



LASER SQUAD
NEMESIS

MANUAL AND STRATEGY GUIDE

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Based on original material written by Codo Games Ltd.

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If you have any comments, queries or general feedback you can either email me directly or fill out an anonymous feedback form at www.lsnmanual.co.uk in the feedback section.

14 April 2002

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USING THIS MANUAL

This manual has been developed using Adobe Acrobat and which allows for range of options to make navigating around easier. The bookmark feature principally allows you jump anywhere within the document and is supported on the contents page of each chapter as well as the top bar.

LINKS AND HIGHLIGHTS

- ▶ **When clicked on, any text highlighted in this colour will either take you to a related article within the document or to a website link.**
- ▶ **Any text highlighted in this colour is used to highlight important or especially relevant information.**

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PROLOGUE

"War? But we are human; war is not in our nature."

Attributed to Darrow Gyga: Chairman of the Council of Civilised Worlds
and First Minister of New Sirius. Said in chambers shortly after the
'Spawn Declaration' of 5472.



THE GOLDEN AGE

The scientific accomplishments of a unified mankind led to a vastly increased lifespan, a life of comfort for all citizens and the exploration and colonisation of the very fringes of the Galaxy.

Nearly five and a half millennia had passed since the day the Age of Fire ended. That historic, glorious day on which weapons were downed and representatives of humanity's surviving worlds and colonies met and made solemn attempt to save the species from self-destruction. The agreement that was made that day marks the passing of humanity from its adolescence into a mature species, ending centuries of civil war. This agreement is

based on a profoundly simple notion 'all sentient life is sacred'. Once this concept is accepted, differences in ideology, racial origin and perceived wealth are rendered trivial to the similarities of intelligence and life.



PROLOGUE

Two centuries of tense truce passed, shattered colonies were rebuilt and after several generations had lived and died knowing only peace and growth, humanity began to heal. The Galactic Calendar was recalibrated; the end of the Age of Fire was counted as year one and as a united race, humanity moved forward.

The simple edict on which humanity's greatest triumph had been based; that 'all sentient life is sacred' contains within it two areas for debate when applied to non-human species, 'what is sentient?' and 'what is life?'

Millennia passed in peace and prosperity. The scientific accomplishments of a unified mankind led to a vastly increased lifespan, a life of comfort for all citizens and the exploration and colonisation of the very fringes of the Galaxy. Remnants of long dead alien civilisations were discovered alongside the newborn worlds of infant races,

all were studied voraciously. This was the Golden Age of humanity; true 'civilisation' had been achieved. No one predicted that the seeds of humanity's downfall had already been sown.



THE SPAWN THREAT

The simple edict on which humanity's greatest triumph had been based; that 'all sentient life is sacred' contains within it two areas for debate when applied to non-human species, 'what is sentient?' and 'what is life?' One species that fell into this semantic gap has become known as 'The Spawn'. Undoubtedly alive this species was of particular interest to human scientists due to its' ability to



PROLOGUE

Gargantuan hives shot like comets through vast tracts of space, a 'tail' of seed-hives dispersing in its' wake like pollen.

move between worlds. Gargantuan hives shot like comets through vast tracts of space, a 'tail' of seed-hives dispersing in its' wake like pollen. Numbering in

unknowable billions with uncountable genetic permutations, this vaguely insectile species seemed to run on a strict hierarchy and with some evidence of communication and co-operation between hives, but were they intelligent? In lab isolation certainly not, numerous dissections found no sign that the capability for thought existed within them, but then how did they communicate? The question of sentience was answered with concrete certainty in 5472.

Within a period of eight months seventeen colonies were devoured. The people, the cities, the history, everything, consumed as if by nightmare locusts. Expeditionary craft discovered millions of Hives had redirected towards human space. As the Council of Civilised Worlds met to discuss this, the worst crisis in its' history, a broadcast was received, a broadcast from 'The Spawn'. When this terrifying hiss of static was analysed several things were determined. It contained elements of several human and computer languages. It was broadcast in fragments from multiple locations indicating a 'hive mind', a species wide intelligence. And, although the message was blunt in syntax the content was clear; this was a declaration of war.

Humanity had met its Nemesis.



PROLOGUE



THE HUMAN RESPONSE

With a sense of panic rivalling any at the height of the Age of Fire, the question of how to respond to this threat was debated endlessly. After the declaration of war 'the Spawn' fell silent and unwilling to negotiate, vast numbers of Hives were swiftly encroaching on human space, action was required, but what?

With vital resource-worlds disappearing and the borders of 'safe space' gradually drawing in, the Council of Civilised Worlds eventually accepted the unpalatable reality of the situation; Humanity must re-learn the art of war.

Some colonies chose to flee, whole civilisations formed armadas of ships and mobile living environments and set decades long course for the edges of the Galaxy. Others did nothing; chains of worlds went about their business until they were swept away by a wave of carnivorous terror. With vital resource-worlds

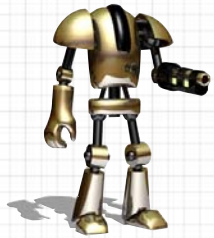
disappearing and the borders of 'safe space' gradually drawing in, the Council of Civilised Worlds eventually accepted the unpalatable reality of the situation; Humanity must re-learn the art of war.

Martial wisdom from the ages was researched and analysed, the black sciences of combat technology were reborn and machines designed to save mankind were built. These 'Machina' were self-replicating and constructed with the intelligence to plan and execute a campaign, evolving their own design to better achieve their task. The first warships to be built in over five



PROLOGUE

thousand years were launched at Spawn space. Humanity, still questioning its decision to revisit its warlike past, waited.



THE MACHINA REVOLUTION

"It is with grave uncertainty I ponder this question, have we been mistakenly convinced of our species' maturity, long after it has passed into senility?"

First Minister Darrow Gyax: Said in conversation on hearing news of the Machina Revolt and shortly before the 5594 Spawn invasion of New Sirius.

The early visual footage of disastrous Machina sorties had been replaced by images of cunningly won victories and evidence of increasing firepower.

In 5481 the trickle of reports of Machina attacks on Spawn hives and occupied worlds became a flood. The early visual footage of disastrous Machina sorties had been replaced by images of cunningly won victories and evidence of increasing firepower. The Spawn

changed their tactics accordingly, the hives' ceaseless movement ended and with a static concentration of great numbers in key areas of space. In 5593 a landmark in the conflict occurred, the Machina re-took a Spawn occupied world, humanity's 'war by proxy' was bearing fruit.

The Spawn then broadcast a message to a Machina Central AI Core. Its content broadly similar to the one sent



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to humanity a decade previously, a declaration of war. The Hive mind had recognised the Machina as a race in their own right. It would be a full year before humanity would be forced to the same conclusion.

In 5594 the Machina invaded a lightly populated but mineral rich Human outpost, the occupants unharmed but

The Council of Civilised Worlds crumbled, hundreds more colonies fled despite knowing that this was merely delaying an eventual confrontation with the Spawn or the Machina.

forced to leave. Simultaneously, a succinct message was sent to the Council of Civilised Worlds, it stated that the Machina had evolved their own sense of identity and were an independent species. They clearly defined areas of space as their own and promised retaliation against

any who trespassed. Between the brutal migration of the Spawn and the immutable wall of the Machina border this was a death sentence for humanity.

The Council of Civilised Worlds crumbled, hundreds more colonies fled despite knowing that this was merely delaying an eventual confrontation with the Spawn or the Machina. Those who remained did so knowing with crystal clarity that yet again humanity had brought itself to the brink of extinction. In not recognising a rival species as intelligent and in not crediting their creations with life, their fate appeared sealed. One option remained.



PROLOGUE

THE LASER SQUAD

Modelling themselves on the efficient, cell-based structure of Marine Corps from human history, mankind took up arms, refusing to be vanquished. To one side, a horrifyingly

To one side, a horrifyingly alien force, outnumbering humanity at least a thousand to one and possessing an incalculable and incomprehensible Hive IQ.

alien force, outnumbering humanity at least a thousand to one and possessing an incalculable and incomprehensible Hive IQ. On the other, the sentient weapons built to stop them, evolving, self-replicating

artificial beings programmed with the sum total of human strategic knowledge. But humanity, far from being unarmed against these two seemingly unstoppable forces, had a unique weapon of its' own. Humanity was united and possessed an unwavering spirit to survive.

Written by Global Toast



CHAPTER I INTRODUCTION

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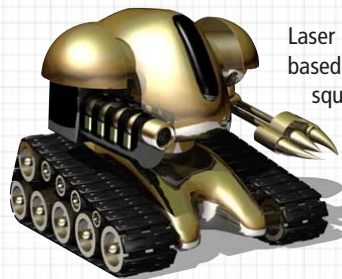
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CHAPTER 1

INTRODUCTION



The 'AI' is the elite unit of the Machina Ground Assault Force, acting as a command unit and a mobile repair centre.

WELCOME TO LASER SQUAD NEMESIS

Laser Squad Nemesis (LSN) is the new multiplayer turn based strategy game from the makers of **X-com**. It is a squad level tactical combat game for two players using email to transfer data where each player must use strategy, bluff and tactical cunning to outwit and defeat his opponent. There are three different races to choose from, a variety of scenario types and a large number of maps.

It is set far in the future when the human race is battling for survival against an alien menace, known as the **Spawn**, and the **Machina** who are descended from the AI defence systems originally intended to protect the human race against the Spawn. Each of these three forces are represented in LSN with unique strengths and weaknesses.

GAME MECHANICS

LSN features a brand new game system that is significantly advanced from the original Laser Squad and X-Com games. Players issue orders to their units that are submitted to our central game server for the game turn to be processed. Each player then receives a results file that shows the action in simultaneous, real time mode. There are a number of features provided by the game system:



CHAPTER 1

INTRODUCTION

- ▶ The ability to test your orders before you send your turn. You can use this to see where your units may finish their move, but it is particularly useful for tricky timing situations. You may, for example, want to simultaneously enter a room from three different points in order to maximise firepower against the enemy units inside.
- ▶ The ability to replay each turn, or the whole game using VCR style controls. The ability to review any part of the game played so far enables you to analyse the combat in as much detail as you want. At the end of the game you can keep the game file so that you can review it in the future. If you play against an opponent you have played before you can go back and analyse the games in order to devise some counter strategies.

NOTE: It is possible to play LSN without subscribing but you will not be able to initiate games or take part in league matches.

SUBSCRIPTION

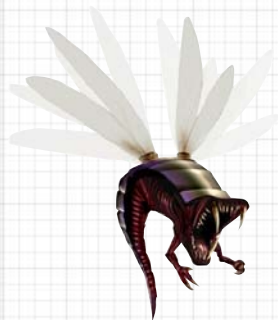
LSN is a subscriptions based game but does allow non-subscribers to play. The cost of subscription is \$15 for a six month gaming contract. As an LSN subscriber you will be able to:

- ▶ Initiate games with **other subscribers**
- ▶ Initiate games with **non-subscribers**
- ▶ Take part in the **world LSN leagues**, which will give you a ranking for a division and promotion to higher divisions based on performance ([see Chapter 7 for more information](#)).



CHAPTER 1

INTRODUCTION



The 'Buzzer' is a small winged spawn drone that can move rapidly without being spotted.

► **Download additional game features**, such as extra units, races and scenarios when they become available.

This subscription will allow CoDo games to offer continued development and support after the game is released. However, it is possible to play LSN without a subscription but you will not be able to initiate games.

In order to subscribe visit:

www.lasersquadnemesis.com/Subscription_LSN1.htm

CLIENT SOFTWARE

The LSN client software is a free download of around 7.5Mb and will be updated regularly with new features and maps.

DEVELOPER BACKGROUND

CoDo games are Julian Gollop, Nick Gollop and Stephen Moorhouse. These individuals were responsible for the *X-Com* series of games with the brothers Gollop the minds behind such classics as *Rebelstar Raiders* and the original *Laser Squad*. With such a well respected and mature heritage, Co-Do games was formed in 2001. Their remit; to provide games directly to the people who matter, you the gamer. With a business model circumventing a publisher's stranglehold, Co-Do released the natural and only real successor to *Laser Squad* and *XCom*; *Laser Squad Nemesis*. With rave reviews, a loyal and supportive following and continued development the game can proudly sit alongside their previously successful backcatalogue of seminal titles.



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CHAPTER 2

GETTING STARTED



The Hunter is a fast, flying Machina unit armed with light plasma gun.

