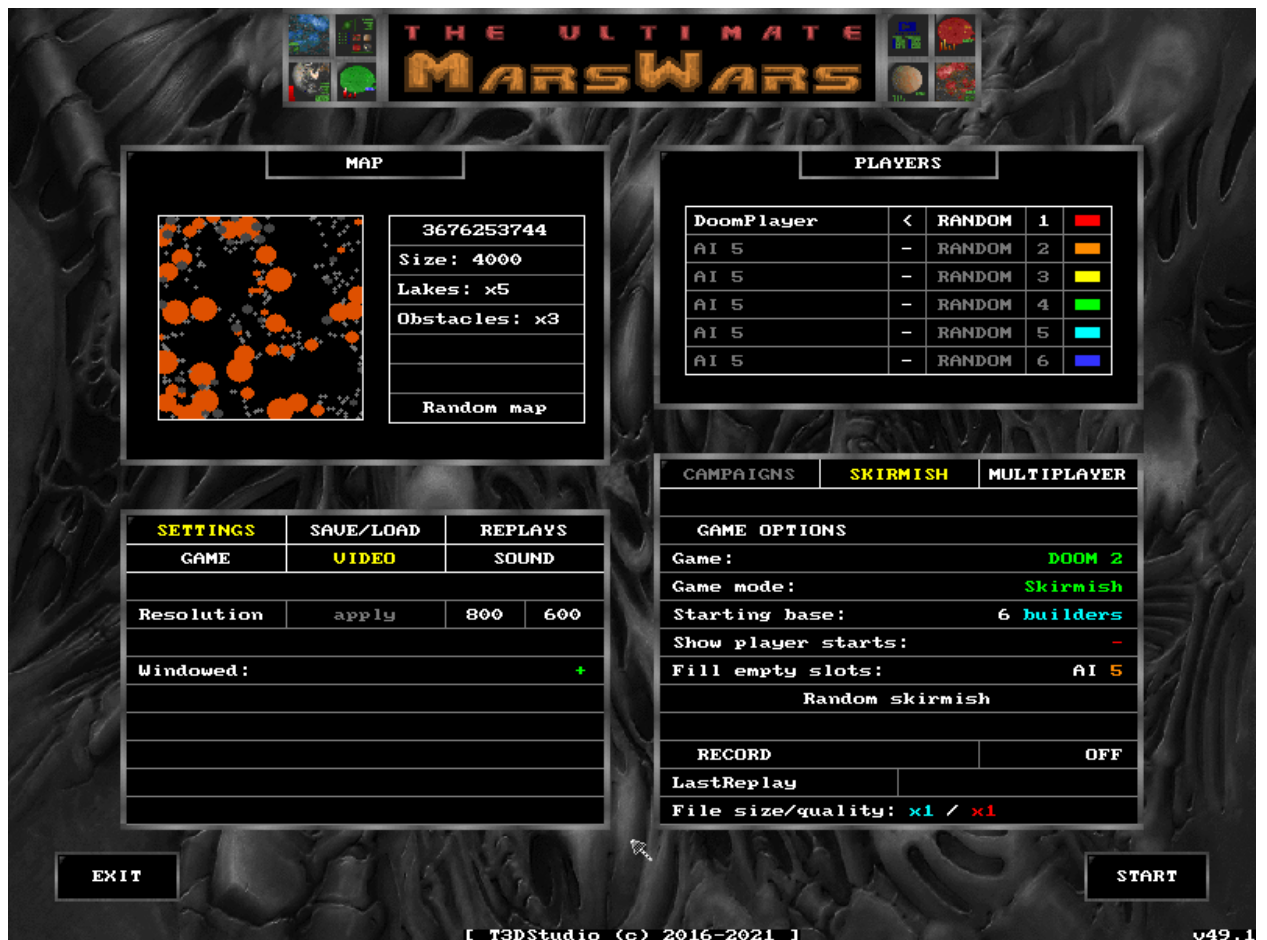


The Ultimate MarsWars



The Ultimate MarsWars – is a real-time strategy game set in the Doom 2 universe.

Main menu

Section MAP

Map settings:

Number (0-4294967295) – determines obstacles positions. Right click - generate random value.

Size – map size in pixels (value between 3000-7000 with step of 500).

Lakes – "lake's" obstacles part.

Obstacles – count of obstacles.







Random map – set random map settings.

Liquid type in lakes (water, slime, blood, mud or lava) and land texture depend on *Number*.

Liquids do not damage units.

Section PLAYERS

Players table.

| Player name | Status | Side | Team | Color |
|-------------------------------------------------------------------------------------------|--------|-------------------------------------------------------|----------|-------------------------------------------------------------------------------------|
| P l a y e r N a m e | < | R A N D O M | 1 |  |
| A I 4 | - | R A N D O M | 2 |  |
| A I 4 | - | R A N D O M | 3 |  |
| A I 4 | - | R A N D O M | 4 |  |
| A I 4 | - | R A N D O M | 5 |  |
| A I 4 | - | R A N D O M | 6 |  |

Fields:

Player name:

- If *Status* = «C» (computer player), left click here to switch AI level;
- If *Status* = «C» (computer player) or «-» (empty slot), right click here to move you on this line.

Status:

- «-» – Empty slot;
- «C» – Computer player.

For multiplayer game:

- «+» or «-» – Player «ready» status;
- «?» – Connection problem;
- «@» – Host player (server);
- «<» – You position.

Side – **Hell** or **UAC**.

Team – team number (1-6), players with same team number will be allies.

Color – player's color. Color cannot be changed.

In multiplayer game only host-player (server) can change *Status*, *Team* and *AI level* of computer players on this table.

Section SETTINGS

Subsection «GAME»:

RIGHT CLICK – right click order type for units;

SCROLL SPEED – camera move speed;

MOUSE SCROLL – turn off/on mouse scroll;

PLAYER NAME – you name in game. Name cannot be changed when game started or multiplayer game created;

INTERFACE LANGUAGE – English or Russian.

Subsection «VIDEO»:

WINDOW RESOLUTION;

WINDOWED – full screen or windowed mode;

Subsection «SOUND» - music and game sounds volume.

Section SAVE/LOAD

Save and load game. You cannot save/load game while multiplayer mode is on.

Section REPLAYS

Game replays.

Section CAMPAINGS

Missions list of campaign. Not available yet.

Section SCIRMISH

Subsections *GAME OPTIONS* and *RECORD*. You can turn off/on game record anytime.

Section MULTIPLAYER

Server/client settings and game chat.

Dedicated server

Dedicated server – special game version w/o GUI, that does not loading any game resources and start working immediately as server.

To start *dedicated server*, run it with follow parameters:

MarsWars_ded.exe [X]

where X - UDP port (optional argument, default value - 10666).

After connection to dedicated server, you can manage it using special chat commands.

Use *-h* or *-help* to see all available commands.

Game automatically start when all players are ready (Field *Ready* = «+»).

Server reset game after last player disconnect. Player's timeout time – 60 seconds.

Game mechanics

Game control panel

Game minimap:

Minimap alarm indicators types:

- White pulse circle – units alarm;
- White pulse square – buildings alarm.

Sections under minimap:

Energy subsection – **free energy level** / maximum energy level;

Army subsection – total count of **all units** (units + buildings).

Control tabs:

- *Buildings;*
- *Units;*
- *Upgrades/researches;*
- *Controls.*

Numbers on icons:

Green – total count of selected unit/buildings;

Yellow – count of productions;

Orange or **gray** – total count of this type of building/unit or research level;

Purple – number units of this type in selected transport(s);

White – time to production end;

Red – ability charges:

- **UAC Rocket Launcher Station:** **missiles count**;

- **Hell Monastery:** **Hell Powers's charges**;

- **Hell Altar:** **Invulnerability spheres**;

Aqua – reload time;



Icons hint format

```
Reverse teleport (B) [120] {3} x1 *
Units can teleport back to Hell Teleport.
Requirements: Hell Monastery, Ancient evil
```

Short description (HOTKEY) [PRODUCTION TIME] {energy required} x upgrade max level

Description

Requirements: (if exists)

* possible to produce this upgrade in many buildings at time.

