

Unit-Guide for XTA

By TheMightyOne

I've decided to write this guide because i realized that even experienced players don't always know how and when to use certain units right. I've explained it to newbies several times but unfortunately people forget things they've learnd even after a short period of time and since the last time I've explained a newbie how and when you should use Arm lvl2 KBots it took me over 1 hour I thought it might be a good idea to write the most imporant things down.

If you haven't read the allround strat-guide written by Ivory King you should read it first since it covers all the basics.

Abbreviations:

dmg = damage

HP = health points

con/cons = constructor

mex = metal extractor

pw = peewee

lab = laboratory/factory

com = commander

m = metal

e = energy

DT = Dragonteeth

LOS = Line Of Sight

MT = Missles Tower (Defender)

eco = economy (in most cases ment are fusions and mohomines)

AA = anti air

AOE = Area Of Effect

exp = experience points.

Few general tips:

- Small groups of units should never attack static defence!
- Long range units should ALWAYS move in line.
- If your long range units are going to be attacked, you should retreat but stay in range so that your units are able to shoot at the attackers.
- LVL2: I like to think about CORE units as the brute force - most of them are very tough and inflict high damage so you just send them in and they do the job. Conversely ARM units have less HP and thinner armor which makes them more vulnerable hence making their use more micro intensive. As a payback you get variety of different units where each one of them is unique whereas CORE units can be described as "more of the same"..
- Units gain HP and better accuracy by getting exp
- If you attack units from behind you get a bonus to the dmg you cause, same happens if you attack from the side though the bonus is not as big.
- lvl2 units > lvl1 units
- If you self destruct (ctrl d) anything the countdown starts by 4 seconds

LEVEL 1

ARM/CORE

KBOTS

Since lvl1 units of both factions are very similar I wont describe their pros and cons separately. The greatest difference lies in their cheapest units.

Peewee



Fast raider unit. They have quite high dmg but low HP. They are not very accuracy at full range so you have to get them close to the enemy, but beware since their plasma shots inflict dmg even to themselves if it explodes too close. So don't let the PW "touch" the enemy during an attack.

Good for:

- raiding: pws are often the first unit to build in the game. But they are also effective in the late game, once you've reached lvl2 set your lab to build pws on repeat. When you decide to attack your enemy with the main lvl2 force you should have at least 15-30 pws, they could work as a shield or if you flank with them they will just pull your enemies attention from the main force. Which brings me to the next point

- flanking: attacking from a side the enemy doesnt expect to be attacked from. Basically almost all units are good to flank with but since peeweess are cheap and fast they are the best choice in many situations. Even a little flanking can be very effective e.g. when your enemy pushes with a line of long range units like rockos/crashers you place your rockos/crashers in their way at this moment all your enemies attention is used to find a way how to kill your forces if you flank with a small group of 2 or 3 pws one end of your enemies line would enemy wont be



Peeweess flanking a line of Crasher

able to react fast enough, his line will be become to a useless bunch of units.

- taking out all long range units, all units with a long reload time, very slow units(sumo)

Keep them away from:

- microed rockos: by a frontal attack rockos will just pull back so your pws will never be able to reach them, your only chance is to make them retreat up a hill/mountain
- coms: you need at least 10 pws and uber micro skills to kill a com who knows how to use dgun
- mavericks: greatest horror of lv1 units, same story as with rockos... just worse

AK



AKs are as efficient as pws. They have a slightly lower dmg, which is the reason for a smaller m cost. Their lasers are more precise and their range is slightly superior to that of a pw, so if you micro an AK and try to stay out of the pw's range you might find range where the AK continues to shoot and pw doesn't.

Some players believe that PWs are anti-structure and AKs are anti-unit. This formula works sometimes.



AK outranging a PW

Storm/Rocko

I like to think of them as an lvl1 all-round unit. They have average speed and HP and their rockets inflict high dmg. Though to be really effective they require micro. Their range is big enough to fight against every other lvl1 unit.



- Storm/Rocko vs PW/AK: usually PWs/AKs charge from the front, which makes them an easy target. The Storm's rockets fly in a straight way, so retreat from the PW but try to stay on the same "line" in order to make sure you'll hit it. Do the same when you're trying to catch retreating enemy units.

- Storm/Rocko vs Crasher/Jethro: in order to win against Crashers/Jethros you need at least the same amount of Storms/Rockos. The only way to drive the enemy back is to use brute force, so just move in a line towards the crashers. Your enemy will need few seconds to realize what is happening before he pulls back, this will give you a few seconds to catch the Crashers/Jethros. Once they are in range try to take them out one-by-one by aiming with all Storms/Rockos at one unit. Due to their high dmg you should be able to kill all of them within few seconds - just make sure you stay in range.

- Storm/Rocko vs Hammer/Thud: This is the most challenging lvl1 unit for Storms/Rockos. Hammers/Thuds have high HP, high dmg and long range. Their only weakness is their movement speed and the speed of their projectiles. So the idea is to keep moving the whole time and trying to avoid the shots (Neo-Style :]). It's very hard to do so don't get upset if it won't work even after the 10th try... and btw if there is a com repairing them then don't bother - you don't have a chance!



Good for:

- Popping coms (best lvl1 Kbot for this job imo) just stay out of the d-gun range.
- Killing lvl1 units if you can micro well.

Keep them away from:

- AK/PW swarms
- Large Crasher/Jethro lines
- Large numbers of Hammers/Thuds

Hammers/Thuds



The artillery Kbots of lvl1.



They have high dmg, good armor, long range, many HP but they are sloooooow. Not only their movement speed but also their shots are seemingly in slow motion, which makes them an easy target for every fast unit. Use them as a shield for you long-range troops. The trajectory of their shots is a arc, giving them the chance to shoot over wrecks and DT, which they can use as a shield - being unreachable for all other lvl1 units. Their main purpose is to kill structures but they also do a good job in killing coms when used with decent micro. Their range is superior to that of Storms/Rockos and their armor gives them the chance to push well against lvl1 long range units.

