Enchiridion

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Imperium,
Kingdom Azuris &
The Civilisations

Author's Note

Enchiridion is an illustrated handbook on Kingdom Azuris, its civilisations and imperium.

INTRODUCTION

STORIES

MECHANICS

A series of games inspired by the stories of Kingdom Azuris is designed with several genres – roleplay, adventure, third person shooter, empire building and strategy. All come in two versions –

Standard Version

Advanced Version

Standard Version

Standard Version is compatible on most up-to-date PCs and video game consoles.

Advanced Version

Advanced Version is available only on Symphony with its high-end mechanics and provides many exclusive features, systems and imperial assets for the user. Such high-end mechanics include the ability to auto-initialise background loading times that remove 'loading screens' when near impending special events and plot events, battles, navigating between planets, lightspeed and/or time travelling.

Any customer may upgrade from standard to advanced version at an extra cost so that their user equities and all the progress data may be automatically migrated to this one.

Equities

Only one user account may be created per customer and is used for all the games including sequels, DLCs and expansion packs on any platform. Such enables the user to play online, contest during multiplayer scenarios, earn feats, manage equities and complete story campaigns with progression. The user's progression is automatically synchronised while there are options to play offline during story-oriented campaigns, some scenarios and skirmishes.

Regardless of how far the user progresses during multiplayer scenarios, skirmishes and/or story campaigns, the user has access to several important systems –

Feats

Operations

Imperial Cores

Developer's Studio

Azure

Feats

Feats are a collection of awards, earnings and bonuses. The user benefits from these, for example, prestigious titles that in turn bestow them with additional competitive imperial powers and influence.

Such feats earnt including for specific and overall achievements come in various categories –

Quest Feats

Imperial Feats

Prestigious Feats

Unique Feats

Story Feats

Any feats earnt during specific scenarios may provide the user temporary to perpetual benefits that, in turn, apply to certain scenarios. For instance, once the user beats the story campaign through the first five acts to earn Emperor's Distinction, this prestigious feat unlocks special powers that would give this user an exclusive competitive edge and advantages while they contest during multiplayer scenarios and in the online world.

Operations

Operations are in-game sessions, missions, skirmishes and events requiring the user to be actively involved in real-time engagement, imperial management, interactions, strategic command and leadership. Such operations may be delegated to the user's subordinate leaders, allies and nobles, provided their adequate trust, autonomy, security, resources and calibre. The user may undertake multiple operations simultaneously, depending on the status of the current imperial core, its resources and capabilities. If permissible, the user may pause, suspend or auto-delegate the operations.

The operations may occur as immediate and/or remote via the user's standpoint within the currently user-occupied imperial core that is stable, secure and functional. When the user is not occupying the imperial core but engaged in operation(s), this operation(s) becomes 'coreless'.

While the operations utilise intelligent algorithms – tailored to the user's progression, gameplay styles, in-game experiences and developmental interests – that help determine with and maximise randomisation, generation and variation of the operations, some operations found during the story campaigns and as offered by Azure may be unique and provide one-time opportunities. In this latter case, the users are required to negotiate with the support team regarding the scheduling, well in advance.

During the operations, there are three special modes –

- *Battle*

- *Interval*

- *Timed*

The battle mode is for operations where hostilities occur. Where the hostilities occur, the user immediately has access to the system that allows them to pause anytime. Whilst pausing, this enables the user to manage simultaneous tasks – utilising with multi-select, multi-decide, multi-delegate, multi-command and multi-execute options.

The interval mode applies to multiplayer and online gameplay where there are predetermined and recurring sessions throughout any operation. During such sessions, the operation automatically pauses for all the contesting users

with a specified timeframe. This ensures that there is fairness for all the users that may have differing competitive edges and gameplay, no matter their progress, experiences and achievements.

The timed mode is for some operations during which the user must be decisive and agile whilst handling certain gameplay aspects including important quests to complete, project deadlines and managing complex imperial affairs.

Imperial Cores

Imperial Cores are like a sanctuary and command hub system that provides the user with access to and opportunity to engage in operations, manage imperia, employ and delegate assignments to their subordinate leaders, allies and nobles, deploy military advancements and exercise government.

As the user progresses throughout the story campaigns, the imperial cores may alter. During skirmishes and in the multiplayer world, alternative imperial cores may be claimed for use. There are various imperial cores across several design typologies including from a small outpost and crawling mammoth to prestigious Alcazar and intergalactic flagship, each offering unique segments. The imperial cores may be expanded and upgraded to include additional segments and improve the user's military calibres, interactivity, security, economy, imperial powers, technological advancements and universal access.

Whenever the user gets in personal danger, they temporarily suspend all the operations and must survive and defend the current imperial core until relief, aka 'coreless' operation – in the meantime, those all other operations are either aborted or automatically delegated to their subordinate leaders, allies and

nobles, provided that their other imperial cores, that they are currently occupying, are stable, connected and secure.

Such various statuses are outlined below.

Command –

-    *Coreless*

-    *Immediate*

-    *Remote-controlled*

Responsibilities –

-    *Delegated*

-    *User-helmed*

-    *Vacant*

Situation –

-    *Danger-alerted*

-    *Responsive*

-    *Stable*

Developer's Studio

Developer's Studio provides the user with the tools to mod, design, edit and create assets, civilisations, universe(s), scenarios, campaigns and skirmishes. The users may share custom stories, characters, assets and the universe(s) with one another within their online-established multiplayer and/or private groups and guilds.

Azure

Azure is the overarching system that provides with links to important events, news and updates. This system enables the user to contact one another – regionally and globally. The users may form special networks called the guilds and allies where they may team up and engage, co-operatively, during both story-oriented campaigns and multiplayer skirmishes. The user may utilise Azure to report any issues, lodge queries and seek support.

<u>Scales</u>

Scales include

- *Personal Scale*

- *Imperial Scale*

- *Universal Scale*

Personal Scale

Personal Scale zooms in on 1:1-1:100 and provides full control of a single person and/or small party of adventurers that may include army units, nobles and those that operate the vehicles and starships. This allows full control of the single subject or party in question, with the leadership dynamics that are limited to the select few nobles, characters and units.

This scale provides either of the two distinctive views – oblique and third person. Oblique view is flexible when exercising leadership over multiple subjects and/or a party of adventurers. Third person view is ideal for controlling a single subject. Such views each offers slightly varying degrees of control – whereas the third person view provides real life-like combat and adventurous experiences; the oblique view, intimate interpersonal leadership skills to use.

