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Anno 2070

The Anno 2070 Wiki Mod

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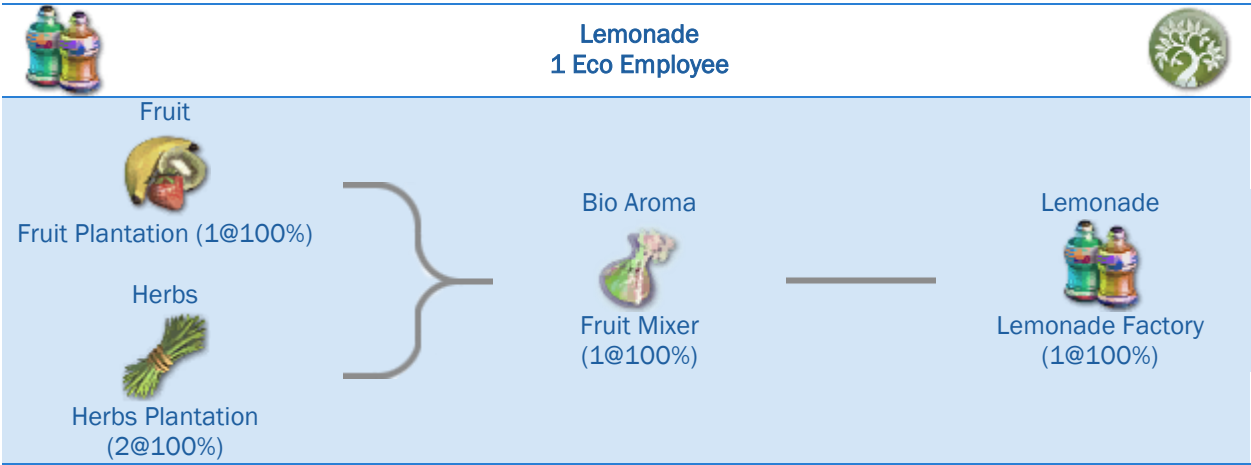
So... what are we going to do in our great mod? A few key functions:

- New production chains like Lemonade, Cola, Decoration Plants, Warm Clothes, Cosmetics, Electric Cars and Regenerative Cream;
- New fertilities and raw materials on a new type of islands: tropical islands;
- New items like the Sound Wave and the Target-Seeking Missile;
- New NPCs: Phinn Cyber, Siris Racter, Sir Yance Langton, Léo Zanchi and Delaren;
- New Diplomatic Options in Multiplayer Games;
- New buildings the Ministry of Information Technologies, the Biofuel Power Station, the Diamond Mine, the Mjöltnir and the Rail Gun;
- New units like the Manta, the Leviathan and the Inmari.
- New disasters like the Volcano, the Solar Flare and Deserted Islands;
- A new Sabotage system;
- New settings for Continuous Games, like setting disasters on or off and setting the climate zones and new needs on or off;
- New bonus content like new player colours and new titles;
- New missions including a brand new Campaign “Licence to Kill”, new Single Missions and some new World Events.

As you can see, I haven't included all elements from our old overview page. This are the elements I like most (and I hope you like them too).