You can kill an unprotected LLT with 1 Hammer/Thud if you keep repairing it with com.

Good vs:

- Long range lvl1 units
- Com
- Structures

Keep them away from:

- Fast units
- Raiders

Crashers/Jethros



A multiple task unit. Of course their main purpose is to shoot air units down and they do the job pretty well, but they are also very effective against ground targets. Their missiles inflict only small dmg to ground units which makes them effective

only in groups of 5 or more. Their biggest advantage is their range - if you keep them at max range they can counter even some lvl2 units. They are also perfect to take out LLTs since they are the only lvl1 unit that can outrange them but sure the LLT is not surrounded with DTs since DTs stop nearly all missiles. To be able to use their full range they need a radar or LOS provided, for example, by a com.



Good vs:

- All kind of air units
- Small numbers of lvl1 units
- LLTs



Jethros shooting a LLT staying out of its range

Keep them away from:

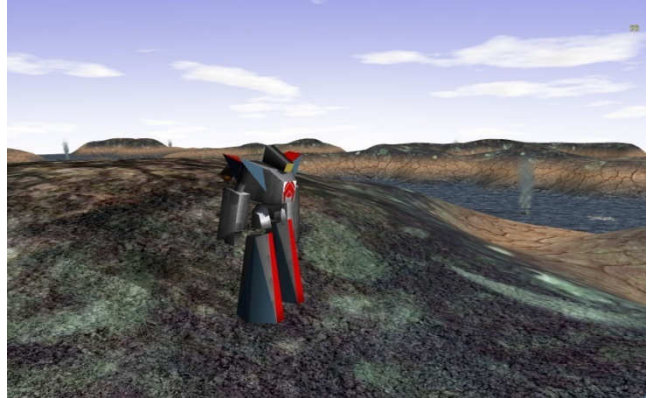
- All enemy units

Zipper/Freaker



These are mainly scout units. They are fast, have low dmg and average HP. They are useful for raiding on big maps. Their average range makes them unreachable by AK/PW if microed although due to their low dmg they

are not able to hurt your enemy very hard. Hunting down cons could annoy your enemy though :). Sometimes they are used in swarms and sent on suicide missions right inside the enemy base in order to get information about the placement of high value target structures - a very expensive way to spy in my opinion...



Good vs:

- Cons (lol)
- PW/AK if microed

Keep them away from:

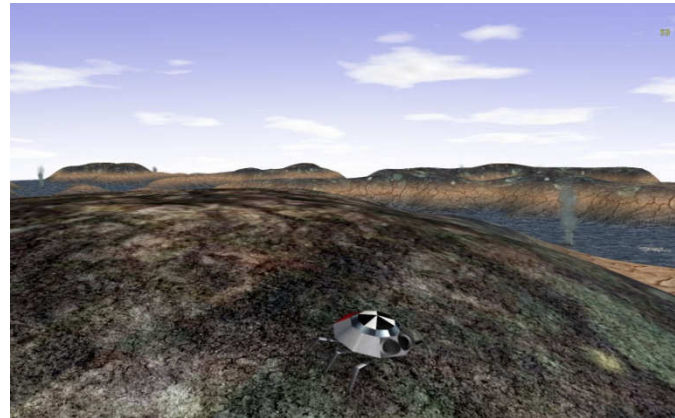
- Crashers
- MTs

Tic/Spidey



Their main purpose is too clear minefieds but they also have other "talents". Their explosion inflicts small dmg but the explosion shockwave can throw light units into the air which will hurt them when they fall. With wise use these little guys can become dangerous weapons. Units thrown

by the explosion wave might land in water or even out of the map borders! The only bad thing is that the units have to be really light or the gravity of the map should have a low value. Hence the Tic/Spidey becomes useless once everybody has teched-up. Be careful though, you Tic/Spidey will "clear" your minefield too and if there are some of your units next to your mines you shouldn't watch out.



Good vs:

- Swarms of light units
- Mines

Keep them away from:

- Missile units
- MTs



Peewees flying around after a Tic explosion

LEVEL 1

ARM/CORE

VEHICLES

The main difference between between KBots und Vehicles is the speed. Vehicles are slightly faster which gives them an advantage on big, flat maps like "Green Comet Basic".

Their weakness lies in their slow turn speed which makes them difficult to micro. If you keep this mind they are not very different from their KBot "brothers".

Jeffy/Weasel



Probably the best ground scout unit. High speed and high dmg for a raider. Their weakness is their low HP. Best used early in the game to raid the eco or hunt down cons.



Good vs:

- Small amounts of low HP units
- High range units if you manage to get close to them

Try to avoid:

- Missile units and MTs due to the homing missiles

Flash (ARM)



The favourite lv1 unit of many players. It's a PW on wheels with additional speed and more HP - a dangerous unit when used in large numbers.

Good vs:

- Long range units
- Everything actually... if you manage to flood it with flashes

Keep them away from:

- Com - if you dont have a swarm of them then dont even try

Gator (CORE)

Meant to be the equal unit to the Flash, Gators are not always that good. They are AKs on wheels although whereas in a 1 vs 1 a Flash kills a PW, a microed AK will easily kill a Gator. They are useful only in large numbers since their dmg is not the best...

Good vs/Keep away from: check Flash

Raider/Stumpy



A faster version of Hammer/Thuds with smaller range. I consider them as the best lvl1 vehicle since they have nice dmg, good armor and they can shoot over wrecks and DT. These are the best vehicles to take out coms. Just as with

their Kbot equivalents, don't let fast units get close to them. Their shots are faster than the Hammer/Thud's but their slow turn rate won't let them fight efficiently against units that can run around them.