The scale is useful for adventurous quests, solo-exploration, shooter combat, espionage, covert operations, infiltration, social experiences and defences.

Imperial Scale

Imperial Scale zooms out on 1:10-1:100,000 and is ideal for managing armies as well as vehicular, stellar and colonial management. This enables simultaneous, multiple and complex tasks, activities and events to be performed, including resources gathering, outpost-to-city development, large-scale sieges, invasion and battles, epic exploration and military conquest. While this scale enables more flexible leadership capabilities over grander numbers of subjects, the control is limited to coarser abilities amongst the units in question – this, nonetheless, leaves them to be automatically taken care of, depending on their subjective autonomy.

The scale is excellent for superweapons deployment, international and political affairs, military advancements, territorial management, civilisational and technological research and development, industrialisation and epic adventures.

Universal Scale

Universal Scale provides divine outlook on 1:10,000+ and enables star fleet control, management and navigation across galaxies, stellar wars, in-depth star-to-planetary management systems, divine affairs, time travel, lightspeed travel, terraforming, celestial destruction and astronomical discoveries.

<u>Subjective Autonomy</u>

Subjective autonomy is a system of character dynamism that underpins decision-making capabilities amongst the nobles as well as army units. With every consecutive dignity-advancement among the nobles as well as rank-advancement among army units, such develops. This paves way for easier and more confident delegation of certain to complex tasks to the imperia but at the same time, poses with riskier implications depending on how far such developmental advancements progress.

The subjective autonomy is shaped in terms of dually intertwined circumstances –

    I.   *Individualist Autonomy*

   II.   *Situationist Autonomy*

Individualist Autonomy

Individualist Autonomy is the set of internal circumstances that influence the subject's behaviour and capabilities. This includes factors such as race, family history, nationality, sociocultural heritage, prosperity and political, religious and philosophical influences.

Situationist Autonomy

Situationist Autonomy is the set of immediate circumstances that affect the subject's behaviour and capabilities. This includes factors such as adversity, climate, hazards, resources, accessibility, opportunities, leadership and technology.

Developmental Integrity

Developmental integrity is a system of progression that underlies the improvisational synthesis for imperial cores plus imperial designs including architecture, vehicles and starships as well as armaments. With each consecutive segment-upgrade within the imperial cores and calibre-advancement on imperial designs as well as grade-advancement on armaments, such progresses. This auto-unlocks specialisations for weapon and infrastructural uses within the imperial cores and imperial designs including architecture, vehicles and starships as well as armaments plus improvements in their equipment uses and utilities that depend on the intentional, circumstantial or both situations.

THE UNIVERSE

KINGDOM AZURIS

Conditions

Conditions refer to statuses of the quality or power for the imperialities and so on. Such is ranked from average to distinctive and unique.

	Imperialities	*Average*	*Distinctive*	*Unique*
Primaries	*Users*			✓
	Imperial Cores		✓	✓
	Invention		✓	✓
Secondaries	*Nobles*		✓	✓
	Superweapons	✓	✓	✓
	Imperia	✓	✓	✓
Tertiaries	*Army Units*	✓	✓	✓
	Imperial Designs	✓	✓	✓
	Armaments	✓	✓	✓

<u>Imperia</u>

Imperia enable the user as well as their delegated subordinate leaders, allies and nobles to manage areas, armies and armadas. Such requires operating army units for the areas, armies and/or armadas to function.

Depending on the user's prestige as well as current dignity amongst the organising nobles, the imperium varies in terms of access, size and power. The subjective autonomy and developmental integrity as well as favourability

towards specific army units and imperial designs within the imperia may alter, depending on the organising user as well as their subordinate leaders, allies and nobles in question.

The imperia come across three imperial design typologies. Areas prominently feature architecture whereas armies, vehicles and armadas, starships. If and when the imperial cores prevail, those imperial cores within the architectural design typology strictly require areas whereas within the vehicular design typology, armies and the stellar design typology, armadas. Each design typology for the imperia has several important aspects.

Areas

Architectural Imperium

Imperial Degrees: *Parish – Shire – Municipality – Conurbation – Eden*

Integration: *Portable/urban/fortified/heavenly*

Amenities –

Docks, launches and manufactures vehicles and starships.

Defensive Garrisons –

Provides army units with temporary shelter and fortifies select architectural sectors.

Urbanisation –

Allows planning, development and construction of elevated infrastructure, castellation and wall-oriented stratification.

Portable Area

Constituent Architecture: *Assemblages Conveyor*

Integral Features: *Simultaneous Harvesting & Artifacts Synthesis*

Portable Area packages, conveys and assembles its architecture on the go.

Urban Area

Constituent Architecture: *Parliamentary Complex*

Integral Features: *Industrial Sectors & Accelerated Revenues*

Urban Area situates its architecture in the municipal and central parts within existing cities and particularly instrumentalises development and prosperity.

Fortified Area

Constituent Architecture: *Advanced Fortress*

Integral Features: Robotics Infrastructure & Armed Judiciaries

Fortified Area is specially castellated and elevated with complex and secure walls and towers designed to shelter and defend its architecture during sieges and uncertain climates.

Heavenly Area

Constituent Architecture: Aerial Pantheon

Integral Features: Interlinked Pylons & Archival Immortalities

Heavenly Area floats its architecture on an aerial island and glides very gradually upon such advanced ethereal technology and powering engines.

Armadas

Stellar Imperium

Imperial Degrees: Squadron – Flotilla – Navy – Division – Universum

Specialty: Itinerant/docked/hyperspatial/colonising

Diplomacy –

Negotiates with the parties, allies and enemies using specific agendas that may influence the morale during the stellar battles and turn the tide of the wars.

Stellar Nexuses –

Docks, fuels, manufactures and supplies starships; provides hyperspace gateways for time travel; and activates connection with the divine civilisations.

Upgrades –

Modifies, improves and expands the select starships with the user's desirable powers, equipment and assets.

Itinerant Armada

Constituent Starship: *Endless Voyager*

Specialised Features: *Interstellar Agendas & Constitutional Supplies*

Itinerant Armada cruises its starships on continuous to epic voyages.

Docked Armada

Constituent Starship: *Stellar Castle*

Specialised Features: *Improvement Facilities & Amplified Production*

Docked Armada provides stellar infrastructure and a network of advanced space stations that dock its starships and suits various orbital missions.

Hyperspatial Armada

Constituent Starship: *Perennial Carrier*

Specialised Features: *Warp Connections & Anomalous Timelines*

Hyperspatial Armada conducts time travelling amongst its starships and includes use of warp gates to interlink specially claimed wormholes.

