

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - Quick Start

Welcome to Hyperion! The purpose of this tutorial is to walk you through the aspects of Hyperion and help you make sense of all the new units and features in Hyperion. This tutorial is designed around playing the galaxy HORIZONTAL.GAL, which is a Hyperionized version of the original EFS Galaxy. HORIZONTAL.GAL is available [here](#). Make sure that you have renamed the original GALAXY.GAL to a different name and renamed HORIZONTAL.GAL to GALAXY.GAL and have installed the Hyperion Patch before starting a new game. This tutorial also assumes that you have gone through the original EFS tutorial included with the manual, have read the entire EFS manual, and are familiar with the game. If you have not gone through the tutorial in the EFS manual, it is highly recommended that you do so before beginning this tutorial.

As you play the tutorial, invariably things are going to happen slightly differently. I've attempted to capture a lot of these differences by play testing the tutorial several different times, but in the end the game is highly randomized and the tutorial will not account for all variances. If you happen to have things go seriously different you can still use this tutorial as a guide for progressing through the game.

Good Luck!

Start a New Game

Start EFS and then select "Start New" -> "Historical". Select House Li Halan as Human and make sure all the other players are controlled by the computer then click "Next". Select Ridiculous for all the other Houses except yours (make sure Li Halan's is set for "Beginner"). Also disable the "Show Tutorials" option then click "Play".

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Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4956

A.D. 4956

Player Turn Announcement

The first screen that appears is the “Player Turn Announcement” screen. Click “OK”. Choose your Portrait, edit your name and click “OK” to continue.

Choose Your House Traits

Select the following Negative House Traits:

1. Disdains Trade
2. Enemy in Church
3. Enemy in League

Select the following House Positive Traits:

1. Noblesse Oblige
2. Noble Scholars
3. Enlightened Nobility
4. Rule of Law
5. All 3 Ancient Documentariums

Click “OK” to continue.

Technology Screen

This section details the technology screen and how to use the Manowitz Archives to aid in selection of technologies in Hyperion.

Click on the “Database” button. Since you have chosen all 3 Ancient Documentariums, you have 3 advances in Microbiology (Microbiology, Hospitals, and Pharmaceuticals) and Physics (Physics, Energy Physics, and Megachassis) and 2 in Psychosocial Engineering (Psychosocial Engineering and Meditation).

Click on “Microbiology” and select the “Archive” button. The Archive screen appears giving an overview of the Microbiology Technology including a mini tree of the Microbiology Technology Tree. The Mini-microbiology Technology Tree shows all the technologies for which Microbiology is a prerequisite. Do not worry about the meaning of the numbers before and after the technologies, we will get to that next. There is also a blurb by Bishop Xavier Holst on the benefits or banes of such a technology. Click the “Close” button.

Click on “Pharmaceuticals” and select the “Archive” button. Again, you have a mini-technology tree of this part of the Microbiology Tree. Let’s take a look at this branch:

Pharmaceuticals

```
(100) Microbiology Tech
|
(250) Pharmaceuticals
|
-- (450) Psychopharmacology (-3)...
++ (600) Genetic Manipulation (-1)...
|
>< (425) Dervishes (-2)...
>< (475) Tracker Legion
>< (600) Advanced Minor Watercraft...
```

Build Biochem Plant

The mini-technology trees in the archive encapsulate all the information you need to know about a technology, let’s look at the first part of the tree:

```
(100) Microbiology Tech
|
(250) Pharmaceuticals
```

```

|
|-- (450) Psychopharmacology (-3)...
|++ (600) Genetic Manipulation (-1)...

```

This section describes both the technologies that are prerequisites for Pharmaceuticals and technologies for which Pharmaceuticals is a prerequisite. Note that (100) Microbiology is the prerequisite for Pharmaceuticals. The number preceding the technology name in parentheses, in this case 100, is the number of research points required to acquire that technology. In this case, Microbiology requires 100 research points to complete. Pharmaceuticals requires 250 research points. Below the Pharmaceuticals segment you will notice that it is a prerequisite for two technologies: Psychopharmacology and Genetic Manipulation. The '--' and '++' in front of a technology indicates whether Pharmaceuticals is the only prerequisite or there are other technologies that are also prerequisites. In this case, Pharmaceuticals is the only prerequisite for Psychopharmacology, but Genetic Manipulation has Pharmaceuticals and at least one other technology as its prerequisite.

Also note that there is a negative number in parentheses after certain technologies. This is the Church Dislike negative. Both Microbiology and Pharmaceuticals have no Church Dislike negative, so this means that these technologies will never be proscribed during a game. Psychopharmacology and Genetic Manipulation have a Church Dislike negative of -3 and -1, respectively. The higher (or lower, actually) the Church Dislike negative is, the greater the chance of that technology being proscribed by the church. A Church Dislike negative of 5 or lower (-5 through -9) means that the Church at the beginning of the game automatically proscribes that technology. So that means only technologies of Church Dislike negatives of 1 to 4 (-1 to -4) are proscribable by the Church. Technologies with -4 are most likely to be proscribed while those with -1 are least likely to be proscribed. In Hyperion, technologies that have a high Church Dislike Negative are most likely to produce the best units. The reason why the Church does not like these technologies is because more often than not, these technologies involve various acts of blasphemy such as altering the human form or mixing man and machinery.

Finally, the ellipses (...) indicates that branch of the technology tree continues. So, for instance, both Psychopharmacology and Genetic Manipulation are prerequisites for other technologies.

The next section of the mini-technology tree is the Applied Technology section:

```

(250) Pharmaceuticals
|
.
|>< (425) Dervishes (-2)...
|>< (475) Tracker Legion
|>< (600) Advanced Minor Watercraft...

```

This section describes the Applied Technologies in which Pharmaceuticals is a prerequisite or co prerequisite. Just like other technologies, Applied Technologies have the same research cost, Church Dislike Negative, and ellipsis indicators. What is different, though, is that there

are '<>' and '><' indicators in front of the technology name instead of '--' and '++'. These indicators mean the same thing but are particular for Applied Technologies and indicate whether or not Pharmaceuticals is the only prerequisite or a co prerequisite of that Applied Technology. In this case, Pharmaceuticals is a co prerequisite for all three Applied Technologies.

The last section of the mini-technology tree indicates what structure is available for building once this technology has been researched:

```
(250) Pharmaceuticals
|
.
|
Build Biochem Plant
```

Once Pharmaceuticals has been researched, Engineer units can build Biochem plants.

To find out which other technology is a prerequisite for Genetic Manipulation, click on the “Contents” button. Notice that all the Microbiology Technologies are available from this screen and that Genetic Manipulation is listed about halfway down. Click on Genetic Manipulation to bring up that technology’s mini tree:

Genetic Manipulation

```
(250) Genetics (-1) +
(250) Pharmaceuticals
|
(600) Genetic Manipulation (-1)
|
|-- (850) Viral DNA (-6)...
|
|-- (850) Advanced Bacteriology (-2)...
```

From this screen, you can see that both Genetics and Pharmaceuticals are prerequisites for Genetic Manipulation. Click on the “Contents” button and then click on Legend to Tech Tree (at the bottom of the list). This section details the intricacies of the Manowitz technology section, including a key describing the symbols used. This Legend is present in Volumes 2-5. Click the “Close” button.

This brings you back to the “Database” screen and click on the “Exit” button to return to the Technology screen. From here, you have a few technologies available in Microbiology, Physics, and Psychosocial Engineering. It is recommended that you select Composite Armor (more about this later) as the technology to research by clicking on it and select “Research Tech” (or double click on Composite Armor). Confirm researching of that technology by clicking “Yes”.

Units and Structures

This section details important information about the units and structures that appear in Hyperion.

When you start, you are taken to your stack of units on Byzantium II. If your selected stack is not on Byzantium II, go to Byzantium II.

Right click on the Li Halan Fort to bring up the unit stack screen.



Note that you have 17 units in this stack consisting of 1 Freighter (Solar Wind), 1 Noble, 2 PTS Missile Launchers, 5 Power Armor Legions (Power Lgn), 2 Rebel Anti-Aircraft (Rebel Flak), 3 Rebel Anti-Tank Guns (Rebel ATG), 2 Rebel Artillery (Rebel Art), and 1 Cargo Pod containing 496 units of Food.

Notice that the Freighter has two cargo pods – this is similar to the Freighter unit in standard EFS. You will find that a lot of the units in Hyperion are similar to their standard EFS counterparts in unit usage. Note, however, that the Freighter's statistics are actually quite different from the Freighter in standard EFS. This is the portion of Hyperion that may require getting used to as familiar looking units could have quite different statistics.

This stack contains some special units. The Rebel units (Rebel Flak, Rebel ATG, Rebel Art) are gifts from Rebel Factions sympathetic to your cause at the beginning of the game, but they can never be built nor will you receive any more. Use them wisely. Also the Power Armor Legions are too technologically advanced for your current level of technology so it will be a while before you can build them as well. Again, use them wisely. There is a Noble in the stack, a couple of PTS Missile Launchers, and a Food Cargo Pod.

Right click on each unit's icon to study the unit's statistics. Note that the Rebel units are all of Movement Type Hover and are fast at 12 movement points each. Hover units in Hyperion are able to move onto any terrain hex. The Rebel Flak has Air and Close weaponry, the Rebel ATG has Indirect and Direct weapons, and the Rebel Art has Indirect and Air capabilities. The Rebel Flak will perform well against Air and Foot units, the Rebel ATG will perform well against armored units, and the Rebel Art will perform well against armor, Foot, and

Air units. Also note that the Power Lgns have attack capabilities in Indirect, Air, and Close. Their Indirect and Close make them adept at attacking other Foot units while their Air makes them useful against aircraft as well. Also note that they have good Armor.

Right click on the Freighter again and notice its Maintenance Statistic. Space ships in Hyperion are very expensive to maintain and so that is why the Freighter has a base Firebird upkeep cost of 272 per turn. Look at the Maintenance Statistic for the other units and note that it is substantially less on the other units then it is on the Freighter. This means that you will have to have lots of Firebirds to maintain a larger space fleet.

Click on “Exit” to go back to the planet map and click on the “Wait” button to skip this stack of units for now - we will be coming back to them once we figure out which units are needed elsewhere.

You should be taken to a stack of 4 units located in a Farm on Kish. Right click on this stack.



Note that again, you have a couple of Rebel units (Rebel Flak, Rebel Art) as gifts combined with a Militia and Anti-tank Gun (ATG). Militia Lgns have Direct and Close weapons making them useful against armored and other Foot units. Anti-tank Gun’s have Indirect and Direct weaponry and so are useful against armored units primarily, Foot units secondarily. Notice that the ATG’s statistics are a lot lower than those of a Rebel ATG. Let’s cycle through all the stacks of your units, click “Exit”, then the “Wait” button.

Next you should be taken to a stack of 11 units located in a Fort on Kish. Again, right click on this stack and take a look at it.



Notice that there is 1 Officer Corp, 1 Scout Tank (Greyhound), 3 Medium Tanks (Wolfens), 2 SP Artillery (Smyters), 1 Rebel Soldier Legion (Soldier Lgn), 1 Anti-aircraft (Flak), 1 ATG, and 1 Rebel Art. Officers, again are similar in Hyperion, although they again have different statistics. Officers have Direct and Close weapons identical to that of a Militia. Scout Tanks are great at scouting uncovered terrain (note the 10 Movement Points and 8 Spot) and have good all-around ground combat capabilities against both Foot and Armored units (Indirect, Direct, and Close). They are also too technologically advanced for this stage of the game, so we will have to be careful with

this unit. Medium Tanks have slightly better Indirect than Scout Tanks but are a lot more heavily armored, but have less movement. SP Artillery are mobile cousins of regular Artillery with Indirect and Air. Rebel Soldier Legions are another unit that has been given to you by sympathetic rebel factions at the beginning of the game and cannot be built. Note that they have combat abilities in 4 areas: Indirect, Air, Direct, and Close making them excellent all around units. Use them wisely. Anti-aircraft have Air and Close. Note again that the Flak's statistics are a lot lower than those of a Rebel Flak's. Click on "Exit" and then "Wait" to go to the next stack.

The next stack should be a group of 5 units containing 2 Militia, an ATG, and 2 Cargo Pods located in a Mine. Nothing new here, click "Wait" until you get to the next stack, a group of 4 units in a Factory. Nothing new here, 3 Militia and 1 ATG click "Wait".

The next stack has 1 Clergy, 1 Militia, and 1 Artillery in the Church right click on this stack.



The Clergy has no attack capabilities and the Artillery has Indirect and Air. Notice again the differences between the statistics of an Artillery and a Rebel Artillery. Click on "Exit" and then "Wait" to go to the next stack.

The next stack is located in your Palace. Right click on this stack.



Here you have 5 Sceptres, 4 Nobles, 1 Engineer, 3 Infantry, 1 Rebel ATG, 1 Rebel Art, and 2 Artillery. Nobles have Direct and Close superior to that of Officers and Militia and Infantry have Indirect and Air weaponry making them versatile units. Click "Exit" then "Wait" to go to the next stack.

