

B A T T L E W O R L D S
KRONOS

20
13

MANUAL 0.2
WEAPONS OF BW:K

WEAPONS MANUAL

Unarmored Units

Assault Infantry
Gunner Infantry
Technician
Sniper
Hacker
Mines & Seamines

Medium Units

Hydra (MRLS)
Priest (Artillery)
Hurricane (Air raid defence)

Air Units

Spy Eye (Surveillance Drone)
Condor (Heavy Glider)
Thunderbolt (Strike Fighter)
Thor (Bomber)
Sting (Helicopter)
Meteor (Flying Bomb)

Buildings

Headquarters (Invaders)
Depot (Invaders)
Light Factory
Heavy Factory
Harbor
Air Base
Gun Turret
Air Raid Defense
Headquarters (Residents)
Workshop (Residents)
Barracks (Residents)
Guard Tower (Residents)

Light Units

X-100 Infantry Bot
Explorer
Bandit
Hunter
Mule (Transporter)
F.R.P. (Repair Unit)
Scorpion (Mortar Truck)

Heavy Units

Cerberus (Battle Tank)
Praetorian (Heavy Battle Tank)
Medusa (EMP Unit)

Marine Units

Piranha (Patrol Boat)
Alligator (Hovercraft)
Barracuda (Destroyer)
Seawolf (Submarine)
Aircraft Carrier
Poseidon (Transport Ship)



Improved firepower
(Damage caused +25%)



Blitz
(Unit fires first, when it is attacked)



Improved armor
(Damage sustained -33%)



Surprise attack
(Free attack when being revealed)



Improved engine
(Movement range +33%)



Medipack
(Regeneration of 10% HP per round)



Improved visual range
(Visual range +33%)



Footslog
(Movement range + 50%)



Counterattack
(Unlimited counterattacks per round)



Bloodlust
(Joker action instead of movement action)



Minelayer
(Can deploy mines)



Improved target acquisition
(One field more range of fire)



Surface-to-air missile
(Can attack aerial units)



Propelling charge
(Two more fields maximum and minimum range of fire)



Improved reparation/healing
(Reparation/Healing +50%)



Breach
(Unit ignores blocking constraint)



Squash
(Unit can drive over fields with wrecks)

ASSAULT INFANTRY



"Before you know what hit you, we're already gone."

Faction: Residents
 Production cost: 32 Resources
 Combat range: 1-1 Fields Ammunition: ∞

Actions: 

Damage:



Upgrades:

-  **Surprise attack**
(Free attack when being revealed)
-  **Medipack**
(Regeneration of one sub-unit per round)
-  **Footslog**
(Movement range + 50%)
-  **Bloodlust**
(joker action instead of movement action)

DESCRIPTION

Light and inexpensive unit. Can operate on all terrains. Is able to camouflage and attacks primarily from ambush. Equipped with an MG with integrated grenade launcher. Especially suitable for combat against infantry and against light units. Can capture buildings.

APPLICATION

As a Residents special unit the human Assault Infantry is at home in its area of operation and therefore able to camouflage effectively. It is suitable for surprise attacks and ambushes, but too weak for open combat on the battlefield.

NOTES

The unit can camouflage (using a joker action). As soon as it moves or another unit attacks it, it becomes visible.



GUNNER INFANTRY



"Big opponents, big explosions."

DESCRIPTION

Like the Assault Infantry, it can camouflage and operate on all terrains. Equipped with a rocket launcher, making it more effective against light and heavy units. Can capture buildings.

APPLICATION

The Gunner possesses the same abilities as the Assault Infantry, but is specialized on attacking light and heavy units, and can also be used against aerial units. Ineffective against other infantry units.

NOTES

The unit can camouflage (using a joker action). As soon as it moves or another unit attacks it, it becomes visible.

Faction: Residents
Production cost: 39 Resources
Combat range: 1-2 Fields **Ammunition:** ∞

Actions:  

Damage:



20



38



30



30



11



22

Upgrades:



Minelayer
 (Can deploy mines)



Bloodlust
 (joker action instead of movement action)



Surface-to-air missile
 (Can attack aerial units)



Medipack
 (Regeneration of one sub-unit per round)



TECHNICIAN



"Humans are just very complex machines!"

