

# The Ultimate MarsWars



The Ultimate MarsWars is a real-time strategy game set in the Doom 2 universe.  
Current version: 52.

Abbreviations used:

MLBC - left mouse click.

MRBC - right mouse click.

MMBC - middle mouse button click.

HPS – hits per second.

SDR – splash damage range.

# Main menu

Menu controls:

- For most menu items, use MLBC or MRBC to change their value.
- Some items need to be selected before editing. Use MLBC to select them and the keyboard to change the value.

## MAP

Map settings:

*Random seed* [0-4294967295] – determines the positions of obstacles and player starts.

*Size* [2000-8000] – map size.

*Lakes* – lake's obstacles part.

*Obstacles* – obstacles count multiplier.

*Symmetric* – symmetry option.

*Random map* – set random map settings.

The type of liquid in lakes (such as **water**, **toxic waste**, **blood**, **mud**, **lava**, and others) and the texture of the land depend on the number. Liquids do not damage units.

## PLAYERS

Players table.

Player name	Status	Side	Team	Color
DoomPlayer	<	RANDOM	1	Red
AI 7	C	RANDOM	2	Orange
AI 7	C	RANDOM	3	Yellow
AI 7	C	RANDOM	4	Green
AI 7	C	RANDOM	5	Cyan
AI 7	C	RANDOM	6	Blue

Fields description and controls:

*Player name:*

- If *Status* = "C" (computer player), use MLBC here to switch AI level;
- If *Status* = "C" (computer player) or " " (empty slot), use MRBC here to move yourself to that position.

*Status:*

" " (no symbol) – empty slot;

"C" – computer player.

For multiplayer games:

"+" or "-" – Player "ready"/"not ready" status;

"?" – Connection problem;

"@" – Host player (server);

"<" – You position.

Use MLBC here to add/remove AI players.

*Side* – **Hell** or **UAC**. If *Team* = "-" this field will contain "**OBSERV**" value.

*Team* – team number [-,1-6]; players with the same team number are allies; values "-" mean this player is an *observer*.

*Color* – player color; color cannot be changed.

During a multiplayer game, only the host player (server) can change the status, team, or AI level of the computer players on that table.

## SETTINGS

Subsection "GAME":

*COLORED SHADOWS* – change the color of the unit shadows to the color of the player;

*SHOW APM* – APM information;

*HEALTH BARS* – an option to draw the units' health bars;

*RIGHT CLICK* – right-click order type;

*SCROLL SPEED* – camera movement speed;

*MOUSE SCROLL* – toggle on/off the ability to move the camera with the mouse at the edge of the screen;

*PLAYER NAME* – your name in the game; cannot be changed when the game has already started or when creating a multiplayer game;

*UI LANGUAGE* – English or Russian;

*CONTROL PANEL POSITION* - top/bottom/left/right edge of the screen;

*PLAYERS COLOR* – choose the color scheme of each player.

Subsection "VIDEO":

*WINDOW RESOLUTION*;

*WINDOWED* – full screen or windowed;

*SHOW FPS* – FPS information.

Subsection "SOUND" – music and game sounds volume.

## SAVE/LOAD

Save and load game. You cannot save/load a game in multiplayer mode.

## REPLAYS

Game replays.

## CAMPAINGS

Campaign missions. Unavailable yet.

## SCIRMISH

Subsections *GAME OPTIONS* and *RECORD*. You can toggle game recording on and off at any time. See **Game mechanics -> Game options** manual section to learn more about *GAME OPTIONS*.

## MULTIPLAYER

Server/client settings and game chat.

## Dedicated server

*Dedicated server* – a special version of the game that does not load any game resources and immediately starts working as a server. To start a *dedicated server*, run it with the following parameters:

MarsWars\_ded.exe [X]

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

After connecting to a dedicated server, you can use text commands in the game chat to manage game settings. Use the -h or -help command to display all available chat commands. The game will start automatically when all players are ready (Field *Ready* = "+"). After 10 seconds of the last player disconnecting, the server will reset the game.

# Game mechanics

## Game control panel

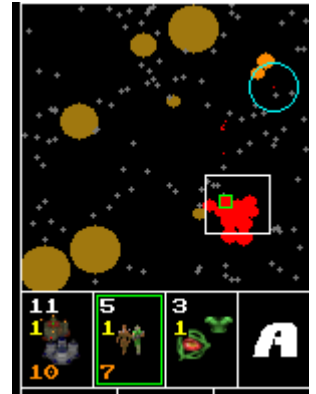
*Game minimap:*

Minimap indicator types:

- **Green** pulse circle – unit ready;
- **Green** pulse square – construction complete;
- **Yellow** pulse square – upgrade complete;
- **Aqua** pulse circle - unit promoted;
- **Red** pulse circle – unit is under attack;
- **Red** pulse square – base is under attack.

*Tabs:*

- *Buildings* – available buildings;
- *Units* – available units;
- *Upgrades/researches* – available upgrades/researches;
- *Controls* – basic unit orders and game controls.



Numbers on icons:

- Green** – total number of selected units/buildings;
- Yellow** – number of productions;
- Orange** or **gray** - total number of that type of building/unit or research level;
- Purple** - number of units of that type in selected transport(s);
- White** - time left to finish production;
- Aqua** – ability recharge time;



## Unit selection, orders and hotkeys

Use the left mouse button to select a unit and the right mouse button to give a command. You can add units to the selection using the "**Shift**" key. Use double left click on a unit or single click with the "**Ctrl**" key to select every unit of this type on the screen. To bind units to a hotkey group, select them and press "**Ctrl**+"1..9". To add units to a group, select them and press "**Alt**+"1..9". Use the double group hotkey to move the camera to the nearest units in this group. The "**F2**" hotkey will select all combat units on the map. Double "**F2**" hotkey will move the camera to a nearest combat unit. For buildings that can produce units, you can set the rally point by right-clicking the mouse.



## Basic orders

- Mouse right click – "Move" or "Move+Attack" depending on your choice in the settings;
- "Special ability" (**Q**) – perform a special ability (if available, see the unit's tooltip).
- "Special ability at point" (**W**) – performs a special ability at specified point (if available, see the unit's tooltip).
- "Rebuild/Upgrade" (**E**) – start a rebuild/upgrade (if a unit has this mechanic, see unit tooltip).
- "Move" (**A**), "Stay" (**S**), "Patrol" (**D**), attack enemies;
- "Move" (**Z**), "Stay" (**X**), "Patrol" (**C**), ignore enemies;
- "Cancel production" (**Ctrl+C**) – cancel current production;
- "Select all battle units" (**F2**);
- "Destroy" (**Delete**) – destroy selected units;
- "Alarm mark" (**F5**) – set a mark for allies;
- "Right-click action" (**Ctrl+Space**) – toggle right-click order.

## Other game controls

"**TAB**" – switching the tab of the game control panel;

Tab "*Buildings*": **R T Y F G H V B N U I O J K L** – buildings;

Tab "*Units*": **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** – 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 over units;

- "**Pause/Break**" – pause/resume game (only network game).

- "**PrtScr**" – make a screenshot.

- "**Enter**" – game chat;

- "**Shift+Enter**" – chat with all players;

- "**Ctrl+Enter**" – chat with allies.

## Replay controls

- "Faster game speed" (**Q**) – toggle the faster game speed on or off;

- "Skip backward":

- **MLBC** or **W** - rewind 2 seconds;

- **MRBC** or **Ctrl+W** - rewind 10 seconds;

- **MMBC** or **Alt+W** - rewind 1 minute;

- "Skip forward":

- **MLBC** or **E** - fast-forward 2 seconds;

- **MRBC** or **Ctrl+E** - fast-forward 10 seconds;

- **MMBC** or **Alt+E** - fast-forward 1 minute;

- "Pause" (**A**) – toggle playback pause;

- "Player-recorder POV" (**S**) - camera of the player who recorded the replay;

- "List of game messages" (**D**) – show/hide chat history;

- "Fog of war" (**Z**) – toggle fog of war;

- "All players" (**0**) – all players vision;

- "Player [1-6]" (**1-6**) – vision of player #1-6.



## Observer mode controls

- "Fog of war" (**Q**) – toggle fog of war;

- "All players" (**0**) – all players vision;

- "Player [1-6]" (**1-6**) – vision of player #1-6.



## Test mode

Test mode is a special game mode that allows player to use some cheats.

