

## The Terran Race

The Terran race shares many similarities with what you might find in any game featuring Terrans (like Starcraft©). They are indeed a formidable race. They rely neither too much on technology nor overwhelming numbers. This is also the only race that the AI uses, currently, so it's best to familiarize your self with them, whether or not you plan to use them often.

### *The Ground Arsenal*

#### **Extractor**

Cost:	100	Time:	225
Hit Points:	55		
Sight:	2	Speed:	7
Gnd. Attack:	5		
Gnd. Range:	1		
Gnd Rate:	35		
Gnd Arm:	0		

Anyone whose played Starcraft© should be able to tell what the point of this unit is. The Extractor is what gathers energy and builds your structures. These, however, are it's main purposes, and using the Extractor as a fighting unit is a very bad idea, since it only has an attack of 5 and a range of 1 (which is "hand-to hand"). What you should use these for is gathering energy.

#### **Ranger**

Cost:	80	Time:	150
Hit Points:	45		
Sight:	8	Speed:	1
Gnd. Attack:	5	Air Attack:	6
Gnd. Range:	7	Air Range:	8
Gnd Rate:	25	Air Rate:	20
Gnd Arm:	0	Air Arm:	0

To anyone whose played Starcraft©, this unit will likely look like the Marine. The Ranger is the basic fighting unit of the Terrans. It has a strong offense, but it would best be used in bulk. The AI is known for sending groups of Rangers to attack, so you better get a strong defense build up fast. If you want to test your enemy's defense, send a group of 16 Rangers at him and see what happens.

#### **Scout Drone**

Cost:	110	Time:	330
Hit Points:	90		
Sight:	7	Speed:	0
Gnd. Attack:	12		
Gnd. Range:	7		
Gnd Rate:	20		
Gnd Arm:	1		

The Scout Drone is a ground transporter. I believe you can load two units in it at once. The Scout Drone is also capable of recursive transportation, which means you can load two Rangers into a Scout Drone and then load the Scout Drone into Big Bird.

#### **Siege Tank**

Cost:	550	Time:	525
Hit Points:	210		
Sight:	10	Speed:	4
Gnd. Attack:	38		
Gnd. Range:	11		
Gnd Rate:	45		
Gnd Arm:	1		

The Siege Tank might be referred to as a “defense breaker.” It has a strong attack and good range. The slow rate of fire and lack of anti-air firepower, however, prove to be a substantial weakness. The AI will commonly send two or three siege tanks at you to cause some chaos. A proper defense, however, should stop them quickly before they cause too much damage.

## *The Air Force*

### **Burner**

Cost:	180	Time:	270
Hit Points:	160		
Sight:	13	Speed:	16
Gnd. Attack:	6	Air Attack:	16
Gnd. Range:	9	Air Range:	10
Gnd Rate:	25	Air Rate:	16
Gnd Arm:	0	Air Arm:	0

The Burner is the basic Terran air unit. It has a strong ground attack, a strong air attack, and good range. These devils are also very fast. They’re also the fastest to produce and the cheapest air unit. In groups, these guys can travel around putting an end to enemy fire. Burners being probably the fastest air unit there is, this can be effective.

### **Nighthawk**

Cost:	200	Time:	525
Hit Points:	180		
Sight:	10	Speed:	5
Gnd. Attack:	30		
Gnd. Range:	11		
Gnd Rate:	25		
Gnd Arm:	0		

These seem to be the second air unit in the Terran Air Force. The AI likes sending them at you as backup to Battle Ships. I don’t use them, so I have nothing else to say.

### **Battle Ship**

Cost:	550	Time:	900
Hit Points:	550		
Sight:	10	Speed:	3
Gnd. Attack:	22	Air Attack:	45
Gnd. Range:	10	Air Range:	12
Gnd Rate:	45	Air Rate:	40
Gnd Arm:	2	Air Arm:	0

The Battle Ship is big, expensive, and powerful. It is second only to the Resurrection Class Ship. The AI loves sending them in with Nighthawk backup. In groups of 16, throw them at an enemy base to cause some chaos.

