



Campaign Mission Format

A campaign mission in Ashes of the Singularity is typically composed of a few simple elements: the [header](#), the [config trigger](#), the [setup triggers](#), the [difficulty settings triggers](#), and the [main game script](#).

Author's Note: This guide was initially created as I touched up Ascendancy Wars Episode 1 for self-reference, and as such may be sloppy in parts. Feel free to leave a note if something is unclear or missing. -XW

Header

<p>Mission Title, description, map the names of strings storing the title and description in the menus as well as the map to be loaded</p> <p>Image Planet image when selected before it is completed</p> <p>ImageFade Planet image when not selected before it is completed</p> <p>ComplImage Planet image when selected after it is completed</p> <p>ComplImageFade Planet image when not selected after it is completed</p> <p>ImageBig -Image Radius: Radius of planet on map screen -Synopsis: Synopsis on level select on mouse hover -PlanetPosition: Position of planet on level select screen -NoAttrition,NoVPVictory,NoSeedVictory: bools for victory conditions -HideTerrain: Toggles starting FOW -Prereq: The mission the player is required to complete before the level is playable</p> <p>PostMovie Video stream to be played on victory</p> <p>Players -Faction: PHC or SS(Substrate) -Team vals: as long as they match the players will be on the same team -Color: Unit colors(1,2,3,4,5,6,7) -StartLocation: integer tied to the map -AIType: On, Off or Player -AI Difficulty: Easy, Normal, Hard, etc.</p>	<pre><Mission Title="Mission_Title" Description="Mission_Description" Map="Mission" Image="UI/Art/Ascendancy/PlanetSelected.dds" ImageFade="UI/Art/Ascendancy/PlanetDeselected.dds" ComplImage="UI/Art/Ascendancy/PlanetSelected_Complete.dds" ComplImageFade="UI/Art/Ascendancy/DeserPlanetDeselected_Complete.dds" ImageBig="UI/Art/Ascendancy/TeleportPopUpPlanets/planet.dds" ImageRadius="0.8" Synopsis="Mission_Synopsis" PlanetPosition="0.6,0.5" NoAttrition="0" NoVPVictory="0" NoSeedVictory="0" HideTerrain="1" Prereq="Mission_Title" PostMovie="Movies/Ashes_Exit_Cutscene.webm" > <Player Name="You" Faction="PHC" Team="0" Color="1" StartLocation="1" AIType="Player" /> <Player Name="Enemy" Faction="SS" Team="1" Color="7" StartLocation="0" AIType="On" AIDifficulty="Normal" /></pre>
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Config Trigger

Trigger ID

Sometimes Trigger name, usually TriggerZero for the Config Trigger, which is also always a [timer with Timer="0"](#)

LetterBox

Prevents the player from touching anything while the trigger is setting up the game

HidePanel

Needs to be established here so that UI elements don't visibly disappear on the player

