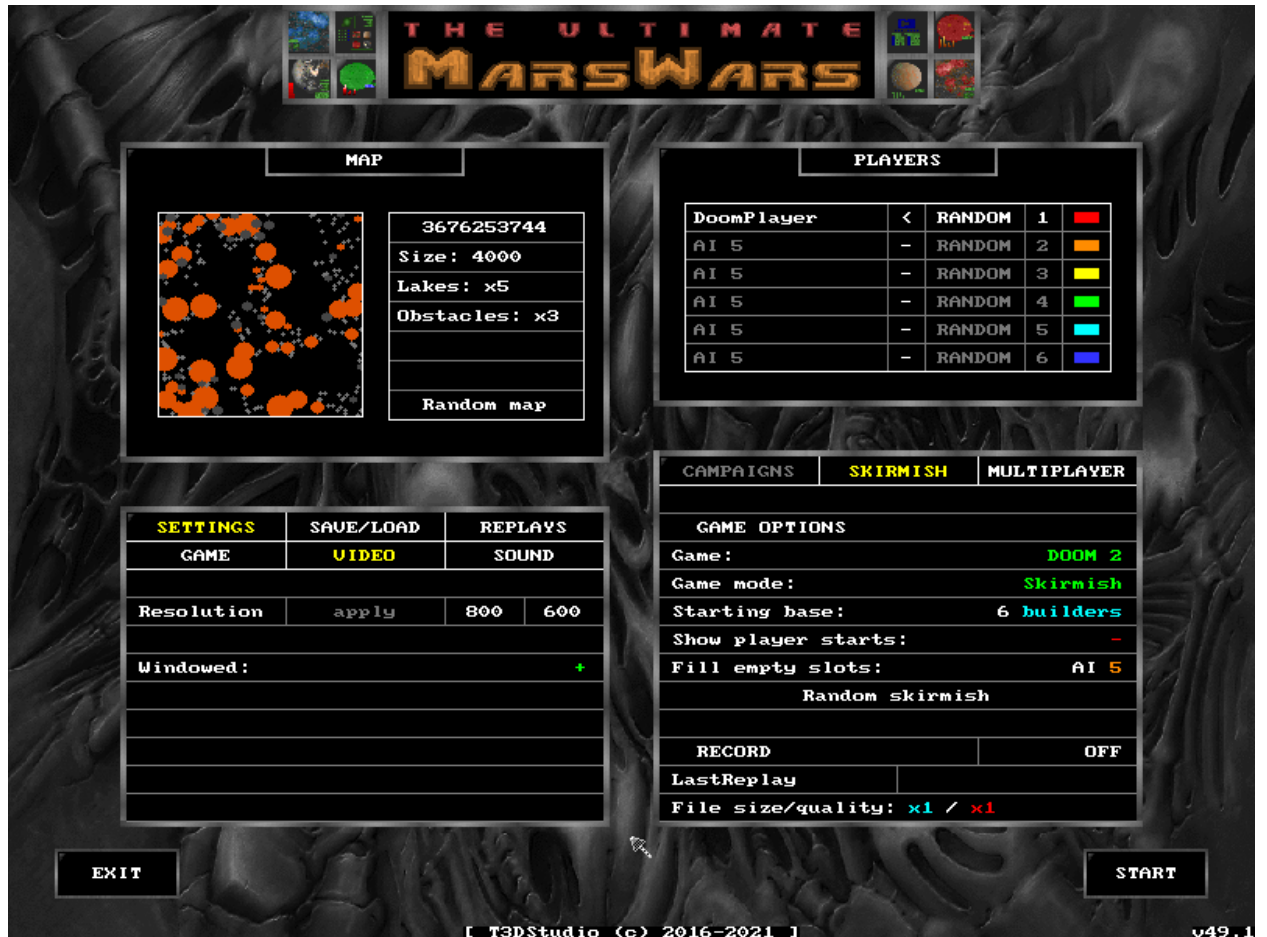


The Ultimate MarsWars



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

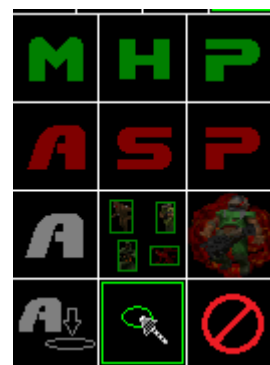
Use left mouse button to select unit and right - to command it.

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.