The next stack is 2 Militia and 1 ATG in a Lab click "Wait" to go to the next stack. The next stack is 2 Militia in a Farm click "Wait" to go to the next stack.

The next stack should be your orbiting fleet above Kish. Right click on this stack.



This stack contains a Psy-Destroyer (Old Glory) your House's Flagship, 1 Vlad Cruiser, 2 Space Frigates (Solar Flares), 2 Assault Landers (Shuttles), and 1 Bulk Hauler (Gas Giant). House Flagships are extremely powerful vessels especially after being upgraded as the game progresses. The Flagship's input unit is the Flagship Artisan. The Flagship Artisan is the genius that knows how to design House Flagships from certain technologies available. You start the game with only 1 Flagship and if it is destroyed you cannot build another so be very careful with it. The other vessels in your space fleet are similar to the standard EFS space units, but again look at their statistics to see what their capabilities are. Again look at the Maintenance Statistic for each of these space ships. Click "Exit" and "Wait".

Once again we return to the stack on Byzantium II. Click on the Fort's "Build" button. Note that only an Engineer and Militia can be built in the Fort right now. Engineers and Militia can be built in any building. So this means there are no special units available for building at the Fort yet. Click on the "Exit" button. Go to your Palace on the planet Kish and click "Build". Notice that here you can build the same units as the Fort with the addition of an Officer Corp. The Officer Corp is a special unit that can be built only in a Palace. Click on the Officer Corp and note that it requires 5 Metal, 2 Chemicals and 4 Electronics to build. Unfortunately, you do not have the resources to make this unit at this time, so click "Exit". Next right click on the Factory and click "Build". Note here is similar to the Fort except that it can build a Freight Hauler. The Freight Hauler is a special unit that can only be built in a Factory. Click on the Freight Hauler and note that it appears that you have all the required resources to build this unit except it is still red. This is because the Freight Hauler also requires Energy, which is not included in the list. In Hyperion, there are a few of the early units that require raw Energy as a resource input; they are listed in the table below along with their Energy requirements.

Name	En
Jet-Propulsion Fighters	6
Atmos Fighter	4
Flame Thrower	6
Rebel Artillery	2
Rebel Anti-Tank Gun	2
Rebel Anti-Air Gun	2
Naval Frigate	7

Naval Destroyer	15
Naval Cruiser	18
Naval Battleship	24
Aircraft Carrier	22
SP Anti-Tank	4
SP Anti Air	4
SP Artillery	4
Anti-infantry Tank	4
Med Tank	4
Tank Killer	4
Anti-Tank Gun	2
Anti-Aircraft	2
Artillery	2
Freight Hauler	2

Note that the Freight Hauler requires 2 Energy units. Click on “Exit” and right click on the Church and click “Build”. There is a Fanatic Legion available, but again you are short on resources, this time 2 Chemicals, 4 Electronics, and 1 Gem click on “Exit”. Again, the Fanatic Legion is a special unit that can only be built in a Church, in Hyperion many of the different structures can build special units not available in any of the other structures.

Click on the Archives menu and select Volume 3: Physics then click on Composite Armor located about halfway down on the left. Note that with Composite Armor, 4 units will become available, 3 in the Factory and 1 in the Fort. Click “Close” and then go back to the Archives Menu again, this time clicking Volume 5: Military Units and click on Tanks located about halfway down on the right. There is a heading at the beginning of this section that details what units are detailed in this portion of the Manowitz. In the section for each unit, there is the list of technologies that are prerequisites for that unit. Notice that the Medium Tank requires both Composite Armor and Energy Physics. Also notice that there is a lot of information presented about this unit in the Unit Summary section. The Unit Summary section is meant to be a brief description of the unit’s strengths and special abilities. This unit will become available at the Factory when Composite Armor is researched since we already have Energy Physics. Click “Contents” then Tank Killers (right below Tanks) and note that Tank Killers will be available when Composite Armor is researched, too. Click “Contents” and then Anti-Infantry Tanks (two below Tank Killers); again Anti-Infantry Tanks will be available with the completion of Composite Armor. Click “Contents” and then “Jet Fighters” in the upper left; Jet-Propulsion Fighters will be available with the completion of Composite Armor also.

As can be seen, there will be many different units available when Composite Armor has been researched and it is clear now why that technology was selected. Click “Close” and right click on the Palace.

Here you have an Engineer and now we need to decide what city we’re going to build. The units we’re going to be building in the next few turns will require both Chemicals and Electronics. Right click on the Agora and check the price and availability of Chemicals and Electronics. The price and availability are almost identical. Let’s build an Electronics Plant since we’ll use more Electronics than Chemicals over the following years.

Let’s construct the Electronics Plant. Go back to the Palace and select the Engineer. Move the Engineer to any of the surrounding empty non-shielded hexes (I selected the hex southwest of the Palace)



and build an Electronics plant (reselect the Engineer if after moving him focus shifts to another unit). Note in the build screen that there are several different structures available.

After you have built the Electronics plant right click on any of your cities and click build. Select the Engineer and note that Engineers in Hyperion require 100 Food and 500 Metal to produce. The construction of a new city requires enough Food to feed the workers building the city and requires plenty of Metal to construct the actual structure. This is a major difference between standard EFS and Hyperion. You will have to rely more on the League to acquire enough resources to crank out Engineers early.

Next, right click on the Agora and purchase 200 Metal. There is now enough Metal to build another Engineer, right click on the Shield city and click “Build”. Double click on the Engineer and confirm the build. We are now producing an Engineer in our Shield City that will be finished in 4 turns. This is the same number of turns as in standard EFS.

Attacking Cities

Now let's get ready to capture some cities! Go into space and select your Vlad Cruiser. Bombard the planet. Let's pick the structure by itself near the middle left of the map (it's the one in the mountains near the lake of water) – attack!



Note that in this stack there are 8 units in which you may have just destroyed one. Click “Combat Done” and then go to the city you just attacked. Right click on it



and notice that there are 1 Officer, 2 Rebel Partisans, 2 Militia, and depending on how successful your bombardment was, 1 SP Artillery, 1 Anti-Aircraft, 1 ATG, and 1 Artillery. With the Officer, the Partisans are going to be tough to get. Let's see what the other cities hold.

Go back into space and bombard the planet again. This time attack both cities that are northeast of the Mine you attacked previously.



The Well has 6 units:

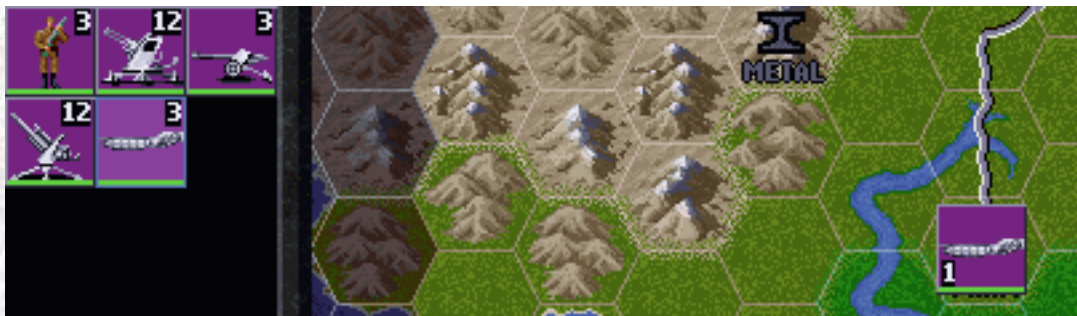


1 Partisan, 2 Militia, 1 SP Anti air, 1 SP Artillery, and 1 ATG (I destroyed the ATG during bombardment). The Farm has 4 units:

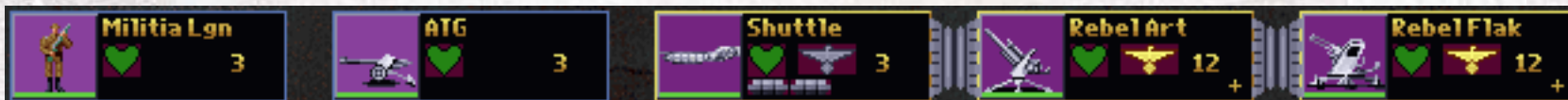


2 Militia, 1 SP Anti air, and 1 Artillery (again you may have destroyed 1 unit during bombardment). The Farm and Well are a lot less defended than the Mine, plus we do need a Well; however, it does have one Partisan unit in it so we will need a pretty sizeable force. Let's prepare to attack this Well so that we can get start collecting some Energy.

Go into space and take one of the Assault Landers and land it in the Farm that is located to the southwest of your Palace (the one with 1 Militia, 1 Rebel Flak, 1 ATG, and 1 Rebel Art).



Load the Rebel Flak and Rebel Art onto your Lander



and blast off into space. Next take your second Lander and land in the Palace. Load the Rebel ATG and Rebel Art onboard



and blast off into space. Next take your Bulk Hauler and land in the Fort Northwest of your Palace. Load the Rebel Art, Scout Tank, and 2 Medium Tanks aboard



and blast off into space.

Now with your task force of 2 loaded Assault Landers and 1 Bulk Hauler, land next to the Rebel Well in the northeast hex.



Your Bulk Hauler will suffer damage upon landing, but that is okay. Return to the stack that just landed and notice the amount of terrain that has been uncovered by your landing stack. Right click on your stacks and note the spot of your Bulk Hauler and Assault Landers. Space ships in Hyperion have high spotting. Next, unload all of your units and select all the units but the Bulk Hauler (it has 0 movement anyway).



The Assault Landers can partake in the combat as well with their Close Combat. Attack the Well! You should be successful in your combat, if there are any rebel units that survived the conflict be sure to capture them. Leave a small contingent to protect your 2 Landers and Bulk Hauler and move the rest into the Well.

With the 5 Rebel units (3 Rebel Art, 1 Rebel Flak, 1 Rebel ATG unless you lost one in combat), move them towards the Farm,



and



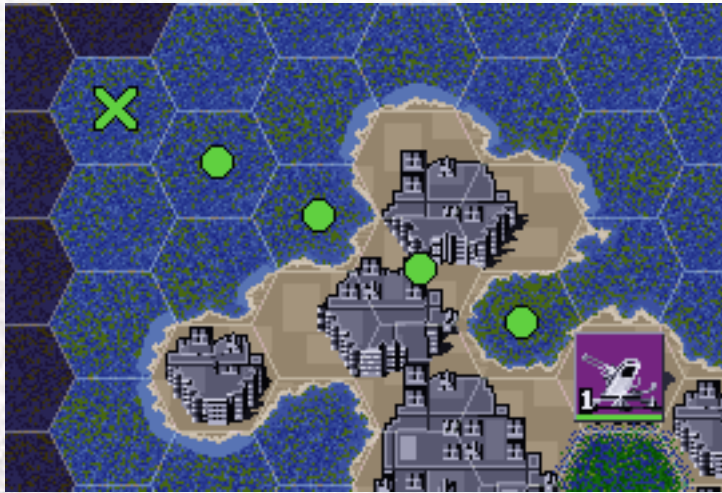
attack; if any units route capture them and move the remaining units into the Farm.

Next let's start cycling through your units. Pick any of the stacks and either sentry them or skip them for this turn. Continue to do this for the rest of your stacks until we get to the stack on Byzantium II.

Once you get to your stack on Byzantium II, load 2 Power Lgns aboard your Freighter,



blast off, and jump to Criticorum. Next, select one Rebel Flak and start moving it northwest.



Once you get near the top of the map, have it “bounce”



off the map by moving it southwest. Notice the speed of a Hover unit over this kind of terrain. Next take another Rebel Flak and send it northeast 2 hexes.



Note that you are right next to the Imperial Guard's forces and may start spotting a few of their units.

If you are curious, take a look at their stacks. The stack directly north of your Rebel Flak is a group of Imperial Guard Naval units.



Right click on this stack and notice that it consists of 1 Naval Cruiser (Tsunami) and 3 Naval Frigates (Moray Eels) (you may see more or less depending on how many you spotted). Note the attack capabilities and statistics of these units. The Naval Cruisers have Water and Air attack capabilities as well as the Naval Frigates. Note however, that the Naval Cruiser is much stronger in Air than Water, while the Naval Frigate is much stronger in Water than Air. Also note that the Frigates are faster than the Cruiser. You will also notice something strange

about this stack of Naval units – their movement type. These Naval units have a movement type of W which means Wheel in standard EFS. In Hyperion, W means Water.

Once you are done looking at their units, skirt around the bottom of their cities



and again proceed northeast. Again, if you spotted any Imperial Guard Forces, you can look at their stacks if you're curious. Right click on the other Naval stack



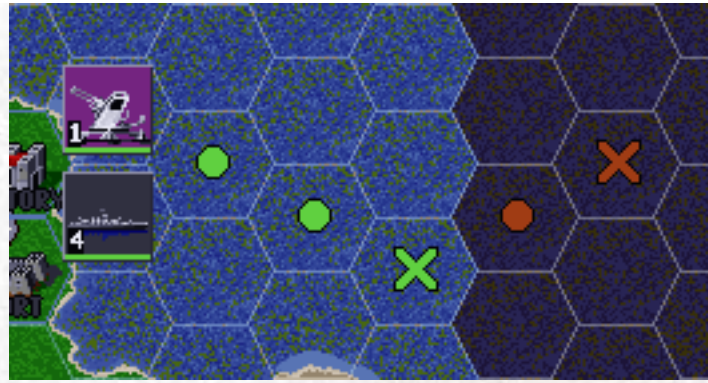
and note that it is comprised of the same units as the other Naval stack. Next right click on the Factory and look at this stack.