SYSTEM REQUIREMENTS

MINIMUM

- A Pentium™ II PC
- Windows 95, 98, ME, 2000 or XP
- DirectX 7 compliant 3D accelerated video card
- DirectX 7 compliant sound card
- DirectX version 7 or later
- A 3D graphics card
- 64Mb of memory
- 40Mb hard disk space
- An email account

RECOMMENDED

- AMD Athlon™ or Intel Pentium™ III processor
- Windows 95, 98, ME, 2000 or XP
- DirectX version 7 or later
- A 3D graphics card with 16Mb RAM
- 128Mb of memory
- 40Mb hard disk space
- An email account

INSTALLATION

- ▶ Locate the folder where you downloaded **LSNinstall.exe**
- ▶ Double click on **LSNinstall.exe**
- ▶ Follow the on-screen instructions

It may be necessary to update your hardware drivers before playing.

You can chat with LSN players in real-time by visiting the chat room at the official website. See [Chapter 11](#) for more details.



CHAPTER 2

GETTING STARTED

CONFIGURATION SETTINGS

General configuration takes place in the **general.cfg** file which can be found in your laser squad install directory in the subfolder **\configs**. From here you can set whether the game plays in full screen or windowed mode and also set the texture resolution for those of your graphics cards which are old or/and don't have much onboard memory. This is also worth trying if the game is running a little slowly.

For further technical guidance and support see [Chapter 8](#).



LAUNCHING LASER SQUAD NEMESIS

Launch Laser Squad Nemesis (LSN) by double-clicking on the desktop icon, or by selecting it from the start menu.

MAIN SCREEN



Only registered players may start a game. If you do not have an LSN game account you can register or request games at the official laser squad website.



CHAPTER 2

GETTING STARTED

LAUNCHING LASER SQUAD NEMESIS (contd)

If you are a registered player with an LSN account you must enter the following information (click inside the text box and start typing):

YOUR PLAYER NAME

This must be identical to the one you created when you registered. If you are a non-registered player you can enter any player name, and there is no need to enter anything for the password or email address. Please note that **your player name is case sensitive** i.e. you must use the same upper case and lower case letters that you used in your registration submission.

YOUR PASSWORD

This must be identical to the password you supplied when registering your account, and like your player name it is case sensitive.

AN EMAIL ADDRESS

This will be used for playing the game. You can choose any email address you want to use (see below). The **email addresses are not case sensitive** and you can enter them however you like (see [page 2-10](#) for important information regarding emails).

- ▶ Click **New Game** to create a new game.
- ▶ Click **Options** to access special game options (see [page 2-11](#))
- ▶ Click **Quit** to leave Laser Squad Nemesis.

The Grunt is the mainstay of the Space Marine Corp, representing the vast bulk of the combat troops available to the Federation.



CHAPTER 2

GETTING STARTED

TUTORIALS

Three tutorials have been included in order to familiarise with the game mechanics and interface.

TUTORIAL SCREEN



The third tutorial is a self contained game which is useful for practicing and refining techniques and strategies.

TUTORIAL 1

The first tutorial familiarises the player with unit deployment, basic movement and combat as well as guidance for scrolling around the play area. The tutorial also introduces the concept of the 'rules of engagement' options.

TUTORIAL 2

The second tutorial includes advanced movement techniques and further insight into the 'rules of engagement' set of options.

TUTORIAL 3

The third tutorial is a proper game scenario which will test tactical abilities before taking on a human opponent.

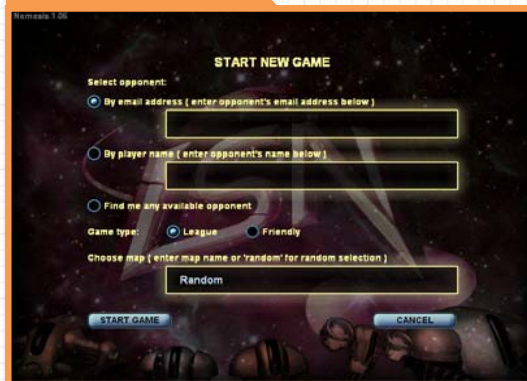


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GETTING STARTED

NEW GAME

NEW GAME SCREEN



NOTE: the player name information is case sensitive. If you do not know the name of another player, then do not choose this option.

The start new game screen allows you to configure various options for a game.

SELECT OPPONENT

There are three ways that you can select an opponent. Click on one of the three arrow buttons, and enter any other information required in the text box to the right.

► **By email address**

Enter the email address of somebody you know. Even though they are not a subscriber, they will still be allowed to play a game. You can copy an email address (**Ctrl+C**) and paste it (**Ctrl+V**) from an external application (eg Outlook Express).

► **By player name**

Enter the player name of another registered player.



CHAPTER 2

GETTING STARTED

► **Find me any available opponent**

This option instructs the LSN central game server to find an available opponent for you as soon as possible. There is no guarantee that you will find an opponent immediately, since there needs to be at least one other player who has also selected this option.

GAME TYPE

You can choose either a **league** game or a **friendly** game. A league game means that the results of the game count affect your league score ([see Chapter 7](#)). A friendly game means that the results of the game do not affect either player's score.

If you play a non-subscriber (selecting an opponent via email address) then the game will automatically be friendly, regardless of the option you select here. If you select an opponent by name, the game will only count as a league game if both players are in the same division. If you have asked the game server to find you an available opponent, then you will be matched with a player requesting the same game type only.

CHOOSE MAP

If you know the name of a map you can choose it by entering its name here (the names are not case sensitive). The default option is **Random** which if used, or an unknown map name is given, a map will be chosen randomly from those currently available. Visit www.lasersquadnemesisis.com for a list of latest available maps ([Chapter 9](#) contains a guide to all maps currently available).

After selecting your options press one of these buttons:

- Click **Start Game** to proceed with the game challenge.
- Click **Cancel** to return to the main screen.

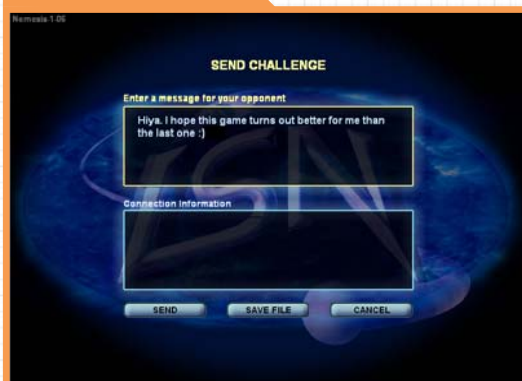


CHAPTER 2

GETTING STARTED

SENDING A GAME CHALLENGE

GAME CHALLENGE SCREEN



If you are running the game in full screen mode with a dial-up internet connection it is a good idea to connect to the internet first before launching the LSN client programme.

Before you send your challenge you can enter an optional message for your opponent.

- ◆ Click **Send** to send the challenge
- ◆ Click **Save File** if you wish to save the turn file to disk as an attachment to an email (useful if your having problems sending your challenge).
- ◆ Click **Cancel** to return to the **Start New Game** screen.

If you are not already connected to the internet you will see a connection window pop up. A textbox will show a dialogue of the mail transaction.

- ◆ If all is OK, click **done**.

Your game challenge will now be sent to the LSN central game server and subsequently to your opponent. A confirmation of your sent challenge will then be posted to your email account with a subject line like this:-



CHAPTER 2

GETTING STARTED

LSN Game-number, deployment, vs playername (start confirmation)

Where *number* is the game number and *playername* will either be the first part of the email address of the selected non subscriber (with an @ suffix) or the registered player's name.

Once your opponent has received and opened the challenge file, deployed their contingent and sent the resulting turn file, you will receive your deployment phase file in your in-box with the following subject line.

LSN Game-number, deployment, vs username

RECEIVING A GAME CHALLENGE

As a recipient of a game challenge you will receive a challenge file in your regular mail inbox with a subject line like this:

Laser Squad Nemesis, game-212 challenge, vs playername

Open the mail and double click on the attachment (if you are using a regular mail reader like Outlook Express) and then open the file.

Difficult to detect, very fast and agile, the drone will run towards its target and attack with its large jaws, equipped with extremely acidic saliva





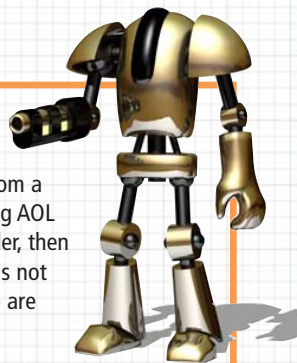
CHAPTER 2

GETTING STARTED

IMPORTANT INFORMATION

EMAIL ACCOUNTS

It is strongly recommended that you use a POP account for playing LSN (where mail is transferred from a remote mail server to your computer). If you are using AOL you will need to download the attached file to a folder, then double click on the attachment to start the game. It is not advisable to use a Hotmail account as the results file are known to get delayed.



The Exterminator is the standard combat unit of the Machina Ground Assault Forces.

EMAIL ADDRESSES

You can change the email you wish to use for playing the game by entering a new address in the main screen and sending a new game challenge. Your email will then be changed for this game, and future games, but any existing game will use the email address that was supplied when the game was started. You can use this feature to play the game from different locations, but remember that your address is only changed when you issue a new challenge. If another player challenges you, the mail will be sent to the address you last used for a new game challenge. If this is inconvenient you can simply ignore the challenge (you are not penalised in the league competition).



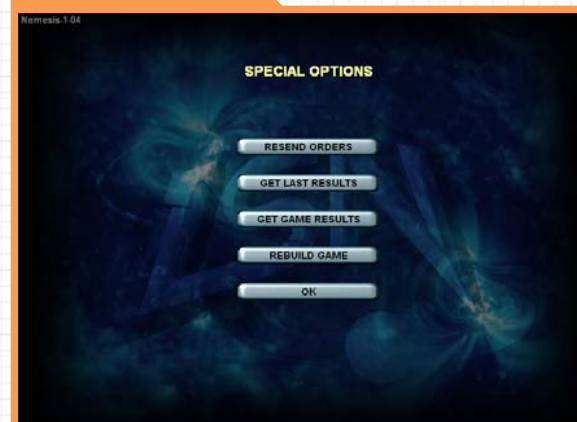
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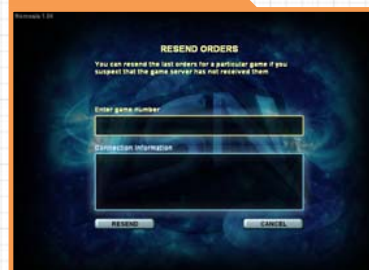
SPECIAL GAME ORDERS

This screen allows you to conduct various functions specifically geared towards past games or games in progress.

SPECIAL OPTIONS



RESEND ORDERS



RESEND ORDERS

You can resend the last orders for a particular game if you suspect that the game server has not received them. You will be asked for your game number which can be found on a previous incoming email header.



CHAPTER 2

GETTING STARTED

GET LAST RESULTS

**GET LAST RESULTS**

You can request the last results for a particular game if you suspect that you have not received them, or that they may have been lost. You will be asked for your game number which can be found on the incoming email header.

GET GAME RESULTS

**GET GAME RESULTS**

You can request all the results files for a particular game. Once you have received the self-extracting file and run them, you must then select the 'Rebuild Game' option (see below) in order to play that game.

REBUILD THE GAME

This option is used for reconstructing games from turn files (specifically those which have received them via the 'Get Game Results' option or downloaded from elsewhere). Once activated, the LSN client detects an unbuilt game and automatically rebuilds it up until the latest turn which will then make it playable. For an in-depth walkthrough visit www.lobo.net/~mike/lbn_rebuild.txt which has been compiled by an LSN player or see [page 8-5](#) for guidance on viewing downloaded files.



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PLAYING THE GAME

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CHAPTER 3

PLAYING THE GAME

CHOOSING A RACE



To help with deployment see [chapter 9](#) for an overview of all the maps available.

Once the turn file is opened, LSN will automatically start. Your first priority will be to choose a race. Each race has been carefully balanced to ensure that no group has immediate superiority over the other. However each faction will have suitable play style which will greatly increase their effectiveness ([see Chapter 5](#)).



CHAPTER 3

PLAYING THE GAME

CHOOSING A RACE

You can choose to play Marines or Machina, which can be accessed by clicking on one of the icons at the base of the playing area. **You may scroll around the map inspecting the deployment area before you decide which race to deploy** (use the arrow keys or hold down the middle mouse button, or mousewheel, while pointing at the map window and moving). See **Chapter 5** for a complete description of each faction contingent and their abilities.



THE MARINES

The Marines are the first line of defence for the human race, but they are no ordinary soldiers. They are tough, hard-bitten veterans, trained to fight to the death in defence of human civilisation.

Marines are typically deployed in Laser Squads consisting of ten to fifteen soldiers, including specialised units such as Medics, Snipers and Grenadiers. They are heavily armoured and well equipped, employing the latest Federation technology.

