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WELCOME TO THE WAR

You have been commissioned into the newly formed Wraith Corps because you have shown extraordinary skill as both a gunner and pilot, as well as exceptional bravery and ingenuity under fire.

The Wraith hovertank is the most advanced weapons platform produced by mankind today. It is fast, maneuverable, and can support multiple weapons systems within its heavily armored chassis. The prototype proved its worth during the uprising a hundred years ago. The Wraith you will be piloting is the second-generation design, and has many improvements over the original.

New Alliance High Command realizes that in order for your mission to be successful, you must know the capabilities of the tools at your disposal. This training manual describes the operation of the Wraith hovertank, as well as the units and buildings which will be supporting you on your missions. This document also contains articles on various subjects, including military technology, combat tactics and all the available information on our enemies, the Kri'iSara. You may be able to take advantage of this information during your campaign. Several short narratives attempt to convey the latest images from the battlefield; we only wish they were fiction. Perhaps we will be adding your story to this manual soon.

You carry the hopes of the New Alliance on your shoulders, Commander. Good luck!

New in UPRISING™ 2

In the original UPRISING, you defeated the Imperium, other humans, and took back control of Human Space. The forces of the Imperium had been keeping the peace for so long, people had forgotten why it had originally been formed - to keep the aliens out. Now, there's no Imperium, no unified defense... and the aliens are back.

In UPRISING™ 2 : LEAD AND DESTROY™, it's you against the Kri' iSara, an alien swarm otherwise known as the " Trichs" (from the Latin *Trichordata Sauriformis Sapiens*). You must first drive them from Alliance territory, then engage them in a border war - and finally, take the fight out to their home base. The storyline and scenario breakdown for UPRISING 2 is much more linear than the original UPRISING. There is a three-part campaign with over 25 missions, which builds in intensity as the narrative progresses. The storyline isn't the only thing that has changed for UPRISING 2:

- The strategic portion of the game has been expanded, putting you directly in charge of what types of units you can call in and how many of each.
- There is a greater variety of missions, it isn't all just seek out the enemy and destroy them.
- There are new units, new weapons, and new enemies.
- Multiplayer includes Racing and Deathmatch scenarios, and capacity has been increased to eight people across all standard options (TCP/IP, IPX, LAN, etc.).
- The graphics for this game are cutting edge, taking full advantage of 3Dfx™ cards.
- Dolby™ Sound powers the audio this time around, and you can literally " feel" what goes around you.
- The scenario editor is included.
- Microsoft® and Logitech™ force feedback joysticks are supported.

" 60 seconds on Nova Brunei"

It was a bad day for Jack Edwards. He had tried everything to take out the Trich Command Bunker, and so far, everything had failed. He had 'ported in heavy tanks, AAV's, bombers, and more infantry than he could count, and they had all been destroyed by the alien's turrets and that big, nasty-looking gun on top of their Citadel. He had even tried to slug it out directly with his Wraith, but ended up having to pull back when he realized that he was seriously outgunned. He had thought about just avoiding the enemy installation altogether, but his orders explicitly stated that he was " to destroy all Trich resistance in and around Nova Brunei," and Jack never disobeyed an order.

As he sat parked at his own Citadel, waiting for the auto-repair systems to finish with his Wraith, he reviewed his options. His power reserves were too low to attempt another head-on assault. He could try hit-and-run attacks with his hover tank, but he didn't have the time. His face twisted with frustration as each idea he came up with generated more problems than answers.

Then a smile played across Jack's face. He had completely forgotten about the " gifts" that R&D had sent him prior to this mission; gifts that were quietly waiting in their deployment pod to the rear of his Wraith.

Jack let out a barely audible giggle as he gunned the engine and swung his craft on an intercept course with the Trich Command Bunker.

It wasn't long before his Wraith came roaring out of the canyon and into the line of sight of the enemy Command Bunker. There were three buildings surrounding the Trich Citadel, its large laser cannon sitting quietly on top. That would soon change.

Although he was out of range of the Trich defense turrets, he could see enemy units already mobilizing to meet him. There were at least two squads of Trich infantry, wielding those freakish laser guns that reminded Jack more of a tuning fork than a firearm. He could also make out three tanks and an alien AAV running air cover. Last time he was here there had been one of those Trich mobile fortresses. It was nowhere in sight now. Maybe Jack had gotten lucky and it had pulled out to another sector. Right...

He knew better than to believe in luck.

He was 500 meters out when the light tanks and AAV engaged him. The tanks were spreading out to surround him, one going left, one going right, and one coming straight at him. The enemy AAV just hovered there, tracking Jack's Wraith with its laser cannon. Jack waited for a second, then banked hard to the left when he saw the initial pulse of light come from the AAV. A plume of dust kicked up behind the Wraith as the dried-out soil was violently disturbed by its thrusters. He wove back and forth, between the light tanks and under the AAV. He could feel the adrenaline rush coming on as he worked the Wraith's controls for all they were worth.

Before he knew it, Jack was between and beyond the first wave of Trich defenders. He had taken a few hits, but his shields were holding up fine. Of course, he wasn't in range of the Command Bunker's defenses yet. He counted down. 3... 2... 1...

The Trich laser turret nearest him came to life, its gun swinging around to face Jack's Wraith. It started to spit out deadly bursts of energy as Jack sped up, and then slowed down in an attempt to throw its targeting system off track. The Wraith rocked as a couple of shots hit home, rattling Jack's head and making him momentarily lose control. He pulled the stick as far left as it would go and gunned the engines.

He had almost forgotten about the Trich infantry, but they hadn't forgotten about him. There they were, as large as life, so



close that he could see the details of their faceplates in his Heads-Up Display. He swung his laser cannons around and held down the trigger, screaming for them to die. He fired one burst. And then another one. And another one. When the roar of the laser cannon died down, Jack was surprised to see some of them still standing. They were too close now to track accurately with the Wraith's weapons. Instead, he aimed his Wraith at the largest cluster of Trich infantry and accelerated to top speed. The sound of the alien troopers bouncing off his hull wasn't as satisfying as shooting them outright, but it would have to do.

The roar of the Trich Citadel coming into action suddenly and violently killed Jack's momentary elation. The large turret had a lock on Jack and was pummeling him with burst after burst of laser energy. He almost panicked as he watched the shield read-out on his HUD disappear in big chunks with each blast, but he managed to gather his wits and take evasive action, dodging in amongst the Trich buildings until the Citadel could no longer draw a bead on his vehicle.

So far, Jack's plan was working. The super-charged engines of his Wraith had him moving so fast that the enemy could not keep up. His shields had taken 50% damage, though, and that had Jack a little worried. Still, if his plan worked, the 50% remaining should be more than enough to finish the mission. Jack checked his scanner, and pointed his Wraith towards the center of the Trich Command Bunker. He toggled up his weapon selector and brought on-line the new system R&D had sent him just prior to the engagement. If these didn't do the trick, he was packing it in and heading home- hopefully alive.

It took just under four seconds to reach the middle of the Command Bunker. Jack flipped up the safety on his fire control panel and hit the switch. He heard the brief whirr of the deployment system as it dropped the first charge behind Jack's moving Wraith. He moved 100 meters and dropped the second one, and then did the same for the third. Then he pushed the accelerator to the floor and held on tight as his body was slammed back into his flight seat from the G-forces.

One second... Two seconds... Boom! Jack's Wraith almost flipped over as his stomach reconsidered the ration-pack he had inhaled for lunch. It was a Trich tank, and it was close! Jack's HUD started to go static - never a good sign - and his shield read-out told him he was at 20%. One more blast from that tank and all that would be left of Jack would be the personal effects sent home to his wife. He diverted all power to his thrusters and pushed the engines for all they were worth. If only he could clear the corner before that monster fired again... But it was too late. The massive turret was tracking the Wraith, and Jack could almost hear the power build-up in the gigantic gun.

Five seconds... Jack's scanner went blank as the first of the Tac-Nukes he had deployed went off. He could feel the blast before he heard it. Looking back, he saw the Trich vehicle engulfed in the shockwaves. Still driving for all he was worth, Jack almost cried when he realized that the Trich tank was still coming, unhindered by the blast.

Then the second Nuke went off. So much for the tank. Jack's Wraith rocketed out of the Command Bunker and into the open plains. He could see a few remaining Trich infantry and vehicles running about in confusion as the Trich buildings began to collapse and burst into flames behind him. Still, he gave them all a healthy berth, not wanting to draw any fire as his Wraith's almost non-existent defensive systems yelled at him to get the vehicle back to a friendly Citadel for repairs.

The third Nuke was almost overkill. Jack swung the turret on his Wraith around as he sped away so he could watch. The enemy Citadel had been the only building still standing, but the last bomb took care of that. In 15 seconds, the entire Trich Command Bunker had been reduced to a pile of burning rubble.

RAMPING UP

This section should provide the basic information you need to understand this manual and install UPRISING 2 : LEAD AND DESTROY onto your computer. If you have difficulty with installation or encounter problems during game play, see the *Troubleshooting Information* section starting on page 115.

Basic Concepts

Mouse Controls

Throughout this manual, **left-click** means you should move the mouse cursor to the desired area of the screen and press the left mouse button once. To **right-click** means to place the mouse cursor over the desired area of the screen and press the right mouse button once. To **double-click** means to move the mouse cursor to the desired area of the screen and press the left mouse button twice in quick succession. To **click and hold** means to press and hold down the indicated mouse button.

Key Commands

Whenever a keyboard shortcut or keystroke is mentioned in this manual, the key name appears in bold, like this: **Key**. If multiple keys need to be pressed at the same time, the keys are joined by the plus symbol. For example, **Control + F1** means to press both the key labeled "Control" (or "Ctrl") on your keyboard and the key labeled "F1" (*not* "F" and "1") at the same time.

Game Text

Text set apart from the rest of the text by **THIS** font appears in this manual exactly as it does in the game. If the given text is supposed to be input into the computer, it should be typed exactly as it is written in the manual.

System Requirements

Please be sure that your system meets the minimum system specifications:

- Windows® 95/98
- Pentium® 166; (P200 recommended)
- 32MB RAM; (48MB recommended)
- 4X CD-ROM
- 300MB **Uncompressed** hard disk space
- DirectX 6.0
- 2MB SVGA DirectX compatible video card; (3D graphics accelerator recommended)
- DirectX supported sound card
- Keyboard, mouse or DirectX supported joystick or gamepad
- Modem (28.8kbps or faster) or serial connection for 2 player multiplayer games
- Local Area Network or Internet (28.8kbps or faster) connection for up to 8 player games

Installing the Game

Place the UPRISING 2 CD in your CD-ROM drive. If you have the Autorun function enabled, the installation screen should appear. Follow the on-screen instructions to install UPRISING 2 onto your computer's hard drive.

If you have disabled the Autorun option or if it does not function correctly, open the Windows **Start** menu, and select **Run**. **Left-click** on **Browse** and choose the letter of your CD-ROM drive from the list, then **double-click** on the file labeled **Setup.exe**. **Left-click** on **OK** to begin installing UPRISING 2; follow the on-screen instructions. If you experience difficulties, consult the *Troubleshooting Information* section starting on page 115.

If your computer system has a Glide-compatible video card installed, you should choose to install the 3Dfx version of the game. If you do not have a Glide-compatible video card or are unsure as to what type of video card you have installed on your machine, you should install the software version of UPRISING 2. If you upgrade or modify your video card display once you have already installed UPRISING 2, you will need to first uninstall your previous version of the game, then reinstall the appropriate version in order to play in the new display mode.

Uninstalling the Game

Open the Windows **Start Menu** and select **Programs**. **Left-click** on **3D0** and then **left-click** on **Uninstall Uprising 2** to uninstall the game; follow the on-screen instructions.

STAGING POINTS

This section covers what you need to know to start playing UPRISING 2. It includes how to start single and multiplayer games, and an explanation of the Main Menu screen and its sub-menus.

Starting UPRISING™ 2

The game CD must be in the CD-ROM drive in order to play UPRISING 2. To start the game, place the CD in the CD-ROM drive. If you have the Autorun function enabled, a menu should appear. **Left-click** on **Play UPRISING 2** to start the game.

If you have disabled the Autorun option or if it does not function correctly, open the Windows **Start** menu, and select **Programs**. **Left-click** on **3DO** and then **left-click** on **Uprising 2** to start the game. If you experience difficulties starting UPRISING 2, consult the *Troubleshooting Information* section starting on page 115.

There is an opening cinematic, introducing UPRISING 2. To skip it, press a mouse button or any key. After the opening cinematic the Main Menu screen appears, with the following five options to choose from:

Solo

Brings up the Single Player Options panel, described in detail in the *Starting a Single Player Game* section, beginning on page 13.

Multi

Brings up the Connection panel, from which you can **Join** or **Create** a multiplayer game. *Starting a Multiplayer Game* is explained in the section beginning on page 21.

Godex

Opens up the Codex screen, where you can view images and information on Trich and Alliance units and structures. For more information, see *Using the Codex* on page 26.

Options

Brings up the Game Options panel, from which you can configure the **Graphics, Controls, Audio** and **Difficulty** of UPRISING 2. This panel and its sub-menus are detailed under *Changing Game Options* starting on page 27.

Exit

Returns you to your Windows desktop.

You can also **left-click** on the UPRISING 2 logo in the upper right corner of the screen to view the game's credits. Press any key or mouse button to exit the Credits screen and return to the Main Menu.

"Night Mission"

Night fell quickly on Caliburn. The Citadel was quiet, and, except for the movement of a few Trich infantry heading indoors, Sergeant Kelly couldn't see any signs of life around the enemy Command Bunker.

They had been 'ported into the hot zone five minutes before. A quick hike through the canyon had led them to their objective, the Trich Citadel. Their orders were to blow the entire facility to make way for the invasion force scheduled to land in the next twenty minutes.

Kelly turned to his squad; including him, there were ten total. Each of them was the very best the New Alliance had to offer. Heavy Infantry, armed with the KillMaster III laser rifle, a Tomahawk missile launcher and a large satchel of Nitroplas, each of his men had proven themselves time and again on the field of battle. Kelly trusted them with his most prized possession - his life.

He looked down the line of men standing next to him. They were all perfectly still, heads turned towards him, waiting for his orders. Radio silence was mandatory on this mission. At the end of the line was Corporal Krieger, a man who had served with Kelly for almost eight years. Kelly held up his right hand, all five fingers extended. Then he moved his hand in a circular motion and pointed to the right. Without a sound, Krieger and the four men of Section B moved out, heading towards the Trich Citadel in a sweeping maneuver. Kelly then motioned for the rest of the squad to follow him.

It was 100 meters to the outskirts of the Trich Command Bunker. Hunched over as they ran, they covered the ground in less than a minute. They had just reached the edge of the compound when Kelly heard a low, ominous rumbling sound off in the distance. When he turned to see if he could spot the source of the noise, a brief flash of red light lit up the darkness. Kelly held up his fist. The men following him froze, just as they had been trained to do during a thousand simulations and dozens of battles.

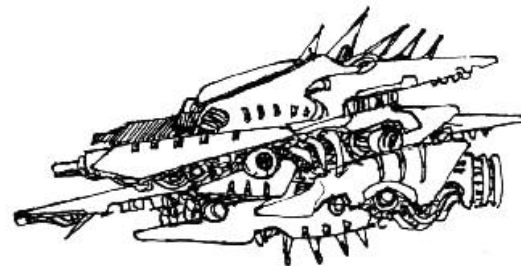
Kelly had been in and around a lot of Trich Citadels, but this was new to him. The disturbance had come from the east - where Section B had gone. An uneasy feeling began to fester in the pit of his stomach. Had Section B run into something? Were they in trouble? He had to maintain radio silence, but he also had a responsibility for the safety of the men under his command. There was only one thing to do. He motioned for Section A to follow him and began moving in the direction of the flash.

They wove in and out of the buildings that made up the enemy Command Bunker. The rumbling sound began grow louder, and Kelly was sure that he could feel the ground trembling beneath his feet. Maybe the Trich's Power Building was out of synch - he had heard that when an Alliance Power Building wasn't in perfect synch it could make enough noise to wake the dead.

The rumbling had become almost deafening by the time Kelly and his men spotted Section B. They were standing near the corner of one of the Trich buildings, about 50 meters away. Kelly allowed himself a sigh of relief as he counted them. Five - they were all still alive. Kelly guessed that the flash must have just been another meteorite hitting the surface of Caliburn.

Then something caught Kelly's attention. Something was moving in the shadows to his right. Something large. He couldn't quite make it out. His men had noticed it too, and half of them were reaching for their Tomahawks. He could see Section B moving his way, their KillMasters ready for action. No need to start shooting yet, thought Kelly. Whatever was looming in the shadows apparently hadn't noticed them yet. He peered intently into the darkness, trying to discover some clue as to just what was out there.

Shots rang out. Kelly's head whipped around just in time to see one of his men go down, three smoking



holes burned through his chest plate. Two of his boys cut loose with their Tomahawks, firing into the darkness before dropping the launchers and reaching for their laser rifles.

More shots impacted around Kelly and his squad. He turned towards the shadows, but no shots were forthcoming. He was no longer sure if whatever they had seen was still there.

Where were the shots coming from? He spun around and saw Section B running his way, rifles up and firing. What the hell were they shooting at? There wasn't a Trich to be seen.

Another one of his men screamed and slumped forward, his faceplate blown off to reveal a skull violated by laser energy.

Things were moving too fast. His men were firing wildly into the darkness, hoping to hit something, anything. Section B had almost reached their position. So far they hadn't taken a single casualty. It was time to pull out before they all needed body bags. Violating the order for radio silence, Kelly screamed into his helmet mic, " Pull out now! Fall back to the drop point! Move! Move! Move!"

He stood up to run when the private standing next to him exploded. The blast sent Kelly flying through the air, arms and legs flailing. He hit the ground hard, his helmet slamming against an inconveniently located rock. As he tried to get up, he could feel a warm trickle of blood running down his forehead and into his eyes. The visor of his helmet was splattered with blood as well, both inside and out.

He pushed weakly to his feet, and tried to focus on his surroundings. He could barely make out the shape of the last member of Section A. The private was frantically firing his weapon at an unseen enemy around the corner. A voice shouted through the com-unit in Kelly's helmet, " Run Sarge! It's..." Then a dozen bolts of blue laser fire hit the private, and he too went down.

Kelly was stunned. Disoriented by the blast and the blow to his head, vision impaired by the gore smeared inside and outside his helmet, he was beginning to feel faint. Just then, the five men of Section B came running around the corner. Kelly weakly motioned for them to follow as he stumbled for the perimeter of the Trich Command Bunker, thankful that at least Section B had managed to avoid the fate the rest of his men had suffered.

Kelly had taken no more than five steps when the rumbling sound started again. Like a roaring beast, it caused him to startle at the noise. Then, barely audible over the rumbling, there was a sound like tearing metal. A second later Kelly was engulfed in a ball of energy, his eyes almost blinded by the flash.

He turned and looked back at Section B. They appeared different, almost as if they had acquired a slight blue tint. They had stopped running and were just standing there, waiting for him. Kelly tried to recall what he had been running from, but couldn't remember. He picked up his laser rifle and began limping back into the Trich Command Bunker.

The sounds of combat were gone now. Except for a low rumbling, everything was quiet.

Starting a Single Player Game

To start a single player game, select **Solo** from the UPRISING 2 Main Menu screen. This brings up the Single Player Menu panel, from which you have four choices: **Training**, **Campaign**, **Scenario** and **Load**.

Training

Training missions have been provided to introduce you to all aspects of the game. Voiceovers and visual billboards instruct you in the basics of game play and user interface during these mission. **Training** is accessed from the Single Player Menu panel. **Left-click** on one of the three buttons to start a Training missions. To exit a Training mission once it has begun, simply press the **Esc** key, select **Exit Mission**, and confirm or deny your choice. This brings you back to the Debriefing screen; select **Done** to return to the Main Menu.

Mission 1

Standard Unit Training Grounds - This introductory Wraith instruction course will train the player in the basics of Wraith movement, weapons, bases, and units. Wraith Trainees will engage in simple laser and missile combat, observe unit training section programs, and spend time at the unit call-in shooting range.

Mission 2

Wraith Operational Training Grounds - This course takes Wraith Commanders deeper into the base and production management covered in Mission 1. Through accomplishing mission objective drills and moving via Navigation Points through uncharted terrain, Wraith Commanders will receive more detailed instructions on interaction with Unit, Power, and Command Point resource management. Wraith Commanders will also be taken from their Wraith and put in direct control of a Citadel during a simulated attack.

Mission 3

Advanced Wraith Training Compound - This advanced training will instruct Wraith Commanders on the deeper tactics of combat. Commanders will be instructed on standard combat protocol (the **F** key) as well as how to truly lead their forces. Wraith Commanders will engage in recon, repairs, and the redirection of their units to accomplish difficult objectives.

Campaign

In Campaign play, you are involved in a series of missions spread over three different theaters of operation. To start a new sequence select **Campaign** from the Single Player Menu panel, which brings up the Theater Select Screen: a starmap with the three zones of operation for the Campaign outlined in green. **Left-clicking** inside a Campaign zone brings up that theater's description at the bottom of the screen. **Left-click** on **Launch** to bring up the Campaign screen, and start playing the missions in that zone.

The three theaters can be played sequentially or in any order. After each mission is successfully completed, one or more new missions become available, taking you to the climactic final battle of the theater. When you finish the first or second theaters, you are immediately sent on to the next zone of operations. When you complete the third theater, you have conquered the Trich, and the game ends.

Each theater of operations is intended to be more difficult than the last. Your starting funds are different for each theater, and it is recommended that you spend them carefully when attempting the more advanced theaters.

Theater Select Screen

Currently Selected Zone



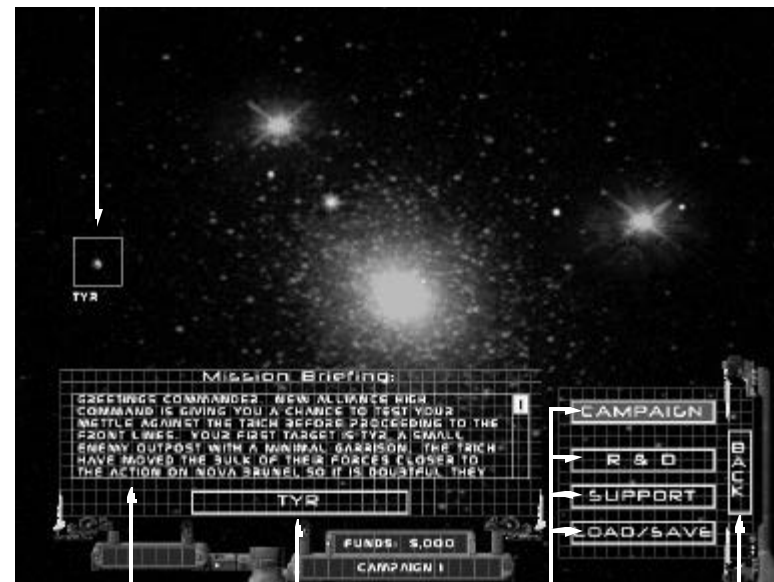
Theater Briefing

Begin Theater

Return to
Main Menu

Campaign Screen

Currently Selected Mission



Mission Briefing

Mission Name/Launch Mission

Menu Options

Return to
Main Menu

A detailed starmap of the selected theater of operations forms the backdrop for the Campaign screen. You are returned here after every mission, upon exiting the Debriefing screen.

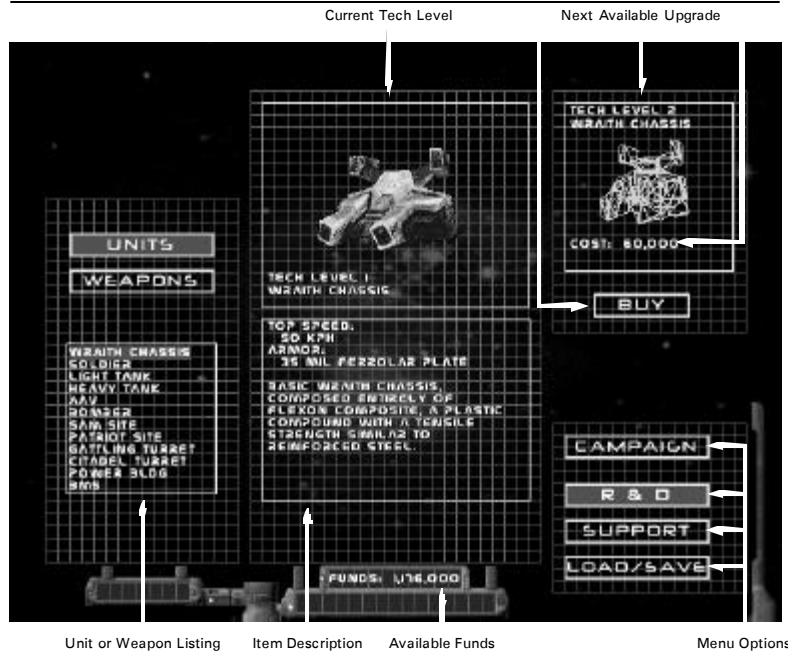
Currently available missions are marked on the starmap as flashing green boxes; completed ones are marked in dull green. **Left-click** on a mission's star system to bring up the briefing for that mission.

Left-click on the mission name underneath the briefing to launch it. A brief cinematic plays, which can be skipped by pressing any key or mouse button. For detailed information on how to play *UPRISING 2*, see *Into the Fray* starting on page 33. **Left-click** on **Back** to return to the Main Menu.

A menu box in the lower right corner of the Campaign screen contains the following four options:

Campaign

Restores the Campaign screen if you switch to a different option's screen.



R & D (Research and Development)

Brings up the R & D screen, where you can spend your funds to upgrade the Tech Level of your Wraith's weaponry, your other Alliance forces or your buildings.

To research new technology, first **left-click** on either **Units** or **Weapons**. This toggles between the weapons and units & buildings lists that are available to be researched. **Left-click** on a name from the list and a model representing your current level of technology appears in the center of the screen, with a detailed description in the box below. In the upper right, a schematic for the next available upgrade appears. Each model is labeled with its name and tech level; the cost for the upgrade is also given. **Left-click** on **Buy**, below the next available upgrade schematic, to purchase it. Your available funds can be found at the bottom center of the screen.

Support

Brings up the Support screen, from which you can purchase units, and extra Wraiths (lives) for the upcoming mission. The cost for each is given below its name, and your current funds appear at the bottom of the screen. **Left-click** on the **+** and **-** buttons to increase or decrease the number of units or lives you want to have at your disposal. When your next mission begins, your purchased support units are ready to be teleported in, but you are not able to acquire additional units until you have established a Citadel with the appropriate Unit Production Facility, or you find a unit powerup.

Load/Save

Brings up a screen from which you can load a campaign mission or save your current place in the campaign. **Left-click** on **Cancel** to return to the Campaign screen. **Left-clicking** on **Save** brings up a dialogue box containing a list of your previously saved games. Type in the name you wish to save the game under, or **left-click** on a name in the list and press **Enter** or **left-click** on **Save** to save over the selected game. **Left-click** on **Cancel** to exit the dialogue box without saving your game.

Left-click on **Load** to bring up a dialogue box containing a list of your previously saved games. Select a name on the list, and press **Enter** or **left-click** on **Load** again to launch it. **Left-click** on **Cancel** to exit the dialogue box and return to the Campaign screen.

Scenario Screen

Scenario Description



Scenario Listing

Start Scenario

Return to
Main Menu

Scenario

This option takes you to the Scenario screen. On the left side of the screen is a list of scenarios; use the slider on the right side to scroll through the list. **Left-clicking** on a scenario selects it. A brief description of the mission appears to the right of the listing, and the ratings for the scenario are posted below. The higher the **Map Rating**, the more difficult the scenario. The higher your **Player Rating**, the more power you have at your disposal. You can change your **Player Rating** by changing the settings for the scenario from the Customize screen, see the next page for details. To play the selected scenario, **left-click** on **Launch**.

For detailed information on how to play the game, see *Into the Fray* starting on page 33. There you can find explanations of the game interface, and tips for succeeding as a Wraith commander.

Customize

Left-clicking on **Customize** after you've selected a scenario brings up the Customize screen. For each scenario you are given a certain amount of points to spend on research and special options. This allows you to choose to start with more powerful

Customize Screen

Option Buttons

Scroll List



Option Boxes

Scenario Briefing

Save Changes and
Return to
Scenario Screen

Return to
Scenario Screen
Without Saving

weapons, support units and buildings, to purchase extra lives, to begin the scenario with support units ready to be called-in or a combination of those options. You can also can change aspects of the scenario to create a greater or lesser challenge for yourself.

