

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS GALACTIC BATTLEFIELDS CLONE CAMPAIGNS

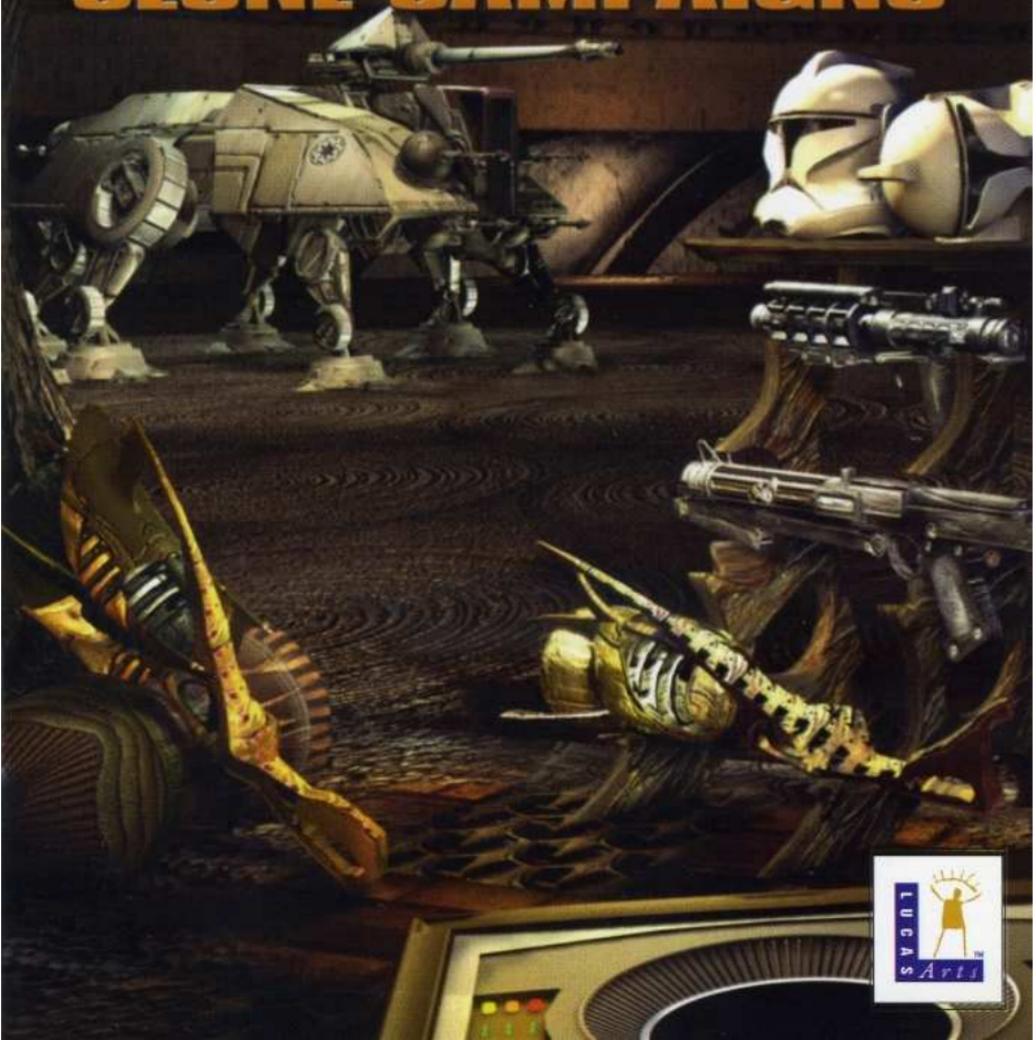


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SECTION I: GETTING STARTED

Thank you for purchasing the *Star Wars*™ Galactic Battlegrounds™: Clone Campaigns™ Expansion Pack for *Star Wars*™ Galactic Battlegrounds™. Clone Campaigns brings the world of *Star Wars*: Episode II *Attack of the Clones* to *Star Wars* Galactic Battlegrounds, allowing for even more epic battles.

This manual assumes that you are already familiar with *Star Wars* Galactic Battlegrounds and specifically explains only the new features of Clone Campaigns. For more information on *Star Wars* Galactic Battlegrounds and how to play, please refer to the game's original manual. If you need a refresher, you may also revisit Attichitckuk's campaign by clicking on Basic Training on the Main Menu.

SPOILER WARNING

Please note that *Star Wars* Galactic Battlegrounds: Clone Campaigns is closely based on the characters, settings, and events seen in the film *Star Wars*: Episode II *Attack of the Clones*. However, you needn't necessarily be familiar with the film in order to enjoy Clone Campaigns.