Faction: Residents
Production cost: 48 Resources
Ability range: 1-1 Fields

Actions: ★ ★

Upgrades:



Footslog
 (Movement range + 50%)



Improved reparation/healing
 (Reparation/Healing +50%)



Improved armor
 (Damage sustained -33%)



Medipack
 (Regeneration of one sub-unit per round)

DESCRIPTION

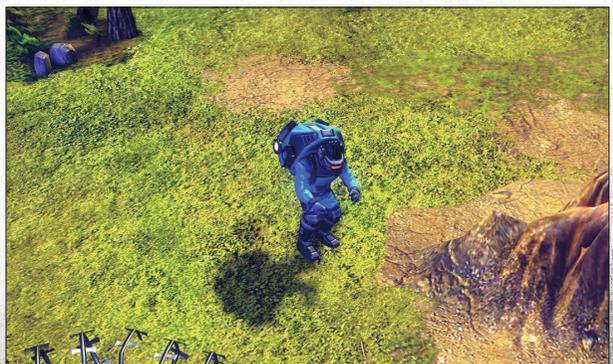
The Technician is a human unit that is unable to fight offensively. It can repair/heal all kinds of units, capture buildings in a single round, and deploy/defuse mines.

APPLICATION

The Technician functions as an inconspicuous support unit and is the first choice when capturing buildings. It can transport up to three mines.

NOTES

The unit can camouflage (using a joker action). As soon as it moves or another unit attacks it, it becomes visible. Move the Technician next to a mine and „attack“ it to defuse it and pick it up (only possible if the Technician still has space to carry it).



SNIPER



"I see you..."

Faction: Telit, Yerla, Lumati
Production cost: 43 Resources
Combat range: 1-2 Fields **Ammunition:** ∞

Actions:

Damage:



65



30



22



10



8



-

Upgrades:



Improved firepower
 (Damage caused +25%)



Blitz
 (Unit fires first, when it is attacked)



Medipack
 (Regeneration of one sub-unit per round)



Footslog
 (Movement range + 50%)

DESCRIPTION

The Sniper is a command unit and the only one with the ability to camouflage while moving. With his precision rifle he can attack enemies from a distance of two fields without blowing his cover. If the Sniper is discovered he attacks the enemy without using an action and his enemy can't fight back.

APPLICATION

Snipers are excellent reconnaissance units. They can elude enemy lines undetected to capture buildings.

NOTES

The unit can camouflage (using a joker action). It can move in a camouflaged state (but slower than usual). As soon as it attacks, it becomes visible.



HACKER



"Three, two, one... gone."

Faction: Yerla
Production cost: 49 Resources
Ability range: 1-1 Fields

Aktionen:



DESCRIPTION

"Hackers" are small spiderlike robots. They are able to camouflage and operate on any terrain. They attach to a mechanical terrestrial unit and take it over. As soon as it has assumed control of the unit, the hacker disappears.

APPLICATION

Hackers lie in wait camouflaged and seize a convenient opportunity to take over valuable enemy units. When detected hackers are easy prey.

NOTES

The unit can camouflage (using a joker action). As soon as it moves or another unit attacks it, it becomes



MINES & SEAMINES

Faction: Telit, Yerla, Lumati, Residents
Production cost: 46 Resources



Mines are deployed by other units and can't be moved after being deployed. They don't have action points.

Mines are camouflaged automatically as soon as they are deployed. If they have been discovered they can't camouflage again.

Units of your own team can drive over mines unharmed (but not stop on a field with a mine). The opponent's units trigger the mine as soon as they enter the field containing it.

DESCRIPTION

Mines can be deployed by different infantry units. They can't be actively controlled by the player. Mines are invisible, unless you have a unit on a neighboring field. They cause serious damage to all kinds of terrestrial units.

APPLICATION

Mines are suited to obstruct bottlenecks, slowing down the opponent's advancement. In combat situations they can be used to protect long distance units from melee units.

NOTES

Ground mines can be deployed by the Assault Infantry, the Gunner Infantry, the X-100 Infantry-Bot and the Technician. Sea mines can be deployed by the Piranha patrol boat.



X-100 INFANTRY BOT



"Terminate? Exterminate?
At your service."

DESCRIPTION

The X-100 Infantry Bot is equipped with two Gatling Guns and is more powerful than human infantry units. It's effective against infantry units and light units. Can deploy mines..

APPLICATION

The X-100 Infantry Bot can be used for inexpensive but slow reconnaissance or to fight infantry and light units. Like all other infantry units, it can capture buildings.