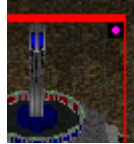
Armor will decrease damage.

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.

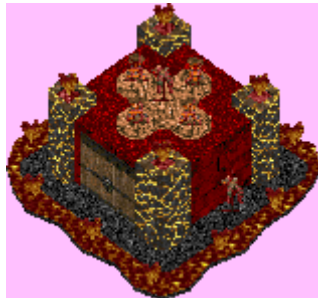



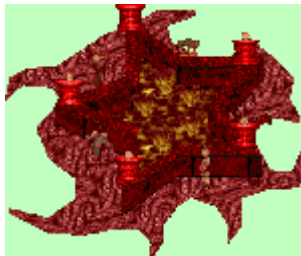

SDR – Splash Damage Range.

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> <p>Main building. Allows you to build base.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- 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> <p>Army production.</p>	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> <p>Provide energy.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- 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>





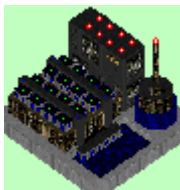

Possible upgrades for all Hell buildings:





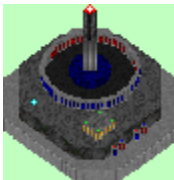

- **Buildings armor upgrade**;
- **Building restoration** – restoration for damaged buildings.







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>2500</td></tr><tr><td>Size</td><td>66</td></tr><tr><td>Building time</td><td>80</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 Major, 2 HPS, 250 range, only <i>ground</i> units, except other CC);- Free placement – CC can land to obstacles.	Hits	2500	Size	66	Building time	80	Base sight radius	280	Max count	Unlimited	Energy required	10	Energy provided	8
Hits	2500															
Size	66															
Building time	80															
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															

	 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															

	 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															

		UAC Rocket Turret
	 Ctrl + T	Hits 500 Size 17 Building time 31 Base sight/attack radius 250 common 190 against <i>air</i> Max count Unlimited Energy required 4 Requirements <i>UAC Tech Center</i> building <i>Rocket turrets</i> upgrade Defense structure. Attacking like Cyberdemon unit with 0,6 HPS. Possible upgrades: - Range attack upgrade; - Attack/sight radius upgrade; - Turrets armor;

SPECIAL BUILDINGS

		Mine
	---	Hits 1 Size 5 Attack 175 damage 100 range Base sight radius 100 Max count Unlimited Requirements advanced <i>Engineer</i> unit Set by advanced UAC Engineers . Possible upgrades: - Detectors; - Mine-sensor – mine can switch to sensor mode that provide 300 sight ranges and not explode under enemy unit (use «Action» order to switch mode).

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																		
	 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																			


	 Y	<p>Demon</p> <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	<p>Cacodemon</p> <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	<p>Baron of Hell / Hell Knight</p> <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																					

		<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: - 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																									

	 B	<p>Pain Elemental</p> <p>Class <i>air, medium</i></p> <p>Hits 200</p> <p>Production time 40</p> <p>Energy required 6</p> <p>Speed 9</p> <p>Size 14</p> <p>Sight radius 250</p> <p>Attack radius 350</p> <p>Pain state every 3 hit</p> <p>Attack spawn Lost Soul 0.6 HPS</p> <p>Requirements <i>Hell Monastery</i> building</p> <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>
	 N	<p>Revenant</p> <p>Class <i>ground, light</i></p> <p>Hits 200</p> <p>Production time 40</p> <p>Energy required 4</p> <p>Speed 12</p> <p>Size 13</p> <p>Base sight/attack radius 250</p> <p>Pain state every 7 hit</p> <p>Attack 30 0.8 HPS</p> <p>Requirements <i>Hell Monastery</i> building</p> <p>Ground unit with ranged attack. Deal x1,5 damage to <i>mechs</i> and x0,75 to <i>air</i> and <i>buildings</i>. Attacking other Revenants only with melee attack (damage same as ranged attack). Advanced Revenant has 325 attack ranges.</p> <p>Possible upgrades: - Revenant missile upgrade - missiles become homing.</p>
	 Ctrl + R	<p>Mancubus</p> <p>Class <i>ground, massive</i></p> <p>Hits 400</p> <p>Production time 60</p> <p>Energy required 6</p> <p>Speed 6</p> <p>Size 20</p> <p>Sight radius 250</p> <p>Attack radius 300 common 150 against <i>air</i></p> <p>Pain state every 4 hit</p> <p>Attack 35x2 1.2 HPS</p> <p>Base armor 3</p> <p>Requirements <i>Hell Monastery</i> building <i>Ancient Evil</i> upgrade</p> <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>