Colonising Armada

Constituent Starship: *Capital Ship*

Specialised Features: *Autonomous Jurisdiction & Imperial Atlas*

Colonising Armada fleets its starships suited for invasion and colonisation upon amenable and uncharted worlds and outer space territories.

Armies

Vehicular Imperium

Imperial Degrees: Platoon – Battalion – Regiment – Corps – Legion

Adaptiveness: Stealthy/vigilant/calibrated/deployable

Deployment –

Deploys army units and vehicles into one of the various modes of combat such as divisional tactics, artillery sieges, barrages and offensive strikes.

Adaptive Manoeuvres –

Adapts army units and vehicles with their competitive advantages in battles according to the various difficult terrains and climates.

Installations –

Installs mines and a small defensive station and enables recovery from battles, use of rations and interaction with one another army unit.

Stealthy Army

Constituent Vehicle: Grey Wolverine

Adaptable Features: Adaptive Strategies & Reconnaissance Backups

Stealthy Army specialises its vehicles to suit covert operations with cloaking strategies.

Vigilant Army

Constituent Vehicle: *Intelligent Eagle*

Adaptable Features: *Armoured Escorts & Integral Patrols*

Vigilant Army utilises advanced surveillance and defensive technologies whilst patrolling its vehicles from place to place.

Calibrated Army

Constituent Vehicle: *Artillery Goliath*

Adaptable Features: *Siege Improvements & Complex Armaments*

Calibrated Army augments the firepower capabilities amongst its vehicles to suit artillery sieges and complex skirmishes involving heavy use of armaments.

Deployable Army

Constituent Vehicle: *Orbital Dropship*

Adaptable Features: *Blitzer Weaponries & Piloted Reinforcements*

Deployable Army conveys its vehicles through use of dropships, carrier titans and/or teleportative systems.

PLAYER DEVELOPMENT

IMPERIALITIES

Assets

Alliance

Authority

Civilisation

Divinity

Governance

Influence

Information

Integrity

Military

Power

Prosperity

Resources

Strategies

Supplies

Stature

Prestige –

Candidates: *Users*

Prestige Extent: *1-100*

Dignities –

Candidates: *Nobles*

Dignities Extent: *1-50*

Ranks –

Candidates: *Army Units*

Ranks Extent: *1-20*

Calibres –

Candidates: *Imperial Designs*

Calibres Extent: *1-10*

Grades –

Candidates: *Armaments*

Grades Extent: *1-5*

Classes

Classes are a taxonomy of army units and imperial designs according to their values in terms of armaments, utility and sustainability. There are two primary classes – Standard and Advanced Classes; and subsequent classes – Imperial Subclass and Superclass. Eligibility for standard and advanced class army units and imperial designs to upgrade into imperial subclass or superclass army units and imperial designs depends on their current rank or calibre, available resources and if such upgradable class army units or imperial designs exist.

Equivalencies – rank and calibre-wise – apply when it comes to upgrading such army units and imperial designs of a certain rank and calibre. For example, one standard class walker whose rank is 5th is ineligible to upgrade into either imperial subclass or superclass walker unless it reaches an 8th rank to upgrade into imperial subclass walker or 12th rank to upgrade into superclass walker. Due to the equivalencies principle and their relative class values, once upgraded, the rank or calibre resets at a lower number – for example, a 9th calibre advanced class vehicle that upgrades into superclass vehicle resets at 4th calibre.

Standard Class

- *Authentic*

- *Comprehensive*

- *Solid*

Imperial Subclass

- *Adaptive*

- *Intelligent*

- *Strategic*

Advanced Class

- *Complex*

- *Innovative*

- *Select*

Superclass

- *Divine*

- *Synthetic*

- *Unique*

Imperial Cores

Imperial cores are classified from *Standard Imperial Cores* (*I-IV*) through *Divine Imperial Cores* (*X*) across three imperial systems/design typologies. Such are numbered in ascending order, according to their greater upgradability and expandability segments-wise as well as more specialised serviceability and affordability on the user's military calibres, interactivity, security, economy, imperial powers, technological advancements and universal access.

Standard Imperial Cores –

    I.   *Foundations Assembly*

    II.   *Paragon Falcon*

    III.   *Intelligence Headquarters*

    IV.   *Human Fort*

Advanced Imperial Cores –

    V.   *Imperial Cruiser*

    VI.   *Advanced Mammoth*

    VII.   *Dream Colossus*

Eminent Imperial Cores –

Divine Imperial Cores –

All the imperial cores include *Integral Segments*.

Assembly –

Enables interactions for the users, nobles, important people and select army units. Provides mission briefings; initiates and resumes operations; and determines progress. Provides access to live maps on various scales and a system to gather resources. Allows hiring of the nobles.

Forge –

Manufactures, customises, optimises, upgrades, specialises and modifies imperial designs and armaments. Enables inventions, advancements and technological research. Calibrates armaments.

Garrison –

Recruits army units. Allows the nobles and army units to rehearse, train and boost their dignities and ranks with limitations. Enhances flexes, perks and developmental integrity amongst the nobles and army units. Customises and tests deployment formations, reinforcements, strategies and tactics, well in advance of the operations one wishes to engage in. Utilises superweapons across all the three systems, including offensives.

Market –

Advertises, buys, sells and trades armaments, imperial designs and commodities. Converts resources and provides for tax collection. Stores armaments, surpluses and stocks for immediate to future use.

Quarters –

Accommodates the users, nobles, important people and select army units. Reserves spaces for thriving, unique and important army units.

The imperial cores may include *Additional Segments*.

Archives –

Logs, stores and archives encyclopaedic and critical information. Enables blueprints, experiments and synthesis upon new knowledge, information and collections of the relics, artifacts and resources obtained from certain

operations. Assists with the analysis upon UFOs, special investigations, espionage and debunking conspiracies. Provides the nobles with the opportunities to integrate into their noble families.

Docks –

Shelters select vehicles and starships. Live-tests, prepares, repairs and improves the calibres, equipment, weapons, developmental integrity and functions within the nestled vehicles and starships. Provides security and medical clearance.

Fortifications –

Includes weapons, shields and equipment. Allows the users, nobles, important people and select army units to utilise the turrets and systems that allow them to temporarily manoeuvre and defend the imperial core, prevailing imperium and the surrounds against attacks. Improves and develops the calibres and developmental integrity within the architecture and imperial security, infrastructure and defensive capabilities throughout the prevailing imperium. Deploys remote-controlled drones, AI systems and unmanned vehicles. Improves superweapons across the decrees and reinforcements systems.

