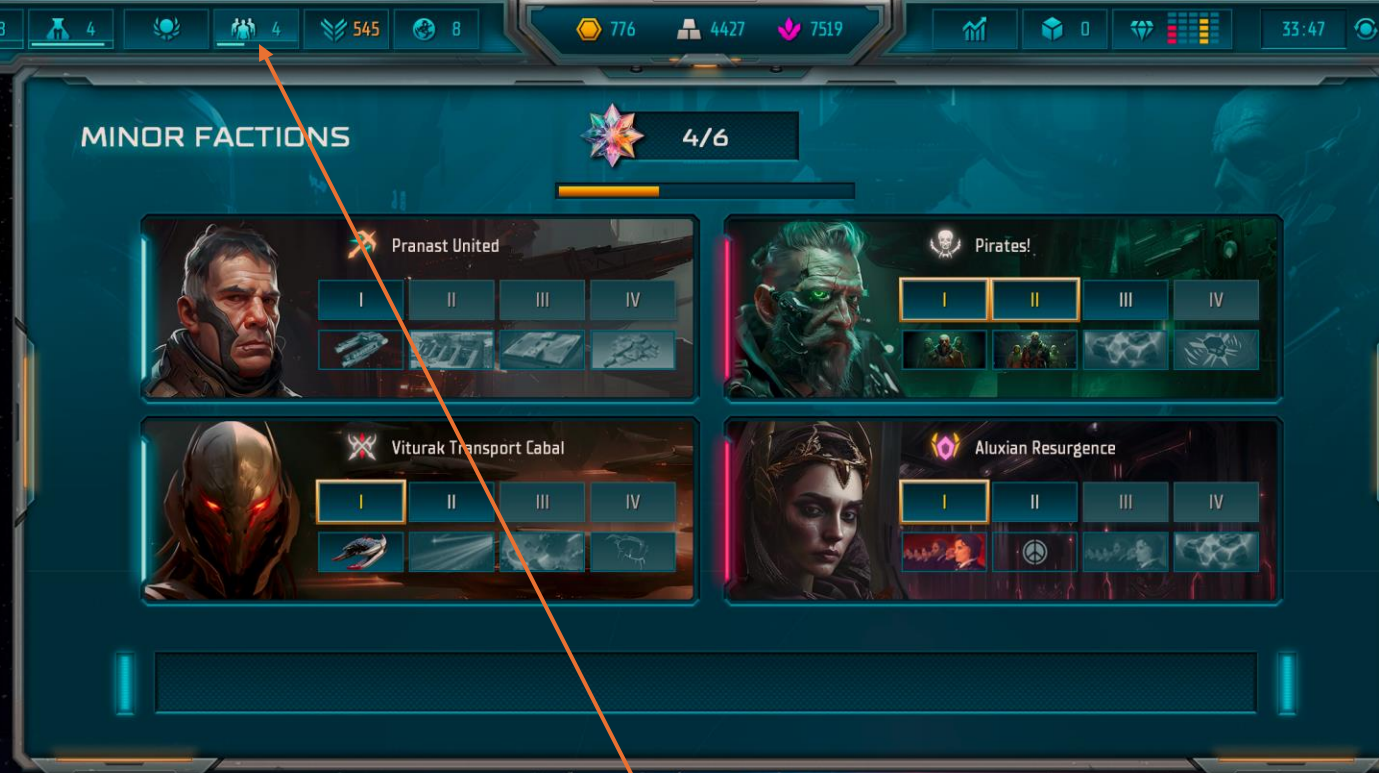
- Some planets have ancient derelicts that players can capture.
- Derelicts are always defended by scavengers, but they won't chase you far outside the circle shown around it.
- Once the defenders are gone, your capital ship can capture the Derelict to gain its rewards.
- These rewards include XP plus credits, exotic resources, metal, or crystal.

Controlling Your Local Area

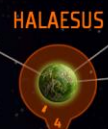
- Keep expanding outward and take control of your local area of the map.
- Each map is different, but in this example the core planets close to your home planet are relatively static.
- However, you can see Hygiea drifting further away from you, so you know your connection to it will eventually disappear.
- You can implement a backdoor strategy by building up Hygiea and deploying a fleet there. As it circles around the star, it's certain to encounter enemy planets.
- The blue arcs indicate the speed and orbit direction of the planet.