Test mode only works in single player mode. To start the game in test mode, use StartTestMode.bat or run \*.exe file with the following parameters:

MarsWars.exe test

then start the match and use next hotkeys:

- **END** - toggle to fast game speed;

- **Ctrl+END** - in invasion mode, switch to the next wave;

- **HOME** - toggle instant production;

- **PageUp** - toggle AI for current player;

- **PageDown** – toggle invulnerability for current player;

- **BackSpace** – toggle fog of war;

- **F3** – cancel all upgrades for current player;

- **F5-F11** – switch current player to player #0-6;

- **Insert** – toggle screen redrawing.

## Other UI elements



- 1) **Time** – the game time;
- 2) Game mode specific information;
- 3) **Energy** section – **free energy level** / **maximum energy level**;
- 4) **Army** section – limit of **all units** (units + buildings); put the cursor here to see limits for each category;
- 5) FPS/APM info;
- 6) Unit groups info.

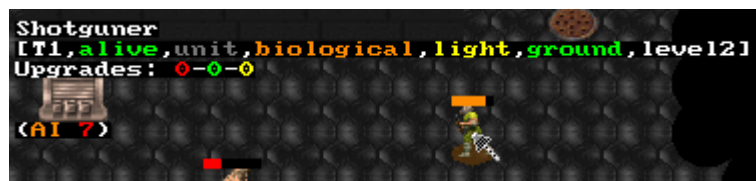
## Tooltip format

```
Tank (J,600,4,56)
[T2,unit,mechanical,heavy,ground]
Hits: 6000. Immune to splash damage.

Arming/Abilities: -ranged attack, targets: [alive,ground], impact 62x2*1: x3 [building].

Requirements: Science Facility
Produced by: Vehicle Factory
```

(full format)



(short format)

Name (**hotkey**, **energy**, **limit use/upgrade max level**, **production time**,\*)

[Unit categories and attributes]

Upgrades **A-B-C** **A** – sum of attack upgrades; **B** – sum of armor upgrades; **C** – sum of other upgrades.

Description

**Requirements:** (if defined)

**Produced by:** (for units/buildings only) which buildings can produce this unit/building;

\* - (only for upgrades) means that it is possible to produce this upgrade in more than one building at the same time.

(**PLAYER-OWNER**)

Arming/Abilities hint format:

```
-ranged attack, targets: [alive,ground], impact 62x2*1: x3 [building].
```

\* - type of weapon/ability;

\* - possible targets;

\* - damage and rate of fire (62 – damage of missile, x2 – number of missiles per shot, \*1 – shots per second);

\* - damage modifiers;

## Camera movement

Possible ways to move the game camera:

- keyboard arrow keys;
- middle mouse button;
- by moving the cursor to the edges of the screen; this method can be toggled on or off in the game settings.

The speed of the camera movement can be changed in the game settings.

## Base construction

You must have at least one builder to build a base. Switch the control panel to "*Buildings*" tab and click on the building icon to select the type of a building you require. If the requirements for the selected building type are not met, the game will display an error message; otherwise, the game will draw the building's sprite and a circle around the mouse cursor. The radius of the circle is the radius of the building. If the circle is **red**, the building needs more space; if it is **blue**, the construction site is too far away from the nearest builder, **green** means the building can be built in the designated area.

## Unit construction

Any unit may be built if the player has at least one building capable of producing that type of unit, and the unit's other requirements are met. Switch the control panel to "*Units*" tab and click on the unit icon. If the requirements for the selected unit type are not met, the game will display an error message. If no unit production building is selected, the game sends the production order to any unused production building; otherwise it sends the order to selected production buildings.

**It is impossible to create a unit production queue.**

## Upgrades production

Go to the "*Upgrades/Research*" tab in the Control Panel and click the upgrade icon. If the requirements for the selected upgrade type are not met, the game will display an error message. If no upgrade production facility is selected, the game sends the production order to any unused production facility, otherwise it sends the order to selected production facilities.

**It is impossible to create an upgrade production queue.**

## Resources

There is no gold/wood/minerals/etc. like in other RTS games. There is an energy level, which means how many buildings/units/upgrades the player can produce at the same time. When the player starts production, the game decreases the current energy level according to production energy cost, and returns the energy when the production is completed.

## Army limit

Maximum unit limit (**all units + all buildings!**) for each player: **125**.



## Game options

GAME OPTIONS	
Game mode:	Skirmish
Builders at game start:	6
Fixed player starts:	-
Fill empty slots:	AI 4
Generators:	neutral(15 min)
Observer mode after lose:	+
Random skirmish	

### Game modes:

**Skirmish** – the default mode. *Victory conditions:* destroy all opposing players.

**3x3** – red+orange+yellow vs green+aqua+blue players. *Victory conditions* are the same as in Skirmish game mode.

**2x2x2** – red+orange vs yellow+green vs aqua+blue players. *Victory conditions* are the same as in Skirmish game mode.

**Capturing points** – there are 4 points on the map that need to be captured. *Victory conditions:* capture all of these points.

**Invasion** – all players are united in a single team against powerful monsters. *Victory conditions:* survive 20 waves.

**King of the Hill** – like Capturing points mode, but there is only one point to capture in the center of the map. *Victory conditions:* capture and hold the central map area for 1 minute.

**Battle Royal** – there is a circle of death that begins to shrink from the map's borders to its center. All units outside the circle die. *Victory conditions:* be the last one alive.

Builders at the game start: specify how many builders the players will have at the start of the game.

Fixed player starts: if set ("+") the game will show you player start positions on the map.

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

Generators: the "own" value means that players can build their own generators and builders.

Other values mean

- players cannot build their own generators and builders;
- the game spawns neutral generators, which can be captured by players;
- the captured generator increases the energy level of all players of the team owning the generator;
- neutral generators can have a configured lifetime.

Observer mode after lose: players who lose their entire army become observers;

Random skirmish: create a random map and random game settings.



# Units and buildings

## Basics

### Unit categories and attributes

[T1,alive,building,mechanical,heavy,ground]

[T1,unit,biological,heavy,ground]

[T1,unit,mechanical,heavy,flying,transport]

[T2,unit,mechanical,heavy,ground]

[T1,building,mechanical,light,ground,detector]

[T3,unit,biological,heavy,ground]

[T1,alive,unit,biological,light,flying,level2]

[T1,alive,unit,mechanical,light,floater,invulnerable]

*Categories – each unit must be in all of the following categories:*

- T1/T2/T3 – formal technical level of the unit;
- alive or dead;
- building or unit;
- mechanical or biological;
- light or heavy
- fly, floater or ground; floater is a ground unit that can move over map obstacles;

*Attributes – units can have some of these attributes:*

- transport – unit is a transport;
- level X – current level of the unit, where X is level [2-4]. Level 1 units do not have this attribute;
- detector – unit can detect invisible units;
- invulnerable – unit is invulnerable;
- stunned – unit is temporary stunned.

Some attributes are not shown in the hint. Some others give additional visual effect to the unit:

"Hell Vision" ability effect:

invulnerable effect:

level 2-3-4 units have these marks:

detector attribute give to unit this mark:

advanced buildings have this marker:

UAC Radar "Scan" ability effect:



## Some basic mechanics

Unfinished buildings have no armor and take 100% damage. If the **maximum** energy level drops to 0 - all your buildings will explode. If the **free** energy level drops to 0 or less - all your production will stop. If a player loses all their builders, all of their units will be revealed on the map. Hits regeneration period is 2 seconds.

## Pain State

Some units have a "Pain State": a 1-second stun state after a certain number of damage hits. "Pain State" is accompanied with a special sound and unit animation.

## Veteran system

All combat units gain combat experience and increase their level. All units spawn at level 1 and can be upgraded to level 4. With each new level, the unit increases its damage, armor, and pain threshold. The damage and armor bonus from each new level is  $2 * \text{unit-limit-consumption}$ . The pain threshold bonus is an additional 2 hits that the unit can take before "Pain State" occurs. In long-range combat, a unit must be in combat for 30 seconds to get level 2, 1 minute to get level 3, and 1.5 minutes to get level 4. In melee it will take half as long for the unit to reach next level.