Good vs:

- Long range units
- Com

Keep them away from:

- Fast units
- Raiders

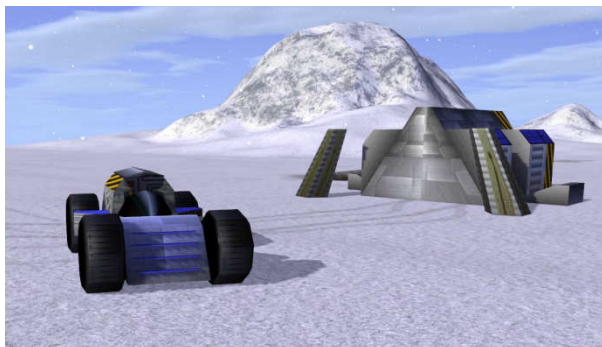
Slasher/Samsons



Vehicle equivalents of Crashers/Samsons.



Podger/Spoiler (Mine Layers)



Don't underestimate mines! Few good placed mines can change the way of battle. Don't use the Alt+Shift thingie when you're placing mines - your enemies are not idiots - if they see how you placed them they will shoot them

or just go around. So use chaotic mine placement for the win :). There are 6 types of mines, to be honest in the whole time I have been playing I've used only the first 3, the costs for the big ones are insane and they are not much more effective. (Imagine 1 silly PW stepping on your 500m mine.... :/)



Mine Sweeper : A mine meant to kill mines. They don't do any real damage but are there to give a player who made vehicles the ability to clear minefields.

Small Focal Mine: Probably the most used mine. It's cheap and has a small range but kills almost all ground units. I've never seen a Can stepping on one of these things but I saw this baby killing a small group of Zeuses.

High Damage, Small Range Mine: They are a bit expensive so use them only if you know which route your enemy will take. One mine is enough to kill a com.

Pro tip: If your enemy is stupid enough to decide to combomb you and has a long way to run, place one of those things on his path.

Mines are most useful on maps with small passages. On big maps with fast, open areas the chance that your enemy will step on your mine is small.

LEVEL 1 (1.5)

ARM/CORE

HOVERS

Skimmer/Scrubber



Scout. They have good cost/HP and cost/dmg relation, which makes them useful in swarms even against lvl2 units and big ships.

Good vs:

- Everything

Keep them away from:

- Com

Anaconda/Snapper



A hover tank. High HP and good dmg with decent speed. This is a heavy version of the Stumpy/Raider. They are pretty powerful especially because they get a bonus from the surprise effect if you attack from the shore. Their range is also okay, so killing a com shouldn't be a problem.

Good vs:

- Everything

Keep them away from:

- Fast units

Swatter/Slinger



Hover missile unit.

Check Crashers/Jethros.

Wombat/Nixer



Rocket Launcher Hovers.

Cheapest rocket launcher unit.

Good dmg, big range. Keep them away from everything.

Good vs:

- Structures

Keep them away from:

- Everything

Bear/Turtle

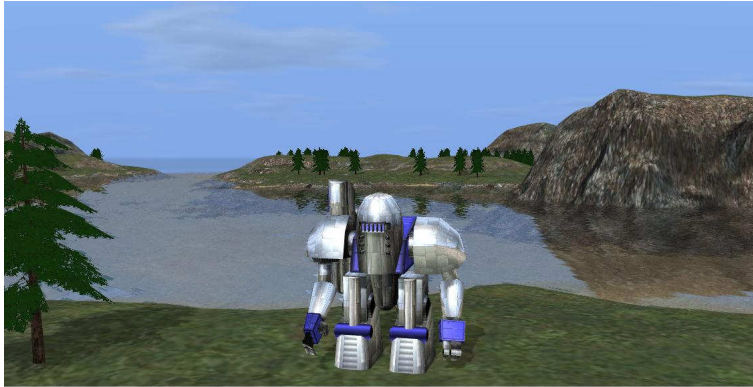
Transports. Decent speed, low HP. Use with caution.

LEVEL 2

ARM

KBOTS

Zeus



The backbone of ARM lvl2. Lots of HP, good armor, high dmg and low speed. This is the only arm lvl2 Kbot which has good armor. They make the perfect first line in an attack. This boys can take a beating! It doesn't matter what's shooting them, they just keep walking and once they reach the target it won't even matter what was shooting at them. Their electro-guns have low range but high dmg which makes them as efficient against units as against structures.

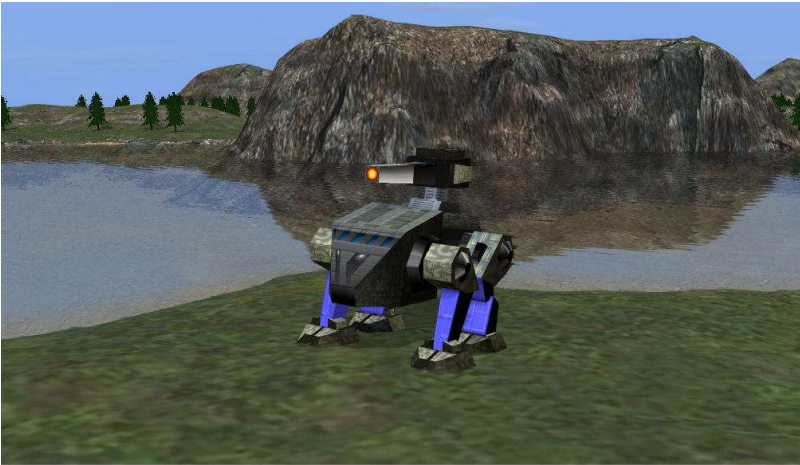
Good vs:

- Everything (not air)
- Especially vs defence structures if you have enough of them

Keep them away from:

- Com

Fido



Lvl2 Artillery, although their range is not that good - it's a bit better than Crasher's range but worse than that of a Morty. Their advantage is their speed and dmg. Use them to support your troops and for defence, best used vs slow, low-range troops.

