

[CAREERS LEGEND]

CMDR - Commander
EFP - Elite Force Pilot
MRN - Marine (Mobile Infantry, Elite Force, Assault Force, Recon Force, Engineering Corps, Medical Corps)
PSP - Planetary Support Pilot
SFM - Space Force Marine

=====

UNIVERSAL COMBAT COLLECTORS EDITION v2.0

=====

[FREEFORM ROAM]

TRAINING SCENARIO	- CMDR_R0001	- MCMDR (Ter/Mil)
FREEFORM ROAM	- CMDR_R0002	- MCMDR (NPC AUTO-GENERATION ACTIVE)
FREEFORM ROAM	- CMDR_R0003	- MCMDR
FREEFORM ROAM	- EFP_R0001	- MCMDR
FREEFORM ROAM	- MRN_R0001	- MCMDR
FREEFORM ROAM	- MRN_R0002	- MCMDR (no team)
FREEFORM ROAM	- PSP_R0001	- MCMDR
FREEFORM ROAM	- SFM_R0001	- MCMDR

[ADVANCED CAMPAIGN MODE]

A WORLD APART EPISODE 1	- CMDR_C0009	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- JUPITERz
A WORLD APART EPISODE 2	- CMDR_C0010	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- JUPITERz
FRAGILE HOPE	- CMDR_C0011	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- PRAVISz
WAY OF THE TITANS	- CMDR_C0012	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- HADAR9z
THE FUTURE IS NOW	- CMDR_C0013	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- EARTHz
RENDITION	- CMDR_C0014	- MCMDR (Ter/Ins)	- Stormcarrier Super Carrier	- MIDAEz
FEATHER DUSTER	- CMDR_C0015	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- PROCONz
BROKEN ARROW	- CMDR_C0016	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- PROCONz

[INSTANT ACTION]

THE LONG RUN	- IA0401	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- JUPITERz
HOMEWORLD INSECURITY	- IA0402	- MCMDR (Ter/Mil)	- Engstrom Super Carrier	- MARSz
THE BLOCKADE	- IA0403	- MCMDR (Ter/Mil)	- Firestorm Super Carrier	- POLARIS1z
SUDDEN DEATH	- IA0404	- MCMDR (Ter/Mil)	- Starcruiser Super Cruiser	- MIDAEz
THROUGH THE FIRE	- IA0405	- MCMDR (Ter/Mil)	- Canlon Armed Transport	- KRYSTARz

=====

UNIVERSAL COMBAT SPECIAL EDITION

=====

[ADVANCED CAMPAIGN MODE]

A WORLD APART EPISODE 2 - CMDR_C0002 - MCMDR (Ter/Mil) - Nightstar Heavy Carrier - JUPITERz
A WORLD APART EPISODE 2 - EFP_C0002 - EFP (Ter/Mil) - Vandal Super Fighter - JUPITERz

[INSTANT ACTION]

THE LONG RUN - IA0001 - MCMDR (Ter/Mil) - Battlecruiser MK1 Heavy Carrier - JUPITERz
THE LONG RUN - IA0002 - EFP (Ter/Mil) - Interceptor MK2 Heavy Fighter - JUPITERz
NAVAL CARRIER DEFENSE - IA0003 - PSP (Ter/Mil) - Starmonk Light Fighter - EARTH331[NBASE], SCENE_NBAS
TACTICAL STRIKE - IA0004 - MIM (Ter/Mil) - Phantom Gunship - EARTH18[SBASE], SCENE_MBASE
RUDE AWAKENING - IA0005 - RFM (Ter/Mil) - - EARTH142, SCENE_MBASE03
RUDE AWAKENING - IA0006 - RFM (Ter/Mil) - - EARTH142, SCENE_MBASE03
ENEMY WITHIN - IA0007 - EFM (Ter/Mil) - - EARTH18[SBASE], BASE_EARTH0
ENEMY WITHIN - IA0008 - EFM (Ter/Mil) - - EARTH18[SBASE], BASE_EARTH0

=====

UNIVERSAL COMBAT A WORLD APART

=====

[ADVANCED CAMPAIGN MODE]