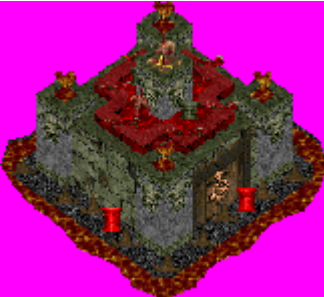

## Damage and armor mechanics


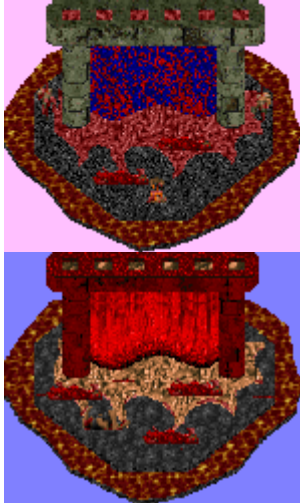

When a unit attacks another, the following sequence is initiated:


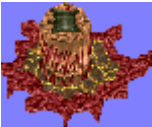
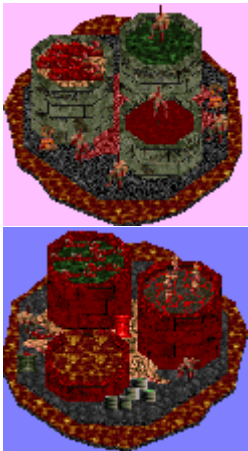
- 1) The game takes the basic damage of the attacking unit and adds the bonus of its level and the attack upgrades of this unit.
- 2) Damage modifiers are applied to the resulting damage.
- 3) The game calculates the armor of the attacked unit and subtracts it from the damage of the attacking unit. The resulting damage cannot be less than 1.
- 4) The attacked unit takes resulting damage.



# BUILDINGS

## HELL




Sprite	Description
	<p><b>Hell Keep</b></p> <p><b>Hotkey:</b> R  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 56  <b>Energy required:</b> 900  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Upgrades:</b>  - Hell Keep Range Upgrade - vision range +40;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;  Builder. Increases energy level(+300). Can be rebuilt into "Great Hell Keep". Special ability: "Blink"{Req.: "Hell Keep Blink Charge"}. Aura effect: decay aura: 6*2 {Req.: "Decay Aura"}</p>
	<p><b>Great Hell Keep</b></p> <p><b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 84  <b>Energy required:</b> 600  <b>Upgrades:</b>  - Hell Keep Range Upgrade - vision range +40;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;  Builder. Increases energy level (+600). Special ability: "Blink"{Req.: "Hell Keep Blink Charge"}. Aura effect: decay aura: 6*2 {Req.: "Decay Aura"}</p>
	<p><b>Hell Command Center</b></p> <p><b>Hotkey:</b> F  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground, transport]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 84  <b>Energy required:</b> 900  <b>Base transport capacity:</b> 30  <b>Constructed by:</b> Hell Command Center, Advanced Hell Command Center  <b>Arming/Abilities:</b>  - ranged attack, min. range: 66, max. range: 280, targets: [alive] except [Imp], impact 62*1, upgrade: Hell Firepower(+8), factor: x1.5 [unit, biological, heavy];  <b>Upgrades:</b>  - Hell Keep Range Upgrade - vision range +40;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;  Corrupted Command Center. Builder. Increases energy level (+300). Can be rebuilt into into "Advanced Hell Command Center". Special ability: "Flight Engines".</p>

Sprite	Description
	<p><b>Advanced Hell Command Center</b></p> <p><b>Hotkey:</b> F  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground, transport]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 112  <b>Energy required:</b> 600  <b>Base transport capacity:</b> 30</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 66, max. range: 280, targets: [alive] except [Imp], impact 62*1, upgrade: Hell Firepower(+8), factor: x1.5 [unit, biological, heavy];</p> <p><b>Upgrades:</b>  - Hell Keep Range Upgrade - vision range +40;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;</p> <p>Corrupted Advanced Command Center. Builder. Increases energy level (+600).  Special ability: "Flight Engines".</p>
	<p><b>Demon`s Gate</b></p> <p><b>Hotkey:</b> T  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 60  <b>Base vision range:</b> 120  <b>Build time:</b> 56  <b>Energy required:</b> 300</p> <p><b>Constructed by:</b> Hell Keep, Great Hell Keep</p> <p><b>Upgrades:</b>  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;</p> <p>Unit production. Can be rebuilt into "Demon`s Gate [level2]" {Req.: "Castle of the Damned"}.</p>
	<p><b>Zombie Barracks</b></p> <p><b>Hotkey:</b> G  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 60  <b>Base vision range:</b> 120  <b>Build time:</b> 56  <b>Energy required:</b> 300</p> <p><b>Constructed by:</b> Hell Command Center, Advanced Hell Command Center</p> <p><b>Upgrades:</b>  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;</p> <p>Corrupted Barracks. Unit production. Can be rebuilt into "Zombie Barracks[level2]" {Req.: "Advanced Hell Command Center"}.</p>



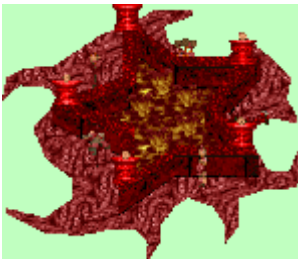
Sprite	Description
	<p><b>Unholy Symbol</b></p> <p><b>Hotkey:</b> Y  <b>Categories/Attributes:</b> [T1, building, mechanical, light, ground]  <b>Max hits:</b> 750  <b>Limit used:</b> 1  <b>Size:</b> 22  <b>Base vision range:</b> 44  <b>Build time:</b> 28  <b>Energy required:</b> 50</p> <p><b>Constructed by:</b> Hell Keep, Great Hell Keep, Hell Command Center, Advanced Hell Command Center</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Increases energy level (+25). Can be rebuilt into "Great Unholy Symbol".</p>
	<p><b>Great Unholy Symbol</b></p> <p><b>Categories/Attributes:</b> [T1, building, mechanical, light, ground]  <b>Max hits:</b> 750  <b>Limit used:</b> 1  <b>Size:</b> 22  <b>Base vision range:</b> 44  <b>Build time:</b> 56</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Increases energy level (+50).</p>
	<p><b>Infernal Pools</b></p> <p><b>Hotkey:</b> H  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 53  <b>Base vision range:</b> 106  <b>Build time:</b> 56  <b>Energy required:</b> 300</p> <p><b>Constructed by:</b> Hell Keep, Great Hell Keep</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Research and upgrade facility. Can be upgrade to "Infernal Pools[level2]" {Req.: "Castle of the Damned"}.</p>


Sprite	Description
	<p><b>Guard Tower</b></p> <p><b>Hotkey:</b> V  <b>Categories/Attributes:</b> [T1, building, mechanical, light, ground]  <b>Max hits:</b> 5000  <b>Limit used:</b> 1  <b>Size:</b> 20  <b>Base vision range:</b> 275  <b>Build time:</b> 35  <b>Energy required:</b> 200  <b>Constructed by:</b> Hell Keep, Great Hell Keep, Hell Command Center, Advanced Hell Command Center  <b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive] except [Imp], impact 62*3, upgrade: Hell Firepower(+8), factor: x1.5 [unit, biological, heavy];  <b>Upgrades:</b>  - Demonic Spirits - vision range +25;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;</p> <p>Defensive structure. Special ability: "Blink" {Req.: "Tower Teleportation Charge"}.</p>
	<p><b>Totem of Horror</b></p> <p><b>Hotkey:</b> B  <b>Categories/Attributes:</b> [T3, building, mechanical, light, ground]  <b>Max hits:</b> 3000  <b>Limit used:</b> 1  <b>Size:</b> 21  <b>Base vision range:</b> 275  <b>Build time:</b> 42  <b>Energy required:</b> 300  <b>Requirements:</b> Castle of the Damned  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Arming/Abilities:</b>  - ranged attack, max. range: vision range+100, targets: [alive, unit], impact 496*0.5, splash damage radius: 20;  <b>Upgrades:</b>  - Demonic Spirits - vision range +25;  - Stone Walls - armor +16;  - Building Restoration - hits regeneration +8;  - Adaptive Foundation - allows building this structure on doodads;  - Totem of Horror Invisibility - Totem of Horror becomes invisible;</p> <p>Advanced defensive structure. Special ability: "Blink" {Req.: "Tower Teleportation Charge"}.</p>






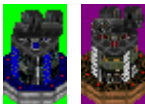
Sprite	Description
	<p><b>Pentagram of Death</b></p> <p><b>Hotkey:</b> U  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 65  <b>Base vision range:</b> 130  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>Requirements:</b> Infernal Pools  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul>
	<p><b>Monastery of Despair</b></p> <p><b>Hotkey:</b> I  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 65  <b>Base vision range:</b> 130  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>Requirements:</b> Infernal Pools  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul>
	<p><b>Castle of the Damned</b></p> <p><b>Hotkey:</b> O  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 86  <b>Base vision range:</b> 172  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>Requirements:</b> Infernal Pools  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul>






