



EXO7

OFFICIAL COMMANDER'S MANUAL

Official Guide for Galactic Expansion, Economy, Fleet Warfare & Colonization
Version 1.6.8 // Steam Edition // Windows

ADMIRALTY STATUS REPORT:

Welcome to Sector-7, Commander. This manual contains all authorized intelligence from Fleet High Command regarding factions, planetary infrastructure, ship classes, moon colonization, and tactical combat.

1. The Galactic Coordinate System

The EXO7 universe is divided into clusters (e.g. C-A0001). Fleet navigation uses standard tri-coordinates: **[Galaxy : System : Planet]**.

- **Positions 1 – 3 (Inner Zone):** High solar radiation (up to 75% solar output). Ideal for solar energy and research.
- **Positions 4 – 12 (Habitable Zone):** Prime colonies with 180 to 300 building plots. Balanced mineral extraction.
- **Positions 13 – 15 (Outer Zone):** Frigid deep-space worlds with rich Tridioxid and silicate deposits.

2. Economy & Energy Resources

Resource	Strategic Role & Applications	Primary Source
Metal	Primary building material for structures, hulls, and orbital defenses.	Metal Mines, Debris Recycling
Silicium	High-tech element for shield emitters, computers, research, and specialists.	Silicium Mines, Asteroid Belts
Tridioxid	Volatile reaction fuel for starship engines, fusion reactors, and plasma weapons.	Tridioxid Synthesis, Cold Worlds
Antimatter	Rare catalyst for jump gates, elite dreadnoughts, and precursor story relics.	Antimatter Synthesizers, Colliders
Energy	Essential power grid for planetary mines. Deficits directly reduce extraction rates.	Solar Plants, Fusion Reactors
Credits	Universal currency for fleet upkeep, edicts, covert operations, and black market.	Civilian Taxes, Trade, Raids

3. The 5 Major Factions

Faction	Full Designation	Faction Traits & Strategic Advantage
CEDS	Coalition of Earth Defense	+15% Shield Capacity, +10% Mine Armor. Superior defensive fortifications.
EPOCS	Cybernetic Technocracy	+15% Research Speed, -10% Energy Consumption. Unmatched technological dominance.
KHARC	Kharc Warlords	+12% Fleet Attack Power, +20% Raid Loot. Aggressive combat and raiding doctrines.
VORGON	Mining Syndicate	+15% Resource Yields, +25% Freighter Capacity. Unrivaled industrial production.
NOXARI	Phase Infiltrators	+10% Phase Disruption (Shield Bypass), Fleet Stealth, and Covert Sabotage supremacy.

4. Fleets, Capital Ships & Custom Blueprints

Orbital shipyards construct everything from swift scouts to colossal titans. The modular **Blueprint System** additionally empowers you to engineer custom frigates, freighters, and bastion defense platforms with bespoke modules:

Class	Role	Combat Profile & Tactical Function
Explorer	Scout	High speed, sensor-equipped. Planetary espionage and anomaly survey duties.
Freighters (Sm. / Lg.)	Transport	High cargo capacity. Essential for logistics and debris field salvaging.
Mobile Refinery	Colonizer	Founds new colonies on uninhabited worlds (consumed on landing).
Styx & Rion	Battlecruiser	Frontline warships armed with ion cannons and plasma batteries.
Eclipse Carrier	Fleet Carrier	Deploys loaded fighter wings for devastating standoff carrier strikes.
Titan & Juggernaut	Dreadnought	Super-heavy capital flagships with fleet aura bonuses and massive firepower.

5. Planetary Defenses & Shield Domes

Defense System	Category	Tactical Coverage
Laser & Gauss Turrets	Point Defense	Cost-effective defense against light raiders and fighters.
5LS Plasma Tower	Heavy Battery	Massive thermal kinetic burst against enemy battleships.
Planetary Shield	Dome Shield	Absorbs incoming bombardments and recharges automatically every hour.
Bastion Prototype	Megastructure	Custom modular planetary defense station with flak CIWS and EMP.

6. Demography, Citizens & Politics

Colonies feature 5 citizen classes: **Workers** (taxes & mine efficiency), **Scientists** (Culture points & research), **Garrison** (sabotage defense), **Specialists** (construction rate) and **Elites** (imperial research boost). Keep instability under control to avoid rebellions that halve planetary production.

7. Moons, Debris Fields & Jump Gates

Major space battles create orbiting debris fields that can coalesce into moons. Moons host indestructible bases, Helium-3 reactors, and **Jump Gates** that instantly teleport fleets across the galaxy with zero flight time and zero fuel cost.

8. Combat Mechanics & Fleet Missions

EX07 calculates naval engagements over tactical combat rounds including shield evaporation, hull resistances, and evasive maneuvers. Fleets can be deployed on **Attack**, **Transport**, **Station**, **Espionage**, **Harvest**, and **Colonize** missions.

GOLDEN RULE OF FLEET PRESERVATION:

Fleets left idling in orbit are prime targets for rival warlords. Use 'Station' or 'Transport' missions to distant friendly colonies ('Fleet-Saving') to keep your armada safe while offline.