Judicature –

Negotiates diplomatic relations with the allies, enemies and states. Evaluates the states, key people and their reputation and select army units and their performances. Settles disputes. Determines governmental styles and

philosophies. Allows the users to seek prestige-advancements, special rewards and elevations. Influences the subjective autonomy in imperial management. Fine-tunes the decrees-system superweapons.

Plants –

Provides the supplies; generates power and deploys resources. Improves the capabilities, manpower and firepower amongst the army units, within armaments, superweapons and imperial designs.

Sanctuary –

Allows the users, nobles, important people and select army units to retreat. Accommodates the refugees. Imprisons the select captives. Teleports in the select people on an urgent basis. Enables communion with the saints, angels and deities.

Surgery –

Provides with rapid healing; recovers and revives the select nobles, people and army units from their injuries and unconsciousness; and cures diseases. Enables medical, evolutionary and health breakthroughs upon voluntary scientific assessments.

Foundations Assembly

Standard Imperial Core

Architectural Design Typology

Dependable Imperial System: *Portable Area* (*parish+*)

Additional Segments: *Archives*

Beneficiary Nobles: *Adventurer*

Shop –

Markets products for greater revenues. Advertises recruitment opportunities. Trades assets, resources and commodities.

Paragon Falcon

Standard Imperial Core

Vehicular Design Typology

Dependable Imperial System: *Stealthy Army* (*platoon+*)

Additional Segments: *Archives & Plants*

Beneficiary Nobles: *War Artist*

Telemetry –

Tracks down illicit activities. Detects invisible and cloaking objects. Logs with the vital operational, logistical, military and infrastructural data.

Intelligence Headquarters

Standard Imperial Core

Architectural Design Typology

Dependable Imperial System: *Urban Area* (*shire+*)

Additional Segments: *Archives, Plants & Sanctuary*

Beneficiary Nobles: *Imperator*

Strategic Command –

Issues SOS emergencies and calls to arms. Flags critical rally waypoints for the armies and reinforcements. Coordinates with the critical, infrastructural and military communications.

Human Fort

Standard Imperial Core

Architectural Design Typology

Dependable Imperial System: *Fortified Area* (*municipality+*)

Additional Segments: Archives, Fortifications, Plants & Sanctuary

Beneficiary Nobles: Architect

Fortified Infirmary –

Accommodates the ill, injured and unconscious people, army units and civilians. Provides specialised surgeries for steady restoration and recovery for anyone from their medical adversities and diseases. Sterilizes the zones for specially infectious entities. Facilitates with its robotic arms during surgical, operational and defensive manoeuvres.

Imperial Cruiser

Advanced Imperial Core

Stellar Design Typology

Dependable Imperial System: Itinerant/docked Armada (*flotilla+*)

Additional Segments: Archives, Fortifications, Plants & Sanctuary

Beneficiary Nobles: Adventurer & Imperator

Anchorage Complex –

Stows away complex and critical objects for clearance and inspection. Docks and shelters important vehicles and starships and repairs and recalibrates their

functionalities, equipment and designs. Facilitates autopiloting. Enables interstellar tourism.

Stellar Teleporter –

Provides hyperdrives for select starships. Teleports one or more select starships, people and vehicles from one location to another. Beams in select people, starships and vehicles.

Advanced Mammoth

Advanced Imperial Core

Vehicular Design Typology

Dependable Imperial System: *Vigilant/calibrated Army* (*regiment+*)

Additional Segments: *Archives, Docks, Fortifications, Plants & Sanctuary*

Beneficiary Nobles: *Architect & Imperator*

Psionics Architecture –

Deploys firewalls against intrusions, interferences and infiltrations. Renders the designated zones invulnerable against external malicious influences for the people, allies and AI entities. Boosts the subjective autonomy within the AI systems, entities and robots in favour of the user(s), allies and/or states.

Shockwave Artilleries –

Deploys extreme-ranged artillery fires. Generates and conducts with its shockwaves. Enables for defensive manoeuvres including autopiloting.

Dream Colossus

Advanced Imperial Core

Vehicular Design Typology

Dependable Imperial System: *Calibrated/deployable Army* (*corps+*)

Additional Segments: *Archives, Docks, Fortifications, Plants, Sanctuary & Surgery*

Beneficiary Nobles: *Adventurer & War Artist*

Dropships Uplink –

Deploys, activates and launches reinforcements, including a handful of small starships, vehicular titans and bulk-sized paratroopers. Summons additional aides such as teleportative shuttle and surgical/repairing robot.

Vehicular Hybridiser –

Enables modifications upon existing designs, weapons and assets. Synthesises, manipulates and weaponises certain to specific components and features into new and deadlier vehicles. Morphs itself into a complex dream walking machine.

Heavenly Alcazar

Eminent Imperial Core

Architectural Design Typology

Dependable Imperial System: *Urban/fortified/heavenly Area* (*conurbation+*)

Additional Segments: *Archives, Docks, Fortifications, Plants, Sanctuary & Surgery*

Beneficiary Nobles: *War Artist, Architect & Imperator*

Order of the Knights –

Houses veteran knights, war artists and select army units within its imperial quarters. Provides with its jousting arena to entertain both the players and spectators, nurturing them to advance their dignities and ranks. Offers sacraments and divine benedictions within its additional chapel; delivers verdicts within its imperial court; and services solemn funerals within its war memorial.

Stairway to the Heaven –

Provides a secret passageway to its divine sanctuary during any architectural and imperial collapse. Facilitates interstellar, lightspeed and time travel. Enables super-ordained communion with the saints, angels and deities.

White Paragon –

Pedestals, immortalises and erects with its statue. Activates, emanates and invigorates – with its empowering aura – the military morale, temperament and power amongst the dwelling army units and within nestling vehicles and starships. Delivers prestigious amounts of resources, wealth and assets for the prevailing imperium.

Queen's Stellar White Swan

Eminent Imperial Core

Stellar Design Typology

Dependable Imperial System: *Docked/hyperspatial/colonising Armada* (*division+*)

Additional Segments: *Archives, Docks, Fortifications, Judicature, Plants, Sanctuary & Surgery*

Beneficiary Nobles: *Adventurer, War Artist & Architect*

Autonomous Shipments –

Automates, prototypes and develops robotic armaments, unmanned starships and vehicles to deliver with. Deploys rapid stellar and vehicular reinforcements and AI-programmed facilities for the docking vehicles and starships.

