Urban Assault Unit FAQ

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The article covering the basic unit statistics summary and descriptions.

(This article is currently under construction!)

1 Information

This article is meant to be used as a quick reference for unit stats and their information in the game. Which has been asked frequently in the community. This article does not cover in-depth statistics or analyses for the individual units.

2 Overview

Unfortunately, the majority of Urban Assault related guides and FAQs still found on the internet usually contain very factually wrong and misleading information, and therefore do not really provide accurate data or knowledge for the game.

The following information covered in this section (and by extension, the entire Lexicon module on this website) are fully fact-checked and cross-referenced directly from the game data files and official/original Urban Assault source materials.

3 Unit Statistics Summary

The following unit information table lists a summary of essential base unit statistics. For example, it does not include physics properties or the AI behaviours of the individual units; or the speed and range of individual weapons, and so on. Many details in the game data scripts have been omitted in this section in order to maintain the article's simplicity and accessibility.

The unit statistics here is based on the official Resistance single-player campaign dataset, which means the host station data in this section are based on the AI variants in the main single-player campaign. Therefore, their properties may be different from the multiplayer dataset and Metropolis Dawn variants. However, the list here contains new unit data from the Metropolis Dawn expansion pack for completeness.

For more detailed and comprehensive unit statistics information, check the 'Statistical Database' sections under the individual units articles. This list here is meant to be brief and simple!

3.1 Resistance

3.1.1 Units

Resistance Host Station (Single-player Campaign Player Variant)

Base Unit Energy: Variable (*The Energy battery size varies between from 75000 to 250000 in the Resistance single-player campaign.)
Base Unit Shield: 70% (*The Host Station shield value varies between from 1% to 55% in the Resistance single-player campaign.)
Base Radar Range: 3

Base Weapon Damage: 4000 x 4 Turrets
Base Weapon Reload Time (AI | User): 950 | 350
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Fox

Base Unit Energy: 9500
Base Unit Shield: 50%
Base Radar Range: 1

Base Weapon Damage: 10000
Base Weapon Reload Time (AI | User): 2100 | 1100
Machine Gun (Autocannon) Firepower: 4000/s

Unit Class: Anti-Air Tank
Weapon Type: Missile

Weapon Damage Multipliers:
x0.7 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.65 vs Host Stations

Weasel

Base Unit Energy: 7500
Base Unit Shield: 35%
Base Radar Range: 1

Base Weapon Damage: 3000
Base Weapon Reload Time (AI | User): 1000 | 650
Machine Gun (Autocannon) Firepower: 4000/s

Unit Class: Anti-Air Tank
Weapon Type: Missile

Weapon Damage Multipliers:
x0.7 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.5 vs Host Stations
* Salvo Attack Unit

Jaguar

Base Unit Energy: 10000
Base Unit Shield: 60%
Base Radar Range: 1

Base Weapon Damage: 12000
Base Weapon Reload Time (AI | User): 200 | 200
Weapon Salvo System (Count | Delay): 2 | 1000
Machine Gun (Autocannon) Firepower: 5000/s

Unit Class: Tank
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

Tiger

Base Unit Energy: 22000
Base Unit Shield: 75%
Base Radar Range: 2

Base Weapon Damage: 40000
Base Weapon Reload Time (AI | User): 3000 | 1500
Machine Gun (Autocannon) Firepower: 6000/s

Unit Class: Tank
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

Rhino

Base Unit Energy: 40000
Base Unit Shield: 1%
Base Radar Range: 1

Base Weapon Damage: 340000
Base Weapon Reload Time (AI | User): 20000 | 10000
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Special
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Rock Sled

Base Unit Energy: 40000
Base Unit Shield: 20%
Base Radar Range: 1

Base Weapon Damage: 1500000 (Reduced splash damage radius over distance from epicentre)
Base Weapon Reload Time (AI | User): N/A
Machine Gun (Autocannon) Firepower: 5000/s
---

* Special 'Kamikaze' Attack Unit

Unit Class: Special
Weapon Type: Special Bomb

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Firefly

Base Unit Energy: 5000
Base Unit Shield: 65%
Base Radar Range: 1

Base Weapon Damage: 5000
Base Weapon Reload Time (AI | User): 800 | 550
Machine Gun (Autocannon) Firepower: 6000/s