Faction: Telit, Yerla, Lumati
 Production cost: 40 Resources
 Combat range: 1-1 Fields Ammunition: ∞

Actions:  

Damage:



Upgrades:

-  **Improved visual range**
(Visual range +33%)
-  **Improved firepower**
(Damage caused +25%)
-  **Improved armor**
(Damage sustained -33%)
-  **Counterattack**
(Unlimited counterattacks per round)



EXPLORER



"Wanna race?!"

DESCRIPTION

The Explorer is the fastest terrestrial unit in the game and has a high visual range. That makes him an ideal reconnaissance unit. It has very weak armor and weapons though. In combat it is only effective against infantry. It is the only unit in the game that can detect camouflaged opponents from two spaces distance.

APPLICATION

The Explorer should only be used for combat in emergencies. Its primary purpose is reconnaissance of enemy territory, as well as detection and surveillance of enemy troops from a distance - including camouflaged ones.

Faction: Telit, Yerla, Lumati
Production cost: 31 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions:  

Damage:



Upgrades:

-  **Improved visual range**
(Visual range +33%)
-  **Improved engine**
(Movement range +33%)
-  **Blitz**
(Unit fires first, when it is attacked)
-  **Breach**
(Unit ignores blocking constraint)



BANDIT



"If you wanna destroy a bandit you have to catch it first!"

DESCRIPTION

Small, fast unit. Relatively wide range, medium visual range. With its rocket system it can only attack from two fields distance, so it's not suitable for close combat. It is the most effective light unit for taking on heavy units.

APPLICATION

The Bandit is an excellent light combat unit for the „second row“. If it can be kept out of close combat, it's a valuable support against light and heavy units.

NOTES

If the bandit isn't moved during a turn it can attack twice due to its two joker actions.

Faction: Telit, Yerla, Lumati
Production cost: 40 Resources
Combat range: 2-2 Fields **Ammunition:** ∞

Actions: ★ ★

Damage:



20



33



22



28



15



20

Upgrades:



Improved armor
(Damage sustained -33%)



Improved engine
(Movement range +33%)



Surface-to-air missile
(Can attack aerial units)



Improved firepower
(Damage caused +25%)



HUNTER



"I'll give you five seconds... then I'm gonna hunt you down."

Faction: Telit, Yerla, Lumati
Production cost: 37 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions:  

Damage:



Upgrades:

-  **Improved armor**
(Damage sustained -33%)
-  **Counterattack**
(Unlimited counterattacks per round)
-  **Improved engine**
(Movement range +33%)
-  **Improved firepower**
(Damage caused +25%)

DESCRIPTION

A massive off-road vehicle with a heavy MG on its roof. Similar speed as the Bandit, but can only attack from a distance of one space. Strongest light unit against infantry.

APPLICATION

Strongest unit against infantry in the game, but also effective against light units. Can use its MG as an anti-aircraft gun.



MULE (TRANSPORTER)

Faction: Telit, Yerla, Lumati
Production cost: 20 Resources
Ability range: 1-1 Fields

Actions: 

"Need a ride?"

DESCRIPTION

Light transport unit that can transport four infantry units, two light units or one heavy unit. Relatively quick - especially on roads - but only light armor.

APPLICATION

The mule can transport slow units quickly. It can't fight, so it should only operate in safe territory or be protected by other units.

NOTES

Units that require ammunition can reload ammo while they're inside the Mule. The transporter is able to collect resources by driving onto resource chests on the map.



F.R.P (REPAIR UNIT)



"I can fix it!"

Faction: Telit, Yerla, Lumati
Production cost: 43 Resources
Ability range: 1-1 Fields
Actions: ★ ★

Upgrades:

-  **Improved armor**
(Damage sustained -33%)
-  **Improved reparation/healing**
(Reparation/Healing +50%)

DESCRIPTION

An unarmed unit that can repair other mechanical units on the battle field. Can also repair damaged buildings.

APPLICATION

The Die F.R.P. should be kept out of combat zones and only take care of the involved units after the battle.

NOTES

The repair unit is able to collect resources by driving onto resource chests on the map.



SCORPION (MORTAR TRUCK)



“Nothing stings like a scorpion.”