Interacting with Minor Factions



- Once you've taken a planet or two, your scouts may have found a Minor Faction or two.
- If they haven't, you can reveal them by using some of your Influence points.
- Influence point generation is primarily controlled by culture spread.
- Influence capacity is increased by research and planet items.



Interacting with Minor Factions

MINOR FACTIONS

4/6

Pranast United

I II III IV

Planet Component
Unassailable Fortress

Reputation Level Required: 2
Influence Points Cost: 2

Pranast United planetary fortifications of unmatched resilience, granting a significant increase to planet health and military slots.

Extra Military Orbit Slots: +10
Max Health: +5000

Pirates!

I II III IV

Aluxian Resurgence

I II III IV

- Each minor faction has 4 levels of influence; and each level grants you the ability to spend points on special items or abilities.
- Beware, Influence costs will increase every time you spend points.
- Influence points can also be used to bid on minor faction auctions to win powerful items and other rewards.
- Minor factions can be killed by bombing their planet.



Trade

- Each race features its own 'Empire System'; the TEC's is 'Trade'.
- The war takes place on the TEC's home turf and it's their millennia old trade networks and industrial capabilities that has allowed the TEC to survive.
- As a TEC player, each planet you own will provide some number of Credit, Metal or Crystal export points (which types vary by planet).
- Build Trade Ports around your planets to access and allocate these export points into credit and resource income bonuses.
- Trade export point allocations can be adjusted at any time giving the TEC excellent economic flexibility.



