Stonehenge

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The article about the Taerkasten Stonehenge structure.

(This article is currently under construction!)

1 Information

Stonehenge is an extremely rare and special power station structure that is created by the Taerkasten Order, and it is also the most energetic power station in the game.

2 Overview

Stonehenge is a unique and special sector found in Set 2 with eight standing stone pillars (shaped in Tau Cross) that are positioned symmetrically around its sector origin. In the game, Stonehenge makes appearances as an extraordinarily powerful power station affiliated to the Taerkasten faction. When they appear, active Stonehenge power stations are always fully surrounded by eight symmetrical stone pillar sectors around them, which emphasise their significance.

3 Background

The Stonehenge power stations are constructed by the masonic Taerkasten Order. These monuments are actually a sacred stone circle shrine and a holy religious site of worship for the Taerkasten, and for a very good reason. It is unknown to the Resistance scientific communities about how these structures are constructed and harnessed to channel and produce such a huge amount of magnetic flux energy. Although it is presumed to be based on advanced electromagnetic field manipulation technology that the Taerkastens are notoriously known for.

4 Compositions

Stonehenge power station contains 8 subsectors of stone pillars (shaped in Tau Cross) which can generate 60 power rating point each, for the total output of 480 power rating points produced from a single sector. This makes Stonehenge significantly more powerful than the Resistance Power Station 2+ in the single-player campaign, or the Power Station 3 for all factions in the multiplayer mode, which provide 192 power rating points (equals to 6 full power rating 'boxes' on the map window display).

It is worth noting that the individual stone pillars are extremely fragile in terms of durability (0% structure resistance) and so they can be damaged and destroyed relatively easily and quickly from the most types of weapons.

5 Appearances

Stonehenge is an extremely rare sight, and makes its appearance in the game only a few times.

5.1 Resistance Campaign

Display Spoiler

New Stonehenge: The Stonehenge sanctuary appears in its namesake mission. The player (SDU7) beams into the heart of the holy Taerkasten county territory, and begins the mission with the captured Stonehenge shrine already under control. After securing sufficient numbers of sectors to maximise its efficiency output potential, the player can easily outproduce the Taerkasten adversary and overwhelm their defence with any units of their choice, thanks to the full power absorption rate provided by the awesome Stonehenge power station.

5.2 Taerkasten Campaign

Display Spoiler

Badlands: There is a hidden Stonehenge sanctuary located on top of the large hill located at the north-western part of the level, whose existence is vaguely implied in the mission briefing text as a legacy from the last members of the original order in the dim and distant past, but only known as a 'legend' rather than a confirmed intelligence. At the start of the mission, the player (Truzen) can either decide to requisition the abandoned cluster of neutral power stations situated at the north-eastern corner of the level that are visible through a friendly radar station from the beginning, or aim for the Stonehenge in the far north during their initial breakthrough of the Resistian encirclement.

5.3 Multiplayer Levels

Coming soon.

6 Trivia

- The Taerkasten Stonehenge is directly inspired by and based on its namesake real-life counterpart Stonehenge, an extremely famous monument structure and an archaeological site that is located at Salisbury Plain in Wiltshire, England.
- In the Resistance campaign mission 'Maze Wayz', there are several sectors with the clusters of Stonehenge pillars located along the northern and eastern borders of the level. However, these are entirely decorative objects and therefore do not possess any special functions.

7 Notes

Under Construction.