

Ashes of the Singularity: Escalation Units

There are two factions in Ashes of the Singularity: Escalation, the Substrate and the Post Human Coalition (PHC). Both have similar capabilities but also important differences, when it comes to available units and buildings. Here you will find data on this subject, taken from version 2.92.73675. There is also an opt-in version and DLCs, which add further units. This list only considers the base game plus units/buildings from the free DLCs of the non-opt-in version.

PHC

Buildings

Nexus



The main building, the Nexus, is always present, unless a player has been defeated. It is the starting building, which can produce basic units such as the [Engineer](#) and the [Pan](#). A player can only have one Nexus at a time. If it gets destroyed, the player loses the match and a Turinium Generator spawns in its place. Therefore it is the primary target of any opponent.

- Default hit points: 25'000
- Shields: 0
- Armor: 2
- Weapons:
 - Annihilator Cannon
 - Damage rate: 17/s
 - Armor piercing: 0
 - Range: 800
 - Neutron Beam
 - Damage rate: 33/s
 - Armor piercing: 0
 - Range: 500
- Builds:
 - [Engineer](#)
 - [Pan](#)

Sensor Array



The main radar type is the Sensor Array. It shows the approximate positions of enemy units within its radius. The radius can be upgraded, using Quanta.

- Build time: 10 s
- Cost:
 - Metal: 120
 - Radioactives: 80
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 300
- Shields: 0
- Armor: 0
- Energy: 0

Defensive

Smarty System



Cheap versatile ground defense system. Can upgrade into [Barrager Turret](#) or [Artillery Post](#).

- Build time: 13 s
- Cost:

- Metal: 200
- Radioactives: 0
- Logistics: 0
- Quanta: 0
- Gain: none
- Hitpoints: 1500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Smarty Rockets
 - Damage rate: 43/s
 - Armor piercing: 20 %
 - Range: 800

Barrager Turret



Tough rapid firing ground defense strong against frigates and cruisers.

- Build time: 35 s
- Cost:
 - Metal: 600
 - Radioactives: 50
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 3000
- Shields: 0
- Armor: 0
- Weapon:
 - Barrager Rockets
 - Damage rate: 160/s
 - Armor piercing: 20 %
 - Range: 800

Barrager Turret Upgrade

The same as the [Barrager Turret](#), but requires a [Smarty System](#) as a base for upgrading. The cost

therefore is a bit less than when building the Barrager directly. But in sum the cost is the same for building a Smarty and upgrading it to a Barrager, as when the Barrager is built directly. Only the time it takes, is increased for the upgrade.

- Upgrade time: 23 s
- Cost:
 - Metal: 400
 - Radioactives: 50
 - Logistics: 0
 - Quanta: 0

Artillery Post



Long range artillery, strong against buildings and stationary units.

- Build time: 48 s
- Cost:
 - Metal: 800
 - Radioactives: 340
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1200
- Shields: 0
- Armor: 0
- Weapon:
 - Artillery Cannon
 - Damage rate: 21/s
 - Armor piercing: 0
 - Range: 2800

Artillery Post Upgrade

The same as the [Artillery Post](#), but requires a [Smarty System](#) as a base for upgrading. The cost therefore is a bit less than when building the Artillery Post directly. But in sum the cost is the same for building a Smarty and upgrading it to an Artillery Post, as when the Artillery Post is built directly.

- Upgrade time: 35 s
- Cost:
 - Metal: 600
 - Radioactives: 340
 - Logistics: 0
 - Quanta: 0

Sentinel Turret



Medium-range anti-cruiser and anti-dreadnought base defense. Upgrades into [Oblivion Turret](#).

- Build time: 22 s
- Cost:
 - Metal: 450
 - Radioactives: 90
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 3500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Railcannon
 - Damage rate: 180/s
 - Armor piercing: 20 %
 - Range: 800

Oblivion Turret



Boasts powerful single target damage with armor-piercing to stop enemy Dreadnoughts.

- Build time: 104 s
- Cost:
 - Metal: 930
 - Radioactives: 450
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Depleted Uranium Round
 - Damage rate: 294/s
 - Armor piercing: 40 %
 - Range: 1000

Oblivion Turret Upgrade

The same as the [Oblivion Turret](#), but requires a [Sentinel Turret](#) as a base for upgrading. The Upgrade has the advantage of being build faster but aside from this it costs an equal amount of resources when being build via the [Sapper](#).

- Upgrade time: 60 s
- Cost:
 - Metal: 480
 - Radioactives: 360
 - Logistics: 0
 - Quanta: 0

Constable



Cheap anti-air defense, effective against light aircraft. Upgrades into [Falcon Anti-Air](#) or [Air Eliminator](#).

- Build time: 15 s
- Cost:
 - Metal: 220

- Radioactives: 0
- Logistics: 0
- Quanta: 0
- Gain: none
- Hitpoints: 2200
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Constable Rocket Launcher
 - Damage rate: 121/s
 - Armor piercing: 0
 - Range: 1000

Air Eliminator Turret



Powerful single target damage with long range. Tough and strong versus heavy air units.

- Build time: 43 s
- Cost:
 - Metal: 650
 - Radioactives: 600
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 8000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Air Eliminator Beam
 - Damage rate: 446/s
 - Armor piercing: 0
 - Range: 1500

Air Eliminator Turret Upgrade

The same as the [Air Eliminator Turret](#), but requires a [Constable](#) as a base for upgrading. The eventual metal cost is a bit more than when building the Air Eliminator Turret directly and it takes slightly longer to build and upgrade than to build directly.

- Build time: 30 s
- Cost:
 - Metal: 450
 - Radioactives: 600
 - Logistics: 0
 - Quanta: 0

Falcon Anti-Air



Rapid-firing defense with splash damage. Strong versus groups of light air units.

- Build time: 35 s
- Cost:
 - Metal: 600
 - Radioactives: 200
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 5500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Falcon Mark I AA Flak Cannon
 - Damage rate: 120/s
 - Armor piercing: 10 %
 - Range: 1150

Falcon Anti-Air Upgrade

The same as the [Falcon Anti-Air](#), but requires a [Constable](#) as a base for upgrading. The eventual metal cost is a bit more than when building the Falcon Anti-Air directly and it takes slightly longer to build

and upgrade than to build directly.

- Build time: 38 s
- Cost:
 - Metal: 620
 - Radioactives: 200
 - Logistics: 0
 - Quanta: 0

Drone Bay



Spawns defensive drones which are deadly against Frigates and case chase enemies.

- Build time: 20 s
- Cost:
 - Metal: 380
 - Radioactives: 140
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Drone Bay
 - Damage rate: ?
 - Armor piercing: ?
 - Range: ?

Orbital Nullifier



Prevents enemy orbital abilities from being cast nearby. Unlocks the [Mobile Nullifier](#).

