**Act of Aggression Reboot World War: Year One**

Version 2.0 by McNash

**Index**

[Preface 5](#_Toc28543599)

[Colors 6](#_Toc28543600)

[Income 6](#_Toc28543601)

[Camera and Sight 6](#_Toc28543602)

[Cartel 7](#_Toc28543603)

[Units 7](#_Toc28543604)

[KMAX harvester 7](#_Toc28543605)

[Contractor 7](#_Toc28543606)

[Viper 7](#_Toc28543607)

[Grinch 7](#_Toc28543608)

[Shershen 7](#_Toc28543609)

[Punisher 7](#_Toc28543610)

[Vanguard 7](#_Toc28543611)

[LOSAT 7](#_Toc28543612)

[Vextra 7](#_Toc28543613)

[CGS 8](#_Toc28543614)

[Scorpio 8](#_Toc28543615)

[Koalitsiya 8](#_Toc28543616)

[Comanche 8](#_Toc28543617)

[Berkut 8](#_Toc28543618)

[X-32 8](#_Toc28543619)

[Valkyrie 8](#_Toc28543620)

[Superhind 8](#_Toc28543621)

[Otomatic 8](#_Toc28543622)

[Specter 9](#_Toc28543623)

[BREM-80U 9](#_Toc28543624)

[Cartel Thor Superweapon 9](#_Toc28543625)

[USA 9](#_Toc28543626)

[M992 harvester 9](#_Toc28543627)

[ACCE 9](#_Toc28543628)

[Marine 9](#_Toc28543629)

[Sniper 9](#_Toc28543630)

[Deltas 9](#_Toc28543631)

[Mortar 10](#_Toc28543632)

[Stinger soldier 10](#_Toc28543633)

[Javelin soldier 10](#_Toc28543634)

[Humvee 10](#_Toc28543635)

[Thunderbolt 10](#_Toc28543636)

[ATGM Stryker 10](#_Toc28543637)

[FCS Mortar 10](#_Toc28543638)

[Apache Guardian 10](#_Toc28543639)

[HIMARS 10](#_Toc28543640)

[M1 Builder 10](#_Toc28543641)

[M1 Repairer 10](#_Toc28543642)

[MH6 SOAR Little Bird 10](#_Toc28543643)

[Avenger 10](#_Toc28543644)

[Raptor 11](#_Toc28543645)

[B2 11](#_Toc28543646)

[M1203 NLOS 11](#_Toc28543647)

[M1A2 11](#_Toc28543648)

[US Peacekeeper Superweapon 11](#_Toc28543649)

[Chimera 12](#_Toc28543650)

[Units 12](#_Toc28543651)

[Crusher 12](#_Toc28543652)

[Felin 12](#_Toc28543653)

[Heavy SAS Sniper 12](#_Toc28543654)

[Exo-soldier 12](#_Toc28543655)

[DENEL Y3 Grenadiers 12](#_Toc28543656)

[Pantsir 12](#_Toc28543657)

[Puma 12](#_Toc28543658)

[Rhino 12](#_Toc28543659)

[Namer 12](#_Toc28543660)

[Metal Storm 12](#_Toc28543661)

[Terminator 13](#_Toc28543662)

[Tigre 13](#_Toc28543663)

[Corax 13](#_Toc28543664)

[PAF KA 13](#_Toc28543665)

[Neuron 13](#_Toc28543666)

[Valor 13](#_Toc28543667)

[Buratino 13](#_Toc28543668)

[Antey 13](#_Toc28543669)

[Chimera Omega Blitz Superweapon 13](#_Toc28543670)

# Preface

Thanks for downloading this mod and the patch notes, it has been a year since my first attempt at modding Act of Aggression, this new iteration has added new elements based on my experiences and perceptions of how a RTS should be.

The first rule is obvious, there must be fun.

This is certainly not a balance mod, although I have published updated notes of my findings on the AoA database so if you are actually interested in making a balance mod you can have some good resources to start your own project, most of all the mapping of the units and its properties.

So, fun, fun is very important, and the first requirement is often having money, while the economy has been slightly tuned down to avoid the ecobooms seen in the first version of the mod it’s still strong enough to allow for the construction of large armies akin to those seen in the golden age of RTS (who hasn’t done the 50 tanks rush in a C&C?), what is more important, refineries and harvesters (Miners? Collectors?) are far cheaper, which means you can build an early expansion and also survive early harassments better.

And talking about early games, most infantry has been significantly buffed, soldiers now are faster and most importantly, cheaper, in fact, you can mass them to try an early assault or use them defensively, this also allows them to have an important role late in game.

Most vehicles have received buffs too, the most important is the rate of fire, autocannons have become far more effective weapons, also some units here and there have received large improvements in their firepower and other characteristics such as speed, hitpoints and others.

The SWs now present more variety, US nukes are more like, well, nukes, annihilating everything in a larger area, Thor orbital attacks are more focused, working akin to threat eliminators, the Omega Blitz though remains the same.

Some Tier 3 units have become more akin to epic units, the Abrams and the Koalitsijya are the two main examples, with vast pools of HP and attacks capable to unleash massive amounts of damage, conversely they cost a lot more, so they are a sort of gamble.

Another important change done is to aircrafts, most of them are now faster, like, so fast they can basically come to where they are needed the most, of course this also means you will need to have some good AA ready.

There are a few other surprises for every faction, you can find it in the notes below.

So, I really hope you enjoy this, again, thanks for downloading the mod and hope you have fun.

And now let’s see the changes in more detail.