### **Big Bird**

Cost:	550	Time:	900
Hit Points:	550		
Sight:	10	Speed:	3

The Big Bird is a transporter. Anyone who’s played an RTS game before should be able to guess how to use this unit.

## **Resurrection Class Ship**

Cost:	1500	Time:	2250
Hit Points:	800		
Sight:	17	Speed:	2
Gnd. Attack:	16	Air Attack:	25
Gnd. Range:	9	Air Range:	12
Gnd Rate:	35	Air Rate:	65
Gnd Arm:	2	Air Arm:	3

The Resurrection may not have the power that the Battle Ship has, it make up for it by being able to internally produce Burners and Extractors. That means you can create an army of Burners to assist the Resurrection and create Extractors to colonize the area after the enemy is gone. The Resurrection also has a spell which heals nearby units and structures. A very useful ability.

## *The Terran Buildings*

### **Rotor Defender**

Cost:	600	Time:	825
Hit Points:	300		
Sight:	13		
Gnd. Attack:	1	Air Attack:	1
Gnd. Range:	10	Air Range:	10
Gnd Rate:	16	Air Rate:	16
Gnd Arm:	0	Air Arm:	0

The Rotor Defender is the Terran detector and static defense unit. It attacks by producing yellow spheres that fly around it. When they fly over an enemy, it causes damage.

### **Watcher**

Cost:	1500	Time:	2250
Hit Points:	800		
Sight:	17	Speed:	2

The Watcher building is blessed with many special abilities. First is the fact that it's the building where Resurrection Class Ships are produced. That alone makes the Watcher of reasonable value. The watcher can also lift buildings and set them back on the ground at another location. Dropping a building on top of units destroys them and dropping a building on a cliff of anywhere where it could not be build normally causes its destruction. While lifted, buildings seem to be still active. This means you can lift a Rotor Defender and take it near front lines to cause some damage. A funny idea would be to lift a Mechanized Center and drop it on top of enemy units. Also, when the Watcher lifts a building, it makes it possible to recycle it into another building that costs less. A word of caution, however, you can't lift HQs.

## The Lords of 7 Race

The Lords of 7 might be recommended as the second race to try. They have multiple differences from the other races. No matter which races you've tried before this one, you'll find many differences from all of them.

If you've played Starcraft© before, you'll find the Lords of 7 are most similar to the Zerg. In particular, both are biological. However, the Lords are not entirely biological. They have two non-biological items: the Temple, their main base, and the Graviton, their worker unit.

### *The Organic Army*

#### **Graviton**

Cost:	100	Time:	200
Hit Points:	105		
Sight:	15	Speed:	4
Gnd. Attack:	5		
Gnd. Range:	1		
Gnd Rate:	25		
Gnd Arm:	0		

The Graviton is the worker of the Lords' army. To collect resources, the Graviton attaches itself to the energy crystal and sends the energy to the Temple by means of an energy sphere that flies towards the Temple. The Graviton is a poor fighter, with only 5 attack and as much range as the Extractor (i.e. hand-to-hand only).

#### **Snake**

Cost:	50	Time:	135
Hit Points:	36		
Sight:	9	Speed:	0
Gnd. Attack:	8		
Gnd. Range:	1		
Gnd Rate:	15		
Gnd Arm:	0		

The Snake is the simplest ground unit in the Lords' army. Although the Snake has no range, it has the fastest possible ground speed, making range of little concern. A small army's worth of Snakes assaulting a enemy base that is ill defended can destroy most of it in little time.

#### **Echinda**

Cost:	150	Time:	270
Hit Points:	125		
Sight:	15	Speed:	3
Gnd. Attack:	10	Air Attack:	25
Gnd. Range:	9	Air Range:	10
Gnd Rate:	35	Air Rate:	25
Gnd Arm:	0	Air Arm:	0

If there's a unit to be compared with the Hydralisk, the Echinda is it. The Echinda is a powerful Lord ground unit, a sort of super-Ranger. To cause some carnage at the enemy base, send some of these at them and see what happens. Echinda are powerful, though a tad slow.

