

The [mission.fst](#) file contains several [warrior.abl](#) files not visible in the missions folder.

They can be allocated directly to units on your maps for example by using the Warrior Brain Tool.

Filename	teams	scanrange	attacking	patrolrange	purpose	remarks
mc2xattack	all	0	units	-	guard	
mc2xattacksurrender	enemy	50	units	-	guard	surrenders to allied when fires self-repair
mc2xrepair	all	50	units	-	guard	
mc2xautorepair	player/allied	500	none	-	repair in radius	all allies
mc2xcapautorepairx	player	250	none	-	repair in radius	cap to player
mc2xcapautorepairxa	allied	500	none	-	repair in radius	cap to allied
mc2xcapnop	player	-	none	-	nop/play	cap
mc2xcapnopx	player	-	none	-	nop/play	cap to player
mc2xcapnopxa	allied	-	none	-	nop/mc2xaescorts	cap to allied
mc2xplay	player	300	command	-	player	
mc2xnop	all	-	-	-	no ops	
mc2xnpd	all	-	-	-	no ops & pd	no powerup
mc2xnpdonce	all	-	-	-	guard & pd	cmd powerup
mc2xnpdup	all	-	-	-	no ops & pd	1 <sup>st</sup> pup cmd
mc2x_npdonce	player	-	-	-	guard & pd	1 <sup>st</sup> pup cmd
mc2x03_npd	all	-	-	-	no ops & pd	powerup at #3
mc2x04_npd	all	-	-	-	no ops & pd	powerup at #4
mc2x05_npd	all	-	-	-	no ops & pd	powerup at #5
mc2x08_npd	all	-	-	-	no ops & pd	powerup at #9
mc2x09_npd	all	-	-	-	no ops & pd	powerup at #9
mc2x11_npd	all	-	-	-	no ops & pd	powerup at #11
mc2x12_npd	all	-	-	-	no ops & pd	powerup at #12
mc2x04_npdx	all	-	-	-	no ops & pd	guard at # 04
mc2xeject	all	-	-	-	eject pilot	
mc2xaguard4	allied	400	enemy	-	guard	no player fire

mc2xranpat	all	400	units	600	random	landsend patrol
mc2xranpatb	all	800	units +	800	random	landsend patrol
mc2xranpatbx	all	400	units +	600	random	landsend patrol
mc2xguard1	all	100	units	-	guard	visual only
mc2xguard2	all	200	units	-	guard	visual + sensor
mc2xguard3	all	300	units	-	guard	visual + sensor
mc2xguard4	all	400	units	-	guard	visual + sensor
mc2xguard4ss	all	400	units	-	guard	+suicide at #12
mc2xpat100	all	400	units	100	patrolling from start	
mc2xpat200	all	400	units	200	patrolling from start	
mc2xpat300	all	400	units	300	patrolling from start	
mc2xpat400	all	400	units	400	patrolling from start	
mc2xpat500	all	400	units	500	patrolling from start	
mc2xpat600	all	400	units	600	patrolling from start	
mc2xpat800	all	400	units	800	patrolling from start	
mc2xpat1200	all	400	units	1200	patrolling from start	
mc2xpat2000	all	400	units	2000	patrolling from start	sensor limit
mc2xpat4500	all	400	units	4500	patrolling from start	sensor limit
mc2xpat6000	all	400	units	6000	patrolling from start	sensor limit
mc2xescort	player				escort player units	
mc2xescorts	player				escort player units	shut down
mc2xescortsr	player				escort player units	shut down +
mc2xescortx	enemy				escort enemy units	
mc2xescortxx	enemy				escort enemy units	escort distance
mc2xescortxxx	enemy				escort enemy units	escort distance
mc2xescortz	player				escort player units	leader switching
mc2xaescorts	allied				escort player units	no player fire
mc2xaescortz	allied				escort player units	nop fire, lea swi
mc2xpowerup	enemy	400	units		powerup@ 100	powerdwn@1k
mc2xpowerup600	enemy	400	units		powerup@ 600	powerdwn@1k
mc2xemp					for use by code only (EMP-Pulsar.hit)	

mc2xaescortdropoff				for use by code only (DropOff for allied units after PickUp)		
mc2xpowerup600jam enemy	400	units		powerup@ 600		can be jammed
mc2xpowerup300 enemy	400	units		powerup@300		powerdown@1k
mc2xpup600attn3 enemy	400	units		powerup@ 600		attack@obj#3
mc2xpup600attn5 enemy	400	units		powerup@ 600		attack@obj#5
mc2xpup600attn8 enemy	400	units		powerup@ 600		attack@obj#8
mc2xpup600attn9 enemy	400	units		powerup@ 600		attack@obj#9
mc2xpup600attn12 enemy	400	units		powerup@ 600		attack@obj#12
mc2xpup300attn2 enemy	400	units		powerup@ 300		attack@obj#2
mc2xpup300attn4 enemy	400	units		powerup@ 300		attack@obj#4
mc2xpup300attn6 enemy	400	units		powerup@ 300		attack@obj#6
mc2xpup300attn7 enemy	400	units		powerup@ 300		attack@obj#7
mc2xpup300attn8 enemy	400	units		powerup@ 300		attack@obj#8
mc2xattack1 enemy	400	units		triggered attack		objective #1
mc2xattack2 enemy	400	units		triggered attack		objective #5
mc2xattack3 enemy	400	units		triggered attack		objective #6
mc2xattack4 enemy	400	units		triggered attack		objective #4
mc2xattack5 enemy	400	units		triggered attack		objective #10
mc2xattack6 enemy	400	units		triggered attack		objective #4
mc2xattack7 enemy	400	units		triggered attack		objective #11
mc2xattack9 enemy	400	units		triggered attack		objective #9
mc2xattackpup enemy/allies	400	units		triggered powerup		when shot at
mc2xattack15 enemy	400	units		triggered attack		objective #15
mc2xteleport6 enemy	400	units		triggered teleport		objective #6
mc2xteleport7 enemy	400	units		triggered teleport		objective #7
mc2xteleport8 enemy	400	units		triggered teleport		objective #8
mc2xteleport9 enemy	400	units		triggered teleport		objective #9
mc2x_ncv_attack all	300	units	-	ramming		non-combat veh
mc2xmech2 all		units	squad 5	waiting for pilot		none
mc2xpilot2_1 all		units	squad 6	pilot wave #1		objective#9
mc2xpilot2-2 all		units	squad 7	pilot wave #2		objective#0

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*mc2xteleport....*

*multiple teleport brains that need mission adaption*