

# Total Annihilation Units Compilation Pack - Unit Descriptions

A Very Long List Of 3rd Party Unit Descriptions by Malcolm Lim

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Notice : Some of these units are only available for TA:CC owners.

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**Version** : 2.3

The ( ) denotes the structure or type of units that can build it.

**Ex :** *Arm Lvl 1 Kbots are buildable by (Kbot Lab).*

New Units are indicated by the keyword : (New In X) where X is the version number for TAUCP. Ex : (New In 2.3).

**Remember This** : Some units will NOT fire all it's weapons stationary. So you must move / maneuver the unit in order for it to fire all it's weapons.

Look at the end of this document for a list of units that can self-heal as well as units that can DESTROY super-units such as Krogoth, Warhammer, Troll, Thor, Drake, etc with ease due to their special weapons.

## Arm Units

### *Arm Level 1 Kbots (Kbot Lab)*



#### **Exec**

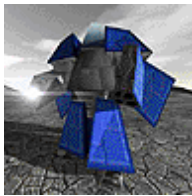
The Arm Exec is a powerful Level 1 Kbot and can be considered as an equivalent counter to the Core Ronin Kbot. This unit fires a quick blue laser which is similar to the Arm Annihilator defense structure



#### **Rogue**

The Arm Rogue sports a gatling cannon that fires in quick bursts. This unit should be used as a support unit and should not be left alone.

### *Arm Level 2 Kbots (Adv. Kbot Lab)*



#### **Archangel**

This unit is simply a kbot that has built in hovering capabilities. Besides that, it sports a plasma cannon and an adv. paralyzer gun to stun it's enemies !



#### **Sniper**

The Arm Sniper is a long range artillery kbot which is very useful for taking down structures that have a long firing range. This unit is BEST used in packs of 5 or more.



#### **Cavalier**

The Cavalier is a multi purpose kbot sporting a long range laser and a light laser.



#### **Raptor**

My favourite unit - The Arm Raptor is a heavy assault mech that sports 3 weapons - a powerful tesla coil, a mech-plasma cannon and quad-guided rockets. This unit can really cause some serious damage. This unit IS transportable.



### Head Hunter

The Head Hunter is a fast and heavy recon kbot. It's movement speed is the head hunter's main advantage, being able to zip around the battlefield with great speed. Best used to zip through the enemy defenses while destroying critical structures such as the fusion power plants, metal extractors, etc.



### Wraith

Wraith is a straight-forward resurrection kbot, capable of resurrecting units and structures. It can also be used as a normal "assist and repair" kbot similar to the FARK.



### Oppressor

The oppressor is a weird looking unit for a kbot. It sports a heavy rocket and is capable of taking out structures at a long range.



### Tripod

The tripod is a grenadier K-bot that sports a heavy laser as it's secondary weapon. It will fire the grenade when it is not firing the laser and vice versa. This means, only either weapon will be fired at any given time - not both.



### Art

Art is another artillery kbot that can be deadly in large numbers due to it's firepower and long range weaponry. It utilises it's artillery for long range purposes and it's "hand" weapon for short range battles.



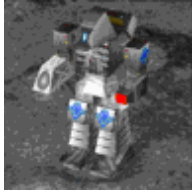
### Striker

Striker is a heavy support kbot that sports a weapon known as the "Pistol Of Doom". Like the name of the weapon suggests, it fires a missile like projectile that can destroy low-armored units in a few shots. A few of these units can be very devastating.



### Perforater

The perforater is your typical anti-air kbot unit (doggie style), a small, fast, versatile and powerful one i might add.



### Overseer

Back due to popular demand, the overseer is a multi purpose commander unit that can build most advanced structures at a fast rate. This unit has cloaking abilities and can capture other units or structures as well. It has two basic weapons - a long range laser (primary) and a paralyzer (tertiary).



### Ice Angel

The Ice Angel is a Krogoth-like hunter assault kbot that sports 3 weapons in which only two of them can be used at any given time - a laser rifle gun, desert eagle gauss gun and a powerful vertical-launch missile that is used primarily to destroy heavy units such as Krogoth, Orcone, Karganeth, etc. The missile weapon can only be fired through the use of the unit's D-GUN attack. After building this unit, the Ice Angel is equipped with a laser rifle gun (as primary) and when it is about to be destroyed, the Ice Angel will switch to a Desert Eagle gauss gun that does twice the amount of damage compared to the laser rifle gun ! This unit has cloaking and radar jamming abilities as well!



### Sentry

Sentry is a heavy assault kbot that sports a high energy laser and a heavy rocket as it's secondary weapon. This unit is very deadly when in packs of 5 or more and can cause a lot of devastation. Sentry can be considered as an Arm version of the Core Slaughter.



### Mouse

Mouse is a defensive minded kind of shooter that has the ability to cloak as well, similar to the shooter BUT it has a short range lightning weapon to defend itself when attacked by enemy units to prevent itself from being destroyed that easily.



### Elite K64

The K64 is an advanced heavy battlemech that is armed with a powerful railgun on one arm and an impulsion blaster on the other - making it a deadly and effective kbot.



### Nova

Nova is essentially a heavy sniper kbot, sporting a BFG10000 (the first 3 letters sound familiar?) that packs a punch. In large groups, Nova can be very deadly. However, the downside of Nova is that both arms can be destroyed when the unit is under heavy fire and it can only be restored by repairing the unit up to 90% of its original health.



### **Shimmer (New In 2.3)**

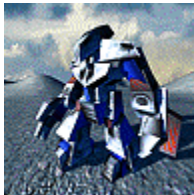
Shimmer was designed to be a cheap, stealthy and cloakable kbot unit. This unit however lacks armor but makes it up with its cloaking ability.

## **Arm Level 3 Kbots (High Tech Lab)**



### **Rhino**

Rhino is an experimental reflective assault kbot capable of reflecting enemy fire when fired upon ! This unit will only "fire" when it is being fired upon and will reflect the firepower back to it's origin. Truly a unique kbot.



### **Thor**

Thor is another experimental assault k-bot out of the High Tech Lab that can be considered as the counter for Core's Krogoth experimental kbot. Although not as powerful as Krogoth, it can still pack a punch.



### **Orcone**

Orcone is a shielded heavy mech and is one of the largest kbots around. Speaking of firepower, Orcone makes krogoth looks like a peewee - sporting heavy weapons all round, the destructive force of the orcone is to be feared !



### **Drake**

Drake is a very heavy assault kbot that is a fast assault kbot, used to take out those pesky level 1 units with ease. To be used in conjunction with larger units such as Thor or Orcone. On it's own, the Drake may NOT last long.



### **Warhammer WHM-6K**

The warhammer is an assault / heavy weapons BattleMech - it's one of the most powerful mechs around. It sports a long range laser, a heavy missile launcher and a heavy mech rocket.



### **Agamemnon**

The Agamemnon is an Adv. Battle Mech that sports a powerful short range laser, long range missiles and a powerful blaster cannon. This unit can take some serious damage before going down.

## Arm Level 1 Vehicles (Vehicle Plant)



### Guss

Guss is a level 1 gauss tank. Not much to say about this unit, except that it's good for taking out weak armored structures such as defenders, metal extractors, etc.



### Beaver

Beaver is an amphibious construction unit. Having the best of both worlds, use it to your own advantage !



### Ratastrophe

Dubbed as the "sonic tank", the ratastrophe fires a sonic wave that is powerful enough to destroy weakly armored structures and units in one or two shots. When in packs, the ratastrophe can be VERY deadly.



