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Achron: Echo Ops mod v0.400 Manual
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Welcome, Achron. Thank you for finding Echo Ops: a comprehensive balance-overhaul mod for Hazardous Software's pioneering 2011 meta-time strategy game Achron. Its purpose is to repair some of that game's enduring balance problems, polish up some design concepts that missed their mark, and remove or re-imagine some of the ideas that never work properly in the original.

The most important thing to know about Echo Ops mod is that it works entirely through custom map settings. With only a very few unavoidable exceptions, it does not replace any files used by the original game. As such, all of your existing campaign levels, multiplayer/scenario maps, & save files should remain playable exactly as they were before you installed the mod.

To play in the Echo mod, you must make or install custom Echo Ops maps. A few of these maps are included with the mod installation package and are designated with the "Echo" prefix; "Echo MP" prefixed-maps specifically are designed for online multiplayer and skirmish against AIs.

As a broad strokes comparison to vanilla Achron, Echo Ops is more tactical-oriented in its scope. Effective attack groups are smaller and more spread out, with more emphasis on hard counters and synergy. Micromanaging an individual unit can sometimes be a good strategy even in the late game. Plus, there are new victory conditions and a rebalanced chrono-energy economy that make the entire timeline worth your attention, and every unit has its balance updated with new counter relationships & skill mechanics. There might even be a few new units. (If anyone can produce some custom models for them please get in touch.) Currently, the Echo Ops mod only includes Grekim as a playable faction. Humans, and eventually Vecgir should be added in future updates.

To find games and discuss Achron related things (Echo Ops or otherwise), please join us on the Achron Resurrection Discord at https://discord.gg/ZxrNJJA

I hope you enjoy my work,
ChronA (mod author)

Installation Instructions:

Please follow these steps to install the Echo Ops mod.

0. As a recommended precaution, always make a backup copy of your entire main Achron directory (i.e. the main game folder where the Achron executable is located) before attempting any modifications to your game.

1. Download the Zip file of this mod (always available for free with source files at https://github.com/ChronAb/Achron_EchoMod)

2. Unzip the mod's Zip file into your main Achron directory (i.e. the folder where the Achron executable is located). This will add a new folder containing the mod files (...Achron\Achron_EchoMod) to the Achron directory.

3. **If you are installing the Github version**, then to finish installation you must open the achron_Directory_Overwrite folder, inside the Echo mod folder (...Achron\Achron_EchoMod\achron_Directory_Overwrite), and copy everything inside it. Then go back to the main Achron directory and paste the contents of achron_Directory_Overwrite there.
(This—technically optional—step will add Echo Ops maps to you map list, and in future versions will update your main menu with Echo mod specific features.)

4. Consider rebinding keys. The setup I use is provided as an example in ...Achron\ Achron_EchoMod\documentation\Echo keybinding example.txt. But you probably want to set yours up differently.

5. If you need help, seek it on the Achron Resurrection Discord.

Lore & Setting:

Achron: Echo Ops takes place 15 years after the conclusion of the "First Contact War" between Humans and the Coremind (in an alternate iteration of the Achron Timeline). The events of the Hazardous Software campaign played out just about the same way, despite major differences in military technology in the Echo Ops timeline.

After the disappearance of Captain Holloway and Tyr, the surviving remnants of the CESO reprisal fleet and their Vecgir allies fell back from Drasil and made contact with PnC operatives, who were working to develop a brand new Achronal command architecture to coordinate a system wide Fabian strategy against the overwhelming alien threat. Six months later, the combined Second-Reprisal Fleet under Admiral Rathke was finally able to break the Grekim siege of Drasil and recapture the Remnant teleporter gate. Then with reinforcements from Sol they began a mop up operation to exterminate all remaining Grekim from the Remnant system. That operation continues to this day.

In the aftermath of the first contact war, the Human-Vecgir alliance fractured over the issue of access to Vecgir's Skip and Gate technology. After the schism, the majority of the Vecgir fleet chose to depart Human controlled space. Only a few renegade Vecgir continue to operate in the Remnant system as mercenaries aligned with various Human factions, or as pirates and scavengers infesting the debris fields of the great war. These Vecgir are universally distrusted, even within their own circles, but various powers continue to court them for their unique abilities and martial prowess.

After their defeat, the Grekim entrenched positions throughout Remnant into a network of temporal crypts that Second Reprisal forces are largely powerless to excise. From their fortresses they continue to evolve and prosecute ongoing campaigns of assassination and cyber-warfare against Human and Vecgir society across all of post-Contact War space-time. No one knows how numerous they are, whether their cells work separately or follow some sort of unifying organization, and what exactly their motivations could be.

