

Technology Upgrade

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The article about Technology Upgrades in the gameplay mechanics in both single-player and multiplayer aspects.

(This article is currently under construction!)

1 Information

Technology Upgrades sectors are special types of research sectors that can provide various technological research upgrades and improvements to [factions](#).

As usual, more information is available in the official [Urban Assault Help Files](#). So it is highly recommended to check them first.

2 Overview

Technology Upgrade sectors are special types of research & development building complex sectors that can grant access to new types of vehicles, buildings, and many other valuable technological upgrades to factions during the gameplay. Tech Upgrade sectors will provide certain upgrades to strengthen the player's arsenal once they are captured by the player.

There are many different types of technology upgrades, as well as their [sector](#) layout types. The technology upgrades are either a new vehicle or a new building, an improvement of firepower for a weapon or shielding for a unit, or even an increased radar signal range. The technology upgrade sectors appear as a splashing sigma symbol on the map screen display.

3 Gameplay

The technology upgrade sectors must be captured by the player's faction first in order to gain access to their benefits.

Over the course of the single-player campaigns, the player will come across many different types of technology upgrade sectors. They are present in most missions and some of them do not directly appear on mission briefing by level design (usually for an extra difficulty). Because of their strategic values, they are most often heavily guarded by the enemy forces. The upgrades and effects gained via technology upgrades are permanent applied in the playthrough.

In multiplayer mode, all technology upgrade sectors only provide either a new vehicle or a new building upgrade for different factions that make appearances in the level. Therefore there is no extra weapon, shield, or radar upgrades available for the units. Additionally, some technology upgrade sectors in multiplayer levels will yield double technology upgrades from a single sector, usually one vehicle and one building type for different factions present in the level.

4 Mechanics

4.1 Single-player

In single-player mode, once the technology upgrades are captured by the player, their effects are permanently unlocked and implemented to the player's technological progress, even if the player loses a control of the technology upgrade sectors afterwards. Therefore, there is no practical incentive to guard the technology upgrade sectors once they have been captured by the player at least once.

4.2 Multiplayer

In multiplayer mode, the effects of the acquired technology upgrades are not permanent. The access to technological improvements are rather directly connected to the ownership of the factions that control technology upgrade sectors at a given time. Only the faction who currently occupies technology upgrade sector under their control will gain access to the benefits of the technology upgrade sector.

For this reason, all players will usually seek to control more technology upgrade sectors than their adversaries in order to gain access to more types of technology for their own benefits, whilst also simultaneously denying their benefits from the enemies. This design encourages the additional layers of strategic factors during the multiplayer matches, since capturing and guarding the strategically valuable technology upgrade sectors become essential at gaining direct advantages over the opponents.

It is also possible to render the technology upgrades in a multiplayer match into permanent unlocks just like in the single-player mode. However, this requires editing the game's config file, and all players playing the multiplayer match should make the same change in their own respective files before starting a match.

5 Appearances

The standard technology upgrade sectors are present in various types/layouts of specially designated building complex sectors that are easily distinguishable from the other structures. The buildings are based on library or laboratory facilities.

In very rare cases, the technology upgrade sectors may be present in other special types of sectors, such as the Sphinx monument in Commanderie & Taerkast mission.

6 List of Technology Upgrades

6.1 Single-player

Main article: Single-player Technology Upgrades

For the [Resistance](#) campaign vehicle/building unlock map, see: [Resistance Campaign Level Guide](#)

TO DO: Recreate these lists into charts in the future.

6.1.1 Urban Assault Resistance Campaign

Display Spoiler

Virgin Steel

New Vehicle: [Jaguar](#)

[X: 1 | Y: 3]

Skull Alley

New Vehicle: [Weasel](#)

[X: 1 | Y: 8]

Checkerboard

New Vehicle: [Wasp](#)

[X: 1 | Y: 3]

Surprise!