Faction: Residents
 Production cost: 37 Resources
 Combat range: 2-3 Fields **Ammunition: 8**

Actions:

Damage:

25	33	20	30	13	-

Upgrades:

- Improved armor**
(Damage sustained -33%)
- Improved firepower**
(Damage caused +25%)
- Improved engine**
(Movement range +33%)
- Improved target acquisition**
(One field more range of fire)

DESCRIPTION

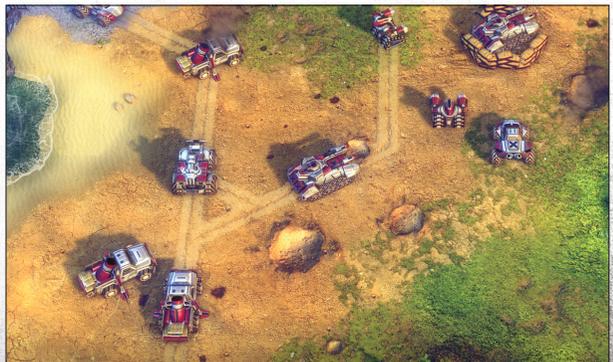
A converted pickup truck with a mortar on its truck bed. Can attack from 2-3 fields distance. Possesses the ability to use other units' wrecks to repair itself.

APPLICATION

Effective against infantry, light units and heavy units. Deals more damage than the Bandit, but can't be used against aerial units and can't attack twice per round by default.

NOTES

Move the Scorpion onto a burning or smoking wreck to replenish some of its hit points.



HURRICANE (AIR RAID DEFENCE)



“Don’t even try to dodge me, birdy.”

Faction: Telit, Yerla, Lumati
 Production cost: 52 Resources
 Combat range: 1-5 Fields Ammunition: ∞

Actions:  

Damage:



Upgrades:

-  **Improved armor**
(Damage sustained -33%)
-  **Counterattack**
(Unlimited counterattacks per round)
-  **Improved visual range**
(One field more range of fire)
-  **Improved firepower**
(Damage caused +25%)

DESCRIPTION

Fast wheeled tank with medium armor. Very effective against aerial units. Can effectively cover an area of ten fields diameter.

APPLICATION

The anti-aircraft tank is the mightiest mobile unit against aerial units, and can defend a whole army against attacks from above. Hurricanes should be guarded well, since they can’t defend themselves against terrestrial units.



HYDRA (MRLS)



"Want a firework?
Here ya go."

Faction: Telit, Yerla, Lumati
Production cost: 45 Resources
Combat range: 2-3 Fields **Ammunition:** 8

Actions:  

Damage:

					
28	30	33	35	21	0

Upgrades:

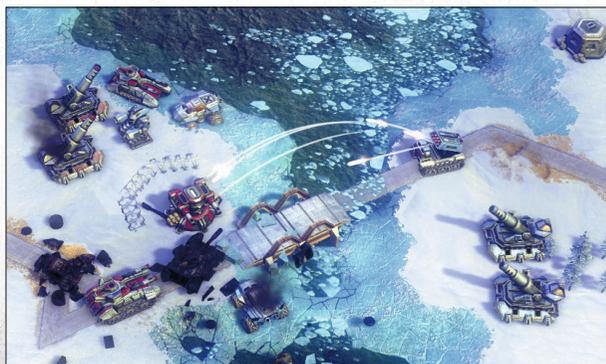
-  **Improved engine**
(Movement range +33%)
-  **Improved firepower**
(Damage caused +25%)
-  **Squash**
(Unit can drive over fields with wrecks)
-  **Improved target acquisition**
(One field more range of fire)

DESCRIPTION

Armored unit that can attack with missiles from 3 fields distance. Less armor than the Cerberus (light tank). Unable to fight aerial units or engage in close combat.

APPLICATION

The Hydra is more mobile than an Artillery and doesn't need to be deployed or dismounted. It can cause heavy damage to all ground units from a distance. A well-protected Hydra is worth a mint.



PRIEST (ARTILLERY)



"I can hit you,
but you can't hit me."

Faction: Telit, Yerla, Lumati
Production cost: 53 Resources
Combat range: 3-5 Fields **Ammunition:** 8

Actions:

Damage:



Upgrades:

- Improved visual range**
(Visual range +33%)
- Propelling charge**
(Two more fields maximum and minimum range of fire)
- Improved firepower**
(Damage caused +25%)
- Improved target acquisition**
(One field more range of fire)

DESCRIPTION

The priest artillery has the longest range of fire and is effective against all units. Can't be used for close combat and has to be set up and stripped down for moving. Can only make use of its maximum range of fire in combination with reconnaissance units (range of fire > range of vision).

APPLICATION

Artillery units are set up far behind the front line and attack the enemy from the distance. They are suited for destroying bastioned enemy lines and luring the opponent out of cover.



CERBERUS (BATTLE TANK)

"Brrrrrr! Boom! Boom!"