A WORLD APART EPISODE 1 - CMDR_C0001 - MCMDR (Ter/Mil) - Battlecruiser MK1 Heavy Carrier - JUPITERz
A WORLD APART EPISODE 1 - EFP_C0001 - EFP (Ter/Mil) - Interceptor MK1 Heavy Fighter - JUPITERz

[INSTANT ACTION]

TRAINING SCENARIO - IA0100 - MIM (Ter/Mil) - Phantom Gunship - EARTH311, SCENE_MBASE07
HOMEWORLD INSECURITY - IA0101 - MCMDR (Ter/Mil) - Battlecruiser MK3 Heavy Carrier - MARSz
THE BLOCKADE - IA0102 - MCMDR (Ter/Mil) - Firestorm Super Carrier - POLARIS1z
SUDDEN DEATH - IA0103 - MCMDR (Ter/Mil) - Solnar Heavy Cruiser - MIDAEz
THROUGH THE FIRE - IA0104 - MCMDR (Ter/Mil) - Tarin MK2 Armed Transport - KRYSTARz
HOMEWORLD INSECURITY - IA0105 - EFP (Ter/Mil) - Raven Super Fighter - MARSz
HELL'S BACKYARD - IA0106 - EFP (Ter/Mil) - Corsair Heavy Fighter - CRONUSz
PRECISION STRIKE - IA0107 - PSP (Ter/Mil) - Phantom Gunship - EARTH120, SCENE_MBASE04
OPERATION CLEAR PATH - IA0108 - PSP (Ter/Mil) - Shadow Gunship - EARTH89, SCENE_MBASE02
LAST MAN STANDING - IA0109 - MIM (Ter/Mil) - - EARTH223, SCENE_MBASE07
ONE WAY OUT - IA0110 - MIM (Ter/Mil) - - EARTH121, SCENE_MBASE08
TACTICAL EXTRACTION - IA0111 - EFM (Ter/Mil) - - EARTH114, SCENE_MBASE01
OPERATION MOUSE HUNT - IA0112 - EFM (Ter/Mil) - - EARTH243, SCENE_CITY02
NIGHT KILL - IA0113 - RFM (Ter/Ins) - - EARTH128, SCENE_MBASE06
OPERATION EAGLE EYE - IA0114 - RFM (Ter/Mil) - - EARTH06, SCENE_MBASE06
OPERATION BIG BROTHER - IA0115 - AFM (Ter/Mil) - - MARS00[SBASE], BASE_SBASE0
OPERATION WIPEOUT - IA0116 - AFM (Ter/Mil) - - EARTH02, SCENE_MBASE02
OPERATION EAGLE CLAW - IA0117 - EFM (Ter/Mil) - - EARTH120, SCENE_MBASE08
OPERATION EAGLE RUN - IA0118 - ECM (Ter/Mil) - - EARTH120, SCENE_MBASE08
OPERATION SILENT MORNING - IA0119 - EFM (Ter/Mil) - - EARTH14, SCENE_MBASE01
OPERATION WILD NIGHT - IA0120 - EFP (Ter/Mil) - Starlance Medium Fighter - EARTH14, SCENE_MBASE01

=====

UNIVERSAL COMBAT / UNIVERSAL COMBAT GOLD

[ADVANCED CAMPAIGN MODE]

FRAGILE HOPE	- CMDR_C0003	- MCMDR (Ter/Mil)	- Megaron Heavy Carrier	- PRAVISz
WAY OF THE TITANS	- CMDR_C0004	- MCMDR (Ter/Mil)	- Battlecruiser MK2 Heavy Carrier	- HADAR9z
WAY OF THE TITANS	- EFF_C0003	- EFP (Ter/Mil)	- Raven Super Fighter	- HADAR9z

[INSTANT ACTION]