New Production Chains

▽ = has to be built under water

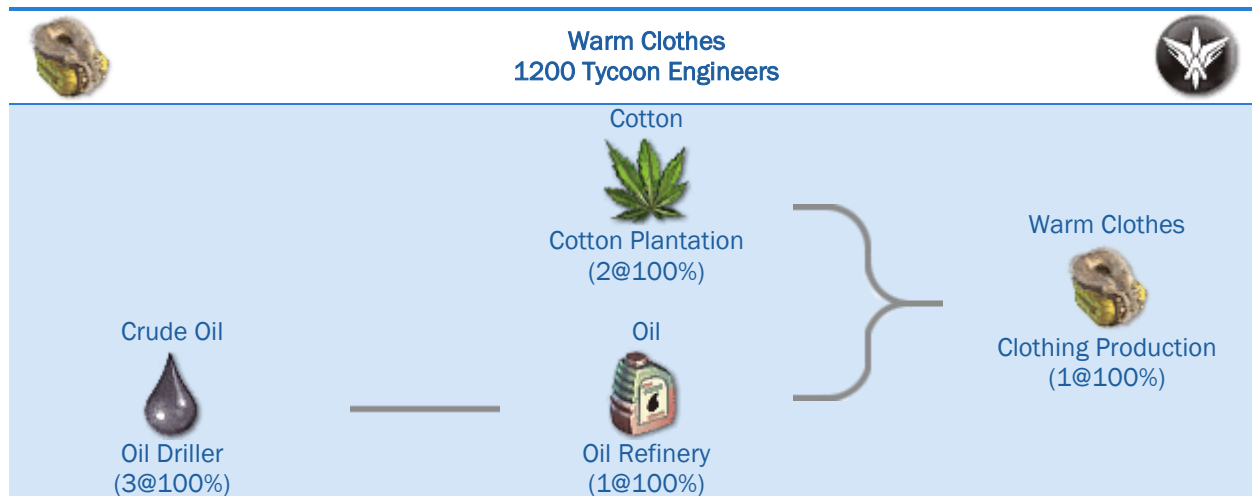
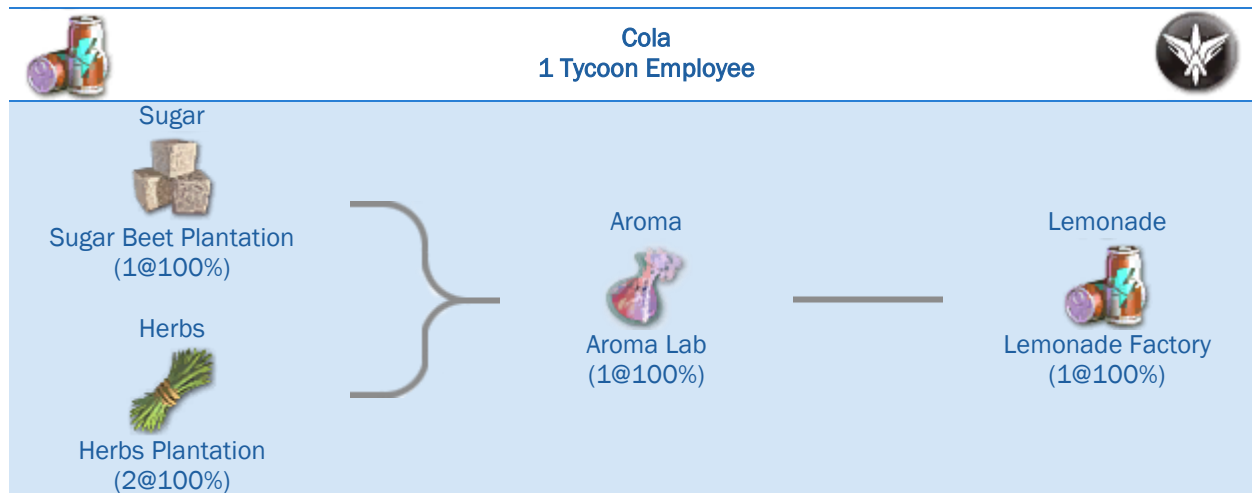


Electric Cars 1800 Eco Executives



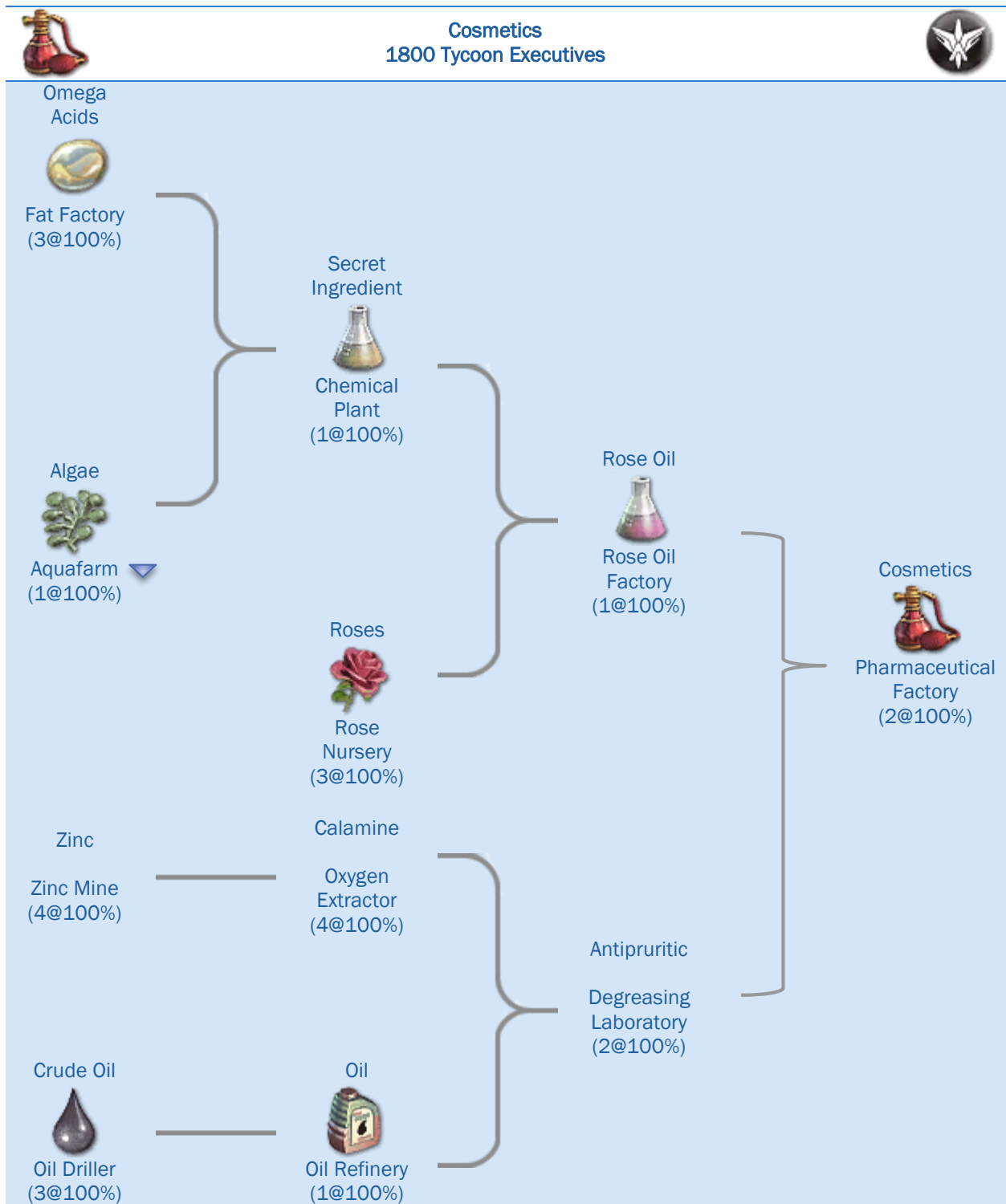
Notes:

