



SUNAGE

Manual

(v1.14.0)



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1 GAME OVERVIEW

1.1 Story

SunAge is upon us – the solar system is dying.

With Earth teetering on the brink of extinction, human Federals and mutant-gene Raak-Zun are battling for control of its dwindling resources. Then, into this savage conflict step the mysterious Sentinel, exploiting superior technology that opens gateways to an alien and resource-rich planet.

An epic clash is set to unfold, and along with it the mystery of a sinister creature that lurks at the very heart of their troubles ...

1.1.1 Federal Campaign

Centuries of total war have reduced Earth to a radioactive wasteland, forcing warring nations to bunker-down in purpose-built domes. Sealed off, these remnants of mankind attempt to survive on limited resources, but one by one the domes have begun to fall. Now only one dome remains ...

You play as Ethan, a rookie commander tasked with protecting mankind's final bastion. Like all Federals, he believes that the dome still stands because it responded to the threat posed by the Raak-Zun: a network of tribal mutants that populate the wasteland. Only military might and discipline have kept the savage Raak-Zun at bay.

The game joins Ethan as he returns from a wasteland patrol. Already his combat experience prompts him to question high command's current strategy of sitting-tight. He is frustrated to see the Raak-Zun gain ground whilst high command shifts its focus to an emerging threat – a threat that is fuelling rumors of extra-terrestrial contact.

1.1.2 Raak-Zun Campaign

When mankind retreated into the domes they also committed an act of grand betrayal - abandoning many of their peoples to perish in the toxic wastelands. But not all perished. Suffering decades of mutation and hardship, a new race was born with the instinct and brute force to survive the dangers of the wasteland: the Raak-Zun.

You begin play as Madok, a battle-hardened Slavemaster whose tribe controls the lands that border the Federal dome. Like all Raak-Zun, he has inherited a hatred of all humans and an instinctive hostility to sinister invaders that have begun to probe the sacred wasteland.

The game joins Madok as he visits the heart of the Raak-Zun domain. Already, his loyalty is put to the test as he begs the all-powerful Oracle to release his brother, Sauk. Rumors spread that Sauk is a prophetic figure, known as the Heretic, who will divide the tribes and herald the transformation of Raak – their god.

1.1.3 Sentinel Campaign

Products of an advanced and alien culture – the Sentinel use portal technology to travel between Earth and Elysium a jungle planet that serves as their base. These robotic drones ruthlessly carry out objectives specified by an enigmatic master race – with the ultimate aim of eradicating a universal menace.

You play as the Symbiont, a prototype field commander who is integrated into the drone hierarchy to upgrade their tactical performance against Federal and Raak-Zun opponents. The Symbiont is an exception born out of necessity – caused by the complication of Earth's war-mongering factions.

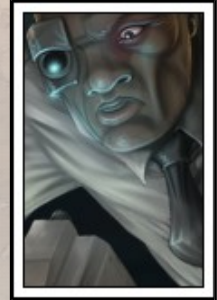
The game starts with the capture and assimilation of the Symbiont. However, as its battlefield performance increases so too does its self-awareness. It struggles to bypass memory wipes in order to discover its own origin, the true nature of its task and the identity of the master race it serves.

1.2 Main Characters



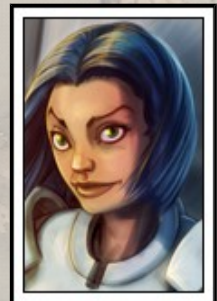
ETHAN is the hero of the Federal Campaign. Whilst still learning the ropes as a Commander, his risk-taking nature puts him at the cutting edge of the Federal campaign to secure Elysium as a new home world and to defeat all enemy threats. He strives to win the respect of his superiors and the trust of Lex. During the Sentinel Campaign he returns to another central role.

GENERAL is Ethan's military advisor who normally operates from the Complex Tower. Being a veteran of the age-old war against the Raak-Zun, he is hard to impress but a valuable source for briefings and tactical tips. Over time he gains respect for Ethan.



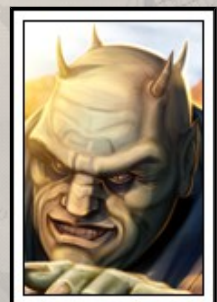
CHIEF is Ethan's engineering advisor who, like the General, normally operates from the Complex Tower. Being outnumbered by gun-wielding grunts, he has a sarcastic attitude towards the military but gives shrewd advice on issues concerning resource and base management.

LEX is a scientist who sometimes appears alongside Ethan during missions. She is tough and intelligent but cautious about divulging research which often proves critical to the campaign.



SAUK is a Slave Master who ends up leading a rebellion. Sauk dies in battle against the Federals but then finds himself resurrected. Guided by instincts he then rejects the authority of the established Raak-Zun order, which is headed by the Oracle, and instead leads a splinter faction. This faction is intent on conquering Elysium to establish a pure domain for their evolved God (Raak). His missions encompass half of your Raak-Zun campaign.

MADOK is a Grand Master, tribe leader and older brother of Sauk. Madok begins the Raak-Zun Campaign and reappears as hero in some subsequent missions. Unlike Sauk – Madok remains loyal to the Oracle and the old order of the Raak-Zun. Initially protective of his younger brother he eventually becomes Sauk's main adversary in the escalating power struggle.