The scenario description appears at the bottom of the screen, so that you can make your choices based on the mission. This area also displays unit and weapon information when you pass the mouse cursor across those option boxes.

Left-click on **Autobuy** at the bottom of the screen to distribute your points randomly. Tech levels in **Weapons** and **Units** are purchased first, the remainder of your points are spent on **Support** units, which are available at the start of the scenario. You can view and modify the **Autobuy** choices.

There are four categories of customizable options. **Left-click** on an option button to bring up that category's settings. You can scroll through the settings by **left-clicking** on the arrow buttons to the right of the Customize screen. **Left-click** on the + and - symbols to turn options **On** or **Off** or to raise or lower settings. **Left-click** on **OK** to save any changes you've made and return to the Scenario screen. **Back** returns you to the Scenario screen without saving your changes.

Note: If you do not spend all of your credits, when you **Launch** the mission any unspent credits are automatically distributed.

Weapons

Lets you customize the available Tech Level of your Wraith's weaponry. For descriptions of your vehicle's weapons and capabilities at various Tech Levels, see the *Wraith Weapons Systems* section starting on page 60.

Units

Allows you to set the available Tech Level of your Wraith, units, turrets and buildings. Performance specifications at each Tech Level can be found under *The Wraith Hovertank* starting on page 52, *Other Units of the New Alliance* starting on page 55 and *New Alliance Structures* beginning on page 71.

Support

Gives you the option to start the scenario with support units already available for teleportation. You can choose to have up to nineteen of each type. Once these units are called-in, however, you will need Unit Production Facilities to acquire more. You can also increase the number of lives you have, up to nine; if you run out of lives, you fail the scenario.

Config

Allows you to disable certain elements of the scenario. **Native** and **Trich** units can be toggled **On** and **Off**; when both of these options are **Off** no enemy units will appear in the scenario. When **Random Powerups** is **On**, powerups will randomly drop from the sky during game play. Turning this **Off** increases the difficulty of the scenario.

Powerups are supply dumps provided by the orbiting dropships to aid you in your mission. There are several different kinds of powerups, whose uses range from granting extra lives and support units, to replenishing your weapons, health and power supplies.

Load

You can load a previously saved campaign or scenario game by selecting **Load** from the Single Player Menu panel. Choose a saved scenario or campaign game from the lists; you can scroll them by using the slider button on the right side of each box. When you have selected a game, **left-click** on **Launch** to start UPRISING 2. Erase previously saved games by selecting a game on the list and **left-clicking** on **Delete**. You can transfer saved games from computer to computer by simply copying your save files from one **C:\Program Files\3DO\Uprising2\Saves** directory to another.

Note: You cannot load or save multiplayer games.

Starting a Multiplayer Game

UPRISING 2 supports up to eight players over Local Area Network (LAN) and the Internet, as well as two player games via modem or serial connection. To begin a multiplayer game, **left-click** on the **Multi** option from the Main Menu screen. This brings up the Connection Type panel. At the top of the panel is a box listing the available connections. Use the slider button on the right side of the box to scroll through the list. Once you have selected a connection type by **left-clicking** on it, the options to either **Create** or **Join** a game appear.

Creating a Game

Left-clicking on **Create** from the Connection Type panel brings up the Multiplayer - Create Game screen. At the top of the screen your **Player Name** is given. You can change this name by **left-clicking** inside the box, backspacing over the name and typing in a new one. Below your name is a box for the name to identify the game you are creating. This name is seen by prospective players, so it can be helpful to give a descriptive name, such as **Tyr-8 Players** (an eight player game on the Tyr map), rather than simply **Joe's Game**.

Multiplayer - Setup Game Screen

Scenario Description

Game Type

Scenario Parameters

Slot Controls

Chat Slot

Ready Box

Launch Game

Player Name

Next **left-click** inside the **Maximum Number of Players** box and select a number between two and eight. Finally, to screen players you can **left-click** inside the **Password** box and type in a password of up to sixteen characters in length. Players will be unable to join your game without typing in the correct password. (Passwords are not case sensitive.) **Left-click** on **Create** to proceed to the Multiplayer - Setup Game screen, or **Cancel** to return to the Main Menu.

From the Setup Game screen you can choose to create either a **Normal**, **Racing** or **Deathmatch** game. Select a game type to bring up a list of available scenarios. **Left-click** on a scenario and a description appears in the box below.

Normal games are similar to regular Solo scenarios, with each player commanding an array of forces. Armies are intended to be pitted against one another and the winner is the last player left alive. In **Racing** scenarios, emphasis is on completing a designated number of laps before the other players; the first to finish is the winner! **Deathmatch** scenarios are intended to focus on Wraith versus Wraith combat, although if they are purchased during configuration, or acquired through a powerup, supporting troops can be teleported in. Deathmatches end when a player reaches a set number of kills.

Once you have selected a game type you can set the following general scenario parameters from the panel on the upper right of the screen:

Frag Limit

Sets the number of Wraith kills a player needs to win a **Deathmatch** scenario. This number has no effect on Normal or Racing scenarios.

of Laps

Sets the number of laps a player needs to complete in a **Racing** scenario in order to win. This number has no effect on Normal or Deathmatch scenarios.

of Lives

Sets the number of lives each player starts with. This number can be increased by purchasing additional lives in the Customize screen, but it cannot be decreased.

Time Limit

Sets the number of minutes the scenario will last. If the scenario is not won before time expires, the scenario ends anyway. The winner is the player closest to accomplishing the scenario objective.

Tech Points

Sets the amount of points each player has for purchasing technology and support.

Tech Level Limit

Limits the level of technology that a player can purchase in the Customize screen for any unit, structure or weapon.

As soon as you create a game to host and enter the Multiplayer - Setup Game screen, players can join. Their names appear in the player slots on the left side of the screen. As the host, you can remove a player from a slot by **left-clicking** on the arrow next to a slot's name. You can also close a slot and prevent any more players from joining by **left-clicking** on the arrow next to a name until the slot reads **Closed**.

Players can chat in real time by typing in the slot below their name; press **Enter** to clear the chat slot. You and your players can configure your forces for the scenario in the *Customize* screen; page 19 describes a similar screen. When they are ready to begin, players **left-click** on the Ready box to the right of their name, highlighting it. When all of your players are "ready", you, as the host, **left-click** on **Start** to begin the game.

Joining a Game

Left-click on **Join** from the Connection Type panel to bring up the Multiplayer - Join Game screen. **Left-click** on **Cancel** to return to the Main Menu. At the top of the Join Game screen is your player name. You may change it by backspacing over the name and typing in a new one. **Left-click** to select a game from the list to play. The **Join** option appears; **left-click** on the button to enter the game. If a password is required to join that game, a box will appear. Enter the password, then press **Enter** to bring up the Game Setup screen.

From the Game Setup screen you can join in the chat by typing in the slot below your name, and you can **Customize** your game options. When you are ready to play, **left-click** on the box to the right of your name. When all of the players have indicated they are prepared, the game host launches the game.

***Note:** If a player loses connection during play, they can't rejoin a game already in progress.*

Playing A Multiplayer Game

Multiplayer games have different objectives, depending on the game type and the choices of the game's creator. The game ends when the objectives have been reached, or in the case of a timed scenario, when the time limit expires.

UPRISING 2 allows for individual or team play. You can select your teammates from the game menu by pressing **Esc**, then **left-clicking** on **Allies** to bring up a window listing the other players in the game. **Left-click** on the box next to a player's name to make them your ally. Your weapons systems automatically do less damage to allies, and your Citadel and defense turrets will not target them. Keep in mind that while you may make someone your ally, they do not have to return the favor! Also, at any time you can open the game menu again and make or break an alliance. Choose your friends wisely.

To chat with other players during the game, press **Enter**, type in your message, and press **Enter** again. Your message, and the messages of other players appear in the center of your screen. To only chat with certain players, press **Esc** to bring up the menu and **left-click** on **Messages**. This brings up a window listing the other players in the game; if the box next to a name is lit, your messages can be seen by that player. **Left-click** on a box to toggle it on and off.

Using MPLAYER.COM

What Is MPLAYER.COM?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing UPRISING 2 on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time-like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice-chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

PRICING

Mplayer.com is FREE- there are no charges or monthly fees to play UPRISING 2 on mplayer.com.

SO HOW DO I GET STARTED?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

1. There are several ways to install mplayer.com from Uprising 2:

From the UPRISING 2 CD-ROM Autorun Menu:

Select the option to **Play on mplayer.com**.

From the Windows® 95 Start Menu:

Select the **3DO/Uprising 2** folder and the option to **Play on mplayer.com**.

From inside UPRISING 2:

Left-click on **Multi** in the Main Menu, then select **mplayer.com** from the Connection Type Panel.

From the 3DO/Uprising2 folder on your hard drive:

Double-click on the **mplayer.com** icon.

2. This starts the mplayer.com installer which will:

Check for mplayer.com- if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up a mplayer.com account and select your mplayer.com member name and password.

3. After installing mplayer.com, your Web browser launches and connects you to the mplayer.com game page:

- Make sure your UPRISING 2 CD-ROM is in the disk drive.
- Now **left-click** on **Play Now** to log onto mplayer.com and head to the UPRISING 2 Lobby.
- Before entering the UPRISING 2 Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

4. Now you are in the UPRISING 2 Lobby on mplayer.com.

- Chat with other players by typing your message and pressing **Enter**.
- To enter a Game Room, **double-click** on a green Room icon.
- If you want to create a new Game Room, **left-click** on the **Create Room** button.

5. Almost there!

- If you enter an existing Game Room, **left-click** on the **Ready to Play?** button, or,
- If you create a Room, wait for players, then **left-click** on the **Launch Game** button.

6. Have fun playing on mplayer.com!

TECHNICAL INFO

You need the following PC configuration to install our software and play games on mplayer.com:

Minimum System Requirements:

- Windows® 95
- Pentium® processor
- 8 MB RAM (16 MB recommended)
- 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- Internet access*
- Web browser

**AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.*

CUSTOMER SUPPORT

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week.

For more information about mplayer.com visit our Web site at www.mplayer.com.

Using HEAT.net

How to Play on HEAT.net

1. Install HEAT from this CD-ROM

2. For FREE gameplay on HEAT.net **left-click** on the **Play** button within the game menu or, from your Java enabled Internet browser, go to <http://www.heat.net>. If you aren't already a HEAT member, register your account information. **Note:** If you already installed the HEAT software from your UPRISING 2 CD-ROM, you will not need to download the software. (HEAT upgrades are automatic).

3. Log in by entering your user name and password.

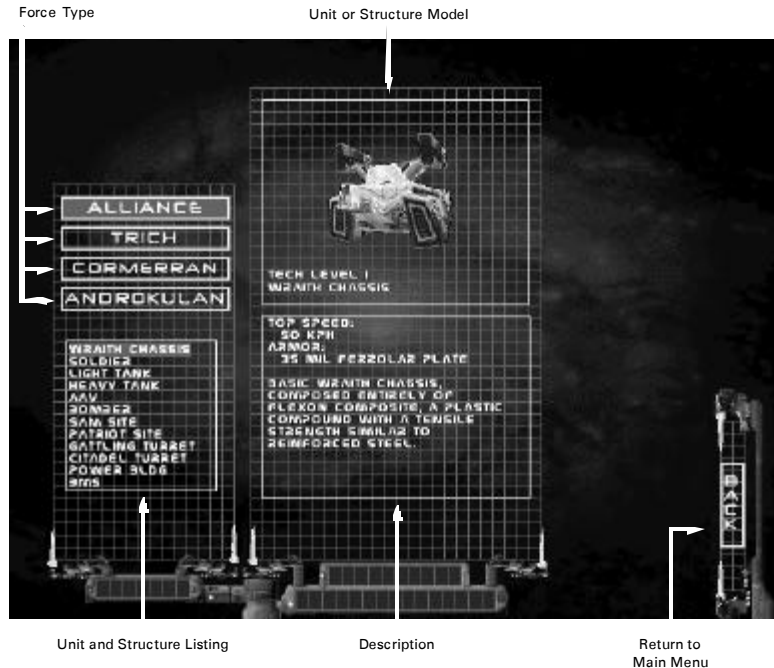
4. Choose UPRISING 2 from the list of games.
5. Click the **Play Now** button on the web page to get to the UPRISING 2 lobby area.
6. From the HEAT UPRISING 2 game lobby, you may choose to create a new "room" or join an existing room. If you decide to create a room, you will be the moderator, who controls the game setting options. As the moderator you can start a game at anytime by clicking the **Launch** button.

Note: For users with less than 48MB of RAM: Go to the Options Menu of the HEAT.net Katalyst, click on the **General** tab, and check the box labeled **Kill Browser When Game Starts**.

Using the Codex

The Codex gives you detailed information about both Alliance and enemy units and structures. To access it, **left-click** on **Codex** from the Main Menu screen. You can search the Codex by **left-clicking** on either the **Alliance**, **Trich**, **Cormerran** or **Androkulan** button. On the left side of the screen is a listing of the units and structures of the selected force. **Left-click** on a name from the list and a model of that unit or structure appears in the center of the screen with a description below the model. **Left-click** on **Back** to return to the Main Menu screen.

Codex Screen



Changing Game Options

To change a game option, **left-click** on **Options** on the Main Menu. This brings up the Game Options panel, from which you can access the following sub-menus: **Graphics**, **Controls**, **Audio** and **Difficulty**.

Graphics



Graphics replaces the Game Options panel with the Graphic Options panel. Here you can customize the way the game is displayed; turn on and off various settings listed below to increase the details of the game graphics, or increase speed by reducing detail. You can scroll through the graphic options by **left-clicking** on the arrow buttons at the top and bottom of the panel. **Left-click** on the **+** and **-** symbols to turn options **On** or **Off** or to raise or lower settings. Press **Back** to exit the Graphic Options panel. Any changes you make are automatically saved when you exit this menu, and are used every time you play UPRISING 2 until you change them again. Some of the graphic options are different, depending on whether you have a 3Dfx™ card or not.

Resolution

If you do not have a 3Dfx card, this switches the graphics from low-res (**320x240**) to high-res (**640x480**). If you have a 3Dfx card, you can switch between three resolutions, **640x480**, **800x600** and **1024x768**; however, you must have your machine set to run in SLI mode for **1024x768** resolution to function properly. The default setting for this option is **640x480** whether you have a 3Dfx card or not. This option cannot be changed during game play.

Field of View

Sets the width of your field of view, in other words, how much can be seen in your peripheral vision. Decreasing your field of view can result in faster game play. The default setting for this option is **60**, but it can be raised to as high as **89** and lowered to **20**. This option cannot be changed during game play.

Horizon Distance

Sets how far you can see before objects are lost over the horizon. As with Field of View, decreasing the Horizon Distance speeds up the display of graphics. The default setting for this option is **160**, but it can be raised to as high as **400** and lowered to **70**. This option cannot be changed during game play.

Overhead Map

Allows you to choose whether your overhead view in the Dropship Surveillance screen is a topographical map or a rendered satellite image. This option cannot be changed during game play.

High Res Textures

Loads the high resolution ground texture maps into memory, which may decrease speed, but results in greater graphic detail. The default setting for this option is **Off**. Available with the non-3Dfx version only.

Dynamic Light

Toggles dynamic lighting effects, such as the terrain around an explosion lighting up. Turning this option **Off** can result in a slight increase in game speed. The default setting for this option is **On**. Available with the non-3Dfx version only.

Laser Glow

Toggles special effects for lasers, such as their glow. Turning this **Off** can result in a slight increase in game speed. The default is **On**. Available with the non-3Dfx version only.

3D Explosion

Increases the detail of explosion graphics. Turning this **Off** can increase game speed. The default setting for this option is **On**. Available with the non-3Dfx version only.

Screen Size

Allows you to shrink the viewing size of the screen, increasing game speed. The default for this option is **100**, but it can be lowered to **40**. Available with the non-3Dfx version only.

Smoke Level

Sets the amount of smoke generated by damaged or destroyed objects. Turning the smoke to Level **0** can make the game run slightly faster. The default for this option is **2**, but it can be lowered to **1** or **0**. This option cannot be changed during game play.

Sky

Toggles sky effects, such as clouds. The 3Dfx version has three settings: **0** turns all sky effects off, for fastest play; **1** utilizes a "flat" sky with very few sky effects; and **2** enables a multi-layered sky with a variety of effects to enhance game atmosphere. The default is **2**. The non-3Dfx version has only two settings: **Off** which results in a slight increase in game speed, and **On**, which is the default for this option.

Shadows

Toggles shadows on objects throughout the game, causing the game to run slightly faster. The default setting is **On**.

Debris

Toggles between generating debris (small shards of metal and machinery) when units are destroyed, or simply creating wreckage (larger chunks) when this option is turned **Off**. When Debris is **Off** you may notice a slight increase in game speed. The default setting for this option is **On**.

Controls

UPRISING 2 allows you to customize your control configurations. Left-click on **Controls** from the Options menu to bring up the Controls screen. At the bottom center of the screen is a button that toggles between **Joy Config** and **Key Config**, allowing you to configure the controls differently depending on whether you are using a joystick or the

Controls Screen

Mouse Controls

Control Set Select Button



Control Listing

Save Changes
and Return to
Main Menu

Return to Main Menu
Without Making
Further Changes

keyboard. To make a change, move the mouse cursor over an option until it is highlighted, then press the key or button you want to control that option. Certain controls cannot be reconfigured; these are listed separately at the top of the screen.

When you are editing your keyboard configuration, you can also make changes to your mouse controls. At the top of the screen are options allowing you to control your **Mouse Sensitivity** and **Mouse Acceleration**. Moving the slider button to the left decreases these settings, and moving the button to the right increases them. When you are editing your joystick configuration, you can change between two control input types **Joystick** and **Gamepad**. **Left-click** on the buttons to toggle between control sets, which you can make changes to individually.

After making your changes, **left-click** on **OK** to save them and return to the Options Menu or select **Restore Defaults** to cancel your changes.

Audio



Left-click on **Audio** from the Game Options panel to bring up the Audio Options panel. On this panel are controls to adjust the volume at which **Music** and **Sound FX** are played. Use the slider button to change the volume, increasing the volume to the right, decreasing to the left. From this panel you can also set the track of music you wish to play on your CD, and have it either play that track continuously, play the tracks of the CD in order and start the CD over after the last track, or randomly play tracks from the CD. The default option is to play random tracks. Although you must start **UPRISING 2** with the game CD in the CD-ROM drive, you can switch to your own music CD after reaching the Main Menu.

Note: If you have a media player running (Windows CD player, video player, etc.) you will need to exit that application before you can affect your game audio options.

Difficulty

This replaces the Game Options panel with the Difficulty panel. On this panel are three buttons for adjusting the difficulty of the game. **Left-click** on a button to change the level of difficulty. At **Rookie**, the easiest level of play, the strength of the enemy's units, weapons and structures is weakened and your own is increased. At the **General** level, the most difficult, your own forces, including your Wraith, are greatly diminished in power, while the Trich are given increased capabilities. At the default **Commander** level, you and your opponents are on equal footing. "**Taran '76**"

Even through the glare of the fierce Taran sun, Kenshin could see the columns of dust on the horizon. He strained his eyes looking into the heads up display, which revealed the oncoming hordes of creatures and vehicles. The Kri'iSara were coming, and it was up to him to stop them.

He tried to count them, but it was useless. Kenshin had heard other Wraith commanders call the Kri'iSaran approach to warfare "swarm tactics", and he was developing an uncomfortable feeling that he was about to discover why.

His situation was almost surreal. Six months ago, he had been an ace AAV pilot with seventeen kills to his name. Then the brass with the N.A.A.F. decided that he needed to be transferred to the rapidly growing corps of Wraith commanders. The controls on a Wraith are very similar to those on an AAV, and Kenshin became adept with them quickly. He mastered all of the scenarios that the simulators could throw at him in record time. He did well. Too well in fact. He was among the first of his class to be graduated and shipped to the front. He had only just been assigned to his battalion when it was deployed on Taran.

Kenshin took one last look around the cockpit of his Wraith. There was the picture of his parents and his brother, taken at his going away party when he first enlisted. Then there was the picture of Akiko, his fiancée. On the dashboard was his "lucky" Buddha, and, just to make sure he had all of the bases covered, there was a cross and some prayer beads suspended from a bolt in the ceiling.

He looked back up at the HUD. The dust cloud was getting closer. Time to move out. The Kri'iSara were coming straight up the canyon, directly towards his position. There were too many to take on in a head-to-head contest, so he adjusted his vector to take him slanting across their path of travel. His Wraith quickly reached top speed as he guided it towards the enemy.

There was no need to face the enemy alone, Kenshin thought. He aimed his targeting reticle at the oncoming mass of troops and vehicles. As soon as his HUD registered a lock, he called-in two squads of Alliance infantry, a heavy tank, and an AAV. They quickly teleported in and immediately began to engage the oncoming horde, firing into their ranks. But they were outnumbered, and it was not long before Kenshin could hear their death screams over his com-link. He couldn't help but feel a pang of sorrow, and he had to remind himself that they were all just doing their duty.

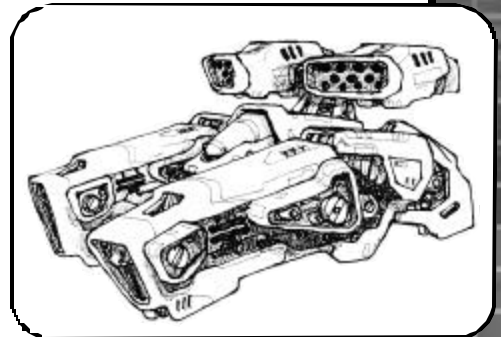
The sacrifice made by the troops he had teleported in was not entirely in vain. They had caused the Kri'iSaran advance to stop long enough for Kenshin to maneuver to a more advantageous position. For now, they were ignoring him. Kenshin felt that their objective must be the Alliance Command Bunker at the far end of the canyon. If that was the case, it was his duty to stop them.

He had dodged amongst the lush Taran landscape until he was on the enemy's flank. He realigned his tank, and scanned the mass of infantry and vehicles moving across his field of vision. There was no point in waiting any longer. He began firing into them, launching a stream of Jaeger Missiles and laser bolts. They all struck home - there was no way he could miss with so many targets - and he could hear the aliens scream in their rasping tongue as his attacks killed one after another.

He did not release the fire buttons until 15 seconds later. A look at his ammunition stores revealed that he had managed to fire off almost half of his Jaeger Missiles. There was a lot of smoke coming from the destroyed vehicles. It took a few seconds to clear, and when it did it revealed that his flank attack was having the intended effect; the aliens were abandoning their original path to the Command Bunker and were coming after Kenshin. Good for him. Bad for him.

Realizing that if he was going to survive he had better relocate, Kenshin banked his Wraith to port and set a course for the rear of the swarm. They were closing in now, their light tanks coming on at frightening speed, as they broke from the rest of the pack in groups of three. He decided that the Jaeger Missiles were no longer adequate and switched his firing controls over to the Shrike system.

He waited until he cleared an outcropping of rock, and then spun his Wraith around 180° and switched the turbines into reverse so effortlessly that the hover tank barely lost momentum. Now Kenshin could face his pursuers as he continued to move away



from them. He locked on to the nearest Kri'iSaran tank and opened fire with several bursts from the Shrike. Less than a second later the projectiles hit, rupturing the hull on the alien vehicle and causing it to explode in a ball of energy that sent wreckage everywhere. He quickly set his sights on the next vehicle and fired again with similar results. Then he targeted the next tank, and the next one after that, and continued to do so until he had destroyed eight of them. The remainder quickly broke off their pursuit and headed back into the alien group occupying the center of the canyon.

Kenshin allowed himself a quick smile, but then his eyes caught the damage report on his HUD. He hadn't even noticed the impacts, so intent had he been on firing, but apparently the Kri'iSaran light tanks had scored numerous hits on his hull. He still had shielding left, but whether or not he could get involved in a face-to-face battle was questionable.

He was now behind the enemy. They must have decided to ignore him, because no one was coming after him. A second later they resumed their march towards the Command Bunker. Kenshin realized that if they managed to destroy that Command Bunker, they would be able to move into the valley. Once there, there would be no way to contain them. He had to stop them now. He was beginning to regret what his rash decision to maneuver behind them. If he had truly been doing his duty, he would never have let the Kri'iSara get between his Wraith and the Command Bunker.

A quick review of his troop read-outs let him know that he had two squads of infantry, two light tanks, two heavy tanks, an AAV and a bomber ready to come on-line. The aliens numbered at least three of four times this. Kenshin began to feel the heat of frustration build up in his chest. He had to devise a solution...

There was only one way. Just as his ancestors had done centuries ago on Earth, he would drive into the enemy's rear, smashing everything aside so that he could get at whatever was leading them. If he could destroy the motivating force behind this attack, it would stop. It had to, or at least Kenshin had to believe that it would. He couldn't allow any room for doubt about his own actions.

Kenshin gunned the engine and headed straight for the rear of the enemy horde. He switched his secondary weapon system to the Death Shroud that had recently been equipped on his Wraith. A couple of squads of alien infantry broke away from the pack and came at him. He called-in every unit available to him. They quickly overwhelmed the enemy troops, enabling him to push through, but he soon outpaced his own units, and when he caught up with the rest of the Kri'iSara he was once again alone.

Kenshin could just make out the turret of some massive alien vehicle sticking out above the rest of the enemy. He had never seen anything so large and imposing, and his briefing had certainly not mentioned such a mighty vehicle. He quickly concluded that it must be the enemy's command vehicle. Kenshin turned on the Death Shroud and steered his hovertank straight for it. There was just enough time for one last look at the picture of his fiancée before he rammed his Wraith into the swirling mass of alien bodies and vehicles...

INTO THE FRAY

This section details what to expect in the game. It includes an explanation of your Wraith and Citadel Heads-Up Displays (HUD's), and the basics of waging war in your Wraith and accomplishing your missions.

On the Field of Battle

Once you start a mission, you can access the game menu at any time by pressing the **Esc** key from the main Wraith view. This menu holds the following options:

Load

Brings up a dialogue box containing a list of your previously saved games. **Left-click** on a name in the list, and press **Enter** or **left-click** on **Load** to load that game. **Left-click** on **Cancel** to exit the dialogue box and return to the menu.

Save

Brings up a list of your previously saved games. Type in the name you wish to save the game under, or **Left-click** on a name in the list to save over the selected game, and press **Enter** or **left-click** on **Save**. **Left-click** on **Cancel** to return to the menu without saving your game.

Options

Brings up the Options menu, from which you can alter graphics, sound and other game options. See the section *Changing Game Options* beginning on page 27 for a further explanation of these options. Some options are not available during game play.

Briefing

Brings up the mission briefing that was given to you at the start of the scenario. **Left-click** on **OK**, or press the **Esc** key to exit the mission briefing.

Resume

Returns you to the game. You can also use the **Esc** key to resume play.

Exit the Mission

Exits the scenario without saving and returns to the Main Menu. You are asked to confirm or deny your decision to abort the scenario.

Exit the Game

Exits the scenario without saving and returns to your Windows desktop. You are asked to confirm or deny your decision to quit the game.

Mastering the Wraith

The Wraith is a cutting edge hovertank, several degrees removed from the designs first stolen from the Imperium. Those original Wraiths provided the raw firepower to make the uprising a success. A hundred years later, modern hovertanks are the key to the Alliance's struggle against the Trich. As a Wraith commander, you need knowledge of piloting techniques, an intimate understanding of your HUD readouts, a fine grasp of your hovertank's strengths and weaknesses, and the courage to carry the fight to the enemy.

The Controls

At the start of a scenario, you are automatically placed behind the controls of your Wraith, looking out through your gun turret's sights. Pressing **Tab** shifts your view to above and behind your hovertank, but the Wraith HUD remains the same on your screen. To return to the cockpit, press **Tab** again. You control your Wraith's movement with the keyboard:

W/S	Move Forward/Backward
A/D	Slide Left/Right
Q/E	Rotate Counter-clockwise/Clockwise

Your Wraith usually considers "forward" the direction your turret is currently facing; by changing the direction you are "looking," you change the direction of travel. You change turret facing by moving the mouse left, right, up and down. To disengage your turret from the chassis of the Wraith, press **T**. The hovertank then considers the direction it is currently facing "forward", regardless of which direction you spin your turret. Press **T** again to restore the connection between turret and chassis controls. Press the **Space Bar** to give your hovertank a burst of speed that is maintained as long as you keep the key depressed. While in use, this speed burst disables the Wraith's secondary weapon, but it is fully restored after you release the **Space Bar**.

