
EMPIRES OF THE AXIS AND ABYSS



EIGHT CIVILIZATIONS. ONE GALAXY. YOUR ODYSSEY.

OFFICIAL PLAYER'S MANUAL

A 4X ASYNCHRONOUS GALACTIC STRATEGY GAME

LAUNCH EDITION · 2026



EMPIRES OF THE AXIS AND ABYSS

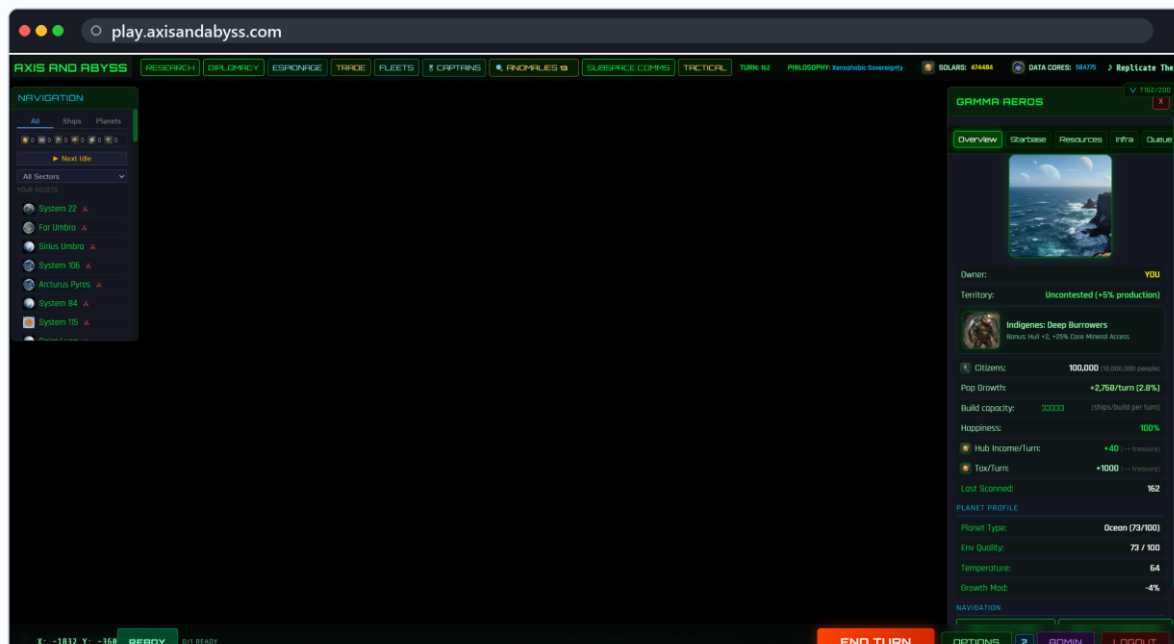
Eight Civilizations. One Galaxy. Your Odyssey.

OFFICIAL COMMANDER'S HANDBOOK

A 4X Asynchronous Galactic Strategy Game

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No download, no launcher — the whole galaxy runs in a browser tab.

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CHAPTER 0

Prologue — The Oikumene, the Silence, and the Reawakening

I — The Oikumene

Once, the galaxy was one.

The Progenitors — the first and greatest — wove ten thousand worlds into a single civilization, bound not by conquest but by light. They built the warp lanes: vast ancient engines that folded the void until every star was a neighbor. Knowledge, art, and abundance flowed along those lanes for an age without end.

They called it the Oikumene — the inhabited whole. Nobody believed it could fall.

II — The Silence

Then, without warning, the stars began to die.

Whole systems detonated — not by any weapon ever named — and as each one fell, the lanes anchored to it went dark. In a single generation the great web unraveled. The Progenitors did not answer the calls. They were simply, utterly gone.

The galaxy shattered into a thousand islands of light, each suddenly alone. It is remembered only as the Silence.

III — Three Thousand Years Alone

Cut off from the lanes, the survivors starved — for food, for fuel, but most of all for one another.

Three thousand years of isolation ground the heirs of the Oikumene down and reforged them. They adapted. They diverged. They forgot. The Progenitors decayed from history into myth, and from myth into superstition.

Their ruins still sit in the crusts of colony worlds and drift cold between the stars, humming with a mathematics nobody alive can fully read.

The peoples who endured became something new — the eight that remain. Each one carries a different answer to the same question: what caused the Silence, and how do we make certain it never happens again? Each one is certain the other seven are wrong.

IV — The Reawakening

And now — for a reason nobody understands — the ancient machines are waking.

Across the dark, dormant gateways flicker with light not seen in three millennia. The lanes are unstable, weak, half-alive. But they are there. What the Progenitors left broken is stirring back toward function, and the map of the galaxy is being redrawn a corridor at a time.

Between those lanes lies the Abyss — unmapped, unlit, unpriced. Ships can cross it. Ships do not always come back.

This region, where the old lattice broke worst and the corridors end mid-span, the charts now call the Shattered Axis.

V — Your Command

You inherit a handful of worlds, a handful of ships, and one starbase humming at the edge of your home system. Seven rivals woke to the same reopening dark, and they are already moving.

The Progenitors left their ruins scattered across the Shattered Axis. You will find them. So will your enemies. Some of what you find will make you rich. Some will make you a legend. Some of it is still awake, and has been waiting a very long time for somebody to knock.

Whoever masters the lanes again will not merely survive the new age.

They will inherit it.

Welcome, Commander

1.1 — What kind of game is this?

Axis and Abyss is a simultaneous-turn 4X strategy game played in your browser. Everyone submits orders for the same turn; when the turn resolves, the engine runs every phase in one pass:

Economy → Build → Research → Movement → Combat → Orbital Ops → Colonization → AI → Events → Cleanup

Nobody waits for anybody else to finish moving a mouse. Your orders lock when you press READY, and everyone's resolve together.

The game is built for asynchronous multiplayer — 2 to 8 commanders, filled out with AI empires as needed. A full campaign runs roughly 100 turns (short) to 200 turns (standard). You can plan a turn in five minutes and come back tomorrow.

1.2 — The turn cycle

A turn resolves when either condition is met:

- Every commander has pressed READY, or
- The turn deadline expires (the host sets the timer at creation, commonly 24 hours). The ⌚ AUTO-RESOLVE chip beside the READY button counts down to it.

You do not have to be online when a turn resolves. If you fall behind:

- After 3 consecutive missed turns, your seat is temporarily handed to the AI so the game keeps moving. Your empire keeps playing rather than sitting frozen.
- The moment you issue any order again, you take your seat back — automatically, no menu required.
- Going away deliberately? Use the AI SETTINGS panel to hand your own seat to the AI and take it back when you return.

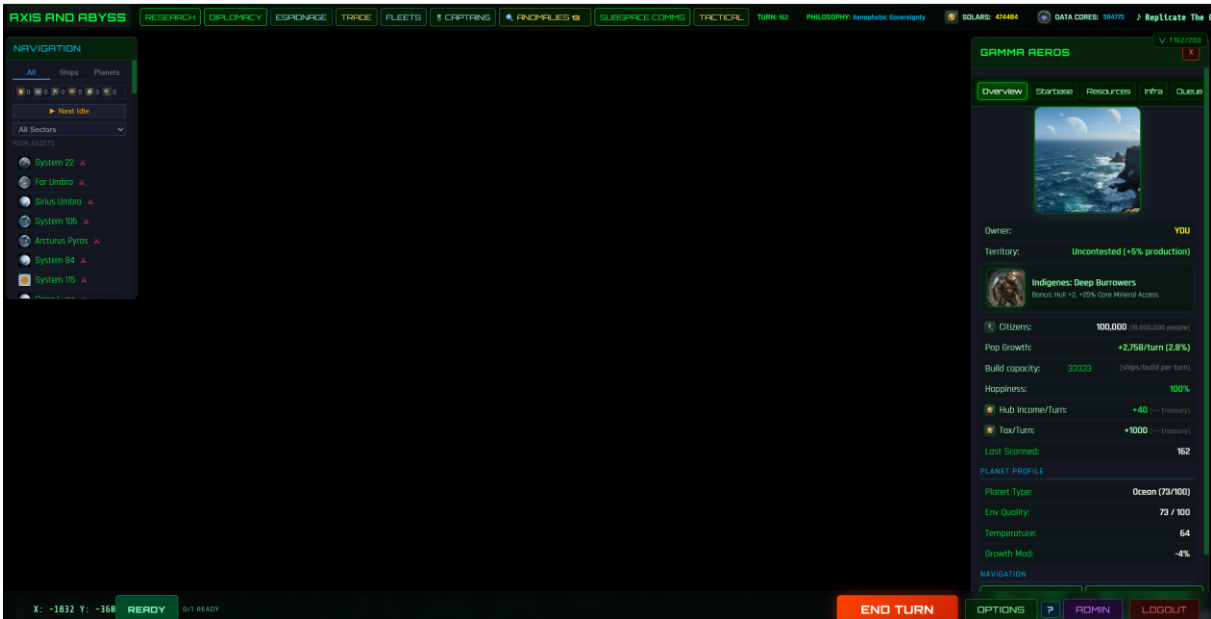
1.3 — First ten minutes

- Sign in and pick an empire. Each of the eight houses has unique ships, bonuses and a distinct feel (§2).
- Find your homeworld. It is guaranteed habitable, with a small defense force and a starbase already in orbit. You always start within reach of at least one native-species world worth investigating.
- Open the shipyard (click your homeworld → Shipyard tab). Build a scout first. Its job is to find colonizable planets and reveal your neighbors. You will want several.
- Queue a colony ship. Note that colony-capable hulls are not always obvious — for several houses the colony ship is a freighter-class hull. Look for the colony icon on the hull card in the shipyard.
- Check the Infra tab. Your planet starts with mines, logistics hubs and a few defense posts. Watch the ⚙ Maintenance/Turn row — everything here costs upkeep, every turn.
- Set your tax rate. Higher tax means more Solars and less happiness. Happiness is the fuse on the unrest system (§5); do not light it early.
- Press READY.

1.4 — The HUD at a glance

Region	Shows
Top bar	Turn number, your race, empire Solars, empire Data Cores, current music track
Top-bar menus	Research · Diplomacy · Espionage · Trade · Fleets · Captains · Anomalies · Subspace Comms · Tactical
Left panel — Navigation	Your assets: planets, starbases, ships. Click any to center the camera and open it
Main canvas	The galaxy map. Left-click to select, right-click to order a move, shift+click to force an Abyss jump
Right panel — Detail	Whatever is selected, with tabs (Overview / Cargo / Orders / Infra / Queue)
Bottom bar	Cursor coordinates, READY count, auto-resolve countdown, END TURN, Options, Admin

Every modal closes with the red × or the Esc key. On phones, panels stack and scroll vertically.



The command interface: navigation at left, the galaxy map at center, the detail panel at right.



The top bar carries your treasury, your research pool, and every major panel in the game.



CHAPTER 2

The Eight Houses

Each house is a doctrine — a cluster of bonuses, a unique ship line, a distinct Golden Age trigger, and a different answer to the same question. Pick the one that matches how you want to play.

All bonuses below are the live values from the current build.

Cybernetic Collective — The Consuming Network

 Cybernetic Collective	 Hive Nexus
---	---

The Cybernetic Collective and their flagship, the Hive Nexus.

“Every mind is data. Every ship is a node. We have been assembling ourselves for centuries; you are merely another component.”