This stack contains 1 Imperial Missile Battery (Morning Star). Note that this unit has Indirect, Air, and Ranged Space. The Imperial Missile Battery is a special unit in Hyperion that cannot be built. There are special units in Hyperion that have been constructed by means that are kept highly secret. This is the case with the Ministries, the League, the Church, the Symbiots, the Vau, and the Rebels. Continue moving towards the North



and then East

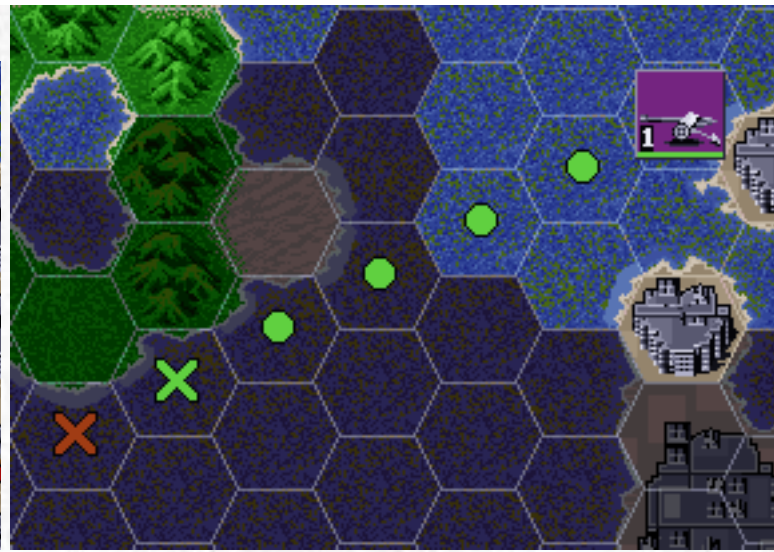
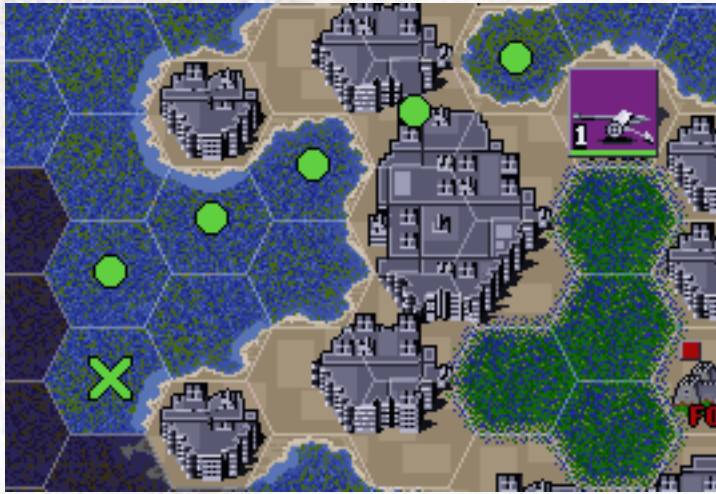


to finish scouting with this unit.

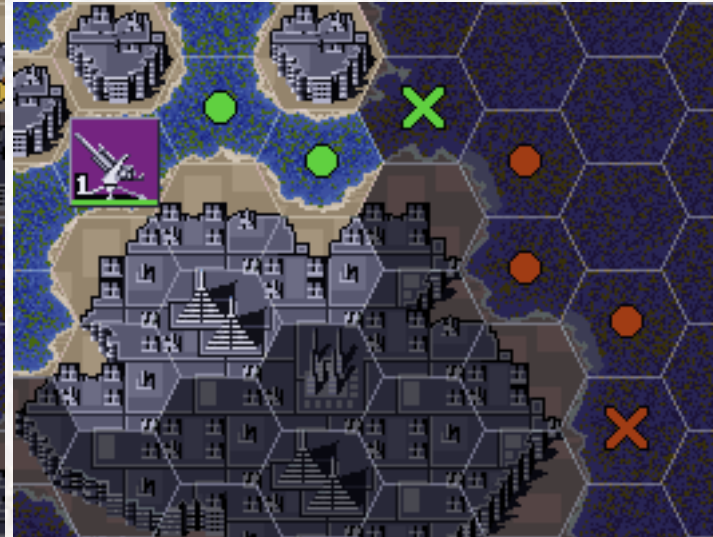
If you spot any al-Malik forces you can take a look at them. Next take a Rebel ATG and send it directly south.



If you spot any Hazat units along the way, take a look at them. Next take another Rebel ATG and send it southwest.



Finally, take a Rebel Art and send it southeast.



If you spot any Decados or Hawkwood troops, take a look at them if you wish. This should give you a good amount of scouting in each direction from your Fort, radially. Go ahead and sentry the remaining stack on Byzantium II. If you are taken to any remaining stacks, skip them all to get to the end turn screen. Say “No” to the end turn screen.

Firebird Generation

Click on the “House” menu item to go to your House screen. Note that you’re pulling in around 1140 Firebirds in taxes and expending around 3633 Firebirds in unit pay (these numbers may be slightly different). At this rate, we will be broke next turn. First, raise the Tithe Skim to maximum (this should give you an additional 1128 Firebirds or so). We are still about 1500 Firebirds negative, so let’s drop your unit pay. Because you selected 2 positive loyalty traits (Noblesse Oblige and Rule of Law) your units have 95% loyalty. Until we are able to find better means of generating Firebirds, we need to drop unit pay. Drop your unit pay 50% (45% loyalty for your units overall) so that you are spending only around 1816 Firebirds in Unit Pay per turn or so. This will give about +400 Firebirds per turn, but with one Lab, we will actually be dropping about 100 Firebirds per turn since Labs cost 500 Firebirds to run. This drop is acceptable for right now, click on the “Exit” button and select “Yes” to the “Are you sure” message (ensure that you have indeed dropped your loyalty 50%).

Next click on the “Diplomacy” menu item and then click on the Vau. Selling maps to the Vau is an excellent way to generate money. Sell them the map of Kish (any where from 800 to 1500 Firebirds or so) and Byzantium II (around 750 to 1300 Firebirds or so).

Return to the House screen, you should have made about 2000 Firebirds or so from those transactions. This gives us a little more breathing room.

Resource Harvesting and Production

Click on “Exit” and return to the planetside of Kish. Let’s look at your resource generation. Right click on the Food icon; you should be harvesting around 203 points and consuming around 176 points. We have a slight surplus. Next go to Energy production and note that we’re harvesting 67 points or so and consuming 15. We’re harvesting around 64 Metal, 25 Trace with 5 consumption, 0 Exotics, and 0 Gems. The only production facility we have right now is the Electronics Plant, which is consuming 15 Energy and 5 Trace. Currently, it is producing 7 units.

For now we can buy some more resources from the League to aid us in the production of units and resources.

Purchasing from the Agora to Build Units

Go back to the Church and click “Build” and then click on the Fanatic Legion. Let’s go ahead and build a Fanatic Legion by double clicking on it. A screen with popup allowing us to purchase resources from the League, go ahead and do that for the 147 Firebirds. We’re going to need more Gems to produce more Fanatics, so let’s purchase the remaining 9 Gems from the League Agora. Move the Gems into your Church and Sentry them.

Other Cities, Units, and more on the Archive Volumes

Let’s take a look at some of the other cities and see which units have been spotted. Right click on the Fort just north of your Factory.

Name: Stealth Lander
Sect: Orthodox
Health: 100%
Loyalty: 75%
Experience: Elite
Moves Left: 4

Statistics

Armor	130	MvPts	4
Agility	15	MvType	L
Spot	14	Maint	694
Camo	29	PsyDef	355

Attack **Acc/Str**
Close 14/75

Unit List:

- Night Hawk: 4
- Assassin: 10
- Omniscient: 0
- PTS Missile: 0
- Hvy Inf Lgn: 5
- Hvy Inf Lgn: 5
- Rebel Flak: 12
- Rebel ATG: 12
- Rebel Art: 12
- Food: 898 pts, 6

This Fort is owned by the Imperial Eye and contains 12 units (you may not have all of them spotted at the beginning of the game, this is random). This stack contains 1 Stealth Lander (Night Hawk), 1 Assassin, 1 Imperial Eye Network (Omniscient), 1 PTS Missile, 3 Heavy Infantry Lgns, 1 Rebel Flak, 1 Rebel ATG, 2 Rebel Art, and one Food Pod.

The Stealth Lander is a very advanced unit that will not be available until late in the game. Click on exit and then go to Volume 5: Military Units on the Archives Menu. Click on Assault Landers (4 down on the right). This section details all the units that fall under the Assault Lander class. Note that certain units also have a Special Abilities section underneath the Unit Summary section. The Special Abilities section describes certain special capabilities of that unit, in this case the Assault Lander has 2 Cargo Slots, will not suffer damage due to terrain when landing, do not consume Food, and are Immune to Ranged Space Weaponry. Click on "Next" to go to the next page and start reading about Stealth Assault Landers and its technology requirements. Note that it requires Cloaking Shields. To amuse ourselves, let's take a look at the Cloaking Shields technology, by going to Volume 3: Physics and then clicking on Cloaking Shields (3rd down on the right).

Cloaking Shields

(4150) Discontinuity Field Generator (-5) +
(5700) Neumonic Armor (-9)
|
(8100) Cloaking Shields (-9)

One thing to note is that a Lab requires 1/100th of its tech research cost for upkeep. Researching just Cloaking Shields and its two requisite techs almost takes up 2 Labs in upkeep (179 points)! In Hyperion, researching some technologies requires a huge investment in both research time and upkeep, and so it is encouraged to trade technologies with other players (especially in multi-player games).

Click on "Close" and go back to the Imperial Eye Fort. There is an Assassin in this stack as well. Take a look at the Assassin's statistics and then go to Volume 5: Military Units and select Trackers, Spies, Assassins (about halfway down on the left). Look at the technologies needed for Assassins and note the technologies required for this unit. There is a -6 Church Dislike Negative associated with the research of Assassins, so we will most likely have to deal with the Church if we wish to research this technology. Read the entire section if you're interested about the other units, but note that Spies are the input unit for Assassins.

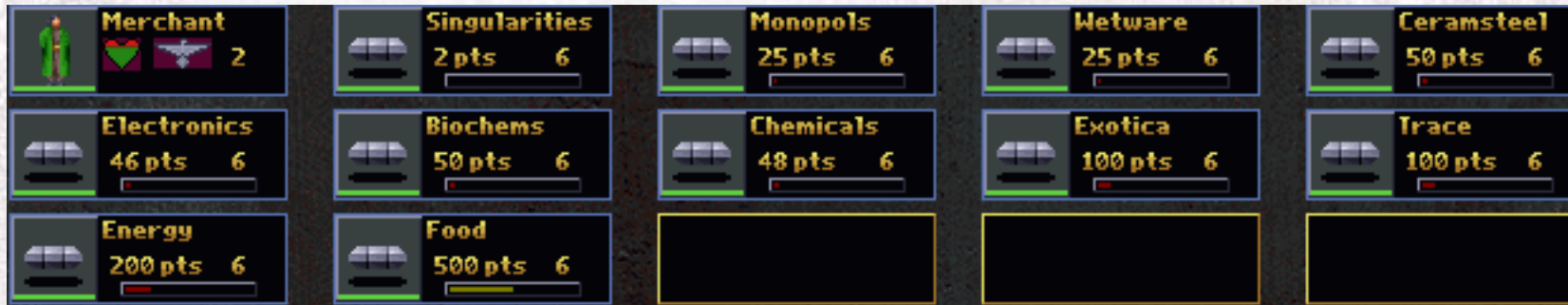
Let's go back to the Imperial Eye stack and look at the Imperial Eye Network (Omniscient). Note that it has 50 Spot. This is a huge advantage for someone who acquires the Imperial Eye; intelligence is the 'Eye's forte. Let's go to Volume 5: Military Units again and look at Ministry Units (5th from the bottom on the right). Note that Ministry Unit construction is highly secretive and that there is only a guess as to which technologies must have been used to create that unit. The Imperial Eye Network is listed near the bottom on the right. It is not known what the technologies are to build these special units since the secrets are so heavily guarded. Read the rest of the section if you are interested.

Let's go back to the Imperial Eye Fort and look at the PTS Missile Launcher. This is the same unit that is in our Fort on Byzantium II and in our Shield city on Kish. Go to Volume 5: Military Units and click on PTS Weaponry (6 down on the left). Note that with the completion of Composite Armor, we will be able to build these units, since we already have Megachassis.