### Shellshocker

The Shellshocker is a level 1 artillery unit that fires an artillery cannon with a decent firing range.



### Cipher

Cipher is a medium skirmish tank that fires some sort of "dart" that pierces through the armor of vehicles and units.



### Janus

Janus is a fast & light twin rocket launcher tank, sporting two kbot missiles that is good for early battles.



### Bushido

Bushido is a tactical fireball tank, similar to the Core Grimani Fireball tank but this unit comes with an extra missile to take out those smaller units from afar.

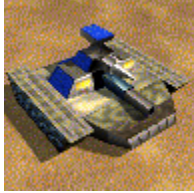


## Arm Level 2 Vehicles (Adv. Vehicle Plant)



### Shawne

Shawne is a sabot tank that fires a deadly sabot cannon capable of doing heavy damage at the cost of 5 metal per shot. This unit will not fire when you're out of metal, so make sure that you have enough metal or else this unit will be sitting ducks out there!



### Behemoth

Behemoth is a mobile weapons platform that sports 3 weapons - a deadly goliath cannon, a long range laser and a rocket launcher missile. This tank is to be feared with !



### Orca

Orca is an amphibious siege tank that sports a long range artillery cannon which is similar to the destroyer ship.



### Nashorn

Nashorn is an Assault Gunner that sports a powerful plasma cannon. After 3 shots, Nashorn will reload it's gun and at that point, Nashorn will be vulnerable to attacks. Fortunately, during the reloading process, Nashorn will be in an "armored" state and will sap a certain amount of enemy firepower. Reloading takes approximately 3-4 seconds of game time.



### Ares

Ares is a mortar tank that fires a deadly mortar cannon that does very heavy damage to units and structures but at a huge cost of 70 metal per shot and 300 energy per shot ! Be sure to have ample metal and energy before using a few of these units in the battlefield.



### Mumbo

Mumbo is a rapid firing laser tank that fires in quick successions and has a quick turn rate too. Good against large amounts of level 1 vehicles where a fast attacking unit is needed.



### Big Fat Mama

The Big Fat Mama is one big bertha on wheels. Used when a bertha's firing range is not within the enemy's base, the Big Fat Mama can come in handy.



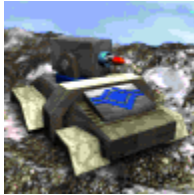
### Prophet

Prophet is a cloakable spotter vehicle that has a decent radar coverage and a large sight radius. Good for a little snooping around.



### Genesis

Genesis is a heavy assault tank that fires a deadly cannon from the Level 2 Raptor Mech.



### Terroriser

Terroriser is a very heavy missile tank that fires deadly missiles that can destroy almost anything in its firing path. Each shot costs 14 metal and 250 energy and takes some time to reload.



### Trocadero

Trocadero is a riot control tank that fires machine gun-like bullets at quick successions.



### Porcupine

Porcupine is an armored mobile energy weapon that fires a blaster cannon capable of destroying most units in a few shots. Each shot costs 800 energy and takes a considerable amount of time to reload.



### Blitz

Blitz is a heavy rocket launcher that fires deadly rockets at a very long range with a very large area of effect. A few of these units (as support) can be very deadly.



### XM4877 Railer

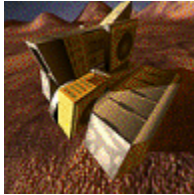
My favourite tank - The XM4877 Railer is a railgun tank that can fire through anything, wreckage, tanks, units, structures - you name it. The power of this tank can only be exploited in pairs of 5 or more. Each shot costs 500 energy.





### Demolisher

The Demolisher is a heavy lightning tank, that fires a deadly high energy lightning that can decimate any nearby units in one or two shots. When in pairs, this unit is as deadly as they come.



### Ragnarok

Ragnarok is a heavy gauss tank that fires a deadly gauss cannon that can penetrate through almost anything.



### Custodian

Custodian is a heavy construction vehicle that is able to build most of the advanced structures and can take some serious damage before being destroyed. Besides that, this unit is amphibious as well.



### Groundbreaker

Groundbreaker is an all-terrain mobile artillery that fires an ambusher plasma battery. This unit can be used as an offensive or defensive unit depending on the situation.



### Obice

Obice is a long range artillery tank and it's artillery shell can easily outrange a Guardian or Punisher and can do some serious damage at long range. However, it takes some time to reload it's artillery shell before it can fire again. Can be a very useful defensive or offensive unit depending on the situation.



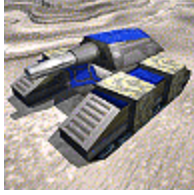
### Bolt Thrower

Arm has developed a mobile version of their powerful Enforcer Tachyon Tower. This unit can be very devastating in large numbers with it's powerful and rapid firing tachyon cannon.



### Rebel

Rebel is a shielded battle tank, after Orcone was developed, Arm had decided to bring it's shielding technology to a smaller scale, hence the birth of the Rebel tank. Rebel sports a powerful cannon that fires at a decent range, a short range radar and of course it's shield that is able to protect itself from enemy fire, taking less than half the normal damage.



### **Pacifier**

A moderately sized tank with a powerful cannon. Although not heavily armoured, the Pacifator is perfect for bashing up larger Core opponents such as Goliath when accompanied by Bulldogs.



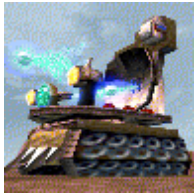
### **Pounder**

Pounder is an amphibious long range heavy mobile artillery unit that sports a deadly plasma battery cannon, lightning gun and torpedoes for those sea-crossing stints. Strictly for use as a support unit.



### **Scar**

Scar uses stolen Rumadian technology that utilises its "immolation" metal technique to produce a cost-effective shielded combat tank. Armed with a decently ranged weapon and the ability to absorb enemy fire, Scar was made to last longer in the battlefield than any other combat tank.



### **Pluton**

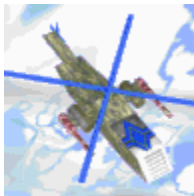
Pluton is a powerful unit that fires a deadly reflector pulse weapon straight into the target, capable of destroying most targets in one or two shots. The drawback is the long reload times to charge up the reflector pulse weapon. This is where the secondary missiles come into play to give the unit a small amount of protection while it's main weapon is being reloaded.



### **Phobos (New In 2.3)**

Armed with dual demolisher cannons, Phobos is to be feared for its artillery shells that can do some serious damage at a long range.

## **Arm Level 1 Aircrafts (Aircraft Plant)**



### **Havoc-APC**

The Havoc-APC is an all-purpose chopper that fires a light laser and is equipped with a paralyzer as it's secondary weapon.



### Wasp

Wasp is a level 1 gunship that fires ATG rockets that does a decent amount of damage. This unit is best used as an early defense but can also be used as an offensive unit if preferred.

## Arm Level 2 Aircrafts (Adv. Aircraft Plant)



### Adv. G-N Const.

The Adv. G-N Const. Seaplane is a construction unit capable of constructing both ground and naval structures. Seaplane



### Perseus

The perseus is an advanced gunship which can be considered as an advanced version of the Arm Brawler gunship.



### Nightstalker

The nightstalker is a very advanced forcefield-equipped Bomber, a deadly unit to be confronted with. During flight, this unit uses 400 energy and fires a deadly advanced pulse cannon that costs 900 energy per shot.



### Gryphon

The Gryphon is a heavy air-intercept patrol fighter or better known as an air-to-air fighter plane, the gryphon can easily take out incoming air units with ease.



