

◁ R I G ▷  
P R O L O G U E

PLAYER'S MANUAL

## Welcome

First of all we want to thank you for purchasing **Origo: Prologue**. I would also like to welcome you to the wonderful world of Origo. There are many amazing features and enjoyable gameplay moments for you to experience in Origo: Prologue.

If you have any comments on Origo: Prologue please share them with us by sending a mail to [gamer@pixelknights.com](mailto:gamer@pixelknights.com).

Once again thanks and have fun!

Peter Horvath, Producer

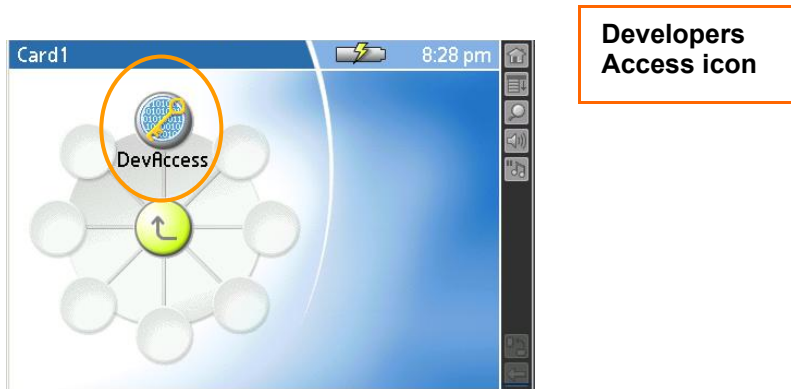
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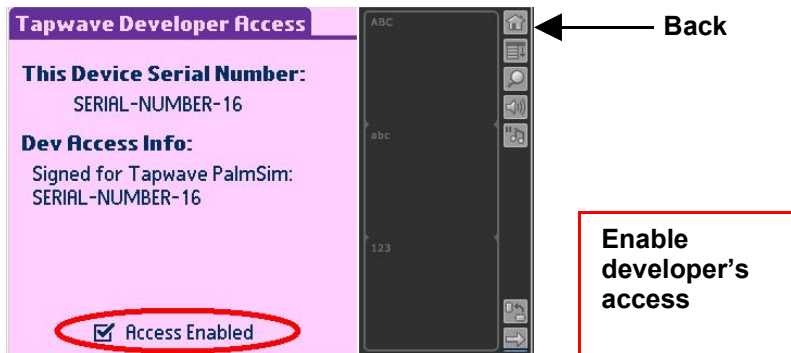
## Getting started

Since Tapwave has discontinued the production and support of the Zodiac there is additional software included in your download of Origo: prologue. The software included provides developer access to the Zodiac that is necessary to run Origo: prologue.

First you must place Origo: prologue and the developers access software on an SD memory card. When the Zodiac is started the *developers access* icon will appear on the Zodiac.



Tap the developer's access icon to start the application.



Simply check the developer's access box and press the home button to return to the Zodiac title screen. You are now ready to play! Find the Origo: prologue icon, tap it and enjoy.

**Note:** Developer access is revoked every time your Zodiac resets, so remember to recheck this box if the game won't start. We're sorry for the inconvenience!

# Background Story

## ***Prologue***

When the eastern block took aggressive action against further western land gains, a new World War was a fact. The war was settled in a matter of weeks and Earth was embraced in a thick fog of dust and debris as the result of a global thermonuclear war. The two great alliances were shattered as their cities crumbled to dust and their citizens were forced into the countryside.

Years that followed were dark days indeed. The absence of sunlight inevitably led to the death of the greater part of global vegetation on land and in sea. The global temperature dropped, abruptly casting prosperous civilisations into an era of ice. Earth was becoming a place where life would prosper no longer.

Two organisations rose out of the ashes of mankind. The first one originated in the once deep jungles of South America, the only place left with even sparse vegetation and where the climate was still habitable. The second organisation came to make the deserts of Australia their home, where a constant rain had now created a huge marshland.

## ***A New World Order***

Rather than attempting a futile resuscitation of the mutilated atmosphere of Earth, the highly advanced organisation seeking refuge in South America has chosen to create their own local ecosystems. With the help of sophisticated machines that simulate weather and replicate the essential sunlight, they have built massive domes, housing millions of plants and organisms, creating a somewhat temporary but quite suitable environment for human life.

As they are very aware that planet Earth will never be restored to its former glory, they have made great plans of finding a new world where human life can start anew. Already they have transported a great number of people to experimental colonies on the Moon. These colonies will never be enough to house the entire human race and are merely used as training for establishing a foothold in an environment lacking atmosphere.