Unit selection, orders and hotkeys

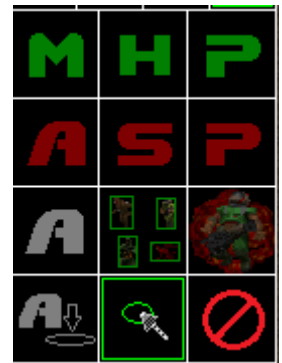
Use left mouse button to select unit and right - to command it.

You can add units to selection with **Shift** button. Double click on unit to select all of it type on screen.

To bind units to hotkey-group - select it and press **Ctrl+1..9**. To add units to group – select it and press **Alt+1..9**. Fast double press on group hotkey to move camera to group position. **F2** hotkey will select all battle units on map. Fast double **F2** will move camera to you army.

Orders and hotkeys:

- Right click – «Move» or «Move»+«Attack» (you can pick action in menu);
- «Move» (**Q**), «Stay» (**W**), «Patrol» (**E**), ignore enemies;
- «Move» (**A**), «Stay» (**S**), «Patrol» (**D**), attack enemies;
- «Select all units» (**F2**) – select all battle units on map;
- «Action» (**Z**) – do some ability (if unit have);
- «Destroy» (**Delete**) – destroy selected units;
- «Action at point» (**X**) – do action at specific point;
- «Right click action» (**Alt+X**) – switch right click action;
- «Cancel production» (**C**) – abort current production (hotkey work on *Units* or *Upgrades/researches* tabs);



To fast select some special buildings (**UAC Radar**, **Tech Center**, **UAC Rocket Station**, **Hell Monastery**, **Hell Teleport** and **Hell Altar**) click on it icon or press hotkey.

For buildings, which can produce units, you can set rally-point with right click.

TAB – switching game control panel tabs;

Tab «Buildings»: **R T Y F G H V B N** – buildings;

Tab «Units»: **R T Y F G H V B N U I O** and **Ctrl + R T Y F G H V B N** – units;

Tab «Upgrades/researches»:

R T Y F G H V B N U I O J K L and **Ctrl + R T Y F G H V B N** – upgrades;

- **Alt** - draw colored rectangles and health bars above units;
- **Pause/Break** – pause/continue game in network game. Client can't cancel server's pause.
- **PrtScr** - make screenshot.

Build base, units and upgrades production

For build you must have at least 1 main building: **UAC Command Center** or **Hell Keep**. Press on building icon on control panel to select which building type you need. It start draw circle around cursor. Radius of circle is radius of building. If circle is **red** - not enough space, if **blue** - too far from builder, if **green** - you can start build here. Right click to cancel selection. If icons are disabled, it can mean: there is no one main building, number of buildings of this type reached limit, not enough energy or not satisfied requirements. Destruction one of you builds adds 3 seconds of build cooldown. Maximum build cooldown – 12 seconds.

Unit's icons enabled when there is at least one **Hell Gate** or **UAC Military unit**, army size less than limit, number of this unit less than maximum, enough energy and requirements are satisfied. When you click on unit icon while no one **Hell Gate/UAC Military unit** is selected – unit producing order will send to any idle building. If any **HG/MU** is selected - order will send to selected buildings.

Upgrade's icons enabled when there at least one **Hell Pools** or **UAC Weapon Factory**, enough energy, upgrade research level less than maximum and requirements are satisfied. Most upgrade can be researched in one building at time.

Moving camera

To move camera use arrows buttons on keyboard or middle mouse button. Also, you can move camera with cursor - move it to screen border (this feature must be enabled in **SETTINGS** section in menu). You can change camera scroll speed in **SETTINGS** menu section.

Resources and army limit

There is no gold/wood/minerals/etc. like in other RTS games. There is energy level that means how many productions (producing units/building builds/upgrades researching) at one time you can. Maximum unit count (all units + all buildings!) for each player - 110.

Game settings

| GAME OPTIONS | |
|---------------------|-----------|
| Game: | DOOM 2 |
| Game mode: | Skirmish |
| Starting base: | 1 builder |
| Show player starts: | - |
| Fill empty slots: | AI 4 |
| Random skirmish | |

Game:

- **DOOM 2** – «DOOM 2» mode.
- **UDOOM** – «The Ultimate DOOM» mode; there is no additional buildings/units/upgrades and some difference in game balance.

Game mode:

Skirmish - default mode - you must destroy all enemy players;

Two bases - 3x3 – red+orange+yellow vs green+aqua+blue players.

Three bases - 2x2x2 – red+orange vs yellow+green vs aqua+blue players.

Invasion - all players in one team. You need survive for 20 waves of powerful monsters.

Capturing points - there is 6 points on map that needs to capture. Capturing process will be faster if you use many units for this. Point will heal units stay inside.

Royal Battle – like **Skirmish**, but here is circle on map that slowly reduced radius. All units that step out this circle instantly die.

Starting base: buildings at game start;

Show player starts: if “+” game show you players start positions on map.

Fill empty slots: if set, empty player slots will filed with AI players;

Random skirmish: set random map and random game settings.

Units and buildings

Base things for units and buildings

Detector - unit/building that can detect invisible units.

Unfinished buildings have less armor and take more damage. If maximum energy level = 0 - all buildings will explode. In non-campaign games, if player loss all their builders – all his units revealed on map.

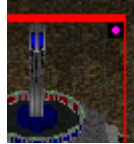
Armor will decrease damage.

Every unit can be advanced. Advanced units have some ability or increased some parameters.

Advanced unit have white symbol on selection rectangle:



Invulnerable unit have white aura:



Unit-detector have this symbol:

Unit's categories:

Mechanical:

- **buildings**;
- **mechs**;

Biological:

- **light**;
- **medium**;
- **massive**;

- *Ground*;

- *Air (soaring and fly)*;

Other:







HPS – Hits Per Second.

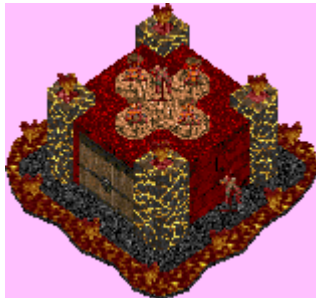



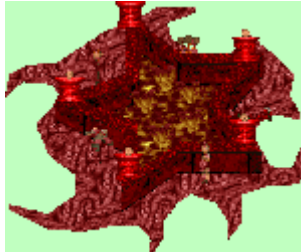

SDR – Splash Damage Range.