### Liche

Liche is an implosion rocket bomber that is capable of taking out units with ease, a few of these units can take out some structures with a single shot. However, this unit takes time to build and it's shots cost 1250 energy per shot and 28 metal !



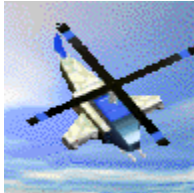
### Predator

The Predator is an invisible attacker that has cloaking abilities and fires a powerful antimatter slug that can tear down structures and units in mere seconds.



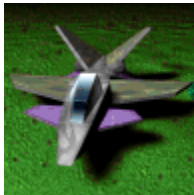
### Stasis

Stasis is simply a stunning bomber, capable of paralyzing units and structures within it's bombing radius.



### Chopper

Chopper is a gunship that sports two VTOL rockets and a VTOL EMG which can be a deadly air unit if used properly.



### Blade

Blade is an advanced sabot VTOL armed with sabot missiles that does some serious damage.



### Wyvern

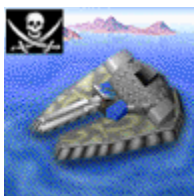
Wyvern is an advanced fighter equipped with two advanced guided missiles. In large packs, this fighter plane can tear your opponent's base apart.

## Arm Level 1 Hovercraft Units



### Lobber

Lobber is a level 1 artillery hovercraft, to be used with other attack hovercrafts, this unit can be useful for taking out enemy defenses from afar.



### Concealer

The concealer is a radar jamming hovercraft unit that is unarmed and should be protected with other hovercraft units.



### Boa

Boa is a level 1 gauss hovertank that carries a gauss cannon as it's primary weapon.



### Python

Python is somewhat like a zeus on a hovercraft - it carries a lightning gun as a weapon.



### Iguane

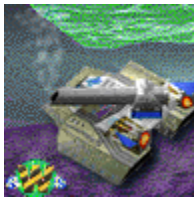
Iguane is a heavy hovercraft that carries a pop-up cannon as it's main weapon. This unit can be deadly in groups due to the firepower of it's pop-up cannon.

## Arm Level 2 Hovercraft Units (Adv. Hovercraft Platform)



### Adv. Construction Hovercraft

The Advanced Construction Hovercraft is a level 2 construction hovercraft unit that can build most advanced structures on land and sea.



### Big John

The Big John is a long range artillery hovertank, capable of taking out enemy units and structures from a far range. This unit is very deadly in large numbers due to it's firing range.



### Long Tom

The Long Tom is a heavy laser hovertank that is equipped with a long range laser.



### Sidewinder

The Sidewinder is a mobile flakker hovercraft unit. It can only destroy air units, so it is very vulnerable against ground attacks.



### Jaeger

Jaeger is a heavy lightning hovertank that is equipped with a heavy lightning cannon. It can destroy most lightly armored units in one shot.





### **Insomniac**

The Insomniac is an advanced gauss/paralyzer hovertank that is equipped with a gauss cannon and a paralyzer weapon.



### **Tempest**

Tempest is another powerful heavy battle hovertank that fires gauss cannons in quick successions and is also equipped with a long range rocket launcher as well.

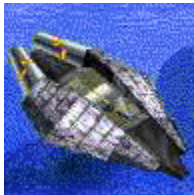
## ***Arm Level 1 Ships (Shipyard)***



### **Decade**

Decade is a level 1 gunboat ship that is equipped with two light cannons.

## ***Arm Level 2 Ships (Adv. Shipyard)***



### **ICBM Attack Sub**

The ICBM attack sub fires a long range ICBM missile that does a decent amount of damage, capable of taking out stationary units from afar.



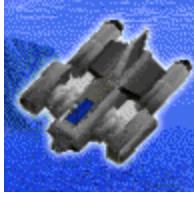
### **Aura**

Aura is a heavy artillery battleship that should not be messed with as it is armed with two heavy artillery cannons and a long range starburst missile as it's tertiary weapon.



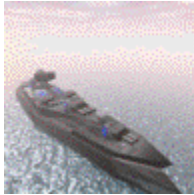
### **Kinboat**

Kinboat is an advanced submarine destroyer equipped with a high energy laser and an anti-submarine torpedo launcher.



### Sneaker

Sneaker is another advanced battle submarine that is equipped with a deadly torpedo that can be fired at a considerable distance that does a decent amount of damage, but at the cost of a long reload time.



### Sea Dragon

The Ultimate Naval Unit - The Sea Dragon is a SUPER Destroyer that sports a long range artillery cannon, a heavy plasma cannon and a rapid firing flak cannon as it's tertiary weapon ! This unit takes a long time to build but it is well worth the investment as it doubles as a mobile resource unit as well - producing approx. 800 energy.



### Neptune

A cross between a battleship and an aircraft carrier. Neptune carries a single landing pad, a long ranged missile launcher, modified Proton Infusion cannon, and a set of anti air missiles. This unit can be used as an offensive unit if desired.

## Arm Structures

### *Arm Level 1 Structures (Level 1 Const. Units)*



### Nanolathe Tower & Nanolathe Pad

Building the nanolathe pad first, then the nanolathe tower will give you a full "nano tower" that is a stationary nanolathe structure (which is actually a unit stuck in a structure). The nano tower is a very useful structure that can be used to repair nearby units and structures when put in patrol. Do note that there are bugs with the nano tower that cannot be fixed : if there is a reclaimable wreckage or foliage nearby, it may attempt to reclaim it although it cannot reach it. Also it may attempt to repair moving units as well, even after the unit is outside it's build/repair radius. To fix this, you have to manually stop the structure and then set it on patrol again.



### Hovercraft Platform Naval Series (NS)

The hovercraft platform naval series is an exact duplicate of the hovercraft platform, but it can be built on water, so that hovercrafts don't have to travel from one shore to another.



### Chain Saw

The chain saw is a very useful stationary anti-rush rocket launcher structure that helps destroy any incoming air and ground units. The drawback to this structure is that it uses a considerable amount of energy to fire it's rocket launcher, so be sure to have enough energy or else this structure will be sitting ducks.



### Advanced Solar Collector

The advanced solar collector produces 120 energy. This structure saves the need for having a lot of space to build normal solar collectors. However, if this structure alone is lost, all the energy produced will be lost as well, so it is best to guard this structure.



### Spoofers

Spoofers is simply a radar jamming structure used to conceal or hide your base & units from the enemy's radar detection.



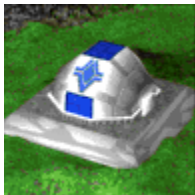
### Trident

Trident is a "bob-up" plasma cannon that is buildable only over water. When not in use, the trident will hide underwater.



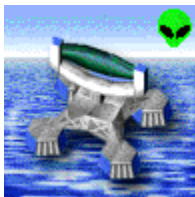
### Thunderstorm

Thunderstorm is a long range lightning tower used to take out enemy units with a few zaps.



### Pitbull

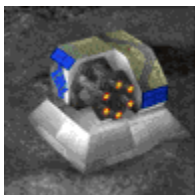
Pitbull is a stationary pop-up gauss cannon used as an early defense against rushes.



### Floating Radar Tower

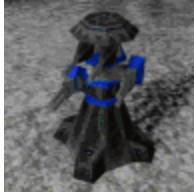
The Floating Radar Tower is simply a radar tower that is buildable over water.

## Arm Level 2 Structures (Level 2 Adv. Const. Units)



### Arch

Arch is a heavy gatling plasma battery that fires plasma batteries in rapid fire. Each shot fired costs 200 energy.



