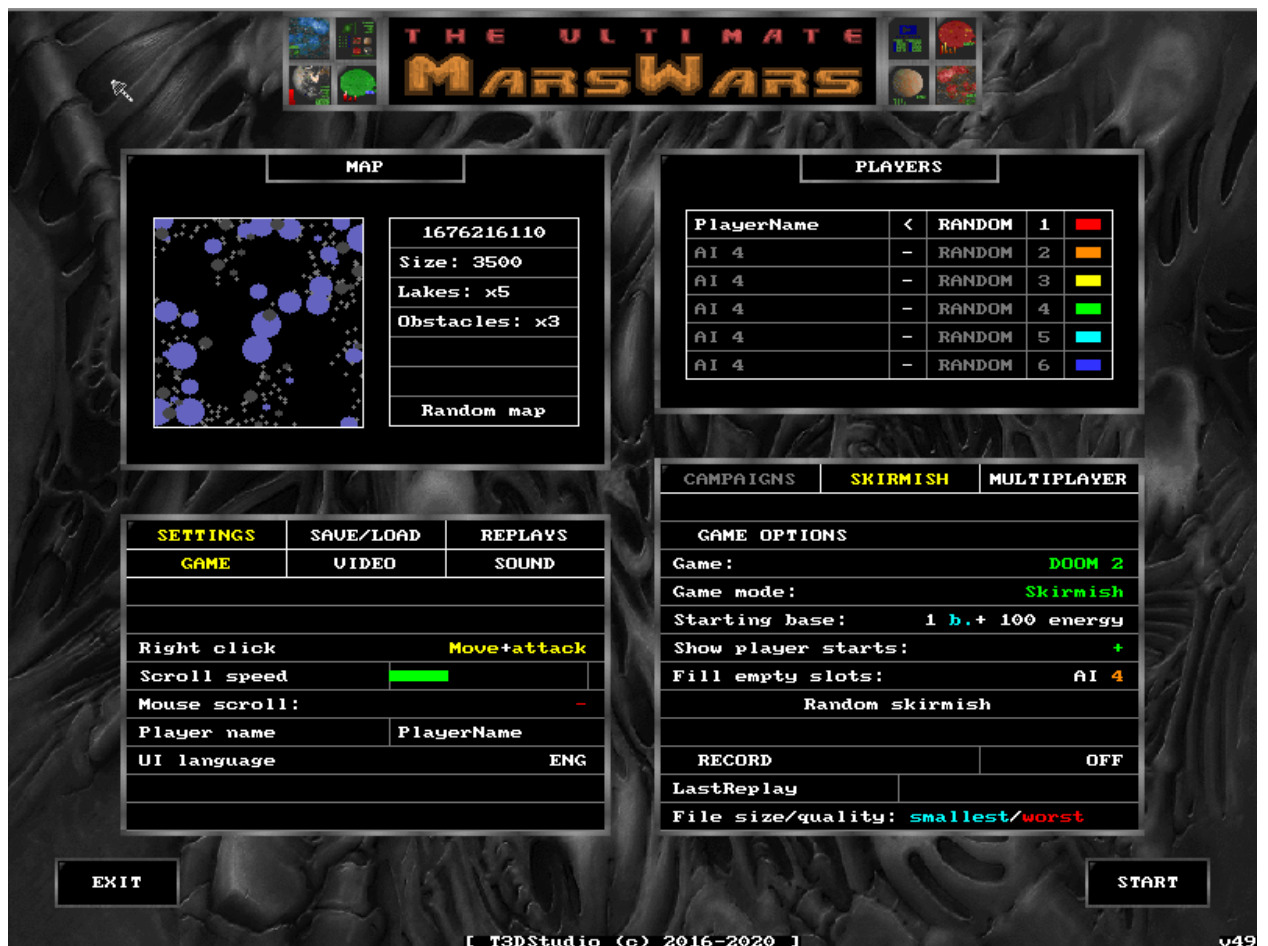


The Ultimate MarsWars



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*.

Lava and slime do not damage units.

Section PLAYERS

Players table.

Player name	Status	Side	Team	Color
PlayerName	<	RANDOM	1	
AI 4	-	RANDOM	2	
AI 4	-	RANDOM	3	
AI 4	-	RANDOM	4	
AI 4	-	RANDOM	5	
AI 4	-	RANDOM	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 – 1-6, players with equal team number will be allies.

Color – player color cannot be changed.

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

Section SETTINGS

Subsection «GAME»:

RIGHT CLICK – order type for units on right click.

If field value = «Move+attack», then order on right click = «move, attacking all enemies on way» and right click + *Ctrl* key = «move, ignoring enemies».