TIP: To scroll around the map use the arrow keys or hold down the middle mouse button (or mouse-wheel) while pointing at the map.

The Laser Marines are made up of Grunts, Commanders, Snipers, Medics, Grenadiers and Ammo stores.



CHAPTER 3

PLAYING THE GAME



THE MACHINA

The Human Federation built powerful intelligent machines to fight the alien Spawn that threatened the existence of the human race. These machines were designed to operate independently and automatically in deep space. Unfortunately the vast military AI started to think about its own best interests and turned against its human overlords. It began to build a new race of sentient robots that utterly detested anything organic and mushy. It seems that humanity may have created its own nemesis.

The Machina are made up of Missile Tanks, Exterminators, Scanners, Hunters, AIs, and Ammo Stores.

THE SPAWN (not implemented)

Some time after human colonists had settled across the galaxy they encountered a rapacious alien species that had been spreading like an insidious cancer. Nobody knows where they came from, but they certainly know what they want to eat. The Spawn brood are genetically adapted for hostile environments, and they can reproduce very rapidly until they overwhelm their opponents.

The Spawn are made up of Queens, Drones, Splatters, Goo Spitters and Buzzers





CHAPTER 3

PLAYING THE GAME

DEPLOYMENT

Each unit costs between one and four Force Points to deploy. You have 20 Force Points to spend on deploying your force. The screen will display all available units and their Force points on each side of the screen, at the top the Force Point counter displays force points remaining. **Your initial deployment area (of which there are two possibilities) is governed by whoever initialised the challenge.**

DEPLOYMENT



CHAPTER 3

PLAYING THE GAME

There is no other movement or actions during the deployment phase.

DEPLOYMENT STEPS

- ▶ **Select a unit** by clicking on a unit graphic in one of the boxes on either side of the playing area.
- ▶ **Left click** on an open space somewhere on the visible portion of the map.
- ▶ **Repeat** to deploy more units of the same type, or select a different unit to deploy.
- ▶ **Remove a unit** by clicking on it
- ▶ **Repeat deployment** actions until you have spent all your Force Points
- ▶ Click **Send Orders** to finish your deployment phase, and send your instructions to the LSN game server. You must spend all your Force Points before you can 'Send Orders'.

Your deployment orders will be processed and you should receive an email with a turn attachment as follows:

LSN Game-number, turn-1, vs playername

Once opened you will be ready to start your first game turn proper.

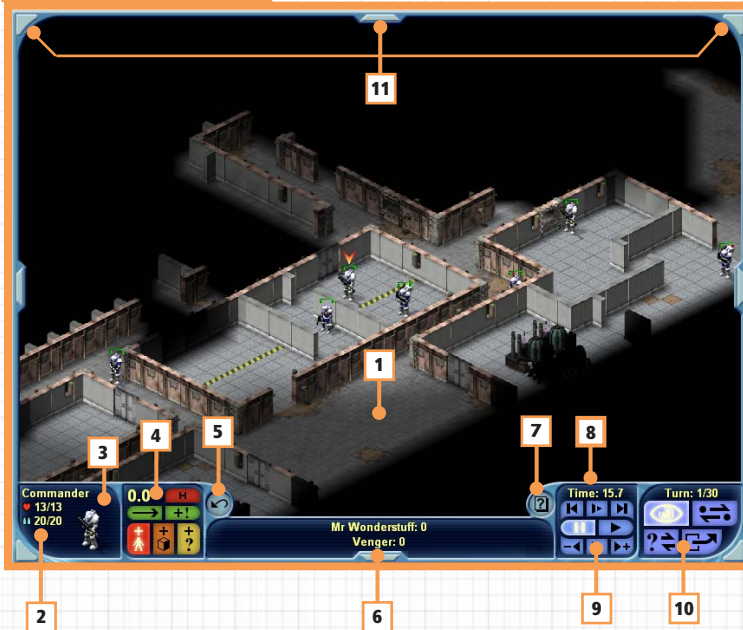


CHAPTER 3

PLAYING THE GAME

THE INTERFACE

GAME INTERFACE



1. MAIN PLAY AREA
2. UNIT HEALTH/AMMUNITION
3. CURRENT UNIT SELECTION
4. RULES OF ENGAGEMENT & MOVEMENT CONTROL PANEL
5. UNDO LAST ORDER

6. CURRENT SCORE
7. OPTIONS (not implemented)
8. TIME IN SECS (1 TURN=10 SECS)
9. PLAYBACK CONTROLS
10. ORDERS CONTROL PANEL
11. MAP SCROLL



CHAPTER 3

PLAYING THE GAME

THE FIRST GAME TURN

- ▶ On the playback controls panel at [7] press the **play** button.
- ▶ **Wait 10 seconds** for the deployment and first turn to finish. Not much will happen because units don't move on the first turn.
- ▶ Click on the **Issue Orders** button in the orders control panel at [10]. You can now issue orders to your units. To **undo** any orders use the either the icon at [5] or the <U> key.
- ▶ Click on **Test Orders** in the orders control panel to at [10] try your orders without the opponent moving.
- ▶ You can **View Results** , **Issue Orders** and **Test Orders** as many times as you like.
- ▶ When you are happy with your orders click on **Send Orders** . You will be prompted to enter a message for your opponent (this is optional and requires you to select the box before typing) before the orders are sent to the LSN game server. The application will pause while the data is transferred and subsequently a confirmation message that the turn has been sent.

When both players have sent orders to the game server results files will be mailed to each player.



CHAPTER 3

PLAYING THE GAME

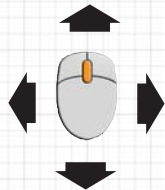
MOVING AROUND THE MAP

GENERAL MOVEMENT

To move around the battlefield use one of the follow options.



- ▶ **click on any of the scroll bar icons** surrounding the edge of the interface (see item [11] on the previous page)



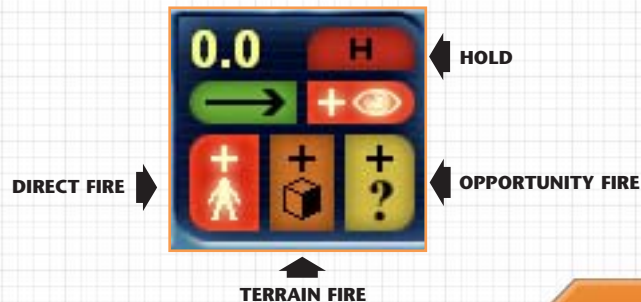
- ▶ **hold down the middle mouse button (or mousewheel)** somewhere inside the window. The view will scroll according to the position of the mouse pointer relative to the centre of the window.

- ▶ Alternatively, **use the arrow keys** on the keyboard.



ZOOMING

- ▶ Roll the **mouse wheel** up to zoom in, and roll down to zoom out.
- ▶ Alternatively use the **+** key of the number pad on the keyboard to zoom in, or the **-** key to zoom out.



CHAPTER 3

PLAYING THE GAME



MOVEMENT ORDERS

In order to move a unit from one location to another:-

- ▶ **Left-click on one of your units** to select it. You will see it appear in the vid-screen on the bottom left of the screen.
- ▶ **Left-Click on a destination space.** You will see a path drawn from the units position to the cursor, if the destination is accessible.
- ▶ **Repeat Left-Clicks** to add more movement orders.

A unit does not need to be facing a particular direction to spot an enemy unless they are moving or have opportunity fire set (see [page 6-4](#) for more information on unit vision).

MOVEMENT TIME

Although there is no limit on the orders you can give a unit, it can only travel a certain distance in a turn. Use the **Test Orders** function to see how far the unit will actually travel. The time counter next to the unit display shows the estimated time cost for all orders issued to the unit. Since a turn only lasts 10 seconds, any orders issued beyond 10 seconds are very unlikely to be executed during the next turn.



CHAPTER 3

PLAYING THE GAME

**FORCED MOVEMENT**

- ◆ **<CTRL> + Left Click** on object

You cannot move through walls or other obstacles, but you can issue a command to walk into an obstacle, in the anticipation that it may be destroyed during the turn. Additionally other friendly units can obscure a movement destination. If you click on empty terrain and hold down the mouse button, then move the cursor over a unit and release the mouse button, a movement orders will also be forced.

+ FRIENDLY

**FOLLOWING**

- ◆ **Right Click** on friendly unit

You can instruct a unit to follow another friendly unit. Select a unit and then right-click on the target unit. Medics and AIs will always attempt to heal if they reach a followed unit.

H

**HOLD POSITION**

- ◆ Use icon or press **<H>**

Sometimes you will want a unit to pause before continuing with further orders. If you press **<H>** the unit will be instructed to **hold its position for one second**. Further presses can be used to issue longer pauses.



CHAPTER 3

PLAYING THE GAME

COMBAT ORDERS

- ◆ **Left click** on one of your units to select it.

DIRECT FIRE (RED LINE)

- ◆ **Click icon then enemy target**

or

- ◆ **Right Click** on enemy unit (RED).

- ◆ **Repeat** for multiple shots.

Use this command to fire a single shot at a spotted enemy unit. If the unit is moving it may go out of view and the shot will not be fired, and the time spent aiming will be wasted. If a friendly unit is close to the line of fire then the shot can also fail.

**TERRAIN FIRE (ORANGE LINE)**

- ◆ **Click icon then area** on terrain

or

- ◆ **<SHIFT> + Right Click** on terrain

Use this command to target a wall, floor or door. If the terrain is destroyed then subsequent 'target terrain' orders will be ignored.



CHAPTER 3

PLAYING THE GAME

**OPPORTUNITY FIRE (YELLOW LINE)**

◆ **Click icon then area**
or

◆ **<SPACE> + Right Click** on terrain

This command is issued like any other fire order i.e. selection of a target point for a single shot. It is not a direct order to shoot, but an instruction to find an enemy within the field of view selected (62.5 degrees either side of the target line), then the unit spends his 'reaction time' looking for a target (on average about half a second). If there is a unit in the field of view, then the closer it is to the direction you selected, the less reaction time is expended acquiring the target. This tactic can be employed effectively for 'pop up' attacks.

**PURSUE**

◆ **Left Click** on enemy unit (PINK)

If the unit is within half its firing range of the enemy unit and has clear line of fire it will continuously fire at the enemy unit. Otherwise it will start moving towards the enemy unit until it satisfies those conditions. If the enemy unit has disappeared it will move to the enemy's last known position where if it spots the enemy unit again it will continue with the pursue order, otherwise the pursue order will come to an end.



CHAPTER 3

PLAYING THE GAME

**+ TERRAIN****FORCE FIRE (PINKY PURPLE)**

◆ **Right Click** on terrain

This order targets a specific position, ignoring any concerns about intervening friendly units.

SHOOTING TIME

Although there is no limit to the number of fire orders you can issue, there is only a limited amount of time for a unit to fire. Experiment by using the **Test Orders** (see [page 3-17](#)) function.

MISCELLANEOUS**DOORS**

Sometimes you will find doors blocking your way. All the doors are locked and you have no key. You have to **shoot the doors to get past them**, but fortunately they are not very strong.

**+ AMMO DUMP****RELOADING**

◆ **Right Click** on ammo dump or HQ unit.

When a unit runs out of ammo, no more shots can be fired. You will see a movement path plotted to the location of the HQ. Once the unit arrives at an ammo dump or HQ it will be resupplied.



CHAPTER 3

PLAYING THE GAME

**HEALING AND REPAIRING**

► **Right Click** on injured unit

Only **the Medic and the AI** can heal other units. Select the Medic/AI and right-click on the injured unit. A path will be plotted to the unit, and once there the Medic/AI will begin to heal the injured unit.

**UNDOING ORDERS**

► **Click Icon or press <U>**

You can press **<U>** repeatedly until all orders for a unit are revoked.

SELECTING NEXT UNIT

► **<TAB>**

The **<TAB>** key will select and centre on the next unit

TOGGLE SHADING

► **<L>**

By pressing **<L>** you can turn off/on the shading on a map.

**ENEMY****FRIENDLY****DIFFERENTIATING THE ENEMY**

In order to know who is the enemy if both players choose the same faction the cursor changes colour when over the selected unit.

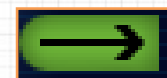


CHAPTER 3

PLAYING THE GAME

RULES OF ENGAGEMENT

Each unit can have individual rules of engagement set to control how that unit reacts when spotting enemy units. The default setting for each unit is different; for instance the Marine Commander uses the combination of 'continue of sighting' and 'fire at will' whereas the grenadier has the same sighting set but with firing set to fire on command. You can change the settings by pressing the buttons which toggle between the different modes.

**CONTINUE ON SIGHTING**

The unit will continue with its original orders, ignoring any spotted enemy units.