BUILDINGS



HELL

| Sprite | Icon / Hot key | Description | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|------|-------------|----|----------------------|----|--------------------------|-----|------------------|-----------|------------------------|----|------------------------|---|
|  |  R | Hell Keep <table><tr><td>Hits</td><td>3000</td></tr><tr><td>Size</td><td>66</td></tr><tr><td>Building time</td><td>60</td></tr><tr><td>Base sight radius</td><td>280</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>10</td></tr><tr><td>Energy provided</td><td>8</td></tr></table> Main building. Allows you to build base. Possible upgrades: - Hell Keep teleportation – allow HK to teleport to any map location; - Decay Aura – HK damage enemy units around; - Sight radius upgrade ; - Free teleportation – allow HK teleporting on map obstacles; - Built-in Hell Symbol – increase provided energy level. | Hits | 3000 | Size | 66 | Building time | 60 | Base sight radius | 280 | Max count | Unlimited | Energy required | 10 | Energy provided | 8 |
| Hits | 3000 | | | | | | | | | | | | | | | |
| Size | 66 | | | | | | | | | | | | | | | |
| Building time | 60 | | | | | | | | | | | | | | | |
| Base sight radius | 280 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 10 | | | | | | | | | | | | | | | |
| Energy provided | 8 | | | | | | | | | | | | | | | |
|  |  T | Hell Gate <table><tr><td>Hits</td><td>1500</td></tr><tr><td>Size</td><td>60</td></tr><tr><td>Building time</td><td>41</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>4</td></tr></table> Army production. | Hits | 1500 | Size | 60 | Building time | 41 | Sight radius | 200 | Max count | Unlimited | Energy required | 4 | | |
| Hits | 1500 | | | | | | | | | | | | | | | |
| Size | 60 | | | | | | | | | | | | | | | |
| Building time | 41 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | |
|  |  Y | Hell Symbol <table><tr><td>Hits</td><td>125</td></tr><tr><td>Size</td><td>24</td></tr><tr><td>Building time</td><td>8</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Energy provided</td><td>1</td></tr></table> Provide energy. Possible upgrades: - Short distance teleportation ; | Hits | 125 | Size | 24 | Building time | 8 | Sight radius | 200 | Max count | Unlimited | Energy required | 1 | Energy provided | 1 |
| Hits | 125 | | | | | | | | | | | | | | | |
| Size | 24 | | | | | | | | | | | | | | | |
| Building time | 8 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 1 | | | | | | | | | | | | | | | |
| Energy provided | 1 | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|------|------|----|---------------|----|--------------------------|-----|-----------|-----------|-----------------|---|
|  |  F | Hell Pool <table><tr><td>Hits</td><td>1000</td></tr><tr><td>Size</td><td>53</td></tr><tr><td>Building time</td><td>41</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>6</td></tr></table> <p>Research upgrades.</p> | Hits | 1000 | Size | 53 | Building time | 41 | Sight radius | 200 | Max count | Unlimited | Energy required | 6 |
| Hits | 1000 | | | | | | | | | | | | | |
| Size | 53 | | | | | | | | | | | | | |
| Building time | 41 | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | |
| Energy required | 6 | | | | | | | | | | | | | |
|  |  G | Hell Tower <table><tr><td>Hits</td><td>700</td></tr><tr><td>Size</td><td>21</td></tr><tr><td>Building time</td><td>20</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>2</td></tr></table> <p>Defense structure. Attacking all units with Revenant fireballs, but Revenants - with Cacodemon fireballs.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Range attack upgrade;- Attack/sight radius upgrade;- Short distance teleportation. | Hits | 700 | Size | 21 | Building time | 20 | Base sight/attack radius | 250 | Max count | Unlimited | Energy required | 2 |
| Hits | 700 | | | | | | | | | | | | | |
| Size | 21 | | | | | | | | | | | | | |
| Building time | 20 | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | |
|  |  H | Hell Teleport <table><tr><td>Hits</td><td>500</td></tr><tr><td>Size</td><td>28</td></tr><tr><td>Building time</td><td>31</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Energy required</td><td>4</td></tr></table> <p>Teleport units to any location. Select Hell Teleport and do right click to set destination point. Next select units and do right click on Hell Teleport or it panel icon. Reload time after teleportation depend from unit power. Can teleport allies units.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Teleport upgrade – decrease reload time;- Reverse teleport - units can teleport back to Hell Teleport. | Hits | 500 | Size | 28 | Building time | 31 | Sight radius | 200 | Max count | 1 | Energy required | 4 |
| Hits | 500 | | | | | | | | | | | | | |
| Size | 28 | | | | | | | | | | | | | |
| Building time | 31 | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|------|-------------|----|----------------------|-----|---------------------------------|-----|------------------|-----------|------------------------|----|---------------------|---------------------------------------------------------------|
|  |  V | Hell Monastery <table><tr><td>Hits</td><td>1000</td></tr><tr><td>Size</td><td>65</td></tr><tr><td>Building time</td><td>100</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>10</td></tr><tr><td>Requirements</td><td><i>Hell Pool</i> building</td></tr></table> Can advance units. Possible upgrades: - Hell Power – charges for ability. There is 2 methods to make advance any unit: 1) Select Hell Monastery and do right click on unit; 2) Select unit and do right click to Hell Monastery building or it icon on control panel; Distance to unit doesn't matter. | Hits | 1000 | Size | 65 | Building time | 100 | Sight radius | 200 | Max count | Unlimited | Energy required | 10 | Requirements | <i>Hell Pool</i> building |
| Hits | 1000 | | | | | | | | | | | | | | | |
| Size | 65 | | | | | | | | | | | | | | | |
| Building time | 100 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 10 | | | | | | | | | | | | | | | |
| Requirements | <i>Hell Pool</i> building | | | | | | | | | | | | | | | |
|  |  B | Hell Totem <table><tr><td>Hits</td><td>600</td></tr><tr><td>Size</td><td>21</td></tr><tr><td>Building time</td><td>25</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>3</td></tr><tr><td>Requirements</td><td><i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade</td></tr></table> Advanced defense structure. Attacking like ArchVile unit. Possible upgrades: - Range attack upgrade; - Attack/sight radius upgrade; - Short distance teleportation; - Invisibility. | Hits | 600 | Size | 21 | Building time | 25 | Base sight/attack radius | 250 | Max count | Unlimited | Energy required | 3 | Requirements | <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade |
| Hits | 600 | | | | | | | | | | | | | | | |
| Size | 21 | | | | | | | | | | | | | | | |
| Building time | 25 | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 3 | | | | | | | | | | | | | | | |
| Requirements | <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade | | | | | | | | | | | | | | | |
|  |  N | Hell Altar <table><tr><td>Hits</td><td>750</td></tr><tr><td>Size</td><td>50</td></tr><tr><td>Building time</td><td>31</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Requirements</td><td><i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade</td></tr></table> Cast Invulnerability on units. Possible upgrades: - Invulnerability - charges for ability. | Hits | 750 | Size | 50 | Building time | 31 | Sight radius | 200 | Max count | 1 | Energy required | 4 | Requirements | <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade |
| Hits | 750 | | | | | | | | | | | | | | | |
| Size | 50 | | | | | | | | | | | | | | | |
| Building time | 31 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | |
| Requirements | <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade | | | | | | | | | | | | | | | |

SPECIAL BUILDINGS

| | |
|------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <p>Hell Eye</p> <p>Base sight radius 250 Max count Unlimited Requirements <i>Lost Soul</i> unit <i>Hell Eye</i> upgrade</p> <p>Detector. Summoned by a Lost Soul. Live time - 2 minutes. Dies after single hit.</p> <p>Possible upgrades: - Hell Eye – increase sight radius; - Invisibility;</p> |
|  | <p>Hell Military Unit</p> <p>Hits 1500 Size 70 Sight radius 200 Max count Unlimited Requirements advanced <i>Lost Soul</i> unit <i>UAC Military Unit</i> building</p> <p>Produce zombies and Hell units.</p> |





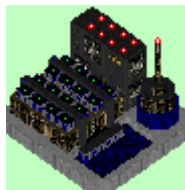
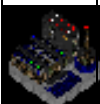
Possible upgrades for all Hell buildings:





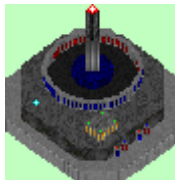

- **Buildings armor upgrade**;
- **Building restoration** – restoration for damaged buildings.







In **UDOOM** game mode **Building restoration** ability working without upgrade.



Hell can't build **Hell Totem** and **Hell Altar** in **UDOOM** game mode.

UAC



| Sprite | Icon / Hot key | Description | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|------|-------------|----|----------------------|----|--------------------------|-----|------------------|-----------|------------------------|----|------------------------|---|
|  |  R | UAC Command Center <table><tr><td>Hits</td><td>3000</td></tr><tr><td>Size</td><td>66</td></tr><tr><td>Building time</td><td>83</td></tr><tr><td>Base sight radius</td><td>280</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>10</td></tr><tr><td>Energy provided</td><td>8</td></tr></table> <p>Main building. Allows you to build base.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Command Center flight - Command Center gains ability to fly (use «Action» order to fly up or land CC);- Sight radius upgrade; this upgrade have effect on CC only when it ground;- Command Center Turret – CC can attack when it flying (attacking like BFG Marine, 0.1 HPS, 250 range, only <i>ground</i> units, except other CC);- Free placement – CC can land to obstacles. | Hits | 3000 | Size | 66 | Building time | 83 | Base sight radius | 280 | Max count | Unlimited | Energy required | 10 | Energy provided | 8 |
| Hits | 3000 | | | | | | | | | | | | | | | |
| Size | 66 | | | | | | | | | | | | | | | |
| Building time | 83 | | | | | | | | | | | | | | | |
| Base sight radius | 280 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 10 | | | | | | | | | | | | | | | |
| Energy provided | 8 | | | | | | | | | | | | | | | |
|  |  T | UAC Military Unit <table><tr><td>Hits</td><td>1700</td></tr><tr><td>Size</td><td>66</td></tr><tr><td>Building time</td><td>40</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>4</td></tr></table> <p>Army production.</p> | Hits | 1700 | Size | 66 | Building time | 40 | Sight radius | 200 | Max count | Unlimited | Energy required | 4 | | |
| Hits | 1700 | | | | | | | | | | | | | | | |
| Size | 66 | | | | | | | | | | | | | | | |
| Building time | 40 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | |
|  |  Y | UAC Generator <table><tr><td>Hits</td><td>250</td></tr><tr><td>Size</td><td>42</td></tr><tr><td>Building time</td><td>17</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>2</td></tr><tr><td>Energy provided</td><td>2</td></tr></table> <p>Provide energy.</p> | Hits | 250 | Size | 42 | Building time | 17 | Sight radius | 200 | Max count | Unlimited | Energy required | 2 | Energy provided | 2 |
| Hits | 250 | | | | | | | | | | | | | | | |
| Size | 42 | | | | | | | | | | | | | | | |
| Building time | 17 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | |
| Energy provided | 2 | | | | | | | | | | | | | | | |