Metal Exports

Export Points Allocated	1 / 4
Income Rate	10 /s

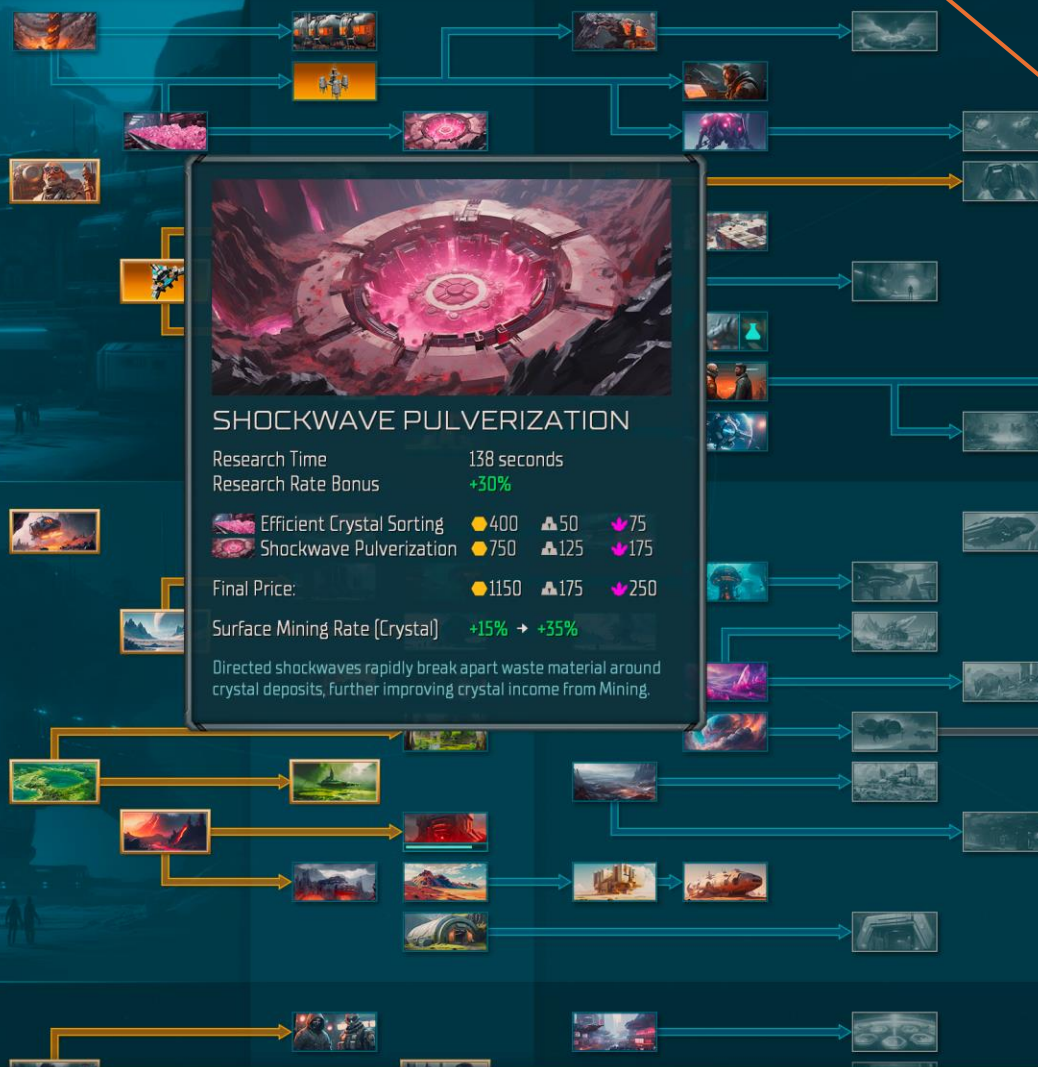


CIVILIAN RESEARCH



INDUSTRY

ANNEXATION



SHOCKWAVE PULVERIZATION

Research Time 138 seconds
Research Rate Bonus +30%

Efficient Crystal Sorting	400	50	75
Shockwave Pulverization	750	125	175

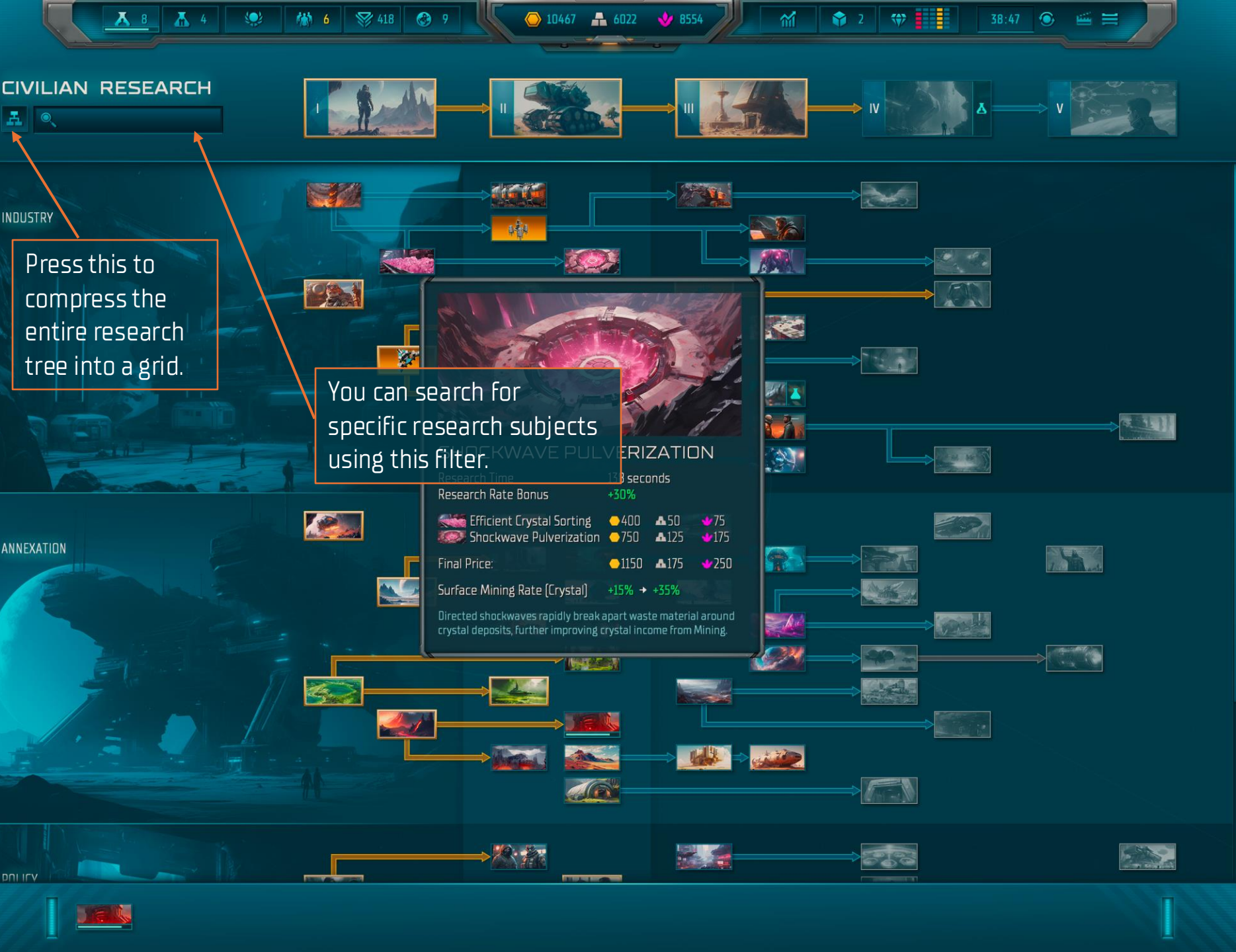
Final Price: 1150 175 250

Surface Mining Rate [Crystal] +15% → +35%

Directed shockwaves rapidly break apart waste material around crystal deposits, further improving crystal income from Mining.

Research

- Depending on your choices, you may have already started investing in research.
- As mentioned before, technologies are separated into 5 Tiers that have increasing cost.
- To unlock a new Tier, you will need a set number of Research Points (you can see the exact requirements via the tooltip).
- Research Points are gained via planetary infrastructure investments or special planet items.
- The Vasari Exodus can also obtain points via capital ship items.



CIVILIAN RESEARCH

INDUSTRY

ANNEXATION

Press this to compress the entire research tree into a grid.

You can search for specific research subjects using this filter.

SHOCKWAVE PULVERIZATION
Research Time: 138 seconds
Research Rate Bonus: +30%

Efficient Crystal Sorting	400	50	75
Shockwave Pulverization	750	125	175

Final Price: 1150 175 250

Surface Mining Rate (Crystal): +15% → +35%

Directed shockwaves rapidly break apart waste material around crystal deposits, further improving crystal income from Mining.

Research

There's a lot of research subjects so you may need to scroll to see them all depending on your resolution.

Alternatively, you can compress the whole tree into a grid as shown on the left.