New Vehicle: [Scout](#)

[X: 13 | Y: 8]

Shield Upgrade: [Fox](#) (+2% Armour; +1 [Energy](#))

[X: 4 | Y: 7]

Labyrinth

Shield Upgrade: Weasel (+5% Armour; +1.5 Energy)

[X: 5 | Y: 4]

Dark Valley

Shield Upgrade: Jaguar (+5% Armour; +3 Energy)

[X: 3 | Y: 11]

Shield Upgrade: Scout (+2% Armour; +2 Energy)

[X: 5 | Y: 6]

Weapon Upgrade: [Resistance Host Station](#) (+10 Damage)

[X: 7 | Y: 4]

Dingenskirchen (Fort Grenada)

New Vehicle: [Hornet](#)

[X: 1 | Y: 4]

Hard Thing

New Vehicle: [Tiger](#)

[X: 8 | Y: 8]

Weapon Upgrade: Weasel (+2 Damage; +2 Energy)

[X: 1 | Y: 4]

Drak

Weapon Upgrade: Fox (+2 Damage; +1 Energy)

[X: 10 | Y: 7]

Weapon Upgrade: Weasel (+2 Damage; +2 Energy)

[X: 14 | Y: 16]

New Building: Power Station 1

[X: 4 | Y: 13]

Pedestal Mountain

Weapon Upgrade: Wasp (Double-Shot; +15 Energy)

[X: 11 | Y: 2]

Shield Upgrade: Weasel (+5% Armour; +1.5 Energy)

[X: 13 | Y: 17]

Taerkastik

Weapon Upgrade: Fox (+2 Damage; +1 Energy)

[X: 2 | Y: 2]

No-Man's-Land

New Building: Flak Station 1

[X: 16 | Y: 9]

Weapon Upgrade: Weasel (+3 Damage; +3 Energy)

[X: 8 | Y: 13]

Hurz

Weapon Upgrade: Weasel (+2 Damage; +2 Energy)

[X: 14 | Y: 1]

New Vehicle: [Firefly](#)

[X: 12 | Y: 12]

Great Confusion

Weapon Upgrade: Weasel (+3 Damage; +3 Energy)
[X: 18 | Y: 12]

Shield Upgrade: Fox (+3% Armour; +1 Energy)
[X: 5 | Y: 11]

Shield Upgrade: Jaguar (+5% Armour; +3 Energy)
[X: 5 | Y: 22]

New [Stonehenge](#)

Shield Upgrade: Scout (+2% Armour; +2 Energy)
[X: 12 | Y: 13]

Weapon Upgrade: Fox (+2 Damage; +1 Energy)
[X: 5 | Y: 6]

Weapon Upgrade: Resistance [Host Station](#) (+10 Damage)
[X: 11 | Y: 5]

Zwei Hügel (Two Hills)

Shield Upgrade: Scout (+3% Armour; +3 Energy)
[X: 5 | Y: 2]

Moonlight City

Shield Upgrade: Jaguar (+4% Armour; +2 Energy)
[X: 18 | Y: 16]

New Vehicle: [Dragonfly](#)
[X: 8 | Y: 13]

Weapon Upgrade: Resistance Host Station (+10 Damage)
[X: 12 | Y: 7]

Wide Field

New Building: Power Station 1+
[X: 5 | Y: 35]

New Vehicle: [Falcon](#)
[X: 24 | Y: 4]

Shield Upgrade: Fox (+3% Armour; +1 Energy)
[X: 6 | Y: 23]

Shield Upgrade: Jaguar (+5% Armour; +3 Energy)
[X: 17 | Y: 4]

Radar Upgrade: Scout (+1 Range; +10 Energy)
[X: 29 | Y: 34]

Peacemaker

Weapon Upgrade: Fox (+3 Damage; +2 Energy)
[X: 14 | Y: 7]

New Vehicle: [Marauder](#)
[X: 9 | Y: 8]

Command & Taerkast

Shield Upgrade: Wasp (+2% Armour; +1 Energy)
[X: 12 | Y: 7]

Shield Upgrade: Wasp (+3% Armour; +1.5 Energy)
[X: 1 | Y: 9]

Weapon Upgrade: Jaguar (+20 Damage; +4 Energy)
[X: 8 | Y: 11]

Shield Upgrade: Tiger (+6% Armour; +4 Energy)
[X: 8 | Y: 3]

New Vehicle: [Bronsteijn](#) (User)
[X: 4 | Y: 6]

Assi's Way

Weapon Upgrade: Fox (Double-Shot; +15 Energy)
[X: 3 | Y: 9]

Shield Upgrade: Scout (+3% Armour; +3 Energy)
[X: 1 | Y: 22]

Death Valley

Shield Upgrade: Wasp (+2% Armour; +1 Energy)
[X: 14 | Y: 4]

Shield Upgrade: Tiger (+7% Armour; +5 Energy)
[X: 7 | Y: 9]

Dark Zone

Shield Upgrade: Fox (+3% Armour; +1 Energy)
[X: 6 | Y: 6]

Hamburger Hill

Shield Upgrade: Hornet (+5% Armour; +5 Energy)
[X: 14 | Y: 21]