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|  |  F | UAC Weapon Factory <table><tr><td>Hits</td><td>1700</td></tr><tr><td>Size</td><td>62</td></tr><tr><td>Building time</td><td>40</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>6</td></tr></table> Research upgrades. | Hits | 1700 | Size | 62 | Building time | 40 | Sight radius | 200 | Max count | Unlimited | Energy required | 6 | | |
| Hits | 1700 | | | | | | | | | | | | | | | |
| Size | 62 | | | | | | | | | | | | | | | |
| Building time | 40 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 6 | | | | | | | | | | | | | | | |
|  |  G | UAC Chaingun Turret <table><tr><td>Hits</td><td>400</td></tr><tr><td>Size</td><td>17</td></tr><tr><td>Building time</td><td>15</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>2</td></tr><tr><td>Attack</td><td>12 4 HPS</td></tr></table> Defense structure. Attacking like Mastermind unit. Possible upgrades: - Range attack upgrade; - Attack/sight radius upgrade; - Turrets armor; | Hits | 400 | Size | 17 | Building time | 15 | Base sight/attack radius | 250 | Max count | Unlimited | Energy required | 2 | Attack | 12 4 HPS |
| Hits | 400 | | | | | | | | | | | | | | | |
| Size | 17 | | | | | | | | | | | | | | | |
| Building time | 15 | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | |
| Attack | 12 4 HPS | | | | | | | | | | | | | | | |
|  |  H | UAC Radar <table><tr><td>Hits</td><td>500</td></tr><tr><td>Size</td><td>35</td></tr><tr><td>Building time</td><td>31</td></tr><tr><td>Base sight radius</td><td>200</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Energy required</td><td>2</td></tr></table> Reveals map. To reveal map area – select Radar and do right click on this area. Possible upgrades: - Detectors; - Radar upgrade - Increase radar scouting time and radius. | Hits | 500 | Size | 35 | Building time | 31 | Base sight radius | 200 | Max count | 1 | Energy required | 2 | | |
| Hits | 500 | | | | | | | | | | | | | | | |
| Size | 35 | | | | | | | | | | | | | | | |
| Building time | 31 | | | | | | | | | | | | | | | |
| Base sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | |

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|  |  V | UAC Tech Center <table><tr><td>Hits</td><td>1700</td></tr><tr><td>Size</td><td>62</td></tr><tr><td>Building time</td><td>94</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Energy required</td><td>10</td></tr><tr><td>Requirements</td><td><i>UAC Weapon Factory</i> building</td></tr></table> Can advance units. Possible upgrades: - Advanced armory - Tech Center will be able to upgrade units; - Fast rearmament - decrease Tech Center reloading time. To advance unit, select unit and do right click on Tech Center or it icon on control panel. Advance processes require short distance between unit and Tech Center . | Hits | 1700 | Size | 62 | Building time | 94 | Sight radius | 200 | Max count | 1 | Energy required | 10 | Requirements | <i>UAC Weapon Factory</i> building |
| Hits | 1700 | | | | | | | | | | | | | | | |
| Size | 62 | | | | | | | | | | | | | | | |
| Building time | 94 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | |
| Energy required | 10 | | | | | | | | | | | | | | | |
| Requirements | <i>UAC Weapon Factory</i> building | | | | | | | | | | | | | | | |
|  |  B | UAC Plasma Turret <table><tr><td>Hits</td><td>400</td></tr><tr><td>Size</td><td>17</td></tr><tr><td>Building time</td><td>20</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>2</td></tr><tr><td>Requirements</td><td><i>UAC Tech Center</i> building</td></tr></table> Defense structure. Attacking like Major unit. Possible upgrades: - Range attack upgrade ; - Attack/sight radius upgrade ; - Turrets armor ; | Hits | 400 | Size | 17 | Building time | 20 | Base sight/attack radius | 250 | Max count | Unlimited | Energy required | 2 | Requirements | <i>UAC Tech Center</i> building |
| Hits | 400 | | | | | | | | | | | | | | | |
| Size | 17 | | | | | | | | | | | | | | | |
| Building time | 20 | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | | | |
| Max count | Unlimited | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | |
| Requirements | <i>UAC Tech Center</i> building | | | | | | | | | | | | | | | |
|  |  N | UAC Rocket Launcher Station <table><tr><td>Hits</td><td>500</td></tr><tr><td>Size</td><td>40</td></tr><tr><td>Building time</td><td>31</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Requirements</td><td><i>UAC Tech Center</i> building</td></tr></table> Provide a missile strike. Missile strike requires " Missile strike " research. Missiles have 300 damage and 175 SDR . Deal x0,5 damage to <i>light</i> units, x2 to <i>buildings</i> and x0,75 to <i>air</i> . | Hits | 500 | Size | 40 | Building time | 31 | Sight radius | 200 | Max count | 1 | Energy required | 4 | Requirements | <i>UAC Tech Center</i> building |
| Hits | 500 | | | | | | | | | | | | | | | |
| Size | 40 | | | | | | | | | | | | | | | |
| Building time | 31 | | | | | | | | | | | | | | | |
| Sight radius | 200 | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | |
| Requirements | <i>UAC Tech Center</i> building | | | | | | | | | | | | | | | |

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|  |  | UAC Rocket Turret |
| | | <div> <div> Hits500 Size17 Building time31 </div> <div> Base sight/attack radius250 common 190 against <i>air</i> Max countUnlimited Energy required4 </div> <div> Requirements<i>UAC Tech Center</i> building <i>Rocket turrets</i> upgrade </div> </div> <div> Ctrl + T </div> <p>Defense structure. Attacking like Cyberdemon unit with 0,6 HPS.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none"> - Range attack upgrade; - Attack/sight radius upgrade; - Turrets armor; |

SPECIAL BUILDINGS

| | | |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  |  | Shock Mine |
| | | <div> <div> Hits1 Size5 2 damage Attack100 range 1.5 seconds stun Base sight radius100 Max countUnlimited Requirementsadvanced <i>Engineer</i> unit </div> </div> <p>Set by advanced UAC Engineers.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none"> - Detectors; - Mine-sensor – increase mine sight ranges to 250. |

Possible upgrades for all UAC buildings:





- Buildings armor upgrade.







UAC can't build **UAC Rocket Launcher** and **UAC Rocket Turret** in **UDOOM** mode.





UNITS







HELL UNITS





All **Hell** units have «*pain state*» - state when it stun and cannot attack and move. «*Pain state*» happens every X hit from most attacks or more often from other.