- Build time: 30 s
- Cost:
 - Metal: 250
 - Radioactives:
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1000
- Shields: 0
- Armor: 0
- Energy: 0

Repair Bay



Spawns repair drones to repair allied units but can be shut down by anti-drone units.

- Build time: 25 s
- Cost:
 - Metal: 300
 - Radioactives: 180
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:

- Repair Drone Bay
 - Damage rate: ?
 - Armor piercing: ?
 - Range: ?

Carving Turret



A Carving Turret is temporarily instantiated at any location you can see. Devastating damage but targeting systems are only capable of engaging dreadnoughts and juggernauts.

- Build time: 20 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 180
- Gain: none
- Hitpoints: 1000 (slowly decreasing on its own until destroyed at 0)
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Butcher Beam
 - Damage rate: 338/s
 - Armor piercing: 100 %
 - Range: 800

Emergency Turret



A light Emergency Turret is deployed in powered friendly territory to defend enemy attacks.

- Build time: 0 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 60
- Gain: none
- Hitpoints: 1300
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Mozart MK-III Dual Super-heated Railgun
 - Damage rate: 39/s
 - Armor piercing: 20 %
 - Range: 800

Economy

PHC Amplifier



Build on a captured Generator to increase its income by 50 %. Only one Amplifier can be built per region.

- Build time: 45 s
- Cost:
 - Metal: 140

- Radioactives: 320
- Logistics: 0
- Quanta: 0
- Gain:
 - Metal: +50 %
 - Radioactives: +50 %
 - Quanta: 0
- Hitpoints: 100
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

PHC Metal Extractor



Produces 1.75 Metal per second. Must be built on a Metal Deposit.

- Build time: 5 s
- Cost:
 - Metal: 50
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 1.75/s
 - Radioactives: 0
 - Quanta: 0
- Hitpoints: 500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Quantum Relay



Generates Quanta used to unlock Quantum Upgrades or call down Orbital Abilities.

- Build time: 30 s
- Cost:
 - Metal: 100
 - Radioactives: 300
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 0
 - Radioactives: 0
 - Quanta: 0.25/s
- Hitpoints: 1500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Radioactives Extractor



Produces 1.75 Radioactives per second. Must be built on a Radioactives Deposit.

- Build time: 5 s
- Cost:
 - Metal: 50
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 0

- Radioactives: 1.75/s
- Quanta: 0
- Hitpoints: 500
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Refinery



Build next to a captured Generator to increase its base income by 20 %. Multiple Refineries can be built per region.

- Build time: 45 s
- Cost:
 - Metal: 210
 - Radioactives: 300
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: +20 % (from the *base* income of that region and its extractors)
 - Radioactives: +20 % (from the *base* income of that region and its extractors)
 - Quanta: 0
- Hitpoints: 800
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Production

Advanced Sky Factory



Constructs heavy aircraft.

- Build time: 30 s
- Cost:
 - Metal: 350
 - Radioactives: 180
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Air Marauder](#)
 - [Instigator](#)
 - [Strategic Bomber](#)

Armory



Constructs cruisers.

- Build time: 20 s
- Cost:
 - Metal: 250
 - Radioactives: 50
 - Logistics: 0
 - Quanta: 0
- Gain: none

- Hitpoints: 3000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Zeus](#)
 - [Athena](#)
 - [Artemis](#)
 - [Hera](#)
 - [Nemesis](#)
 - [Apollo](#)
 - [Charon](#)
 - [Mobile Nullifier](#)

Dread Launch



Constructs dreadnoughts and juggernauts.

- Build time: 35 s
- Cost:
 - Metal: 500
 - Radioactives: 420
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 15'000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Cronus](#)
 - [Hyperion](#)
 - [Prometheus](#)

Factory



Constructs frigates

- Build time: 15 s
- Cost:
 - Metal: 150
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 2000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Archer](#)
 - [Brute](#)
 - [Hermes](#)
 - [Medic](#)

Sky Factory



Constructs light aircraft.

- Build time: 20 s
- Cost:
 - Metal: 250
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain: none

- Hitpoints: 2000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Fury](#)
 - [Hades](#)
 - [Pan](#)

Research

Energy Projector



Unlocks the [Drone Bay](#), [Charon](#) and the Intensive Care and EMP Pulse orbital abilities.

- Build time: 30 s
- Cost:
 - Metal: 260
 - Radioactives: 140
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 2000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Orbital Command



Unlocks the Orbital Strike orbital ability.

- Build time: 60 s
- Cost:
 - Metal: 900
 - Radioactives: 600
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Orbital Fabricator



Produces [Engineers](#). Unlocks the Engineer Drop, Call [Sentry](#), Deploy Incursion and Call [Sapper](#) orbital abilities.

- Build time: 30 s
- Cost:
 - Metal: 380
 - Radioactives: 200
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 2000
- Shields: 0
- Armor: 0

- Energy: 0
- Weapons: none
- Builds:
 - [Engineer](#)

Power Regulator



Unlocks the [Repair Bay](#) and the Optimize orbital ability.

- Build time: 20 s
- Cost:
 - Metal: 250
 - Radioactives: 160
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 2000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Weapons Lab



Unlocks the [Hera](#) and the Plasma Storm and [Carving Turret](#) orbital abilities.

- Build time: 43 s
- Cost:
 - Metal: 500
 - Radioactives: 300

- Logistics: 0
- Quanta: 0
- Gain: none
- Hitpoints: 3000
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Ground Units

Construction

Engineer



Fragile construction unit. Multiple Engineers can speed up build time or boost unit production.

- Build time: 20 s
- Cost:
 - Metal: 200
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 350
- Shields: 0
- Armor: 4
- Energy: 0
- Weapons:
 - Fabrication Array:
 - Damage: 0
 - Armor Piercing: 0
 - Range: 0
 - Fusion Arc:
 - Damage: -25/s
 - Armor Piercing: 100 %

- Range: 200
- Builds:
 - [Advanced Sky Factory](#)
 - [Amplifier](#)
 - [Armory](#)
 - [Constable](#)
 - [Dread Launch](#)
 - [Drone Bay](#)
 - [Energy Projector](#)
 - [Factory](#)
 - [Metal Extractor](#)
 - [Orbital Command](#)
 - [Orbital Fabricator](#)
 - [Orbital Nullifier](#)
 - [Power Regulator](#)
 - [Quantum Relay](#)
 - [Radioactives Extractor](#)
 - [Refinery](#)
 - [Repair Bay](#)
 - [Sensor Array](#)
 - [Sentinel Turret](#)
 - [Sky Factory](#)
 - [Smarty System](#)
 - [Weapons Lab](#)

Sapper



Heavy Engineer. Builds advanced base defenses.

