**Humanity Ascendant:**

Humanity Ascendant (HA) is the default campaign type for AI War 2. HA campaigns are dynamic, aggressive, and reward the seizure of territory with powerful features even if they are difficult to defend. Your primary challenge will be assembling a force that can crack the AI Homeworld(s) without allowing the AI to scale beyond your means to defend against. Other than your home command station, there are few strategic locations that are critical to defend, making HA campaigns more of a cat-and-mouse war.

Current status: Quite battle-tested, over a period of years. This is the most long-lived and mature mode the game has.

**Humanity Besieged:**

Humanity Besieged (HB) is an alternate, more difficult, official campaign type for AI War 2. HB campaigns are tense and complex, where you must choose your strategic targets very carefully and have many fronts that you must defend.

HB is not a replacement for Humanity Ascendant (HA) mode, but is an alternative for more strategic and logistically-minded players who want a more complicated and dangerous game flow based on their own capabilities and limitations. The primary change in HB is the addition of Fuel, a trio of resources which limit your fleets in addition to Energy, and the sources of which can be permanently destroyed and must be defended rigorously.

HB mode allows you fewer levers with which to change your gameplay experience. It is inherently more complex than HA mode, and therefore the balance is tighter and requires more rigorous restrictions. Additionally, HB disables or counters some mechanics (e.g., turret beachheading) that can be abused by players who exploit them to their fullest. If you are comfortable with HA mode, or find that you prefer it when the game regularly forces you to make difficult decisions with limited resources, HB may be your preferred mode of play.

Current status: In beta. HB is mostly feature-complete, but balance may require further tuning. Savegames will sometimes be broken for this mode, potentially.

**Humanity Contested:**

Humanity Contested (HC) is meant to be partway in complexity between Humanity Ascendant and Humanity Besieged.

HC mode is a more flexible alternative to HB mode for those players who like some of the features that it brings to the table, but want the ability to change the levers in order to better suit their preferred gameplay style. You could theoretically tune the settings so that HC is identical to HB, identical to HA, or anywhere in between.

Current status: Early days. We're still defining what this mode is, so expect major and frequent changes to it. Savegames will sometimes be broken for this mode, potentially.

**Humanity’s Demise**

Humanity’s Demise (HD) is an explicitly more difficult mode of play, for those players who want the AI to crush them underfoot if they slip even slightly. Essentially, HD is the same as HB, but with an extra side of spite. Particularly brutal mechanics such as permadeath are mandatory in this mode. It is not intended to be fair.

Current status: Early days. We're still defining what this mode is, so expect major and frequent changes to it. Savegames will sometimes be broken for this mode, potentially.