# Colors

Colors added:

1. Blueish clear grey

2. Dark reddish grey

3. Desert Beige

4. Dark red

5. Metallic blue

6. Military green

7. Very dark grey

8. Vitamin Orange

9. Electric Blue-Violet

10. Plasma Cyan

11. Golden Yellow

12. Earthly Brown

13. Sky Blue

14. White Greyish

15. Forest Green

16. Radioactive Green

# Income

**Banks**

Banks now have a stock of 50000, 75000 and 100000 respectively, and garrisoned infantry gathers at 25 credits per second for unit.

**Refineries**

All refineries now cost 1000

# Camera and Sight

Improved sighting angles of the main camera

Sight vision for most units improved in 71%

# Cartel

## Units

### KMAX harvester

Cost (800) 500

### Contractor

Cost (150) 50

Speed (1050)2000

### Viper

Cost (200) 100

Speed (1050) 2000

### Grinch

Cost (300) 150

Speed (1050) 2000

### Shershen

**Cost** (600) 400

**S**peed (1050) 2000

### Punisher

Cost (500) 300

Speed (1050) 2000

Hitpoints (11) 15

### Vanguard

Cost (600) 400

Speed (1050) 2000

Hitpoints (11) 15

### LOSAT

Physical Damage (20)30

Rate of fire (8)10

### Vextra

Speed (4200) 7000

### CGS

Overall rate of fire vastly improved

### Scorpio

Rate of Fire (7)5

Smoke minimum range decreased

Hitpoints (7)10

### Koalitsiya

Speed (980) 2000

Hitpoints (50) 180

Overall rate of fire, area of effect and acquiring time vastly improved

Smoke Minimum range decreased and dispersion improved

Cost (4000) 10000

### Comanche

Hitpoints**:** (10) 15

Firepower and rate of fire improved

Cost (1500) 1750

### Berkut

Speed (21000): 25000

Ignore Battlefield Orders(True)False

### X-32

Speed (10080): 25000

The Upgrade can now detect units beyond the sight range

### Valkyrie

Hitpoints (8) 25

Cost (5000)9000

Speed (21000)25000

### Superhind

Speed (11200): 12500

### Otomatic

Rate of fire improved

### Specter

**Firepower vastly improved**

**Speed** (2380) 3570

**Hitpoints** (25) 40

MaxHPForHUD (25) 40

### BREM-80U

Speed (1680) 2520

## Cartel Thor Superweapon

Firepower (100) 50

Radius Damage (5600) 5000

Platform Cost (5500) 10000

Missile Speed (14000) 300000

Thor salvos are mostly immune to anti-SWs

# USA

### M992 harvester

Cost (500) 350

### ACCE

Hitpoints (10/20)12/25

Transport (8) 10

Rate of fire improved

### Marine

Hitpoints (6/8) 8/11

Cost (200) 75

Speed (1120) 2000

### Sniper

Cost (800) 350

Speed (980) 2200

### Deltas

Hitpoints (12) 16

Speed (1120) 2200

**Cost** (500) 300

### Mortar

Speed (1120) 2000

Cost (700) 350

### Stinger soldier

Speed (1120) 2000

Cost (200) 100

### Javelin soldier

Speed (1120) 2000

Cost (200) 100

### Humvee

Hitpoints (8) 10

### Thunderbolt

Hitpoints (10/20)12/25

### ATGM Stryker

Hitpoints (10/20)12/25

### FCS Mortar

Hitpoints (10/20)12/25

### Apache Guardian

Autocannon rate of fire improved

### HIMARS

Missile speed (14000) 21000

### M1 Builder

Hitpoints (4) 6

### M1 Repairer

Speed (2030) changed to 3045

### MH6 SOAR Little Bird

Hitpoints (10) 20

### Avenger

Scale (1) 0.5

Speed (10080): 18000

Ignore Battlefield Orders (True) False

### Raptor

Speed (21000): 25000

Ignore Battlefield Orders (True) False

### B2

Hitpoints (20) 65

Cost (6000)10000

### M1203 NLOS

Improved rate of fire

Speed (1330) 1995

### M1A2

**SEP**

Firepower AT (4) 30

Firepower HE (2) 20

**TUSK1**

Firepower AT (5) 40

Firepower (3) 30

**TUSK2**

Firepower AT (6) 60

Firepower HE (5) 40

Splash Radius (700)1000

Hitpoints (30/40/50) 50/60/180

Speed (1330) 3570

Cost (1800)8000

## US Peacekeeper Superweapon

Decreased firepower in exchange for vastly increased area of effect for both versions

# Chimera

## Units

### Crusher

**Cost** (600) 400

### Felin

Hitpoints (7/10) 9/13

Speed (1400) 2200

Cost (250) 100

### Heavy SAS Sniper

Firepower (4) 7

Speed (1400) 2200

Cost (650) 325

### Exo-soldier

Rate of fire improved

Cost (800) 400

### DENEL Y3 Grenadiers

Speed (840) 2000

Vastly improved rate of fire

Cost (800) 400

### Pantsir

Missile rate of fire vastly improved

### Puma

Autocannon rate of fire vastly improved

### Rhino

Attack area of effect (1400) 3000

### Namer

Hitpoints (40) 70

### Metal Storm

Cost (800) 500

Speed (890) 2500

### Terminator

Hitpoints (40) 60

Speed (2240) 3360

Cost (2000) 3000

### Tigre

Rate of fire improved

Hitpoints (15) 20

### Corax

Hitpoints (15) 30

Speed (7000) 15000

### PAF KA

Speed (21000) 25000

### Neuron

Speed (7000) 15000

### Valor

Vastly improved rate of fire

Hitpoints (20) 40

Cost (2000) 3000

### Buratino

Speed (2030) 3045

### Antey

Hitpoints (20) 60

## Chimera Omega Blitz Superweapon

Projectile speed increased