DESCRIPTION

The light tank Cerberus is equipped with a double cannon to fight light and heavy units. It is faster than the Praetorian (heavy tank), but in return it doesn't have as much power and armor. Like the Praetorian the Cerberus possesses the "Squash" ability, allowing it to drive over wrecks.

APPLICATION

The Cerberus can fight against all enemy types, is quite nimble for a tank and still resistant. It is a valuable heavy unit and the backbone of a powerful army.

Faction: Telit, Yerla, Lumati
 Production cost: 56 Resources
 Combat range: 1-1 Fields Ammunition: ∞

Actions:



Damage:



37



33



30



38



15



-

Upgrades:



Improved engine
 (Movement range +33%)



Breach
 (Unit ignores blocking constraint)



Improved firepower
 (Damage caused +25%)



Bloodlust
 (joker action instead of movement action)



PRAETORIAN (HEAVY BATTLE TANK)

"It's time for the big guns."

DESCRIPTION

More heavily armed and armored than the Cerberus. Is equipped with anti-aircraft missiles. Moves slowly, but possesses the "Squash" ability (enabling it to drive over wrecks).

APPLICATION

The Praetorian is very effective against heavy units. Above all it presentVor allem aber stellt er für den Gegner ein nur schwer zu überwindendes Hindernis da. Daher eignet er sich hervorragend, um Engstellen abzusichern und Einheiten in der zweiten und dritten Reihe vor Gegnern abzuschirmen.

Faction:

Telit, Yerla, Lumati

Production cost:

67 Resources

Combat range:

1-1 Fields

Ammunition: ∞

Action:



Damage:



30



40



37



55



23



16

Upgrades:

**Improved firepower**

(Damage caused +25%)

**Counterattack**

(Unlimited counterattacks per round)

**Breach**

(Unit ignores blocking constraint)

**Improved armor**

(Damage sustained -33%)



MEDUSA (EMP UNIT)

"Good night!"

Faction: Telit
Production cost: 44 Resources
Combat range: 2-4 Felder **Ammunition:** 5

Actions:  

Damage:



20



18



18



30



12



-

Upgrades:



Squash

(Unit can drive over fields with wrecks)



Improved armor

(Damage sustained -33%)



Breach

(Unit ignores blocking constraint)



Improved engine

(Movement range +33%)

DESCRIPTION

An experimental unit from the Telit arms factories. The Medusa is equipped with an EMP mortar that can fire an electromagnetic impulse at enemy units, dealing light damage and incapacitates them for one round.

APPLICATION

The EMP attack is powerful, because incapacitating important enemy units can lead to a tactical advantage. Example: First you disable the enemy's anti-aircraft defense, then you destroy the enemy's artillery with aerial units.

NOTES

The EMP impulse of the Medusa can disable a mechanical unit's weapons and mobility for one round. A good way to temporarily remove the strongest opponent from the battle.



SPYE EYE (SURVEILLANCE DRONE)

Faction:

Telit, Yerla, Lumati

Production cost:

18 Resources

Actions:



“Everyone looks like ants from up here...”

DESCRIPTION

A small, very slow unit without combat abilities. It has a huge visual range and is solely used for reconnaissance.

APPLICATION

Due to its slow flying speed it's not as suited for reconnaissance of dynamic front lines as an Explorer. Excellent for surveillance of large areas behind the front line. It's best to position it on rough terrain.



CONDOR (HEAVY GLIDER)

"Make way for the cavalry!"

Faction: Telit, Yerla, Lumati
Production cost: 49 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions: 

Damage:



30



35



20



28



20



8

Upgrades:

**Blitz**

(Unit fires first, when it is attacked)

**Improved firepower**

(Damage caused +25%)

**Improved engine**

(Movement range +33%)

**Counterattack**

(Unlimited counterattacks per round)

DESCRIPTION

As a flying unit, this glider can traverse all kinds of terrain. It can attack ground units with missiles and aerial units with MGs. It doesn't have to land between turns, so it can permanently stay with its troop.

APPLICATION

The glider can be used as cavalry, because it can fly cross-country over all kinds of terrain and be on site quickly. It is suited for patrol flights or for intercepting light enemy squads.



THUNDERBOLT (STRIKE FIGHTER)

Faction: Telit, Yerla, Lumati
Production cost: 52 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions:  

Damage:

					
34	28	28	22	15	15

Upgrades:

-  **Improved visual range**
(Visual range +33%)
-  **Improved engine**
(Movement range +33%)
-  **Blitz**
(Unit fires first, when it is attacked)
-  **Improved firepower**
(Damage caused +25%)



"Is it a rocket? Is it Superman?
 No, it's a Thunderbolt!"