Weapon Upgrade: Tiger (+30 Damage; +9 Energy)
[X: 21 | Y: 13]

New Building: Radar Station 1
[X: 12 | Y: 10]

Sulen in der Nacht (Sulog's Rising)

New Vehicle: [Warhammer](#)
[X: 2 | Y: 2]

Weapon Upgrade: Jaguar (+10 Damage; +3 Energy)
[X: 9 | Y: 13]

Weapon Upgrade: Resistance Host Station (+10 Damage)
[X: 11 | Y: 5]

Sulogs dünnes Garn (Sulog's Fine Thread)

New Vehicle: [Rhino](#)
[X: 9 | Y: 1]

Mykophobia

Weapon Upgrade: Tiger (+40 Damage; +13 Energy)
[X: 7 | Y: 2]

Sibuna

Shield Upgrade: Wasp (+3% Armour; +1.5 Energy)
[X: 26 | Y: 10]

Weapon Upgrade: Falcon (Double-Shot; +35 Energy)
[X: 8 | Y: 25]

Maze Wayz

Shield Upgrade: Firefly (+4% Armour; +2 Energy)
[X: 8 | Y: 6]

New Vehicle: [Rock Sled](#)

[X: 2 | Y: 25]

New Building: Radar Station 2

[X: 30 | Y: 14]

Weapon Upgrade: Hornet (Double-Shot; +40 Energy)

[X: 21 | Y: 3]

Bettenburgen (Blue Casbah)

New Building: Flak Station 2

[X: 11 | Y: 20]

New Building: Power Station 2

[X: 9 | Y: 9]

Taer on Black Wadi

Shield Upgrade: Rhino (+5% Armour; +55 Energy)

[X: 2 | Y: 12]

Shield Upgrade: Firefly (+4% Armour; +2 Energy)

[X: 12 | Y: 10]

One Way (Gauntlet)

Weapon Upgrade: Dragonfly (Rapid-Fire; +100 Energy)

[X: 1 | Y: 8]

Assimilation (Desert of Madness)

New Building: Power Station 2+

[X: 7 | Y: 12]

Weapon Upgrade: Firefly (Rapid-Fire; +15 Energy)

[X: 3 | Y: 27]

Smile

Shield Upgrade: Falcon (+5% Armour; +5 Energy)

[X: 9 | Y: 12]

Shield Upgrade: Firefly (+4% Armour; +2 Energy)

[X: 4 | Y: 9]

Industrial Centre

Weapon Upgrade: Marauder (+52 Damage; +30 Energy)
[X: 10 | Y: 4]

Weapon Upgrade: Jaguar (+20 Damage; +4 Energy)
[X: 20 | Y: 11]

Shield Upgrade: Marauder (+10% Armour; +10 Energy)
[X: 2 | Y: 19]

Weapon Upgrade: Dragonfly (+20 Damage; +100 Energy)
[X: 14 | Y: 12]

Shield Upgrade: Falcon (+5% Armour; +5 Energy)
[X: 14 | Y: 15]

Schlachtfeld (Slaughter Field)

Shield Upgrade: Hornet (+5% Armour; +5 Energy)
[X: 27 | Y: 10]

Shield Upgrade: Marauder (+10% Armour; +10 Energy)
[X: 2 | Y: 10]

Shield Upgrade: Rhino (+5% Armour; +55 Energy)
[X: 28 | Y: 18]

Weapon Upgrade: Rhino (Double-Shot; +100 Energy; -900 Damage)
[X: 26 | Y: 26]

Mission Possible

Shield Upgrade: Warhammer (+8% Armour; +8 Energy)
[X: 14 | Y: 11]

Weapon Upgrade: Warhammer (+50 Damage; +30 Energy)
[X: 14 | Y: 14]

Weapon Upgrade: Warhammer (+50 Damage; +30 Energy)
[X: 11 | Y: 11]

Shield Upgrade: Marauder (+10% Armour; +10 Energy)
[X: 11 | Y: 14]

The Loong Way

Shield Upgrade: Warhammer (+7% Armour; +7 Energy)
[X: 4 | Y: 11]

Weapon Upgrade: Warhammer (+50 Damage; +25 Energy)
[X: 12 | Y: 4]

Weapon Upgrade: Marauder (+52 Damage; +30 Energy)
[X: 13 | Y: 13]

E3 Debug Level

Weapon Upgrade: Weasel (Weapon Numbers x3)
[X: 12 | Y: 3]