An even greater project for finding habitable planets in a nearby system is underway, involving launching a probe spacecraft into deep space. This organisation, commonly known as The Federation, is directed by a strict military regime with a harsh doctrine under the command of *General Gordon MacArthur*.

## ***Gaia's Resort***

A series of huge underwater domes cover the seafloor in the central Pacific Ocean, housing several million people. These people are determined that human life on Earth will prevail and that the former glorious days of mankind will be restored once the polluted atmosphere has cleared.

The idea of riding out the storm, waiting for Earth to regenerate itself, is ruined by the opposing organisation settled on extracting the few last resources in order to leave for another world. Facing no other alternative than to fight this atrocity against mother Earth, the hiding underwater colonies have joined in a united effort, governed by a council led by the enthusiastic young physician *Marla Malloy*.

## ***Survival of the Fittest***

Apart from the large organisations, smaller independent corporations emerged that chose to survive by themselves in the desolate wastelands on the surface. These nomadic bands of prospectors travelled across the planet searching for ways of making money by selling scavenged materials to the two organisations.

Keeping a large area under control always meant having a larger pool of resources available. Since there was not uncommon with open conflict between corporations over a land area, these prospectors often had a considerable security force as an escort. The security forces were often old veteran mercenaries or renegade soldiers, escaping the larger organisations.

## Menus & Game modes



### **New Game**

#### ***Campaign***

Take on the role as commander of one of two factions in what might be the final hour of humanity on Earth and lead your forces through an escalating series of battles.

#### ***Skirmish***

The skirmish mode contains cleared campaign levels that can be played in any order desired. Select your favourite level and play instantly.

### **Load Game**

When playing, it is possible to save during the game. Access these saved game through the load game button.

### **Options**

There are two options available:

1. Set sound volume
2. Set music volume

### **Register**

Support the development of upcoming titles from Pixelknights by purchasing the full version of Origo.




### **Exit Origo**

Leave the world of Origo.



# Interface

## Game interface

### Economy interface:

-  Zone amount
-  Ore amount
-  Supply used/limit

### Ability panel:

-  N/A ability button
-  Available ability button



### Command panel:

-  Move order
-  Attack order
-  Hold order

### Build/Train interface:

Construct Buildings or train units by tapping the icons.

### Place Building interface:

Move the square with the Stylus.

Confirm with  or cancel with



**Economy interface:** displays the player's current economic state, counted in **Zone**, **Ore** and **Supply**. The supply indicator has two parts:

1. Used supply
2. Available Supply

**Ability Panel:** In the abilities panel you can access your building and unit abilities. The panel is dynamic and adapts its appearance to the currently selected unit or building.

**Command panel:** These buttons determine the actions units will perform when they are ordered around.

- When the **move** command is active, units won't return fire; instead getting to the target area is of highest priority.
- **Attack** will prioritize the elimination of any enemy unit encountered when en route to the designated target. The attack button also works as a **rally point** order for buildings.
- **Hold** will order a unit to immediately stop.



The default order is **move**, but if you tap directly on an enemy unit, your selected units will attack it. **Rally point** means that any unit trained in that building will move to the designated point as soon as it has finished training.

**Note:** The attack order can also be issued by holding the left shoulder button and tapping a target spot or enemy unit.

**Build/Training interface:** Available buildings and units to train are accessed here. If a Scavenger is selected, buildings available for construction will show. When a factory building is selected, units available for training will be displayed.



**Note:** You can remove units and research orders from the training queue by holding the left shoulder button and tapping the training icon of the queued unit.

**Place building interface:** To place a building: select a Scavenger, press the icon for the desired building, move the Building Square to the preferred location and press the  accept-button or cancel with the  cancel-button.

## The Mini-map

The mini-map is a miniature overview of the entire battlefield. Explored terrain is shown and structures are visible as large dots. A white rectangle in the Mini-map area shows the location of the camera. Tapping on the mini-map with the stylus instantly moves the camera to that location. It is also possible to fast scroll the game area by tapping and holding down while moving the white rectangle along the mini-map.

**Note:** You can always scroll around the map by using the analogue pad as well.

Player units and enemy units within sight are visualized as small dots. Enemy units are red and friendly units are green.