### Chaos Machine

The chaos machine doubles as a stunner and a long range heavy laser defense structure, capable of paralyzing a unit first, then taking it out with it's laser.



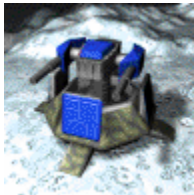
### XLR Radar Tower

The XLR (eXtra Long Range) Radar Tower has a much larger radar distance / radius compared to the advanced radar tower. Besides that, the XLR radar tower has cloaking capabilities as well.



### Imperator

The Imperator is a proton infusion cannon defensive structure. Due to the nature of this defensive structure, it cannot be ordered to attack at a specific target.



### Dragonslayer

The dragonslayer is a rapid-firing flakker defensive structure that fires flaks in quick successions. Each shot fired costs 1 metal.



### Oracular Effect

The oracular effect is a large alien radar jamming structure that is used to conceal your base of operations and it's surrounding units.



### Resource Facility

The resource facility is the only structure that you will need to get all the metal and energy you want. Once this very LARGE structure is built, it will produce 150 metal at the cost of 7500 energy (that the resource facility produces). So basically, when turned on (by default) you will get 150 metal at no cost. When turned off, you will get 7500 energy. This structure has cloaking capabilities as well.



### S.A.M.

S.A.M (Surface To Air Missiles) is just what every commander needs - a fast anti-air structure to take out those pesky air units. The moment the air unit pauses to turn - there it goes.



### Storage Facility

The storage facility acts as a metal and energy storage facility storing 5000 metal and 15000 energy. To be used in conjunction with the Resource Facility mentioned early when you have too much metal and/or energy.



### Bertha Shelter (North South and East West Direction)

The bertha shelter does what it's name suggests - acts as a shelter from bertha or intimidator shells. It is not totally indestructible though, but at least it'll be able to protect most of your structures while you build up a counter for the bertha or intimidator.



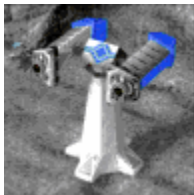
### Cloakable Metal maker

Being one of the earliest 3rd party unit, the cloakable metal maker uses 3800 to produce 70 metal - a real bargain and it takes up less space as well. Not only that, this structure is cloakable as well.



### Deterrer

The deterrer is a rapid firing plasma battery that fires plasma batteries in quick successions but not as fast as the Arch. This structure can be taken as a lower entry version of Arch that costs less as well.



### Mercury

Target in sight...Target destroyed. The Mercury is an advanced missile tower that fires adv. sam missiles that are very deadly and can almost destroy any air unit in one shot. Due to this kind of firepower, each shot costs 25 metal and takes some time to reload.



### Alien Tech. Fusion Reactor

The alien tech. fusion reactor produces 5000 energy and has cloaking capabilities as well. Besides that, when turned on, the alien tech. fusion reactor will use approx. 4050 energy to powerup it's shield to protect itself against any kind of bombardment.



### High Tech Lab

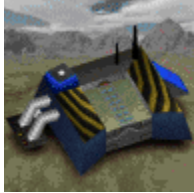
The high tech lab houses Arm's Level 3 units such as Orcone, Rhino and Thor. This structure can only be built by an advanced construction kbot.





### Devastator

The devastator is a gatling gauss battery that fires gauss cannons in quick successions and can destroy any unit within range with ease.



### Caulerizer

Caulerizer is a light missile silo that fires a focused-blast nuclear that has a small radius but the damage done is almost as much as a standard nuclear silo.



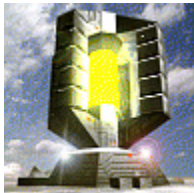
### Enforcer

Enforcer is a very heavy tachyon weapon that fires a deadly tachyon cannon. Each shot fired costs 750 energy.



### Moho Geothermal Power Plant

The Moho Geothermal Power Plant produces more energy (1250 energy) than the standard level 1 geothermal power plant.



### Adv. Moho Mine

If you can get this structure built, you will be able to get a lot of metal out of a metal deposit.



### Fortification Gates

The fortification gates are unique structures that allow you to "open" them, making way for units to go through the gates and of course you can "close" them to prevent units from going through the gates. These gates are not defenseless at all, they are armed with powerful lasers but take time to charge after each shot.



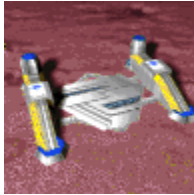
### Aircraft Repair Center

The Aircraft Repair Center is actually 4 aircraft pads combined into one structure to ease the construction. This structure can be built by the adv. construction aircraft, custodian and overseer.



### Underwater Moho Mine

The underwater moho mine is an underwater version of the land moho mine. This structure can be built by the adv. const. submarine, adv. const. hovercraft and custodian.



### Advanced Hovercraft Platform

The advanced hovercraft platform houses the advanced hovercraft/hovortank units. This structure is buildable by the level 1 construction hovercraft unit.



### Obliterator

The obliterator is a long range heavy artillery defense structure that is to be used as part of other advanced defensive structures. Its range is shorter than a bertha or intimidator and does less damage but it is cheaper and takes less time to build. It can deliver heavy blows towards incoming enemies from a decent firing range.

## Core Units

### *Core Level 1 Kbots (Kbot Lab)*



### Ronin

The Core Ronin is one of the most devastating Level 1 units around. It fires a deadly anti-infantry laser that can do some decent amount of damage. With this kind of firepower comes at the cost of speed.



### Soldier

Soldier is a medium kbot sporting two artillery cannons similar to Thud.



### Vindicator

Vindicator is a medium infantry kbot that sports an Instigator laser and a light cannon.



### Krac

Krac is a level 1 rocket launcher kbot, similar to storm, however it's rocket reloads faster and it is also equipped with a light laser to take out those metal extractors with ease.

## Core Level 2 Kbots (Adv. Kbot Lab)



### Flamer

Probably one of the units that is often overlooked, the flamer is a close combat kbot that fires a flame thrower and is also equipped with a paralyzer. With this combination, the flamer can take out almost any unit that is not immune to paralyzers with ease.



### Grunt

Grunt is a shotgun toting kbot that is equipped with a shotgun as it's primary weapon. Despite the weapon's short range, it can do a considerable amount of damage to it's target but takes a short amount of time to reload the gun.



### Magilla

Probably the noisiest unit around, the magilla should not be overlooked. The magilla is a heavy assault kbot that carries a special magilla pulse cannon and magilla rockets that can be devastating when in range.



### Bandit

Bandit looks just like it's name, but in reality it is actually the counterpart of Arm's maverick unit.



### The Duke

The Duke is a machinegun trooper that fires quick bursts of machinegun bullets that can be deadly to small targets, but may not be as effective on larger units.



### Slaughter

Don't let the size of this Hunter Mech fool you. Slaughter can be very powerful in large numbers as it carries a powerful mech cannon and two heavy rockets. Size does NOT matter.



### Cougar

Cougar is a heavy assault mech armed with a long range laser and two heavy mech rockets. This unit can take some serious damage before going down, and when it goes down it goes out with a big bang, taking out nearby units.



### Goblin

Goblin is a heavy assault kbot armed with a special "rebel" laser and "rebel" rockets. This unit can also hover across the shores, which makes it a unique kbot.



### Darkspawn

Darkspawn is a versatile infantry armed with a powerful cannon that can destroy most level 1 units in one shot.



### Tracker

Tracker is an infiltration kbot that has cloaking abilities and has radar jamming capabilities as well ! Truly a unique core unit, even the way it fires it's gun is most unusual.



