

## Mod requirements

Same as original Red Alert 2 and Yuri's Revenge. Except that, you'll need to patch your Yuri's Revenge to 1.001 and then with the NPatch.

## Installation

Put the DD\_Install.exe file in your RA2/YR folder.  
Launch the file.  
Wait until the installation completes.

## Activation

After installing Doom Desire, launch Yuri's Revenge.

## Uninstallation

Launch the DD\_Uninst.exe file. It will be where you installed the mod.

## Problems and solutions

*Some mod features are missing or they aren't working the way they should.*  
Patch Yuri's Revenge to 1.001 version.  
Install the NPatch.

*Cannot install the NPatch*  
Patch Yuri's Revenge to 1.001 version.

*Cannot patch Yuri's Revenge to 1.001.*  
Reinstall YR.  
If you don't have an original version of Yuri's Revenge, you won't be able to patch it.

*When trying to connect to a friend, the game says that the versions are incompatible.*  
Make sure you both have the same Doom Desire files and NPatch versions (both are either Special Edition or Autumn Edition).

*I can't play normal Yuri's Revenge anymore, as Doom Desire activates instead of it.*  
Uninstall the mod.

*Uninstalled the mod, but still can't play normal Yuri's Revenge.*  
Download and run the RA2 Cleanup Tool: <http://nuked.cncguild.net/?x=downloadsmarshall>

*No access to some higher-tech units and buildings.*  
Open the RA2MD.ini file in your RA2/YR folder, find the text "TechLevel=" and change the value next to it to 10. If you'll find more than one "TechLevel=", change all their values to 10.

## Questions

*What is the NPatch?*

Go on this website: <http://www.vk.cncguild.net/>

Download and install either the **NPatch Special Edition** or **NPatch Autumn Edition** (Special Edition is recommended).

*Can I use Doom Desire with another mod, to have their units and buildings available at the same time?*

No. You can't have 2 mods activated at the same time, as they will mess each other, and only one tech tree will be available.

*Does the mod work with the unofficial YR 1.002 patch?*

Never tested it, but most likely – it won't. Having the YR 1.002 patch will mess with Doom Desire game files (or Doom Desire will mess with YR 1.002 patch files) and neither of those will work the way they should. Since the YR 1.002 patch is a mod itself, it cannot be used with other mods.

*Can I use the graphics from your mod?*

No, unless you mean the public assets I'm using. Everything else is made for Doom Desire only, not for other mods.

*Why are there only 2 sides available?*

It isn't a final version. There will be more diversity in the future, but now I'm releasing it with 2 playable (and I hope fairly balanced) sides.

For things that are not covered by this readme, visit our website: <http://ddesire.cncguild.net/>

# 1. A crystal mystery – the Crystalline

## a) General info

The crystals grow in clusters, sticking themselves to the surface. Their shape and structure is similar to that of quartz crystal's, although it has a light, to dark blue, or even pitch black color. It doesn't seem to react with any chemicals known to the humanity, neither has it been determined what molecules it consists of. The crystal doesn't use any chemicals to stick itself to other objects, it appears to grow only on the surface. This means they can be easily detached from what they have covered. However, raw Crystalline is very fragile and can be broken with little effort, willingly or not.

For the moment, nobody had ever encountered Crystalline growing on a living creature.

The Crystalline seems to have no effect on the surroundings, with an exception: the temperature in covered areas is usually a few degrees lower than it would be otherwise. The crystals appear to drain the warmth from the air. People that had physical contact with them describe it as a pleasant chill.

Moreover, the crystals seem to grow mostly in the sunlight, usually 5-10 mm per day. Many believe it is somehow connected to Sun's activity, since no other heat sources (including fire) seems to have any effect on them.

While the blue Crystalline doesn't seem to pose any threat to living creatures (except that some animals and people feel very anxious when coming in contact with it), the black one does for sure. It appears to be a matured version of its blue cousin and it hasn't been determined yet how does it transform or what is the catalyst for this process. Much harder, denser and larger than the blue ones (often size of a large car), they tend to grow vertically, where blue ones appear to grow both vertically and horizontally. It is very rare and you're have to be very lucky to actually see it anywhere. If you will, they are most likely to be surrounded with the blue ones.

What makes it very dangerous is its ability to create heatwaves. The temperature around them is a few degrees higher and rises even more if any living creature comes nearby. Sometimes it may even attack with a concentrated heat burst, but so far no scientist was able to find a pattern under those attacks. There are also few who wonder if it isn't some sort of an alien life form.