INSTALLING CLONE CAMPAIGNS™

You must have *Star Wars* Galactic Battlegrounds installed on your hard drive before you can install *Star Wars* Galactic Battlegrounds: Clone Campaigns. Insert the Clone Campaigns CD into your CD-ROM or DVD-ROM drive and follow the on-screen instructions. If the setup process does not begin automatically, please double-click on "My Computer" on your desktop then double-click the icon of your CD-ROM drive. Then double-click on the **GBXpack.exe** file in the root directory on the CD. If you experience any other problems, please consult the Readme file on the CD.

WHAT'S NEW

Clone Campaigns introduces the following exciting enhancements and new features to *Star Wars* Galactic Battlegrounds:

CIVILISATIONS

Take command of the Galactic Republic or the Confederacy of Independent Systems. These new civilisations can be pitted against or join forces with any of the original six civilisations found in *Star Wars* Galactic Battlegrounds: the Galactic Empire, the Gungans, the Rebel Alliance, the Royal Naboo, the Trade Federation, and the Wookiees. For more information about the new civilisations' units and technologies, refer to Sections III and IV on pages 9 and 10. For information about their specific strengths and weaknesses, refer to the Appendix on page 13. For detailed background on these civilisations, click DataBank on the Main Menu of the game.

UNITS

A-wings, Air Cruisers, controllable Predators, Geonosian Warriors, Jedi Starfighters, Power Droids, and more. For more information on each of these, refer to Section III on page 9.

TECHNOLOGIES

A-wing Research, Air Cruiser Boost, Confederacy Alliance, Droid Upgrades, Efficient Buildings, Superconducting Shields, Strengthened Assembly, Strengthened Superstructure, Galactic Senate Hub, Geonosian Diligence, Geonosian Engineers, Kaminoan

Cloners, Kaminoan Refit, Power Core Shielding, Sight Beyond Sight, and Upgraded Med Droids and more. For information on these new technologies, see Section IV on page 10.

CAMPAIGNS

Join General Sev'Rance Tann in a campaign involving the Confederacy of Independent Systems, or General Echuu Shen-Jon in the battle for the Galactic Republic in two new interconnected campaigns. You must complete the Confederacy campaign before you may attempt the Republic campaign.

TEAM BONUSES

Each of the eight civilisations now has its own unique team bonus that applies when it is allied with another civilisation. For more information on team bonuses, refer to page 7 or the Appendix on page 13.

FORTRESS BONUSES

The Fortress for each of the eight civilisations now has its own unique bonus, depending on the civilisation. To see a list of the Fortress bonuses by civilisation, please refer to either page 7 or the Appendix on page 13.

STAR WARS LOCALES

Conduct battles on newly added *Star Wars* battlegrounds, such as the resource-rich moon Aereen, snowy Eredenn, the inhospitable Geonosis, Tatooine's trade city Mos Espa, and the volcanic world of Sarapin. For more information on these, please refer to either page 8, or to the updated DataBank within the game.

INCREASED POPULATION LIMIT

You may now set standard games and multiplayer games to have a maximum population limit of 225 or 250, raised from 200 in *Star Wars Galactic Battlegrounds*. This enables you to field much larger armies than before.

INDIGENOUS ANIMALS

Be on the lookout for wildlife including the Vaapad, the Orray, the Massiff, the Nexu, the Reek, the Acklay, and the Sarlacc. Beware, for not all of these are docile! The Confederacy may train Reeks, Nexu, and Acklays at its Animal Nurseries for use in combat.

"BLIND RANDOM" MAP OPTION

With this option enabled before a multiplayer match, players will not know the location of the battle until the match begins.

IMPROVED SPACE COMBAT

Space maps start each player with one Air Transport, allowing for early attacks, although the Air Transport is slow-moving until Tech Level 3.

MUSIC

Clone Campaigns features an expanded musical score, with pieces taken from *Star Wars: Episode II*.

EXPANDED DATABANK

Learn all about the places and personalities of *Clone Campaigns* and *Star Wars: Episode II* in the newly expanded DataBank, accessed from the game's Main Menu.

EXPANDED SCENARIO EDITOR

Now you can build your own custom maps with all-new volcanic terrain features like black ash, lava pools, and lava rivers; new landmarks like Jabba's palace and the dreaded Sarlacc pit; and new vehicles like sand skiffs, the *Outrider*, and *Virago*.