#### **Lord**

Cost:	300	Time:	450
Hit Points:	150		
Sight:	14	Speed:	2
Cyclone - 125		Wind - 100	

The Lord, though not a fighting unit, deserves some respect. The Lord is a spell caster. Keeping some of these units near the front lines can help you defeat an overwhelming enemy.

The Lord's two spells, Cyclone and Wind, draw their energy from the Lord's stamina value. The Cyclone spell produces a cyclone that pulls down to Earth any aircraft over it. It also seems to keep the aircraft from being able to return fire once it is caught in the cyclone, which seems to be very difficult to escape.

The Wind spell I have no clue about.

## **Skeleton**

Cost:	180	Time:	450
Hit Points:	166		
Sight:	8	Speed:	4
Gnd. Attack:	16		
Gnd. Range:	1		
Gnd Rate:	95		
Gnd Arm:	1		

The Skeleton is second ground unit. The Skeleton is a powerful hand-to-hand ground unit. Skeletons are the only unit produced at the Grave Yard structure. The Skeleton would best be put to use destroying ground-to-air units and structures. The Skeleton's lack of range and low speed make it ill-fit for active combat.

## *The Winged Menaces*

### **Hunter**

Cost:	250	Time:	600
Hit Points:	50		
Sight:	11	Speed:	8
Gnd. Attack:	22	Air Attack:	10
Gnd. Range:	9	Air Range:	8
Gnd Rate:	20	Air Rate:	30
Gnd Arm:	0	Air Arm:	0

The Hunter is the basic air unit of the Lords of 7. Being so, it's also the fastest, and can go around stopping the enemy's assaults quickly. While the Hunter is best fit for taking out ground targets, en masse Hunters can still take down air units.

### **Shadow**

Cost:	290	Time:	600
Hit Points:	200		
Sight:	10	Speed:	4
Gnd. Attack:	12	Air Attack:	25
Gnd. Range:	9	Air Range:	13
Gnd Rate:	50	Air Rate:	30
Gnd Arm:	0	Air Arm:	0

The Shadow is the Hunter of air units. While the Shadow is capable of attacking ground units, its true power lies in its air-to-air attack ability. Unfortunately, the Shadow is twice as slow as the Hunter, making groups less suitable for damage control as compared with the Hunter.

### **Titan**

Cost:	500	Time:	975
Hit Points:	550		
Sight:	13	Speed:	1
Gnd. Attack:	40	Air Attack:	40
Gnd. Range:	12	Air Range:	12
Gnd Rate:	40	Air Rate:	60
Gnd Arm:	0	Air Arm:	0

The Titan is the Lords' Battle Ship. The Titan is the most powerful aircraft of the Lords' force. In terms of attack power, the Titan is more powerful than either the Hunter or the Shadow. Unfortunately, this power comes at a price; the Titan is the most expensive aircraft, takes the longest to build, and it's the slowest known aircraft.

## **Vorken**

Cost:	225	Time:	675
Hit Points:	365		
Sight:	12	Speed:	3

The Vorken is the drop ship of the Lords. The Vorken also has an interesting ability. The Vorken can descend down to the ground and become a ground unit. This can be used to evade anti-air fire.

## *Graviton Transformations*

### **Pilar**

Cost:	300	Time:	750
Hit Points:	550		
Sight:	10		
Gnd. Attack:	40	Air Attack:	40
Gnd. Range:	9	Air Range:	10
Gnd Rate:	70	Air Rate:	70
Gnd Arm:	0	Air Arm:	0

Like the Rotor Defender of the Terrans', the Pilar is the static defense unit of the Lords. Unlike the Rotor Defender, however, the Pilar can't attack more than one unit at once. To attack, the Pilar extends a tongue-like appendage to the enemy, which causes damage when it strikes.