Complex Athenaeum –

Coordinates, assimilates, synthesises and facilitates informational divination upon the most arcane data, resources, relics and assets collected to date. Conducts spectrally sensitive probes to gather, collect and obtain the most unreachable objects of most critical, vital and divine interest and power.

Vestal Fortress –

Deploys extreme-powered firewalls, shields, weapons and capacitors for defensive manoeuvres in such times. Renders the select army units, vehicles and starships invulnerable with a certain timeframe.

Divine Flagship

Divine Imperial Core

Stellar Design Typology

Dependable Imperial System: *Itinerant/docked/hyperspatial/colonising Armada (universum)*

Additional Segments: *Archives, Docks, Fortifications, Judicature, Plants, Sanctuary & Surgery*

Beneficiary Nobles: *Adventurer, War Artist, Architect & Imperator*

Divine Parliament –

Legislates imperial amendments. Alters the imperial objectives and courses of warfare, adventure and conquest. Convenes with the users, nobles, important people and select army units for the most critical, imperial and divinest agendas and objectives.

Noble Palace –

Accommodates the users, nobles, important people and select army units with its divinest and most hospitable luxuries. Nourishes and exonerates the dwellers and subjects from their detriments and adversities.

Quantum Warpers –

Utilises the divinest weapons with such capabilities as to warp space-time and send in with its superweapon uses. Reverses the impacts of mass destruction with such near-quantum precision.

Seraphim's Vigil –

Provides seraphic and divine benedictions and blessings for the attendants, refugees and subjects. Addresses the divinest wishes and wills to rewrite the history, alter the universe and its course and deliver spiritual answers.

NOBLES

Nobles are a special hero kind of army units. There are four kinds of nobles. Each kind differs in terms of the noble attributes and stats and possesses one distinct ability tree with the ten abilities. The nobles develop, grow and ascend with each consecutive dignity-advancement that this unlocks their new noble attribute and noble ability points while automatically improving their noble stats.

Nobles each may integrate into one or two of their three subsequent noble families. This requires special training at the dedicated venues and/or imperial cores but also certain experiences and/or unique promotions. If that is the case, the nobles may set only one noble family as dominant, providing for with its complete expenditure within. Each noble family involves one additional specialised ability tree, unique noble stat perks and a distinctive philosophy.

	Ivesgardnes Fellows	Knights of the White Swan	Disciplinary Acquaintances
Adventurer	*Pathfinder*	*Stellar Ranger*	*Alchemist*
War Artist	*Paragon*	*Defender*	*Judicator*
Architect	*Innovator*	*Calibrator*	*AI Specialist*
Imperator	*Golden Head*	*Victor*	*Dignitary*

With each consecutive dignity-advancement through the 1st 25 dignities, the nobles acquire new 5 noble attribute points and 2 ability points. With each consecutive dignity-advancement from the 26th through 40th, the nobles acquire new 4 noble attribute points and 1 ability point. With each consecutive dignity-advancement from the 41st through 50th dignity, the nobles acquire new 3 noble attribute points and during this stage of development, with every 2nd dignity-advancement, acquire new 1 noble ability point.

Noble attributes are

Strength

Dexterity

Perception

Intelligence

Constitution

Willpower

Charisma

Wisdom

Luck

Noble stats include

Health

Energy

Weight

Armour

Damage

Stamina

Range

Speed

Sight

Some noble attributes and unit performance vary in favourable terms for each noble that, in turn, imply their variously favourable items they may utilise with.

Noble abilities are classified from *Standard Noble Abilities* (*I-IV*) through *Ultimate Noble Abilities* (*X*) –

Standard Noble Abilities: *I-IV*

Advanced Noble Abilities: *V-VII*

Preeminent Noble Abilities: *VIII-IX*

Ultimate Noble Abilities: *X*

Each consecutive classification of the noble abilities may be unlocked/acquired, depending on the noble's current dignity, that is, the standard abilities are immediately available while advanced abilities are unlocked once the noble reaches their 15th dignity – the 25th dignity nobles may unlock their preeminent abilities and upon their 30th dignity-advancement, acquire their ultimate abilities. The noble abilities within each ability tree through such consecutive classifications may be unlocked, developed and improved such that each standard ability may exploit up to 4 noble ability points and advanced ability, up to 3 noble ability points – preeminent ability may absorb up to 2 noble ability points and ultimate ability may be expended on once. With each successive noble ability point spent on, the noble ability is developed to become more powerful than ever. Since the nobles have dignities extent of up to 50, they may acquire the total of 70 noble ability points.

Noble abilities come in various categories –

Active

Auto-cast

Passive

Supportive

Adventurer

Favourable Army Units: *Angel, Archaeologist, Duellist, Infiltrator, Inquisitor, Philosopher, Pilot, Scout, Sniper & Spy*

Favourable Imperial Designs: Archives, Assembly, Cruiser, Black Swan, Dock, Falcon, Laboratory, Nexus, Satellite, Serpent, Shuttle, Spectre, Stallion, University & White Swan

Subsequent Noble Families: Pathfinder, Stellar Ranger & Alchemist

Adventure –

    I.   *Survival*

   II.   *Auto Recovery*

  III.   *Auto-buoyant Shields*

  IV.   *Athletics*

   V.   *Advanced Jetting*

  VI.   *Survival II*

 VII.   *Super Flight*

VIII.   *Athletics II*

  IX.   *Complex Hyperdrive*

   X.   *Time Warping*

      Pathfinder

      Ivesgardnes Fellows

      Pathfinding Discipline –

I.   *Reconnaissance*

II.   *Drone Search*

III.   *Disassembly*

IV.   *Surgical Strike*

V.   *Advanced Drones*

VI.   *Reconnaissance II*

VII.   *Super Hacking*

VIII.   *Surgical Strike II*

IX.   *Satellites in Time*

X.   *Terra Incognita*

Stellar Ranger

Knights of the White Swan

Combat Skills –

I.   *Super Inertia*

II.   *Dexterity*

III.   *Advanced Snipers*

IV.   *Super Teleportation*

War Artist

Favourable Army Units: Angel, Assessor, Doctor, Duellist, Judge, Justice, Knight, Paladin, Saint, Soldier, Surgeon & Templar