If field value = «Move», then right click = «move, ignoring enemies» and right click + *Ctrl* key = «move, attacking all enemies on way».

SCROLL SPEED – camera move speed;

MOUSE SCROLL – turn off/on of mouse scroll;

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

INTERFACE LANGUAGE – English or Russian.

Subsection «VIDEO»:

WINDOW RESOLUTION: 800*600 / 960*720 / 1024*768;

WINDOWED – full screen or windowed;

Subsection «SOUND» - music and game sounds volume.

Section SAVE/LOAD

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

Section REPLAYS

Game replays.

Section CAMPAIGNS

Missions list of campaign.

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 console version, where it does not load 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 connect to dedicated server, you can manage it through chat using text commands.

-h or *-help* – show all exist chat-commands;

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

Server reset game after 10 seconds after last player disconnect.

Game mechanics



Game control panel

From top to down:

Game minimap:

Minimap alarm indicators types:

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

Line under minimap:

Energy section – **free energy level** and **maximum energy level**;

Army section – total number of **buildings** and **all units** (units + buildings).

Tabs:

- Units and buildings;
- Upgrades/researches;
- Replay management.

Tab «replay management» active only when record playback.

Tab «units and buildings»:

- first 9 icons – buildings;
- next 12 icons – units;
- next 3 icons – special units icons (for **UAC** - count of **Mines**, for **Hell** – count of **Zombies** and **Hell Eyes**);
- next 3 icons – icons of some orders;
- last 2 buttons:
 - «Menu»;
 - «Pause» - turn on/off game pause (available only in multiplayer game).

Numbers on tab of «upgrades/researches»: **white** number – time to end of nearest research; **yellow** number – total count of current researches in progress.

Numbers on icons of buildings/units:

(for buildings and units)

- on right down (**orange** or **gray** color): total count of this type of building/unit. If numbers have **gray** color – count of these buildings/units reached limit;
- on right top (**green** color): total count of selected buildings/units of this type;
- on left top (**yellow** color): total count of this buildings/units type in production;
- on left top (**white** color): time to end of nearest unit production;
- on left down (**purple** color): number units of this type in selected transport;

(on left down, for buildings only)

- **UAC Radar**, **UAC Tech Center**, **Hell Teleport**, **Hell Altar**: **reload time**;
- **UAC Rocket Launcher Station**: **missiles count**;
- **Hell Monastery**: **Hell Powers's charges**;
- **Hell Altar**: **Invulnerability spheres**;

(for upgrades)

- on right top: **green** color - research level; **gray** color – upgrade research level reached maximum; **yellow** - total count of this upgrade type in production.

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} x upgrade max level

Description

Requirements: (if exists)

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

Unit selection and orders

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». Fast double press on group hotkey to move camera to this group. Also, «Ctrl»+«A» combination will select all battle units on map.

Orders:


- Right click to any point - move and attack all enemy on way;
- Right click with Ctrl - just move;

You can switch these actions in **SETTINGS** section in main menu.

- Right click to enemy unit – attack this enemy unit;
- Right click to ally unit – follow it and attack all enemies on way.

- «Action» («Ctrl» + «Space» hotkeys or  button) – do some ability (if unit have it).

- «Destroy» («Delete» hot key or  button) – destroy selected units.

- «Cancel» («Space» hot key or  button) – cancel order (for units – stop here; for production buildings – abort current production);

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

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

Build base, units and upgrades production

For build you must have at least 1 main building. 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. There is cooldown for 2 seconds between starting build any building.

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 - order to start produce unit will send to any idle building. If any **HG/MU** is selected - order will send to him. One building can produce only one unit at one time.



For **Hell** side, press on zombie icon to start zombie production in **Hell Military unit** and use «Action» order to change Zombie type.

Upgrades 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 turn on in **SETTINGS** section in menu). Change camera scroll speed in **SETTINGS** section in menu.

Hot keys

TAB – switching game control panel tabs;

Tab «*Units and buildings*»:

Q W E A S D Z X C - buildings;

R T Y F G H V B N U I O – units;

M – start zombie production in Hell Military unit;

Tab «*Upgrades/researches*»:

Q W E A S D Z X C R T Y F G H V B N U I O J K – upgrades;

- «**Ctrl**» + «**Space**» («**Action**») – do some ability (if unit have it).

- «**Delete**» («**Destroy**») - destroy selected units.

- «**Space**» («**Cancel**») – cancel order (for units – stop here; for production buildings – stop current production);

-«**Alt**» - draw colored rectangles and health bars above units;

-«**Ctrl**» +«**A**» – select all battle units on map.

- «**Pause/Break**» – pause/continue game in network game. Client can't cancel server's pause.

- «**PrtScr**» - make screenshot.