## b) Crystalline and the United Nations

All information on the Crystalline is highly classified. Its phenomenon is being investigated, but as for now, no other info is available.

## c) Crystalline and the Vintarids

While the Vintarid connections with the Crystalline are unknown, one thing is sure - they knew about the Crystals a long before the humanity did. It seems they have developed some weapons designed for the purpose of destroying it and yet it is unknown why. Some believe that they are some kind of space-bug-exterminators, while the Crystals are the bugs. This could mean it is some kind of a space plague, and they had suffered from it in the past. The irony is that, without it, their anti-psionic weapons and psi detectors wouldn't work at all. They also seem to gather the crystals from the Earth's surface for some unknown reasons.

#### **d) Crystalline and the Palladians**

Since their beginnings, the Palladians were using the Crystalline as a focus for their psionic abilities. While a normal human will gain some minor psionic abilities when carrying one crystal, a gifted one will have his abilities improved 10, 20, 100, or (extremely rare) 1000 times! Because of this, Palladians depend on it so much and have mastered Crystalline manipulation. All their units and buildings have at least some crystalline parts or are completely made of it (like the Monoliths). However, this makes them very vulnerable to psionic nullifier weapons the Vintarids have.

#### **e) Crystalline and the Ancient**

All information on the Ancients is highly classified, although it is confirmed that their units are affected by the psionic nullifiers.

## 2. Rock, scizzors and paper – weapon and armor types

types	none	barrier	plate	light	heavy	isolate	shadow	shield	large	structure
Organic	200%	50%	50%	0%	0%	0%	25%	0%	0%	0%
Piercing	100%	100%	100%	100%	100%	100%	25%	50%	25%	0%
AP	0%	0%	0%	100%	100%	100%	25%	100%	50%	50%
Explosive	100%	100%	50%	50%	25%	25%	100%	100%	100%	100%
Fire	100%	50%	25%	100%	100%	50%	50%	25%	100%	100%
Ion	100%	50%	100%	100%	100%	50%	50%	25%	25%	25%
Unnatural	100%	50%	100%	100%	100%	100%	50%	100%	100%	100%
Special	?	?	?	?	?	?	?	?	?	?
sub-types	none	barrier	plate	light	heavy	isolate	shadow	shield	large	structure
purifying	–	–	–	–	–	–	50%	–	–	–
siege	–	–	–	–	–	–	–	–	100%	100%

### Weapon types:

Each weapon belongs to one of 8 weapon categories. Those are as follows:

- Organic – anti-organic weapons, like sniper rifles and hand-to-hand weapons
- Piercing – anti-armor weapons, able to attack infantry (such as Phaton's blades)
- AP – anti-armor weapons, but can't attack infantry (such as cannons or AT missiles)
- Explosion – weapons that lack armor-piercing abilities, but create a powerful shockwave (or cause implosion)
- Fire – weapons that deal damage based on heat, like flamethrowers and plasma
- Ion – weapons that deal damage based on ions, like electricity and laser beams
- Unnatural – weapons that deal unclassified type of damage (e.g. psionics or antimatter)
- Special – read the text in braces for some info about the weapon

### Weapon sub-types:

Some weapons, as they don't fit too good their main category, belong to a sub-category. This category overrides the main one wherever it has different symbol than “–”, even if it would deal less damage (though it hardly ever happens). The sub-categories are:

- purifying – deals more damage to shadow than it would otherwise (weapons that originally deal more than 50% won't have this sub-type)
- siege – makes weapon effective on targets with structure armor

For example: the Pheradernis Heavy Walker deals armor-piercing and siege damage, which means against all armor types except structures and large you should check in the appropriate "armor-piercing" column. Siege subtype overrides siege capabilities of armor-piercing weapons, which means it will deal full damage to buildings and large units.

## **Damage types:**

Some units are immune to some weapons. All units have their immunities specified under the “immunities” section. If it is attacked by a weapon dealing damage of the specified type, it will simply remain unharmed. Weapons without a specified damage type deal damage to all targets they are able to attack.

- Conventional – non-energy, physical damage, dealt by fists, bullets and cannons; only non-physical entities are immune to it (such as the Nightmare)
- Fire – the weapon causes fire to erupt; due to having mastered fire manipulation, Slayer is immune to it
- Laser – the weapon is light-based, thus it can be reflected, dealing no damage; only Eidolons and Monoliths are immune to it
- Toxic – poison or radiation weapons, that affect only organic units; all buildings and mechanical units are immune to it

## **Abilities:**

Some units have abilities that make them very useful in their own way. Below are some of common ones. If a unit has an ability that isn't described here, the text in the “abilities” part should give an explanation how does it work.