- Build time: 24 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 90
- Gain: none

- Hitpoints: 900
- Shields: 0
- Armor: 8
- Energy: 0
- Weapon:
 - Fusion Arc:
 - Damage: -25/s
 - Armor Piercing: 100 %
 - Range: 200
- Builds:
 - [Advanced Sky Factory](#)
 - [Air Eliminator Turret](#)
 - [Amplifier](#)
 - [Armory](#)
 - [Artillery Post](#)
 - [Barrager Turret](#)
 - [Constable](#)
 - [Dread Launch](#)
 - [Drone Bay](#)
 - [Factory](#)
 - [Falcon Anti-Air](#)
 - [Metal Extractor](#)
 - [Oblivion Turret](#)
 - [Orbital Nullifier](#)
 - [Quantum Relay](#)
 - [Radioactives Extractor](#)
 - [Refinery](#)
 - [Repair Bay](#)
 - [Sensor Array](#)
 - [Sentinel Turret](#)
 - [Sky Factory](#)

Frigates

Archer



Fragile but high damage against cruisers and buildings. Mix with Brutes for screening.

- Build time: 4 s
- Cost:
 - Metal: 64
 - Radioactives: 0
 - Logistics: 2
 - Quanta: 0
- Gain: none
- Hitpoints: 80
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Toxotes Rockets:
 - Damage: 24/s
 - Armor Piercing: ?
 - Range: 525

Brute



Cheap and high durability, strong against other frigates.

- Build time: 2 s
- Cost:
 - Metal: 25
 - Radioactives: 0
 - Logistics: 1
 - Quanta: 0
- Gain: none
- Hitpoints: 125
- Shields: 0
- Armor:
- Energy: 0
- Weapon:
 - Anbus Plasma Cannon:
 - Damage: 9/s
 - Armor Piercing: 0
 - Range: 300

Hermes



Land scout. Fast reconnaissance unit with long sight range and radar.

- Build time: 3 s
- Cost:
 - Metal: 52
 - Radioactives: 0
 - Logistics: 2
 - Quanta: 0
- Gain: none
- Hitpoints: 75
- Shields: 0
- Armor:
- Energy: 0
- Weapon:
 - Melera Light Railgun:
 - Damage: 9/s
 - Armor Piercing: 0
 - Range: 400

Medic



Support unit. Has no attack but heals nearby friendly units.

- Build time: 8 s
- Cost:
 - Metal: 95
 - Radioactives: 35
 - Logistics: 4
 - Quanta: 0
- Gain: none
- Hitpoints: 200
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Fusion Arc:
 - Damage: -23/s
 - Armor Piercing: 100 %
 - Range: 300

Sentry



Powerful frigate deployed for raiding enemy lines

- Build time: 24 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 80
- Gain: none
- Hitpoints: 450
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Chopin MK-II Thermic Railgun:
 - Damage: 12/s
 - Armor Piercing: 20 %
 - Range: 300

Cruiser

Apollo



Anti-air and anti-drone cruiser with no ground attack

- Build time: 17 s
- Cost:
 - Metal: 350
 - Radioactives: 66
 - Logistics: 7
 - Quanta: 0
- Gain: none
- Hitpoints: 820
- Shields: 0
- Armor: 5
- Energy: 0
- Weapons:
 - Point Defense Laser:
 - Damage: 59/s
 - Armor Piercing: 0
 - Range: 1200
 - Light Autocannon:
 - Damage: 14/s
 - Armor Piercing: 25 %
 - Range: 1200
 - Flak Cannon:
 - Damage: 63/s
 - Armor Piercing: 25 %
 - Range: 1100

Artemis



Long-range artillery unit, effective against buildings and groups of static units.

- Build time: 20 s
- Cost:
 - Metal: 380
 - Radioactives: 90
 - Logistics: 9
 - Quanta: 0
- Gain: none
- Hitpoints: 520
- Shields: 0
- Armor: 4
- Energy: 0
- Weapon:
 - Havox MK-III Missile Launcher:
 - Damage: 74/s
 - Armor Piercing: 0
 - Range: 1400

Athena



Assault cruiser, versatile and especially effective against other cruisers.

- Build time: 22 s
- Cost:
 - Metal: 410
 - Radioactives: 90
 - Logistics: 10
 - Quanta: 0

- Gain: none
- Hitpoints: 920
- Shields: 0
- Armor: 4
- Energy: 0
- Weapons:
 - Rapture Cannon:
 - Damage: 10/s
 - Armor Piercing: 0
 - Range: 400
 - Plasma Gutter:
 - Damage: 114/s
 - Armor Piercing: 20 %
 - Range: 480
 - TK-421 Blast Cannon:
 - Damage: 10/s
 - Armor Piercing: 0
 - Range: 400

Charon



Mixing a Charon into an army allows reinforcements to be teleported directly onto on the field.

- Build time: 35 s
- Cost:
 - Metal: 700
 - Radioactives: 400
 - Logistics: 40
 - Quanta: 0
- Gain: none
- Hitpoints: 1500
- Shields: 0
- Armor: 10
- Energy: 0
- Weapon:
 - Charon MK-I Autocannon:
 - Damage: 43/s
 - Armor Piercing: 0
 - Range: 300

Hera



Heavy cruiser. Slow but tough with long-range damage effective against cruisers and buildings.

- Build time: 40 s
- Cost:
 - Metal: 640
 - Radioactives: 200
 - Logistics: 17
 - Quanta: 0
- Gain: none
- Hitpoints: 2400
- Shields: 0
- Armor: 6
- Energy: 0
- Weapon:
 - Fusion Bombard:
 - Damage: 65/s
 - Armor Piercing: 30 %
 - Range: 900

Nemesis



Anti-dreadnought cruiser with powerfull armor-piercing attack. Long range but little health.

- Build time: 30 s
- Cost:
 - Metal: 500
 - Radioactives: 100
 - Logistics: 12
 - Quanta: 0
- Gain: none
- Hitpoints: 500
- Shields: 0
- Armor: 4
- Energy: 0
- Weapons:
 - TG-400 Heavy Sniper Railgun:
 - Damage: 87/s
 - Armor Piercing: 80 %
 - Range: 800
 - Thantos LPA-1000 Plasma Cannon:
 - Damage: 36/s
 - Armor Piercing: 0
 - Range: 400

PHC Mobile Nullifier



Creates a mobile zone which blocks enemy Orbitals.

- Build time: 35 s
- Cost:
 - Metal: 800
 - Radioactives: 500
 - Logistics: 50
 - Quanta: 0
- Gain: none
- Hitpoints: 600

- Shields: 0
- Armor: 4
- Energy: 0
- Weapon:
 - Light Plasma Cannon:
 - Damage: 42/s
 - Armor Piercing: 0
 - Range: 500

Zeus



Tough, short-ranged cruiser strong versus frigates.