Good vs:

- Slow, low range units
- Structures

Keep them away from:

- Raiders
- Arties with longer range (Morty > Fido)

Invader



A mine on ecstasy. Don't get irritated by their size, they eradicate swarms of units within seconds - two of them kill a com. They are pretty fast, can climb any mountain and are also amphibious. Don't use them in groups - if one explodes it will cause a chain reaction. Send them in one by one and don't forget to self destruct (ctrl+d) them once they've reached the enemy. Make sure those fellas don't explode in your base, especially when in the lab (happened to me once ;)). Best unit to kill tanks!

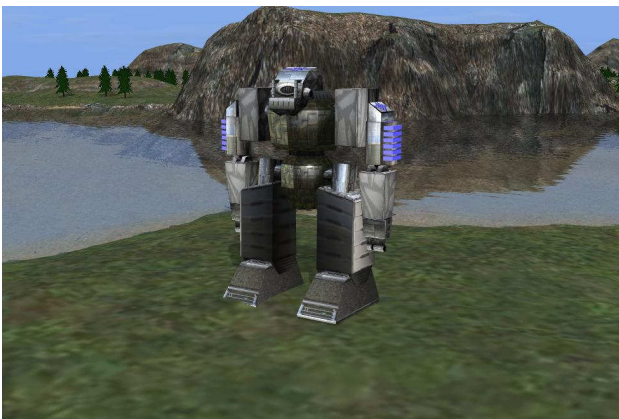
Good vs:

- Slow, low-range or bad accuracy units

Keep them away from:

- Missile units
- MTs

Maverick



THE killers. Their shots are extremely fast, precise and deadly. Their range is a bit worse then that of Crashers. Their only weakness is their HP, so make sure no other unit gets close to them. If you succeed you will love them.

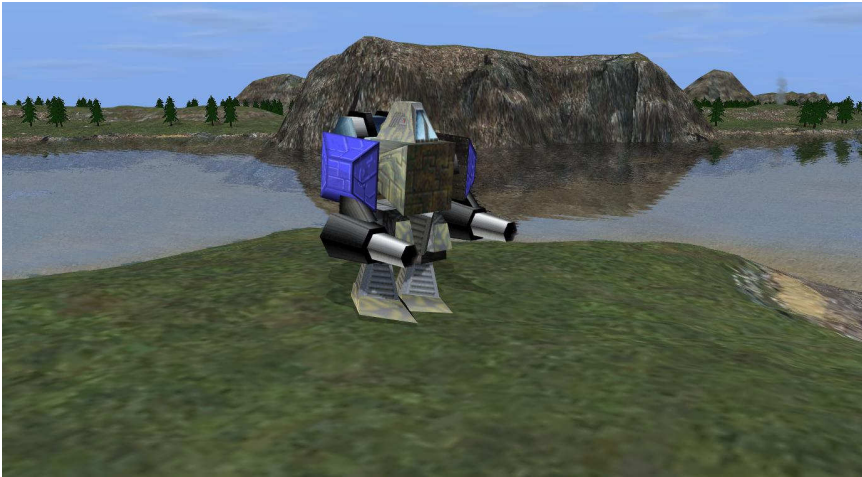
Good vs:

- All low range units
- Com

Keep them away from:

- Raiders
- Units with greater range

Warrior



Heavy raider unit. They are fast, have middle range, good dmg and decent HP, although I wouldn't send them against HLTs. Even big amounts of MTs will cause them a lot of pain. Best used to kill arty units or to get past the defensive line into the enemy base and harm the eco. Their range allows them to kill a com without getting in danger. Try to stay at range in general - they aren't as tough as they look.

Good vs:

- Arty units
- Com
- Pyros

Keep at range from:

- Other units

Flea



Raiders. Small, extremely fast with decent dmg. Use them in big numbers to flood an enemy base or to kill unprotected arty units.

Good vs:

- Eco
- Arty

Keep them away from:

- Missile units / MTs

Pelican



The only transformer-unit. Once they are close to water they become a ship. Swarms of them can even take down the real big ships, on land they are less efficient but since they are so cheap you may try to spam them, never did it myself tbh. They don't have much HP and aren't used often in general. They are armed with laser and missiles which makes them usefull in many situations.

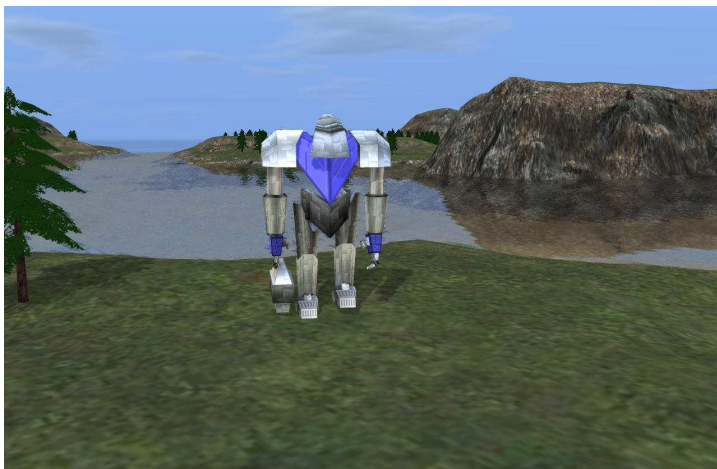
Good vs:

- Air - only lvl2 ARM Kbot with an anti-air weapon
- Lvl1 sea
- Lvl2 sea only in big swarms

Keep them away from:

- Long-range units

Sniper



Very dangerous! If you see one, kill it! If you have one, keep it secret! Expensive, slow and extremely deadly. Very big range and very high dmg. Their weakness is their reload time (about 10 secs?). One shot kills every lvl1 unit and many lvl2 units. An HLT damaged by sniper has about 5% HP left. Those guys can even cloak - combined with jammer it makes them to the best long-range killers. However, these assassins have their price with each shot

costing 1000E and if left without micro they become an easy target for enemy raiders. Don't waste their shots on cheap units, use them to take out high-value targets, thats why you should try to keep them at "Hold Fire". Make sure they have radar or, even better, LOS. Snipers never miss if they see the target!