Unit Class: Helicopter
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Wasp

Base Unit Energy: 9000
Base Unit Shield: 40%
Base Radar Range: 1

Base Weapon Damage: 20000
Base Weapon Reload Time (AI | User): 1800 | 900
Machine Gun (Autocannon) Firepower: 8000/s

Unit Class: Helicopter
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Hornet

Base Unit Energy: 15000
Base Unit Shield: 65%
Base Radar Range: 1

Base Weapon Damage: 45000
Base Weapon Reload Time (AI | User): 2000 | 1000
Machine Gun (Autocannon) Firepower: 15000/s

Unit Class: Helicopter
Weapon Type: Missile

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Dragonfly

Base Unit Energy: 40000
Base Unit Shield: 75%
Base Radar Range: 2

Base Weapon Damage: 15000
Base Weapon Reload Time (AI | User): 200 | 350
Machine Gun (Autocannon) Firepower: 35000/s

Unit Class: Helicopter
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Falcon

Base Unit Energy: 19000
Base Unit Shield: 40%
Base Radar Range: 1

Base Weapon Damage: 30000
Base Weapon Reload Time (AI | User): 3000 | 1000
Machine Gun (Autocannon) Firepower: 7000/s

Unit Class: Fighter Plane
Weapon Type: Missile

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.6 vs Helicopters
x1.5 vs Planes
x0.4 vs Host Stations

Marauder

Base Unit Energy: 22500
Base Unit Shield: 30%
Base Radar Range: 2

Base Weapon Damage: 60000
Base Weapon Reload Time (AI | User): 2000 | 2000
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Bomber Plane
Weapon Type: Bomb

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Warhammer

Base Unit Energy: 34000
Base Unit Shield: 28%
Base Radar Range: 1

Base Weapon Damage: 40000
Base Weapon Reload Time (AI | User): 2200 | 1200
Machine Gun (Autocannon) Firepower: 9000/s

Unit Class: Fighter Plane
Weapon Type: Missile

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x0.3 vs Host Stations

Scout

Base Unit Energy: 5000
Base Unit Shield: 50%
Base Radar Range: 4

* No Weapon System

Unit Class: Scout Satellite

3.2 Ghorkov

3.2.1 Units

Turantul I (Single-player Campaign AI Variant)

Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.)
Base Unit Shield: 40% (*The shield value varies between from 30% to 40% in the Resistance single-player campaign.)
Base Radar Range: 2

Base Weapon Damage: 15000 x 2 Turrets (*The value varies between from 1500 to 15000 in the Resistance single-player campaign.)
Base Weapon Reload Time (AI | User): 1500 | undefined (default 1000)
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Laser Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Turantul II Skorpio (Single-player Campaign AI Variant)

Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.)
Base Unit Shield: 40%
Base Radar Range: 3

Base Weapon Damage: 17000 x 3 Turrets
Base Weapon Reload Time (AI | User): 1500 | 1000
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Speedy

Base Unit Energy: 15000
Base Unit Shield: 3%
Base Radar Range: 1

Base Weapon Damage: 5000
Base Weapon Reload Time (AI | User): 500 | 300
Machine Gun (Autocannon) Firepower: 2000/s

Unit Class: Anti-Air Tank
Weapon Type: Laser Cannon

Weapon Damage Multipliers:
x0.7 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.7 vs Host Stations

Tekh-Trak

Base Unit Energy: 25000
Base Unit Shield: 70%
Base Radar Range: 1

Base Weapon Damage: 42000
Base Weapon Reload Time (AI | User): 2700 | 1200
Machine Gun (Autocannon) Firepower: 6000/s

Unit Class: Tank
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

Ghargoil

Base Unit Energy: 9500
Base Unit Shield: 55%
Base Radar Range: 1

Base Weapon Damage: 27000
Base Weapon Reload Time (AI | User): 2300 | 900
Machine Gun (Autocannon) Firepower: 5000/s

Unit Class: Helicopter
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Ghargoil 2

Base Unit Energy: 19000
Base Unit Shield: 60%
Base Radar Range: 1

Base Weapon Damage: 25000 x 2
Base Weapon Reload Time (AI | User): 2500 | 1000
Machine Gun (Autocannon) Firepower: 10000/s

