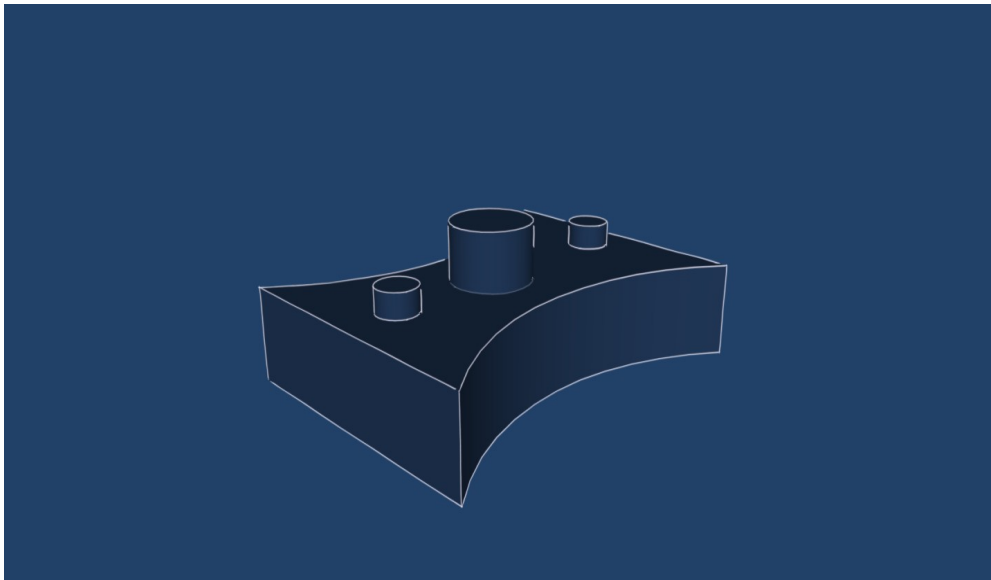


The *XAOS*

The Xaos race is a race that specialises in economic welfare and making massive machines. The Xaos are a arrogant race and only care about themselves and their wellbeing. However it is not a land of the rich. Instead it is a land that beliefs in hard labour instead of a god. Lead by a military dictator it has become a very controlled military estate that will never surrender to anybody. The Xaos build on a Mixed basis of Iron and Concrete.

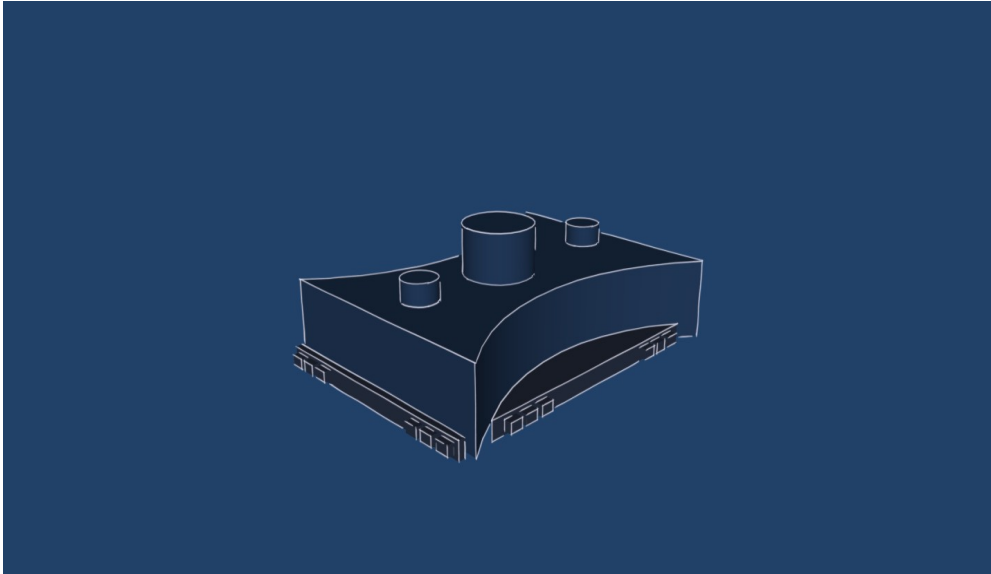
A vast economy and ground shaking machines these are the icons of this brutal race that has completely lost its innocence in war.