Restrict

The example to the right shows the restrict triggers for every campaign mission, going through every unit, building, and building in the game even if they aren't disabled. This allows you to easily go back and add or remove 'Enable="1"' depending on whether you want it unlocked.

```
<Trigger ID="TriggerZero" Type="Timer"
Timer="0" >
```

```
<LetterBox Enable="1" Snap="1" />
```

```
<HidePanel HidePlayer="0" HideRank="1"
HideResource="0"/>
```

```

    <Restrict Type="Unit" ID="PHC_3_Centaur" />
    <Restrict Type="Unit" ID="PHC_3_Hercules" />
    <Restrict Type="Unit" ID="PHC_3_Prometheus" />
    <Restrict Type="Unit" ID="PHC_2_Artemis"
Enable="1"/>
    <Restrict Type="Unit" ID="PHC_2_Apollo"
Enable="1"/>
    <Restrict Type="Unit" ID="PHC_2_Thantos"
Enable="1"/>
    <Restrict Type="Unit" ID="PHC_2_Zeus" Enable="1"
/>
    <Restrict Type="Unit" ID="PHC_T1_Recon"
Enable="1" />
    <Restrict Type="Unit" ID="PHC_T1_MRM"
Enable="1" />
    <Restrict Type="Unit" ID="PHC_T1_Light" Enable="1"
/>
    <Restrict Type="Unit" ID="PHC_T1_Support"
Enable="1" />
    <Restrict Type="Unit" ID="PHC_2_Engineer"
Enable="1"/>
    <Restrict Type="Unit" ID="PHC_A_Fury" />
    <Restrict Type="Unit" ID="PHC_A_Hades" />
    <Restrict Type="Unit" ID="PHC_A_Pan"
Enable="1"/>

    <Restrict Type="Building" ID="PHC_Sentinel" />
    <Restrict Type="Building" ID="PHC_Smarties"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_Falcon"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_DroneBay"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_RepairBay"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_Slow" />
    <Restrict Type="Building" ID="PHC_CarvingTurret" />
    <Restrict Type="Building" ID="PHC_Factory"
Enable="1" />
    <Restrict Type="Building" ID="PHC_T2_Factory"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_AirFactory"
Enable="1" />
    <Restrict Type="Building" ID="PHC_CapitalFactory" />
    <Restrict Type="Building" ID="PHC_DataCenter"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_DataStore" />
    <Restrict Type="Building" ID="PHC_DataRefinery" />
    <Restrict Type="Building" ID="PHC_MetalExtractor"
Enable="1"/>
    <Restrict Type="Building" ID="PHC_MetalStore" />
    <Restrict Type="Building" ID="PHC_MetalRefinery" />
```

	<pre> <Restrict Type="Building" ID="PHC_Sensor" Enable="1"/> <Restrict Type="Building" ID="PHC_Logistics" Enable="1"/> <Restrict Type="Building" ID="PHC_ResearchMatrix" Enable="1" /> <Restrict Type="Building" ID="PHC_PowerAmplifier" /> <Restrict Type="Research" ID="PHC_Tech_Logistics" Enable="1" /> <Restrict Type="Research" ID="PHC_Tech_MetalStore" /> <Restrict Type="Research" ID="PHC_Tech_DataStore" /> <Restrict Type="Research" ID="PHC_Tech_UnitWeapons" /> <Restrict Type="Research" ID="PHC_Tech_UnitArmor" /> <Restrict Type="Research" ID="PHC_Tech_Sensors" /> <Restrict Type="Research" ID="PHC_Tech_Factories" /> <Restrict Type="Research" ID="PHC_Tech_BuildingArmor" /> <Restrict Type="Orbital" ID="CallProbe" /> <Restrict Type="Orbital" ID="ScanProjector" /> <Restrict Type="Orbital" ID="CallEngineer" /> <Restrict Type="Orbital" ID="CallCarvingTurret" /> <Restrict Type="Orbital" ID="Incursion" Enable="1" /> <Restrict Type="Orbital" ID="AreaHeal" /> <Restrict Type="Orbital" ID="PlasmaStorm" /> <Restrict Type="Orbital" ID="OrbitalStrike" /> <Restrict Type="Orbital" ID="AmplifyOrbital" /> <Restrict Type="Orbital" ID="EMPPulse" /> </Trigger> </pre>
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Setup Triggers