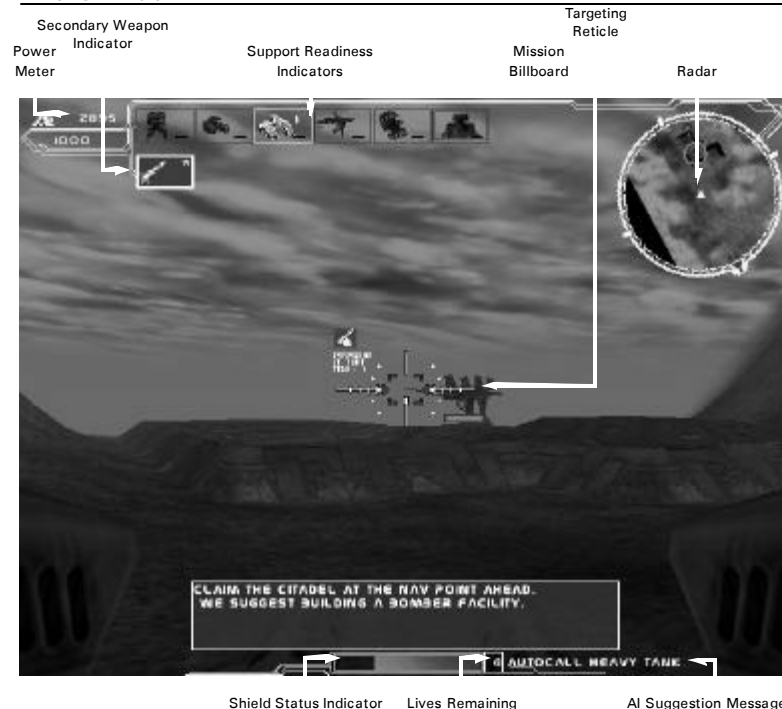
Your Targeting Reticle is located in the center of your view screen. Use the mouse to move your Targeting Reticle over a target. **Left-click** to fire your Wraith's Laser Cannon and **right-click** to fire the currently selected secondary weapon. To change secondary weapons, press and hold the **Shift** key, which brings up the secondary weapon selection. **Left-click** on a weapon icon to select it. You can also toggle through the secondary weapons by pressing the **Home** and **End** keys.

To call in a support unit, hold down **Shift** and **left-click** on the unit's icon at the top of the HUD, or press the appropriate key (**F1** to **F5**) and if one is available, a unit of that type is teleported into the area indicated by your Targeting Reticle.

If you are damaged during combat, you can drive your Wraith over a claim square and press **F** to start repairs. In the claim square you can also call-in a Citadel, by pressing **F** or **F11**. See *Commanding a Citadel* starting on page 40 for more information.

Note: You can change the configuration of your game controls before you start the game, see page 29 for more details. For a summary of key and mouse commands, and for joystick control information, see the reference card included with this game.

Wraith Hud



The HUD

Your Wraith's HUD is streamlined from the original hovertank designs, providing only essential information. Instant understanding of its readouts is crucial to success.

Power Meter

The Power Meter, located in the top left corner of the screen, displays the amount of power currently available to you. Power is used to build Citadel upgrades and to "buy" (teleport) units. Production Facilities do not consume power when they are producing a unit, you only spend power when the unit is actually called-in to a battle. Power is represented by a Power Building icon.

Command Point Indicator

Below the Power Meter is the Command Point Indicator. All support units under your command funnel their communications through your Wraith. Command Points are a representation of the number of units your communication systems can handle. If you run out of Command Points, you cannot call in more units until some of your units are removed from the battle, either through destruction or by being recalled to the Dropship (press **B**). Certain units are more communications intensive, and consume more of your Command Points. The Command Point cost of a unit is given in their Codex and R&D description. As you gain experience, New Alliance Headquarters outfits your Wraith with better communication systems, and you have more Command Points available to you.

Support Readiness Indicators

At the top of the HUD display are six icons, representing the five types of support units, as well as Ballistic Missile barrage. Below each icon is a status bar and to the side is a number that shows how many units are ready. If there is a unit production facility of that type ready and producing units the icon lights up. If the number next to the icon is 1 or greater, units are available for teleportation. For details of the strengths and weaknesses of your support units, see *Other Forces of the New Alliance* starting on page 55. You can also call-in support troops by simply targeting an enemy you wish to attack, or a place you wish to defend and pressing **F**. The Wraith's Artificial Intelligence System chooses an appropriate unit type, and if one is available it teleports it in.

The Ballistic Missile icon becomes active when you have built one or more *Ballistic Missile Stations* on the planet; for more information on them, see page 74. To call in a support unit, hold down the **Shift** key and **left-click** on the unit's icon, or press the appropriate key (**F1** to **F5**) and if one is available, a unit of that type is teleported into the area indicated by your Targeting Reticle. To call in a Ballistic Missile barrage, center the desired area in your Targeting Reticle hold down the **Shift** key and **left-click** on the BMS icon, or press **F6**. If you have Ballistic Missile capacity, in a few seconds a barrage of missiles drop onto the indicated target area.

Secondary Weapon Indicator

Below the Support Readiness Indicators is the Secondary Weapon Indicator. An icon here represents your currently selected secondary weapon, and beside it is the amount of ammunition available for that weapon. If you run out of ammunition for a weapon, the unusable weapon is grayed-out in the selection screen, and you automatically switch back to the default secondary weapon, Jaeger Missiles. To change weapons, press and hold the **Shift** key, which brings up the secondary weapon selector. Icons representing the available secondary weapons appear in rows. Move the mouse cursor over an icon and text identifying that weapon appears. **Left-click** to select a secondary weapon. You can also toggle through the secondary weapons by pressing the **Home** and **End** keys.

Targeting Reticle

The Targeting Reticle is located in the center of your view screen. It is used to aim your weapons, as well as call-in structures and support units. You move the Targeting Reticle using either the mouse or the arrow keys. When the Targeting Reticle is centered on a unit or structure, a status bar indicates the targeted object's remaining health. An icon identifying the unit, as well as text giving the Tech Level and unit name also appear. If the targeted unit or structure is an enemy, red lines appear between the Targeting Reticle and the enemy; if the unit or structure is friendly, the lines are green.

Mission Billboards

Mission related messages, directions to your next Nav Point, and other aids, appear in the bottom center of the screen on a green background. You also receive audio prompts with mission related information. Press **M** to see the last mission billboard, and hear the associated audio message.

Radar

At the upper right of the screen is the Radar. It shows an overhead view of the surrounding terrain, centered around your Wraith. You can increase and decrease the magnification of the Radar by pressing the **PageUp** and **PageDown** keys. Enemy and friendly units are represented on the Radar by colored dots. Red dots are Trich units and structures, yellow dots are hostile native forces as well as neutral structures such as empty buildings and teleporters, and green dots are your New Alliance troops. A compass rings the Radar, indicating north in relation to your current heading. Nav Points are marked on the Radar with large colored circles; if a Nav Point isn't on the Radar yet, a colored circle sits on the compass ring, giving the direction to the next Nav Point.

Wraith Shield Status Indicator

At the bottom of the view screen is the Wraith Shield Status Indicator, giving the current strength of your shields. If your shield strength reaches zero, your hovertank is destroyed. Press the any key to continue the scenario with a new Wraith, starting at the closest Citadel. If you do not own any Citadels, you return to your original drop point.

General Messages

In the center of the HUD, above the Shield Status Bar, messages appear, giving you building status updates, messages from other players and other information.

AI Suggestion Messages

In the lower right corner of the screen, messages appear recommending your next course of action, according to New Alliance military science protocol. Press the **F** key to have the recommended action performed by your Artificial Intelligence systems.

Tactics of Successful Wraith Commanders

—Commander Karl Richardson, 47th WB

Being a Wraith Commander is a simple job. Generally you either defend or blow up whatever New Alliance Headquarters tells you to, while trying to keep from being blown up yourself. It's not brain surgery, but don't let anyone tell you it's easy. Basically, it requires some common sense, a steady hand and knowledge of how to utilize your resources. What about luck? You need that too, but don't ever rely on it. Now listen up.

Following Military Protocol

The first thing you're going to learn is that you didn't invent the art of war. The tacticians and strategists of the New Alliance pooled their knowledge of modern warfare and created an Artificial Intelligence system that has become standard on every Wraith produced today. This AI pops up suggestions in your HUD from time to time, but it can perform many other functions if activated at the appropriate times.

While in the Claim Square, of an unoccupied Command Bunker, pressing **F** calls-in a Citadel, and if you own a Citadel there already, pressing **F** repairs your Wraith. Furthermore, if one of your buildings is in need of repair, target it in your sights and press **F** to issue the repair order.

If you are near one of your Citadels and defensive turrets can be placed, pressing **F** calls in appropriate turrets, based on what kind of defenses you already have, and what type of enemy, if any, you are targeting at the time.

Targeting your support units and pressing **F** tells those units to await further orders. You can then target a ground location and press **F** to order them to move to that location; target one of your buildings to order them to guard it, or target an enemy unit or building and order your units to attack. You can also give your turrets specific attack orders by first selecting them with the **F** key, then selecting a target for them and pressing **F** again.

If you're not in a position to call in a Citadel or defense turret or to issue a claim or repair order, you can target an enemy building or unit and press **F**, and appropriate support units are called-in. If you don't have anything targeted, and press **F**, the AI decides you just need a unit to guard the area and requisitions one. All of this depending, of course, on whether or not you have the support units available for teleportation.

The AI system is a handy tool, but you may have noticed that you're still the one calling all the shots. It's going to take more than a fancy computer to take the enemy down, and still come out alive.

Not Getting Hurt

Cover is your friend. Hide behind it. The targeting computer, radar, and overhead map let you do most of your hunting from out of line of sight. Some weapons, notably the Marauder missile will shoot around corners. The Gopher and Shrike also fire indirectly. Now I'm not some young hotshot with the reflexes of a boosted sharpshooter, so I rely on blasting things:

- From farther than they can shoot me.
- Around corners.
- Over walls - the Gopher and Marauder are key here.
- While "just passing through..." called "strafing." Basically shooting while moving.
- By advancing and retreating, which works best against tall things and AAV missiles.

Cover is your friend, have I mentioned that? Use it while you move, never travel across big flat places. Sure you can drive fast on the flats, but you're easy pickings. Stick to walls, defilades—that's hills for you uneducated types—and the like when you can. Myself, I like to align the Wraith in the direction I am going to shoot, slide out (use the **A** and **D** keys) from whatever I'm hiding behind to acquire the target, start firing, and then slide back while continuing to fire on the enemy. Low exposure to risk, high chance of success. Like a group date.

Of course the moment will come when you are in a furball. Tactics change for close work. Just ram light tanks and infantry, you're bigger than they are. Maneuver to draw enemy units into the path of other enemy units' fire. Why kill them yourself if the Trichs will do it for you? I like to unlock my turret from the chassis (press **T**) and spin it around (with the mouse, while continuing to steer the hovertank with the **W**, **A**, **D** and **S** keys) spraying lasers everywhere when the fighting gets thick.

And always move, move, move.

Hurting Them

Know your weapons, and use them. The New Alliance Military Technology Division didn't come up with a dozen weapons just to keep their buddies in the private sector wealthy. Each ordnance has its strengths and weaknesses. Some weapons fizzle out early; know the ranges and how much bend the seeking weapons have. You'll have to get closer to use a smart missile on a very maneuverable target. Weapons that slug hard have smaller ammo limits, so save them for the important stuff. Mines are your friends too, particularly if you are fleeing an attack, or defending a stronghold. Mining your Citadel environs is going to save you a lot of effort later. And don't forget, if you are firing at something directly, make sure you have the laser going along with your other weapon. It's essentially free.

Killing by Proxy

Ah, the choice of kings! Send troops. Infantry should always be boosted, as high tech as possible and numerous. Use your maneuverable light tanks to clear out enemy infantry while you focus on bigger targets. Heavy tanks are good against almost everything, and tough as Ferrolar. Bombers are an airmail gift that keeps on giving. Send them into an area, and with a little protection, they'll keep the enemy ducking for cover. The Trich are paranoid about AAV's. Sometimes sending an air unit in can get the attention of everything in their Citadel and the surrounding area, allowing you to slip in and whack turrets or units, or even deploy mines or nukes with relative safety. Hard on the AAV pilots though.

Don't forget to make the most of your troops. They'll just attack whatever's in front of them, bless their little hearts, unless you give them specific orders. Center your units in your sights, press **F** to select them, then target an appropriate enemy and press **F** again to send them off in the right direction. And when you deploy troops, don't just stand there and watch them. Go to work, start moving! You can buy time for the soldiers to close in to effective range by giving the Trich something else to think about.

When sending in troops destroy any turrets in the area first if you can, then support the troops directly with the Wraith. Attempt to strafe and annihilate their defenses, which forces the enemy units and turrets to target you, rather than your vulnerable infantry. It's worth taking a few more hits if it lets your squads close in and plant those satchel charges.

And finally, when your troops are wounded, pull them out (use the **B** key). There's no point in throwing their lives away, and it frees up precious resources for fresh new troops.

Commanding a Citadel

Simply destroying the initial invading force is often not enough. In a war against a species intent on colonization, Wraith commanders must also hold what they have won. The Alliance has developed Citadels and their upgrade buildings for this purpose. When a Command Bunker has been cleared of enemies, calling-in a Citadel claims it.

Press either **F** or **F11** while your Wraith is in a Claim square and a Citadel is delivered by dropship, intact and ready for action in moments. Citadel upgrades, such as Power Buildings and Unit Production Facilities (UPF's), can enhance the viability of an attack force, but without the Citadel itself, an installation has no eyes, and no brain. See page 43, *Utilizing the Dropship Surveillance System* for details on calling-in UPFs and other structures.

As a Wraith commander, you are responsible for calling-in Citadels, and utilizing them effectively. This requires that you split your attention between your hovertank and the command structures, occasionally switching to your Citadel HUD and manning their guns when necessary. Citadel defenses are automatic, but a human touch can mean the difference between losing a Command Bunker or repelling a siege.

Operating the Defenses

To shift behind the controls of the nearest Citadel, press **C**. Press **C** repeatedly to cycle through the controls of all your available Citadels. From here you can command the Citadel's defenses by moving the mouse to move the Targeting Reticle. This works identically to the Wraith's Targeting Reticle. You can call support units into the area marked by the Reticle using the function keys (**F1** - **F5**), or the **F** Key to use the AI's suggestions. You can also fire at the unit or structure framed in the crosshairs by **left-clicking**.

From the Citadel hotseat, and from your Wraith when you are in the vicinity of an active Citadel, you can call in Turrets to add to your Citadel's defenses. These Turrets operate automatically, and are often vital to holding on to Alliance fortifications. Up to four turrets can be placed in the vicinity of each Citadel. They are called-in by centering the desired location of the turret in your Targeting Reticle and pressing **F** or the appropriate function key: **F7** for a *Gatling Turret*, **F8** for a *Patriot Turret* and **F9** for a *SAM Site*. Descriptions of these structures can be found starting on page 75.

Don't forget to stash your hovertank as safely out of the line of fire as possible, and to keep an eye on your Wraith from the Citadel HUD. Many a Wraith commander has switched into a Citadel and successfully repelled a Trich attack, only to take several devastating hits while distracted, losing the hovertank and their lives. You can switch back into your Wraith at any time by pressing **Esc**, or **right-clicking**.

The HUD

The Citadel's HUD is very similar to the HUD for your Wraith hovertank.

Radar

At the upper right corner of the screen is the Radar. See page 37 for a detailed description of the *Radar*.

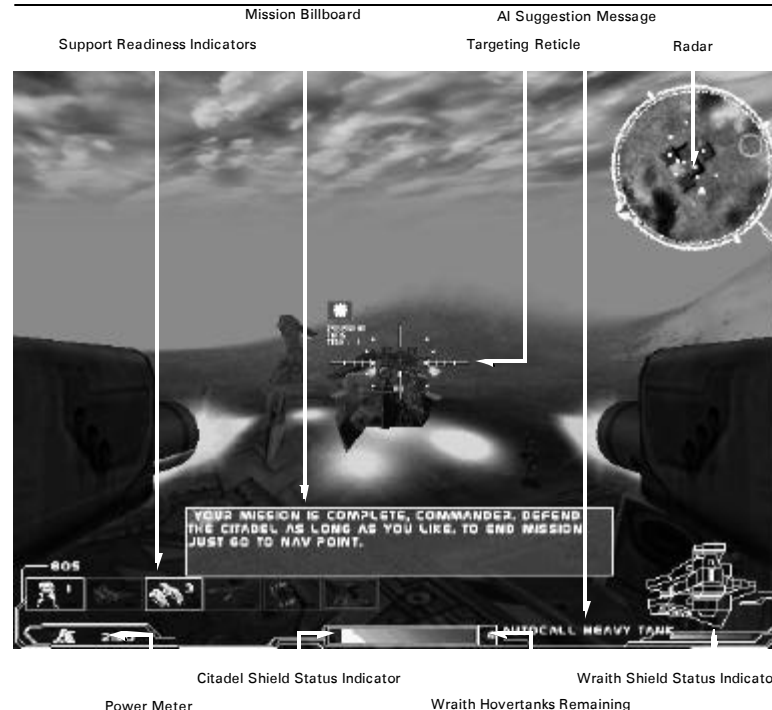
Targeting Reticle

In the center of the screen is the Targeting Reticle. See page 37 for a detailed description of the *Targeting Reticle*.

Mission Billboards

Mission related messages appear in the bottom center of the screen on a green background. See page 37 for a detailed description of *Mission Billboards*.

Citadel HUD



Support Readiness Indicators

At the lower left of the Citadel HUD display are the Support Readiness Indicators. To call in a support unit, hold down the **Shift** key and **left-click** on the unit's icon, or press the appropriate key (**F1** - **F5**). For a detailed explanation of the *Support Readiness Indicators* see page 36.

Power Meter

The Power Meter is located below the Support Readiness Indicators, in the lower left corner of the screen. See page 35 for a detailed description of the *Power Meter*.

Command Point Indicator

To the right of the Power Meter is the Command Point Indicator. See page 36 for a detailed description of the *Command Point Indicator*.

General Messages

In the center of the HUD, above the Citadel Shield Status Indicator, messages appear giving you building status updates, chat from other players and other information.

Citadel Shield Status Indicator

At the bottom of the view screen in the center is the Citadel Shield Status Indicator, giving the current strength of your Citadel's shields. If your shield strength reaches zero, your Citadel is destroyed, and you are dropped back into Wraith mode. You need to call in another Citadel (enter the claim zone and press **F** or **F11**) and wait for it to come online before you can return to Citadel mode.

AI Suggestion Messages

In the center of the HUD, above the Citadel Shield Status Indicator, messages appear recommending your next course of action. Press the **F** key to have the Artificial Intelligence perform the recommended action.

Wraith Shield Status Indicator

In the lower right corner is a representation of your Wraith, with a status bar underneath giving the current strength of your Wraith's shields. Keep an eye on this readout, you may need to jump back into your Wraith (press **Esc** or **right-click**) if you come under heavy attack. If your shield strength reaches zero, your hovertank is destroyed. If you have lives left, press any key to continue the scenario with a new Wraith, starting at the closest Citadel, or the drop point, if no Citadels are owned. If you have no lives left, you lose the scenario.

Utilizing the Dropship Surveillance System

Occasionally it is necessary to get a look at the big picture. When a Wraith-led military operation is sent to a star system, dropships remain in orbit, launching satellites around the planet to provide an overview of the land, and a convenient method of calling-in structures to Command Bunkers.

The Dropship Surveillance System is one of the means by which you can call in Production Facilities, check on the status of your Citadels, as well as gain an overall lay of the land and orient yourself. The system is accessed by pressing the **R** key. The player can exit out of the Dropship Surveillance System at any time by **right-clicking** or by pressing the **Esc** or **R** key.

You can choose to view the planet's surface either as a topographical map, or as a rendered satellite image, by changing the **Overhead Map** option in the Graphics panel of the Options menu, from the Main Menu screen. You cannot make this change during game play.

The Interface

Wraith Remote Window

While using the Dropship Surveillance System, you have only limited control of your hovertank, visible at the upper left of the screen, in a small window. You can drive about the terrain, **W** and **S** move it forward and back, **A** and **D** slide it left and right and **Q** and **E** rotate it. You cannot fire from the Wraith Remote Window; **right-clicking** or pressing either **Esc** or **R** drops you back into the Wraith hotseat.

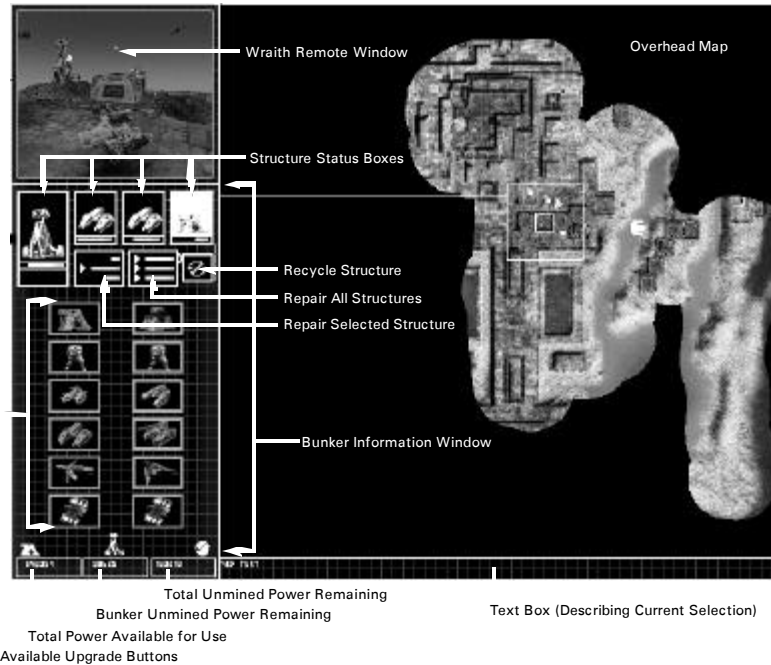
Bunker Information Window

Below the Wraith Remote Window is the Bunker Information Window. In it is displayed information on the currently selected Command Bunker complex. **Left-click** on any Citadel on the Overhead Map which *you control* to view data on that Command Bunker. Enemy and Player Citadel Complexes are differentiated by text/graphic color. The currently selected Citadel Complex has all of its boxes highlighted and an individual structure within a complex is highlighted a special color.

Structure Status Boxes

There are four small boxes at the top of the Bunker Information Window. If the selected Command Bunker has a Citadel, the left most box contains a Citadel icon. The other boxes can be filled with up to three Citadel Upgrades. The icon of each appears when the Upgrade Building is called-in. Below each icon is a status bar giving the current shield strength of that structure. When the status bar reaches zero, the structure is destroyed. **Left-click** on a Structure Status Box to select that structure.

Dropship Surveillance System



Repair Structure Button

Below the Structure Status Boxes, on the left, is the Repair Structure button. **Left-click** on a Structure Status Box, then **left-click** on this button to restore that structure's shields to full strength. This requires the expenditure of power. You can also repair a structure from the Wraith view by targeting the damaged building and pressing **F**.

Repair All Structures Button

Below the Structure Status Boxes, in the middle, is the Repair All Structures button. **Left-click** on this button to restore the shields of every structure in that Command Bunker. This requires the expenditure of power.

Recycle Upgrade Button

Below the Structure Status Boxes, on the right, is the Recycle Upgrade button. **Left-click** on a Citadel Upgrade's Structure Status Box, then **left-click** this button to sell the Upgrade back, removing the Upgrade and adding the structure's value to your power reserve.

Available Upgrades Buttons

Below the Repair and Recycle buttons are the Available Upgrades buttons. Once a Citadel has been called-in you may go to the Overhead Map to select the upgrades you wish to add to the Command Bunker. Every structure type has a button associated with it which is grayed out when it is not available. Typically Booster Buildings and the Ballistic Missile Station are the only structures that are grayed out; these buildings have necessary prerequisites. **Left-click** on an available structure type to highlight that button, and that Upgrade is dropped onto the Command Bunker. See page 71 for information on *New Alliance Structures*.

If all the Available Upgrades buttons are grayed out, then you cannot add any upgrades to that Citadel at that time; the likelihood is that you either do not have an empty node at that Command Bunker or you do not have sufficient power to build any more structures.

Power Readouts

Across the bottom of the Bunker Information Window are the Power Readouts. From left to right: the amount of power currently available to you, the amount of power remaining to be mined in the currently selected command bunker, and the amount of power remaining to be mined in the world.

Overhead Map

The Overhead Map takes up the majority of your view screen. At the start of most missions, a fog of war covers the map. This gradually disappears through two methods: driving the Wraith to new locations and launching Recon Probes.

Units and structures, both enemy and friendly are shown on the map, and differentiated by color. Trich turrets and units are marked by small red squares, hostile native forces are marked in yellow and your own units and turrets are marked with green squares. Moving the mouse cursor over a colored square brings up a description in the text box at the bottom of the screen. Citadels and their upgrade buildings are also marked on the map, with small flashing box outlines. **Left-click** on a flashing box to bring up information about that Citadel in the Bunker Information Window to the left of the map. **Double-click** on a Citadel you own on the Overhead Map to jump into the Citadel View.

Accomplishing Mission Objectives

Establishing a Foothold

The first step in any mission is to understand what your objectives are. Pay close attention to your mission briefing and the audio and billboard messages which appear in the bottom center of your view screen. They remind you of goals, and direct you to new Nav Points. Check your position on the map frequently (**R**). Send out Recon Probes, or if available, teleport in AAVs to scout the surrounding area. For most missions, as soon as you find one, you should take over a Command Bunker and establish a Citadel.

To claim a Command Bunker, first you must destroy the enemy Citadel and any enemy upgrade buildings that have been established. Then quickly drive your hovertank into the Claim Square, a depressed area of concrete and metal that has been sunken into the earth and marked with green and yellow paint. The Claim Square is the only part of the Command Bunker that is lower than the surrounding terrain. Press **F11** to claim that Bunker for the New Alliance by calling-in a Citadel of your own.

Fortify your new Citadel immediately. Citadels are especially vulnerable when they are first coming online, so protect them carefully until the static from the systems starting up fades. Generally three Gattling Turrets (**F7**) and one SAM Site (**F8**) make an adequate defense for an activated Citadel. Call in turrets by selecting an area with your Targeting Reticle, and pressing the appropriate key or press **F** to have the AI select where and what kind of turret to place. If you have time, it is better to shift into your Citadel's HUD (**C**) to place your turrets, for a better overall view of the battlefield.

Your final task in setting up a properly fortified Command Bunker is calling in the dropships to place down production facilities. Much like Citadels, buildings being dropped to the planet surface are extremely susceptible to enemy attack so protect them well. Calling in a Power Building is crucial at the beginning of a mission; you need to start generating power to call-in other buildings and units. However, each Command Bunker only has a limited amount of power that can be extracted from its hot zone. Watch the Power Meter on your HUD, and if your supply is running low place another Power Building in a different Command Bunker.

But enough about power, in order to actually fight the enemy you have to produce units. For that you need Unit Production Facilities such as a Tank Factory or Barracks. Press a number key (**1** through **5**) or **left-click** on the appropriate Available Upgrade button in the Bunker Information Window of the Dropship Surveillance System (press **R** to access) to call-in an upgrade. Once you have a UPF online, and it starts producing units, your Support Readiness Indicators at the top of your HUD will begin filling up.

Navigating Terrain and Other Obstacles

Your Wraith hovertank can handle a variety of terrain, however there are limitations. Steep slopes slow the Wraith down; you may need to work up some speed to get over high rises. There are slopes and cliffs too steep for your Wraith to negotiate. The Wraith can travel over shallow water and other liquids, however it balks if you try to drive too far from shore. Keep in mind that lava, acid and chemicals can damage the hovertank, albeit slowly.

To finish certain missions you are going to need to bypass gates. These access points into otherwise securely fenced off areas usually can be opened by destroying a building, taking a Command Bunker, or some other mission objective. You are told how to unlock the gate through Mission Billboard messages. You also may encounter teleporters on some worlds. These often provide access to areas you can't reach any other way. To use a teleporter, which looks like a partial archway embedded in the ground, simply drive into the sparkling teleporter field. If you find a teleporter without a teleporter field, it is inactive. You may need to do something in order to activate it, which will be indicated via Mission Billboards.