- Build time: 21 s
- Cost:
 - Metal: 320
 - Radioactives: 58
 - Logistics: 7
 - Quanta: 0
- Gain: none
- Hitpoints: 1100
- Shields: 0
- Armor: 4
- Energy: 0
- Weapons:
 - Heavy Laser Cannon:
 - Damage: 26/s
 - Armor Piercing: 0
 - Range: 300
 - Zeus CT-841A Plasma Streamer:
 - Damage: 38/s
 - Armor Piercing: 0
 - Range: 300

Dreadnought

Cronus



Long range artillery dreadnought, devastating against buildings and static armies.

- Build time: 200 s
- Cost:
 - Metal: 4000
 - Radioactives: 2400
 - Logistics: 90
 - Quanta: 0
- Gain: none
- Hitpoints: 14'000
- Shields: 0
- Armor: 12
- Energy: 0
- Weapons:
 - WM-205 Atropos Missile Battery:
 - Damage: 90/s
 - Armor Piercing: 20 %
 - Range: 1850
 - Mozart Mk-I Hyper Velocity Railgun:
 - Damage: 280/s
 - Armor Piercing: 20 %
 - Range: 600

Hyperion



Overwhelms large armies with rapid firing weaponry and rough survivability.

- Build time: 200 s
- Cost:
 - Metal: 4800
 - Radioactives: 2000
 - Logistics: 90
 - Quanta: 0
- Gain: none
- Hitpoints: 15'000
- Shields: 0
- Armor: 12
- Energy: 0
- Weapons:
 - WRX 1020 Pulse Cannon:
 - Damage: 357/s
 - Armor Piercing: 0
 - Range: 700
 - Hercules MK-I Dual Autocannon:
 - Damage: 178/s
 - Armor Piercing: 0
 - Range: 400

Prometheus



Anti-Dreadnought unit with full armor-piercing, but weak against large armies of cruisers.

- Build time: 220 s
- Cost:
 - Metal: 5500
 - Radioactives: 2000
 - Logistics: 100
 - Quanta: 0
- Gain: none
- Hitpoints: 17'500
- Shields: 0
- Armor: 12
- Energy: 0
- Weapons:
 - Quad Pulse Cannon:
 - Damage: 346/s
 - Armor Piercing: 100 %
 - Range: 750
 - Plasma Cannon:
 - Damage: 16/s
 - Armor Piercing: 0
 - Range: 600
 - Heavy Autocannon:
 - Damage: 56/s
 - Armor Piercing: 0
 - Range: 400

Juggernauts

Agamemnon



The Agamemnon packs two deadly laser batteries and area of effect missile launchers to obliterate swarms of units in its path. Lacks the armor-piercing to be effective against other Juggernauts or multiple Dreadnoughts.

- Build time: 400 s
- Cost:
 - Metal: 18'000
 - Radioactives: 6000
 - Logistics: 250
 - Quanta: 1000
- Gain: none
- Hitpoints: 60'000
- Shields: 0
- Armor: 12
- Energy: 0
- Weapons:
 - Agamemnon MK-II Triple Autocannon:
 - Damage: 300/s
 - Armor Piercing: 0
 - Range: 1000
 - WRB 1050 Pulse Battery:
 - Damage: 1342/s
 - Armor Piercing: 20 %
 - Range: 800
 - WM-208 Tempest Missile Battery:
 - Damage: 93/s
 - Armor Piercing: 0
 - Range: 1250

Leonidas



The Leonidas wields the most powerful weapon in the PHC arsenal, capable of destroying Dreadnoughts and enemy Juggernauts with ease. Can be overwhelmed by air or large armies of low tier units.

- Build time: 450 s
- Cost:
 - Metal: 22'000
 - Radioactives: 8000
 - Logistics: 300
 - Quanta: 1200
- Gain: none
- Hitpoints: 60'000
- Shields: 0
- Armor: 12
- Energy: 0
- Weapons:
 - Medusa Cannon:
 - Damage: 848/s
 - Armor Piercing: 100 %
 - Range: 1200
 - Leonidas Plasma Cannon:
 - Damage: 150/s
 - Armor Piercing: 100 %
 - Range: 800
 - Leonidas MK-I Dual Autocannon:
 - Damage: 280/s
 - Armor Piercing: 0
 - Range: 400

Air Units

Light

Fury



Air superiority fighter. Fast and deadly versus enemy bombers.

- Build time: 25 s
- Cost:
 - Metal: 200
 - Radioactives: 140
 - Logistics: 8
 - Quanta: 0
- Gain: none
- Hitpoints: 1200
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons:
 - Autocannon:
 - Damage: 136/s
 - Armor Piercing: 15 %
 - Range: 300
 - Atropos Missile:
 - Damage: 21/s
 - Armor Piercing: 15 %
 - Range: 500

Hades



Area-of-effect bomber, strong versus structures and groups of light units.

- Build time: 18 s

- Cost:
 - Metal: 180
 - Radioactives: 130
 - Logistics: 7
 - Quanta: 0
- Gain: none
- Hitpoints: 1200
- Shields: 0
- Armor: 0
- Energy: 0
- Weapon:
 - Rissmar Bombs:
 - Damage: 32/s
 - Armor Piercing: 0
 - Range: 1200

Pan



Airborne scout. Cheap reconnaissance unit with long sight range and radar.

- Build time: 10 s
- Cost:
 - Metal: 120
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 750
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Heavy

Air Marauder



Ground attack gunship, useful for harassment and effective against lightly armored units.

- Build time: 30 s
- Cost:
 - Metal: 500
 - Radioactives: 350
 - Logistics: 15
 - Quanta: 0
- Gain: none
- Hitpoints: 1400
- Shields: 0
- Armor: 8
- Energy: 0
- Weapon:
 - Thermal Laser Cannon:
 - Damage: 74/s
 - Armor Piercing: 20 %
 - Range: 800

Instigator



Heavy air scout which can capture enemy territory.

- Build time: 18 s
- Cost:
 - Metal: 300

- Radioactives: 60
- Logistics: 6
- Quanta: 0
- Gain: none
- Hitpoints: 1500
- Shields: 0
- Armor: 8
- Energy: 0
- Weapon:
 - Interdictor Cannon:
 - Damage: 9/s
 - Armor Piercing: 0
 - Range: 800

Strategic Bomber



Heavy bomber with devastating area of effect damage.

- Build time: 60 s
- Cost:
 - Metal: 1200
 - Radioactives: 1400
 - Logistics: 50
 - Quanta: 0
- Gain: none
- Hitpoints: 3500
- Shields: 0
- Armor: 10
- Energy: 0
- Weapon:
 - Mega Bombs:
 - Damage: 150/s
 - Armor Piercing: 40 %
 - Range: 1200

Substrate

Buildings

Substrate Nexus



The main building, the Nexus, is always present, unless a player has been defeated. It is the starting building, which can produce basic units such as the [Constructor](#) and the [Searcher](#). A player can only have one Nexus at a time. If it gets destroyed, the player loses the match and a Turinium Generator spawns in its place. Therefore it is the primary target of any opponent.