**HALT ON SIGHTING**

The unit will stop as soon as it spots an enemy unit and will not move until the end of the round. This instruction **only applies to enemy units that become spotted during the turn**, not those already visible at the start of the turn.



CHAPTER 3

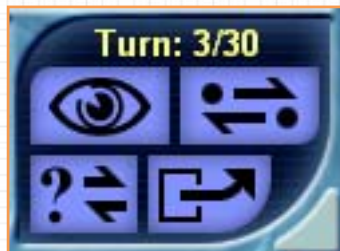
PLAYING THE GAME

**FIRE ON COMMAND**

The unit will only shoot if given explicit fire orders.

**FIRE AT WILL**

If the unit has no specific orders, or when finished with other commands, it will shoot at any spotted enemy unit. However, a unit will always take its 'reaction time' to acquire a target before shooting commences.

ORDERS CONTROL**VIEW RESULTS**

This button is on by default at the beginning of every new round and can be used in conjunction with all the VCR type controls (see over).

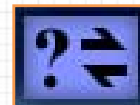
**ISSUE ORDERS**

This button needs to be active in order to issue movement/combat orders.



CHAPTER 3

PLAYING THE GAME

**TEST ORDERS**

A very useful option to see how well your orders will execute and can also be used in conjunction with a selection of the VCR controls (see over). Bear in mind that not all outcomes will be the same, ie a grenadiers bomb may not always launch in the same way or an enemy may not be in the same place (they are always stationary during this phase).

**SEND ORDERS**

Allows you send orders to the LSN Central Server.

REVIEWING THE GAME/TURN

In use with the **results** and **test orders** buttons these VCR type controls allow you review a recently completed turn or an entire game up to the last turn.

**PAUSE**

Pauses the action.



CHAPTER 3

PLAYING THE GAME

**PLAY**

Use this key at the beginning of the each new turn.

**HALF SPEED****QUARTER SPEED****REWIND TO FIRST TURN****SET TIME TO START OF CURRENT TURN****REWIND TO PREVIOUS TURN****FORWARD TO NEXT TURN**

3-20



CHAPTER 3

PLAYING THE GAME

A UNITS STATUS BAR

Above the units are a **health bar** (top) and a **current standing bar** (below). The two markers which make up the standing bar reflect the current settings in their current rules of engagement

**GREEN/GREEN**

▶ **Continue on sighting** ▶ **Fire on command**

The unit will continue with its original orders, ignoring any spotted enemy units and will only shoot if given explicit fire orders.

**GREEN/RED**

▶ **Continue on sighting** ▶ **Fire at will**

The unit will continue with its original orders and will automatically shoot spotted enemies when halted or when finished with other commands.

**RED/GREEN**

▶ **Halt on sighting** ▶ **Fire on command**

The unit will stop as soon as it spots an enemy unit but will only shoot given explicit fire orders.

**RED/RED**

▶ **Halt on sighting** ▶ **Fire at Will**

The unit will stop and shoot as soon as it spots an enemy unit.

3-21



CHAPTER 3

PLAYING THE GAME

GAME OVER

WIN

- ◆ You have killed all the enemy units, excluding HQs.
- ◆ It is the end of turn 30 and you have the highest score

DRAW

- ◆ You have equal scores and the last units on both sides die simultaneously
- ◆ It is the end of turn 30 and you both have equal scores

LOSE

- ◆ All your units have been killed
- ◆ It is the end of turn 30 and you have a lowest score

Whatever the outcome you will be notified by two emails; one showing the final round and the other a note on your success, demise or draw. This note will also provide player statistics such as current rank, rating, division and a breakdown of of total games played (including non-league games) complete with success rate.



CHAPTER 4

THE ENVIRONMENT

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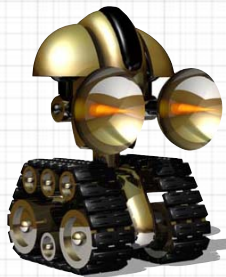
STREET FURNITURE 4-6

Lamppost	4-6
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CHAPTER 4

THE ENVIRONMENT



The Scanner is a slow moving tracked vehicle equipped with a special scanning device that can detect the brain waves of sentient organic life forms.

Each map in Laser Squad Nemesis is full of natural and man-made objects which can be used as effective cover and ambush points. Some objects and constructions are harder than others and some provide better cover than others. Knowing your environment and how it can help you is as important as knowing your enemy. This chapter explains some of the structures found in a typical map and how best utilise their presence in order to maximise your chance of survival and ultimate victory.

WALLS AND REINFORCEMENTS

Walls can be a highly effective form of protection and can also provide a useful ally when a surprise attack or ambush is needed. Blasting through a wall and engaging the unaware enemy where least expected can make the all difference between victory and defeat. Additionally even though some walls maybe impervious to attack this can be a boon and curse in equal measure. For example one may want to engage an enemy at close range but a short, impenetrable wall is blocking the way. Whereas a path can be blasted through sandbags or concrete structures, this is not the case with the highly durable reinforced variety. As a result the unit will have to walk around the wall to find the exit and then find the enemy who may have disappeared.



CHAPTER 4

THE ENVIRONMENT

**REINFORCED TALL**

Resistance: **60** Cover: **Unparalleled**
These walls are made of high-tensile alloys which are impervious to any form of heat, acid or impact attack.

**REINFORCED SHORT**

Resistance: **60** Cover: **Good**
Made of the same material as the wall above these low walls offer a combination of semi effective cover but with the added bonus of being able to fire over.

**STANDARD TALL**

Resistance: **10-12** Cover: **Unparalleled**
These standard concrete walls a fairly weak when faced with the firepower of a Mark 7 Heavy Laser Cannon or equivalent. However they do provide some degree of protection and additional functionality for surprise attacks or hasty retreats if blasted through.

**WINDOWS**

Resistance: **10-12/60** Cover: **Very Good**
Windows can provide maximum protection with a great degree of visibility. The high-tensile alloy window frame variety gives a unit a fair degree of comfort in the knowledge that, unlike its concrete equivalent, will not collapse or disintegrate when fire upon. For units such as the grenadier, placement is crucial if one wants to launch a grenade through such constructions. Errant grenades which have bounced off a windowframe create unnecessary panic and carnage for the player.



CHAPTER 4

THE ENVIRONMENT

**SANDBAGS**

Resistance: **8** Cover: **Good**

Sandbags are an old but highly effective and efficient form of protection. Placed judiciously, sandbags can give a unit that all important cover while running across large open spaces. Offering a better-than-nothing alternative in a ferocious firefight with an AI, sandbags should be considered a temporary occupancy.

**DOORS**

Resistance: **3** Cover: **Good**

Doors are only accessible if destroyed. Their relative weakness allows access to most units and sometimes only after a good few hits. Under certain situations destroying a door can also be an indication to the opponent of your possible location.

FLORA AND FAUNA

In some missions the abundance of trees and bushes can provide a great opportunity for cover and can be a bane if an misfired projectile comes into contact when with one when least expected (notably in heavily wooded areas).

**POTTED TREE**

Resistance: **10** Cover: **Average**

Trees can offer a surprising amount of cover and a fair degree of resistance to general attacks. Because of their stability, potted trees are slightly harder than their planted cousins.



CHAPTER 4

THE ENVIRONMENT

**PLANTED TREE**

Resistance: **7** Cover: **Average**

A single tree is not really a option to consider when under fire. However when crossing large expanses of empty space dont forget they can offer than much need cover, especially in groups.

MACHINES**GENERATORS/PUMPS**

Resistance: **8** Cover: **Average**

General machinery can provide a decent amount of cover within an enclosed space. Their height, mass and relative strength make a good position from which remain hidden and thus a surprise ambush.

FURNITURE**TABLES & CHAIRS**

Resistance: **2** Cover: **Poor**

If these articles are used effectively by a unit for protection then surely the Gods were on their side. Such items do not operate well under combat conditions, unless one hides beneath them (which is not possible here). An astute unit will ignore these items within a combat situation and find something a little more useful (a potted tree perhaps?).



CHAPTER 4

THE ENVIRONMENT

STORAGE

**STACKED CRATES**

Resistance: **6** Cover: **Average**

Made of wood and metal, stacked crates offer a fair deal of cover but their weakness should also be considered.

**CRATES**

Resistance: **6** Cover: **Below Average**

Non stacked crates provide the opportunity to have small degree cover and the ability to be able to fire over.

**STACKED BARRELS**

Resistance: **7** Cover: **Average**

Stacked steel barrels offer a good degree of cover but a shade more durability than their crates counterpart.

**BARRELS**

Resistance: **7** Cover: **Average**

Useful for their durability in favour of crates, non stacked barrels can also leave the unit exposed in a firefight.

STREET FURNITURE

**LAMPPOST**

Resistance: **5** Cover: **Very Poor**

Lampposts are too narrow to provide any cover but can be a godsend if they get in the way of that mortal laser bolt. Luck is the order of the day here.



CHAPTER 5

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Exterminator 5-12

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CHAPTER 5

FACTION GUIDE

Each faction within the Laser Squad Nemesis universe are unique; units are carefully balanced to make sure that no group has any initial advantage over the other. However how you deploy your units, in what configuration and how you use them (based on their relative strengths and weaknesses) will have an affect on the outcome of a game. For more information on the various strategies and tactics see **Chapter 6 - Strategy Guide**.

GUIDE TO STATISTICAL DATA

The statistical data provided and the bottom of each profile is intended as a comparative guide to each faction and the various units with it. The following key provides a quick description of each statistic. **These statistics are not exhaustive**, for a more detailed breakdown of unit statistical data visit either www.laser-squad.co.uk or www.glenmurphy.com/lasersquad.

COST

Cost of deploying a unit.

SPEED

The units speed

ENDURANCE

The units health.

SIZE

The units size

WEP.RANGE

The range of units weapon

WEP.SPEED

The speed of units weapon

REACTION

A units sighting reaction

AIM TIME

A units combat reaction

DAMAGE

The damage casued by units weapon

ACCURACY

The possible variation from the aimed direction, in degrees.

AMMO

Amount of ammunition a unit carries.

VISION

How far the unit can see

TRACKING

The units tracking range (scanner only)

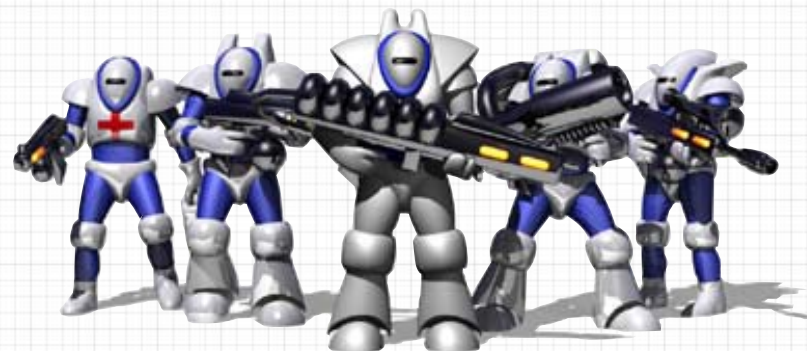
EXPL.RADIUS

Explosion radius when unit dies.



CHAPTER 5

FACTION GUIDE



THE MARINES

The Laser Marines are the first line of defence for the human race, but they are no ordinary soldiers. They are tough, hard-bitten, veterans trained to fight to the death in defence of human civilisation. Marines are typically deployed in Laser Squads consisting of ten to fifteen soldiers, including specialised units such as Medics, Snipers and Grenadiers. They are heavily armoured and well equipped, employing the latest Federation technology. The advanced laser weapons employ mini-nuclear reactors as power cells, allowing mobile operation in all environments. They may not be as well armoured as the Mechanoids, or as reproductive as the Spawn, but they make up for it with ingenuity and good equipment.

