

Satellite

Table Of Contents

- [1 Information](#)
- [2 Overview](#)
- [3 Subtypes](#)
- [4 Unit List](#)
 - [4.1 Resistance](#)
 - [4.2 Ghorkov](#)
 - [4.3 Taerkasten](#)
 - [4.4 Mykonian](#)
 - [4.5 Sulgogar](#)
 - [4.6 Black Sect](#)
 - [4.7 Drones](#)

Satellite is a unit class/type for reconnaissance satellites and other aircraft with satellite control mechanisms.

(This article is currently under construction!)

1 Information

Satellite types of units (also known as 'UFO' in the internal data script) comprise all satellite aircraft units which are used for reconnaissance in the game. The satellite types of units do not have any weapons and have rather unique flight characteristics under both AI and User control layers.

2 Overview

Under Construction.

3 Subtypes

Satellite does not have any other subtypes or subclasses.

4 Unit List

Only units that appear in normal gameplay contexts are listed.

4.1 Resistance

- [Scout](#) (Satellite)

4.2 Ghorkov

- [Ghor-Scout](#) (Satellite)

4.3 Taerkasten

- [Ormu-Scout](#) (Satellite)

4.4 Mykonian

- [Myko Radar](#) (Satellite)

4.5 Sulgogar

- [Little Brother](#) (Satellite)

4.6 Black Sect

The Black Sect can use the units from the other [factions](#).

4.7 Drones

N/A

Notes: Drones are [Tutorial](#) factions.