General Strategy & Tactics

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The article about various strategies and tactics in UA gameplay.

(This page is currently under construction!)

1 Overview

Urban Assault offers a huge range of tactical and strategic depth thanks to its full 3D engine with varied physics and AI behaviours of the units and weapons in combat, as well as player interventions.

2 Multiplayer

The multiplayer games in UA did not had lasting competitive scenes or sufficiently active numbers of players to promote the development of firmly established 'meta-game' strategies for multiplayer matches. This is both an advantage and a disadvantage based on a perspective. However, it has been widely demonstrated by numerous occasions that the game balance between four major playable factions on multiplayer are reasonably well-balanced provided that all assets (units and buildings) are available for each faction. (TerraTools invested extra money and many months of effort for the beta testing sessions of the game, after all!)

Still, many multiplayer levels in UA are designed with diverse and asymmetric distributions of the initial unit availability and tech upgrade rewards, which makes each battle on different levels much more unpredictable

(and interesting). Since the full 3D gameplay environment and high degree of freedom of UA gameplay offers nearly infinite variables for combat situations, each match will be always different even on same levels. Such designs allow players to liberally devise and experiment with various creative openings and innovative strategies/tactics that are not rigidly bound to specific rules or restrictions during the multiplayer mode.

The strategy and tactics articles in this section (including the faction-specific parts) will aim to maintain the general and objective approach in regards to the factual analysis and assessments of the gameplay factors to encourage the exploration of many different unique openings, strategies, tactics, or unit compositions from the players.

3 Official Strategy & Tactics

Both TerraTools and Microsoft had released various strategy manuals and guides for the game in many different forms. This section will list information about them in future.

The official TerraTools Strategy & Tactics are available in this page:

Thread
Official Urban Assault Strategies/Tactics/Tips/Tricks
(This article is currently under construction!)

Information

There are numerous officially published strategies, tactics, tips, and tricks documented by various UA developers, and this article covers some of them. The information here is especially valuable for new players. Learning and mastering the many different aspects of the basics are imperative for smooth and enjoyable gameplay experience.

Make sure to check the official game Help files as well for further information!

The contents in this…

Schloss Charlottenburg
December 24, 2021 at 9:40?PM

3.1 Microsoft

Under Construction.

3.2 TerraTools

Under Construction.

4 General Strategy & Tactics

Urban Assault is a complex game with deep learning curve and mechanical understanding. There are a lot of strategic and tactical elements and options to consider and apply in both theoretical and practical domains, all depends on the circumstances and situations during the gameplay. The player vs AI application differences also play key roles in decision-making.

This section will cover more descriptive and detailed strategy and tactics in future. Specifically into both general categories that apply to both beginners and experts, as well as some highly advanced and specialised control mechanics and manoeuvres that are only recommended to veteran players with lots of experience in the game.

Under Construction.

4.1 Basics

Under Construction.

- Basic Commands and Hotkeys

- Map Window and Squadron Manager

- Player Controls and Interventions

- Unit Compositions and Combined Arms

- Force Concentration and Multiplier

- Teleporting and Waypointing

- Logistics and Supply

4.2 General

Under Construction.

- Attrition Warfare

- Manoeuvre Warfare

- Positioning

- Manoeuvring

- Countering

- Managing Unpredictability and Random Factors

4.3 Expansion

Under Construction.

- Capturing

- Expanding

- Containment

4.4 Reconnaissance

Under Construction.

- Scouting

- Combat Patrol

- Counter-Espionage

4.5 Defensive

Under Construction.

- Fortification Lines

- Defence In depth

- Interdiction

- Screening

4.6 Offensive

Under Construction.

- Blitzkrieg (and Schwerpunkt)

- Encirclement

- Infiltration

- Raiding

4.7 Terrain and Environment

Under Construction.

- Map and Landscape Geometry

- Heights and Elevations

- Flight Altitudes

4.8 Deception

Under Construction.

- Disruption and Distraction

- Kiting

- Gambit

4.9 Advanced

Under Construction.

- Advanced Controls and Manoeuvres

- Advanced Waypointing and Positioning

- Host Station Tactics

- Beam-Dropping

- Reactive Teleporting

- Squad-Cycling

- Aggression Level Tricks

- Elevation Tricks

- Commanding while Driving or Fighting

- 3D Spotting and Sniping

5 AI vs Player Strategy & Tactics

Urban Assault encourages various decision-making to the players during the match. There are always moments of dilemma where the players should decide whether to assign certain tasks up to AI drones, or conduct by themselves. Such opportunity cost is always present and should be considered all the time by the player to make the best possible moves out of all available options at a given circumstance. A good decision-making is imperative and very crucial.

The benefits of employing AI units for various tasks is that the players can save time and concentrate their focus on other more important tasks. The Virtual Presence Shift (first-person player-control mode) allows the player to actively override many artificial restrictions placed upon an AI unit, while also gaining powerful stat boosts for the unit to sufficiently turn the odds of battle. But the player cannot easily manage other necessary tasks effectively while doing so.

Therefore, the players should always be aware of opportunity costs and ROI (Return On Investment) factors when performing all actions and discerning AI vs Player usages and applications. Additionally, because of a certain degree of mechanical and functional differences, some strategy and tactics tend to be more effective or even only possible with either AI or player presences. Learning the gameplay mechanics by experimenting with units is also recommended.

5.1 AI Strategy & Tactics

Coming Soon.

5.2 Player Strategy & Tactics

Coming Soon.

6 Faction-specific

Urban Assault features 4 interesting and completely unique factions with asymmetrical designs and functional balance model. Each playable faction possesses their own distinct unit types and vehicle designs with different strengths and weaknesses. Such variations between factions allow many unique playstyles and viable strategies for each faction in many different situations.

6.1 Resistance

Coming soon.

6.2 Ghorkov

Coming soon.

6.3 Taerkasten

Coming soon.

6.4 Mykonian

Coming soon.

7 Notes

Placeholder.