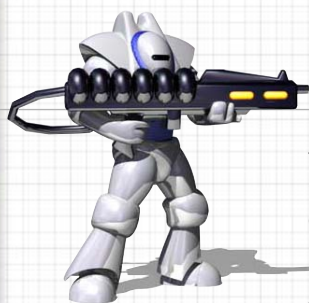


CHAPTER 5

FACTION GUIDE

THE MARINES

COMMANDER



The Marine Commander is an elite soldier, combining physical toughness, advanced weapons skills and outstanding leadership qualities. He is equipped with the Mark 7 Heavy Laser Cannon (Mk7-HLC) which packs an immensely powerful punch. The only downside to this weapon is its bulk and the limited quantity of bursts available from the power cell. However, the Commander normally uses his combat potential wisely and sparingly, and devotes much of his effort to organising and leading his forces. When a Marine loses his nerve the Commander will keep him going. If a Marine panics, then a nearby Commander can restore his morale and combat effectiveness. Without Commanders a Laser Squad is vulnerable to demoralisation and disorganisation, but they are rare and expensive to deploy

ADVANTAGES

POWER
ENDURANCE

DISADVANTAGES

EXPENSIVE
LIMITED BURST

STATISTICAL DATA



Cost	3	Wep.Range	40	Accuracy	1.5
Speed	15	Wep.Speed	200	Ammo	20
Endurance	13	Reaction	0.4	Vision	25
Armour	3	Aim Time	0.2	Tracking	-
Size	2	Damage	12	Expl.Radius	-



CHAPTER 5

FACTION GUIDE

THE MARINES

GRUNT



The Grunt is the mainstay of the Space Marine Corp, representing the vast bulk of the combat troops available to the Federation. He is a well armoured soldier equipped with a Mark 5 Rapid Firing Laser Gun (Mk5-RFLG). These impressive weapons have a high fire rate but are limited in range and accuracy. They are designed for close quarters combat situations as well as mid-range engagement. The limitations of the power-cell and the high burst rate can often leave the grunt without firepower, but this can be replenished from a nearby ammo supply.

ADVANTAGES

CHEAP
HIGH FIRE RATE
CLOSE COMBAT

DISADVANTAGES

AMMO DEPLETION
LIMITED RANGE
INACCURATE

STATISTICAL DATA



Cost	1	Wep.Range	30	Accuracy	2.2
Speed	15	Wep.Speed	200	Ammo	35
Endurance	9	Reaction	0.5	Vision	25
Armour	2	Aim Time	0.08	Tracking	0
Size	2	Damage	4	Expl.Radius	-



CHAPTER 5

FACTION GUIDE

THE MARINES

SNIPER



Lightly armoured, the Sniper relies on its excellent spotting capability to stay one step ahead of the enemy. He is equipped with a highly accurate laser rifle Mark 9 Laser Sniper Gun (Mk9-LSG). This weapon is deadly at long range, but requires time to aim. A Sniper should be deployed very carefully in order to avoid close combat situations where he is highly vulnerable.

ADVANTAGES

LONG RANGE
ACCURACY

DISADVANTAGES

LONG AIM TIME
LOW ARMOUR

STATISTICAL DATA



Cost	2	Wep.Range	40	Accuracy	0.4
Speed	15	Wep.Speed	200	Ammo	15
Endurance	9	Reaction	0.6	Vision	40
Armour	1	Aim Time	0.3	Tracking	0
Size	2	Damage	9	Expl.Radius	0

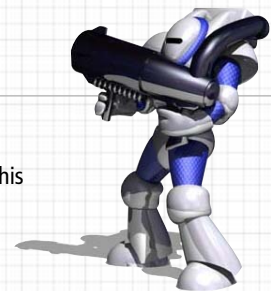


CHAPTER 5

FACTION GUIDE

THE MARINES

GRENADIER



The Grenadier is a specialised infantry-artillery unit equipped with a Mark 4 Grenade Launcher (Mk4-GL). This devastating weapon propels a grenade over a short distance before its time fuse triggers the micro-nuclear explosive. A skilled grenadier will be able to deflect grenades round corners to take enemy units by surprise, while protecting friendly troops. Explosions can also be used to generate smoke cover for Grunts to advance or retreat safely. Since the Grenadier can only carry a small supply of grenades he will need to retain access to an ammo dump to remain effective. The Grenadier is an elite unit which is fairly costly to deploy.

ADVANTAGES

POWER
DEFLECTION

DISADVANTAGES

COST
LOW AMMO

STATISTICAL DATA



Cost	2	Wep.Range	20	Accuracy	1
Speed	15	Wep.Speed	50	Ammo	8
Endurance	11	Reaction	0.7	Vision	25
Armour	2	Aim Time	0.25	Tracking	-
Size	2	Damage	12	Expl.Radius	10

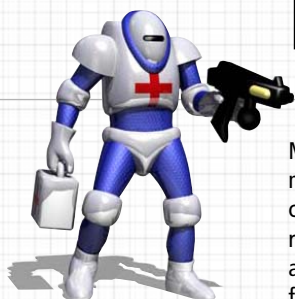


CHAPTER 5

FACTION GUIDE

THE MARINES

MEDIC



Medics are battlefield surgeons equipped with hi-tech medi-kits. They can restore injured Marines to combat capability through the use of stimulants, nano-bots, robotic implants and blood transfusions. These specialists are exceptionally brave, but they should be kept away from the frontline if possible. They are equipped with the highly efficient Mark 2 Laser Pistol (Mk2-LP) for self defence purposes

ADVANTAGES

HEAL

DISADVANTAGES

LOW ARMOUR
WEAK WEAPON

STATISTICAL DATA



Cost	1	Wep.Range	25	Accuracy	2.8
Speed	15	Wep.Speed	200	Ammo	20
Endurance	8	Reaction	0.8	Vision	22
Armour	1	Aim Time	0.1	Tracking	-
Size	2	Damage	4	Expl.Radius	-

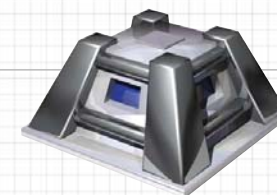


CHAPTER 5

FACTION GUIDE

THE MARINES

AMMO DUMP



The standard ammo dump is an automated, fortified repository for power cells and grenades. It is deployed in advance positions by combat engineers prior to engaging the enemy, and will allow any Marine to retrieve a fresh supply of ammunition. Although the ammo dump is not invulnerable to attack it will never let its contents be accessed by enemy forces

ADVANTAGES

AMMUNITION
HIGH ARMOUR
SECURE

DISADVANTAGES

COST

STATISTICAL DATA

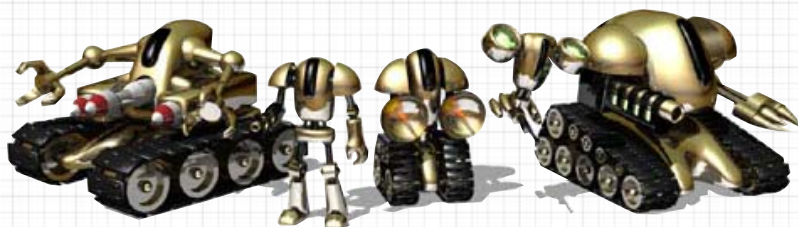


Cost	1	Wep.Range	-	Accuracy	-
Speed	0	Wep.Speed	-	Ammo	-
Endurance	40	Reaction	-	Vision	-
Armour	2	Aim Time	-	Tracking	-
Size	3	Damage	-	Expl.Radius	-



CHAPTER 5

FACTION GUIDE



THE MACHINA

The Human Federation built powerful intelligent machines to fight the alien Spawn that threatened the existence of the human race. These machines were designed to operate independently and automatically in deep space. Unfortunately the vast military AI started to think about its own best interests and turned against its human overlords. It began to build a new race of sentient robots that utterly detested anything organic and mushy. It seems that humanity may have created its own nemesis.



CHAPTER 5

FACTION GUIDE

THE MACHINA

MISSILE TANK



The Missile Tank is a heavily armoured, tracked vehicle equipped with a devastating rocket launcher. This weapon is so powerful it can blast through thick steel walls and knock most units out with a single blast. The Missile Tank is very large, limiting its mobility, but since it can blast a path through most terrain it rarely has a problem getting around. Its major weakness is its limited ammo capacity, which means that rockets must be used sparingly, or ammo-dumps must be reasonably accessible.

▲ ADVANTAGES

POWER

▼ DISADVANTAGES

MOBILITY
LIMITED AMMO

STATISTICAL DATA



Cost	4	Wep.Range	50	Accuracy	0.5
Speed	10	Wep.Speed	60	Ammo	3
Endurance	45	Reaction	1.2	Vision	20
Armour	3	Aim Time	0.5	Tracking	-
Size	3	Damage	14	Expl.Radius	12

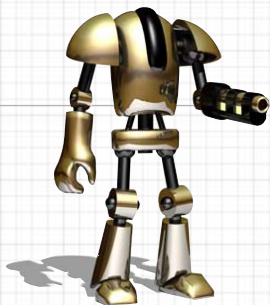


CHAPTER 5

FACTION GUIDE

THE MACHINA

EXTERMINATOR



The Exterminator Machina is the standard combat unit of the Machina Ground Assault Forces. It was designed as humanoid simulant with the advantages of bipedal motion, and is armed with a built in plasma beam gun. Despite the attempt to mimic human physiology the Exterminator is slower, less aware and more dim-witted than a human Space Marine. However, they make up for these weaknesses with heavier armour and an unswerving determination to kill the organic enemy.

ADVANTAGES

**CHEAP
ARMOUR**

DISADVANTAGES

SLOW REACTION

STATISTICAL DATA



Cost	1	Wep.Range	30	Accuracy	2
Speed	13	Wep.Speed	200	Ammo	25
Endurance	15	Reaction	0.6	Vision	20
Armour	2	Aim Time	0.2	Tracking	-
Size	2	Damage	6	Expl.Radius	-

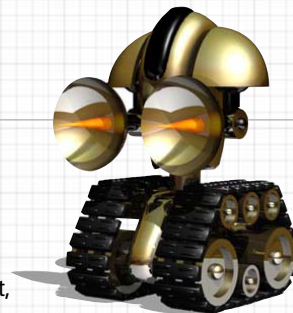


CHAPTER 5

FACTION GUIDE

THE MACHINA

SCANNER



The Scanner is a slow moving tracked vehicle equipped with a special scanning device that can detect the brain waves of sentient organic life forms. Acting in conjunction with other Machina units it is used to seek out and destroy organic lifeforms. The Scanner is an expensive unit, and vulnerable to enemy attack since it has no weapons systems and only light armour.

ADVANTAGES

X-RAY SENSORS

DISADVANTAGES

**SLOW
LIGHT ARMOUR
NO WEAPON**

STATISTICAL DATA



Cost	2	Wep.Range	-	Accuracy	-
Speed	12	Wep.Speed	-	Ammo	-
Endurance	25	Reaction	-	Vision	50
Armour	3	Aim Time	-	Tracking	15
Size	2	Damage	-	Expl.Radius	-



CHAPTER 5

FACTION GUIDE



THE MACHINA

HUNTER

The Hunter is a fast, flying Machina unit armed with light plasma gun. It is mainly deployed for reconnaissance purposes, or for hunting and killing civilians and other weak organic entities. Unfortunately it is quite weakly protected, and relies on its speed and low visibility to survive in the battlefield.

ADVANTAGES

SPEED
LOW VISIBILITY

DISADVANTAGES

ARMOUR
WEAPON

STATISTICAL DATA



Cost	1	Wep.Range	25	Accuracy	1.5
Speed	24	Wep.Speed	200	Ammo	15
Endurance	6	Reaction	0.5	Vision	22
Armour	1	Aim Time	0.15	Tracking	-
Size	1	Damage	4	Expl.Radius	-



CHAPTER 5

FACTION GUIDE

THE MACHINA

AI



The AI is the elite unit of the Machina Ground Assault Force, acting as a command unit and a mobile repair centre. It has extremely tough armour and is equipped with a powerful plasma gun that propels an intensely hot beam of plasma at high speeds. Due to its heavy protection and large amount of equipment the AI is a large and slow moving mechanical beast. Its large size prevents it from navigating narrow corridors and small openings. The AI has the ability to repair other Machinas using its highly articulate claw and a variety of other tools and materials. If it is destroyed it will trigger a huge explosion, which makes close engagement of this unit suicidal.

ADVANTAGES

REPAIR
DAMAGE
ARMOUR

DISADVANTAGES

SPEED
SIZE
COST

STATISTICAL DATA

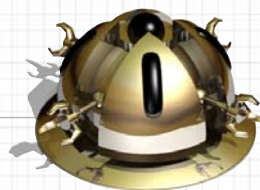


Cost	4	Wep.Range	40	Accuracy	1.5
Speed	10	Wep.Speed	200	Ammo	30
Endurance	50	Reaction	0.8	Vision	30
Armour	4	Aim Time	0.3	Tracking	-
Size	3	Damage	14	Expl.Radius	0



CHAPTER 5

FACTION GUIDE



THE MACHINA

MACHINA HQ

The Machina need to deploy ammunition dumps to support their Ground Assault Forces in the same way as the Marines. These are immobile stores deployed by Techbots prior to battle initialisation.