<p>Trigger Always a timer in setup triggers to make them automatic</p> <p>SpawnBuilding Used here to spawn buildings for both your base and your enemy's</p> <p>SpawnUnit Used here to create the forces you want the player and the enemy to have at the start</p>	<pre> <!--Setup Base--> <Trigger Name="Nexus" Type="Timer" Timer="0"> <SpawnBuilding Name="AirFactory" Template="PHC_AirFactory" Player="0" Position="-6100,5600" /> <SpawnBuilding Name="Orbital" Template="PHC_Logistics" Player="0" Position="-5300,5400" /> <SpawnBuilding Name="QuantumRelay" Template="PHC_ResearchMatrix" Player="0" Position="-5300,5700" /> <SpawnBuilding Name="Smarty1" Template="PHC_Smarties" Player="0" Position="-4500,6000" /> <SpawnBuilding Name="Sensor1" Template="PHC_Sensor" Player="0" Position="-6350,4700" /> <SpawnUnit Name="PHC_2_Zeus" </pre>
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	<pre> Template="PHC_2_Zeus" Player="0" Position="-4418,6298" /> <SpawnUnit Name="PHC_2_Zeus" Template="PHC_2_Zeus" Player="0" Position="-5953,4408" /> </Trigger> <!-- Setup Enemy Nexus--> <Trigger Name="EnemyNexus" Type="Timer" Timer="0"> <ToggleAI DisableAI="1"/> <SpawnBuilding Name="EDefense1" Template="SS_Annihilator" Position="750,-4800" Player="1" /> <SpawnBuilding Name="EDefense3B" Template="SS_BlossomLauncher" Position="-250,-4600" Player="1" /> <SpawnBuilding Name="ERegen" Template="SS_Regenerator" Position="200,-4990" Player="1" /> <SpawnBuilding Name="EFactory" Template="SS_Assembly" Position="450,-6300" Player="1" /> <SpawnBuilding Name="EFactory" Template="SS_QuantumArchive" Position="-200,-4100" Player="1" /> <SpawnUnit Name="NWAmy" Player="1" Template="SS_2_Destructor" Position="3700,-3700" /> <SpawnUnit Name="NWAmy0" Player="1" Parent="NWAmy" Template="SS_2_Destructor" Position="3700,-3700" /> <SpawnUnit Name="NWAmy1" Player="1" Parent="NWAmy" Template="SS_1_Martyr" Position="3700,-3700" /> <SpawnUnit Name="NWAmy3" Player="1" Parent="NWAmy" Template="SS_1_Capacitor" Position="3700,-3700" /> <SpawnUnit Name="NWAmy5" Player="1" Parent="NWAmy" Template="SS_1_AA" Position="3700,-3700" /> </Trigger> </pre>
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Difficulty Setting Triggers

<p>Trigger</p> <p>Name="DifficultyX"</p> <p>Type="Difficulty"</p> <p>Difficulty="X"</p> <p>Replace X with an integer 0-4, with 0 being much easier and 4 being much harder</p>	<pre> <!-- MUCH EASIER --> <Trigger Name="Difficulty0" Type="Difficulty" Difficulty="0" > <GrantTech Player="0" Tech="HPs" /> <GrantTech Player="0" Tech="Weapons" /> <GrantTech Player="0" Tech="HPs" /> <GrantTech Player="0" Tech="Weapons" /> </Trigger> <!-- EASIER --> </pre>
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GrantTech Difficulty varies by buffing either the player or the enemy.	<pre> <Trigger Name="Difficulty1" Type="Difficulty" Difficulty="1" > <GrantTech Player="0" Tech="HPs" /> <GrantTech Player="0" Tech="Weapons" /> </Trigger> <!-- NORMAL --> <Trigger Name="Difficulty2" Type="Difficulty" Difficulty="2" > </Trigger> <!-- HARDER --> <Trigger Name="Difficulty3" Type="Difficulty" Difficulty="3" > <GrantTech Player="1" Tech="HPs" /> <GrantTech Player="1" Tech="Weapons" /> </Trigger> <!-- MUCH HARDER --> <Trigger Name="Difficulty4" Type="Difficulty" Difficulty="4" > <GrantTech Player="1" Tech="HPs" /> <GrantTech Player="1" Tech="Weapons" /> <GrantTech Player="1" Tech="HPs" /> <GrantTech Player="1" Tech="Weapons" /> </Trigger> </pre>
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General Functions

ReturnCamera Simple trigger to be used as a function to disable letterbox and load the camera position	<pre> <Trigger Name="ReturnCamera" Type="Timer" Timer="1" Inactive="1" > <LetterBox Enable="0"/> <Camera Load="1" Speed="1" /> </Trigger> </pre>
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Main Game Script

Can be just about any trigger. Much more free form.