TACTICAL INTERCEPT	- IA0201	- EFP (Ter/Mil)	- Infiltrator Heavy Fighter	- EARTHz
COMBAT ESCORT	- IA0202	- EFP (Ter/Mil)	- Viper Heavy Fighter	- EARTHz
FORCE PROTECTION	- IA0203	- EFP (Ter/Mil)	- Interceptor MK1 Heavy Fighter	- MARSz
FORCE ESCORT	- IA0204	- EFP (Ter/Mil)	- Vandal Super Fighter	- JUPITERz
FORCE INCERCEPT	- IA0205	- EFP (Ter/Mil)	- Zenstar Super Fighter	- VARANz
TACTICAL STRIKE	- IA0206	- MCMDR (Ter/Mil)	- Starcruiser Heavy Cruiser	- LENNENz
TACTICAL INTERCEPT	- IA0207	- MCMDR (Ter/Mil)	- Warmonger Super Cruiser	- MERCURYz
TACTICAL STRIKE	- IA0208	- MCMDR (Ter/Mil)	- Megaron Heavy Carrier	- NEVUELAZ
STATION DEFENSE	- IA0209	- MCMDR (Ter/Mil)	- Battlecruiser MK1 Heavy Carrier	- LYRIUSz
TACTICAL SUPPORT	- IA0210	- MCMDR (Ter/Ins)	- Stormcarrier Super Carrier	- MIDAEz
NAVAL CARRIER DEFENSE	- IA0211	- PSP (Ter/Mil)	- Corsair Heavy Fighter	- EARTH331[NBASE],SCENE_NBA
BASE DEFENSE	- IA0212	- PSP (Ter/Mil)	- Aurora Medium Fighter	- EARTH00[SBASE],BASE_EARTH
TACTICAL STRIKE	- IA0213	- PSP (Ter/Mil)	- Phantom Gunship	- EARTH14,SCENE_MBASE01
TACTICAL STRIKE	- IA0214	- EFM (Ter/Mil)	- Blackghost Gunship	- EARTH18[SBASE],SCENE_MBAS
TACTICAL INTERCEPT	- IA0215	- MIM (Ter/Mil)	-	- EARTH23,SCENE_MBASE03
TACTICAL EVAC	- IA0216	- EFM (Ter/Ins)	-	- EARTH223,SCENE_CITY03
TACTICAL EVAC	- IA0217	- MIM (Ter/Ins)	-	- EARTH131,SCENE_MBASE03
EXTRACTION	- IA0218	- RFM (Ter/Ins)	-	- EARTH01,SCENE_CITY01
TACTICAL STRIKE	- IA0219	- AFM (Ter/Mil)	-	- EARTH311,SCENE_MBASE07
TACTICAL COMBAT SUPPORT	- IA0220	- MIM (Ter/Ins)	-	- EARTH304,SCENE_MBASE05
EAD SUPPRESSION	- IA0221	- MIM (Ter/Mil)	- Phantom Gunship	- EARTH311,SCENE_MBASE07
EAD SUPPRESSION	- IA0222	- AFM (Ter/Mil)	- Blackghost Gunship	- EARTH311,SCENE_MBASE07 [2
NO WAY OUT	- IA0223	- MCMDR (Ter/Mil)	- Violon Heavy Carrier	- REBELANz
OPERATION SPECTRE	- IA0224	- MCMDR (Ter/Mil)	- Aestrom Super Carrier	- ANTISz
THE AMBUSH	- IA0225	- MCMDR (Ter/Mil)	- Starcarrier Super Cruiser	- TYRINISz
THE GAUNTLET	- IA0226	- MCMDR (Ter/Mil)	- Starwarrior Heavy Cruiser	- OTURA9z
THE GAUNTLET	- IA0227	- MCMDR (Ter/Mil)	- Solnar Heavy Cruiser	- RONUSIVz
TRADE EMBARGO	- IA0228	- MCMDR (Ter/Mil)	- Questar Heavy Cruiser	- MARSz
SEARCH & RESCUE	- IA0229	- MCMDR (Ter/Mil)	- Battlecruiser MK3 Heavy Carrier	- URANUSz
SUICIDE RUN	- IA0230	- MCMDR (Ter/Mil)	- Stormcarrier Super Carrier	- GAMMA2z
NO WAY OUT	- IA0231	- EFP (Ter/Mil)	- Interceptor MK2 Heavy Fighter	- REBELANz
THE GAUNTLET	- IA0232	- EFP (Ter/Mil)	- Starfighter Heavy Fighter	- OTURA9z
PRECISION STRIKE	- IA0233	- PSP (Ter/Mil)	- Starlance Heavy Fighter	- MARS14,SCENE_MBASE01
AVOID & EVADE	- IA0234	- PSP (Ter/Mil)	-	- MARS14,SCENE_MBASE01
SEARCH & DESTROY	- IA0235	- EFM (Ter/Mil)	-	- MARS14,SCENE_MBASE01
TACTICAL SUPPORT	- IA0236	- RFM (Ter/Mil)	-	- MARS14,SCENE_MBASE01
EAD SUPPRESSION	- IA0237	- AFM (Ter/Mil)	-	- EARTH234,SCENE_MBASE08

