

# ***DARK REIGN 2***

## **[SINGLE PLAYER DEMO]**

Developed By  
**Pandemic Studios**

Published By  
**Activision**

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**## This demo is intended for use with US English Language Versions of Windows® 95 or Windows® 98 only. ##**

**Windows NT® is not supported**

Size of File (In Megabytes): **34**

### **Instructions:**

This demo contains two single player levels from Dark Reign 2. Download the demo and, if necessary, the DirectX® 7.0a installer from the Microsoft® DirectX Web site at: <http://www.microsoft.com/directx/>

This demo also requires that you have the latest version of Winsock 2 or higher to be installed. Microsoft Windows 98 SE includes the latest version of Winsock 2. You can download Winsock 2 from the Microsoft Web site at:

[http://www.microsoft.com/windows95/downloads/contents/WUAdminTools/S\\_WUNetworkingTools/W95Sockets2/Default.asp](http://www.microsoft.com/windows95/downloads/contents/WUAdminTools/S_WUNetworkingTools/W95Sockets2/Default.asp)

### **How do I install the demo?**

The file that you download (**Dr2demo.exe**) can be executed from anywhere on your hard drive. Just double-click on it, choose Setup to continue the installation, or Cancel to abort the installation. Follow the prompts. When you have installed the game continue to the section below called LOADING DARK REIGN 2.

Download times should be...

- 153 minutes at 28.8
- 82 minutes at 56
- 36 minutes on ISDN

...depending on how busy our server and the Internet are at time of download.

### **How do I remove the demo?**

Under your programs menu select the Dark Reign 2 Demo menu. Within the Dark Reign 2 Demo menu is a selection for Uninstall Dark Reign 2 Demo. Select "**Dark Reign 2 Demo**" to uninstall the demo.

### **Demo System Requirements:**

US English Language Version of Windows® 95 or Windows® 98

Pentium® II 233 Mhz processor

64 MB of RAM

100% DirectX® 7.0a compliant 4MB 2D Card (or 2D capable 3D card\*) and Drivers

100% DirectX 7.0a compliant 3D Card and Drivers \*\*

100% DirectX 7.0a compliant true 16-bit sound card and Drivers  
100% Windows 95/98 compatible mouse or trackball and Drivers  
100% Windows 95/98 compatible keyboard  
Requires DirectX 7.0a or higher  
Requires Winsock2

### **Supported 3D Chipsets for Windows 95/98\*\*\***

3DFx Banshee  
3DFx Voodoo 2  
3DFx Voodoo 3  
ATI Rage 128  
Matrox G200  
Matrox G400  
NVIDIA TnT  
NVIDIA TnT2  
NVIDIA GeForce  
NVIDIA GeForce 2

\* Some 3D cards do not have refined 2D capabilities. Your 3D card may meet this requirement without the need for additional hardware. Please contact your 3D card manufacturer for further information on your card's capabilities.

\*\* 3D Accelerator Card Required - A 100% DirectX 7.0a (or higher) compliant 3D video card and driver with z-buffering capability is Required to play Dark Reign 2. Dark Reign 2 uses Microsoft's Direct3D to support 3D hardware acceleration. It has been tested on many, but not all of the major cards incorporating the chipsets whose names are listed above. Some 3D accelerator card brands utilizing the chipsets whose names are listed above may not be fully compatible with the 3D acceleration features utilized by Dark Reign 2.

\*\*\* Some, but not all of the cards with the chipsets above have been tested on Windows 2000. For Windows 2000 3D Support, please refer to your hardware manufacturer for 100% DirectX 7.0a (Direct 3D) compliant Windows 2000 Drivers.

### **Un-Supported 3D Chipsets for Windows 95/98**

3DFx Voodoo 1 \*  
3DFx Voodoo Rush \*  
3DFx Voodoo 5/5500 \*\*  
ATI Rage Pro \*  
Intel i740 \*  
Intel i810 \*  
NVIDIA Riva128 \*\*\*  
S3 Savage 4 \*  
S3 Savage 2000 \*\*\*\*

\* This chipsets performance is below Dark Reign 2's minimum requirements, however no other graphical problems were exhibited. If you play with this card you will experience slower performance in Dark Reign 2. We also suggest keeping your graphical settings on low. Some of these cards also require reference drivers to run Dark Reign 2. Please read the section below about reference drivers.

\*\* At the release of Dark Reign 2 this card was not available in stores. We have tested Dark Reign 2 on the beta hardware and release drivers and no issues were found.

\*\*\* This chipsets performance is below Dark Reign 2's minimum requirements, and some minor graphical

issues were present using the latest reference drivers. If you play with this chipset you will experience slower performance in Dark Reign 2. We also suggest keeping your graphical settings on low. Please read the section below about reference drivers.

\*\*\*\* This card exhibits graphical artifacts in the loading screens causing a vertical line and a horizontal line on the screen. Also on mouse rollover text in the game there is a minor flickering effect on the text. This was occurring with the latest shipping drivers as of 5/30/00. This did not effect the gameplay performance and no other issues were present.

### **[Note on Reference Drivers]**

Video and 3D Cards are a combination of a core chipset and additional electronics added by the card manufacturer to implement special features outside of the capabilities of the core chipset (i.e. Diamond uses the Voodoo 2 chipset by 3Dfx as the core of their Diamond Monster 2).

Reference drivers are drivers made for the core chipset by the chipset manufacturer. They tend to only support features that are supported by the core chipset itself. The card manufacturer uses these drivers as the starting point to create the manufacturer's drivers for their card. Manufacturer's drivers typically are more fully featured, and support all features built into the card.

It is not always a safe assumption that the reference drivers are the best drivers for your card, since some of the features added by the manufacturer of the card may require a substantial change in the reference drivers before they will work on the card.

Dark Reign 2 does not support video or 3D card reference drivers. It is suggested that code released DirectX 7.0a compliant drivers be used. We will however note where we have seen improved stability and performance in the reference drivers as an indication of what should be available when that version of the reference drivers is integrated into your manufacturer's drivers.

## **SECTION 1: LOADING DARK REIGN 2**

To launch the Dark Reign 2 demo, select your Programs Menu, then under the Dark Reign 2 Demo folder you will find a shortcut labeled Dark Reign 2 Demo. Select that to load the Dark Reign 2 demo.

