FIELD MANUAL

[30.03.2018 version]



VEHICLES AND TURRETS



These non moveable (after placed) turrets are good protection to your base.
Turrets won't require your actions to work. Turrets include AI module, and with automated tracking abilities (thank's to Base Protection System), allowing them to fire on enemies who stray too close.

AA Missile Turret



Intelligence Artillery Turret



Chain Gun Turret



Heavy AA Cannon



Heavy Cannon Turret



Light AA Gun



A.I. controlled APC



Lion Assault Tank



Battlefield Omega Tank



Cannon Buggy



Cougar Tank



Advanced Engineer



Frank The Tank



Gunner Tank



Heavy Tank



Light Tank



Lion One Tank



Lion Rapter Tank



Medium Tank



Mobile Artillery



Mobile AA Missile



Mobile Missile Launcher



Mobile Rocket Launcher



Omega Rocket Buggy



Republic Mag Tank



Republic Rage Gunner



Special Light Tank



Super Rocket Buggy





AIRCRAFTS




Gunship


Heavy Bomber


Heavy Helicopter
Ion Bomber


Light Bomber
Medium Bomber


Roque Bomber
Roque Fighter


Spider Gunship


V Fighter

STRUCTURES

This is
Armory



Enables infantry upgrades

This is
Barracks



Trains infantry

This is

Construction Yard



Build structures

This is

Jetport



Builds air units

This is

Mining Facility



Provides money

This is

Power Plant



Provides power

This is

Radar



Enables radar

This is

Research Facility



Enables technological Advances

This is

Silo



Storehouse for money

This is

Weapons factory



Builds Vehicles