GRULL is a Golgotha, and loyal lieutenant to Madok. At first he accompanies a convalescing Sauk in early missions but then witnesses Sauk's act of rebellion. Like Madok, Grull is resistant to the ideology of Sauk's splinter faction and remains a staunch supporter of the old order. He ends up becoming a hero of the old faction.

The **ORACLE** is the voice of Raak – a god-like entity whose will unifies and informs the Raak-Zun tribes. According to ritual, the Oracle was picked as a young girl and merged with the Raak's body and can interpret its will. She feels and fears that an ancient prophecy is coming true – that Raak and its tribes will soon undergo an apocalyptic severance.



RAAK is perceived as a living god by the Raak-Zun. In fact it is an intergalactic parasite that is feeding off Earth, and speeding the planet's demise. The Raak-Zun come from human stock that has been contaminated by the parasite's DNA and are integrated with its instincts and powers. The Federals know little of this fact but the Sentinel are fully aware and are tasked with terminating the pest. Instinctively the Raak is wary of such threats but is distracted by Elysium, a potential host.

The **SYMBIONT** is a hybrid of Sentinel body and human instincts extracted from a captured Ethan. As calculated this new type of hero gives the Sentinel the upper hand in their campaign to terminate Raak. Although its memory was purged the Symbiont is questioning its identity, this data is eventually unlocked by Lex. It remains to be seen whether such knowledge will render the Symbiont unstable.



The **MASTERS** is an enigmatic super-race that uses the Sentinel as tools. Although never seen the presence of the Masters is undeniable. It remains a mystery what role the Masters play in the Universe.

1.3 Units and Buildings

The game features the following races:

The **vigilant Federals**, the **religious** and **evil Raak-Zun**, and the **Sentinel**, keepers of Elysium.

Each of the three races are in possession of various units which they use as weapons against their enemies.

1.3.1 The Federals – Mobile Units

B.M.R.



The Beamer is the mobile all-purpose construction unit of the Federacy. It can also repair damaged buildings.

Nano Particle Projector

Constructs and repairs buildings.

Mobile Power Relay

The B.M.R. acts as a temporary transmitter using this device

M.O.L.E.



The M.O.L.E. extracts resources and transports them to a nearby M.O.L.E. station for storage.

Harbinger



The Harbinger is an aerial infantry carrier that can be used for quick insertions.

Soldier



This basic infantryman is equipped with the flexible SAR2 Assault Rifle that can be unfolded to a high precision Sniper Rifle.

Assault Rifle SAR2

A standard anti-personnel assault rifle, that can be upgraded to a sniper rifle.

Sniper Rifle SAR2

To use the SAR2's Sniper extension the Soldier has to kneel down. Very effective against all sorts of infantry.

Heavy Soldier



Heavily armored infantry unit armed with a RML rocket launcher that can be upgraded to hurl grenades over a short distance.

D.A.R.T. Missile

A standard small arms rocket, good against buildings and slow vehicles. Its small size makes it a flexible anti-tank weapon.

Thug-GE

The Thug-GE is a multi-purpose grenade that also causes an electromagnetic pulse on detonation.

Commander



This unit can be grouped with other infantry units boosting their morale (+25% damage per second). He is equipped with a high tech plasma carbine.

WarFreek PG3 Handgun

As the only handgun sized weapon to use plasma shells, the WarFreek is the weapon of choice to equip Commanders with.

Cougar



Fast and heavily armored unit for scouting purposes and pinpoint attacks.

LW .54 Shells

The Cougar's double barrel turret fires light weight explosive shells at a medium fire rate.

Segment Radar

This rear-mounted recon dish provides increased far distance frontal sight.

Centurion



This agile mechanical biped can be used for hit and run attacks. It is quite vulnerable, but very strong if used with care.

Dual Gattling

High frequency machine guns that are very effective against infantry.

Plasma Cannon

Fires a powerful plasma blast dealing high damage to buildings and vehicles.

Liberator



Backbone of the Federacy forces. Very powerful, heavily armored but slow unit shooting kinetic shells capable of penetrating armor.

AP-76 Shells

Devastating explosive 76mm ammunition capable of penetrating even heavy armor.

Link Cannon

The Link Cannon is an unparalleled gear of war firing powerful laser beams when within close range of a connected transmitter.

Mirage



The Mirage serves as mobile anti-air defense system, and can be upgraded to repair damaged vehicles.

BrightSky-I missiles

Standard anti-air missiles mostly used to equip mobile anti-air units.

Nano Particle Projector

Repairs medium- or heavy-classed, mechanic vehicles.

Phalanx



A powerful high range artillery unit moving at low speed, because of its enormous weight.

G3CF Siege Shells

As the only unit to have the stableness needed to fire Generation 3 Cold Fusion Shells the Phalanx brings in everything to be ready for longterm sieges.

Laser Guide System

Marks targets to be hit by tactical silo nukes.

Warhawk



The aviator of choice for the Federacy. It's a flexible and good allround unit.

Hellfire AAG Missiles

Unguided missiles that can hit both air and ground targets.

Force Field Generator

Using this device the Warhawk can't shoot but is impervious to the enemies attacks. Powering the generator is energy costly though.

Icarus Bomber



These huge bombers can be extremely devastating if deployed correctly.