- Default hit points: 11'250
- Shields: 16'875
- Armor: 0
- Weapons:
 - Ample Warning Particle Giver
 - Damage rate: 25/s
 - Armor piercing: 0
 - Range: 700
 - Core Breach Delimiter
 - Damage rate: 63/s
 - Armor piercing: 0
 - Range: 750
- Builds:
 - [Constructor](#)
 - [Searcher](#)
 - [Harvester](#)

Defensive

Annihilator Cannon



Cheap base defense system. Short rate but moderate damage versus all ground targets. Upgrades into [Heavy Annihilator](#) then [Disruptor Cannon](#).

- Build time: 14 s
- Cost:
 - Metal: 230
 - Radioactives:
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 900
- Shields: 900
- Armor: 0
- Weapon:
 - Death Lance
 - Damage rate: 48/s
 - Armor piercing: 20 %
 - Range: 800

Blossom Launcher



Cheap anti-air defense, can upgrade to more potent turrets. Upgrades into [Sky Ender](#) or [Star Burst](#).

- Build time: 15 s
- Cost:
 - Metal: 240
 - Radioactives: 0

- Logistics: 0
- Quanta: 0
- Gain: none
- Hitpoints: 1237
- Shields: 1237
- Armor: 0
- Weapon:
 - Blossom Pod
 - Damage rate: 240/s
 - Armor piercing: 0 %
 - Range: 1100

Disruptor Cannon



The ultimate ground defense. Shoots out powerful lightning against multiple enemies. Annihilates frigates and cruisers.

- Build time: 69 s
- Cost:
 - Metal: 1090
 - Radioactives: 340
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 3375
- Shields: 2250
- Armor: 0
- Weapon:
 - Disruptor Cannon
 - Damage rate: 186/s
 - Armor piercing: 0 %
 - Range: 700

Disruptor Cannon Upgrade

The same as the [Disruptor Cannon](#), but requires a [Heavy Annihilator](#) as a base for upgrading. The cost and build time therefore is a bit higher for upgrading from a Heavy Annihilator than when building the Disruptor Cannon directly with an [Avatar](#).

- Upgrade time: 35 s
- Cost:
 - Metal: 560
 - Radioactives: 280
 - Logistics: 0
 - Quanta: 0

Drone MRV



Long-range base defense with area-of-effect damage. Strong versus frigates. Upgrades into [Shredder Turret](#).

- Build time: 20 s
- Cost:
 - Metal: 260
 - Radioactives: 130
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 675
- Shields: 675
- Armor: 0
- Weapon:
 - Drone Pod Launcher
 - Damage rate: 29/s
 - Armor piercing: 40 %
 - Range: 1200

Exterminator Turret



Boasts powerful single target damage with armor-piercing to stop enemy Dreadnoughts.

- Build time: 49 s
- Cost:
 - Metal: 1000
 - Radioactives: 420
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 3375
- Shields: 1350
- Armor: 0
- Weapon:
 - Exterminator Cannon
 - Damage rate: 198/s
 - Armor piercing: 100 %
 - Range: 1000

Exterminator Turret Upgrade

The same as the [Exterminator Turret](#), but requires an [Pulverizer Turret](#) as a base for upgrading. The cost and building time for building an Annihilator Cannon and upgrading it to a Disruptor Cannon is the same as for building the Disruptor Cannon directly with an [Avatar](#).

- Upgrade time: 25 s
- Cost:
 - Metal: 600
 - Radioactives: 240
 - Logistics: 0
 - Quanta: 0

Heavy Annihilator



Heavy rapid-firing defense strong against frigates and cruisers. Upgrades into [Disruptor Cannon](#).

- Build time: 34 s
- Cost:
 - Metal: 530
 - Radioactives: 60
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1350
- Shields: 1125
- Armor: 0
- Weapon:
 - Heavy Death Lance
 - Damage rate: 59/s
 - Armor piercing: 20 %
 - Range: 800

Heavy Annihilator Upgrade

The same as the [Heavy Annihilator](#), but requires an [Annihilator Cannon](#) as a base for upgrading. The cost and build time are the same as when building the Heavy Annihilator directly with an [Avatar](#).

- Upgrade time: 23 s
- Cost:
 - Metal: 300
 - Radioactives: 60
 - Logistics: 0
 - Quanta: 0

Pulverizer Turret



Medium-range turret strong versus cruisers and dreadnoughts. Upgrades into [Exterminator Turret](#).

- Build time: 24 s
- Cost:
 - Metal: 400
 - Radioactives: 180
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1125
- Shields: 2812
- Armor: 0
- Weapon:
 - Pulverizer Beam
 - Damage rate: 123/s
 - Armor piercing: 20 %
 - Range: 900

Serpentine Turret



A quickly deployable turret made to secure weakly defended or ambushed positions.

- Build time: 0 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 60

- Gain: none
- Hitpoints: 675
- Shields: 675
- Armor: 0
- Weapon:
 - Serpentine gun
 - Damage rate: 36/s
 - Armor piercing: 20 %
 - Range: 800

Shredder Turret



Long range defense with splash damage. Spawns drone swarms.

- Build time: 55 s
- Cost:
 - Metal: 860
 - Radioactives: 370
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 675
- Shields: 675
- Armor: 0
- Weapon:
 - Plasma Ball
 - Damage rate: 38/s
 - Armor piercing: 0 %
 - Range: 2000
 - Drone Canister
 - Damage rate: 5/s
 - Armor piercing: 0 %
 - Range: 2000

Shredder Turret Upgrade

The same as the [Shredder Turret](#), but requires an [Drone MRV](#) as a base for upgrading. The cost and build time are the same as when building the Shredder Turret directly with an [Avatar](#).

- Upgrade time: 35 s
- Cost:
 - Metal: 600
 - Radioactives: 240
 - Logistics: 0
 - Quanta: 0

Sky Ender



Heavy air defense. Powerful single target damage with long range, tough and strong versus heavy air units.

- Build time: 45 s
- Cost:
 - Metal: 670
 - Radioactives: 600
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 4500
- Shields: 4500
- Armor: 0
- Weapon:
 - Sky Ender Force Projector
 - Damage rate: 300/s
 - Armor piercing: 25 %
 - Range: 1550

Sky Ender Upgrade

The same as the [Sky Ender](#), but requires a [Blossom Launcher](#) as a base for upgrading. The metal cost is a bit higher for upgrading from a Blossom Launcher than when building the Sky Ender directly with an [Avatar](#). Build time and radioactives cost stay the same.

- Upgrade time: 30 s
- Cost:
 - Metal: 450
 - Radioactives: 600

- Logistics: 0
- Quanta: 0

Star Burst



Rapid-firing air defense with splash damage. Strong versus groups of light air units.