Good vs:

- All (not air)

Keep them away from:

- Everything
- Especially gunships (make sure they have at least few crashers/jethros as AA support)

Spybot



Well the name says it all. Pretty fast, no weapons, good LOS. They also have a stealth function so you can send them into the enemy base, if no enemy unit runs into it, it will stay unseen providing you with that great third resource - information! But make sure you have a real good E income because those guys are beasts at eating up your eco when cloacked + jammered. If you'll get lucky you might find a jammer in the enemy base, if so bring the spybot in its range and turn of the stealth, voila your enemy is jammering your spybot's signal with his own jammer... what an idiot ☺

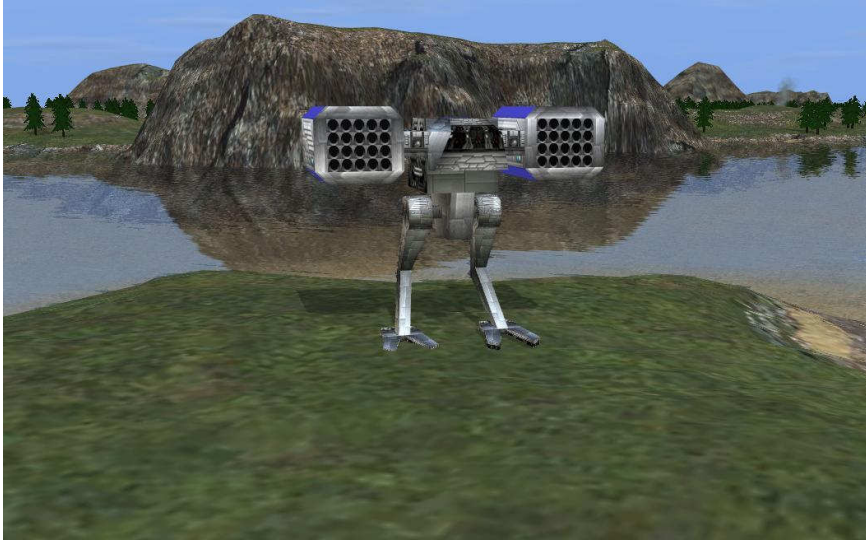
Decoy (CORE/ARM)



A copy of the original Commander. Same unit with same abilities but it has a fake DGUN and it's explosion is a small one. It also only produces 8.5E/tick as opposed to the real com's 50E.

Use them to keep an enemy's attention away from the real com or if you have lost the real one use a decoy to support your fighting troops - their LOS and repair speed is vital on the battlefield.

Raven



The ARM version of a katyusha rocket launcher. Big range, big AOE, big damage. These guys are used best against static targets or big swarms of units since their rockets are not very accurate. They fire 6 rockets but if you gain enough exp this number will grow. 2-3 rockets kill a com. Ravens can't win a battle on their own - they are a support unit. They have decent speed but very low HP so

make sure you keep them away from the enemy. Set them to "Hold Fire" when they are in your base - a group of raiders which breaches your defensive line will be shot by raven, causing serious collateral damage to your base.

Good vs:

- Structures
- Swarms of slow units

Keep them away from:

- Everything
- Especially gunships

FARK/Necro

The Kbot with the greatest buildpower. They can't build many things but they don't really need to since their main purpose is to revive wrecks. Note, pulverised metal can't be revived, only deformed wrecks. You can revive any unit and any building, big stuff needs more time to be revived so use multiple of them on a Goliath for example. Reviving cost only E, so it's much cheaper then building your own units, make use of it!

LEVEL 2

CORE

KBOTS

Pyro



Assault firethrowers. Cheapest core lvl2 unit and it's probably the most used one. High speed, high dmg and decent HP make them to the main raider of core lvl2. They are perfect to kill Kbots, big tanks and structures. Their problem is reaching the enemy because the range of their flamethrowers is pretty low. A line of Rockos can cause serious problems to them but if you manage to reach them then they won't anymore!

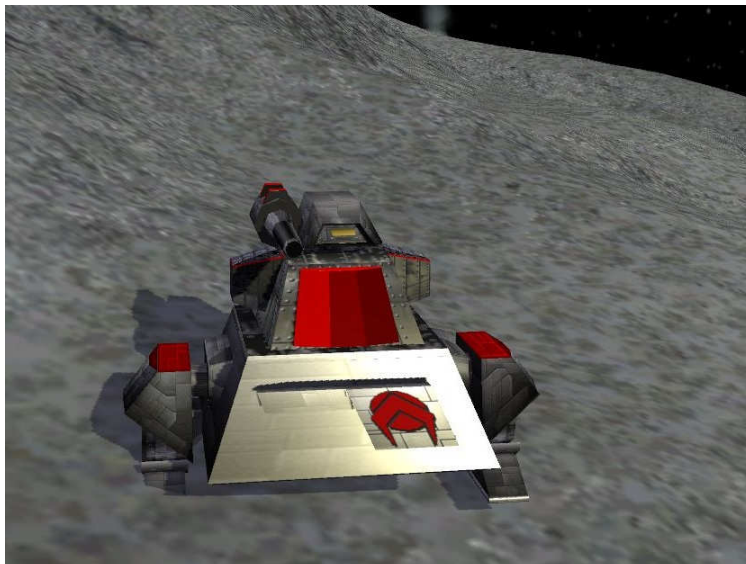
Good vs:

- Everything (not air)

Keep them away from:

- Faster units then them
- Long range units

Can



Cans are similar to Zeuses though they have almost double the HP, higher range and less dmg. They are fat and slow but very hard to take down if you dont have some precise long range units. Their speed is their only weakness. Their range allows them to kill coms without getting in danger. If your enemy has lost his com and hence his d-gunning ability,

Cans are a good choice. I've panicked few times myself when a line of those things were marching towards my base since there are very few things which can stop them.