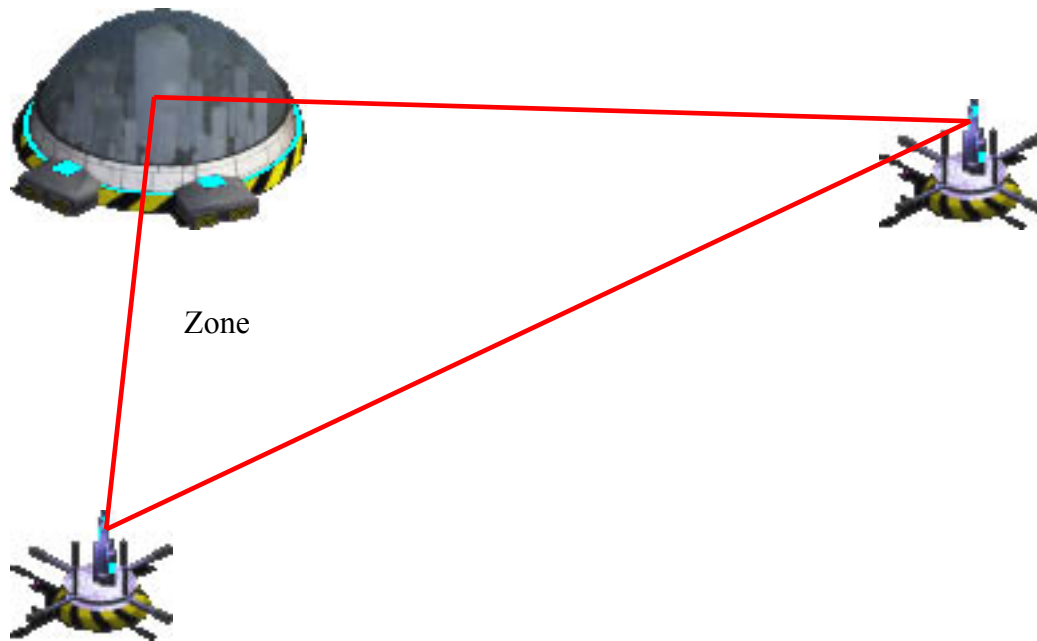
# Resource system

## Economy

There are two types of resources that must be gathered in order to raise a fighting army.

## Zone Control

The primary resource is gathered constantly. The amount is based on the area between certain node buildings (Outposts). The main building (Metropolis) also works as a node. The minimum requirement to create a Zone is always two node units besides the main building. When having more nodes, the largest area between them is counted and nodes within the borders of that area are rendered temporarily inactive.



## Resource Gathering

The secondary resource is a metal simply called ORE. This metal is gathered by workers and returned to the headquarters. ORE is required to construct more advanced units and structures.



# Buildings and Units

Origo: Prologue features 25 different units and structures, on the ground and in the air, all with their unique statistics and specific set of abilities. Each unit has its distinctive place on the battlefield and through the use of thrilling and exciting abilities, all units are matched against each other in a complex pattern. All buildings are available to both factions.

## Factory Buildings

A factory building trains/manufactures units and vehicles.

### *Metropolis*



#### **Description**

The Metropolis is a highly developed colony that acts as local capitol of the settlement. The Metropolis acts as command centre and gathered Ore is returned here. The Metropolis works as a first node when covering land area, i e *establishing the Zone*.

#### **Function**

- Command Centre

#### **Trains**

- Scavenger

#### **Abilities**

- None

#### **Researches**

- Darkhammer Technology
- Lighthammer Technology

#### **Build icon:**



## Colony



### Description

The colony is a basic supply and housing facility. When approaching a new area, these structures are the first to be created to house the many colonists and workers that will develop the settlement. The colony contains all the necessary equipment and supplies to run the settlement.

### Function

- Supply

### Trains

- None

### Abilities

- None

### Researches

- None

### Build icon:



## Outpost



### Description

Communications officers work inside these forward command posts, transmitting information back to the headquarters. Together with the command centre, the Outposts create a patch of controlled land area (*the Zone*) between them, which generates income.

### Function

- Zone Generator

### Trains

- None

### Abilities

- None

### Researches

- None

### Build icon:



## **Armoury**



### **Description**

The armoury is where the soldiers store their weapons and ammunition. This is also the living quarters of the defence personnel. Inside the large dome are several floors where the infantry, pilots and drivers of the armed forces stay, one squad per room.

There is also space reserved for education, entertainment and physical training, as well as large storage rooms for all kinds of infantry equipment and weapons.

This building is not designed for defence and its structure can't sustain very heavy damage. Instead, the idea is that the base perimeter guards should be able to alert their comrades when a threat is imminent. The rest of the troops then scramble to meet the enemy in the field.