Meanwhile in Human space, during the next election cycle after the gate was reconnected, the PnC covertly orchestrated a populist reorganization of the war-ravaged CESO around their puppet hero, Grand Admiral Rathke and his Achronal Command Corps. The new order exercises authoritarian control over every aspect of Human civilization through their legal monopoly on time travel, governing through an ongoing state of martial law excused by the constant threat of Grekim attack. In various location throughout Sol and Remnant, dissident insurrections now regularly flare up and are put down. Some might see organic anti-authoritarianism behind these rebellions; others see sinister alien hands at play.

Removed Mechanics — Hierarchies:

Echo Ops does not allow units to form hierarchies, as this was the prime malefactor behind vanilla Achron's poorly balanced action economy. The economy in Echo Modd is tuned for smaller army sizes, so spending Chrono-Energy on individual units should not be a major problem.

New Mechanics — Skipping/Teleportation:

In Echo Ops, Humans had a rudimentary form of skip teleportation even before first contact, and Grekim seem to have adopted a similar technology not long after their arrival in Remnant. This ability adds an extra dimension to unit positioning and mobility, allowing operations in more restrictive spaces than would otherwise be possible.

The crude skip of Humans and Grekim allows units to jump to any location within their vision radius at the cost of consuming some of the player's resources. This range can even be extended slightly if the teleport order is targeted to another unit within range rather than an empty location. If the target location or unit is out of range, then the unit will just jump as far as it can in that direction with a single skip and then return to idle.

Grekim have additionally learned to use Spyres to extend their skip teleportation range. Any teleport-capable units in range of a Spyre can execute a skip targeted to another Spyre (or any other teleporter node), out to a range of 120 units away. Teleporting units in this manner costs no resources.

Human Teleporters operate on a similar principle to Spyres. but with an additional function that makes them a hybrid of the old and new mechanics. CESO Teleporters can send a unit to any location within a 70 square radius, or to to any targeted teleporter node on the map, irrespective of range. Using a Teleporter also nullifies the resource cost for the jump. (Human units are especially expensive to skip teleport so having a strong network of teleporters can be a good investment.)

Slipgates haven't been added yet, but they will probably enable teleporting anywhere within a 200 square radius or to any targeted unit or structure beyond that distance for no cost, making them the most powerful teleporter variant.

New Mechanics — Fog of War:

In Echo Ops, some units and buildings are visible to all players, even through the fog of war. This means they can be seen by all teams but they cannot be targeted without direct vision. As a rule of thumb, biological infantry and units or buildings that cloak are still concealed by fog of war, while non-cloaking heavy vehicles and buildings are visible. For Grekim this means a lot of their more-niche unit types are hidden by fog, while for Humans just a few of their key units and buildings are hidden.

For Grekim, the following units and buildings are visible in fog of war: Octopods, Sepipods, Octoligos, Sepiligos, Pharoligos, Reaphs, Arcticii, Spyres, & un-cloaked Mounds.
While for Humans their assets that are concealed by fog of war will include: Marines, SOPs, ATHCs, Blackbird, MFBs, Factories, Importers, & Resource Processors.
I won't speculate about Vecgir yet since their roster of units is still up in the air.

New Mechanics — Spontaneous Destruction:

Most units when they fall below 30% HP have a cumulative chance of spontaneously exploding, even without taking further damage. Healing them back above 30% eliminates the danger.

New Mechanics — Movement & Combat Fatigue:

The Echo Ops mod is designed around a principle that units do not normally retain all their combat effectiveness when they depart outside of certain preferred spacial and temporal contexts. In particular, units that have recently moved over a long distance will be weaker in combat than those that were stationary (movement fatigue), and units that have engaged in prolonged combat will be weaker than those that are fresh, regardless of whether they took any attack damage (combat fatigue). The most common way the mod achieves this is to have these activities drain a portion of HP, but other methods like ammo pools and charging weapons are also used.

New Mechanics — Victory Points:

In Echo Ops matches, official victory is not achieved just because all opponents surrender or are defeated in the immutable past. Instead, players must accrue a certain quantity of Victory Points at any point during the Past or Present by controlling neutral *Subspace Amplifier Relays* distributed around the map. These Amplifiers join the team of any hostile player whose number of units outnumber friendly units in its vision radius, after a capture-delay countdown.

Fully controlled Amplifiers provide the added benefit of periodically producing a small injection of free resources for their owner. They can also be used to Chrono-Freeze a target at the cost of QP and disabling the Amplifier for a period of time. Amplifiers can also fire their Freeze beams at other Amplifiers to forcibly disable them. This can be an important strategy to prevent an opponent claiming victory. Amplifiers cannot be chronoported or destroyed (assuming no major bugs in my code), so this is the only way of dealing with them.

