Resistance

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The article about the Resistance faction in Urban Assault.

(This page is currently under construction!)

1 Information

The Resistance (German: **Der Widerstand/Die Resistance)** is a playable main faction in both single-player and multiplayer modes of Urban Assault. In the main Urban Assault campaign, the player's faction is the Resistance. The faction colour of the Resistance is blue.

2 Official Description (HELP files)

> Quote
>
> The player is the embodiment of The Resistance—which represents the last trace of freedom and democracy to survive the environmental, financial, and political collapses that followed The Big Mistake. The Resistance was just months away from certain destruction by its approaching enemies when a band of hackers and engineers wired together all of the free world's computers to create the Host Station as the ultimate war machine. Now that the Host Station has chosen you to become its uploaded master, the survival of The Resistance and all of its ideals rests with you.

NOTES:

- The HELP files entries are written from the Resistance perspective.
- The HELP files may contain slightly outdated information.

3 Overview

The Resistance represents the last traces of freedom and democracy to survive global chaos known as The Big Mistake. The Resistance was months away from certain destruction when a coalition of engineers and hackers wired together the free world's computers to create advanced war machines called host stations. The faction is responsible for pioneering various high-technology inventions such as the plasma formation

technologies or the Stoudson Bomb. Their primary headquarters are located in Britain, whereas their remaining forces and contested territories are dispersed throughout Western Europe.

4 Units and Buildings Information

Main Article: Resistance Units and Buildings Overview

5 Playability

Yes

The faction is designed as a playable main faction in the game for players, and constitutes an integral part of the multiplayer balance system between the other playable main factions.

6 Lore Information

The Resistance represents the last traces of democracy and freedom of humanity to survive global chaos. The Resistance was months away from destruction when a coalition of engineers and hackers wired together the free world's computers to create seven Host Stations. The Host Stations, however, had a caveat: no human would entrust the task of defending democracy and freedom to artificially constructed war machines, so each host station was designed to be piloted by a gifted cybernetically-enhanced human component called Synaptic Donor Unit, abbreviated SDU. The faction is notable for its various state-of-the-art technological inventions and innovations such as Energy Domes, Stoudson Bomb, or Plasma Formation technology.

The main headquarters and military training grounds of the Resistance are located in Britain, with the majority of their forces and former contested territories dispersed throughout the territories within Western Europe and Central Europe. The original Resistance sphere of influence covered the majority of the European sectors in the past, but they were gradually lost to the encroaching hostile factions. The Resistance vehicle designs are chiefly based on modern contemporary hardware designs and their weapons consist primarily of conventional shells, rockets, and missiles to achieve destruction. Stoudson Corporation is the primary defence contractor and arms industry manufacturer that provides military technology and innovation.

In the original Urbn Assault single-player campaign, the player takes the role of the last SDU champion to be deployed into battle from their main headquarters located in British Isles: SDU 7. The primary objective of the campaign is to reach and destroy the first Parasite Machine installed by the Mykonian forces to harvest energy from the Earth's core and ultimately exterminate the entire biosphere of the planet. The player can access cybernetically-linked and stored inputs, memories or journal entries of the former SDUs in the mission briefings.

7 Characteristics

The Resistance is considered a balanced, all-around faction. The Resistance assets are focused around at specialisation and cost-efficiency, and they possess the greatest variety of war machines in their arsenal. The faction's main strengths are its versatility and flexibility. Their individual units are generally cheaper to manufacture than the other factions for the most part, but each unit is also more specialised towards certain types of tasks, which slightly limits their general-purpose applications. Therefore, the Resistance relies chiefly on combined arms tactics as well as calculated unit compositions, where multiple types of different units with different strengths are supporting each other to deal with various combat situations.

8 Strategy

As the most all-around faction, the Resistance has the most variety of units that are focused on cost-efficiency and various specialisations. This wide range of unit selections to conduct many different types of

tasks and deal with any battlefield situations effectively is its main strength. The same versatility allows the Resistance to undertake various strategy with easier difficulties. The Resistance heavily relies on combined arms tactics more stringently than the other factions due to the specialised natures of their units, with different types of units with different roles providing support. Overall, the Resistance has both good map control and combat potentials with economic incentives, as well as balanced attack and defence capacity.

The Resistance units are quite varied in their characteristics and tactics. Its early units specifically benefit from the player presence due to their attack pattern behaviours that frequently cycle back and forth and stray away from their targets. But if their targets are kept at distance, they can perform exceptionally fine, which synergises well if the player is leading the units at the front of the other units. Screening is an important tactic to keep their performance optimal, and they have many units that are suitable for distracting and drawing attention from the enemies and avoid their attacks. While the enemy units are occupied with fighting screening forces comprised of lighter and faster units, bring in heavier and stronger units to attack.

9 Host Station

In the original Resistance single-player campaign, the Resistance Host Station has many disadvantages at firepower and shielding by design, in order to reflect their declined status in the main storyline. However, through various technology upgrades it can gain access to the most variety of unit and building blueprints by the end of the game, supported by the rapid and advanced technological research and development progress that the Resistance is known for. The AI variant of Resistance Host Station in Metropolis Dawn has the default shield ratings,

In the multiplayer mode, the Resistance Host Station has more firepower, shielding, and projectile range than its original single-player campaign counterpart, since the host stations from all playable factions are more or less equalised in both armour and firepower, as well as available building types that are available for construction in multiplayer for the balance system.

10 Official Localisation Titles

English: The Resistance

German: Die Resistance (Der Widerstand)

French: La Résistance

Japanese: ??????

11 Trivia

Under Construction.

12 Notes

Under Construction.