

Unit Class

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This article about general information of unit classes in the game.

1 Overview

There are many unit types classes in [Urban Assault](#). They can be mainly classified into two groups: Technical Class and Gameplay Class. Each class has unique physical properties and basis control mechanism templates.

This article covers the gameplay classes and models of unit types.

2 Unit Classes

2.1 Tank

- Tank
- Anti-Air Tank
- Special

2.2 Helicopter

- Helicopter

2.3 Plane

- Fighter
- Bomber
- Special

2.4 Satellite

- Reconnaissance Satellite

2.5 Turret

- Gun Turret
- Radar Antenna

2.6 Host Station

- Host Station

3 Gameplay Applications

Various types of unit classes with different properties and control mechanics are essential for tactical depths and complexity of the game. They also form the general basis of the rock-scissor-paper elements with numerous exceptions and variations. The following section briefly covers practical applications of the unit classes and types present in the game.

3.1 General

There are many different types of distinct unit models and classes in the game. It is worth noting that aside from the intrinsic properties and behaviours of AI units for each class type, individual units in the game are further diversified with unique physics parameters, pre-defined AI flight altitude values, as well as AI attack pattern models. The physics of each unit remain more or less same (although player-controlled units still turn faster among other things, see [Virtual Presence Shift](#) for more information about this) between AI and player, but the pre-set AI flight altitude and AI attack pattern models of individual units can be always overridden under player control. These aspects will not be discussed here directly since there are a lot of information to cover and they are not the purpose of this section.

3.2 Tanks

Tanks are usually divided into two main categories: Anti-air tanks (light tanks) that are generally fast and effective against airborne targets such as helicopters or planes; and normal tanks (medium tanks/heavy tanks) that are generally well-armoured and effective against the other tanks, structures and host stations.

Anti-air tanks are usually adapt at skirmishing, screening, and quickly securing numerous sectors, as well as supporting the other friendly units in combat and denying hostile aircraft activity in their zone of control.

Normal tanks are usually heavily armed and armoured, making them suitable at directly attacking the enemy bases/fortifications and host stations, or holding lines and important sectors against the incoming enemy attacks.

There are also special types of artillery tanks that are powerful against host stations, which are intended to be used against host stations or static structures at a long distance exclusively under the player control mode.

Under both AI and player control, tanks can provide constant fire support over a certain distance. However, being a ground-based unit their performance is highly dependent on the layout and terrain of the environment. For example, tanks are generally much more effective in open areas with small amount of obstacles or elevation differences, where there line-of-sight and cone of fire is not restricted. On contrary, in terrains with substantial elevation differences or obstacles, their effectiveness usually diminishes compared to the performance of air-based units.

Tanks also have subclasses such as Car or Hover (scrapped), which have different control mechanisms and physical properties but do not commonly appear in the game.

3.3 Helicopters

Helicopters are generally rotary-wing types of aircraft (with exceptions) that are usually effective against tanks and structures. It is also somewhat effective against other aircraft (especially other helicopters) thanks to its fluid control mechanics and freedom of movement, helicopters are one of the most versatile units especially when directly controlled by the players.

Helicopters are indeed particularly effective when under player control, especially against the tanks. But their effectiveness under AI control is rather limited compared to the players due to a deliberate design decision, since the AI helicopters will always attempt to strafe targets rather than hovering and aiming at incoming targets.

This is an intended design compromise to compensate a potential overperformance of [helicopter](#) unit types under both AI and player control. Therefore, AI-controlled helicopters are usually better employed as close air support units that can synergise better when used in conjunction with other types of units such as tanks and planes.

For this reason, bombers are usually the preferred unit type as an effective anti-[tank](#) aircraft role under AI control, whereas helicopters are usually more preferred unit type as an effective anti-tank aircraft role under player control. Helicopters are also generally more useful in an environment with numerous obstacles as well as elevation differences, where they can easily find covers from both ground and air attacks and their fluid movements can be of a great advantage.

3.4 Planes

Planes are generally fixed-wing aircraft (with many exceptions) that have many different and distinct roles based on their design purposes. Some examples of the planes are air-superiority jet fighters, anti-surface bombers, or special types of anti-[host station](#) aircraft.

Planes also have subclasses such as Glider or [Zeppelin](#), which have different control mechanisms and physics properties that are used for certain types of aircraft (especially spacecraft).

The fighter planes are usually fast and manoeuvrable aircraft of different sizes and firepower that are most effective against the other airborne targets, with a varying degree of agility and roles such as an interceptor, a turn-fighter, or even an attacker [plane](#) (that are effective against ground units instead). Many air-superiority fighters are also equipped with guided missile weapons that are suitable against faster moving air targets.

The bomber aircraft are usually heavier planes that are particularly effective against structures and ground targets such as tanks, but compared to other units they possess a disadvantage of having to approach close to the targets before dropping a payload. Generally, helicopters are considered an effective anti-tank aircraft role under player-control, due to their versatility and ranged attack. Whereas bomber aircraft are considered more suitable as an effective anti-tank aircraft role under AI-control, thanks to their AI behaviours.

The anti-host station aircraft are usually special classes of glider or [zeppelin](#) type spacecraft whose weapons are especially effective against host stations and structures with a varying combat performance against the other unit types. They tend to be moderately effective against other slower aircraft due to their firepower, but their weapons are not guided, and they are especially vulnerable against ground units due to their restricted flight models.

3.5 Satellites

Satellites are special types of aircraft that are mainly employed for reconnaissance and intelligence gathering, and their control mechanisms are drastically different from the other combat aircraft types. Specifically, the [scout](#) satellites possess several peculiar flight behaviours only under AI control, and one of them is the fact they constantly break in the air and take time to adjust their height level when shifting between elevations.

This is a deliberate design decision to achieve two goals: Firstly, this allows AI scouts to constantly break and take time over the course of their vector, allowing them to reveal large area over the course rather than directly flying towards the destination. It also renders them susceptible to attack, since otherwise most units will not be able to take down or keep up with their fast speed. Secondly, it also provides incentive for players to take manual control of these non-combat units; as scouts directly controlled by players can always fly at a full speed, allowing them to easily bypass most units and defence that are otherwise not possible for AI.

3.6 Gun Turrets

Flak turrets are defensive static emplacements that will automatically fire at hostile targets that approach within their detection range. While the static nature of the turrets signifies that they cannot displace positions as necessary or become highly susceptible to a long distance attack, flak turrets possess a significant and definitive advantage that is particularly important in a combat between AI units.

The design of flak turrets allow them to open fire at a target situated in any height or elevation level, which makes them a highly versatile defensive option compared to any other mobile units in the game. It is not surprising to see a well-placed flak station at a strategic position can tackle on more units than they normally would against the odds. Flak stations also synergise well with other mobile units placed nearby for support, and vice versa.

3.7 Host Stations

Coming soon.

4 Notes

Coming soon.

5 Trivia

Coming soon.