The largest obstacle you will face in accomplishing your mission is the enemy. You're likely to encounter enemy turrets and production facilities some distance from enemy Citadels, along with patrols of mobile enemy units. When possible, take out installations using your speed and maneuverability, rather than in head-on confrontation. Your Wraith can move faster than any turret can aim, so try sliding from side to side to avoid fire, and turning in circles around the building, strafing the turret the entire time. However, if a turret is out of range and not firing on you or your troops, don't waste time and ammunition taking it out. When it is destroyed, the enemy may place another turret in a more inconvenient location. When dealing with mobile units, try not to get distracted. Teleport in a few support units of your own and let them deal with the enemy while you continue with the mission. If your units come up against heavy resistance, though, you need to step in to avoid wasting resources.

Storming an Enemy Citadel

Trich Citadels aren't easy to take out. Under the best of circumstances you could lose a considerable amount of support troops, and take significant damage to your Wraith. There are some general steps you can take to improve your chances of success, but no one method will work for every Citadel.

Start by using tanks and your guns to take out any isolated turrets or production facilities that stand in the way of the main thrust of your attack. You can also send tanks in to bear the brunt of attack from turrets guarding the Command Bunker and the Citadel's cannons. When the Citadel's defenses have been weakened, send in AAVs, followed by bombers, then focus infantry on taking out the Citadel itself.

Continue to teleport in additional support units, concentrating them on the Citadel. You need to destroy it first, so that the enemy can't bring in fresh troops to protect their Bunker. If you continue to keep AAVs in the air, and use your Wraith to draw the attention (and fire) of the Citadel and its defenses, your support troops' chances of success greatly increase. If possible, find higher ground near the Citadel; you'll see the enemy coming, and be able to place your own attack forces closer to the Citadel.

Once you've destroyed the Citadel, eliminate the other buildings as quickly as possible so that you can claim the Command Bunker. The Trich are likely to attempt dropping another Citadel as you are eliminating the ancillary structures, so be careful not to remain in the node of the Command Bunker that held the Citadel; your Wraith could be crushed. If possible, fire on the Trich Dropship, or target it with AAVs, while the Citadel is still in the air, they are most vulnerable then. If the enemy Citadel drops down and begins going online, focus all your firepower on it. You only have a few seconds to destroy it while it is still vulnerable.

After the Mission

After a mission, either successfully completed or not, the Mission Debriefing screen appears, providing a complete analysis of your recent performance. Three different screens can be accessed from here, the **Debriefing** screen is the default. **Left-click** on **Done** when you are finished reviewing the information to continue.

Debriefing

The default screen summarizes your performance on the recent mission. At the top is stated whether the mission was a success or failure. Below that are the basic statistics for the scenario. On the left is a **Summary** of the results, on the right the **Primary** and **Secondary Objectives** that you successfully completed are listed. If you complete any ancillary missions, these accomplishments are listed under **Bonuses**. If there were bonus objectives that you did not achieve this will also be mentioned in this area.

Stats

This screen gives greater detail on the statistics for a single player mission.

Details

On the Details screen you can compare the performance of yourself and your forces versus the performance of the enemies' troops. In multiplayer play this includes all the other players. The first number of any pair is the amount of that unit or structure that a faction killed and the second number is the amount of that type of unit or structure that a faction lost during the battle.

Debriefing screen



Basic Statistics

Detailed Statistics

Performance
Comparison

Exit Debriefing
Screen

Timeline of the Development of the New Alliance

2050 - 2087 A.D. The First Expansion

Earth, our home world, expanded to the stars. A crude form of interstellar flight allowed a handful of governments with the aid of large corporations to establish colonies on habitable neighboring worlds. A handful of branches from the corporations and governments responsible for the expansion conglomerated to form a mega-corporation, Gauvan Imports. The purpose of this new mega-corp was to specialize in the establishment of colonies and the extraction of resources.

Six planets quickly reached populations of over twenty million with a few dozen others reaching populations in the tens of thousands. Many convenient barren rocks were torn apart and stripped of resources to supply the new colonies and further expansion.

2087 - 2144 A.D. Forced Exodus

Due to huge costs involved in interplanetary business, further mergers were inevitable and more mega-corporations formed. All had virtually the same business model -- monopolize colonization of habitable planets, isolate key parts of the new economies, and reap huge profits through trading. Taxes for residence on Earth became prohibitive, and transfers to other colonies offered considerable opportunities.

People began moving en masse to various colonies. Huge regions emptied as natives moved to begin colonization of newly available planets. With countries now able to acquire the power of their own planets, clans formed. By 2114, Earth's population was reduced to approximately one billion people, having split into 25 major colonies.

2144 - 2237 A.D. Rise of the Clan

Corporate monopolies officially ended in 2160. In a single week, 60% of the colonies controlled by Gauvan Imports, the first of the mega-corporations, were seized by violent paramilitary clan actions. Many argued that the control of the mega-corporation was over decades before, when the paramilitary, paraindustrial clans first began to form. Originally, the purpose of the clans was to 'keep the peace' and to 'protect local trade routes.' Some were run more or less as benign corporations, others were dictatorships with Draconian laws. Throughout this period clans battled each other on a small scale, mostly symbolic battles mixed with religiously formal diplomacy. There was a loose association of the clans' military leaders, who gathered at need to broker and enforce clan decisions, and prevent the infighting from destroying the integrity of the clans' collective control.

2238 A.D. Enter the Enemy

The massacre of the colony on Albion heralded the start of an alien invasion and the birth of the Imperium. We now suspect that earlier warnings from exploration expeditions went unnoticed by the clans, who were too distracted by their petty squabbles to pay attention to rumors and the loss of a few mining ships. By the time the Swarm, as they were then known, made their first obvious move, the aliens had established colonies deep within human space.

The leaders of the clans, forced into solidarity by this external threat, formed a centralized military government, and seized tremendous power over ordinary citizens, in the name of efficiency in a time of war. They elected one of their number to the rank of Emperor, and thus the Imperium was formed.

2239 - 2279 A.D., or 1 - 41 A.I. (Anno Imperatis) **The First Trich War**

Trichordata Sauriformis Sapiens, or Trich as they were known to the military, had a simple plan: reproduce as rapidly as possible and devour resources to build new colony ships and war vessels. When a colony grew to a size large enough to come into contact with humans on the planet, the Trich fought tenaciously, using swarm tactics that focused on success at any cost with no concern for the individual.

The Imperium acted slowly at first, crippled with continued bickering among the clans for control, but finally it committed wholeheartedly to the fight. Huge campaigns to rid Trich from nearby planets began. Battles were measured by thoroughness rather than intensity. The effectiveness of the Trich's strategy forced most planets to be retaken more than once. Additionally, the Trich had discovered an indestructible material, which they used to protect the entrances to their underground bases. Due to this material, direct attacks upon Trich installations were pointless. The only effective tactic against a Trich colony was to wait until a Trich base reached a sufficient size to launch an attack. When the attack came, the Trich would commit every last unit in that base, leaving the base empty. Eradicating an attacking Trich wave and preventing them from reoccupying the subterranean base was the only means of eventually defeating them. Thus the Citadel was born. Constructed to hold territory, the Citadel provided a supply point and a defensive stronghold from which human forces retook planets. The Citadel was flown in by Dropships waiting in orbit and established atop the center of a base's entrance.

42-490 A.I. **Reign of the Emperor**

The war with the Trich stretched on for decades. Due to the scarcity of reports from the military, and the vastness of the empire, citizens began to wonder if the war was still being waged, and indeed, after time, whether there had even been a war at all. For those far from the warzone, the very existence of the Trich themselves appeared to be the ploy of a greedy and corrupt military. As complaints and demonstrations grew, the Imperium swiftly and harshly answered, and the most vocal of the Imperium's detractors began disappearing. Although it is difficult at this point to separate propaganda from fact, in all likelihood, the Trich had been pushed out of human space by 2267 A.D. (29 A.I.) However, for years afterward the Imperium was legitimately still engaged in driving the Trich farther back, and eliminating the last remnants of the invading force. By the time the last Trich had been killed, several generations of humankind had been raised with the primary goal of fighting the Trich. Military branches of clans were enormous and filled with seasoned veterans. Naturally the military government was reluctant to give control back to an ungrateful civilian population.

A mixture of propaganda and force became the Imperium's mode of operation. Several abortive revolutions were attempted during this period, each put down with a vicious swiftness. Without an external enemy to combat, the leading families of the clans became decadent, abusing the power of the Imperium to enrich themselves and settle their own personal vendettas.

4115-538 A.I. **Recontact**

Partly to justify their continuing presence to the people, but mostly out of boredom, the Imperium's leaders constantly sent military expeditions far beyond the bounds of Human Space. Early in the 6th century, by Imperium Reckoning, those expeditions began disappearing. More forces were sent to investigate, and rediscovered an enemy that had become legend even to the leading clans of the Imperium. It turned out that the deep space scouting missions had found their way into Trich Space. Unfortunately, the units that the Imperium was now encountering were much more powerful than those in the first Trich War, five hundred years earlier.

539-543 A.I. **The Rebellion**

Having again encountered their enemy, the Imperium sent fleets deep into Trich Space, to begin engaging in a new war. Perhaps sensing the Imperium's distraction, dissidents in the empire chose this time to begin another rebellion. The Imperium's forces were now split, and neither war was going well. The Trich had more than kept pace with humanity's advances in technology, and as the Imperium continued to lose battles to the new Trich, they were forced to allocate ever-increasing amounts of their forces towards keeping the Trich as far from Human Space as possible. The uprising, fired by the righteous anger of generation upon generations of oppressed citizens, was managing to break the distracted Imperium's hold. With each success the rebellion kept growing in strength until the people finally prevailed.

Imperium troops on assignment deep within Trich space were suddenly bereft of supplies, reinforcements and any communications with humanity. Their fate can be surmised. Current theory does suggest that the abrupt breakdown in communications due to the rebellion was all that prevented the Trich from immediately tracing the Imperium's troops back to Human Space.

2781-2875 A.D. **Rise of the New Alliance**

(Anno Domini - following the overthrow of the Imperium, official record keeping reverted to the "old calendar")

In the initial years after the uprising, former Imperium officials were executed, government buildings were demolished and databases were erased in a backlash of destruction. Art, architecture, science, history; the scope of the losses of this period are incalculable and what was lost - irreplaceable. Finally sick of the chaos, the people began to look to the remaining leaders of the rebellion to bring them peace as they had brought them freedom. Establishing a capital on Solaris, the New Alliance began a long period of rebuilding and revision. Banditry was brought under control, universities re-established, laws drafted and enforced. It was a long slow process as the whole of humanity learned to rule themselves again. But as the rebellion neared its centennial, this gentle period of restoration was disturbed by complaints, first scattered, then coming with increased speed, of enemy attacks on isolated outposts, frontier planets on the borders of human controlled space...

2876 A.D. **New Trich Menace**

Reports have become undeniable. An alien menace has returned to Human Space, stronger than before. A scouring of the few salvaged Imperium documents suggests that these are in fact the same invaders, the Trich, who ravaged humanity almost six hundred years ago. However, this time they have returned to Human Space in horrifying numbers. They are equipped with frightening new technology, and they have brought more than just the previous scouting and colonizing fleet.

Analysis indicates that if the invasion isn't stopped immediately, the Trich will overwhelm all of Human Space inside a decade.

Reviewing the Troops

This section provides you with detailed information about the Wraith you pilot, the forces under your command, the weapons you fight with and the structures you call home.

The Wraith Hovertank

Armor:	35 mil Ferrolar plate, upgradable to 75 mil.
Chassis:	Flexon Composite
Engine:	Maxon VII Cold Fusion Generator
HUD:	Vulture Avionics WHUD-XL012
T-Beacon:	1.006 MHz with 0.28 second cycle time
Weapon Options:	See Wraith Weapon Systems on Page 60

The Wraith hovertank represents the ultimate in Alliance battlefield technology. Fully upgradable, the Wraith has the potential to support a multitude of weapon and support systems and four thickness' of armor plate on its reinforced chassis. The Wraith is also capable of teleporting in supporting infantry, vehicle and air units to enhance its offensive and defensive abilities.



Chassis Upgrades

New Alliance R&D has been experimenting with the addition of a Ferrolar core to the Flexon Composite chassis. They hope to enable the Wraith chassis to carry heavier armor.

Tech Level 1

Basic Wraith chassis, composed entirely of Flexon Composite, a plastic compound with a tensile strength similar to reinforced steel. Wraith only bears 35 mil of Ferrolar armor.

Tech Level 2

Scientists working on Wraith design improvements are looking at adding Ferrolar reinforcement to the major structural supports in the Flexon Composite. This should allow the Wraith to carry 45 mil of Ferrolar plate armor.

Tech Level 3

Assuming that the Tech Level 2 chassis redesign is successful, the next anticipated step will be to add Ferrolar supports and bracing to key structural points in the chassis. This will enable the Wraith to support more weight, allowing 60 mil of Ferrolar plate armor.

Tech Level 4

Ultimately, Alliance weapon developers plan to replace 90% of the Flexon Composite chassis with Ferrolar. This will lighten the chassis, and allow the Wraith to carry 75 mil of plate.

"Plataea"

Corporal Montgomery turned up the magnification on his binoculars as he scanned the horizon for signs of the enemy. The bleak Plataea landscape offered no clues to their location. They had to be there. There were a hundred hills they could be lurking behind, and kilometer after kilometer of natural and man-made trenches that could easily hide their advance.

He carefully shifted his weight so that he wouldn't fall from his position near the top of the trench wall. Down below was his "command". Six infantry troopers - that was all. They were all that was left of the 106th Heavy Infantry Regiment. The Trich had assaulted their position almost two hours ago, and they had hit hard. Montgomery and the rest of the New Alliance Forces in this sector had only just managed to beat off the attack. In the end, their position was strewn with the wreckage of dozens of vehicles and more corpses than he could count. The carnage had been so great that he had ordered the survivors to fall back to this trench so that they wouldn't be demoralized by having to wait amongst the bodies of their fallen comrades.

He called out to the nearest trooper down in the trench below. The guy didn't respond, so Montgomery dug a rock out of the muck and lobbed it at his head. That got his attention and he quickly scrambled up to Montgomery's position.

Montgomery didn't know the man, but the name stenciled on the breast plate of his armor read "Kyle". He ordered Kyle to take over the watch while he checked on communications with HQ. Kyle begrudgingly took the binoculars and settled down in the mud as Montgomery slid down the trench wall to the floor below. He barely got a from the surviving troopers as he walked over to the com-unit. They were all exhausted, and the feeling of impending doom was written on all of their faces.

"Come in Com-Sat. This is the 106th Heavy Infantry. We have taken heavy casualties and are in desperate need of reinforcement. Please respond." The man at the console was Chad, a private from Montgomery's squad. He had known him since boot camp. They had never been friends, but at times like this even enemies could set aside their differences.

Montgomery allowed the faintest evidence of hope to creep into his voice as he asked, "Any luck Chad?"

"No. The last I heard from them was an automated beacon-pulse about an hour ago. Either they have gone over to radio silence, or the Trich have found them." Chad was always one to look at the bright side.

"Think they received any of our messages?"

"Can't say. They might have, but the way this day is going.."

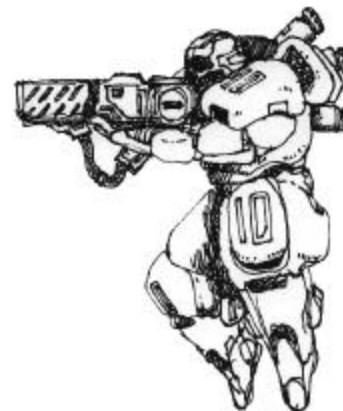
Chad was interrupted by a burst of fire followed by the sound of exploding flesh. Corporal Montgomery turned just in time to see Kyle being blown from his position at the lip of the trench, limbs askew as he flew down into the muck. A quick look around confirmed Montgomery's fears. Everyone was hesitating. If they didn't get moving fast, they were all going to be another statistic.

"Everyone to the top of the trench, 5 meters apart - Now!!! Come on! Move it boys!!" Montgomery felt like an actor in a cheesy war-film, but his orders had their intended effect. Everyone sprang to life and scrambled up the trench wall to take their positions.

The view from the top took his breath away. The Trich were coming, no doubt about that. There were a dozen tanks at least, and more infantry than he could count. To make matters worse, they had air support, at least a half dozen fighters. Survival was no longer the question. He upped the output on his helmet-mic and shouted "Take as many as you can with you boys! Open fire!!!"

The survivors of the 106th cut loose with everything they had. Tomahawk missiles streaked towards the oncoming Trich tanks, and burst after burst of laser energy was directed towards the chests and heads of the enemy infantry. For the briefest of seconds, Montgomery felt a burst of elation as he watched a dozen Trich fall and several tanks explode in magnificent fireballs.

Then the screams started. The first one to fall was the soldier to Montgomery's left, then the man covering the right flank took a missile in the face plate. A Trich AAV came screaming low just above the



trench and took out two more with what seemed like an endless stream of laser fire. Then there was a big explosion and he fell to the bottom of the trench amid a mountain of dirt.

He was stunned for a second, but quickly regained his senses. About three yards away was the only other surviving member of the 106th. It was Chad. His armor was heavily damaged and Montgomery could see blood leaking out of several holes. He sprinted over, threw Chad's right arm over his shoulder and helped him scramble to cover.

"Damn it! I'm hurt bad Max," Chad managed to sputter through a mouthful of blood and broken teeth. Chad had never called Montgomery by his first name before. "I don't know if I can even raise my gun to shoot."

"Don't sweat it. We're goners anyway." Not good for morale, thought Montgomery, but there was no point in lying now.

Chad looked up at him and said, "You know, I never liked you."

"Shut up Chad. Here they come."

It was true, the Trich had paused at the top of the trench. They were looking down, scanning for survivors. Montgomery flirted with the idea of standing perfectly still in the hopes that they wouldn't see him, but Chad changed his mind for him. "Die you bastards!" Chad yelled, "Die!" and he started spraying the Trich with laser fire.

Montgomery dropped Chad and opened fire himself, hoping that the shot which killed him wouldn't hurt too much. Then there was a whistling sound that was vaguely familiar, and he found himself diving to the trench floor for cover.

A loud explosion blew out his audio unit and left his ears ringing. He waited for a second, then another. And another. He finally peered up. The landscape had changed considerably. It was as if the N.A.F. Engineering Corps had redesigned the trench and had done all the work in two seconds. Instead of a steep wall of compacted earth, now there was a gentle slope of heavily disturbed soil. There was no sign of the Trich, except for a few limbs thrust up through the dirt.

He looked around for Chad. He was still lying where he had dropped him, only now his face plate had been blow off. Montgomery crawled over and propped Chad up on a nearby rock. His face was cut in a dozen places, and one of his eyes had swollen shut. Chad managed to grunt out, "What the hell happened Max?"

Before Montgomery could answer, there was a loud humming sound, and a large hover tank passed quickly through the trench, firing bursts from its laser cannon as it moved to pursue the fleeing Trich.

"It's going to be alright now," said Montgomery, more to himself than Chad. "The Wraiths are here, and everything is going to be alright."

Other Units of the New Alliance

In addition to being the commander of a new Wraith, you have a variety of other units at your disposal. Each has its own strength and weaknesses. No single unit type is the answer to all of the challenges you will encounter in your battles against the Trich.

Infantry

While lacking the glamour of the other military professions, the infantry are the mainstay of the military. Since the Rebellion, the infantry have been reorganized into different classes based on the roles they are intended to play on the battlefield.

Tech Level 1 - Conscripts

Primary Weapon:	KillMaster Laser Rifle, Mk. I
Demolitions:	Nitroplas satchel charge
Armor:	2 mil Ferrolar plate

Prior to being assigned to one of the regular infantry divisions, conscripts are placed into battalions for training. While they are not supposed to actually engage the enemy, in times of crisis every general has the option of calling them to the front line.

Tech Level 2 - Light Infantry

Primary Weapon:	KillMaster Laser Rifle, Mk. II
Demolitions:	Nitroplas satchel charge
Armor:	3 mil Ferrolar plate

Once assigned to the light infantry, a trooper is given the KillMaster II. This weapon, manufactured by Mustang Arms Corp, hits harder and has a shorter cycle time than the KillMaster I.

Tech Level 3 - Medium Infantry

Primary Weapon:	KillMaster Laser Rifle, Mk. III
Demolitions:	Nitroplas satchel charge
Armor:	4 mil Ferrolar plate

Entrance into the medium infantry is subject to high physical and mental requirements. Applicants must pass a battery of tests which are guaranteed to weed out the weak and unfit. As a result, medium infantry tend to be in better shape physically, and have quicker reflexes than their brethren in the light infantry.

Tech Level 4 - Heavy Infantry

Primary Weapon:	KillMaster Laser Rifle, Mk. IV
Demolitions:	Nitroplas satchel charge
Armor:	4 mil Ferrolar plate

Only the best of the best are admitted into the heavy infantry. Stronger, quicker and braver than the rest the other divisions, heavy infantry troopers are equipped with the KillMaster IV, the first mass-produced laser rifle to include the new Xylenium technology.



Boosted Infantry

When an Infantry Booster Facility is deployed, troops gain access to a single-shot Tomahawk missile launcher to use as an anti-vehicle weapon.

Light Tanks

The light tank is one of two specialized AFV's designed by the New Alliance. The focus of the light tank is on speed and maneuverability. Lightly armored, the light tank uses its abilities to dodge fire instead of taking it head on.

Tech Level 1 - Stinger Class LT

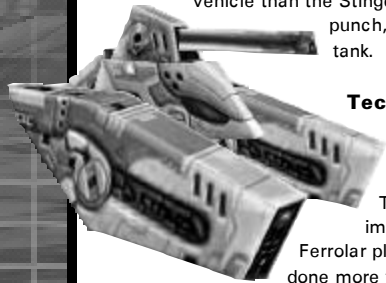
Primary Weapon:	80 Kc Laser Cannon
Armor:	10 mil Ferrolar plate
Speed:	60 kph

The Stinger is the basic light tank design with no frills. The 80 Kc laser cannon is good for taking out infantry, but little else.

Tech Level 2 - Rattler Class LT

Primary Weapon:	90 Kc Laser Cannon
Armor:	15 mil Ferrolar plate
Speed:	75 kph

Extensive engine upgrades and additional armor plate make the Rattler a much better vehicle than the Stinger. A more powerful laser gives the tank some extra punch, although it should still never go toe-to-toe with a heavy tank.



Tech Level 3 - Cobra Class LT

Primary Weapon:	100 Kc Laser Cannon
Armor:	20 mil Ferrolar plate
Speed:	90 kph

The Cobra has an improved laser cannon giving it greater impact against heavily armored vehicles. While the 20 mil Ferrolar plate offers more protection, the increase in speed has done more to contribute to this tanks longevity than anything else.

Tech Level 4 - Asp Class LT

Primary Weapon:	110 Kc Laser Cannon
Armor:	25 mil Ferrolar plate
Speed:	110 kph

Light tank engine design reaches its apex with the Asp. The additional weight of the extra Ferrolar plate is compensated for with a more powerful engine, resulting in a net increase to speed. An increase in laser energy output, in conjunction with the greater thickness of armor, has resulted in a light tank with limited ability to slug it out with larger AFV's.

Boosted Light Tanks

Light Tanks produced after the deployment of a Booster Facility receive a single-shot Tomahawk missile for use against armored targets.

Heavy Tanks

Heavy tanks are designed with one purpose in mind: engage and destroy the enemy. Capable of mounting a variety of weapons, and equipped with the heaviest armor on any vehicle short of a Wraith, the heavy tank is eminently suited for its role on the battlefield.

Tech Level 1 - Goliath Class HT

Primary Weapon:	110 Kc Laser Cannon
Armor:	25 mil Ferrolar plate
Speed:	20 kph

The Goliath Class Heavy Tank is more than a match for other vehicles of its Tech Level. The 110 Kc laser cannon can punch a hole in enemy vehicles, and the 25 mil Ferrolar plating ensures that the Goliath will be on the battlefield for quite some time.

Tech Level 2 - Juggernaut Class HT

Primary Weapon:	120 Kc Laser Cannon
Armor:	30 mil Ferrolar plate
Speed:	25 kph

The Juggernaut is superior to the Goliath Class HT in every way. A larger engine increases speed in spite of an additional 5 mil of Ferrolar, and a larger laser cannon have been added. Simulations have shown that several Juggernaut Class HTs are a match for a lone Wraith.

Tech Level 3 - Dreadnought Class HT

Primary Weapon:	120 Kc Laser Cannon
Armor:	35 mil Ferrolar plate
Speed:	27 kph

Slightly faster and with greater armor than the Juggernaut, the Dreadnought is named after the battleships of 20th Century Earth.

Tech Level 4 - Behemoth Class HT

Primary Weapon:	120 Kc Laser Cannon
Armor:	40 mil Ferrolar plate
Speed:	30 kph

In spite of its name, the Behemoth Class HT is actually more maneuverable than its predecessor, the Dreadnought. Enhanced speed and thicker armor combine to make the Behemoth second only to the Wraith on the battlefield.



Boosted Heavy Tanks

Many New Alliance politicians were opposed to the Heavy Tank Booster Facility, arguing that it was like giving the Heavy-Weight Champion of the Galaxy brass knuckles to beat up your grandma with. In other words, it was overkill. Fortunately, the brass at N.A.A.F. Headquarters won out and Wraith commanders now have access to these "Kings of the Battlefield." Boosted Heavy Tanks receive a single-shot Tech Level 2 Marauder.

AAV's (Aerial Assault Vehicles)

New Alliance standard tactical doctrine states that, "Superiority of the skies above the field of battle is essential to victory." No expense has been spared in AAV design. New Alliance aircraft are faster, better armored, and more agile than any craft designed by the Imperium. While deployed primarily to counter enemy aircraft, they are also well suited to attacking ground targets.

Tech Level 1 - Dart Class AAV

Primary Weapon:	Jaeger Missile System
Armor:	10 mil Ferrolar plate
Speed:	150 kph

Like all Tech Level 1 designs, the Dart fulfills the basic needs of the New Alliance for its class. The AAV is quick, highly maneuverable, and its missiles pack a lethal punch.

Tech Level 2 - Javelin Class AAV

Primary Weapon:	Jaeger Missile System
Armor:	15 mil Ferrolar plate
Speed:	175 kph

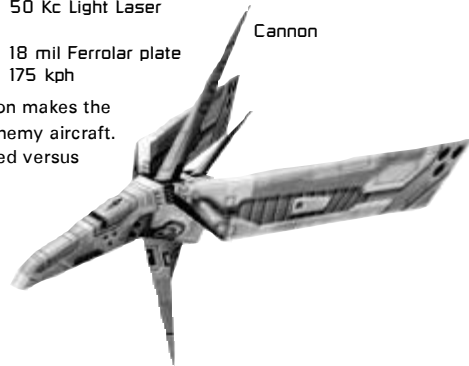
The Javelin improves on the Dart Class AAV with increased speed and thicker armor.

Tech Level 3 - Lance Class AAV

Primary Weapon:	Jaeger Missile System
Secondary Weapon:	50 Kc Light Laser

Armor:	18 mil Ferrolar plate
Speed:	175 kph

The addition of a light laser cannon makes the Lance an airborne threat to any enemy aircraft. The laser cannon may also be used versus



ground targets, increasing the Lance's effectiveness against infantry and vehicles as well.

Tech Level 4 - Trident Class AAV

Primary Weapon:	Jaeger Missile System (Tech Level 2)
Secondary Weapon:	75 Kc Light Laser Cannon
Armor:	20 mil Ferrolar plate
Speed:	200 kph

When Alliance High Command asked for the ultimate in AAV technology, they received the Trident. With superior armament, armor and speed, the Trident is the pinnacle of AAV design. It has proven itself superior both in simulations and under actual battlefield conditions.

Boosted AAV's

When AAV production is boosted, new AAV's are fitted with a single Gopher Torpedo for dealing with surface targets.

Bombers

While bombers are not the technological marvels that AAV's are, they are still a vital part of the Alliance war machine. Bombers are primarily used against enemy buildings. They are typically vulnerable to enemy AAV's, although the later designs do carry some anti-AAV weaponry.

Tech Level 1 - Smasher Class Bomber

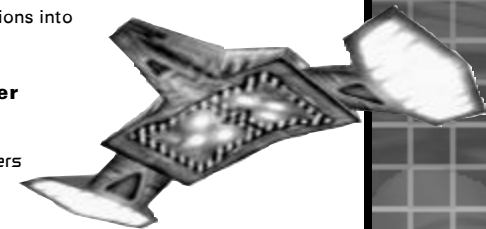
Primary Weapon:	2-ton HE Bomb
Payload:	6 tons
Secondary Weapon:	One Chaff Caster
Armor:	15 mil Ferrolar plate
Speed:	100 kph

The Smasher is a minimalist payload delivery system. Although the Chaff Caster provides some protection from missile attacks, Wraith commanders are advised to provide AAV and ground support for bomber missions into hostile air space.