If you have both a primary display adapter (i.e. TNT) and a secondary adapter (i.e. Voodoo 2) then it will ask you to pick one. If you only have one display adapter then it will skip to the next option.

After loading the demo you will be presented with the following selections at the main screen:

### **LOAD MISSION**

Select this to play the game. This will load the currently selected mission.

### **NEXT MISSION**

Use this selection to go from Demo Mission 1 to Demo Mission 2. Please note however that you will need to complete Demo Mission 1 before having access to Demo Mission 2.

### **SAVED GAMES**

When selected this will bring up a listing of your current saved games. You can select any of your current saved games and load them at anytime from this screen.

### **DIFFICULTY LEVEL**

By default this is set at Normal. You can also select Easy, Hard, or Brainsick. We don't recommend Brainsick for even the hardcore RTS players. It's really tough, but if you feel up to the challenge then by all means go for it.

## OPTIONS

After selecting options you will be brought to a screen that will allow you to change your overall configuration for your computer. After you have made any changes here select APPLY prior to returning to enable those changes.

## QUIT

Exits the Dark Reign 2 demo.

## SECTION 2: PLAYING SINGLE PLAYER

Some of the advanced AI control features are listed on the lower right hand side of the screen. Including AI behaviors, etc. You can also generate paths using the functionality in the upper right hand side of the screen which lets you set down paths and determine if they are 1-way, 2-way, or looping paths.

Example: If you select a construction rig then the things it can build will be displayed on the lower left. Other units will show different functionality.

## MOUSE AND KEYBOARD COMMANDS

### GENERAL

O	Open/Close Objectives Window
Shift-O	Display Orders Menu
Ctrl	Cue Any Order
Tab	Toggles Trails menu
Backspace	Delete Last Trails
Delete	Delete Selected Trail
Ctrl-S	Quick Save Mission
Ctrl-L	Quick Load Mission
Pause	Pause Game
Scroll Lock	Frame Advance When Paused
Print Screen	Create a Screenshot
Space	Jump to Location of Last Warning Message
Ctrl-Space	Message Return
Enter	Activate Client Chat

### UNIT

Ctrl - <1-0>	Adds Selected Units to Squad (removed selected units from any previous squad)
Alt - <1-0>	Adds Selected Units to Squad (retains squad you are adding units to)
1-0	Select Squads
Ctrl-Left-Click	Selects All Units of Same Type
Alt-Left-Click	Selects All Units of a Type on Screen
M	Move & Attack
Shift-M	Move
A	Attack
Shift-A	Attack Without Moving
S	Stop
T	Turn
Shift-D	Self-Destruct
G	Guard
[ ]	Select Next/Previous Unit and Jump to Location
Alt - [ ]	Select Next/Previous Unit of a Type and Jump to Location

J	Jumpscroll (click to trigger)
U	Upgrade
W	Restore

## SQUAD MANAGER

<1-0>	Selects Squad
Shift <1-0>	Jump to Squad
Left-Click on #	Jump to Squad
V	Selected Units Move to Wedge formation
B	Selected Units Move to Box formation
N	Selected Units move to Line formation
X	Selected Units Scatter

## BUILDING MENU

Left-Click	Build/Add Unit to Production Queue
Shift-Left-Click	Add Five Units to Queue
Right-Click	Remove One Unit from Queue
Shift-Right-Click	Remove All Units from Queue and Cancel Construction
P	Pause/Unpause Building Construction
R	Set Building Rally Point
>	Rotate Building Cursor Clockwise
<	Rotate Building Cursor Counter-Clockwise
H	Jump to Command Center

## CAMERA

Arrow keys	Scroll Camera/Map
F	Camera Freelook (hold)
F1-F6	Change Camera Presets
Numpad arrows	Change Camera Facing
Num5	Face North at Default Camera Height
Num7 / Num9	Rotate Camera 90*
Right Mouse (Hold)	Scroll
+ Left Control	Pivot
+ Left Alt	Rotate
+Left Control & Left	AltSwoop/Zoom
Mousewheel	Swoop

## USING THE CAMERA

There are several controls for adjusting the angle and view of the game world.

### Scrolling

You can scroll around the map by moving the mouse cursor to the edge of the map. The map will scroll in that direction. Note: Edge scrolling is not available in windowed modes. To scroll much faster, press and hold the right mouse button while moving the mouse. You can also scroll by using the arrow keys on your keyboard.

### Vertical Angle

To adjust the angle by which you view the action, use the F1 - F6 keys. F1 is low to the ground and close to your units, F2-F6 adjusts the camera progressively higher. You can also use your mousewheel to adjust the vertical angle of the camera.

### Rotating

You can rotate the camera with the 7 and 9 keys on your keyboards number pad. These keys will rotate

the camera 90 degrees in the desired direction. After the camera rotates it will still be looking at the area you were previously viewing. You can also rotate incrementally by holding down both mouse buttons simultaneously and moving the mouse left or right.

### Heading

You can change the cameras heading, or the way its facing, by using the arrow keys on your keyboards number pad. The up arrow will face the camera North, down South, right East, and left West.

## SECTION 3: UNITS/BUILDINGS IN DARK REIGN 2

The following listing goes over the units for the two different sides.

**Some units are unavailable in the Demo. Unavailable units are highlighted in red. These units are not selectable by the user, however some are available to the AI.**

### JDA

#### Guardian

Even centuries ago, the Guardians of the Order were synonymous with law and order; now their descendants, known to us simply as Guardians, serve the Domes as foot soldiers of the JDA. Whether conducting a Rumbler round-up in Deyssa Sprawl or responding to an attack on the Dome Rampart, they're the first ones into a crisis zone and the last to leave. Armed with Grepler trip-rifles-"a grunt's best friend" - they're also protected by regenerating armor.

Role	General	Sight range	Norm
Hit Points	Low	taelon cost	Low
Damage	Low	Command cost	2
Speed	Norm		

"Give me ten Guardians and a week, and I will change the course of history."

- Lt. Major T. Kelvin Duran, 6th Protectorate, in a 21.9.2492 interview with Commonwealth Today

#### Enforcer

Our elite, high-flying Guardians, equipped with Kontel-Murfee dual-exhaust PJPs (personal jet propulsion devices) bring death from above to ground-based Sprawlers. Their maneuvering ability makes them impervious to most infantry attackers, though they can be vulnerable to anti-air units (like the Go-Gos of the Sprawls). Enforcers come armed with third-generation Grepler swit-bore rifles.