### The Can MKII

What more can i say about this unit? It's The Can - MKII, equipped with a more powerful laser and can take some really serious damage before going down. This unit is also equipped with a built in radar that can be turned on/off.



### Volca

Volca is a rapid-rocket kbot that fires rapid rockets in quick successions that do some serious damage in large numbers.



### Overseer

Back due to popular demand, the overseer is a multi purpose commander unit that can build most advanced structures at a fast rate. This unit has cloaking abilities and can capture other units or structures as well. It has two basic weapons - a long range laser (primary) and a paralyzer (tertiary).



### Fire Angel

Fire Angel is Core's version of the Ice Angel - a Krogoth-like hunter assault kbot. This unit sports 3 weapons but can only use all of them at any given time unlike the Ice Angel. Equipped with a powerful laser shot gun, high energy laser and a powerful vertical-launch missile that is used primarily to destroy heavy units such as Krogoth, Orcone, Karganeth, etc. The missile weapon can only be fired through the use of the unit's D-GUN attack. This unit has cloaking and radar jamming abilities as well !



### Crab

Crab is an amphibious assault kbot that sports a goliath cannon, a light laser and torpedos for those underwater battles.



### Howie

Howie is a long range howitzer artillery kbot capable of destroying units and structures from a far range. Each shot costs 20 metal and 600 energy but it is well worth it as the amount of damage done by each shot can be devastating. Strictly for use as a support unit and should not be left alone in the battlefield too long. After 4 rounds are fired, howie will take a few seconds to reload it's weapon before it can be fired again.



### Advocate

Advocate is an elite assault kbot, equipped with twin pulse cannons firing at a fast rate.



### Gemini

Gemini is a guardian kbot sporting a high energy laser and a long range rocket. But that's not all, Gemini comes equipped with a special shield that protects the unit itself. With this shield, the unit will take less damage than usual, thus lasting longer in the battlefield.



### Abolisher (New In 2.3)

Abolisher is an armor piecing kbot, armed with a powerful bazooka on its back. Its payload can be very destructive but takes a long time to reload. It isn't completely defenseless during the reload time because it is also equipped with a fireball cannon as a tertiary weapon which can be fired manually if needed.



## Core Level 3 Kbots (Krogoth Gantry)



### War Machine

The Anglar War Machine is an assault tracker - a powerful half-kbot, half-vehicle unit that is equipped with two heavy gauss cannons that can destroy more or less anything in a few shots and long range heavy rockets that does some heavy damage at a large radius. The Anglar War Machine is a unit to be feared.



### Troll

Troll is the counterpart of Arm's Thor Level 3 Kbot - but troll is far stronger than the former with 3 powerful weapons - a heavy gauss cannon with a decent area of effect, troll heavy rockets with a large area of effect (metal per shot = 15) that does some really serious damage but takes a long time to reload and a powerful short range laser to take care of those pesky little units.



### Karganeth

My Favourite Core Mech - Karganeth is krogoth's big brother - a heavy armored demolition mech for Core, this mech can destroy almost any base once it is built. Takes ages to build and costs a lot of metal and energy as well, once Karganeth is build - you can say goodbye to your enemies. Value For Metal & Energy :)



### Krogtaar

Krogtaar is another experimental kbot for Core that sports a heavy riot cannon and torpedos for those under water encounters. This unit is amphibious, naturally.



### Myrmidon

Myrmidon is Core's answer to the Raptor Adv. Battle Mech. Larger in size and sports more powerful weapons than the Raptor, the Core Myrmidon can take out one or even two raptors single-handedly without any problems.



### Heretic

Heretic is a heavy battlemech that is armed with a gattling gauss cannon and deadly long ranged rockets - this unit can cause some serious damage to your enemies if used properly.

## Core Level 1 Vehicles (Vehicle Plant)



### Shodan

Shodan is a high energy laser tank that is equipped with the same weaponry as the Core Gaat Gun (high energy laser tower). However, due to its short build time and low costs, Shodan's weapon takes a considerable amount of time to reload (approximately 4.5 seconds)



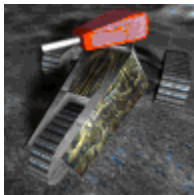
### Grimani

Grimani is a magnesium fireball tank that hurls a fireball "rocket" at its enemies. This unit can be very deadly in large numbers.



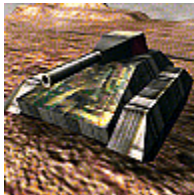
### Muskrat

Muskrat is an amphibious construction unit. Having the best of both worlds, use it to your own advantage



### Garpike

Garpike is a light amphibious tank armed with a light cannon.



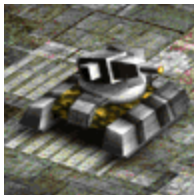
### Rapper

Rapper is a medium battle tank that sports a medium cannon.



### Proteus

Proteus helps to form the basis for a Core attack force. It is reasonably light, fast, and carries a longer ranged gun than the standard battle tanks. Proteus doesn't boast any special statistics, but always helpful as a part of your stalwart force.



### Siegfried

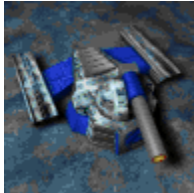
With the continued threat of Arm's EMG-based weapons, Core has finally developed a small tank to counter EMG-based (or even rapid firing) weapons - the Siegfried has a built in shield mechanism to block these kind of attacks, hence rendering them mostly useless. The Siegfried is equipped with a simple light laser to counter these EMG based units, but it is very vulnerable towards non-EMG-based weapons such as rockets, lasers, etc.

## Core Level 2 Vehicles (Adv. Vehicle Plant)



### The Gunner

The Gunner is a long range artillery tank that fires a plasma battery from a long range and can take out enemy units from afar. Not to be underestimated, The Gunner can be a very dangerous unit in large numbers.



### Poison Arrow

Poison Arrow is a heavy amphibious tank that is equipped with a destroyer cannon as it's primary weapon.



### Cero

Cero is a sabot tank that fires a deadly sabot cannon capable of doing heavy damage at the cost of 5 metal per shot. This unit will not fire when you're out of metal, so make sure that you have enough metal or else this unit will be sitting ducks out there!



### Hellfire

Hellfire is a heavy laser battle tank that fires deadly Hellfire Lasers. The Hellfire's turret will pop-up and can avoid shooting wreckages unlike most other units. Hellfire is indeed a very powerful tank, it can even shoot down air units without any difficulty due to the accuracy and power of it's laser.



### Decimator

Decimator is a medium siege tank that fires a deadly "particle accelerator" that can cause some serious damage to an enemy unit.



### Vesuvius

Vesuvius is a mortar tank that fires a deadly mortar cannon that does very heavy damage to units and structures but at a huge cost of 70 metal per shot and 300 energy per shot ! Be sure to have ample metal and energy before using a few of these units in the battlefield.



### Prophet

Prophet is a cloakable spotter vehicle that has a decent radar coverage and a large sight radius. Good for a little snooping around.



### Little Brother

The Little Brother is an intimidator on wheels. Used when an intimidator's firing range is not within the enemy's base, the Little Brother can come in handy.



### Absolutor

Absolutor is a skirmish tank that fires a heavy gauss cannon.



### Thrasher

Thrasher is a heavy riot tank that is equipped with a goliath cannon and a heavy laser as it's secondary weapon. This unit has a built in "shield" that can be turned on/off.