FatBee GP Bombs

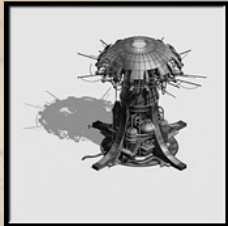
A 1000 lb general purpose bomb.

Daisycutter (TC-1)

Container Bomb that creates a toxic wall causing great damage to organic units.

1.3.2 The Federals – Buildings

Complex Tower



Besides being the Federacy's headquarter this building generates the energy needed to power the buildings. The Complex Tower is invulnerable when connected to at least one Transmitter.

Transmitter



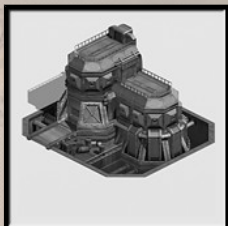
Connects buildings to the power network over a distance.

M.O.L.E. Station



The M.O.L.E. station acts as resource dropoff for Federacy M.O.L.E. units. It comes with a free M.O.L.E. when built.

Barrack



Trains the Federacy's infantry units and assembles B.M.R.s.

War Factory



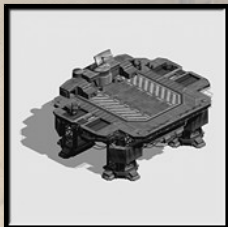
Produces the Federacy's vehicle units for reconnaissance and warfare.

Science Lab



This facility allows the research of upgrades. Each Science Lab can develop one upgrade at a time.

Airport



Manufactures flying units of the Federacy.

Upgrade Module



A flexible inexpensive structure that, while time consuming to build, offers fast upgrading to support and defense buildings.

1.3.3 The Federals - Building Module Upgrade

Wall



This reinforced concrete block offers additional protection, especially effective against distant ground fire.

Storage



This multi-purpose container for all kind of resources increases the total storage capacity.

Supply Dome



The dome provides the means to upkeep the Federacy's army, increasing the total supply capacity. It boosts the morale of nearby infantry units. (+25% firerate)

Flak Cutter



High frequent anti-personnel machine gun. Heavily armored and highly efficient against infantry units.

.62 Caliber Bullets

Standard anti-personnel ammunition used for high frequent weapon systems.

Punisher Cannon



Stationary anti-vehicle cannon with a low firing rate loaded with armor-piercing shells

AP-76 Shells

Devastating explosive 76mm ammunition capable of penetrating even heavy armor.

G.T.A. Launcher



Agile anti-air launcher shooting high speed missiles.

BrightSky-II

Standard anti-air missiles. The BrightSky-II is more powerful than its little brother, the BrightSky-I, mostly used by mobile anti-air.

Silo



This missile silo builds and holds laserguided long range missiles equipped with a nuclear warhead.

Shuddup (rev. A) – tactical nuclear warhead

Tactical long range missile equipped with a nuclear warhead designed to pacify whole battlefields.

1.3.4 The Raak-Zun - Mobile Units

Slave



The slave is a free worker unit of the Raak-Zun tribe. It can construct buildings and repair them. When controlled by slavemasters the slaves are provided with a gun to serve as soldiers.

Summoner

The slave builds and repairs buildings. They also have the skill to repair mechanic units.

Suicide Attack

When under command of a slavemaster the squad of slaves scatters out to the front and explode in an inferno of fire.

Taurus



This heavily armored transporter unit can deploy Raak-Zun infantry into the battlefield by land and air, when upgraded.

Land Crawler

The Taurus moves at moderate speed by land offering superior protection for its passengers.

Sky Thrusters

The Taurus elevates into the sky flying at low speed enabling it to reach plateaus and cross chasms.

Cultist



This basic infantryman is armed with a multi-purpose staff that works as an assault rifle and brainwave amplifier, when upgraded.

Bullet Rain

The cultist uses his staff as an anti-personnel assault rifle.

Brainwave Amplifier

The amplifier takes control over the enemy's mind.

Mutant



This former slave has been painfully transformed into a brutal mutant beast.

Meteor Shower

Due to its engineering it can produce highly flammable batches of gel that turn into fireball like explosives.

Bio Rage

The Mutant is able to drug itself causing his skin to harden and increasing its metabolism, making it invulnerable. This transformation is irreversible and causes the release of deadly acid that kills the mutant over time.

Cyborg



This heavily armored biomechanical infantryman has a shoulder-mounted dual laser weapon. It can be upgraded with a jetpack and AnglesWrath missiles.

Gemini Blaster

Dual laser weapon directly mounted on the Cyborg's heavy armor.

Dark Angle

In order to gain a height advantage, the Cyborg makes use of its jetpack shooting AnglesWrath missiles at both ground and air targets.

Slave Master



Raak-Zun commander unit that can be grouped with Raak-Zun infantry to increase their combat efficiency (+25% damage per second). Promotes slaves to soldiers when grouped.

Bullet Thunder

The Slavemaster is armed with an advanced machine pistol.

Slinger



This agile trike is ideal for scouting purposes, and has a flexible rear-mounted missile launcher, that can aim both ground and air targets. It can also turn into a stationary anti-air site.

Raak's Messenger Missiles

The Slinger uses standard multi-purpose rockets that hit both ground and air units.

Wingeater Missiles

The Slinger gets stationary to raise an anti-air missile rack that releases homing missiles and improves its radar range.