The Operation Center:

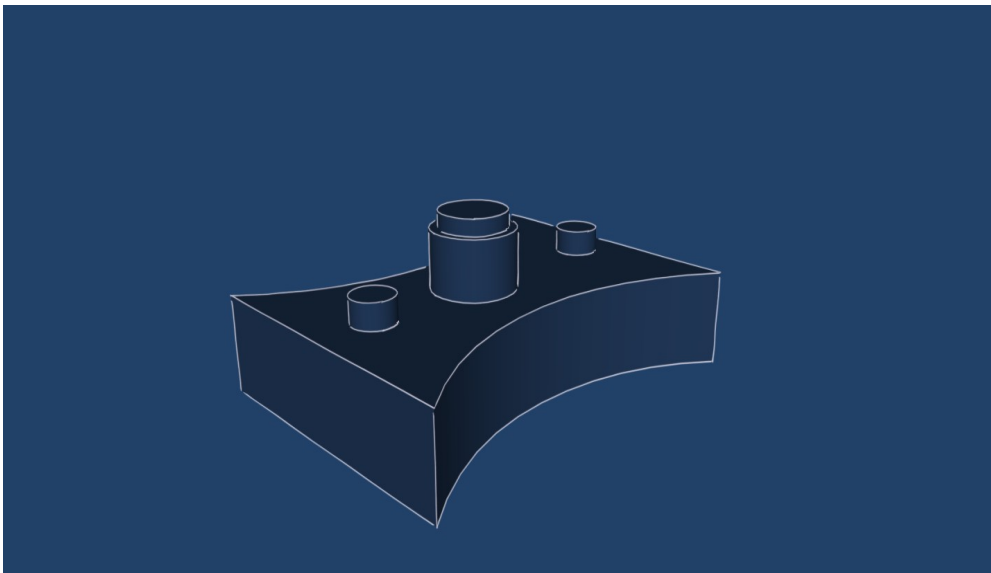


The Operation Center is the political heart of the Xaos race. From here military orders and construction orders are given to the Xaos populace. Important economic and structural upgrades can be buyed at this vital building.

CONCRETE REINFORCEMENTS & SIGHTING TOWER



The upgrade concret reinforcements (above) gives the building a 20% HP bonus.



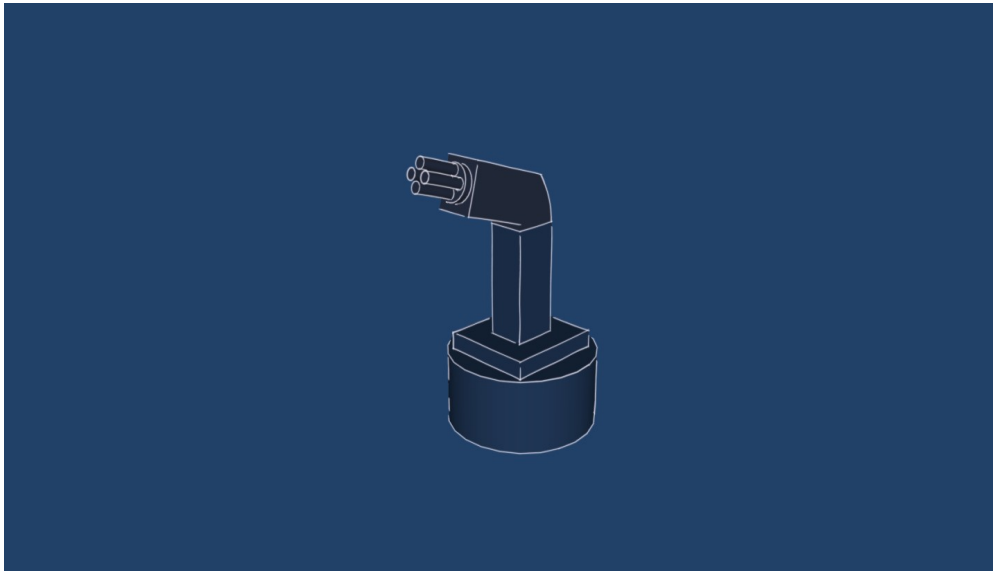
The upgrade sighting tower (above) gives the player ability to view an area within a certain radius without fog of war.

You can only do one of these upgrades at the same time.

THE GATTLING GUN

The Gatling gun is the Xaos' s response to air attacks. Inflicting significant damage on all incoming “birds”.