| Sprite | Icon / hot key | Description | | | | | | | | | | | | | | | | | | |
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|  |  R | Lost Soul <table><tr><td>Class</td><td><i>soaring, light</i></td></tr><tr><td>Hits</td><td>90</td></tr><tr><td>Production time</td><td>8</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Speed</td><td>23</td></tr><tr><td>Size</td><td>10</td></tr><tr><td>Sight/attack radius</td><td>250</td></tr><tr><td>Pain state</td><td>every 3 hit</td></tr><tr><td>Attack</td><td>10 1 HPS</td></tr></table> <p>Fast air melee unit. Deal x0,5 damage to <u>ground</u> units and x0,25 to <u>mechanical</u> units. Advanced Lost Soul can capture UAC infantry/UAC Military Unit and transform it to zombies/Hell Military Unit (UAC Military Unit must have < 2/3 hits).</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Melee attack upgrade;- Hell Eye – Lost Soul can transform to Hell Eye (use «Action» order); | Class | <i>soaring, light</i> | Hits | 90 | Production time | 8 | Energy required | 1 | Speed | 23 | Size | 10 | Sight/attack radius | 250 | Pain state | every 3 hit | Attack | 10 1 HPS |
| Class | <i>soaring, light</i> | | | | | | | | | | | | | | | | | | | |
| Hits | 90 | | | | | | | | | | | | | | | | | | | |
| Production time | 8 | | | | | | | | | | | | | | | | | | | |
| Energy required | 1 | | | | | | | | | | | | | | | | | | | |
| Speed | 23 | | | | | | | | | | | | | | | | | | | |
| Size | 10 | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 250 | | | | | | | | | | | | | | | | | | | |
| Pain state | every 3 hit | | | | | | | | | | | | | | | | | | | |
| Attack | 10 1 HPS | | | | | | | | | | | | | | | | | | | |
|  |  T | Imp <table><tr><td>Class</td><td><i>ground, light</i></td></tr><tr><td>Hits</td><td>70</td></tr><tr><td>Production time</td><td>5</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Speed</td><td>9</td></tr><tr><td>Size</td><td>12</td></tr><tr><td>Sight/attack radius</td><td>250</td></tr><tr><td>Pain state</td><td>every 3 hit</td></tr><tr><td>Attack</td><td>12 1 HPS</td></tr></table> <p>Weak ground unit with ranged attack. Deal x0,5 damage to <u>air</u> and <u>mechanical</u> units. Attacking other Imps only with melee attack (damage same as ranged attack). Advanced Imp has 2 HPS.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Firepower – increase missiles speed. | Class | <i>ground, light</i> | Hits | 70 | Production time | 5 | Energy required | 1 | Speed | 9 | Size | 12 | Sight/attack radius | 250 | Pain state | every 3 hit | Attack | 12 1 HPS |
| Class | <i>ground, light</i> | | | | | | | | | | | | | | | | | | | |
| Hits | 70 | | | | | | | | | | | | | | | | | | | |
| Production time | 5 | | | | | | | | | | | | | | | | | | | |
| Energy required | 1 | | | | | | | | | | | | | | | | | | | |
| Speed | 9 | | | | | | | | | | | | | | | | | | | |
| Size | 12 | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 250 | | | | | | | | | | | | | | | | | | | |
| Pain state | every 3 hit | | | | | | | | | | | | | | | | | | | |
| Attack | 12 1 HPS | | | | | | | | | | | | | | | | | | | |


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|  |  Y | Demon <table><tr><td>Class</td><td><i>ground, medium</i></td></tr><tr><td>Hits</td><td>150</td></tr><tr><td>Production time</td><td>8</td></tr><tr><td>Energy required</td><td>2</td></tr><tr><td>Speed</td><td>15</td></tr><tr><td>Size</td><td>14</td></tr><tr><td>Sight/attack radius</td><td>200</td></tr><tr><td>Pain state</td><td>every 8 hit</td></tr><tr><td>Attack</td><td>40 1 HPS</td></tr><tr><td>Base armor</td><td>2</td></tr></table> <p>Fast ground unit with melee attack. Cannot attack <u>air</u> units (except Lost Soul). Advanced Demon has invisibility.</p> <p>Possible upgrades:</p> <p>- Demon's anger – increase Demon's movement speed and attack.</p> | Class | <i>ground, medium</i> | Hits | 150 | Production time | 8 | Energy required | 2 | Speed | 15 | Size | 14 | Sight/attack radius | 200 | Pain state | every 8 hit | Attack | 40 1 HPS | Base armor | 2 |
| Class | <i>ground, medium</i> | | | | | | | | | | | | | | | | | | | | | |
| Hits | 150 | | | | | | | | | | | | | | | | | | | | | |
| Production time | 8 | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | | | | | | | |
| Speed | 15 | | | | | | | | | | | | | | | | | | | | | |
| Size | 14 | | | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 200 | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 8 hit | | | | | | | | | | | | | | | | | | | | | |
| Attack | 40 1 HPS | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 2 | | | | | | | | | | | | | | | | | | | | | |
|  |  F | Cacodemon <table><tr><td>Class</td><td><i>air, medium</i></td></tr><tr><td>Hits</td><td>225</td></tr><tr><td>Production time</td><td>20</td></tr><tr><td>Energy required</td><td>2</td></tr><tr><td>Speed</td><td>9</td></tr><tr><td>Size</td><td>14</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Pain state</td><td>every 6 hit</td></tr><tr><td>Attack</td><td>25 0,8 HPS</td></tr><tr><td>Base armor</td><td>2</td></tr></table> <p>Air unit with ranged attack. Deal x1,25 damage to <i>light</i> units, 0,75 to <i>air</i> and <i>massive</i> units, x0,5 to <i>mechanical</i> units. Attacking other Cacodemons only with melee attack (damage same as ranged attack). Advanced Cacodemon has 275 attack and sight ranges.</p> <p>Possible upgrades:</p> <p>- Firepower – increase missiles speed.</p> | Class | <i>air, medium</i> | Hits | 225 | Production time | 20 | Energy required | 2 | Speed | 9 | Size | 14 | Base sight/attack radius | 250 | Pain state | every 6 hit | Attack | 25 0,8 HPS | Base armor | 2 |
| Class | <i>air, medium</i> | | | | | | | | | | | | | | | | | | | | | |
| Hits | 225 | | | | | | | | | | | | | | | | | | | | | |
| Production time | 20 | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 2 | | | | | | | | | | | | | | | | | | | | | |
| Speed | 9 | | | | | | | | | | | | | | | | | | | | | |
| Size | 14 | | | | | | | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 6 hit | | | | | | | | | | | | | | | | | | | | | |
| Attack | 25 0,8 HPS | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 2 | | | | | | | | | | | | | | | | | | | | | |
|  |  G | Baron of Hell / Hell Knight <table><tr><td>Class</td><td><i>ground, medium</i></td></tr><tr><td>Hits</td><td>350</td></tr><tr><td>Production time</td><td>40</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Speed</td><td>9</td></tr><tr><td>Size</td><td>14</td></tr><tr><td>Sight/attack radius</td><td>250 common 190 against <u>air</u></td></tr><tr><td>Pain state</td><td>every 8 hit</td></tr><tr><td>Attack</td><td>50 0,8 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr></table> <p>Heavy ground unit with ranged attack. Attacking other Barons/Knights only with melee attack (damage same as ranged attack). Deal x0,5</p> | Class | <i>ground, medium</i> | Hits | 350 | Production time | 40 | Energy required | 4 | Speed | 9 | Size | 14 | Sight/attack radius | 250 common 190 against <u>air</u> | Pain state | every 8 hit | Attack | 50 0,8 HPS | Base armor | 3 |
| Class | <i>ground, medium</i> | | | | | | | | | | | | | | | | | | | | | |
| Hits | 350 | | | | | | | | | | | | | | | | | | | | | |
| Production time | 40 | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | | | | | | | |
| Speed | 9 | | | | | | | | | | | | | | | | | | | | | |
| Size | 14 | | | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 250 common 190 against <u>air</u> | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 8 hit | | | | | | | | | | | | | | | | | | | | | |
| Attack | 50 0,8 HPS | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 3 | | | | | | | | | | | | | | | | | | | | | |