DESCRIPTION

Warplane with laser-guided bombs for ground targets and missiles for aerial combat. Effective against heavy units and buildings, especially for aerial combat. Each round it consumes part of its fuel, no matter if it is moving or not. It has to land on an airport or aircraft carrier after a few rounds, or it will crash.

APPLICATION

Fighter bombers are stationed on airports or aircraft carriers and can secure a fairly large area, as long as the enemy doesn't possess air defense. They're very effective against opposing aerial units, but can also give ground units a hard time.



THOR (BOMBER)



“All good things come from above..”

Faction: Telit, Yerla, Lumati
Production cost: 52 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions: 

Damage:



20



17



33



45



33



-

Upgrades:



Improved armor
 (Damage sustained -33%)



Improved firepower
 (Damage caused +25%)



Improved visual range
 (Visual range +33%)



Improved engine
 (Movement range +33%)

DESCRIPTION

The Thor bomber is very effective against all kinds of ground units, but can't defend itself in air combat. Each round it consumes part of its fuel, no matter if it is moving or not. It has to land on an airport or aircraft carrier after a few rounds, or it will crash.

APPLICATION

The Thor bomber can move far over all kinds of terrain and round by round cause damage to armored opponents - as long as the enemy doesn't possess air defense or fighter bombers.



STING (HELICOPTER)



"Wherever, whenever...
I can do anything."

Faction: Residents
Production cost: 48 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions:  

Damage:



35



25



15



10



13



15

Upgrades:



Improved engine
(Movement range +33%)



Improved armor
(Damage sustained -33%)



Blitz
(Unit fires first, when it is attacked)



Bloodlust
(joker action instead of movement action)

DESCRIPTION

An all-purpose helicopter of the Residents, made of scrap metal. Can transport 2 infantry units, but isn't as fast and powerful as the Condor. Effective against infantry and light units, also capable in air combat.

APPLICATION

The helicopter allows transporting 2 infantry units across rough terrain and water. It is notably cheaper than the Condor, so it can be built in high quantities and used to gain air supremacy.

NOTES

As all Residents units the Sting can be healed by moving it onto a burning or smoking wreck.



METEOR (FLYING BOMB)

“There won't be a next time...”

Faction: Lumati
 Production cost: 48 Resources
 Combat range: 1-1 Fields

Actions:  

Damage:



65



60



60



90



56



-

DESCRIPTION

The Meteor is a small unmanned airborne unit. It isn't very fast and has a small visual range, but is able to camouflage. When the Diver attacks its target, it plunges from the sky and destroys itself and the enemy unit.

APPLICATION

As a “kamikaze unit” the Meteor should only be used against important enemy targets, e.g. enemy air defense or well-guarded artillery. The Meteor causes a lot of damage, so that most units are destroyed completely during an attack.



PIRANHA (PATROL BOAT)

“The bigger they are, the quicker they sink.”

DESCRIPTION

The Piranha patrol boat is a quick naval unit. It is equipped with an MG and a device to lay sea mines. Just like the Explorer ashore, patrol boats can detect camouflaged units (like mines and submerged submarines) from two fields distance. Piranhas are the smallest and cheapest naval units.

APPLICATION

Piranhas allow for easy surveillance of large water areas. In offensive fights Piranhas are only effective as a “swarm” or against other Piranhas, but they’re also a threat for larger ships because of their ability to lay sea mines at strategically important positions.

Faction: Telit, Yerla, Lumati
Production cost: 43 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

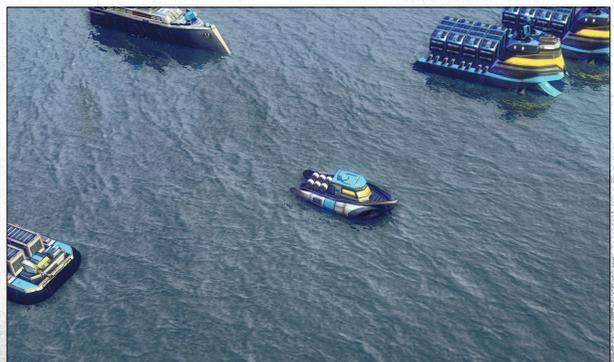
Actions:

Damage:



Upgrades:

-  **Improved engine**
(Movement range +33%)
-  **Counterattack**
(Unlimited counterattacks per round)
-  **Improved armor**
(Damage sustained -33%)
-  **Blitz**
(Unit fires first, when it is attacked)



ALLIGATOR (HOVERCRAFT)



"Ashore or on the sea -
no place where I can't be."