Trigger Format:

```

<Trigger Name="Example Name" Type="InsertTypeHere">
<!--[INSERT CONTENT HERE] -->
</Trigger>

```

Optional: You can add OtherTrigger or NotOtherTrigger to add further prerequisites to fire the trigger.

Ex:

```

<Trigger Name="Example Name" Type="InsertTypeHere" OtherTrigger="Example Name 2">
<!--[INSERT CONTENT HERE] -->
</Trigger>

```

****NOTE****

Sometimes ID is used instead of name, but the two mean the same thing.

Trigger Types

Timer Timer: Amount of time(unit unknown) before timer fires after being activated. Inactive: whether or not the trigger will fire by default	<Trigger Name="Example" Type="Timer" Timer="120" >
Area Trigger activates when the player's unit enters a given area, the area being represented as a circle on the map Center: Position of the center of the circle relative to the map Size: Radius of the circle	<Trigger Name="Example" Type="Area" Center="-4940,-130" Size="900">
Destruction Trigger activates when the target unit/building's HP reaches 0 IsBuilding: 1=building, 0=unit Target: Internal name given to the building/unit to be destroyed	<Trigger Name="Example" Type="Destruction" IsBuilding="1" Target="Generator1">
Build Trigger fires when a certain unit is built within a certain circular region Target: Internal name for the template of the unit type to be built Center: Position of the center of the circle relative to the map Size: Radius of the circle	<Trigger Name="BuildPan" Type="Build" Target=" PHC_A_Pan " Center="-100,2800,0" Size="500">
NamedCreate Trigger activates when a unit with the name specified in Target is created	<Trigger Name="Example" Type="NamedCreate" Target="Gen1Unit1">
ZoneCapture Trigger activates when the specified point on the map is owned by a specified player. Position: Position of the point to be captured by the owner relative to the map. Owner: Number assigned to the player the zone is to be captured by.	<Trigger Name="Example" Type="ZoneCapture" Position="1376,64,0" Owner="0">
Mission Trigger to make the header for the whole level(establishes images and properties in level select, players, etc.)	See Header (It's big)

Research Trigger activates when the player invests in a quantum upgrade Player: The number of the player getting the quantum upgrade Target: The internal name for the quantum upgrade	<Trigger Type="Research" Name="IncreaseLogistics_Trigger" Player="0" Target="PHC_Tech_Logistics" >
Difficulty Trigger activates at beginning of the mission depending on the difficulty selected on the level select screen.	<Trigger Name="Difficulty1" Type="Difficulty" Difficulty="1" >

Actions

Dialog Entry: Icon: The name of the character corresponding to the icon Text: String representing a line in the mission text CSV file Audio: Path for the audio file containing the matching recorded line.	<Dialog> <Entry Icon="Mac" Text="MissionX_TX_X" Audio="audio/campaign/MissionX_TX_X.wav" /> </Dialog>
Camera Work Camera Save: Saves the camera position to be loaded with Load. Load: Loads camera position stored from last save(center of map by default) Letterbox: Enable: Turns cinematic letterboxing on or off Snap: Toggles whether the camera snaps or pans. Camera: Position: Position relative to the map. RTP: Rotation relative to the map. Speed: Speed at which the camera pans.	<Camera Save="1" /> <LetterBox Enable="1" Snap="1" /> <Camera Position="6616,-6654" RTP="1200,60,90" Speed="2" /> <ActivateTrigger Target=" ReturnCamera " />
Reveal Name: Arbitrary name for the region you're revealing Position: Position relative to the map. Enable: Toggle whether you are revealing or hiding a region. RadarSize: Radius of radar beyond revealed area.	<Reveal Name="Reveal_Example" Position="537,6393" Size="2000" Enable="1" />