Disabled Amplifiers do not produce any Victory Points or resources for their owners, however after a few minutes in this state they will spontaneously repair themselves back to full function for no cost. Or the player can spend resources to expedite the repair process. Full-function Amplifiers are meant to be upgradable to increase their Victory Point value but this is not implemented yet.

New Mechanics — Starting a Match:

Echo Ops maps support TWO different kinds of starting conditions. You can begin with a Species Selector at a fixed starting position like in vanilla Achron. OR you can start as a "Landing Probe" that can fly around the map and pick any neutral "Landing Site" (i.e. neutral Species Selector) you want for your starting position. Which way the game starts is up to the map maker.

20 seconds after an Echo Ops map begins, human players are given nanite control over all AI owned starter units (i.e. Landing Probe or Species Selectors) on the map. Nanite control defaults to the nearest allied human player, or if there isn't one then to the nearest enemy human player or lowest number human observer. This way you can order the AI to play whatever species you want (once CESO & Vecgir are implemented), and in whatever position you want. You can even have AIs fight it out in a skirmish map while you obs.

Rather than requiring an AI to build a base, an AI players' species selection creates a *Portal* that periodically spawns units and unlocks upgrades for the selected faction. A map-customized Scenario Monitor script can enable these units to then construct bases and execute a deliberate strategy.

Changed Mechanics — Resources:

- Primary Resource: Q-Plasma (QP)
  Q-Plasma is the primary resource for all factions in Achron: Echo Ops mod. It is consumed in order to construct most units and buildings, to unlock upgrades, and to use some special abilities. The main way to collect QP is to harvest it from pre-existing crates on the map using your mobile Resource Processor structures (RPs). Harvesting red crates provides QP much faster than blue crates, however red crates only contain a limited supply of plasma to extract. Blue crates can be mined indefinitely, but produce diminishing returns as additional RPs harvest from them.
  　　Some factions can supplement their production of Q-Plasma by other means as well, and capturable Amplifiers produce modest periodic bonus injections QP, L-Crystals, and Power for their owners while they are fully controlled. These Amplifier injections reduce in magnitude over the duration of a match, so do not depend on them in the long term.

- Secondary Resource: Power (P)
  All factions have Power as an important secondary resource. Power is consumed (usually along with Q-Plasma) by some actions and special abilities. Power can also be consumed as a penalty for allowing negative events to take place, like a Resource Processor coming under attack. The most important property of Power is that Resource Processors cannot harvest QP from crates while P is negative. Therefore it is important to be judicious about actions that consume P.
  　　Power is generated passively by Resource Processors, Amplifiers, and some faction specific units and buildings.

- Special Secondary Resources:
  Factions can also have additional secondary resources and special ways of interacting with the common resources that make them unique. Understanding your faction's special resource mechanics is an important factor for your success with them.

  - L-Crystal (LC) - Usually accrued as a one time product of spending QP, or from a unit being created or destroyed. Grekim can convert it back into QP but have no other use for it, while Humans and Vecgir can spend it as a resource parallel to QP.

  - Reserves (R) - A resource used by Humans to produce manned units. Reserves are generated and stored by their Importer building.

Grekim Resources:

Grekim use Q-Plasma as their primary resource for producing units, and as a secondary resource for constructing some buildings, researching technologies, Skip Teleporting their units, and for Chronoporting. Power is usually the primary resource for these other actions, and some actions, like Skip Teleporting and Chronoporting, cannot be performed unless P is positive. Additionally many Grekim units/buildings require Power above a certain threshold (e.g. 200 P) to perform some passive functions like regenerating health and energy. Thus the Grekim player may need to pay more attention to their Power than Human or Vecgir Players.

In a pinch Grekim can use their RPs to convert QP into P. However this is only advantageous to do when Power is urgently required to perform an action. It is always more cost effective to let RPs restore the Power balance passively, than it is to spend QP expediting the process. (The cost of the lost mining time is always less than or equal to the QP cost of the missing Power.)

Grekim also accrue L-Crystal from Amplifiers under their control, and as a partial refund when their units or (some) buildings die. LC has no direct uses for the Grekim, but they can convert it back into Q-Plasma over time using their Elder and Guardian units. Converting LC greatly reduces the defenses of these irreplaceable assets, so exercise caution when activating this ability.

Human Resources (Proposed):

Humans use Q-Plasma as their primary resource for producing high-tech units and buildings (such as aircraft and the facilities to make them), for researching technologies, for Skip Teleporting their units, and for Chronoporting. They use L-Crystal as their primary resource to produce low-tech or generalist units and buildings (like Tanks). No asset or ability costs both QP and LC at the same time. In either case, Reserves are almost always required as a secondary resource for producing units.

Additionally, all Human units consume some of their parent unit/structure's (regenerating) health when produced. As such the number and health of the factories in a Human player's bases may be considered a resource.