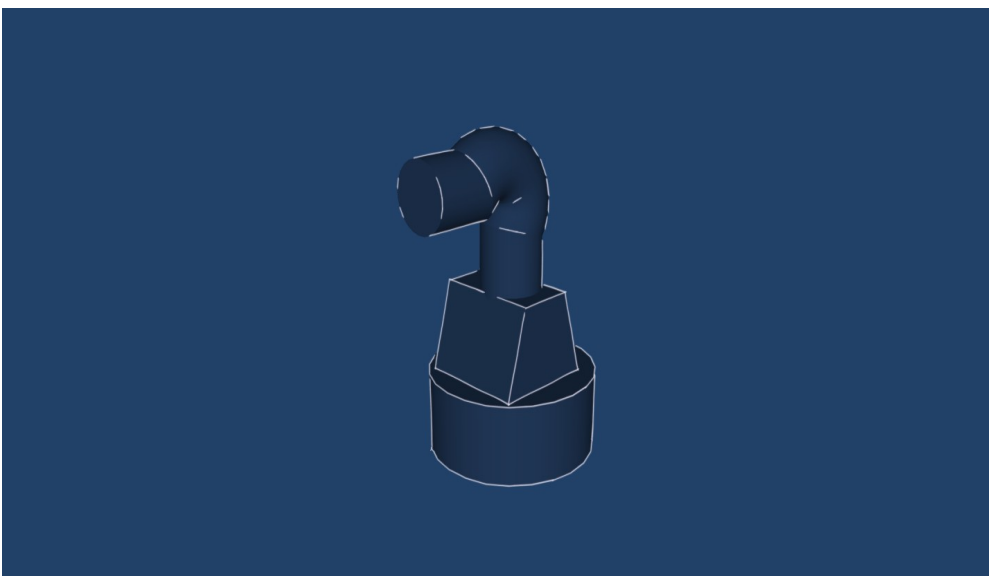
The gattling gun has one special ability called wreckage. This allows for the building to be sold



for 50% of its price and thus always ensuring a strong economy.

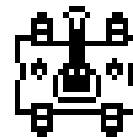
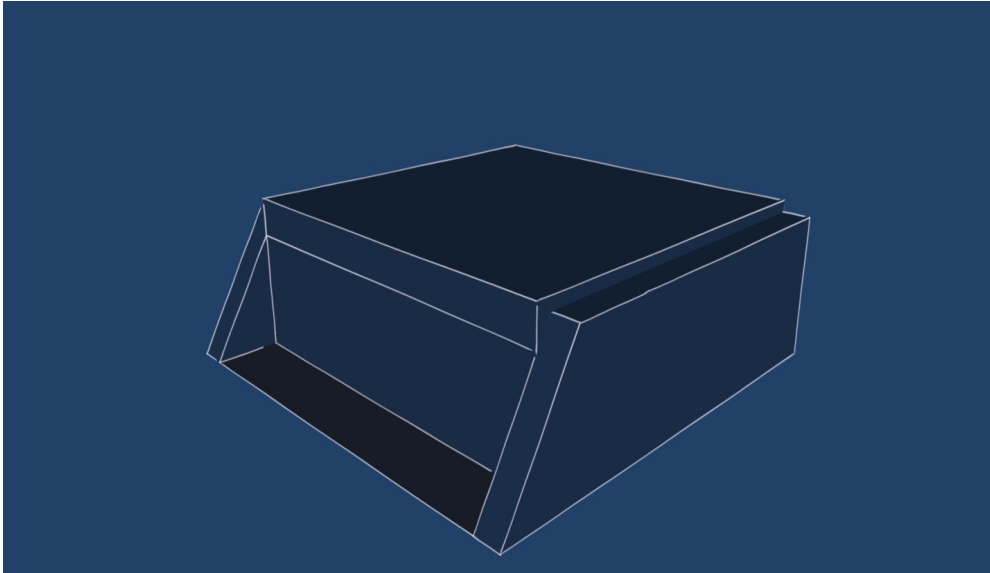
THE FLAMETHROWER

The flamethrower is Xaos state of the art ground defense unit that can litteraly melt enemies. Its however extremely vulnerable for air strikes. It's only ability is wreckage (see Gatling gun for more information).



THE HEAVY ARMOURY.

The heavy armoury produces as the name may or may not let you guess, heavy armoured ground units. Whether one is looking for a ground shaking machine like the *Chunker* or the more versatile (and far cheaper) *Bigfoot* The heavy Armoury has it all.