Let's go back to the Imperial Eye Fort and look at the Heavy Infantry Legion. Go to Volume 5:

Military Units and click on Infantry, Viper Militia (7 down on the left). Read about both Infantry and Heavy Infantry. Note that Heavy Infantry units require Infantry as input units and have Ceramsteel and Monofilament as technology requirements. Both of these technologies are not too far off.

Next let's right click on the Agora on Kish.



Depending on who you've spotted, you will see 1 Merchant, 1 League Security Droid, 2 Infantry, 1 Rebel Flak, 1 Rebel ATG, 1 Rebel Art, and a lot of Cargo Pods. Go to Volume 5: Military Units and click on Church, League, and Rebel Units (4th from the bottom on the right). Click "Next" until you see League Forces in the upper right. This is the start of the League Forces section and describes unique League units. Both the Merchant and League Security Droid are listed here. You can read the rest of the section if you wish, but note that none of the units in this section can be built, those secrets are hidden all too well. Click "Close" when you're done.

Next click on Volume 1: The Known Worlds. Note that there are several descriptions of the different races and sects in Emperor of the Fading Suns as well as a description of the various buildings that are available for building either now or as the game progresses. Click on Farm (about halfway down on the left). This section describes the use of the Farm, the resources it collects and their value, any special units it produces as the game progresses, and any units that do not consume Food.

Click "Next" to go to the Mine and read that section, then click on "Next" to go to the Well. Again, read this entire section, but note that at the end there is also a Unit Hierarchy:

Well Unit Hierarchy:

Naval Transport

|<>Armored Naval Transport

Naval Frigate

|<>Naval Destroyer

|<>Guided Missile Frigate

|<>Guided Missile Destroyer

|<>Meson Naval Destroyer

Naval Cruiser

|<>Naval Battleship

|<>Guided Missile Cruiser

|<>Guided Missile Battleship

|<>Meson Naval Cruiser

|<>Meson Naval Battleship

Naval Aircraft Carrier

|<>Advanced Naval Carrier

|<>Meson Naval Carrier

The Unit Hierarchy lists any units that are upgrades of other units. For instance, the Naval Transport is the input unit for the Armored Naval Transport, and the Naval Frigate is the input unit for 5 units: Naval Destroyer, Guided Missile Frigate, Guided Missile Destroyer, and Meson Naval Destroyer. Read the rest of the entire Volume 1 if you wish to get a general idea of the usefulness of the structures in Hyperion, paying particular attention to the information on Factories, Forts, and Starports.

Once you are done perusing the Archives end your turn.

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[A.D. 4957 >>](#)

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4957

A.D. 4957

Let's start your next turn. You have finished building a Fanatic Legion on Kish. Click "OK" and let's build another one. Again purchase the required resources from the League at 24 Firebirds (notice that we don't have to buy Electronics or Gems this time).

The computer AI players may offer you money for technology; accept this since we need all the money we can get right now.

Let's start with the Rebel Mine that we bombarded first last turn. Go to the Rebel Mine and right click on it.

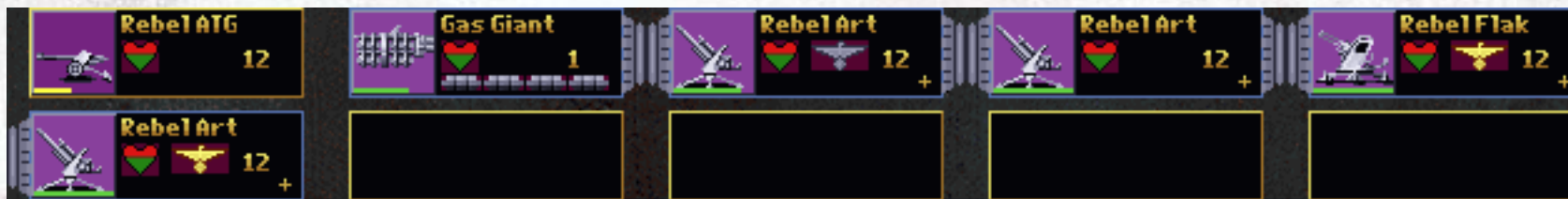


Notice that some of the Rebel units may have left the Mine leaving it weaker to attack. Depending on who's left, let's get ready to capture this city. If the Officer and 2 Partisans are gone then the Mine should be pretty easy to take.

Go to your stack of the Bulk Hauler and 2 Landers.



Blast all 3 off into space. With the Bulk Hauler, land in the Farm you captured last turn. Load up the 4 least damaged units



(I have a Rebel ATG that is at 47% health, 1 Rebel Art with 87% health, and the rest of them 100% healthy, so the Rebel ATG is staying) and blast off into space. Your Bulk Hauler is out of movement, so split the 4 units amongst your two Landers.



Drop down with the 2 Assault Landers and land southwest of the Rebel Mine.



This time instead of 95% loyalty, we only have 45% loyalty, so some of our units may route when we attack. Unload all the units and attack the Rebel Mine with your 4 Rebel units (excluding the 2 Assault Landers).



For now let's leave these units alone (if any enemy Rebel units routed, be sure to capture them and return to this hex).



Go back into space and select your Vlad Cruiser. Bombard the rebel city that is southeast of your Palace (about a full screen and a half from your Palace).



If you did not destroy the ATG, click "Bombard Again" and then click "Combat Done". If you destroyed the ATG in 1 shot, click "Combat Done". Go to that city and right click on it.

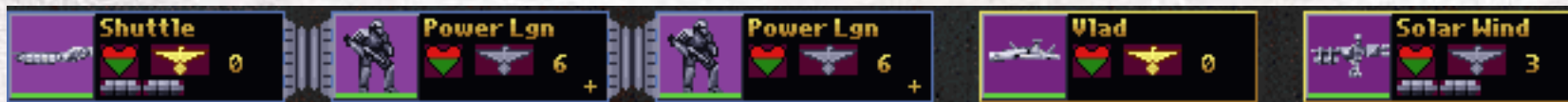


This city has 3 Militia Lgns (you should have been able to destroy the ATG).

Select your Vlad Cruiser again and have it jump to Criticorum – we're going to prepare to capture cities on this planet next turn. Select one of your Assault Landers southwest of the captured Kish Mine



and have it also jump to Criticorum. Go to Criticorum and transfer the 2 Power Lgns from the Freighter to the Assault Lander



and have the empty Freighter return to Byzantium II.

There is at least 1 Officer, 2 Partisans, and 1 SP Artillery on the loose and so we'll have to be mindful of these units. Let's start cycling through some of your units. Return to Kish and go to the Farm you captured the previous turn (the one near the Well).



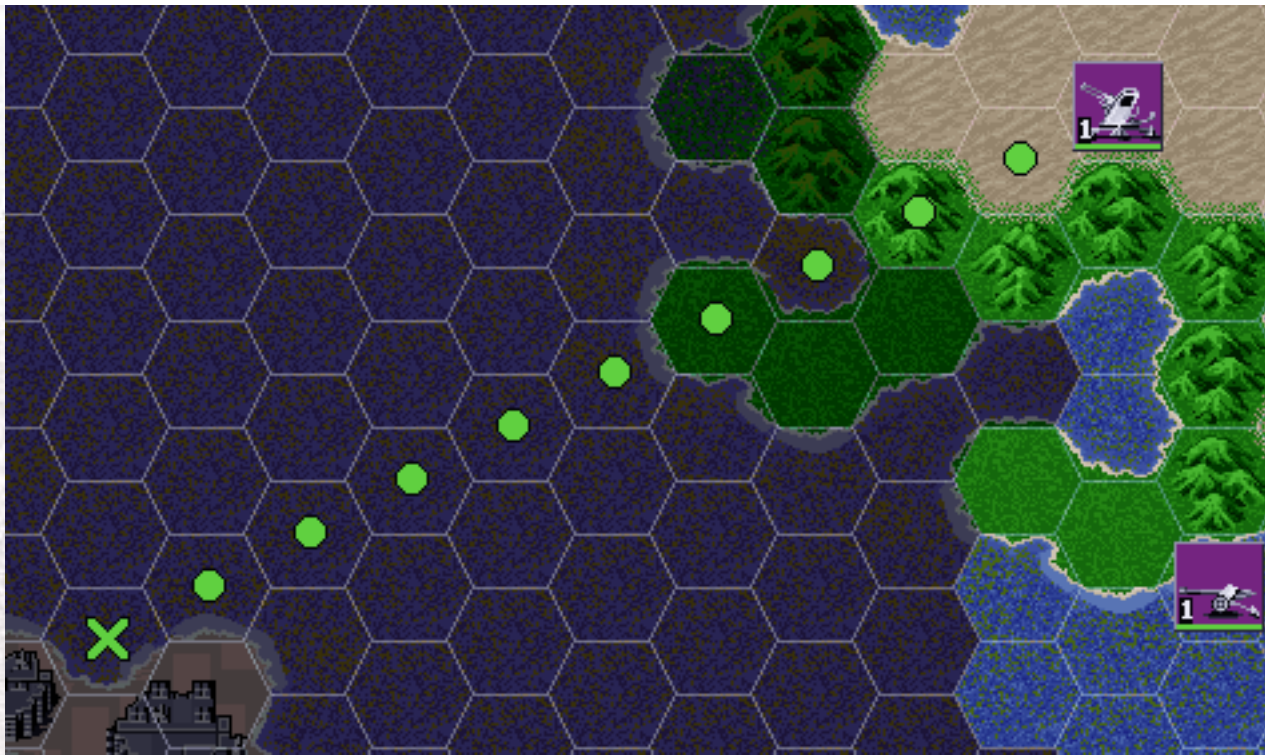
If there are any units around the Farm that you captured last turn, move them into the Farm and then Sentry the entire Farm stack (I captured 1 SP Artillery last turn and moved them with my 1 Rebel ATG with 47% Health into the Farm).

Next, let's move all the stacks surrounding the Well we captured last turn into the Well. I had 1 Medium Tank in the Well, 1 Medium Tank and 1 Scout Tank in the hex northeast of the Well, and I captured 0 units last turn (you may have captured some units). If you captured any Rebel units last turn, look at the loyalty of these units. Note that their loyalty is 25%. This means we cannot drop our Unit Pay any more without these units routing. Sentry the entire stack.

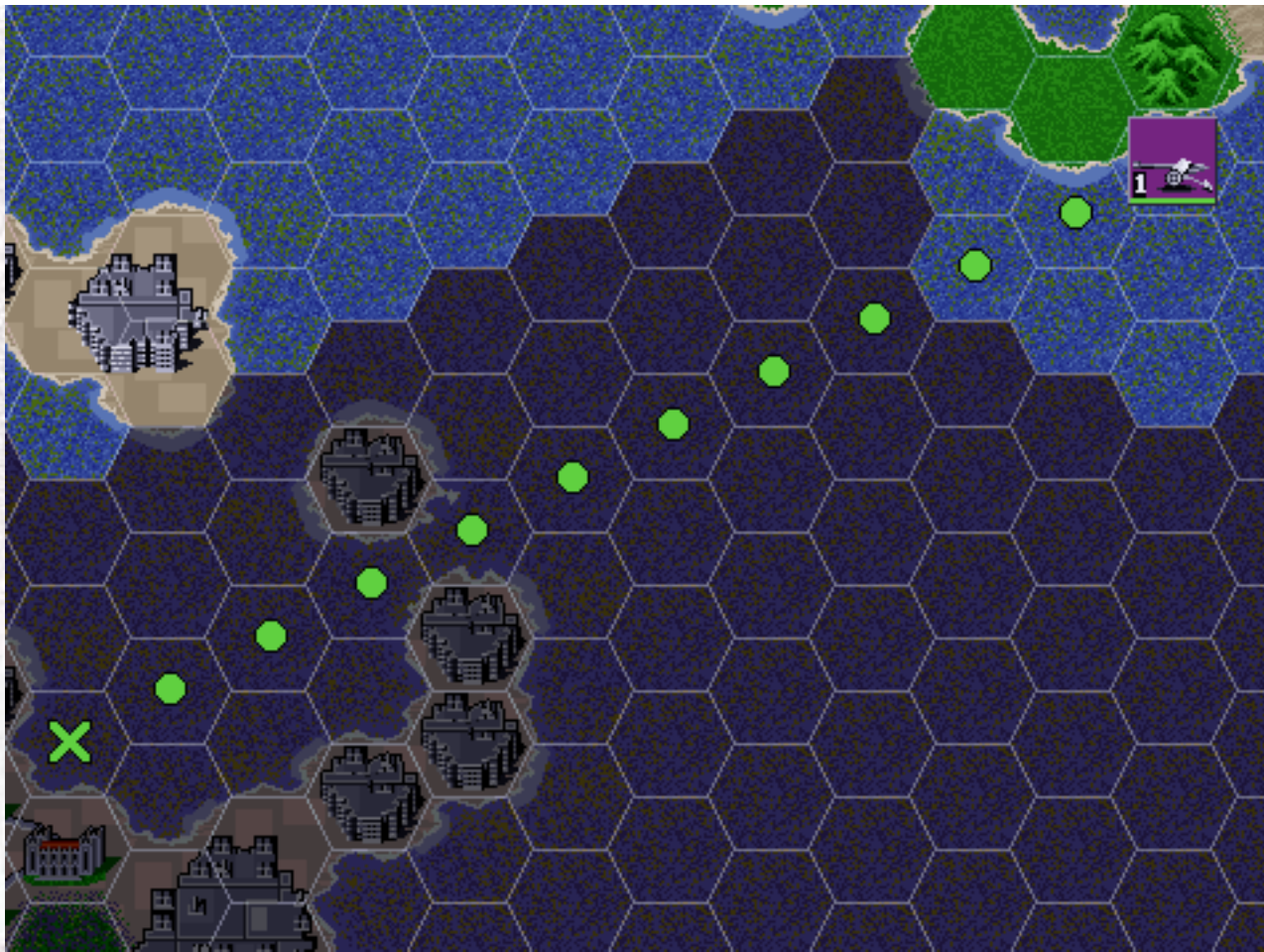
Keep Sentrying stacks until you get to the Fanatic Lgn in the Church.