Some Human units consume Power to use special abilities, and Human Teleporters consume Power to teleport units. Some assets produce power when consuming QP. No Human units require Power to Skip Teleport or Chronoport, these use QP only. Deliberate Power management is good practice for Human players, but will not usually have a significant effect on their operations.

Human RPs collect Q-Plasma in the usual way. L-Crystal is then generated by Human units and buildings any time they consume QP (with 50% efficiency). They also gradually recycle a portion (50%) of LC consumed for producing units. Lastly, Human RPs can perform a special action to convert QP into an equal amount of LC and a significant excess of Power. However they have no way to Convert LC back into QP.

Grekim Strategic Overview
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Author's Comments about Grekim:

I hesitate to say the Grekim faction in this mod embody an original theme compared to their vanilla counterpart. Both are foremost about the idea of projecting force back through the timeline to compensate for tactical inferiority. But if you will humor me, what ultimately became the inspiration for my Grekim redesign was exploring their alien-ness. I wanted them to feel like they are the product of a rational intelligence, but not one practicing any school of reasoning that we would understand.

For example, almost every Grekim unit has some gimmick mechanic, plus one or more special abilities that they are built around; they have half a dozen different ways just of healing their units. Yet their Echo Ops unit roster contains nothing even so basic as a unit with a role analogous to a main battle tank. For Grekim, even the concept of a weapons platform that's expected to survive and win engagements, without support from other unit types, is foreign.

So my goal was to really force them into a place (design wise) where they must exploit prescient information and engage in all sorts of space-time warping nonsense, just to get their units to the point of being reliably cost effective… because for time travel suffused civilization like them that's just the normal and obvious way of doing things. I'm not sure yet how well I achieved that goal, but I gave it my best shot.

How to Harvest Resources with Grekim:

Grekim get Resource Processors by morphing Octos. GRPs are cloaked by default, and (as in vanilla) can fly while consuming *Fuel* in order to relocate. GRPs can also consume Fuel to convert QP into Power. Uncloaking a GRP increases the regeneration rate of its Fuel supply.

Grekim also get resources during the early game from their Guardian and Elder Keepers. These units can also Convert LC into QP. Lastly, Grekim get resources from Amplifiers just like any other faction.

How to Produce Units:

As in vanilla Achron, the most common way of producing T1/T1.5 Grekim units is with a trio of base class progenitors. Having a Spyre within range or researching Loligo Tech adds the ability to produce Sepipods and Pharopods. To produce Loligo class units, you need to spawn them from an **Arcticus** that is within range of a Spyre (or research Loligo Tech). Pod class progenitors do not exist in the Echo Ops mod.

There are a few additional differences from vanilla Achron:

1. Rather than using pre-set rally points, most Grekim unit production orders function as dispatch orders targeted to a location. The new unit will attack-move to its dispatch point after it is finished gestating. Units can also be given orders during their gestation that they will carry out after they finish.

2. If you build an Arcticus it will become a universal progenesis partner for all the base class progenitors within a 100 square radius around it. This means they can produce units without any other partners and their unit-production Energy efficiency is substantially boosted. The Arcticus also makes all its base class progenitor partners *entirely undetectable* by enemy units for as long as it is around.

3. Arcticii use Energy to produce units just like other progenitors. However if an Arcticus does not have the Energy needed it can still produce the unit, but it will die in the process. It takes a long time to generate the Energy for a Loligo, so the tradeoff may be worthwhile.

4. If you choose to play *Vanguard* variant Grekim during species selection then base class progenitors only require one partner to produce any other flavor of Grekim. (This might be bugged right now.)

Grekim buildings are morphed from base class units. Morphing a unit will heal it for 33% of its max hp, which will cancel out any damage from movement fatigue.

How to Research Upgrades:

Grekim research upgrades at **Mounds**, which are produced by morphing Sepis. A new Mound must be created for each upgrade researched, and ***the player retains the benefits of each upgrade only so long as the Mound that researched it remains alive***. If they lose the Mound they will need to research the upgrade again to regain its benefit

Tech-enabled Mounds have a prominent sensor signature that makes them visible and even targetable through fog of war. Players can hide a Tech Mound by cloaking it, which disables its tech effect until the cloak is dropped.