***Important Notice:** Your use of the Scenario Editor is subject to the software license to which you agree by using the software, including, without limitation, all terms and conditions pertaining to the use of the Scenario Editor. Among other things, you are entitled to create scenarios and custom campaigns for personal recreational use, or for free distribution. You are not permitted to sell or commercially distribute any product of the Scenario Editor, including, without limitation, any scenarios and/or custom campaigns.*

PLAY STAR WARS GALACTIC BATTLEFIELDS WITH THESE ENHANCEMENTS

You can revisit the original campaigns of *Star Wars Galactic Battlefields* yet retain access to the new units, technologies, team bonuses, fortress bonuses, and other gameplay enhancements found in **Clone Campaigns**.

STAR WARS™ GALACTIC BATTLEFIELDS™ CHANGES

Clone Campaigns includes a number of enhancements and modifications to the original *Star Wars Galactic Battlefields* civilisations, units, and technologies:

UNIT CHANGES

ADVANCED FIGHTERS: Advanced Fighters now do less damage to Anti-Air Destroyers and Anti-Air Mobiles.

ADVANCED MOUNTED TROOPERS: They move faster and gain additional DuraArmor.

ANTI-AIR MOBILES: Anti-Air Mobiles are cheaper and build time is reduced.

ANTI-AIR TROOPERS: Anti-Air Troopers/Heavy Anti-Air Troopers move faster.

ARTILLERY: Artillery and Heavy Artillery cause less damage to Mechs.

CARGO HOVERCRAFT: These are now cheaper and faster to produce.

BOMBER AIRCRAFT: All Bomber units have had their build times reduced.

BOUNTY HUNTERS: They now do less damage versus Jedi.

DESTROYERS DROIDS: Destroyers Droids do less damage against buildings.

FIGHTER AIRCRAFT: All Fighters now deal less damage to Assault Mechs.

FIGHTERS: Fighters do less damage to workers.

GALACTIC EMPIRE AIR: Galactic Empire air units now cost 5 percent less than other civs' and now build at normal speed.

GALACTIC EMPIRE TROOPER RECRUIT: Their attack rating has been raised.

GRENADE TROOPERS: Grenade Troopers do more damage to Heavy Weapons.

JEDI/SITH MASTERS: They now automatically regenerate their health at a steady rate, as well as having additional hit points.

MEDICS: They are now built faster and have additional hit points.

MOUNTED TROOPERS: They now cause more damage to Turrets and Walls, have more Armour, and are more effective against Jedi/Sith units—particularly against Jedi/Sith Knights and Jedi Padawans/Sith Apprentices. However, Mounted Troopers are now less effective against Assault Mechs.

PROBOT: The Galactic Empire Probot has increased line of sight, speed, and reduced build time.

ROYAL CRUSADERS: The Royal Naboo's unique units now move faster, are cheaper to produce, and cause more damage to Turrets and Walls.

SEA TRANSPORTS: Sea transports carry 10 units by default.

SHIELD GENERATORS: The Heavy Fambaa Shield Generator is faster.

SPACE MAP AIR TRANSPORTS: In space, Air Transports move more slowly in Tech Levels 1 and 2.

STRIKE MECHS: Strike Mechs now do more damage to workers.

UTILITY TRAWLERS: Utility Trawlers cost less.

TECHNOLOGY CHANGES

The following technologies have changed in the following ways since *Star Wars Galactic Battlegrounds*:

ADVANCED FLIGHT SCHOOL: Now increases fighter and bomber line of sight by +1 and costs less to research.

ADVANCED SCANNING: Now increases the line of sight of all ships by +2 and costs less to research.

BERSERKER JETPACKS: The Wookiees' unique technology now costs less to research.

DEXTERITY: The research time for this ability has been decreased.

EFFICIENT MANUFACTURING: Wookiees lose the Efficient Manufacturing tech upgrade.

FLIGHT SCHOOL: Now increases fighter and bomber line of sight by +1 and costs less to research.

FOREST VISION: The Wookiee unique tech, Forest Vision, costs more and adds only +1 range to Heavy Weapons instead of +2.

HEAVY-DUTY CARBON EXTRACTOR: The Trade Federation now has the opportunity to research this technology.

HEAVY MOUNTED TROOPER/ADVANCED MOUNTED TROOPER: Both research upgrades for Mounted Trooper units are now cheaper.

JEDI/SITH AGILITY: This Jedi/Sith ability is now cheaper to research.

JEDI/SITH CONCENTRATION: This Jedi/Sith ability is now cheaper to research.

