

# ***ROGUE STATES***

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## **BRIEFING**

Virtual News Network, wire story ((BREAKING NEWS))--

NATO's officials today confirmed that a secret weapons research facility located in Reims, France was destroyed by unknown forces. This confirmation is the latest in a recent wave of attacks that have occurred in Europe, North America and Asia in which advanced weapons facilities have been attacked by highly organized troops. These attacks, which apparently focus on the capture of advanced biological and chemical weapons, have resulted in over 1900 deaths in the past 4 months.

Sources within the Pentagon suggest that the organization behind these attacks is none other than the International Liberation Army, which had previously been believed destroyed.

Conflict between the United States and the terrorist forces known as the Independent Liberation Army (ILA) seemed to end after U.S. forces won a series of decisive battles culminating in the destruction or capture of all known ILA forces. However, recent information suggests that the ILA General believed to have perished in "Operation Sand Strike" may have survived with the assistance of unknown allies.

Rumors have intensified in the past week, as it appears that the ILA may have found a sponsor among the nations known to be friendly to extra-governmental organizations in the past, but the precise relationship remains undetermined at this time.

Both NATO and the U.S. State Department refused to comment on this allegation.

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## **SYSTEM REQUIREMENTS**

- Windows® 95/98/Me/2000/XP
- Pentium® III 600 MHz (Recommended Pentium® III 800 MHz or better)
- 128MB of RAM
- 3-D Graphics Accelerator Card with 16MB of RAM compatible with DirectX® 8.1 and higher (Recommended 32MB RAM 3-D Graphics Accelerator Card)
- Install requires 600MB on the Hard Disk
- DirectX® 8.1 or higher (included)
- 4X CD-ROM drive
- Microsoft® compatible mouse



# INSTALLATION

1. Insert the **Real War: Rogue States** CD-ROM into your CD-ROM drive.
2. An install menu will appear on your screen. Click the install option.
3. Follow the on-screen instructions.

Note: The installer will ask whether you have DirectX® 8.1 or higher installed. If you are not sure, install DirectX.

If the install screen does not appear, you may have Autorun disabled. Do the following:

1. Double-click on the My Computer icon on your desktop.
2. **Right-Click** the CD-ROM drive with **Real War: Rogue States** and select **Open**.
3. Double-click on Setup.exe to launch the Start screen.

**Rogue States** requires GameSpy Arcade for multiplayer over the Internet and will automatically install the required files. It will automatically check to see if you have already installed GameSpy Arcade, and will install only if the version on the disk is newer than that on your machine.

Do not change the default installation directory, as GameSpy may have difficulty locating **Rogue States**.

If you need to reinstall GameSpy Arcade at any point, put your **Rogue States** disk in the drive. Next, click on "Start," then click "Rogue States," then choose "Install GameSpy." Follow the instructions thereafter.

For questions about installing GameSpy please check the readme file on your disc, or go to [www.gamespy.com](http://www.gamespy.com).

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## GAME OPTIONS

Game options are available by choosing **Config** on the main menu, by selecting **Options** from the pull-down **Menu** in-game, or by hitting **C** during the game. This screen has the following options:



<b>RESOLUTION</b>	SETS SCREEN RESOLUTION: 640X480, 800X600, 1024X768
<b>3D ACCELERATION</b>	TOGGLES 3D ACCELERATION ON AND OFF-CANNOT BE CHANGED DURING A GAME.
<b>3D SHADOWS</b>	TOGGLES 3D SHADOWS ON AND OFF.
<b>LIGHTS</b>	TOGGLES LIGHTS ON AND OFF.
<b>TRAILS</b>	TOGGLES UNIT TRAILS (FOOTPRINTS, TREADS, ETC.) ON AND OFF.
<b>OCEAN WAVES</b>	TOGGLES OCEAN WAVES ON AND OFF.
<b>FOG OF WAR</b>	TOGGLES FOG OF WAR ON AND OFF.
<b>MUSIC</b>	USE SLIDER TO SET MUSIC VOLUME.
<b>SOUND F/X</b>	USE SLIDER TO SET SOUND F/X VOLUME.
<b>VOICE-OVERS</b>	USE SLIDER TO SET VOICE-OVER VOLUME.
<b>MOUSE BUTTONS</b>	CONFIGURE MOUSE BUTTON OPTIONS

Hit **Apply** to make changes.



# GAME SCREEN OVERVIEW

The following illustration shows important elements in the Game Screen:



## Resources

The top middle and right of the screen lists available amounts of Supplies and Power. These resources are discussed in the next section of this manual.