Special Gameplay Mechanics:

As in vanilla Achron, after researching Chrono Tech Grekim have the ability to chronoport their units without a gate. Chronoporting and Skip Teleportation for Grekim always costs a small amount of QP and a variable quantity of Power that depends on the unit. These abilities require the player to have positive Power, but will still execute even if they will put Power into the negative. **Grekim chronoporting has the added benefits of healing the time traveler for 50% of their max HP, and rechanging most abilities that depend on Energy or Ammo.**

Grekim also have many other options for healing their assets. In particular, some (e.g Base Class) Grekim automatically regenerate HP while idle if the player's Power is over 200 P. Others can reset their HP to full by "rebooting their shields", during which process they can be killed by a single hit. *CESO military analysts lack a consensus explanation for why Grekim have so many different healing mechanisms…*

One theory is that who or whatever designed the Grekim was much more willing to inflict damage on its own assets than any human military planner, and that the healing sources are a compensatory mechanism. Some Grekim units bleed of HP while moving, up to 33% of their max HP. Many also suffer aggressive HP degradation just from firing their weapons. Sepis and Pharos will even cause lethal damage to themselves in order to continue firing.

Static Defenses:

Grekim Reaphs autonomously heal friendly units by consuming Power and Energy. They are produced by spawning or morph from Sepis. If a Reaph runs out of Energy it will die.

Domes are detectors and the Grekim equivalent to a general purpose turret, morphed from Octos. Unlike un-modded Achron, Echo Ops Domes are available from the start of the game, without requiring any form of research. Domes become cloaked after finishing the morphing process, and remain so at all times except when moving or damaged. Researching Weapons Tech greatly improves their lethargic default rate of fire.

Selecting the Vanguard variant Grekim at the start of the game disables the creation Reaphs and Domes by ordinary means.

Grekim Game Plans:

Grekim have a few options for rushes to deploy in the early game while their resource generation is bolstered by their Keepers. Adv Str Tech or Specials Tech can be rushed out to give an early edge in combat. Otherwise the Grekim should expand greedily to grab resources and Amplifiers. Mid game Grekim are resource hungry and their RPs have the innate protection of being cloaked, so naked expanding can be a worthwhile risk. Defensive lines can be established with Reaphs, Domes, Sepis, Pharos, & Octopods. If there is danger of being rushed or overrun at any point in the early game period, be sure to freeze enough Amplifiers to prevent your enemy snatching victory.

By +4:00 to 5:00 a mid game transition plan for adding Pharopods and Sepipods, or to rush out a Loligo or a chrono-raid, should be in action. Chrono Tech is the next priority to research during this phase, as it helps both offense and defense and gives Pharopods a game changing TSS ability.

By +8:00 a Grekim player should have a fortified secondary base with a full complement of RPs (4-6) if they want to sustain a high tech late game strategy. In that case, Loligo Tech and several spare Arcticii will enable a T3 supported air supremacy strategy or an Octoligo push; or you can stay on Pharopods and Octopods. If sufficient resources have not been secured, fall back on T1 compositions and try to outlast the opponent in a war of attrition. In either case Weapons Tech is a good investment.

Unit Summaries:

- Octo - An upgradeable melee tank.
  - After giving or receiving enough damage, Octos release a TSS pulse that puts them in an invulnerable stasis and does a respectable chunk of splash damage to everything around them. While in stasis they can see and heal themselves, but cannot move or attack. Their normal attack has a small splash radius and a deceptively modest dps rate (considering their other limitations). They do not take fatigue damage while attacking or while moving, but they have only modest HP and are helpless against flying units.
  - Upgrades: Adv Str tech lets Octos cloak while idle, and gives them a rapid HP regeneration effect that uses the Octo's Energy to heal it. This effectively increases their max HP in any situation where they are not instantly killed. Weapons tech makes their regeneration even faster and more potent, making them into the ultimate tank unit.
  - Tactics: Once their regeneration is researched, Octos make excellent tanks for other units in every phase of the game, since enemies will always target them first. TSS pulse lets them survive even against impossible odds, but also makes them unable to finish a fight on their own, so they need to be supported. They tend to obstruct each other quite a lot in battle. Using small groups and concaves will make them much more effective.
  - Strong vs: Pharos, MARs, BeamTanks, Sepis
  - Very Weak vs: Octopods, SOPs, Pharopods, Pharoligos, Tornades

- Sepi - A cloaking dps & anti-air support sharpshooter. (A key unit for every match up and game plan.)
  - Sepis have a long range and high rate of fire against both ground and air targets. When fighting ground targets their initial dps is very high but reduces if they take damage or if they don't have Energy; they suffer only very slightly from ground-combat-fatigue damage. Against air they suffer heavy fatigue damage but gain the benefit of an impressive splash damage radius. They automatically cloak while moving and remain cloaked until they attack, making them useful as ambushers, scouts, and infiltrators. Sepis' principle weaknesses are very low hp, a slow rotation rate, and a vision radius that is much smaller than their attack range.
  - Active Abilities: Sepis can use their Energy and the player's Power to spawn a Reaph without morphing. Without full Energy they morph as usual. Using their Energy in this way penalizes their anti-ground dps so it should be used judiciously.
  - Tactics: Sepis need other units to spot and tank for them, otherwise they should disengage by cloaking or skip teleporting away. When their needs are met they are highly effective in all matchups, from the moment the game begin even into the very late game.
  - Very Strong vs: Sepipods, Todaros, Turrets, SOPs, Reaphs
  - Weak vs: Pharoligos, Octoligos, Pharos, Marines, ATHCs

