

BATTLE ISLE®

THE ANDOSIA WAR

Units
&
Buildings



www.bluebyte.net

© 2000 Blue Byte Software. Text, graphics, layout and logos are protected by copyright. All rights reserved.
Any reproduction, publication, transmission, performance, rental, resale or lending of the manual or parts of the manual without the approval of Blue Byte Software is strictly prohibited. Blue Byte and Battle Isle are registered trademarks of Blue Byte Software. The Blue Byte logo is a registered trademark of Blue Byte Software GmbH & Co. KG in the EU and a trademark of Blue Byte Software Inc. in the United States.

Blue Byte Software Inc.
8140 North Mopac, Suite IV-230
Austin · TX 78759 · USA
Phone: +1 (512) 343-0500
Fax: +1 (512) 343-1886
Technical Hotline USA: +1 (512) 343-1099
Technical Hotline UK: +44 (0) 16 04 25 90 90
hotline@bluebyte.com

Blue Byte Software GmbH & Co. KG
Eppinghofer Straße 150
45468 Mülheim an der Ruhr · Germany
Phone: +49 (0) 208.4 50 88-0
Fax: +49 (0) 208.4 50 88-99
Technical Hotline: +49 (0) 208.4 50 29-29
hotline@bluebyte.de

Developed by:



www.bluebyte.net

TABLE OF CONTENTS

1. UNITS	4		
ALLIGATOR	5	TITAN S1	22
ANT	5	TROGOS	22
ARCHIMEDES	6	VULKANUM	23
BNR 8	6	VULTURE	23
BUGGY	7	WRECKER	24
COMET FP 42	7	XODOM	24
COMMANDER	8	ZENITH W232	25
COMMANDO	8		
CONSTRUCTOR	9	2. BUILDINGS	26
CRUX	9	ACADEMY	27
DOGSTER	10	AIRPLANE FACTORY	27
EID 314	10	ALDINIUM MINE	28
EXTERMINATOR	11	BIG AIRPORT	28
FLAME THROWER	11	ECONOMY HQ	29
GENOM J9	12	ENERGY RELAY POST	29
GHOST FB4	12	HARBOR	30
GRENADE LAUNCHER	13	HEAVY UNITS FACTORY	30
HEAVY INFANTRY	13	HIGH-GRADE STEEL WORKS	31
IONSTAR V2	14	IRON ORE MINE	31
KLAYWOR	14	LIGHT UNITS FACTORY	32
LIGHT INFANTRY	15	MILITARY HQ	32
MAGPIE	15	PILLBOX	33
MEDUSA RA8	16	POWER PLANT	33
NASHORN	16	PUMPING STATION	34
ORCA U9	17	SHIPYARD	34
ORION OR3	17	SMALL AIRPORT	35
PLUTON 7000	18	SOLAR POWER PLANT	35
PULSAR	18	STATIONARY UNITS FACTORY	36
RANGER	19	STEEL WORKS	36
RUNE BX13	19	TIDAL POWER PLANT	37
SAMURAI	20	WINDMILL	37
SKULL 90	20		
SNAKE	21		
SPIDER H2	21		

1. UNITS

In this chapter you will find detailed information on every unit in *Battle Isle: The Andosia War*.

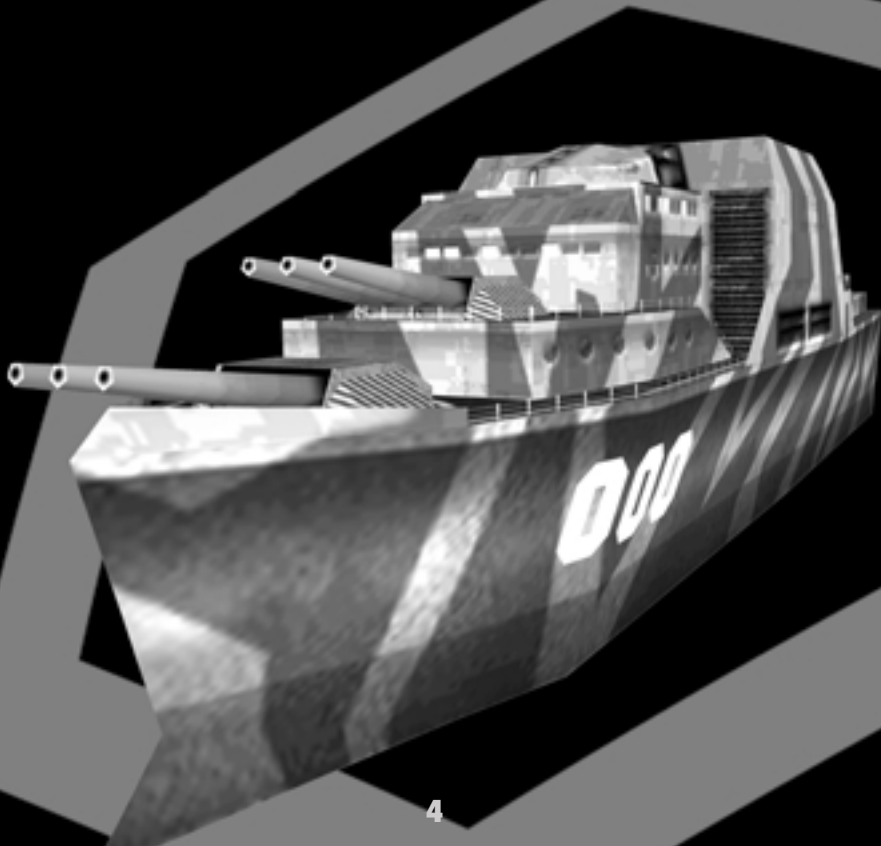
Under the “General” heading you will find a general description of the unit.