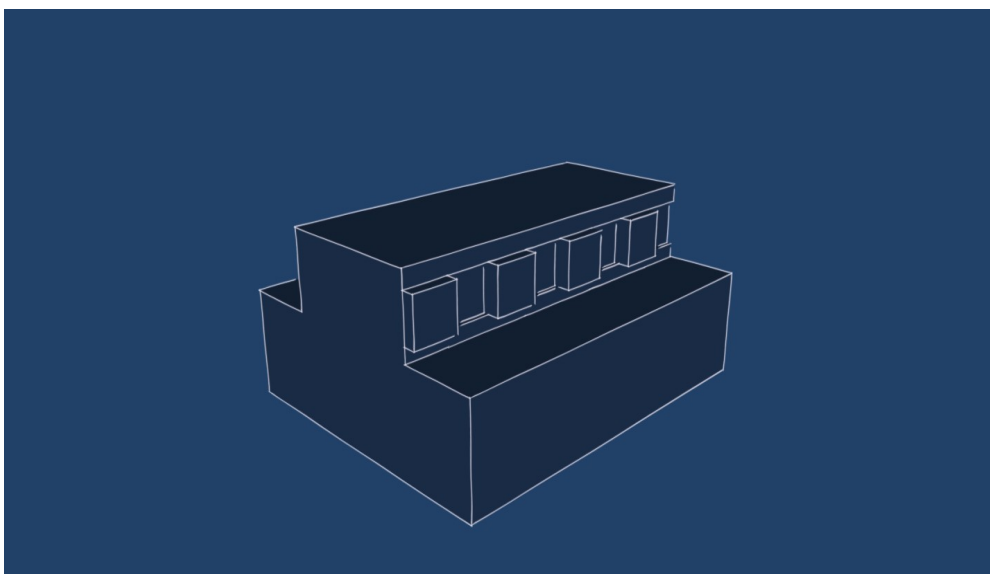


The only upgrade it can produce is for itself. The assembly line upgrade makes constructing a unit from this building 50% faster.

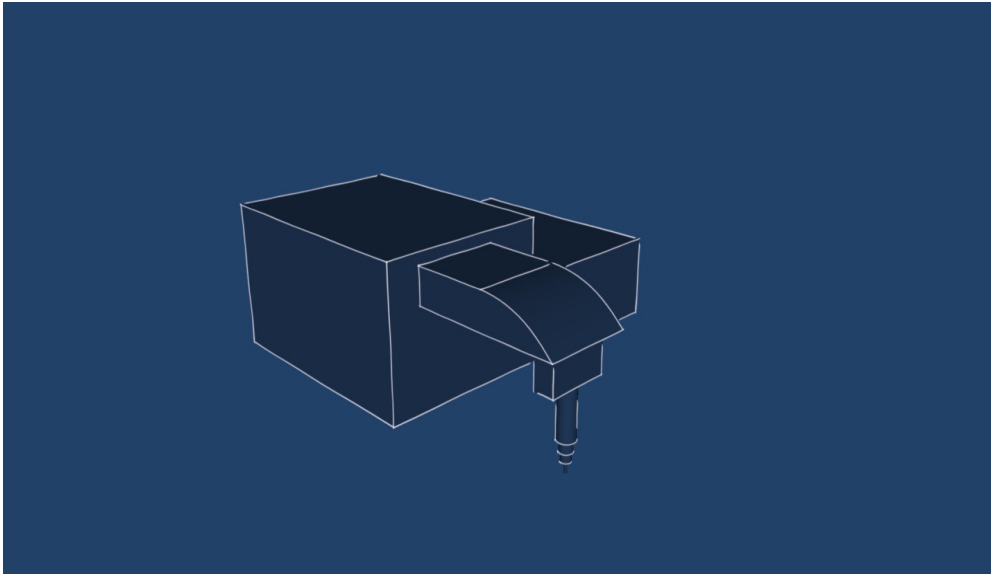
It can build the BigFoot unit and the Chunker unit.

THE ELECTRONIC RESEARCH FACILITY.

This facility allows production of the Xelectron unit. It has no upgrades.