### XM-4874 Ripper

My favourite tank - The XM-4874 Ripper is a railgun tank that can fire through anything, wreckage, tanks, units, structures - you name it. The power of this tank can only be exploited in pairs of 5 or more. Each shot costs 500 energy.



### Banisher

Banisher is a very heavy missile tank that fires deadly missiles that can destroy almost anything in it's firing path. Each shot costs 14 metal and 250 energy and takes some time to reload.



### Pulsar

Pulsar is an antimatter pulse tank that fires a pulse cannon that has a decent damage rate and area of effect.



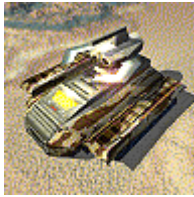
### Horgue

Horgue is a heavy assault tank that fires eight long range missiles in bursts. It's weapon has a decent area of effect but takes time to reload the missiles.



### Metron

Metron is a heavy weapons platform equipped with a very powerful pulse cannon that can destroy almost anything in one shot. However, due to it's power, the weapon must take some time to reload before it can be fired again.



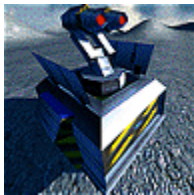
### Karnajjar

Karnajjar is a shock-pulse tank that is small in size, but deadly in numbers – sporting a deadly shock pulse cannon and a medium ranged light laser to handle those pesky little units.



### Monolith

Monolith is a very heavy assault tank that is equipped with a powerful high energy laser. It's armor is very tough to break through and the best way to destroy this unit is by using air units.



### ARV

ARV - Assist And Repair Vehicle is Core's version of the FARK (Fast Assist & Repair Kbot)



### Heavy Construction Vehicle

The heavy construction vehicle is able to build most of the advanced structures and can take some serious damage before being destroyed. Besides that, this unit is amphibious as well.



### Stomp

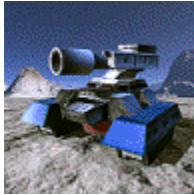
Stomp is a long range artillery tank and it's artillery shell can easily outrange a Guardian or Punisher and can do some serious damage at long range. However, it takes some time to reload it's artillery shell before it can fire again. Can be a very useful defensive or offensive unit depending on the situation.





### Gargoyle

The Gargoyle is a mobile energy weapon unit that is more like a Doomsday Machine on wheels. It sports 3 weapons just like the Doomsday Machine, an annihilator long range laser, a high energy laser and a fast light laser as it's tertiary weapon. This unit has a decent amount of armour as well but it's movement is rather slow.



### Mirage

Mirage is a wreckage disguised tank - when disguised, it looks like a bulldog's wreckage but in actual reality, it can still fire at it's enemies whether disguised or not ! Useful for deceiving your enemy into thinking that it is part of a wreckage and surprise them. Do not underestimate the firepower of a Mirage tank, in large groups this tank can be a good addition to your arsenal.



### Scorpion

The scorpion is a versatile "scorpion" that can move over all kinds of terrain. It has two main weapons - a gauss cannon and an instigator laser.



### Infidel

The Core Infidel is a dual-mode tank featuring a unique "on-off" method of switching between modes. By default, the Infidel is in its artillery mode which makes the unit more vulnerable to attacks. When switched on, the Infidel will be able to fend off close range attacks and is armoured (less vulnerable) in this mode.



### M670 Misanthrophe

The M670 Misanthrophe is basically a 45mm Gatling Tank that fires quick bursts of 45mm depleted uranium slugs. In large packs, this unit can eat level 1 units for breakfast :)



### Bellester (New In 2.3)

Bellester is an armored artillery tank, sporting a medium ranged artillery cannon and anti-air missiles to take out those pesky air units. Both the artillery cannon and the anti-air missiles cannot fire at the same time meaning that only one of these two weapons can be fired at any given time. When the "on" button is pressed, it will use the anti-air missiles when necessary. To do this, it will retract its cannon and fire the anti-air missiles until the air unit is destroyed. When the "off" button is selected, the cannon will be used in ALL cases no matter whether there is an air unit within firing range or not, the anti-air missiles will NOT be utilised when this unit is turned off.

## Core Level 1 Aircrafts (Aircraft Plant)



**Sabre**

The Sabre is a land attack chopper armed with a VTOL EMG cannon.



**Hornet**

Hornet is a level 1 gunship that fires ATG rockets that does a decent amount of damage. This unit is best used as an early defense but can also be used as an offensive unit if preferred.

## Core Level 2 Aircrafts (Adv. Aircraft Plant)



**Adv. G-N Const. Seaplane**

The Adv. G-N Const. Seaplane is a construction unit capable of constructing both ground and naval structures.



**Harpy**

Harpy is a heavy air-intercept patrol fighter or better known as an air-to-air fighter plane, harpy can easily take out incoming air units with ease.



**Astra**

Astra is an advanced stealth fighter equipped with two advanced guided missiles.



**Dragon**

Dragon is a standoff assault missile vTOL that fires air-launch starburst missiles and that has a large area of effect.



### **Blackdawn**

Blackdawn is an advanced sabot VTOL armed with sabot missiles that does some serious damage.



### **Krow**

Krow is a ground suppression aircraft that is equipped with 3 (!) heavy lasers as it's weapons.



### **Hellraiser**

The Hellraiser is a very advanced forcefield-equipped Bomber, a deadly unit to be confronted with. During flight, this unit uses 400 energy and fires a deadly advanced pulse cannon that costs 900 energy per shot.



### **Stalker**

Stalker is an assault gunship equipped with two VTOL Rockets and an air-to-air laser as it's tertiary weapon, should there be any air-to-air interceptors.



### **Killer Bee**

Killer Bee is a strategic heavy pulse cannon gunship that can deliver a powerful pulse cannon shot that does some serious damage to it's target. Due to this power, it takes a decent amount of time to reload its weapon before it can be fired again.

## **Core Level 1 Hovercraft Units**



### **Bombardier**

Bombardier is a level 1 artillery hovercraft, to be used with other attack hovercrafts, this unit can be useful for taking out enemy defenses from afar.



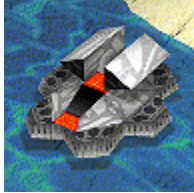
### **Blotter**

The Blotter is a radar jamming hovercraft unit that is unarmed and should be protected with other hovercraft units.



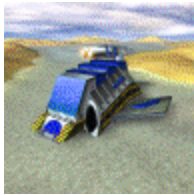
### Halberd

Halberd is an armored attack hovercraft that is equipped with a powerful high energy laser.



### Scrambler

Scrambler is a rocket hovercraft armed with a simple missile similar to "storm" level 1 kbot.



### Humle (New In 2.3)

Humle is a heavily armoured plasma hovercraft armed with a heavy goliath cannon.

## Core Level 2 Hovercraft Units (*Adv. Hovercraft Platform*)



### Advanced Construction Hovercraft

The Advanced Construction Hovercraft is a level 2 construction hovercraft unit that can build most advanced structures on land and sea.



### Battle Bee

The Battle Bee is a long range artillery hovertank, capable of taking out enemy units and structures from a far range. This unit is very deadly in large numbers due to it's firing range.



### Physetor

The physetor is an antimatter hovertank that is equipped with an antimatter pulse cannon similar to the "Pulsar" tank.



### Venom

Venom is a fast and heavy assault hovertank that is equipped with a long range high energy laser.



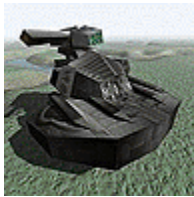
### **Berserker**

Beserker is an advanced rocket hovertank that is equipped with powerful vertical rockets capable of destroying enemy units and structures from a distance.