Weapon Upgrade: Fox (Weapon Numbers x2)
[X: 17 | Y: 10]

Weapon Upgrade: Jaguar (Weapon Numbers x2)
[X: 8 | Y: 9]

Weapon Upgrade: Wasp (Weapon Numbers x3)
[X: 4 | Y: 12]

Weapon Upgrade: Firefly (Weapon Numbers x5)
[X: 3 | Y: 16]

Weapon Upgrade: Hornet (Weapon Numbers x2)
[X: 4 | Y: 3]

Weapon Upgrade: Dragonfly (Weapon Numbers x2)
[X: 17 | Y: 7]

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6.1.2 Metropolis Dawn Ghorkov Campaign

Display Spoiler

Generalmobilization:

New Vehicle: [Ghor-Scout](#)
[X: 8 | Y: 5]

Einkesselung:

New Vehicle: [Ghargoil](#) 2
[X: 3 | Y: 14]

Doublecrossed:

New Vehicle: [Speedy](#)
[X: 2 | Y: 6]

Weapon Upgrade: Ghargoil (+15 Damage, +10 Energy)
[X: 11 | Y: 2]

The Contact:

New Building: [Ghorkov Power Station 1](#)

[X: 7 | Y: 4]

Weapon Upgrade: Ghargoil (+15 Damage, +10 Energy)

[X: 13 | Y: 17]

Snipers ! (Heckenschützen):

New Vehicle: [Tekh-Trak](#)

[X: 7 | Y: 8]

Weapon Upgrade: [Ghargoil 2](#) (+15 Damage, +10 Energy)

[X: 17 | Y: 4]

[Mykonian](#) Encirclement:

New Vehicle: Ying

[X: 8 | Y: 16]

[Taerkasten](#) Fortress "Smontje Broselsmund":

New Vehicle: [Ghargoil 3](#)

[X: 4 | Y: 2]

Weapon Upgrade: Ghargoil 2 (+15 Damage, +10 Energy)

[X: 16 | Y: 21]

Shield Upgrade: Ghor-Scout (+5% Armour, +10 Energy)

[X: 16 | Y: 2]

Spießrutenlauf:

New Building: Ghorkov Power Station 2

[X: 3 | Y: 16]

Weapon Upgrade: Speedy (+15 Damage, +15 Energy)

[X: 17 | Y: 13]

[Parasite](#) Under Construction:

New Vehicle: Yang

[X: 17 | Y: 3]

In Last Second:

New Building: [Ghorkov Flak Station](#)

[X: 3 | Y: 18]

Radar Upgrade: Ghor-Scout (+1 Radar, +20 Energy)
[X: 22 | Y: 3]

Taerkasten Wimps:

New Vehicle: [Gigant](#)
[X: 3 | Y: 15]

The Stoudson Cooperation:

New Vehicle: Tien-Ying 7
[X: 22 | Y: 2]

Weapon Upgrade: Tekh-Trak (+15 Damage, +12.5 Energy)
[X: 14 | Y: 16]

Frozen Kamshadka:

New Building: [Ghorkov Radar Station](#)
[X: 11 | Y: 25]

Weapon Upgrade: Speedy (+15 Damage, +15 Energy)
[X: 18 | Y: 3]

Pirates Islands Of Chinese See:

Shield Upgrade: Ghor-Scout (+5% Armour, +5 Energy)
[X: 34 | Y: 11]

Weapon Upgrade: Tekh-Trak (+15 Damage, +12.5 Energy)
[X: 21 | Y: 2]

Weapon Upgrade: Ying (+5 Damage, +10 Energy)
[X: 17 | Y: 10]

Weapon Upgrade: Ghargoil 3 (+15 Damage, +12.5 Energy)
[X: 10 | Y: 13]

Weapon Upgrade: Tien-Ying 7 (+15 Damage, +17.5 Energy)
[X: 2 | Y: 9]

No More Tide:

Weapon Upgrade: Ying (+5 Damage, +10 Energy)
[X: 28 | Y: 23]

Weapon Upgrade: Ghargoil 3 (+15 Damage, +12.5 Energy)
[X: 6 | Y: 28]

Weapon Upgrade: Tien-Ying 7 (+15 Damage, +17.5 Energy)
[X: 25 | Y: 10]

Under Construction.