Area Indicator Colors: Cyan , Blue , Red Position: Position relative to the map. Duration: set to 0 to despawn indicator	<AreaIndicator Name="LandingArea" Color="cyan" Size="250" Position="-4400,4600"/>
Objective Name: Arbitrary name given to the objective String: String representing an objective name in the mission text CSV file SetCheck: 1=box is checked, 0=box is not	<Objective Name="ObjEx" String="Mission5_Objective1A" /> <Objective Name="ObjEx" SetCheck="1"/>
Restrict: Type: Orbital(Orbital Ability), Unit, Building, Research(Quantum Upgrade) ID: Internal name of the Orbital Ability , unit , building , or Quantum Upgrade being restricted Enable="1": allowed to be built Enable="0": The default, not allowed	<Restrict Type="Orbital" ID="Incursion" Enable="1" />
SpawnUnit Name: Arbitrary name given to the unit being spawned to be referenced later Template: Internal name for the unit type to be spawned Player: Number assigned to the player the unit belongs to. Position: Position relative to the map. Parent: MetaUnit parent NoDeath: Boolean that determines if it can die	<SpawnUnit Name="Gen1Unit1" Template=" SS_1_Martyr " Player="1" Position="-2000,5600" NoDeath="0"/>
DestroyUnit Name: The arbitrary name you gave to a spawned unit to be destroyed. Time: Time unit is destroyed	<DestroyUnit Name="C_Surrounded_E1_P1" Time="93"/>
Attack Name: Arbitrary name given to the spawned unit doing the attacking. Target: Arbitrary name given the spawned unit/building to be attacked	<Attack Name="Attacker" Target="Victim"/> [UNPRECEDENTED]
AttackAttackMove Name: Arbitrary name already given to the attackers. Position: Position relative to the map.	<AttackAttackMove Name="Gen1Unit1" Position="-5600,5700"/>

SpawnBuilding Name: Arbitrary name given to the spawned building. Template: Internal name of the building to be built. Player: Number assigned to the player the building belongs to. Position: Position relative to the map.	<SpawnBuilding Name="AirFactory" Template=" PHC_AirFactory " Player="0" Position="-6100,5600" />
DestroyBuilding Name: The arbitrary name you gave to a spawned building to be destroyed. Time: Time before the building is destroyed	<DestroyBuilding Name="GenFactory1" Time="1"/>
ActivateTrigger Target: the name/ID of the trigger being activated	<ActivateTrigger Target="Example" />
Letterbox Disables the UI and adds the cinematic letterboxing Enable: 1=letterboxed,0=not Snap: 1=letterboxing suddenly snaps, 0=letterboxing fades in	<LetterBox Enable="1" Snap="1" />
HidePanel Toggles UI panels to hide -HidePlayer: Panel with username, icon, logistics, and quanta -HideRank: Panel with the rankings of the players and their respective military/economic ratings and turinium levels -HideResource: Panel that displays metal and radioactive storage and income	<HidePanel HidePlayer="0" HideRank="1" HideResource="0"/>
GrantStuff Gives/takes resources to/from a player. Player: Number assigned to the player to which the stuff is being granted Metal, Radioactives, Tech, Quanta, Logistics: integer representing the amount of a resource you want to grant. 0 by default, may be negative.	<GrantStuff Player="0" Quanta="-100" /> <GrantStuff Metal="500"/> <GrantStuff Quanta="900" Tech="900" /> <GrantStuff Radioactives="500" Player="2"/> <GrantStuff Logistics="100" />
GrantTech Buffs player's damage or health. Player: Number assigned to the player to which to tech is being granted. Tech: -HP	<GrantTech Player="0" Tech="HPs" /> <GrantTech Player="0" Tech="Weapons" />