### **Function**

- Infantry Facility

### **Trains**

- Trooper
- Enforcer

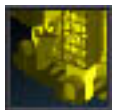
### **Abilities**

- None

### **Researches**

- Mobility
- Entrench
- Biomechanics Lab Add-on

### **Build icon:**



## **Biomechanics Lab**



### **Description**

The Biomechanics Lab is the most guarded part of the Armoury. Behind closed doors, highly trained professionals evaluate the individual troopers' performance in training and battle missions. Those deemed worthy are summoned to the Lab to receive high-tech bio-mechanical implants through extensive surgery. After a short convalescence the soldiers rejoin their comrades, now with extraordinary skills in combat.

The Biomechanics Lab is not added as an extra building in the Armoury complex, but rather made room for in the most central part of the Armoury. Those facilities whose spaces are taken over by the Lab is instead moved to the edge of the dome, where extra room has been made to fit them. The Biomechanics Lab is a prerequisite to build Mortar Soldiers.

### **Function**

- Armoury Attachment

### **Trains**

- Trooper
- Enforcer
- Mortar Soldier

### **Abilities**

- None

### **Researches**

- Mobility
- Entrench
- Remote Mine Launcher

The Biomechanics Lab is an upgraded version of the Armoury. To build it, select an Armoury and press the **upgrade button**:



## **Engineering Hall**



### **Description**

The Engineering Hall is basically a large assembly hall or hangar where the base's ground vehicles are assembled and put in duty as well as repaired and refitted between missions.

Parts or whole vehicles are delivered from space for assembly and fine-tuning in the Engineering Hall. There is no job too small or too hard for the engineers and machinery here, whether it's a blown tire on a Buggy or an utterly demolished HGTCP-707. This is where the tired crews returning from combat missions park their vehicles before strolling off to the Armoury for a night's sleep.

This building is not designed for defence and its structure can't sustain very heavy damage.

### **Function**

- Vehicle Facility

### **Trains**

- AT Buggy
- HGTCP-707

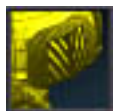
### **Abilities**

- None

### **Researches**

- Afterburner
- Haven Add-on

### **Build icon:**



## **Haven**



### **Description**

The Haven was first created as a response to the extremely high drop-out and suicidal rates among vehicle crews in the Tellurian army. The average life expectancy being under 15 seconds after discovery by enemy troops, paired with casualty rates often higher than 60% for a single engagement proved to be more than most human minds could take, even those trained by the best.

Nowadays, every combat mission seeing any casualties at all is followed by eight mandatory hours dwelling in the gardens of the Haven for all individuals involved.

During these hours in the Haven, the visitors are pumped full of neurochemicals, their negative memories from combat flushed out and replaced by other more appealing ones. While the drugs do their job, the men engage in holiday activities, such as sun-bathing, drinking and swimming, making the Haven a highly popular place among the troops.

The Haven is prerequisite for the Darkhammer and the Lighthammer.

The Afterburner Upgrade gives the AT Buggy the Afterburner ability, the Barrage Upgrade gives the HGTCP-707 the Barrage ability, the Hammer Technologies give access to Lighthammer and Darkhammer abilities.

### **Function**

- Engineering Hall Attachment

### **Trains**

- AT Buggy
- Lighthammer
- Darkhammer
- HGTCP-707

### **Abilities**

- None

### **Researches**

- Afterburner
- Barrage
- Hammer Technology 1
- Hammer Technology 2

The Haven is an upgraded version of the Engineering Bay. To build it, select an Engineering Bay and press the **upgrade button**:





## Launch Bay



### Description

The Launch Bay is a high-tech facility that arms, refits and refuels the smaller spacecraft used in support of the ground troops. The mechanics here receive ships and parts coming from scavengers to rebuild and remodel them for use in combat missions.

It is imperative for a base commander to keep the Launch Bay operational, as every air mission emanates from here.

This building is not designed for defence and its structure cannot sustain very heavy damage. The Launch Bay can launch a probe anywhere on the map. The probe will fly to the targeted position and then remain there immobile, observing the surrounding area.

### Function

- Space Craft Facility

### Trains

- Gunship
- Frigate
- Transport

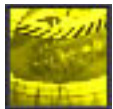
### Abilities

- Launch Probe

### Researches

- Countermeasures
- Uplink Station Add-on

### Build icon:



## ***Uplink Station***



### **Description**

The Control Tower is made to house all the advanced instruments needed to handle heavier spacecraft and larger amounts of traffic. From here, more elaborate air missions can be led as the commander in chief can have direct and non-interfered contact with his units in the field.