The Pilar is also where half of the Lords' buildings are produced: the Entrance, Dark Tower, and Fire Tower. The Pilar is indeed an interesting structure.

## The Gods Race

The Gods race, as one might expect, is quite different from the Lords of 7 and the Terrans. Unlike the Lords, they have a research available. The Gods rely more on the power of few rather than overwhelming numbers. They have perhaps the most powerful static defense unit and a unit combination that it just as powerful: the Sky Network.

### *The Earthlings*

#### **Desciple**

Cost:	80	Time:	300
Hit Points:	110		
Sight:	7	Speed:	2
Gnd. Attack:	5		
Gnd. Range:	5		
Gnd Rate:	35		
Gnd Arm:	0		

The Desciple is the first ground unit, harvester, and the builder of the Gods'. As a harvester, the Desciple collects energy from the crystal and deposits it in the nearest Earth Link. However, as a word of caution, the Desciple deposits energy in the nearest Earth Link, and does not have a distance/amount balance.

While the Desciple is the first ground attack unit, I would recommend not using it as such. The Ranger has the same attack power for half the time.

As to being the builder of the Gods', this is where I see their strongest resemblance to the Protoss. The Desciple needs only to create a structure engagement, the Orbital Link does the job of finishing the structure from its engagement. Note that, like the Probe, the Desciple only needs to start the engagement process. An Orbital Link will finish it.

#### **Burning Desciple**

Cost:	200	Time:	150
Hit Points:	180		
Sight:	10	Speed:	2
Gnd. Attack:	15		
Gnd. Range:	7		
Gnd Rate:	20		
Gnd Arm:	0		

In my opinion, the Burning Desciple is the first actual ground unit of the Gods'. Roughly, the Burning Desciple is three times as powerful as the Ranger. The one problem with Burning Desciples is the fact that they are converted from normal Desciples. To create a Burning Desciple, you have to first create a normal Desciple at the Mother Ship, and then have it go to a Portal to be converted. Fortunately, the cost is less than three times that of the Ranger, and its health is more than three time that of the Ranger; these two factors enabled me to conclude that the Burning Desciple is indeed a triple Ranger..

#### **Angelique**

Cost:	250	Time:	525
Hit Points:	133		
Sight:	8	Speed:	4
		Air Attack:	19
		Air Range:	15
		Air Rate:	25
		Air Arm:	10

The Angelique is the Gods' air-to-ground unit, and it seems to serve that purpose well. The Angelique has nice long range, a powerful attack, excellent anti-aircraft armor, and a good rate of fire. Send ten of these with 16 Burning Desciples to cause some damage to the enemy base. If aircraft are continuously bothering you, keep a few of these near you Sentinels to stop them.

### *The Identifiable Flying Objects*

## Orbital Link

Cost:	400	Time:	375
Hit Points:	500		
Sight:	10	Speed:	1

The Orbital Link serves two purposes in the Gods' arsenal. First, the Orbital Link is the unit that completes structure engagements. By means of an energy beam (I assume), the Orbital Link strengthens the engagement and provides power to warp in the structure. Thankfully, an Orbital Link can power more than one engagement at a time, and has good range.

Second, the Orbital Link is the centerpiece of the Sky Network. While in Network Mode, an Orbital Link can control up to four Orbital Link 2s.

## Orbital Link 2

Cost:	170	Time:	375
Hit Points:	300		
Sight:	10	Speed:	2

Orbital Link 2s seem wasteful. All an Orbital Link 2 does is exist as a link between the Orbital Link (1) and the four Orbital Link 3s. The only case when using the Orbital Link 2 instead of directly having the Orbital Link control the Orbital Link 3s is when you need to spread the damage out a lot!

## Orbital Link 3

Cost:	150	Time:	150
Hit Points:	170		
Sight:	10	Speed:	3

The Orbital Link 3 is the part of the Sky Network that actually does the damage. This damage can be in Beam or Area form. In Beam form, damage is focused on one unit or structure; however, damage is only given while not in motion. Area damage is just as the name suggests. Damage is given to all enemy units and structures within a specific distance and direction from the Orbital Link 3. Area damage can be directed in one of eight possible directions.