Role	Anti Personnel	Sight range	Norm
Hit Points	Low	taelon cost	Low
Damage	Med	Command cost	2
Speed	Norm		

"All of a sudden they come over the mountains like a swarm o freakin mosquitoes through the night fog -- I thought I was gonna hafta bail... Still givin me nightmares, those flyboys."

- Valen Caffardlin, Member, Go-Gos of Nagaer Sprawl(overheard in a cashdown)

#### Castigar

Bearer of the highest standard in noble gallantry, the knightly orders of Castigars have now pledged their honor in willing servitude to the JDA (unlike their errant brethren, the Judas). They guard our spanways as huge, walking towers of high-tech armor and strength, mounting as their principal weapons enormous Jarvik supressor cannons on their enormous, power-assisted arms.

Role	Anti-Vehicle	Sight range	Norm
Hit Points	Med	taelon cost	Low
Damage	Med	Command cost	2
Speed	Norm		

"Proof that God is on our side and that He has no mercy whatsoever in His heart."  
 - Edward Dalen, to Primatur Colum Birabess at the Council of Mehica, 2503

### **PsiTech**

Our noble practitioners of the Healing Arts and Sciences, trained and field-tested as they have been for decades at Angel Bays own Ucladian Hippocreum. Whenever a Guardian or Castigar is wounded in a campaign, the men and women of PsiTech are there with the latest medical technology and their own psychogenetically-boosted Psi-Ray. Theyre also handy with a quad-wrench if an Enforcer takes shrapnel in his PJP.

Role	Healer	Sight range	Norm
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Slow		

"She changed the dressing on my Maser burns, held my hand at night when the pain got real bad and even managed to get that ping out of my Boomers plasma carb. If you ask me, theyre all angels!"  
 -PTC Lylo Hantrev 2nd Platoon, 43rd Infantry, Division 6 (Miadad Dome)

### **Shadowhand**

Any healthy society needs a secret police force, and ours is no exception. For many years, the Shadowhand have been famous for their ability to blend in and spy on enemy strongholds at will. Today, the Circle serves the JDA with new light-refracting polymer and Psychopush technologies (all highly classified, of course); Shadowhand operatives can seemingly become the enemy they stalk, and make their way unnoticed into his lairs.

Role	Spy	Sight range	Far
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Norm		

"But he... he looked... he looked just like you, sir!"  
 - Reportedly the dying words of shocked Rumbler Janus Karavion, to his gang boss as he expired from twelve stiletton wounds, Quilvio Sprawl, 2504; heard by another Shadowhand operative still in the room.

### **Watchman**

These giant walkers, made by Garonti-Scherm and first used in the Beijinta Campaigns of 2493, are extremely useful as escorts for tank columns. With their SWARMs (Short-range Wide Area Reaction Missiles), they make an excellent anti-aircraft defense (as the Corsairs in the Byzardian Conflict found out!). Their vulnerability to ground attack is, however, considerable.

Role	Anti-Air	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	High	Command cost	3
Speed	Fast		

"We were thirty-five clicks away when they first locked on and started lobbing those (expletive deleted)

bumblebee-missiles at us. Like flying through a swarm of giant gnats. I hate those (expletive deleted) (expletive deleted)."

- Byzar pilot Ural tam Rigo, from his bed in Istandar Domes Konst Military Medical Center, 2494

### **Blackstar**

Small, sleek, and birdlike, Blackstars have been our workhorse aircraft for over twenty years, and are especially agile in the close quarters of an urban Sprawl. They are powered by twin outboard Fawasi 529-Airhawk ion-pulse/jet hybrid engines, and modified Trace Masers allow their shots to pursue an enemy to his final destruction whether hes in the air or on the ground (though the diminutive Blackstar has limited ammunition capabilities). They often escort our Strikers on their bombing runs.

Role	Anti-Air	Sight range	Norm
Hit Points	Low	taelon cost	Med
Damage	Med	Command cost	3
Speed	Fast		

"If theres ever a combat-use aircraft Hall of Fame, Blackstar will undoubtedly be the first and unanimous inductee."

- Strike Craft Illustrated, May 2501

### **Striker**

Since the uprisings at Damasq four years ago, the shadows of these magnificent bombers have struck fear into enemy hearts. Like a giant bird of prey, our Strikers descend from the air to drop their dreaded Litson I-19 Hellfire Bombs, decimating an unsuspecting enemys armored column or obliterating his headquarters. They carry limited ammunition and require the services of nimbler escorts to defend them from other aircraft, but the Striker remains the big air gun in todays JDA.

Role	Anti-Ground	Sight range	Norm
Hit Points	Med	taelon cost	High
Damage	V. High	Command cost	3
Speed	Fast		

"Against men, we could continue. Against guns, and tanks, we could persevere. But this... this monster of the sky can signify only one thing: the Gods will the end of our glorious struggle."

- self-styled Damasqian revolutionary leader Shidona Pri, 3.12.2493

### **Warden**

With these small, unmanned hover pods, our forces are able to detect and counter much of the Sprawls special weaponry, including mojos and traps. They can also reveal morphed Infiltrators and cloaked Fiends. The secret is a highly classified antenna system designed at the Garonti-Scherm labs in Midway Dome, which gives the JDA better ears and eyes than ever before. The propulsion system, by Fawasi, allows the Warden to run almost silently, and thus makes it highly effective for in-Sprawl missions.

Role	Sheild/Anti-Clandestine	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	N/A	Command cost	3
Speed	Norm		

"One of the Decades Ten Best (two decades running)"

- Surveillance Monthly, August 2499

### **Rover**



Of a similar size as the Warden, the Rover is an unmanned hoverpod first used for reconnaissance and light combat in the Dallaston riots twenty-one years ago. With a highly recognizable profile due to the protruding shields on each side, it utilizes the same Fawasi hover-propulsion system as the Warden, but unlike that craft the Rover also carries its own Nix-Yelco laser weaponry.

Role	General	Sight range	Norm
Hit Points	Low	taelon cost	Low
Damage	Low	Command cost	3
Speed	Norm		

"Somebody get that (expletive deleted) thing off a me!"