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| | | <p>damage to <u>light</u> units, x0,75 to <u>air</u> and <u>mechanical</u> units. Baron Of Hell (red skin) – it advanced Hell Knight (white skin). Baron Of Hell take x0,5 damage. In UDOOM mode this unit spawns as Baron Of Hell.</p> <p>Possible upgrades:</p> <p>- Firepower – increase missiles speed.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
|  |  H | <p>Cyberdemon</p> <table><tr><td>Class</td><td><i>ground, massive</i></td></tr><tr><td>Hits</td><td>2000</td></tr><tr><td>Production time</td><td>90</td></tr><tr><td>Energy required</td><td>8</td></tr><tr><td>Speed</td><td>10</td></tr><tr><td>Size</td><td>20</td></tr><tr><td>Base sight/attack radius</td><td>250 common 190 against <u>air</u></td></tr><tr><td>Pain state</td><td>every 15 hit 100</td></tr><tr><td>Attack</td><td>0,85 HPS 45 SDR</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Requirements</td><td><i>Hell Monastery</i> building</td></tr></table> <p>Heavy ground unit with ranged attack. Deal x1,5 damage to <u>buildings</u> and x0,5 to <u>light</u> units. You can't product Cyberdemon when Mastermind production in progress. Don't take splash-damage from rockets and grenades. Advanced Cyberdemon has 275 attack (against <u>ground</u>) and sight ranges.</p> | Class | <i>ground, massive</i> | Hits | 2000 | Production time | 90 | Energy required | 8 | Speed | 10 | Size | 20 | Base sight/attack radius | 250 common 190 against <u>air</u> | Pain state | every 15 hit 100 | Attack | 0,85 HPS 45 SDR | Base armor | 3 | Max count | 1 | Requirements | <i>Hell Monastery</i> building |
| Class | <i>ground, massive</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hits | 2000 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Production time | 90 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 8 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Speed | 10 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | 20 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 common 190 against <u>air</u> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 15 hit 100 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | 0,85 HPS 45 SDR | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 3 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Requirements | <i>Hell Monastery</i> building | | | | | | | | | | | | | | | | | | | | | | | | | |
|  |  V | <p>Spider Mastermind</p> <table><tr><td>Class</td><td><i>ground, massive</i></td></tr><tr><td>Hits</td><td>2000</td></tr><tr><td>Production time</td><td>90</td></tr><tr><td>Energy required</td><td>8</td></tr><tr><td>Speed</td><td>10</td></tr><tr><td>Size</td><td>35</td></tr><tr><td>Base sight/attack radius</td><td>275</td></tr><tr><td>Pain state</td><td>every 15 hit 12</td></tr><tr><td>Attack</td><td>9 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Max count</td><td>1</td></tr><tr><td>Requirements</td><td><i>Hell Monastery</i> building</td></tr></table> <p>Heavy ground unit with ranged attack. Deal x0,5 damage to <u>buildings</u>, x0,75 to <u>mechs</u> and x1,5 to <u>light</u> units. You can't product Mastermind when Cyberdemon production in progress. Don't take splash-damage from rockets and grenades. Advanced Mastermind has 325 attack (against <u>ground</u>) and sight ranges.</p> | Class | <i>ground, massive</i> | Hits | 2000 | Production time | 90 | Energy required | 8 | Speed | 10 | Size | 35 | Base sight/attack radius | 275 | Pain state | every 15 hit 12 | Attack | 9 HPS | Base armor | 3 | Max count | 1 | Requirements | <i>Hell Monastery</i> building |
| Class | <i>ground, massive</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hits | 2000 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Production time | 90 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 8 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Speed | 10 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | 35 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base sight/attack radius | 275 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 15 hit 12 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | 9 HPS | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 3 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Max count | 1 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Requirements | <i>Hell Monastery</i> building | | | | | | | | | | | | | | | | | | | | | | | | | |

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|  |  B | <p>Pain Elemental</p> <table><tr><td>Class</td><td><i>air, medium</i></td></tr><tr><td>Hits</td><td>200</td></tr><tr><td>Production time</td><td>40</td></tr><tr><td>Energy required</td><td>6</td></tr><tr><td>Speed</td><td>9</td></tr><tr><td>Size</td><td>14</td></tr><tr><td>Sight radius</td><td>250</td></tr><tr><td>Attack radius</td><td>350</td></tr><tr><td>Pain state</td><td>every 3 hit</td></tr><tr><td>Attack</td><td>spawn Lost Soul 0.6 HPS</td></tr><tr><td>Requirements</td><td>Hell Monastery building</td></tr></table> <p>Flying unit. Spawn Lost Soul when attack or on «Action» order. Advanced Pain Elemental spawn advanced Lost Souls and spawn 3 Lost Souls after death.</p> | Class | <i>air, medium</i> | Hits | 200 | Production time | 40 | Energy required | 6 | Speed | 9 | Size | 14 | Sight radius | 250 | Attack radius | 350 | Pain state | every 3 hit | Attack | spawn Lost Soul 0.6 HPS | Requirements | Hell Monastery building | | |
| Class | <i>air, medium</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hits | 200 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Production time | 40 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Speed | 9 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | 14 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sight radius | 250 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack radius | 350 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 3 hit | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | spawn Lost Soul 0.6 HPS | | | | | | | | | | | | | | | | | | | | | | | | | |
| Requirements | Hell Monastery building | | | | | | | | | | | | | | | | | | | | | | | | | |
|  |  N | <p>Revenant</p> <table><tr><td>Class</td><td><i>ground, light</i></td></tr><tr><td>Hits</td><td>200</td></tr><tr><td>Production time</td><td>40</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Speed</td><td>12</td></tr><tr><td>Size</td><td>13</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Pain state</td><td>every 7 hit</td></tr><tr><td>Attack</td><td>30 0.8 HPS</td></tr><tr><td>Requirements</td><td>Hell Monastery building</td></tr></table> <p>Ground unit with ranged attack. Deal x0,5 damage to <i>ground</i> units and <i>buildings</i>. Attacking other Revenants only with melee attack (damage same as ranged attack). Advanced Revenant has 350 attack ranges against <i>air</i>.</p> <p>Possible upgrades: - Revenant missile upgrade - missiles become homing.</p> | Class | <i>ground, light</i> | Hits | 200 | Production time | 40 | Energy required | 4 | Speed | 12 | Size | 13 | Base sight/attack radius | 250 | Pain state | every 7 hit | Attack | 30 0.8 HPS | Requirements | Hell Monastery building | | | | |
| Class | <i>ground, light</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hits | 200 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Production time | 40 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 4 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Speed | 12 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | 13 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base sight/attack radius | 250 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 7 hit | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | 30 0.8 HPS | | | | | | | | | | | | | | | | | | | | | | | | | |
| Requirements | Hell Monastery building | | | | | | | | | | | | | | | | | | | | | | | | | |
|  |  Ctrl + R | <p>Mancubus</p> <table><tr><td>Class</td><td><i>ground, massive</i></td></tr><tr><td>Hits</td><td>400</td></tr><tr><td>Production time</td><td>60</td></tr><tr><td>Energy required</td><td>6</td></tr><tr><td>Speed</td><td>6</td></tr><tr><td>Size</td><td>20</td></tr><tr><td>Sight radius</td><td>250</td></tr><tr><td>Attack radius</td><td>300 common 150 against <i>air</i></td></tr><tr><td>Pain state</td><td>every 4 hit</td></tr><tr><td>Attack</td><td>35x2 1.2 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Requirements</td><td>Hell Monastery building Ancient Evil upgrade</td></tr></table> <p>Strong ground unit with ranged attack. Deal x1,5 to <i>buildings</i>, x0,5 to <i>light</i> units and x0,75 to <i>air</i> and <i>mechs</i>. Cannot attack other Mancubus. Advanced Mancubus have «<i>pain state</i>» resist.</p> | Class | <i>ground, massive</i> | Hits | 400 | Production time | 60 | Energy required | 6 | Speed | 6 | Size | 20 | Sight radius | 250 | Attack radius | 300 common 150 against <i>air</i> | Pain state | every 4 hit | Attack | 35x2 1.2 HPS | Base armor | 3 | Requirements | Hell Monastery building Ancient Evil upgrade |
| Class | <i>ground, massive</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hits | 400 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Production time | 60 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy required | 6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Speed | 6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | 20 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sight radius | 250 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack radius | 300 common 150 against <i>air</i> | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pain state | every 4 hit | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | 35x2 1.2 HPS | | | | | | | | | | | | | | | | | | | | | | | | | |
| Base armor | 3 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Requirements | Hell Monastery building Ancient Evil upgrade | | | | | | | | | | | | | | | | | | | | | | | | | |

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|  |  Ctrl + T | <p>Arachnotron</p> <p>Class <i>ground, massive</i></p> <p>Hits 350</p> <p>Production time 60</p> <p>Energy required 6</p> <p>Speed 9</p> <p>Size 20</p> <p>Sight/attack radius 250</p> <p>Pain state every 4 hit</p> <p>Attack 15</p> <p>Base armor 4</p> <p>Requirements <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade</p> <p>Strong ground unit with ranged attack. Deal x2 damage to <i>mechs</i>, x0,5 <i>light</i> and <i>air</i> units, x0,75 to <i>buildings</i>. Cannot attack other Arachnotrons. Advanced Arachnotron has 325 attack ranges.</p> |
|  |  Ctrl + Y | <p>ArchVile</p> <p>Class <i>ground, medium</i></p> <p>Hits 400</p> <p>Production time 90</p> <p>Energy required 12</p> <p>Speed 15</p> <p>Size 15</p> <p>Sight radius 250</p> <p>Attack radius 450</p> <p>Pain state every 12 hit</p> <p>Attack 90</p> <p>Base armor 0.4 HPS 15 SDR</p> <p>Requirements <i>Hell Altar</i> building <i>Ancient Evil</i> upgrade</p> <p>Strong ground unit with ranged attack. Cannot attack <i>buildings</i>. Advanced ArchVile can resurrect dead units.</p> |

SPECIAL UNITS





| | | |
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|  | Ctrl + F G H V B N U | <p>Zombies</p> <p>Class <i>ground / air, light</i></p> <p>Size 12</p> <p>Pain state every 2 hit</p> <p>Requirements <i>Hell Military Unit</i> building</p> <p>UAC Infantry corrupted by advanced Lost Soul. Zombies don't have UAC Infantry abilities (Engineer's mines, Medic's paralyze bullets).</p> |
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Possible upgrades for all Hell units:





- **Ranged attack upgrade** (for units with ranged attacks);
- **Unit armor upgrade**;
- **Regeneration** – damaged units will slowly regenerate their health;
- **Pain threshold** - decrease "pain state" chance.