## Striker

Cost:	260	Time:	375
Hit Points:	270		
Sight:	7	Speed:	7
Gnd. Attack:	10	Air Attack:	10
Gnd. Range:	8	Air Range:	9
Gnd Rate:	35	Air Rate:	45
Gnd Arm:	0	Air Arm:	0

The Striker is what the Burner and the Hunter are for the Terrans and the Lords of 7. The striker is the first areal unit if the Gods' force (excluding the difficult Sky Network). The Striker appears to have equal force against units on the ground and in the air. No bias whatsoever.

## Thor

Cost:	200	Time:	900
Hit Points:	200		
Sight:	7	Speed:	5
Gnd. Attack:	25		
Gnd. Range:	10		
Gnd Rate:	35		
Gnd Arm:	0		

Thor is roughly the Nighthawk of the Gods'. Thor can only fire on ground targets, but with more force than the Striker. Thor is also the recipient of the Gods' only current upgrade: Thor's Hammer, which increases Thor's range and firepower. Be warned, a Thor with Thor's Hammer is a formidable foe. The only problem is that Thor's health suffers. If it just had a little more health, it would be a relative powerhouse. Never underestimate a large group of Thors.



## **TiamaT**

Cost:	650	Time:	1500
Hit Points:	650		
Sight:	10	Speed:	3
Gnd. Attack:	20	Air Attack:	25
Gnd. Range:	10	Air Range:	10
Gnd Rate:	35	Air Rate:	35
Gnd Arm:	0	Air Arm:	0

The TiamaT is the most powerful air unit the Gods' arsenal (excluding a very well managed Sky Network). Though Thor packs a greater punch against ground units, the TiamaT delivers the same power to air units and packs 80% as much against ground units. 20 sent at an enemy base will destroy it in no time.

## **Beamer**

Cost:	225	Time:	675
Hit Points:	290		
Sight:	12	Speed:	3

The Beamer is the transporter or the Gods'. Unfortunately, while the Big bird can load Scouts (ground transporters) and the Vorken can descend to ground level and become a ground unit, the Beamer has no special abilities.

## ***The Engaged Structures***

### **Sentinel**

Cost:	600	Time:	600
Hit Points:	500		
Sight:	9		
Gnd. Attack:	10	Air Attack:	15
Gnd. Range:	21	Air Range:	21
Gnd Rate:	10	Air Rate:	10
Gnd Arm:	2	Air Arm:	5

The Sentinel is, of the currently implemented material, the most powerful static defense unit in the game. Sentinels can not only fire through the fog of war, but can potentially fire on many targets at once. The Sentinel continuously rotates in place and fires on any units that are in its range and are on the same angle as it at that time. The Sentinel, however, fires at the nearest unit and can't fire on different units if they're on the same angle. These properties give the Sentinel a attack system that is near concurrent. There are, as I pointed out, problems that prevent pure concurrent attacking.

### **Mother Ship**

Cost:	900	Time:	2700
Hit Points:	2500		
Sight:	10	Speed:	1
		Air Attack:	45
		Air Range:	10
		Air Rate:	100
		Air Arm:	0

The Mother Ship is the main base of the Gods. Interestingly, the Mother Ship can fly, not a property found in most main bases. Mother Ships construct Orbital Links (1), Disciples, and Earthlinks. Also interesting is the fact that the Mother Ship can attack other aircraft with a strong strike. Rate of fire, however, seems to suffer. For Earthlinks to release their energy, a Mother Ship must be nearby. Earthlinks release their energy in spheres like the Lords' Graviton, but Earthlinks only release their energy in groups of 32 at most.

## The Machines Race

The Machines race is currently the least completed race in the game. The Terran race almost has its tech tree completed and balanced. The Machines are on the other side of the coin. They have few buildings, few units, and only one advancement. Even in their current virtually undeveloped state, however, they are a formidable force.