Unit Class: Helicopter
Weapon Type: Rocket

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Ghargoil 3

Base Unit Energy: 20000
Base Unit Shield: 10%
Base Radar Range: 1

Base Weapon Damage: 10000
Base Weapon Reload Time (AI | User): 200 | 400
Weapon Salvo System (Count | Delay): 7 | 5000
Machine Gun (Autocannon) Firepower: N/A

* Salvo Attack Unit

Unit Class: Bomber Plane
Weapon Type: Bomb

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Ying (Yak-131)

Base Unit Energy: 8000
Base Unit Shield: 4%
Base Radar Range: 1

Base Weapon Damage: 3000
Base Weapon Reload Time (AI | User): 700 | 700
Machine Gun (Autocannon) Firepower: 6000/s

Unit Class: Fighter Plane
Weapon Type: Laser Cannon

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x0.3 vs Host Stations

Yang (Mrat 9)

Base Unit Energy: 20000
Base Unit Shield: 10%
Base Radar Range: 1

Base Weapon Damage: 7000
Base Weapon Reload Time (AI | User): 200 | 200
Weapon Salvo System (Count | Delay): 30 | 10000
Machine Gun (Autocannon) Firepower: N/A

Tien-Ying 7 (Mrat 17)

Base Unit Energy: 35000
Base Unit Shield: 25%
Base Radar Range: 1

Base Weapon Damage: 30000
Base Weapon Reload Time (AI | User): 600 | 600
Machine Gun (Autocannon) Firepower: 7000/s

Gigant

Base Unit Energy: 45000
Base Unit Shield: 35%
Base Radar Range: 1

Base Weapon Damage: 31000
Base Weapon Reload Time (AI | User): 300 | 400
Machine Gun (Autocannon) Firepower: 8000/s

Gigant 2

Base Unit Energy: 44500
Base Unit Shield: 35%
Base Radar Range: 1

Base Weapon Damage: 31000
Base Weapon Reload Time (AI | User): 300 | 400
Machine Gun (Autocannon) Firepower: 8000/s
---

* Salvo Attack Unit

Unit Class: Bomber Plane
Weapon Type: Bomb

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Unit Class: Fighter Plane
Weapon Type: Missile

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x0.3 vs Host Stations

Unit Class: Special
Weapon Type: Laser Cannon

Weapon Damage Multipliers:
x0.3 vs Tanks
x0.7 vs Helicopters
x0.7 vs Planes
x1.0 vs Host Stations

* Single-player campaigns AI Only

Unit Class: Special
Weapon Type: Laser Cannon

Weapon Damage Multipliers:
x0.3 vs Tanks
x0.7 vs Helicopters
x0.7 vs Planes
x1.0 vs Host Stations

Ghor-Scout

Base Unit Energy: 6000
Base Unit Shield: 5%
Base Radar Range: 4
---

* No Weapon System

Unit Class: Scout Satellite

3.3 Taerkasten

3.3.1 Units

Taerkasten Flying Fortress (Single-player Campaign AI Variant)

Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.)
Base Unit Shield: 40%
Base Radar Range: 3

Base Weapon Damage: 20000 x 4 Turrets
Base Weapon Reload Time (AI | User): 1700 | 1200
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Eisenhans

Base Unit Energy: 11000
Base Unit Shield: 80%
Base Radar Range: 1

Base Weapon Damage: 18000
Base Weapon Reload Time (AI | User): 2300 | 1100
Machine Gun (Autocannon) Firepower: 10000/s

Unit Class: Tank
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

Leonid

Base Unit Energy: 28000
Base Unit Shield: 86%
Base Radar Range: 1

Base Weapon Damage: 41000
Base Weapon Reload Time (AI | User): 3200 | 1700
Machine Gun (Autocannon) Firepower: 10000/s

Unit Class: Tank
Weapon Type: Shell Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

Zeppelin

Base Unit Energy: 50000
Base Unit Shield: 95%
Base Radar Range: 5

Base Weapon Damage: 300000
Base Weapon Reload Time (AI | User): 10000 | 7000
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Bomber Plane
Weapon Type: Bomb

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Mnosjetz

Base Unit Energy: 20000
Base Unit Shield: 77%
Base Radar Range: 1

Base Weapon Damage: 50000
Base Weapon Reload Time (AI | User): 1800 | 1800
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Bomber Plane
Weapon Type: Bomb