-Weapons	
CaptureNearest Instructs a spawned unit to capture the nearest generator. Name: Arbitrary name given to the spawned unit to be instructed to capture. RandomTime: Range of times at which to capture the nearest point.	<CaptureNearest Name="TF0" RandomTime="30,60" Repeat="true"/>
ToggleAI Toggles whether or not the AI is active Disable AI: 0=AI on, 1=AI off	<ToggleAI DisableAI="0"/>
EndMission Victory: 1=Win, 0=Loss String: String representing a line in the mission text CSV file	<EndMission Victory="1" String="Mission3b_Victory"/>
Select Forces player to select a spawned unit. Target: Arbitrary name given to the spawned unit to be selected.	<Select Target="LoneRecon"/>
Orbital	UNKNOWN/NEVER USED
RegionDraw Enable	UNKNOWN/NEVER USED
ConnectionGrid Enable	UNKNOWN/NEVER USED
Notifications Enables or disables the notifications given by Haalee's voice. Enable: 0=off, 1=on	<Notifications Enable="0" />
Highlight Highlights part of the UI Name: Arbitrary name given to the highlight to be referenced later. Button: UI button to be highlighted(Tech, Orbital, Army...) Enable: 0=normal, 1=Highlighted	<Highlight Name="HighlightArmy" Button="Army" Enable="1" /> <Highlight Name="HighlightArmy" Enable="0" />
ActivateAI Turns on an AI player's AI. Name: Seemingly pointless arbitrary name. Player: Number assigned to the player whose AI is being activated.	<ActivateAI Name="turn on" Player="1" />

PlaySound Plays a sound file. Sound: Internal name for the desired sound effect.	<PlaySound Sound="NotifyAcknowledged"/> <PlaySound Sound="Call_Incursion_2D"/>
SetDeath Toggles mortality of a unit. Target: Arbitrary name given to the spawned unit this is affecting. CanDie: 1=mortal,0=immortal	<SetDeath Target="God" CanDie="0"/> [UNPRECEDENTED]
Pause Pauses/Unpauses the game. Enable: 0=unpause,1=pause	<Pause Enable="0"/>
HandOverMetaUnit	UNKNOWN/NEVER USED
ChangeAIPersonality Changes the AI personality of a given player. Name: Internal name given to the AI personality desired. Player: Number assigned to the player whose personality you're changing.	<ChangeAIPersonality Name="MadBomber" Player="1" /> <ChangeAIPersonality Name="Faux Airpower" Player="3" />
ChangeAIDifficulty Changes the difficulty of a given AI player. Player: Number assigned to the player whose difficulty you're changing. Difficulty: Internal name for the difficulty desired(Beginner, Novice, Easy, Intermediate, Normal, Challenging, Tough, Painful, Insane)	<ChangeAIDifficulty Player="1" Difficulty="Easy" />

Unit Types

<u>Unit</u>	<u>Internal Name</u>
PHC	
Engineer	PHC_2_Engineer
<u>Frigates</u>	
Brute	PHC_T1_Light
Archer	PHC_T1_MRM

Hermes	PHC_T1_Recon
Medic	PHC_T1_Support
<u>Cruisers</u>	
Apollo	PHC_2_Apollo
Zeus	PHC_2_Zeus
Nemesis	PHC_2_Thantos
Artemis	PHC_2_Artemis
Athena	PHC_2_Athena
<u>Dreadnoughts</u>	
Cronus	PHC_3_Centaur
Hyperion	PHC_3_Hercules
Prometheus	PHC_3_Prometheus
<u>Aircraft</u>	
Pan	PHC_A_Pan
Fury	PHC_A_Fury
Hades	PHC_A_Hades
PHC(Special)	
Sentry: 350 HP+ Light Armor	PHC_T1_Sentry
Sentry Squad(5 Sentries): 450HP	PHC_T1_Sentry_Squad
Hermes w/ 250 HP and light armor	PHC_T1_Recon_Mission1
Single Brute w/ 200 HP	PHC_T1_Mission_Brute
Single Archer w/ 160HP	PHC_T1_Mission_MRM
Assassin: Same model as Nemesis, 400 HP, Light Railgun, Assassin Plasma Cannon	PHC_2_Assassin
Recon: Same model as Hermes, 800 HP, Light Railgun	PHC_T1_Recon_SingleCreep
Missile: Same model as Archer, 800HP, Toxote Rockets	PHC_T1_MRM_SingleCreep