JEDI/SITH MEDITATION: This Jedi/Sith ability is now cheaper to research.

JEDI/SITH MIND TRICK: This Jedi/Sith ability is now cheaper to research.

JEDI/SITH PERCEPTION: This Jedi/Sith ability is now cheaper to research.

LIGHTER ARMOUR: The research time for this technology was decreased.

NEIMOIDIAN ENDORSEMENT: The Trade Federation's unique tech, Neimoidian Endorsement, costs less.

SHIELDING: This Royal Naboo technology has been removed, but now, the Royal Naboo's Elite Royal Crusader units gain shielding automatically when upgraded from standard Royal Crusaders.

SHIP UPGRADES: The following ship upgrades are cheaper: Heavy Anti-Air Destroyer, Advanced Cruiser, Heavy Destroyer, Redoubled Efforts and Advanced Propulsion.

TAXATION: The research time for this technology was decreased.

TOUGHER ARMOUR: The Rebel Alliance's unique technology now costs more to research.

WALKER RESEARCH: The Galactic Empire's unique technology grants its AT-AT Assault Mechs the ability to fire upon air targets as well as ground targets, in addition to reducing the AT-AT's minimum effective range.

OTHER CHANGES

These are other miscellaneous changes since *Star Wars Galactic Battlegrounds*:

ANIMAL NURSERY: Animal Nurseries now generate food 30 percent faster than before. Furthermore, they provide the same flow of food whether or not they are within range of a Power Core (or Power Droid). However, research conducted at the Animal Nursery will still be slowed if the structure is unpowered. Additionally, the hit points of Animal Nurseries are lowered.

ANIMAL TRANSPORT: Banthas and nerfs can now be loaded into Air and Sea Transports.

ANTI-AIR TURRETS: Increase the cost to 150 ore and 20 carbon.

FORTRESSES: At Tech Level 4, Fortresses gain an additional bonus to their anti-air attack. However, they no longer have the ability to detect invisible units. Also, each civilisation's Fortress now has its own unique bonus. Refer to Section II on the following page or the Appendix on page 13 for further details.

GALACTIC EMPIRE TEAM BONUS: Changed to 10 percent cheaper Mech upgrades, 5 percent cheaper Air units.

GARRISONING: All Troop Centre units and Jedi/Sith garrisoned in Command Centres, Fortresses, or Turrets now increase the firepower of these structures.

GUNGAN REGENERATION: Gungan structures, being biological in nature, now have the innate ability to slowly regenerate. Any damage inflicted on any Gungan structure will automatically heal over time.

HOLOCRONS: All civilisations now gain an increased flow of nova crystals from captured Holocrons. The Royal Naboo and the Republic receive an additional bonus to this resource flow. Click on your Jedi/Sith Temple to see the Nova Trickle Rate when Holocrons are garrisoned.

LIGHT TURRETS: Cost increased to 125 ore and 25 carbon.

LIGHT WALLS: The cost of Light Walls has been decreased.

ORE BONUS: Gungans get a 10 percent ore bonus in Tech Level 3.

TURRETS: All defensive Turrets have had their build times and cost have increased.



SECTION II: ABOUT THE NEW FEATURES

Some of the new features introduced in Section I are explained at greater length here.

CAMPAIGNS

This expansion pack features two new campaigns—one for the Confederacy and one for the Republic—each consisting of seven linked scenarios. Chronologically, the events of the Confederacy campaign lead to the events of the Republic campaign, and as such, you must complete the campaigns in sequence.

To play the new campaigns, click Single Player on the Main Menu, click Episode II Campaigns, and then click which campaign you wish to play. The Republic campaign will remain locked until you've finished all the missions in the Confederacy campaign.

TEAM BONUSES

Each of the civilisations in **Clone Campaigns** automatically gains a unique bonus when it is allied with another civilisation. These team bonuses are shared, meaning both teams gain one another's bonuses for the duration of their alliance. The specific bonuses for each civilisation are as follows:

CONFEDERACY: Cargo Hovercraft return 25 percent more nova crystals per trip than normal.

GALACTIC EMPIRE: Mech Factory units move 10 percent faster than normal.

GUNGANS: Shipyard cost reduced by 15 percent from normal, Shield Generator cost reduced by 10 percent from normal.

REBEL ALLIANCE: Maximum yield of food coming from Farms is increased by 35.

REPUBLIC: Medics heal units twice as fast as normal; Jedi move 10 percent faster than normal.

ROYAL NABOO: Air Cruiser speed increased by 10 percent.