UAC UNITS

UAC units have no «pain state».

| Sprite | Icon / hot key | Description | | | | | | | | | | | | | | | | | | |
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|  |  R | Engineer <table><tr><td>Class</td><td><i>ground, light</i></td></tr><tr><td>Hits</td><td>100</td></tr><tr><td>Production time</td><td>10</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Speed</td><td>13</td></tr><tr><td>Size</td><td>12</td></tr><tr><td>Sight/attack radius</td><td>220 common 165 against <u>air</u></td></tr><tr><td>Attack</td><td>6 1.7 HPS</td></tr><tr><td>Place in transport</td><td>1</td></tr></table> <p>Weak ground unit with ranged attack. Can repair own and allies damaged <u>mechanical</u> units. Deal x1,5 damage to <u>light</u> units, x0,5 to <u>massive</u> and x0,25 to <u>mechanical</u> units. Advanced Engineer can paralyze <u>mechs</u> when attack it.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Advanced repair and healing - increase the efficiency of repairing;- Shock Mines - Engineer can set Shock Mines (use «Action» order). | Class | <i>ground, light</i> | Hits | 100 | Production time | 10 | Energy required | 1 | Speed | 13 | Size | 12 | Sight/attack radius | 220 common 165 against <u>air</u> | Attack | 6 1.7 HPS | Place in transport | 1 |
| Class | <i>ground, light</i> | | | | | | | | | | | | | | | | | | | |
| Hits | 100 | | | | | | | | | | | | | | | | | | | |
| Production time | 10 | | | | | | | | | | | | | | | | | | | |
| Energy required | 1 | | | | | | | | | | | | | | | | | | | |
| Speed | 13 | | | | | | | | | | | | | | | | | | | |
| Size | 12 | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 220 common 165 against <u>air</u> | | | | | | | | | | | | | | | | | | | |
| Attack | 6 1.7 HPS | | | | | | | | | | | | | | | | | | | |
| Place in transport | 1 | | | | | | | | | | | | | | | | | | | |
|  |  T | Medic <table><tr><td>Class</td><td><i>ground, light</i></td></tr><tr><td>Hits</td><td>100</td></tr><tr><td>Production time</td><td>10</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Speed</td><td>13</td></tr><tr><td>Size</td><td>12</td></tr><tr><td>Sight/attack radius</td><td>220 common 165 against <u>air</u></td></tr><tr><td>Attack</td><td>6 1.5 HPS</td></tr><tr><td>Place in transport</td><td>1</td></tr></table> <p>Weak ground unit with ranged attack. Can repair own and allies damaged <u>biological</u> units. Deal x1,5 damage to <u>light</u> units, x0,5 to <u>massive</u> and x0,25 to <u>mechanical</u> units. Advanced Medic can paralyze <u>biological</u> units.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Advanced repair and healing - increase the efficiency of healing. | Class | <i>ground, light</i> | Hits | 100 | Production time | 10 | Energy required | 1 | Speed | 13 | Size | 12 | Sight/attack radius | 220 common 165 against <u>air</u> | Attack | 6 1.5 HPS | Place in transport | 1 |
| Class | <i>ground, light</i> | | | | | | | | | | | | | | | | | | | |
| Hits | 100 | | | | | | | | | | | | | | | | | | | |
| Production time | 10 | | | | | | | | | | | | | | | | | | | |
| Energy required | 1 | | | | | | | | | | | | | | | | | | | |
| Speed | 13 | | | | | | | | | | | | | | | | | | | |
| Size | 12 | | | | | | | | | | | | | | | | | | | |
| Sight/attack radius | 220 common 165 against <u>air</u> | | | | | | | | | | | | | | | | | | | |
| Attack | 6 1.5 HPS | | | | | | | | | | | | | | | | | | | |
| Place in transport | 1 | | | | | | | | | | | | | | | | | | | |

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|  |  Y | <p>Sergeant</p> <p>Class <i>ground, light</i></p> <p>Hits 100</p> <p>Production time 10</p> <p>Energy required 2</p> <p>Speed 13</p> <p>Size 12</p> <p>Sight/attack radius 240</p> <div style="display: flex; justify-content: space-between;"> <div> <p>Not advanced:</p> <p>- min: 9</p> <p>- max: 28</p> <p>max SDR: 30</p> </div> <div> <p>Advanced:</p> <p>- min: 12</p> <p>- max: 41</p> <p>max SDR: 40</p> <p>1 HPS, min SDR: 10</p> </div> </div> <p>Attack</p> <p>Place in transport 1</p> <p>Ground unit with ranged attack. Deal x0,5 damage to <u>fly</u>, <u>light</u> and <u>massive</u> units, x0,25 to <u>mechanical</u> units. Damage and splash-range depends from distance to target. Advanced Sergeant deal more damage and have more SDR. Sergeant's attack set Hell units into «<i>pain state</i>» more often than other units attack.</p> |
|  |  F | <p>Commando</p> <p>Class <i>ground, light</i></p> <p>Hits 100</p> <p>Production time 15</p> <p>Energy required 2</p> <p>Speed 12</p> <p>Size 12</p> <p>Sight/attack radius 250 common</p> <p>Attack 6 8 HPS</p> <p>Place in transport 1</p> <p>Ground unit with ranged attack. Deal x1,5 damage to <u>light</u> units, x0,5 to <u>massive</u> and x0,25 to <u>mechanical</u> units. Advanced Commando has invisibility.</p> |
|  |  G | <p>Artillery soldier</p> <p>Class <i>ground, light</i></p> <p>Hits 100</p> <p>Production time 30</p> <p>Energy required 4</p> <p>Speed 10</p> <p>Size 12</p> <p>Base sight/attack radius 250</p> <p>Attack 50 0.6 HPS</p> <p>Place in transport 1</p> <p>Requirements UAC Weapon Factory building</p> <p>Ground unit with ranged attack. Deal x1,5 damage to <u>buildings</u> and x0,5 damage to <u>light</u> and <u>mechs</u> units. Cannot attack <u>air</u> units. Cannot attack</p> |

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| | | units closer than 45 pixels. Advanced Artillery soldier have 275 attack and sight radius. |
|  |  H | <p>Major</p> <p>Class <i>ground/air, light</i></p> <p>Hits 100</p> <p>Production time 20</p> <p>Energy required 4</p> <p>Speed Not advanced: 9 Advanced: 13</p> <p>Size 12</p> <p>Sight/attack radius 250</p> <p>Attack 15 4 HPS</p> <p>Place in transport 1</p> <p>Requirements UAC Weapon Factory building</p> <p>Ground/air unit with ranged attack. Deal x1,5 damage to <u>mechs</u>, x0,5 <u>light</u> and <u>air</u> units, x0,75 to <u>buildings</u>. Advanced Major can fly (use «Action» order).</p> |
|  |  V | <p>BFG Marine</p> <p>Class <i>ground, light</i></p> <p>Hits 100</p> <p>Production time 60</p> <p>Energy required 5</p> <p>Speed 10</p> <p>Size 12</p> <p>Sight/attack radius 250 125</p> <p>Attack 125 SDR 0.4 HPS</p> <p>Place in transport 1</p> <p>Requirements UAC Weapon Factory building</p> <p>Ground unit with strong ranged attack. Damage depend from target's size radius. Deal x0,5 damage to <u>buildings</u>. Advanced BFG Marine has 275 attack and sight ranges.</p> |

Possible upgrades for all UAC Infantry:

- **Infantry armor upgrade;**
- **Lightweight armor** - increase infantry move speed



B

Air APC

| | |
|-----------------------------------|------------------------------------|
| Class | <i>mech, ground</i> |
| Hits | 250 |
| Production time | 25 |
| Energy required | 3 |
| Speed | 22 |
| Size | 30 |
| Sight/attack radius | 250 |
| Attack (upgrade) | 6/12 2 HPS |
| Base transport place count | 10 |
| Base armor | 3 |
| Requirements | UAC Weapon Factory building |

Fast air transport. Can transporting all ground UAC units. Advanced **Air APC** has 14 places.