Tech Level 2 - Destructor Class Bomber

Primary Weapon:	3-ton HE Bomb
Payload:	9 tons
Secondary Weapon:	Two Chaff Casters
Armor:	18 mil Ferrolar plate
Speed:	125 kph

The Destructor is a definite improvement over the Smasher, and has proven itself by higher mission survival statistics alone. With thicker armor, and a laser capable of hitting ground targets, the Destructor has been much more successful than its predecessor. Larger bombs and an increased payload have also contributed to its popularity at Alliance command.



Tech Level 3 - Eclipse Class Bomber

Primary Weapon:	3.5-ton HE Bomb
Payload:	14 tons
Secondary Weapon:	Three Chaff Casters
Armor:	20 mil Ferrolar plate
Speed:	133 kph

The Eclipse features additional speed and Ferrolar plate, increase its mission success rate over the Destructor by 27%.

Tech Level 4 - Hell Raiser Class Bomber

Primary Weapon:	4-ton HE Bomb
Payload:	20 tons
Secondary Weapon:	Five Chaff Casters
Armor:	23 mil Ferrolar plate
Speed:	140 kph

New Alliance R&D was on the ball when they developed the Hell Raiser Class bomber. It has superior armor and speed, and the highest bomb payload available. Although the Chaff Casters provide enough defense to ward off most missiles, it is still advisable to provide air support for bomber missions.

Boosted Bombers

Bombers receive a Laser System as anti-AAV defense after the deployment of a Bomber Booster Facility,

Wraith Weapons Systems

The following weapon systems are all configured to be mounted on the Wraith hovertank. Several of the weapons are fitted as standard, but the majority are still being developed by Research and Development. All weapon systems come with three Tech Levels.

Laser Cannon

This weapon is one of the mainstays of the Wraith arsenal. Weapon capacitors hold a maximum of 200 charges of energy for the laser cannon. Recharge and cycle times are short, making this an efficient, if not overly powerful, weapon system. Mustang Arms Corporation, the leader in laser technology, is currently working on several upgrades to the Tech Level 1 Wraith laser cannon.



Tech Level 1

Output:	100 Kilocycle (Kc) energy burst
Cycle Time:	0.20 seconds
Ammunition Capacity:	Unlimited

The Tech Level 1 Laser Cannon is standard issue on all Wraith hovertanks.

Tech Level 2

Output:	100 Kc energy burst
Cycle Time:	0.10 seconds
Ammunition Capacity:	Unlimited

Mustang Arms Corp is working on the addition of advanced durocapacitors, which is expected to decrease the laser's cycle time by 50%, resulting in a much higher rate of fire.

Tech Level 3

Output:	120 Kc energy burst
Cycle Time:	0.10 seconds
Ammunition Capacity:	Unlimited

Mustang Arms Corp intends to add a Xylenium gas amplifier to the Wraith laser cannon in the near future. Never before used on a weapon system with this short of a cycle time, it is hoped it can increase the damage potential of the Wraith's primary offensive weapon.

Jaeger Missiles

The Jaeger Missile delivery system fires a limited heat-seeking missile. Rate of fire is considered acceptable, as is ammunition capacity, although missiles tend to be expended quickly at higher Tech Levels. This weapon system has the ability to damage structures, and reloads are readily available at command bunkers.



Tech Level 1

Rate of Fire:	1 missile per discharge
Cycle Time:	0.20 seconds
Ammunition Capacity:	150 missiles (75 discharges)
Payload:	2.2 kilo HE charge

The Tech Level 1 Jaeger Missile System is standard issue on all Wraith hovertanks.

Tech Level 2

Rate of Fire:	2 missiles per discharge
Cycle Time:	0.20 seconds
Ammunition Capacity:	180 missiles (45 discharges)
Payload (per missile):	2.2 kilo HE charge

Calisto-Ingram, the civilian defense contractor hired by the New Alliance to research upgrades to the Jaeger System, is working on reconfiguration of the firing chamber to allow two missiles to be fired simultaneously.

Tech Level 3

Rate of Fire:	3 missiles per discharge
Cycle Time:	0.20 seconds
Ammunition Capacity:	210 missiles (35 discharges)
Payload (per missile):	2.2 kilo HE charge

Final redesign of the Jaeger system will utilize further miniaturization of the firing chamber and loading mechanism. Combined with the enhancement of the tracking system, Calisto-Ingram anticipates an ultimate firing capacity of three missiles per discharge.

Remote Health



While the Wraith is heavily armed and armored, it can still be overwhelmed and destroyed, especially if it must operate far from a command bunker. R&D have realized

that use of a remote repair system is vital to the survival of the Wraith.

The Remote Health module is nothing more than a biomechanical mass, constructed of uncountable bioengineered microorganisms. These microorganisms are attracted to damaged areas of the Wraith's hull by the subsonic vibrations emitted by the vehicle. The Wraith's undamaged hull is thick enough to stop these vibrations, but damaged areas let some of the vibrations through, thus attracting the tiny creatures. When they reach these damaged spots, their bodies undergo a chemical change that transforms them into Ferrolar molecules which then bind to the damaged areas of the hull, effecting virtually instantaneous battlefield repairs. Additional microorganisms are included in the Remote Health module that perform the same function for damaged HUD and other systems.



Tech Level 1

Repair Capacity:	Restores Wraith "health" up to 100% capacity
Wraith Storage:	1 Module

The Tech Level 1 Remote Health System is standard issue on all Wraith hoversuits. It was developed by Parker-Bradley BioTech in response to the success of the prototype used during the Rebellion.

Tech Level 2

Repair Capacity:	Restores Wraith "health" up to 100% capacity
Wraith Storage:	2 Modules

Redesign of the bio-mechanical mass used in the Remote Health System may result in organisms with a doubled chemical reaction, allowing the size of individual Health Modules to be halved.

Tech Level 3

Repair Capacity:	Restores Wraith "health" up to 100% capacity
Wraith Storage:	3 Modules

Parker-Bradley BioTech's initial research indicates that the genetically encoded instructions of their repair organisms could be made more effective, requiring fewer organisms to patch the same amount of armor. Combined with the more potent chemical reactions, full repairs could be made by a mass one third the size of the original Remote Health System modules. As soon as the conversion routines are reengineered, they plan on putting the Tech Level 3 System into full production.

Recon Probes



Recon Probes allow a Wraith commander to reveal what is waiting in unexplored areas without having to directly endanger his vehicle. Recon Probes, when launched, travel at a fixed height using anti-gravity drivers.

Small thrusters powered by solid fuel drive the Probe in a set direction. As the Probe travels, it uses UV, IR and conventional sensors to record and relay information back to the Wraith's HUD. Recon Probes are vulnerable to enemy fire, however, and it is possible for one to be shot down prior to reaching its maximum distance from the Wraith. Because a Wraith carries a limited number of probes, care should be exercised in their use.



Tech Level 1

No. Carried:	5
Thrusters:	Two solid fuel, one-use thrusters
Fuel Capacity:	2 kg
Range:	0.75 km
Speed:	100 kph
Sensor Package:	SecureTech Model XLRP-1.0 with full spectrum array

The Tech Level 1 Recon Probe is standard issue on all Wraith hoversuits.

Tech Level 2

No. Carried:	5
Thrusters:	Three solid fuel, one-use thrusters
Fuel Capacity:	3 kg
Range:	01.5 km
Speed:	125 kph
Sensor Package:	SecureTech Model XLRP-1.1 with full spectrum array

Increasing speed through the use of a new thruster under development at Vulture Avionics could conceivably enhance the survivability of Probes. The SecureTech sensor package is also being upgraded, allowing the Probe to scan a larger area.

Tech Level 3

No. Carried:	5
Thrusters:	Three solid fuel, one-use thrusters
Fuel Capacity:	5 kg
Range:	2.25 km
Speed:	150 kph
Sensor Package:	SecureTech Model XLRP-1.1 with full spectrum array

New Alliance scientists plan on increasing the range of the Probe by increasing its fuel carrying capacity.

Shrike



The Shrike was developed from the older Helix Missile blueprint, a proven weapon system used during the uprising. Manufactured by Calisto-Ingram, the Shrike Missile System enhances the original design. It delivers a succession of hard-hitting, rapid-firing missiles primarily designed to seek and destroy enemy air units.



Tech Level 1

Ammunition Capacity:	200
Cycle Rate:	0.40 seconds
Payload:	4.4 kg HEAP charge
Velocity:	660 kph

This is the basic, solid-fuel driven Shrike Missile. It is hard hitting, and has nearly perfect target recognition and tracking abilities.

Tech Level 2

Ammunition Capacity:	200
Cycle Rate:	0.30 seconds
Payload:	6.1 kg HEAP charge
Velocity:	680 kph

Key components of the Shrike Missile are being miniaturized to allow greater ammunition capacity, and a planned conversion to liquid-fuel thrusters may increase speed.

Tech Level 3

Ammunition Capacity:	200
Cycle Rate:	0.20 seconds
Payload:	8.3 kg HEAP charge
Velocity:	700 kph

Calisto-Ingram is turning to Cobra Technologies for help in developing the Tech Level 3 Shrike system. Key designers are working to combine Shrike technology with the multiple-payload delivery capabilities of the BMS. Miniaturized projectiles armed with spent uranium and Nitroplas warheads will utilize the BMS foe recognition and tracking system developed by Cobra, allowing the weapon to identify and seek multiple enemies

per firing. Unfortunately, the Tech Level 3 Shrike is suffering from the same quirks in its propulsion system as the BMS. Civilian and Alliance scientists are working to overcome this obstacle, but have yet been unable to develop a viable solution.

Nuke



The Nuke is designed to lay waste to military units and buildings alike. The charge is deployed from the back of the Wraith, in a manner similar to laying a mine. Upon deployment, the weapon is activated, giving the Wraith commander three seconds to evacuate the immediate area.

Upon detonation, the blast creates a shockwave that rapidly expands from the epicenter of the explosion. The greatest challenge with deployment of battlefield nukes has been the large area they effect. New Alliance scientists have developed an isotope with a half-life measured in milliseconds. By using this isotope the radius of the blast can effectively be controlled, and even a large payload can be used in a relatively small area. These isotopes degenerate even more quickly upon exposure to atmospheric conditions, negating residual radiation effects. Expect casualties among infantry and vehicles caught in the shockwave to be at least 75%. Structures caught by the blast suffer severe structural damage; buildings already damaged are likely to collapse.



Tech Level 1

Ammunition Capacity:	6 Nukes
Payload:	0.50 GigaTon Warhead
Expected Unit Casualties:	75%

The Tech Level 1 Nuke is currently undergoing testing at the New Alliance' s R&D facility on SN-4069. They expect to have a battlefield-ready prototype available for use by Wraith commanders in the near future.

Tech Level 2

Ammunition Capacity:	8 Nukes
Payload:	0.75 GigaTon Warhead
Expected Unit Casualties:	90%

The Nuke warhead is being re-designed to create a double shockwave, effectively hitting everything in the area of effect twice. A larger payload increases the radius of the shockwaves.

Tech Level 3

Ammunition Capacity:	10 Nukes
Payload:	1.00 GigaTon Warhead
Expected Unit Casualties:	100%

The Alliance is working on partial miniaturization of the warhead. This should allow a larger payload to be carried aboard the Wraith.

Marauder



The Marauder fires a single missile intended to deal heavy damage to the target. This weapon system utilizes an advanced heat-seeking targeter that allows it to track even the most evasive targets. At higher tech levels, the Marauder has the ability to break apart into multiple projectiles, making it capable of destroying multiple targets.



Tech Level 1

Ammunition Capacity: 150
Payload: 1 ton HE (equivalent)
Cycle Rate: 0.25 seconds
No. of Secondary Projectiles: 1

The basic Marauder System delivers a large payload over a small area, making it ideal for destroying enemy emplacements and mobile units alike. The Marauder prototype has proven so successful that it has been put into mass production, and will be available to Wraith commanders in the immediate future.

Tech Level 2

Ammunition Capacity: 150
Payload: 1 ton HE (equivalent)
Cycle Rate: 0.25 seconds
No. of Secondary Projectiles: 2

Vulture Avionics is working on a more advanced target recognition system, allowing the Marauder to choose targets which are further away than the Tech Level 1 model is capable of. Advanced tracking systems will allow the system to coordinate two missiles per firing. The individual projectiles are being miniaturized for a greater payload capacity and the speed of the projectiles will be greatly enhanced.

Tech Level 3

Ammunition Capacity: 150
Payload: 1 ton HE (equivalent)
Cycle Rate: 0.25 seconds
No. of Secondary Projectiles: 3

The ultimate design of the Marauder is expected to include a rudimentary friend/foe AI in each projectile, making it able to target enemy units and buildings even if they are not in line of sight of the parent Wraith. This would enable Wraith commanders to engage enemies from a safe location. Additional projectiles armed with Blastpak warheads will deliver a heavy payload.

Death Shroud



While the Wraith is arguably the most powerful vehicle on contemporary battlefields, there are a few situations in which it is vulnerable. Simulations indicate that a Wraith which allows itself to be surrounded by multiple enemies is guaranteed to take heavy damage or be destroyed. Since Trich tactics center around this "swarm principle", it was imperative that a weapon or defensive system be developed to counter it.

The Death Shroud generator emits a powerful sphere of dense particles around the Wraith. The longer the Death Shroud is charged, the larger the sphere grows. Any unit or building touched by or caught within the sphere takes damage, making the weapon ideal for countering swarm tactics.



The Death Shroud is powered by diverting the Wraith's defense shield's energy into the Shroud's generator. The longer the system is activated, the more energy is drained from the shields. Although the Wraith's shields eventually recover, Wraith commanders are urged to plan accordingly.

The maximum radius of the sphere is based on the amount of health you are able to drain into the Shroud. The speed at which the health is drained decreases as the Tech Level increases. Thus, Tech Level 1 drains shield energy quickly, causing the Shroud to grow to a smaller radius than that of Tech Levels 2 and 3.

Tech Level 1

Shield Conversion Rate: 150 GHz
Shroud Generation Rate: 75 GHz
Conversion Factor: 2:1

M.O.K. Energy Solutions is the civilian contractor responsible for the development of the Death Shroud generator. It works by converting the Wraith's shields into energy, although it does not do so very efficiently.

Tech Level 2

Shield Conversion Rate: 125 GHz
Shroud Generation Rate: 100 GHz
Conversion Factor: 5:4

The key theory behind the Death Shroud is a hyper-active ion sphere created by the Shroud generator and maintained by atmospheric conductance. Overheating of the generator coils is a problem with the prototype. M.O.K. is looking at an advanced cooling system using temperatures approaching absolute-zero, resulting in a more efficient conversion process and less drain on the Wraith's shields.

Tech Level 3

Shield Conversion Rate:	100 GHz
Shroud Generation Rate:	125 GHz
Conversion Factor:	4:5

Once the overheating problem is solved, M.O.K. engineers will streamline the original design of the Shroud generator. Scientists are looking at using different elements with more controllable conductivity in the construction of the conversion coils. This, combined with advanced energy filters will enable the Death Shroud to cover a larger area, yet require less energy from the Wraith's shields.

Gopher Torpedo



The Wraith prototype used during the Rebellion utilized the Mole subterranean missile system. While the Mole was slow, New Alliance scientists felt that, with a few improvements, it could be of value to Wraith commanders going to battle the Trich. The Gopher Torpedo is the next generation of sub-surface projectiles. It uses a powerful drill to burrow through the surface crust until it impacts its target and detonates. Faster than its predecessor, it is ideal for taking out enemy turrets and slow-moving units.



Tech Level 1

Rate of Fire:	1 torpedo per discharge
Cycle Time:	0.75 seconds
Velocity:	50m/sec
Ammunition Capacity:	50
Payload:	5 kilo HE charge

The basic Gopher Torpedo system fires a single torpedo.

Tech Level 2

Rate of Fire:	1 torpedo per discharge
Cycle Time:	0.75 seconds
Velocity:	100m/sec
Ammunition Capacity:	50
Payload:	8 kilo HE charge

The New Alliance has hired Cobra Technologies to explore further advancements to the Gopher Torpedo. Because the most notable flaw of the basic Gopher is its slowness, Cobra is planning on adding a propulsion system with greater torque combined with diamond-carbide tunneling blades for enhanced burrowing speed.

Tech Level 3

Rate of Fire:	3 torpedoes per discharge
Cycle Time:	0.75 seconds
Velocity:	100m/sec
Ammunition Capacity:	150
Payload:	10 kilo HE charge (equivalent)

Cobra Technologies is working on a stabilizing agent to allow the conventional HE charge found in the Gopher's warhead to be replaced with a Nitroplas warhead (the same material used in infantry satchel charges). This, combined with the addition of two missiles per discharge, results in a greatly increased payload.

Charged Particle Disruptor



Human military scientists have long sought a weapon system with variable output. New Alliance technicians are currently using newly discovered elements arranged in a unique power coil design, combined with high-capacity power cells, to enable the firer to vary the strength of the energy discharge merely by varying the amount of time the firing button is pressed.

The Charged Particle Disruptor is not yet in production, but prototypes are expected to be available for use in the war against the Trich. Limitations in the power cells prevent initial models from storing much energy. The final design, however, is expected to reach power levels on a par with the smaller orbital weapon designs.



Tech Level 1

Ammunition Capacity:	100
Maximum Charge Time:	5 seconds
Maximum Energy Output:	200 Ka/m2

The initial design features low-level power cells incapable of storing much energy before discharge becomes necessary.

Tech Level 2

Ammunition Capacity:	150
Maximum Charge Time:	10 seconds
Maximum Energy Output:	500 Ka/m2

Initial research into reconfiguration of the power cell grid ought to enable the weapon to be charged for longer periods before release. This, combined with additional power cells, indicates a greater destructive potential.

Tech Level 3

Ammunition Capacity:	200
Maximum Charge Time:	15 seconds
Maximum Energy Output:	1000 Ka/m ²

New Alliance R&D is also looking into converting the power cells to durocapacitors. Although there are several obstacles to overcome, if successful, the weapon is expected to reach its maximum destructive potential.

Mine Layer



This Mine Layer represents a significant improvement over the original model used by the Wraith commanders of the Rebellion. Instead of laying a single mine at a time, this improved model lays multiple explosive charges. Deploying mines around friendly commander bunkers aids in their defense, and since the mines are equipped with a friend/foe recognition AI, friendly units are safe while traversing your mine fields.



Tech Level 1

Ammunition Capacity:	10 mines per Layer
Units Equipped	10 Mine Layers
Mine Deployment Rate:	2 every 0.50 seconds
Explosive Charge:	200 kg HE charge per mine

The developer of the Mine Layer, Cobra Technologies, feels that the ten mine payload is sufficient to cover the area around a single Command Bunker.

Tech Level 2

Ammunition Capacity:	15 mines per Layer
Units Equipped	10 Mine Layers
Mine Deployment Rate:	2 every 0.50 seconds
Explosive Charge:	200 kg HE charge per mine

Engineers are anticipating a 50% increase in payload by reconfiguring the feeder and ammo bin.

Tech Level 3

Ammunition Capacity:	20 mines per Layer
Units Equipped	10 Mine Layers
Mine Deployment Rate:	2 every 0.50 seconds
Explosive Charge:	200 kg HE charge per mine

Cobra Technologies is looking at using Nitroplas charges in the mines. If successful, the size of the mines can be reduced with no loss to their destructive potential, enabling the Mine Layers to carry twenty mines at a time.

New Alliance Structures

Battlefield Construction Technology is a key factor in the New Alliance's strategy against the Trich. Experience has shown that the ability to produce military units near the theater of operations is a vital key to victory regardless of the environment.

Alliance High Command utilizes several types of modular, pre-fabricated buildings which are deployed via drop ship right onto the battlefield. All that is required is a Command Bunker to place them on; a call from the Wraith commander does the rest. Once a building is placed, automated stabilizing and grounding systems bring it on line in a matter of moments.

Since Command Bunker technology is utilized by both the New Alliance and the Trichs, they are a relatively common sight and can be found scattered around battlefields. Each Command Bunker has up to four nodes; a Command Bunker can support as many upgrade buildings as it has free nodes; one node is always devoted to a Citadel. In addition to upgrade buildings up to four turrets can also be placed in the vicinity of a Citadel.

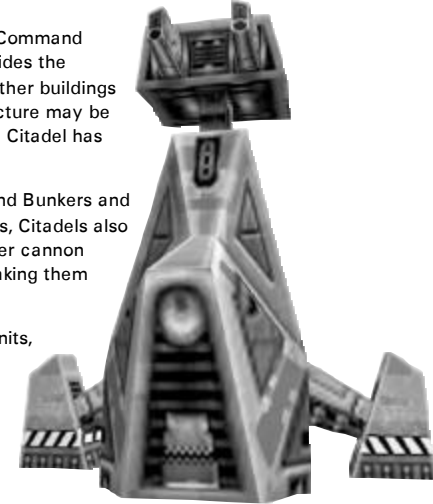
Citadels

Mammoth towers designed to give a commanding view of the surrounding landscape, Citadels are critical to the development of Command Bunkers. Each Citadel houses complicated sensor arrays and control systems, as well as a HUD link to nearby Wraith hoverships.

The first structure called-in at each Command Bunker must be a Citadel, as it provides the necessary control systems for the other buildings to function; no other battlefield structure may be placed at a Command Bunker until a Citadel has been called-in.

Besides allowing control of Command Bunkers and the placement of additional buildings, Citadels also have a powerful, turret-mounted laser cannon placed at the top of their towers, making them powerful defensive weapons.

Just as with New Alliance combat units, Research and Development is working on upgrades to the Citadel and its laser cannon.



Tech Level 1 - Watchdog Class Citadel

Weapon System:	Synchronized Pulse Cannon, Mk. I
Power Output:	160 Kc
Rate of Fire:	0.33 seconds

This is the basic Citadel weapon system, available at this time to New Alliance forces. The Synchronized Pulse Cannon is a laser system developed by Cobra Technologies for military use.

Tech Level 2 - Sentry Class Citadel

Weapon System:	Synchronized Pulse Cannon, Mk. II
Power Output:	200 Kc
Rate of Fire:	0.33 seconds

R&D in conjunction with Cobra Technologies is currently working on a power level upgrade for the Citadel weapon system. The improved defenses are expected to be available to the military in the near future.

Tech Level 3 - Peace Keeper Class Citadel

Weapon System:	Twin Magna Cannon
Power Output:	240 Kc
Rate of Fire:	0.25 seconds

Mustang Arms Corp is working on the development of a heavy Xylenium laser for Citadel use. They are promising an advanced cooling system to allow a higher rate of fire.

Tech Level 4 - War Lord Class Citadel

Weapon System:	Twin Magna Cannon XP
Power Output:	260 Kc
Rate of Fire:	0.25 seconds

Always on the cutting edge of laser technology, Mustang Arms has recently received the contract for development of a 260 Kc laser cannon. Not expected to see battlefield use for some time, this new Citadel defense system is eagerly anticipated by New Alliance High Command.

Upgrade Buildings

These structures are placed in a Command Bunker after a Citadel has gone online. Depending on the number of nodes the Command Bunker contains, up to three upgrade buildings can be called-in for each Citadel.

Power Buildings

Most battlefield structures cannot function without a constant supply of power, and the Power Building is designed to fulfill this need. In order to call in units, power is essential. New Alliance tactical doctrine recommends that Wraith commanders make the placement of a Power Building one of their first objectives.



Power buildings are classified by the rate at which they extract power from local hot spots. There are four ratings.

Tech Level 1 - Miner Class Power Building

Power Extraction Rate: 210 tHz

The Tech Level 1 Power Building uses basic power siphoning technology to extract energy from a hot spot.

Tech Level 2 - Dredger Class Power Building

Power Extraction Rate: 270 tHz

New Alliance administrators are currently in negotiation with M.O.K. Energy Solutions for their energy filter. If they are able to secure the rights for this upgrade, Power Buildings will be able to filter energy more efficiently, resulting in a quicker rate of extraction.

Tech Level 3 - Driller Class Power Building

Power Extraction Rate: 330 tHz

M.O.K. is also developing superconductors designed to allow Hot Spot energy to be transferred more quickly from its location in the planetary strata to New Alliance Power Buildings.

Tech Level 4 - Extractor Class Power Building

Power Extraction Rate: 390 tHz

New Alliance R&D is working on advancements to the Power Transfer Coil and Extraction System. This will result in succeeding Tech Levels being able to extract power from hot spots more efficiently, harvesting more in a shorter period of time.

Ballistic Missile Stations

Cobra Technologies and Vulture Avionics have been contracted by the New Alliance to develop a new site-based weapon system. Less expensive to produce and maintain than the older, inefficient KSAT structure, the Ballistic Missile Station offers hard-hitting missile strikes to Wraith commanders. All the pilot has to do is select a target with his Targeting Reticule and order the attack. Point. Click. Launch. Boom. It's that simple.

In spite of its newer design, the BMS still requires substantial power reserves to deploy. There must be at least two Power Buildings established before a BMS site may be built.

By utilizing the same type of warhead found in the Nuke system (albeit miniaturized for each projectile), BMS attacks can be devastating to enemy structures and units alike. That's the good news. The bad news is that Vulture Avionics has been having trouble with the missile's propulsion systems. The BMS is currently unavailable for use. Civilian and government scientists are working around the clock to try and resolve this problem, but no immediate solutions are forthcoming.

New Alliance Marines were recently able to capture a Kri'iSaran Frigate that had suffered engine failure. While we currently do not understand the Kri'iSaran language, linguists have been working on deciphering the data found aboard this spacecraft. Although not 100% positive, we have reason to believe that the Kri'iSara have developed, or are in the process of developing, a technology very similar to the BMS technology being developed by the New Alliance. All Wraith commanders are advised to exercise caution when encountering unknown enemy buildings, and are to report such finding to New Alliance High Command immediately.

Tech Level 1 - Sky Hammer Class BMS

Payload: 0.1 GigaTon Equivalent
Energy Used: 1000 units

The Tech Level 1 BMS facility should deliver a payload of twelve missiles with Blastpak Nuclear Warheads.

Tech Level 2 - Thunderbolt Class BMS

Payload: 0.2 GigaTon Equivalent
Energy Used: 1000 units

Cobra Technologies is already experimenting with larger warheads to create a greater destructive potential.



Tech Level 3 - Deliverer Class BMS

Payload: 0.3 GigaTon Equivalent
Energy Used: 1000 units

Blueprints for the Tech Level 3 BMS calls for encasing the Blastpak Warheads in a spent uranium core. Although the warheads are smaller, the armor piercing qualities of the spent uranium shell will cause greater damage across a larger area than the Tech Level 2 BMS attack.

Tech Level 4 - Jupiter Class BMS

Payload: 0.5 GigaTon Equivalent
Energy Used: 1000 units

Not wishing to trust civilian defense contractors with the ultimate design of this weapon, New Alliance R&D is planning to stretch the limits of the BMS payload delivery system. Planned miniaturization of the propulsion and guidance systems will allow a larger warhead to be carried in each missile. The end result should be spectacular, to say the least.

Unit Production Facilities (UPFs)

There are five different Production Facilities, one for each unit type (infantry, light tank, heavy tank, AAV and bomber). A Wraith commander only has access to unit types for which he has the corresponding Production Facility. Placing multiple Unit Production Facilities increases the rate at which that unit is produced. Each Production Facility has four Tech Levels, which coincide with the four Tech Levels available to each unit type.

Booster Facilities

Unit production facilities are designed to produce Tanks, AAV's, etc., quickly and economically. Units produced by standard facilities are considered to be adequate for battlefield deployment. However, sometimes "adequate" is not good enough.

Booster Facilities are highly specialized structures, designed to enhance the performance of New Alliance combat units by equipping them with additional armor and weapon systems. There is a corresponding Booster Facility for each New Alliance unit type. For example, an Infantry Booster Facility provides the materials and equipment necessary to produce heavier armor, and provides a stockpile of one-shot Personal Tomahawk Missile Launchers.

Wraith commanders may call in a Booster Facility only after they have called-in two production facilities of the appropriate type. For example, an Infantry Booster Facility may be deployed only after two or more Infantry Production Facilities have been placed.

