UnitBlueprint {

Audio = {

AmbientMove = Sound {

Bank = 'UAL',

Cue = 'UAL0101\_Move\_Loop',

LodCutoff = 'UnitMove\_LodCutoff',

},

Destroyed = Sound {

Bank = 'UALDestroy',

Cue = 'UAL\_Destroy\_Land',

LodCutoff = 'UnitMove\_LodCutoff',

},

HoverKilledOnWater = Sound {

Bank = 'Explosions',

Cue = 'Expl\_Water\_Lrg\_01',

LodCutoff = 'UnitMove\_LodCutoff',

},

StartMove = Sound {

Bank = 'UAL',

Cue = 'UAL0101\_Move\_Start',

LodCutoff = 'UnitMove\_LodCutoff',

},

StopMove = Sound {

Bank = 'UAL',

Cue = 'UAL0101\_Move\_Stop',

LodCutoff = 'UnitMove\_LodCutoff',

},

UISelection = Sound {

Bank = 'Interface',

Cue = 'Aeon\_Select\_Vehicle',

LodCutoff = 'UnitMove\_LodCutoff',

},

},

Buffs = {

Regen = {

Level1 = 0,

Level2 = 0,

Level3 = 0,

Level4 = 0,

Level5 = 0,

},

},

BuildIconSortPriority = 20,

Categories = {

'PRODUCTSC1',

'SELECTABLE',

'BUILTBYTIER1FACTORY',

'BUILTBYTIER2FACTORY',

'BUILTBYTIER3FACTORY',

'UEF',

'MOBILE',

'LAND',

'TECH1',

'SCOUT',

'COUNTERINTELLIGENCE',

'DIRECTFIRE',

'VISIBLETORECON',

'RECLAIMABLE',

'HOVER',

'OVERLAYDIRECTFIRE',

'OVERLAYRADAR',

},

CollisionOffsetY = -0.1,

CollisionOffsetZ = 0.05,

Defense = {

AirThreatLevel = 0,

ArmorType = 'Normal',

EconomyThreatLevel = 0,

Health = 124,

MaxHealth = 124,

RegenRate = 0,

SubThreatLevel = 0,

SurfaceThreatLevel = 0.1,

},

Description = '<LOC ual0101\_desc>Pegasus Scout',

Display = {

Abilities = {

'<LOC ability\_hover>Hover',

'<LOC ability\_radar>Radar',

},

IdleEffects = {

Land = {

Effects = {

{

Bones = {

'UAL0101',

},

Offset = {

0,

-0.05,

0,

},

Scale = 0.75,

Type = 'AeonGroundFX01',

},

},

},

},

Mesh = {

IconFadeInZoom = 130,

LODs = {

{

LODCutoff = 100,

ShaderName = 'Aeon',

},

{

AlbedoName = 'ual0101\_lod1\_albedo.dds',

LODCutoff = 215,

ShaderName = 'Aeon',

SpecularName = 'ual0101\_lod1\_specteam.dds',

},

},

},

MovementEffects = {

Land = {

Effects = {

{

Bones = {

'UAL0101',

},

Type = 'GroundKickup01',

},

{

Bones = {

'UAL0101',

},

Offset = {

0,

-0.05,

0,

},

Scale = 0.75,

Type = 'AeonGroundFX01',

},

},

},

Water = {

Effects = {

{

Bones = {

'UAL0101',

},

Scale = 0.3,

Type = 'BackWake',

},

},

},

},

PlaceholderMeshName = 'UXL0011',

SpawnRandomRotation = true,

UniformScale = 0.08,

},

Economy = {

BuildCostEnergy = 1280,

BuildCostMass = 640,

BuildTime = 80,

TeleportEnergyMod = 0.15,

TeleportMassMod = 1,

TeleportTimeMod = 0.01,

},

General = {

Category = 'Utility',

Classification = 'RULEUC\_MilitaryVehicle',

CommandCaps = {

RULEUCC\_Attack = true,

RULEUCC\_CallTransport = true,

RULEUCC\_Capture = false,