Faction: Telit, Yerla, Lumati
Production cost: 45 Resources
Combat range: 1-1 Fields **Ammunition:** ∞

Actions:  

Damage:



Upgrades:

-  **Improved engine**
(Movement range +33%)
-  **Breach**
(Unit ignores blocking constraint)
-  **Improved armor**
(Damage sustained -33%)
-  **Counterattack**
(Unlimited counterattacks per round)

DESCRIPTION

The Alligator is a fast amphibious unit that can move on land and sea. It doesn't have a lot of firepower, but it can transport up to two light units.

APPLICATION

The Alligator is the only unit in the game that can transport units over water and go ashore without a harbor (provided there is a shallow coast, e.g. a beach). That allows you to use it for quickly dropping small units on the enemy's doorstep.

NOTES

Like all transporters the Alligator can carry resources, ammo, fuel and mines.



BARRACUDA (DESTROYER)

"Sun, sand, sea - and slaughter."

Faction: Telit, Yerla, Lumati
 Production cost: 66 Resources
 Combat range: 3-5 Fields Ammunition: ∞

Actions: 

Damage:



Upgrades:

-  **Improved firepower**
(Damage caused +25%)
-  **Improved target acquisition**
(One field more range of fire)
-  **Blitz**
(Unit fires first, when it is attacked)
-  **Propelling charge**
(Two more fields maximum and minimum range of fire)

DESCRIPTION

Modern destroyer that can effectively attack naval, ground and aerial units from several fields distance. It has the longest range of fire among the naval units, which can even be increased by an upgrade.

APPLICATION

The destroyer is an allrounder and its long reach of fire even enables it to attack ground units. It can only operate in deep water.



SEAWOLF (SUBMARINE)



"Daa-damm. Daa-damm.,
Da-dam-da-dam-da-dam!"

Faction: Telit, Yerla, Lumati
Production cost: 56 Resources
Combat range: 1-3 Fields **Ammunition:** ∞

Actions:  

Damage:



46

Upgrades:



Improved visual range
(Visual range +33%)



Bloodlust
(joker action instead of movement action)



Breach
(Unit ignores blocking constraint)



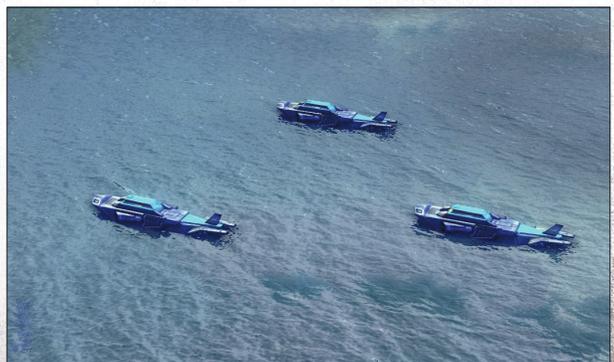
Surprise attack
(Free attack when being revealed)

DESCRIPTION

Powerful submarine. It's able to dive and is then camouflaged (that is, only visible to enemies on neighboring fields). In a submerged state its range of vision and range of motion are lower than above the water. Its torpedoes are especially effective against naval units.

APPLICATION

Most effective unit against ships. Submarines can dive and move in submerged (=camouflaged) state, but when they attack, they're exposed immediately. They have only light armor, so they should not engage in long combat.



TRITON (AIRCRAFTCARRIER)

Faction: Telit, Yerla, Lumati
 Production cost: 59 Resources
 Combat range: 1-4 Fields Ammunition: ∞

Actions:  

Damage:



Upgrades:

-  **Improved armor**
(Damage sustained -33%)
-  **Improved engine**
(Movement range +33%)

“Move out of my way if you wanna live.”

DESCRIPTION

Serves as a transporter and base for aerial units. The aircraft carrier is heavily armored, but rather slow and only equipped with anti-aircraft missiles.

APPLICATION

Loaded aircraft carriers are dangerous bases, if they are positioned near the enemies coast out of reach of ground units and other ships. Can only operate in deep water.



POSEIDON (TRANSPORTSHIP)

Faction: Telit, Yerla, Lumati

Production cost: 27 Resources

Ability range: 1-1 Fields

Actions:



"Move aside, I can't break!"