Under the “research requirements” heading you will find information on the technologies and buildings which have to be researched and/or built before a certain unit may be researched.

For example: an Archimedes may only be researched if you have researched an anti-aircraft missile launcher and built a heavy units factory. The more advanced a unit is, the more complex its Research requirements are going to be.

Under the “Production requirements” heading you will find information on the technologies and buildings which have to be researched and/or built before a certain unit may be built.

Under the “Special” heading you will find special information on certain units, such as the effect that certain upgrades are going to have.



UNITS

ALLIGATOR

General:

Alligators are small, fast cargo ships with up to thirty cargo slots. Their arsenal consists of a single machine gun. Despite their small size, Alligators have a relatively large range of movement. However, they should avoid any serious combat on the open sea under all circumstances.

Research requirements:

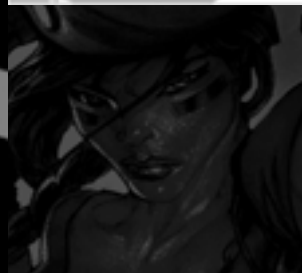
- None. The Alligator is available immediately.

Production requirements:

- Built: Shipyard

Special:

No information available.



ANT

General:

Similar to Constructors, Ants transform energy into matter. They stay in the immediate vicinity of Energy Relay Posts (ERP), from which they continuously receive energy. This energy can then be used for refueling, repairing or upgrading units.

Research requirements:

- None. Ants are available immediately.

Production requirements:

- Built: Light units factory

Special:

Despite the fact that Ants themselves are not armed, they are not entirely defenseless since they are able to drain energy from opponents that come too close.

UNITS

ARCHIMEDES

General:

The latest incarnation of the Archimedes is an anti-aircraft tank. This unit will be especially valuable during the first couple of missions as you do not yet have the ability to build more powerful and technically advanced air defense systems.

Research requirements:

- Built: Aircraft factory
- Researched: Anti-aircraft missile launcher

Production requirements:

- Built: Heavy units factory

Special:

The Archimedes makes a great air defense unit, especially when it's placed in the hinterland to protect your ERPs.

BNR 8

General:

The BNR 8 is a mobile anti-radar unit that can jam enemy radar within a 200 yard radius. That radius can be expanded significantly by upgrades later in the game.

Research requirements:

- Built: Light units factory
- Researched: Radar jamming technology

Production requirements:

- Built: Light units factory

Special:

Anti-radar units cannot jam the radar of units that possess higher upgrade levels than themselves.

UNITS

BUGGY

General:

Buggies are fast and maneuverable vehicles, ideal for scouting assignments in enemy territory. Their armaments consist of light ground-to-ground rockets.

Research requirements:

- None. Buggies are available immediately.

Production requirements:

- Built: Light units factory

Special:

Ideal for guerrilla attacks: get in, open fire and get out again!

COMET FP 42

General:

The Comet FP 42 is a next-generation anti-aircraft tank with a longer firing range, and more powerful weaponry than the Archimedes. The Comet FP 42 is slower than the Archimedes however.

Research requirements:

- Researched: Anti-aircraft missile launcher, upgrade level 2

Production requirements:

- Built: Heavy units factory

Special:

Because its firing range is almost twice the size of the Archimedes', the Comet can often quite easily compensate for its lack of speed when compared to the higher upgrades of the Archimedes.

UNITS

COMMANDER

General:

Commanders are infantry units with command status, which boost all of their subordinates' overall performance, due to their superior strategic skills. Because of their excellent training, commanders have superb reconnaissance skills.

Research requirements:

- Researched: Light infantry unit, upgrade level 2

Production requirements:

- Built: Light units factory, upgrade level 2

Special:

No information available.

COMMANDO

General:

Commandos are quick infantry units armed with a long-range sniper rifle. They are particularly good at taking out advancing enemy forces.

Research requirements:

- Researched: Sniper rifle

Production requirements:

- Built: Light units factory

Special:

Ideal for demoralizing the enemy, because commandos can fire from distant positions where they are out of sight for most opposing units.

UNITS

CONSTRUCTOR

General:

The Constructor is a construction vehicle, which can, like the Ant, transform energy into matter. In addition, you can increase construction speed by linking several Constructors.

Research requirements:

- None. The basic Constructor is available immediately.