We're going to do something with this unit next turn and the other Fanatic Lgn that we're currently building so for now skip this unit. Keep Sentrying units until you get to your scouting units on Byzantium II. For me the first unit selected is a Rebel Flak unit northwest of my Fort. Move it southwest.



Do the same thing with the next unit selected (the Rebel ATG).



Keep scouting with the other units as you see fit.

If you get the end turn message, be sure to say "No".

You should have spotted an Agora on Byzantium II,



let's go there and purchase 200 Metal. Leave the Cargo Pod where it is.

Again, let's build some units, purchasing the resources from the Agora as we go. Return to Kish and go to the Factory. Build a Freight Hauler (we should have plenty of resources for this one). Go to the Palace and build on Officer Corp, purchasing the required resources from the League (37 Firebirds). End your turn.

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[A.D. 4958 >>](#)

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4958

A.D. 4958

Let's start your next turn. You should have completed Composite Armor, allowing you to build a plethora of new units at your Factory and Fort. Click "OK" to go to the Tech Research screen. Let's peruse each of the available technologies, click on Immunology and click "Archive":

Immunology

(250) Hospitals

|

(450) Immunology

|

|++ (1850) Resistance to Necrosis

Immunology will allow us to research Resistance to Necrosis with another technology. Let's see what else Resistance to Necrosis requires, click "Contents" and then Resistance to Necrosis (slightly more than halfway down):

Resistance to Necrosis

(1150) Guardian Bacteria +

(450) Immunology

|

(1850) Resistance to Necrosis

Resistance to Necrosis requires Guardian Bacteria and Immunology. Go to Guardian Bacteria via the contents and take a look at it (3 above

Resistance to Necrosis):

Guardian Bacteria

```
(850) Advanced Bacteriology (-2)
|
(1150) Guardian Bacteria
|
|++ (1850) Resistance to Necrosis
```

It requires Advanced Bacteriology so let's go there (above Guardian Bacteria or click the "Previous" button):

Advanced Bacteriology

```
(600) Genetic Manipulation (-1)
|
(850) Advanced Bacteriology (-2)
|
|-- (1150) Spore Delivery (-6)...
|
|-- (1150) Guardian Bacteria...
|
Build Arborium...
```

It requires only Genetic Manipulation, which we can't quite research yet, but Genetics and Pharmaceuticals are its prerequisites. Also note that Advanced Bacteriology will allow us to build Arboriums. Let's go to Psychopharmacology (5 from the top):

Psychopharmacology

```
(250) Pharmaceuticals
|
(450) Psychopharmacology (-3)
|
|-- (700) Combat Drugs (-6)
|
|++ (3700) Wetware (-5)...
```

Psychopharmacology seems to be the start of going against the Church's technological wishes. At -3, it may be proscribed before too long,

and Combat Drugs and Wetware are already proscribed by the Church since their Church Dislike Negative is less than or equal to -5. Let's go to Genetics (4 below Psychopharmacology):

Genetics

```
(100) Microbiology Tech
|
(250) Genetics (-1)
|
|++ (600) Genetic Manipulation (-1)...
```

This path is the start of getting Resistance to Necrosis as we saw above. Let's go to Xenobiology (below Resistance to Necrosis):

Xenobiology

```
(100) Microbiology Tech
|
(250) Xenobiology (-1)
|
|-- (450) Barren Environment (-4)...
|
|-- (450) Frozen Environment (-4)...
|
|-- (450) Jungle Environment (-4)...
```

Xenobiology allows 3 different Environment technologies, but the Church isn't too keen on these. Let's look at some of the Physics techs, click "Close", then click on Electron Microscopes and click on "Archive":

Electron Microscopes

```
(250) Energy Physiks
|
(450) Electron Microscopes
|
|-- (700) Nanotechnology (-3)...
|
|-- (700) Monopols (-1)...
```

|++ (850) Ceramsteel...

Researching Electron Microscopes will allow Nanotechnology, Monopols, and Ceramsteel. Let's take a look at Nanotechnology (around the middle on the left):

Nanotechnology

(450) Electron Microscopes

|

(700) Nanotechnology (-3)

|

|-- (1000) Monofilament (-1)...

Nanotechnology allows Monofilament, but Nanotechnology has a -3 Church Dislike Negative. Let's go to Monofilament (right below Nanotechnology or click "Next"):

Monofilament

(700) Nanotechnology (-3)

|

(1000) Monofilament (-1)

|

|-- (1350) Wireblades (-1)

++ (2050) Advanced Nanotech (-4)...

++ (4150) Discontinuity Field Generator (-5)...

<> (350) Web Missiles (-4)...

>< (525) Aircraft Surveillance (-3)

>< (1225) PTS Meson Cannon (-1)

>< (875) Special Forces (-5)

Monofilament is a prerequisite for Wireblades and a co prerequisite for Advanced Nanotech, and Discontinuity Field Generator. It is also a prerequisite for Web Missiles and a co prerequisite for Aircraft Surveillance, PTS Meson Cannon, and Special Forces. It will probably be a while before we can get these technologies. Let's go to Monopols (5 down from the top left):

Monopols

(450) Electron Microscopes

|
(700) Monopols (-1)

|
|-- (1000) Cyclotron (-1)...

|
Build Fusorium

Monopols allows Cyclotron and will let us build Fusoriums. Let's go to Cyclotron (2 below Monopols):

Cyclotron

(700) Monopols (-1)

|
(1000) Cyclotron (-1)

|
|-- (1350) Singularity Tech...

|
++ (1750) Hovertech (-3)...

|
|-- (1350) Cold Fusion Cells (-2)...

|
Build Cyclotron

Cyclotron is a co prerequisite for Hovertech and is a prerequisite for Singularity Tech and Cold Fusion Cells. It also allows us to build Cyclotrons. Again, this looks like a pretty substantial technology branch in which to invest. Let's go to Ceramsteel (1 above Nanotechnology):

Ceramsteel

(250) Composite Armor +

(450) Electron Microscopes

|
(850) Ceramsteel

```
| ++ (1750) Hovertech (-3)...  
|  
| ++ (2150) Powered Csteel Armor (-2)...  
|  
| <> (300) Atmospheric Fighters  
| <> (300) Submarine (-2)  
|  
| >< (825) PTS Fusion Cannon...  
| >< (575) Assassin (-6)  
| >< (475) Tracker Legion  
| >< (625) Genetic Warrior Legion (-6)...  
| >< (975) MKII Space Carrier  
| >< (650) Armored Freighter (-2)...  
| >< (1150) Raider Stealthship (-4)  
| >< (650) Assault Lander  
| >< (600) Advanced Minor Watercraft  
| >< (775) Direwolf Fusion Tank (-1)...  
| >< (875) Violator Assault Gun (-6)
```

Upgrade Officer to Spy at Palace...

Upgrade Medium Tank to Assault Tank at Factory

Build Scout Tank in Factory

Build Seraphim Space Fighter in Starport...

Build Prophet Space Torpedo Bomber in Starport...

Build Ceramsteel Plant

Ceramsteel is a co prerequisite for Hovertech and Powered Csteel Armor. Also Ceramsteel is a prerequisite or co prerequisite of a plethora of technologies and allows several different units to be constructed. This path looks very appealing. Click on exit and go to Fractal Metaphysics:

Fractal Metaphysics

(250) Meditation

|
(450) Fractal Metaphysics (-4)
|

|++ (1800) Symbiot Psychology (-9)...

|++ (950) Cyber-Robotics (-6)...

These technologies look like nothing but trouble from the Church. Note that Cyber-Robotics is a Physics tech. Let's go to Symbiot Psychology (about the middle of the list):

Symbiot Psychology

(450) Fractal Metaphysics (-4) +

(1250) Alien Psychology (-4)

|
(1800) Symbiot Psychology (-9)

|>< (1325) Xyll Warbeast (-9)

To research Symbiot Psychology we're going to need to go through the Church!

Let's go to Prana-bindu (3rd from the top):

Prana-bindu

(250) Meditation

|
(450) Prana-bindu (-1)

|-- (700) Psychosonic Manipulation (-1)

|>< (475) Tracker Legion

Here Prana-bindu is a prerequisite for Psychosonic Manipulation and co prerequisite for Tracker Legion. Next let's go to Parapsychology (below Symbiot Psychology):

Parapsychology

(250) Meditation

|
(450) Parapsychology

```

| -- (700) Theurgy
|
| >< (250) Viper Militia (-2)

```

Parapsychology is a prerequisite for Theurgy and a co prerequisite for Viper Militia. Let's look at Theurgy (right below Parapsychology or click "Next"):

Theurgy

```

(450) Parapsychology
|
(700) Theurgy
|
|-- (1000) Indoctrination (-1)...
|
|-- (1250) Alien Psychology (-4)...
|
|>< (425) Dervishes (-2)...

```

Build Church...

Theurgy is a prerequisite for Indoctrination and Alien Psychology. It also is a co prerequisite for Dervishes and allows us to build Churches. This is quite a bit different than standard EFS - it may take a while before we are able to construct our own Churches.

So many choices, which one should we pick? Let's pick parapsychology (you'll find out in a minute why we picked this one).

We just finished producing a Freight Hauler, let's go to the build screen. There are a lot of units available now! Most of these units we can't build because we don't have the resources, but we can purchase them from the League. Let's build a Jet-propulsion Fighter (2nd from the bottom) purchasing the required resources from the League. We've finished building another Fanatic Legion, let's build another one. We've finished producing an Officer Corp at the Palace, let's build another one, purchasing the resources as needed.

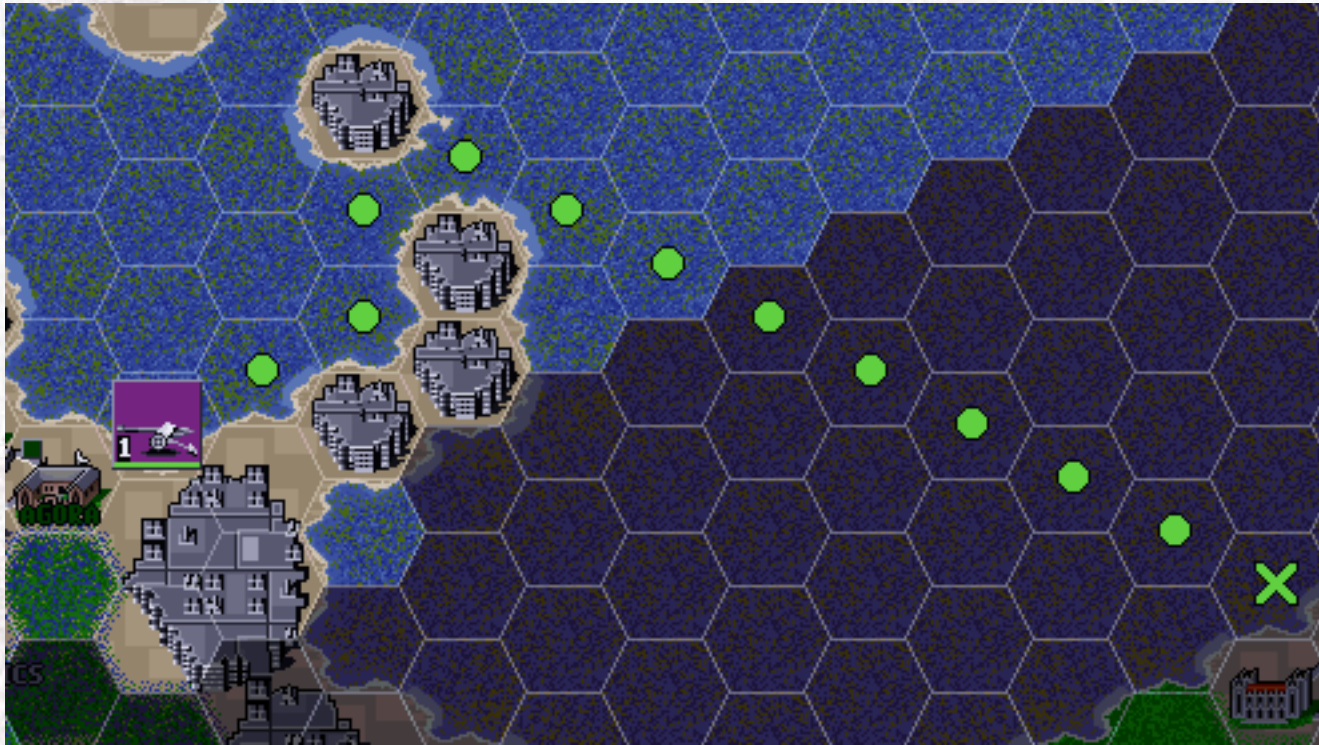
Now we're done with the production queue. Respond to your messages. If you captured a unit that routed from the Rebel Mine last turn, it may have been attacked and destroyed by Rebels! We will get revenge soon enough. If you again have any more offers to exchange Tech for Firebirds, do it.