Prime stat	Technology
Bonuses	+10% mining · +20% research
Special	Assimilation — captures damaged enemy ships instead of destroying them
Unrest doctrine	Accrues unrest 20% slower; its "Reformat" resolution carries no atrocity stain

Golden Age	Data Cores $\geq 1.5 \times$ the sum of your four combat tech levels
Plays like	A patient snowball. You lag early, then compound.

Bio-Engineered Armada — The Living Fleet

 Bio-Engineered Armada	 Leviathan
---	--

The Bio-Engineered Armada and their flagship, the Leviathan.

“Our ships are not built. They are fed, bred, and released.”

Prime stat	Combat
Bonuses	+15% combat damage · +10% population growth · 5% hull regeneration per turn
Special	Adaptive Hull — ships heal between battles without a dry-dock
Unrest doctrine	+1 unrest per turn on worlds whose natives are not your own kind
Golden Age	Any weapon/defense discipline at tech 8+
Plays like	Early and constant aggression. You win by attrition — your fleet heals, theirs pays.

Xenophobic Sovereignty — The Fortress Imperium



Xenophobic Sovereignty



Sovereign Class

The Xenophobic Sovereignty and their flagship, the Sovereign Class.

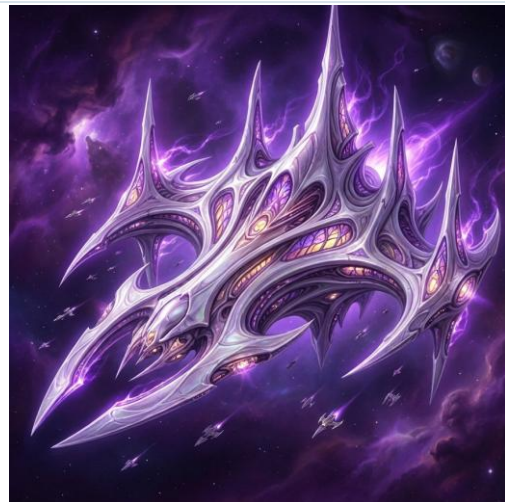
“The void has taught us one lesson: anything outside the wall eventually tries to come in.”

Prime stat	Defense
Bonuses	+50% planetary defense (defense posts hit far harder)
Special	Fortress Worlds — defense posts fight as full combat units
Unrest doctrine	Iron Fist keeps 20% more of the population; +2 unrest on subject-race worlds; reform takes twice as long
Golden Age	Repel an invasion of 5+ enemy ships
Plays like	The turtle. You rarely expand fast, but every world you hold is a meat grinder.

Psionic Covenant — The Prophecy



Psionic Covenant



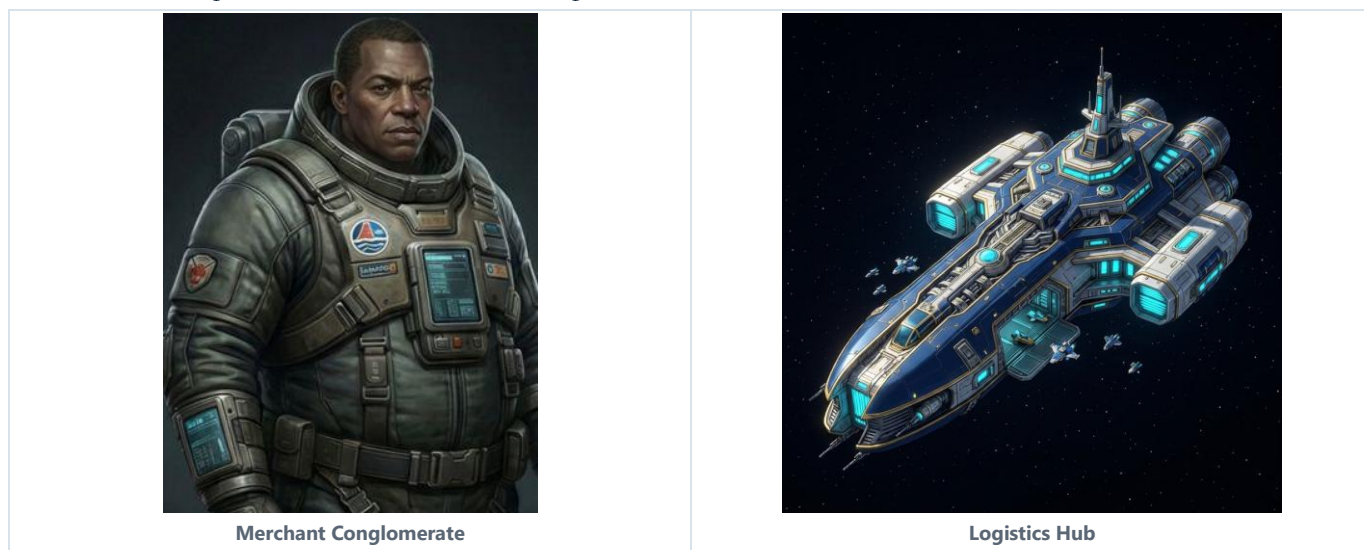
Cathedral of Void

The Psionic Covenant and their flagship, the Cathedral of Void.

“We foresaw the Silence. They called us mad, and then they died. We have been listening ever since.”

Prime stat	Intelligence
Bonuses	+50% sensor range · +20% espionage success
Special	Mind Link — disrupts enemy accuracy in battle
Unrest doctrine	Sees unrest one stage early; can research Psionic Calm (×0.7 accrual empire-wide)
Golden Age	Complete the Prophecy chain (a multi-stage story arc)
Plays like	An information economy. You see first, you know where their fleets are going, you take their tech.

Merchant Conglomerate — The Counting House



Merchant Conglomerate

Logistics Hub

The Merchant Conglomerate and their flagship, the Logistics Hub.

“Wars end. The best contracts do not.”

Prime stat	Economy
Bonuses	+20% tax income · +15% trade income · +15 Solars flat per active trade route
Special	Trade Lanes — passive income between your colonies
Unrest doctrine	Velvet Glove costs half; trade keeps paying even through Riots
Golden Age	50,000 Solars held
Plays like	The economic engine — and now a real win condition of its own (\$20, Economic Victory).

Nomadic Wanderers — The Caravan



Nomadic Wanderers



Mothership

The Nomadic Wanderers and their flagship, the Mothership.

"A planet is a chain. A fleet is a promise to the horizon."

Prime stat	Mobility
Bonuses	-20% fuel consumption · +20% cargo capacity · halved Abyss damage
Special	Fleet Logistics — extended range; the Mothership acts as a mobile starbase
Unrest doctrine	Accrues unrest 50% slower; Independence hands you 2 free ships
Golden Age	Hold an active Defense Alliance
Plays like	Guerrilla. You cross the Abyss where nobody expects a fleet to survive it.

Robotic Dominion — The Rebooted Foundry



Robotic Dominion



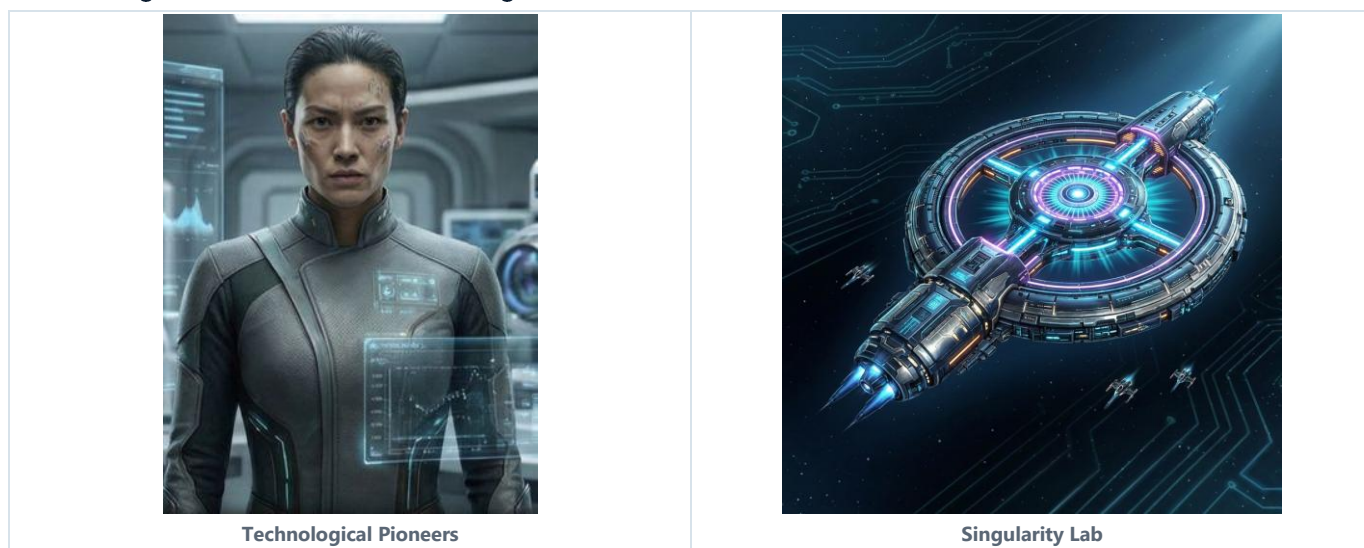
Drone Host

The Robotic Dominion and their flagship, the Drone Host.

“We were built by a species that no longer exists. We have been building ever since.”

Prime stat	Production
Bonuses	+20% production · 10% hull regen in friendly space · 50% maintenance discount on everything
Special	Automated Repair — ships self-repair in any owned system
Unrest doctrine	Zero unrest on worlds matching your own kind; ×1.5 on conquered biological worlds
Golden Age	Hold 15+ planets
Plays like	Mass production. The upkeep discount means you can field roughly twice the infrastructure of anyone else.

Technological Pioneers — The Long Scholars



The Technological Pioneers and their flagship, the Singularity Lab.

“For three thousand years we researched. Now we get to apply it.”

Prime stat	Research
Bonuses	+25% research speed · +25% sensor range · cheaper high-tier research
Special	Advanced Scanners — reveal hidden planet attributes on first scan
Unrest doctrine	Constitutional reform is 25% faster; Political Science costs half
Golden Age	Total tech across all lines ≥ 30
Plays like	The tech race. Weak early, terrifying late.

The Six Currencies of Power

Resource	Comes from	Buys
Solars	Tax, logistics hubs, trade routes, gifts	Everything — ships, buildings, research, upkeep
Isotopes	Mined from isotope-rich worlds	Ship fuel. Stored in the hull, burned on every move
Alloys	Mining	Hulls, starbases, defense posts
Composites	Mining	Advanced hulls, modules
Rare Earths	Scarce worlds only	High-tier weapons and modules
Logistics	Logistics hubs	Construction and station operations



The six currencies.

Solars and Data Cores are empire-wide. Minerals and Logistics sit on the planet that mined them — move them with freighters or supply routes (§16) if another world needs them.

3.1 — Upkeep

Everything you own bills you every turn during the Economy phase. The planet's Infra tab shows ☼ Maintenance/Turn with a full breakdown on hover.

Ships: roughly mass ÷ 10 Solars per turn. A scout is trivial; a dreadnought is 100/turn.

Buildings: mines, hubs, labs, posts and starbases each draw Solars and/or Logistics.

Robotic Dominion pays half of all of it — that is their central advantage.

There is also an Imperial Overhead on runaway treasuries: a large net Solar surplus is skimmed above a threshold that scales with your empire size. Small and mid-size empires never notice it; it exists so a snowballing leader cannot simply out-bank the galaxy. Spend your income — do not hoard it.

“Rule of thumb: keep income at 1.5× upkeep. If you're at parity you cannot react to a war.”

