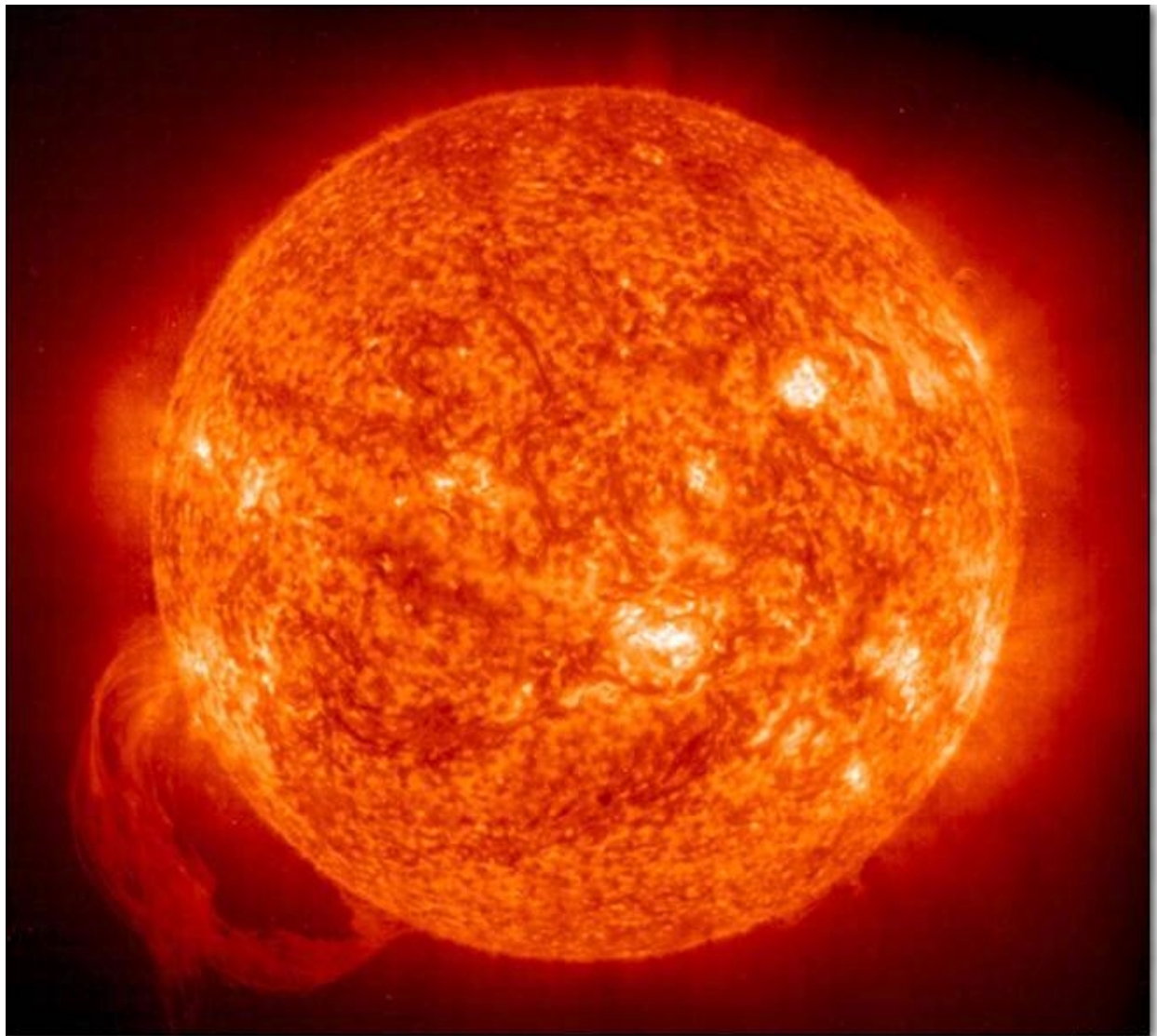


SuperNova: Rise of the Empire Installation Supplement



NASA / AFP

	Construction Materials To Build	Description
Astronomical Observatory	500	Astronomical Observatories are used by scientists to collect and analyze data on the heavenly bodies in a star system. They often focus especially on more unusual objects such as Warp Points. Consumes no Power.
Caldaran Crystal Mine	500	Extracts Caldaran Crystals. Consumes 1 Power.
Chemical Refinery	500	Extracts Industrial Chemicals. Consumes 1 Power.
City	500	Cities provide safe, clean and affordable housing for your colonists. It is much more difficult for alien flora and fauna to invade a City than open encampments, reducing colonial attrition as a result. Cities are manned by 1 Population unit, and provide housing for 100 additional Population. Note that construction of Cities is not a requirement for colonization, as your colonists will build their own housing. Cities do, however, reduce attrition for the colonists living in them. Consumes no Power.
Coal Fired Power Plant	500	Produces 10 Power. Consumes 30 Coal.
Coal Mine	500	Extracts Coal. Consumes 1 Power.
Colonial Training Center	500	Incoming colonists are trained to overcome the dangerous realities of their new homes in Colonial Training Centers. This training gives them a much better chance of survival on often harsh alien worlds. Construct the CTS on your colony world. Consumes no Power.
Crystal Refinery	500	Extracts Crystals. Consumes 1 Power.
Fiber Mill	500	Extracts Fibers. Consumes 1 Power.
Fission Power Plant	500,000	Converts 100 Processed Radioactives into 10,000 Power. Consumes no Power. Low pollution. Slight risk of catastrophic disaster.
Fuel Refinery	500	Produces 10 Fuel at no Power cost. Consumes 2 Gaseous Elements.
Gas Refinery	500	Extracts Gaseous Elements. Consumes 1 Power.
Gemstones Mine	500	Extracts Gemstones. Consumes 1 Power.
Geothermal Power Plant	250,000	Produces 1,000 Power. Very low pollution, nearly risk free. Consumes no Power.
Ghuran Demonblood Refinery	500	Extracts Ghuran Demonblood. Consumes 1 Power.
Grain Mill	500	Extracts Grains. Consumes 1 Power.
Hydroelectric Power Plant	250,000	Produces 1,000 Power. No pollution, nearly risk free. Consumes no Power.
Hydroponic Garden	500	Extracts Fruits & Vegetables. Consumes 1 Power.
Imperial Army Boot Camp	500	This is a ground unit training and/or housing facility, and can prove useful on worlds where you are planning on stationing troops for extended duty missions. Consumes no Power.
Imperial Museum	500	The Imperial Museum acts as a warehousing center for all manner of primitive, alien, or otherwise interesting artifacts. Consumes no Power.
Imperial Palace	500	The Imperial Palace is the primary headquarters and home of the Emperor. It is a grand series of buildings on a palatial estate, bedecked with riches and almost gaudy in its display of wealth and power. Easily the most impressive installation in the Empire, the Imperial Palace is the Imperial seat of power. Consumes no Power.