6.1.3 Metropolis Dawn Taerkasten Campaign

Display Spoiler

Order To Fire:

New Vehicle: [Ormu-Scout](#)

[X: 9 | Y: 2]

Marshland:

New Vehicle: [Mnosjetz](#)

[X: 3 | Y: 8]

Dreaded Canyon:

New Vehicle: [Leonid](#)

[X: 2 | Y: 6]

Weapon Upgrade: [Eisenhans](#) (+10 Damage, +5 Energy)

[X: 6 | Y: 3]

Expanse Of Rubble:

New Vehicle: [Ostwind](#)

[X: 2 | Y: 4]

Shield Upgrade: Mnosjetz (+5% Armour, +5 Energy)

[X: 13 | Y: 11]

Mountains Of Thunder:

New Vehicle: [Hetzel](#)

[X: 15 | Y: 4]

Shield Upgrade: Leonid (+4% Armour, +2.5 Energy)

[X: 5 | Y: 6]

Shield Upgrade: Ormu-Scout (+5% Armour, +2.5 Energy)

[X: 3 | Y: 17]

Slippery Night:

New Building: [Taerkasten Power Station 1](#)

[X: 9 | Y: 6]

Weapon Upgrade: Leonid (+20 Damage, +2.5 Energy)

[X: 5 | Y: 3]

Stoudson's Bastion:

New Building: [Taerkasten Flak Station](#)

[X: 8 | Y: 19]

Shield Upgrade: Eisenhans (+5% Armour, +2.5 Energy)

[X: 4 | Y: 16]

Weapon Upgrade: Mnosjetz (+20 Damage, +2.5 Energy)

[X: 6 | Y: 4]

Bomb Thread:

New Vehicle: [Zeppelin](#)

[X: 16 | Y: 13]

Shield Upgrade: Ostwind (+2% Armour, +2.5 Energy)

[X: 17 | Y: 4]

Dark Shadows Over Green Valley:

New Building: [Taerkasten Radar Station](#)

[X: 4 | Y: 11]

Weapon Upgrade: Hetzel (+10 Damage, +2.5 Energy)

[X: 7 | Y: 3]

Shield Upgrade: Hetzel (+3% Armour, +2.5 Energy)

[X: 20 | Y: 6]

Rocket Hill:

New Vehicle: [Serp](#)

[X: 11 | Y: 18]

Weapon Upgrade: Ostwind (+5 Damage, +2.5 Energy)

[X: 21 | Y: 19]

Shield Upgrade: Mnosjetz (+3% Armour, +2.5 Energy)

[X: 3 | Y: 4]

Dejavu:

New Vehicle: [Thor's Hammer](#)

[X: 11 | Y: 2]

New Building: Taerkasten Power Station 2

[X: 2 | Y: 7]

Shield Upgrade: Eisenhans (+5% Armour, +2.5 Energy)
[X: 13 | Y: 17]

Dreiländereck:

Weapon Upgrade: Eisenhans (+10 Damage, +2.5 Energy)
[X: 5 | Y: 8]

Shield Upgrade: Leonid (+3% Armour, +2.5 Energy)
[X: 17 | Y: 4]

Weapon Upgrade: 'Zermalmer' Flying Fortress Gun [Turret](#) (+50 Damage)
[X: 9 | Y: 20]

Badlands:

New Vehicle: Bronsteijn
[X: 4 | Y: 17]

Weapon Upgrade: Leonid (+20 Damage, +2.5 Energy)
[X: 18 | Y: 19]

Pyre:

New Vehicle: [Phantom](#)
[X: 24 | Y: 24]

Radar Upgrade: Zeppelin (+1 Radar, +5 Energy)
[X: 15 | Y: 11]

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6.1.4 Urban Assault Trial Campaign

Display Spoiler

Training Mission 3: First Blood

New Vehicle: Wasp
[X: 5 | Y: 2]

New Vehicle: Scout
[X: 2 | Y: 6]

Raging Steel

Weapon Upgrade: Wasp (Double-Shot; +15 Energy)
[X: 7 | Y: 4]

New Vehicle: Jaguar
[X: 5 | Y: 9]

Sturmfront

New Vehicle: Tiger
[X: 15 | Y: 6]

New Vehicle: Falcon
[X: 10 | Y: 15]

New Vehicle: Hornet
[X: 4 | Y: 5]

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6.2 Multiplayer

Main article: Multiplayer Technology Upgrades

Detailed lists of technology upgrades coming soon.

Under Construction.

7 Technical Details

Under Construction.

8 Gallery

Under Construction.

9 Trivia

- The building structures within technology upgrade sectors are scientific research laboratory or library complex buildings.

10 Notes

Under Construction.