Possible upgrades:
- APC turret.







N



Ground APC

| | |
|-----------------------------------|------------------------------------|
| Class | <i>mech, ground</i> |
| Hits | 350 |
| Production time | 25 |
| Energy required | 3 |
| Speed | 15 |
| Size | 15 |
| Sight/attack radius | 250 |
| Attack (after upgrade) | 6/12 2 HPS |
| Base transport place count | 4 |
| Base armor | 3 |
| Places in transport | 8 |
| Requirements | UAC Weapon Factory building |

Fast ground transport. Can transporting all ground **UAC infantry**. Advanced **Ground APC** has 6 places. Marines can attack while they in APC.

Possible upgrades:
- APC turret.

| | | |
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|  |  Ctrl + R | <p>Terminator</p> <p> Class <i>mech, ground</i> Hits 400 Production time 60 Energy required 6 Speed 14 Size 16 Sight/attack radius 275 common Attack 6/12 8 HPS Base armor 3 Place in transport 3 </p> <p> Requirements UAC Tech Center building High technologies upgrade </p> <p>Heavy ground unit with ranged attack. Attacking with chain gun (not advanced - like Commando/advanced like Mastermind).</p> |
|  |  Ctrl + T | <p>Tank</p> <p> Class <i>mech, ground</i> Hits 450 Production time 60 Energy required 8 Speed 10 Size 20 Sight/attack radius 250 Attack 45 SDR 0.6 HPS Base armor 3 Place in transport 7 </p> <p> Requirements UAC Tech Center building High technologies upgrade </p> <p>Heavy ground unit with ranged attack. Deal x1,5 damage to <u>buildings</u> and x0,5 damage to <u>light</u> units. Cannot attack <u>air</u> units. Cannot attack units closer than 45 pixels. Advanced Tank has 325 attack ranges.</p> |











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|  |  | Flyer Class <i>mech, air</i> Hits 350 Production time 60 Energy required 8 Speed 19 Size 18 Sight/attack radius 275 Attack 30 Attack 2 HPS Base armor 3 Requirements UAC Tech Center building High technologies upgrade Heavy air unit with ranged attack. Deal x0,5 damage to <u>ground</u> units and <u>buildings</u> . Advanced Flyer has 350 attack ranges against <u>air</u> . |
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

















Possible upgrades for all UAC Mechs:



- **Mech armor upgrade;**
- **Advanced engines** - increase mechs move speed.

UPGRADES









Hell













| Icon / Hot key | Time Energy Level | Description | Requirements |
|------------------------------------------------------------------------------------------|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
|  R | 180 4 4 | Range attack upgrade Increase all ranged attacks damage. | |
|  T | 180 4 4 | Unit armor upgrade Increase unit's armor. | |
|  Y | 120 4 4 | Buildings armor upgrade Increase buildings armor. | |
|  F | 60 2 3 | Melee attack upgrade Increase all melee attacks damage. | |
|  G | 120 3 2 | Regeneration Damaged units will slowly regenerate their health. | |
|  H | 60 2 3 | Pain threshold Decrease "pain state" chance. | |
|  V | 120 3 3 | Hell Eye Lost Soul ability & Hell Eye sight radius. In UDOOM game mod, last level of upgrade make Hell Eye invisible. | |
|  B | 120 3 3 | Tower range upgrade Increased range of defensive structures. | |
|  N | 120 2 3 | Teleport upgrade Decrease teleport cooldown. | |
|  U | 180 3 1 | Hell Keep teleportation Hell Keep can teleport to any location. | |









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|  I |  120 3 2 | Decay Aura Hell Keep will damage all enemies around. Also, this aura neutralize UAC Medic's toxins effects on own and allied units. | |
|  O |  120 2 2 | Hell Keep range upgrade Increased Hell Keep view/build range. | |
|  J |  60 3 1 | Demon`s anger Increased Demon`s movement and attack speed. | |
|  K |  120 2 1 | Firepower Increase missiles speed for Imp , Cacodemon and Baron of Hell/Hell Knight . | |
|  L |  20 10 15 | Hell power Allow Hell Monastery upgrade units. | Hell Monastery building |
|  Ctrl+R |  120 12 1 | Ancient evil New buildings, units and upgrades. | |
|  Ctrl+T |  120 3 1 | Reverse teleport Units can teleport back to Hell Teleport . | Hell Monastery building Ancient evil upgrade |
|  Ctrl+Y |  120 2 1 | Revenant missile upgrade Missiles become homing | |
|  Ctrl+F |  120 2 1 | Hell Totem and Eye invisibility | |
|  Ctrl+G |  120 2 3 | Building restoration Damaged buildings will slowly regenerate their health. | |
|  Ctrl+H |  60 2 1 | Free teleportation Hell Keep can teleport on obstacles. | |
|  Ctrl+V |  30 1 15 | Short distance teleportation Hell Symbols , Towers , Totems can teleport to short distance. | |

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|  Ctrl+B | 180 10 1 | Invulnerability Charges for Hell Altar's ability. | Hell Altar building Ancient evil upgrade |
|  Ctrl+N | 180 4 3 | Built-in Hell Symbol Additional energy for Hell Keep . | |

UAC

| Icon / Hot key | Time Energy Level | Description | Requirements |
|-------------------------------------------------------------------------------------------------|------------------------------------|-----------------------------------------------------------------------------------------------------------|--------------|
|  R | 180 4 4 | Range attack upgrade Increase all ranged attacks damage. | |
|  T | 120 4 5 | Unit armor upgrade Increase infantry unit's armor. | |
|  Y | 180 4 4 | Buildings armor upgrade Increase buildings armor. | |
|  F | 60 3 3 | Advanced repair and healing Increases the efficiency of repair/healing of Engineers and Medics. | |
|  G | 120 3 2 | Lightweight armor Increase infantry move speed. | |
|  H | 120 2 2 | APC turret Weapon for APCs. | |
|  V | 120 3 1 | Detector device Radar and mines becomes detectors. | |
|  B | 120 3 3 | Turrets range upgrade Increased attack range of defensive structures. | |

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|  N | 120 2 3 | Radar upgrade Increase radar scouting time and radius. | |
|  U | 180 3 1 | Command Center engines Command Center gains ability to fly. | |
|  I | 180 4 1 | Command Center turret Flying Command Center will be able to attack | Command Center engines upgrade |
|  O | 120 2 2 | Command Center range Increased Command Center's view/build range. | |
|  J | 60 4 1 | Shock Mines Engineer ability. | |
|  K | 60 2 1 | Mine-sensor Shock Mine ability. | Shock Mines upgrade |
|  L | 120 12 1 | Advanced armory Tech Center will be able to upgrade own units. | UAC Tech Center building |
|  Ctrl+R | 120 12 1 | High technologies New buildings, units and upgrades. | |
|  Ctrl+T | 180 12 8 | Missile strike Missile for Rocket Launcher Station . | UAC Tech Center building High technologies upgrade |
|  Ctrl+Y | 120 3 2 | Advanced engines Increase mechs move speed. | |
|  Ctrl+F | 180 4 4 | Mech armor upgrade Increase mechs armor. | |
|  Ctrl+G | 120 2 1 | Fast rearming Decrease Tech Center reloading time. | |

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|  Ctrl+H |  60 2 1 | Free placement Command Center will be able to land on obstacles. | UAC Tech Center building High technologies upgrade |
|  Ctrl+V |  120 3 2 | Turrets armor Additional armor for turrets. | |
|  Ctrl+B |  120 4 1 | Rocket turrets Allows you to build Rocket turrets . | |
|  Ctrl+N |  180 4 3 | Built-in generator Additional energy for Command Center . | |