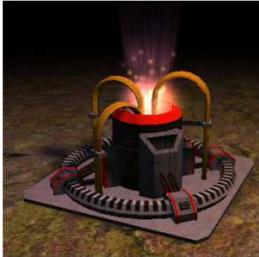


## [ Conglomerate Structures ]

### **REACTOR**



Generates 100 units of energy and is therefore essential for your base's electricity supply. The energy output depends on the REACTOR'S constitution. If a REACTOR takes significant damage, its output may decrease dramatically. Due to their susceptibility and their relatively weak armour plating, REACTORS are popular targets for enemy troops. If more energy is required than can be produced by your REACTORS, most of your defensive systems will fall out and you won't longer be able to order any equipment or to research any upgrades.

REACTORS can be improved in the COMPUTING CENTER.

Remember that heavy damaged REACTORS cannot be restored to full functionality.

### **Mineral Extractor**



These automatic mining structures extract and process valuable resources from the ground. They are usually found in the vicinity of mineral fields and mineral fountains.

MINERAL EXTRACTORS are the backbone of your battlefield economy and popular targets to enemy raids.

To enter or leave a building, press the "Use"-key.

## **SHELTER**



This is the first defensive structure you are able to build. Due to its strong armour plating it provides high protection to every warrior who hides inside and still allows them to defend themselves with their hand-held weapons.

Because SHELTERS are passive structures they require no energy at all.

## **COMPUTING CENTER**



This installation contains the mainframe which allows you to access the global data-network in order to search for the latest technologies and upgrades. The COMPUTING CENTER is required to build more advanced structures such as Defence Towers, HELIPADS or the powerful WEATHER CONTROL and therefore, the COMPUTING CENTER is the “heart” of your base. Protect it at all costs! Remember that only one COMPUTING CENTER can be placed at a time!

Enter the COMPUTING CENTER and choose the first-person view to access the research-menu.



## **ORBITAL ION CANNON**

Once placed, the COMPUTING CENTER will give you access to the orbital ION cannon. When ready, this devastating weapon system is capable of destroying nearly everything with one single shot.

Use the SCOUT HOVER BIKE to mark targets for the ION CANNON.

## **TURRET**



This four-barrel automatic weapon system is an effective part of your base's ground defence. Relatively cheap and well armoured the TURRET is most effective against infantry and light armoured ground units. Multiple TURRETS can focus their firepower on even heavily armoured vehicles to destroy them.

## **MISSILE TOWER**



With its high explosive heat-seeking missiles, the MISSILE TOWER provides a serious punch against enemy aircraft and even ground units. It requires more energy and is more expensive than the TURRET.

## **LIGHTNING TOWER**



The probably best, even if most expensive base-defence available. The LIGHTNING TOWER fires extremely intense beams of pure electric energy on everything that comes close enough. The lightning bolt may flash over to everything within a certain radius around the target.

These towers can still be improved in the COMPUTING CENTER! Its only weaknesses are its long capacitor recharging times and its enormous power demand.

Be sure you have enough energy reserves available to compensate the loss of one or two REACTORS.

The LIGHTNING TOWER is not effective against enemy aircraft.

## HELIPAD



To use the full potential of the RAPTOR aircraft, you will need HELIPADS. These buildings allow you to reload the RAPTOR'S Weapons or even to change them from air-to-ground to air-to-air weapons.

To do so, enter the HELIPAD and press "Secondary Fire" to change weapons and "Primary Fire" to confirm your choice.

There are three types of weapons available for the RAPTOR aircraft:

- unguided air-to-ground missiles
- guided air-to-air missiles
- bombs

The HELIPAD is required to build the CICADA aircraft.

## LOGISTICS UPLINK



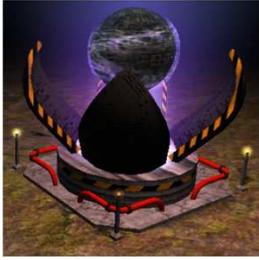
Only this building allows the safe and accurate dropping of reinforcements on the battlefield.

Enter the LOGISTICS UPLINK and choose the first-person view to access the reinforcement-menu. If a suitable landing field is located, the unit you ordered will be teleported in.