RULEUCC\_Guard = true,

RULEUCC\_Move = true,

RULEUCC\_Nuke = false,

RULEUCC\_Patrol = true,

RULEUCC\_Reclaim = false,

RULEUCC\_Repair = false,

RULEUCC\_RetaliateToggle = true,

RULEUCC\_Stop = true,

RULEUCC\_Transport = false,

},

FactionName = 'Aeon',

Icon = 'amph',

TechLevel = 'RULEUTL\_Basic',

UnitName = '<LOC ual0101\_name>Pegasus',

UnitWeight = 1,

},

Intel = {

RadarRadius = 50,

VisionRadius = 24,

},

Interface = {

HelpText = '<LOC ual0101\_help>Pegasus Scout Hover Tank',

},

LifeBarHeight = 0.075,

LifeBarOffset = 0.25,

LifeBarSize = 0.5,

Physics = {

BackUpDistance = 2,

BankingSlope = 0.5,

BuildOnLayerCaps = {

LAYER\_Air = false,

LAYER\_Land = true,

LAYER\_Orbit = false,

LAYER\_Seabed = false,

LAYER\_Sub = false,

LAYER\_Water = false,

},

DragCoefficient = 0.2,

Elevation = 0.25,

MaxAcceleration = 5,

MaxBrake = 5,

MaxSpeed = 5,

MaxSpeedReverse = 3,

MaxSteerForce = 1000,

MeshExtentsX = 0.55,

MeshExtentsY = 0.25,

MeshExtentsZ = 0.65,

MinSpeedPercent = 0,

MotionType = 'RULEUMT\_Hover',

RotateBodyWhileMoving = true,

TurnFacingRate = 90,

TurnRadius = 5,

TurnRate = 90,

WobbleFactor = 0,

WobbleSpeed = 0,

},

SelectionSizeX = 0.4,

SelectionSizeZ = 0.4,

SelectionThickness = 0.9,

SizeX = 0.5,

SizeY = 0.3,

SizeZ = 0.6,

StrategicIconName = 'icon\_land1\_intel',

StrategicIconSortPriority = 135,

Transport = {

CanFireFromTransport = false,

},

Veteran = {

Level1 = 2,

Level2 = 4,

Level3 = 6,

Level4 = 8,

Level5 = 10,

},

Weapon = {

{

AboveWaterTargetsOnly = true,

Audio = {

Fire = Sound {

Bank = 'UALWeapon',

Cue = 'UAL0101\_Laser\_Lgt',

LodCutoff = 'Weapon\_LodCutoff',

},

},

BallisticArc = 'RULEUBA\_LowArc',

CollideFriendly = false,

Damage = 2,

DamageType = 'Normal',

DisplayName = 'Light Laser',

FireTargetLayerCapsTable = {

Land = 'Land|Water|Seabed',

Water = 'Land|Water|Seabed',

},

FiringTolerance = 2,

Label = 'LaserTurret',

MaxRadius = 25,

MuzzleSalvoDelay = 0,

MuzzleSalvoSize = 1,

MuzzleVelocity = 25,

ProjectileId = '/projectiles/ADFLaserLight02/ADFLaserLight02\_proj.bp',

ProjectileLifetimeUsesMultiplier = 1.15,

ProjectilesPerOnFire = 1,

RackBones = {

{

MuzzleBones = {

'Turret\_Muzzle',

},

RackBone = 'Turret',

},

},

RackFireTogether = false,

RackRecoilDistance = 0,

RackReloadTimeout = 10,

RackSalvoChargeTime = 0,

RackSalvoReloadTime = 0,

RackSalvoSize = 1,

RackSlavedToTurret = false,

RangeCategory = 'UWRC\_DirectFire',

RateOfFire = 0.5,

TargetCheckInterval = 1,

TargetPriorities = {

'SPECIALHIGHPRI',

'MOBILE',

'STRUCTURE DEFENSE',

'SPECIALLOWPRI',

'ALLUNITS',

},

TargetRestrictDisallow = 'UNTARGETABLE',