- Pharo - A tanky detector with anti-ground splash damage.
  - Pharos are detectors and have a lot of hp. They even have a one-time ability to automatically reset their HP back to max if brought to low health before firing their weapon. However their anti-ground splash attack is weak and they suffer appalling amounts of fatigue damage each time they fire. They are slow and cannot attack air units.
  - Active Abilities: After researching Specials tech, Pharos gain an ability that spawns a Spider Probe by consuming some of their HP.
  - Tactics: Pharos should not join battle in groups larger than two or three or they will risk losing cost effectiveness because of self-inflicted splash damage and gridlock. Even then, without micro they never survive for long in battle due to their fatigue properties. In fact, they must hit multiple targets with each attack to even be cost effective. Despite this, the Pharo is indispensable because it is the only dependable detector and tank for Grekim's early game. Once better options become affordable, Pharos should be mostly phased out. Sepipods and Domes are more durable detectors. Reaph-supported Octopods are better tanks. Octoligos, Pharoligos, and massed Sepis are better option for crowd control. But the Pharo does always retain one redeeming quality over these preferred options: it is very quick to produce and highly expendable.
  - Strong vs: Octopods, Sepis, Marine, SOPs
  - Very Weak vs: Octos, Pharopods, Tornades, Pharoligos

- Octopod – A regenerating tank-buster with a slow rate of fire. (A key unit for every match up and game plan.)

  - Octopods have an 8 second cool down on their powerful anti-ground cannon, during which they can move around. If the cannon is fully charged and they are not under immediate attack, they also rapidly regenerate HP up to 2/3 their max, even while moving. Their cannon's high damage is compensated by inflicting heavy self-damage each time it fires; and they have no anti-air attack. The cannon can sometimes misfire, dealing reduced damage.

  - Tactics: Octopods are the backbone of Grekim ground forces. With their powerful alpha-strike, their job is killing things that need to be killed promptly. Micro is required to kite enemies and regenerate HP but it will reap huge dividends. Avoid using them like main battle tanks, as they become rather fragile after just a few shots, but when supported by Reaphs they are reliable tank busters.

  - Very Strong vs: Octos, SOPs, Octoligos, ATHCs

  - Strong vs: Beam Tanks, MARs, MFBs, Turrets

  - Weak vs: Pharopods, Tornades, Pharoligos, Pharos

- Sepipod – A fast air superiority fighter-bomber with cloak detection.

  - The Sepipod is a durable detector that can pull double duty as raider or anti-air brawler. Its weapons consume regenerating Ammo when firing fire as a fatigue mechanic, so the damage it can inflict in one sortie is limited, but it has high HP for a T2 aircraft. It will slowly accumulate minor damage from movement fatigue so Reaph support to top up HP is a plus.

  - Tactics: Sepipods have enough vision radius and HP to stay safe in their detector-support role with just a little micro. As raiders they need a bit more attention, but the same advantages apply. The biggest danger Sepipods face is getting into a sustained battle where the low combat stamina of their ammo pool serves them poorly. In GvG massed Sepipods can make a play for air superiority in the midgame, and they can support Sepiligos for the same objective in the late. Against CESO they are too outclassed by the Frigate to make a serious play for air dominance, so they should only be dispatched as raiders.

  - Very Strong vs: Pharoligos, SOPs, Lancers, isolated Marines, Tornades, Pharopods,