- Avatar Unit – each player can have only one unit of this type at once
- Base Expansion – enables base expansion (buildings without this ability are ignored for ground control purposes)
- Clears Occupied – the unit can enter an occupied buildings to clear it from enemy occupants
- Cloaked – the unit is invisible to the enemy and may decloak when attacking (although not all units do so)
- Crystal – the unit was created entirely from Crystalline or has a large storage of them, so it is vulnerable to Psionic Nullifiers
- Detects Disguised Units – the unit can detect a disguised unit and will attack it, as long it is in the “detect disguised” range, given in the braces
- Detects Stealth Units – the unit can make a stealth unit visible for itself and other allied units, as long as it is in the “detect stealth” range, given in the braces
- Engineer – the unit can capture enemy buildings, repair allied ones and defuse bombs
- Hover – ground unit, but ground type doesn't affect its movement (can't ignore cliffs nor climb walls though)
- Flying – the unit can fly and therefore its movement cannot be restricted
- Invulnerable – the object cannot be damaged due to some reason
- Mind Reader – detects enemy actions within range given in the braces
- Miner – the unit can gather resources
- Powered – any unit or building with this ability requires power to work
- Power Source – the building is a power source and powers up the base
- Psionic – the unit is a psionic entity and is vulnerable to Psionic Nullifiers
- Resource Destination – a miner unit can unload gathered Crystalline here
- Spawner – the object spawns units that attack the target
- Teleports – the unit can teleport all by itself
- Transporter – the unit can transport other units or infantry (or both)
- Uncrushable – this unit cannot be crushed

### 3. Oooh, I can build this – unit & building list

#### United Nations:

No info available.

#### Vintarids:

Descendants of those who had to leave the Earth many years ago.

Technically far more advanced than humans, they specialize in cybernetics, energy weapons, anti-psionics and gravity manipulation. Their ground units are usually weak and cheap, most of which are robotic. Buildings don't require power. They possess the most diverse and powerful air fleet – their main attack force.

For them, the end justifies the means, so it isn't uncommon to send ground units for certain death.

Main strategy – get to the most powerful air units as fast as possible and warp them directly into the enemy's base, while attacking with as many ground units you can.

#### 1) Infantry:

-Herub Trooper

**armor:** none; **weapons:** Pulse Rifle – ion (both)

**speed:** low

**immunities:** none

**abilities:** psionic, can occupy buildings

**requires:** Troop Portal Nexus

**notes:**

Basic Vintarid infantry. Solitarily useless, very problematic when faced in large numbers, especially against aircrafts. Be careful though, as they can die quickly when facing an anti-spammer unit.

-Laer Maintenance Bot

**armor:** plate; **weapons:** after upgrade: Nullifier Bomb – special: all objects in range with Psionic or Crystal ability (ground, area)

**speed:** very low

**immunities:** Toxic

**abilities:** engineer, detects stealth units (8)

**requires:** Troop Portal Nexus

**notes:**

A mechanical engineer. After upgrade can deploy a psionic nullifier bomb, killing (or seriously damaging) any infantry in short range. However, needs to be manually ordered to do so.

-Tirhan Scout Drone

**armor:** plate; **weapons:** Gravity Snare – explosive (both, area)

**speed:** moderate

**immunities:** Toxic

**abilities:** flying

**requires:** Troop Portal Nexus, Relay Node

**notes:**

A small flying drone used to scout hostile territories.

-Stihr Stealth Trooper

**armor:** none; **weapons:** Nullifier Gun – special: all objects with Psionic or Crystal ability (ground , area)

**speed:** low

**immunities:** none

**abilities:** psionic, cloaked

**requires:** Troop Portal Nexus, Scientific Core

**notes:**

A soldier equipped with a psionic nullifier rifle. Surprisingly, their cloaking ability seems to have a psionic origin...

-Phaton Cyborg

**armor:** plate; **weapons:** Energy Blades – piercing, purifying (ground )

**speed:** high

**immunities:** Toxic

**abilities:** psionic, detects disguised units (8), clears occupied, uncrushable

**requires:** Troop Portal Nexus, Maintenance Bay

**notes:**

An anti-armor and anti-infantry unit. Their main purpose is hunting down and tearing apart any psionic.