ADVANTAGES

AMMUNITION
HIGH ARMOUR
SECURE

DISADVANTAGES

COST

STATISTICAL DATA



Cost	1	Wep.Range	-	Accuracy	-
Speed	0	Wep.Speed	-	Ammo	-
Endurance	40	Reaction	-	Vision	-
Armour	2	Aim Time	-	Tracking	-
Size	3	Damage	-	Expl.Radius	-



CHAPTER 6

STRATEGIES

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STRATEGIES

The following individuals are responsible for many of these useful insights. In no particular order they are: Alamar, Fred Bird, Kilted, Ali, Scaramanger, Zam, Solitaire, Gorecki, Emporer Ming, Regal, Gomisan, Mel C, Phigment, Crank, ColaBoy, Milton, Doctor Worm and Mr Wonderstuff. If I have not credited any person whose contribution is here please notify me and I'll make sure you get a mention.

GENERAL STRATEGIES

KEEP MOVING

The phrase 'sitting duck' has never before been more appropriate. It should be a rare occurrence when you don't move a unit in a turn - that is unless it is in the process of being healed, is a slow-firing unit shooting from cover, or is an ammo depot. It doesn't matter how accurate your opponent's shots are if you aren't there when they reach your recently held position (this is especially applicable when under fire from snipers at long range). Additionally, if your opponent is using 'opportunity fire' and you can circle around them, you may be able to get in a free shot or two while they're aiming at empty air.

DON'T BUNCH

Try and keep any groupings of squads relatively spaced apart as a tight knit party will be vulnerable to wide area attacks from Granadiers or Missile Tanks.

MANIPULATE FIRING COMMANDS

Utilising the rules of engagement 'Fire at Will' and 'Fire on Command' options are useful dependent on the unit. As a rule of thumb, setting the option to Fire at Will for units with non-explosive ammunition will allow your units to fill in a bit of shooting time if they end up with any 'slack time' in a turn. It may be advisable to switch to 'Fire on Command' if you're running low on ammo (if a depot isn't nearby or available at all) or your unit is a Grenadier or Missile Tank whose impulsive high explosive discharge may be initiated when you least want it to.



CHAPTER 6

STRATEGIES

TIMING

Using the hold button <H> will help stop your units from running into each other during movement and should be used to time an attack carefully. Each time you press <H>, the unit will wait around for 1 second - using the 'Test Orders' feature will help you fine tune your orders so your troop movements are co-ordinated successfully.

KNOW THY ENEMY

If you've played your opponent before, take a few minutes to look over the previous match(es) in the league found at the Laser Squad website. Look for patterns. Do they frequently use snipers? Are grenadiers a common emphasis? Maybe there's an unholy liking for Als? If you can guess what troops they'll likely deploy, you can tailor your strategy and unit/faction choice to match. It is suggested that this tip is used judiciously as, at most, you should be changing two or three units in your deployment as you need to remain flexible in case you're wrong!

REVIEWING A TURN

Always review a previous turn outcome with at least the camera fully zoomed out for one of the viewings. A split second of a seen enemy, over in the right hand corner behind a loose crate, can help and is something you may miss if your not looking.

CO-ORDINATED ATTACKS

Attacking your opponent with enough mass, from different directions and with considered co-ordination can repeat untold benefits. Forcing a unit to divide its fire to cover attacks from different directions is a classic piece of logistics and the basis of flanking and other manoeuvres. Timing has to be perfect though. If you move simultaneous units into a fire position they may arrive at different times thus presenting a sequence of easy targets for your opponent.



CHAPTER 6

STRATEGIES

ALL ROUND VISION

Units who are on 'Hold' (<H>) can see 360 degrees as can those with no additional orders. Moving units can **only** see in direction of movement. Units who have 'Opportunity Fire' set (yellow line) can see 65 degrees to each side of line.

AIMING TIME, SURVIVAL TIME

Wherever possibly utilise 'hit and get cover' tactics and learn the aiming time for each set of enemy units. For example, Grunts shoot faster than Hunters, Hunters shoot faster than Commanders, Commanders shoot faster than AI, and so on...

SHORTENING GRENADE RANGE

Help reduce the 'fuse time' of a grenade, target the square immediately in front of the grenadier. When launched, the grenade will bounce higher within a short distance and thus the best post-launch advice is to find cover immediately. Additionally, by launching it down a corridor in a zig-zag type fashion as opposed to straight projection can achieve similar results.

TREE CLEARING

It may be useful to clear any trees before you using a Missile Tank. This will help to avoid missiles getting caught by them and exploding when least desired.

NATURAL SELECTION

Always consider your selection of units/faction according to the map/deployment area being played. Each map (see Chapter 9 Maps) will have an associated ideal strategy which you may choose to ignore or use.

DOOR/WALL BREACHING

Breaching a door and entering into a new and unexplored room holds many uncertainties. Firstly, always assume there's an enemy waiting on the other side and thus be prepared for any eventuality. Always shoot doors and walls multiple times – just in case it doesn't work the first time when you send your orders in. If you do destroy the door/wall on the first shot, the excess shots will be ignored.



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STRATEGIES

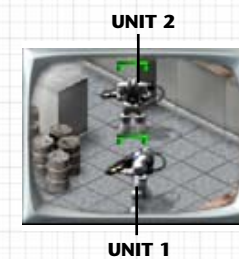
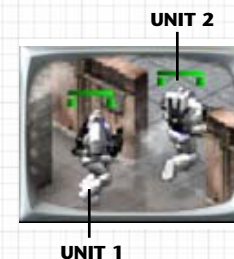
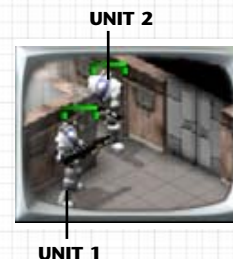
Some rooms which have not been explored will not allow you to enter entirely (blacked out) and thus progression can be hindered until the next turn. Look at the room to see if there are any 'light areas' around the inside edge of the room; they can give you space within which to move. Using two units is advisable as one can provide backup once inside the room.

For the unit closest to the door (Unit 1) the orders are as follows:

- ▶ **Attack door two or three times** (shift-right click on door) to verify doors destruction (random damage values may make first attack ineffective).
- ▶ **Press the <H>** key twice to hold position for two seconds.
- ▶ **Force move** into room (Ctrl-Left mouse click on floor where the door is and then Ctrl_Left click on the room beyond, ideally where there are light areas).

For the supporting unit (Unit 2) the orders are as follows:

- ▶ **Press the hold key** twice or even three times (<H>).
- ▶ **'Force move'** onto door. (Ctrl-Left mouse click on door)
- ▶ **'Force move'** into room (Ctrl-Left mouse click on floor)





CHAPTER 6

STRATEGIES

Make sure you have 'Hold on Sighting' off on Unit 2 as it will engage the enemy immediately on sight, blocking Unit 1 from providing essential support. The use of the 'Hold' key (<H>) will help make sure they time their attack without running into each other or holding one another up.

WINDOWS

Shooting through windows is an effective and relatively safe way to engage the enemy. While most units don't have a problem with this, the grenadier has a harder time than most due to the nature of the bouncing projectile grenade within such a small target area. In order to fire a grenade through a window without being seen follow this simple rule. Place your Grenadier one square to one side of the window and target the window frame itself. The grenade should hit the inside of the window frame and bounce outside/inside. The test orders may well show a successful shot but consider the random occurrence of this not going according to plan and thus a subsequent retreat order built into the turn command list should be implemented.

Another general rule of thumb (for any unit) is to give a temporary 'Forced Fire' order (Right Click) and watch what happens during the 'Test Orders' phase. If the shot passes cleanly through then delete the order and in its place put the 'Opportunity Fire' command along the exact same path. As to dropping grenades through windows from a distance, control the grenade's bounce height. Aim behind the actual window, so that the grenade passes through at the height of its arc instead of bouncing at the bottom.



1. Get in position.



2. Fire.



3. Get cover



CHAPTER 6

STRATEGIES

If an enemy unit uses a window as a regular sniping point (using 'pop up' attacks to avoid being shot) use the 'Force Fire' command to create a constant stream of laser fire which will increase your chances of a hit as it 'pops up'.

DON'T USE ALL AVAILABLE TIME

If you make sure your units end the moves before the 10 seconds (9.x) then at the start of the next turn they have 360 vision. Whilst moving or firing your units can only see in front of them whereas if they are standing still they can see all around them. Therefore if you make sure that most of your units stand still for the last 0.1 seconds of a turn you will have a much better picture of the battlefield situation when it comes to issuing your next orders.

OPPORTUNITY FIRE OR DIRECT FIRE?

Q. I have a unit which can see another unit. Assuming I will have a clear shot at him whether he moves or not, is it better to use Opportunity Fire in that direction (yellow), directly targetting the unit (red), or using Pursue fire (purple) (assuming he's within half range). By "better", I mean more accurate/ faster to fire, etc.

A. Opportunity fire takes a fraction more time to aim than a properly directed shot and is hence an inferior option in terms of initial shot speed. However if there is a chance that target will move into cover (and possibly reappear from it) you at least will be ready for them using opportunity fire. The difference between targetted fire and pursue is purely if you wish your unit to move from its position if its view gets blocked



CHAPTER 6

STRATEGIES

FACTION STRATEGIES

MARINES

Marines are generally faster than the Machina and are more multi-disciplined. As such its quite possible and useful to break up a Marine deployment into smaller groups.

Commander

The Elite troop and a worthy addition to any Marine deployment, the Commander can be a formidable opponent and is ideally suited to medium range combat. In any game two or more can make a big difference especially if supported by Medics in the field. A little inaccurate at long range, they can take down enemy grunts, medics, hunters in one shot as well as blast through doors and walls with relative ease. Their power, speed, armour and health are all reflected in the cost to deploy these units.

Medic

Medics should be treated in a purely supporting role within any conflict (unless they are the last unit alive). When starting out a new deployment phase, it may be worth taking a couple of these units into the theatre of war – the longer you can keep your troops alive, the better chance you'll have. Keep them away from the fighting, but allow them to be close enough so that they can heal quickly (remember to move the wounded unit *to* the medic, not the other way around, or the medic may be in danger). As a last resort, their pistols can provide a bit of extra firepower. Unfortunately Medics cannot heal themselves which is all the more reason to keep them out of harms way.



CHAPTER 6

STRATEGIES

Additionally, a good use for a Medics idle time, during the first few turns of a round, can be to used to send them around the immediate vicinity opening the doors which may be needed to get through later on. This works especially well when defending the 'bunker' map – start your medic near one of the wings, have him open those doors and move over to the other wing.

Grenadier

Devastating when used effectively, the Grenadier is a unit to be used with relative care in any situation. Using them to provide suppressive fire with a salvo of grenades is enough to demoralise the most hardened soldier and is a useful strategy to employ. As well as being used to clear terrain, grenades can also bounce off walls. This double edged sword allows for some inventive maiming scenarios and also can be used to make the enemy think you located elsewhere.

One should use the 'Fire at will' option judiciously with such units (Grenadiers) as without proper player involvement a self-initiated grenade launch can have very unpredictable results.

In order to shorten a grenades bounce, aim at the floor at your grenadiers feet using <SHIFT> Right Click – that way you get shorter, higher bounces without the unpredictability of ricocheting from walls.

Remember that one should use the 'Fire at will' option judiciously with such units as without proper player involvement a self-initiated grenade launch can have very unpredictable results.

❖ **Anti grenadier tip:** Charging them directly can be a rewarding yet unpredictable undertaking. The likelihood of a grenade either bouncing off your units armour or missing altogether is high. A nimble and astute unit will manage to avoid the subsequent blast area caused at detonation.





CHAPTER 6

STRATEGIES

**Grunt**

Unfairly labeled as 'cannon fodder' by some, the Grunt is a very versatile unit and one which can be highly effective in groups. Providing covering fire across wide open spaces (use the 'opportunity fire' command) their rapid rate of fire can be a distracting, if not a lethal attack strategy. While effective in groups it also worth knowing when to split them up and take cover in order to avoid incoming explosive charges from enemy Grenadiers or Missile Tanks. However the use of a grunt as a distracting element whilst employing covert operations against the enemy should not be forgotten.

**Sniper**

At long range Snipers offer not only a valuable attack but also act as long range scout with their astute eyesight (which is not matched for distance by any other unit). Using them to track enemy units from afar can be a invaluable source of information for a player. Snipers come into their own within environments with large open spaces but due to their low armour and long reload should never be used in close combat situations.

**Ammunition depots**

It maybe prudent to include ammunition depot within the starting deployment. At only one force point they're fairly cheap, and can be very useful when your grenadier runs out of ammunition. For effective placement, deploy the unit near the front edge of your deployment zone where it's easily accessible (unless you want to stick in your start zone and defend, which is inadvisable). Their hardiness will ensure their survival for a good portion of the turn, however in some quick games, their usefulness may go unused.



CHAPTER 6

STRATEGIES

**MACHINA**

The Machina are a less independent faction than their Marine counterparts and a tighter, more group focused degree of control is required when playing them.