Imperial Zoo	500	All manner of alien creatures are displayed at the Imperial Zoo, which doubles as a top quality veterinary school and animal health center. Scientists from all around the Empire come to study and care for the animals located here. Consumes no Power.
Industrial Complex	500	Converts Items into other Items. Resources such as Iron can be refined into Steel, or multiple Items can be assembled to form superior Items. Each Industrial Complex can assemble 250 tons of materials per turn into final products. Consumes no Power.
Iron Mine	500	Extracts Iron. Consumes 1 Power.
Light Metals Mine	500	Extracts Light Metals. Consumes 1 Power.
Lumber Mill	500	Extracts Lumber. Consumes 1 Power.
Meat Packing Plant	500	Extracts Meat. Consumes 1 Power.
Mineral Fertilizer Tanks	500	Extracts Mineral Fertilizers. Consumes 1 Power.
Petrochemical Refinery	500	Extracts Petrochemicals. Consumes 1 Power.
Precious Metals Mine	500	Extracts Precious Metals. Consumes 1 Power.

Radioactives Mine	500	Extracts Radioactive Elements. Consumes 1 Power.
Rare Elements Mine	500	Extracts Rare Elements. Consumes 1 Power.
Rare Herbs & Spices Farm	500	Extracts Rare Herbs & Spices. Consumes 1 Power.
Science Outpost	500	Imperial Science facilities are best constructed on unusual alien worlds. Scientists stationed at such bases gather all manner of information regarding their surroundings and send it back to the homeworld for further study. This can sometimes lead to research bonuses, though it is important to note that such bonuses are rare and often quite minimal compared to the normal research center process that governs normal technological advancement [hint: don't build these facilities en masse with the hopes of outstripping potential enemy Empires in the technological race]. Consumes no Power.
Shenn Stone Mine	500	Extracts Shenn Stones. Consumes 1 Power.
Shipyards	500	Shipyards consume Items in order to construct starships. Each Shipyard is capable of assembling 10,000 tons of starship components per turn. Consumes 100 Power.
Shipyards Slip	50,000	Each Shipyard Slip present in a Population Group allows for the construction of one ship there per turn. Consumes no Power.
Stripmining Complex	500	Extracts 1,000 Raw Resources. Consumes 1 Power. High Pollution on occasion. Note that even though Stripmining Complexes appear to produce an incredible number of resources, they are Raw Resources which are useless until converted into more interesting resource types such as Iron or Lumber. This takes significant industrial output and has an efficiency of only 10%. The Iron, Lumber and so forth must then be converted using more industrial effort into Items like Steel and Timber (at 33% efficiency), which could then be manufactured by your busy factory workers into Construction Materials or other Items. Stripmining Complexes and the Industries needed to support them will take a long time to pay off, but if you have excess industrial capacity already, they are a great way to feed your Empire's hungry need for basic raw materials.
Transportation Center	250,000	Allows transfers to other Pop Centers with Transportation Centers. Consumes no Power.
Water Purification Plant	500	Extracts Water. Consumes 1 Power.