

SCOUTER

Role: Construction Worker
Cost: Free
Health Points: 30
Attack Type: Air and Ground
Armament: Standard Lasers
Damage Per Second: 6
Weapon Range: 3
Speed: 15
Fuel Capacity: None
Sephrae Gas Capacity: 120
Rate of Overheat: 6 HP per second



What the Tosonians lacked in technology, it had in engineers and mechanics. At the start of the Tosonian War, the Tosonians could settle a planet faster than the ESEO could, and so gained the advantage of area control. Lacking the men, the ESEO knew that it required a convenient method to quickly build up bases and defenses on a planet. After 26 years into the war, it developed a cheap unit capable of such a task, called the Robotic Engineer. The Robotic Engineer was designed to store the required resources to build an Operation Center, an ACC and enough refineries to mine the crystals it needed to continue base construction.

By the time the Robotic Engineer was perfected in its task, the Tosonians had enough planetary control to win the war in a relatively short amount of time. In a desperate attempt to stay in the war, the ESEO launched their Robotic Engineers without providing them with any personal defenses, and so while the Robotic Engineers succeeded in bringing the ESEO up to par with the Tosonians, they were quickly captured by the Tosonians and reproduced. The Robotic Engineer could have given the ESEO the upper hand, but instead, its abduction evened the odds for both sides.

Lack of defenses meant that any Robotic Engineer could be destroyed or *stolen before its task was finished, leaving an unfinished base. To solve this*

problem, weapons and sensors were added. This allowed a Robotic Engineer to defend itself, but more importantly, a Robotic Engineer could scout a planet's surface better than vessels in orbit of a planet could, allowing it to decide what should be built and if it was relatively safe to do so. This ability gave it the name "Scouter."

Operation Centers and Transformation Gateways were altered to automatically mine titanium from the ground and produce Scouters. Since Scouters are basic/cheap units, they require no Belthium Crystals. In addition, a Scouter is solar-powered and does not require any fuel to operate. Built-in storage allows a Scouter to run without light for up to five days, allowing a Scouter to work in dark areas.

A Scouter is not only capable of base construction, but it also need not construct the entire building. Fifty years after its development, both sides added robotic drones that could finish construction of a building that a Scouter started. Therefore, a Scouter needs only to start construction of a structure, after which the drones take over, allowing the Scouter to start another building.

Cloak (Deteriorating Upgrade)



Since the addition of a Scouter's defensive systems and sensors, the ESEO desired to add cloaking capabilities to a Scouter. However, the cloaking devices used in Balkstones and Camozas were too large and too expensive to mass produce as part of the Scouters' basic functions. Even when a small enough device was developed, the cost was immense, and remains so due to the small size. Research continues to develop a cheap cloaking device, but in the meantime, the device is only added when desperately needed. However, all Scouters are programmed to properly use the device in the event that it is installed. Scouters require Sephrane Gas to cloak, and can be detected.

Jet Pack (Permanent Upgrade)

After gaining complete control of Bronat, the Tosonians became fully aware of the importance of island control. As the Scouter was the only unit available to settle most of the planet quickly, the Tosonians developed the Jet Pack to allow the Scouter to reach these areas. Like the cloaking device, the Jet Pack is only added to a Scouter when needed, but all Scouters are programmed to respond properly when these devices are installed.

A Scouter's solar power is enough to operate a Jet Pack, and so a Scouter can use its Jet Pack indefinitely.

RAPTOR

Role: Early Assault, Teleport-Aided Assault

Cost: 100 Belthium Crystals

Health Points: 105

Attack Type: Ground Only

Armament: Standard Lasers

Damage Per Second: 8

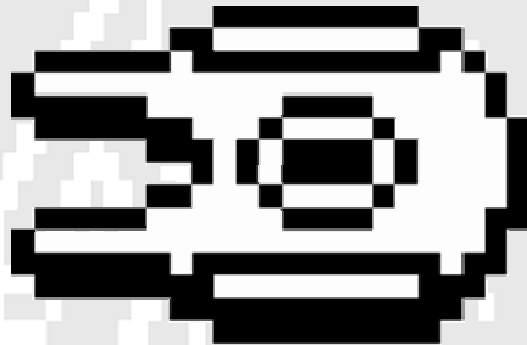
Weapon Range: 2

Speed: 25

Fuel Capacity: 900

Sephrene Gas Capacity: 40

Rate of Overheat: 11 HP per second



Time and time again, Scouters would report an opportune moment for attacking a relatively undefended base. Most of the time, this would be the case when two opposing Scouters built fresh settlements close to each other, but there would be moments when a Scouter observed an area and found a relatively under-defended base. However, Scouters were quite vulnerable to even the most basic of defenses, and quite frequently, reinforcements would arrive only too late.

Knowing that these opportunities were frequent and provided an advantage, the ESEO immediately worked towards developing a solution. In 267 AL, the Raptor was designed to take care of this problem. Its speed, weapons power and high armor allowed it to take out the bases that a Scouter could not.

The Raptor was initially designed with one sole purpose: to attack bases when an opportune moment arrived, a moment that usually disappeared before forces could arrive. With the assumption that men could not arrive in time to take advantage of said situations, the Raptor was designed to be entirely robotic, just like the Scouter.

Although not its only weakness, the Raptor's top weakness is its lack of air weapons. The ESEO found that arming the Raptor with air defense was too expensive, so when Raptors are sent on a raid, Argos, according to their programming, escort them, providing air support as well as additional anti-ground support.

Deflector Shield (Deteriorating Upgrade)



There are times when defenses around a base are too strong to penetrate cheaply and effectively. The Ptaloids provided the ESEO with plans for a shield that would deflect any weapons bombardment, a shield that could only be penetrated by Universal Defense weapons. However, the shield could not cover a vast enough area to be used on large vessels

, although research continues to develop larger deflector shields. As for smaller vessels, the device could not fit inside of a Scouter, and

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Argos were too fragile to handle the power of the shield generator. Logically, this left the Raptor as the only vessel capable of carrying the deflector shield.

Although a Raptor requires Sephrane Gas to use its deflector shield, it proves to be an invaluable asset as it cannot be weakened in any way, aside from Universal Defense weapons.

Teleportation (Refillable Upgrade)

Teleportation with the aid of an Operation Center or Transformation Gateway proves undamaging to human beings. The same could not be said of a vessels self-teleportation with a human being inside of it. Consequentially teleportation, though relatively inexpensive, had to be restricted to robotic vessels. Like the Deflector Shield, teleportation could not be added to Scouters and Argos, and so Raptors alone can teleport. They can teleport to any area that has been explored, but for safety precautions, the area must be explored first. A Raptor needs to stock up on special devices to allow successful teleportation, but it only has enough room to hold two such devices.