Good vs:

- Everything (they even hit gunships sometimes)
- Com

Keep them away from:

- ... Com (stay of the dgun range)
- Gunships
- Long range units with high dmg (morty, fido, mavericks...)

Morty



The perfect artillery unit in my eyes. Long range (although it's slightly lower then the HLT range), high accuracy, high firerate, good dmg. They are used in every core fight - always standing behind the troops and providing support. Use their high-trajectory option to shoot at buildings from behind mountains. Like every artillery unit they are not very fast and don't have much HP, so try to keep them at range.

Good vs:

- Everything

Keep them away:

- Raiders
- Fast units
- Gunships

Dominator



The perfect unit to kill structures. Very long range, very high dmg. Their rockets take a while to hit so they are useless against moving targets. They are slow and have low HP so keep them safe. Use them from behind the mountains and hills so they can stay unreachable for Popup/Vipers/Annihilators.

Good vs:

- Structures

Keep them away from:

- Everything

Roach



Check ARM Invader

Sumo



Oh boy... If you see one and you don't have a com or no E to dgun then start to pray. 10k HP, firepower of the HLT and firerate of the Maverick, their range is slightly worse then that of Mortys. They smash everything in their way, their weakness is their speed which makes then easy to d-gun from the cloak (d-gun them ONLY from cloak + jammer). If you have already lost your com, you might want to consider gunships if you have gone air.

Good vs:

- Everything

Keep them away from

- Cloaked coms...
- Swarms of Pyros/Warriors

Gimp



Core amphibious Kbot. Lot of HP and decent dmg. They can walk under the water but they are not often used due to their low speed. Amphibious tanks do a better job in my opinion.

Good vs:

- Everything

Keep them away from:

- Fast units
- Raiders

LEVEL 2

ARM VEHICLES

Triton



Arm amphibious tank. Cheap, decent speed, decent dmg and HP. Best used for surprise attacks from the water, they are not much of a match for other lvl2 units.

Good vs:

- Everything if you have enough of them

Keep them away from:

- Bigger units :)

Bulldog



The only heavy tank in Arm's arsenal. Lots of HP and good dmg but unfortunately low speed. Although they are pretty heavy they are not as good as core heavy tanks (Reapers).

They would make a good first line of an attack, but wouldn't normally be able to win a battle on their own. They can roll over DTs, which is nice :).

Good vs:

- Everything

Keep them away from:

- Pyros

Luger



Arm's high firerate artillery. They have good dmg but are not very accurate until they get enough exp, so you need at least 2-3 of them to get any real effect.

Due to their accuracy they are not very useful against fast moving targets and are more an anti-structure unit.

Good vs:

- Structures

Keep them away from:

- Everything

Spiders



Well if that's a vehicle then there are some wheels missing... anyway, a very useful unit. Spiders are armed with a paralyzer so they just "turn units off". Paralyzed units can be killed easily, reclaimed or captured. Big units need more time to be paralyzed so it might be a good idea to attack them with multiple spiders. A lv1 unit gets paralyzed within 1 second.

Good vs:

- All ground units

Keep the away from:

- Long range units which will retreat and shoot spiders

Merl



Read the description of Dominator, in fact this is the same unit just on the wheels. Although it has the biggest dmg of all rocket launchers units, almost 2x the dmg of Dominator.

Penetrator



A constant laser! The range of the Sniper and high dmg. These things are useful in many situations and great to take down structures and units. They are expensive and need E to fire so make sure you keep them protected since they don't have much HP.

Good vs:

- Everything (not air units)

Keep them away from:

- Everything

Phalanx



Flak on wheels, one of the best units to take down air units. Because of their fire rate and decent dmg they are also very useful against small, fast units ground units like fleas.

Good vs:

- Air units
- Fast raiders (fleas, zippers...)

Keep them away from:

- Everything

Scarab



Mobile Anti-Nuke. Keep it hidden!

Good vs:

- Nukes :)

Keep them away from:

- Everything

Panther



A raiding unit. They are armed with an electro-gun and a missile launcher. They have high speed and high dmg and because of this many people think that Panthers are assault units but they are NOT!

Panthers have low HP so you shouldn't send them against defensive lines unless you have a whole bunch of them. However they are perfect to take out high-value targets in small numbers or to kill eco.

Good vs:

- Eco
- Small groups of units

Keep the away from:

- Long range units

Mobile Fusion

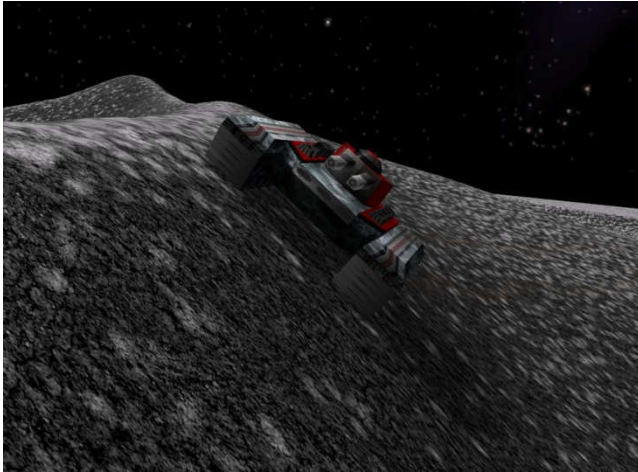


Erm... Mobile Fusion. Not armed but if you're really desperate and don't have anything to counter an approaching army with you can use them as a bomb by self-destructing them next to the enemy units. Keep them in safe places surrounded by AA.