- Dayess Sprawl resident and suspected Fiend leader Jo-Jo Ecafda, moments before his refusal to surrender led to extermination by a Rover Patrol craft.

### **Bulldog**

These light tanks, our main such ground vehicles, have proven their usefulness time and again over the years, most recently against the Judas in the Spanway skirmishes in Bone Valley outside Angel Bay Dome.

Manufactured for us by Insignus, their main weapon is a Miklin 346-B high-traj mortar cannon, which can be used to great effect against enemy infantry or, should the situation dictate, mobs of lawless Sprawl rioters.

Role	Anti-Personnel	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	Med	Command cost	3
Speed	Norm		

"I've driven every ground vehicle we've got, but I'm here to tell you, I'd rather be in an L-4 (Bulldog) every time. The balance between maneuverability and firepower can't be beat."

- Capt. JG Fuller Yntami, Rampart Division, Angel Bay Dome

### **Growler**

This heavy tank, built by FrennetiCorp Land & Sea, showed at the Seaport Dome terrorist attack just how much havoc it can wreak against other tanks or even buildings! It carries a Harkli Mark 7 rail gun, which fires high-speed uranium projectiles, ensuring total destruction of any enemy target either stationary or moving at less than 75 kph.

Role	Anti-Tank	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	High	Command cost	3
Speed	Norm		

"This big boy may be expensive, but the muscle it brings to a fight is unparalleled."

- Tank & Armor, February, 2497

### **Mastiff**

These self-propelled artillery units combine the best features of a light tank with a powerful Miklin 790-series artillery gun which produces an arcing fire that rains oblivion on unsuspecting Sprawlers.

Though a good all-target fighting machine, the Mastiff carries light armor; the well-publicized events of the Warsawian police action in 2499 showed it is best used from a rear-line position where we can protect it from air attack.

Role	Artillery	Sight range	Norm
Hit Points	Med	taelon cost	High
Damage	V. High	Command cost	3
Speed	Slow		

"Two shots... It took out the Parliament building in two shots... Demolished... I cant believe it..."  
 - stunned Net-Verite journalist Armenia Comarra, live rooftop broadcast from Warsaw Dome, 27.10.2499

**Collector**

Our Kealan-armor plated Taelon Collectors are manufactured for us by Insignus. Its ironic that one of our simplest vehicles is also one of our most important. We only wish Insignus could provide us with a faster vehicle, but theyve assured us its not possible with the armor weight that weve specified.

Role	Resource Collection	Sight range	Norm
Hit Points	V. High	taelon cost	Med
Damage	N/A	Command cost	1
Speed	Norm		

"That new Taelon deposit up in Dena was crawling with Rumlbers, but those new Collectors held up real good. Didnt lose but one before we tapped it out."  
 - T-Crew chief Everell Means, JDA Resource Management Corps

**Hover Collector**

Our Hover Collectors are designed along similar lines to our regular collectors they also feature Kealan-armor plating. Their hover propulsion is provided by a Fawasi well converter. We had them built specially for getting to some of the newest Taelon outcroppings that are appearing on some of the newly formed coastal islands of Asia and America.

Role	Resource Collection	Sight range	Norm
Hit Points	V. High	taelon cost	Med
Damage	N/A	Command cost	1
Speed	Norm		

"Our division set a new Taelon collection record last year, and thanks to our new hover collectors, Im sure well break it this year."  
 - Isley Taelon Extraction Inc. Chair Wayne Seaden in an interview with Geo Quarterly, March 2499.

**Construction Rig**

The new Rigs made for us by Insignus are plated with some of the same Kealan armor used to protect our Taelon collectors. Pod navigation is the ingenious design of the team at Fawasi. Our Rigs can get basic facilities up and running in minimal time

Role	Construction	Sight range	Near
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	1
Speed	Slow		

"When that pack of screaming Go-Go's came down on us, we knew we had to get our Sentinel Guns rebuilt immediately. The Go's weren't stupid, they went after the Rigs right away. Several of them took some shots, but we got two guns put together pretty quickly, and then those damn Go-Go's became went-gones."

- Strikeforce leader Morly Ferafson, recalling a surprise attack on Precinct 5 in the Sprawls around Mount Denver.

### Patrol Cruiser

Our primary small attack boat, this version of the FrennetiCorp Land & Sea T-Series was adapted especially for use by the JDA in combat situations, and saw its first action in the Guantana Dome invasion three years ago. Used for water reconnaissance and escort duty, the Cruise is also an effective defender against both air and water attack, and has chalked up an excellent record providing supplementary defense for other, larger JDA watercraft.

Role	General	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	Low	Command cost	3
Speed	Fast		

"A Dreadnaught without a Patrol Cruiser escort is like a hippo in a river it can hurt you, but it can't maneuver well. Add a couple of PCs now youve got two crocodiles in the mix, and the options for mischief are exponential."

- Lt. Cmdr. Ryan Keel, Captain of the Patrol Cruiser Kilroy, DSL-5377

### Dreadnaught

If the Mastiff is our big land gun, then the Dreadnaught is like a Mastiff on the open seas. A larger vessel than the Patrol Cruiser, FrennetiCorp's JC-117 Dreadnaught combines all the advantages of a land-based artillery-launch system with the ability to deploy anywhere on the 5/6ths of the Earths surface which is covered with water. This has proven a boon on missions to areas, which were too remote to easily bring in ground artillery, like the Micronesian Melees of 2490.

Role	Artillery	Sight range	Norm
Hit Points	Low	taelon cost	Med
Damage	High	Command cost	3
Speed	Norm		

"We never stood a chance... At least I can swim."

- Micronesian terrorist Jinga Tungaka, survivor of the Melees, before being sentenced to work on Callisto

### Tech Boat

MacDill & Howits trusty 9000-series is the basis for our Tech Boats, which are dispatched to repair other watercraft both in port and on the water. Ever since the Ross Dome disaster they have earned a reputation for keeping a fleet up and running even in the heat of combat or emergency operations. Powered by a rugged Fawasi counter-prop engine with jet intake, the TB's generally arrive on the scene in good order.

Role	Repair	Sight range	Norm
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	3
Speed	Norm		

"Skipper asked me if I wanted a transfer twice already. I turned her down; where else would I want to be? Without us, the whole fleet'd have to stand down inside six months. Now that's what I call indispensable."