Favourable Imperial Designs: Amber Sphinx, Battleship, Black Swan, Colossus, Court, Dark Phoenix, Destroyer, Falcon, Fort, Gryphon, Headquarters, Institute, Interceptor, Mammoth, Panther, Phoenix, Serpent, Starfighter, Surgery, Temple, Turret, Warship, White Swan, White Tiger & Wolf

Subsequent Noble Families: Paragon, Defender & Judicator

Art of War –

Knights of the White Swan

Defensive Abilities –

I. *Healing*

II. *Super Shields*

III. *Pilgrimage*

IV. *Sanctum*

V. *Healing II*

VI. *Spiritual Castellations*

VII. *Auto Sanctification*

VIII. *Sanctum II*

IX. *Divine Aegis*

X. *Legacy of the Phoenix*

Judicator

Disciplinary Acquaintances

Jurisprudence –

I. *Kindness*

II. *Salvation*

Architect

Favourable Army Units: Artilleryman, Artisan, Inventor, Pioneer, Smith, Supplier, Synthesist & Worker

Favourable Imperial Designs: Advanced Plant, Alcazar, Amber Sphinx, Arsenal, Artillery Stronghold, Battleship, Black Swan, Colossus, Dark Phoenix, Dock, Dolphin, Fort, Improver, Laboratory, Mammoth, Manufactory, Mothership, Orca, Phoenix, Plant, Space Station, Stellar White Swan, University & White Swan

Subsequent Noble Families: Innovator, Calibrator & AI Specialist

Architecture –

Innovator

Ivesgardnes Fellows

Design Strategies –

Favourable Army Units: Archon, Assassin, Assessor, Infiltrator, Inquisitor, Justice, Knight, Scout, Sniper, Soldier, Templar & Worker

Favourable Imperial Designs: Arkship, Headquarters, House, Institute, Estate, Falcon, Flagship, Gryphon, Nexus, Obelisk, Palace, Plaza, Villa, White Swan & Wolf

Subsequent Noble Families: Golden Head, Victor & Dignitary

Imperialities –

    I.   *Prestige*

   II.   *Allegiance*

  III.   *Inspiration*

  IV.   *Voice of the Emperor*

    V.   *Prestige II*

  VI.   *Iron Curtain*

 VII.   *Golden Palace*

VIII.   *Inspiration II*

  IX.   *Endless Statues*

    X.   *Crown of the Imperator*

Golden Head

INVENTION

Foundations

Army Unit Improvements

Skill Advancements

Imperial Design Specialisations

Utility Advancements

Equipment Advancements

ARMY UNITS

Army units include walkers and specialists with qualities and dwelling requirements.

Dwelling Requirements

Dwelling Requirements correlate with architecture house and its subsequent upgrades.

Standard Class Army Units –

Dwelling Requirements: ½ Houses

Imperial Subclass Army Units –

Dwelling Requirements: 1 House | ½ Estates

Advanced Class Army Units –

Dwelling Requirements: 1½ Houses | 1 Estate | ½ Villas

Superclass Army Units –

Dwelling Requirements: 2 Houses | 1½ Estates | 1 Villa | ½ Palaces

Qualities

Qualities range, including agility, calibre and intellect with subsequent aspects.

Agility –

Pace (*PCI-IX*)

Leisurely | Agile | Stealthy | Fluent | Swift | Very Swift | Sonic | Supersonic | Lightspeed

Temperament (*TI-III*)

Buoyant | Aerial | Spiritual

Resilience (*RI-IV*)

Active | Steady | Gravitating | Ethereal

Calibre –

Martiality (*MI-III*)

Versatile | Multivalent | Nova Attack

Attack Efficiency (AEI-V)

Automatic | Rapid | Continuous | Accelerated | Chain Attack

Attack Range (ARI-V)

Immediate | Short | Medium | Long | Extreme

Prowess (PI-V)

Concentrated | Charged | Highly Charged | Blitzer | Telekinetic

Intellect –

Patience (PTI-VIII)

Reserved | Tolerant | Righteous | Indulgent | Benevolent | Saintly | Angelic | Divine

Clemency (CI-VI)

Allegiant | Jurisprudent | Compassionate | Authoritative | Arbitrary | Authoritarian

	Agility			Calibre				Intellect	
	PC	T	R	M	AE	AR	P	PT	C
Soldier	1					2-3		1-2	1
Duellist	1-2	1	1	1	1	1-2	1-2	2-3	
Surgeon	3-4		2					4	
Sniper	2-3					2-5	1-3		1-2
Inquisitor									
Spy									
Artilleryman	1-3					3-5	2-3		
Supplier									
Artisan									
Knight	4-5	1-2	2	1	1-2	4	3-4	3-4	2-3
Paladin	6-7	3		2	3-4			5-6	
Saint	8				5			7	
Justice			3	2-3	3-4	5			4
Templar	2-6	1	3	1-2	2-3	1-3	4-5		3
Archon		2	4	3	4	4			4-6
Philosopher	7-8	2-3			4-5	4-5			4-5
Angel	6-9	2-3	3-4	1-3	3-5	1-5	5	7-8	5-6

Walkers

Soldier

Standard Class

Prerequisites: Assembly

Weapons: Assault Rifle

Skills: n/a

Duellist

Standard Class

Prerequisites: *Institute*

Weapons: *Tesla Sabre & Uzi*

Skills: *Shield & Jetting*

      Surgeon

      Imperial Subclass

      Prerequisites: *Surgery*

      Subsequent Skills: *Surgical Healing*

Sniper

Standard Class

Prerequisites: *Archives & Institute*

Weapons: *Sniper Gun & Taser*

Skills: *Stealth*

      Inquisitor

Imperial Subclass

Prerequisites: *Headquarters*

Subsequent Skills: *Survey*

Spy

Superclass

Prerequisites: *Court*

Subsequent Skills: *Hacking*

Artilleryman

Standard Class

Prerequisites: *Arsenal*

Weapons: *Shotgun & Rocket Launcher*

Skills: *Siege*

Supplier

Imperial Subclass

Prerequisites: *Dock*

Subsequent Skills: Detonation

Artisan

Imperial Subclass

Prerequisites: Laboratory

Subsequent Skills: Installation

Knight

Advanced Class

Prerequisites: Archives & Fort

Weapons: Plasma Lance & Machine Gun

Skills: Hovering & Mass Shield

Paladin

Superclass

Prerequisites: Alcazar & Surgery

Subsequent Skills: Speed & Super Resurrection

Saint

Superclass

Prerequisites: *Temple & University*

Subsequent Skills: *Divination & Aura*

Justice

Superclass

Prerequisites: *Court*

Subsequent Skills: *Nuclear Lance, Call to Arms & Judgement Hour*

Templar

Advanced Class

Prerequisites: *Alcazar*

Weapons: *Ion Katana & Minigun*

Skills: *Incineration, Inertia & Graviton Shield*

Archon

Superclass

Prerequisites: Court

Subsequent Skills: *Invisibility, Teleportation & Weathering*

Philosopher

Superclass

Prerequisites: *University*

Subsequent Skills: *Form Shifting, Spiritual Writing & Time Travelling*

Angel

Advanced Class

Prerequisites: *Temple*

Weapons: *Divine Sword*

Skills: *Flying, Immortalisation & Divine Amendment*

<u>Specialists</u>

Worker

Standard Class

Prerequisites: *Assembly*

Instruments:

Skills: *n/a*

Scout

Standard Class

Prerequisites: *Institute*

Instruments:

Skills:

Archaeologist

Imperial Subclass

Prerequisites: *Archives & Headquarters*

Subsequent Skills:

Infiltrator

Imperial Subclass

Prerequisites: *Fort*

Subsequent Skills:

Pilot

Standard Class

Prerequisites: *Dock*

Instruments:

Skills:

Pioneer

Standard Class

Prerequisites: *Arsenal & Headquarters*

Instruments:

Skills:

    Smith

    Imperial Subclass

    Prerequisites: *Improver*

    Subsequent Skills:

Inventor

Imperial Subclass

Prerequisites: Laboratory

Subsequent Skills:

Assessor

Advanced Class

Prerequisites: Archives, Fort & Surgery

Instruments:

Skills:

Assassin

Superclass

Prerequisites: Alcazar

Subsequent Skills:

Judge

Superclass

Prerequisites: *Court*

Subsequent Skills:

Doctor

Advanced Class

Prerequisites: *Laboratory & University*

Instruments:

Skills:

Synthesist

Advanced Class

Prerequisites: *Temple & University*

Instruments:

Skills:

ARMAMENTS

Artifacts

Noble Items

Weapons System

Instruments System

Infrastructure System

SUPERWEAPONS

Superweapons come in categories such as *Decrees*, *Offensives* and *Reinforcements*. Such are classified from *Standard Superweapons* (*I-IV*) through *Cardinal Superweapons* (*X*) –

Standard Superweapons: *I-IV*

Advanced Superweapons: *V-VII*

Executive Superweapons: *VIII-IX*

Cardinal Superweapons: *X*

Each consecutive superweapons classification may be unlocked, depending on the user's current prestige. Standard superweapons are immediately available whereas advanced superweapons, once the user reaches 20th prestige – 35th prestige users may unlock executive superweapons and upon 45th prestige, cardinal superweapons. Subsequently and if available via the dedicated imperial core segments, special user points may be spent on the superweapons to improve and fine-tune their utility – that is, each standard superweapon may benefit from up to 4 special user points while advanced superweapon, 3 special user points; up to 2 special user points may be used on an executive superweapon and cardinal superweapon, once spent on.

Such superweapons use is a three-stage process that involves preparation, readiness and deployment. Depending on the class and functionality but also resources and serviceability within the respective imperial cores, each stage varies by duration from a few hours to even a decade at an affordable to exorbitant cost.

The users may utilise the superweapons via their own currently occupied imperial cores. The superweapon uses may be delegated to their subordinate leaders, allies and nobles, provided their trust, autonomy, security, resources and calibre within their respective imperial cores.

Decrees –

    I.   *State of the Humanity*

    II.   *Spy Satellite*

    III.   *White Swan's Convention*

    IV.   *Circle of the Imperium*

    V.   *Seal of Integrity*

    VI.   *Philosophy in the Garden*

    VII.   *Terraforming*

    VIII.   *Queen's Amendment*

    IX.   *Sphere of the Heaven*

    X.   *Universal Judgement*

Offensives –

    I.   *Aerial Strike*

II.   Zero Hour

III.   Sphinx's Gaze

IV.   Infernal Destroyers

V.   Invisible Templars

VI.   Auto Invasion

VII.   White Light Dynamites

VIII.   Deflecting Comet

IX.   Quark Annihilation

X.   Divine's Call

Reinforcements –

I.   Armada Supplies

II.   Paragon Shield

III.   Army of the Knights

IV.   Legendary Ivesgardnes

V.   Advanced Dropships

VI.   Nuclear Architecture

VII.   Swanlike Castle

Imperial designs include architecture, starships and vehicles with specs.

Specs

Specs include supplementary capacities and single unit operational requirements.

Standard Class Imperial Designs –

Supplementary Capacities: 5 Standard Class/Imperial Subclass Army Units + 2 Advanced Class/Superclass Army Units

Operational Unit Requirements: 1 Army Unit

Imperial Subclass Imperial Designs –

Supplementary Capacities: 10 Standard Class/Imperial Subclass Army Units + 5 Advanced Class/Superclass Army Units | 2 Standard Class Vehicles | 1 Standard Class Starship

Operational Unit Requirements: 2 Army Units

Advanced Class Imperial Designs –

Supplementary Capacities: 20 Standard Class/Imperial Subclass Army Units + 10 Advanced Class/Superclass Army Units | 2 Imperial Subclass Vehicles + 5 Standard Class Vehicles | 1 Imperial Subclass Starship + 2 Standard Class Starships

Operational Unit Requirements: 4 Army Units

Superclass Imperial Designs –

Supplementary Capacities: 50 Standard Class/Imperial Subclass Army Units + 20 Advanced Class/Superclass Army Units | 2 Advanced Class Vehicles + 5 Imperial Subclass Vehicles + 10 Standard Class Vehicles | 1 Advanced Class Starship + 2 Imperial Subclass Starships + 5 Standard Class Starships

Operational Unit Requirements: 7 Army Units

<u>*Architecture*</u>

House

Standard Class

Prerequisites: n/a

Infrastructure:

Utilities: n/a

Estate

Imperial Subclass

Prerequisites: *Institute*

Subsequent Utilities:

   Villa

   Imperial Subclass

   Prerequisites: *Headquarters*

   Subsequent Utilities:

      Palace

      Superclass

      Prerequisites: *Alcazar*

      Subsequent Utilities:

Plant

Standard Class

Prerequisites: *n/a*

Infrastructure:

Utilities:

Advanced Plant

Imperial Subclass

Prerequisites: *Improver*

Subsequent Utilities:

Assembly

Standard Class

Prerequisites: *n/a*

Infrastructure:

Utilities:

Headquarters

Imperial Subclass

Prerequisites: *Institute*

Subsequent Utilities:

Alcazar

Superclass

Prerequisites: *Archives, Fort & Improver*

Subsequent Utilities:

Institute

Standard Class

Prerequisites: *Assembly*

Infrastructure:

Utilities:

Archives

Standard Class

Prerequisites: *Assembly*

Infrastructure:

Utilities:

Arsenal

Standard Class

Prerequisites: *Institute*

Infrastructure:

Utilities:

      Manufactory

      Imperial Subclass

      Prerequisites: *Dock*

      Subsequent Utilities:

      Improver

      Imperial Subclass

      Prerequisites: *Headquarters*

      Subsequent Utilities:

Turret

Standard Class

Prerequisites: *Arsenal*

Infrastructure:

Utilities:

   Obelisk

   Superclass

   Prerequisites: *Alcazar*

   Subsequent Utilities:

Dock

Standard Class

Prerequisites: *Arsenal*

Infrastructure:

Utilities:

Plaza

Standard Class

Prerequisites: *Dock*

Infrastructure:

Utilities:

Nexus

Advanced Class

Prerequisites: *Dock*

Infrastructure:

Utilities:

Laboratory

Advanced Class

Prerequisites: *Headquarters*

Infrastructure:

Utilities:

Fort

Advanced Class

Prerequisites: *Headquarters*

Infrastructure:

Utilities:

Artillery Stronghold

Superclass

Prerequisites: *Improver*

Subsequent Utilities:

Surgery

Advanced Class

Prerequisites: *Improver*

Infrastructure:

Utilities:

Court

Advanced Class

Prerequisites: *Alcazar*

Infrastructure:

Utilities:

University

Advanced Class

Prerequisites: *Alcazar*

Infrastructure:

Utilities:

Temple

Advanced Class

Prerequisites: *Alcazar*

Infrastructure:

Utilities:

<u>Starships</u>

Shuttle

Standard Class

Prerequisites: *Institute*

Weapons: *Sub-ion Ordnance*

Equipment: *n/a*

Starfighter

Standard Class

Prerequisites: *Dock*

Weapons: *Substellar Ordnance*

Equipment:

    Interceptor

    Imperial Subclass

    Prerequisites: *Archives & Fort*

    Subsequent Equipment:

Satellite

Standard Class

Prerequisites: *Archives & Dock*

Weapons: Tesla Ordnance

Equipment:

Warship

Standard Class

Prerequisites: Manufactory

Weapons: Stellar Ordnance

Equipment:

Space Station

Standard Class

Prerequisites: Headquarters & Manufactory

Weapons: Semi-graviton Ordnance

Equipment:

Destroyer

Standard Class

Prerequisites: Improver & Manufactory

Weapons: Interstellar Ordnance

Equipment:

Cruiser

Advanced Class

Prerequisites: Fort & Laboratory

Weapons: Galactic Ordnance

Equipment:

> **Spectre**
>
> *Superclass*
>
> *Prerequisites*: Alcazar
>
> *Subsequent Equipment*: Spectral Conductor

Battleship

Advanced Class

Prerequisites: Alcazar

Weapons: Intergalactic Ordnance

Equipment:

    Phoenix

    Superclass

    Prerequisites: *Court*

    Subsequent Equipment: *Nuclear Shield & Light Nexus*

        Dark Phoenix

        Superclass

        Prerequisites: *University*

        Subsequent Equipment: *Supra Graviton-drive & Dark Energy Synchroniser*

Mothership

Advanced Class

Prerequisites: *Court*

Weapons: *Universal Ordnance*

Equipment: *Galactic Docks, Interstellar Teleporter & AI-powered Engine*

Stellar White Swan

Superclass

Prerequisites: *Temple & University*

Subsequent Equipment: *Super-conglomerate Docks, Quantum Displacer & Invulnerability Shield*

Arkship

Advanced Class

Prerequisites: *University*

Weapons: *Cosmic Ordnance*

Equipment:

Flagship

Advanced Class

Prerequisites: *Temple*

Weapons: *Divine Ordnance*

Equipment:

Wolf

Standard Class

Prerequisites: *Institute*

Weapons: *Laser Gun*

Equipment: *n/a*

Stallion

Standard Class

Prerequisites: *Arsenal*

Weapons: *Submachine Gun & Flak*

Equipment: *Hyper-jet Drive & Psionic Conductor*

Dolphin

Standard Class

Prerequisites: *Archives & Dock*

Weapons: *Aerial Torpedo-launcher*

Equipment: Sonar Sensor

Orca

Imperial Subclass

Prerequisites: Manufactory

Subsequent Equipment: Aqua Deflector

Falcon

Standard Class

Prerequisites: Archives & Headquarters

Weapons: Semi-ion Turret

Equipment: Information Tracker

Gryphon

Superclass

Prerequisites: Court

Subsequent Equipment: Proton Striker & Orchestrator

Panther

Standard Class

Prerequisites: Arsenal & Headquarters

Weapons: Tesla Gun & Rocket Launcher

Equipment: Speed Drive, Judiciary & Invisibility Shield

White Tiger

Imperial Subclass

Prerequisites: Fort, Improver & Manufactory

Subsequent Equipment: Mass-speed Driver, Mass-invisibility Shield & Plasma Artillery

Amber Sphinx

Superclass

Prerequisites: Court

Subsequent Equipment: Advanced Judiciary & Nuclear Incinerator

Serpent

Advanced Class

Prerequisites: Fort & Surgery

Weapons: Graviton Turret & Missile Launcher

Equipment: Capacitive Destabiliser, Cloaking Shield & Subterranean Drive

White Swan

Advanced Class

Prerequisites: Fort, Plaza & Surgery

Weapons: Buoyant Torpedo-launcher & Bombers

Equipment: Mirage Conductor, Aqua Sanctuary & Mass-buoyant Shield

Black Swan

Superclass

Prerequisites: University

Subsequent Equipment: Inertial Striker, Aerial Surgery & Super-buoyant Shield

Mammoth

Advanced Class

Prerequisites: *Alcazar*

Weapons: *Rail Gun, Missile Launcher & Artillery*

Equipment: *Shockwave Conductor*

Colossus

Advanced Class

Prerequisites: *Temple & University*

Weapons: *Divine Gun*

Equipment: *Cosmic Transformer & Annihilator*

IMPERIALLY LEGENDARY ADVENTURERS

ENDLESS CIVILISATIONS

DIVINITIES

INDEX