Planets & Infrastructure

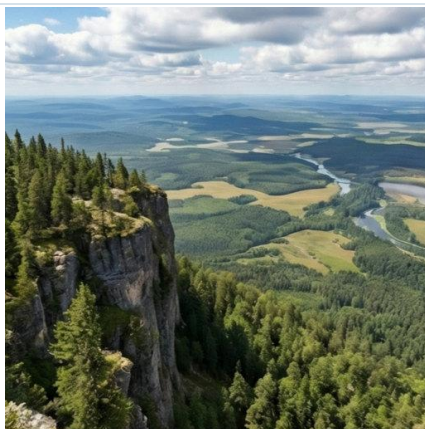
Planets are the only permanent asset you own. Fleets die; treasures empty; worlds endure.

4.1 — Reading a world

Every planet has an environment class (Gaia, Terran, Ocean, Arctic, Desert, Tundra, Barren...), a temperature, a maximum population, and four mineral densities (isotopes, alloys, composites, rare earths). The Tactical overlay can paint any density across the map so you can see where the wealth is.



Gaia



Continental



Ocean



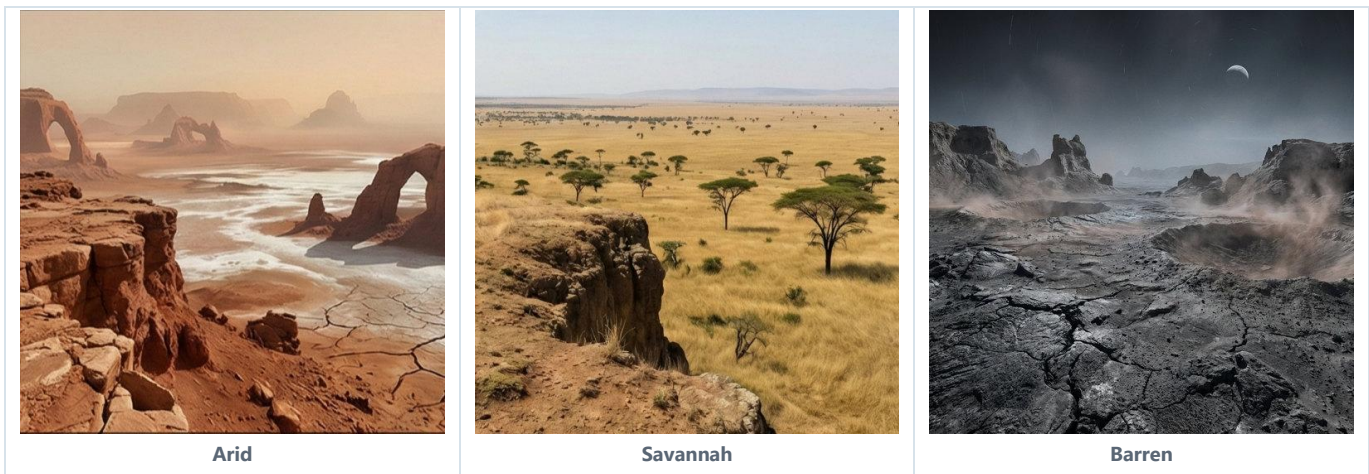
Alpine



Arctic



Desert



Environment classes — a world's class sets its population ceiling and its mineral character.

Some worlds carry a native species. Those are not decoration — see §13.

4.2 — The core loop

Each of your planets produces, per turn:

- Tax Solars — from citizens $\times$ tax rate $\times$ happiness (and your racial tax modifier)
- Solars + Logistics — from logistics hubs
- Minerals — from mines $\times$ density (mines deplete the finite core reserve; isotopes slowly regenerate)
- Data Cores — from data core facilities, into your empire research pool

4.3 — What you can build

Building	Purpose	Cap per planet
Mining Hub	Extracts minerals by density	1 per 150 citizens
Logistics Hub	Solars + Logistics — the production engine	1 per 100 citizens
Data Core Facility	Research output	1 per 1,000 citizens
Defense Post	Planetary defense; fires in orbital combat	1 per 150 citizens, also capped by Orbital Defense tech
Entertainment Complex	+5 happiness equilibrium and -1 unrest per turn, each	2 max (needs 1,000 citizens for the second)
Starbase	Shipyards, tech caps, modules, supply hub	1



What you can build on a world.

The Entertainment Complex is your primary anti-unrest building and it is worth more than it looks — two of them shift a planet's happiness floor by +10 permanently and bleed 2 unrest every turn. Each house calls it something different (the Cybernetic build a Dopamine Node; the Psionic, a Serenity Sanctum) but the numbers are identical. Political Science research knocks 25% off the cost.



The planet overview — population, happiness, infrastructure and the maintenance line.

Under siege: while an enemy warship sits in orbit, you cannot build or repair defense posts or starbases on that world. Break the siege first. Your queued order is not lost — it completes once orbit is clear.

4.4 — The Planetary Governor

Each planet has a Governor panel that automates construction. Toggle any combination of: auto-mines, auto-logistics-hubs, auto-defense-posts, auto-data-labs, and auto-build ships (needs a starbase).

About auto-build ships: it queues one hull per turn, forever, up to a fleet cap. If you leave the cap unset it now defaults to 12 armed ships — before this default existed, players would discover forty-odd identical cheap warships they never ordered. Every auto-build now announces itself in your comms feed, naming the governor that ordered it. Set an explicit cap if you want a bigger standing fleet, and pick the hull class with the ship preference dropdown.

4.5 — Terraforming

A Terraformer-class hull (late-tech, one per house) can convert a hostile world toward habitability over several turns, raising its maximum population, nudging its temperature toward the ideal, and adding a modest mineral-density bonus. It is slow and expensive and it is how a cramped empire makes room without a war.

Happiness, Unrest & Rebellion

New commanders lose more empires to this system than to enemy fleets. Read this section.

Every colony carries an unrest value from 0 to 100. Happiness feeds it; unrest bleeds your economy; at 100 the world rises.

5.1 — How unrest accrues

Each turn, a planet's happiness sets the direction:

Happiness	Effect on unrest
80+	−4 per turn (healing)
60–79	−2 per turn
below 60	+1
below 40	+3
below 25	+6
below 15	+10

Then accelerators add on top (accrual only, never recovery): +2 if you tax above 14%, +1 at war, +1 on a world whose natives are not your own kind, +1 if it is more than 800 units from your capital. Repeat offenders climb faster — a world with a history of unrest accrues at a growing multiplier. And empire-wide, a history of atrocities (see Iron Fist and Cleanse below) adds up to +5 unrest per turn to every planet you own, decaying slowly.

5.2 — The five stages

Stage	Unrest	What it costs you
0 — Stable	0–19	Nothing
1 — Discontent	20–39	−5% mining and factory output
2 — Unrest	40–59	−15% output, −10% tax, −5% growth — and sabotage begins
3 — Riots	60–99	−35% output, −25% tax, no growth, no trade income, −25% defense
4 — Open Rebellion	100	The world rises (\$5.4)

At Stage 2 your own population starts working against you: factory fires, mine collapses, stolen data cores, strikes that zero a planet's output for a turn, assassinated captains, sabotaged ships. These arrive as event cards naming the planet.

At Stage 3 trade income from that world stops entirely — unless you are the Merchant Conglomerate, whose contracts survive riots.

5.3 — Keeping worlds quiet

- Lower the tax rate. Above 14% you are paying for revenue with stability.
- Build Entertainment Complexes — the only building that directly fights unrest.
- Keep worlds near your capital, or accept the distance penalty.
- Research governance (§14): Propaganda calms everything within 300 units of your capital; Internal Security adds happiness per defense post and blocks rebellion from spreading; Political Science unlocks the Reform path.
- Watch the map. Owned worlds at unrest 20+ show a coloured ring — amber and orange for Discontent and Unrest, pulsing red and magenta for Riots and Rebellion. You will also hear an alarm the first time any world crosses into Riots.

5.4 — When a world rises

At 100 unrest the colony ignites: a three-screen cinematic, and a rebel faction — Rebels — \<planet name\> — spawns a fleet of defectors flying your own hull designs and sends it at your capital. The planet stays yours for now. The fleet does not.

One turn later your council convenes and demands a decision. You get six options:

Path	What it does	What it costs
Iron Fist	Mass arrests. Unrest to 0, pacified 30 turns, rebel fleet dissolved	You lose 40–60% of the population · +2 atrocity · –15 opinion galaxy-wide
Velvet Glove	Concessions and free infrastructure. Unrest to 30, +20 happiness	Solars scaling with the world's unrest history — and it costs more every time you use it
Reform	Convene a constitutional convention (needs Political Science)	The rebellion and its fleet continue while the convention sits. On ratification, permanent empire-wide stability
Cleanse	Resettle the world with your own people	2,000 Solars · +5 atrocity · –40 opinion · the galaxy remembers
Independence	Let them go. The world secedes as a friendly Free State	You lose the planet · +25 opinion galaxy-wide
Cultural Assimilation	(Cybernetic, Psionic, Bio-Engineered only) 15-turn program, then the world becomes yours in truth	800 Data Cores · the rebellion persists while it runs

Atrocities compound. Iron Fist and Cleanse solve today's problem and make every other world in your empire harder to govern for a long time. Independence looks like defeat and buys you real goodwill. Reform is the empire-wide fix and asks you to survive the rebellion while you build it.

5.5 — Spread

If a rebel state survives 5 turns with its fleet intact, it starts agitating. Same-species worlds of yours within 250 units that are already at 40+ unrest gain +5 unrest per turn, up to three worlds a turn. Internal Security research blocks this outright, and worlds within 200 units of your capital are immune.

An unhandled rebellion does not stay one planet's problem.

Ships, Hulls & Modules

6.1 — Anatomy of a hull

Every hull has mass (its HP and its upkeep), a fuel tank, a cargo hold, weapon mounts (beams / torpedoes / fighter bays), and a tech requirement. Bigger is not automatically better — mass costs upkeep every turn and makes a ship slower to act in combat (§10).

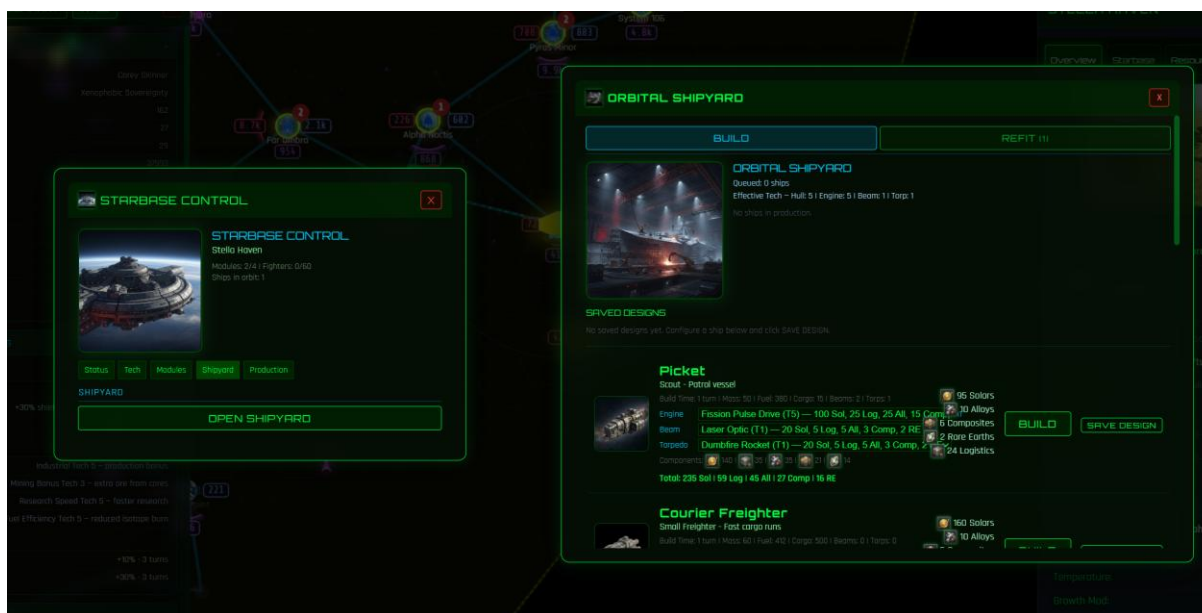
Ships are built at starbases only, and a starbase's own tech caps limit what it can build (§15).