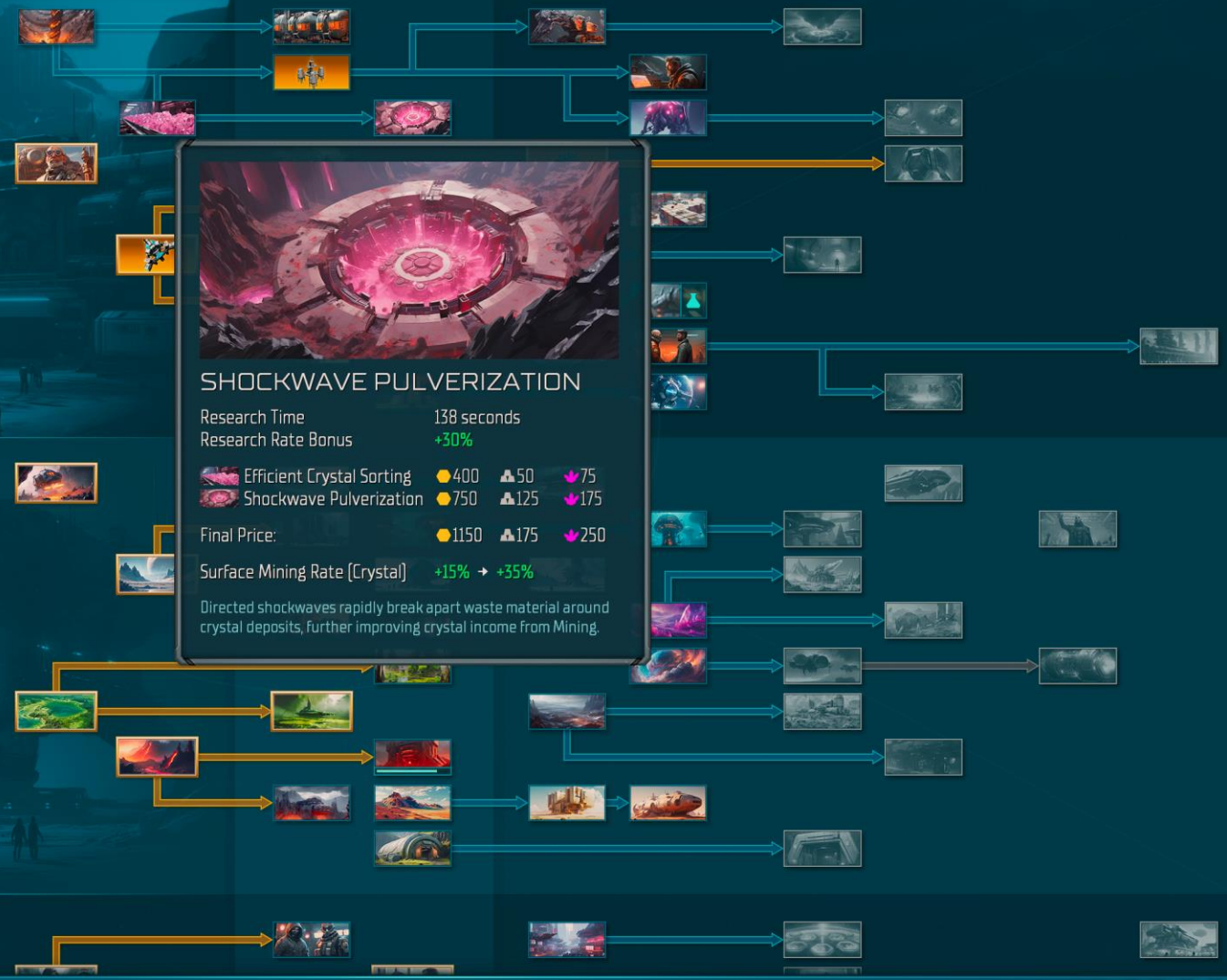
CIVILIAN RESEARCH



INDUSTRY

ANNEXATION

POLICY



SHOCKWAVE PULVERIZATION

Research Time 138 seconds
 Research Rate Bonus +30%

Efficient Crystal Sorting	400	50	75
Shockwave Pulverization	750	125	175

Final Price: 1150 175 250

Surface Mining Rate [Crystal] +15% → +35%

Directed shockwaves rapidly break apart waste material around crystal deposits, further improving crystal income from Mining.

Civilian Research

- The Civilian Research tree contains various technologies that will help you improve your planets.
- These range from improving mining income rates, to unlocking new structures and colonizing new types of planets.
- How you choose to invest here is best based on your current game and who you're playing as.
- Each race and faction within it has unique technologies to unlock that can provide powerful bonuses or abilities to you.
- Don't be afraid to Pause the game so you can look over all your options.