TrackingRadius = 1.15,

TurretBoneMuzzle = 'Turret\_Muzzle',

TurretBonePitch = 'Turret',

TurretBoneYaw = 'Turret',

TurretDualManipulators = false,

TurretPitch = 0,

TurretPitchRange = 180,

TurretPitchSpeed = 85,

TurretYaw = 0,

TurretYawRange = 180,

TurretYawSpeed = 360,

Turreted = true,

WeaponCategory = 'Direct Fire',

},

{

AlwaysRecheckTarget = true,

Audio = {

Fire = Sound {

Bank = 'URLWeapon',

Cue = 'URB2304\_Missile\_Nanite',

LodCutoff = 'Weapon\_LodCutoff',

},

},

BallisticArc = 'RULEUBA\_None',

CannotAttackGround = true,

CollideFriendly = false,

Damage = 300,

DamageRadius = 0,

DamageType = 'Normal',

DisplayName = 'Nanite Missile System',

FireTargetLayerCapsTable = {

Land = 'Air',

Water = 'Air',

},

FiringTolerance = 50,

Label = 'Missile01',

MaxRadius = 60,

MuzzleSalvoDelay = 0.3,

MuzzleSalvoSize = 4,

MuzzleVelocity = 30,

ProjectileId = '/projectiles/CAAMissileNanite02/CAAMissileNanite02\_proj.bp',

ProjectileLifetime = 3,

ProjectilesPerOnFire = 4,

RackBones = {

{

MuzzleBones = {

'Turret\_Left\_Muzzle01',

'Turret\_Left\_Muzzle02',

'Turret\_Left\_Muzzle03',

'Turret\_Left\_Muzzle04',  
 'Turret\_Left\_Muzzle05',  
 'Turret\_Left\_Muzzle06',

},

RackBone = 'Turret\_Left\_Muzzle01',

},

{

MuzzleBones = {

'Turret\_Right\_Muzzle01',

'Turret\_Right\_Muzzle02',

'Turret\_Right\_Muzzle03',

'Turret\_Right\_Muzzle04',  
 'Turret\_Right\_Muzzle05',

'Turret\_Right\_Muzzle06',

},

RackBone = 'Turret\_Right\_Muzzle01',

},

},

RackFireTogether = false,

RackRecoilDistance = 0,

RackReloadTimeout = 10,

RackSalvoChargeTime = 0,

RackSalvoReloadTime = 0,

RackSalvoSize = 1,

RackSlavedToTurret = false,

RangeCategory = 'UWRC\_AntiAir',

RateOfFire = 0.28,

TargetCheckInterval = 0.3,

TargetPriorities = {

'SPECIALHIGHPRI',

'AIR MOBILE HIGHPRIAIR',

'AIR MOBILE TECH3 BOMBER',

'AIR MOBILE BOMBER',

'AIR MOBILE GROUNDATTACK',

'AIR MOBILE TRANSPORTATION',

'AIR MOBILE',

'SPECIALLOWPRI',

'ALLUNITS',

},

TargetRestrictDisallow = 'UNTARGETABLE',

TrackingRadius = 1.4,

TurretBoneMuzzle = 'Turret\_Left\_Muzzle01',

TurretBonePitch = 'Turret\_Barrel',

TurretBoneYaw = 'Turret',

TurretDualManipulators = false,

TurretPitch = 25,

TurretPitchRange = 50,

TurretPitchSpeed = 180,

TurretYaw = 0,

TurretYawRange = 180,

TurretYawSpeed = 180,

Turreted = true,

WeaponCategory = 'Anti Air',

},

},

Wreckage = {

Blueprint = '/props/DefaultWreckage/DefaultWreckage\_prop.bp',

EnergyMult = 0,

HealthMult = 0.9,

MassMult = 0.9,

ReclaimTimeMultiplier = 1,

WreckageLayers = {

Air = false,

Land = true,

Seabed = false,

Sub = false,

Water = false,

},

},

}