Scavenger



This well armored infantry killer is an agile unit that unfolds its greatest destructive power when using Raak's Breath.

Bullet Storm

The Scavenger uses its small roof-mounted turret, preferably to take out infantry over a distance.

Raak's Breath

The Scavenger turns into a devastating mobile close-combat flame thrower.

Demolition Machine



This massive steel construct is used to catch enemy ground fire and can be detonated on demand. It can also transform into a stationary artillery cannon.

Demolition

The demolition machine catches enemy ground fire and can be detonated on demand.

Hellfire Cannon

The unit gets stationary revealing a big artillery cannon to perform enemy sieges.

Golgotha



The Golgotha is the masterpiece of Raak-Zun biological and mechanical engineering skills. Besides its enormous firepower and its intimidating appearance its skin can ignite without taking damage.

Gemini Devastator

A powerful laser weapon implanted in the Golgotha's arms.

Raak's Enlightenment

With its implanted fuel ejecting nozzles the Golgotha can set its skin surface on fire, dealing remarkable damage on nearby units.

Spawn Freak



The Spawn Freak is the ultimate unit of the Raak-Zun and the highest breed of their bioengineering efforts. It can infest its environment with serpent-like creatures it hatches itself. An abomination of unrivaled hate.

Spawn



This serpent-like creature can unleash volatile fire blasts. They act on the orders from the Spawn Freak only.

Raak's Breath

The Spawn has the unique capability to spit fire.

1.3.5 The Raak-Zun - Buildings

Reactor



The Reactor acts as Raak-Zun's powerplant and breeds new generations of loyal slaves. Hooks can be used to distribute the power over greater distances. The Reactor is invulnerable when connected to at least one Hook.

Hook



This polluting smokestack connects buildings over a distance to the power network.

Mine



Built on top of resource sites, this building offers miningshafts that can be put into operation by Slaves on demand.

Cabal



Trains basic infantry units and teaches them the way of the Raak-Zun.

Forge



This factory produces all war gear of the Raak-Zun.

Freak Lab



This laboratory reengineers excess biomass to create experimental lifeforms.

Tome



In this institution High Priests travel into the spiritual realm to learn about new ways to enforce Raak's will.

Spawn Freak Pit



Summons the greatest of Raak's abominations, the Spawn Freak.

Upgrade Rack



A flexible inexpensive structure that, while time consuming to build, offers fast upgrading to support and defense buildings.

1.3.6 The Raak-Zun - Building Module Upgrades

Reserve



This multi-purpose container for all kind of resources increases the total storage capacity. When upgraded, it has the unique capability to extract nitrium ore out of other materials.

Slave Pen



These spartanic shelters offer everything to keep a Raak-Zun warrior alive.

Incinerator



This Flame Thrower acts as ground defense.

Raak's Breath

This versatile turret uses flame burst to efficiently defend itself against ground assaults.

Cluster Mine



This spiked ground mine offers protection and can be detonated to rip nearby enemy units apart.

Sky Lock



This proximity air mine is Raak-Zun's stationary air defense.

Wingeater Mine

The Sky Lock releases a bulky homing air mine.

1.3.7 The Sentinel - Mobile Units

Scuttler



Highly flexible worker and resource collection unit of the Sentinel. It can construct and repair buildings, as well as invert its particle beam projector to attack enemy structures and dissolve them into their resource components. As it is fitted with a cloaking device the unit can become invisible.

C.M.S.

A set of tools for base maintenance and resource collection.

Cloaked Decom

An inverted particle beam, able to decompose a structure into its resource components, modulating its appearance to become cloaked.

Gateship



A well armored transportship, which can load light and medium units, using beaming technology. Fitted with light air to ground missiles it's able to harass enemy units.

Transport Beamer

A short range beamer able to load and unload light and medium units. A low impact air to ground missile.

Drone Trooper



The basic infantry unit of the Sentinel, carrying a light laser gun, and an optional shield making it useful for both offensive and defensive actions.

Alpha-Laser Beam

A lightweight mobile laser, ideally fitted for infantry units.

Directional Shield Projector

A selfrecharging, upfront shield, able to withstand enemy fire for a few consecutive hits.

Skimmer



Shooting medium ranged grenades, and being resilient against bullets, it can use the energy of a nearby transmitter to overload its circuit board and release a highly destructive beam, but causing its disintegration.

Alpha-Mortar

A small mortar shell for midrange use, but deadly in masses.

Hooked Load Amplifier

A special amplifier allowing the skimmer to directly hook up to a transmitter.

Stalker



A four legged fast moving scout unit with a machine gun. It can become stationary to increase its radar range and fire sonar bombs attacking both air and ground targets.

Alpha-Mass Driver

Shooting volatile projectiles, this weapon is able to hit multiple targets at once.

Sonic-Mortar Shell

A special mortar shell able to suppress enemy movement. Both air and ground units can be targetted.

Reaper



Hard hitting Sentinel warrior, excellent for hit and run attacks. His fast firing lasers are excellent for taking out enemy structures. It can be additionally armed with a powerful mini gun, effective against infantry units.

Dual-Beta-Laser

Two Beta-Lasers fitted into the Reaper's arms, making it effective against mechanical objects and structures.