6.2 — The Shipyard

Planet with a starbase → Shipyard. You choose:

- a hull (only those your race and tech allow)
- an engine, beam, second beam on big hulls, and torpedo type from your researched tech
- modules, up to the hull's slot count
- then build, or SAVE DESIGN as a reusable template

Costs draw Solars from the treasury and minerals from that planet's stockpile.



The shipyard: pick a hull, fit its weapons and modules, then build or save the design.

6.3 — Modules

Slots by hull mass: under 100 → none · 100–249 → 1 · 250+ → 2.

Module	Tech	Effect
Extended Fuel Tanks	1	+30% fuel capacity
Cargo Expansion	1	+40% cargo capacity

Reinforced Armor	2	+15% hull HP
ECM Suite	3	−10% enemy hit chance against you
Point Defense Array	4	Intercepts incoming torpedoes
Targeting Computer	5	+10% weapon accuracy
Shield Capacitor	6	+20% shields
Cloaking Device	7	Invisible outside enemy sensor range

Modules are fitted at build time and appear in the ship's Overview panel. Saved designs remember them.

6.4 — Refit

A ship docked at a friendly starbase can swap its engine, beams and torpedoes through the Refit panel — about 70% of new-component cost with a partial refund on what you remove. Multi-component refits take the ship offline for a turn.

Captains & Officers

A ship without a captain is a gun without a gunner.

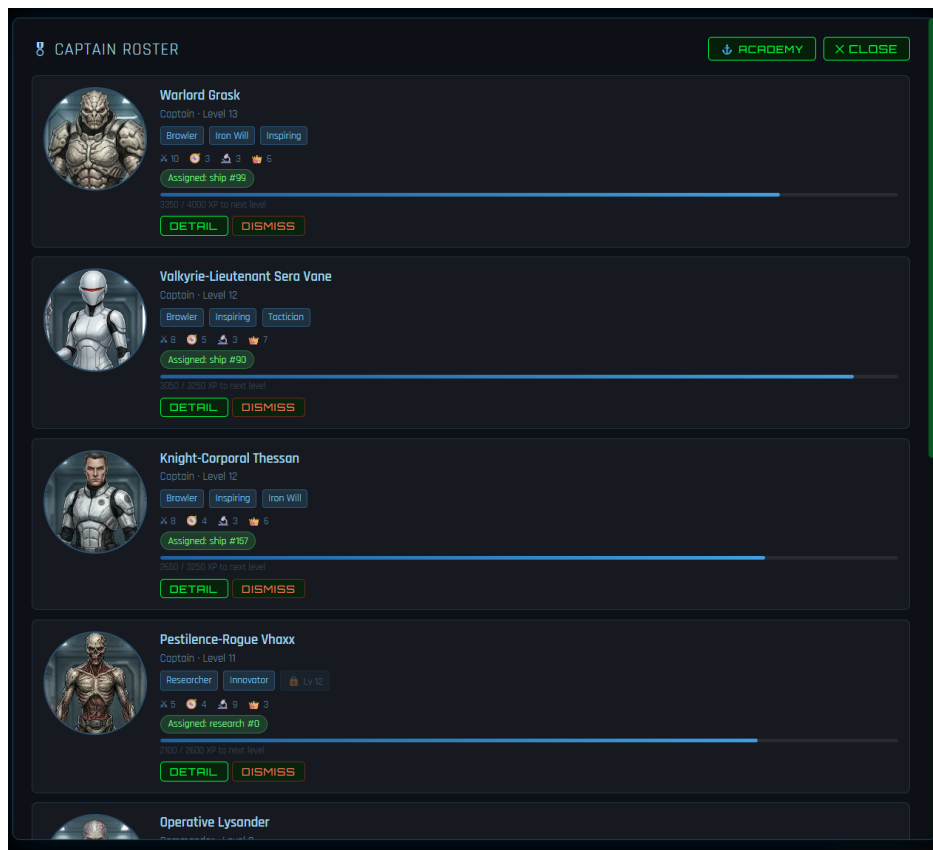


Chief Engineer Zara Okafor, Technological Pioneers — a Navigator-trait officer worth building a fleet around.

7.1 — Recruiting

Planets with starbases generate candidates over time. CAPTAINS → Recruit shows who is available: name, race, portrait, four skill scores (⌘ Combat · ⚙ Navigation · 📖 Science · 👑 Leadership), trait affinities, a backstory, and a price.

Skills bias which traits they earn as they level. You may hold 8 captains at once, so recruit deliberately.



The captain roster — skills, traits and current assignment for every officer you hold.

7.2 — Assigning

Captains take one of three postings:

- Ship — their traits apply to that hull
- Planet (Governor) — production, happiness, research on that world
- Research (Chief Scientist) — empire-wide research, and a second research slot (\$14)

Every assignment panel shows a **CAPTAIN BONUSES** readout spelling out exactly what that officer contributes.

7.3 — The traits

Domain	Trait	Effect
Combat	Marksman	+15% beam accuracy
	Torpedo Ace	+15% torpedo accuracy
	Iron Will	Ship holds until 10% HP instead of 25%
	Tactician	+1 decision card, +5% initiative
	Brawler	+20% damage at close range
	Commander	+12% initiative — acts earlier every round
Navigation	Navigator	+20% movement range

	Fuel Efficient	–25% fuel burn
	Void Runner	Halves Abyss transit damage
	Wormhole Sense	+50% wormhole speed (4× becomes 6×)
	Pathfinder	Crosses the Abyss without the lane penalty
Science	Researcher	+25% research speed
	Archaeologist	+30% anomaly investigation speed
	Data Analyst	+15% Data Core output on that world
	Innovator	10% chance to skip a tech level outright
Leadership	Governor	+10% production on that world
	Fleet Commander	Bonuses apply fleet-wide, not just the flagship
	Inspiring	+10% combat effectiveness
	Recruiter	That planet finds candidates twice as fast

Fleet Commander is the force multiplier. One officer with it turns a personal bonus into a fleet doctrine.

7.4 — Advancement

Captains earn XP from doing their job: combat participation and victories, anomaly discoveries, completed research, turns governed. They advance to level 15, gaining trait slots at levels 3, 7 and 12 — a level-12 officer with three traits is a genuine strategic asset. Ranks run Ensign → Lieutenant → Commander → Captain → Admiral.

7.5 — Casualties

A captain whose ship dies is usually wounded — recovered after a few turns, unassignable meanwhile. Occasionally one is killed outright, and you will get a eulogy screen you cannot skip. Put your best officers on ships you intend to escort.

Fleet Command

Individual orders stop scaling past about twenty ships.

8.1 — Fleets

FLEETS → New Fleet. Add ships, name it, set a number. A fleet has a flagship, a shared warp setting, a combat posture, a tactic, and optionally a standing order.

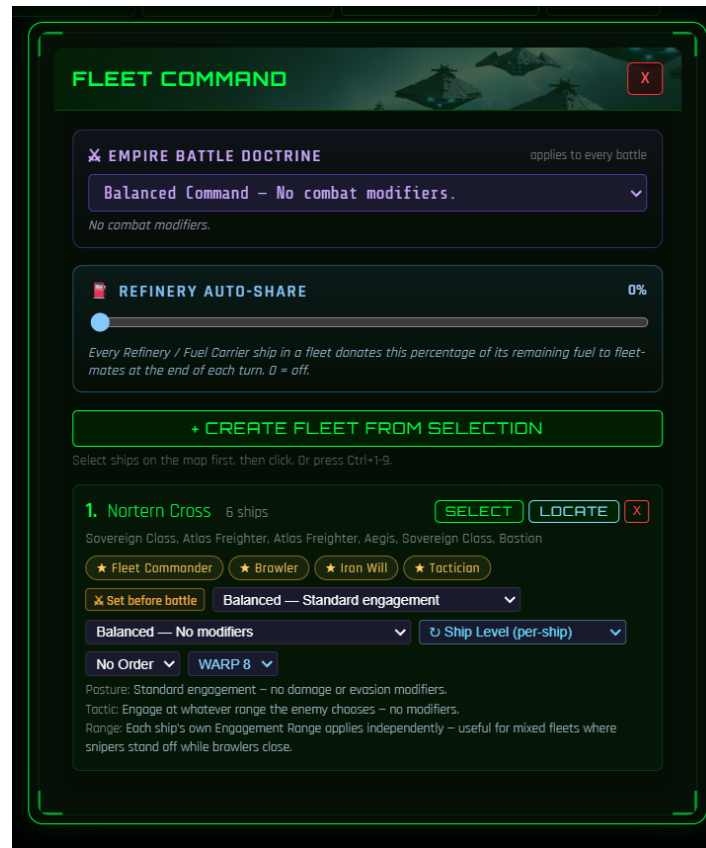
Moving a fleet issues one order for every member at a synchronized speed — which matters, because a fleet is only as fast as you tell it to be, and stragglers arrive alone.

8.2 — Standing orders

Standing orders run at the start of Movement, and only set waypoints on ships you have not personally ordered — your manual orders always win.

Order	Behavior
Guard	Move to a target planet and hold within 8 units
Patrol	Wander a slow perimeter around the fleet's current center
Escort	Follow another friendly fleet and hold within 5 units

Your comms feed reports what automated fleets did each turn.

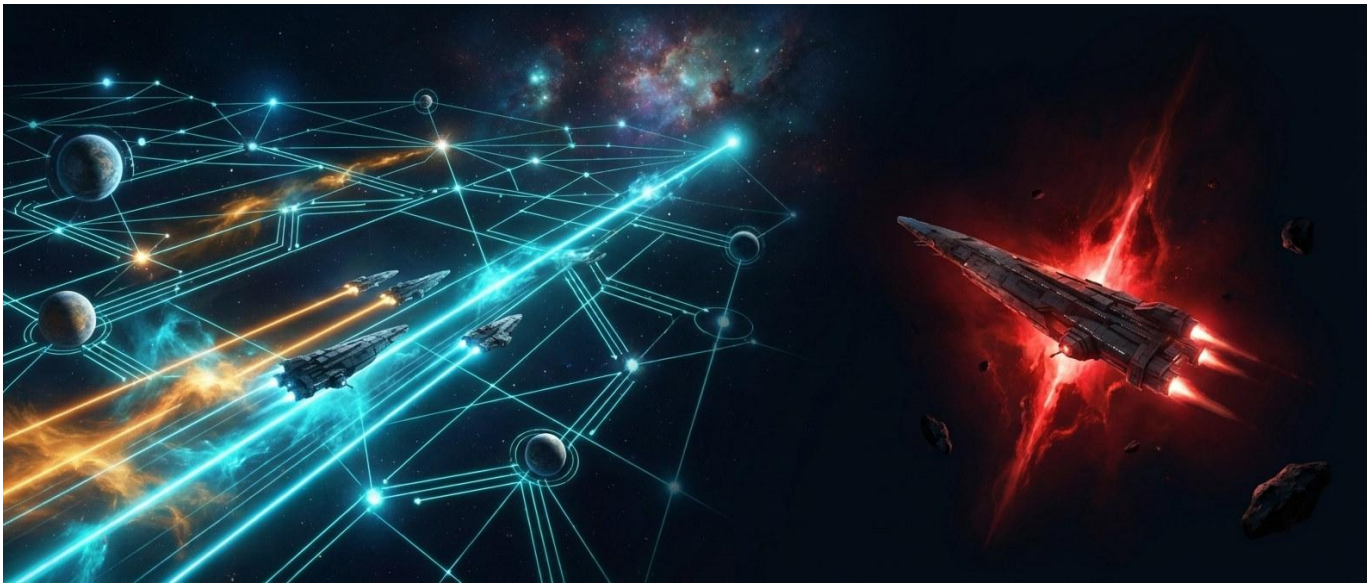


Fleet Command — grouping, warp sync, posture, tactic and standing orders.