Production requirements:

- Built: Light units factory

Special:

To be able to build certain buildings with higher upgrade levels later in the game you will have to have Constructors with special skills. For example, only Constructors with upgrade level 2 can build a level-2 shipyard.

CRUX

General:

The Crux is a cargo plane with up to 25 cargo slots. It is unarmed, but pretty well armored.

Research requirements:

- None. The Crux is available as soon as the first aircraft factory has been built.

Production requirements:

- Built: Aircraft factory

Special:

Additional upgrades increase the strength of the armor even more.

UNITS

DOGSTER

General:

The Dogster is a personnel carrier with up to eight slots. It is unarmed, but heavily armored. Infantry units inside the Dogster can fight.

The Dogster is not suitable for transporting other vehicles. This is a task for the Xodom.

Research requirements:

- None. The Dogster is available immediately.

Production requirements:

- Built: Light units factory

Special:

Additional upgrades further increase the Dogster's speed.

EID 314

General:

The EID 314 is a combat helicopter. Its armament consists of two heavy Gatling guns. The EID 314 excels when it comes to speed and offensive strength, but it has a poor range of movement.

Research requirements:

- None. The EID 314 is available as soon as the first aircraft factory has been built.

Production requirements:

- Built: Aircraft factory

Special:

Additional upgrades increase the EID 314's offensive strength against light and stationary units.

UNITS

EXTERMINATOR

General:

The Exterminator is a fast, heavy bomber with a large range of movement. It can attack only once in a turn, but that attack will be devastating!

Research requirements:

- Built: Aircraft factory
- Researched: Energy bombs

Production requirements:

- Built: Aircraft factory

Special:

Since the Exterminator cannot defend itself against other aircraft, you should always provide it with an escort.

FLAME THROWER

General:

The flame thrower is an infantry unit armed with a flame thrower. This unit is relatively slow and its weapons range is quite limited. However, it can inflict heavy damage especially on buildings.

Research requirements:

- Built: Light units factory
- Researched: Flame thrower

Production requirements:

- Built: Light units factory

Special:

In broad daylight the flame thrower is virtually defenseless, but at night he can become his enemies' worst nightmare.

UNITS

GENOM J9

General:

The Genom J9 is a fighter plane. Its armament consists of air-to-air missiles for dog fighting, and a machine gun for ground attacks. The Genom J9's strength lies in aerial combat.

Research requirements:

- Built: Aircraft factory
- Researched: Air-to-air missile launcher
- Researched: Radar, upgrade level 1

Production requirements:

- Built: Aircraft factory

Special:

The Genom is a short-range plane like the Ghost and was designed for operations from islands or the Titan aircraft carrier.

GHOST FB 4

General:

The Ghost FB 4 is a fighter plane. Its armament consists of a machine gun for dog fighting and bombs for ground attacks. The Ghost FB 4's strength definitely lies in ground combat.

Research requirements:

- Built: Aircraft factory
- Researched: Bombs
- Researched: Radar, upgrade level 2

Production requirements:

- Aircraft factory

Special:

The Ghost is a short-range plane like the Genom, and was designed for operations from islands or the Titan aircraft carrier.

UNITS

GRENADE LAUNCHER

General:

The grenade launcher is an infantry unit armed with a mine thrower. In every round, it's allowed to lay a single mine. You can activate the unit's mine laying mode in its context menu.

Research requirements:

- Built: Light units factory
- Researched: Mine thrower

Production requirements:

- Built: Light units factory

Special:

No information available.

HEAVY INFANTRY

General:

The heavy infantry unit is a soldier armed with a mobile rocket launcher. It is a relatively slow unit, but because of its heavy armament, it is of great tactical value especially at night.

Research requirements:

- Built: Light units factory
- Researched: Mobile rocket launcher

Production requirements:

- Built: Light units factory

Special:

Heavy infantry units are a tank crew's worst nightmare.

UNITS

IONSTAR V2

General:

The Ionstar V2 is a powerful, long-range artillery gun.

Research requirements:

- Researched: Plasma ammunition
- Built: stationary units factory
- Researched: Artillery cannon, upgrade level 2

Production requirements:

- Built: Stationary units factory

Special:

Like every other artillery cannon, the Ionstar needs some practice shots at its target before it can actually hit it.

KLAYWOR

General:

The Klaywor is a transporter which was designed for transporting stationary units to their destination and setting them up there. During a unit's setup, the Klaywor becomes part of the unit's final structure.

Research requirements:

- None. The Klaywor is available immediately.

Production requirements:

- Built: Stationary units factory

Special:

The Klaywor becomes part of the new unit. Therefore, it cannot be reused. However, for every stationary unit a Klaywor is produced automatically, so no need to worry.

UNITS

LIGHT INFANTRY

General:

Light infantry units are the weakest and cheapest of all available foot soldiers. You should use them mainly against other infantry units, but also against weak armored vehicles at night.

Research requirements:

- None. Light infantry units are available right from the start.

Production requirements:

- Built: Light units factory

Special:

Some players prefer to use their light infantry units as a cheap way of finishing off already damaged units.