- Ensign Tiggo Phillipa, Tech Boat MacGuffin, DSY-8364

### Sky Fortress

The largest, most powerful, most majestic of all our airships, the Sky Fortress, a joint project of Garonti-Scherm and Insignus, resembles nothing so much as the floating alien saucers, tales of which parents used to frighten their children with centuries ago. Sprawlers have been known to run in terror at the sight

of its enormous shadow sweeping across their hovels. Its highly modified Nix-Yelco TR-47 fusion beam accelerator is the largest single weapon any of our forces have at their disposal; it can erase whole city blocks with one blast and has, as anyone present at the Johan Dome crisis of 2502 could attest, had they survived.

Role	Base Annihilation	Sight range	Norm
Hit Points	Low	taelon cost	High
Damage	V. High	Command cost	4
Speed	Slow		

"Pity is for the weak. This is what strength looks like."

- 0-0 Edward Dalen, at the christening of the first commissioned Sky Fortress, the Sargon, DSH 2809, 23.7.2493

## **SPRAWLERS**

Welcome to the Works, kid. Come on in. This is it, the place where we develop a bunch of the hardware that's carried by the guys out there on the street. At any given time well have a collection of some of the toughest customers in the Sprawl down here, gettin new weapons, gettin their stuff fixed, or tradin stuff in. Sure, a bunch of it is recycled outta stuff we ripped off the JDA, but a lot of the rest of it is stuff we come up with ourselves, an a lot of it beats that standard assembly-line weaponry they use. Ya see, our stuff has special modifications, extra features, stuff those JDA dims haven't been able to figure out yet. Come on. I'll show ya.

### **Rumbler**

Rico here, he's a Rumbler. There's more of them than any other gang, and they're a pretty tough bunch. We call 'em the sons of Robar - you've heard of him? Well, that's another story... Now for the Rumlbers we put together some of these big charge-cannons - showim, Rico they take both hands, as you see, and they fire one hell of an energy blast. No, Rico, no need for a demonstration... The Rumlbers, they been around a long time, and I'd match one a them up against a Guardian any day of the week.

Role	General	Sight range	Norm
Hit Points	Med	taelon cost	Low
Damage	Low	Command cost	2
Speed	Norm		

### **Fiend**

Now you see that freako in the long coat over there? That's Muushti, an hes a member of the Fiends. No, don't stare; I know they're pretty scary-lookin, with their tiny little heads, and their hunchbacks, and that wacko voice. But his kind are mutants; they cant help it. They're some pretty fast buggers, and moren handy in a fight. These Sikkers we build em fire beams of lava stuff with those a Fiend can gut a Guardian in seconds. When they're not moving Fiends can cloak themselves half mind-trick, if you ask me, but it works. I said, don't stare...

Role	Anti-Personnel	Sight range	Near
Hit Points	Med	taelon cost	Low
Damage	High	Command cost	2
Speed	Norm		

### **Banshee**

Now this big gal over here is Gorlinda Pitt, and she belongs to the Banshees. They're a rough-and-tumble bunch of ladies. For Gorlinda and her pals we've modified shipments of Tyrian light mortars we pinched from some Castigars its a kind of mortar cannon; takes out whole bunches a infantry at one blow, splashin shrapnel all over the place. One other thing to remember about Banshees, kid: they'll drink you under the

table if you're not careful. Oops, better turn the other way Gorlindas lookin amorous...

Role	Anti-Personnel	Sight range	Norm
Hit Points	Med	taelon cost	Low
Damage	Med	Command cost	2
Speed	High		

### Skulk

Over in the corner thats Varinne. She's a Skulk - snipins her game, and her and her gang are the best snipers there is. They got great eyes they can even see in the dark. The devil mask? I dunno what's up wit that sposedta strike fear in the hearts of men, I guess. We rig up these Lucifer rifles for em the scopes a beauty; between the scopes and a Skulks eyes, they could take out a dragonfly at seven clicks. What's a dragonfly? (sigh) Before your time, kid...

Role	Anti-Personnel	Sight range	V. Far
Hit Points	Med	taelon cost	Med
Damage	V. High	Command cost	2
Speed	Norm		

### Judas

Looks like you just got lucky, kid. See that walkin hunka metal just came in? We don't see many like him around here - he's one of the Judas. Check out that armor, will you? That arm-mounted weapon he's got is a Mortis beam - it'll cut through a tank or even a building like a hot knife through butter. Not so bad against aircraft - but gets weaker at long range but if you met him on the ground you could kiss your hooey-vohs goodbye... Course he looks like a Castigar. The Judas useta be Castigars! Don't they teach you kids nothin in the Primers anymore?

Role	Anti-Tank	Sight range	Norm
Hit Points	High	taelon cost	Low
Damage	Med	Command cost	2
Speed	Slow		

### Infiltrator

Now that tall, spindly scarecrow-lookin guy at the datstand, with the long fingers? He's what they call an Infiltrator. His gang are spies; they're terrific at sneakin in places that metallic skin-suit he's wearin actually contains microscopic reflectin surfaces smaller than a pinhead. They're hardwired into his brain stem; he controls their angle electro-chemically. Words too big for ya, kiddo? Lets just say the suit makes him close to invisible, long as he's standin still. Good for sneakin about. Nah, we came up with that techno damn JDA stole it from us. Tit for tat, I guess...

Role	Spy	Sight range	Far
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Norm		

### Voodun

Hey kid, look out through the door right there. See that guy in the robe? He's a high priest of the Voodun blood cult, which as you know hangs out up in the hills havin ceremonies and castin curses and god knows what else. They're damn good healers, though; if you're still warm, they can save you. That staff he's carryin is called a Crysagon; you know he's workin his stuff with it when the crook starts glowin. Took one apart once nothin but serrite; I couldn't figure it out. Still cant....

Role	Repair	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Slow		

### Scaver

Me? Well, why didn't you ask before? I'm a Scaver, kid. We're the techies, the guys who lay the mines and the traps most important, the guys who keep everything runnin. If its man-made, we can fix it, rebuild it, re-rig it, and improve on it. No, that's okay, curiositys natural yeah, were all cyborgs. It helps, actually. See, I got my own modified Kontel-Murfee hoverboard to get around on, and when I'm workin on a project and I need a tool power drill, Particle Welder, whatever I just plug it right onto my elbow here, like so... Oh. Sorry. Guess it is a little weird if you never seen it before. Anyhoo...