Turrets

New Alliance commanders have access to other Command Bunker defenses besides the Citadel laser tower. There are three different types of turret, each designed to deal with a specific threat. To call in a turret, from either your Wraith or Citadel HUD, locate the desired location of the turret in your Targeting Reticule, and press the appropriate function key: **F7** for a Gattling Turret, **F8** for a Patriot Site or **F9** for a SAM site.

Turrets have two limitations: First, they must be placed relatively close to a Command Bunker because of power needs. Second, a Citadel's Command and Control Module (CCM) can only support four turrets, effectively limiting the number that may be placed at each Command Bunker. Placing a turret does not use one of the nodes of your Command Bunker. Each turret type has four Tech Levels.

Gattling Turret

This defensive system consists of twin-linked laser cannon housed in an armored turret. While the Gattling Turret is highly effective against hostile ground targets, its sensors have only a limited ability to track airborne targets.

Tech Level 1 - Archer Class Turret

Weapon System:	Twin-linked Laser Cannon
Energy Output:	60 Kc
Rate of Fire:	4 bps
Armor:	40 mil Kevlon Plate

The Tech Level 1 Gattling Turret houses a practically ancient laser cannon dating back to the Rebellion.

Tech Level 2 - Crossbow Class Turret

Weapon System:	Cobra Laser-Lance
Energy Output:	60 Kc
Rate of Fire:	6 bps
Armor:	60 mil Kevlon Plate

The Laser-Lance, manufactured by Cobra Technologies, is a longer ranged laser system than the older Tech Level 1 model. It also has a higher rate of fire, due to additional durocapacitors and an advanced cooling system.

Tech Level 3 - Javelin Class Turret

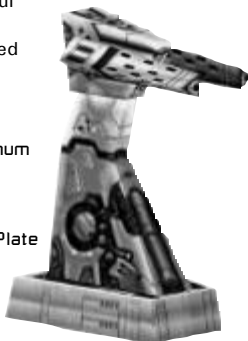
Weapon System:	Cobra Magnum Laser-Lance
Energy Output:	90 Kc
Rate of Fire:	6 bps
Armor:	30 mil Ferrolar Plate

Cobra Technologies is working on a more powerful version of their Laser-Lance. When complete, the weapon system will be placed in a Ferrolar-encased turret for additional longevity.

Tech Level 4 - Longbow Class Turret

Weapon System:	Cobra UltraMagnum Laser-Lance
Energy Output:	100 Kc
Rate of Fire:	6 bps
Armor:	40 mil Ferrolar Plate

The UltraMagnum, currently in conceptual design, will provide the ultimate in Gattling Turret defense. Further Ferrolar shielding will increase the life span of the Tech Level 4 turret.



Patriot Site

New Alliance High Command has recognized that any technology developed for use by the military may eventually be used against them. Because the BMS is the most destructive weapon in the New Alliance arsenal, defense contractors are working on a defense against it concurrently with its development. The Patriot Site will have state-of-the-art tracking and target-acquisition systems, which allow it to shoot down incoming BMS projectiles.

Because it is believed that the Kri' iSara are working on a BMS-like system of their own, development of this defense system has become a high priority.



Tech Level 1 - Fortifier Class Patriot

Tracking System:	Vulture Avionics PT5-2
Targeting Capacity:	2 incoming projectiles

The Tech Level 1 Patriot Site should be capable of tracking and intercepting up to two incoming BMS projectiles.

Tech Level 2 - Champion Class Patriot

Tracking System:	Vulture Avionics PT5-3
Targeting Capacity:	3 incoming projectiles

Vulture Avionics, the defense contractor for the Patriot system, is working on quicker tracking systems. The Tech Level 2 version of the system allows the Patriot Site to intercept up to three incoming BMS missiles.

Tech Level 3 - Guardian Class Patriot

Tracking System:	Vulture Avionics PT5-4
Targeting Capacity:	4 incoming projectiles

The PTS-4 tracking system is only in design development, but it is hoped that it can be made available for incorporation into Patriot Sites in the future. Current forecasts indicate that the PTS-4 may be able to destroy 33% of a BMS salvo before it has a chance to impact its target.

Tech Level 4 - Defender Class Patriot

Tracking System:	Vulture Avionics PT5-6
Targeting Capacity:	6 incoming projectiles

The ultimate development of the Patriot Site will involve Vulture Avionics PTS-6, a tracking system capable of intercepting up to 50% of an incoming BMS attack.

SAM Site

Surface to Air Missiles have been the standard of anti-AAV and bomber defenses for as long as anyone can remember. Current SAM turrets literally fire a barrage of mini-missiles which track their target. Because SAM seeking systems are only capable of tracking the high-energy signatures of AAVs and bombers, they are ineffective against ground targets.

Tech Level 1 - Catapult Class SAM

Payload:	1.8 kg HE (per missile)
Rate of Fire:	3 missile bursts
Tracking System:	Vulture Avionics SAM-7

The Tech Level 1 SAM turret is available to New Alliance forces at this time. It uses contemporary surface-to-air technology to intercept incoming aerial attacks.

Tech Level 2 - Trebuchet Class SAM

Payload:	2.4 kg HE (per missile)
Rate of Fire:	4 missile bursts
Tracking System:	Vulture Avionics SAM-7

Calisto-Ingram has developed SAM missiles with a greater payload capacity by developing a more efficient solid fuel, thus allowing more room in the projectile for explosives. Redesign of the loading mechanism in the turret itself results in a higher rate of fire.

Tech Level 3 - Ballista Class SAM

Payload:	2.4 kg HE (per missile)
Rate of Fire:	5 missile bursts
Tracking System:	Vulture Avionics SAM-7

Redesign of the missile fuselage allows for quicker feeding into the firing chamber. As a result, cycling times are minimized and rate of fire is maximized.

Tech Level 4 - Bombard Class SAM

Payload:	3.0 kg HE (per missile)
Rate of Fire:	6 missile bursts
Tracking System:	Vulture Avionics SAM-9

Calisto-Ingram is working on an enhanced payload delivery system, allowing greater impact-per-missile. The Vulture Avionics SAM-9, currently in development, will be capable of up to 95% accuracy.



KNOW YOUR ENEMY

This section provides you with all the available information on the Kri' iSara and other opponents you may encounter during your mission. Unfortunately, little concrete data exists due to current difficulties in assembling, analyzing and distributing reports during wartime, and because of past New Alliance policies on propaganda destruction. The few scattered sources containing reliable information are provided here in their entirety.

The Kri'iSaran Database

As the new governing body of human-controlled space, the New Alliance's original policy on existing information dealt primarily with the destruction of "Imperium Propaganda". Not content to simply discredit the plethora of "facts" generated by the Imperium, Alliance Internal Security conducted what amounted to little more than a planet-to-planet book burning. Any information that could not be verified as 100% accurate was inevitably destroyed. Entire libraries and databases were wiped-out if they were found to contain even one shred of Imperium untruth. Some of the first databases to be erased were those pertaining to the secret Imperium-Kri'iSaran war.

The reappearance of the Kri' iSara on the borders of Human Space have caused the New Alliance to regret their policy. It could have proved fatal to mankind if not for the discovery of a single, long forgotten database on AB-67. Although much of the information in the database has been corrupted, that which remains is the only information the New Alliance has on the enemy. While the information is over 100 years old, it represents an extremely valuable resource to commanders in the Trich theater of operations.

The AB-67 database has been combined along with the few other available reports on the Kri'iSara.

Kri'iSaran Technology Analysis: Units and Structures

Date: 4.7.537

To: General Samuels

RE: Kri'iSaran Technology Analysis
Units and Structures

General:

Per Directive NA-21749.6, we located a Kri'iSaran outpost on Callburn. Enemy activity was minimal in the sector, and a strike force composed of Infantry and Goliath class tanks were able to take the outpost with ease. Besides identifying several enemy unit types, we have captured several buildings, and Imperium scientists have managed to decipher some of the alien technology contained therein.

We are able to confirm previous reports on Kri'iSaran military units. During the encounter on Callburn, our forces noted four distinct types of enemy troops/vehicles:

Infantry

The Kri'iSaran Infantry are similar to ours in that they wear fully enclosed armor and carry laser weaponry. Their armor is different aesthetically, and our techs indicate that there is more room devoted to oxygen filtration and circulation than in ours. The metal used in its manufacture is unlike anything we have encountered, although it is closer to the Kevlon Composite than Ferrolar. The design of their laser rifles is dissimilar to ours, although they are no less effective.



Tanks

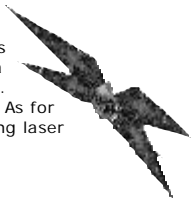
Unlike our forces, the Kri'iSara seem to field only one type of AFV, and it is closer to our Light Tank than our Heavy in design. I have reviewed the after-action reports, and it is obvious that the alien Tank is faster than ours, however, our lasers and missiles are able to penetrate its armor with ease.



General, I need to note here that one of our AAV pilots reported seeing another type of Kri'iSaran vehicle. He described it as "gigantic". I am afraid this is all of the information we have, and we are unable to verify any of it as the pilot was shot down and we were unable to recover the wreckage.

AAV

The Kri'iSaran AAV is nothing like ours, General. It moves more like a VTOL craft than a jet. While our AAV's have a definite edge in speed, theirs are far more maneuverable. At this point, it is difficult to say which is more effective. As for weapons, the Kri'iSaran AAV is equipped with a rapid-firing laser system.



Bomber

Although our AAV's were able to catch them, the Kri'iSaran Bombers move considerably faster than Alliance Bombers, and they sport heavier armor as well.

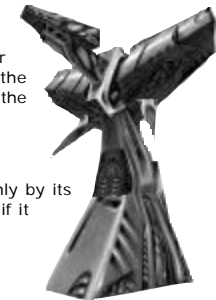


Kri'iSaran Bombers carry enough payload for several bombing runs on a single mission. We lost several support structures to enemy Bomber runs because of this. Their heavy armor and large payload makes them a formidable craft, in my opinion.

As noted above, we were able to observe several Kri'iSaran military buildings prior to our capture of the Command Bunker. They use battlefield structures in a manner similar to ours. They also make use of "out-buildings", structures placed at a distance from a Command Bunker that operate independently.

Citadel

Although aesthetically different, the Kri'iSaran Citadel seems to be functionally similar to ours. It is a tall tower that oversees a Command Bunker. Energy scans during the engagement indicated that the laser mounted on top of the Citadel was in the 160-170 Kc range.



Power Building

We were able to determine the nature of this building only by its high energy signature. As of this date, we have no idea if it works like our design, or if they are using a different technology base.

Unit Production Buildings

As with all of the Kri'iSaran buildings we observed, there was no wreckage to analyze after the engagement, so we had to deduce these buildings' functions through battlefield readings and observation.

As with Alliance forces, the Kri'iSara use a different building type for each unit we observed, making four different structures total: infantry, tank, AAV and bomber.

Turrets

The Kri'iSara seem to make use of weapon turrets to defend their Command Bunkers just as we do. There are two types, a laser turret and a SAM turret.



The laser turrets we encountered were capable of a rapid rate of fire and wrecked havoc with our initial assault. The SAM turrets put out a high volume of missile fire. The missiles themselves were capable of tracking our AAV's and Bombers. Neutralizing these defenses became a priority during our attack.

Shortly after taking the enemy Command Bunker, the enemy counter-attacked with overwhelming numbers and we were forced to withdraw. We have left several spy-drones behind and will keep you updated as to developments, General.

Colonel Emil Pietrov, 257th Regiment

P.O.W. Debriefing: Dr. Jacob Kastov, Xenobiologist

Date: 9.15.539

To: Marshal Jean McDonald
Kri'iSaran Task Force

From: Brent Abel, Chief Interrogator
Imperium IntSec, Division XII

RE: P.O.W. Debriefing
Dr. Jacob Kastov, Xenobiologist

Dear Marshal,

I would like to apologize for the delay in getting this report to you and the Task Force. Normally, I take pride in my promptness, but the subject proved to be somewhat uncooperative and I was forced to conduct a total of five debriefings. Standard Imperium debriefing procedures were used in each case.

The subject, Dr. Kastov, is a 45 year old Caucasian male in typical health for a man his age. He was an eminent Xenobiologist prior to his capture during a Kri' iSaran raid on New Dresden 6.7.538. The subject managed to escape and was recovered by an Imperium patrol 7.28.539. The means of his escape is still unclear. He has suffered both physical and psychological trauma, and did not respond well to debriefing.

He regularly gave conflicting answers, and ranted frequently. The fifth debriefing is typical of the other four, and is presented below in its entirety. The subject was physically restrained for the duration of the debriefing.

BA: How are you today doctor?

JK: I cannot believe that you are going to interrogate me again. What is this? The fourth time?

BA: Actually, doctor, it's the fifth. And we prefer to call it a debriefing.

JK: Do not try to kid me. We both know what is going on here.

BA: Then let's begin, shall we? Let's start with your name. . .

JK: And then my date and place of birth, my occupation, and my Imperium ID number. You are very predictable, Inquisitor. Dr. Jacob Kastov, born 3.19.94 by Imperium reckoning on the planet of New Dresden. I am a Xenobiologist, and my Imperium ID is 45-031941-ND12X7-13849526F.

BA: On 6.7.538 you were taken prisoner by the Kri' iSara, aliens commonly known as the Trich. Is that correct?

JK: Yes. You know it is.

BA: Do you know why you were taken prisoner?

JK: No, I do not know why! You ask the same questions each time! Why are you doing this to me! I have told you everything already!

BA: Calm down doctor. If you cooperate with me, this could be the last time you have to go through this. Just answer the questions and we will make this as short and painless as possible.

JK: I do not believe you.

BA: Let's continue. You claim you do not know why you were taken prisoner. Were any other's taken prisoner with you?

JK: My wife and my brother who was visiting at the time. My four lab assistants. And both of my dogs - Russian Greyhounds - Kutusov and Suvarov.

BA: You've never mentioned the dogs before.

JK: Is that important?

BA: Everything is important, doctor. What happened to the other prisoners?

JK: We were all separated once we reached our destination. I saw one of my assistants, Stephen Pappas, later, but that is all. I do not know what happened to any of them. They separated me from my dogs as well.

BA: Do you know where you were taken during your imprisonment?

JK: No. After our capture, we spent some time on an alien starcraft of some sort. All our watches and jewelry were taken, so I had no idea how much time had passed. When we reached our destination, each one of us was taken by five armored Kri' iSaran guards. I was taken to a dark room and placed in a cage.

BA: How were you treated?

JK: I heard some shots shortly after they separated us. I think they were executing one of the others.

BA: I beg your pardon?

JK: Or my dogs.

BA: You've never mentioned this before, either. Please clarify.

JK: I am sorry. What was the question again?

BA: Doctor, you just stated that you heard some shots after being separated from the other POWs.

JK: Yes, I did. They did not sound too far away. They were probably executing Jacob or Stanley.

BA: Those were two of your assistants, correct?

JK: Or maybe they were shooting my dogs. I never saw any of them with anything I would classify as a pet. . . They were basically instinctual. They probably don't have the capacity to nurture another. . .

BA: Let's get back on track here Doctor. How were you treated?

JK: I have nothing to compare it to. I was in an alien environment. As a Xenobiologist I have seen many different alien species, but the Kri'iSara are unlike any of them.

BA: Describe your situation.

JK: The cage was cold and dark, which was odd as everywhere else I went was kept quite warm. There was a metal bed with a round frame. They fed me once a day, I think.

BA: What did they feed you?

JK: Meat. Always meat. Their dental structure indicates that they are primarily carnivores. Once in a while they would feed me some soft, grainy pellets. I saw some of the Kri' iSara eating them as well. I always felt better after eating these.

BA: Care to speculate why?

JK: I wonder if they ate the others. . .

BA: What do you mean?

JK: The others. I never saw any of them again, except for Stephen. I never saw any graves. They might have simply thrown the bodies out of the compound, but I did not get the impression that the Kri'iSara ever waste anything...

BA: Did you ever see any human remains?

JK: . . .

BA: Doctor?

JK: I am sorry. You asked why I felt better after eating the pellets? They must have had the nutrients I needed which were lacking in the meat the Kri' iSara fed me.

BA: Please try to stay more focused, Doctor. Did you ever leave your cage?

JK: Do you ever get tired of asking the same questions, over and over?

BA: I'll ask the questions. Please answer so we can get through this.

JK: Yes, I left the cage several times. Four, I think. It turns out that the building I was contained in was quite small, perhaps twice the size of the room my cell was in. The area outside was always warm, the sun always seemed to be shining. And the air was very rich - much richer than you find on most human worlds.

BA: What else did you notice on your trips outside your cell?

JK: There appeared to be at least two different species of alien. There are the Kri' iSara, the ones the media refers to as the Trich. They are basically reptilian, reminiscent of Terran dinosaurs in their facial structure.

BA: What was the other species like?

JK: They are reptilian as well. But the Trich are sleek, almost elegant looking, while this other species are more brutish. They seem to be subservient to the Trich. I only ever saw them working as laborers or as guards. They had all the physical characteristics of a species with low intelligence. Not unlike you, Inquisitor.

BA: There is no need to resort to insults, Doctor.

JK: I am a scholar. I do not insult. I merely observe.

BA: You mentioned seeing your lab assistant, Stephen Papas, at some point after your capture. Describe this event.

JK: I have told you before! It is too traumatic! Don' t make me do it again!

BA: Cooperate doctor. Describe the event! Now!

JK: No! Please, no!

BA: Now!

JK: . . .

BA: If you don't describe the event, I will have no choice but to debrief you again tomorrow, again the day after that, and so on until you decide to cooperate.

JK: Alright. You win, Inquisitor. Anything to end this torture.

BA: Describe when you last saw Stephen Pappas.

JK: I had been taken out of my cell and was being lead to the largest structure, which was on the outskirts of the compound. I had four guards with me, two Kri'iSara and two of the other creatures. The Kri'iSara were wearing their battle armor, and had their weapons. The other creatures had the partial armor they wear and a hand gun of some sort...

BA: Continue.

JK: A commotion broke out at the other end of the compound, in the direction we were headed. I saw a human come running out of a building, being pursued by several of the brutish creatures. It was Stephen. He was outrunning his pursuers and was about to get to the main gate. I was elated! To see one of my comrades again, and making good his escape as well!

Then, one of brutes who was escorting me grunted and raised his hand gun. But, before he could fire, one of my Kri'iSaran escorts back-handed him so that his shot went off the mark. Then the Kri' iSara raised his own weapon. I screamed a warning to Stephen, who turned at the sound of my voice, but it was too late for him. The Kri'iSaran weapon fired, and a laser bolt struck Stephen in the leg. He fell, screaming from the pain.

The guard who fired the weapon walked over to Stephen and looked down at him. He had his gun trained on Stephen as if to fire and end his life. In a last act of defiance, Stephen spat on the creature's face mask.

Then the strangest thing happened. Every Kri'iSara in the compound stopped what he was doing and turned to observe what was going on. It was almost as if they were all psychically connected somehow. The guard removed his mask and looked at the spit running down the face plate. He then turned to Stephen, who was now cowering for fear of reprisal from the horrid alien creature. The creature snarled so loud that it could be heard even from where I was standing. Then... Then...

BA: What happened then, doctor?

JK: The Kri'iSaran guard killed Stephen.

BA: How?

JK: You know how.

BA: I want to hear it again doctor.

JK: He picked Stephen up with one hand and grabbed his hair with the other. . . Then he. . . he. . .

BA: Please, doctor.

JK: He bit him. He bit his neck with those horrible teeth.

BA: And then?

JK: And then he savaged Stephen. He picked him up in the air with his jaws and flipped Stephen's body about like it was a doll! Stephen tried to scream, but the monster had clamped down so tight he could not! I watched him struggle, but there was nothing I could do, do you understand!?! Nothing!

BA: How did Stephen die?

JK: The Kri'iSaran kept savaging him until his jaws had chewed through Stephen's neck. He bit his head off! That monster bit his head off!

BA: What happened then?

JK: He picked up Stephen's head and held it up for everyone to see. Then he let out a roar like I have never heard before. A split second later, as if on cue, every one of the Kri'iSara in the compound joined him. I looked at the guard standing near me. He had taken off his helmet to join in the victory cry. I could actually see the joy and elation in his eyes! They were communally rejoicing at the defeat of an enemy! It was a remarkable display of instinctual post-stress behavior. Not a single Kri'iSara failed to participate. I would not be surprised if they consumed Stephen's body later in some primal victory celebration.

BA: As a Xenobiologist, what was your impression of this?

JK: You do not understand. We are talking about a highly-advanced, space faring race that is still greatly influenced by primal behavioral patterns! Do you not see what that means to the human race! Is the Imperium so stubborn that it can't see!

BA: Calm down doctor. . .

JK: We are talking about the greatest threat humanity has ever faced! The Kri' iSara are a race of cold-blooded killers; psychopaths with access to high-tech weaponry! They have no qualms against killing! They will keep coming at us until they are destroyed! No one is safe!

BA: Please doctor. . .

JK: No! If the Imperium wishes to save itself, stop wasting your time interrogating me and launch your war fleets against the Trich! You must destroy them all to save humanity! They are creatures of instinct! They will not stop coming! YOU WILL NOT BE SAFE UNTIL THEY ARE ALL DEAD! DO YOU UNDERSTAND?!? THEY WILL NOT STOP! THEY WILL NOT STOP!

BA: Security! Get in here now!

The subject suffered an aneurysm shortly after this last debriefing. I would recommend further interrogation, but he has lapsed into a coma and the physicians have been unable to wake him. I will inform you should his condition change.

Respectfully yours,

**Brent Abel, Chief Interrogator
Imperium IntSec, Division XII**

“ Friendly Fire”

For a minute, I sat there completely stunned, but then the sound of laser fire impacting on the hull brought me back to my senses. I slammed the turbines into reverse and zigzagged my way back until I had out-distanced my pursuers.

I took a second to collect my thoughts, but it didn't work. I was way too pissed to be rational. I thumbed the switch on my com-link and waited for the static to clear: “ H.Q. This is Commander Mick Parker of Wraith Battalion 13. I' ve run into hostile native forces. Please advise.”

There was a brief pause on the other end of the up-link. I could tell that the guy didn't believe me. “ WB-13. We're not reading you. Please repeat.”

“ I said I' ve run into hostile native troops - local militia in a bad mood. I was trying to take out the Trich Citadel at Sector C-7, but my Wraith was taking a beating so I pulled out for repairs. On the way back to our Command Bunker, I ran across a settlement of indigenous humans. Briefing said I would encounter friendlies that would support my attack on the Trich Citadel, but these militia-types don't seem to care much for the New Alliance. What gives, H.Q.?”

“Maybe they think you're the enemy. Have you tried communicating with them?”

Typical H.Q. dim-bulb. They always put the genetically challenged on com-duty. “ Come on H.Q! My ID beacon has been on and transmitting since I touched down. These guys know who I am and have a real problem with me being here!”

“ That's just not possible, Commander Parker. There are no indications of a native rebellion or any Trich-Human alliance. You must be mistaken.”

I could feel my blood pressure rise and the vein in my forehead began to throb. I was just about to let this flunky have it when another voice came on-line. “ WB-13, this is General Braxton. Report.”

Great. Now the brass was going to tell me I was hallucinating too. “ General, I have encountered native human forces about 3000 meters northwest of my current position. Briefing said that they would be friendly, but I've got some hull damage that indicates otherwise. The Trich Citadel is another 5000 meters past the native outpost, and there's no other way through the canyon. Please advise.”

Without any hesitation whatsoever, the General told me, “ Go through them, Commander.”

“What do you mean, General? I can't go through them! They'll blow me to pieces!” Getting irate with a General was asking for some serious trouble, but I couldn't control myself.

“ You are authorized to defend yourself as necessary in order to accomplish your mission, WB-13. Use deadly force if necessary.”

“ General, we are not at war with the people of this planet! I'm supposed to be fighting the Trich!” I yelled into my com-link.

“ You are at war with whomever I tell you you're at war with soldier!!!!” Uh-oh. Guess I had pushed too far, but the idea of blowing away some back-water humans was turning my stomach. “ Now get your tank out there and accomplish your mission!!!!”

“ But General...” was all I could get out before he continued.

“ Look Commander. We are up against an enemy we know very little about. New Alliance High Command has decided to assume the worst in all cases involving the Trich. If the native humans are hostile, then we must treat them accordingly. It is possible that they have been coerced by the Trich into fighting for them, or perhaps they have joined them outright. I know how you feel Parker, but until they lay down their arms and cease fighting against us, we will treat them as the enemy. Do you understand?”

I couldn't argue with him, even if I had wanted too. “ I understand General.”

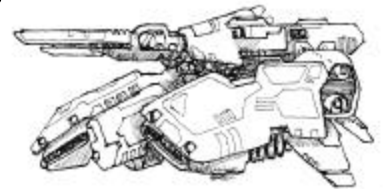
“ Good.” He had already calmed down. “ Get out there and do your duty, Commander.”

“ Affirmative, General. WB-13 out.”

I had my orders. I switched on my NavComp and plotted a course for the native outpost. If they had joined the enemy, then they would **have to go down** like the enemy. We're an equal opportunity army - everybody dies.

3000 meters later I could see some native infantry and a couple of their tanks heading my way. I hit the com-link and said, “ H.Q. This is Commander Mick Parker. Hostile native forces are attempting to intercept. I am engaging.”

I cycled my weapon selector over to the Shrike and set my targeting reticle on the lead tank...



Cormerran Union Forces

The Galaxy is a big place, and communication between different star systems is not accomplished easily. On the fringes of Human Space are many colonies that are only heard from infrequently. While these colonies are happy to keep mostly to themselves, they do tend to lag behind the rest of humanity when it comes to the development and utilization of technology.

New Alliance units deployed to the fringe worlds can expect to encounter the Cormerran Union, native human defense forces in a state of unrest. Initial reports indicate that they may be siding with the Trich. These forces are local militia, mobilized only when a threat is apparent. You, as a Wraith commander, are going to have to wade through their defenses to get at the real enemy, the Trich themselves. Studies indicate that the native forces use outdated, surplus equipment that is nowhere near as advanced as current New Alliance technology. Probes have revealed that they are using vehicles salvaged from the rebellion, making them over one hundred years old.

Cormerran Military Units

Most planetary militia field four unit types: infantry, AAV, bomber, and a general-purpose tank.

Cormerran Infantry

Typically, these are poorly equipped troops with a minimum of training. While they may fight bravely, their lack of centralized leadership combined with outdated arms and armor leave them vulnerable to enemy attack.

Primary Weapon:	Laser Rifle, most likely from Imperium surplus stockpiles.
Demolitions:	HE Charge with timed detonation system
Armor:	6 mil Kevlon composite



Cormerran Tank

This AFV design is reminiscent of older Imperium designs. Not fitting into either the light or heavy tank designations, this vehicle is lacking both as a recon vehicle and as a main battle tank.

Primary Weapon:	Laser Cannon
Armor:	40 mil Kevlon plate
Speed:	40 kph



Cormerran AAV

The Cormerran AAV utilizes the older Kevlon plating and liquid fuel thrusters, resulting in a higher mass-to-thrust ratio. This makes the vehicle slower and less responsive than Alliance AAV's.

Primary Weapon:	ARM system
Armor:	20 mil Kevlon composite plate
Speed:	130 kph



Cormerran Bomber

The design of the Cormerran Bomber pre-dates the founding of the Imperium. It is slow, clunky and very vulnerable to enemy fire. In spite of these flaws, should it reach its target, it is still capable of delivering a very punishing payload.

Primary Weapon:	1.5 ton HE Bomb
Payload:	30 tons
Armor:	30 mil Kevlon composite plate
Speed:	80 kph



FINDING NEW BATTLEGROUND: SCENARIO EDITOR

Creating new scenarios for UPRISING 2 can be a long and complex process. We do not recommend that you attempt to create a new scenario without a thorough understanding of the information given in this manual. Prior experience with scenario creation and design, either with the original UPRISING, or a similar game, can also be very useful. At the very least you should be comfortable with various aspects of operating a computer, such as using your mouse, basic file functions (copying, renaming etc.), viewing graphics, and editing text documents. You will need a simple text editor (for example WordPad™, which is installed on most Windows systems) to modify scenario parameters and scripts. UPRISING 2 comes with a powerful map building tool, that will allow you make and edit scenario maps.

Creating a scenario in UPRISING 2 requires at least two elements, building a map and setting the scenario parameters. Advanced users may also try creating scripts for more complex scenarios.

Building A Scenario Map

Game maps are created in the Scenario Editor. To start the Scenario Editor go to the Windows Start menu and open the Programs menu. Select **Scenario Editor** from the UPRISING 2 submenu. A dialogue box opens, asking if you wish to **Load an Existing Level**.