## 2) Mechs:

-Grethan Mining Walker

**armor:** heavy; **weapons:** Shield – special: self only

**speed:** moderate

**immunities:** Toxic

**abilities:** miner, crystal, invulnerable (when not moving and the enemy gets close, it activates its shield to become invulnerable to any attacks for 45 game seconds)

**requires:** Mech Gateway, Communication Beacon

**notes:**

You can have a good economy with 5 of them and just 1 Communication Beacon, as long as they won't have to walk too far away from your base.

-Cerser Battlearmor

**armor:** heavy; **weapons:** Assault Cannons – fire (both)

**speed:** moderate

**immunities:** Toxic

**abilities:** transporter (any infantry unit can enter it and fire from inside, provided it has any weapons; 1 space)

**requires:** Mech Gateway

**notes:**

Very versatile, but can't stand alone against any armored target. Dangerous only in large numbers.

-Bessor Sabotage Bot

**armor:** light; **weapons:** Gravity Snare – special: look below (ground)

**speed:** n/a

**immunities:** Toxic

**abilities:** detects stealth units (8), gravity snare (can lightly damage buildings and disable any non-infantry and non-avatar units), teleports

**requires:** Mech Gateway

**notes:**

Has no means of defending itself from infantry. Dangerous only in large numbers.

-Pheradernis Heavy Walker

**armor:** large; **weapons:** Punch – AP, siege (ground, Conventional)

**speed:** very low

**immunities:** Toxic

**abilities:** none

**requires:** Mech Gateway, Maintenance Bay

**notes:**

Very heavily armored robot, designed to destroy armored targets. It's too big to attack infantry.

-Expansion Walker

**armor:** large; **weapons:** none  
**speed:** low  
**immunities:** Toxic  
**abilities:** crystal, deploys into Communication Center  
**requires:** Mech Gateway, Maintenance Bay

### 3) Spaceships:

-Meerth Battleship

**armor:** shield; **weapons:** Pulse Cannons – unnatural (air, area), after upgrade: Particle Cannon – ion, siege (ground)  
**speed:** moderate  
**immunities:** Toxic  
**abilities:** flying, plasma cannons (damage is dealt in a large area)  
**requires:** Star Gate  
**notes:**

Can attack while moving. Use the guard button to make it seek new targets by itself.

-Lihra Sabotage Disk

**armor:** shield; **weapons:** Warping Beam – organic (ground, area), Scrambling Beam – special: structure only (ground)  
**speed:** very high  
**immunities:** Toxic  
**abilities:** flying, warping beam (warps infantry out of energy, receiving some funds), scrambling beam (disables power and base defenses, drains resources)  
**requires:** Star Gate  
**notes:**

Can attack while moving. Use the guard button to make it seek new targets by itself.

-Adharan Cruiser

**armor:** large; **weapons:** Annihilator – unnatural, siege (ground, area); **death:** Nuclear Explosion – explosive (ground, area)  
**speed:** very low  
**immunities:** Toxic  
**abilities:** flying  
**requires:** Star Gate, Relay Node  
**notes:**

Cannot attack while moving. Can fire a barrage of up to 4 shots and has to reload afterwards.

-Liavetan Mothership

**armor:** large; **weapons:** Eye of the Red Sun – unnatural, siege (ground, area); **death:** Nuclear Explosion – explosive (ground, area)  
**speed:** low  
**immunities:** Toxic, EMP  
**abilities:** avatar unit, crystal, lightning storm (lands to call a lightning storm in the surrounding area), detects stealth units (8, only after deploy)  
**requires:** Rift Control  
**notes:**

The first Liavetan Mothership is constructed as a building. Any next one will be constructed normally, via the Star Gate.

### 4) Building Tab:

-Communication Center

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** building production, base expansion, power source  
**requires:** Expansion Walker (deploys from)

-Communication Beacon

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** resource destination, crystal, base expansion  
**requires:** Scientific Core

-Troop Portal Nexus

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** infantry units production  
**requires:** Communication Beacon

-Mech Gateway

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** mechanized ground units production  
**requires:** Communication Beacon

-Star Gate

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** spaceship production  
**requires:** Communication Beacon

-Troop Portal

**armor:** structure; **weapons:** none, after upgrade: Anti-matter ray (ion)  
**immunities:** Toxic  
**abilities:** infantry units production (increases the build cost, but whenever infantry is created, it creates a copy of it, same way as Cloning Vats in YR)  
**requires:** Troop Portal Nexus

-Scientific Core

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** crystal  
**requires:** Troop Portal Nexus