TRADE FEDERATION: Heavy Weapons units move 15 percent faster than normal.

WOOKIEES: Troopers gain +2 line of sight.

FORTRESS BONUSES

At Tech Level 3, each civilisation gains the ability to construct its own Fortress, a sturdy structure that boasts a powerful defence, lets the civilisation build its own unique unit, and unlocks a number of new technologies. In **Clone Campaigns**, each civilisation's Fortress also has one or more unique properties. The specific Fortress bonuses are as follows:

CONFEDERACY: Fortresses have their garrison capacity increased from 20 to 25.

GALACTIC EMPIRE: Fortresses build 10 percent faster than normal.

GUNGANS: Fortresses are cheaper than normal: 500 ore, down from 550 ore.

REBEL ALLIANCE: Fortresses get a +1 bonus to range, search radius, and line of sight.

REPUBLIC: Fortresses heal garrisoned units 33 percent faster than normal.

ROYAL NABOO: Increased damage against Mechs and Heavy Weapons.

TRADE FEDERATION: Fortresses gain +3 range to anti-air attacks.

WOOKIEES: Fortresses gain a +5 bonus to line of sight, and a +3 bonus to attack against Ships.

STAR WARS LOCALES

A number of authentic new *Star Wars* locales have been added in **Clone Campaigns**, letting you wage battle on some of *Star Wars*' most enigmatic worlds.

AEREEN

Aereen is one of the moons of Krant, a planet filled with verdant forests and countless species of colourful foliage. Aereen is almost the opposite—this dusty planetoid has few obvious landmarks on its surface. However, beneath that surface lies a wealth of precious minerals. The Trade Federation was quick to notice this and established a mining colony to exploit Aereen's untapped natural resources.

EREDENN

Eredenn is the fourth planet in its star system, and is mostly covered in snow and ice. Yet this inconspicuous world is allegedly home to a hidden Republic base, which is rumoured to be conducting highly classified, highly important weapons experiments. Beware of what you might discover on Eredenn.

GEONOSIS

Geonosis is a rocky, barren planet. However, untold millions of its resident Geonosians work tirelessly beneath its surface, constructing the battle droids used by the Trade Federation and later the Confederacy. The Geonosians' strict society and tireless culture makes them well adapted to their cruel planet, and makes them dangerous opponents to any would-be foe.

MOS ESPA

Mos Espa is a trade city on the sand-covered Tatooine, a seemingly insignificant planet that's a hotbed for gamblers and criminals. Filled with countless denizens from all across the galaxy, Mos Espa was also home to the young Anakin Skywalker, and is a popular setting for the dangerous sport of Podracing.

SARAPIN

Sarapin has a volatile ecosystem that makes it the ideal energy production centre for the Republic, and later for the Galactic Empire. Though this planet's extremely hot climate makes it dangerous for ground forces, control of Sarapin's natural resources would be beneficial to any civilisation. Use extreme caution on Sarapin—its lava rivers are impassable, its lava pools will damage any units that cross over them, and the indigenous Vaapad also poses a considerable threat.

TATOOINE

Tatooine is a desert world lacking much in the way of civilised culture or social graces. It is ruled by the Hutts, a greedy and merciless clan that's responsible for Tatooine's deservedly uncouth reputation. Even Tatooine's indigenous residents, the scavenging Jawas and the ill-tempered Tusken Raiders, give the planet a decidedly unfriendly demeanor.

For more information on any of these worlds, please refer to the DataBank within the game.

EXPANDED DATABANK

The DataBank now includes new or updated information on *Star Wars* heroes and villains such as Obi-Wan Kenobi, Darth Vader, Padmé Amidala, Count Dooku, Mace Windu, Echuu Shen-Jon, and Sev'Rance Tann. It also includes updates on unit types including new aircraft such as Air Cruisers and A-wings; and new support units such as Power Droids. You will also find new or updated information on the worlds of Geonosis, Tatooine, Eredenn, Alaris Prime, Sarapin, Krant, Coruscant, and on the Kaer Orbital Platform. Finally, there is an extensive Episode II Political Briefing document available, as well as new or updated information on the Trade Federation, the Republic, and the Confederacy.

SECTION III: UNITS

Clone Campaigns introduces a number of new units, both for the new Republic and Confederacy civilisations and also for the returning six civilisations from *Star Wars Galactic Battlegrounds*.