Left-click on **Cancel** to exit the Scenario Editor.

Left-clicking on **Yes** brings up a file selection window; choose an existing scenario map (any file with the extension SLK) from the **Grids** folder to continue. The main file of any scenario is the SLK file; it is are essentially the guts (terrain, unit placement, texture placement, etc.) of the level. If you have been working on a new map, you can find the file in this folder.

Note: While you can open, view, and copy elements from an UPRISING 2 scenario map, you cannot save any changes you make to these maps.

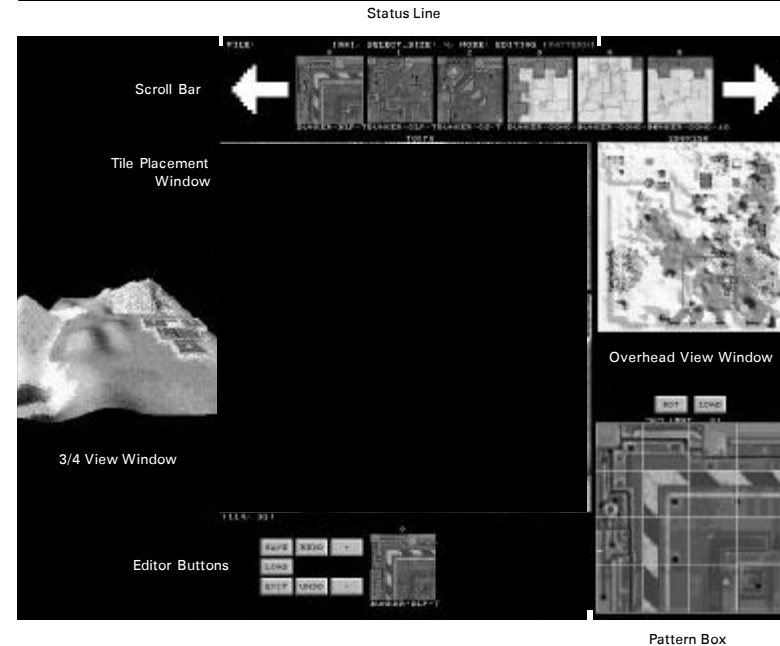
Left-click on **No** to create your own scenario map from scratch. The dialogue box opens again; select one of the planet type templates from the **Groups** folder and the Scenario Editor opens on a blank map.

Note: If you wish to create a single player scenario, choose the **Normal** multiplayer **Groups** file, and only place two starting locations.

Display Types

The scenario editor has three different display types, Editing, Viewing and perspective, each allowing a different way of looking at your scenario. Most of your actual editing is done in the Editing display, but you can switch between display types by pressing the **Tab** key.

Editing Display



Editing Display

The Scenario Editor opens to the Editing Display, which is composed of several parts.

Status Line

At the top of the screen is a row of information. At the far left is the name of the editor file, if it has been named. To the right of the file name is a box with either two hyphens or two asterisks in it. The asterisks signify that a change has been made since the file was last saved. Upon saving the file, the asterisks revert back to hyphens. Next to the file name, the size of your selection brush is given. At the right are the display type and editor mode you are currently in.

Scroll Bar

The scenario editor can be set to three different editing modes, Model, Path and Pattern. You switch between editing modes with the **Space Bar**. Right below the Status Line is a scroll bar; its contents change depending on the editing mode. You can move through the contents of the scroll bar by **left-clicking** on the white arrows on either side of the bar. In Model editing mode, all the available models are accessed from the

scroll bar. In Path editing mode, the different path types can be selected from the scroll bar. In Pattern editing mode, tiles can be loaded into the Pattern scroll bar by **left-clicking** on the **Load** button located above the Pattern Box, and **double-clicking** on a tile. **Left-clicking** on a tile in the scroll bar loads that tile into the Pattern Box. The scenario editor opens in Pattern editing mode.

Tile Placement Window

In the center of the screen is the Tile Placement Window, where you build the terrain of your scenario map. For details see *Creating Terrain* starting on page 95.

Editor Buttons

Below the Tile Placement Window are buttons controlling Editor functions.

SAVE: Clicking on **SAVE** prompts you to enter a filename into the command prompt if the file hasn't been named already, and press **Enter**. The file is saved to the **Grids** directory on your harddrive. You can also press **Ctrl + S** to save the file. If you want to change the filename before saving, press **Enter** to bring up the command prompt, type **SAVE**, press the **Space Bar**, type in a name for the file, and press **Enter**.

LOAD: Clicking on **LOAD** brings up a dialogue box, which you can use to select a *.SLK file to load. **Left-click** on **Cancel** to return to the Editor.

EXIT: Clicking on **EXIT** returns you to your desktop. If you have made changes to the level, you are prompted to save your scenario before exiting. Press **Yes** to save your file, **No** to exit without saving, and **Cancel** to continue editing.

REDO and UNDO: Clicking on **UNDO** takes back your last action. Only height and texture information is stored, however, so if you place a model and select **UNDO**, the model remains placed. **REDO** repeats the last function that was undone. The scenario editor saves a sequence of 20 events. When you click on **UNDO** it steps back through those events. If you do not change anything (i.e. if you do not break the sequence) you can click **REDO** to step forward through the sequence.

+ and **-**: These buttons increase and decrease the size of your selection brush. The current size of your brush is given in the Status Line at the top of the page. You can also change the size of your brush by pressing **Shift** and either the **+** or **-** key.

3/4 View Window

To the left of the Tile Placement Window is the 3/4 View Window. This is a small scale three-dimensional rendering of the landscape currently being edited in the Tile Placement Window. To see a full scale version, press the **Tab** key. This cycles through Editing, Viewing and Perspective Modes. **Left-click** on the 3/4 View Window, and hold down the mouse button while moving the mouse to rotate the 3/4 View.

Overhead View Window

To the right of the Tile Placement Window is the Overhead View Window. This is a top-down look at the entire scenario map. **Left-click** anywhere on the Overhead View Window to center the Tile Placement Window on that location.

Pattern Box

The Pattern Box located in the lower right corner of the screen gives a detailed view of the selected tile texture type. Tile textures are accessed via the buttons directly above the Pattern Box. The texture currently loaded in the Pattern Box is the texture placed when you **left-click** on the map with the selection brush.

Load: Clicking **LOAD** displays a dialogue box containing all the available tiles. **Double-click** on a tile to load that texture into the Pattern Box, and add it to the Tile Selection bar at the top of the screen.

Rotate: Clicking the **ROT** button rotates the tile in the Pattern Box by 90 degrees each time the function is activated. You can also press the **End** key to perform the same function.

Command Prompt

The bottom of the screen is where the command prompt appears. This is how all non-keyboard commands are executed. To access the command prompt press **Enter**. To leave the command prompt, either press **Enter** to execute the inputted function or **Esc** to leave without executing the inputted function. A complete listing of commands that can be typed into the command prompt can be found in the *Shortcut Keys and Commands* section starting on page 105.

Viewing Display

Viewing display is a full screen version of the 3D Mini-View at the left of the Tile Placement Window. From here you can get a better look at the terrain in 3D. Pressing **Tab** cycles through display types until the Viewing display is reached. Press **Tab** again to exit this display. Functions available in this display type are as follows.

Right-click and hold while moving Mouse:	Zoom in and out.
Left-click and hold while moving Mouse:	Rotates world on X and Y axes.
Shift + Left-click:	Rotates world along the Z axis.
Up and Down Arrow Keys:	Zoom in and out.
Right and Left Arrow Keys:	Rotates world along the Z axis.
NumPad Arrow Keys:	Rotates world along the X and Y axes.
Shift + Up and Down Arrows:	Raises and lowers height of camera.
Ctrl + Arrow Keys:	Moves the camera forward and back and from side to side.
+/-:	Increases/Decreases the display size of the map.
T:	Toggles between texturing and wireframe modes.
L:	Toggles lighting on and off.
D:	Toggles dynamic lighting on and off.
Shift + X:	Toggles grid on and off.
F8:	Splines region selected in Editing display
Left-click:	Stop map rotation.

Perspective Display

This gives you a 3D view of the world from the perspective of the Wraith. This display best simulates what the user will see while playing the game. Pressing **Tab** cycles through display modes until the Perspective display is reached. Press **Tab** again to exit this display. Functions available in this display type are as follows.

Mouse Movement:	Rotates and pitches view.
Arrow Keys:	Moves the camera forward and back and from side to side.
NumPad Arrows:	Raises and lowers the camera.
+/-:	Increases/decreases horizon distance.
T:	Toggles between texturing and wireframe modes.
L:	Toggles lighting effects on and off.
D:	Toggles dynamic movement physics on and off.
F:	Toggles flight mode on and off.
Shift+X:	Toggles grid on and off.
F8:	Splines region selected in Editing display
Shift:	Increase camera speed.

Specifying Regions

Many of the functions in the editor require you to specify a region to be affected by the function. To select a region, hold down the **Ctrl** key, **left-click** on the terrain and drag the cursor to create a box over the desired area. If an area is already highlighted, pressing **Ctrl** and **left-clicking** creates a new box to replace the one already created. If you wish to select more than one region, holding down the **Shift** key along with the **Ctrl** key while **left-clicking** keeps the previously selected region(s). The activation of **Scroll Lock** functions as if the **Ctrl** and **Shift** keys were being pressed. Thus, if you press the **Scroll Lock** key, you only need to **left-click** and drag the mouse to select multiple regions. The maximum number of allowed selected regions is 10,000. When you release the mouse button, the box that is created snaps to the nearest terrain coordinates.

There are three methods of deselecting regions. If you wish to deselect all previously selected regions, **left-click** once while holding down the **Ctrl** key. To keep all selected regions and deselect only the most recently created region, press the **Backspace** key. To keep all selected regions and deselect only the first created region press **Shift + Backspace**.

Copying and Pasting

The editor supports the copying and pasting of selected regions as well as specific layers of selected regions. Highlighting a region and pressing **Ctrl + C** copies that region into the memory buffer. To paste the region from memory to the terrain, position your cursor at the bottom left of the area you wish the buffered terrain to be pasted into and press **Ctrl + V**. To only copy specific layers of the image in memory, position your cursor in the same way and press **Ctrl +** either **Z**, **X**, **B**, **N** or **M**, which copies Citadels, objects (units, trees, buildings, etc.), textures, attributes, and heights respectively. A copied region is saved and kept in memory until a new level is loaded or the editor is shut down.

Creating Terrain

The first step in creating a new map begins on paper. You will save yourself a great deal of time by sketching out your world before you begin creating it. Decide where you are going to put your citadels, where the player(s) and enemy are going to start, what kind of barriers (mountains, walls or cliffs) exist and whether there are bodies of water or lava.

When you've designed your map on paper, open the Scenario Editor. Your first decision is choosing a basic terrain type from the **Groups** folder. Once you've loaded in a tile set, lay down a basic texture. Use the Pattern Box to load a few tiles into the scroll bar, then select a basic ground tile. Press **Ctrl+A** to select the entire map, and **F2** to fill the map with that texture. Then select large areas of the map and lay down Citadel pads, water tiles or other distinctive tiles to visually rough out where buildings and terrain features will be located on your map.

Save early, save often, throughout the editing process (**Ctrl + S**). When you save, you save time. Pay attention to the messages that appear when saving; they will help to identify any missing or unfinished elements to your map that would normally prevent you from running your map in the game.

Shaping the Terrain

After you've roughed out the basic terrain elements, it's time to raise and lower your heights, build up your Citadel platforms, raise walls and make valleys. If you have a great many chasms or cliffs you may want to raise or lower the base height of the entire map before you start editing. To do this, press **Ctrl+A** to select the entire map, then press **Enter** to bring up the command prompt, and type a number in between - 32,768 and 32,767. Press **Enter** again to set the height of the entire map to that level.

Hills and Valleys

Raising hills and lowering valleys is the most common function used during the editing of scenario maps (other than smoothing surfaces). Hills can be created from a square as small as 3x3 tiles to as large as 100x100 tiles, dependent upon the brush size. To edit the terrain in this way, **right-click**, and press either **Ctrl** to raise or **Shift** to lower the terrain in the selected region. By continuing to hold down the key while moving the mouse, you can raise or depress large areas. **Left-click** on the **+** and **-** buttons below the Tile Placement Window to adjust the brush size.

Slopes and Random Height

The editor also allows you to create slopes or to randomize heights in a selected area. Creating a slope takes a few steps. First, the maximum and minimum heights for the slope need to be inputted at the command prompt. At the command prompt type in **HS** and press **Enter** (HS stands for Height Slope), input the minimum and maximum heights in any order, separated by a space, and press **Enter**. Next, at the command prompt type in **DIR** (which stands for Direction) and press **Enter**. Type **N**, **S**, **E**, or **W**, press the **Space Bar**, and input a number value. The number value sets the slope of

the curve, it can be any number greater than 0. A flat slope is 1, numbers less than 1 create slopes that curve up, and numbers greater than 1 create slopes that curve down. Once the editor has the information for the type of slope that you wish to create, highlight a region of the desired length and width. Press **F7** to create your desired slope in the selected region.

The random height feature works much in the same way. However, it does not require a directional value. At the Command Prompt type **HR** (Height Random) and press **Enter**, input a minimum and maximum value, and press **Enter** again. The greater the difference between the minimum and maximum value, the more uneven or “noisy” your landscape becomes. Once the editor has the information for the height of the noise that you are adding to the terrain, highlight a region of your desired length and width. Finally, pressing either **F5** or **F6** activates the random height function. Pressing **F5** simply adds the noise to the terrain that is contained in the highlighted region(s). Pressing **F6** flattens the area and then adds the noise.

Pulling Points

This feature gives you greater control over the look of the terrain by allowing you to selectively raise or lower small portions of the surface. The simplest way of editing a point is to **right-click** on a point, press **Enter** to bring up the command prompt, and enter a number (from -32,768 to 32,767). You may get better results however, by **right-clicking** on a point, then move the mouse forward or back while holding down the mouse button to raise or lower that point. The number of points selected depends upon the brush size. The larger the brush size, the larger the area grabbed by the mouse to be raised or lower.

If there is a selected region somewhere on the map and you **right-click** anywhere else, only the selected region is raised or lowered. You need to deselect the region before any other point can be pulled. When ground tiles are part of more than one selected region, grabbing and raising or lowering of those tiles is magnified by the number of times those ground tiles are selected. Thus, if you select three regions, and five tiles are overlapped by two of the regions and one tile is overlapped by all three, then pulling on those regions causes the overlapped tiles to raise and lower respectively twice and three times as fast as the tiles contained in a single region.

Smoothing

Smoothing is one of the most important terrain editing features. Not only does smoothing the terrain make it look more realistic, but it also increases the speed of a scenario by allowing the game engine to display terrain more efficiently. You can smooth an area in two ways. For precision control of the smoothing, highlight the desired region and press **F8** as many times as desired. To raise and lower the terrain in the selected regions as you smooth, press both the **Shift** and **Ctrl** keys while right-clicking, and move the mouse up and down.

Painting Textures

Other than manipulating the height of the landscape, texturing the terrain is the most important part of the look and feel of a scenario map. To texture the terrain you first need to choose which texture to use. On the lower right side of the screen is the Pattern Box. Click on the **LOAD** button above the Pattern Box to bring up a dialogue box containing all the available tiles. **Double-click** on a tile to load that texture into the Pattern Box, and add it to the Tile Selection bar at the top of the screen. You may wish to load all of the textures you are going to use into the Tile Selection bar before you begin painting textures on your map. Because dozens of tiles cannot be displayed on the screen at once, the **<** and **>** keys as well as the arrow buttons at the sides of the Tile Selection bar allow you to scroll through the available textures. After **left-clicking** on one to select it, **left-click** again on the editing window to assign the chosen texture to a desired section of the terrain. Increasing the brush size causes the tile to be placed in a larger square. To remove tiles from the terrain, simply move your brush over the desired region and press **Shift** and **left-click** to delete the previously placed textures.

Creating a Citadel

You add Citadels and other buildings to the map by making a Command Bunker. We highly recommend that you follow these steps when creating Citadels for your scenario.

Citadel Zones

Before a Command Bunker can be constructed a zone of terrain needs to be specified. By highlighting the region(s) to place Command Bunkers and typing **CITADEL** at the command prompt, the highlighted region(s) of terrain are given the Citadel attribute. It is important not to overlap Citadel zones! The game considers the first zone (of any number of selected regions) to be Citadel 0. All additional zones are numbered accordingly, with the second zone being Citadel 1, the third being Citadel 2, etc. Each Citadel zone is considered to be indestructible terrain. If you delete a Citadel zone, remaining zones are renumbered to preserve the sequence.

To determine the number of a Citadel zone at a later date, select the Citadel, and information on the Citadel appears at the bottom of the screen. You select a Citadel zone, making that the active Citadel, by positioning the cursor over the zone, typing **SELECT** at the command prompt and pressing **Enter**.

Setting Claim Squares

Once a Citadel zone is created, make sure that zone is selected, then highlight a region of the map. Typing **CLAIM** at the command prompt sets the selected region to be the Claim Square for the currently active Citadel.

Setting Tower Drop Points

Once a Citadel zone is created, move the mouse cursor to the center of where you want the Citadel to appear, and type **BASE** at the command prompt. Press **Enter** to set the

current cursor position to be the drop point for the tower for the currently active Citadel zone. If you then type in a value between 0 and 359 (with 0 east, 90 north, 180 west, and 270 south) and press **Enter**, it sets the yaw for the Citadel tower.

Setting Other Drop Points

After you have set the drop point for the Citadel, move the mouse cursor to an area you wish to be an upgrade drop point. Typing **Upgrade** at the Command Prompt sets the current cursor position to be the drop point for an upgrade facility to the currently active Citadel zone. You are prompted to add a value between 0 and 359, to set the yaw for the upgrade facility. You must have at least one, and no more than three upgrade positions for each Citadel. Facilities will be dropped at the locations in the order in which the upgrade drop points were placed.

Placing Citadels/Defining Ownership

All Command Bunkers have neutral ownership until otherwise specified by you (or taken during gameplay). For a Command Bunker to start under a player's ownership and already have a Citadel tower, you must first highlight the base position. Once it is highlighted, you must enter **OWN** at the Command Prompt, press **Enter**, and type the code of the player you wish to have ownership of the Citadel upon startup. (For Player 1 type **0**, Player 2 type **1**, Player 3 type **2**, Player 4 type **3**, for the Trich type **4**, for Player 5 type **6**, Player 6 type **7**, Player 7 type **8** and for Player 8 type **9**.)

Setting Available Power

To set the amount of Power available to be extracted from a Command Bunker, you must first set Citadel zone you wish to adjust to the currently active Citadel zone. Once the desired zone is currently active, by typing **LODE** at the Command Prompt, pressing **Enter**, and then inputting a value and pressing **Enter**, the currently active Citadel zone is set to contain the inputted value of Power. The default value is 5000, but you can set it to any number.

Placing Other Structures

You can also have upgrades in place at the start of a scenario. To place a structure, highlight an upgrade position, and press **Enter** to bring up the command prompt. Type in **Type**, press the **Space Bar** and enter a number from the chart below. Press **Enter** again to have the desired upgrade in place at the start of the scenario.

Infantry Production Facility:	1	Tank Booster Facility:	7
Tank Production Facility:	2	AAV Booster Facility:	8
AAV Production Facility:	3	Bomber Booster Facility:	9
Bomber Production Facility:	4	Energy Building:	10
BMS Production Facility:	5	Light Tank Production Facility:	11
Infantry Booster Facility:	6	Light Tank Booster Facility:	12

Adding Models

After you have placed your Citadels and other structures you can add models to your map. Switch to Model editing mode, by pressing the **Space Bar** until the available models appear in the scroll bar.

Placing and Moving Models

Models are placed on the terrain in the same method as textures. All of the available models are loaded into the editor when you choose a **Groups** file. All you need to do is **left-click** on a model in the scroll bar to select it. Position the cursor over the desired position on the terrain and **left-click** to place the model. Place the cursor over the model and **left-click** while holding down the **Shift** key to remove the model from the map.

Once placed, units and objects may only be repositioned while they are selected. To select a unit or object, simply **right-click** on it. When the unit or object is selected it begins flashing. To deselect the unit or object, **right-click** on the terrain. After selecting a model, hold the button depressed while moving the mouse left or right to adjust its yaw (the direction it is facing). This is useful for such things as placing turrets in a half circle and having each of them guarding the entrance to an area, or rotating trees placed in a group to give them a more natural appearance. By pressing **Shift** while keeping the right mouse button depressed, the unit or object can be moved to a different location in the world. While this action can be done just as easily through deleting the unit and placing a new one, if the already placed unit has been named and given additional data, it is best to reposition the unit rather than having to type the information in again for a new unit.

Naming Models

Units and objects can be given AI commands other than that given to them when they are simply placed on the terrain by using either the editor or the scripting language. For a unit or object to receive additional commands it must have an identity unique to itself, such as a name. To name a unit or object, first select it, then type **NAME** at the command prompt, press **Space Bar**, then input a name and press **Enter**.

Note: It is important that you not name two units or objects the same. This could cause random errors or crashes in your scenario.

Leader and Follower Status

The Leader or Follower status can only be given to units that have been named. Once two units are named, select the unit you wish to give leader status. While the unit is selected, **left-click** on another named unit and a line appears connecting the two units. The unit that was selected first becomes the leader of the second unit. The blue end of the line points to the follower, the green end to the leader. While leaders can have multiple followers, there are restrictions to how the units must be linked. When grouping units, they must be linked in a chain where the first unit leads the second unit, the second unit leads the third, the third leads the fourth, etc. While they are linked in

this method, all units look to the first unit in the chain as their leader. For example, there are three named units on the terrain. After **right-clicking** to select one, you **left-click** on a second unit to create a leader/follower line. If you keep the first unit selected and **left-click** on the third unit, the leader/follower line is removed from the second unit and attaches to the third. To reconnect the second unit to the group, **right-click** on the terrain to deselect the first unit, **right-click** on the third unit to select it, then **left-click** on the second unit to attach it to the chain.

Linking

The function of linking is to assign native generator buildings to attack specific player owned Command Bunkers. For example, if a native tank and a native infantry generator were placed down a hill and behind a wall from a Citadel (thus not having a line of sight at the Citadel) they would not become active until a player unit came close enough to the generators to provoke them into action. However, if those two generators were linked to the Command Bunker, then immediately upon a player claiming that Command Bunker the native generators would be activated. However, native generators must be located within 64 tiles of the targeted Command Bunker for the linking to work. Native bomber generators are the one exception to the 64 tile restriction. A bomber building that is linked to a Command Bunker may be located anywhere on the map. Buildings other than the bomber generator, may be linked to only one Citadel, but the bomber may be linked to several Command Bunkers. To link a generator to a Citadel, select the generator, type in **LINK** at the command prompt and press **Enter**. Type in the specific Citadel's number, and press **Enter** again. You can determine a Citadel's number by moving the cursor over that Citadel's zone, pressing **Enter** to bring up the command prompt, typing **SELECT**, and pressing Enter again.

Setting Starting Locations

Once you have defined the Citadel zones for your map you should set the starting locations for the enemy AI, and for each player. You can set a maximum of nine starting points, the AI and eight players. You have no choice about the order of placement; the first starting point is for the AI, the second is for Player 1, the third is for Player 2, etc. Your scenario map must contain at least two starting positions (one for the player, and one for the Trich).

To define a starting position, move the cursor to the desired location, and type **START** at the Command Prompt and press the **Space Bar**. Then add a value between 0 and 359, with 0 east, 90 north, 180 west, and 270 south, to set the yaw for the start point, and press **Enter**. The start point, a red box with a green yaw line, appears on the map. If you wish to remove a start point, type **RSTART** at the command prompt to delete the last starting location you set. You must delete start points in reverse order.

Movement Paths/Teleporters

You can only use one type of movement path when creating an original scenario, the Teleporter. All other paths can be created, but it is impossible to assign a unit to follow that path from the Scenario Editor; that can only be done by creating a script for the scenario.

Paths come in several types. You can choose a path type by switching to the Path editing mode by pressing the **Space Bar**, and **left-clicking** on a path type in the Path scroll bar.

Types by Color

Single - Red

A unit assigned to a Single path moves from Point A to Point B to Point C and stops.

Looping - Green

A unit assigned to a Looping path moves from Point A to Point B to Point C back to Point A to Point B and so on.

One Cycle - Blue

A unit assigned to a One Cycle path moves from Point A to Point B to Point C back to Point B to Point A and stops at Point A.

Cycle - Yellow

A unit assigned to a Cycle path moves from Point A to Point B to Point C back to Point B to Point A then again to Point B and so on.

Teleporter - Cyan

A Teleporter path creates a Teleporter at Point A and Point B is the teleport destination. Only two points are available for Teleporter paths.

Constructing a Path

After choosing the type of movement path, an origin needs to be placed. **Left-click** on the terrain to create an origin, which appears in that movement path's corresponding color. Now, while that point is selected, **left-clicking** elsewhere on the terrain creates additional pathpoints. A line appears between the pathpoints to display the path from the origin on through the pathpoints. All the movement path types except the Teleporter can have a virtually unlimited amount of pathpoints. Because teleporters are simply an origin (where the teleporter appears) and a destination (where the first and only pathpoint appears), Teleporter movement paths cannot be given more than one pathpoint.

Selecting and Deselecting Paths

To select a path **right-click** on any checkpoint or the origin of the path to select it. When the path becomes selected, its origin and its pathpoints begin flashing. If you have already named a path, selecting it will display the path's name at the bottom of the screen. To deselect the path simply **right-click** on the terrain. If you attempt to deselect an unnamed path, you are prompted to name that path. Type in a name and press **Enter**. Except in the case of *Checkpoints* (see the next page) all path names must be unique.

Moving and Removing Pathpoints

If the origin of a movement path or any of its pathpoints need to be repositioned, simply **left-click** on any point in any movement path and drag that point to the desired location. Holding down **Shift** and **left-clicking** on a pathpoint removes it from the movement path. The lines linking the movement path between the pathpoints are updated to the new order of the path. The entire movement path may be removed in this fashion, pathpoint by pathpoint (the origin is considered a pathpoint). However, holding down the **Ctrl** and **Shift** keys while **left-clicking** on any of the pathpoints (including the origin) removes the entire movement path (the origin and all its pathpoints).

Gates

Gates in the Scenario Editor function essentially as impassible walls. After selecting any of the path types, except Teleporter, and positioning points to create a path, a specific naming convention needs to be used. At the command prompt after typing **PATH** and pressing **Space Bar**, type in a name for the path's starting with **Gate_**. For example, **Path: Gate_Uprising**. When your scenario is played, an impassible fence appears on the landscape where the path was constructed.

Checkpoints

Checkpoints are used to create racetrack maps in the Scenario Editor. They are laid across the course, and used to keep track of players' positions. To make a racing scenario, you will want to have ten checkpoints on your track. To create a checkpoint, select any of the path types, except Teleporter, and position points to create a path. Again, a specific naming convention needs to be used. At the Command Prompt after typing **PATH** and pressing **Space Bar**, type in a name for the checkpoint starting with **CP_**. You should name your checkpoints in order, starting with **CP_00**. For example, the last checkpoint on your racetrack will be **CP_09**. You may have more than one checkpoint with the same name; this allows you to have a diverging racetrack course. However, you still need ten differently named checkpoints. When your racing scenario is played, a marker appears on the landscape where the checkpoint was constructed.

Terrain Attributes

Generally, the last step in the map creation process is assigning attributes. However, you will want to create a Citadel zone, explained above, once you have done the majority of your terrain editing. Once you have created a Citadel, we advise that you wait to place your attributes until you have done everything else.

Assigning Attributes

Assigning attributes to regions of the terrain is a very straightforward process. You simply highlight the area(s) to which the attributes should be assigned, input **ATTRIB** at the Command Prompt, press **Enter**, then input the desired attribute and again press **Enter**. The wireframe representation of the terrain tiles, which you can access by pressing the **T** key, changes to the appropriate color in those areas affected by the attribute change.