Resources and army limit

There is no gold/wood/minerals/etc. like in other RTS games. There is energy level that means how many units produce/build buildings/research upgrades at one time you can.

Maximum unit count (all units + all buildings!) for all players - 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 in it.

Assault – like invasion, but you must destroy enemy base in center of map.

Starting base: player resources on game start;

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

Fill empty slots: if set, empty player slots will filled 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 icon:

Units categories:

Mechanical:

- **buildings**;

- **mechs**;

Biological:

- **light**;

- **medium**;

- **massive**;

- *Ground*;

- *Air (soaring and fly)*;







HPS – hits per second.

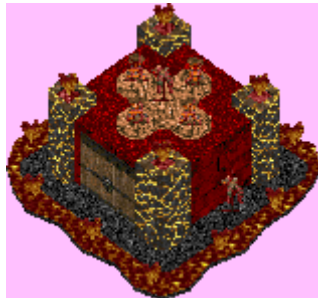



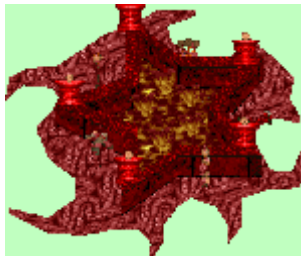

SDR – splash damage range.

BUILDINGS




HELL

Sprite	Icon / Hot key	Description														
	 Q	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>75</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>8</td></tr><tr><td>Energy provided</td><td>6</td></tr></table> Main building. Allows you to build base. Possible upgrades: - Hell Keep teleportation – allow HK to teleport to any map place; - Decay Aura – HK start 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	75	Base sight radius	280	Max count	Unlimited	Energy required	8	Energy provided	6
Hits	3000															
Size	66															
Building time	75															
Base sight radius	280															
Max count	Unlimited															
Energy required	8															
Energy provided	6															
	 W	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> Produce units.	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															
	 E	Hell Symbol <table><tr><td>Hits</td><td>200</td></tr><tr><td>Size</td><td>24</td></tr><tr><td>Building time</td><td>10</td></tr><tr><td>Sight radius</td><td>200</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Energy required</td><td>1</td></tr><tr><td>Energy provided</td><td>1</td></tr></table> Provide energy. Possible upgrades: - Short distance teleportation ;	Hits	200	Size	24	Building time	10	Sight radius	200	Max count	Unlimited	Energy required	1	Energy provided	1
Hits	200															
Size	24															
Building time	10															
Sight radius	200															
Max count	Unlimited															
Energy required	1															
Energy provided	1															

	 A	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>4</td></tr></table> Research upgrades.	Hits	1000	Size	53	Building time	41	Sight radius	200	Max count	Unlimited	Energy required	4
Hits	1000													
Size	53													
Building time	41													
Sight radius	200													
Max count	Unlimited													
Energy required	4													
	 S	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> Defense structure. Attacking all units with Revenant fireballs, but Revenants - with Cacodemon fireballs. Possible upgrades: - 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													
	 D	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>25</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> Teleport units to any point: select Hell Teleport and do right click to set destination point; select units and do right click on Hell Teleport or it icon. Reload time after teleportation depend from unit power. Can teleport allies units. Possible upgrades: - Teleport upgrade – decrease reload time; - Reverse teleport - units can teleport back to Hell Teleport .	Hits	500	Size	28	Building time	25	Sight radius	200	Max count	1	Energy required	4
Hits	500													
Size	28													
Building time	25													
Sight radius	200													
Max count	1													
Energy required	4													

	 Z	<h3>Hell Monastery</h3> <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>6</td></tr><tr><td>Requirements</td><td><i>Hell Pool</i> building</td></tr></table> <p>Can advance units.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Hell Power – charges for units advancing; <p>There is 2 methods to make advance any unit:</p> <ol style="list-style-type: none">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;	Hits	1000	Size	65	Building time	100	Sight radius	200	Max count	Unlimited	Energy required	6	Requirements	<i>Hell Pool</i> building
Hits	1000															
Size	65															
Building time	100															
Sight radius	200															
Max count	Unlimited															
Energy required	6															
Requirements	<i>Hell Pool</i> building															
	 X	<h3>Hell Totem</h3> <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> <p>Advanced defense structure. Attacking like ArchVile unit.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- 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															
	 C	<h3>Hell Altar</h3> <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> <p>Cast Invulnerability on units.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- 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





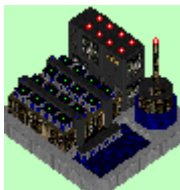

	<p>Hell Eye</p> <p>Base sight radius 250 Max count Unlimited Requirements <i>Lost Soul</i> unit <i>Hell Eye</i> upgrade</p> <p>Detector. Summoned by a Lost Soul. Live time - 2 minutes. Dies after single hit.</p> <p>Possible upgrades: - Hell Eye – increase sight radius; - Invisibility;</p>
	<p>Hell Military Unit</p> <p>Hits 1500 Size 70 Sight radius 200 Max count Unlimited Requirements advanced <i>Lost Soul</i> unit</p> <p>Produce zombies and Hell units. To start zombie production – press  bottom on control panel or M hot key. To change zombie type – select Hell Military Unit and do «Action» order.</p>





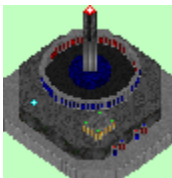

Possible upgrades for all Hell buildings:



- **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** mode.



