

# Urban Assault Unit FAQ

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The article covering the basic unit statistics summary and descriptions.

## 1 Information

(This article is currently under construction!)

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 found on the internet usually contain very factually wrong and misleading information, and therefore do not provide accurate knowledge or information for the game.

The following information 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 velocity/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.

This 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 also 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

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[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

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[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

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[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

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[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

[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

[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

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### 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

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### 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

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### 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

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### 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

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\* Salvo Attack Unit

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

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

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

\* 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

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### [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

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### [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

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### [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

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### [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

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

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

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

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[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

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[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

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[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

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[Scout](#)

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

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**3.2 Ghorkov**

**3.2.1 Units**

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

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

\* No Weapon System

Unit Class: Scout  
[Satellite](#)

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### Turantul I (Single-player Campaign AI Variant)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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

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### Turantul II Skorpio (Single-player Campaign AI Variant)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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

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### 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

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### 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

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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

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

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

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

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[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

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[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

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[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

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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

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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

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

\* 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: Laser  
Cannon

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

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### 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

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### 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

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### [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

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### 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

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### \* 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



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### Ghor-Scout

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

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## 3.3 Taerkasten

### 3.3.1 Units

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#### Taerkasten Flying Fortress (Single-player Campaign AI Variant)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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

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#### 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

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#### 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

---

\* No Weapon System

Unit Class: Scout  
Satellite

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

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

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

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[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

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[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

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[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

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[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

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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: 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  
x0.5 vs Host Stations  
\* Suicide Attack Unit

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

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[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

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[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

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[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

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[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

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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: Autocannon

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

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

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### [Ormu-Scout](#)

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

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## 3.4 Mykonian

### 3.4.1 Units

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#### [Myko Station](#) (Single-player Campaign AI Variant)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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

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#### [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

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#### [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

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\* No Weapon System

Unit Class: Scout  
Satellite

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

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

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

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### [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

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### [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

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### [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

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### [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

---

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

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

\* 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

---

### [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

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### [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

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### [Myko Radar](#)

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

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## **3.5 Sulgogar**

### **3.5.1 Units**

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### [Sulgogar Queen](#)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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: 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  
\* 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

\* No Weapon System

Unit Class: Scout  
Satellite

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

---

### 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

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### 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)

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### 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)

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### Little Brother

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

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## **3.6 Black Sect**

### **3.6.1 Units**

\* Suicide Attack Unit

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

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

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

\* No Weapon System

Unit Class: Scout  
Satellite

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Black Sect Station (Anvil-class)

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined 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

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### 3.7 Drones

#### 3.7.1 Units

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Target Host Station

Base Unit Energy: Variable (\* Defined in the level data. AI-controlled host stations have 1 combined energy reservoir used for all tasks.)

Base Unit Shield: 10%

Base Radar Range: 2

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Target Drone (without weapon)

Base Unit Energy: 50000

Base Unit Shield: 30%

Base Radar Range: 1

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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

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#### 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

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

\* Tutorial Unit  
\* No Weapon System

Unit Class: Host Station

\* Tutorial Unit  
\* No Weapon System

Unit Class: Airborne Drone

\* Tutorial Unit

Unit Class: Airborne Drone  
Weapon Type: Missile

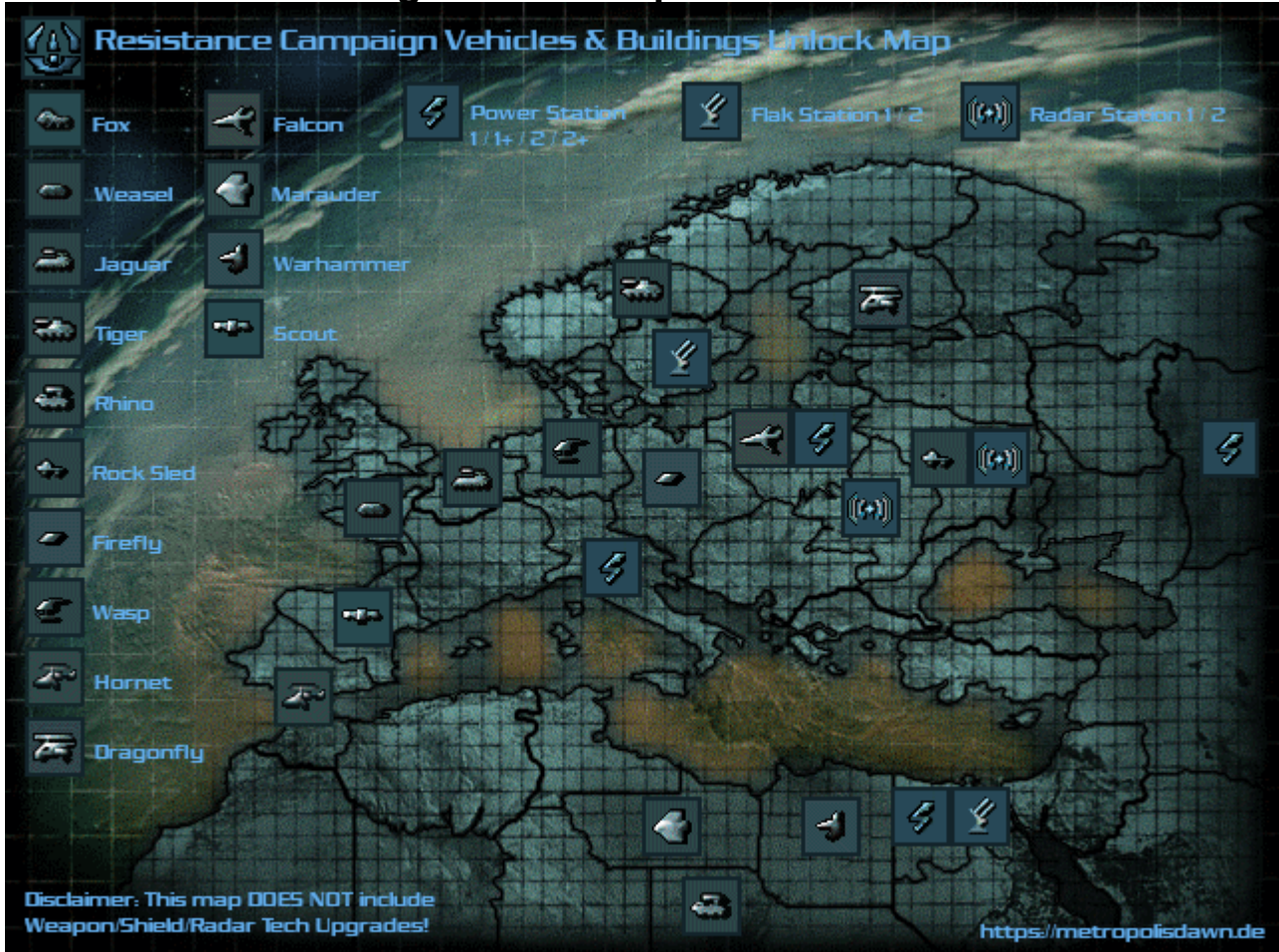
Weapon Damage  
Multipliers:  
x1.0 vs Tanks  
x1.0 vs Helicopters  
x1.0 vs Planes  
x1.0 vs Host Stations



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 Vehicles & Buildings Unlock Map



## 5 Trivia

Under Construction.

## 6 Notes

Under Construction.