A forward battle base is not considered complete until a control tower is built, as the tower replaces the makeshift tools used in the field to direct air traffic. With an operational Control Tower regular traffic to space can commence, bringing researchers and new technology to the base.

The countermeasures upgrade gives the Frigate the ability Countermeasures. The Reactor Upgrade gives enhanced speed to the Transport.

### **Function**

- Launch Bay Attachment

### **Trains**

- Gunship
- Frigate
- Transport

### **Abilities**

- Launch Probe

### **Researches**

- Reactor Improvement
- Countermeasures

The Uplink Station is an upgraded version of the Launch Bay. To build it, select a Launch Bay and press the **upgrade button**:



## Defensive Buildings

A defensive building is mainly used to defend an area from enemy units.

### **Gun Post**



#### **Description**

The Gun Post is used against enemy air units, firing deadly homing missiles. An infantry unit can enter the Gun Post and use the mounted machine gun to fire on ground units.

When attacking a Gun Post with an infantry unit inside, the damage will be split between the unit and the structure. The structure will have approximately three times more hit points than the unit.

When the unit eventually is killed, the Gun Post is up for grabs to any infantry unit of any team. Whoever enters the Gun Post first will gain control of it. The Gun Post will change colour to that of the player that controls it.

When a unit is killed inside the Gun Post and not entered by an enemy unit, it remains under the control of the player who last controlled the structure. The colour remains and the turret may be used against air units.

#### **Function**

- Defensive Tower

#### **Weapons**

- Anti-air Missiles
- Heavy Machinegun

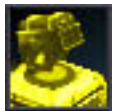
#### **Abilities**

- Unload infantry units

#### **Researches**

- None

#### **Build icon:**



## Worker units

The worker unit class are engineers that excel in building, repairing and extracting minerals. The workers are inferior warriors and will try to escape if engaged in combat.

### Scavenger



#### Description

The Scavenger frame was originally designed as a tool for astronauts when conducting experiments or retrieval missions in hazardous environments. The first prototype contained only one of the arms mounted on a moveable rack. It was used as a mechanized arm able to carry large quantities and perform precise fine-tuning calibrations. The major problem was the weight of the instrument and therefore the natural environment for it was in low gravity, in space.

With the development of cybernetic enhancements came advanced applications for human-machine interaction and new versions of the Scavenger became available. Neural implants together with advanced nerve and muscle links from the pilot into the computerized metal casing are designed to make the machine follow every move or reaction by the pilot instantly.

In the battlefield, the Scavenger works as a multi-purpose worker unit used to build structures and mine. It is slow and armed only with the drill used for mining, which makes it rather dependant on armed units for protection. It is quite durable and also very flexible in the sense that it is responsible for all resource gathering as well as constructing buildings. The advantages come with a high initial cost, but since supply requirements are low and with a relatively high lifespan, the investment pays back over time.

One of the most important buildings the scavenger constructs is the Outpost. This structure works as a node when generating the Zone.

#### Function

- Worker / builder

#### Faction

- Gaian Council
- Federation

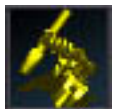
#### Weapons

- Drill

#### Abilities

- Find Ore
- Repair structures

#### Build icon:



## Infantry units

Infantry are soldiers who fight primarily on foot (although in modern times they often use motorised, mechanized, or even airborne transportation). Traditionally, they have used personal weapons, but modern infantry invariably operate with attached support weapons and sometimes armoured fighting vehicles.

### *Trooper*



#### **Description**

The troopers are the first and last line in the Gaian arsenal. The use of troopers is broad: everything from escort missions and undercover operations to direct frontal assaults and deep strike landings.

Troopers are trained to charge into an overwhelming enemy without fear or remorse. The human physical strength is far below that of machines and alien abominations. Their strength lies instead in free thinking, tactical advantage and a huge shotgun capable of dealing immense damage to a nearby opponent.

The short range shotgun gives an advantage against melee opponents but due to low protection the Trooper stands quite short against stronger ranged units.

#### **Function**

- Light Infantry

#### **Faction**

- Gaian Council

#### **Weapons**

- Shotgun

#### **Abilities**

- Mount Vehicle

#### **Upgrades**

- Mobility

#### **Build icon:**



## ***Enforcer***



### **Description**

Enforcers are granted heavy armour and advanced equipment to increase their life span. The Enforcer also has biochemical enhancements and biomechanical improvements. Similar to Scavenger technology, the armoured hull is connected intravenously to the pilot. Sophisticated monitoring systems ensure the safety and maximum performance. Multiple neural brain implants automatically combine sensor scans with reflexes and communication devises. Coordinating orders from command centres with intel from field observations results in instant response from the Enforcer unit. To protect themselves from enemy fire and artillery, the Enforcers hide in trenches where they are hidden from units at a longer distance.

