

[Anubian Structures]

BASE HUB



This Structure represents the heart of an Anubian Base. It enables the Operators to built CONSTRUCTION VEHICLES in order to build any other Anubian structure and also serves as the central research building. Every BASE HUB is able to built and to control two drones and is protected by strong shields.

Mineral Extractor

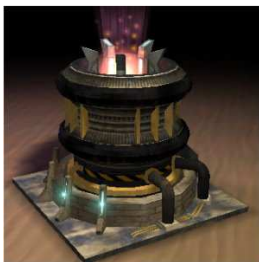


These automatic mining structures extract and process valuable resources from the ground. They are usually found in the vicinity of mineral fields and mineral fountains.

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

When equipped with an advanced MINERAL COMPACTOR, the processing rate of MINERAL EXTRACTORS can be increased.

SUPER REACTOR



The SUPER REACTOR provides 200 units of energy to Anubian installations. The energy-output depends on the Reactor's constitution. If a SUPER REACTOR takes significant damage, its output may decrease dramatically. Without enough power, you will not be able to research new technologies or upgrades, your base defences will be de-activated and energy shields cannot be re-generated.

This structure is heavily shielded but when it gets destroyed and the core breaches it will contaminate the environment with deadly radiation for a while.

Remote controlled Drones will be destroyed if their home base (Base Hub or Drone Control) gets destroyed.



LASER TURRET

This is the basic defensive structure used against ground targets. The LASER TURRET fires highly focused beams of photon radiation that are very accurate even over long distances. Due to its unique power management system the LASER TURRET requires few energy.



GUARD TOWER

This impressive tower is the main defensive structure used against both air and ground targets. The GUARD TOWER's twin plasma cannon fires high-speed plasma charges that explode on impact. When upgraded with SOLIDON PLASMA projectiles, the GUARD TOWER deals double damage against armoured targets.



DRONE CONTROL

The DRONE CONTROL builds and controls up to three Drones, gives access to unique Anubian Vehicles and provides upgrades for them. This structure is also required to build the more advanced structures. Enter one of the three domes to get access to vehicle production (by switching the "seats" when inside).

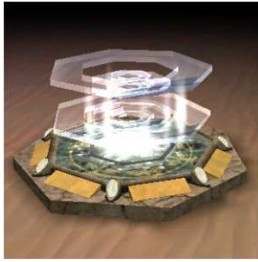


AIR STRIKE

Once placed, the DRONE CONTROL will give you access to Air Strikes. Place the "AIR STRIKE TARGET" and call in a bomber formation which will drop their deadly payload over that area.

To abandon a drone and return to the vehicle selection screen, press the "Use" key. If you do so, the drone gets destroyed.

REPAIR BAY



This supply installation repairs own vehicles automatically and free of charge as long as the damaged vehicle stands upon its platform. Additionally, the REPAIR BAY reloads the RAPTOR'S missiles and equips Anubian Vehicles with more advanced weapons.

SMUGGLER'S HIDEOUT

Sometimes, Anubian Operators use the help of smugglers that deal with stolen or captured Conglomerate and N.E.G. hardware. Nobody in the Anubian Alliance trusts them but everybody seems to need the tanks and aircraft they offer for horrific prices. The SMUGGLER'S HIDEOUT works similar to the Conglomerate LOGISTICS UPLINK.

HAND OF DOOM



When everything else fails, the HAND OF DOOM will not. This well armoured and heavily shielded building is a construction and launch facility for the feared HAND OF DOOM missile. This missile deploys several smaller missiles each of which carrying a small phased-energy-wave bomb to every enemy Power-Node. The Launcher draws high amounts of energy. For that reason the weapon's charging process stops if there is not enough energy available.

Once the HAND OF DOOM is ready, it can be launched at any time.

To do so, you can press the "Primary Fire"-button when inside. Only one HAND OF DOOM can be placed at a time!

Research and vehicle production work equally for Anubian and Conglomerate structures. Anubian structures often combine both abilities in one installation so you must switch "between the seats".

[Anubian Technologies]

Your BASE HUB and DRONE CONTROL enable 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 installations 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.

MINERAL COMPACTOR



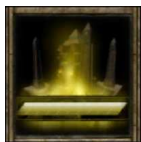
Once researched, this upgrade increases your MINERAL EXTRACTORS' efficiency by dramatically reducing the time needed for resource processing.

SOLIDON PLASMA



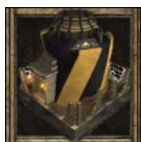
By combining the GUARD TOWER's plasma cannon with artificial heavy-matter-replicators, the emitted plasma charges become able to pierce through reinforced armour plating without losing their explosive effect.