-Maintenance Bay

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** unit repair (ground units have to be ordered to enter, aircrafts have to be above it), doesn't block ground units movement  
**requires:** Mech Gateway

-Relay Node

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Battlefield Scan power  
**requires:** Star Gate

-Rift Control

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Teleportation power, base expansion  
**requires:** Scientific Core, Maintenance Bay, Relay Node

## 5) Defense Tab:

-Psionic Nullifier

**time:** 9  
**powered:** no  
**effect:** nullifies all psionics within the target area, dealing significant damage to any living creature and destroying any Crystalline; keep in mind that all psionic or crystal units and buildings are affected (that is: refineries, miners, avatars, palladian infantry, Herub, Phaton, Nightmare, Avoral, Eidolon, Alvus, Ortus, Power Node, Crystalline Sensor, Monolith and Crystallicum)  
**requires:** upgrade

- Stasis Field
  - time:** 9
  - powered:** no
  - effect:** instantly kills any infantry, disables any non-infantry in the area for about 45 game seconds, but makes them invulnerable to any damage
  - requires:** upgrade
  
- Battlefield Scan
  - time:** 11
  - powered:** no
  - effect:** reveals the entire map
  - requires:** Relay Node
  
- Charge Shields
  - time:** 7
  - powered:** no
  - effect:** instantly kills any infantry, invulnerability for about 45 game seconds to non-infantry in the area
  - requires:** Shield Battery
  
- Teleportation
  - time:** 7
  - powered:** no
  - effect:** instantly kills any infantry without the plate armor, teleports all units in the targeted 3x3 cells area to the destined area
  - requires:** Rift Control
  
- Adharan Bombardment
  - time:** 11
  - powered:** no
  - effect:** orders a fleet of Adharan Cruisers orbiting in the space to attack a certain area; note that those attacks are very inaccurate and may actually damage anything on the screen, as well as miss every target; the bombardment lasts for about 60 game seconds
  - requires:** Fleet Beacon
  - notes:**  
Highly unpredictable.
  
- Cash Create
  - armor:** none; **weapons:** none
  - immunities:** none
  - abilities:** leaves a crate with cash
  - requires:** Communications Center
  - notes:**  
A convenient way to transfer cash in multiplayer games. Don't hesitate with collecting the crate, or the enemy may take it. Can be placed anywhere on the map.
  
- Expansion Beacon
  - armor:** structure; **weapons:** none
  - immunities:** Toxic
  - abilities:** covers a small area under shroud, base expansion
  - requires:** Communications Center
  
- Psionic Nullifier Node
  - armor:** structure; **weapons:** Particle Beam (ion)
  - immunities:** Toxic
  - abilities:** wall (when placed in a straight line with another Node, a Psionic Nullifier Shield is established)
  - requires:** Troop Portal Nexus
  
- Psionic Nullifier Shield
  - armor:** structure; **weapons:** Nullifier Discharge – special: all objects with Psionic or Crystal ability (ground , area)
  - immunities:** all attacks
  - abilities:** wall (created when 2 Obelisks are placed near each other in a straight line), invulnerable (can be destroyed only when any of the Nodes is destroyed), doesn't block ground units movement
  - requires:** n/a

-Salisar AA Defence

**armor:** structure; **weapons:** Gravity Snare – explosive (air, area)  
**immunities:** Toxic  
**abilities:** none  
**requires:** Star Gate

-Particle Missile Launcher

**armor:** structure; **weapons:** Particle Missile – ion, siege (ground)  
**immunities:** Toxic  
**abilities:** none  
**requires:** Maintenance Bay

-Far Expansion Beacon

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** base expansion (can be placed anywhere on the map so buildings can be placed there), disappears after some time, covers a small area under shroud  
**requires:** Relay Node

-Shield Battery

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Charge Shields power  
**requires:** Maintenance Bay

-Starfleet Beacon

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Adharan Bombardment power  
**requires:** Star Gate, Relay Node

-Improved Converters

**armor:** structure; **weapons:** none  
**immunities:** all attacks  
**abilities:** upgrade (increases the amount of crystals gained from a single harvester unload by 25%)  
**requires:** Scientific Core

-Meerth Battleship Particle Cannon

**armor:** structure; **weapons:** none  
**immunities:** all attacks  
**abilities:** upgrade (all newly produced Meerth Battleships get an anti-ground weapon)  
**requires:** Relay Node

-Psionic Nullifier Special

**armor:** structure; **weapons:** none  
**immunities:** all attacks  
**abilities:** provides the Psionic Nullifier power  
**requires:** Scientific Core, Relay Node  
**notes:**  
Choosing this power makes the Stasis Field Special inaccessible.