Plasma: Same model as Brute, 700HP, Plasma Cannon	PHC_T1_Light_SingleCreep
Attack drones. Cannot be selected.	PHC_Offensive_Drone_Swarm
Substrate	
Constructor	SS_2_Construction
<u>Frigates</u>	
Reaper	SS_1_Reaper
Martyr	SS_1_Martyr
Capacitor	SS_1_Capacitor
Sky Cleanser	SS_1_AA
<u>Cruisers</u>	
Destructor	SS_2_Destructor
Avenger	SS_2_Avenger
Drone Hive	SS_2_DroneHive
Mauler	SS_2_Mauler
Eradicator	SS_2_Eradicator
<u>Dreadnoughts</u>	
Overmind	SS_3_Controller
Retributor	SS_3_Retributor
Savager	SS_3_Savager
<u>Aircraft</u>	
Dominator	SS_A_Dominator
Punisher	SS_A_Punisher
Searcher	SS_A_Searcher
Substrate(Special)	
Seeker: 10 HP, 600 Shields, no weapons or armor	SS_1_Scout

Avatar: Same model as Seeker, 300HP, 200 Shields, Heavy Armor, Nova Cannon, Fabrication Array, Fusion Arc	SS_1_Avatar
Enforcer: Same model as Martyr, 50 HP, 120 Shields, Plasma Bolts 2x	SS_1_Enforcer
Enforcer Squad: Squad of 4 Enforcers	SS_1_Enforcer_Squad
Guardian: 9 Guardians, same model as Martyr, 90 HP, 180 Shields, Plasma Bolts	SS_1_Guardian
Guardian(Lone): 1 Guardian,stats scale accordingly	SS_1_Guardian_lone
Elite Avenger: Same model as Avenger, 500 HP, 300 Energy, 800 Shields, Heavy Armor, Mayhem Cannon, Discouraging Streamer	SS_1_Elite_Avenger
Creeps	
Creeps: Same model as Sky Cleanser, 10HP, 30 Shields, Auto Missiles	Creeps
CreepType1: Same model as Sky Cleanser, 20HP, 10 Shields, Auto Missiles	CreepType1
CreepType2: Same model as Reaper, 20 HP, 10 shields, Plasma Bolds 2x	CreepType2

Building Types

Building	<u>Internal Name</u>
PHC	
Nexus	PHC_Seed
<u>Resources</u>	
Metal Extractor	PHC_MetalExtractor
Radioactives Extractor	PHC_DataCenter
Quantum Relay	PHC_ResearchMatrix
Amplifier	PHC_Power Amplifier

Refinery	PHC_Refinery2
<u>Production</u>	
Factory	PHC_Factory
Sky Factory	PHC_AirFactory
Armory	PHC_T2_Factory
Dread Launch	PHC_CapitalFactory
<u>Defenses</u>	
Smarty System	PHC_Smarties
Sensor Array	PHC_Sensor
Sentinel Turret	PHC_Sentinel
Falcon Anti-Air	PHC_Falcon
Drone Bay	PHC_DroneBay
Repair Bay	PHC_RepairBay
<u>Orbitals</u>	
Orbital Fabricator	PHC_Logistics
Weapons Lab	PHC_Metalrefinery
Power Regulator	PHC_DataRefinery
Orbital Command	PHC_MetalStore
Energy Projector	PHC_DataStore
Orbital Nullifier	PHC_Slow
PHC(Special)	
Carving turret (The orbital ability kind)	PHC_CarvingTurret
Power Regulator	PHC_DataRefinery
PHC (Future)	
Emergency Turret	PHC_EmergencyTurret
Barrager Turret	PHC_BarragerTurret
Oblivion Turret	PHC_OblivionTurret