### **Diamondback**

The Diamondback is a mobile flakker hovercraft unit. It can only destroy air units, so it is very vulnerable against ground attacks.



### **Adonis**

Adonis is a powerful heavy battle hovertank that fires a powerful gauss cannon and is also equipped with powerful missiles.

## **Core Level 1 Ships (Shipyards)**



### **Decade**

Decade is a level 1 gunboat ship that is equipped with two light cannons.

## **Core Level 2 Ships (Adv. Shipyards)**



### **Aura**

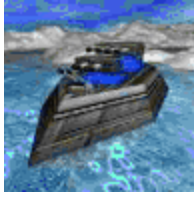
Aura is a heavy artillery battleship that should not be messed with as it is Coreed with two heavy artillery cannons and a long range starburst missile as it's tertiary weapon.



### **Tigershark**

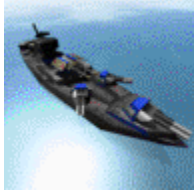
Tigershark is another advanced battle submarine that is equipped with a deadly torpedo that can be fired at a considerable distance that does a decent amount of damage, but at the cost of a long reload time. This unit is the counterpart of Arm's Sneaker.





### **Black Death**

Black Death is a battlecruiser armed with a long range laser, depth charge and a flak gun to take care of those pesky air units.



### **Black Hydra**

The Ultimate Naval Unit - The Sea Dragon is a SUPER Destroyer that sports a long range artillery cannon, a heavy plasma cannon and a rapid firing S.A.M as it's tertiary weapon ! This unit takes a long time to build but it is well worth the investment as it doubles as a mobile resource unit as well - producing approx. 800 energy. S.A.M stands for Surface to Air Missiles.



### **Atlantis**

Atlantis is a pocket battleship meaning that although it has less armour than the standard Warlord, it is armed to the teeth!

## **Core Structures**

### ***Core Level 1 Structures (Level 1 Const. Units)***



### **Nanolathe Tower & Nanolathe Pad**

Building the nanolathe pad first, then the nanolathe tower will give you a full "nano tower" that is a stationary nanolathe structure (which is actually a unit stuck in a structure). The nano tower is a very useful structure that can be used to repair nearby units and structures when put in patrol. Do note that there are bugs with the nano tower that cannot be fixed : if there is a reclaimable wreckage or foliage nearby, it may attempt to reclaim it although it cannot reach it. Also it may attempt to repair moving units as well, even after the unit is outside it's build/repair radius. To fix this, you have to manually stop the structure and then set it on patrol again.



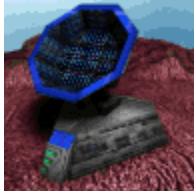
### **Hovercraft Platform Naval Series (NS)**

The hovercraft platform naval series is an exact duplicate of the hovercraft platform, but it can be built on water, so that hovercrafts don't have to travel from one shore to another.



### Eradicator

The eradicator is a very useful stationary anti-rush rocket launcher structure that helps destroy any incoming air and ground units. The drawback to this structure is that it uses a considerable amount of energy to fire its rocket launcher, so be sure to have enough energy or else this structure will be sitting ducks.



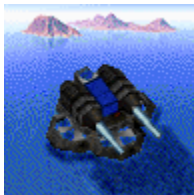
### Advanced Solar Collector

The advanced solar collector produces 120 energy. This structure saves the need for having a lot of space to build normal solar collectors. However, if this structure alone is lost, all the energy produced will be lost as well, so it is best to guard this structure.



### Spoofers

Spoofers is simply a radar jamming structure used to conceal or hide your base & units from the enemy's radar detection.



### Kraken

Kraken is a "bob-up" plasma cannon that is buildable only over water. When not in use, the kraken will hide underwater.



### Splinter

Splinter is a stationary sabot tower that fires sabot missiles. Each shot costs 5 metal.



### Floating Radar Tower

The Floating Radar Tower is simply a radar tower that is buildable over water.



### Omega

Omega is a level 1 artillery battery structure, capable of taking out units from afar.

## Core Level 2 Structures (Level 2 Adv. Const. Units)



### XLR Radar Tower

The XLR (eXtra Long Range) Radar Tower has a much larger radar distance / radius compared to the advanced radar tower. Besides that, the XLR radar tower has cloaking capabilities as well.



### Cloakable Metal Maker

Being one of the earliest 3rd party unit, the cloakable metal maker uses 3800 to produce 70 metal - a real bargain and it takes up less space as well. Not only that, this structure is cloakable as well.



### Fury

The Core Fury is a rapid-firing flakker defensive structure that fires flaks in quick successions. Each shot fired costs 1 metal.



### Circular Saw

The Circular Saw is a heavy gatling plasma battery that fires plasma batteries in rapid fire. Each shot fired costs 200 energy.



### Oracular Effect

The oracular effect is a large alien radar jamming structure that is used to conceal your base of operations and it's surrounding units.



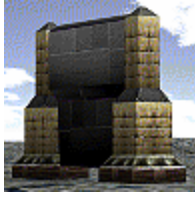
### S.A.M.

S.A.M (Surface To Air Missiles) is just what every commander needs - a fast anti-air structure to take out those pesky air units. The moment the air unit pauses to turn - there it goes.



### Storage Facility

The storage facility acts as a metal and energy storage facility storing 5000 metal and 15000 energy. To be used in conjunction with the Resource Facility mentioned early when you have too much metal and/or energy.



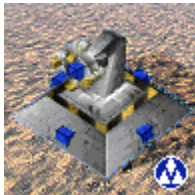
### **Bertha Shelter** (North South and East West Direction)

The bertha shelter does what it's name suggests - acts as a shelter from bertha or intimidator shells. It is not totally indestructable though, but at least it'll be able to protect most of your structures while you build up a counter for the bertha or intimidator.



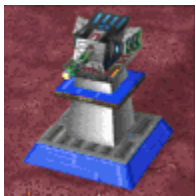
### **Scatterer**

The Scatterer is a rapid firing plasma battery that fires plasma batteries in quick successions but not as fast as the Arch. This structure can be taken as a lower entry version of Arch that costs less as well.



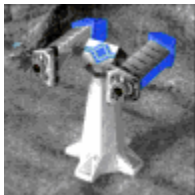
### **Nemesis**

The nemesis is a heavily armored tesla tower that fires tesla coils, capable of destroying almost any unit that comes within it's firing range.



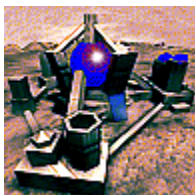
### **Orion**

Orion is a pop-up static laser defensive structure that fires a streamed laser to eliminate it's target. This structure has cloaking abilities as well to surprise those enemy units that enter within it's firing range.



### **Screamer**

Target in sight...Target destroyed. The Screamer is an advanced missile tower that fires adv. sam missiles that are very deadly and can almost destroy any air unit in one shot. Due to this kind of firepower, each shot costs 25 metal and takes some time to reload.



### **Resource Facility**

The resource facility is the only structure that you will need to get all the metal and energy you want. Once this very LARGE structure is built, it will produce 150 metal at the cost of 7500 energy (that the resource facility produces). So basically, when turned on (by default) you will get 150 metal at no cost. When turned off, you will get 7500 energy. This structure has cloaking capabilities as well.