UAC

Sprite	Icon / Hot key	Description														
		UAC Command Center <table><tr><td>Hits</td><td>3000</td></tr><tr><td>Size</td><td>66</td></tr><tr><td>Building time</td><td>93</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>8</td></tr><tr><td>Energy provided</td><td>6</td></tr></table> 	Hits	3000	Size	66	Building time	93	Base sight radius	280	Max count	Unlimited	Energy required	8	Energy provided	6
	Hits	3000														
	Size	66														
Building time	93															
Base sight radius	280															
Max count	Unlimited															
Energy required	8															
Energy provided	6															
		Main building. Allows you to build base.														
	Q	Possible upgrades: <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 on ground;- Command Center Turret – CC can attack when it flying (attacking like Cyberdemon, 0,33 HPS, 250 range, can attack only ground units (except other CC));- Free placement – CC can land to obstacles.														
		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> 	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															
	W	Produce units.														
		UAC Generator <table><tr><td>Hits</td><td>400</td></tr><tr><td>Size</td><td>42</td></tr><tr><td>Building time</td><td>20</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> 	Hits	400	Size	42	Building time	20	Sight radius	200	Max count	Unlimited	Energy required	2	Energy provided	2
	Hits	400														
	Size	42														
Building time	20															
Sight radius	200															
Max count	Unlimited															
Energy required	2															
Energy provided	2															
	E	Provide energy.														

	 A	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>4</td></tr></table> Research upgrades.	Hits	1700	Size	62	Building time	40	Sight radius	200	Max count	Unlimited	Energy required	4		
Hits	1700															
Size	62															
Building time	40															
Sight radius	200															
Max count	Unlimited															
Energy required	4															
	 S	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; - Rocket turrets – can upgrade to Rocket turret (use «Action» order, required 2 energy points and UAC Tech Center).	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															
	 D	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 any 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															

	 Z	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>6</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 upgrade reloads time. To advance unit, select unit and do right click on Tech Center or it icon on control panel.	Hits	1700	Size	62	Building time	94	Sight radius	200	Max count	1	Energy required	6	Requirements	<i>UAC Weapon Factory</i> building
Hits	1700															
Size	62															
Building time	94															
Sight radius	200															
Max count	1															
Energy required	6															
Requirements	<i>UAC Weapon Factory</i> building															
	 X	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 Weapon Factory</i> building</td></tr></table> Defense structure. Attacking like Major unit. Possible upgrades: - Range attack upgrade ; - Attack/sight radius upgrade ; - Turrets armor ; - Rocket turrets – can upgrade to Rocket turret (use «Action» order, required 2 energy points and UAC Tech Center).	Hits	400	Size	17	Building time	20	Base sight/attack radius	250	Max count	Unlimited	Energy required	2	Requirements	<i>UAC Weapon Factory</i> building
Hits	400															
Size	17															
Building time	20															
Base sight/attack radius	250															
Max count	Unlimited															
Energy required	2															
Requirements	<i>UAC Weapon Factory</i> building															
	 C	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.	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															

SPECIAL BUILDINGS

	---	<p>Mine</p> <table><tr><td>Hits</td><td>1</td></tr><tr><td>Size</td><td>5</td></tr><tr><td>Base sight radius</td><td>100</td></tr><tr><td>Max count</td><td>Unlimited</td></tr><tr><td>Requirements</td><td>advanced <i>Engineer</i> unit</td></tr></table> <p>Set by advanced UAC Engineers.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- 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).	Hits	1	Size	5	Base sight radius	100	Max count	Unlimited	Requirements	advanced <i>Engineer</i> unit				
Hits	1															
Size	5															
Base sight radius	100															
Max count	Unlimited															
Requirements	advanced <i>Engineer</i> unit															
	---	<p>UAC Rocket Turret</p> <table><tr><td>Hits</td><td>500</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 common 190 against <i>air</i></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 <i>Rocket turrets</i> upgrade</td></tr></table> <p>Defense structure. Attacking like Cyberdemon unit with 0,6 HPS.</p> <p>Possible upgrades:</p> <ul style="list-style-type: none">- Range attack upgrade;- Attack/sight radius upgrade;- Turrets armor;	Hits	500	Size	17	Building time	20	Base sight/attack radius	250 common 190 against <i>air</i>	Max count	Unlimited	Energy required	2	Requirements	<i>UAC Tech Center</i> building <i>Rocket turrets</i> upgrade
Hits	500															
Size	17															
Building time	20															
Base sight/attack radius	250 common 190 against <i>air</i>															
Max count	Unlimited															
Energy required	2															
Requirements	<i>UAC Tech Center</i> building <i>Rocket turrets</i> upgrade															

