

Beam Gate & Key Sectors

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The article about Beam Gate & Key Sector mechanics in single-player mode.

(The page is currently under construction!)

1 Overview

The Beam Gate and Key [Sector](#) are the main strategic elements in the single-player mode. Controlling a Beam Gate [sector](#) and all its component Key Sectors will open the Beam Gate. The user can then teleport their host station over the active Beam Gate to exit the level and complete it.

In single-player mode, the fundamental objective of each level is opening a Beam Gate and exiting the level by capturing a Beam Gate and all its Key Sectors. Therefore, it is not necessary to destroy all enemy presence in each level to finish it. However, destroying each enemy host station contributes to increasing the total Beam Gate capacity for the player (see below).

Beam Gate and Key Sector are not present in multiplayer levels, where the main objective is to destroy all opponents. Also, some single-player levels may contain multiple Beam Gates with separate [sets](#) of Key Sector components.

More information about Beam Gate and Key Sector mechanisms can be found at the official [Urban Assault Help files](#).

2 Beam Gate

The Beam Gate (also known as 'Transporter') is a highly advanced method of transportation system that utilises massive [energy](#) to allow connections between distant energy rich domed-cities found around the globe in the UA universe.

The Beam Gate plays a crucial role in the gameplay, as it is used to transport the player out of the current region, and consequently into newly unlocked levels so they can progress further into a single-player campaign. In single-player, the main objective of each level is to open a Beam Gate by conquering all Beam Gate Key Sectors, and beam out of the level. In multiplayer, Beam Gate is absent. Where the objective is to destroy all the other opponents in the level.

The Beam Gate appears as a large blue arrow symbol on the [map](#) window. The Beam Gate sector consists of uniquely distinguishable Quad-Transport-Pillars, which will generate a visible blue electric energy field when the gate is open and functional. A Beam Gate requires controlling all of its Key Sectors before it can be activated.

3 Key Sectors

The Key Sectors are specially designated sectors and essential components that are required to open a Beam Gate. The player must capture and hold these sectors to open a Beam Gate in the level. If there are multiple Beam Gates present in a level, different Beam Gates may require different sets of Key Sectors to activate.

The Key Sectors appear as a splashing red symbol on the map window. Unlike the Beam Gate sector, the sector types of key sectors vary greatly between the missions; but they invariably represent the strategically significant sectors in the mission where the player must maintain their zone of control.

4 Mechanics

To activate the Beam Gate, the player must capture and hold all Beam Gate Key Sectors that can be located throughout the level.

Alongside the player's host station, the Beam Gate can also transport player's vehicles into the next level. However, there is an energy capacity for Beam Gate which determines how many vehicles can be transported. By default, the energy capacity value is 1000 in the original campaign. In the Metropolis Dawn expansion, the value is 1300.

The energy capacity of Beam Gate can be increased by destroying enemy host stations. Each enemy host station destroyed by the player's faction's units will increase the Beam Gate energy capacity by +100. However, if a host station is destroyed by the other [factions](#), through a Stoudson Bomb, or energy drain from hostile power sources, the energy capacity bonus will not be granted.

5 Technical Details

Up to 8 Beam Gates can be placed in a level script.

Up to 16 Key Sectors can be assigned per Beam Gate in a level script.

6 Gallery

Coming soon.

7 Trivia

Coming soon.