The Machines should not be used as the first race. One should become comfortable with at least the Terrans before deciding to try to use the Machines. The Machines are completely different from what you've probably experienced in other RTS games<sup>1</sup>.

The Machines begin missions with only a Super-coil and a Spiral, both in cocoon form. To collect energy, you build Collectors and make a pipe system leading to a Super-coil (of course, you also have to switch that pipe from receiving to sending, but you should be able to guess that, right?).

Machines buildings can also repair their damage if they return to their cocoon state and redeploy. There could be some problems with Super-coil re-deploying and isn't possible for Spirals.

Since Machines build using cocoons, you can fly them in behind them and start cranking out units. A funny strategy is sending a bunch of Irises behind enemy lines and watching the base get destroyed.

## *The Three Musketeers*

### **Bug**

Cost:	200	Time:	375
Hit Points:	100		
Sight:	5	Speed:	1
Gnd. Attack:	5		
Gnd. Range:	2		
Gnd Rate:	25		
Gnd Arm:	1		

The Bug unit is the first of its kind that I'm aware of. A decent reservoir of health for a first unit, fast enough to keep up with the group, can't see too far, the ability to repair itself when damaged, and an extraordinary ability: duplication. The Bug can duplicate itself for no energy cost, producing another Bug. The health of the two bugs is split evenly from the health of the old bug.

I used to think that because the health of the two new Bugs was split evenly between them, this was a bad ability (but I also didn't understand how the auto-repair worked). Then someone pointed out to me that before duplication, you have X health and 5 attack. After duplication, you still have X health and double the attack. Given enough time, you can produce a "Bug carpet."

Some think Bugs are too powerful. I think Bugs are powerful enough as they are. After a few rounds (and you've produced a few Bug carpets), feel free to decide yourself.

### **Robot**

Cost:	125	Time:	250
Hit Points:	64		
Sight:	8	Speed:	15
Gnd. Attack:	5	Air Attack:	5
Gnd. Range:	14	Air Range:	14
Gnd Rate:	30	Air Rate:	30
Gnd Arm:	0	Air Arm:	0

The Robot unit is the second ground unit the Machines can produce. Unlike the Bug, the Robot has range and it can attack air units. The Robot's major downfall is its slow walking speed. When you send them from point A to point B, be sure to allow them forever and a day to get there. OK, that's extravagant, but it illustrates my point. Robots are slow. Their rate of fire also is slower than that of the Ranger, so don't be expecting them to win any quick-draw shooting contests. In terms of range, however, they can outrange the Gods' Sentinel. Considering the Sentinel's range, that's a magnificent feat. Unfortunately, they don't have the sight to do so, so it's still a problem.

In my opinion, your better off producing Bug carpets than Robot armies.

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<sup>1</sup>I can't say this is certain, as I've yet to play all the RTS games out there.

## Destroyer

Cost:	150	Time:	330
Hit Points:	310		
Sight:	5	Speed:	1
		Air Attack:	15
		Air Range:	12
		Air Rate:	25
		Air Arm:	0

The Destroyer is a powerful anti-aircraft unit. Like the Robot, it's produced at the Core, though you need to have a Dome to create them. I usually create them to compensate for my Bug armies' lack of anti-air ability. They are far more effective against aircraft than the Ranger or the Robot, and about equal is anti-air power to the Shark.

## *The Two Aircrafts and the AirBug*

### Shark

Cost:	250	Time:	450
Hit Points:	220		
Sight:	15	Speed:	6
Gnd. Attack:	8	Air Attack:	16
Gnd. Range:	8	Air Range:	11
Gnd Rate:	35	Air Rate:	35
Gnd Arm:	0	Air Arm:	0

The Shark is the Machine's first air unit. It might slightly be equated to the Burner. In terms of power, the Shark isn't going to take first place, but neither will it take last. The Shark is best used against fellow aircraft, but is can fight well against ground units as well. In general, I think the Shark is a moderately powerful unit.