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Phantom

Base Unit Energy: 30000
Base Unit Shield: 80%
Base Radar Range: 1

Base Weapon Damage: 50000
Base Weapon Reload Time (AI | User): 2500 | 2500
Machine Gun (Autocannon) Firepower: 10000/s

Unit Class: Fighter Plane
Weapon Type: Missile

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x0.5 vs Host Stations

* Suicide Attack Unit

Serp

Base Unit Energy: 9000
Base Unit Shield: 45%
Base Radar Range: 1

Base Weapon Damage: 40000
Base Weapon Reload Time (AI | User): N/A
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Fighter Plane
Weapon Type: Missile

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x1.0 vs Host Stations

Bronsteijn

Base Unit Energy: 40000
Base Unit Shield: 25%
Base Radar Range: 1

Base Weapon Damage: 120000
Base Weapon Reload Time (AI | User): 1000 | 3000
Machine Gun (Autocannon) Firepower: N/A

Hetzel

Base Unit Energy: 18000
Base Unit Shield: 77%
Base Radar Range: 1

Base Weapon Damage: 8000
Base Weapon Reload Time (AI | User): 333 | 333
Machine Gun (Autocannon) Firepower: N/A

Thor's Hammer (Odin)

Base Unit Energy: 45000
Base Unit Shield: 89%
Base Radar Range: 1

Base Weapon Damage: 170000
Base Weapon Reload Time (AI | User): 12000 | 9000
Machine Gun (Autocannon) Firepower: 18000/s

Unit Class: Helicopter
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Unit Class: Attacker Plane
Weapon Type: Bordkanone

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

* Metropolis Dawn Unit

Unit Class: Special
Weapon Type: Artillery Shell

Weapon Damage Multipliers:
x1.0 vs Tanks
x0.7 vs Helicopters
x0.5 vs Planes
x1.5 vs Host Stations

* Metropolis Dawn Unit
* Salvo Attack Unit

Ostwind (Kettenfahrzeug)

Base Unit Energy: 19000
Base Unit Shield: 86%
Base Radar Range: 1

Base Weapon Damage: 2000
Base Weapon Reload Time (AI | User): 150 | 150
Weapon Salvo System (Count | Delay): 10 | 4200
Machine Gun (Autocannon) Firepower: 4000/s

Unit Class: Anti-Air Tank
Weapon Type: Missile

Weapon Damage Multipliers:
x0.3 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.4 vs Host Stations

Ormu-Scout

Base Unit Energy: 7000
Base Unit Shield: 50%
Base Radar Range: 4
---

* No Weapon System

Unit Class: Scout Satellite

3.4 Mykonian

3.4.1 Units

Myko Station (Single-player Campaign AI Variant)

Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.)
Base Unit Shield: 40%
Base Radar Range: 3

Base Weapon Damage: 30000 x 1 Turret
Base Weapon Reload Time (AI | User): 1000 | undefined (default: 1000)
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.0 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

* Salvo Attack Unit

Myko 5P0 Air Prism

Base Unit Energy: 14000
Base Unit Shield: 56%
Base Radar Range: 1

Base Weapon Damage: 28000
Base Weapon Reload Time (AI | User): 390 | 390
Weapon Salvo System (Count | Delay): 3 | 3000
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Helicopter
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x1.0 vs Host Stations

Myko XO1 Quadda

Base Unit Energy: 19000
Base Unit Shield: 58%
Base Radar Range: 1

Base Weapon Damage: 29000
Base Weapon Reload Time (AI | User): 350 | 550
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Special
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.5 vs Host Stations

Myko Static

Base Unit Energy: 35000
Base Unit Shield: 1%
Base Radar Range: 1

Base Weapon Damage: 7000
Base Weapon Reload Time (AI | User): 500 | 300
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Special
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.5 vs Host Stations

* Disabled for AI Mykonians

Myko Ground Cube

Base Unit Energy: 9500
Base Unit Shield: 25%
Base Radar Range: 1

Base Weapon Damage: 5000
Base Weapon Reload Time (AI | User): 700 | 400
Machine Gun (Autocannon) Firepower: 4000/s