MAGPIE

General:

The Magpie picks up what is left of your enemies' units (or your own units!), immediately converts the scrap metal into energy, and feeds it into your energy network.

Research requirements:

- None. The Magpie is available immediately.

Production requirements:

- Built: Light units factory

Special:

No information available.

UNITS

MEDUSA RA8



General:

The Medusa is a stationary, anti-aircraft missile emplacement.

Research requirements:

- Built: Stationary units factory
- Researched: Anti-aircraft missile launcher

Production requirements:

- Built: Stationary units factory

Special:

The Medusa is the best way to protect strategically important locations from air raids.

NASHORN

NASHORN



General:

The Nashorn is the bigger of the two heavy battle tanks in the game. While it is cheap to produce, the Nashorn doesn't have much of an anti-aircraft system.

Research requirements:

- Researched: Tank cannon, upgrade level 2

Production requirements:

- Built: Heavy units factory, upgrade level 2

Special:

Once you have gained air superiority, the Nashorn should be your tank of choice.

UNITS

ORCA U9



General:

The Orca is a submarine. It can attack marine targets with torpedoes, and ground targets with its submarine missile launcher.

Research requirements:

- Researched: Torpedo launcher
- Researched: Submarine missile launcher

Production requirements:

- Built: Shipyard, upgrade level 2

Special:

No information available.

ORION OR 3

ORION OR 3



General:

The Orion is an unarmed, armored radar vehicle. It is almost indispensable when it comes to battlefield reconnaissance.

Research requirements:

- None. The Orion is available immediately.

Production requirements:

- Built: Light units factory

Special:

Upgrades primarily increase the radar range and protect the unit against low-level BNR 8 units.

UNITS

PLUTON 7000

General:

The Pluton is a stationary unit armed with a Gatling gun. It is particularly effective against approaching infantry, and lightly armored units.

Research requirements:

- Built: Stationary units factory

Production requirements:

- Built: Stationary units factory

Special:

Upgrades primarily increase the number shots that can be fired in one turn.

PLUTON 7000



PULSAR

General:

The Pulsar is the smaller of the two heavy artillery tanks in the game. Although it is clearly inferior to the Trogos, it has two advantages:

- 1.) It is available early in the game.
- 2.) It is a lot cheaper than the Trogos.

Research requirements:

- Built: Heavy units factory
- Researched: Plasma ammunition
- Researched: Artillery cannon

Production requirements:

- Built: Heavy units factory

Special:

Like every other artillery cannon, the Pulsar needs some practice shots at its target before it can actually hit it.

PULSAR



UNITS

RANGER

General:

The Ranger is a fast, lightly armored scout, armed with a single machine gun. Its main advantage is its incredible range of movement.

Research requirements:

- None. The Ranger is available immediately.

Production requirements:

- Built: Light units factory

Special:

Upgrades increase the Ranger's range of movement even more.

RANGER



RUNE BX13

General:

The Rune is a stationary radar unit. As with all other stationary units, a Klayvor carries it to its final destination.

Research requirements:

- None. The Rune is available immediately.

Production requirements:

- Built: Stationary units factory

Special:

Upgrades primarily increase the radar range.

RUNE BX13



UNITS

SAMURAI

General:

The Samurai is the smaller one of the two heavy battle tanks in the game. Its main advantage over the Nashorn is its more sophisticated anti-aircraft system. The Samurai is available earlier than the Nashorn, but it is also a lot weaker, more expensive unit.

Research requirements:

- Built: Heavy units factory
- Researched: Anti-aircraft missile launcher

Production requirements:

- Built: Heavy units factory

Special:

When you are still struggling for air superiority, the Samurai is a must.

SKULL 90

General:

The Skull is the lonstar's little brother. As a stationary artillery cannon, it is available at an earlier stage than the lonstar, but it lacks his bigger sister's firepower.

Research requirements:

- Built: Stationary units factory
- Researched: Artillery cannon
- Researched: Plasma ammunition

Production requirements:

- Built: Stationary units factory

Special:

Like every other artillery cannon, the Skull needs to fire some practice shots at its target before it can actually hit it.

UNITS

SNAKE

General:

The Snake is a fast, light armored vehicle. Its only armament is a single machine gun.

Research requirements:

- None. The Snake is available immediately.

Production requirements:

- Built: Light units factory

Special:

The right tank for getting started in combination with infantry

SPIDER H2

General:

The Spider is a large cargo ship with up to 75 cargo slots. It is unarmed, but it has a powerful battery that can be used to recharge other naval units on the open sea. To recharge itself, the Spider has to be in a harbor or in the vicinity of a coastal ERP.

Research requirements:

- Researched: Battery

Production requirements:

- Built: Shipyard

Special:

No information available.

UNITS

TITAN S1

General:

The Titan is an aircraft carrier. It is armed with an anti-aircraft gun. Thanks to its huge battery, the Titan's range of movement is exceptionally large. Because of its size and use of technology, the Titan can only be built in shipyards with upgrade level 2.