LEVEL 2

CORE VEHICLES

Crock



Check ARM Triton

Reaper

Slow and heavy. There is not much to tell about this unit - they just roll... They have more HP than the Bulldog, and their dmg is pretty much the same. Good, heavy unit.



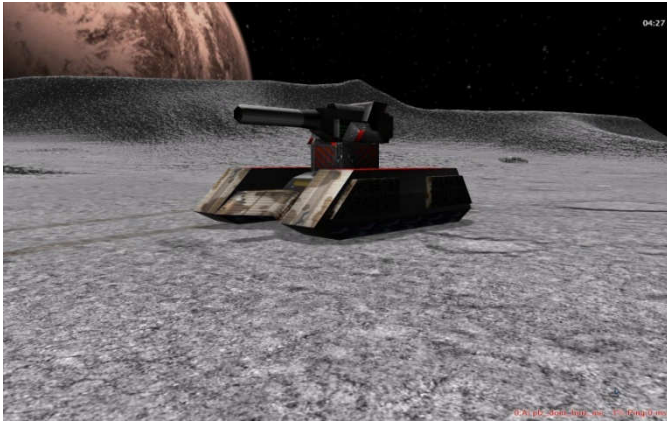
Good vs:

- Everything

Keep them away from:

- Swarms of pyros/warriors
- Microed mavs
- Crawling bombs

Mobily Artillery



The Heaviest ground-based artillery unit. Huge range, big AOE, high dmg. Best used against structures or swarms of units.

Good vs:

- Structures
- Large numbers of units

Keep them away from:

- Everything

Goliath



THE tank! Have you read the sumo description? Similar story just forget about praying... Over 20k HP (!!!) Huge dmg, big AOE and decent range. They are almost unstoppable. You have to see them in action to understand how damn heavy they are. They need 2-3 shots to kill a com.

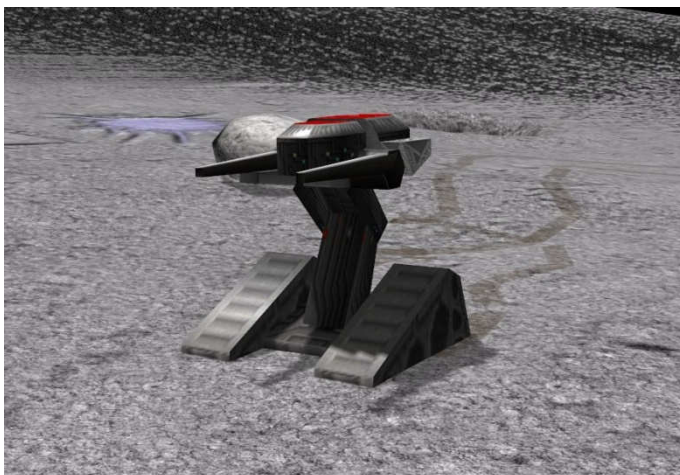
Good vs:

- Everything

Keep them away from:

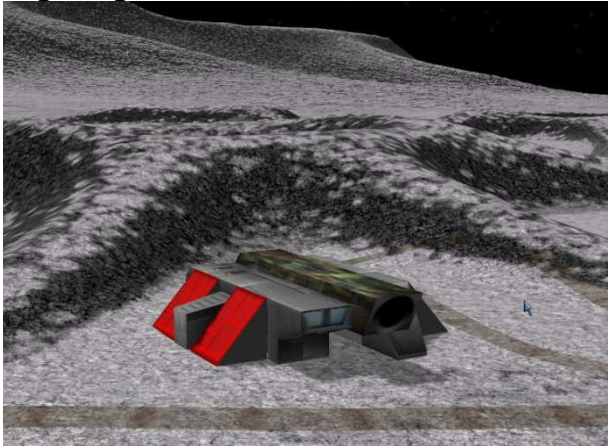
- Cloaked coms, who will simply d-gun your 20k HP!
- Sniper
- Penetrator

Copperhead



Check ARM Phalanx

Hedgehog



ARM Scarab clone.

Leveler



Pyro on wheels with 2x HP and good speed. Very useful.

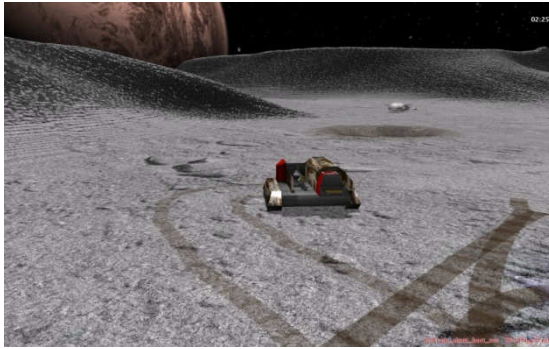
Good vs:

- Slow units
- Structures

Keep them away from:

- Fast units
- D-gun

Diplomat



See ARM Merl description.

LEVEL 1

CORE/ARM AIR

Peeper/Fink



Flying scout. Not armed. High speed, low HP. Only 2 missiles from a MT are needed to shoot it down. They have good LOS and a radar. Due to their low price they are often sent on suicide missions since they provide LOS even whilst falling after being shot down.

Freedom Fighter/Avenger



Fighter. Good speed. Their only purpose is to shoot down other planes, they aren't very usfull vs ground units.



Thunder/Shadow



Bombers. Decent speed. Almost always on suicide missions because of their low HP and slow turning rate. Their dmg is pretty good but you need a big bunch of them to destroy important buildings. They are almost useless against moving targets.

Tornado/Voodoo



Gunships. Probably the most used planes because of their flexibility, good speed, affordable price and very high dmg. These are the greatest foe of every commander and unprotected artillery. Don't send them against big amounts of AA, they have very low HP, but if you're enemy has forgotten about AA these fellas can win the battle on their own. They are very efficient against all types of ground or sea units, but cannot shoot at other air units.