- Build time: 38 s
- Cost:
 - Metal: 620
 - Radioactives: 240
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 3093
- Shields: 3093
- Armor: 0
- Weapon:
 - Icarus Cannon
 - Damage rate: 133/s
 - Armor piercing: 0 %
 - Range: 1200

Star Burst Upgrade

The same as the [Star Burst](#), but requires a [Blossom Launcher](#) as a base for upgrading. The metal cost is a bit higher for upgrading from a Blossom Launcher than when building the Star Burst directly with an [Avatar](#). Build time and radioactives cost stay the same.

- Upgrade time: 35 s
- Cost:
 - Metal: 560
 - Radioactives: 280
 - Logistics: 0
 - Quanta: 0

Economy

Substrate Amplifier



Build on a captured Generator to increase its income by 50%. Only one Amplifier can be built per region.

- Build time: 45 s
- Cost:
 - Metal: 140
 - Radioactives: 320
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: +50 %
 - Radioactives: +50 %
 - Quanta: 0
- Hitpoints: 112
- Shields: 0
- Armor: 0
- Energy: 0
- Weapons: none

Substrate Metal Extractor



Produces 1.75 Metal per second. Must be built on a Metal Deposit.

- Build time: 5 s
- Cost:
 - Metal: 50
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 1.75
 - Radioactives: 0
 - Quanta: 0
- Hitpoints: 551
- Shields: 11
- Armor: 0
- Energy: 0
- Weapons: none

Quantum Archive



Generates Quanta used to unlock Quantum Upgrades or call down Orbital Abilities.

- Build time: 30 s
- Cost:
 - Metal: 100
 - Radioactives: 300
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 0
 - Radioactives: 0
 - Quanta: 0.25/s
- Hitpoints: 900
- Shields: 562
- Armor: 0
- Energy: 0
- Weapons: none

Radioactives Harvester



Produces 1.75 Radioactives per second. Must be built on a Radioactives Deposit.

- Build time: 5 s
- Cost:
 - Metal: 50
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain:
 - Metal: 0
 - Radioactives: 1.75/s
 - Quanta: 0
- Hitpoints: 562
- Shields: 11
- Armor: 0
- Energy: 0
- Weapons: none

Production

Advanced Assembly



Constructs dreadnoughts and juggernauts.

- Build time: 35 s
- Cost:

- Metal: 500
- Radioactives: 420
- Logistics: 0
- Quanta: 0
- Gain: none
- Hitpoints: 8437
- Shields: 8437
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Overmind](#)
 - [Retributor](#)
 - [Savager](#)
 - [Eye of Darkness](#)
 - [Nest of the Queen](#)

Assembly



Constructs fritages and cruisers.

- Build time: 16 s
- Cost:
 - Metal: 240
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1125
- Shields: 1125
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Capacitor](#)
 - [Martyr](#)
 - [Reaper](#)
 - [Sky Cleanser](#)
 - [Avenger](#)
 - [Caregiver](#)

- [Destructor](#)
- [Drone Hive](#)
- [Eradicator](#)
- [Masochist](#)
- [Mauler](#)
- [Mobile Nullifier](#)

Aviary



Constructs light and heavy air craft.

- Build time: 23 s
- Cost:
 - Metal: 280
 - Radioactives: 0
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1687
- Shields: 1687
- Armor: 0
- Energy: 0
- Weapons: none
- Builds:
 - [Air Rampager](#)
 - [Punisher](#)
 - [Searcher](#)
 - [Air Harbinger](#)
 - [Dominator](#)
 - [Harvester](#)

Support

Gateway



Produces [Constructors](#). Unlocks the [Air Rampager](#) and the Call [Avatar](#), Call [Saboteur](#) and Nano-Transport orbital abilities.

- Build time: 30 s
- Cost:
 - Metal: 350
 - Radioactives: 200
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 900
- Shields: 1125
- Armor: 0
- Energy: 0
- Weapons: none

Listening Post

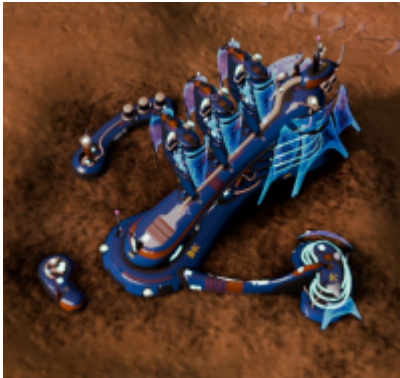


Detects enemy forces at extreme range.

- Build time: 10 s
- Cost:
 - Metal: 120
 - Radioactives: 80
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 112
- Shields: 225
- Armor: 0
- Energy: 0

- Weapons: none

Quantum Jammer



Prevents enemy orbital abilities from being cast nearby. Unlocks the [Mobile Nullifier](#).

- Build time: 30 s
- Cost:
 - Metal: 250
 - Radioactives: 150
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1125
- Shields: 562
- Armor: 0
- Energy: 0
- Weapons: none

Regenerator



Restores shield integrity of nearby units and structures.

- Build time: 20 s
- Cost:
 - Metal: 240
 - Radioactives: 180
 - Logistics: 0
 - Quanta: 0

- Gain: none
- Hitpoints: 450
- Shields: 900
- Armor: 0
- Energy: 0
- Weapons: none

Research

Energy Modulator



Unlocks the [Caregiver](#), [Regenerator](#) and the Boost and Regenerate orbital abilities.

- Build time: 20 s
- Cost:
 - Metal: 280
 - Radioactives: 160
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 900
- Shields: 1125
- Armor: 0
- Energy: 0
- Weapons: none

Orbital Drone Relay



Unlocks the [Masochist](#) and the Drone Swarm and Nanite Assassination orbital abilities.

- Build time: 40 s
- Cost:
 - Metal: 450
 - Radioactives: 300
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1350
- Shields: 1687
- Armor: 0
- Energy: 0
- Weapons: none

Subspace Streamer



Unlocks [Eradicator](#), [Air Harbinger](#) and the Antimatter Detonation orbital ability.

- Build time: 60 s
- Cost:
 - Metal: 840
 - Radioactives: 650
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 1800
- Shields: 2250
- Armor: 0
- Energy: 0
- Weapons: none

Ground Units

Construction

Avatar



Advanced Constructor with light weapon for defense. Can build advanced base defenses.

- Build time: 32 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 10
 - Quanta: 90
- Gain: none
- Hitpoints: 300
- Shields: 300
- Armor: 4
- Energy: 0
- Weapons:
 - Tessrar Plasma:
 - Damage: 22/s
 - Armor Piercing: 100 %
 - Range: 500
 - Fusion Arc:
 - Damage: -25/s
 - Armor Piercing: 100 %
 - Range: 200
- Builds:
 - [Amplifier](#)
 - [Advanced Assembly](#)
 - [Annihilator Cannon](#)
 - [Assembly](#)
 - [Aviary](#)
 - [Blossom Launcher](#)
 - [Disruptor Cannon](#)
 - [Drone MRV](#)
 - [Exterminator Turret](#)
 - [Heavy Annihilator](#)
 - [Listening Post](#)

- [Metal Extractor](#)
- [Pulverizer Turret](#)
- [Quantum Archive](#)
- [Quantum Jammer](#)
- [Radioactives Harvester](#)
- [Regenerator](#)
- [Shredder Turret](#)
- [Sky Ender](#)
- [Star Burst](#)

Constructor



Fragile construction unit. Multiple Constructors can speed up build time or boost unit production.