	 Ctrl + T	<p>Arachnotron</p> <p>Class <i>ground, massive</i></p> <p>Hits 350</p> <p>Production time 50</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 x0,5 damage to all <i>ground</i> units. Cannot attack other Arachnotrons. Advanced Arachnotron has 350 attack ranges against <i>air</i>.</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 10</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. Deal x0,5 damage to <i>buildings</i>. Advanced ArchVile can resurrect dead units.</p>

SPECIAL UNITS





	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																		
	 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;- Mines - Engineer can set 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																			

	 Y	<div><div>Sergeant</div><div><div><div>Class</div><div>Hits</div><div>Production time</div><div>Energy required</div><div>Speed</div><div>Size</div><div>Sight/attack radius</div><div>Attack</div><div>Place in transport</div></div><div><div><div>ground, light</div><div>100</div><div>10</div><div>2</div><div>13</div><div>12</div><div>240 common</div><div>180 against <u>air</u></div><div>- min: 9</div><div>- max: 28</div><div>max SDR: 30</div><div>1</div></div><div><div><div>Not advanced:</div><div>Advanced:</div><div>- min: 12</div><div>- max: 41</div><div>max SDR: 40</div><div>1 HPS, min SDR: 10</div></div></div></div></div><div>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.</div></div>
	 F	<div><div>Commando</div><div><div><div>Class</div><div>Hits</div><div>Production time</div><div>Energy required</div><div>Speed</div><div>Size</div><div>Sight/attack radius</div><div>Attack</div><div>Place in transport</div></div><div><div><div>ground, light</div><div>100</div><div>15</div><div>2</div><div>11</div><div>12</div><div>250 common</div><div>220 against <u>air</u></div><div>6</div><div>8 HPS</div><div>1</div></div></div></div></div> <div>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.</div>
	 G	<div><div>Artillery soldier</div><div><div><div>Class</div><div>Hits</div><div>Production time</div><div>Energy required</div><div>Speed</div><div>Size</div><div>Base sight/attack radius</div><div>Attack</div><div>Place in transport</div><div>Requirements</div></div><div><div><div>ground, light</div><div>100</div><div>30</div><div>4</div><div>10</div><div>12</div><div>250</div><div>50</div><div>0.6 HPS</div><div>1</div><div>UAC Weapon Factory building</div></div></div></div></div>

		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 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. Deal x0,5 damage to <u>light</u>, <u>mechs</u> units and <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	33
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.

	 Ctrl + R	Terminator <table><tr><td>Class</td><td><i>mech, ground</i></td></tr><tr><td>Hits</td><td>350</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>14</td></tr><tr><td>Size</td><td>16</td></tr><tr><td>Sight/attack radius</td><td>275 common</td></tr><tr><td>Attack</td><td>6/12 8 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Place in transport</td><td>3</td></tr><tr><td>Requirements</td><td>UAC Tech Center building High technologies upgrade</td></tr></table> <p>Heavy ground unit with ranged attack. Attacking with chain gun (not advanced - like Commando/advanced like Mastermind).</p>	Class	<i>mech, ground</i>	Hits	350	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	Requirements	UAC Tech Center building High technologies upgrade
Class	<i>mech, ground</i>																							
Hits	350																							
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																							
Requirements	UAC Tech Center building High technologies upgrade																							
	 Ctrl + T	Tank <table><tr><td>Class</td><td><i>mech, ground</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>8</td></tr><tr><td>Speed</td><td>10</td></tr><tr><td>Size</td><td>20</td></tr><tr><td>Sight/attack radius</td><td>250</td></tr><tr><td>Attack</td><td>45 SDR 0.6 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Place in transport</td><td>7</td></tr><tr><td>Requirements</td><td>UAC Tech Center building High technologies upgrade</td></tr></table> <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>	Class	<i>mech, ground</i>	Hits	400	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	Requirements	UAC Tech Center building High technologies upgrade
Class	<i>mech, ground</i>																							
Hits	400																							
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																							
Requirements	UAC Tech Center building High technologies upgrade																							











		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.	









 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.	

 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.	

 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 2 2	Mines Engineer ability.	
 K	60 2 1	Mine-sensor Mine ability.	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.	

 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 .	