- You still have to unlock the Cotton Plantation by reaching Tycoon Engineers.
- The Microchips sub-production chain can be replaced by an Electronics Recycler (2@100%; ▼).



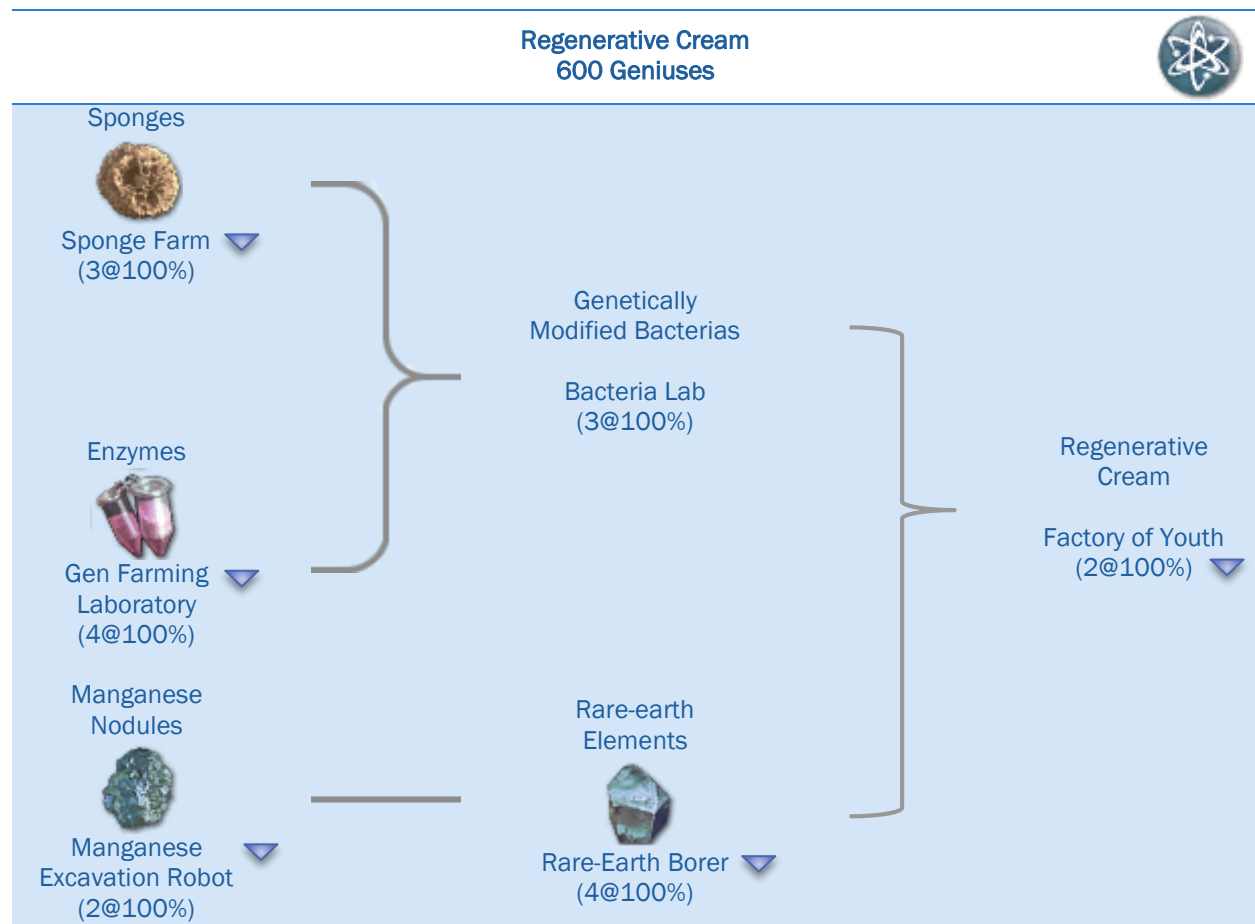
Notes:

- The Oil Driller can be replaced by an Oil Rig (1@100%; ▼).



Notes:

- You still have to unlock the Rose Nursery by reaching Eco Engineers.
- The Rose Oil Factory has to be built on a River Slot; the Zinc Mine has to be built on a Mine Slot.
- The Oil Driller can be replaced by an Oil Rig (1@100%; ▼).



Notes:

- You still have to unlock the Manganese Excavation Robot and the Rare-Earth Borer by reaching Tycoon or Eco Executives.

Tropical Islands

Our mod includes a new island type: **tropical islands**. As you've probably already seen above, they will feature several new fertilities.



Herbs



Roses



Cotton

They also feature several new and old raw materials:

Zinc



Bauxite



Coal



Basalt



Diamonds

You are only able to mine diamonds with a **Diamond Mine**, a special mine only available if you defeat Léo Zanchi on the hard difficulty level.

New Items

Our mod includes several new item types.

Sound Wave

Releases a sound wave which blows away all near vehicles at the same level (deep sea / surface / air). No damage is done.

Availability: all vehicles. Versions: Old Sound Wave (range: 5); Basic Sound Wave (range: 7); Optimized Sound Wave (range: 9); Advanced Sound Wave (range: 15)

Target-Seeking Missile

Allows the vehicle to fire one missile that automatically goes to the nearest enemy vehicle in the range.

Availability: all vehicles. Versions: Old T-S M (range: 15, damage: 150 hp); Basic T-S M (range: 45, damage: 200 hp); Optimized T-S M (range: 75, damage: 250 hp); Advanced T-S M (range: whole map, damage: 300 hp)

Aerodynamic Design

Reduces the speed loss by overloading and/or damage.

Availability: all vehicles. Versions: A D 1.0 (-20%); A D 2.0 (-40%); A D 3.0 (-65%); A D 4.0 (-100%)

Tank Expansion

Allows the plan to stock more kerosene.

Availability: aircraft only. Versions: Small T E (+10%); Medium T E (+20%); Large T E (+30%); Huge T E (+40%)

Diplomat

Gives +15 influence with a player.

Mediator

Solves a conflict between two other players.

Negotiator

Grants you a longer period to complete an Ultimatum.

New Computer Players

Phinn Cyber

Phinn is a campaign-only NPC. His profile is explained in the campaign.

Siris Racter

expanding - Eco - profile colour: dark green - nickname: "the extremist"

Siris Racter is one of the largest supplier of Green energy. His company Racter & Co. only uses their self-invented "Biofuel Power Stations". He'll build many Vipers, Hovercrafts, Deep Sea Hunters, Choppers, Hawks, FireBirds and even some Orcas to protect his properties. He only uses Cargo Liners to transport his goods.

Trade: building modules (sell), tools (sell), vegetables (sell), weapons (buy), durum wheat (sell), bio drinks (buy), corn (sell), service bots (buy). Items: an eco ark item, a building's ecobalance upgrade, an eco seed, an improvement item for vehicles, an eco building warehouse item and a usable item for vehicles.

Diplomacy: he'll fight every Tycoon NPC.

War Triggers: settle 1 Tycoon Executive, let your ecobalance drop below -150, produce more than 250 energy, have more than 8 warships, buy one of his islands.

Ultimatums: get your ecobalance above -50, destroy your Arsenal, produce less than 200 excess power, have less than 4 warships, destroy your Financial Centre, have less than 4 islands, stop buying her shares for 1:00:00, stop sabotaging her for 1:45:00, destroy your Missile Launch Pad.