HF-Beta-Mass Driver

Although this technology is rather primitive, high frequent driving of projectiles into biological objects proof to be very efficient.

Haymaker



Fast moving artillery unit with long range but mediocre damage. Optionally it can shoot a toxic gel that's deadly for biological organisms.

Beta-Mortar Shell

Provides long range artillery support firing Beta-Mortar Shells.

Toxic-Mortar Shell

A shell filled with a venomous gel that produces toxic gases.

Behemoth



This heavy tank-like robot, equipped with a powerful laser, is very effective against enemy structures and mechanical units. Using an inverted shield technology it's able to drain energy from surrounding enemies.

LF-Gamma-Laser Beam

A very powerful laser beam causing great damage to structural and mechanical objects' integrity.

Inverted Shield Generator

A special modified shield generator designed to cause damage to surrounding enemies.

Enhancement Pod



This commander unit offers superior protection technology aiding the controlled units. Through modulating the shield's wavelength, it can be adjusted to be efficient against three different types of weapons.

Mutable Shield Projector

Can project a protective shield against bullets, explosives, or lasers.

Drone Fighter



An extremely fast and powerful air to air fighter. Its flexibility allows for quick insertion behind enemy lines, to jam transmitters.

Beta-Pulsonic Laser

Beta classed pulsed laser, optimized for aerial impact.

Disruption Beam

A sophisticated beam which can disrupt the energy flow of a transmitter

Dominator



The Dominator is a unique and extremely powerful battleship capable of unleashing a devastating beam of destruction. When present on the battlefield all nearby friendly units are slowly repaired.

Omega Beam

The most powerful, technically advanced laser weapon ever constructed. A single fired beam consumes about a tenth of the energy needed to power the dome.

1.3.8 The Sentinel - Buildings

Mainframe



Besides being the Sentinel's main processing core, it generates the energy needed to power their network of buildings. The Mainframe is invulnerable when connected to at least one Spike.

Spike



Connects buildings to the power network over a distance

Input Module



The Sentinel's worker drones collect various resources and carry them to an Input Module for further processing.

Assembly Plant



Produces the Sentinel's infantry, reconnaissance and commander units.

War Pit



Equipped with the most advanced particle projector, it generates the heavy ground assault entities.

Research Sphere



This facility allows the research of upgrades. Each Research Sphere can only develop one upgrade at a time.

Sky Fort



Acts as an airbase, allowing the production of all airborne units.

Dominator Scaffold



Is the key to produce the Sentinel's flagship unit, the Dominator.

Upgrade Matrix



This structure can be upgraded to support buildings and defense turrets. In its basic state it's able to generate a force field, capable of absorbing enemy fire.

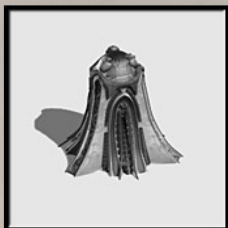
1.3.9 The Sentinel - Building Module Upgrades

Stock Pile



It can store multiple resources in a highly compressed form inside its chambers, increasing the total storage capacity.

Control Tower



Extending the mainframe's processing power, it allows for control of additional Sentinel units, by raising the total supply capacity.

Repair Plate



As all of the Sentinel's units are mechanical, their only way to get repaired relies on a repair facility in form of ground plates.

Teleporter



Allows direct delivery of Sentinel units, from any factory to itself. It can store a certain amount of assembly data for on demand production.

Razor Cannon



Stationary general-purpose ground defense turret.

HF-Alpha-Pulsonic Laser

A high-frequent alpha class pulsed laser installation, for general ground defense purposes.

Air Blade



Stationary anti-air gun, using a high energy laser cannon.

UF-Alpha-Pulsonic Laser

An ultra-frequent alpha class pulsed laser gun, optimized for anti-aircraft utilization.

2 GETTING STARTED

2.1 Starting a Single Player Game

Select the **CAMPAIGN** button to get into the campaign where you are able to:

- Start a new campaign from scratch,
- Resume a running campaign, or:
- Replay specific missions.

2.2 Starting a Multiplayer or Skirmish Game

- Select the **SKIRMISH** button. On the *Multiplayer* menu, select the **Host SKIRMISH** button.
- On the *Host Skirmish Game* menu, define some settings for a multiplayer skirmish session and select the **CREATE GAME** button.
- The moment all players are ready, select the **START** button to start the action.

3 PLAYING THE GAME

3.1 The game screen



Looking at this game screen you can see several areas providing useful information.

Build Menu	When a worker unit (like the B.M.R.) is selected, the build menu pops up.
Objective Indicator	Shows the current objective, click on it to get further information.
Resource Panel	Details the currently available resources like nitrium ore, plutonium as well as the available supply points.
Squad Type Info	Displays important combat info for selected squads. Can also be used to compare these values with other squads.
Minimap	Gives an overview over the whole map. The minimap can also be used to issue movement commands, and set rallypoints.

3.2 SunAge Basics

3.2.1 General Concepts

This section describes the general concepts of the game.

Resources



The four types of resources that are available to you basically represent a tier system. Starting with Nitrium Ore (blue), you have to advance to Plutonium (green), Zirkonium (yellow), and – at last – Iberium Rods (red) for the most powerful units.

The resources as well as the supply points (white) available to you are shown in the resource panel in the bottom left corner.