Unit Class: Anti-Air Tank
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x0.7 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x0.7 vs Host Stations

Myko Hourglass

Base Unit Energy: 50000
Base Unit Shield: 21%
Base Radar Range: 1

Base Weapon Damage: 80000
Base Weapon Reload Time (AI | User): 300 | 300
Weapon Salvo System (Count | Delay): 4 | 3000
Machine Gun (Autocannon) Firepower: N/A

Myko Air Stick

Base Unit Energy: 30000
Base Unit Shield: 10%
Base Radar Range: 1

Base Weapon Damage: 6000
Base Weapon Reload Time (AI | User): 300 | 300
Machine Gun (Autocannon) Firepower: N/A

Myko Bomber

Base Unit Energy: 45000
Base Unit Shield: 1%
Base Radar Range: 2

Base Weapon Damage: 60000
Base Weapon Reload Time (AI | User): 2000 | 1000
Machine Gun (Autocannon) Firepower: N/A
---

* Salvo Attack Unit

Unit Class: Helicopter
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x0.5 vs Host Stations

Unit Class: Fighter Plane
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x1.5 vs Planes
x0.5 vs Host Stations

Unit Class: Bomber Plane
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x1.0 vs Host Stations

Myko Crusher

Base Unit Energy: 15000
Base Unit Shield: 15%
Base Radar Range: 1

Base Weapon Damage: 2000
Base Weapon Reload Time (AI | User): 150 | 150
Weapon Salvo System (Count | Delay): 7 | 2000
Machine Gun (Autocannon) Firepower: N/A

---

* Metropolis Dawn Unit
* Salvo Attack Unit

Unit Class: Fighter Plane
Weapon Type: Ion Cannon

Weapon Damage Multipliers:
x0.4 vs Tanks
x1.6 vs Helicopters
x1.3 vs Planes
x0.2 vs Host Stations

Myko Radar

Base Unit Energy: 5500
Base Unit Shield: 10%
Base Radar Range: 4

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* No Weapon System

Unit Class: Scout Satellite

3.5 Sulgogar

3.5.1 Units

Sulgogar Queen

Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.)
Base Unit Shield: 40%
Base Radar Range: 2

Base Weapon Damage: 60000 x 1 Turret
Base Weapon Reload Time (AI | User): 5000 | undefined (default: 1000)
Machine Gun (Autocannon) Firepower: N/A

Unit Class: Host Station
Weapon Type: Particle Beam

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x2.0 vs Host Stations

* Suicide Attack Unit

Blue Spore

Base Unit Energy: 6000
Base Unit Shield: 3.3%
Base Radar Range: 1

Base Weapon Damage: 15000
Base Weapon Reload Time (AI | User): N/A
Machine Gun (Autocannon) Firepower: 13000/s

Unit Class: Bomber Plane
Weapon Type: Particle Beam

Weapon Damage Multipliers:
x2.0 vs Tanks
x1.0 vs Helicopters
x0.5 vs Planes
x0.1 vs Host Stations

Mean Green

Base Unit Energy: 20000
Base Unit Shield: 30%
Base Radar Range: 1

Base Weapon Damage: 30000
Base Weapon Reload Time (AI | User): 900 | 900
Machine Gun (Autocannon) Firepower: undefined (default: 4000/s)

Unit Class: Fighter Plane
Weapon Type: Particle Beam

Weapon Damage Multipliers:
x0.5 vs Tanks
x1.5 vs Helicopters
x2.0 vs Planes
x1.0 vs Host Stations

Slime Lord

Base Unit Energy: 30000
Base Unit Shield: 50%
Base Radar Range: 1

Base Weapon Damage: 60000
Base Weapon Reload Time (AI | User): 5000 | undefined (default: 1000)
Machine Gun (Autocannon) Firepower: undefined (default: 4000/s)

Unit Class: Special
Weapon Type: Particle Beam

Weapon Damage Multipliers:
x1.5 vs Tanks
x1.0 vs Helicopters
x1.0 vs Planes
x2.0 vs Host Stations