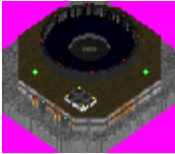
Sprite	Description
	<p><b>Evil Eye</b></p> <p><b>Hotkey:</b> J  <b>Categories/Attributes:</b> [T1, building, mechanical, light, ground, detector]  <b>Max hits:</b> 62  <b>Limit used:</b> 1  <b>Size:</b> 10  <b>Base vision range:</b> 300  <b>Build time:</b> 28  <b>Energy required:</b> 50  <b>Constructed by:</b> Hell Keep, Great Hell Keep, Evil Eye, Hell Command Center, Advanced Hell Command Center</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Evil Eye Upgrade - vision range +50;</li> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Passive scouting and detection. Special ability: "Hell Vision".</p>
	<p><b>Teleporter</b></p> <p><b>Hotkey:</b> K  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 3000  <b>Limit used:</b> 4  <b>Size:</b> 28  <b>Base vision range:</b> 100  <b>Build time:</b> 56  <b>Energy required:</b> 400  <b>Requirements:</b> Great Hell Keep  <b>Constructed by:</b> Hell Keep, Great Hell Keep</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Reverse Teleportation - units can teleport back to the Teleporter;</li> <li>- Teleporter Upgrade - reduced cooldown on Teleporter ability;</li> </ul> <p>Special ability: "Teleportation".</p>
	<p><b>Altar of Pain</b></p> <p><b>Hotkey:</b> L  <b>Categories/Attributes:</b> [T3, building, mechanical, heavy, ground]  <b>Max hits:</b> 3000  <b>Limit used:</b> 1  <b>Size:</b> 50  <b>Base vision range:</b> 100  <b>Build time:</b> 56  <b>Energy required:</b> 200  <b>Requirements:</b> Pentagram of Death, Monastery of Despair, Castle of the Damned  <b>Constructed by:</b> Hell Keep, Great Hell Keep  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Stone Walls - armor +16;</li> <li>- Building Restoration - hits regeneration +8;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Special ability: "Invulnerability" {Req.: "Invulnerability Sphere"}.</p>

Sprite	Description
	<p><b>Command Center</b></p> <p><b>Hotkey:</b> R  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 84  <b>Energy required:</b> 900  <b>Zombie variant:</b> Hell Command Center  <b>Zombification hits:</b> 3750</p> <p><b>Constructed by:</b> Command Center, Advanced Command Center</p> <p><b>Arming/Abilities:</b></p> <ul style="list-style-type: none"> <li>- ranged attack, min. range: 66, max. range: 280, targets: [alive], impact 62*1, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, mechanical], {Req.: "Command Center Turret"};</li> </ul> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Command Center Range Upgrade - vision range +40;</li> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Builder. Increases energy level (+300). Can be rebuilt into "Advanced Command Center". Special ability: "Flight Engines" {Req.: "Command Center Flight Engines"}.</p>
	<p><b>Advanced Command Center</b></p> <p><b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 66  <b>Base vision range:</b> 280  <b>Build time:</b> 64  <b>Energy required:</b> 600  <b>Zombie variant:</b> Advanced Hell Command Center  <b>Zombification hits:</b> 3750</p> <p><b>Arming/Abilities:</b></p> <ul style="list-style-type: none"> <li>- ranged attack, min. range: 66, max. range: 280, targets: [alive], impact 62*1, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, mechanical], {Req.: "Command Center Turret"};</li> </ul> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Command Center Range Upgrade - vision range +40;</li> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Builder. Increases energy level (+600). Special ability: "Flight Engines" {Req.: "Command Center Flight Engines"}.</p>

Sprite	Description
	<p><b>Barracks</b></p> <p><b>Hotkey:</b> T  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 60  <b>Base vision range:</b> 120  <b>Build time:</b> 56  <b>Energy required:</b> 300  <b>Zombie variant:</b> Zombie Barracks  <b>Zombification hits:</b> 2500</p> <p><b>Constructed by:</b> Command Center, Advanced Command Center  <b>Upgrades:</b>  - Concrete Walls - armor +16;</p> <p>Unit production. Can be rebuilt into "Barracks [level2]" {Req.: "Computer Station"}.</p>
	<p><b>Vehicle Factory</b></p> <p><b>Hotkey:</b> G  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 60  <b>Base vision range:</b> 120  <b>Build time:</b> 56  <b>Energy required:</b> 300  <b>Requirements:</b> Weapons Factory  <b>Constructed by:</b> Command Center, Advanced Command Center</p> <p><b>Upgrades:</b>  - Concrete Walls - armor +16;</p> <p>Unit production. Can be rebuilt into "Vehicle Factory [level2]" {Req.: "Computer Station"}.</p>
	<p><b>Generator</b></p> <p><b>Hotkey:</b> Y  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 1500  <b>Limit used:</b> 2  <b>Size:</b> 44  <b>Base vision range:</b> 88  <b>Build time:</b> 28  <b>Energy required:</b> 100</p> <p><b>Constructed by:</b> Command Center, Advanced Command Center</p> <p><b>Upgrades:</b>  - Concrete Walls - armor +16;  - Adaptive Foundation - allows building this structure on doodads;</p> <p>Increases energy level (+50). Can be rebuilt into "Advanced Generator".</p>



Sprite	Description
	<p><b>Advanced Generator</b></p> <p><b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 1500  <b>Limit used:</b> 2  <b>Size:</b> 44  <b>Base vision range:</b> 88  <b>Build time:</b> 56</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Increases energy level (+100).</p>
	<p><b>Weapons Factory</b></p> <p><b>Hotkey:</b> H  <b>Categories/Attributes:</b> [T1,building,mechanical,heavy,ground]  <b>Max hits:</b> 10000  <b>Limit used:</b> 1  <b>Size:</b> 62  <b>Base vision range:</b> 124  <b>Build time:</b> 56  <b>Energy required:</b> 300  <b>Constructed by:</b> Command Center, Advanced Command Center</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Research and upgrade facility. Can be rebuilt into "Weapons Factory [level2]" {Req.: "Computer Station"}.</p>
	<p><b>Anti-ground Turret</b></p> <p><b>Hotkey:</b> V  <b>Categories/Attributes:</b> [T1,building,mechanical,light,ground]  <b>Max hits:</b> 5000  <b>Limit used:</b> 1  <b>Size:</b> 15  <b>Base vision range:</b> 275  <b>Build time:</b> 35  <b>Energy required:</b> 200</p> <p><b>Constructed by:</b> Command Center, Advanced Command Center  <b>Arming/Abilities:</b></p> <ul style="list-style-type: none"> <li>- ranged attack, max. range: vision range, targets: [alive, unit, mechanical, ground], impact 62*3, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, mechanical], {Req.: "Anti-ground Plasmagun"};</li> <li>- ranged attack, max. range: vision range, targets: [alive, ground], impact 62*3, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, biological, light];</li> </ul> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Spotlights - vision range +25;</li> <li>- Additional Armoring - armor +16;</li> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Anti-ground defensive structure. Can be rebuilt into "Anti-air Turret".</p>

Sprite	Description
	<p><b>Anti-air Turret</b></p> <p><b>Hotkey:</b> B  <b>Categories/Attributes:</b> [T1, building, mechanical, light, ground]  <b>Max hits:</b> 5000  <b>Limit used:</b> 1  <b>Size:</b> 15  <b>Base vision range:</b> 275  <b>Build time:</b> 35  <b>Energy required:</b> 200</p> <p><b>Constructed by:</b> Command Center, Advanced Command Center  <b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, flying], impact 62*3,  upgrade: Weapons Upgrade (+8), factor: x1.5 [flying];</p> <p><b>Upgrades:</b>  - Spotlights - vision range +25;  - Additional Armoring - armor +16;  - Concrete Walls - armor +16;  - Adaptive Foundation - allows building this structure on doodads;  - Fragmentation Missiles - anti-air missiles do extra damage around the target (splash damage radius: 20);</p> <p>Anti-air defensive structure. Can be rebuilt into "Anti-ground Turret".</p>
	<p><b>Science Facility</b></p> <p><b>Hotkey:</b> I  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 86  <b>Base vision range:</b> 172  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>Requirements:</b> Weapons Factory  <b>Constructed by:</b> Command Center, Advanced Command Center  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b>  - Concrete Walls - armor +16;  - Adaptive Foundation - allows building this structure on doodads;</p>
	<p><b>Computer Station</b></p> <p><b>Hotkey:</b> O  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground]  <b>Max hits:</b> 15000  <b>Limit used:</b> 1  <b>Size:</b> 70  <b>Base vision range:</b> 140  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>Requirements:</b> Weapons Factory  <b>Constructed by:</b> Command Center, Advanced Command Center  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b>  - Concrete Walls - armor +16;  - Adaptive Foundation - allows building this structure on doodads;</p>