Storage

Your resources are stored in a central building; depending on the campaign you're in, it's either the Complex Tower (Federals), the Reactor (Raak-Zun), or the Mainframe (Sentinel). The resources held in there are capped by your current storage capacity which can be increased by building additional storages. All types of resources are stored in separate tanks, so – for example – if the storage capacity is 1500, you can store 1500 of each color at the same time.

Supply

Every mobile unit needs some sort of supply points depending on the type of unit. You cannot build units, if you haven't got a sufficient amount of supply points to build them. You can increase your supply points by building supply buildings. Be aware, however, that there is a maximum amount that can not be exceeded.

Power Network

The main building – that is either the Complex Tower, the Reactor, or the Mainframe – is your only power source. To construct a working building, you have to build it next to the main building or next to some radar towers – that is either the Transmitter (Federals), the Hook (Raak-Zun), or the Spike (Sentinel) – connected to the main building. Radar towers have two functions, they, primarily, open the area hidden by the Fog of War permanently and, secondarily, serve as power distribution nodes.

Fog of War (FoW)

Units can't shoot into the Fog of War. Building radar towers is the best way to open the area hidden by the Fog of War. Expanding a territory is always done best by building radar towers thus increasing your overall control of the map. It is nearly impossible to win a battle in an unexplored area, so it's always advisable to have a scout unit with your troops when planning to fight in unexplored areas. The Fog of War closes immediately when there are no more units to keep it opened. Destroying the enemy's radar towers blinds him in this area which makes the ideal prerequisite to attack.

Building and Building Modules

Buildings need a power supply to function. A new building must be connected to the main power source in some way. Buildings that are adjacent are connected. You can use radar towers – that is either the Transmitter (Federals), the Hook (Raak-Zun), or the Spike (Sentinel) – to connect buildings over longer distances.

If you create a building that is neither connected to the main power source nor through radar towers, the building will not function, because there is no power supply. Still, you are able to connect it later.

Furthermore, you are able to create additional building modules – that is either the Upgrade Module (Federals), the Upgrade Rack (Raak-Zun), or the Upgrade Matrix (Sentinel). These are small generic modules that can be built adjacent to another friendly building or module.

After you have built a module, you can choose what kind of „upgrade“ you want to build in it. These upgrades are things like turrets (static defense), additional storages, additional supply buildings, etc.





Upgrades

There are several upgrades that can be researched in the science facility – that is either the Science Lab (Federals), the Tome (Raak-Zun), or the Research Sphere (Sentinel) –, e.g. all combat modes. Using such an upgrade, a unit will gain a significant bonus. Upgrades will stay forever, even when the science facility is destroyed. The price of a unit doesn't change if it's upgraded.






3.2.2 Armor & Weapon Concepts

Armor Types











The different armor types represent a bonus/malus system against the different weapon types: While Flak armor offers a defense bonus against explosive weapons, it has a malus when being attacked with a bullet weapon.

	Flak	good against explosive weapons, weak against bullet weapons
	Plated	good against bullet weapons, weak against laser weapons
	Synthetic	good against laser weapons, weak against explosive weapons
	Structural	used for buildings only, good against bullet weapons, blocks laser weapons, blocks fire weapons

Weapon Types

	Explosive	inflicts direct kinetic damage to one unit and kinetic splash damage to surrounding units, good against synthetic armor, weak against flak armor
	Bullet	inflicts direct kinetic damage to one unit, good against flak armor, weak against plated and structural armor
	Laser	inflicts laser damage penetrating several units, absorbed by structural armor, absorbed by energy shields, good against plated armor, weak against synthetic armor
	Flame	inflicts fire damage over time, can be blocked by non-flammable units
	Support	The unit has no weapon available in this mode, but offers a special ability or tool.

Weapon Attributes

	Sniper	The projectiles of this weapon are effective against light and organic units only.
	Air Aim	This weapon is able to attack flying units.
	Ground Aim	This weapon is able to attack ground units.
	Rocket Aim	Aiming on light units is nearly impossible with the targeting system of this weapon.
	Plasma Damage	This weapon causes additional plasma splash damage. Plasma affects medium and heavy units.
	EMP (Electro Magnetic Pulse)	This weapon stuns mechanic and biomechanic units. Stunned units slow down and can't use their weapon.
	Power Drain	This weapon only works near a powered Transmitter or Spike.
	Suicide	Units constantly lose energy while using this weapon or mode.
	Toxic Damage	This weapon causes additional toxic damage affecting organic and biomechanic units only.
	Grenade Attack	This weapon can lob over walls, and siege plateaus without aiming loss.
	Bomb	This weapon comes from above, and cannot be stopped by any means.
	Perimeter Attack	Only units in near proximity are affected by this kind of attack.
	Heavy Weapon	To make use of this weapon the unit has to stand still.

3.2.3 Unit Concepts

Unit Types



Organic

regenerate when idle,
immune to EMP weapons,
affected by toxic and sniper attacks,
can also be fully hypnotized



Mechanic

immune to toxic weapons,
can be repaired by the Slave unit,
affected by EMP weapons,
need to be repaired



Biomech

regenerate when idle,
affected by EMP weapons and Toxic weapons,
can be hypnotized,
vulnerable to Sniper attacks

Weight Classes



Light

can move through narrow areas,
can be transported,
rocket weapons are likely to miss light units,
vulnerable to Sniper attacks



Medium

overall fast moving units,
affected by plasma weapons



Heavy

Slow and tough units,
affected by plasma weapons

3.3 Actions

Note on using the mouse:

If you are instructed to left-click an object, this means that you are to place the mouse cursor over the object and click the left mouse button (LMB). Obviously, right-clicking refers to clicking the right mouse button (RMB).