-Stasis Field Special

**armor:** structure; **weapons:** none  
**immunities:** all attacks  
**abilities:** provides the Stasis Field power  
**requires:** Maintenance Bay, Relay Node  
**notes:**

Choosing this power makes the Psionic Nullifier Special inaccessible.

-Laer Nullifier Bomb

**armor:** structure; **weapons:** none  
**immunities:** all attacks  
**abilities:** upgrade (all newly produced Laers get the Psionic Nullifier bomb, which detonates when they are ordered to deploy)  
**requires:** Scientific Core, Maintenance Bay

-Liavetan Mothership

**armor:** large; **weapons:** Eye of the Red Sun – unnatural, siege (ground, area); **death:** Nuclear Explosion – explosive (ground, area)

**immunities:** Toxic, EMP

**abilities:** avatar unit, crystal, lightning storm (lands to call a lightning storm in the surrounding area), detects stealth units (8, only after deploy)

**requires:** Rift Control

**notes:**

The first Liavetan Mothership is constructed as a building. Any next one will be constructed normally, via the Star Gate.

## **Palladians:**

An unknown force that awakens to face the upcoming threat.

Not as advanced as the Vintarids, they focused on psychic powers. Weaponry is mostly purely psionic, though they also use light beams and lightning bolts. Although their forces aren't very numerous, they are capable of succeeding even if very outnumbered by the enemy. That requires constant micromanagement, however.

Every unit is valuable, losing it makes their firepower drop significantly.

Main strategy – build a small defensive force to protect from rushes and slowly reduce the enemy's forces with hit and run tactics.

## **1) Infantry:**

-Warrior

**armor:** barrier; **weapons:** Crystal Blade – organic, purifying (ground)

**speed:** n/a

**immunities:** none

**abilities:** psionic, detects disguised units (7), teleports, uncrushable

**requires:** Sanctuary

**notes:**

Main Palladian anti-infantry unit. Quickly gets rid of most infantry threats, but cannot attack mechanical units nor buildings.

-Scribe

**armor:** barrier; **weapons:** Psychic Wave – explosive (ground, area)

**speed:** low

**immunities:** none

**abilities:** psionic, engineer

**requires:** Sanctuary

**notes:**

Captures enemy buildings and repairs friendly ones. Can defend itself against light armored infantry. Has to be manually ordered to deploy.

-Pyrokineticist

**armor:** barrier; **weapons:** Pyrokinetic Storm – fire (ground, area, Fire)

**speed:** low

**immunities:** none

**abilities:** psionic, pyrokinetic storm (affects a 3x3 cell area; any unit that enters the fire, even if allied, receives damage; the fire lasts for a short amount of time), uncrushable

**requires:** Sanctuary, Crystalline Sensor

**notes:**

Main Palladian siege unit. Has a big attack range. However, they will never attack any target very close to them, as they would also damage themselves. Very slow rate of fire, dies quickly if unprotected.

-Uncarnate

**armor:** plate; **weapons:** Solar Beam Rifle – ion, siege (both, Laser)  
**speed:** low  
**immunities:** Toxic  
**abilities:** psionic, cloaked (decloaks to fire), clears occupied, uncrushable  
**requires:** Sanctuary, Tribunal  
**notes:**  
Their stealth ability is psionic in origin – they simply erase their presence from their enemies minds. However, anything that affects their focus will most likely make them visible again. They cannot focus on staying stealth while attacking.

-Slayer

**armor:** barrier; **weapons:** Crystal Blades – organic (ground), Fire Stream – unnatural, siege (ground, area)  
**speed:** high  
**immunities:** Fire  
**abilities:** avatar unit, psionic, hovers, detects disguise (7), detects cloaked (5), clears occupied, deploy fire (attacks with a Fire Stream, which deals damage to anything on its path, even allied units), uncrushable  
**requires:** Sanctuary, Crystal of Dreams  
**notes:**  
Although can auto-attack infantry, still requires constant micromanagement. Falls quickly if facing an entire army, also has no means of retaliation against aircrafts.

## 2) Ground units:

-Nightmare

**armor:** shadow; **weapons:** Power Bolt – ion, siege (ground)  
**speed:** moderate  
**immunities:** Toxic, Conventional  
**abilities:** psionic, hover  
**requires:** n/a  
**notes:**  
A manifestation of fear, brought to life by a powerful psionic force. Accessible only through the Nightmare power.

