

Mykonian

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The article about the Mykonian faction in Urban Assault.

(This page is currently under construction!)

1 Information

The Mykonian (German: **Die Mykonier**) is a playable main faction in the multiplayer mode of [Urban Assault](#). Mykonians are the only playable major faction that does not have an official single-player campaign. The faction colour of the Mykonians is white.

2 Official Description (HELP files)

Quote

An off-world species, the Mykonians are tapping into the very core of our planet with their devastating [Parasite](#) Machine, extracting [energy](#) to power their attacks. Their weapons technology is more advanced than ours.

It is interesting to note that all Mykonian vehicles are symmetrical polygons in shape. This is the result of their biovein contruction, which forms in crystalline symmetry in zero-gravity space. The Mykonians are a much more powerful race than your other terran foes and possesses technology unknown to humans. So do not be seduced by their awesome sight. Diplomacy has failed. They want our planet.

NOTES:

- The HELP files entries are written from the [Resistance](#) perspective.
- The HELP files may contain slightly outdated information.

3 Overview

The Mykonian is an extraterrestrial, imperialistic invader group who disdain humanity for damaging a precious planet. They view Earth as a battery and implant the Parasite Machine to harvest energy from the

Earth's core. All Mykonian vehicles are ionocraft armed with ion cannons, and polygonal shapes are the result of their bio-vein construction, which forms in crystalline symmetry in zero-gravity space. The Mykonians are typically located in Northern Europe and Scandinavia, where the optimal cooling temperatures and assimilated environments facilitate their superconductive machine operations.

4 Units and Buildings Information

Main Article: [Mykonian 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 Mykonian is a highly advanced extra-terrestrial and imperialistic invader group who disdains humanity for their detrimental and destructive planet management. They view the planet Earth as a valuable source of energy battery and implant the Parasite Machine to harvest heat directly from the Earth's core. All Mykonian units possess characteristic, geometrical shapes. This is the result of their biovein construction, which forms in crystalline symmetry in zero-gravity space. The Mykonians are typically located in Northern Europe and Scandinavia within their superconductive, biovein-assimilated environments, where their data transfer operations are optimal and their vehicles and buildings are easily camouflaged with the surroundings.

All Mykonian vehicles are technologically advanced ionocraft that can operate normally inside the planetary atmospheric pressure, and the weaponry of their hyper-speed ion-propulsion aircraft is the ion cannons. These highly advanced directed energy weapons are extremely powerful and their projectiles also travel very quickly compared to human weapons technology. The Mykonians use their bio-mechanical cables and electric circuits with data transfer capacity to survey and assimilate the entire occupied domed cities into their control by converting them into Mykonized sectors that are suitable for their own purposes and military operations, rendering the assimilated areas completely uninhabitable for an indefinite period of time.

It has been also hinted that the Mykonians potentially had some connection with the Earth even before the human race. This has been suggested in the [Mykonian Papers](#), an extensive set of telecommunication and exchanges of messages between the human race and the Mykonians before and during their invasion. The destruction of the Parasite Machine is the focus and the main objective of the original single-player campaign, which appears in the very final mission where the player (SDU7) must disable the device before it reaches the final phase.

7 Characteristics

The Mykonian is considered an aggressive faction. The Mykonians possess many different types of advanced airborne or hovering ionocraft units that are highly manoeuvrable and agile. Their units are generally expensive and also have minimal shielding capabilities, but they are armed with extremely powerful ion cannon weapons that can inflict heavy damage in a short time frame. This deadly combination of extreme firepower and manoeuvrability allows them to naturally take initiative in offensive tactics by constantly raiding and harassing the enemies. These traits are especially powerful when their units are controlled by the players, who can maximise the micro-management capacity potential of powerful but fragile Mykonian units.

8 Strategy

As the offensive-oriented faction, the Mykonian should focus on taking initiatives in aggression, relentlessly attacking and raiding their opponents whenever and wherever they are not prepared. With a little emphasis on defence and all-out aggression nature, the Mykonian is generally considered the hardest faction to play, due to their 'glass-cannon' characteristics as well as inflexibility. Their individual units are very powerful. However, many of their units have rather unorthodox and AI-unfriendly designs, with expensive costs and minimal shielding. The Mykonians rely on skilful piloting and micro-management of their units, focused around on constant attacks and raids with their fast aircraft to keep opponents busy and occupied.

9 Host Station

In single-player mode, the AI Mykonian [host station](#) has only one [turret](#) that fires a powerful rapid-fire ion cannon, but with a short projectile range. It can quickly destroy enemies at close range, but cannot deal with far targets effectively (similar to the [Resistance Host Station](#) in single-player mode). AI [Myko Station](#) in the single-player mode can also build only one class of power station, which is stronger than Power Station 1 but weaker than Power Station 2. In multiplayer mode, the Mykonians can build power stations with same classifications as the other factions, and the Myko Station has the same number (4) of turrets as the other host stations with mostly equalised firepower, shielding, and projectile range for game balance.

The AI Mykonian enemy faction in single-player also has two main disadvantages: They cannot create their only general-purpose [tank](#) unit Ground Cube, which is a very important and powerful key unit, and the fact that the Mykonian is the faction primarily designed to be most effective when controlled by human players (with [Virtual Presence Shift](#)) rather than AI.

10 Official Localisation Titles

English: Mykonians

German: Mykonier

French: Les Mykoniens

Japanese: ?????

11 Trivia

Under Construction.

12 Notes

Under Construction.