Eliminator Turret	PHC_EliminatorTurret
Artillery	PHC_Artillery
Substrate	
Nexus	SS_Seed
<u>Resources</u>	
Metal Extractor	SS_MetalExtractor
Radioactives Extractor	SS_RadioactivesExtractor
Quantum Archive	SS_QuantumArchive
Amplifier	SS_PowerAmplifier
<u>Production</u>	
Assembly	SS_Assembly
Advanced Assembly	SS_AdvancedAssembly
<u>Defenses</u>	
Listening Post	SS_ListeningPost
Annihilator Cannon	SS_Annihilator
Blossom Launcher	SS_BlossomLauncher
Drone MRV	SS_DroneMRV
Regenerator	SS_Regenerator
<u>Orbitals</u>	
Energy Modulator	SS_OverchargeGenerator
Subspace Streamer	SS_RadarJammer
Gateway	SS_Gateway
Orbital Drone Relay	SS_OrbitalDroneRelay
Quantum Jammer	SS_QuantumJammer
Map Resources	
Power Generator	Relay
Metal Deposit	MetalDeposit

Radioactives Deposit	RadioactivesDeposit
Turinium Generator	Generator

Orbital Abilities

Orbital Ability	Internal Name
PHC	
Sensor Sweep	ScanProjector
Amplify	AmplifyOrbital
Engineer Drop	CallEngineer
Intensive Care	AreaHeal
Plasma Storm	PlasmaStorm
Incursion	Incursion
Orbital Strike	OrbitalStrike
Carving Turret	CallCarvingTurret
EMP Pulse	EMPPulse
Probing Force	CallProbe

Quantum Upgrades

Quantum Upgrade	Internal Name
Logistics	PHC_Tech_Logistics
Metal Storage	PHC_Tech_MetalStore
Radioactives Storage	PHC_Tech_DataStore
Weapon Damage	PHC_Tech_UnitWeapons
Unit Health	PHC_Tech_UnitArmor
Radar Range	Restrict Type="Research" ID="PHC_Tech_Sensors
???	PHC_Tech_Factories

???

PHC_Tech_BuildingArmor

Character Icons(OUTDATED: Icons are separated by the character's name, negating the need for a table)

<u>Icon #</u>	<u>Icon</u>	<u>Text Color</u>	<u>Bubble Color</u>	<u>Side of Bubble</u>
1	Mac Symbol	Blue	Blue	Left
2	Yellow V (Valen)	Yellow	Yellow	Left
3	Cyan Exploding O(Final Haalee)	Cyan	Cyan	Left
4	Green O(Athena)	Green	Green	Left
5	Mac symbol	Blue	Blue	Right
6	Yellow V	Light-Yellow	Yellow	Right
7	Cyan exploding O	Cyan	Cyan	Right
8	Green O	Green	Green	Right

Currently Existing Missions

<u>Official Name</u>	<u>Script Name</u>	<u>Mission Text File Name</u>
Kepler	Mission_1.xml	Mission1.csv
Rigel	Post_Mission_1a.xml	Campaign_Deluxe.csv
Cygnus	Mission_2.xml	Mission2.csv
Deneb	Mission_3.xml	Mission3.csv
Yorkshire	Post_Mission_3b.xml	Mission3b.csv
Calethaon	Mission_4.xml	Mission4.csv
Decanus	Mission_5.xml	Mission5.csv
Artorius	Mission_7_Artorius.xml	Mission7.csv
Noctus	Mission_6.xml	Mission6.csv

Drengi	Mission_8_Drengi.xml	Mission8.csv
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