Research requirements:

- Researched and built: Shipyard, upgrade level 2
- Researched: Radar, upgrade level 2

Production requirements:

- Built: Shipyard, upgrade level 2

Special:

Just like the Spider, the Titan is capable of scanning islands for objects taller than ten meters. Therefore, it can reveal the presence of enemy economic structures. However, military units are too small to be discovered by the Titan's scans.

TROGOS

General:

The Trogos is a heavy artillery tank. In its higher upgrade levels, it commands the most powerful plasma weapons developed on Chromos. You can expect some serious firepower from this one!

Research requirements:

- Researched: Plasma ammunition
- Researched: Artillery cannon, upgrade level 2

Production requirements:

- Built: Heavy units factory, upgrade level 2

Special:

Like every other artillery cannon, the Trogos needs to fire some practice shots at its target before it can actually hit it.

UNITS

VULKANUM

General:

The Vulkanum is a fast, lightly armored unit with a disadvantage in uneven territory because it hovers. Its armament consists of a single Gatling gun.

Research requirements:

- Built: Light units factory

Production requirements:

- Built: Light units factory

Special:

The Gatling Gun becomes more powerful with every upgrade.

VULTURE

General:

The smallest of the heavy battle tanks, the Vulture has only a single cannon, making it ineffective against infantry units. However, because of its low price and its instant availability, it's useful when you have to deal with light vehicles only.

Research requirements:

- None. The Vulture is available as soon as the heavy units factory has been researched.

Production requirements:

- Built: Heavy units factory

Special:

No information available.

UNITS

WRECKER

General:

The Wrecker is the only ship which can effectively combat submarines. In one-on-one combat with a submarine, the Wrecker is clearly superior. However, you must have a shipyard with upgrade level 1 to build it.

Research requirements:

- Researched: Ship's cannon
- Researched: Torpedo launcher

Production requirements:

- Built: Shipyard, upgrade level 1

Special:

Just like the Spider, the Wrecker is capable of scanning islands for objects taller than ten meters. Therefore, it can reveal the presence of enemy economic structures. However, military units are too small to be discovered by the Wrecker's scans.

XODOM

General:

The Xodom is a personnel carrier with up to 15 slots large enough even for tanks. It is unarmed, but it has a thick armor.

Research requirements:

- Built: Heavy units factory

Production requirements:

- Built: Heavy units factory

Special:

No information available.

UNITS

ZENITH W232

General:

Similar to the Wrecker, the Zenith is a battleship. Although it cannot defend itself against submarines, it CAN defend itself quite well against aerial attacks, and it has a long-range missile launcher. Like most ships, the Zenith is available only after you have a shipyard with upgrade level 2.

Research requirements:

- Researched: Ship's cannon, upgrade level 2
- Researched: Anti-aircraft missile launcher

Production requirements:

- Built: Shipyard, upgrade level 2

Special:

No information available.

2. BUILDINGS

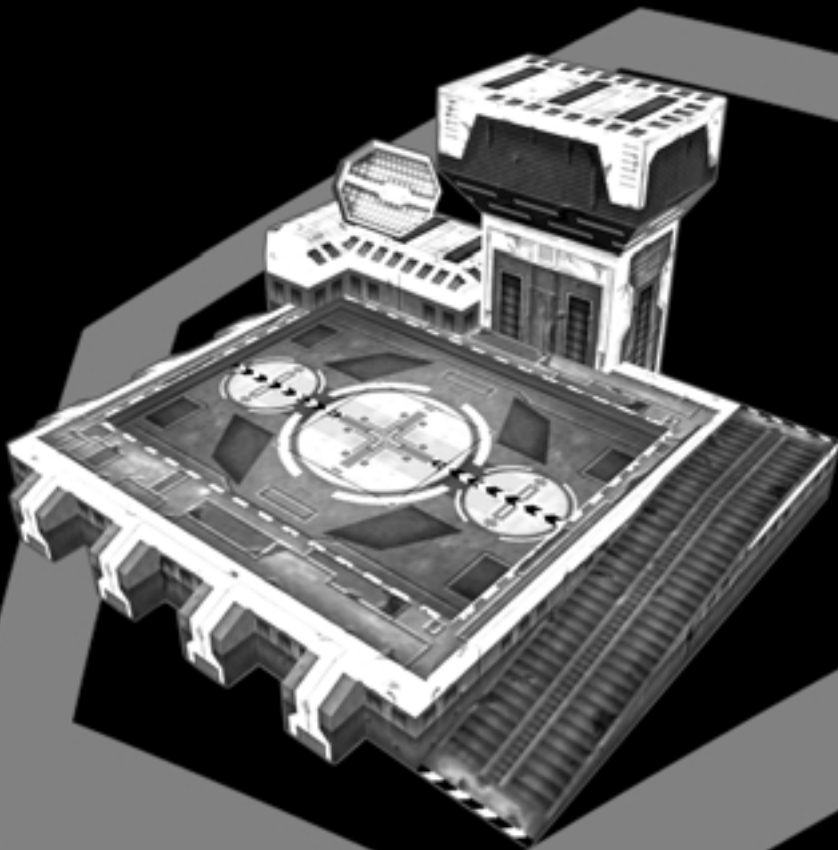
Here you will find detailed information on every building in *Battle Isle: The Andosia War*.