Role	Repair	Sight range	Norm
Hit Points	Med	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Slow		

### GoGo

Howya doin, ladies?

That buncha wild things shoutin and carryin on in the corner, they're members of the Go-Gos gang. They're biker trikers, actually; we build some of their sweet stretch hover-trikes down here, with bubble enclosures and a Harkli Mark 3 missile launcher mounted on the front between the handlebars. Shoots off homing missiles. Okay against enemies on the ground, but pure death to any aircraft stupid enough to come in range. Love those trikes might hafta make me one myself one of these days...

No, I told ya, I can't take you to the sub-basement. Sorry, kid, I don't know you that well and if the JDA were to find it, us Scaversd all be in a world of hurt. I don't make the rules, kid...

Okay, okay... Tell ya what. If you promise to stay quiet and not touch anything, I can take you over to the Garage, where we store some of the vehicles we been workin on. Hows that sound? Okay then, follow me -

Role	Anti-Air	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	Med	Command cost	3
Speed	Fast		

### Scorpion Tank

This baby started life as a Frenetti 927 SG tank, but we've done some work on her. She's a terror on other vehicles, on account of those twin Harkli cannons you see stickin up there like eyes. They fire what's called STING rounds rip the hell out of another tank. At the Mulhol breach skirmish a few years ago we sent a whole division of JDA light armored tanks runnin squealin for their mommies. Now that was what I call fun...

Role	Anti-Tank	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	Med	Command cost	3
Speed	Norm		

### Thunder Cannon

The Thunder Cannon we build from a modified JDA Mastiff platform. You got your Miklin 790-series artillery gun up there big gun, tremendous range, but you gotta get your line-of-sight from a spotter; we learned that early on in the Palisadia police action in 97. The only other problem here is, you're turnin on treads, so the whole thing moves and fires pretty slow. But were workin hard on that.

Role	Artillery	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	V. High	Command cost	3
Speed	Slow		

### Collector

No mystery here, kid. These tough bugs just do one thing: collect Taelon and get the stuff to our nearest Refinery. Now give that side panel a good kick go on. See? You'd have to hit that thing with a Mastiff round or two before you'd tear a whole in that. Course some of em leak a little now and then, which is bad, cause prolonged exposure to that Taelon stuff cant be good for ya. They say one of the drivers from up in the north end of Deyssa has grown an extra pinky finger on the side of his hand from touchin too much of it. Believe that one if ya want.

Role	Resource Collection	Sight range	Norm
Hit Points	V. High	taelon cost	Med
Damage	N/A	Command cost	1
Speed	Norm		

### Hover Collector

The JDA has started harvesting Taelon from some of the nearby channel islands, so we decided we needed to get in on the act as well. Whoah! Don't touch that part. Youll turn off its hover reactor and that tem rim will land right on your foot! Its got the same armor plating as its treaded cousin, but those hover reactors make them much more expensive to build.

Role	Resource Collection	Sight range	Norm
Hit Points	V. High	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Norm		

### Construction Rig

Well right now we've got several rows of Rigs in here. Wow, look at this one. That's not just a trip-rifle mark. Dunno what did that. And this one over here's taken some licks as well. But our Rigs are tough, are we can get things assembled out in the field pretty quickly. Used to be you had to build a lot of facilities without Rigs, back when kids your age used to have to work. Now these Rigs make everything easy for ya.

Role	Construction	Sight range	Near
Hit Points	Low	taelon cost	Med
Damage	N/A	Command cost	2
Speed	Slow		

### Vulture

I love this plane. Good solid general air fighter, with a Gill & Mafta turbine dual-intake engine. She can do some light recon work for you, and she's good in a fight with either ground forces or other aircraft see those Harrower missiles mounted beneath the fuselage? Yeah, I'll take a Vulture against a Blackstar every time. Oh, you noticed those props under the wings, huh? Yeah, this here's whatcha call a VTOL vertical take-off and landing, that is. Helps in stashing and scrambling, cause you don't need a runway.

Role	Skirmish	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	Med	Command cost	3
Speed	Fast		

### Air Barge

The Air Barge is the best troop transport unit we got. Kinda looks like a big, fat walrus, don't it? But that's cause, volume-wise, you get the most cubic for your surface area that way. We can pack ten guys in full gear in there. Best thing about the Barge is, she's a tough old girl that skin is made from a synthesized plastic polymer with a tensile strength of oh, I see your eyes glazin over. Lets just say it would take more than a couple of little anti-air shells to pierce it.

Role	Transport	Sight range	Norm
Hit Points	V. High	taelon cost	Med
Damage	N/A	Command cost	3
Speed	Fast		

### Disruptor

Have you ever seen anything like that? Basically you're lookin at a big radar jammer - its not much more than a giant Hagira radar dish on treads. The big attraction here is versatility: we can use em from down here in the Sprawls, or if we want we can send em out with an armored column to help protect em from air strikes. They're also handy for uncovering those devilish, morphed Shadowhand agents. Sure are funny lookin, though.

Role	Shield/Anti-Clandestine	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	N/A	Command cost	3
Speed	Norm		

### Hydrofoil

On this little number we outfitted a FrennetiCorp chassis with a chain of twenty souped-up Kontel-Murfee hover engines, and presto! You got yourself an attack boat that floats over the water on a cushion of air. Its quick as a dolphin, and that high-energy PLASER weapon you see up top there makes it as tough on aircraft as it is on other boats. I got a soft spot for this baby; it saved our butts at Catalina four years ago...

Role	General	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	Med	Command cost	3
Speed	Fast		

### Stasis Boat

These Stasis Boats are basically just Frenneti D-series platforms with two Gill & Mafta 927 outboards in back, so they're agile but not too speedy. They do carry Nix-Yelco neutron guns in front, though they send an electro-magnetic pulse that'll disable your enemy's power systems and leave em dead in the water, so a Hydrofoil can come along and finish the job.

Role	General	Sight range	Norm
Hit Points	Med	taelon cost	Low
Damage	N/A	Command cost	3
Speed	Norm		

### Leviathan

This monster is our big sea artillery. We took some JDA Dreadnaughts we wrecked at Big Sur, cleaned em out, then re-assembled em with the Miklin 1200-Series guns. The Leviathans got less range or power than the Thunder Cannon, just by virtue of its size, but bein a watercraft helps; we can deploy it in places where we cant get the TC, like we did in 03 at Signal Island, and It'll rip the heart outta the JDA ships.