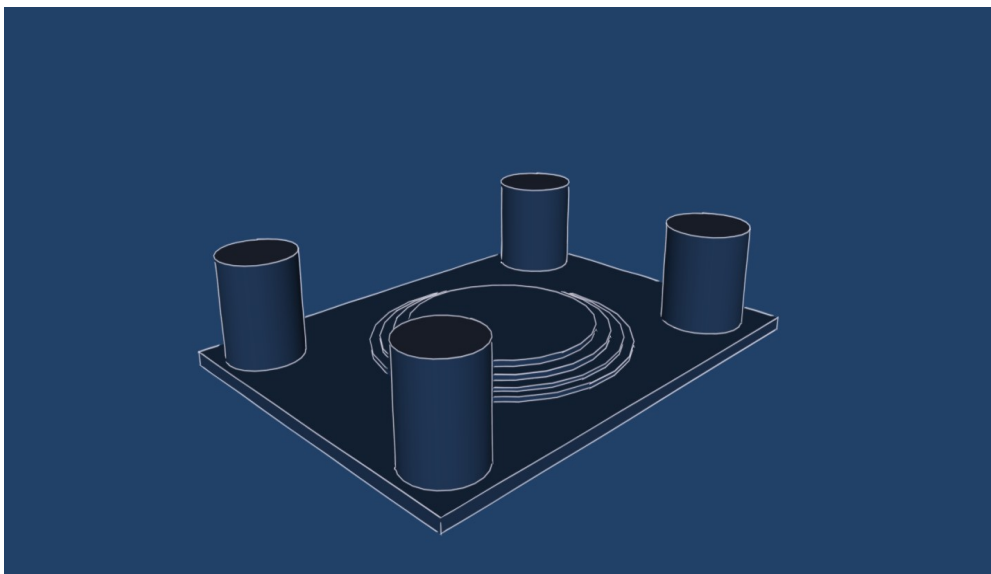
THE MINING FACILITY



The mining facility is required for extracting Bilirium resources. It has only one upgrade, the crystal head which allows it to produce 50% more resource in the same amount of time.

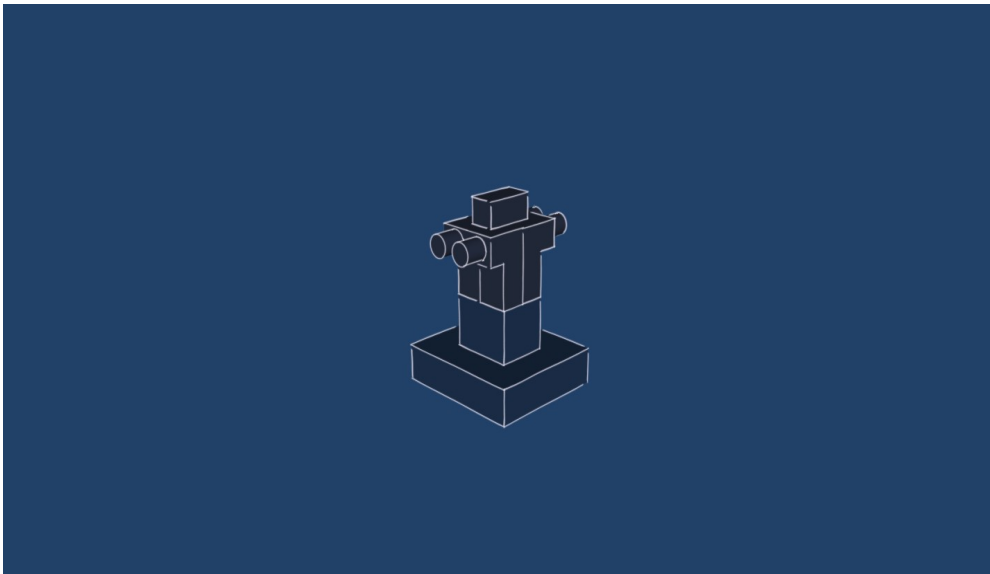
THE BELTHIUM AIRPORT

The Belthium Airport is the runner-up of the Runner launchpad. Using huge anti-gravity magnetic fields it consumes tremendous amounts of energy to be build. Once in operation however it provides one of the most powerful units of the Xaos, the Hydron. It has two upgrades: fuel cells and effective engineering. Fuel cells let the Hydron fly longer without refuelling. Effective engineering produces the hydron faster and decreases repair time.