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>6</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	6	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	6																			
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 <i>air</i></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 <i>air</i>	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 <i>air</i>																									
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>250 common 190 against air</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 <i>buildings</i>, 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 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	35	Base sight/attack radius	250 common 190 against air	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	250 common 190 against air																									
Pain state	every 15 hit 12																									
Attack	9 HPS																									
Base armor	3																									
Max count	1																									
Requirements	<i>Hell Monastery</i> building																									





	 B	Pain Elemental <table><tr><td>Class</td><td><i>air, medium</i></td></tr><tr><td>Hits</td><td>200</td></tr><tr><td>Production time</td><td>40</td></tr><tr><td>Energy required</td><td>6</td></tr><tr><td>Speed</td><td>9</td></tr><tr><td>Size</td><td>14</td></tr><tr><td>Sight radius</td><td>250</td></tr><tr><td>Attack radius</td><td>350</td></tr><tr><td>Pain state</td><td>every 3 hit</td></tr><tr><td>Attack</td><td>spawn Lost Soul 0.6 HPS</td></tr><tr><td>Requirements</td><td>Hell Monastery building</td></tr></table> Flying unit. Spawn Lost Soul on attack or on «Action» order. Advanced Pain Elemental spawn advanced Lost Souls and spawn 3 Lost Souls after death.	Class	<i>air, medium</i>	Hits	200	Production time	40	Energy required	6	Speed	9	Size	14	Sight radius	250	Attack radius	350	Pain state	every 3 hit	Attack	spawn Lost Soul 0.6 HPS	Requirements	Hell Monastery building		
Class	<i>air, medium</i>																									
Hits	200																									
Production time	40																									
Energy required	6																									
Speed	9																									
Size	14																									
Sight radius	250																									
Attack radius	350																									
Pain state	every 3 hit																									
Attack	spawn Lost Soul 0.6 HPS																									
Requirements	Hell Monastery building																									
	 N	Revenant <table><tr><td>Class</td><td><i>ground, light</i></td></tr><tr><td>Hits</td><td>200</td></tr><tr><td>Production time</td><td>40</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Speed</td><td>12</td></tr><tr><td>Size</td><td>13</td></tr><tr><td>Base sight/attack radius</td><td>250</td></tr><tr><td>Pain state</td><td>every 7 hit</td></tr><tr><td>Attack</td><td>30 0.8 HPS</td></tr><tr><td>Requirements</td><td>Hell Monastery building</td></tr></table> Ground unit with ranged attack. Deal x1,5 damage to <u>mechs</u> and x0,75 to <u>air</u> and <u>buildings</u> . Attacking other Revenants only with melee attack (damage same as ranged attack). Advanced Revenant has 325 attack ranges. Possible upgrades: - Revenant missile upgrade - missiles become homing.	Class	<i>ground, light</i>	Hits	200	Production time	40	Energy required	4	Speed	12	Size	13	Base sight/attack radius	250	Pain state	every 7 hit	Attack	30 0.8 HPS	Requirements	Hell Monastery building				
Class	<i>ground, light</i>																									
Hits	200																									
Production time	40																									
Energy required	4																									
Speed	12																									
Size	13																									
Base sight/attack radius	250																									
Pain state	every 7 hit																									
Attack	30 0.8 HPS																									
Requirements	Hell Monastery building																									
	 U	Mancubus <table><tr><td>Class</td><td><i>ground, massive</i></td></tr><tr><td>Hits</td><td>400</td></tr><tr><td>Production time</td><td>60</td></tr><tr><td>Energy required</td><td>6</td></tr><tr><td>Speed</td><td>6</td></tr><tr><td>Size</td><td>20</td></tr><tr><td>Sight radius</td><td>250</td></tr><tr><td>Attack radius</td><td>300 common 225 against air</td></tr><tr><td>Pain state</td><td>every 5 hit</td></tr><tr><td>Attack</td><td>35x2 1.2 HPS</td></tr><tr><td>Base armor</td><td>3</td></tr><tr><td>Requirements</td><td>Hell Monastery building Ancient Evil upgrade</td></tr></table> Strong ground unit with ranged attack. Deal x1,5 to <u>buildings</u> , x0,5 to <u>light</u> units and x0,75 to <u>air</u> and <u>mechs</u> . Cannot attack other Mancubus . Advanced Mancubus have «pain state» resist.	Class	<i>ground, massive</i>	Hits	400	Production time	60	Energy required	6	Speed	6	Size	20	Sight radius	250	Attack radius	300 common 225 against air	Pain state	every 5 hit	Attack	35x2 1.2 HPS	Base armor	3	Requirements	Hell Monastery building Ancient Evil upgrade
Class	<i>ground, massive</i>																									
Hits	400																									
Production time	60																									
Energy required	6																									
Speed	6																									
Size	20																									
Sight radius	250																									
Attack radius	300 common 225 against air																									
Pain state	every 5 hit																									
Attack	35x2 1.2 HPS																									
Base armor	3																									
Requirements	Hell Monastery building Ancient Evil upgrade																									