### **Function**

- Heavy infantry

### **Faction**

- Federation

### **Weapons**

- Long range rifle

### **Abilities**

- Entrench

### **Upgrades**

- Entrench

### **Build icon:**



## ***Mortar Soldier***



### **Description**

The Mortar Soldier has the greatest firepower in the infantry. The mortar cannon launch explosive grenades over a long distance, resulting in massive damage to large groups of lightly armoured units. The Mortar Soldier is the most amplified infantry unit when it comes to biomechanical enhancements. Legs and arms are modified to support the weight and pressure of the mortar and the armour.

### **Function**

- Infantry artillery

### **Faction**

- Federation
- Gaian Council

### **Weapons**

- Mortar

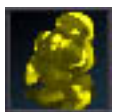
### **Abilities**

- Remote Mine Field

### **Upgrades**

- Remote Mine Launcher

### **Build icon:**



## Ground Vehicles

### **HTGCP – 707** (Heavy Tracked Ground Combat Platform)



#### **Description**

The HTGCP-707 is the most powerful ground unit in the game. It has a slow movement speed but exceptional damage and armour. The base platform is designed as a universal module and is used when constructing all HTGCP-7XX models and the Light-/Darkhammer. When using the Barrage ability, the HTGCP-707 stacks ammunition, then unleashes several shots in a short interval, delivering a lethal punch to the first enemy line.

#### **Function**

- Combat Vehicle

#### **Faction**

- Federation

#### **Weapons**

- Twin Cannon

#### **Abilities**

- Barrage

#### **Upgrades**

- Barrage

#### **Build icon:**



## **AT Buggy** (Anti-Tank)



### **Description**

The AT Buggy is a highly mobile, diesel-powered, four-wheel-drive vehicle serving as the eyes of the Gaian force. It is also deployed in tank-hunting missions. It lacks armour but has a strong offensive weapon in its heavy cannon. For more dangerous missions, the driver can opt to load a fellow trooper to make use of the anti-tank missile launcher.

AT Buggies are designed for use over all types of roads, in all weather conditions and are extremely effective in the most difficult terrain.

The AT Buggy is fitted with nitro tanks, allowing it to boost its speed to several times the normal marching speed for a short time. This is often used to escape enemy fire after a successful attack.

### **Function**

- Scout/anti-tank

### **Faction**

- Gaian Council

### **Weapons**

- HAW

### **Abilities**

- Afterburner
- Load Trooper
- Unload units

### **Upgrades**

- Afterburner
- Mobility

### **Build icon:**





## Air units

### Gunship



#### Description

The Gunship is primarily used to aid infantry in need of support in problem areas. The Gunship is armed with missiles that deal explosive damage to air units. Versus ground units, the Gunship is completely defenceless unless carrying a trooper to man the air-to-ground heavy machinegun.

One trooper can enter the Gunship and arm an onboard mini-gun. When carrying a trooper, the Gunship is able to attack ground units. The trooper may leave the Gunship at any time, making the Gunship rely on missiles only.

#### Function

- Medium air cavalry

#### Faction

- Gaian Council

#### Weapons

- 30mm Vulcan cannon
- Stinger missiles

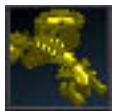
#### Abilities

- Load Trooper
- Unload units

#### Upgrades

- Mobility

#### Build icon:



### Frigate



#### Description

The Frigate is optimised for combat against enemy ground units. It is fast and heavily armed but cannot fire at air units. The Frigate is designed to perform hit and run attacks and swift escort missions. The Frigate is frequently used in both space and atmosphere level conflicts.

Countermeasures can be launched to divert missiles from the Frigate, rendering it temporarily immune to enemy fire. This is often used in hit-and-run missions to avoid pursuit.

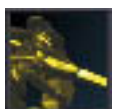
#### Function

- Heavy air bomber

#### Faction

- Federation

#### Build icon:



#### Weapons

- Guided Torpedoes

#### Abilities

- Countermeasures

## ***Transport***



### **Description**

The Transport is a small Drop ship originally used for transporting personnel between orbital space stations and the surface. Due to its reliability it has now come to use in conflict situations. Its large engines capable of space flight give it an extremely heavy transporting capability on low altitudes.