THE OMNINAG DEFENSE

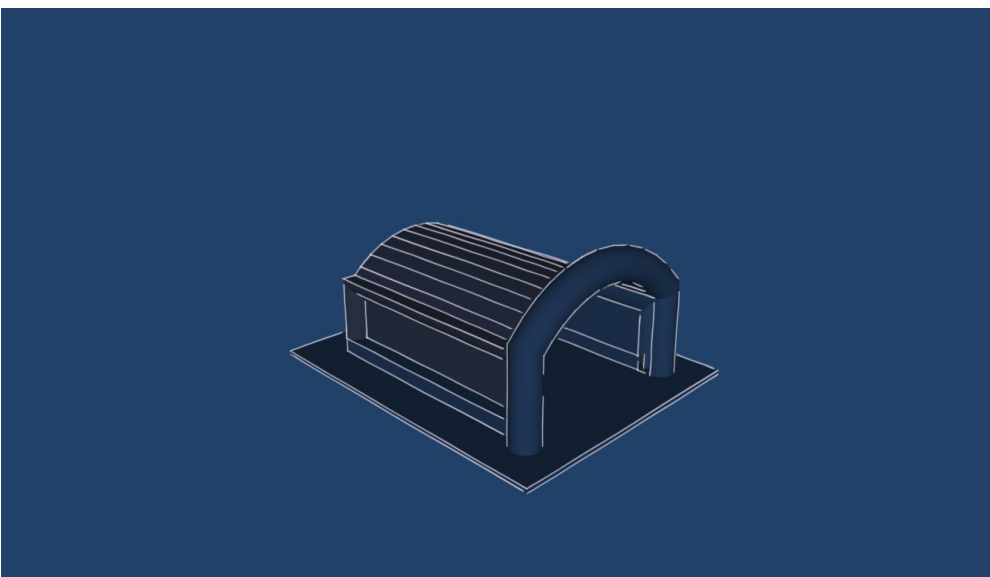
The Omninag Defense system fires small rockets at air and ground units alike. However it only does mediocre damage to both. It has the wreckage ability (see gattling gun for more info).



THE BLACK GATE

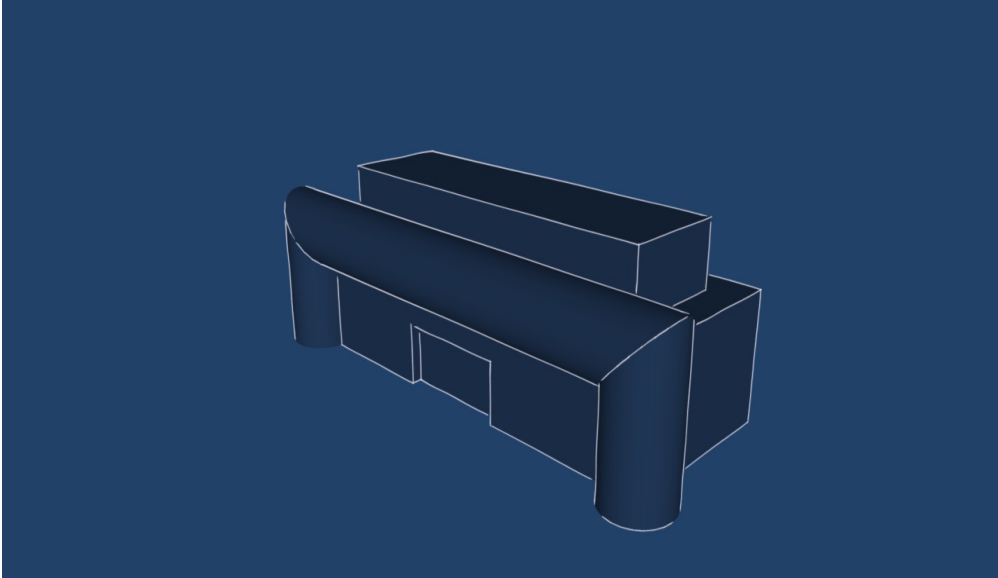
The Black Gate is a transporting system for the unit. Once build a unit can be immediately transferred to the Black Gate. There is however one price for this. You have to have a Equilibrium Research factory and you must have completed the Quantum tunneling effect research.

The black gate has the Shortwired upgrade which allows it to transfer faster (instead of having to wait 3 minutes before you can transfer again you only have to wait 1).



THE EQUILIBRIUM RESEARCH FACTORY

This Research Factory litterally produces knowledge, It is required in order to build a Black Gate.



THE RUNNER LAUNCHPAD.

The runner Launchpad can create Runners. It's only upgrade is Double carriage which increases the amount of bombs the Runners can drop by 2.