REBEL
ALLIANCE

A-Wing (Rebel Alliance Only)

A hit-and-fade fighter exclusively available to the Rebel Alliance, the A-wing can be built in Tech Level 4 once the Rebels have researched the technology to do so. A-wings lack the thicker armour plating of their X-wing cousins, but are specialised in their ability to execute extremely fast surgical strikes against key ground targets.

Created at: Air Base



TRADE
FEDERATION

Air Cruiser

In Tech Level 4, each civilisation gains access to its own Air Cruiser, which is similar to an Assault Mech in its destructive potential. Air Cruiser weapons have tremendous range and are extremely powerful both against structures and against massed groups of ground units, which will suffer grievous injury from the blast.

However, Air Cruisers fire slowly, move slowly, are expensive, and are vulnerable to fast air-to-air attacks or to anti-air attacks from the ground. They must be carefully guarded. They can effectively clear the path for your other air units, particularly because they can destroy any Anti-Air Turrets from out of the Anti-Air Turrets' range.

Created at: Fortress



CONFEDERACY



CONFEDERACY

Controllable Predators: Nexu, Reek, and Acklay (Confederacy Only)

The Confederacy has the unique ability to use its Animal Nurseries not just for food production, but also as a training ground for various predatory beasts, which are tamed and can then be deployed in battle. Three different predators are available. Two of them become available in Tech Level 3: The Nexu, which is effective against the worker units of opposing civilisations; and the Reek, which is effective against Turrets and against structures in general. In Tech Level 4, the Confederacy can also produce the Acklay, a lumbering creature that can be highly

effective against Troopers.

Created at: Animal Nursery



GALACTIC EMPIRE

Power Droid

In Tech Level 2, civilisations gain access to a Power Droid, a slow-moving unit that functions as a mobile Power Core. Power Droids have no offensive capabilities. They also have less range than a standard Power Core, and are considerably less resistant to damage, so their strength and purpose lies in their ability to move—as well as in their relatively low cost. Power Droids

may be enhanced through some of the new technologies available from Power Cores at later Tech Levels.

Created at: Power Core



CONFEDERACY

Geonosian Warrior & Elite Geonosian Warrior (Confederacy Only)

Geonosian Warriors are members of the soldier caste of the species that teems beneath the surface of the planet Geonosis. These winged Troopers can engage both ground and air forces in close combat, although their strength lies in defeating other Troopers. Only the Confederacy has access

to these unique insect-like units.

Created at: Fortress



REPUBLIC

Jedi Starfighter & Advanced Jedi Starfighter (Republic Only)

Unique to the Republic, Jedi starfighters are primarily spying/sneak attack units. These fast-moving aircraft piloted by highly trained Jedi Knights have a slow fire rate, and a delay before firing, but they fire a homing torpedo.

They can be susceptible to conversion by opposing Jedi/Sith Masters—but only if the opposing civilisation has researched the Force Influence ability. Advanced Jedi starfighters can benefit from several upgrades including the Jedi Mind Trick, Sight Beyond Sight, and Shields. The most important upgrade is the Mind Trick, which gives the craft its stealth capability.

Created at: Fortress



ALL DIVS

Sentry Buoy

A fixed water-based observation structure that provides advanced warning of nearby enemy activity. Sentry Buoys are excellent for detecting stealth units, like Jedi and submerged sea units. Sentry Buoys do not have an attack and are built by a Utility Trawler.

SECTION IV: TECHNOLOGIES

The new Republic and Confederacy civilisations bring with them their own unique technologies. However, the other civilisations will have access to various new technologies of their own. All the new technologies in Clone Campaigns are listed here, sorted by the structure responsible for researching them.

AIR BASE TECHNOLOGIES

Two unique new technologies are available at the Air Base:



A-Wing Research (Rebel Alliance Only)

This Tech Level 4 technology allows the Rebels to begin manufacturing their A-wing strike fighters.



Air Cruiser Boost (Republic Only)

Air Cruisers are powerful, but slow. The Republic has developed technology to mitigate this shortcoming to some extent, allowing its Air Cruisers to fly slightly faster than before.

ANIMAL NURSERY TECHNOLOGY

The Republic gains an exclusive Animal Nursery technology:



Kaminoan Refit (Republic Only)

In Tech Level 4, the Republic can enhance its Animal Nurseries using the Kaminoan Refit, which makes them generate food 20 percent more quickly.

COMMAND CENTRE TECHNOLOGIES

The two new civilisations each have a unique Command Centre technology:



Geonosian Diligence (Confederacy Only)

Geonosian Diligence is a Tech Level 4 technology that makes Confederacy workers even more versatile, increasing their work rate by 10 percent and upgrading their attack power both against Troopers and also against structures and defensive Turrets.