  - Strong vs: ATHCs, isolated Sepis, Cruisers

  - Weak vs: Sepiligos, Todaros, Domes

  - Very Weak vs: Octoligos, Turrets, Massed Sepis, Mechs, Beam Tanks, Frigates

- Pharopod – A regenerating stealth bomber with an invulnerability upgrade. (A key unit for every match up and game plan.)
  - Pharopods use a very high dps rocket attack that can only target ground units. They are cloaked at all times, except during their gestation (when they are visible through the fog of war) and briefly when firing a rocket to attack. They also rapidly regenerate their HP up to 100% whenever they are out of combat, and they do not experience any fatigue effects. Their weaknesses are high cost, low HP, mediocre speed compared to other aircraft, and lack of an anti-air attack. Because of their invisibility and the difficult of exterminating them, CESO personnel gave them the reporting name "Vampire."
  - Upgrades: Chronoporting tech enables Pharopods to use an emergency TSS. If they are at risk of dying, it automatically renders them invulnerable for a short time by consuming all their energy. They can continue to move, attack, and regenerate while the TSS is in effect.
  - Tactics: Before Chronotech, Pharopods have an important role to fill as tank busters and high impact raiders. With Chronotech, a well microed Pharopods becomes almost impossible to kill, except in the unplayable past, making them extremely potent. They should be used as a "removal asset" to snipe high priority or well defended ground targets without any risk of failure. The only limitation on this power is a long cool down.
  - Very Strong (Un-Upgraded) vs: Octopods, Beam Tanks, ATHCs, Reaphs, Biological Infantry
  - Very Weak (Un-Upgraded) vs: Sepipods, Tornades, Domes, Turrets, Mechs
  - Very Strong (Upgraded) vs: As above + Octoligos, Turrets, Mechs
  - Weak (Upgraded) vs: Sepipods, Tornades

- Octoligo – A huge anti-air tank with massive splash attacks.
  - The Octoligo is a crowd-control monster. It has 1200 points of HP and a suite of weapons seemingly inspired by the theme of "flak cannon." Its anti-ground weapon is a variant of the Octopod's gun that trades range for a devastating area of effect. (Some soldiers even insist they've seen a double barrel version.) But worse, its anti-air cannon flings out an infallible mix of single target and area-of-effect damage to a radius of 30 units… that then explodes to engulf a 30 unit diameter around that point! CESO soldiers call them Cthulhu. In theory, immobility should be its main weakness, but an Octoligo has a vision radius to overshadow its weapons range. That means it can skip teleport anywhere it can see, and Cthulhu sees all!
  - Tactics: But don't be fooled... "Cthulhu" is actually a lot of bark and only a little bit of bite. Octoligos are pretty good in a close in fight with massed infantry or light vehicles, but what they're really for is turning a big chunk of the map into a moving no-fly-zone. They are walking anti-air deterrents (that might not even hold up on their own if tested, but will probably tip the balance in your favor). Their primary vulnerability is actually to heavy armor and artillery. They are not designed for causing single target damage, so when stacked against an opponent of a similar weight class Octoligos struggle. Worse, if they are hit hard enough at just the right moment, a part of that 1200 HP might prove illusory.
      Consequently, knowing when and how to retreat is key to getting good value. The Octoligo's skip isn't so cheap that you can use it on a lark, but you should absolutely use it to initiate attacks or when needing to escape. Play with this in mind and you will find the Octoligo a potent trench buster.
  - Very Strong vs: Air Superiority Aircraft, Light Bombers, SOPs, Marines, Sepis, ATHCs
  - Strong vs: Heavy Bombers, Octos
  - Weak vs: MARs, Octopods, Pharoligos, Upgraded Pharopods, Beam Tanks

- Sepiligo – A fast and tough air-supremacy gunship with guns that gets faster for staying still.
  - When a Sepiligo arrives on the scene, it brings with it a lethargic attack rate and un-intimidating dps. However the longer the Sepiligo stays stationary the more its attack rate will ramp up. While it waits, its large health pool, aggressive HP regeneration, and the option to flee across the map at a moment's notice keep it safe. Fully charged up it is very dangerous, betrayed only by high cost and strict situationality. The apparent ability of Sepiligos to get stronger with punishment earned them the nick name of Hydra.
  - Tactics: A Sepiligo is Grekim's ultimate air superiority asset. Once fully charged there is little in the air that can stand up to it. Even some T1 ground-based anti air should think twice before tangling. However, in its unprepared state the Sepiligo is vulnerable. Thus the challenge is how to force an engagement without making the Sepiligo move. Chronoporting is the preferred solution to this conundrum. The Sepiligo will emerge in the past fully charged, and its prey will not have the chrono-energy to escape.
  - Very Strong vs: Lancers, Tornades, Un-Upgraded Pharoligos, Octopods
  - Strong When Charged vs: Frigates, Sepipods, Sepis, Mechs, Beam Tanks
  - Weak vs: Octoligos, Todaros