SEARCH & SECURE - IA0238 - MIM (Ter/Mil) - EARTH129,SCENE_CITY04

=====

BATTLECRUISER MILLENNIUM / BATTLECRUISER MILLENNIUM GOLD

=====

[ADVANCED CAMPAIGN MODE]

RENDITION	- CMDR_C0006	- MCMDR (Ter/Ins)	- Battlecruiser MK3 Heavy Carrier	- MIDAEz
FEATHER DUSTER	- CMDR_C0007	- MCMDR (Ter/Mil)	- Battlecruiser MK2 Heavy Carrier	- PROCONz
BROKEN ARROW	- CMDR_C0008	- MCMDR (Ter/Mil)	- Battlecruiser MK1 Heavy Carrier	- PROCONz

[INSTANT ACTION]

FIGHTER INTERCEPT	- IA0301	- EFP (Ter/Mil)	- Stardrone Heavy Fighter	- FARSTARz
FIGHTER INTERCEPT	- IA0302	- EFP (Ter/Mil)	- Templon Heavy Fighter	- FARSTARz
TRANSPORT INTERCEPT	- IA0303	- EFP (Ter/Mil)	- Sfighter Heavy Fighter	- TRIONz
STATION DEFENSE	- IA0304	- EFP (Ter/Mil)	- Zenstar Super Fighter	- TRIONz
CRUISER ESCORT	- IA0305	- EFP (Ter/Mil)	- Sentinel Medium Fighter	- HELLSEYEz
TACTICAL STRIKE	- IA0306	- PSP (Ter/Mil)	- HAG	- TRION01[SBASE],BASE_SBASE
BEHIND ENEMY LINES	- IA0307	- EFM (Ter/Mil)	- ATV	- FARSTAR01[SBASE],BASE_SBA
BEHIND ENEMY LINES	- IA0308	- MIM (Ter/Mil)	- HAV	- FARSTAR01[SBASE],BASE_SBA
TACTICAL STRIKE	- IA0309	- EFM (Ter/Ins)	- HAV	- TRION01[SBASE],BASE_SBASE
TACTICAL STRIKE	- IA0310	- EFP (Ter/Ins)	- Sfighter Super Fighter	- SATINI01[SBASE],BASE_SBAS
STATION DEFENSE	- IA0311	- SFM (Ter/Mil)	-	- FARSTARz
FLEET STRIKE	- IA0312	- MCMDR (Ter/Mil)	- Firestorm Super Carrier	- TRIONz
PATROL	- IA0313	- MCMDR (Ter/Mil)	- Starcarrier Super Cruiser	- FARSTARz
STATION DEFENSE	- IA0314	- FCMDR (Ter/Mil)	- Warmonger Super Cruiser	- FARSTARz
STATION STRIKE	- IA0315	- MCMDR (Gam/Mil)	- Nightstar Heavy Carrier	- HELLSEYEz
STATION DEFENSE	- IA0316	- FCMDR (Ter/Mil)	- Battlecruiser MK2 Heavy Carrier	- FARSTARz
NAVAL RECON	- IA0317	- EFP (Ter/Mil)	- Defender Super Fighter	- FARSTAR02,SCENE_NBASE02
SEARCH & RESCUE	- IA0318	- EFP (Ter/Mil)	- Zenstar Super Fighter	- FARSTAR10[SBASE],BASE_SBA
INTEL SCOUT	- IA0319	- EFM (Ter/Mil)	- ATV	- SORAX07[SBASE],BASE_SBASE
INTEL SUPPORT	- IA0320	- PSP (Ter/Mil)	- HAG	- SORAX07[SBASE],BASE_SBASE
BEHIND ENEMY LINES	- IA0321	- MIM (Ter/Mil)	- Shuttle MK3	- FARSTAR20,SCENE_MBASE03
SURGICAL STRIKE	- IA0322	- MIM (Ter/Mil)	- HAV	- SORAX09[SBASE],BASE_SBASE
SEARCH & RESCUE	- IA0323	- EFM (Ter/Mil)	-	- FARSTAR21,SCENE_MBASE04
SEARCH & RESCUE	- IA0324	- MIM (Ter/Mil)	- ATV	- FARSTAR22,SCENE_MBASE04
INBOUND COVERT OPS	- IA0325	- EFM (Ter/Mil)	-	- FARSTAR08[SBASE],SCENE_MB
ESCORT	- IA0326	- MCMDR (Ter/Mil)	- Starcarrier Super Cruiser	- MP_PROCONz
TACTICAL SUPPORT	- IA0327	- MCMDR (Ter/Mil)	- Warmonger Super Cruiser	- MP_CASTRINz
TACTICAL EVAC	- IA0328	- FCMDR (Ter/Mil)	- Battlecruiser MK1 Heavy Carrier	- MP_SOMARISz
INVASION	- IA0329	- FCMDR (Ter/Mil)	- Battlecruiser MK2 Heavy Carrier	- MP_PROCONz
INVASION	- IA0330	- MCMDR (Ter/Ins)	- Nightstar Heavy Carrier	- MP_TAPESTRANz
STATION DEFENSE	- IA0331	- MCMDR (Ter/Ins)	- Violon Heavy Carrier	- MP_GAULANz
STRATEGIC ATTACK	- IA0332	- MCMDR (Emp/Mil)	- Firestorm Heavy Carrier	- MP_JUNAEz
PLANETARY STRIKE	- IA0333	- MCMDR (Emp/Mil)	- Battlecruiser MK3 Heavy Carrier	- MP_RALEANz
PLANETARY STRIKE	- IA0334	- MCMDR (Ter/Mil)	- Megaron Heavy Carrier	- MP_PROCONz