8.3 — Posture, tactic and engagement range

- Posture — aggressive (close fast, more damage), defensive (hold range, better shields), screen (protect the flagship), range control, or balanced.
- Tactic — sniper (long-range accuracy), brawler (close-range damage), afterburners (movement over accuracy), turtle (defense over damage), or balanced.
- Engagement range — per ship: long, medium, close, or flexible. The battle engine honors this when it decides how your ships close the distance.

Match these to your hulls. A Pioneer beam line wants defensive + sniper; a Bio-Engineered swarm wants aggressive + brawler.



CHAPTER 9

Travel — The Axis and the Abyss

There are two ways across the galaxy, and a third that most commanders never use correctly.

9.1 — Axis lanes

The Axis lanes are the Progenitors' surviving corridors — the blue lines on your map. Travel along them is faster and cheaper: lane movement runs at full speed and burns half the fuel of open space. Your ships route along lanes automatically; the route preview shows the hops.

The lane network is a real graph. A world with no lane connection cannot be reached along the Axis at all — only across the Abyss.

9.2 — The Abyss

Shift+click a destination to force an Abyss jump: a straight line through unmapped space, ignoring the lane network. It is slower per unit of distance, burns more than twice the fuel, and damages your ship every turn in transit.

The Nomadic Wanderers take half that damage, and a Void Runner captain halves it again.

Use the Abyss to reach isolated worlds, to arrive from a direction nobody is watching, and for very little else.

9.3 — Drive settings, overdrive and underclock

Your Drive Setting (warp) sets speed — and fuel burn scales sharply with it.

- Running above your engine tech is overdrive: +50% fuel at one tier over, +100% at two, up to +200%. Emergencies only.
- Running below your engine tech saves fuel, from −5% at one tier under to −30% at six.

The ship panel projects total fuel cost and ETA before you commit. A fleet stranded without isotopes is a fleet you have lost.

9.4 — Wormholes

Some worlds are paired by wormholes — including gates you can restore yourself through archaeology. A wormhole transit moves at 4× lane speed (6× with a Wormhole Sense captain) for almost no fuel (minimum 15 isotopes).

Wormhole transit is opt-in. If your route passes through one, the game asks: USE WORMHOLE or ORBIT PLANET. This exists so a corridor never grabs a ship you meant to send somewhere else. Two things worth knowing:

- Once a ship is committed to a transit, it keeps that consent when you re-issue orders along the same route. Changing the drive setting no longer silently cancels the jump.
- If a ship is sitting at a wormhole mouth and you order it to that wormhole's far end, it takes the corridor automatically — you clicked the exit, so the game gives you the fast way there.

9.5 — Minefields

Ships with torpedo mounts can lay minefields along a lane segment; ships with beams can sweep them. Mines damage anything that crosses, decay slowly, and are consumed as they hit. A mined corridor is a cheap way to make a chokepoint expensive.

9.6 — Supply routes

A freighter can be assigned a supply route between two of your worlds: it loads a configured manifest, flies, unloads, and repeats without further orders. Routes auto-refuel at each end and balance the load across resources when you ask for more than the hold can carry.

If a route cannot fuel itself or finds nothing to load, it pauses and tells you rather than flying empty forever. Refinery-class hulls can also share fuel with their fleet each turn — set the share percentage in Fleet Command.



CHAPTER 10

Combat — The Initiative Doctrine

Combat resolves automatically when hostile fleets come within engagement range, in three passes through three range bands: long → medium → close.

10.1 — Who shoots first

Defenders shoot first. Before the battle proper, every defending starbase and defense post fires a full-strength opening salvo at the attacking fleet. The attackers cannot answer it. Attacking a fortified world costs you a ship before the first round begins — that is the point of fortifications.

After that, every ship acts in initiative order, recalculated whenever a ship dies. Initiative is driven by:

- Engine technology — the single largest factor
- Low mass — small ships react faster than capitals
- Current hull integrity — damaged ships act later
- Veterancy — confirmed kills make a ship faster, up to a cap
- Age — a ship that has been in service a long time acts sooner
- Captain traits — Commander (+12%), Tactician (+5%)
- A random roll, so nothing is fully deterministic

Each ship picks one target per round and fires everything it has at it.

10.2 — Weapons

Weapon	Best band	Character
Beams	Depends on tier — see below	Your main gun line. 10 tiers
Torpedoes	Long	Heavy damage at range, weak in a knife fight, limited ammunition. 8 tiers

Fighters	Medium	Launched from bays, strike and return, thinned by point defense
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Beams change character as they advance — this is the single most misunderstood thing in the game. A beam is not simply a close-range weapon; each tier has an ideal band, and the family migrates outward as the technology matures:

Beam tier	Weapon	Ideal band
1–3	Laser Optic · UV Pulse · Plasma Thrower	Close — these are knife-fighters
4–6	Ion Stream · Positron Beam · Phase Disruptor	Medium
7–10	Graviton Lance · Meson Projector · Zero-Point Emitter · Gamma Ray Burst	Long — they out-range torpedoes' comfort zone

A beam does about 10% more damage in its ideal band and about 10% less in its worst one. The practical consequence: a Tier-2 brawler fleet and a Tier-8 sniper fleet want opposite tactics. Upgrading your beams without revisiting your fleet's engagement range is how a winning doctrine quietly stops working.

Torpedoes run out. Count your salvos before you commit to a long siege, and resupply at a starbase.

A mixed fleet fights in every band. Composition is the meta — and so is matching your engagement range (§8.3) to the beams you actually field.

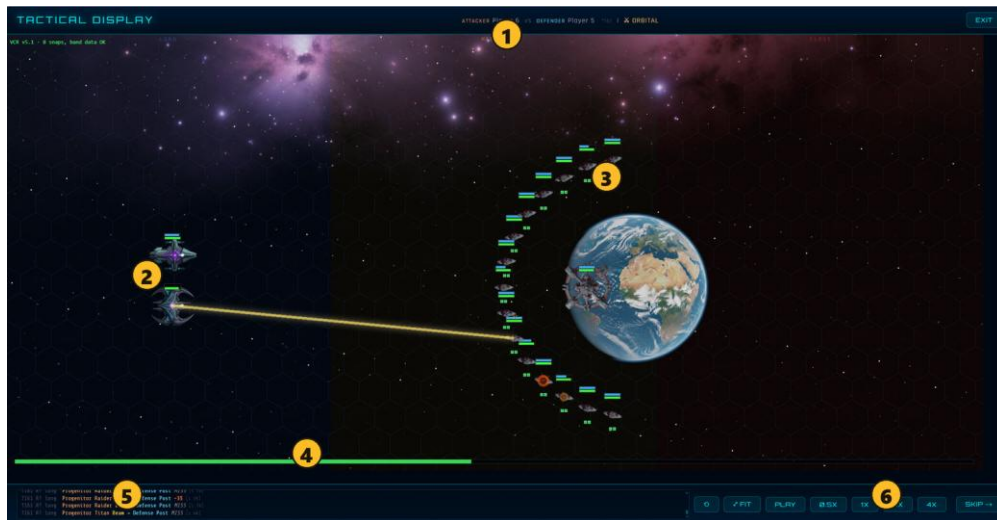
10.3 — What else applies

Modules (ECM, point defense, targeting computer, shields, armor), captain traits, fleet posture and tactic, racial bonuses, and territorial influence all fold into the same maths. Structures never move — they fire their opening salvo and then hold.

10.4 — Reading the battle

Every engagement produces a battle report (SUBSPACE COMMS → Combat Logs): round-by-round damage, weapon-by-weapon breakdowns, and who killed what.

The VCR replays the whole engagement — ships gliding between bands, tracers, torpedo runs, fighter sorties, shields collapsing, and a final scoreboard with an MVP.



The replay display.

	What it shows
1	Header — attacker and defender, their races, the turn, and an ✕ ORBITAL badge when a world is involved
2	Your line. Ships close or hold according to their engagement range; tracers show every shot fired
3	The enemy line. Green bars above each hull are shields and structure — watch them drop shot by shot
4	Timeline. Scrub the battle; the band label tells you whether you are watching long, medium or close range
5	Play-by-play. Every shot in text: weapon, tier, target, damage — and misses and point-defense intercepts
6	Controls — play, pause, speed, restart, and ↗ FIT to re-frame the whole engagement

Pinch, drag and double-tap work on a phone; the f key resets the view on desktop.

Study your defeats. Every "how did I lose that?" is answered in the replay — usually as "my beams were the wrong tier for the range I chose to fight at".

You can share a battle with the [SHARE REPLAY LINK](#) button — the recipient lands directly in that replay.

BATTLE REPORT12 of 28X

✖ 28 BATTLES THIS TURNViewing largest first

12. Sirius Umbra — Player 4 vs Corey Skinner (16 ships, 0 lost, MUT)▼

MUTUAL DESTRUCTIONTurn 161 — Sirius Umbra

Player 4

✖

Corey Skinner

ATTACKER1 / 10 lost (0%)

DEFENDER15 / 150 lost (0%)

◀ PREV

NEXT ▶

SKIP ALL REPORTS

The battle report — losses, damage by weapon, and the entry point to the replay.



CHAPTER 11

Diplomacy

Open DIPLOMACY from the top bar. You will see every empire you have met, their race, their standing with you, and what you can offer them.

11.1 — Opinion

Every pair of empires holds an opinion score from -100 to $+100$, drifting slowly back toward neutral. It moves when you act:

Action	Effect
Making an offer	Small positive
Having an offer accepted	Solid positive, both ways
Having an offer rejected	Small negative
Bombarding their world	Heavily negative
Atrocities (Iron Fist, Cleanse)	Negative with everyone, not just the victim
Granting independence to a rebel world	Positive with everyone
Gifting Solars	Positive, scaling with the gift

11.2 — Agreements

Agreement	Meaning
Non-Aggression Pact	Neither side's ships engage the other. The easiest deal to land, and it holds combat

	off entirely
Trade Agreement	Mutual income
Research Pact	Shared research benefit — needs real goodwill
Defense Alliance	Mutual military commitment — the highest bar, and the Nomadic Golden Age trigger

A NAP is not a formality: while one is active, your fleets and theirs will not fire on each other, and you cannot invade their worlds. Ending one is a deliberate act.

11.3 — Talking to humans and AIs

Propose from the empire's row. Against an AI, the answer is immediate — it weighs its personality, its archetype and its current opinion of you, and tells you yes or no on the spot. Against another commander, the offer lands in their Diplomacy panel and waits for them.