Upgrades:

Improved armor
(Damage sustained -33%)



Breach
(Unit ignores blocking constraint)



Improved engine
(Movement range +33%)



Improved visual range
(Visual range +33%)

DESCRIPTION

The transport ship is a big, rather slow naval unit. It can carry a lot of units, but can only dock at harbors. It is unarmed, but heavily armored.

APPLICATION

The transport ship is suited to carry large groups of units across the ocean. It should by all means be escorted by armed units. It can only operate in deep water.



HEADQUARTERS (INVADERS)

Faction: Telit, Yerla, Lumati

Hitpoints: 3

DESCRIPTION

The Headquarters is the command central of all military forces and represents their line of retreat. Losing this building often leads to immediate defeat.

BUILDINGS

DEPOT (INVADERS)

Faction: Telit, Yerla, Lumati

Hitpoints: 1

DESCRIPTION

Depots can be stocked with units, resources, ammo, fuel or mines. They can also be used to heal/repair units.

LIGHT FACTORY

Faction: Telit, Yerla, Lumati

Hitpoints: 2

**DESCRIPTION**

The light factory produces unarmored and lightly armored units, like the Explorer, Hunter or Bandit. It also enables the repair of all kinds of units.

BUILDINGS**HEAVY FACTORY**

Fraktion: Telit, Yerla, Lumati

Hitpoints: 2

**DESCRIPTION**

The Heavy Factory can produce units from the medium and heavy category, for example the Hydra, Priest or Cerberus. It can also repair units of all kinds.

HARBOR

Faction: Telit, Yerla, Lumati

Hitpoints: 2

DESCRIPTION

Harbors can produce all kinds of naval units and repair all kinds of units. Hovercrafts can unload light units on beaches, but if you want to transport big numbers of heavy units over the sea... you need a transport ship and a harbor.

BUILDINGS**AIR BASE**

Faction: Telit, Yerla, Lumati

Hitpoints: 2

DESCRIPTION

The airbase can produce and repair aerial units. Some aerial units require fuel, which can be found at airports too. They either have to stay close to an airbase or use an aircraft carrier as a mobile base.

GUN TURRET



Faction: Telit, Yerla, Lumati

DESCRIPTION

The gun turret is among the few units in the game that can't move - but he deals a lot of damage. It can attack twice per round over a distance of three fields and should be destroyed with long distance units or a concentrated push of close combat units if possible.

APPLICATION

The gun turret eats single units or small squads of units for breakfast, no matter how well they are armored. You should keep out of the tower's reach until you have accumulated enough firepower to destroy it in a single turn.

BUILDINGS

AIR RAID DEFENSE



Faction: Telit, Yerla, Lumati

DESCRIPTION

The air raid defense tower's sole purpose is shooting down aerial units. And it's very good at that. Against aerial units it automatically has a "Blitz" bonus, meaning it shoots first, before the opposing aircraft can attack. And it can defend itself against EACH air strike.

APPLICATION

As long as an area is guarded by an air raid defense tower it is practically off-limits to aerial units. Before they come close to it, they are shot down. It therefore is best to attack air raid defense towers with ground or naval units whenever possible.

HEADQUARTERS (RESIDENTS)

Faction: Residents

Hitpoints: 3

**DESCRIPTION**

The Headquarters is the command central of all military forces and represents their line of retreat. Losing this building often leads to immediate defeat.

BUILDINGS**WORKSHOP (RESIDENTS)**

Faction: Residents

Hitpoints: 2

**DESCRIPTION**

The workshop can produce mechanical Residents units - and also repair all kinds of vehicles (including those of the Invaders). Invaders can't handle the primitive technology of the workshops, so they can't use them for producing or repairing units.

BARRACKS (RESIDENTS)

Faction: Residents

Hitpoints: 2

**DESCRIPTION**

In the barracks of the Residents all kinds of Residents infantry can be trained and healed. Invaders can capture the barracks, but they can't use it for their own purposes. They can only remove the resources from it.

BUILDINGS**GUARD TOWER (RESIDENTS)**

Faction: Residents

DESCRIPTION

The guard tower is the stationary "all-purpose defense" for Residents bases. It can attack ground units as well as aircraft. This flexibility leads to a disadvantage in firepower, making it inferior to the gun turret or the air raid defense tower of the Invaders.

APPLICATION

The guard tower can be used to defend your base or monitor narrow passages. If it isn't destroyed quickly (within one round) it can deal considerable damage.



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