Friendly Turns: destroy (the vehicles of) Tycoon NPCs

Gaining influence: sabotage / attack Tycoon NPCs, use "Anti-Escalation Equipment" items, build "River Sewage Treatment Plants", have an ecobalance above 225 (gain 30 influence when you build a Guardian/Keeper 1.0)

Losing influence: trade with Tycoons, produce many excess power, build many "Solar Tower Plants", make power using Tycoon technology, build a large army, build "Munitions Factories", have an ecobalance below 0, destroy ecobalance buildings, settle many islands, build "Oil Rigs", have an oil spill, buy her shares, make much money, be a Tycoon. He also blames you if a Tornado crosses one of his islands.

Dipl. Actions Peace: declare war - lobbying - stop expansion - increased demand - Biofuel Investments - diplomatic immunity

Dipl. Actions War: trading route writ of protection - shipping agreement - request peace

Sir Yance Langton

non-expanding - Neutral - profile colour: white - nickname: "the mediator"

The neutral Sir Yance Langton's greatest wish is peace all over the world. He stays at his Ark, the Pax Gavin, where he is the leader of P.E.A.R.L.. The Parliament of Environmental Assistance and Reunification Liaising is an organization which mediates during conflicts. Sir Langton will trade at your warehouses with his neutral Freight Ships. He is a very favourable trade partner, because he'll pay 4% more credits for goods sold at his Ark than the three spokespersons will do.

Trade: building modules (sell), tools (sell), iron (sell), sand (buy), oil (buy), microchips (buy), platinum (sell), exoskeletons (buy). Items: a usable warehouse item, a trade vehicle upgrade, a seed, a neutral ark upgrade, a neutral building warehouse item and a diplomat / mediator / negotiator.

Friendly Turns: he'll ask many times to raise influence with the NPCs in the sector. He also wants you to make peace with players you are at war with.

Gaining influence: have an ecobalance above 50, build all three City Centres, destroy your military buildings, use diplomats / mediators / negotiators, trade with Trenchcoat, make heavy use of Ornamental Buildings, accept a NPC's peace offer, build all three monuments (which'll give +80 influence)

Losing influence: build many military buildings, build a large army, declare war to someone, destroy a player, have an ecobalance below -200

Dipl. Actions (peace): lobbying - demand quest - take out a loan - diplomatic immunity (this will get you diplomatic immunity with all players for a certain period) - merchant fleet

Léo Zanchi

expanding - Tycoon - profile colour: gold - nickname: "the jeweller"

Léo Zanchi is the leader of Z.I.S., Zanchi's International Society. Z.I.S. is the largest producer of jewellery on the world. He is the only one who is allowed to mine diamonds in the tropical areas of Global Trust. He is friendly and won't declare war soon. He protects his property mostly with Vipers and Choppers, and he will sometimes also build some Colossuses. He trades at your harbours with his Container Ships.

Trade: building modules (sell), tools (sell), coal (sell), concrete (buy), oil (buy), diamonds (sell), gold (sell), jewellery (sell). Items: a tycoon ark item, a building's upkeep costs upgrade, a tycoon seed, an improvement item for vehicles, an tycoon building warehouse item and an usable item for vehicles.

Diplomacy: he'll fight Siris Racter, Leon Moreau and Hector. He doesn't really trust Thor Strindberg, but as they are both tycoons, he won't attack him.

War Triggers: buy one of his islands, have more than 20 warships ready, sell much jewellery permanently.

Ultimatums: have less than 6 warships ready, have less than 5 islands colonized, destroy your Missile Launch Pad, stop selling jewellery / diamonds / gold, stop buying his shares for 50:00, stop sabotaging him for 1:30:00

Friendly Turns: destroy (the vehicles of) Siris Racter, Leon Moreau and/or Hector, raise influence with Rufus Thorne, steal the cargo of Thor Strindberg's vehicles

Gaining influence: sabotage / attack Siris Racter, Leon Moreau and/or Hector, settle Tycoon Executives, buy / consume much jewellery / diamonds / gold, trade with Rufus Thorne and/or Sir Yance Langton, build a Corporate HQ

Losing influence: overproduce jewellery, trade with Ecos / Hector, build a large army, have a large nuclear accident, buy many (of his) shares, settle many islands, build missiles, sabotage him

Dipl. Actions Peace: declare war - lobbying - repair service - take out a loan - investment - price dumping

Dipl. Actions War: civil defence – cease-fire - request peace

Delaren

expanding - tech/tycoon-ish - profile colour: dark blue or black - "The Electrician"

Delaren is a leading energy-researcher has created a lot of controversy among the scientist community with his plans and concepts for weaponing 'energy transmitters'. He wasn't considered a larger threat, though, as he had a hard time funding of his project. Eventually, though, he found an investor who provided him with an island with a research facility, in exchange for partial rights to the technology.