Sprite	Description
	<p><b>Radar</b></p> <p><b>Hotkey:</b> J  <b>Categories/Attributes:</b> [T1, building, mechanical, heavy, ground, detector]  <b>Max hits:</b> 3000  <b>Limit used:</b> 2  <b>Size:</b> 35  <b>Base vision range:</b> 300  <b>Build time:</b> 56  <b>Energy required:</b> 200  <b>Requirements:</b> Weapons Factory  <b>Constructed by:</b> Command Center, Advanced Command Center</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Radar Upgrade - vision range +25;</li> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Reveals map. Special ability: "Scan".</p>
	<p><b>Rocket Launcher Station</b></p> <p><b>Hotkey:</b> L  <b>Categories/Attributes:</b> [T3, building, mechanical, heavy, ground]  <b>Max hits:</b> 3000  <b>Limit used:</b> 2  <b>Size:</b> 40  <b>Base vision range:</b> 80  <b>Build time:</b> 56  <b>Energy required:</b> 200  <b>Requirements:</b> Science Facility, Computer Station  <b>Constructed by:</b> Command Center, Advanced Command Center  <b>Maximum number:</b> 1</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Concrete Walls - armor +16;</li> <li>- Adaptive Foundation - allows building this structure on doodads;</li> </ul> <p>Special ability: "Missile Strike" {Req.: "Rocket Strike Charge"}.</p>



# UNITS



## HELL UNITS



Sprite	Description
	<p><b>Imp</b></p> <p><b>Hotkey:</b> R  <b>Categories/Attributes:</b> [T1, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 11  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 4  <b>Slots in transport:</b> 1</p> <p><b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive] except [Imp], impact 62*1, upgrade: Hell Firepower (+8), factor: x1.5 [unit, biological, heavy];  - melee attack, targets: [Imp], impact 62*1, upgrade: Claws and Teeth(+8);</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +2;</p>
	<p><b>Pinky Demon</b></p> <p><b>Hotkey:</b> T  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, ground]  <b>Max hits:</b> 1500  <b>Limit used:</b> 1.5  <b>Size:</b> 14  <b>Base movement speed:</b> 20  <b>Base vision range:</b> 200  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>PainState base threshold:</b> 8  <b>Slots in transport:</b> 2  <b>Requirements:</b> Infernal Pools  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - melee attack, targets: [alive, ground], impact 62*2, upgrade: Claws and Teeth(+8), factor: x1.5 [heavy];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;  - Ghost Monsters - Pinky Demons can move over obstacles;  - Specters - Pinky Demons become invisible;</p>







Sprite	Description
	<p><b>Cacodemon</b></p> <p><b>Hotkey:</b> Y  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, flying]  <b>Max hits:</b> 1500  <b>Limit used:</b> 1.5  <b>Size:</b> 14  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>PainState base threshold:</b> 8  <b>Requirements:</b> Infernal Pools  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive] except [Cacodemon], impact 93*1, upgrade: Hell Firepower(+8), factor: x1.5 [unit, mechanical];  - melee attack, targets: [Cacodemon], impact 62*1, upgrade: Claws and Teeth(+8);</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;</p>
	<p><b>Hell Knight</b></p> <p><b>Hotkey:</b> F  <b>Categories/Attributes:</b> [T1,unit,biological,light,ground]  <b>Max hits:</b> 2000  <b>Limit used:</b> 2  <b>Size:</b> 14  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 250  <b>Build time:</b> 42  <b>Energy required:</b> 300  <b>PainState base threshold:</b> 8  <b>Slots in transport:</b> 3  <b>Requirements:</b> Infernal Pools  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground] except [Hell Knight, Baron of Hell], impact 124*1, upgrade: Hell Firepower(+8), factor: x1.5 [unit, light];  - melee attack, targets: [Hell Knight, Baron of Hell], impact 62*1, upgrade: Claws and Teeth(+8);</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;</p>



Sprite	Description
	<p><b>Baron of Hell</b></p> <p><b>Hotkey:</b> G  <b>Categories/Attributes:</b> [T1,unit,biological,heavy,ground]  <b>Max hits:</b> 4000  <b>Limit used:</b> 3  <b>Size:</b> 14  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 250  <b>Build time:</b> 42  <b>Energy required:</b> 500  <b>PainState base threshold:</b> 8  <b>Slots in transport:</b> 3  <b>Requirements:</b> Infernal Pools  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground] except [Hell Knight, Baron of Hell], impact 124*1, upgrade: Hell Firepower(+8), factor: x1.5 [unit, light];  - melee attack, targets: [Hell Knight, Baron of Hell], impact 62*1, upgrade: Claws and Teeth(+8);</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;</p>
	<p><b>Spider Mastermind</b></p> <p><b>Hotkey:</b> H  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, ground]  <b>Max hits:</b> 14000  <b>Limit used:</b> 10  <b>Size:</b> 35  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 275  <b>Build time:</b> 112  <b>Energy required:</b> 1200  <b>PainState base threshold:</b> 8  <b>Slots in transport:</b> 12  <b>Requirements:</b> Pentagram of Death  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 62*6, upgrade: Demonic Weapons (+8), factor: x1.5 [light];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;</p> <p>Immune to splash damage.</p>

Sprite	Description
	<p><b>Cyberdemon</b></p> <p><b>Hotkey:</b> V  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, ground]  <b>Max hits:</b> 19000  <b>Limit used:</b> 12  <b>Size:</b> 20  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 275  <b>Build time:</b> 140  <b>Energy required:</b> 1400  <b>PainState base threshold:</b> 10  <b>Slots in transport:</b> 12  <b>Requirements:</b> Pentagram of Death  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 310*1, splash damage radius: 40, upgrade: Demon`s Weapons(+8), factor: x3 [building],x0.5 [unit, light];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;</p> <p>Immune to splash damage.</p>
	<p><b>Pain Elemental</b></p> <p><b>Hotkey:</b> B  <b>Categories/Attributes:</b> [T2, unit, biological, heavy, flying]  <b>Max hits:</b> 1500  <b>Limit used:</b> 1  <b>Size:</b> 15  <b>Base movement speed:</b> 7  <b>Base vision range:</b> 225  <b>Build time:</b> 56  <b>Energy required:</b> 400  <b>PainState base threshold:</b> 3  <b>Requirements:</b> Monastery of Despair  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - spawn "Phantom", max. range: vision range+50, targets: [alive], impact *0.5, {Req.: "Phantoms"};  - spawn "Lost Soul", max. range: vision range+50, targets: [alive], impact *0.5;</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +2;</p> <p>Special ability: "Spawn Lost Soul".</p>



Sprite	Description
	<p><b>Revenant</b></p> <p><b>Hotkey:</b> N  <b>Categories/Attributes:</b> [T2, unit, biological, heavy, ground]  <b>Max hits:</b> 1500  <b>Limit used:</b> 1.5  <b>Size:</b> 13  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>PainState base threshold:</b> 5  <b>Slots in transport:</b> 2  <b>Requirements:</b> Monastery of Despair  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, bonus anti-fly range: +75, targets: [alive] except [Revenant], impact 93*1, upgrade: Demon`s Weapons(+8), factor: x1.5 [flying];  - melee attack, targets: [Revenant], impact 62*1, upgrade: Claws and Teeth (+8);</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +3;</p>
	<p><b>Mancubus</b></p> <p><b>Hotkey:</b> U  <b>Categories/Attributes:</b> [T2, unit, biological, heavy, ground]  <b>Max hits:</b> 3600  <b>Limit used:</b> 3  <b>Size:</b> 20  <b>Base movement speed:</b> 7  <b>Base vision range:</b> 275  <b>Build time:</b> 42  <b>Energy required:</b> 500  <b>PainState base threshold:</b> 7  <b>Slots in transport:</b> 4  <b>Requirements:</b> Monastery of Despair  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, bonus anti-fly range: -50, targets: [alive] except [Mancubus], impact 62x2*1.2, upgrade: Demonic Weapons(+8), factor: x3 [building];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;</p>