## Mini-map

The mini-map shows the entire region available in each mission. The general terrain is always visible on the mini-map (but not in the main game window), but unexplored territories are covered with a fog of war, and enemy units and buildings are not available until you explore using your own units. In single-player, your units are always blue, whether you play as the US or the ILA, and the enemy is always red. In multiplayer, you will be assigned one of four colors.

The mini-map also helps identify and move your units. A blinking cursor



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represents a selected unit. Move any selected unit or group by left-clicking a location within the mini-map. Note that a red x cursor on the mini-map indicates that your selected units will not be able to go to the selected location.

The mini-map may be relocated by holding **ALT** and **right-clicking** the map while dragging the mouse.

## Menu

The menu button in the upper left corner of the game screen can be used to access the following functions, as seen below:

## Quit

Use the button to quit the current mission. Confirm your choice to quit back to the main screen.

## Load/Save

Choose Load/Save to go to the game Load/Save screen, shown below.



Save your current game by clicking on the “Empty Save File” label in the main window, typing a new name, and pressing **Enter**. To load a saved game, highlight the desired game and hit **Load Game**. Replace old saved games by selecting the old game's name in the main window, clicking **Save**, clicking **Yes**, and pressing **Enter**.

## Options

Go to the Game Options menu discussed previously.

## Help?

Provides an overview of various game functions.

## Exit

Click to return to Windows.

## Heads-Up Display

**Rogue States** refines the original **Real War** heads-up display (HUD). There are now separate US and ILA HUDs, but both function similarly, as shown below:



The HUD is divided into two parts. The right side is divided into Land, Sea, Air, Spec and Builds. Each tab refers to a different part of your force, with Spec referring to Special Forces and Builds referring to buildings. Use this area to access units and buildings without moving in the main game screen. To do so, **left-click** on the relevant tab, and then **left-click** the desired icon. Note that simply placing the mouse over an icon without clicking shows that icon's name (including enemy units).

The right side also changes when an individual unit is selected. This is discussed later, in the Unit Orders section of "Playing the Game."

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After selecting a unit or building, the left side of the HUD will display relevant information- either a picture of the unit or building with a brief description, or pictures of units, buildings or missiles which the selected unit or building can construct. Note that early in a game there may be blank spots in the left side of the HUD. These spots, which have a globe icon, indicate that a unit or building will be available, but that certain required buildings or upgrades have not yet been constructed.



The globe icons will also appear when certain maximum unit numbers have been reached, such as the construction of 1 Carpet Bomber.

The HUD also contains a **ZOOM** slider. This slider is located on the upper right of the left side of the HUD and can be used to zoom the camera, as can a mouse wheel. Note that **Rogue States** allows players to zoom out further than in **Real War**.

Finally, note the toggles on the HUD. The upper left toggle minimizes the entire HUD, while the toggle next to the zoom lever makes the mini-map appear and disappear. Finally, the third toggle, next to the build tab, is used to toggle the **Target menu**. This menu is discussed in the "Combat" section of this manual on page 26.



# PLAYING THE GAME

**Rogue States** is a real-time strategy game, and players new to this type of game should read the following section and complete the tutorial missions. Fans of the original **Real War** (which, wouldn't you know, is still available at stores or at the [www.real-war.com](http://www.real-war.com) website) may also want to review changes made in this game..

## Resources

**Rogue States** requires players to gather resources and construct buildings and units. These resources are represented numerically on the top middle (supplies) and top right (power) of the game interface. Each buildable item has an associated supply cost, which is given numerically on the left side of the HUD. Each building also uses power, and a player's overall power situation is represented by the power bar.

## Supply Depots

**Rogue States** continues the realistic resource model begun in **Real War**. Players build supply depots, which are then served by non-combat units from off-screen locations. Supply depots are built from command centers and certain other buildings, and are very important strategically—targeting enemy supply depots is a common strategy, particularly since destroying a supply depot removes a substantial part of an enemy's total supplies.

Remember to build all available supply depots early in a game, and make sure to upgrade these depots as soon as possible.

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## **Neutral Supply Stations**

Most maps include neutral supply stations, which are shown below:



These neutral stations improve the rate of resupply for whoever controls them, which can be tactically significant. There is even a skirmish/multiplayer mode where there is no other source of supply. To control neutral stations, simply place any unit nearby. So long as that unit does not die, your rate of resupply will improve.

## **Power Generators**

Power is required to construct new units and buildings, and insufficient power dramatically lengthens the time necessary to build anything. The power meter in the upper right corner of the game interface shows how much power is available. If the meter is red, there is insufficient power.

Power generators can be constructed from many buildings. Also, some units have the ability to specifically target generators, so make sure to protect these generators from enemy attacks.