-Lupus (wolf)

**armor:** isolate; **weapons:** Electric Bolt – ion (ground)  
**speed:** high  
**immunities:** Toxic  
**abilities:** hover  
**requires:** Machine Compiler  
**notes:**  
Main Palladian attack unit. Strong armor makes it also a good base defender. Designed to pursue retreating units.

-Eidolon (reflection)

**armor:** isolate; **weapons:** Laser Shot – ion, siege (ground, Laser)  
**speed:** low  
**immunities:** Toxic, Laser  
**abilities:** crystal, hover, deploy to cloak (deploys to stealth all nearby infantry, non-hovering units and buildings), beam support (can support other deployed Eidolons that are nearby)  
**requires:** Machine Compiler, Tribunal  
**notes:**  
Unit almost completely created from crystals. Has an ability to manipulate light around itself. However, it has to choose between attacking the enemy and staying cloaked.  
Try to make the enemy focus their laser attacks on them, as they are completely immune to light-based weaponry.

-Celer (swift)

**armor:** isolate; **weapons:** none; **death:** EM Pulse – special: mechanical units only (ground, area, EMP)

**speed:** very high

**immunities:** Toxic

**abilities:** miner, crystal, hover, teleports (can teleport only back to a Converter)

**requires:** Machine Compiler, Converter

**notes:**

Very fast mining unit. No means of defending itself and low storage. Can be used as an early game scout. You need at least 10 of them (and 3 Converters) to have a well functioning economy.

-Susceptor (guardian)

**armor:** heavy; **weapons:** Kinetic Burst – AP, siege (both)

**speed:** low

**immunities:** Toxic

**abilities:** hover

**requires:** Robotics Facility

**notes:**

Very slow. Powerful attack, which drains it for about 15 game seconds. Useless against infantry. Can attack ground units, but very inaccurate (AG attack is treated as an area attack). Designed as a base defender.

-Avoral

**armor:** isolate; **weapons:** Kinetic Beam – special: light, heavy, isolate (ground);

**death:** EM Pulse – special: mechanical units only (ground, area, EMP)

**speed:** low

**immunities:** Toxic

**abilities:** crystal, hover, detects stealth (8), kinetic beam (can lift units with its weapon and drag them closer)

**requires:** Robotics Facility

**notes:**

Has no means of defending itself from infantry. Its range isn't very long, but can auto-acquire targets. It cannot, however, lift targets that are too heavy or too close.

-Itineris (journey)

**armor:** heavy; **weapons:** Psychic Wave – explosive (ground, area)

**speed:** very high

**immunities:** Toxic

**abilities:** hover, transporter (can transport infantry; 3 space)

**requires:** Robotics Facility, Sanctuary

**notes:**

Very fast. Very low rate of fire. Designed for breaking through base defenses and quick raids.

-Alvus (hive)

**armor:** large; **weapons:** none; **death:** EM Pulse – special: mechanical units only (ground, area, EMP)

**speed:** low

**immunities:** Toxic

**abilities:** crystal, hover, spawner (spawns up to 4 Ovis drones)

**requires:** Robotics Facility, Crystallicum

**notes:**

Useless against rapid-fire anti-aircrafts. Almost unstoppable in large numbers, but has to be protected.

-Ortus (spring)

**armor:** large; **weapons:** none; **death:** Eternal Blast – unnatural, siege (ground, area)

**speed:** low

**immunities:** Toxic

**abilities:** crystal, hover, deploys into Focus Center

**requires:** Robotics Facility, Power Node

### 3) Aircraft:

-Apis (bee)

**armor:** isolate; **weapons:** Kinetic Jab – piercing, siege (ground)

**speed:** moderate

**immunities:** Toxic

**abilities:** flying

**requires:** n/a

**notes:**

Very fragile, but always attacks in large numbers. Accessible only from a Cubus.

-Solar

**armor:** isolate; **weapons:** Solar Beam – ion (both, Laser)

**speed:** high

**immunities:** Toxic

**abilities:** flying

**requires:** Machine Compiler, Crystallicum

**notes:**

Can attack while moving. Use the guard button to make it seek new targets by itself.

-Aeternus (eternal)

**armor:** isolate; **weapons:** Eternal Ray – unnatural, siege (ground); death: Eternal Blast – unnatural, siege (ground, area)

**speed:** high

**immunities:** all attacks

**abilities:** flying, invulnerable (can be destroyed only by destroying the Eternal Dome)

**requires:** Eternal Dome

**notes:**

Use it for attacking strongly defended targets, and don't let your Eternal Domes be destroyed.