Role	Artillery	Sight range	Norm
Hit Points	High	taelon cost	Med
Damage	High	Command cost	3
Speed	Norm		

### Juggernaut

We ever got our hands on one of these we could go crashin through the Dome Rampart in style. Our people on the inside tell us that its a new JDA superweapon, but to me it just sounds like a big nuclear



fusion bomb on wheels. Were not sure where they're workin on it, but if we can find one, Ill bet I can replicate it, and then wed have things turned around in a hurry, wouldn't we?

Role	Siege	Sight range	Norm
Hit Points	V. High	taelon cost	High
Damage	V. High	Command cost	4
Speed	V. Slow		

The following listing goes over the buildings for the two different sides.

## **JDA**

### **Command Center**

The Command Center is the heart of any base, the beginning of the build tree. It builds Construction Rigs which will allow you to build more structures. This building has two potential upgrades.

Hit Points	High
Taelon cost	P1=High, 2=V. High
Power Needed	CC1=High, 2=High, 3=V. High
Command cost	1

### **Precinct**

This is the primary structure for building infantry units. It allows you to build the following: Guardian, Enforcer (requires Motorpool), Psi-Tech (requires PsiLab), Castigar (requires Command Center level 2, Precinct level 2) and Shadowhand (requires Command Center level 3, Precinct level 2). This building has one potential upgrade.

Hit Points	Med
Taelon cost	P1=Med, 2=Med
Power Needed	P1=High, 2=V. High
Command cost	1

### **Motorpool**

This is the primary structure for building vehicles. It allows you to build the following: Collector, Watchman, Rover, Warden, Bulldog (requires Motorpool level 2), Growler (requires Motorpool level 2), Mastiff (requires Command Center level 3), Blackstar (requires Air Control level 1), Striker (requires Air Control level 2 and Motorpool level 2.) This building has one potential upgrade.

Hit Points	Med
Taelon cost	M1=High, 2=High
Power Needed	M1=High, 2=V. High
Command cost	1

### **Refinery**

This is the structure that Collectors use to drop off the Taelon they have harvested. A Refinery is necessary for the collection of Taelon.

Hit Points	Med
Taelon cost	Med
Power Needed	V.High
Command cost	1

### **Dock**

This is the primary structure for building watercraft, and it must be built over water. It allows the production of the following units: Attack Boat, Tech Boat, Dreadnaught (requires Dock level 2) and Hover Collector.

This building has one potential upgrade.

Hit Points Med  
Taelon cost D1=Med, 2=Low  
Power Needed D1=High, 2=V. High  
Command cost 1

### **Solar Array**

This is the main power source for your base. Often you will need to build several of these to power an entire base. Since they gather their energy from the Sun, their power output at night is significantly reduced.

Hit Points Low  
Taelon cost Med  
Power Needed None  
Command cost 1

### **Atomic Generator**

The Atomic Generator provides much more power to your base than a Solar Array. Since it is not dependant on the Sun, its power output is the same day and night. Be careful where you place these when they are destroyed they create a nasty explosion, which can damage large parts of your base. You can also self-destruct an Atomic Generator (there are times when this may be a viable strategy) when self destructed, it does considerable damage to anything in the surrounding area.

Hit Points Med  
Taelon cost High  
Power Needed None  
Command cost 1

### **Restoration Facility**

With this structure you can repair your units and vehicles. Select a unit, then click on the Restoration Facility. The unit will go to the building for repairs. The Restoration Facility also allows you to build the PsiTech, mobile medics that can repair infantry and vehicles on the battlefield. The Facility and the Psi-Tech can heal all ground vehicle and infantry units.

Hit Points Med  
Taelon cost High  
Power Needed High  
Command cost 1

### **Air Control**

Constructing this building allows you to build and maintain air units. It is also the only facility, which can repair and re-arm your air units (air units have a limited ammo supply). Re-arms the air units Blackstar and Striker. Permits the Blackstar and Striker to be built (Striker requires Air Control level 2). This building has one potential upgrade.

Hit Points Med  
Taelon cost AC1-Med, 2-Med  
Power Needed AC1-High, 2-V.High  
Command cost 1

### **Radome**

The Radome is the facility that allows you to build and execute air strikes. (See the section "Mojos and Airstrikes" for more info). Builds and launches Assault Bots, Vulcan Mines, the EMP Bomb (requires Radome level 2), and Concussion Bomb (requires Radome level 2). This building has one potential upgrade.

Hit Points      Med  
Taelon cost     R1=High, 2=High  
Power Needed   R1=High, 2=V. High  
Command cost   1

### **Sentinel Gun**

The Sentinel Gun is a stationary gun tower. It is a very effective anti-infantry weapon, but can also damage vehicles and buildings. Sentinel Guns are not equipped to hit air units. These can also be linked with force field emitters to form force fields.

Hit Points      Low  
Taelon cost     Low  
Power Needed   Med  
Command cost   1

### **Defense Tower**

The Defense Tower is a more powerful stationary tower. It is devastating to infantry and vehicles, but is not equipped to hit air units. These can also be linked with force field emitters to form force fields.

Hit Points      Low  
Taelon cost     Med  
Power Needed   High  
Command cost   1

### **Lightning Tower**

The ultimate in anti-air protection, a well placed Lightning Tower can wreak havoc on an enemies air force. It is only equipped to hit air units. Unlike other towers, it cannot link force fields

Hit Points      Low  
Taelon cost     Low  
Power Needed   Med  
Command cost   1

### **Force Field Emitter**

A cheap, quick, yet effective base defense post. When these posts are built in alignment, they can form an impassible force field.

Hit Points      Med  
Taelon cost     Low  
Power Needed   Low  
Command cost   1

### **Camera Tower**

Camera Towers are small stationary structures that provide a wide line of sight in the area in which they are placed. They require power and a functional Command Center to operate. These also can be linked to form force fields.

Hit Points      Low  
Taelon cost     Low  
Power Needed   Low  
Command cost   1

### **Telepad**

The most effective form of transport, the Telepad can instantly deliver infantry to any location on the map you can see. (See the section Telepad for more info.)