- Build time: 20 s
- Cost:
 - Metal: 200
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 80
- Shields: 270
- Armor: 4
- Energy: 0
- Weapon:
 - Fusion Arc:
 - Damage: -25/s
 - Armor Piercing: 100 %
 - Range: 200
- Builds:
 - [Metal Extractor](#)
 - [Radioactives Harvester](#)
 - [Quantum Archive](#)
 - [Amplifier](#)
 - [Assembly](#)
 - [Advanced Assembly](#)
 - [Aviary](#)
 - [Listening Post](#)
 - [Annihilator Cannon](#)

- [Pulverizer Turret](#)
- [Blossom Launcher](#)
- [Drone MRV](#)
- [Regenerator](#)
- [Energy Modulator](#)
- [Orbital Drone Relay](#)
- [Gateway](#)
- [Subspace Streamer](#)
- [Quantum Jammer](#)

Frigates

Capacitor



Support unit with radar. Recharges the weapon energy of nearby units allowing them to fire for longer.

- Build time: 5 s
- Cost:
 - Metal: 62
 - Radioactives: 18
 - Logistics: 2
 - Quanta: 0
- Gain: none
- Hitpoints: 30
- Shields: 100
- Armor: 0
- Energy: 500
- Weapon:
 - Holdout Laser:
 - Damage: 8/s
 - Armor Piercing: ?
 - Range: 250

Martyr



Fast and cheap anti-frigate unit.

- Build time: 5 s
- Cost:
 - Metal: 75
 - Radioactives: 0
 - Logistics: 2
 - Quanta: 0
- Gain: none
- Hitpoints: 80
- Shields: 100
- Armor: 0
- Energy: 0
- Weapon:
 - Plasma Launcher:
 - Damage: 7/s
 - Armor Piercing: 0
 - Range: 300

Reaper



Anti-cruiser and anti-building. Requires Capacitors to recharge its weapons.

- Build time: 8 s
- Cost:
 - Metal: 140
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 45
- Shields: 135
- Armor: 0
- Energy: 60
- Weapon:
 - Reaper Scythe:
 - Damage: 13/s
 - Armor Piercing: 20 %
 - Range: 525

Saboteur



Weak but numerous, built to harass vulnerabilities in enemy lines.

- Build time: 24 s
- Cost:
 - Metal: 0
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 75
- Gain: none
- Hitpoints: 160
- Shields: 320
- Armor: 0
- Energy: 0
- Weapon:
 - Ion Bolt Cannon:
 - Damage: 10/s
 - Armor Piercing: 20 %
 - Range: 600

Sky Cleanser



Anti-air and anti-drone fritgate.

- Build time: 6 s
- Cost:
 - Metal: 100
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 120
- Shields: 160
- Armor: 0
- Energy: 0
- Weapon:
 - Demeter Autogun:
 - Damage: 31/s

- Armor Piercing: 20 %
- Range: 1200

Cruiser

Avenger



Cheap anti-frigate cruiser.

- Build time: 20 s
- Cost:
 - Metal: 292
 - Radioactives: 56
 - Logistics: 7
 - Quanta: 0
- Gain: none
- Hitpoints: 280
- Shields: 550
- Armor: 4
- Energy: 80
- Weapons:
 - Mayhem Cannon:
 - Damage: 34/s
 - Armor Piercing: 0
 - Range: 500
 - Discouraging Streamer:
 - Damage: 139/s
 - Armor Piercing: 0
 - Range: 350

Caregiver



Support unit. Replenishes shields of nearby allied units.

- Build time: 30 s
- Cost:
 - Metal: 400
 - Radioactives: 100
 - Logistics: 10
 - Quanta: 0
- Gain: none
- Hitpoints: 450
- Shields: 900
- Armor: 4
- Energy: 0
- Weapon:
 - Caregiver Shield Regenerator:
 - Damage: 8/s
 - Armor Piercing: 0
 - Range: 300

Destructor



Long-range cruiser effective against buildings and stationary targets.

- Build time: 21 s
- Cost:
 - Metal: 380
 - Radioactives: 92
 - Logistics: 0
 - Quanta: 0
- Gain: none
- Hitpoints: 100
- Shields: 400
- Armor: 4
- Energy: 100
- Weapons:
 - Plasma Rain Launcher:
 - Damage: 145/s
 - Armor Piercing: 80 %
 - Range: 1400
 - Dissuader Particle Response Level 1:
 - Damage: 12/s
 - Armor Piercing: 0
 - Range: 500

Drone Hive



Spawns anti-air drones to clear the skies of enemies. Has weak anti-ground defense.

- Build time: 21 s
- Cost:
 - Metal: 320
 - Radioactives: 50
 - Logistics: 7
 - Quanta: 0
- Gain: none
- Hitpoints: 200
- Shields: 600
- Armor: 4
- Energy: 0
- Weapon:
 - Sorphias Defense Laser:

- Damage: 29/s
- Armor Piercing: 0
- Range: 600

Eradicator



Heavy Cruiser. Slow but tough with long-range and armor-piercing weaponry powerful against dreadnoughts.

- Build time: 45 s
- Cost:
 - Metal: 720
 - Radioactives: 240
 - Logistics: 19
 - Quanta: 0
- Gain: none
- Hitpoints: 800
- Shields: 1400
- Armor: 6
- Energy: 100
- Weapons:
 - Peeping Tom:
 - Damage: 57/s
 - Armor Piercing: 100 %
 - Range: 900
 - Plasma Cannon:
 - Damage: 4/s
 - Armor Piercing: 0
 - Range: 400

Masochist



Heavy anti-frigate unit. Attacks become more powerful as it takes damage.

- Build time: 20 s
- Cost:
 - Metal: 450
 - Radioactives: 80
 - Logistics: 9
 - Quanta: 0
- Gain: none
- Hitpoints: 1250
- Shields: 40
- Armor: 4
- Energy: -
- Weapon:
 - Plasma Flail:
 - Damage: 247/s
 - Armor Piercing: 0
 - Range: 400

Mauler



Assault cruiser, versatile and especially effective against other cruisers.

- Build time: 25 s
- Cost:
 - Metal: 400
 - Radioactives: 90
 - Logistics: 10
 - Quanta: 0
- Gain: none
- Hitpoints: 280

- Shields: 630
- Armor: 4
- Energy: 100
- Weapons:
 - Hyena Laser Array:
 - Damage: 30/s
 - Armor Piercing: 20 %
 - Range: 450
 - Dissuader Particle Response Level 1:
 - Damage: 12/s
 - Armor Piercing: 0
 - Range: 450

Substrate Mobile Nullifier



Creates a mobile zone which blocks enemy Orbitals.