Under the heading "research requirements" you will find information on the technologies and buildings which have to be researched before a certain building may be researched.

For example: an aircraft factory may only be researched if you have researched a High-Grade Steel Factory. The more advanced a building is, the more complex its Research requirements are going to be.

Under the heading "Production costs" you will find information on how long it will take to build a certain building, and the amount of resources you will have to spent on building that structure.

Under the heading "Special" you will find special information on certain buildings, for example which effect upgrades are going to have.



BUILDINGS

ACADEMY

General:

In the Academy, you can research new technologies, buildings and weapon systems.

Research requirements:

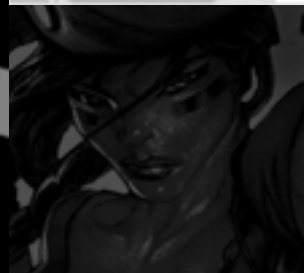
- None. The Academy is available immediately.

Production costs:

Time: 120
Steel: 700
Energy: 7000
Water: 500

Special:

There are no upgrades available for the Academy.



AIRPLANE FACTORY

General:

You need an Airplane Factory to build up your air force.

Research requirements:

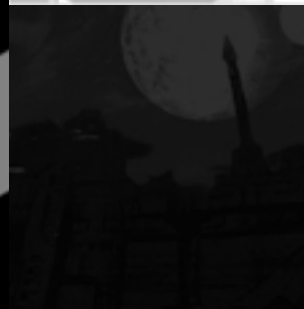
- Built: High-Grade Steel Works

Production costs:

Time: 120
Steel: 700
Energy: 4000
Water: 500
High-grade steel: 300

Special:

Upgrades will enable you to develop new and improved weapons and aircraft.



BUILDINGS

ALDIINIUM MINE

General:

The Aldinium Mine can only be erected on aldinium deposits. Aldinium is an energy-charged crystal used for generating electricity in Power Plants. You may recognize an aldinium deposit by the blue color of the ground.

Research requirements:

- None. The Aldinium Mine is available immediately.

Production costs:

Time: 100
Steel: 325
Energy: 2400
Water: 100

Special:

IMPORTANT! You should have your Academy research upgrades for mines as soon as possible. The first mines waste a lot of resources, and you cannot extract any more resources from the debris left over. Therefore, the sooner you research upgrades, the more you will be able to get out of your mines! The very first upgrade triples the efficiency of your mines!

BIG AIRPORT

General:

Your economy island's Airport is one of the links between your economy and the battlefield. At the Airport you can (re)fuel and repair aircraft.

Research requirements:

- Built: Special Steel Works

Production costs:

Time: 120
Steel: 600
Energy: 5000
Water: 500
High-grade steel: 250

Special:

Your Airport's storage capacity is very limited. Upgrades will allow you to store more units for transport and station more aircraft at the Airport.

BUILDINGS

ECONOMY HQ

General:

Your economy island's HQ is not only the main distribution center for all kinds of resources. It is the very heart of your economy. If it is destroyed, you lose the game. Therefore, you should start protecting it as soon as there is any chance of enemy attack.

The HQ collects all incoming energy and transmits it as an energy beam to a satellite that orbits Chromos. This satellite then relays this energy on to your tactical HQ.

Research requirements:

- None. You always start with an Economy HQ.

Production costs:

No information available.

Special:

The economy island's HQ produces a small amount of raw materials on its own. Of course, it can never match the output and speed of the specialized production centers.

ENERGY RELAY POST (ERP)

General:

An Energy Relay Post (ERP) is a station for sending and receiving energy. On one hand, it bridges the energy gap between buildings that are located far apart.

On the other hand, it makes sure that the energy supply for the battlefield does not break down. Therefore, you have to build up entire network of ERPs so your units may be refueled, repaired and upgraded without having to travel too far.

Research requirements:

- None. The ERP is available immediately.

Production costs:

Time: 40
Steel: 75
Energy: 1500
Water: 0

Special:

There are no ERP upgrades.

Since ERPs are an easy target for your enemies, they should be well protected.

BUILDINGS

HARBOR

General:

Your economy island's Harbor is one of the links between your economy and the battlefield. Here you can prepare units for transport, and recharge and repair your naval units.

Research requirements:

- None. The Harbor is available immediately.

Production costs:

Time: 100
Steel: 650
Energy: 5000
Water: 400

Special:

Your Harbor's storage capacity is very limited. Upgrades will allow you to store more units for transport and station more naval units in the Harbor.

HEAVY UNITS FACTORY

General:

In the Heavy Units Factory you can build heavy tanks, mobile artillery and heavy personnel carriers.

Research requirements:

- None. The Heavy Units Factory is available once it has been researched.

Production costs:

Time: 100
Steel: 600
Energy: 5500
Water: 400

Special:

Upgrades will enable you to produce new and improved weapon systems and tanks.