Alternatively you can choose a new drop-off location by aiming at the desired location and pressing "Primary Fire" while in RTS-camera view.

If no appropriate landing field can be found, the LOGISTICS UPLINK will be sold immediately and its purchase-costs will be transferred to your team's account.

## **WEATHER CONTROL**



After researching the weather-control-technology in the COMPUTING CENTER, you will be able to put the powerful WEATHER CONTROL into service.

Once placed, the WEATHER CONTROL enables you to generate devastation thunderstorms above every Power-Node.

The WEATHER CONTROL draws the tremendous amount of energy required for this directly from your base's power grid.

For that reason the weapon's charging process stops if there is not enough energy available.

Once completely charged, the WEATHER CONTROL can unleash the thunderstorm at any time.

To do so, you can press the "Primary Fire"-button when inside.

Only one WEATHER CONTROL can be placed at a time!

## [ Conglomerate Technologies ]

Your COMPUTING CENTER enables you to research different technologies which can improve your unit's and building's performance dramatically. To research those technologies, you need time and money above all. In addition, you should always provide enough energy to your COMPUTING CENTER because the research process pauses if there is not enough energy available. Once available, your team will profit from those upgrades until the beginning of a new round.

### **REACTOR-BOOSTER**



All REACTORS will be equipped with an improved cooling system allowing them to permanently hold their energy-output at 150% of standard.

### **AUTO REPAIR**



Once researched, this upgrade enables all of your structures to automatically repair themselves after taking damage.

### **ANTI BALLISTIC SHIELD**



This upgrade enables your LIGHTNING TOWERS to identify and destroy incoming hostile projectiles. Due to the fact that this technology has not completely matured yet, it is quite ineffective against continuing fire from the enemy.

### **WEATHER CONTROL TECHNOLOGY**



This technology is required for the construction of the powerful WEATHER CONTROL.

## [ Conglomerate Vehicles ]

### Universal Construction Vehicle



Role:	construction vehicle
Armour:	heavy
Speed:	slow
Weapons:	none

These large and sluggish vehicles carry all the equipment needed to set up new structures even on rough and uneven terrain. Construction Vehicles carry no weapons at all and need protection on their way to the future site of the building to be constructed.

### GLADIATOR



Role:	medium battle tank
Armour:	heavy
Speed:	high
Weapons:	110 mm main cannon with auto-loader, rear mounted dual machinegun turret

The GLADIATOR replaced the old GOLIATH tank as the Conglomerate's main battle tank. It is far more manoeuvrable and faster than its predecessor and as deadly.

The 110mm main cannon can fire three different types of ammunition:

The HEI-T shell is the standard selection which loads the cannon with high explosive shells that are quite effective against most targets.

The KEP-T projectile is a long extremely hardened tungsten-carbide penetrator that has an absolutely devastating effect on armoured targets. However, this projectile requires a direct hit because it carries no explosives at all.

Finally, the FRAG shell is the best choice against groups of light armoured or unprotected targets. Its proximity fuse detonates the warhead in some distance to the target or an obstacle and releases hundreds of fragments which generate heavy damage in a large area of effect. Press "Alternate Fire" to change between these types of ammunition.

## **PRAETORIAN**



Role:	anti-aircraft tank / ground support
Armour:	heavy
Speed:	high
Weapons:	45 mm dual cannon, rear mounted dual machinegun turret

This is the Conglomerate's answer to upcoming Anubian air strikes.

Mounted on a GLADIATOR chassis, the Praetorian's fast firing dual cannon spits death on hostile aircraft or light armoured targets on the ground.

Do not underestimate the effect of this weapon system when used against enemy infantry on the ground. For a good reason, Conglomerate Force Troopers call this tank "the Shredder".

## **BATTLEMASTER**



Role:	heavy battle tank
Armour:	heavy
Speed:	slow
Weapons:	120 mm dual cannon, Nanotech self-repair kit

As an answer to advanced base defence installations such as MISSILE TOWERS or the Lightning-technology, the old but effective GOLIATH-chassis has been modified to carry a stabilised 120mm dual cannon turret and a nanotech self-repair kit.

The new BATTLEMASTER tank comes along with twice the firepower of a standard GOLIATH tank and the ability to repair itself to 50 percent of its nominal strength.