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>8</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	8	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	8																			
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>8</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	8	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	8																			
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	Sergeant <table><tr><td>Class</td><td colspan="2"><i>ground, light</i></td></tr><tr><td>Hits</td><td colspan="2">100</td></tr><tr><td>Production time</td><td colspan="2">10</td></tr><tr><td>Energy required</td><td colspan="2">2</td></tr><tr><td>Speed</td><td colspan="2">13</td></tr><tr><td>Size</td><td colspan="2">12</td></tr><tr><td>Sight/attack radius</td><td colspan="2">240 common 180 against <u>air</u></td></tr><tr><td rowspan="4">Attack</td><td>Not advanced:</td><td>Advanced:</td></tr><tr><td>- min: 9</td><td>- min: 12</td></tr><tr><td>- max: 28</td><td>- max: 41</td></tr><tr><td>max SDR: 30</td><td>max SDR: 40</td></tr><tr><td></td><td colspan="2">1 HPS, min SDR: 10</td></tr><tr><td>Place in transport</td><td colspan="2">1</td></tr></table> <p>Ground unit with ranged attack. Deal x0,5 damage to <u>fly</u>, <u>light</u> and <u>massive</u> units, x0,25 to <u>mechanical</u> units. Damage and splash-range depends from distance to target. Advanced Sergeant deal more damage and have more SDR. Sergeant's attack set Hell units into «<i>pain state</i>» more often than other units attack.</p>	Class	<i>ground, light</i>		Hits	100		Production time	10		Energy required	2		Speed	13		Size	12		Sight/attack radius	240 common 180 against <u>air</u>		Attack	Not advanced:	Advanced:	- min: 9	- min: 12	- max: 28	- max: 41	max SDR: 30	max SDR: 40		1 HPS, min SDR: 10		Place in transport	1	
Class	<i>ground, light</i>																																					
Hits	100																																					
Production time	10																																					
Energy required	2																																					
Speed	13																																					
Size	12																																					
Sight/attack radius	240 common 180 against <u>air</u>																																					
Attack	Not advanced:	Advanced:																																				
	- min: 9	- min: 12																																				
	- max: 28	- max: 41																																				
	max SDR: 30	max SDR: 40																																				
	1 HPS, min SDR: 10																																					
Place in transport	1																																					
	 F	Commando <table><tr><td>Class</td><td colspan="2"><i>ground, light</i></td></tr><tr><td>Hits</td><td colspan="2">100</td></tr><tr><td>Production time</td><td colspan="2">15</td></tr><tr><td>Energy required</td><td colspan="2">2</td></tr><tr><td>Speed</td><td colspan="2">11</td></tr><tr><td>Size</td><td colspan="2">12</td></tr><tr><td>Sight/attack radius</td><td colspan="2">250 common 220 against <u>air</u></td></tr><tr><td rowspan="2">Attack</td><td colspan="2">6</td></tr><tr><td colspan="2">8 HPS</td></tr><tr><td>Place in transport</td><td colspan="2">1</td></tr></table> <p>Ground unit with ranged attack. Deal x1,5 damage to <u>light</u> units, x0,5 to <u>massive</u> and x0,25 to <u>mechanical</u> units. Advanced Commando has invisibility.</p>	Class	<i>ground, light</i>		Hits	100		Production time	15		Energy required	2		Speed	11		Size	12		Sight/attack radius	250 common 220 against <u>air</u>		Attack	6		8 HPS		Place in transport	1								
Class	<i>ground, light</i>																																					
Hits	100																																					
Production time	15																																					
Energy required	2																																					
Speed	11																																					
Size	12																																					
Sight/attack radius	250 common 220 against <u>air</u>																																					
Attack	6																																					
	8 HPS																																					
Place in transport	1																																					
	 G	Artillery soldier <table><tr><td>Class</td><td colspan="2"><i>ground, light</i></td></tr><tr><td>Hits</td><td colspan="2">100</td></tr><tr><td>Production time</td><td colspan="2">30</td></tr><tr><td>Energy required</td><td colspan="2">4</td></tr><tr><td>Speed</td><td colspan="2">10</td></tr><tr><td>Size</td><td colspan="2">12</td></tr><tr><td>Base sight/attack radius</td><td colspan="2">250</td></tr><tr><td rowspan="2">Attack</td><td colspan="2">50</td></tr><tr><td colspan="2">0.6 HPS</td></tr><tr><td>Place in transport</td><td colspan="2">1</td></tr><tr><td>Requirements</td><td colspan="2">UAC Weapon Factory building</td></tr></table>	Class	<i>ground, light</i>		Hits	100		Production time	30		Energy required	4		Speed	10		Size	12		Base sight/attack radius	250		Attack	50		0.6 HPS		Place in transport	1		Requirements	UAC Weapon Factory building					
Class	<i>ground, light</i>																																					
Hits	100																																					
Production time	30																																					
Energy required	4																																					
Speed	10																																					
Size	12																																					
Base sight/attack radius	250																																					
Attack	50																																					
	0.6 HPS																																					
Place in transport	1																																					
Requirements	UAC Weapon Factory building																																					