Base: He will fill his island with modified shield generators and solar towers (they have tech-style graphics.), energy transmitters, and some various energy-related ornamental buildings. In the middle he will build a giant (monument-size) energy transmitter named Mjöltnir.

He will only expand to underwater plateaus and build various energy-producing buildings on them in addition to an energy transmitter. He sends energy from these to his main island.

When the game starts, a counter will start, indicating how charged Mjöltnir is (the speed of the counter depends on how much power the island has.), and when it reaches zero he will start using his special weapon (the Mjöltnir), which will blast his enemies' bases periodically, doing moderate damage and disabling/stunning hit buildings. Hit buildings will in addition take more from their power-grid while affected.

Trade: He doesn't sell or buy anything, but you can donate goods (carbon, platinum, lithium) to him in exchange of positive influence. Items: He sells island upgrades related to energy production and energy cost; 1 neutral, 1 tech, 1 tycoon OR eco.

Diplomacy: He'll be hostile towards you (not at war, though. He will shoot armed units that come too close. Trading ships are fine, though.) until you get tech inhabitants. Until then, you can't trade with him. Note that befriending him will only postpone his attacks with the Mjöltnir – eventually, he will start blasting you either way. He can't be lobbied with.

War Triggers: Buying a share in his main island (which is quite heavy in dividends), not being nice to him for long enough (you have to actively be nice to him. You can't stay neutral), sabotaging him, settling on one of his islands.

Ultimatums: Start transferring energy to him, settle less underwater plateaus, give him various tech-related goods.

Friendly Turns: Destroying Sokow's underwater bases

Gaining influence: Donating goods and/or energy to him. Employing a lot of solar and hydroelectric power.

Losing influence: Having too many vehicles come by his islands (armed or not), employing a lot of coal and wind power (He sees them as "unworthy").

Dipl. Actions Peace: declare war - open/close energy transfer - fund project (you give him money and you receive a random amount of licenses over time, but Mjöltnir will charge faster) - demand quest – postpone (pay licenses to make Mjöltnir charge slower.)

Dipl. Actions War: Appeal (he gives you a chance to either donate some goods or transfer some energy to him in exchange for peace.) - hold fire (he stops blasting you with Mjöltnir for a short amount of time) - Request peace (same as always)

Units: He uses a lot of small, fast submarines called Mantas. They attack with rapid fast-traveling torpedoes. If enough Mantas are attacking the same target, they have a chance to stun it (individual Mantas can't stun units). The second unit he uses are Vipers (just standard Vipers). The third are Leviathans. They are large submarines that move slowly underwater, then emerge to blast the enemy with rail guns. They have lots of health, are very slow, do only moderate damage to submarines and tear through enemies above water (18~ DPS against ships and aircraft). When they emerge they unfold to reveal a large cannon. They move even slower and are more vulnerable when above water. He uses flaks, mobile harbour defences and rail-guns for his main base. He uses defence platforms and offshore defences on his expansion islands.

Vanilla Relations: He'll generally try to keep people off the ocean floor for the most part. He'll go to war against Sokow and Bartok when if he/she settles more than one and two plateaus respectively. He'll quickly end the war if the after having put them down to zero or one plateaus again. He mostly only fights in self-defence and in the name of privacy, but when he's at war, he hits very, very hard. He favours the three scientists more than most other people. He considers Leon a waste of space (settling islands without using them), he finds Hector and Strindberg to be nothing more than savages, and he's more or less indifferent towards Tilda. If/when Keto arrives, he will occasionally attack her (and eventually she will attack him too), as he has a personal agenda against her. He generally dislikes Rufus and Yana. He absolutely detests Sokow, and will use the Mjölnir on Sokow in some cases (diverting his blasts from the player).

Add-on NPC Relations: He dislikes Siris, as he views his energy sources as "unclean" (I have no problem seeing the two at war.). He has a lot of respect for Yance, but will dismiss him/it if confronted. He feels about Léo as he does Rufus and Yana: not worth his time and energy.

Difficulties: On easy he is not as aggressive and will take a while to charge Mjölnir (70% of normal speed). On medium he's just plain old grumpy. He'll charge the Mjölnir at regular speed. On hard he'll be more aggressive and utilize larger armies and defences. He'll expand faster, and charge Mjölnir at increased speed (175%). On Insane he'll be very aggressive. He'll be settling several plateaus within hours of the game. He charges at enormous speed (300%).