Little Brother

Base Unit Energy: 6000
Base Unit Shield: 20%
Base Radar Range: 4

* No Weapon System

Unit Class: Scout Satellite

3.6 Black Sect

3.6.1 Units

Black Sect Station (Anvil-class) Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.) Base Unit Shield: 60% Base Radar Range: 3 Base Weapon Damage: 15000 x 1 Turret; 30000 x 1 Turret Base Weapon Reload Time (AI | User): 3000 | undefined (default: 1000); 1200 | 700 Machine Gun (Autocannon) Firepower: N/A	Unit Class: Host Station Weapon Type: Missile / Ion Cannon Weapon Damage Multipliers: x1.0 vs Tanks x1.0 vs Helicopters x1.0 vs Planes x1.0 vs Host Stations

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3.7 Drones

3.7.1 Units

Target Host Station Base Unit Energy: Variable (*Defined in the level data. AI-controlled host stations possess a single energy reservoir used for all tasks.) Base Unit Shield: 10% Base Radar Range: 2	* Tutorial Unit * No Weapon System Unit Class: Host Station

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Target Drone (without weapon) Base Unit Energy: 50000 Base Unit Shield: 30% Base Radar Range: 1	* Tutorial Unit * No Weapon System Unit Class: Airborne Drone

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Target Drone (with weapon) Base Unit Energy: 40000 Base Unit Shield: 30% Base Radar Range: 1 Base Weapon Damage: 1000 Base Weapon Reload Time (AI | User): 1500 | 1500 Machine Gun (Autocannon) Firepower: N/A	* Tutorial Unit Unit Class: Airborne Drone Weapon Type: Missile Weapon Damage Multipliers: x1.0 vs Tanks x1.0 vs Helicopters x1.0 vs Planes x1.0 vs Host Stations

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3.8 Notes

- The actual integer values in the game engine scripts are x100 times higher than the in-game display. Also, the player-controlled unit bonuses are not reflected in the first-person HUD; it always shows the default stats of the units.
- The weapon reload times in the game engine scripts are defined in milliseconds like many other game logics. Therefore, 1000 reload time is equal to 1 second. Units also have different rate of fire under AI vs user control modes.

4 AI Unit Height Table

4.1 Overview

In Urban Assault, all AI-controlled aircraft units possess their own preferred flight heights above ground level (HAGL) values directly based on the elevation levels of the sectors (altitudes of the terrains) they are currently situated in.

As a general principle, more powerful aircraft units with firepower or manoeuvrability advantages usually possess lower flight height values in order to compensate between the aircraft units that possess higher flight height values.

All AI-controlled aircraft units will generally stay within their respective height ranges in most situations, except in certain conditions where they can temporarily override them and gain (or lose) height. The conditions are as follows:

4.1.1 Active height attainment behaviours

- The AI-controlled aircraft units are targeting the player-controlled aircraft units that are already flying higher than them. The AI-controlled units must gain altitude in order to fight the player-controlled units on even ground.
- The AI-controlled aircraft units are targeting the host stations. The AI-controlled units must gain altitude in order to avoid potential stalemate situations where they cannot attack the enemy host stations depends on terrains.

4.1.2 Passive height attainment behaviours

- The AI-controlled aircraft units will constantly adjust their flight height levels directly based on the elevations of the sectors they are currently situated in (whether during movement or during combat).
- The AI-controlled aircraft units will attempt to avoid, detour, or climb around the obstacles (either units, terrains, or structures such as skyscraper buildings) in their immediate flight vectors and paths.

All of the above instances are the fully intentional gameplay design by the developers. Therefore, it is always advantageous (and encouraged) to occupy and deploy units on higher grounds/elevations whenever possible in order to secure maximum performance and survivability for the units. Likewise, terrains with numerous obstacles and elevation variations can be strategically exploited by many vehicles.

All player-controlled units can override any pre-set AI-specific restrictions or limitations, including the flight height mechanics. Therefore, all player-controlled aircraft units can fly freely at any height ranges between 0-1280.

The maximum user flight ceiling value is significantly higher than any normal flight height ranges of all AI-controlled aircraft units; which is why it is a common sight for the AI-controlled aircraft to frequently gain unusually high altitude to attack the player-controlled aircraft that are already flying higher than them.

The table below shows the full list of flight height values for each standard aircraft unit under the AI-control mode.