- Pharoligo – A flying artillery barrage tied to a lead anchor.
  - A Pharoligo is how Grekim do artillery support. This biological airborne gunship fires long ranged, slow moving projectiles that detonate in a large AOE on impact. This weapon can target ground units only and the amount of damage depends on the Pharoligo's attack state. Pharoligos have a resting state and a moving state that they swap between depending whether on not they have moved recently. In the resting state the Pharoligo is almost immobilized, but its attack has a larger splash radius and it is temporarily TSSed after firing. In the moving state it can hover around at the same speed as a CESO Beam Tank, but its attack strength and HP are halved. The transition between these states takes a long time.
  - Upgrades: Researching Weapons tech or Specials tech gives Pharoligos a Temporal Disruption Beam. Targeting a valid ground unit or structure within range, it will unfailingly kill the target for the cost of 200 QP and 30 out of 40 Energy. Against air targets it had an added delay during which the victim can escape, but its sting is equally lethal. This gave the Pharoligo its nick-name "Medusa."
  - Tactics: Pharoligos are strongest when parked over a cliff or void and firing away into a choke point, preferably while also surrounded by friendly anti-air units. In resting state they have enough HP to trade some hits but are almost powerless to flee; in the moving state they are more mobile, but not enough to escape most air units, and they lack the HP to get away in any case. So the wining strategy is to avoid serious danger entirely. If a Grekim player can do this, it will get a gunship that can out range and out fight almost any ground unit... at least until it needs to move.
       When a resting Pharoligo does need to reposition it can use skip teleportation to avoid the delay of changing states. This is not cheap, but it makes the unit much more versatile. The Disruption Beam upgrade gives them an extra option for slaying ultra heavy tanks. (Intriguingly there is some evidence that this might be an adaptation for an arms race against Octoligos. Perhaps Grekim are not as unified as they appear.)
  - Very Strong vs: Turrets, Reaphs, Buildings, Sops, Mechs, Marines, Sepis, Pharos, Octopods, Beam Tanks
  - Weak vs: Air Superiority Aircraft, Octoligos

- Spider Probe – Disposable high speed scout/upgradable suicide bomb
  - A Spider Probe is spawned by sacrificing HP from a Guardian. Pharos can also make them with their HP after getting Specials Tech. The Probes have a time-limited life span and just enough HP to die in one hit from just about anything. They lack the ability to teleport of chronoport. However they can skitter around at high speed as scouts, and even keep going for a few extra seconds before exploding when they are hit. Since they cost no QP, this is a good deal.
  - Upgrades: Specials Tech lets Spider Probes self destruct in a suicide attack with a nasty AOE radius.
  - Tactics: The Probes are good scouts for situations where any other scout would die, but not scouting won't do. As suicide bombs they give Pharos a strong stand-off range attack against infantry and light vehicles.
  - Strong with upgrade vs: Marines, SOPs, Sepis, Octopods
  - Very Weak vs: Everything…

- Todaro – Limited lifespan melee air superiority micro fighter-bomber.
  - Todaros can be spawned in pairs from Mounds (that have not researched a technology—excepting Adv Str—yet). They are fast, low HP aircraft, with time limited lifespans. They lack the ability to teleport or chronoport. Against ground targets they have a small splashing anti-matter attack that causes severe fatigue damage to themselves. Against air targets they fight at melee range with zero-fatigue single-target energy bursts. If killed while attacking an air unit, they focus their explosion into their target for substantial bonus damage.
  - Tactics: Todaros can be rushed out in the early game as cheap scouts and raiders, but where they really excel is in the late game as anti-armor air supremacy suicide fighters.
  - Strong vs: Pharoligos, Cruisers, Tornades, Sepipods, Frigates, Sepiligos, SOPs
  - Weak vs: Beam Tanks, Mechs, Sepis, Marines, Lancers

- Guardian – A non-Achron-type Keeper that fights and produces resources.
  - The Guardian produces Periodic injections of QP and Power for their player during the first several minutes of its life. It can also use its energy to perform a gradual conversion process to change LC in QP. On the other hand, when left at full energy, the Guardian enjoys rapid HP regeneration even in combat. Unfortunately its max HP is unusually low for a unit of its size. In combat they use long range anti-matter-projectile attacks with decent dps against both ground and air targets. After a minute in the game they gain the ability to spawn Spider Probes using their HP. Grekim get only one Guardian per species selector and cannot replace it if it dies.
  - Tactics: A guardian is a durable ground-and-air dps support asset for Grekim's early and mid game if they decide to use it that way. It is best kept behind a tank, like a Pharo or Octopod, in a grouping with Sepis, which fill a similar combat role. Alternatively it might be more valuable if preserved for its economic utility.
  - Strong vs: Lancers, Sepipods, Frigates, Sepis, SOPs
  - Weak vs: Pharopods, Tornades, Octopods, T3 Units, Beam Tanks, MARs, ATHCs

- Elder – An Achron-type Keeper that fights and produces resources.
  - The Elder is another Keeper almost identical to the Guardian. However it is an Achron (you) and thus cannot be permanently killed, only disabled for a time. It can also recover units and structures that have been frozen or otherwise afflicted, for the cost of QP. The tradeoff for this extra resilience is less resource production in the early game and the inability to spawn Spider Probes. Otherwise it is the same as the Guardian.
  - Strong vs: Lancers, Sepipods, Frigates, Sepis, SOPs
  - Weak vs: Pharopods, Tornades, Octopods, T3 Units, Beam Tanks, MARs, ATHCs