### **Function**

- Air transport

### **Faction**

- Federation
- Gaian Council

### **Weapons**

- None

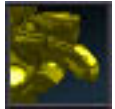
### **Abilities**

- Load unit
- Unload all units

### **Upgrades**

- Reactor improvement

### **Build icon:**



## Special units

Special units are users of special weapons and have unique skills that are very useful in combat situations.

### *Lighthammer*



#### **Description**

The Lighthammer is a large vehicle capable of transgressing all but the most difficult terrain. It is dedicated to a support role in combat. The Lighthammer has no ordinary weaponry. Instead it contains prototype battlefield technology and sophisticated communication devices.

The Lighthammer has a direct link to the Federation Geostationary Satellite System (GSS), orbiting the planet. Through this system, the Lighthammer may interfere with hostile communications and direct the devastating GSS Planetary Bombardment.

The Lighthammer is able to produce an energy surge on any friendly target, in order to split enemy fire. When the energy surge is active the damage is shared equally between the Lighthammer and the protected unit.

The Stingrays detects and disables enemy sensor devices rendering them blind for a limited duration. When blinded a unit has its attack range greatly reduced.

#### **Function**

- Support vehicle

#### **Faction**

- Federation

#### **Weapons**

- None

#### **Abilities**

- Planetary Bombardment
- Energy Surge
- Stingray

#### **Upgrades**

- Planetary Bombardment
- Energy Surge
- Stingray

#### **Build icon:**



## Darkhammer



### Description

The Darkhammer is a modified version of the Lighthammer. Instead of connecting to the Federation GSS, the Darkhammer reach out into the ground and is capable of creating a deadly geothermal eruption at a given location.

The Darkhammer carries a group of field medics and a small field hospital from which the medics heal nearby infantry.

Tremor creates a smaller earthquake that slow units in an area.

### Function

- Support vehicle

### Faction

- Gaian Council

### Weapons

- None

### Abilities

- Geothermal Eruption
- Field hospital
- Tremor

### Upgrades

- Geothermal Eruption
- Field hospital
- Tremor

### Build icon:



## Probe



### Description

The Probe is launched from the Launch Bay and makes a one way flight to a predestined location. When the probe arrives it deploys and starts monitoring the surroundings, from now on permanently immobile. The Probe is quite fragile and is merely used as a scout. The Probe can self-destruct to free up supply.

### Function

- Observer

### Faction

- Federation
- Gaian Council

### Weapons

- None

### Abilities

- Self-destruct

### Upgrades

- None

The Probe is not built as regular units. To launch a probe, first select a *Launch Bay* or an *Uplink Station* and press the Probe **Ability icon**, then select the target area.



## Mine

### Description

Mines are launched by the mortar soldier. While a minefield is active and a hostile unit gets within range, the mines will explode, damaging units in that area. A friendly unit can never trigger a mine but can be harmed when a mine explodes. A mine that hasn't been stepped on will explode by itself eventually.

### Function

- Mine

### Faction

- Federation
- Gaian Council

### Weapons

- None

### Abilities

- None

### Upgrades

- None

The mine is not built in a factory; it is launched by upgraded Mortar soldiers. Select a Mortar soldier and press the **Ability button**, and then select where you want the mine:



## Unit Prices

Unit	Zone cost	Ore cost	Supply cost
Metropolis	300	0	0
Colony	50	0	0
Outpost	0	0	4
Armoury	100	0	0
Biomechanics Lab	100	50	0
Engineering Hall	200	50	0
Haven	130	55	0
Launch Bay	200	65	0
Uplink Station	200	80	0
Gun Post	100	25	0
Trooper	30	0	1
Enforcer	40	0	2
Mortar Soldier	60	45	2
HTGCP-707	160	30	4
AT Buggy	100	15	3
Gunship	90	40	4
Frigate	350	50	6
Lighthammer	75	100	3
Darkhammer	75	100	3
Probe	30	0	1

## Abilities

Many units have special abilities ranging from protective manoeuvres to devastating planetary bombardments.

**Name:** is the ability's name. **Target type:** describes what/who the target of the ability is. **Used by:** clarifies which unit uses the ability. **Cool:** is the cool-down time in seconds before the ability can be used again. **Description:** describes the function of the ability. **Effect:** explains the effect of the ability.