4.2 AI Aircraft Flight Height Table

Unit	Height	Class	Faction
Firefly	150	Helicopter	Resistance
Wasp	200	Helicopter	Resistance
Hornet	310	Helicopter	Resistance
Dragonfly	190	Helicopter	Resistance
Falcon	350	Plane	Resistance
Marauder	550	Plane	Resistance
Warhammer	120	Plane	Resistance
Scout	800	Satellite	Resistance
Ghargoil	200	Helicopter	Ghorkov
Ghargoil 2	600	Helicopter	Ghorkov
Ghargoil 3	350	Plane	Ghorkov
Ying (Yak-131)	100	Plane	Ghorkov
Yang (Mrat-9)	350	Plane	Ghorkov
Tien-Ying 7 (Mrat-17)	350	Plane	Ghorkov
Gigant	100	Glider	Ghorkov
Gigant 2*	200	Glider	Ghorkov
Ghor-Scout	500	Satellite	Ghorkov
Zeppelin	250	Zeppelin	Taerkasten
Mnosjetz	150	Plane	Taerkasten
Phantom	350	Plane	Taerkasten
Serp	300	Plane	Taerkasten
Bronsteijn	250	Helicopter	Taerkasten
Hetzel	150	Plane	Taerkasten
Ormu-Scout	500	Satellite	Taerkasten
Myko 5P0 Air Prism	150	Helicopter	Mykonian
Myko XO1 Quadda	200	Zeppelin	Mykonian
Myko Static	20	Zeppelin	Mykonian
Myko Hourglass	350	Helicopter	Mykonian
Myko Air Stick	300	Plane	Mykonian
Myko Bomber	550	Plane	Mykonian
Myko Crusher**	350	Plane	Mykonian
Myko Radar	450	Satellite	Mykonian
Blue Spore	200	Plane	Sulgogar
Mean Green	150	Plane	Sulgogar
Slime Lord	200	Zeppelin	Sulgogar
Little Brother	400	Satellite	Sulgogar
Bronsteijn (User)*	250	Helicopter	Resistance
Gigant (User)*	100	Glider	Resistance
Target Drone***	250	Zeppelin	Drones
Target Drone (Weapon)***	250	Zeppelin	Drones

* Single-player Only Unit.

** Metropolis Dawn Unit.

*** Tutorial Only Unit.

4.3 Notes

- All player-controlled units can override any pre-set AI-specific restrictions or limitations, including the flight height mechanics. Therefore, all player-controlled aircraft units can fly freely at any height ranges between 0-1280.
- The maximum user flight ceiling value is significantly higher than any normal flight height ranges of all AI-controlled aircraft units; which is why it is a common sight for the AI-controlled aircraft to frequently gain unusually high altitude to attack the player-controlled aircraft that are already flying higher than them.
- The only practical difference between Gigant and Gigant 2 (The single-player AI-only variant unit) lies in their preferred AI flight height ranges (100 vs 200). Only the AI faction can have access to Gigant 2 in certain missions.

5 Unit Class Table

Here is the unit class table for all playable major factions.

Unit Class	Resistance	Ghorkov	Taerkasten	Mykonian
Host Stations	Resistance Host Station	Turantul II (Skorpio)	Taerkasten Flying Fortress	Myko Station
		Turantul I*		
Specials	Rhino	Gigant		Myko XO1 Quadda
	Rock Sled*	Gigant 2*		
Tanks	Jaguar	Tekh-Trak	Eisenhans	Myko Ground Cube
	Tiger		Leonid	
			Thor's Hammer	
Bombers	Marauder	Ghargoil 3	Zeppelin	Myko Bomber
		Yang (Mrat-9)	Mnosjetz	
Planes	Falcon	Tien-Ying 7 (Mrat-17)	Phantom	Myko Air Stick
	Warhammer	Ying (Yak-131)	Serp	Myko Static
			Hetzel	Myko Crusher
Helicopters	Wasp	Ghargoil	Bronsteijn	Myko 5P0 Air Prism
	Hornet	Ghargoil 2		Myko Hourglass
	Dragonfly			
	Firefly			
Anti-Air Tanks	Weasel	Speedy	Ostwind	
	Fox			
Satellites	Scout	Ghor-Scout	Ormu-Scout	Myko Radar

5.1 Notes

* Single-player only units.

6 Vehicles & Buildings Unlock Map



7 Trivia

Under Construction.

8 Notes

Under Construction.