When a human sends you an offer, you get the full viewscreen: their race's ambassador on screen, in character, voiced, with Accept / Deny / Ignore. War declarations arrive the same way — announced, not buried in a log.

11.4 — War and peace

Declaring war cancels your existing agreements with that empire, drops opinion to the floor, and enables combat. Offering peace later resets both sides to a wary armistice rather than friendship. Empires remember.

11.5 — Gifts

Gift Solars from any empire's row. It is the fastest way to climb out of a hole, to buy a neighbor's patience while you fight elsewhere, or to keep a stronger power pointed at somebody else.

DIPLOMACY

X

AGREEMENTS

MESSAGES

STANDINGS

GALACTIC STANDINGS

#	EMPIRE	ECO	MIL	TER	RES	TOTAL
1	Corey Skinner (Xenophobic Sovereignty)	4744	145	405	430	5724
2	Player 3 inactive (Psionic Covenant)	3911	150	285	360	4706
3	Player 4 inactive (Bio-Engineered Armada)	3445	205	180	430	4260
4	Player 2 (Merchant Conglomerate)	2887	155	150	310	3502
5	Player 1 (Cybernetic Collective)	2790	0	0	350	3140
6	Progenitor inactive (Dark Progenitor)	0	235	15	420	670

Diplomacy standings — who is at war with whom, and where you stand with each of them.



CHAPTER 12

Exploration, Anomalies & Archaeology

12.1 — Sensors and fog

Your ships and worlds project sensor coverage. Enemy fleets are only visible inside it — but a planet you have scanned stays known forever. Psionic Covenant see 50% further than anyone; Pioneers 25%, and they read hidden planet attributes on the first pass.

Scouts are the cheapest eyes in the galaxy. Keep several out for the whole game, not just the opening.

12.2 — Anomalies

Scattered across the Shattered Axis are anomalies — Progenitor ruins, derelicts, biological oddities, things left running. They are marked in violet on your map and in the ANOMALIES panel, which carries a badge showing how many discoveries are waiting on you.

Investigating one takes several turns and a trickle of Data Cores. The flow is deliberate:

- Discovery — a cinematic when your ship arrives
- Investigation — multi-turn, costing Data Cores per turn
- The findings — the outcome is decided but sealed until you click "Reveal the findings"

That last step is the point: the reward is yours, waiting, and you choose when to open it.

If you cannot afford the ongoing cost, an investigation pauses rather than failing — it will wait for you. Watch the badge; abandoned digs are the most commonly forgotten resource in the game.

12.3 — Archaeology chains

Three long narratives can appear in any campaign, each about five stages deep:

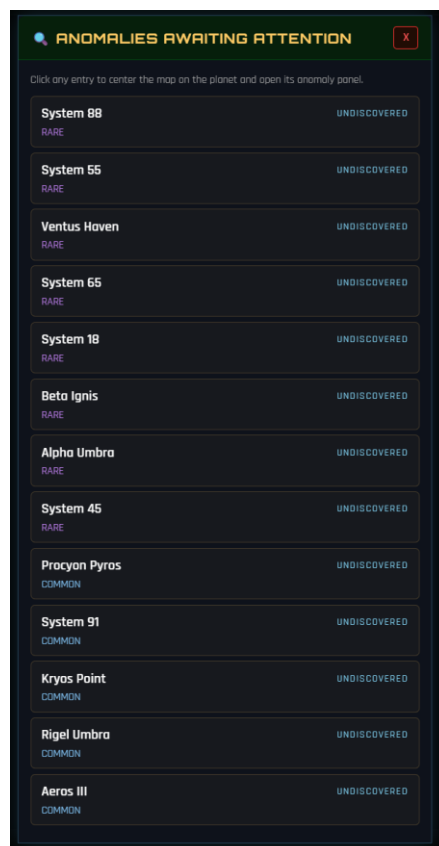
- The Shattered Archive — a Progenitor data vault. Crack it for wealth, cores, and a hull breakthrough.
- The Dormant Gate — a cold transit gate. Restore it and it becomes a permanent wormhole on your map. Get it wrong and something uses it first.
- The Echo Signal — a repeating transmission in an unknown grammar. Decode it and you learn something; decode it carelessly and the galaxy learns where you live.



The three chains, at their opening stage.

Each stage is a full cinematic with real choices. Chains are worth pursuing — the payouts are large and the gate in particular reshapes your map.

Anomaly events fire once per world per commander, so a rival can find their own version of the same ruin.



The anomalies panel tracks every discovery waiting on your decision.



CHAPTER 13

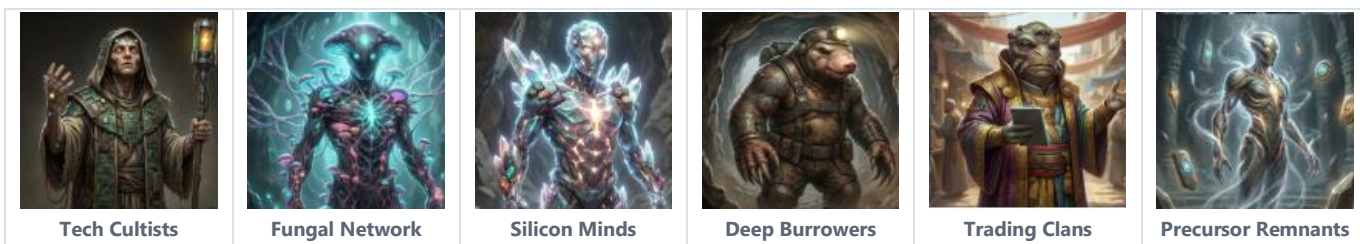
The Neighbors

The seven other empires are not the only things out here.

13.1 — Native species

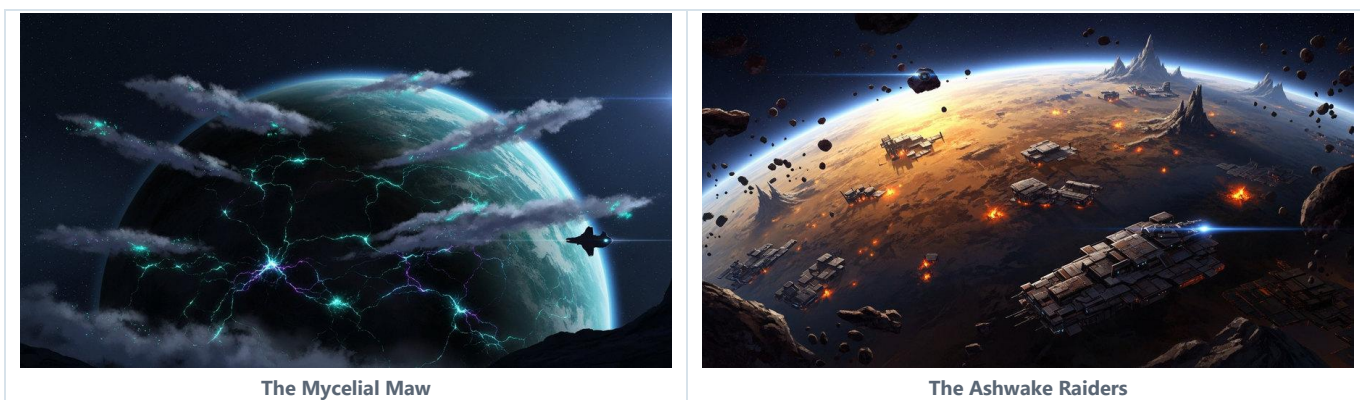
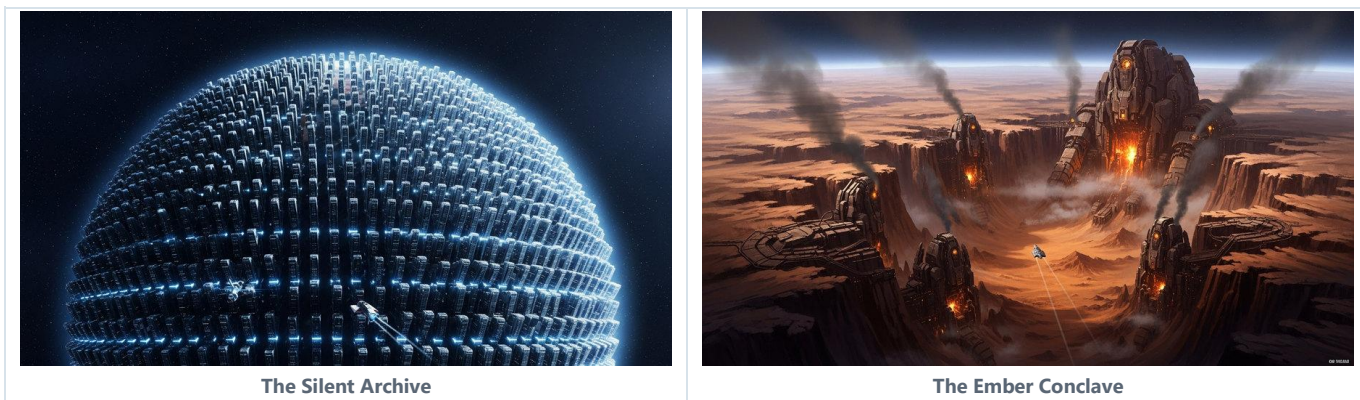
Many worlds carry native populations — Silicon Minds, Tech Cultists, Fungal Networks, Warrior Tribes, Trading Clans, Agrarian Collectives, Deep Burrowers, Precursor Remnants. Some are simply flavour and a colonization bonus. Four of them guard their worlds, and every homeworld has at least one such world within reach.

Guardian	Their world	What they want
Silicon Minds	The Silent Archive	Keep a ship in orbit for 6 turns while they evaluate you — or buy them out for an engine breakthrough
Tech Cultists	The Ember Conclave	The same vigil, 6 turns — or buy them out for a beam breakthrough
Fungal Network	The Mycelial Maw	Study it for 6 turns. They take no bribes. Study, or fight
Warrior Tribes	The Ashwake Raiders	Tribute — 150 Solars a turn for 5 turns. Miss a payment and the clock simply stalls



The peoples who were already here. Four of them guard their worlds.

These encounters are the early game's real content: a decision about patience versus force, on your doorstep, in the first twenty turns.



The four guardian worlds.

13.2 — Minor powers

Three small empires are seeded well away from the home systems and play by the same rules you do:

- The Ashen Concord — turtles. Few worlds, heavily fortified, the only minor power that fields a starbase.
- The Grave Marches — warmongers with a calibrated strike squadron. It will beat a small fleet and lose to a real one.
- The Silent Choir — schemers who work through espionage rather than fleets.

They can be fought, out-expanded, or simply left alone. They cannot win the game — but they can absolutely take a world off you.

13.3 — Pirates

Pirate warbands raid the frontier throughout the campaign, escalating in the mid-game. They target lightly defended worlds and lone freighters. A patrol fleet with a standing order is the cheap answer.

13.4 — The deep dark

From about turn 12 onward, a ship that strays more than 150 units from any planet risks something older. The Void Leviathan ambushes deep-space stragglers — once per commander, per campaign. It does not pursue. It does not need to.

Keep lone ships near charted space, or accept the odds knowingly.