BUILDINGS

HIGH-GRADE STEEL WORKS

General:

With the help of water and energy, the High-Grade Steel Works turns raw steel into high-grade steel. You need high-grade steel to build certain units and buildings.

Research requirements:

- Researched: High-grade steel

Production costs:

Time: 100
Steel: 500
Energy: 4000
Water: 400

Special:

Upgrades increase the High-Grade Steel Works' efficiency.

IRON ORE MINE

General:

Iron Ore Mines can only be erected on iron ore deposits. You can recognize iron ore deposits by the rusty red color of the ground. Without iron ore you cannot produce raw steel in the Steel Works.

Research requirements:

- None. The Iron Ore Mine is available immediately.

Production costs:

Time: 100
Steel: 30
Energy: 2350
Water: 145

Special:

IMPORTANT! You should have your Academy research upgrades for mines as soon as possible. The first mine versions waste a lot of resources, and you cannot extract any more resources from the debris left over. Therefore, the sooner you research upgrades, the more you will be able to get out of your mines! The very first upgrade triples the efficiency of your mines!

BUILDINGS

LIGHT UNITS FACTORY

General:

In the Light Units Factory, you can not only build light tanks, but also infantry units and light personnel carriers.

Research requirements:

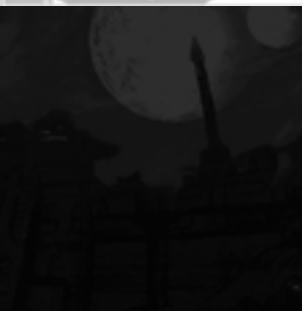
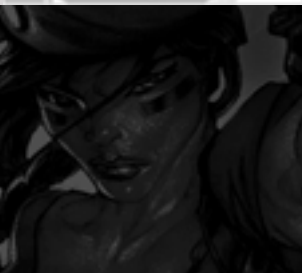
- None. The Light Units Factory is available right from the start.

Production costs:

Time: 120
Steel: 500
Energy: 5000
Water: 350

Special:

Upgrades will enable you to develop and produce new and improved weapon systems and tanks.



MILITARY HQ

General:

The Military HQ is mainly a centralized energy distribution facility. It relays the energy it receives from a satellite in the Chromian stratosphere to the surrounding ERPs.

If your Military HQ is destroyed, you lose the game.

Research requirements:

- None. You always start with a Military HQ.

Production costs:

None.

Special:

No information available.

BUILDINGS

PILLBOX

General:

Your infantry can use Pillboxes to improve their defensive situation. A single Pillbox can accommodate up to three soldiers.

Research requirements:

- None. Pillboxes are available right from the start.

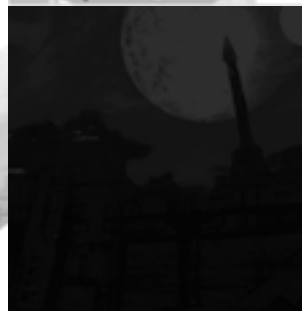
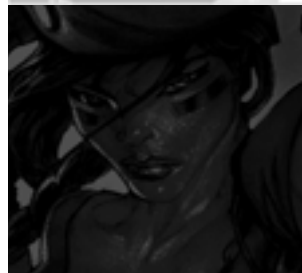
Production costs:

- Built: High-Grade Steel Works
- Built: Stationary Units Factory

Time: 80
Steel: 200
Energy: 1600
Water: 175
High-grade steel: 10

Special:

Upgrades will increase the number of soldiers a single Pillbox can accommodate.



POWER PLANT

General:

Power Plants turn aldinium into energy, which is then relayed to the HQ.

Research requirements:

- None. Power Plants are available immediately.

Production costs:

Time: 80
Steel: 200
Energy: 1250
Water: 30

Special:

There are no Power Plant upgrades. However, you can research other power plant types: Windmills, Solar and Tidal Power Plants.

BUILDINGS

PUMPING STATION

General:

Pumping Stations provide your buildings with the water required for many production processes. Pumping Stations may only be built in the vicinity of water.

Research requirements:

- None. Pumping Stations are available immediately.

Production costs:

Time: 100
Steel: 275
Energy: 1900
Water: 0

Special:

Upgrades increase the pumps' speed.

SHIPYARD

General:

You need a Shipyard to build up your fleet.

Research requirements:

- None. The Shipyard is available once it has been researched.

Production costs:

Time: 120
Steel: 500
Energy: 5000
Water: 500

Special:

Upgrades will enable you to develop new and improved ships and weapon systems.

BUILDINGS

SMALL AIRPORT

General:

You need the Small Airport on your battle island to deploy, (re)fuel, upgrade and repair your short-range aircraft. You can unload the units that you have brought over from your economy island.

Research requirements:

- None. The battle island airfield is available immediately.

Production costs:

- Built: Stationary Units Factory

Time: 80
Steel: 150
Energy: 2000
Water: 155
High-grade steel: 50

Special:

No information available.