### Stormbird

Cost:	1000	Time:	6000
Hit Points:	512		
Sight:	14	Speed:	2
Gnd. Attack:	20		
Gnd. Range:	13		
Gnd Rate:	40		
Gnd Arm:	0		

The Stormbird is the second Machine air unit. Unlike the Shark, the Stormbird can only fire against ground units, though with greater force than the Shark hits aircraft. The Stormbird is also incredibly slow. When it has enough stamina, the Stormbird can produce HYDRA Mines, which are anti-air units of sorts.

One of the advantages of the Stormbird is its long range. A Stormbird is a good investment against Rotor Defenders, if you protect them well enough.

### HYDRA Mine

Cost:	150	Time:	300
Hit Points:	65		
Sight:	10	Speed:	1

HYDRA Mines come from Stormbirds. When they sense aircraft nearby, they duplicate and one of the duplicate flies off after the enemy. One might call them AirBugs. An aircraft flying into a field of HYDRA Mines won't be flying for much longer. HYDRA Mines are also cloaked, so the enemy won't be able to see them. Unfortunately, HYDRA Mines only scan for enemy units when it's spinning.

## *Morphed Cocoons*

## **Iris**

Cost:	600	Time:	825
Hit Points:	400		
Sight:	11		
Gnd. Attack:	1	Air Attack:	1
Gnd. Range:	11	Air Range:	12
Gnd Rate:	200	Air Rate:	100
Gnd Arm:	0	Air Arm:	0

The Iris building is the Machines' static defense unit. It attacks by unleashing several particles that seem to "see-saw" over a unit. If a particle is over a unit, it receives damage. This applies to nearby units as well., thus making it "splash" damage. I don't typically use the Iris, instead relying on Bug carpet for defense. Once you have over 100 Bugs, do you think your going to need an Iris?

Of course, the Iris can be a good Bug killer, as well. If you need to defend against Bug carpet attacks, build many Irises and put them in a row. You should see several Bug explosions.

## **Cocoon**

Cost:	500	Time:	1500
Hit Points:	1900		
Sight:	11	Speed:	1

Is the Cocoon a building? Does the fact that it moves classify it as a unit? If so, does that make the Watcher a unit? Alas, it is still a good question. However, I say building.

The Cocoon (plain) is the detector for the Machines. With it, you can detect invisible enemies. Useful, no?

All buildings are produced as Cocoons. When the scenario begins, you have a Super Coil and a Spiral in Cocoon form. When the Spiral produces buildings, they're all in Cocoon form. Building Cocoons have the same properties as the Cocoon (plain), fortunately, which means I don't have to list all that information.. Each building, though, has a different amount of time that it takes to morph from Cocoon and to Cocoon. Here they are:

(from Cocoon/to Cocoon)

Super-Coil:	133 / 451
Spiral:	57 / (not possible)
Colector:	24 / 94
Iris:	52 / 207
Core:	32 / 126
Decic:	94 / 376
Dome:	94 / 376

## The Titan Race

The sole purpose of adding this is for my own personal fun. This section, however, is a good place to find information about the Titan units. This information seems to be scattered across the “The Fifth/Sixth Race” thread. Here, you can find relatively up to date information on the Titans’ units. As the Titans do not yet exist, I am only able to give broad information about each suggested unit.

Titan units with concurrent attack properties also have an attack queue and can form an attack network. An attack queue is a queue (list) of the units a concurrent attacker can target. An attack network is formed between concurrent attackers within each other’s maximum ranges. When a unit is added to the attack queue of a unit, the same unit is propagated through an attack network, making the unit targeted by all units within the attack network.

### *The Hovering Army*

(Yes, that’s correct. Titans ground units can hover, making them indifferent to terrain. Moving over difficult terrain without the proper upgrade, however, has a hefty Stamina cost with it.)