Atlas/Valkyrie

Flying transports. They can carry 1 unit. Use them carefully since they have very low HP.

LEVEL 2

ARM/CORE

AIR

Hawk/Vamp

Advanced fighters. Higher speed, more dmg. More effective against other units than their lvl 1 counterparts, but still best used against planes.

Brawler (ARM)

A heavy gunship. I like to think of them as flying tanks since they have high HP and can survive multiple missile hits. They are armed with chain guns, so their firerate is much higher then that of the normal gunships. Just as their small "brothers" Brawlers are useful against all types of ground and sea units.

Rapier (CORE)



Core version of ARM Brawler with rockets instead of plasma shots.

Phoenix/Hurricane



Advanced Bombers. Better speed, more HP and higher dmg. They also have a gun at their bottom in order to have at least some defence against fighters. Even a few of them can inflict heavy dmg on structures. Still, they aren't very useful against moving targets but if you see a commander who is building something and will not move within the next 30 secs go for it. You have

to use Flaks to be really sure that your base is more or less safe from these guys. Big swarms of advanced bombers are almost unstoppable.

Eagle/Vulture

Radar planes. BIG radar radius, good LOS. There are rumours that they can even see mines, although never managed to find any myself - maybe you'll have more luck.

Ornith/Zeppelin

Advanced flying transports. They can carry multiple units and like the adv. bombers they have a gun to deal with small groups of fighters. They can survive multiple missile hits which makes them useful even in the heat of battle.

Lancer/Titan



Torpedo bombers. Useless on land, but deadly against sea units.

Albatros/Typhoon

Torpedo gunships. The biggest foe of lvl2 ships. Swarms of them can destroy even the biggest ships within few seconds, just make sure you take out any AA first.



Seahawk/Hunter

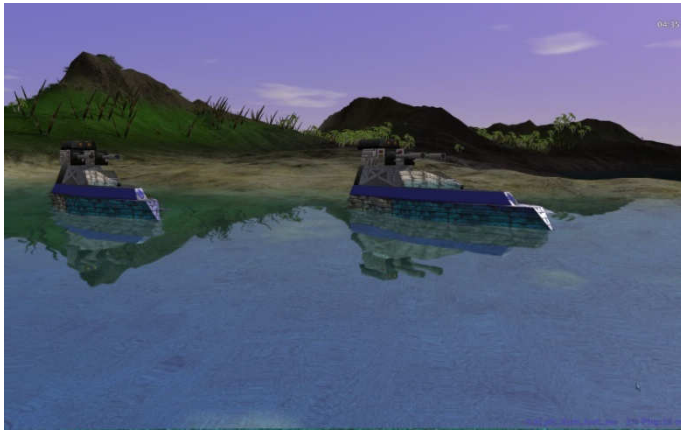
Sonar planes. They can see submarines und underwater structures.

LEVEL 1

ARM/CORE

SEA

Skeeter/Searcher



A scout ship. Armed with a short range laser (searcher) or machine gun (skeeter) and missiles. The fastest sea unit with very low HP, use them in big swarms to raid eco and hunt down cons.

You need a lot of them to take down even a destroyer. They also cannot fire at underwater units, making them extremely vulnerable to subs.

Crusader/Enforcer

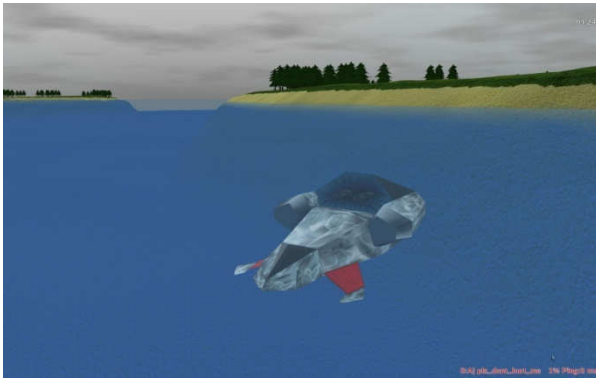
Assault ships. Armed with a long range cannon which makes them dangerous for land units and bases placed near the shore. They are also armed with torpedos and a what short range sonar, making them dangerous even for subs.



Hulk/Envoy

Transports. They can carry multiple units but have very low HP. Use them with caution.

Lurker/Snake



Submarines. They have a HUGE range but they are almost blind, so they need some ships to scout ahead. Their torpedos are very slow which makes them useful only at close range where they are vulnerable coz they don't have much HP. Use them to hurt an enemy's eco.

LEVEL 2 (2.5)

ARM/CORE

SEA

Colossus/Hive

Carrier and mini fusion in one. This is the most important ship when the game is about making an eco on sea. Damaged planes can land here and be healed rapidly.

Piranha/Shark



Adv. submarines. High speed, more HP, huge range + huge sonar and very fast torpedos. THE silent weapon to take out big ships.

Ranger/Frigate

Rocket launcher ships. Mostly used to kill land bases, their rockets inflict heavy dmg. They are also armed with missiles which gives them some protection from air attack but I wouldn't use them as anti-air units since it's not their primary task and they are not that good at it.



Conqueror/Executioner



Now this is a ship! Huge range, lots of HP. They also have anti-sub torpedos but their range is not that big. These babies can destroy whole land bases from the sea.

Shredder/Archer



Flak on water. Best anti-air ships.

Millenium/Warlord



King of the sea. Armed with big bertha canons. Unit with biggest range ever. Lots of HP, great dmg. The Core version has an HLT for close combat. Keep them away from subs, since they have no anti-sub weapon!!!

Leviathan(Core)



Heavy sub. Reminds me of Sniper. Big range and big reload time. Dmg is good but less then you'd expect from a heavy sub.

Credits:

I want to thank Dihi, Error, Tobi, Janidwornik, Gizmo, eL_bArto, Ivory King and many others who helped me to make this guide.

Thank you guys!