Technology & Research

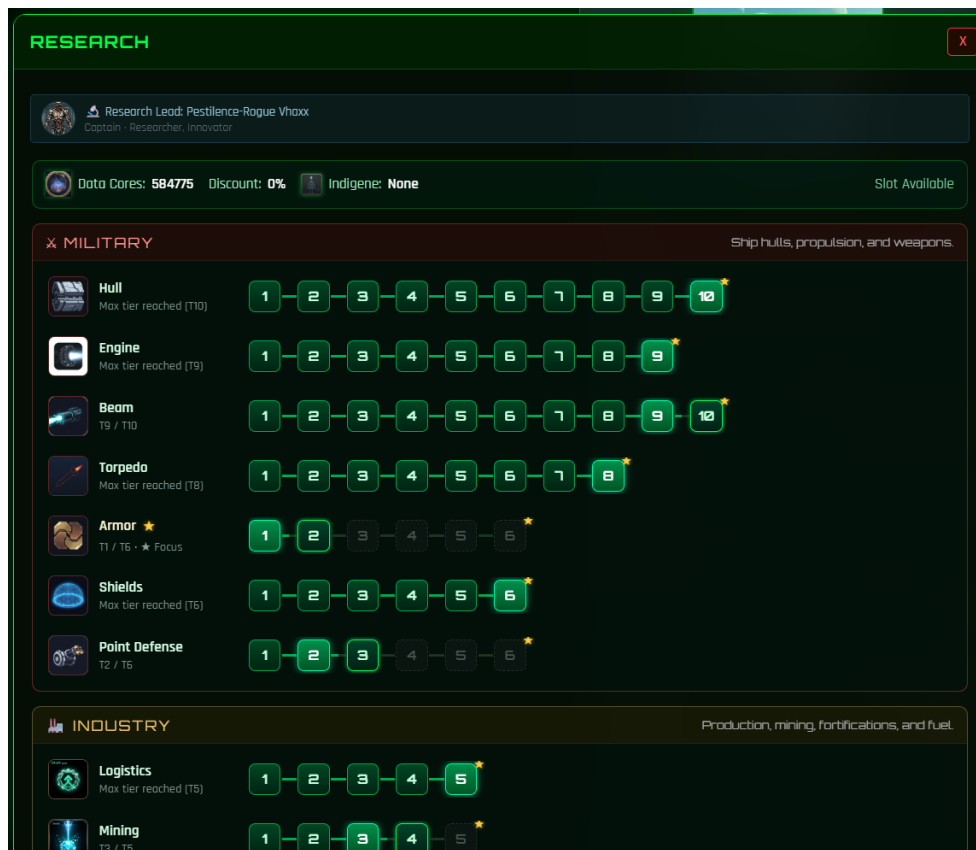
Data Cores are your research currency, produced by Data Core Facilities and spent from an empire-wide pool.

14.1 — The disciplines

Line	Ceiling	What it buys
Hull	10	Bigger ships; the top hulls need Hull 9+
Beam	10	Your main gun line — the ideal range band shifts from close to long as the tier climbs (§10.2)
Engine	9	Speed, range, and combat initiative
Torpedo	8	Long-range firepower
Armor	6	Passive protection
Shield	6	Active protection
Point Defense	6	Torpedo and fighter interception
Industrial · Mining · Defense HP · Research Speed · Fuel Efficiency	5 each	Economic and logistical multipliers
Scan	4	Sensor range
Orbital Defense	3	Raises the defense-post cap

Cost scales hard: roughly $120 \times (\text{current level} + 1)^2$ Data Cores. The first upgrade is a few hundred; pushing a discipline to its ceiling costs thousands. Plan a path — you cannot max everything.

Engine tech deserves special mention: it sets your speed, your fuel economy and your initiative in every battle. It is the most under-rated line in the game.



The research tree — each discipline, its current level, and what the next tier costs.

14.2 — Governance techs

Three techs exist purely to hold your empire together (\$5):

Tech	Cost	Effect
Political Science	1,000 DC	Unlocks the Reform rebellion path; -25% Entertainment Complex cost
Propaganda	1,500 DC	-2 unrest per turn on every world within 300 units of your capital
Internal Security	2,500 DC	+1 happiness per defense post; blocks rebellion from spreading

Three more are race-locked: Genetic Pacification (Bio-Engineered — cleansing without the atrocity stain), Neural Conditioning (Cybernetic — assimilation in 8 turns instead of 15), and Psionic Calm (Psionic — ×0.7 unrest accrual empire-wide).

14.3 — Parallel research

By default you research one thing at a time. Assign a captain to Research and you unlock a second slot; an exceptional science officer (science 9+, level 6+) unlocks a third.

Slots share your Data Core income rather than multiplying it — with two programs running, each advances every other turn. Parallel research is about flexibility, not raw speed: you can push a weapon line and an economic line together instead of choosing.

14.4 — Late unlocks

Beyond the standard lines, sufficiently advanced empires unlock megastructure engineering — vast, expensive, campaign-defining projects. The manual does not spoil them. Push your tech and you will find them.

Starbases

A starbase is a shipyard, a fortress, a supply hub and a tech ceiling. One per world.

Every starbase has:

- Its own tech caps for Hull, Engine, Beam and Torpedo — separate from your empire tech, upgraded at roughly a quarter the cost of empire research. A starbase cannot build a ship better than itself, which is the most common reason a new commander cannot build the hull they just researched.
- A shipyard
- Module slots — 4 at standard tier
- Fighter bays, holding 30 fighters each, which defend the system
- A defense rating — the starbase fights as a unit in orbital combat, and it fires in the defender's opening salvo (§10.1)



Starbase management — tech caps, modules, production and defenses.

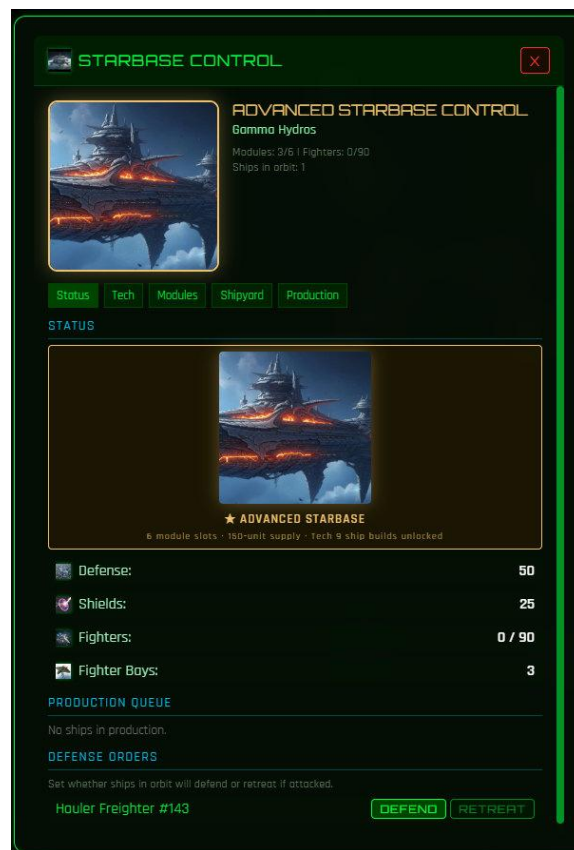
15.1 — Modules

Module	Effect
Defense Grid	Heavier orbital weapons
Shield Matrix	Station shielding

Fighter Bay	More interceptors
Repair Dock	Repairs ships in orbit
Sensor Array	Extends sensor coverage
Galactic Marketplace	Unlocks commodity market access (§16)

15.2 — The Advanced tier

Upgrading a starbase to Advanced raises its module slots from 4 to 6 and nearly doubles its supply radius. It is expensive — hundreds of every mineral plus Solars — and it is how you turn a forward base into a real staging point.



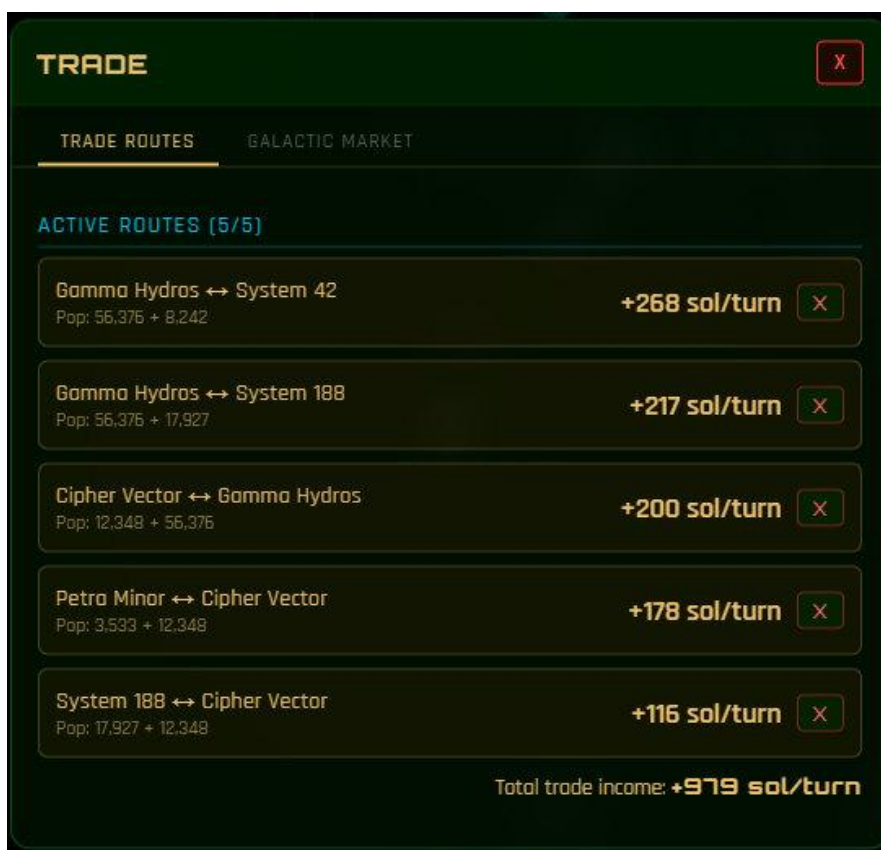
An Advanced starbase: six module slots, a 150-unit supply radius, and Tech-9 hulls unlocked.

Trade, Markets & Logistics

16.1 — Trade routes

Establish a trade route between two of your worlds (or with an empire you hold a trade agreement with) from the TRADE panel. Routes pay Solars every turn based on the endpoints' output and distance.

Two things to know: Merchant Conglomerate earns 15% more from every route plus a flat 15 Solars per route, which is why a wide Merchant trade web outperforms everything else in the game — and a world in Riots stops paying entirely unless you are the Merchants, whose contracts survive civil disorder.



Five active routes paying nearly a thousand Solars a turn — a mature trade web.

16.2 — The Galactic Market

With a Galactic Marketplace module on a starbase, you gain access to the NPC commodity exchange: buy and sell minerals at prices that move with galaxy-wide supply.

- Purchases take 3–7 turns to arrive — they are shipments, not teleports. The Trade panel lists everything in transit.
- You can buy at most $150 + 15 \times (\text{your planet count})$ of each resource per turn, so the market supplements your economy; it cannot replace it.
- Cargo is lost if the destination world changes hands before delivery.



The commodity exchange. Note the per-turn buy cap in the header, and the limited-time offers that periodically undercut it.