- Build time: 35 s
- Cost:
 - Metal: 800
 - Radioactives: 500
 - Logistics: 50
 - Quanta: 0
- Gain: none
- Hitpoints: 180
- Shields: 400
- Armor: 4
- Energy: -
- Weapons:
 - Light Plasma Cannon:
 - Damage: 12/s
 - Armor Piercing: 0
 - Range: 500
 - Anti-Air Plasma Cannon:
 - Damage: 25/s
 - Armor Piercing: 0
 - Range: 500

Dreadnoughts

Overmind



Overwhelms enemies with swarms of drones effective against all targets, including air. Drones can be shot down with anti-air weaponry.

- Build time: 200 s
- Cost:
 - Metal: 4400
 - Radioactives: 2400
 - Logistics: 90
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 11'000
- Armor: 12
- Energy: -
- Weapon:
 - Gentle Persuader III Plasma Negotiator:
 - Damage: 64/s
 - Armor Piercing: 0
 - Range: 600

Retributor



Tough Dreadnought that can annihilate large armies of cruisers and frigates.

- Build time: 200 s
- Cost:
 - Metal: 4800
 - Radioactives: 2000
 - Logistics: 90
 - Quanta: 0
- Gain: none
- Hitpoints: 4000
- Shields: 11'000
- Armor: 12
- Energy: -
- Weapons:
 - Particle Beam Cannon:
 - Damage: 343/s
 - Armor Piercing: 0
 - Range: 700
 - Light Plasma Cannon:
 - Damage: 96/s
 - Armor Piercing: 0
 - Range: 400

Savager



High armor-piercing allows the Savager to duel any Dreadnought.

- Build time: 220 s

- Cost:
 - Metal: 5500
 - Radioactives: 2000
 - Logistics: 100
 - Quanta: 0
- Gain: none
- Hitpoints: 5000
- Shields: 12'500
- Armor: 12
- Energy: -
- Weapons:
 - Ion Cannon:
 - Damage: 158/s
 - Armor Piercing: 0
 - Range: 700
 - WMC:
 - Damage: 324/s
 - Armor Piercing: 100 %
 - Range: 750

Juggernauts

Eye of Darkness



The pinnacle of Substrate's technological superiority, ruptures the fabric of spacetime to destabilize targets at the molecular level. Has area of effect damage with armor-piercing, strong against all ground targets but lacks anti-air.

- Build time: 500 s
- Cost:
 - Metal: 24'000
 - Radioactives: 9000
 - Logistics: 325
 - Quanta: 1300
- Gain: none
- Hitpoints: 12'500
- Shields: 37'500
- Armor: 10
- Energy: 0

- **Weapon:**
 - **Attitude Adjuster:**
 - Damage: 781/s
 - Armor Piercing: 100 %
 - Range: 1000

Nest of the Queen



Spawns rapidly replacing frigates and drones to overwhelm enemy armies and air units. Weak against enemy Juggernauts in direct fight, but has rapid regeneration and supports friendlies.

- Build time: 400 s
- Cost:
 - Metal: 18'000
 - Radioactives: 6000
 - Logistics: 250
 - Quanta: 1000
- Gain: none
- Hitpoints: 12'500
- Shields: 32'500
- Armor: 10
- Energy: 0
- **Weapon:**
 - **Shield Regeneration Field Projector:**
 - Damage: 24/s
 - Armor Piercing: ?
 - Range: 600

Air Units

Light

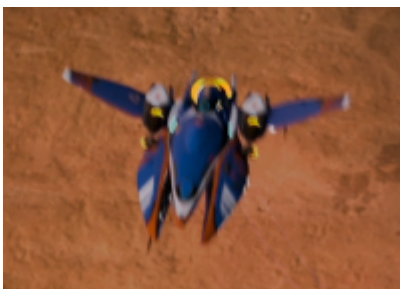
Air Rampager



Light gunship, effective at harassment and against small groups of units.

- Build time: 30 s
- Cost:
 - Metal: 500
 - Radioactives: 350
 - Logistics: 16
 - Quanta: 0
- Gain: none
- Hitpoints: 600
- Shields: 600
- Armor: 0
- Energy: 0
- Weapons:
 - Dispersed Plasma Beam:
 - Damage: 69/s
 - Armor Piercing: 0 %
 - Range: 800
 - Rainmaker Turret:
 - Damage: 100/s
 - Armor Piercing: 0 %
 - Range: 900

Punisher



Precision bomber. Strong versus cruisers and buildings. Can target radar contacts.

- Build time: 25 s
- Cost:
 - Metal: 310

- Radioactives: 220
- Logistics: 10
- Quanta: 0
- Gain: none
- Hitpoints: 250
- Shields: 1050
- Armor: 0
- Energy: 0
- Weapon:
 - Plasma Bombard:
 - Damage: 70/s
 - Armor Piercing: 40 %
 - Range: 1200

Searcher



Airborne scout. Cheap reconnaissance unit with long sight range and radar.

- Build time: 10 s
- Cost:
 - Metal: 120
 - Radioactives: 0
 - Logistics: 3
 - Quanta: 0
- Gain: none
- Hitpoints: 125
- Shields: 575
- Armor: 0
- Energy: 0
- Weapons: none

Heavy

Air Harbinger



Heavy gunship with devastating single target armor-piercing attack. Strong against Dreadnoughts.

- Build time: 60 s
- Cost:
 - Metal: 1200
 - Radioactives: 1400
 - Logistics: 50
 - Quanta: 0
- Gain: none
- Hitpoints: 1200
- Shields: 3000
- Armor: 5
- Energy: 0
- Weapon:
 - Katsika Cannon:
 - Damage: 233/s
 - Armor Piercing: 100 %
 - Range: 1000

Dominator



Air superiority fighter. Fast and deadly versus enemy bombers.

- Build time: 25 s
- Cost:
 - Metal: 200
 - Radioactives: 140
 - Logistics: 8
 - Quanta: 0
- Gain: none

- Hitpoints: 420
- Shields: 780
- Armor: 0
- Energy: 0
- Weapon:
 - Perseus Cannon:
 - Damage: 127/s
 - Armor Piercing: 15 %
 - Range: 1200

Harvester



Economy unit. Move to a Generator to increase its base income by 15 %. Multiple Harvesters can enhance a region.

- Build time: 30 s
- Cost:
 - Metal: 180
 - Radioactives: 280
 - Logistics: 3
 - Quanta: 0
- Gain:
 - Metal: +15 % (on the *base* value of that region and its extractors)
 - Radioactives: +15 % (on the *base* value of that region and its extractors)
- Hitpoints: 500
- Shields: 500
- Armor: 0
- Energy: 0
- Weapons: none

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