## Constructing Buildings

Construct buildings by **left-clicking** on the appropriate building, which is the **Headquarters** in the screenshot below.



The left side of the HUD shows 4 buildings which can be constructed from the Headquarters. The **Land Command Center** is highlighted in the shot above.

Constructing this building costs 100 supplies, and only 2 such buildings can be constructed by this headquarters.

**Left-click** the icon, and move your cursor into the main screen. You should see a translucent land command center, which is either green or red, along with a blinking “Select Location!” message. **Left-click** when the building turns green, and construction will begin.

**Left-click** the Land Command Center, which changes the HUD display. The Land Command Center is now displayed on the right side, and 4 new buildings appear on the left, including **Supply Depots** and **Power Generators**.

Tip: Construct multiple buildings at once by holding **SHIFT** while placing buildings.

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Buildings under construction are translucent, and have a circular icon which moves from blue to gold as construction is finished.



## Upgrading Buildings

Building upgrades require the construction of other buildings before becoming available at the original structure. Available upgrades appear on the left side of the HUD display and replace the globe icons.



**Left-click** a desired upgrade, and the upgrade will automatically begin building in the appropriate location. Note that some structures, such as **Landing Fields**, have more than one upgrade.

## Repairing Buildings and Vehicles

Repair buildings and vehicles by using the **Combat Engineer Center**. Construct this building from the **Headquarters**, and use the repair button on the left side of the HUD. Your cursor will change to a hammer icon, and can be used to repair damaged buildings when it turns green.

**U** is the repair hotkey, and holding this key will convert the cursor into a wrench if a combat engineer center has been built.

## Reinforcements, Walls and Bridges

The **Combat Engineer Center** also builds defensive structures, such as walls of **Sandbags and Defensive Bunkers**, which protect a base. There are also advanced weapons which are new to the **Real War**, series including **Fixed Ground-to-Air** emplacements, **Remote Turrets**, and other special weapons.

It is also possible to build bridges, either to replace destroyed bridges which were originally part of a particular game, or to make a new crossing.

Note: **Rogue States** has dramatically improved base defense, and the **Combat Engineer Center** is the source of all base-protection goodness.

## Ordering Units

Units are ordered in the same manner that buildings are constructed. Some units can also produce other units (like the **Carriers**). Buildings which can construct units will show buildable units on the left side of the HUD. There are several important points:



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## Better Units

Better units become available as buildings are upgraded. For example, command centers are required to construct normal combat units; strategy centers allow advanced combat units, and special training facilities provide special forces. Refer to the Unit section of this manual and the Building Trees for more information on requirements for individual units.

## Veteran Units

Units improve with experience, and become Sergeants, Lieutenants and Captains as they kill enemy units. Units which achieve these ranks become stronger and more accurate.

## Rally Points

Buildings that construct units have Rally Points. These icons determine where completed units arrive. Change the rally point by left-clicking the building, then holding SHIFT and left-clicking on a new location. It is sometimes effective to place a rally point near an enemy base.

## Special Weapons

The US and ILA both have special weapons, including nuclear and chemical weapons, and **Cruise Missiles**. Some weapons require special buildings, such as the **Tactical Nuke** building, while other weapons are built from units, such as cruise missiles. These weapons have an icon on the left side of the HUD of the selected building or unit, along with an associated cost. In the illustration below, the **Tactical Nuke** is selected, but the icon showing a nuclear missile is greyed out because the player does not have enough supplies to build the missile at this time.

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All special weapons must be constructed before they become available, unlike the normal attacks of units with cannons, bombs and mines, which become available when their associated units are constructed. Some “normal” weapons have limited ammunition, however, and can be temporarily exhausted (such as the **Carpet Bomber**’s bombs). Units with exhaustible ammunition have a red bar indicator on the unit HUD and must periodically return to base to resupply, as seen below:



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## Selecting Units

There are two ways to select units. The easiest way to do so is to **left-click** on a unit in the main screen. Note that selected units each have a blue bar that shows unit health, and a star, which shows the unit's experience.



Select a unit using the HUD by left-clicking on the unit's icon. Units are grouped under their associated tabs (air, land, sea, etc.) and each tab shows all associated units. Left-click on the icon to select a unit.

Deselect units by left-clicking another unit or by right-clicking on empty ground.

Note: **Rogue States** allows users to alter the mouse keys if desired. Go to the Options menu to do so.

## Multiple Units

Select multiple units by holding the left mouse button and dragging a thin green box around desired units in the main screen. Release the mouse when all desired units have been selected.

Select multiple units in the main game screen or in the HUD by left-clicking units or icons while holding the CTRL key.