Hit Points Med  
Taelon cost Med  
Power Needed V. High  
Command cost 1

### **Sky Fortress Facility**

The production facility for the JDA's ultimate super-weapon, this facility is extremely expensive and takes a long time to build.

Hit Points High  
Taelon cost High  
Power Needed V.High  
Command cost 1

## **SPRAWLERS**

### **Command Center**

The Command Center is the heart of any base, the beginning of the build tree. It builds Construction Rigs, which will allow you to build more structures. This building has two potential upgrades.

Hit Points High  
Taelon cost CC1=Med, 2=High, 3=V. High  
Power Needed CC1=High, 2=High, 3=V. High  
Command cost 1

### **Barracks**

This is the primary structure for building infantry units. A basic Command Center allows you to build Rumlbers and Fiends. With an upgraded Barracks you can build the Banshee, Judas, and Skulk. With a level 3 Command Center you can build an Infiltrator out of the Barracks. To build a Voodun you will also need to have built a Sarcology. This building has one potential upgrade.

Hit Points Med  
Taelon cost B1=Med, 2=Med  
Power Needed B1=High, 2=V. High  
Command cost 1

### **Garage**

This is the Sprawlers main facility for building vehicles and air units. It allows you to build the following: Collector, Go-Go, Disruptor, Scorpion Tank (requires Garage level 2), Thunder Cannon (requires Garage level 2, Command Center level 3) Scaver (requires Scaver Hut) Air Barge and Vulture (requires Aerodrome). This building has one potential upgrade.

Hit Points Med  
Taelon cost G1=Med, 2=Med  
Power Needed G1=High, 2=V. High  
Command cost 1

### **Refinery**

This is the structure that Collectors use to drop off the Taelon they have harvested. A Refinery is necessary for the collection of Taelon.

Hit Points Med  
Taelon cost High  
Power Needed High

Command cost 1

### **Scaver Hut**

This is the Sprawlers repair and maintenance facility for vehicles. To repair vehicles at the facility, select the vehicle(s), then left click on the Scaver Hut (you should get a special repair cursor). The vehicle(s) will travel there and receive repairs. The Scaver Hut also allows the construction of the Scaver unit, a mobile repair unit that can heal ground, naval and air vehicles and buildings (but not infantry). When upgraded to Levels 2 and 3, the Scaver Hut is also capable of producing traps that can be set by Scavers (see the section Traps for more info). This building has two potential upgrades.

Hit Points Med  
Taelon cost SC1=Med, 2=Low, 3=Low  
Power Needed SC1=High, 2=High, 3=V. High  
Command cost 1

### **Sarcology**

This is the facility for healing infantry units. To heal infantry units at the facility, select the units, then left click on the Sarcology building (you should get a special repair cursor). The selected units will move to the facility and get healed.

The Sarcology also allows you to build the Voodun, a mobile medic that can heal infantry.

Hit Points Med  
Taelon cost Med  
Power Needed Med  
Command cost 1

### **Shrine**

The Shrine is the mystical techno-religious building structure that allows the Sprawlers to conjure Mojos, a category of powerful remote effect weapons.

It allows construction and delivery of Rage, Eyebiter, Brezerker, and Baron Samedi Mojos. (See the section "Mojos and Air Strikes" for more info).

This building has one potential upgrade.

Hit Points Med  
Taelon cost SR1=High, 2=High  
Power Needed SR1=V. High, 2=V. High  
Command cost 1

### **Aerodrome**

The Sprawlers main air unit facility. It allows you to build the Vulture and Air Barge. It also can repair and re-arm your air units. To do this, select the air unit(s), then left click on the Aerodrome (you should get a repair cursor). The air units will move there and receive health and ammo.

Hit Points Med  
Taelon cost Med  
Power Needed High  
Command cost 1

### **Wharf**

The Wharf allows you to build a variety of watercraft. It must be constructed over water. The Wharf allows the construction of the Hydrofoil, Stasis Boat, Leviathan (requires Wharf level 2), and Hover Collector.

This building has one potential upgrade.

Hit Points Med  
Taelon cost W1=Med, 2=Low

Power Needed W1-High, 2-V. High  
Command cost 1

### **Solar Array**

These are the main power source for your base. Often you will need to build several of these to power an entire base. Since they gather their energy from the Sun, their power output at night is significantly reduced.

Hit Points Low  
Taelon cost Med  
Power Needed None  
Command cost 1

### **Atomic Power Plant**

The Atomic Power Plant provides much more power to your base than a Solar Array. Since it is not dependant on the Sun, its power output is the same day and night. Be careful where you place these when they are destroyed they create a nasty explosion, which can damage large parts of your base. You can also self-destruct an Atomic Generator (there are times when this may be a viable strategy).

Hit Points High  
Taelon cost High  
Power Needed None  
Command cost 1

### **Gun Post**

The Gun Post is the Sprawlers most basic stationary turret. It is very effective versus infantry, somewhat effective against buildings, and through special engineering is also capable of being mildly effective against air units. These can also be linked with fence posts to form force fields.

Hit Points Low  
Taelon cost Med  
Power Needed Low  
Command cost 1

### **Ravager Turret**

The Sprawlers ultimate ground-holder. The Ravager Turret will clean the floor with vehicles and infantry, but has no anti-air capabilities. These can also be linked with fence posts to form force fields.

Hit Points Low  
Taelon cost Med  
Power Needed High  
Command cost 1

### **Camera Tower**

Camera Towers are small stationary structures that provide a wide line of sight in the area in which they are placed. They require power and a functional Command Center to operate. These also can be linked to form force fields.

Hit Points Low  
Taelon cost Low  
Power Needed Low  
Command cost 1

### **Fence Post**

A cheap, quick, yet effective base defense post. When these posts are built in alignment, they can form an impassible force field.

Hit Points      Low  
Taelon cost    Med  
Power Needed Low  
Command cost 1

### **Sky Sweeper**

The last word in anti-air base defense. The Sky Sweeper can make short work of most air units. These can also be linked with fence posts to form force fields.

Hit Points      Low  
Taelon cost    Low  
Power Needed Med  
Command cost 1

### **Juggernaut Factory**

This is the facility from which the Sprawlers crank out Juggernauts, the explosive super-weapon they stole from the JDA. This building is very expensive and takes a long time to construct.

Hit Points      High  
Taelon cost    High  
Power Needed V.High  
Command cost 1