Sprite	Description
	<p><b>Arachnotron</b></p> <p><b>Hotkey:</b> I  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, ground]  <b>Max hits:</b> 3000  <b>Limit used:</b> 3  <b>Size:</b> 20  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 275  <b>Build time:</b> 42  <b>Energy required:</b> 500  <b>PainState base threshold:</b> 7  <b>Slots in transport:</b> 4  <b>Requirements:</b> Monastery of Despair  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, bonus anti-fly range: -50, targets: [alive] except [Arachnotron], impact 62*3, upgrade: Demonic Weapons(+8), factor: x1.5 [unit,mechanical];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;</p>
	<p><b>Arch-Vile</b></p> <p><b>Hotkey:</b> O  <b>Categories/Attributes:</b> [T3,unit,biological,heavy,ground]  <b>Max hits:</b> 4000  <b>Limit used:</b> 4  <b>Size:</b> 14  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 275  <b>Build time:</b> 56  <b>Energy required:</b> 600  <b>PainState base threshold:</b> 7  <b>Slots in transport:</b> 4  <b>Requirements:</b> Altar of Pain  <b>Produced by:</b> Demon`s Gate</p> <p><b>Arming/Abilities:</b>  - resurrection, targets: [dead, demons &amp; zombies] except [Cyberdemon, Mastermind, Arch-Vile], impact *2, {Req.: "Resurrection"};  - ranged attack, max. range: vision range+75, targets: [alive, unit], impact 496*0.5, splash damage radius: 20;</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +4;</p>



Sprite	Description
	<p><b>Lost Soul</b></p> <p><b>Hotkey:</b> J  <b>Categories/Attributes:</b> [T1, unit, biological, light, flying]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 10  <b>Base movement speed:</b> 24  <b>Base vision range:</b> 225  <b>Build time:</b> 14  <b>Energy required:</b> 100  <b>PainState base threshold:</b> 1  <b>Produced by:</b> Zombie Barracks  <b>Maximum number:</b> 20</p> <p><b>Arming/Abilities:</b>  - melee attack, targets: [alive], impact 15*1, upgrade: Claws and Teeth(+8), factor: x0.5 [mechanical];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +1;</p>
	<p><b>Phantom</b></p> <p><b>Hotkey:</b> K  <b>Categories/Attributes:</b> [T1,unit,biological,light,flying]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 10  <b>Base movement speed:</b> 24  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 1  <b>Produced by:</b> Zombie Barracks  <b>Maximum number:</b> 20</p> <p><b>Arming/Abilities:</b>  - melee attack, +zombification, targets: [ground, flying], impact 15*1, upgrade: Claws and Teeth(+8), factor: x0.5 [mechanical];  - melee attack, targets: [alive], impact 15*1, upgrade: Claws and Teeth(+8), factor: x0.5 [mechanical];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +1;</p>


Sprite	Description
	<p><b>Former Zombie</b></p> <p><b>Hotkey:</b> L  <b>Categories/Attributes:</b> [T2,unit,biological,light,ground]  <b>Max hits:</b> 500  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 225  <b>Build time:</b> 14  <b>Energy required:</b> 100  <b>PainState base threshold:</b> 1  <b>Slots in transport:</b> 1</p> <p><b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 31*1, upgrade: Demon`s Weapons(+8), factor: x1.5 [unit, biological, light];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +1;</p>
	<p><b>Zombie Engineer</b></p> <p><b>Hotkey:</b> Ctrl+R  <b>Categories/Attributes:</b> [T2, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 200  <b>Build time:</b> 42  <b>Energy required:</b> 600  <b>PainState base threshold:</b> 2  <b>Slots in transport:</b> 2  <b>Requirements:</b> Zombie Barracks(x4)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - suicide, targets: [alive, ground], impact 620*1, splash damage radius: 80, factor: x3 [building],x0.5 [unit, light];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +1;</p>





Sprite	Description
	<p><b>Zombie Shotgunner</b></p> <p><b>Hotkey:</b> Ctrl+T  <b>Categories/Attributes:</b> [T2,unit,biological,light,ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 2  <b>Slots in transport:</b> 1  <b>Requirements:</b> Zombie Barracks(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground], impact 62*1, upgrade: Demon`s Weapons(+8), factor: x1.5 [unit, biological, heavy];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +1;</p>
	<p><b>Zombie SuperShotgunner</b></p> <p><b>Hotkey:</b> Ctrl+Y  <b>Categories/Attributes:</b> [T2,unit,biological,heavy,ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>PainState base threshold:</b> 3  <b>Slots in transport:</b> 1  <b>Requirements:</b> Zombie Barracks(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground], impact 186*0.67, upgrade: Demon`s Weapons(+8), factor: x1.5 [unit, biological, heavy],x0.5 [mechanical];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +2;</p>



Sprite	Description
	<p><b>Zombie Commando</b></p> <p><b>Hotkey:</b> Ctrl+F  <b>Categories/Attributes:</b> [T2,unit,biological,light,ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 4  <b>Slots in transport:</b> 1  <b>Requirements:</b> Zombie Barracks(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 62*1, upgrade: Demon`s Weapons(+8), factor: x1.5 [unit, biological, light];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +2;</p>
	<p><b>Anti-aircraft Zombie</b></p> <p><b>Hotkey:</b> Ctrl+G  <b>Categories/Attributes:</b> [T2,unit,biological,heavy,ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 8  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 4  <b>Slots in transport:</b> 1  <b>Requirements:</b> Zombie Barracks(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 40, max. range: vision range, bonus anti-fly range: +25, targets: [alive], impact 62*1, upgrade: Demon`s Weapons(+8), factor: x1.5 [flying];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +2;</p>



Sprite	Description
	<p><b>Zombie Siege Marine</b></p> <p><b>Hotkey:</b> Ctrl+H  <b>Categories/Attributes:</b> [T2, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 8  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>PainState base threshold:</b> 5  <b>Slots in transport:</b> 1  <b>Requirements:</b> Zombie Barracks(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 40, max. range: vision range+25, targets: [alive, ground], impact 62*1, splash damage radius: 20, upgrade: Demon`s Weapons(+8), factor: x3 [building];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +3;</p>
	<p><b>Zombie Plasmagunner</b></p> <p><b>Hotkey:</b> Ctrl+V  <b>Categories/Attributes:</b> [T2,unit,biological,heavy,flying]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1.5  <b>Size:</b> 12  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>PainState base threshold:</b> 5  <b>Requirements:</b> Zombie Barracks(x2), Advanced Hell Command Center  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 62*2, upgrade: Demon`s Weapons(+8), factor: x1.5 [unit, mechanical];</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +3;</p>

Sprite	Description
	<p><b>Zombie BFG Marine</b></p> <p><b>Hotkey:</b> Ctrl+B  <b>Categories/Attributes:</b> [T3, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 2  <b>Size:</b> 12  <b>Base movement speed:</b> 6  <b>Base vision range:</b> 225  <b>Build time:</b> 56  <b>Energy required:</b> 600  <b>PainState base threshold:</b> 5  <b>Slots in transport:</b> 2  <b>Requirements:</b> Zombie Barracks(x4), Advanced Hell Command Center(x3)  <b>Produced by:</b> Zombie Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range+50, targets: [alive], impact 248*0.5, splash damage radius: 160, factor: x target limit;</p> <p><b>Upgrades:</b>  - Hell Sight - vision range +25;  - Combat Flesh - armor +8;  - Flesh Regeneration - hits regeneration +8;  - Pain Threshold - PainState threshold +3;</p>



# UAC UNITS



Sprite	Description
	<p><b>Shotgunner</b></p> <p><b>Hotkey:</b> R  <b>Categories/Attributes:</b> [T1, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie Shotgunner  <b>Zombification hits:</b> 0</p> <p><b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground], impact 62*1, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, biological, heavy];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;  - Expansive bullets - more damage to [biological] (+8);</p>
	<p><b>SuperShotgunner</b></p> <p><b>Hotkey:</b> T  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1.5  <b>Size:</b> 12  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie SuperShotgunner  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory</p> <p><b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground], impact 186*0.67, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, biological, heavy],x0.5 [mechanical];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;  - Expansive bullets - more damage to [biological](+24);</p>



Sprite	Description
	<p><b>Commando</b></p> <p><b>Hotkey:</b> Y  <b>Categories/Attributes:</b> [T1, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie Commando  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 62*1, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, biological, light];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;  - Stealth Technology - Commando becomes invisible;</p>
	<p><b>Anti-aircraft Marine</b></p> <p><b>Hotkey:</b> F  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie Anti-aircraft Marine  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 40, max. range: vision range, bonus anti-fly range: +25, targets: [alive], impact 62*1, upgrade: Weapons Upgrade(+8), factor: x1.5 [flying];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;  - Fragmentation Missiles - anti-air missiles do extra damage around the target (splash damage radius: 20);</p>