Let's begin moving your units. Let's start with your Freighter orbiting Byzantium II. Land, pick up 1 Rebel Art and 1 Rebel ATG in your

Fort



and send the Freighter back to Criticorum. Let's continue with scouting on Byzantium II. Move your scouts as you see fit except for the Rebel ATG located near the Agora. Move the Rebel ATG east towards the cluster of uncovered cities.



You should find another Agora. Purchase another 200 Metal and leave the Cargo Pod where it is.

Once you have moved all of your scouting units, you may be taken to Kish with your 4 Rebel units



(I have 3 Rebel Artillery and 1 Rebel Flak) outside the Mine with the Assault Lander. If you didn't capture any routed units last turn then the Mine will be recaptured, but if you did, then the Mine will still be yours. Depending on the case, there will either be Rebels in your Mine, or in the hex northeast of the Mine (they may be hidden).

Take your Bulk Hauler in orbit and land in the Shield city. Load 1 Militia and 1 ATG from the Shield city aboard.



Go to the Factory and take a look at the Freight Hauler (Wagon). The Wagon is a cargo unit that can carry 2 units and has 4 movement points. It can be used to carry units short distances. Load 1 ATG aboard your Freight Hauler,



move the Freight Hauler to the Church, load the Artillery aboard,



and then move it to your Shield city. Transfer the ATG and Artillery to your Bulk Hauler.



In Hyperion there are a few variants of cargo carrying units and so you can use these to ferry troops around without using any of your troop's movement points. Blast the Bulk Hauler into space.

If the Mine has fallen into Rebel hands then we have to land in the hex southwest of the Mine otherwise, we can land in the Mine itself. If the Mine is owned by us, just land the Bulk Hauler into the Mine.



If the Mine is owned by the Rebels, then we have an interesting decision to make. My Bulk Hauler has 65% Health and so I think it is still healthy enough to land on the ground and survive, but it is a little risky. If your Bulk Hauler is below 60% Health let's not risk it. If your Bulk Hauler is healthy enough, select it and return to the hex southwest of the Rebel Mine. My Bulk Hauler was reduced to only 29% Health, so I don't think I will be doing that again any time soon!

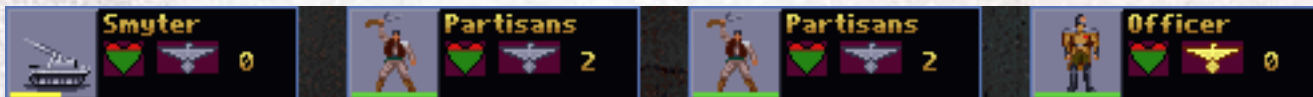
If you landed in the Mine, then be sure to move all of your units in the hex southeast of the Mine into the Mine.



Next, unload all of your units and select only the Militia.



Attack the Rebels in either the Rebel Mine or the hex northeast of the Mine. Your Militia will most likely be easily killed (or if you're lucky, he'll route), but at least you've revealed that



there are 2 Rebel Partisans and 1 Officer (and the Smyter spotted earlier) in that stack. Now that the Rebel Partisans have been spotted, they will be easier to kill. Let's give this battle a shot! Select all remaining units save your Bulk Hauler (it has 0 movement)



and let's attack the Rebel stack (if you have any units with less than 50% health remove them from the stack). I have a stack of 8 units with 3 Rebel Artillery (89%, 100%, and 92% health), 1 Assault Lander (73%), 1 Rebel Flak (72% Health), 2 ATG's (both 100%) and 1 Artillery (100%). Let's attack! I lost 1 ATG, but the remaining units all survived, with 5 routing.

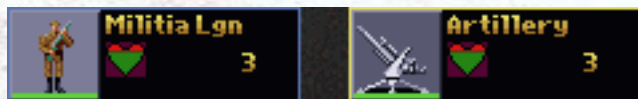


That was a rough battle - ouch!

Let's go to Criticorum, select your Vlad Cruiser, and bombard the planet. Let's select the city in the upper left region of the map by the mountains and tundra and attack.



Go to that city and take a look at the units.

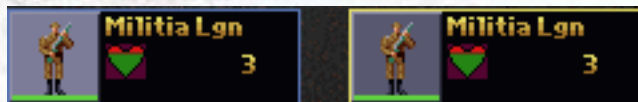


There is a Militia, ATG, and Artillery in this stack (I destroyed the ATG).

Go back to your Vlad Cruiser and let's attack another city. This time attack both cities in the lower middle portion of the map (both cities are on the shore).



The Mine has



2 Militia and 1 Artillery (I destroyed the Artillery), while the Well is much better defended



with 2 Militia, 2 Artillery, and 2 Rebel Artillery. Let's capture the Farm we attacked first. Land your Assault Lander in the hex southeast of the Farm



and unload both Power Lgns. Return to space and transfer the two units from the Freighter to your Assault Lander



and land in the same hex. Unload all your units and attack the Farm with all but the Assault Lander.



If any units route, be sure to capture them.

Notice that there is a Monastery close to where you landed, get this with one of your Rebel units (I discovered Xenobiology!). Move all of the units (including your Assault Lander) into the Farm (if any of your units routed, load them onto the Assault Lander and then move it into the Farm). Be sure to unload all units in the Farm before going on.

Go to the Palace on Kish and select 1 Officer and 1 Infantry Lgn.



Move them into the Lab and Sentry them. Next, go to your Church, select the 2 Fanatic Lgns,



move them into the empty Electronics Plant, and Sentry them. Continue to Sentry or Skips units until you get the end turn message and say “No”.

Select your Fort on Byzantium II and click “Build”. Notice that we can now build an Infantry Legion. Let’s build 1 Infantry Legion. Return

to Kish, select your Fort, and build another Infantry Legion there. Select your Well and notice that there are also a lot of units available here. Wells in Hyperion are the center for the construction of Naval units. There are also a few ground units that can be built here as well, like the Flame Thrower Legion. Let's go ahead and build a Flame Thrower Legion here (second from the bottom in the list) purchasing resources from the League.

Click Archives and go to Volume 5: Military Units and then to Infantry, Viper Militia 7 slots down on the left. Click "Next" to go to the next page and look for Viper Militia. Note that with the completion of Parapsychology (we already have Energy Physics) we'll be able to research Viper Militia. Click "Next" to continue reading about Viper Militia and note that with the research of Viper Militia we'll be able to build a Sniper and Security Specialist in our Farms. Continue to read the Viper Militia section and notice that Fertilizer Specialists require Viper Militia and Pharmaceuticals. We already have Pharmaceuticals, so we'll be able to produce those as well once Viper Militia has been researched. Click "Close" when you're done.

Let's try to acquire some planet maps of the other House homeworlds, click on "Diplomacy" and select Hazat. Trade your map of Kish for their map of Aragon. Do the same with the other Houses: Decados (Severus), Hawkwood (Delphi), and al-Malik (Istakhr). Click "Exit" when you're done.

Let's go back to Byzantium II and take a look at the orbiting League ships. Right Click on the League stack and take a look at the units.

Name: League Bulk Hauler
Sect: Incarnates
Health: 100%
Loyalty: 75%
Experience: Expert
Moves Left: 0

Statistics		Attack	Acc/Str
Armor	300	MvPts	4
Agility	5	MvType	J
Spot	12	Maint	892
Camo	10	PsyDef	155
		Ranged Sp	14/200
		Direct Sp	6/50

Resources: 60, 0, 2, 0, 20, 60, 0, 19, 0, 9

Units: Executor, Crescent, Executor, Executor, Universe

Note that in Hyperion, the League uses special Bulk Haulers called League Bulk Haulers (Executors). There may also be another Bulk Hauler type, a Cybermorph Bulk Hauler (Universe) or Stealth Bulk Hauler (Galaxy). Cybermorph and Stealth Bulk Haulers aren't

researchable until late in the game, like Stealth Assault Landers. Note the Executor's weaponry. These League Bulk Haulers are a lot more heavily armed than the standard Bulk Haulers.

To find out more about Bulk Haulers, click "Exit" and then go to Volume 5: Military Units on the Archives Menu. Click on Freighters, Bulk Haulers (3rd from the bottom on the left) and take a look at the units listed here. Notice that League Bulk Haulers are not listed here. To find them, go back to "Contents" and click on Church, League, and Rebel Units (4th from the bottom on the right). Click "Next" until you see League Forces in the upper right and then click "Next" one more time to read about League Freighters and Bulk Haulers. Again, since these are secret vessels, only a guess of the technologies used is listed.

Click "Close" and let's go to the surface of Byzantium II. If you spotted any units in the cities around the 2 Agoras,



take a look at them



and find information about those units in Volume 5: Military Units. When you are done, end your turn.

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[A.D. 4959 >>](#)

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4959

A.D. 4959

Let's begin your next turn! Build another Infantry Legion on Byzantium II. Build another Flame Thrower Legion on Kish, another Infantry Legion on Kish, another Fanatic, and another Officer Corp.

All the other Houses accepted my offer for maps (hurray!).

Again, accept offers to exchange Tech for Firebirds.

Let's start with the stack of units in your new Mine or in the hex southwest of it. Load your two healthiest Rebel units



aboard your Assault Lander (I selected 1-84% Healthy Rebel Flak and 1-92% Healthy Rebel Art) and jump into space.

There is a Rebel Farm southeast of your Palace about a screen and a half away.



Land southwest of the Rebel Farm, unload all your units, and blast off into space. Select your Bulk Hauler (either in the Mine or on the ground southwest of the Mine), load all armored units aboard



and go into space. If you have Rebel units (I have 2 Rebel Art) transfer the 2 healthiest



to your Lander (I have 1-74% Healthy Rebel Art and 1-46% Healthy Rebel Art) and land the Bulk Hauler in the Lab.



If you have any units aboard your Bulk Hauler, unload them.

Return to space above Kish, select your loaded Shuttle, and land in the hex southwest of the Rebel Farm that is to the southeast a ways from your Palace (where you landed with the Assault Lander earlier this turn).



Unload all of your units and attack the Rebel Farm.



Ouch! A Rebel Partisan was in that stack!

Capture any units if they routed,



and move your most wounded unrouted units into the Farm, leaving at least 1 unit with your Assault Lander.

Let's return to Criticorum. Select your Vlad Cruiser and bombard the planet,



attacking the northeast city in the cluster of 4 cities (this is somewhat of a gamble, as there may be PTS weapons below!). This city is a Chemicals plant with



2 Soldier Lgns, 1 Flak, 1 ATG, and 2 Artillery (I destroyed 1 ATG during bombardment). Let's next attack the city located in the southeast of this cluster of 4 cities with our Vlad Cruiser.



This next city is a Ceramsteel Plant with 1 Soldier Lgn, 1 Flak, 1 ATG, and 2 Artillery (I damaged 1 ATG with my Vlad Cruiser). Next let's attack the city northwest in the cluster with our Vlad Cruiser. Yow! This city has 2 PTS Laser Cannons, fortunately my Cruiser was not lost (knocked down to 75% Health).



This city has 12 units: 1 Noble, 2 PTS Laser Cannons, 3 Heavy Infantry, 1 Flak, 1 Rebel Flak, 1 ATG, 1 Artillery, and 2 Rebel Art. This city is going to be a tough one to capture.

Let's try to capture the Rebel Mine on Criticorum. Select your Freighter and land in the Criticorum Farm you captured last turn. Load all of your units onto the Lander and Freighter



and blast off into space. Select only your Assault Lander, land north of the Mine,



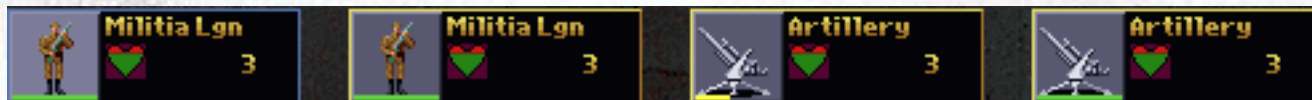
and unload all your units. Return to space and transfer the Freighter's units to the Assault Lander



and land in the same spot.



Select your Freighter and have it return to Byzantium II. Let's take a look at the Rebel Mine on Criticorum.