PLANETARY STRIKE	- IA0335	- MCMDR (Ter/Mil)	- Battlecruiser MK1 Heavy Carrier	- MP_SOMARISz
PLANETARY STRIKE	- IA0336	- MCMDR (Ter/Ins)	- Firestorm Heavy Carrier	- MP_GAULANz
PROPERTY THEFT	- IA0337	- MCMDR (Ter/Rai)	- Canlon Armed Transport	- MP_ROVARIXz
SUICIDE RUN	- IA0338	- MCMDR (Ter/Rai)	- Garid Super Cruiser	- MP_ROVARIXz
WILD CARD	- IA0339	- MCMDR (Ter/Rai)	- Generis Armed Transport	- MP_ROVARIXz
PATROL	- IA0340	- EFP (Ins/Mil)	- Sfighter Super Fighter	- MP_PROCONz
TACTICAL ESCORT	- IA0341	- EFP (Ter/Mil)	- Zenstar Super Fighter	- MP_SOMARISz
ESCORT	- IA0342	- EFP (Ter/Mil)	- Interceptor MK2 Super Fighter	- MP_SOMARISz
STRIKE	- IA0343	- EFP (Ter/Mil)	- Sentinel Light Fighter	- PROCON02,
STRIKE	- IA0344	- EFP (Ter/Ins)	- Alinix Light Fighter	- TAPESTRAN02,
PATROL	- IA0345	- EFP (Ter/Ins)	- Stardrone Super Fighter	- MP_GAULANz

=====

BATTLECRUISER 3000AD

=====

[ADVANCED CAMPAIGN MODE]

THE FUTURE IS NOW	- CMDR_C0005	- MCMDR (Ter/Mil)	- Battlecruiser MK1 Heavy Carrier	- EARTHz
-------------------	--------------	-------------------	-----------------------------------	----------