New Diplomatic Options in Multiplayer Games

Now you're able to add / withdraw influence from your human opponents. Of course you also have to add a reason (which you can enter by yourself, of course). There are also some new Diplomatic Actions to carry out with your fellow human players:

Request Military Support (peace) - Requests the other player to give up the control of a certain number of units and give them to the player who requests the military support. When the player requests, there may be a menu where the player will have to click on each and every unit he/she would like to request the other player to give over, and the price could change depending on the player's current economic status and how developed the city is.

Request money support (peace) - Requests a certain amount of money the other player should borrow to the player. The money must be repaid to the other player over the course of the next 60 minutes like the player would have to do if he requested a loan from one of the NPCs.

Request Goods (peace) - Allows the player to request a certain amount of goods from one or more of the players in the session, offering a given amount of credits / licenses. The other players can then choose to accept the request, or refuse. The player who first delivers the requested goods receive the reward offered by the requesting player.

Army Strength Limitation (war) - The player can send a request to the other player requesting a certain Army Strength Value which the player can't recruit units above.

Ministry of Information Technologies



Always been annoyed by the restrictions of your Ark? It's pretty irritating that you're able to set only nine sector-wide upgrades in it. Therefore, we have the Ministry of Information Technologies. There, you're able to set 20 sector-wide upgrades. Of course, they only apply for the sector where the Ministry is located, and of course, you are only able to build one per sector.

Construction Costs 6500 credits; 30 building modules; 25 tools; 10 glass; 10 steel; 15 carbon

Maintenance Costs ecobalance -10; balance -225; energy -40

Size 8x8

Hitpoints 3500

Unlock 1 (Tycoon / Eco) Executive / Genius

Biofuel Power Station



The **Biofuel Power Station** produces energy using Vegetables (max. 50) or Durum Wheat (max. 75) or Corn (max. 100). It's a special Eco Power Plant, only used by Siris Racter. When you defeat Siris on the "insane" difficulty level, you get the blueprints for the Power Station.

Construction Costs 5000 credits; 8 tools; 10 wood; 7 glass

Maintenance Costs balance -50; energy +50/75/100

Size 5x6

Hitpoints 1000

Unlock 1400 Eco Executives

Diamond Mine

The **Diamond Mine** mines Diamonds on tropical islands. It's only used by Léo Zanchi. When you defeat Léo on the "insane" difficulty level, you get the blueprints for the Mine.

Mjölnir

A special version for the player is unlocked after beating Delaren on insane.

Rail Gun Turret

A special version for the player is unlocked after completing the Mercenary Training Grounds World Event.

**FURTHER
SPECIFICATION
NEEDED**

New Units

Manta

The Manta is a submarine.

Leviathan

The Leviathan is a submarine.

Inmari

The Inmari is a submersible type of aircraft.

FURTHER
SPECIFICATION
NEEDED

New Disasters

Volcano

Occurs on normal islands. It is a powerful geothermal energy source, but it's able to erupt. The player is able to build his Geothermal Power Plants in there. When the Volcano erupts, the Power Plant is destroyed in the process.

Solar Flare

Causes the minimap and/or strategic map to cease working.

Deserted Islands

Deserted Islands have to be made fertile before the player can build on them.

**FURTHER
SPECIFICATION
NEEDED**

Sabotage

Sabotage brings three new buildings: the Military Intelligence Headquarters, the **Counter-Intelligence Headquarters** and the **Quantum**. With the Military Intelligence HQ, you can train sabotage units. With the Counter-Intelligence HQ, you can train repair units and protectors and you can use the Anti-Terror Team.

- **Sabotage Units** will carry out sabotage actions.
- **Repair Units** will undo sabotage actions.
- **Protectors** will protect a building or a place from Sabotage Units.
- The **Anti-Terror Team** will try to catch Sabotage Units.

When a Sabotage Unit of one of your enemies within the influence radius of a Counter-Intelligence Headquarters or a Quantum comes, you get a message. Then you can start searching the area. When you've spotted the Sabotage Unit, left-click on it and the Anti-Terror Team will arrest them.

Notes: 1. The Quantum can be built on land as well as underwater; 2. There are several (non-)researchable items available for the three buildings and for the units.