There are 2 Militia and 1 damaged Artillery (42%) this should be an easy battle. Unload all your units, select all your units (the Assault Lander has 0 movement and so will not attack),



and attack the Mine (if any units routed be sure to capture them).



Make sure all your units stay with your Assault Lander.

If you captured any units next to the Farm on Criticorum last turn, move them into your Farm and Sentry to the next unit. If your next unit is on Byzantium II start scouting with your units, but let's have 2 of them start returning to the Fort. Next keep Sentrying units until we get to the end turn screen and say "No".

Go to Kish planetside and right click on your Shield city and click "Build". Our Engineer is almost done. Let's build an Engineer in your Lab (you should have enough resources).

Next let's take a look at the maps we collected. Go to Hazat's homeworld of Aragon



and right click on the Agora located on their homeworld. It has 200 Metal available let's purchase it! Next let's go to Severus and purchase 200 Metal from their Agora.



Next let's go to Delphi and purchase another 200 Metal from their Agora.



We now have enough Metal to build another Engineer! Go to your Electronics plant on Kish and start building an Engineer in that city. Next select both of your Mines on Kish and build either an Artillery, Anti-tank Gun, or Anti-Aircraft (your choice) in each (I'd probably go with 1 ATG and 1 Artillery since we have not come across any enemy aircraft yet).

If you would like, take a look at any other ships orbiting your planets and if you see something new, look at in the Archives.

End your turn when you're done.

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Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4960

A.D. 4960

Let's begin your turn! Continue building Infantry in your Byzantium II and Kish Forts, your choice of Anti-aircraft, Anti-tank Guns, or Artillery in your Mines, Flame Thrower Legions in Wells, in your Factory build either an Anti-infantry Tank or Tank Killer (I'm going to build the Anti-infantry Tank), a Fanatic in your Church, build nothing in your Shield City, and another Officer Corp in your Palace.

Keep accepting Firebirds for Tech.

Let's start with your Freighter above Byzantium II. Drop down and retrieve 2 more Power Lgns from your Fort



and return to Criticorum.

Take a look at the Mine on Criticorum. There are two possibilities:

1. The Mine is still in our hands
2. The Mine has been recaptured

Our next actions depend on 1 or 2 above, but the end result is that we want our units to end up defending the Mine. If the Mine hasn't been captured then the decision is easy - just move all the units into the Mine. If the Mine has been recaptured, then we have a much more

interesting decision. I'm going to leave the decision making largely up to you, but I'll tell you my thought process for what I'm about to do.

At the beginning of the turn I was given a combat summary where I was attacked by a Rebel Unit:



Both units routed, which is interesting, but I think this Rebel Unit must have attacked me from the Mine after it was recaptured because I have a unit that is 2 hexes south of the Farm.



If I inspect the recaptured Mine, it has one Rebel Art (70%) that is spotted:



At this point I don't know whether the unit is alone or has another one with it, but I suspect that it is alone since I was attacked by only a single unit during the Rebel's turn and it routed. But there is only one way to be certain and that is bombardment. But I'd really like to capture this unit if I can.

I'm not going to risk losing my units if there is a powerful hidden unit, so I'm going to bombard from space. The Rebel Art was alone, but I destroyed it from orbit so I won't be able to capture it, but that is okay. I moved the rest of my units into the Mine. Select all units and skip to the next group.

The next group (or unit in this case) is my scouting Rebel Artillery, etc. on Byzantium II. Keep scouting with 4 of them but have the other 2 continue to return to your Fort. When you're done moving your scouts on Byzantium II, Sentry units until you get to your Aircraft on Kish. Have it explore the area northeast of your Factory.



Next Sentry units until you get to your Engineer.

We really could use some Chemicals, but there is Chemicals plant on Criticorum that I think we can get next turn. Plus we seem to be doing okay as far as Chemicals are concerned with buying them from the League, so let's build another Electronics Plant southeast of your Palace.



Go back to Criticorum and take a look at the Rebel Chemicals stack:



This stack is not too bad except for the Soldier Lgns. We're going to need some high accuracy units to aid in defeating this stack.

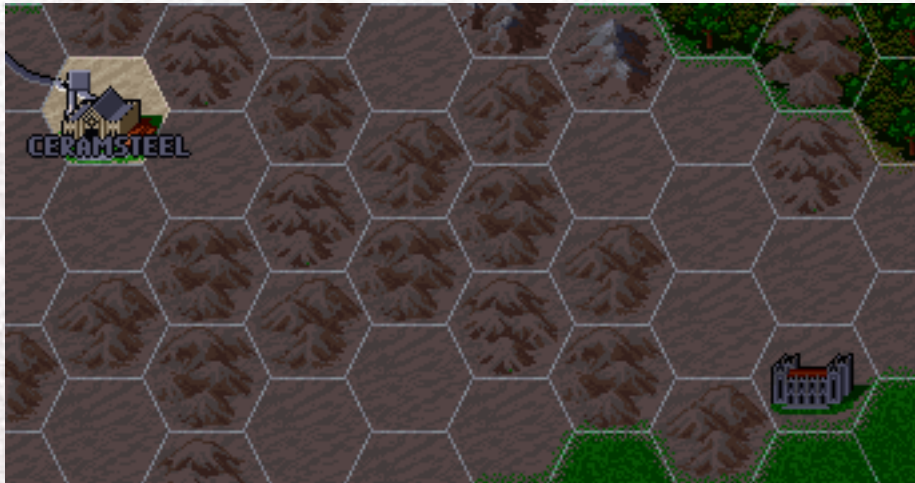
Go back to Kish and assemble 6 units aboard your Bulk Hauler and Assault Lander that we're going to send to Criticorum to aid us in capturing the Chemicals Plant. Send the fully loaded Bulk Hauler and Assault Lander to Criticorum once you've decided on which units to send. As an example take a look at the Group I sent:



Go back to Kish and finish moving your remaining units as you see fit. I had units surrounding the Farm I captured last turn so I moved them into the Farm.



Select your Vlad Cruiser orbiting Criticorum and let's attack the city by itself southeast of the Ceramsteel Plant.



Let's take a look at the city you just attacked.



It is a Rebel Fort that has 2 Soldier Lgn, 3 Rebel Flak, 1 Rebel ATG, and 2 Rebel Art. This is going to be another tough city to capture.

Select your Vlad Cruiser and depending on whether it has 1 or 2 movement points, have it either land in your Mine on Criticorum, or have it attack the Well first, and then land in the Mine in Criticorum.



Continue skipping units until you get the end turn message and say “No”.

Go to Istakhr and purchase 200 Metal from the Agora there.



Let’s take a look at all the Agoras and see if any of them have been restocked. One of the Agoras on Byzantium II and another one on Delphi have been restocked with Metal. With the Metal available at Istakhr, we have enough to purchase for another Engineer. So let’s do it! After you have purchased the Metal, build another Engineer in your Shield city on Kish.

Depending on how many technologies the computer House players have offered you, we may be starting to get a little low on money, let’s see if the Vau are interested in any maps. Sell them the map of Criticorum (651 Firebirds or so).

If you can afford it, decrease your Tax by 5% (2 clicks is 6%) – we’re trying to get our facility collection and production up to 100%.

When you are done, end your turn.

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[A.D. 4961 >>](#)

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4961

A.D. 4961

Keep building units as you see fit in your cities, although I recommend not building any more Artillery, etc. in Mines – let's save our Metal.

Again, accept Firebirds for Technology.

Let's prepare to attack the Criticorum Chemicals Plant we bombarded a few turns ago.



They have 2 Soldier Lgns, 1 Flak, and 2 Artillery. Go to your Criticorum Mine and load 2 units that you think are best suited for this attack aboard your Assault Lander and send it into space.

Land your 2 Assault Landers and Freighter in the hex northeast of the Chemicals Plant.



Unload all your units and return all 3 space craft to orbit. Send the Freighter to Kish and transfer the 4 Bulk Hauler units to your 2 Assault Landers and send the Bulk Hauler to Byzantium II. Select your 2 Assault Landers and land in the hex northeast of the Rebel Chemicals Plant.



Unload all your units and attack with all units except your 2 Assault Landers.



You should have won the battle (if any units route, be sure to capture them). Load your 2 most heavily damaged units aboard your Assault Lander (the one with 1 movement point), move them into the Chemicals Plant, and unload all your units. Notice that the city in the middle is a Factory, we'll be working on getting ready to attack this city next turn. Even out your forces as best as you can to protect both the Assault Lander in the Chemicals Plant and the one in the hex northeast of it.

Let's build a Militia in the Chemicals Plant. Launch your Vlad Cruiser and have it return to Kish. Go to Byzantium II and continue scouting with your units, but have 1 more start to return to the Fort. Once you're done scouting, keep Sentrying or skipping units until you get to your Jet-propulsion Fighter.



Have it fly to your Mine to the east (the one that we captured a few turns back). Keep Sentrying or skipping units until you get to the end turn message and say “No”.

Survey the Agoras and see if you can purchase enough Metal for another Engineer. If you can then build another Engineer in one of your cities.

Depending on whether the computer Houses have been trading you technologies, we may be still losing some money (I have 6161 Firebirds, so I’m hanging in there), but let’s see if we’ll get some more offers next turn.

When you’re done, end your turn.

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Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4962

A.D. 4962

Keep building units as you see fit, but build either a Tank Killer or Anti-infantry Tank (I'm going to build a Tank Killer since I built an Anti-Infantry Tank last time) in your Factory and another Militia on Criticorum.

If you continue to get offers for Firebirds for Techs keep doing it.

Let's go to your stack northeast of the Chemicals Plant on Criticorum. Load up 4 of your best units onto your 2 Shuttles in your 2 stacks



and blast off into space. Land next to the Rebel Well in the southwest hex,



unload all your units, and return both Assault Landers to space.

Go to Byzantium II and land your Bulk Hauler in your Fort. Load 4 of your best units aboard (if you have a Rebel unit returning to the Fort get it back there if you want to load it aboard).



Return the Bulk Hauler to Criticorum and transfer the 4 units between your 2 Assault Landers.



Land your 2 Assault Landers in the hex southwest of the Rebel Well.



Unload all your units, select all,



and attack the Rebel Well. You should have no problems defeating the Rebels. If any units route be sure to capture them and move 4 of the most wounded units into the Well leaving the rest to protect your 2 Assault Landers.

Select your newly built Militia and have it move towards the Factory.



Move or Skip units as you see fit until you get to your scouting units on Byzantium II and have them continue to scout.

Skip to your Aircraft on Kish and having it fly directly to your other Mine.



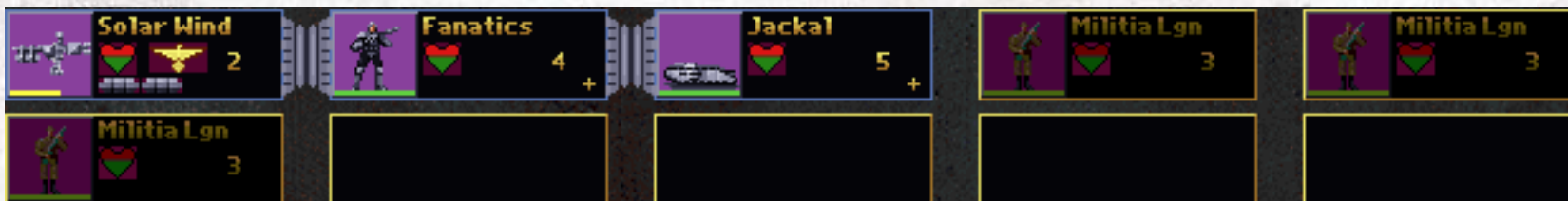
Keep Sentrying or skipping units until you get to your Cruiser. Have it land in your Palace.



Select your Freighter orbiting Kish and have it land in the Factory.



Move a Fanatic from your Church to the Factory and load it and (depending on what you built) the Anti-Infantry Tank or Tank Killer aboard your Freighter.



Send the loaded Freighter back to Criticorum and continue Sentrying or skipping units until you get to the end your turn screen and say “No”.

If you didn't purchase enough Metal to build an Engineer last turn, then scour the Agoras and purchase 200 Metal and build one this turn. Next, go to the first Electronics Plant you built on Kish and click “Build”. Notice that next turn we will finish building an Engineer. The same is true with your Lab.

Click end your turn when you are done looking at your cities.

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4963

A.D. 4963

Parapsychology has been completed! Go to the Applied Techs and select Viper Militia.

Continue producing units as you see fit. When you come to the cities building Engineers, select None for those cities. When you get to your Chemicals Plant on Criticorum that was building the Militia, have it stop building as well.

Keep accepting the computer House offers for exchange of Firebirds for Tech.

Go to your stack of units southwest of the Well you captured last turn and load your 4 best units aboard (use units from the Well if you had injured units route last turn and they are not 100% healthy).



Launch the 2 Assault Landers into space.

Select your Militia approaching the Rebel Factory and have it attack the Factory.



Right click on the Factory stack.



It has 1 Militia, 1 Soldier Lgn, 2 Flak, 3 ATG, 1 Artillery, and 1 Rebel Art. Let's see if we can scrape together enough units to attack the Factory.