Sprite	Description
	<p><b>Siege Marine</b></p> <p><b>Hotkey:</b> G  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 13  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie Siege Marine  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 40, max. range: vision range+25, targets: [alive,ground], impact 62*1, splash damage radius: 20, upgrade: Weapons Upgrade(+8), factor: x3 [building];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;</p>
	<p><b>Plasmagunner</b></p> <p><b>Hotkey:</b> H  <b>Categories/Attributes:</b> [T1, unit, biological, heavy, flying]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1.5  <b>Size:</b> 12  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 225  <b>Build time:</b> 35  <b>Energy required:</b> 250  <b>Zombie variant:</b> Zombie Plasmagunner  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive], impact 62*2, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, mechanical];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;</p>



Sprite	Description
	<p><b>BFG Marine</b></p> <p><b>Hotkey:</b> V  <b>Categories/Attributes:</b> [T3, unit, biological, heavy, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 2  <b>Size:</b> 13  <b>Base movement speed:</b> 10  <b>Base vision range:</b> 225  <b>Build time:</b> 56  <b>Energy required:</b> 600  <b>Slots in transport:</b> 2  <b>Zombie variant:</b> Zombie BFG Marine  <b>Zombification hits:</b> 0  <b>Requirements:</b> Science Facility, Computer Station  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range+50, targets: [alive], impact 248*0.5, splash damage radius: 160, upgrade: Weapons Upgrade(+8), factor: x target limit;</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;</p>
	<p><b>Medic</b></p> <p><b>Hotkey:</b> N  <b>Categories/Attributes:</b> [T1, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 200  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Former Zombie  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - heal/repair, targets: [alive, unit, biological], impact 45*1, upgrade: Advanced Tools(+24);  - ranged attack, max. range: vision range, targets: [alive, ground], impact 31*1, upgrade: Weapons Upgrade(+8);</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;</p>


Sprite	Description
	<p><b>Engineer</b></p> <p><b>Hotkey:</b> B  <b>Categories/Attributes:</b> [T1, unit, biological, light, ground]  <b>Max hits:</b> 1000  <b>Limit used:</b> 1  <b>Size:</b> 12  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 200  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Slots in transport:</b> 1  <b>Zombie variant:</b> Zombie Engineer  <b>Zombification hits:</b> 0  <b>Requirements:</b> Weapons Factory  <b>Produced by:</b> Barracks</p> <p><b>Arming/Abilities:</b>  - heal/repair, targets: [alive, mechanical], impact 45*1, upgrade: Advanced Tools(+32);  - ranged attack, max. range: vision range, targets: [alive], impact 31*1, upgrade: Weapons Upgrade(+8);</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Infantry Combat Armor Upgrade - armor +8;  - Lightweight Armor - movement speed +2;</p>
	<p><b>Drone</b></p> <p><b>Hotkey:</b> U  <b>Categories/Attributes:</b> [T1, unit, mechanical, light, ground]  <b>Max hits:</b> 2000  <b>Limit used:</b> 2  <b>Size:</b> 15  <b>Base movement speed:</b> 14  <b>Base vision range:</b> 250  <b>Build time:</b> 42  <b>Energy required:</b> 300  <b>Slots in transport:</b> 3</p> <p><b>Produced by:</b> Vehicle Factory</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, ground], impact 62*2, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, mechanical];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Mech Combat Armor Upgrade - armor +8;  - Advanced Engines - movement speed +2;  - Antigravity Platform - Drones can move over obstacles;  - Drone Transformation Protocol - A Drone can rebuild to Anti-ground turret;</p> <p>Special ability: transformation into "Anti-ground Turret" {Req.: "Drone Transformation Protocol"}.</p>












Sprite	Description
	<p><b>Dropship</b></p> <p><b>Hotkey:</b> I  <b>Categories/Attributes:</b> [T1, unit, mechanical, heavy, flying, transport]  <b>Max hits:</b> 2000  <b>Limit used:</b> 1  <b>Size:</b> 33  <b>Base movement speed:</b> 18  <b>Base vision range:</b> 225  <b>Build time:</b> 28  <b>Energy required:</b> 200  <b>Base transport capacity:</b> 8  <b>Requirements:</b> Advanced Command Center  <b>Produced by:</b> Vehicle Factory</p> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Light Amplification Visors - vision range +25;</li> <li>- Mech Combat Armor Upgrade - armor +8;</li> <li>- Advanced Engines - movement speed +2;</li> <li>- Dropship Upgrade - Increase the capacity of the Dropship (+4);</li> </ul> <p>Special ability: "Unload". Immune to splash damage.</p>
	<p><b>Terminator</b></p> <p><b>Hotkey:</b> O  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, ground]  <b>Max hits:</b> 2000  <b>Limit used:</b> 3  <b>Size:</b> 16  <b>Base movement speed:</b> 12  <b>Base vision range:</b> 275  <b>Build time:</b> 42  <b>Energy required:</b> 500  <b>Slots in transport:</b> 4  <b>Requirements:</b> Science Facility  <b>Produced by:</b> Vehicle Factory</p> <p><b>Arming/Abilities:</b></p> <ul style="list-style-type: none"> <li>- ranged attack, max. range: vision range, targets: [alive, ground], impact 62*4, upgrade: Weapons Upgrade(+8), factor: x1.5 [unit, biological],x0.5 [building];</li> </ul> <p><b>Upgrades:</b></p> <ul style="list-style-type: none"> <li>- Light Amplification Visors - vision range +25;</li> <li>- Mech Combat Armor Upgrade - armor +8;</li> <li>- Advanced Engines - movement speed +2;</li> <li>- Expansive bullets - more damage to [biological](+8);</li> </ul> <p>Immune to splash damage.</p>

Sprite	Description
	<p><b>Tank</b></p> <p><b>Hotkey:</b> J  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, ground]  <b>Max hits:</b> 6000  <b>Limit used:</b> 4  <b>Size:</b> 20  <b>Base movement speed:</b> 8  <b>Base vision range:</b> 225  <b>Build time:</b> 56  <b>Energy required:</b> 600  <b>Slots in transport:</b> 6  <b>Requirements:</b> Science Facility  <b>Produced by:</b> Vehicle Factory</p> <p><b>Arming/Abilities:</b>  - ranged attack, min. range: 40, max. range: vision range+75, targets: [alive, ground], impact 62x2*1, splash damage radius: 20, upgrade: Weapons Upgrade(+8), factor: x3 [building];</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Mech Combat Armor Upgrade - armor +8;  - Advanced Engines - movement speed +2;</p> <p>Immune to splash damage.</p>
	<p><b>Fighter</b></p> <p><b>Hotkey:</b> K  <b>Categories/Attributes:</b> [T2, unit, mechanical, heavy, flying]  <b>Max hits:</b> 2000  <b>Limit used:</b> 3  <b>Size:</b> 18  <b>Base movement speed:</b> 16  <b>Base vision range:</b> 225  <b>Build time:</b> 42  <b>Energy required:</b> 500  <b>Requirements:</b> Science Facility  <b>Produced by:</b> Vehicle Factory</p> <p><b>Arming/Abilities:</b>  - ranged attack, max. range: vision range, targets: [alive, flying], impact 62x2*2, upgrade: Weapons Upgrade(+8), factor: x1.5 [flying];  - ranged attack, max. range: vision range, targets: [alive, ground], impact 62*2, upgrade: Weapons Upgrade(+8), {Req.: "Fighter Laser Gun"};</p> <p><b>Upgrades:</b>  - Light Amplification Visors - vision range +25;  - Mech Combat Armor Upgrade - armor +8;  - Advanced Engines - movement speed +2;  - Fragmentation Missiles - anti-air missiles do extra damage around the target (splash damage radius: 20);</p> <p>Immune to splash damage.</p>