SHIELD GENERATOR BACKUP SYSTEMS



Auxiliary power generators and upgraded energy distribution subsystems enable Anubian structures to re-generate their protective shields even if there is not enough power provided by SUPER REACTORS.

HAND OF DOOM TECHNOLOGY



This technology is required for the construction of the powerful HAND OF DOOM.

PLASMA LANCE



Anubian ground forces often lack a strong weapon to counter heavy armoured tanks as they are used by the Conglomerate.

As a result, Anubian scientists programmed the REPAIR BAYS to replace the primary plasma weapon of the COBRA craft with a long-range plasma lance. These COBRAS become the "Tank Hunters".

SEEKER SELF-DESTRUCT



To give a SEEKER Operator the ability to strike the enemy even if there no air strike available, the SEEKER drones can be modified to carry large amounts of explosives that can be detonated by the Operator.

After that modification, the SEEKER can be used as a remote controlled bomb.

PREDATOR MISSILE PODS



Equipped with a new ammunition storage system, the PREDATOR aircraft can carry twice as much hydra-rockets as before.

[Anubian 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.

BEE DRONE



Role:	support vehicle / scout
Armour:	none
Speed:	high
Weapons:	plasma melter

These small drones move swiftly over the battlefield and repair damaged structures and vehicles. Equipped with a dual mode plasma melter, the BEE drones can deal out significant damage to enemy structures over time but are not suitable for direct combat situations due to the lack of armour and very short range of the plasma melter.

SEEKER DRONE



Role:	covert ops / support / recon patrol craft
Armour:	light
Speed:	high
Weapons:	target designator; stealth generator; explosive charges (upgrade)

These drones operate in secret and allow Anubian forces to observe enemy troops and call in air strikes upon them without been seen. The on-board stealth generator bends the light around the outer hull so the SEEKER becomes optically invisible.

Due to the complexity of this procedure the SEEKER must stand still or at least move very slowly to become invisible. Nevertheless the stealth generator is useless against the active multispectral scanners used in most automatic base defences.

If the air strike charging bar in the bottom center of your HUD is fully charged, press "Primary Fire" to call in an air strike on the location you are currently aiming at.

Press "Secondary Fire" to change between "Target Designation" and "Self-Destruct" mode.

Hornet Drone



Role:	fighter drone
Armour:	light
Speed:	high
Weapons:	ASMD cannon

In close range combat situations, Anubian ground forces rely on their fighter drone squadrons. The remote operated HORNET is extremely agile and fast and acts as the backbone of the Anubian robotic infantry. The drone is equipped with a fast-firing ASMD cannon which can be used against targets on the ground as well as in the air. The secondary firing mode generates a more powerful beam that creates a plasma implosion on impact, causing the beam to split up into multiple smaller beams which will damage every enemy within a small radius.

With an absolute height of just 2.5 meters, it can move inside of buildings.

COBRA GLIDER



Role: light tank / tank hunter
Armour: medium
Speed: high
Weapons: triple plasma gun;
2 heavy machine guns;
plasma lance

The COBRA Glider is the Anubian main “tank” and multipurpose vehicle. It is fast, well armoured and its plasma guns and double machine guns provide serious firepower. The COBRA can be equipped with the PLASMA LANCE cannon, a direct energy weapon that is capable of cutting any tank to pieces with only a few shots. However, the COBRA is nearly defenceless against airborne attacks.

LOCUST GLIDER



Role: anti-aircraft / light artillery
Armour: medium
Speed: high
Weapons: missile launchers

The LOCUST is basically a COBRA Glider with a double revolving missile launcher mounted instead of the plasma gun turret. Its primary fire launches two unguided high speed missiles which do heavy damage to enemy structures and slowly moving targets. The alternate fire launches two guided missiles which will home in on enemy hovercraft and aircraft.

PREDATOR



Role:	fighter aircraft / ground support
Armour:	medium
Speed:	very high
Weapons:	Hydra rockets, air to air missiles

As the Anubian counterpart to the Conglomerate RAPTOR aircraft, the PREDATOR was put into service to ensure air sovereignty and to support ground forces.

This aircraft is highly manoeuvrable and fast and represents a more than worthy opponent to Conglomerate fighter aircraft.

DESTROYER



Role:	bomber / battle tank
Armour:	heavy
Speed:	slow
Weapons:	Blaster Cannon, Ultra Blaster Cannon

The Anubian DESTROYER is the flying counterpart to the Conglomerate BATTLEMASTER tank. It is heavily armoured and equipped with a very powerful Blaster Cannon. This fearsome weapon scatters a bunch of kinetic energy projectiles in firing direction.

When the alternate attack mode is activated, the power of the cannon is amplified to fire a single devastating blast. While in this mode, the DESTROYER can hover slowly a few feet above the ground and act as a heavy assault glider.