### 4) Building Tab:

-Focus Center

**armor:** structure; **weapons:** none

**immunities:** Toxic

**abilities:** building construction, mind reader (11), base expansion, power source

**requires:** Ortus (deploys from)

-Converter

**armor:** structure; **weapons:** none

**immunities:** Toxic

**abilities:** resource destination, crystal, base expansion, powered

**requires:** Focus Center

-Sanctuary

**armor:** structure; **weapons:** none

**immunities:** Toxic

**abilities:** infantry recruiting, self-heal aura (gives self-healing ability to all allied infantry units), base expansion

**requires:** Robotics Facility

-Machine Compiler

**armor:** structure; **weapons:** none

**immunities:** Toxic

**abilities:** crewed unit production, base expansion, powered

**requires:** Robotics Facility

-Robotics Facility

**armor:** structure; **weapons:** none

**immunities:** Toxic

**abilities:** robotic units production, base expansion, powered

**requires:** Converter

-Crystalline Sensor

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** crystal, mind reader (8), power source  
**requires:** Converter

-Power Node

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** crystal, power source, power up (provides extra power per each Celer inside)  
**requires:** Robotics Facility

-Crystallicum

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** self-repair aura (gives self-repair ability to all allied mechanical units), crystal, base expansion  
**requires:** Crystalline Sensor

-Tribunal

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Protection power, base expansion, powered  
**requires:** Crystallicum

-Eternal Dome

**armor:** structure; **weapons:** none; **death:** Eternal Blast – unnatural, siege (ground, area)  
**immunities:** Toxic  
**abilities:** Aeternus production, powered  
**requires:** Tribunal

## 5) Defense Tab:

-Remote View

**time:** 5  
**powered:** no  
**effect:** reveals the targeted area  
**requires:** Focus Center, or Crystalline Sensor, or Wishmaker

-Protection

**time:** 5  
**powered:** yes  
**effect:** gives invulnerability to all affected allied buildings for 45 game seconds, but drains all power for 1 game minute  
**requires:** Tribunal

-Nightmare

**time:** 7  
**powered:** yes  
**effect:** summons a Nightmare to the targeted area; some psionic energy used to summon it materializes as clusters of Crystalline  
**requires:** Crystal of Dreams

-Doom Desire

**time:** 32  
**powered:** yes  
**effect:** instantly destroys all non-allied objects in a large area, providing they're on the ground; due to the enormous amount of psionic energy it releases, a lot of Crystalline materializes in the affected area  
**requires:** Wishmaker

-Cash Create

**armor:** none; **weapons:** none  
**immunities:** none  
**abilities:** leaves a crate with cash  
**requires:** Focus Center  
**notes:**

A convenient way to transfer cash in multiplayer games. Don't hesitate with collecting the crate, or the enemy may take it. Can be placed anywhere on the map.

-Crystalline Sensor Power Upgrade

**armor:** structure; **weapons:** none  
**immunities:** none  
**abilities:** upgrades the Crystalline Sensor to provide more power  
**requires:** Crystalline Sensor

-Crystalline Sensor Crystalline Upgrade

**armor:** structure; **weapons:** none  
**immunities:** none  
**abilities:** upgrades the Crystalline Sensor to spawn Crystalline  
**requires:** Crystalline Sensor, Crystallicum

-Monolith

**armor:** structure; **weapons:** Monolith Beam (both, Laser)  
**immunities:** Toxic  
**abilities:** powered  
**requires:** Crystalline Sensor

-Monolith Upgrade

**armor:** structure; **weapons:** none  
**immunities:** none  
**abilities:** upgrade (upgrades Monoliths range by 2 and firepower by 50%)  
**requires:** Monolith

-Crystal of Dreams

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Nightmare power, powered  
**requires:** Tribunal

-Wishmaker

**armor:** structure; **weapons:** none  
**immunities:** Toxic  
**abilities:** provides the Doom Desire and Remote View powers, mind reader (11), base expansion, powered  
**requires:** Tribunal  
**notes:**  
Consumes a lot of power. Before constructing it, be sure that your power level indicator reached light blue.

## **Ancient:**

A secret to be revealed.

They started to appear just recently, after the Vintarids came. It is unknown what are they or what is their purpose here, but it is certain that their units are affected by Psionic Nullifiers. No further info available.

There are 7 ancient units available in total, 5 of which can be found in crates.