Types/Colors

Terrain attributes set terrain squares to contain special characteristics. These attributes tell the game such things as whether or not the player should be able to travel over this area, whether or not this area can take damage, is composed of lava or water, etc. To identify the attributes, each is displayed in their own colors. Many attributes are tied to specific terrain textures; for example, the water attribute is assigned to tiles that are painted with the water texture. The attributes, their colors, and their properties are explained below:

*A Word About Trespass and Slow: Since both **TRESPASS** and **SLOW** are typically used to border and fill impassible areas and those areas are usually mountainous, a shortcut command is available to aid in placing these attributes. By highlighting a region and typing **TRESPASS** or **SLOW** at the command prompt, you are asked to input a steepness value between (and not including) 0.0 to 1.0. The value 1 represents flat land and 0 represents a vertical cliff. After inputting the value and pressing **Enter** the editor compares the steepness of all tiles in the terrain to the value you inputted. Any tile found to have a value equal to or less than the inputted number is assigned that attribute. For example, we recommend that highlight the entire map (press **Ctrl + A**), then type **SLOW** at the command prompt, and enter a number between .1 and .4 (.4 is recommended). The editor will apply the attribute **SLOW** to all regions of the map that are a certain level of steepness.*

Slow - Green

A region of terrain marked with **SLOW** informs the game that the marked region should not be completely crossed by the Wraith. To avoid the annoying feeling of running into an invisible wall that most games have for their boundaries, tiles marked with the **SLOW** attribute cause the Wraith to decelerate as the Wraith crosses the tile, finally bringing the Wraith to zero velocity by the end of the tile. This attribute is typically placed on the side of hills or steep slopes, thus the deceleration with the game's physics allows a smooth rather than annoying encounter with the level's boundaries.

Trespass - Pink

A region of terrain marked with **TRESPASS** informs the game that the marked region can not be entered by the Wraith. (This attribute creates the annoying invisible wall mentioned above.) The best way to visualize the functionality of this attribute is to imagine an invisible vertical wall being created from the tile rising infinitely.

Citadel - Yellow

A region of terrain marked with **CITADEL** informs the game that the marked region is a Command Bunker. It is assumed that the Claim Square, Citadel Tower position, and Upgrade Facility positions are placed within this marked region. The game also treats this region as indestructible. More detail about *Creating a Citadel* can be found starting on page 97.

Indestructible - Gray

A region of terrain marked with **INDEST** informs the game that the marked region can not be affected by any terrain deforming entities in the game (such as the bombs from a bomber or a Nuke).

Water - Blue

A region of terrain marked with **WATER** informs the game that the marked region should begin acting like water. This terrain proceeds to have waves and splash when collided with. When the Wraith is traveling over this region it sinks, slows and finally stops, depending upon the tile's depth. Depth is generated by a function that looks at tiles marked with **WATER** and seeing how far they are from tiles not marked with **WATER**.

Lava - Red

A region of terrain marked with **LAVA** informs the game that the marked region should act as if it were lava. This terrain begins pulsating in waves, splashes when collided with, deals damage to the Wraith while the Wraith is in contact with this region. It also causes the Wraith to sink, slow and stop, according to the depth of the **LAVA**.

Adding and Removing Attributes

If you wish to add an attribute to a region of terrain already containing an attribute you need to attach a **+** to the front of the attribute when typing it in the command prompt. If you do not attach the **+** at the command prompt, the new attribute will replace all old ones in the region. For example, you start with a level that has no attributes assigned to any of the tiles. To create a Citadel in the midst of a lava river, a highlight a large region and input **ATTRIB** at the command prompt, then press **Enter**. Type **LAVA** and press **Enter** again. This sets that region of terrain to deal damage to the player when they traverse it. Now you select a smaller portion of that region, and type **ATTRIB**, pressing **Enter**, then **+CITADEL** and **Enter** again. You now have a Citadel area in the lava which causes damage while the player is on it. If the **+** had not been attached to **+CITADEL**, the region would have become simply a Citadel that did not cause damage.

Attributes are removed from regions in one of two ways. The first way is similar to the just mentioned above way of adding attributes. At the Command Prompt the user needs to attach a **-** instead of a **+** to the front of the attribute to remove that attribute from the selected region. This method is effective when needing to remove an attribute from a region that is using a combination of attributes, such as choosing for the above Citadel to not be in lava. The second way of removing attributes is faster and is

effective when a large area needs to be cleared of attributes. After selecting the desired area (possibly the whole map), at the Command Prompt you need to input **NONE** and press **Enter**. All attributes in the selected region are removed. However, there is one attribute that takes exception to **NONE**. Often times you will want to remove terrain attributes to shift the look and feel of the terrain without moving the positioning of the Command Bunkers. Due to that fact, **NONE** does not remove the **CITADEL** attribute. To remove the **CITADEL** attribute, at the Command Prompt you need to type **REMOVE** and press **Enter**. All attributes other than **CITADEL** are not affected by **REMOVE**.

Additional Editor Features

Overhead Maps

While the player is running through a scenario, they have the option of looking at an overhead map of the level, to help them navigate and reach their objectives. You must create an overhead map for your scenario to function properly when played. If an overhead rendering of the level has been generated, the editor automatically loads this TGA file when the scenario is opened. The name corresponds to the name of the SLK file for the level. To create an overhead map for a scenario, either press **F12** or **Ctrl + F12**. Pressing **F12** alone renders only the textured terrain, whereas **Ctrl + F12** renders all the information being displayed in the editing window. This allows you to give the player different amounts of information, making the scenario more or less difficult. The map files, when generated, are stored in the **Grids/Gohs** directory and are assigned the level's file name with the TGA extension. Pressing **F12** or **Ctrl + F12** additional times creates new map files in the place of the previous one.

Skies

In addition to creating the look of the terrain, you can choose the appearance of the skies for your scenario. Each **Groups** file comes with three different sky types. You can toggle through these types, and the default, a blank featureless sky, by pressing the **Q** button. Press **E** to select the currently active sky. Your choice is copied to the scenario's LFL file.

Shortcut Keys and Commands

Mouse

Left-click: Executes general editor function (clicking on buttons, etc.). Place texture/model/movement path

Left-click + Drag Mouse: Repositions movement path/pathpoint

Left-click + Shift: Removes textures, models and movement pathpoints.

Left-click + Ctrl + Drag Mouse: Highlights a selection of terrain

Right-click + Shift + Ctrl: Highlights an additional section of terrain. Completely deletes a movement path

Right-click + Drag Mouse: Selects and changes the height of point(s) in texturing mode. Selects a model or movement path in their modes.

Right-click + Shift: Depresses the terrain.

Right-click + Ctrl: Raises the terrain

Right-click + Shift + Ctrl: Splines highlighted region. Connect ends of movement path

Keyboard

Pause: Pauses and unpauses the editor.

Space Bar: Toggles between editing modes: Pattern, Model and Path. At the command prompt, sets function to await inputted value.

Tab: Toggles between display types: Editing, Viewing and Perspective.

Arrow Keys: Moves displayed grid. In Perspective display mode, moves camera forward and back and from side to side.

NumPad Arrow Keys: Moves displayed grid in increments of the grid size minus two tiles. In the Perspective display, raises and lowers camera.

Delete: Deletes the selected texture or model from the scroll bar.

Backspace: Deselects the last region highlighted.

Backspace + Shift: Deselects the first region highlighted.

Enter: Activates the command prompt. Executes action inputted at command prompt.

Escape: Exits program. At the command prompt, exits command prompt.

End: Rotates the selected terrain tile.

Ctrl + A: Selects the whole grid.

D: Toggles dynamic movement physics on and off.

Shift + D: Resets the view to default position.

E: Selects the currently toggled sky to appear in the game.

F: Toggles flight in Perspective display mode on and off.

L: Toggles lighting effects on and off.

P: Toggles projection between perspective and parallel.

Q: Toggles between three different sky types, and the default, no sky.

R: Toggles resolution between (640x480), (800x600) and (1024x768).

S: Toggles highlight display from shaded to outlined.

Ctrl + S: Saves the current file, or prompts for a filename to save to.

T: Toggles between texturing and wireframe modes.

U: Toggles dynamic updates of the overhead map on and off.

Shift + X: Toggles grid on and off.

<: Scrolls the toolbar selection left.

>: Scrolls the toolbar selection right.

-: Decreases the displayable size of the terrain grid.

+: Increases the displayable size of the grid.

Shift+ -: Decreases the brush size.

Shift+ +: Increases the brush size.

F1: Displays key functionality help menu.

Shift+ F1: Displays command prompt help menu.

F2: Fills selected region(s) with selected texture.

F3: Clears selected region(s) off all textures.

F4: Sets selected region(s) to a height value of 0.

F5: Adds noise range to the heights of the selected region(s).

F6: Sets selected region(s) to noise range.

F7: Sets selected region(s) to slope range.

F8: Splines selected region(s).

F9: In Editing View, toggles on/off 3D window and overhead map.

F11: Unlocks camera view from movement in Perspective View.

F12: Renders overhead map only texture and lighting information.

Ctrl + F12: Renders overhead map with all displayed information.

Action Commands

These commands are typed into the command prompt, usually after selecting a region of the map to be affected.

(-32768 - 32768): Sets selected points or highlighted area(s) to a height inputted value between restricted range.

FLATTEN: Flattens whole grid.

NONE: Removes all attributes, except Citadel, within the selected region(s).

REMOVE: Removes all Citadels within the selected region(s).

CITADEL: Sets the selected region(s) to be the indestructible terrain of a Command Bunker.

CLAIM: Sets the selected region to become the Claim Square for the active Citadel.

BASE: Sets the cursor position to become the drop point of the tower for the active Citadel.

UPGRADE: Sets the cursor position to become one of the three player facilities drop points for the currently active Citadel.

SELECT: Sets the Citadel zone indicated by the cursor position to become the active Citadel.

CLEAR: Removes all base and upgrade locations for the selected Citadel zone.

START: Places a starting location at the current cursor position.

RSTART: Removes the most recently placed starting position.

UNUSED: Removes all textures from the scroll bar that are not currently assigned to at least one tile in the world.

Prompted Commands

SAVE: Saves grid under the file name inputted at the command prompt.

LOAD: Displays a dialogue box set to the **Grids** folder. The grid selected from this dialogue box is loaded.

NEW: Creates a new grid of the specified tile resolution.

SPEED: Sets the speed at which the perspective mode camera moves.

BACKUP: Typing **ON** or **OFF** turns the automatic backup of the current grid active or inactive.

HR: Height Random; sets the height range for noise.

HS: Height Slope; sets the height range for slopes.

DIR: Direction; sets the direction and curve of slopes.

NAME: Sets the name for the selected unit/object.

PATH: Sets the name for the selected movement path.

TYPE: Places the desired structure (input a number from the chart on page 98) at the highlighted upgrade position.

HILL: Deforms the terrain depending on the speed at which the mouse is moved.

SPLINE: Splines the selected region(s) a number specified by the inputted value (instead of pressing F8 that number of times).

WRAP: Sets the eastern border to the western border and the southern border to the northern border in both textures and heights.

OWN: Sets the highlighted base location to be owned by the inputted player upon startup, and places a Citadel at that location.

SCALE: Scales the selected region(s) by the inputted value (1.0 = 100%).

ATTRIB: Attribute; assigns the inputted attribute to the selected region(s).

LINK: Sets a named native unit generator building to attack specific Citadels.

LODE: Sets the selected Citadel to contain a power reserve of the inputted value.
(Default is -1, which is a value of 5000.)

TRESPASS: Assigns all tiles steeper than the inputted value within the selected region(s) the Trespass attribute.

SLOW: Assigns all tiles steeper than the inputted value within the selected region(s) the Slow attribute.

Setting Scenario Parameters

Scenario parameters, such as starting units, Tech Levels, map and palette choices and more are defined in the LFL file. An LFL file provides the basic information used to set up a scenario in UPRISING 2, and gives the scenario designer a way to change gameplay parameters from scenario to scenario. The LFL file is a text file, and can be edited with any basic text editor.

In your **Editor** directory is the file **TEMPLATE.LFL**, which contains line-by-line explanations and comments about what the LFL does. When you save a map in the scenario editor, a LFL file with the same name is created and placed in the **Grids** directory. An LFL file has a series of Comments and Config Settings. A Comment is a line that begins with the # character, and is used to write notes about the file or about a particular line. Anything else is a Config Setting, and has the following format:

CONFIG_FLAG : CONFIG_ARGUMENT (Additional Information)

The flag is an identifier indicating what parameter is being set, and the arguments are usually either numbers (integers or *INT* in the LFL file) or one or more words (called a *STRING* in the LFL file), depending on what arguments the setting expects. There may be additional information, usually a reminder of the default parameters for the Config Setting. You must delete this additional information if you change the default setting of this flag. If a Setting is not being changed from the default, you can simply make that line a Comment in the Template by typing a # symbol at the beginning of the line.

Following is a list of each of the Config Settings in the LFL file template. For each Setting we list the flag, the arguments that must be used with the flag, the effect of using the flag, and the default parameter if the flag is not used. The LFL files for game scenarios may contain Config Settings not listed in the **TEMPLATE.LFL** file or explained in the manual. See the **LFLDOC.TXT** file located in the **Editor** directory on the CD for explanations of these advanced Settings.

Groups Files

The **Groups** folder contains several planet type files for you to choose from when loading the editor. These are simple text files, that we strongly suggest you do *not* edit. There are separate **Groups** files for each of the multiplayer game types. If you wish to create a single

player scenario, choose the **Normal** multiplayer **Groups** file, and only place two starting locations. Each **Groups** file is organized in the same way. The first section is a list of terrain tiles that are available for that map. The next section lists the available models for the map. Below that, you can see which LFL, HZS and CAM files will be used to make your scenario. After that are listed the three different skies that can be used in your scenario, and the graphics settings that will be used for each sky.

Basic Settings

SLK_FILE: STRING (SLK file name)

Instructs the game to use the given SLK file as the map for this level. There is no default: this flag **MUST** be set for the scenario to function correctly.

SCRIPT_FILE: STRING (script file name)

Instructs the game to use the given file as the script for this level. *Default:* An empty string, no script is used. For information about scripts, see the section *Creating Game Scripts*, starting on page 113.

MAP_TEXT: STRING (CAM file name)

Instructs the game to use the given file as the mission briefing for this level. The CAM file is a text file which can contain up to 200 characters of witty prose describing the scenario mission. You can edit the CAM file with any text editor, but it must be saved as a text file with the CAM extension. *Default:* An empty string.

Graphics Settings

PALETTE: STRING (BMP File Name)

Looks for this bitmap in the **Data** directory and use its palette for the game. A palette is a set of all the colors used by the game to create the graphics. *Default:* Determined by the **Groups** file you selected.

POLY_SKY: STRING (BMP File Name)

Looks for this bitmap in the **Grid/Skies** directory and uses it as texture for the sky in the scenario. *Default:* Determined by the **Groups** file you selected. *Note:* Do not put the extension **BMP** in the name. The code actually looks for three bitmaps, each starting with the same name, but with different extensions.

FOG_COLOR: INT

Instructs the game to use the color in this palette entry as the fog color. The number is between 0 and 255. *Default:* Determined by the **Groups** file you selected.

XLR8_FOG_COLOR: INT, INT, INT

Use this R,G,B value as the fog color for 3dfx. RGB colors are three numbers, each between 0 and 255. You can find the RGB value of a color by using any common art program. *Default:* Determined by the **Groups** file you selected.

Lighting, Visibility and Weather Settings

LIGHT_LEVEL: FLOAT (A Decimal Number Between 0 and 1)

Sets the general brightness for the 3DFX version. *Default: 1.0*. This is the maximum brightness and represents daytime; **0.2** to **0.4** are good numbers for night.

FOG_O_WAR: INT

Turns the fog of war, which obscures the Overhead Map, on (1) and off (0).
Default: 1 (On).

RAIN: INT

Turns rain on, at either a mild or variable level. **0** is off, **1** is on with a constant light rainfall and **2** is variable rain ranging between light, heavy and off. *Default: 0* (Off).

SNOW: INT

Turns snow on, at either a mild or variable level. **0** is off, **1** is on with a constant light snowfall and **2** is variable snow ranging between light, heavy and off. *Default: 0* (Off).

Starting Values Settings

INIT_ENERGY: INT

Sets the base energy level that all human players get when game starts. *Default: 2000*.

INIT_LIVES: INT

Sets the number of lives you get for the level. *Default: 5*. Maximum 9 and minimum is 1.

FREE_SOLDIERS: INT

FREE_TANKS: INT

FREE_AAVS: INT

FREE_BOMBERS: INT

Sets the number of free unit call ins each human player gets. *Default: 0*. Maximum **19** and minimum is **0**.

Game Type Setting

QUICKSTART and/or MULTIPLAYER

Tells the game what type of scenario has been constructed, so that it can appear on the proper scenario listing. If you use the **Normal Groups** file, and are creating a single player game, you may wish to delete **MULTIPLAYER** from the scenario's LFL file. *Default:* Determined by the **Groups** file you selected.

Trich Settings

USE_CLAN_AI: INT (0 or 1)

Sets whether or not Trich units will be used. **0** means no. *Default: 1* (Yes).

IMPERIUM_EXPAND_RATE: INT

Gives the suggested ticks between expansions. **999999999** (nine nines) implies to never expand. A tick is 32 milliseconds. *Default: 1920*, which is also the minimum value.

IMPERIUM_ATTACK_RATE: INT

Gives the suggested ticks between attacks. An attack begins when the units beam in or bombers are launched, and end when either two minutes have passed, or the number of live units in the attack drops below 20% of its original number. This is the maximum rate (Max), with the actual rate calculated by the following formula:

$$Actual = Max - (Max * 0.9 * (Trich Citadel Count - 1) / (Total Citadel Count - 1))$$

Fifteen seconds is added to the attack if the Trich are under attack at any citadel. The effect is a linear sliding scale between 10% and 100% of the maximum value, based on the percentage of citadels the Trich own. *Default: 640*, which is also the minimum value.

IMPERIUM_ATTACK_WAVES: INT

Determines the number of attack waves to use for an attack. A new wave is essentially a new attack, but without the delay (see above). This is the minimum number (Min), with the actual number calculated by the following formula:

$$Actual = Min + (Min * 3 * (Trich Citadel Count - 1) / (Total Citadel Count - 1))$$

The effect is a linear sliding scale between one and three times the minimum value, based on the percentage of owned citadels. A value of 0 implies that only one attack wave will occur regardless of the number of owned citadels. *Default: 0*.

2ND_IMPERIAL_ATTACK: INT

Sets the odds out of 100 that a second Trich attack occurs simultaneously with an initial Trich attack. 0 is no chance, guaranteed is 100. *Default: 0*.

IMPERIUM_KSAT_ATTACK_RATE: INT

How often, in ticks, after gaining a Ballistic Missile Station the Trich should use it (it is only used by at enemy citadels that a player can see). *Default is: 19200* ticks (10 minutes).

IMPERIUM_KSAT_SWEEP_PLATFORM: INT (0 or 1)

Indicates whether or not to keep using the BMS after the initial attack. A **1** means to continue until every upgrade on the platform is destroyed, regardless of recharge time. **0** means that one BMS attack occurs, and then a delay equal to the Ksat attack rate.
Default: 0

IMPERIUM_KSAT_ATTACK_TYPE: INT (0, 1, or 2)

Decides what types of buildings at a Command Bunker the Trich target with the KSAT. **0** has them choose the Citadel, **1** is an existing upgrade and **2** has them randomly choose between **0** and **1**. If there is no main tower, or no upgrades exist, the other building type is chosen, guaranteeing an attack. *Default: 0* (Citadel).

IMPERIUM_REPLACE_TOWER_DELAY: INT

How long the enemy waits (in ticks) between the Trich's Citadel tower destruction and the next attempt to replace the Citadel. *Default: 960* ticks (30 seconds).

IMPERIUM_DEFENSIVE_CALLIN_DELAY_SOLDIER: INT

IMPERIUM_DEFENSIVE_CALLIN_DELAY_TANK: INT

IMPERIUM_DEFENSIVE_CALLIN_DELAY_AAV: INT

IMPERIUM_DEFENSIVE_CALLIN_DELAY_TURRET: INT

Sets the suggested ticks that the Trich delay while defending between calling in turrets or units. This is the maximum rate (Max), with the actual rate calculated by the following formula:

$$\text{Actual} = \text{Max} - (\text{Max} * 0.8 * (\text{Imperial Citadel Count} - 1) / (\text{Total Citadel Count} - 1))$$

The effect is a linear sliding scale between 30% and 100% of the maximum value, based on the percentage of owned citadels. Default Soldiers- **480**, Tanks- **640**, AAVs- **1440**, Turrets- **640**.

IMPERIUM_DEFENSIVE_SOLDIERS: INT

IMPERIUM_DEFENSIVE_AAVS: INT

IMPERIUM_DEFENSIVE_TANKS: INT

Sets the number of these types of units which is called in each time the AI teleports that type of troops. *Defaults (which are also the minimums):* Soldiers- **2**, Maximum- **6**; Tanks-**1**, Max.- **2**, AAVs- **0**, Max.- **2**.

Native Settings

USE_RABBLE: INT (0 or 1)

Chooses whether or not Native units should be used. **0** means no. *Default: 1* (Yes).

SOLDIER_RATE: INT

TANK_RATE INT

AAV_RATE: INT

BOMBER_RATE: INT

Sets how many ticks Native unit generators must wait between producing units. A tick is 32 milliseconds. *Defaults:* Soldiers- **580**; Tanks- **580**; AAVs- **800**; Bombers- **1160**.

Tech Level Settings

(Name of Unit or Structure) : INT

Following are the flags to set tech levels for imperium (Trich) and rabble (Native) units and structures. The use in each case is the same - the integer following the flag gives the Tech Level for the player's unit type.

Note: The numbers range from 0 to 3, with 0 representing Tech Level 1.

For example, **IMP_SOLDIER_TL: 2** sets the Tech Level of Trich infantry to three. There is also one human Tech Level set by the LFL file, the Tech Level of the player's convoy vehicle, which can be set using the following line: **PLR_CONVOY_TL: INT** (Tech Level).

Default: 0 (Tech Level 1).

Creating Scenario Scripts

Victory conditions, teleporters, gates, patrol paths, special events and more are controlled by the scenario script. However, creating scripts is a complicated process, involving changing the HZS file, which is another text file that can be modified using any basic text editor. A default HZS file is made for each new map you create. Editing and writing scripts is not recommended for inexperienced level designers, but information about the scripting language is available in the **SCRIPTDOC.TXT** file located in the **Editor** directory on the game CD.

Playing Your Scenario

You start your finished scenario in the same way you would any other game. Depending on whether it was a single player or multiplayer level, you select your level from either the Scenario screen, or the Multiplayer Setup screen. If your scenario doesn't appear on the lists, be sure that it is saved to the correct directory, and that the appropriate Game Type setting has been made in the LFL file. Further troubleshooting information follows:

Troubleshooting

If your scenario encounters errors, and will not load, there are several steps you should take to find the problem. First, be certain that the scenario has both a *name.LFL* file and a *name.SLK* file in the **Grids** Folder. There must also be a *name.TGA* file in the **Grids/Gohs** folder. The **Grids/Packs** folder must contain *name_01.pak*, *name_02.pak* and *name_03.pak*

Finally, be certain that there is a **Grids/Depths** folder. Nothing needs to be put in the folder, the game creates its own file, but the folder must exist.

If all of these files exist, and have been placed in their proper folder, but you still have trouble loading the scenario, open your LFL file. The file must contain at least the following text:

```
START_LFL_FILE
SLK_FILE: name.SLK
END_LFL_FILE
```

If any other config settings are used, be sure that you have deleted any additional information for that setting, that each flag and argument pair reside alone on their own line. Check any values you have set, making sure they are within the flag's parameters. Any unaltered config settings should either be deleted completely from the file, or commented out by adding a # at the beginning of the line.

If your LFL file appears to be correctly configured, open the Scenario Editor and examine your SLK file. The Scenario map must contain at least two starting positions (one for you and one for the Trich). There also needs to be at least one citadel, that contains only one base, a claim square, and between one and three upgrades. Finally, be sure that all terrain squares have a texture placed on them.

These are the most common reasons for problems with player-created scenarios. Either modifying LFL flags that are not documented in this manual, or creating a script for your scenario, can also cause a variety of problems. We recommend that only experienced level designers alter scripts or LFL flags not found in this manual. For more information about scripts see the **SCRIPTDOC.TXT** file, and for advanced LFL settings see the **LFLDOC.TXT** file, both located in the **Editor** directory on the game CD.

Troubleshooting Information

This section provides information that can be useful in solving certain problems.

Installation

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.

Answers: The game CD may be dirty or scratched.

Solutions:

Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free non-abrasive cloth and wipe gently to clean it (always wipe radially, from the inside of the disk to the outside edges). If it is scratched, please call Customer Support for information on our return or exchange policy.

Problem: The install freezes, you receive an ***_ins** error message or the **An error has occurred during the move data process.** error message.

Answers: Your computer may be using an older 16-bit CD-ROM driver. To check this, **right-click** on the **My Computer** icon and select **Properties**. **Left-click** on the **Performance** tab. In the **Performance Status** box, look at **File System** for a message saying: **Some drivers are using MS-DOS compatibility**. If you see this, you are using a 16-bit CD-ROM driver.

Solutions:

If you are using a 16-bit driver in MS-DOS compatibility mode:

Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver. A list of manufacturers is available at <http://www.3do.com/support>.

If you are using a 32-bit driver not in MS-DOS compatibility mode:

Close all programs running in the Background. Press the **Control + Alt + Delete** keys at the same time, select a program, and press the **End Task** button. Do not **End Task** on **Explorer** or **SysTray**.

Make sure you have plenty of space on your **C:** drive for temporary files to expand to by emptying the **Recycle Bin** and delete old files in your **C:\Windows\Temp** folder.

Launching the Game

Problem: After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

Answer: There may be a conflict between your video or sound card and DirectX 6.

Solution:

Run the DirectX Diagnostics Tool:

Press the **Start** button on the Windows95/98 task bar then select **Run** and type

C:\Program Files\directx\setup\dxdiag.exe and press **OK**.

Make sure all your files are DirectX6 compatible:

Select the **DirectX Files** tab and make sure there are no exclamations next to the file names. If you find exclamations under this tab you need to reinstall DirectX 6. Go to the **Start** button on the Windows task bar, then select **Run** and type your CD-ROM drive letter followed by **\DirectX\dxsetup.exe** and press **Ok** This reinstalls DirectX 6.

Make sure all your drivers are DirectX 6 compatible:

Select the **DirectX Drivers** tab and make sure there are no exclamations next to the file names. If you find exclamations under this tab you need to update your drivers by contacting the manufacturer of the hardware through their phone support or through their web site. 3DO has provided you with a listing of manufactures sites available at <http://www.3do.com/support>

Test your hardware with the DirectX 6 Diagnostics tool:

Run the tests that are available on the **Display**, **Sound** and **Input** tabs. If one or more tests fail this could be due to driver incompatibility. Installation of the newest drivers for the hardware can usually resolve this.

Most manufacturers have released updated hardware and drivers that are compatible with DirectX and have them available on their web site for download. You can find many links to these hardware sites by going to our support web site at <http://www.3do.com/customerservice>. Microsoft updates DirectX and its components regularly and posts them for download off of their web site at <http://www.microsoft.com/DirectX>.

In addition to the drivers provided directly from the manufacturers, you may obtain Microsoft WHQL certified drivers by going to <http://www.microsoft.com/hwtest/hcl/>. WHQL confirms the compatibility with Windows 95, Windows 98 and Windows NT4.0.

3DO and Microsoft are not suppliers of drivers for your hardware. For new drivers please consult with the manufacturer of your individual hardware and or computer system.

Contacting Customer Support

Visit our support web site at <http://www.3do.com/support/> to get late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates. If you want to ask a specific technical question, you can use the online email form available at our web site.

If you would prefer to call us, our Customer Support phone number is (650) 261-3454. Our hours of operation are Monday through Friday, 9:00AM - 12:00NOON and 2:00PM - 5:00PM, Pacific Time.

You can also send us a fax at (650) 261-3419.

If you prefer U.S. mail, please use the following address:

Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

However you choose to contact us, please provide us with the following information: Computer OS type, amount of RAM, and CPU type (this information is available by **right-clicking** the **My Computer** icon, selecting **Properties**, and then **left-clicking** the **General** tab), as well as your hard drive size and available free space (on your hard drive icon).

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World Wide Web: **<http://www.3do.com>**

Customer Support general e-mail address: **customer-support@3do.com**

Need Hints or Tips?

Having problems completing a map? Confused about which weapons are most effective for the mission you're on? Maybe you're just wondering if there any codes available for this game. All you need is a touch tone phone, and gameplay help is a phone call away.

Call the 3DO Hint line at: 1-900-CALL3DO (1-900-225-5336)

Calls to the Hint Line cost \$0.99 per minute for recorded hints and tips. If you are under the age of 18 years old, you must get your parent's permission before calling (Service is available to US residents only).

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