Upgraded Med Droids (Republic Only)

To support the Republic's powerful Troopers and Jedi, it developed Upgraded Med Droid technology, which makes Medics move 20 percent faster and also makes them 20 percent more efficient at healing injured forces. This is a Tech Level 4 upgrade.

FORTRESS TECHNOLOGY

The Republic has a unique option for its Fortresses:



Galactic Senate Hub (Republic Only)

In Tech Level 4, the Republic may bolster its Fortress structures with the Galactic Senate Hub, which gives Fortresses greater range, line of sight, and attack power against Troopers, Mechs, Heavy Weapons and Aircraft.

HEAVY WEAPONS FACTORY TECHNOLOGIES



Anti-Air Retrofit

Civilisations that do not specialise in powerful air forces have developed this technology to help them defend against air attacks. This Tech Level 4 technology gives additional range and line of sight to Anti-Air Mobiles and Destroyers, as well as increasing their attack against Air Cruisers.



Geonosian Engineers (Confederacy Only)

This technology bolsters its Heavy Weapons units, improving their movement speed by 10 percent and improving their rate of fire. Geonosian Engineers may be researched at the Heavy Weapons Factory in Tech Level 4.

JEDI TEMPLE TECHNOLOGY

The Jedi of the Republic may learn this powerful ability:



Sight Beyond Sight (Republic Only)

Unique to the Jedi serving the Republic, the Sight Beyond Sight ability enables Jedi to gain precognitive sight and pass the knowledge of their surroundings along to Troopers. This ability can be researched in Tech Level 4.

POWER CORE TECHNOLOGIES

Power Core technologies are new to *Star Wars Clone Campaigns*. There are three of them:



Efficient Buildings

In Tech Level 4, you may research Efficient Buildings at your Power Cores, which causes powered buildings to operate more efficiently than before. Construction of units, research of new technology, and other such actions will be conducted faster once Efficient Buildings has been researched.



Power Core Shielding

This Tech Level 4 enhancement grants Power Core structures a self-contained shielding system, making Power Cores much more damage-resistant.



Strengthened Assembly

This Tech Level 3 technology makes your Power Cores considerably tougher, rendering them much more difficult to destroy. Strengthened Assembly also makes all of your Power Droids more durable.

RESEARCH CENTRE TECHNOLOGY

The Confederacy gains an exclusive Research Centre technology:



Droid Upgrades (Confederacy Only)

This Research Centre technology enhances the Confederacy's Droid Trooper units in two ways: It grants them more hit points so that they can withstand more damage, and also increases their damage output.

SHIELD GENERATOR TECHNOLOGIES

Shield Generator technologies are new to *Clone Campaigns*. There are two available:



Superconducting Shields

This Tech Level 3 technology, available at your Shield Generator structures, makes them more efficient than before by decreasing shield recharge times for units and structures within range. Furthermore, the Superconducting Shields technology increases the time it takes for the effect of shielding to wear off on units that move beyond the range of a Shield Generator.



Strengthened Superstructure

Available at Shield Generators, the Strengthened Superstructure technology makes these defensive structures harder to destroy.

SPACEPORT TECHNOLOGY

The Confederacy gains this unique technology to enhance its trade:



Confederacy Alliance (Confederacy Only)

The Confederacy Alliance serves to increase the durability of its Spaceport as well as of its Cargo Hovercraft. Cargo Hovercraft are also made faster, and will be able to move 10 percent more quickly than before.

WAR CENTRE TECHNOLOGY

The Republic gains a unique new War Centre technology.



Kaminoan Cloners (Republic Only)

The Republic has developed this Tech Level 4 technology to improve Trooper production, allowing Laser Troopers to be generated 50 percent faster than before. Available at the War Centre, this technology also makes the Troopers themselves more efficient by improving their rate of fire.

APPENDIX

CIVILISATION ATTRIBUTES

What follows is a concise summary of all eight civilisations' respective strengths and distinguishing characteristics.

Confederacy of Independent Systems

Strongest Units	Troopers and Mechs
Unique Units	Geonosian Warrior (Air Unit), Controllable Predators (Animal Nursery)
Unique Technologies	Geonosian Diligence (Command Centre) Confederacy Alliance (Spaceport) Droid Upgrades (Research Centre) Geonosian Engineers (Heavy Weapons Factory)
Civilisation Bonuses	Workers gain Basic Training upgrade automatically. Predators can be produced at the Animal Nursery.
Fortress Bonus	Fortresses have their garrison capacity increased from 20 to 25.
Team Bonus	Cargo Hovercraft return 25 percent more nova crystals per trip.