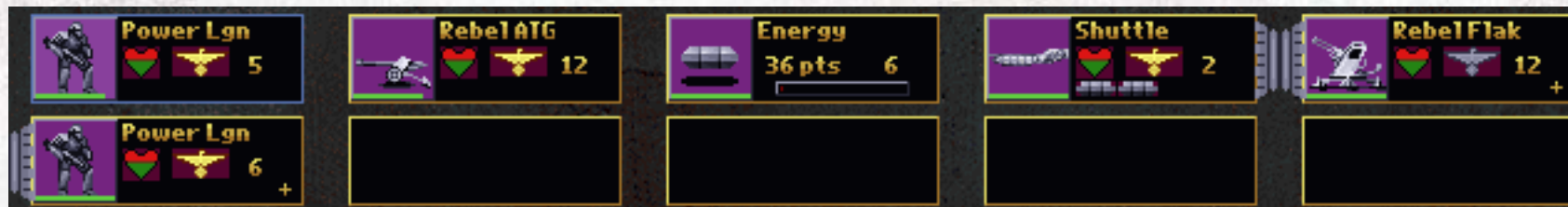
Go into orbit and transfer your 4 units from your 2 Assault Landers to your Bulk Hauler,



land your Bulk Hauler and Freighter in your Chemicals Plant, and unload all the units. Select 1 of your Assault Landers and have it return to your Mine and pick up your 2 healthiest units.



Blast off into space and have your other Assault Lander land in the Well and load aboard its 2 healthiest units.



Blast off into space, go to your Chemicals Plant and move the Cargo Pod out of the city (to free up a slot so we can land in the city), and have both Assault Landers land in your Chemicals Plant (if you still don't have the room, then pick your slowest moving units and move them out of the city until you have the room). Select all healthy (greater than 70% health) units that have 5 or greater movement points and move them towards the Rebel Factory.



When you get to the Factory, attack it with your stack of units.



You should be victorious - be sure to capture any routed units and move all units that can into the captured Factory. Select your Cargo Pod and move it back to the Chemicals Plant and then select your Bulk Hauler and Freighter and jump them to Kish. Return to Criticorum and build a Freight Hauler in your Factory.

Next continue scouting on Byzantium II. Skip units until you get to your Aircraft, have it fly to the Mine,



and continue skipping units until you get to your first new Engineer. We need to start producing some Biochems, but we don't have any Exotica. That's okay, we'll buy from the League to support our Biochem production. Build a Biochem Plant with your second Engineer wherever you want in a non-shielded hex.



Let's purchase 10 Exotica (they're expensive!) from the League Agora on Kish and move them into your Church. Continue skipping units until you get to your next Engineer and right click on the Chemicals icon at the bottom of the screen. With the construction of the Biochems plant, we're consuming 10 out of the 15 Chemicals we're producing. Let's build another Chemicals Plant in an unshielded hex.



Keep skipping units until the end turn message and say "No".

Let's see if we can scrounge up 400 Metal (don't forget to look in your own Agora). If you can, build another Engineer at your new Chemicals Plant on Kish.

I got offered quite a bit of Firebirds for technology this turn and now have 11009 Firebirds. This is pretty good, but let's hold off doing anything with unit pay for right now.

Go to your Well on Criticorum and build a Gunboat.

When you're done, end your turn.

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[A.D. 4964 >>](#)

Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4964

A.D. 4964

Keep cranking out units as you see fit, when you get to your Shield that has finished producing the Engineer, select None. When you get to your Factory on Criticorum have it build a Jet-Propulsion Fighter.

The Houses are clambering for votes, but let's not give in to their desires. If you are offered more money for technologies, accept.

Let's go to your Factory on Criticorum and move any remaining units around the Factory into the Factory.. If a unit has 75% health or greater and has the movement, move it down to the hex northwest of the Ceramsteel Plant.



Attack the Rebel Ceramsteel Plant with this stack. You should easily defeat the Rebels, capture any routed units and move all units that can into the Ceramsteel Plant. Select your 2 Assault Landers in the Chemicals Plant and have them jump to Kish. Go back to the Chemicals Plant on Criticorum and select any remaining units except Cargo Pods and your Militia and move them towards your Factory.



Next take your Freight Hauler, move to your stack that is moving towards your Factory from the Chemicals Plant,



load the 2 most severely damage units aboard,



move them to the Factory,



and unload them.

Next, go to Kish and take a look at your Vlad Cruiser in your Palace. If it has 90% Health or better, select it and have it jump to Malignatius. Next, select your Bulk Hauler orbiting Kish and have it land in the Well. Select your 4 best units, load them aboard,



and jump to Malignatius. Select your Freighter orbiting Kish and land in the Factory. Move 1 of your Fanatics from your Church to the Factory and load it and (again depending on what you built) either a Tank Killer or Anti-Infantry Tank aboard your Freighter.



Send the loaded Freighter to Malignatius.

Continue skipping your units until you get to your units on Byzantium II and have them continue to scout or return to your Fort.

Sentry or skip units until you get to your Jet-propulsion Fighter. Have it scout around as you see fit. Continue to skip units until you get to your Engineer that you built in the Shield City. Have it build a Starport in the shielded hex southwest of your Shield.



Right click on the Starport and select “Build”. As yet, we cannot produce any special units.

Continue to Sentry or skip units until you get to your Gunboat in your Well. Gunboats are small naval vessels that can be used to scout and attack coastlines (they have Air, Direct, and Close combat abilities). Move your Gunboat southeast into the water and have it scout along the shore.



I decided to send it northeast and north to the northmost water hex. Just north of that hex there is a Ruin. Have it continue to scout along the coast. Skip the rest of your units until you get the end your turn message and say “No”.

Let’s take a look at our resource collection. We’re harvesting around 351 points of Food or so, and eating 313 points. We’re collecting 118 points of Energy or so while consuming 105 points. We’re bringing in 126 Metal, 75 Trace while consuming 30 of it. We’re not harvesting any Exotica, so let’s buy 5 more units from the League Agora. We’re producing 23 Chemicals while consuming 20, producing 14 Biochems, and 25 Electronics. We just captured a Ceramsteel plant and so are producing 20 points of Ceramsteel. We’re also down to our last Gem. If you can afford it, purchase 10 more Gems in the Agora.

Let's take a look at Malignatius. There is a cluster of 3 cities around the middle left of the map



and another 2 clusters of 3 and 2 cities on the middle right of the map.





This should give us some ideas of how we're going to assault this planet next turn.

Let's pull up the House dialogue. We're still at a slight loss in Firebird production, but depending on the computer Houses we may have quite a bit of Firebirds (I have 12357).

Let's see if we can sell some more maps to the Vau. Click on Kish and sell the map to the Vau (350 Firebirds or so) and also the map for Byzantium II (996 Firebirds or so). I also sold them the map for Criticorum, but got only 75 Firebirds. Let's also sell them the computer House Homeworld maps. Delphi (882), Aragon (1360), Severus (1064), Istakhr (1360). The amounts you get may differ, but we should be able to easily generate 4000 – 6000 Firebirds.

With this, you should be able to increase your unit pay 10%. Go ahead and do that, then end our turn.

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Emperor of the Fading Suns

Hyperion



Hyperion Tutorial - A.D. 4965

A.D. 4965

It's time to vote – vote for yourself.

Build units as you see fit.

Reject any House offers for votes at the next election.

Select your Vlad Cruiser orbiting Malignatius and bombard the southeast city in the cluster of 2 cities located in the far right middle of the map.



This city is an Arborium that contains



3 Militia, 1 ATG, 1 Flak, and 1 Artillery (I destroyed the ATG during bombardment). Next, let's attack the northwest city in this cluster.



This city is a Mine with



2 Militia, 1 Soldier Lgn, 1 Rebel Art, and 1 Artillery. If there are any House ships orbiting Malignatius, take a look at them if you wish.

Next bombard the southeast city that is located in the cluster of 3 cities just southwest of the cluster of 2 cities.



This city is a Fusorium with



2 Infantry, 1 Militia, 1 ATG, and 1 Artillery (I destroyed the ATG).

Select your Bulk Hauler and Freighter and land them southeast of the Arborium.



Unload all your units and attack the Agora with all but your Bulk Hauler and Freighter. You should have no problems defeating the Rebel Stack. Move all your units into the Arborium (if any of your units routed load them aboard your Freighter or Bulk Hauler) and land both the Freighter and Bulk Hauler into the Arborium. Be sure to unload all units aboard your Freighter or Bulk Hauler before continuing.

Go to Kish and find 4 units that you can load aboard your 2 Assault Landers and send the loaded Assault Landers to Malignatius.



Next go to Criticorum and take a look at the Rebel Palace.



Since there is a Noble in the stack, this group will not route, plus the Heavy Infantry Lgns, Rebel Flak, and 2 Rebel Art are going to make this stack particularly difficult to destroy, so we're going to need a stack of pretty close to 20 units.

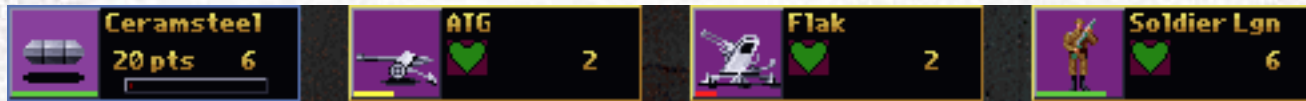
Move any units involved in the Ceramsteel attack last turn to the Factory. Move any other units that are moving towards the Factory into the Factory. Take a look at your Factory stack.



Make sure there aren't any other units in your Chemicals Plant



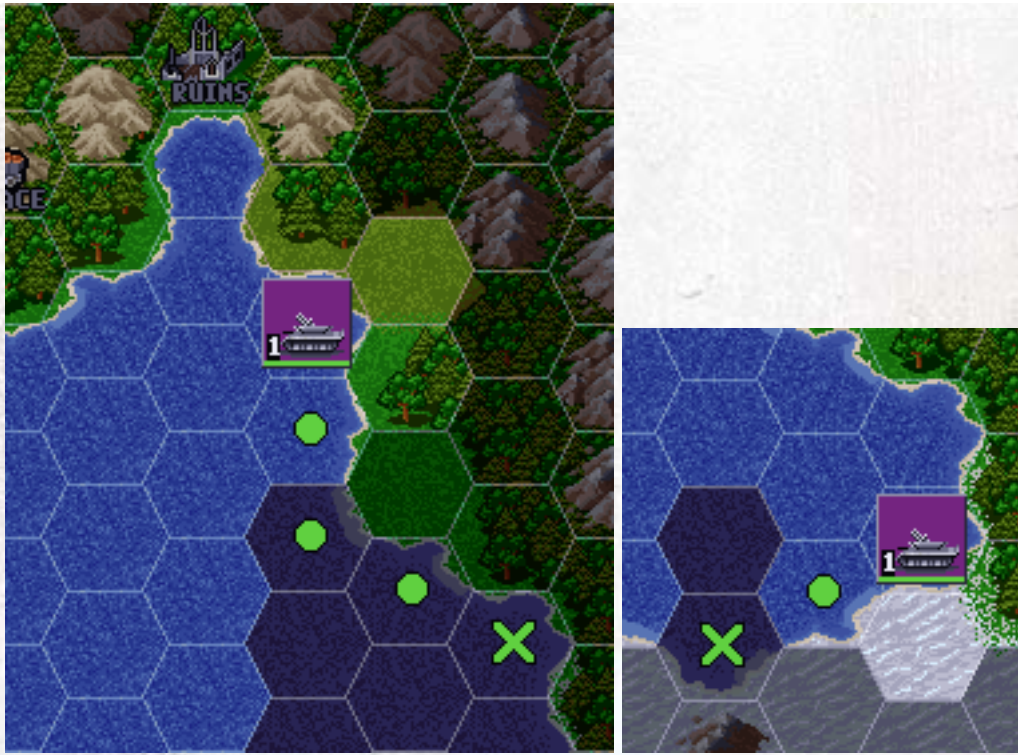
or your Ceramsteel Plant



I have a Rebel Soldier Legion that I've captured that I'm going to use instead of one of my Factory units. I'm going to move the ATG from the Factory (with the help of my Freight Hauler) to the Ceramsteel Plant so that my Soldier Lgn can join the group. I'm going to start to move all of my 100% healthy units to the hex southeast of the Palace so that I can make some room for the Factory unit that I'm building.



Skip units until you get to your Gunboat and have it continue to scout along the shore.



Continue skipping units until you get to your scouting units on Byzantium II. Continue with these units as you see fit, but once you've scouted the entire planet, return to your Fort.

Continue moving units as you see fit until you get to your fresh-built Engineer in the Electronics Factory. Let's build a Lab in the Hex underneath the shield.



Continue to move units as you see fit (move some into your new Lab) until you get the end turn message and say "No".

Let's buy another 5 Exotica from the Agora. Check to see if you can purchase enough Metal for another Engineer and pick a city on Kish (I

picked the Shield City) to build it.

When you're done, end your turn.

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