3.3.1 Selecting Single Objects or Squads

To select a unit, squad, or building, left-click that object. If you left-click in the void, selected objects become de-selected.

Expert Tip – Selection Shortcuts

Use selection shortcuts to quickly select squads or buildings of a specific type. Pressing (**B**) selects the next barrack. Keep tapping it to cycle select through all your barracks. Hold (**B**) to also navigate to the selected barrack.

3.3.2 Selecting Multiple Squads

Hold (**SHIFT**) to select multiple squads by either LMB-dragging a rectangle around the squads or left-click a squad to add it to the current selection. Double-click left anywhere on the map while holding (**SHIFT**) to select all squads on the screen.

3.3.3 Forming Squads

Squads play a very special role in SunAge. The game handling is *squad-based* meaning you don't have to poke around with single units, it's more the management of whole squads the gameplay is about. Squads only consist of units of the same type. (only exception: commander units which can be attached to e.g.: soldiers)



To **group units** in order to form a squad, hold the LMB and draw a rectangle around the units (also called *LMB dragging*).

You can also **merge two existing squads** by selecting one (using the LMB) and then right-clicking the other.

In the same way, you can also **attach commanders** to a squad.

To **split an existing squad** into two smaller ones, hold the LMB and draw a rectangle around the units that you would like to have as a smaller squad.

Expert Tip - Advanced Unit Detaching

Press (**,**) to detach damaged units from a squad, or press (**.**) to detach a single unit from a squad.

3.3.4 Moving Squads

To move a selected squad, right-click on the destination on the game screen or the minimap. Usually a squad will re-orient its formation always into the direction of movement.

Expert Tip – Strafe Movement

In specific situations, however, it might come handy to keep the formation's current orientation. To do so, hold the **(CTRL)** key while setting the new destination.

Expert Tip – Follow Last Squad

Press **(X)** to reissue the last movement command for another squad. Use this feature to send several squads to the same position. This is a handy alternative to using Multiple Squad Selections.



Defining Squad Formations

You are able to define the formations size and orientation by dragging the RMB.

The standard formation size for units can be adjusted by selecting them, and dragging the formation grid to the desired size and orientation, while holding down the RMB.

3.3.5 Interacting with Other Objects

If the selected units are able to interact with other objects (units, squads, buildings, resources), the mouse cursor will change to the interaction symbol, when hovering the mouse over those other objects.

For example, if you have selected an extraction unit and are moving the mouse over a resource, the mouse cursor will change to the „harvest resources“ symbol. Right-clicking will start the extraction unit to perform the harvesting.

3.3.6 Switching Combat Modes

Almost every unit uses an alternate combat mode or functionality.



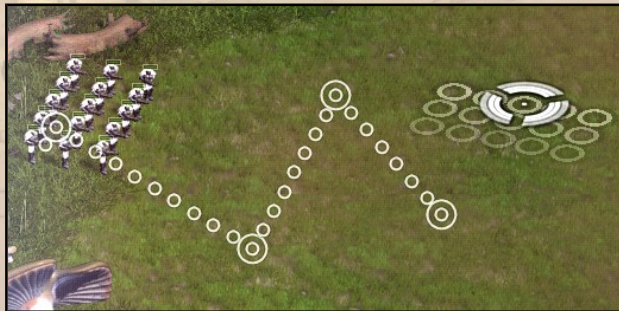
The Federals' basic infantry is normally using an MG. Switching to its alternate combat mode provides sniper functionality.

Combat modes allow you a more versatile use of your troops – extending the unit's firing range, boosting its defense, or even making use of a completely different weapon or tool. There is no generally better mode, it strongly depends on the situation *when* to put *which* squad into *what* mode.

The shortcut key to switch between the combat modes of a unit is **(A)**.

3.3.7 Handling Queues

Almost every squad action can be queued by holding down the (**SHIFT**) key. When you do so, the command queue of the currently selected squad is displayed.



Movement Queue

Allows you to queue the movement of either a single unit or a whole squad. You can set paths to be used once (as shown in the example), or when "closed" as a patrolling route. When setting a patrolling route, the movement path is colored white instead of blue.



Build Queue

You can use the build queue to either build the desired amount of the same building, or different buildings, or any combination thereof.



Repair Queue

As units can be repaired you are allowed to queue repair commands. This ensures that you have control of the order in which the units get repaired.



Combat Mode Queue

When available, units can be instructed to switch into their alternate combat mode at the end of their movement path.

Press (**SHIFT**) + (**A**) to instruct the squad to switch mode at the end of their path.

3.3.8 Attacking Objects

Armed units attack everything hostile object they can see and aim at without asking. To attack you have to move the squads into range manually.

You can tell a squad to have a **preferred target**. This means that it will be attacking primarily these targets, but if there aren't any of those around, the squad will start attacking anything else that's hostile. The preferred target is shown as an icon at the top of the screen when the squad is selected.