Galactic Empire

Strongest Units	Mechs and Troopers
Unique Unit	Dark Trooper (Trooper)
Unique Technologies	Walker Research (Mech Factory) Altered Bargains (Spaceport)
Civilisation Bonuses	Aircraft cost 5 percent less. Upgrades to Heavy Mechs are 10 percent less expensive than other civs'.
Fortress Bonus	Fortresses build 10 percent faster than normal.
Team Bonus	Mech Factory units move 10 percent faster.

Gungans

Strongest Units	Ships and Mechs
Notable Weaknesses	Aircraft take 5 percent longer to build and are 5 percent more expensive than normal.
Unique Unit	Fambaa Shield Generator (Mech)
Unique Technologies	Creature Training (Heavy Weapons Factory) Creature Armour (Mech Factory) FarSeeln Binoculars (Troop Centre) Faster Growth Chambers (War Centre)
Civilisation Bonuses	Gungans can build Underwater Prefab Shelters. Gungan structures regenerate any sustained damage. Workers have a +10 percent Ore Mining bonus in Tech Level 3.
Fortress Bonus	Fortresses are cheaper: 500 ore.
Team Bonuses	Shipyards cost reduced by 15 percent; Shield Generator cost reduced by 10 percent.

Rebel Alliance

Strongest Units	Air and Troopers
Unique Units	Airspeeder (Air Unit), A-Wing (Air Unit)
Unique Technologies	Tougher Armour (War Centre) A-Wing Research (Air Base)
Civilisation Bonuses	Carrying capacity of farming workers is +1 greater than normal. Jedi units are less expensive than normal.
Fortress Bonuses	Fortresses get a +1 bonus to range, search radius, and line of sight.
Team Bonus	Maximum yield of Farms is increased by +35 food.



Republic

Strongest Units	Jedi and Troopers
Unique Unit	Jedi Starfighter (Air Unit)
Unique Technologies	Air Cruiser Boost (Air Base) Kaminoan Refit (Animal Nursery) Upgraded Med Droids (Command Centre) Galactic Senate Hub (Fortress) Sight Beyond Sight (Jedi Temple), Kaminoan Cloner (War Centre)
Civilisation Bonuses	Prefab Shelters add +6 to population, rather than the normal +5. Captured Hologrons generate nova crystals faster than normal. Jedi units are less expensive than normal, and Jedi Temples are less expensive than for any other civilisation.
Fortress Bonus	Fortresses heal garrisoned units 33 percent faster than normal.
Team Bonuses	Med Droids heal units twice as fast; Jedi move 10 percent faster.

Royal Naboo

Strongest Units	Air and Jedi
Unique Unit	Royal Crusader (Mounted Trooper)
Unique Technologies	Advanced Engines (Air Base) Battle Armour (Fortress), Taxation (Fortress)
Civilisation Bonuses	Workers mine nova crystals 10 percent faster than normal. Captured Hologrons generate nova crystals faster than normal. Jedi units are less expensive than normal.
Fortress Bonus	Increased damage against Mechs and Heavy Weapons.
Team Bonus	Air Cruiser speed increased by 10 percent.

Trade Federation

Strongest Units	Mechs and Ships
Notable Weaknesses	Trade Federation starts with 25 less carbon and its workers collect carbon 20 percent slower than normal. Aircraft take 5 percent longer to build and cost 5 percent more than normal.
Unique Unit	Destroyer Droid (Mech)
Unique Technologies	Fusion Extractor (Ore Processing Centre) Insider Trading (Spaceport) Market Control (Spaceport) Neimoidian Endorsement (Spaceport)
Civilisation Bonus	The Trade Federation has no need for Prefab Shelters.
Fortress Bonus	Fortresses gain +3 range to anti-air attacks.
Team Bonus	Heavy Weapons units move 15 percent faster.

Wookiees

Strongest Units	Troopers and Air
Unique Unit	Berserker (Melee Trooper)
Unique Technologies	Self Regeneration (Command Centre) Jetpacks (Fortress) Forest Vision (Heavy Weapons Factory) Wookiee Ingenuity (Mech Factory)
Civilisation Bonus	At Tech Level 3 and again at Tech Level 4, workers collect carbon 5 percent faster than normal.
Fortress Bonuses	Fortresses gain a +5 bonus to line of sight, and a +3 bonus to attack against Ships.
Team Bonus	Troopers gain +2 line of sight.

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