### **Particle Unit**

As the name states, the Particle unit is a unit composed entirely of particle robots. The size of individual particle robots makes nano-robots look big. Particle units attack by surrounding the enemy and disassembling it’s atoms. While attacking an enemy, the Particle unit is quite literally attached to the enemy. This means that the enemy must shoot at their own units to destroy them. Particle units only receive approx. three fourths of the damage it is supposed to receive. The other fourth is given to the unit instead. The unit being attacked is also unable to attack the attacking Particle Unit.

Particle units are also the Titans’ builders and repair units. Particle units can be put on repair duty for a structure to repair it automatically. Particle units are also what actually build the units on the Construction Center. Up to three particle units can be assigned build duty at a Construction Center to make for three units being built concurrently.

### **Mini-Sphere**

This unit, as is stated by the name, is a smaller version of the Sphere unit. The Mini-Sphere also is cheaper and much quicker to produce. Unfortunately, the Mini-Sphere only has a concurrent attack limit<sup>2</sup> of eight and a short range (5) without the double range property<sup>3</sup>.

### **Sphere**

The Sphere unit is a simplified, mobile SDU. The Sphere cost only a little more than the Mini-Sphere, but takes twice as long to build. The Sphere has a concurrent attack limit of 16, a little less range (4), but has the double range property.

### **Psion**

Psions are basically infantry units. They are the only Titans to see the battle themselves. Psions are masters of the psionic energy moving through their bodies. They may be biological, but you can consider them powerful tanks. Psions are not speed demons, but they pack a powerful punch in their attacks.

### *The Air Units*

### **Disk**

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<sup>2</sup> Concurrent Attack Limit:

The concurrent attack limit is the method of concurrent attacking employed by many Titan units. For each processor in the unit, the unit may attack that many units per attack iteration. As with many things, this is best explained by an example.

Imagine nine Bug units approaching a Mini-Sphere. During the first attack iteration, the Mini-Sphere attacks the first eight units to enter the Mini-Sphere’s attack range. During the second iteration, the Mini-Sphere attacks the ninth unit to enter it’s range. In this case, the attack queue is exhausted and targeting continues at the start of the queue on the next iteration.

<sup>3</sup> Double Range Property:

The double range property is when a unit outside the normal range of a Titan unit is still within twice the range is added to the attack queue of a concurrent attack unit and propagates through the attack network.

The Disk is the initial air unit of the Titans. In power, the Disk is simply an areal Sphere with greater range (7), but lacking the double range property.

### **Double Disk**

In looks, the Double Disk is two disks stacked on top of each other. In use, the Double Disk is air-to-air only attacker that fires at the nearest unit, even while in motion. The Double Disk is not a concurrent attacker. Double-Disks attack by shooting energy at enemy units from between the two disks.

### **Energy Disk**

The Energy disk looks like a larger Disk, but it has a lightning generator on the bottom that shoots lightning at the three nearest enemy units. This is not controllable. Lightning is generated when either still or in motion. The Energy Disk's attack cannot, unfortunately, be used on structures, except in one case: the Energy Disk's lightning attack disables the antennas on Titan buildings, making them useless until replaced.

### **Psionic Bombers**

Psionic Bombers are aircraft that drop splash damage psi-bombs on the enemy units. They also shoot (weak) psi-missiles at enemy aircraft. The Psionic Bomber's weapons contain powerful psionic energy rivaling that of the Psion.

### **Psi-Fighters**

The Psi-Fighters are the air-to-air attack crafts of the Titans. They fly around very quickly and dispense massive amounts of pain to enemy aircraft. If the enemy is stupid enough to send only a few units at your base, then a group Psi-Fighters can annihilate their aircraft before they know what hit them.

## *Particle Creations*

### **SDU**

The SDU is the static defense unit of the Titans (hence the name). The SDU is blessed with a concurrent attack limit of 32 and a range of 5, with a quadruple range property<sup>4</sup>.

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<sup>4</sup> Quadruple Range Property:

The quadruple range property is the double range property except the range extension is four times the normal range instead on twice the normal range.