

Sector

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The article about sectors and their mechanics in the game.

(This article is currently under construction!)

1 Information

Sectors are square-grid blocks that constitute the primary basis of level maps in [Urban Assault](#). For further information, it is highly recommended to check the official game documents and [Help files](#).

2 Overview

In Urban Assault, all areas in levels are divided into square-grid zones called sectors. The sectors are the primary element that constitute the entire level maps, and individual sectors contain various properties and characteristics which are imperative for core gameplay mechanics.

Each sector has different types, layouts, and structures in them. The details of sectors may vary greatly from an empty area to high-density city sectors. The types of sectors available in a level are determined by the level [sets](#), which are defined in the individual level data files. Each set contains a set of sectors designed to implement different types of aesthetics and environments.

A sector can be controlled by a faction at a time. Many sectors possess special key strategic functions that are defined in each level data. Controlling sectors provides a strategic [map](#) visibility as well as [energy](#) production capacity to a faction, which makes capturing and occupying numerous sectors important. Generally, the players will compete over sector ownerships in order to increase their zone of control while reducing the influence of enemies at the same time.

3 Mechanics

Under Construction.

4 Sector Types

Under Construction.

5 Trivia

Under Construction.

6 Notes

Under Construction.