# UPGRADES

## Hell

Icon	Description
	<p>&lt;name&gt; (<b>hot key</b>, <b>energy required</b>, <b>time required</b>, <b>levels</b>,*)</p> <p>* - means that it is possible to produce this upgrade in many buildings at the same time.</p>
	<p>Hell Firepower (<b>R</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the damage of ranged attacks for T1 units and defensive structures.</p>
	<p>Combat Flesh (<b>T</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the armor of all Hell units.</p>
	<p>Stone Walls (<b>Y</b>,600/900/1200/1500/1800,60/100/140/180/220,x5)</p> <p>Increase the armor of all Hell buildings.</p>
	<p>Claws and Teeth (<b>F</b>,600/900/1200/1500/1800,60/100/140/180/220,x5)</p> <p>Increase the damage of melee attacks.</p>
	<p>Flesh Regeneration (<b>G</b>,300/600,60/90,x2)</p> <p>Health regeneration for all Hell units.</p>
	<p>Pain Threshold (<b>H</b>,600/600,60/60,x2)</p> <p>Hell units can take more hits before being stunned by pain.</p>
	<p>Hell Keep Range Upgrade (<b>V</b>,600/600,60/75,x2)</p> <p>Increase the Hell Keep's range of vision.</p>
	<p>Hell Keep Blink Charge (<b>B</b>,300,180,x1)</p> <p>Charge for the Hell Keep's ability.</p>
	<p>Adaptive Foundation (<b>N</b>,600,75,x1)</p> <p>All buildings, except the Teleporter and unit-producing structures, can be placed on doodads.</p>
	<p>Decay Aura (<b>U</b>,600,60,x1)</p> <p>Hell Keep damages all nearby enemy units. Decay Aura damage ignores unit armor. <b>Requirements:</b> Great Hell Keep</p>
	<p>Demonic Spirits (<b>I</b>,600/900,60/75,x2)</p> <p>Increase the range of defensive structures. <b>Requirements:</b> Great Hell Keep</p>
	<p>Ghost Monsters (<b>O</b>,600,60,x1)</p> <p>Pinky Demons can move over obstacles. <b>Requirements:</b> Great Hell Keep</p>
	<p>Specters (<b>J</b>,600,60,x1)</p> <p>Pinky Demon becomes invisible. <b>Requirements:</b> Great Hell Keep</p>

	<p>Hell Sight (<b>K</b>,600/900,60/90,x2)</p> <p>Increase the sight range of all Hell units.  <b>Requirements:</b> Monastery of Despair</p>
	<p>Phantoms (<b>L</b>,600,60,x1)</p> <p>Pain Elemental spawns Phantoms instead of Lost Souls.  <b>Requirements:</b> Monastery of Despair</p>
	<p>Demonic Weapons (<b>Ctrl+R</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the damage of ranged attacks for T2 units and defensive structures.  <b>Requirements:</b> Monastery of Despair</p>
	<p>Teleporter Upgrade (<b>Ctrl+T</b>,400/600,60/90,x2)</p> <p>Reduced cooldown on Teleporter ability.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Reverse Teleportation (<b>Ctrl+Y</b>,600,60,x1)</p> <p>Units can teleport back to the Teleporter.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Evil Eye Upgrade (<b>Ctrl+F</b>,300/600/900,60/60/60,x3)</p> <p>Increase the sight range of Evil Eye.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Totem of Horror Invisibility (<b>Ctrl+G</b>,600,60,x1)</p> <p>Totem of Horror becomes invisible.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Building Restoration (<b>Ctrl+H</b>,600/900/1200/1500/1800,60/60/60/60/60,x5)</p> <p>Health regeneration for all Hell buildings.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Tower Teleportation Charge (<b>Ctrl+V</b>,200,30,x15,*)</p> <p>Charges for the ability of Guard Tower and Totem of Horror.  <b>Requirements:</b> Castle of the Damned</p>
	<p>Resurrection (<b>Ctrl+B</b>,600,60,x1)</p> <p>ArchVile's ability.  <b>Requirements:</b> Altar of Pain</p>
	<p>Invulnerability Sphere (<b>Ctrl+N</b>,1200,150,x2,*)</p> <p>Charge for the Altar of Pain ability.  <b>Requirements:</b> Altar of Pain</p>

# UAC

Icon	Description
	<p>&lt;name&gt; (<b>hot key</b>, <b>energy required</b>, <b>time required</b>, <b>levels</b>,*)</p> <p>* - means that it is possible to produce this upgrade in many buildings at the same time.</p>
	<p>Weapons Upgrade (<b>R</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the damage of ranged attacks for all UAC units and defensive structures.</p>
	<p>Infantry Combat Armor Upgrade (<b>T</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the armor of all Barracks-produced units.</p>
	<p>Concrete Walls (<b>Y</b>,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the armor of all UAC buildings.</p>
	<p>Advanced Tools (<b>F</b>,600/900,60/105,x2)</p> <p>Increase repair/healing efficiency of Engineers/Medics.</p>
	<p>Lightweight Armor (<b>G</b>,600,60,x1)</p> <p>Increase the movement speed of all Barracks-produced units.</p>
	<p>Expansive bullets (<b>H</b>,600,60,x1)</p> <p>Shotgunner, SuperShotgunner and Terminator deal more damage to <b>[biological]</b>.</p>
	<p>Command Center Range Upgrade (<b>V</b>,600/600,60/75,x2)</p> <p>Increase Command Center`s range of vision.</p>
	<p>Command Center Flight Engines (<b>B</b>,600,120,x1)</p> <p>Command Center gains ability to fly.</p>
	<p>Adaptive Foundation (<b>N</b>,600,75,x1)</p> <p>All buildings, except those that can produce units, can be placed on doodads.</p>
	<p>Command Center Turret (<b>U</b>,600,120,x1)</p> <p>Plasma turret for Command Center. <b>Requirements:</b> Advanced Command Center</p>
	<p>Spotlights (<b>I</b>,600/900,60/75,x2)</p> <p>Increase the range of defensive structures. <b>Requirements:</b> Advanced Command Center</p>
	<p>Antigravity Platform (<b>O</b>,600,60,x1)</p> <p>Drone can move over obstacles. <b>Requirements:</b> Advanced Command Center</p>
	<p>Drone Transformation Protocol (<b>J</b>,600,60,x1)</p> <p>Drone can upgraded to Anti-ground turret. <b>Requirements:</b> Advanced Command Center</p>

	<p>Light Amplification Visors (K,600/900,60/90,x2)</p> <p>Increase the sight range of all UAC units.  <b>Requirements:</b> Science Facility</p>
	<p>Stealth Technology (L,600,60,x1)</p> <p>Commando becomes invisible.  <b>Requirements:</b> Science Facility</p>
	<p>Fragmentation Missiles (Ctrl+R,600,60,x1)</p> <p>Anti-air missiles do extra damage around the target.  <b>Requirements:</b> Science Facility</p>
	<p>Advanced Engines (Ctrl+T,600/900,60/75,x2)</p> <p>Increase the movement speed of all Factory-produced units.  <b>Requirements:</b> Science Facility</p>
	<p>Mech Combat Armor Upgrade  (Ctrl+Y,600/1200/1800/2400/3000,60/105/150/195/240,x5)</p> <p>Increase the armor of all Factory-produced units.  <b>Requirements:</b> Science Facility</p>
	<p>Fighter Laser Gun (Ctrl+F,600,60,x1)</p> <p>Fighter anti-ground weapon.  <b>Requirements:</b> Science Facility</p>
	<p>Dropship Upgrade (Ctrl+G,600,60,x1)</p> <p>Increase the capacity of Dropship.  <b>Requirements:</b> Science Facility</p>
	<p>Radar Upgrade (Ctrl+H,300/600/900,60/60/60,x3)</p> <p>Increase radar scanning radius.  <b>Requirements:</b> Computer Station</p>
	<p>Anti-ground Plasmagun (Ctrl+V,600,60,x1)</p> <p>Anti-[mechanical] weapon for Anti-ground turret.  <b>Requirements:</b> Computer Station</p>
	<p>Additional Armoring (Ctrl+B,600,60,x1)</p> <p>Additional armor for Turrets.  <b>Requirements:</b> Computer Station</p>
	<p>Rocket Strike Charge (Ctrl+N,1200,150,x2,*)</p> <p>Charge for Rocket Launcher Station ability.  <b>Requirements:</b> Rocket Launcher Station</p>



# Credits

Andrey TGA Goryainov – idea, programming and resource editing.

Most resources used from:

- Doom 2 game (ID Software);
- Doom 2 repository [www.realm667.com](http://www.realm667.com) (Daniel Tormentor667 Gimmer);
- Duke Nukem 3D game (3D Realms);
- BLOOD game (Monolith Productions);
- DoomWars game (Cybermind).

Special thanks to:

- jmickle6666666666 for NASTY tool (<https://www.doomworld.com/forum/topic/98689-nasty-not-a-sourceport-thank-you-alpha-4/>).

Sources: <https://github.com/T3DStudio/MarsWars>