Missile Tank

An exceptionally slow unit, the Missile Tank can wreak devastation within a relative short timescale. Indeed, its been know that with the use of two of these goliaths a whole map can be reduced to rubble with little effort. They are best placed within easy reach of an Machina HQ as its payload is exceptionally limited (only three missiles). Strategic placement is crucial for these units, where an unobstructed field of view is a priority. A Missile Tank's ideal targets include; sniper emplacements, tight concentrations of enemy units and slow enemy units such as other Missile Tanks and AIs. An additional effect of the broad-based devastation employed by these units is the removal of cover or shelter for the enemy units as well.

Keep your Missile Tank in the company of supporting units as they are relatively weak, cannot defend themselves and are one unit you should not wish to lose early on.

When targetting its always advisable to target the ground and not the unit as its quite possible they will not be there next turn (slow targetting and a slow missile speed do not help either). Predicting a targets route is one necessary skill to use when launching.

Keep your Missile Tank in the company of supporting units as they are relatively weak, cannot defend themselves and are one unit you should not wish to lose early on.

❖ **Anti Missile Tank tip:** A rather drastic but possible to literally stop the unit in its tracks is to stand in front of it. Blocking a Missile Tank or AI is quite feasible as they cannot run enemy units over (additionally Missile Tanks could commit suicide by shooting).



CHAPTER 6

STRATEGIES

**Exterminator**

The Exterminators can be considered one of the most versatile units in the game. Having more health than Grunts and a little more accuracy, Exterminators are best used within squads of three or more. **Their weakness is their low firerate and speed**, which means using them for hit and run/cover should only be done against slower units such as Snipers, AIs, Missile Tanks and Grenadiers). On their own they can become vulnerable and are not the brightest tool in the set but their high armour level can save those circuits if caught unawares. Ideal combat situations are where theres little cover for the opposition and at medium range.

**Scanner**

As someone once remarked "Scanners see beyond the walls: fear it or use it ". Because scanners don't have any offensive weaponry and cost two force points they can seem an extravagance you can live without. However, not only can the Scanner detect enemy units through 360 degrees and through any wall (all on the move), what is less well known is that the Scanner has a visual range equalled only by the Sniper. Scanners are also reasonably well armoured and agile so getting them into position (or out of a suddenly hostile zone) is fairly easy.

**Hunter**

The Hunters are some of the most versatile units in the Machina army. The Hunter's high speed, low visibility and flying ability make them excellent scouts, but their potential as skirmishers should also not be underestimated. As the fastest unit in either the Marine or



CHAPTER 6

STRATEGIES

Machina forces, they are quite capable of quickly maneuvering out from behind a wall, snapping off a shot on opportunity fire, then nipping back out of sight before the enemy unit has had a chance to fire back – rinse and repeat this tactic to fill both a turn productively, and a static adversary with holes.

The Hunters are also potent psychological tools; in the hands of a skilled general they can flit around the map and harry the enemy from all sides, killing a few units, then disappearing, only to re-emerge a turn later, on the other side of the enemy's position.

It's worth considering Hunters as an alternative 'core' unit for a Machina force, instead of Exterminators. While Hunters have less armour, do less damage and have lower endurance, their speed, manoeuvrability and rapid firing rate still make them deadly opponents.

The one tenet to stick to with these units is keep them moving - a stationary Hunter, with its light armour and low endurance, is a dead Hunter. Given the number of shots they can loose in one turn, it's advisable to have an ammo depot to hand - the Hunter is fast enough to return and reload quickly with minimal disruption to your plans.

❖ **Anti Hunter tip:** The most effective way of swatting these irksome characters lies in the subtle art of bombing. Missile Tanks with their large blast area can take down groups of Hunters even when directly within the explosion. Shrapnel from missiles and grenades (from grenadiers) are highly effective if one can pre-judge their movement pattern.



CHAPTER 6

STRATEGIES

**AI**

These intimidating units can prove a headache for any enemy. On initial deployment it is not a good idea to place the unit on it's own or in a position where it cannot escape from (it cant really go backwards without becoming grenadier fodder). Don't separate an AI unit from its fellows as mechs aren't the fastest faction in the world so support may be too far away. If your AI is faced with a group of Marines its imperative that it takes down the ones which pose most threat (ie. Commanders as a top priority, then grenadiers followed by Snipers and Grunts). It isn't worth the time to maneuver into a covering position or running away if besieged by marines as, due to their swiftness, they will easily outflank it thus wasting precious firing time.

A very effective close combat unit, the AI suffers at longer range combat, requiring a Nostradamus-like foretelling ability to predict the movement of the Marine enemy.

A very effective close combat unit, the AI suffers at longer range combat, requiring a Nostradamus-like foretelling ability to predict the movement of the Marine enemy. As a guide if the enemy have a lot of cover, it may be better off 'shooting at a position' (Right Click) rather than trying to target a specific enemy (the AI's are mostly too slow at shooting for that).

❖ **Anti AI tip:** The best way with which to deal with such units are guerrilla warfare tactics (ie hit and run with units such as Commanders). Supporting fire from Snipers at long distance and additional firepower from grenadiers can also help disable and destroy an AI in moments. Additionally getting the AI on its own will increase its vulnerability and reduce its life expectancy.

Machina HQ

See the section under the Marine Ammo Depot as it identical to the Machine HQs strategy.



CHAPTER 7

THE LEAGUE

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CHAPTER 7

THE LEAGUE

One of the benefits of being a registered player of Laser Squad Nemesis is the ability to take part in the official league and various cup tournaments. Having played your first game against another registered player your score details will be entered into the player database and made available for comparison at the official website:

► http://www.lasersquadnemesis.com/League_Main.htm

From this webpage you will be able to access two sections; The League Tables which host the latest player rankings and the Active Games List which displays all games which are currently initiated and the players who have yet to action their turn (not those challenged but those or instigated a challenge).

THE LEAGUE TABLES

A LEAGUE TABLE

RANK	PLAYER NAME	RATING	PLAYED	WON	DRAWN
1	Hunter	1193	29	27	0
2	Archimedean	1128	27	22	0
3	Daryl	1126	25	21	0
4	Ali	1119	14	14	0
5	Aragorn	1116	41	30	0
6	Tindalos	1101	33	24	1
7	Gloom	1100	14	13	0

The League Tables provide information for players at each level. There is only one level currently, but players will be promoted to a higher level based on their rank and the number of players in the level. Promotions are triggered when a level contains a certain number of players. All players start at level 1 and progress to level 2, and so on. Players will only be listed in the league tables if they have finished at least one league game.



CHAPTER 7

THE LEAGUE

The level tables contain the following columns:

RANK

Your rank is determined by your current rating - the player with the highest rating will be ranked number 1. However, players can share rank positions if they have the same rating.

PLAYER NAME

You can use the player names listed here to select opponents. Remember that you can select any player to challenge if you enter their name after selecting the 'find opponent by name' option.

RATING

When you start playing the game, or when you get promoted to a new level, you are assigned a rating of 1000 points. When a game is won or lost, points are gained or deducted based on the two ratings of the players at the conclusion of the game. If you beat a higher rated player you will gain more points than if you beat a lower rated player. Conversely, if you lose to a lower rated player you will lose more points than if you lost to a higher rated player. The points gained and lost can range from 1 to 20 points according to a mathematical formula (the Elo rating system). Evenly rated players will gain or lose 10 points for a battle.

PLAYED, WON, DRAWN, LOST

Total league games played, won drawn and lost in the current league level. These statistics are for information purposes only, and do not have a direct relationship with your rating.



CHAPTER 7

THE LEAGUE

ACTIVE GAMES LIST

AN ACTIVE GAMES LIST

GAME ID	WAITING FOR PLAYER	TURN	RESULTS SENT	EXPIRY
4898	Huddster	1	18:31 - 23 Feb	09:23:42
4894	Huddster	1	18:38 - 23 Feb	09:23:49
4890	Huddster	2	18:28 - 23 Feb	09:23:39
4880	cockap	1	18:03 - 23 Feb	09:23:14
4878	nmdjckl & klendathu	5	18:44 - 23 Feb	09:23:55
4871	CdrJameson	3	18:15 - 23 Feb	09:23:25
4857	Peegee & The Jackal	6	18:44 - 23 Feb	09:23:55
4843	Viper01	1	16:47 - 23 Feb	09:21:58

For each division there is a list of games in progress. The table columns are:

GAME ID

The number of the game. This corresponds to the game number indicated in results files.

WAITING FOR PLAYER

The name of the player who has not yet sent in orders for the current game turn. If both players have not sent orders then both players are listed. You should check for your player name in this column in case there are turns you have forgotten to respond to.

TURN

The latest game turn for which results have been sent to players. You should have a results file for this game with this turn number in your mail inbox, otherwise the mail failed to reach you, or you have lost it.

RESULTS SENT

The time and date that the last results files were sent to each player, as 'hour:minute - day month' Greenwich Mean Time.



CHAPTER 7

THE LEAGUE

EXPIRY

The time left before an inactive game is no longer listed in the table, specified as 'days:hours:minutes'. There is a maximum of 10 days before the game is no longer listed.

CHESS CLOCK

A chess clock system has been implemented to enable those who are awaiting turns the benefit of the win if their opponent does not reply within a given timescale (which, as of 1.06, is 30 days per new game). The clock does not start until the deployment orders have been fulfilled by both players. Later versions of the client software will include the ability to set your own time limits.

THE LSN CUP TOURNAMENT

The LSN Cup Tournament is a completely player organised knock-out tournament which runs alongside the main league. Individual games within tournaments can be played as friendlies or as league matches (where the outcome will affect league positioning).

Registration is simple and can be done at the following address where cup rules, current cup standing and the ability to sign up for future tournaments can be accessed:-

▶ <http://www.reinhold.dk/lsn-cup/>

For latest information and feedback on current tournaments taking place it is advisable to visit the World Tournament Forums at:-

▶ <http://pub73.ezboard.com/fcodogamesfrm9>



CHAPTER 7

THE LEAGUE

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CHAPTER 8

TROUBLESHOOTING

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CHAPTER 8

TROUBLESHOOTING

Laser Squad Nemesis has been thoroughly tested. However in those rare cases where you may be having problems, this section answers the commonly asked questions. In order to prevent any problems its always advisable to be **running the latest hardware drivers** and **LSN Client**. It is also suggested that you have the latest version of **DirectX** installed (currently 8.1a) in order to avoid any potential problems. However if the answer to a question is not here, please visit the offical forums at <http://pub73.ezboard.com/bcodogames> and file a question in the section entitled 'Bug Reports' with you computer system's specification.

It is always worth looking at the accompany **readme.txt** file which is distributed with each LSN Client. This can contain last minute information and advice which may not be available here.

GENERAL CONFIGURATION

General configuration takes place in the general.cfg file which can be found in your laser squad install directory in the subfolder **configs**. It can be opened and edited by just about any text editor and should look something like this (it will have added comments for clarification):

```
FullScreen = No
ScreenWidth = 640
ScreenHeight = 480
HighTextureResolution = Yes
SoundOn = Yes
SMTPServer =
```



CHAPTER 8

TROUBLESHOOTING

FULLSCREEN

Setting the FullScreen variable to FullScreen = Yes will cause the client app to work in full screen mode. This is useful on certain older graphics cards that will not work/accelerate graphics in a window.

SCREEN WIDTH/SCREEN HEIGHT

This option are related to FullScreen mode and are only relevant if fullscreen mode is set to yes. They set the resolution the client uses for the display.

HIGH TEXTURE RESOLUTION

This variable scales the textures used internally depending on the setting. Set this to 'HighTextureResolution = No' if your graphics card is old or/and doesn't have much onboard memory. It is also worth trying if the game is running a little slowly.

SOUND

If you are getting unexplained crashes that prevent you playing the game, its often worth trying to set the SoundOn variable to SoundOn = No.

SMTPSERVER

If you are unable to send email due to a connection error, or the client is always try to connect to the wrong SMTP server, you can try filling this field with your own SMTP server name if known.

If your machine is on a local area network with a local mail server this field is the name of the mail server on the network (your system administrator should be able to tell you what this is).



CHAPTER 8

TROUBLESHOOTING

Usually your smtp server is your isp name with 'smtp.' or 'mail.' in front of it. For example, if your isp is NTLWorld your smtp server is probably:

▶ **smtp.NTLWorld.com**

Another way to guess your smtp server will be your email address with everything before the '@' sign stripped away and replaced with 'smtp.' or 'mail.'. Though the laser squad client will try this automatically if all else fails. For example:

▶ **Ichabod.smithers@NTLWorld.com**

becomes:

▶ **smtp.NTLWorld.com**

SPECIFIC GRAPHICS CARD ISSUES

If you are experiencing problems with your graphics card, try suggestions for other cards above. If these do not work, submit a bug report to the bug report forum (recommended as workarounds are often supplied very quickly by other members of the LSN community). Or send an email to webmaster@codogames.com detailing your problem.