Name	Target type	Used by	Cool	Description	Effect
Find Ore	No target	Scavenger	-	Starts mining nearby Ore.	Searches for Ore within a radius of 500.
Mount Vehicle	Target unit	Trooper & Enforcer	-	Runs to a nearby AT Buggy or Gunship.	Joins with a Buggy or Gunship to create a more advanced unit.
Entrench	Toggle	Enforcer	-	Fortifies a position resulting in less damage taken as long as stationary.	Increased armour by 4.
Remote Mine Field	Target map	Mortar	500	Launches a cluster of mines.	Creates a mine at target location for 100 seconds.
Load Trooper	No target	Trooper	-	Loads a Trooper into a vehicle.	Loads a Trooper into a vehicle.
Load Unit	Target unit	Transport	-	Loads a unit into a transport.	Loads a unit into a transport.
Unload units	No target	Gunpost, Gunship, Buggy	-	Unloads all units.	Unloads below the transport
Launch drop pod	Target map	Transport	-	Drops all units.	Launches a pod a distance 160 and unloads in a given area.
Afterburner	No target	Buggy	100	By injecting a special fuel cell into the fuel chamber, the vehicle gains a temporarily speed bonus used to quickly evade enemy fire	Increases speed by 30% for 3 seconds
Barrage	No target	HTGCP 707	100	By taking time to load the cannon with additional ammunition the unit can unleash a very powerful initial attack.	50 % increased attack rate for 10 seconds. 4 seconds charge up time.
Self-Destruct	No target	Structures, Probe	-	Destroys the caster, releasing supply.	Caster explodes.
Countermeasures	Toggle	Frigate	100	Uses incinerated objects to attract heat seeking projectiles.	Absorbs 1500 hit points.
Stingray	Target unit	Lighthammer	40	Exposed target is blinded and has reduced attack range.	Attack range reduced to 1 for 8 seconds.
Tremor	Target map	Darkhammer	75	Slows down movement and attack speed for units in an area.	Enemies stunned for 6 seconds in an area of 75.
Energy Surge	Target unit	Lighthammer	100	Shields a target, redirecting all damage to the Lighthammer instead. Req. Hammer Technology level 2.	The caster takes 50% of the damage received by the target.
Field Hospital	No target	Darkhammer	75	The caster regenerates the health of nearby units. Req. Hammer Technology level 2.	Heals all units within an 250 radius around the caster for 1000 HP.

Planetary Bombardment	Target map	Lighthammer	200	Through an uplink to geostationary satellites, global artillery bombardment is launched at given coordinates. Req. Hammer Technology level 3.	Deals 1300 damage to all units in an area 75.
Geothermal Eruption	Target map	Darkhammer	200	The ground erupts creating a volcano. Req. Hammer Technology level 3.	Deals 1650 damage over 4 seconds to all ground units in an area 75.
Launch Probe	Target map	Armoury	30	Launches a probe at a given location. Requires Armoury.	Creates a probe.



## Upgrades

Most of the abilities require an upgrade before they can be accessed. These upgrades are done in the different buildings of a base. **Name:** the name of the upgrade. **Building:** name of building where the upgrade is accessed. **Description:** explains the effect of the upgrade. **Unit affected:** describes which units are affected by the upgrade.

Name	Building	Time	Description	Units Affected
Mobility	Armoury	160	Enables Mount Vehicle; the loading of Troopers in Gunships and Buggies	Trooper, Buggy, Gunship
Lighthammer Technology	Metropolis	20	Enables Lighthammers. Disables Darkhammers. Only available in Tellurian mode.	Darkhammer, Lighthammer
Darkhammer Technology	Metropolis	20	Enables Darkhammers. Disables Lighthammers. Only available in Tellurian mode.	Darkhammer, Lighthammer
Entrench	Armoury	60	Enables Entrench	Enforcer
Remote Mine Launcher	Armoury	160	Req. Biomechanics lab	Mortar Soldier
Afterburner	Engineering	80	Enables Afterburner	Buggy
Barrage	Engineering	200	Req. Haven	HGTCP-707
Hammer Technology level 2	Engineering	300	Energy Surge, Field Hospital	Darkhammer, Lighthammer
Hammer Technology level 3	Engineering	400	Planetary Bombardment, Geothermal Eruption, req. Hammer Technology level 2, Uplink Station	Darkhammer, Lighthammer
Reactor Improvement	Launch Bay	130	Req. Uplink Station	Transport
Countermeasures	Launch Bay	200	Enables Countermeasures	Frigate
Biomechanics Lab	Armoury	160	Enables Mortar Soldiers	Armoury
Haven	Engineering	200	Prerequisite for Barrage.	Engineering Hall
Uplink Station	Launch Bay	200	Prerequisite for Hammer Technology level 3 and Sonar Pulse.	Launch Bay

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