SOLAR POWER PLANT

General:

Solar Power Plants turn sunlight into energy, which is then relayed to your HQ. Solar Power Plants always face the sun. Of course, they are of little use in the shadow or during the night. However, they are not dependent on any other resources.

The weather forecast can help you in estimating how effective your Solar Power Plants are going to be in the near future.

Research requirements:

- Researched: Solar power

Production costs:

Time: 80
Steel: 200
Energy: 2250
Water: 50

Special:

There are no Solar Power Plant upgrades. However, you can research another type of power plant: the Tidal Power Plant.

Please note that Solar Power Plants do not have to be connected to the economy island's transport tube system.

BUILDINGS

STATIONARY UNITS FACTORY

General:

In the Stationary Units Factory you can build all kinds of gun towers, ERPs and other stationary units for the battlefield.

Research requirements:

- None. The Stationary Units Factory is available immediately.

Production costs:

Time: 120
Steel: 500
Energy: 5500
Water: 350

Special:

Upgrades will enable you to develop better weapon systems, tanks and other systems.

STEEL WORKS

General:

The Steel Works produces steel by processing iron ore with the help of energy and water. Without steel you won't be able to build any units or buildings at all.

Research requirements:

- None. The Steel Works is available immediately.

Production costs:

Time: 100
Steel: 100
Energy: 2100
Water: 50

Special:

Upgrades increase the Steel Works' efficiency.

BUILDINGS

TIDAL POWER PLANT

General:

Tidal Power Plants use the movement of the sea for producing energy, which is then relayed to your HQ. The Tidal Power Plants' efficiency depends on wind and tides. The tidal forecast is a great help when it comes to estimating how effective this kind of power plant is going to be in the near future. Tidal Power Plants are particularly effective at new and full moon.

Research requirements:

- Built: Solar Power Plant
- Researched: Tidal energy

Production costs:

Time: 100
Steel: 400
Energy: 4000
Water: 350
High-grade steel: 50

Special:

The Tidal Power Plant is the last type of Power Plant to be researched.

WINDMILL

General:

Windmills turn wind into energy, which is then relayed to your HQ. Windmills automatically adjust their position to the wind's direction. Although a Windmill may be less effective in a valley than on an open field, it isn't dependent on any other resources.

The weather forecast will provide you with fairly accurate information on how much energy you will be able to generate with your Windmill(s).

Research requirements:

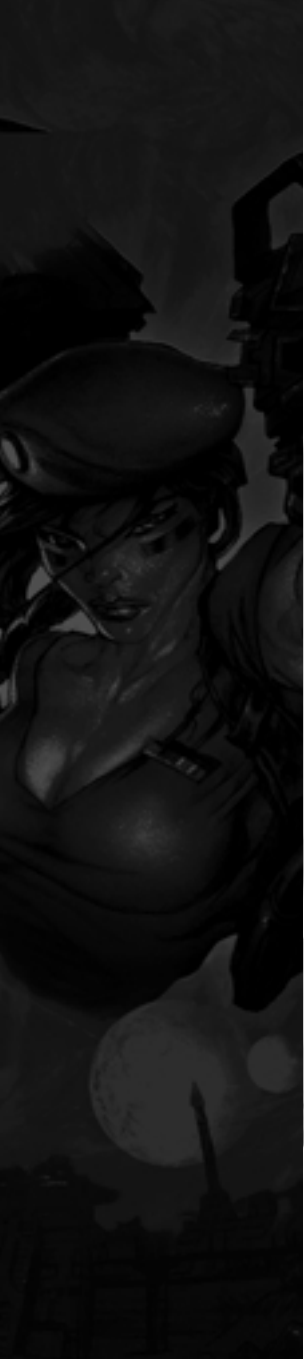
- Built: Power Plant
- Researched: Wind energy

Production costs:

Time: 80	Water: 135
Steel: 130	High-grade steel: 50
Energy: 2000	

Special:

There are no Windmill upgrades. However, there are two more types of power plants to be researched: Solar and Tidal Power Plants. Please note that Windmills do not have to be connected to the economy island's transport tube system.



Uses Miles Sound System.

Copyright © 1991-2000 by RAD Game Tools, Inc.

Miles 3D Realistic Sound Experience (RSX) Software

Copyright © 1997-2000 by Intel Corporation and RAD Game Tools, Inc.





Uses Bink Video Technology.

Copyright © 1997-2000 by RAD Game Tools, Inc.

MPEG Layer-3 playback supplied with the Miles Sound System from RAD Game Tools, Inc.

MPEG Layer-3 audio compression technology licensed by Fraunhofer IIS and THOMSON multimedia.

Make sure you also play
BATTLE ISLE: THE ANDOSIA WAR
online in the **BLUE BYTE GAME CHANNEL:**

-  Exciting games against real opponents!
-  Gaming partners round the clock, worldwide!
-  Simple, direct start to games via the browser!
-  World ranking lists, message boards and chats!
-  Clans, tournaments and competitions with prizes!
-  Information, automatic updates, online service!



All this in the **BLUE BYTE GAME CHANNEL:**
www.bluebyte.net



www.bluebyte.net [®]