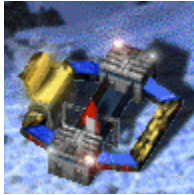
### **Alien Tech Fusion Reactor**

The alien tech. fusion reactor produces 5000 energy and has cloaking capabilities as well. Besides that, when turned on, the alien tech. fusion reactor will use approx. 4050 energy to powerup it's shield to protect itself against any kind of bombardment.



### Medusa

Medusa is a heavy quad high energy laser tower that fires 4 powerful long range lasers.



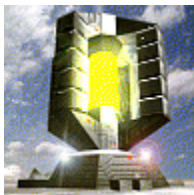
### Ravager

Ravager is a light missile silo that fires a focused-blast nuclear that has a small radius but the damage done is almost as much as a standard nuclear silo.



### Moho Geothermal Power Plant

The Moho Geothermal Power Plant produces more energy (1250 energy) than the standard level 1 geothermal power plant.



### Advanced Moho Mine

If you can get this structure built, you will be able to get a lot of metal out of a metal deposit.



### Fortification Gates

The fortification gates are unique structures that allow you to "open" them, making way for units to go through the gates and of course you can "close" them to prevent units from going through the gates. These gates are not defenseless at all, they are armed with powerful missiles to eradicate any incoming enemy units.



### Cryosphere

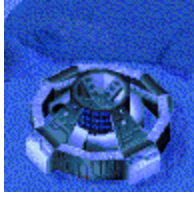
The cryosphere is an advanced paralyzer defense structure that can stun any incoming enemy units. This unit is buildable by the adv. const vehicle, adv. const. aircraft, adv. g-n const. seaplane, heavy const. vehicle and overseer.



### Aircraft Repair Center

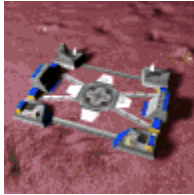
The Aircraft Repair Center is actually 4 aircraft pads combined into one structure to ease the construction. This structure can be built by the adv. construction aircraft, heavy const. vehicle and overseer.





### **Underwater Moho Mine**

The underwater moho mine is an underwater version of the land moho mine. This structure can be built by the adv. const. submarine, adv. const. hovercraft and custodian.



### **Advanced Hovercraft Platform**

The advanced hovercraft platform houses the advanced hovercraft/hovortank units. This structure is buildable by the level 1 construction hovercraft unit.









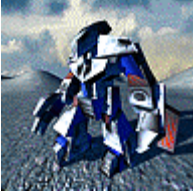






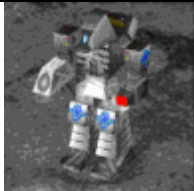


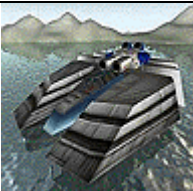

### **Nebraska**

Nebraska is a long range heavy artillery defense structure that is to be used as part of other advanced defensive structures. Its range is shorter than a bertha or intimidator and does less damage but it is cheaper and takes less time to build. It can deliver heavy blows towards incoming enemies from a decent firing range.

### Self-Healing Units

Some units in TAUCP have self-healing capability, which means if left alone for a short while, these units can completely heal themselves but at a slow rate :

### Arm Units That Can Self-Heal

				
Rhino	Agamemnon	Sentry	Warhammer	Kinboat
				
Orcone	Thor	Raptor	Porcupine	Cavalier
				
Drake	Lasher	Bolt Thrower	Overseer	Aura
				
Rebel	Tempest	Nova		

### Core Units That Can Self Heal

				
War Machine	Karganeth	Cougar	Slaughter	Troll
				
Krogtaar	The Can MKII	Absolutor	Myrmidon	Overseer
				
Aura	Titan	Metron	Krogoth	Heretic
				
Adonis	Howie			

### Super-Units

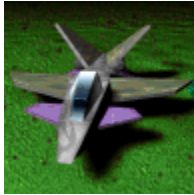
				
Arm Agamemnon	Core Karganeth	Arm Warhammer	Arm Orcone	Core Krogoth
				
Core Troll	Core War Machine	Arm Thor		

## ***Arm Units That Can Destroy Super-Units With Ease***



### **Ares**

This unit can do up to 900 damage on Super-units.



### **Blade**

This unit can do up to 810 damage on Super units



### **Liche**

This unit can do up to 2500 damage on super-units



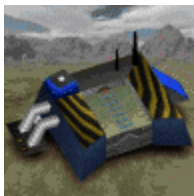
### **Cipher**

This unit can do up to 900 damage on super-units



### **Ice Angel**

This unit can do up to 2500 damage on super-units using it's tertiary (D-GUN) fire/vertical missile



### **Cauterizer**

This "light" nuke silo can do up to 10000 damage on super-units



### **Mouse**

This unit can do up to 3200 damage on super-units with its long range energy weapon





### Penetrator

This unit can do up to 3200 damage on super-units with its long range energy weapon



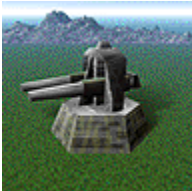
### Annihilator

This structure can do up to 3200 damage on super-units with its long range energy weapon



### Shooter

This unit can do up to 3200 damage on super-units with its long range energy weapon



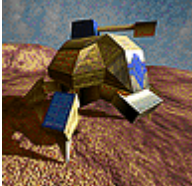
### Guardian

This structure can do up to 800 damage on super-units



### Ambusher

This structure can do up to 800 damage on super-units



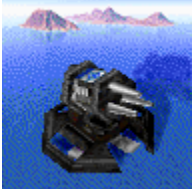
### Groundbreaker

This unit can do up to 800 damage on super-units



### Pounder

This unit can do up to 800 damage on super-units



### Trident

This Structure can do up to 800 damage on super-units





### **Deterrer**

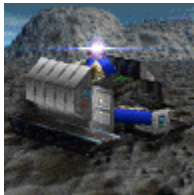
This structure can do up to 900 damage on super-units



### **Obliterator**

This structure can do up to 1500 damage on super-units with its long range artillery cannon

## ***Core Units That Can Destroy Super-Units With Ease***



### **Vesuvius**

This unit can do up to 900 damage on Super units



### **Black Dawn**

This unit can do up to 810 damage on Super-units



### **Fire Angel**

This unit can do up to 2500 damage on super-units using it's tertiary (D-GUN) fire/vertical missile



### **Ravager**

This "light" nuke silo can do up to 10000 damage on super-units



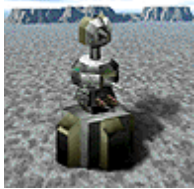
### **Metron**

This unit can do up to 4500 damage on super-units with it's heavy cannon



### **Gargoyle**

This unit can do up to 3200 damage on super-units with its long range energy weapon



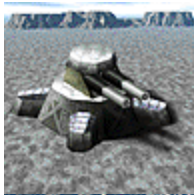
### **Doomsday Machine**

This structure can do up to 3200 damage on super-units with its long range energy weapon



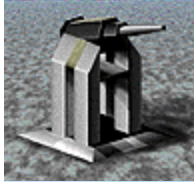
### **Nebraska**

This structure can do up to 1500 damage on super-units with its long range artillery cannon



### **Punisher**

This structure can do up to 800 damage on super-units



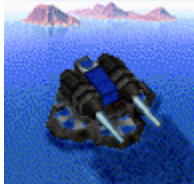
### **Toaster**

This structure can do up to 800 damage on super-units



### **The Gunner**

This unit can do up to 800 damage on super-units



### **Kraken**

This Structure can do up to 800 damage on super-units



### **Scatterer**

This structure can do up to 900 damage on super-units