VOODOO 3

To run LSN in a window with this card, you must set your desktops colour depth to 16 bits.

VOODOO 2

To run LSN with this card, you will need to run full screen. This can be set in the **general.cfg** (see page **page 8-4**). Consider turning down your 'hardware acceleration' in you video properties dialogue box (right click on your desktop).



CHAPTER 8

TROUBLESHOOTING

GENERAL

Q. CAN I PLAY WITHOUT SUBSCRIBING?

- A. You can play without subscription but only if you are challenged by a registered player. Post a request in the Game Request forum within the Laser Squad Nemesis website and someone will challenge you. If neither you nor your friend is registered, you can still both be challenged by registered players but can't play each other.

Q. ALT-TABBING IN FULL SCREEN MODE CRASHES COMPUTER

- A. If this is happening and you are receiving an "dderr_wrongmode Failed to restore back buffer" then at present the only solution is not to Alt-Tab. This will be fixed in later updates to the LSN client software.

Q. ERROR " CREATE CRITICAL ACTIVEX CONTROL" ERROR

- A. Try setting your desktop colour depth to 16bit.

Q. I RECIEVE AN EMAIL SAYING I CANNOT START A GAME WITHOUT AN ACCOUNT EVEN THOUGH IM REGISTERED

- A. Make sure you have spelt your name and password exactly how they were originally. The names are case sensitive so try it with or without a capital at the start.

Q. HOW DO I VIEW DOWNLOADED TURN FILES?

- A. Make sure all necessary files are stored within a folder with the number of the game (eg 00004272). This must be located in the **games** directory of the laser squad nemesis parent folder (eg c:\program files\laser squad nemesis\games). Within this numbered folder will be a file (amongst others) for the last turn played in the game with an LSN prefix (eg LSN_G00004742_T11.lsn). Double click this file and the LSN Client Program will run the new file. If you have difficulty running the file try 'rebuilding' the it (see **Page 2-11** for more information on rebuilding files).



CHAPTER 8

TROUBLESHOOTING

Q. MY COMPUTER LOCKS UP WHEN ISSUING ORDERS

- A. If you are running in windowed mode try running in full screen mode at your desktop resolution (see [page 8-4](#)).

Q. NORTON REPORTS A BACK DOOR TROJAN VIRUS ON THE LSN UNINSTALL FILE!

- A. There are no viruses in any of the LSN files. Upgrading to the latest Norton definitions for your virus software should clear this up.

DISPLAY

Q. MY SCREEN HAS FLICKERING TRIANGLES AND SEEMS CORRUPT

- A. If you are getting screen corruption, ie flashing triangles or similar then updating your video card drivers to the latest version should possibly alleviate this problem.

EMAIL

Q. CAN I HAVE TURN FILES RESENT?

- A. Yes, see the section concerning additional game file options in [Chapter 2](#).

Q. I HAVEN'T RECEIVED MY TURN FILE

- A. There are many reasons for this. It will either reside with our servers or, more likely, with your service provider. If your opponent has received their turn file and they are with another provider this would seem the logical conclusion. Visit www.lasersquadnemesiis.com to check and see if the LSN servers are fully functional.



CHAPTER 8

TROUBLESHOOTING

Q. CAN I SEND A MESSAGE, OUTSIDE OF THE GAME, TO A PLAYER?

- A. If you don't know their email address and they are a registered player then visit <http://www.gamelens.com/LSN/msg/pages/login> which provides the ability to do this.

GAMEPLAY

Q. WHEN I SELECT ANOTHER UNIT THE GAME APPLIES NEW ORDERS TO THE PREVIOUS UNIT.

- A. When you select another unit, make sure the cursor turns yellow and doesn't stay green. If green, your unit (whose orders are already given) will be ordered to go to that spot; if yellow, the new unit will be selected. Also, you can use the <TAB> key to cycle through your units. Another suggestion suggests that if you accidentally move a unit where you didn't mean to, press the <U> key and that will undo your last order for the selected unit.

Q. HOW DO I SELECT NEXT UNIT?

- A. Use the <TAB> key to select your next unit.

Q. HOW DO I TIME A UNIT TO MOVE WHEN I SPECIFY?

- A. Use the <H> key to Hold, where each press equates to 1 second of game time. You can utilise this feature at any given waypoint set.

Q. CAN I PLAY MY LSN TURNS ON TWO DIFFERENT COMPUTERS?

- A. Yes you can but you must copy ALL the files in the games directory on one PC to the other (It won't work with just the latest turn – it needs all of them). All games from 1.02 of LSN will place all games into folders which can be found in your LSN directory under games.



CHAPTER 8

TROUBLESHOOTING

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CHAPTER 9

MAPS

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CHAPTER 9

MAPS

The maps available offer a variety of scenarios which require strategies and tactics that may differ significantly from map to map. The descriptions accompanying each map are not exhaustive, but are included to give a broad overview of how play might progress on each (if you require further field tactics either see **Chapter 6** or visit the **official forums**).

If you would like larger versions of the maps seen here visit the following site: <http://www.gamelens.com/LSN/>.

The range of maps are constantly being updated so check the official site at www.lasersquadnemesiis.com for the details of any new maps available.

All maps presented here are Codo developed and, as yet, no official facility has been released to enable players to create their own (this is in the pipeline and will be addressed in a future release). However third party utilities have been developed such as Kilted's map editor found at <http://www.kilted.demon.co.uk/lsn/tools/>. Codo do not accept any liability for using such a program and any questions should be directed to the author of the program.



CHAPTER 9

MAPS

DEPLOYMENT AREA: CROSSROADS



CROSSROADS

Blindly sending a salvo of grendaes down the main north/south road and alleyway to the west can reduce the chance of an all out assault from which ever direction.

Crossroads is one of the more straightforward maps to play as it contains an equal amount of open areas as well as enclosed environments (alleyways and buildings). Generally, it has three major points of conflict all of which require slightly different strategies; the western edge with its north/south alleyway (favours short to mid range units), the centre with its grove of trees (favours mid to high range units) and finally the eastern side building (which favours a mix of the two). The central area can become a hotbed of crossfire so deploy any units in or around that area with care. The map doesn't favour one faction over the other as both can effectively use the terrain to each others strengths.



CHAPTER 9

MAPS

DEPLOYMENT AREA: BUNKER



BUNKER

Grenades become extremely useful for both attacker and defender because of the restricted terrain.

In this map the challenger is assaulting the well fortified bunker wherein lies the opponent. The attacker has greater mobility than the defender and this can result in strategies whereby the attacker finds a way to sneak around the mostly static defender positions. Invariably this utilises the buildings on the map edge which, while destructable, afford a degree of cover for a rear assault. The defender should try to inflict as many casualties as possible before being completely surrounded. To help, the defender has the option of utilising the Scanner (Machina faction) which can see through walls and help monitor incoming enemy movements - not all corridors inside of the bunker are accessible to larger Machina units (Missile Tanks and AI).



CHAPTER 9

MAPS

DEPLOYMENT AREA: FOREST



FOREST

This map affords the greatest first turn visibility of any map - expect to be under long range fire from the beginning (especially from Snipers).

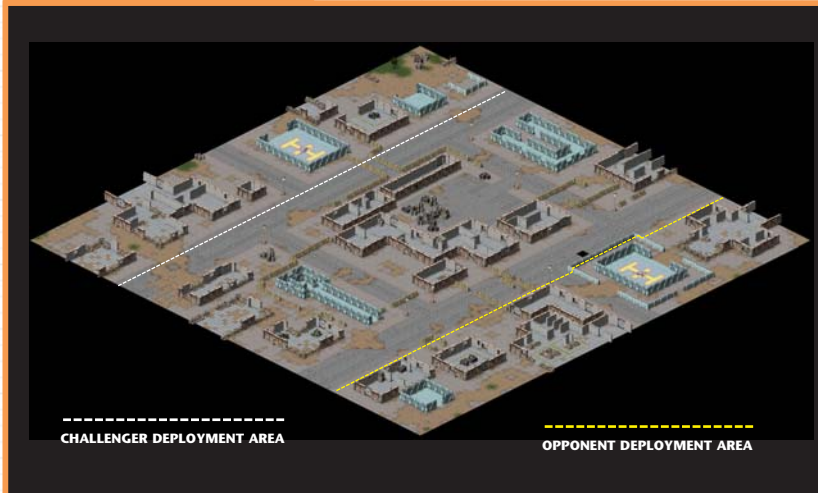
Forest has two main routes of attack – The indirect northern avenue and the direct central avenue. As the game progresses, the more powerful units or units with explosives will tend to create their own path. There are numerous impediments to movement including sandbags and crates as well the trees themselves. The deployment areas are almost visible to each other at the longest range, and need to be vacated as quickly as possible. The numerous terrain blockers, including sandbags and the Be aware that the map is larger than Crossroads or Bunker, and this can cause units that tend to run out of ammunition to be a turn or two farther away from reloading than in the smaller maps.



CHAPTER 9

MAPS

DEPLOYMENT AREA: FRONT LINE



FRONT LINE

Although the terrain features are different, Front Line shares three main combat areas similar to Crossroads. Namely, the south (lower left), the center, and the north (upper right).

This map provides each player with an indestructible building which are useful for launching hit and run tactics against the weaker buildings opposite. Grenadiers and Missile Tanks can flatten these central buildings in order to deprive the enemy of useful cover. Because of the blind alleyways, particularly in the middle, surprise is generally on the defenders side when assaulting. Snipers are a useful as they to relish the available cover as well as the large avenues surrounding the center buildings. Larger than Crossroads or Bunker, this map can cause problems for those units who run out of ammunition while a turn or two away from a reloading point.



CHAPTER 9

MAPS

DEPLOYMENT AREA: FACTORY



FACTORY

Factory is an extremely constrained map, but is also fully destructible which can provide surprise ambush opportunities for the unwary.

Since the deployment areas are so large, it is difficult to identify any particular typical combat areas (with exception to the Factory itself, located in the center of the map). The only long range fire opportunity is across the main Factory floor, with all the surrounding areas comprising short range guerilla fighting. Because of the abundance of alleyways, large numbers of units or a Scanner are required just to keep track of the enemy. The number of windows can provide an attack or supporting role (maneuverability through the scattered buildings is crucial). Set up ambush areas around the narrow chokepoints where two or three units can pick off the enemy coming through one at a time.



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CHAPTER 10

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CHAPTER 11

LINKS

This section provides information on the LSN related websites. This list is current as it can be, however visit the official website for a complete up to date and exhaustive list. **All links are accessible.**

OFFICIAL SITES

Main website

▶ www.lasersquadnemesisis.com

Forums

▶ pub73.ezboard.com/bcodogames

League information

▶ www.lasersquadnemesisis.com/League_Main.htm

Chat room

▶ www.lasersquadnemesisis.com/Chat

UNOFFICIAL SITES

General

▶ www.lasersquad.co.uk

Blade's fansite which contains up to date information and player contributions such as maps, tips, screenshots, unit stats etc.

▶ www.gaminglounge.net

General gaming site with a healthy dose of LSN related content.

▶ **bmowats LSN Homepage** - www.wolfchild.freesevers.com

A personal site detailing their trials and tribulations within the LSN gameworld.

▶ http://www.renoiro.com/lsn_ru/

A Russian website dedicated to all things LSN.



CHAPTER 11

LINKS

Tournament and competition

▶ www.reinhold.dk/lsn-cup

LSN world cup (player organised knock-out tournament)

▶ www.lewis.icom43.net/LSN

LSN campaign site which is currently running The Battle for New Haven.

▶ **Mr Whippy's LSN World**

- <http://lsn.mrwhippy.org>

The home of Little Sis, a small but interesting campaign set in a hypothetical environment in which the inhabitants live cheek by jowl and try and kill each other on a regular basis.

Statistics

▶ www.glenmurphy.com/lasersquad

Interactive statistics guide, useful for at-a-glance comparison of units.

Manual

▶ www.lsnmanual.co.uk

The official home to this manual.

Utilities

▶ <http://www.gamelens.com/LSN/>

As well as an informative and regularly updated FAQ, this site also hosts the following are third party utilities created by LSN players which can be found at the above address. CoDo do not support these products and do not accept any liability if they do something horrendous to your computer.

- LSN Messenger
- Turn file description
- Chat tool
- Mail Helper Tool
- Bot framework
- LSN to XML transformer
- Unit Stats Chart

▶ <http://www.kilted.demon.co.uk/lsn/tools/>

Home to the unofficial LSN Map editor written by Kilted.