Sabotage Units (20)

- Technicians - *cause normal production buildings to stop working*
- Mine Technicians - *cause mines to stop working*
- Cargo Experts - *cause a Cargo Lifter to stop working*
- Eco Technicians - *cause Ecobalance buildings to work at 50%*
- Bombers - *blow residences (Virtual Facades will still prevent any fire)*
- Virus Experts - *spread an epidemic (Ying-Yang Regulator will prevent this)*
- Criminologists - *spread criminality (Persuasion Emitter will prevent this)*
- Manipulators - *cause an Uprise (Anti-Escalation Equipment will stop the Uprise)*
- Tax-evasiors - *cause inhabitants to stop paying taxes*
- Hackers - *cause the special Media Effects stop working (the Need for Information is still satisfied)*
- Nuclear Experts - *blow a Nuclear Power Plant (Virtual Facades will still prevent any fire)*
- Geothermic Experts - *blow a Geothermic Power Plant*
- Oil Rig Experts - *set fire on an Oil Rig (Virtual Facades won't prevent this)*
- Laboratory Experts - *blows a Laboratory (Virtual Facades will still prevent any fire)*
- Missile Experts - *let the missile explode in the Missile Launch Pad*
- Shield Experts - *blows a Shield Generator (Virtual Facades will still prevent any fire)*
- Experienced Agents - *cause a Monument to return to his Foundations*
- Poisoners - *cause a Fishery to produce Rotten Fish*
- Road Blockers - *block a Road / Highway / etc. with garbage*
- Exchange Manipulators - *cause an Island Share to change owner*

Repair Units (8)

- Repairers - *undo "Technicians"*
- Mine Repairers - *undo "Mine Technicians"*
- Lifter Repairers - *undo "Cargo Experts"*
- Eco Repairers - *undo "Eco Technicians"*
- Assessors - *undo "Tax-evasiors"*

- Data Restorers - *undo "Hackers"*
- Anti-Poisoners - *undo "Poisoners"*
- Blockade Removers - *undo "Road Blockers"*

Protectors (3)

- Anti-Burglary Team - *protect a building on land*
- Naval Protection Team - *protect a building under water*
- Safety Management Team - *protect a city (one per City Centre / Monument)*

Technical Specifications

Military Intelligence HQ

Construction Costs 5500 credits; 14 building modules; 17 tools

Maintenance Costs ecobalance -3; balance -50; energy -25

Size 6x6

Hitpoints 3500

Unlock 1 (Tycoon / Eco) Employee / Lab Assistant

Counter-Intelligence HQ

Construction Costs 5500 credits; 17 building modules; 14 tools

Maintenance Costs ecobalance -10; balance -50; energy -20

Size 3x3

Hitpoints 3500

Influence Radius 15 tiles

Unlock 1 (Tycoon / Eco) Employee / Lab Assistant

Quantum

Construction Costs 3000 credits; 8 building modules; 6 tools

Maintenance Costs ecobalance -2; balance -20; energy -12

Size 2x1

Hitpoints 1000

Influence Radius 12 tiles

Unlock 1 (Tycoon / Eco) Engineer / Researcher

New Settings for Continuous Games

- An option to set NPCs on **a new difficulty level: insane**;
- An option to set the **new needs and the tropical islands on or off**;
- An option to set **disasters one by one on or off**.

New Bonus Content

We are of course going to include new bonus content along with new achievements.

**FURTHER
SPECIFICATION
NEEDED**



New Missions

Campaign: Licence to Kill

You're helping Sir Yance Langton building his mediation base, C.L.A.M. Then, all of a sudden, a plane crashes into your island. You rescue the people inside and you learn that they are Phinn, Alex and Lucy Cyber, a man with his two children, wanted by Westgate Security.

Westgate Security thinks Phinn has become crazy since his wife was murdered by Neo Skulls and they accuse him of murdering Breona Ibori. You help Phinn investigating the case and staying out of Westgate's cells. You travel to the Neo Skulls headquarters and you kill Scorpio. But at his HQ, you find some strange documents, leading to a "retired" E.T.O. scientist... called Delaren. He is a genius and he has built a super weapon.

The end of the world is only one click away.

New Single Missions

- **Pirate Guardians** Build two Guardians in an area destroyed by Neo Skulls.
- **Project Sokow** Help the Green Offensive and carry out several sabotage actions at the Sokow Transnational HQ.
- **Faster than Light** Make sure you win the first Ebashi Submarine Racing World Cup.
- **Hell on Earth** Build a metropolis in an old industrial area with almost no fertilities or raw materials... and the Barracuda League, of course.

New World Events

- **Spiritual Sabotage** You may or may not be aware of the fact that Tori Bartok had designed the Advanced Turbine for Site 13. Thor Strindberg is still angry with her, and that's why he has sabotaged all Tori's energy buildings. Tori calls you for help and she asks if you can first generate much energy and then to transmit it to her. Make sure the S.P.I.R.I.T. Program hasn't to be jeopardized!
- **Chronicles of Keto – the Mercenary Training Grounds** Dive into the past and experience the establishment of Westgate Security, back in 2053. You help a young Keto to eliminate expanding parties. Be the Raider herself!
- **The Panda Society's Clear-out Sales** Anyone who wants to browse through Trenchcoat's vast collection of goods now has the chance! But he needs some help for his Super Sales. Are you able to produce all necessary goods in time?