16.3 — Supply routes

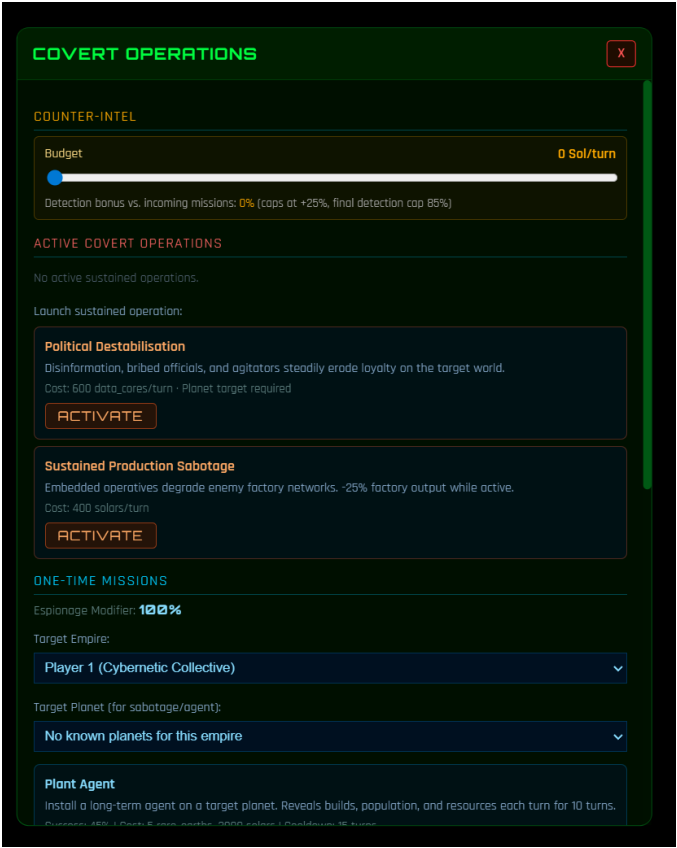
See §9.6 — the automated freighter loop that keeps your forward worlds fed without an order every turn.

Espionage

Open ESPIONAGE. Four missions, each with a base success rate, a price and a cooldown:

Mission	Base odds	What it does
Scan Fleet	70%	Reveals a rival's fleet disposition
Sabotage Production	50%	Disables a world's factories for 3 turns
Plant Agent	45%	A 10-turn intelligence feed from inside their empire
Steal Technology	35%	Takes a tech level — the Cybernetic Collective are best at it

Psionic Covenant run every mission 20% better. Targets defend with sensor coverage and defense posts, and a detected mission damages your relationship and can burn the agent. Counter-espionage runs passively; you will be told when somebody moves against you.



Espionage — agents, missions in flight, and what your counter-intelligence has caught.

Story Events & Decision Cards

Two narrative systems run alongside the war.

Story events fire at turn end: race-specific windfalls, exploration discoveries, planetary disasters, crisis warnings, guardian encounters, rebellion cards, archaeology stages. Most are a card with two to four choices and real consequences. The big ones are full-screen cinematics with original art, voice and looping video — Progenitor awakenings, world-cracking, first contact, the fall of your own empire.

Minor flavour events now arrive as toasts in the corner instead of interrupting you, while anything that matters still takes the screen. Everything, toast or cinematic, is recorded in your comms feed and turn summary.

Decision cards appear around combat: short tactical choices that modify an imminent or concluded battle. A Tactician captain draws an extra card.

Turn results are shown in a fixed order so nothing collides: diplomacy → combat → events → turn summary, with battle replays waiting until the screen is clear.

Territorial Influence

Every populated world projects influence into nearby space, scaling with population. The map paints your borders in your empire colour.

Inside your uncontested territory your ships fight harder and your worlds produce more. Where an enemy's influence overlaps yours significantly, the zone is contested — the economic bonus lapses while the military edge remains. Xenophobic Sovereignty gain the most from fighting at home.

Borders are worth pushing. They are also worth defending: a contested border quietly costs you income every turn it stays contested.



CHAPTER 20

Victory, Golden Ages & the Endgame

20.1 — How to win

Four paths, set by the host at creation:

Path	Condition	Default
Domination	Control 50% of all colonized worlds	On
Score	Highest total score at turn 200 (turn 100 in short games)	On
Economic	Hold 55% of galactic trade for 25 consecutive turns	On
Research	Push 3 of the 6 core disciplines to level 9+	Off

Score counts your worlds, your fleet tonnage, your planetary wealth and your technology together.

The Economic path is the Merchant fantasy made real — but 25 consecutive turns is a long time to stay on top, and slipping under 55% for even one turn resets the count. Expect the galaxy to notice and to organize against you.

The Research path is deliberately narrow: with the tech ceilings as they stand, Hull, Beam and Engine are the three disciplines that can reach 9. It is a genuine long-game commitment.

Minor powers and other NPC factions are never eligible to win.

20.2 — Golden Ages

Each house has a unique trigger (§2). Meeting it grants a 10-turn Golden Age: a substantial empire-wide boost, a faction music cue, and gold on the scoreboard. There is a cooldown before another can begin, and Golden Ages are a human-commander privilege — the AI does not get them.

Plan for yours. Ten turns of accelerated output, spent well, is often the margin of a campaign.

20.3 — The endgame

The galaxy does not stay quiet while you finish.

Somewhere past the midpoint the campaign stops being only about your neighbors. Crises begin — local and survivable at first, then less so. Plagues cross borders that fleets respect. Empires that spent forty turns hoarding warships find out what the warships were for.

And if a campaign runs long enough, something far older than any empire at the table takes an interest in whoever is winning. It does not arrive on a schedule you can plan around, it does not target the weakest player, and it is not impressed by your research.

We will not tell you when, or what it brings. Your comms feed will, and by then you will want the fleet you should have built.

Crises are meant to be survived — sometimes by setting rivalries aside, sometimes by being strong enough alone. A late-game alliance against the dark is a legitimate way to finish a campaign, and it makes the better story.

Your Commander Profile

Your record follows you across every campaign you play.

Claim a handle. From the lobby, open your profile and claim a unique handle (3–24 characters). That gives you a public page at /commander/<your-handle> — shareable, and readable by anyone, signed in or not.

Your portrait comes from the Faction Forge companion app: generate a commander portrait there, hand it back to the game, frame it with the built-in cropper. You can also upload your own.

Your rank is cosmetic and earned by career victories: Ensign → Lieutenant → Lt. Commander → Commander → Captain → Commodore → Fleet Legend.

Achievements unlock from your match history:

Achievement	Earned by
Founding Commander	Playing during the alpha
First Victory	Winning your first campaign
Warlord	Five victories
Veteran	Ten campaigns finished
Overlord	Winning by Domination
Economist	Winning by Economic victory
Scientist	Winning by Research victory
Centurion	Fighting a campaign past 100 turns
Galactic Polyglot	Finishing campaigns with four different houses

Your public page also lists your faction record, your battle history, and your Known Rivals — the commanders you have shared campaigns with and how you have fared against them. Campaigns where your seat spent time under AI control are marked honestly.

The Leaderboard ranks the highest-scoring victories ever recorded.

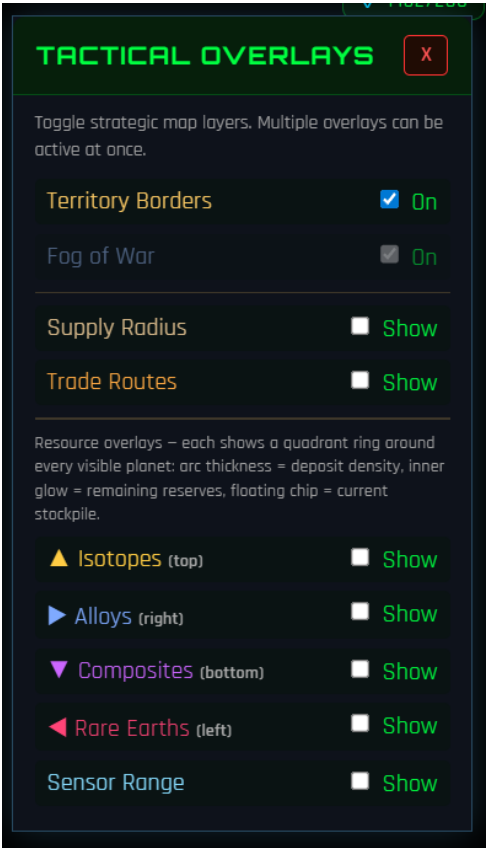
UI Reference

22.1 — Controls

Input	Action
Left-click	Select a ship, planet or starbase
Right-click	Order the selected ship to move there (follows Axis lanes)
Shift + click	Force an Abyss jump — straight line, heavy fuel, hull damage
Scroll wheel	Zoom
Drag	Pan the map
Esc	Close the top modal

22.2 — Things worth turning on

The Tactical menu carries the map overlays: Axis lanes, per-resource density overlays, territorial influence, and fog of war. The resource overlays in particular turn scouting from guesswork into a shopping list.



Tactical overlays turn scouting into a shopping list.

22.3 — Mobile

The game plays on a phone. Panels stack and scroll, modals fit the viewport, and the map supports pinch-zoom and drag. The combat replay supports pinch, drag, double-tap to reset, and a ↗ FIT button.

22.4 — Install it

Axis and Abyss is installable as an app from your browser's menu ("Add to Home Screen" / "Install"). It opens full-screen with no browser chrome.

22.5 — Your comms feed

SUBSPACE COMMS holds the record: combats, construction, research, diplomacy, governor actions, story events, turn summaries. The turn summary opens on the Economy tab by default and breaks down where every Solar came from and went.

Glossary of the Shattered Axis

Term	Meaning
The Axis	The Progenitor lane network — fast, cheap, mapped travel
The Abyss	Unmapped space between the lanes. Crossable, slow, damaging
The Shattered Axis	This galaxy — the region where the old lattice broke worst
The Oikumene	"The inhabited whole" — the Progenitors' galaxy-spanning civilization
The Silence	The cataclysm that killed the Oikumene and darkened the lanes
The Reawakening	Now — the lanes stirring back to life after three thousand years
Wormhole	A paired corridor. 4× speed, almost no fuel, opt-in
Starbase	Per-world shipyard, fortress and tech ceiling
Hub	Logistics Hub — produces Solars and Logistics
Post	Defense Post — planetary defense, fires in the opening salvo
Data Core	Research currency
Initiative	Combat acting order — driven mostly by engine tech and low mass
First Strike	The defender's free opening salvo from stations and posts
Unrest	0–100 per world. At 100, the world rebels
Atrocity	A lasting empire-wide stain from Iron Fist or Cleanse
Free State	A world granted independence; friendly, and no longer yours
Guardian	A native species that defends its world until you satisfy it
Minor power	Ashen Concord, Grave Marches, Silent Choir — real empires that cannot win
Golden Age	A 10-turn empire-wide boost from your house's unique trigger
VCR	Visual Combat Replay
NAP	Non-Aggression Pact — while active, neither side can engage the other
Contested	Border space where an enemy's influence overlaps yours
Overdrive	Running your drive above engine tech. Fast, and very thirsty
Commander Profile	Your public record at /commander/<handle>

Credits

- Design & Art Direction: Corey Skinner
- Studio: Synprax Labs
- Engine: Python · Flask · PostgreSQL · HTML5 Canvas
- Art: Google Imagen and Higgsfield pipelines; per-race ship, faction and captain art

- Portraits: Faction Forge
- Music & Voice: faction-specific scores and voiced narration

Build: Alpha 4.0 (Launch Edition) · Manual version: 3.0 · Last updated: 28 July 2026

“The silence is not permanent. Reach wisely.”



AXIS AND ABYSS

The Progenitors charted the galaxy, then fell silent.
Twenty thousand years later, eight empires answer the signal —
and reach into the dark between the stars.

Bind the galaxy along the Axis.
Gamble everything in the Abyss.
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