Preferred Targeting

Right-click an enemy unit to set a preferred target for the selected squad or unit. The preferred target is shown on top of the screen. If you set a preferred target, the units will shoot preferably at this specific type of unit.



Bundle Fire Targeting

Double right-click an enemy unit to set a bundle fire target for the selected squad or unit. If you set a bundle fire target, the soldiers will preferably bundle fire on *one* selected target. This is very useful when attacking units with heavy armor.



Synced Attacks

Press (**SPACE**) to put new squad actions on hold. Pressing (**SPACE**) again causes all entered commands to be executed at once. Use this feature to perform perfectly synchronized assaults from several sides using several different squads without having to haste from one squad to the other sending them in in time.

3.3.9 Building Objects

Building Units

Units are built in factories. The resources are spent immediately and the factory takes over the order. All factories are able to store many orders which they process step by step. To build units, left-click the factory and select the unit on the build menu. You can also set rally points for each factory.

Cancelling Units

You are able to cancel unit orders at anytime and you will regain the full price. To cancel unit orders, right-click the unit in the build menu.

Constructing Buildings

Buildings are built by workers; the Federals' workers are the B.M.R.s, the Raak-Zun workers are the Slaves, and the Sentinel workers are the Scuttlers.

You select a squad of workers, select the building from the build menu and then place the building on the map. The resources needed are paid immediately by selecting the build site.



Powering of buildings

Every building needs to be connected to the Complex Tower in order to be powered with energy. Buildings can be either directly connected by placing them next to each other, or by using a transmitter and creating a "connection line".



Building modules

Building modules are a vital part of the strategy during the game. They take quite some time to build, but once finished they can be upgraded very quickly – thus allowing for either quick ground or air defense turrets, a storage silo raising the maximum storage capacity, a supply dome increasing the maximum allowed size of your army or – for example – even a Federals' rocket silo holding a nuke.

3.3.10 Getting Information about Units and Squads

Squad Type Info



The Squad Type Info shows the most important combat data for the selected squad, detailing stuff like hitpoints and armortype, weapon-type and damage per second. Put the mouse cursor over another squad to do a quick comparison.

Squad Detail Info



Double-click on a unit to open up a special description window that shows details about the squad, such as hit points, damage per second for the available modes, armor type, unit type and weight class. Hovering over an icon (for example, the armor type icon) adds an extra tool tip window that explains the strengths and weaknesses of the various classes, so you can ensure the unit's use at its utmost efficiency. The star icon in the top left corner of the window represents the availability of the alternate combat mode.

The Squad's Head Up Display (HUD)



The HUD info shows the predicted formation orientation of the selected squad as well as its maximum firing range. Some of the units (for example, the Heavy Soldier) also have a minimum firing range.

Use this HUD info to find the most efficient position for your squads in battle.

Using the Mini-Map



To bring up the Mini-Map, press **(M)**. All of your units, buildings, and connection lines are shown on the Mini-Map, as well as enemies, in case they are in your field of view, and not hidden by the Fog of War. You may zoom the Mini-Map to allow for better view and control of your units. You can also set movement commands as well as factory's rally points by directly right-clicking into the Mini-Map.

Game Events on the Mini-Map

Game events inform you of important things going on during the battle. Pressing **(E)** takes you immediately to the location where the last event occurred.

4 In-Game Menu



The *In-Game Menu* offers options like **saving** and **loading** a game, and setting **volumes**. To toggle the *In-Game Menu*, press the **(ESC)** key.

The *In-Game Menu* also lists the map's history in terms of objectives and tips. This area called **INSTRUCTION** is scrollable by dragging the left mouse button.

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8 CREDITS

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9 NOTES



Lined writing area consisting of 30 horizontal lines.

Miscellaneous

Hold formation
Queue commands and show command queue
Position to last event(s)
Toggle mini-map
Zoom mini-map
Quick save
Quick load
Pause game
Show detailed unit type info
Show health bars of visible units and buildings

Control

Shift (with a squad selected)

E

M

Mouse wheel

F2

F3

Esc

LMB double-click on unit

TAB

Navigation

Fast scroll

Scroll map

MMB drag

Cursor keys

Selection

Select squad / unit

Form squads

Select all squads on screen

Multiple squad selection

Multiple squad selection: add a squad

Extract single unit from squad

Extract damaged units from squad

LMB

LMB drag

Shift + LMB double-click

Shift + LMB drag

Shift + LMB click

.

,

Selection shortcuts (tap to select, hold to navigate there)

Complex Tower / Mainframe / Reactor

Next B.M.R. / Slave / Scuttler

Next Barrack / Assembly Plant / Cabal

Next War Factory / War Pit / Forge

Next Airport / Sky Fort / Freak Lab

Next Spawn Freak Pit / Dominator Scaffold

Create squad shortcut

Select squad / position to squad

H

W

B

N

T

R

Ctrl+0...9

0...9

Action

Action (go / set target / interact)

Define formation

Switch squad's combat mode

Perform special squad action (if available)

Stop squad

Follow squad

Toggle squad sync

Deconstruct building

RMB

RMB drag

A (+ Shift to queue)

D or F or G (+ Shift to queue)

S

X

Space

Delete

Multiplayer

Open chat

Enter