		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	Major <table><tr><td>Class</td><td><i>ground/air, light</i></td></tr><tr><td>Hits</td><td>100</td></tr><tr><td>Production time</td><td>20</td></tr><tr><td>Energy required</td><td>4</td></tr><tr><td>Speed</td><td>Not advanced: 9 Advanced: 13</td></tr><tr><td>Size</td><td>12</td></tr><tr><td>Sight/attack radius</td><td>250</td></tr><tr><td>Attack</td><td>15 4 HPS</td></tr><tr><td>Place in transport</td><td>1</td></tr><tr><td>Requirements</td><td>UAC Weapon Factory building</td></tr></table> <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.</p>	Class	<i>ground/air, light</i>	Hits	100	Production time	20	Energy required	4	Speed	Not advanced: 9 Advanced: 13	Size	12	Sight/attack radius	250	Attack	15 4 HPS	Place in transport	1	Requirements	UAC Weapon Factory building
Class	<i>ground/air, light</i>																					
Hits	100																					
Production time	20																					
Energy required	4																					
Speed	Not advanced: 9 Advanced: 13																					
Size	12																					
Sight/attack radius	250																					
Attack	15 4 HPS																					
Place in transport	1																					
Requirements	UAC Weapon Factory building																					
	 V	BFG Marine <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>60</td></tr><tr><td>Energy required</td><td>5</td></tr><tr><td>Speed</td><td>10</td></tr><tr><td>Size</td><td>12</td></tr><tr><td>Sight/attack radius</td><td>250</td></tr><tr><td>Attack</td><td>125 125 SDR 0.4 HPS</td></tr><tr><td>Place in transport</td><td>1</td></tr><tr><td>Requirements</td><td>UAC Weapon Factory building</td></tr></table> <p>Ground unit with 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>	Class	<i>ground, light</i>	Hits	100	Production time	60	Energy required	5	Speed	10	Size	12	Sight/attack radius	250	Attack	125 125 SDR 0.4 HPS	Place in transport	1	Requirements	UAC Weapon Factory building
Class	<i>ground, light</i>																					
Hits	100																					
Production time	60																					
Energy required	5																					
Speed	10																					
Size	12																					
Sight/attack radius	250																					
Attack	125 125 SDR 0.4 HPS																					
Place in transport	1																					
Requirements	UAC Weapon Factory building																					

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** – give to APC weapon.



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 **Air APC** has 6 places. Marines can attack while they in APC.

Possible upgrades:

- **APC turret** – give to APC weapon.

	 O	<table><tr><td colspan="2">Terminator</td></tr><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 206 against <u>air</u></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>	Terminator		Class	<i>mech, ground</i>	Hits	350	Production time	60	Energy required	6	Speed	14	Size	16	Sight/attack radius	275 common 206 against <u>air</u>	Attack	6/12 8 HPS	Base armor	3	Place in transport	3	Requirements	UAC Tech Center building High technologies upgrade
Terminator																										
Class	<i>mech, ground</i>																									
Hits	350																									
Production time	60																									
Energy required	6																									
Speed	14																									
Size	16																									
Sight/attack radius	275 common 206 against <u>air</u>																									
Attack	6/12 8 HPS																									
Base armor	3																									
Place in transport	3																									
Requirements	UAC Tech Center building High technologies upgrade																									
	 U	<table><tr><td colspan="2">Tank</td></tr><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>	Tank		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
Tank																										
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 ground unit with ranged attack. Deal x0,5 damage to <u>ground</u> units and <u>buildings</u> . Advanced Flyer can attack in moving.
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Possible upgrades for all UAC Mechs:











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

























OTHER UNITS



Sprite	Description

UPGRADES









Hell













Icon / Hot key	Time Energy Level	Description	Requirements
 Q	180 4 4	Range attack upgrade Increase ranged attacks damage.	
 W	180 4 4	Unit armor upgrade Increase units armor.	
 E	120 4 4	Buildings armor upgrade Increase buildings armor.	
 A	60 2 3	Melee attack upgrade Increase melee attacks damage.	
 S	120 3 2	Regeneration Damaged units will slowly regenerate their health.	
 D	60 2 4	Pain threshold Decrease "pain state" chance.	
 Z	120 3 3	Hell Eye Lost Soul ability & Hell Eye sight radius. In UDOOM game mod, last level of upgrade make Hell Eye invisible.	
 X	120 3 3	Tower range upgrade Increased range of defensive structures.	
 C	120 2 3	Teleport upgrade Decrease teleport cooldown.	
 R	180 3 1	Hell Keep teleportation Hell keep can teleport to any place.	









 T	 120 3 2	Decay Aura Hell Keep will damage all enemies around. Also, this aura neutralize stun effects on own and allied units.	
 Y	 120 2 2	Hell Keep range upgrade Increased Hell Keep view/build range.	
 F	 60 3 1	Demon`s anger Increased Demon`s movement and attack speed.	
 G	 120 2 1	Firepower Increase missiles speed for Imp , Cacodemon and Baron of Hell/Hell Knight .	
 H	 20 8 15	Hell power Allow Hell Monastery upgrade units.	Hell Monastery building
 V	 180 10 1	Ancient evil New buildings, units and upgrades.	
 B	 120 3 1	Reverse teleport Units can teleport back to Hell Teleport.	Hell Monastery building Ancient evil upgrade
 N	 120 2 1	Revenant missile upgrade Missiles become homing	
 U	 120 2 1	Hell Totem and Eye invisibility	
 I	 120 2 3	Building restoration Damaged buildings will slowly regenerate their health.	
 O	 60 2 1	Free teleportation Hell Keep can teleport on obstacles.	
 J	 30 1 15	Short distance teleportation Hell Symbols, Towers, Totems and Altars can teleport to short distance.	

 K	180 10 3	Invulnerability All hell units become invulnerable for 15 seconds.	Hell Altar building Ancient evil upgrade
 L	180 4 4	Built-in Hell Symbol Additional energy for Hell Keep.	

UAC

Icon / Hot key	Time Energy Level	Description	Requirements
 Q	180 4 4	Range attack upgrade Increase ranged attacks damage.	
 W	120 4 5	Unit armor upgrade Increase units armor.	
 E	180 4 4	Buildings armor upgrade Increase buildings armor.	
 A	60 3 3	Advanced repair and healing Increases the efficiency of repair/healing of Engineers and Medics.	
 S	120 3 2	Lightweight armor Increase infantry move speed.	
 D	120 2 2	APC turret Weapon for APCs.	
 Z	120 3 1	Detector device Radar and mines becomes detectors.	
 X	120 3 3	Turrets range upgrade Increased attack range of defensive structures.	

 C	120 2 3	Radar upgrade Increase radar scouting time and radius.	
 R	180 3 1	Command Center engines Command Center gains ability to fly.	
 T	180 4 1	Command Center turret Flying Command Center will be able to attack	Command Center engines upgrade
 Y	120 2 2	Command Center range Increased Command Center view/build range.	
 F	120 2 2	Mines Engineer ability.	
 G	60 2 1	Mine-sensor Mine ability.	Mines upgrade
 H	180 8 1	Advanced armory Tech Center will be able to upgrade own units.	UAC Tech Center building
 V	180 8 1	High technologies New buildings, units and upgrades.	
 B	180 10 8	Missile strike Missile for Rocket Launcher Station.	UAC Tech Center building High technologies upgrade
 N	120 3 2	Advanced engines Increase mechs move speed.	
 U	180 4 4	Mech armor upgrade Increase mechs armor.	
 I	120 2 1	Fast rearming Decrease Tech Center upgrade reloads time.	

 O		Free placement Command center will be able to land on obstacles.	UAC Tech Center building High technologies upgrade
 J		Turrets armor Additional armor for turrets.	
 K		Rocket turrets Turrets can upgrade to Rocket turrets.	
 L		Built-in generator Additional energy for Command Center.	