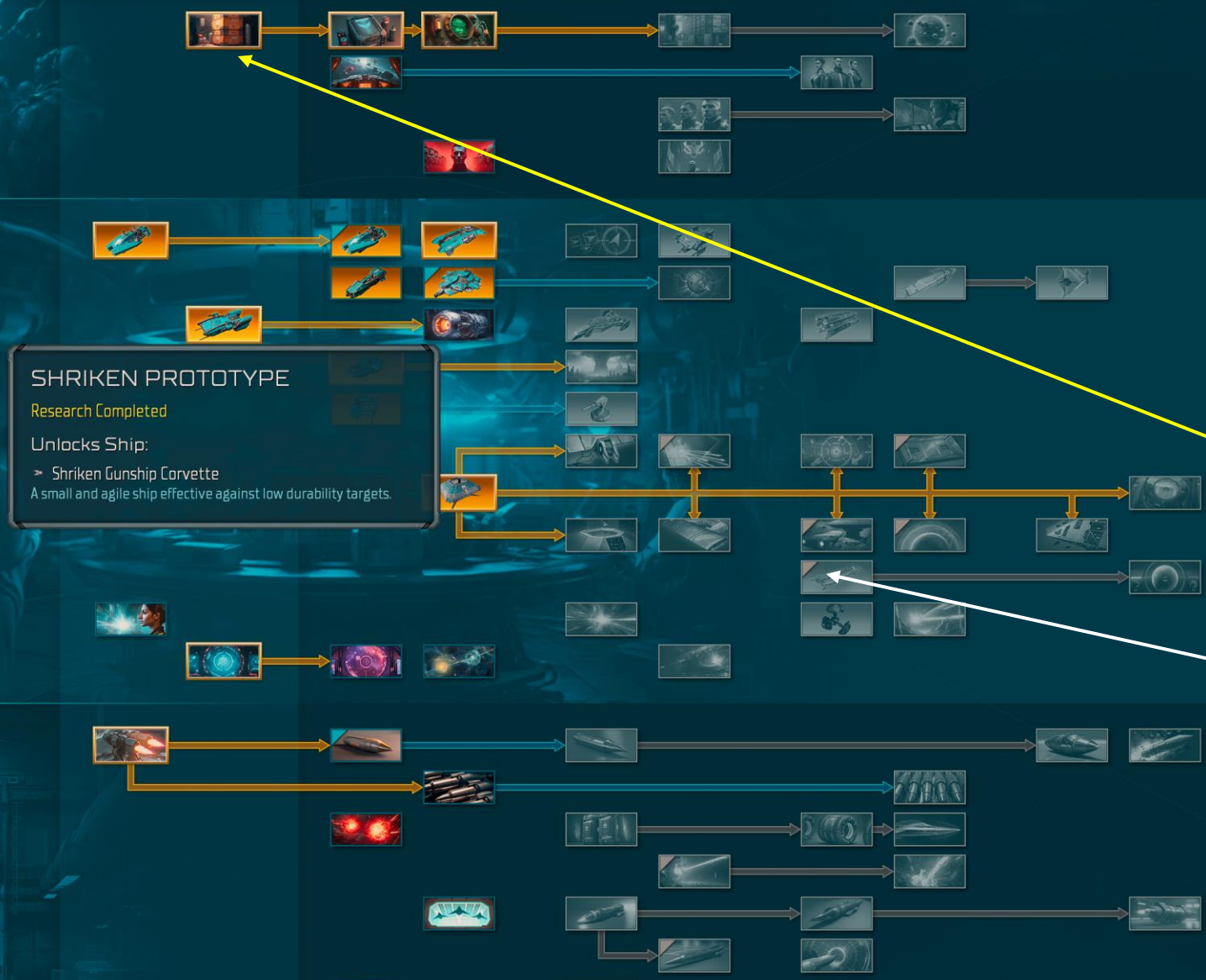
MILITARY RESEARCH



MOBILIZATION

EXPERIMENTAL DESIGN

ARMAMENT



SHRIKEN PROTOTYPE

Research Completed

Unlocks Ship:

- Shriken Gunship Corvette

A small and agile ship effective against low durability targets.

Military Research

- The Military Research screen will help your wartime ambitions in the game.
- Here you can improve your weapons, unlock units and much more.
- The first row, Training and Recruitment, varies in name by race but not in function. This technology row boosts your fleet supply, allowing you to field more ships.
- **Note:** Any technology that has a triangle in the upper-left corner indicates that it has a pre-requisite not shown via the arrows. You can always look at its tooltip for details.



Questions? Help? We're here for you!

- **You can contact the team** at press@stardock.com
- **We also have an amazing Discord community:** <https://discord.gg/sinsofasolarempire>
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