Multiple units that have been selected at the same time are called **Joint Task Forces**.

## Joint Task Forces

Create predefined groups of units and use these groups repeatedly by assigning a “hotkey.”

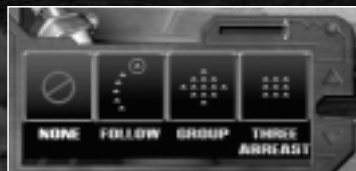
Create a **Joint Task Force** by selecting multiple units in the manner described above, and then hold the CTRL key and 1-8.



Up to 8 groups may exist at once. To replace a task force, hit CTRL and the associated number with different units selected.

## Formations

Certain task forces may be assigned formations. If available, formations appear in the lower left part of the HUD, as seen below:



Formations vary, depending on the units selected, but select from the menu by left-clicking on the icon illustrating the formation's shape.

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## Unit Orders

Units can perform many tasks. Access these abilities by using the unit's HUD taskbar or by using hotkeys and the mouse. Most units share the following functions:



### 1. Attack



Attack orders the selected unit(s) to attack. Note that this is the default function for all combat units. Thus, select a unit and left-click an enemy unit or structure on the main screen, and the unit will approach and attack that unit or structure.

### 2. Patrol



Patrol orders the unit to patrol in the area chosen. Select multiple patrol points by holding the P key while left-clicking desired locations. Then, release P and left-click once more to begin the patrol. Using patrol forces units to continually move between patrol points, which covers more territory and prevents flanking actions and surprise attacks.

### 3. Move



Moves the unit to desired location. Simply left-click on the main screen or mini-map and the units will move to the location.

## 4. Return to Base



Selected unit will return to base.

## 5. Support/Protect



Selected unit(s) will protect and defend other buildings and units. **Left-click** this button and the cursor will change to a target icon with “protect” inside the crosshair. Then, **left-click** the unit or building you wish to support or protect in the main screen or on the icon in the HUD. Protect is useful when you want units to stay with a particular building or unit. Units, which are not “protecting” a target, may be lured away by enemy units.

## Unit AI

**Rogue States** adds to the customizability of **Real War** with selectable unit AI states. Almost all units have three basic AI states, which relate to how the unit acts when encountering enemy units. These states are:

### 1. Defensive



The unit will not initiate combat and will not leave its position.

### 2. Neutral



The unit will attack enemy units when sighted, but will not leave position.

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## 3. Aggressive



The unit will attack enemy units on sight, and will leave position to pursue enemies.

## Standing Orders

Many units can acquire special standing orders. The example below shows the **ILA terrorist**, including the special standing order instructing him to attack enemy special forces:



These special orders vary by unit, but allow great flexibility in attacks without requiring tedious micromanagement. However, these special orders only become available after the construction of the appropriate strategy center.

## Pre-Deployment Orders

**Rogue States** now allows players to give units first instructions at the same time units are ordered. This avoids the problem of ordering units that are forgotten in the heat of battle, and sit idle by the building where they were constructed.

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Give pre-deployment orders by **left-clicking** on a unit that is being deployed on the base. The following menu will appear:



Order this unit as if it were already deployed.



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## **COMBAT**

While resource management and unit control are important, **Rogue States** is also about combat. The following points illustrate the multitude of tactics available in combat. Each tactic is valuable in the proper setting, but it is important to maintain flexibility, both against the computer and against other human players.

**Rogue States** features Air, Land and Sea units, as well as associated special forces and buildings. Thus, the concept of joint forces is very important. For example, cruise missiles are highly effective against Ground-to-Air (GTA) units but do not work against other sea units. Pay attention to the ideas in this section, and use them to produce a favorable matchup of forces.

### **Types of Attack**

The simplest way to order an attack is to select one or more units and then left-click on an enemy unit or building in the main screen or mini-map. Units will immediately move to the target and will attack as they arrive.

#### **Simultaneous Attack S**

This attack waits until all units which are part of the order are in position to attack, allowing all units to attack simultaneously.

To perform this attack, first select your own forces. Next, hold the S key while dragging a box around the target(s). Your forces will simultaneously attack the targets.

## Concentrated Attack-A

This attack has your units attack without waiting for others, but your units will all attack the same enemy unit. If multiple targets are selected, the computer determines the order of attack. After the first enemy is destroyed, your forces will all attack the second target. A flashing red icon indicates which enemy is currently targeted.

## Multiple Attacks-SHIFT

You can order units to attack enemies in a predetermined order. Choose your forces. Next, hold the SHIFT key and left-click on enemy targets in the order you wish to attack. Your forces will attack the first target, and will move on to the second and so on.

## Targeting List-T or Target toggle on HUD

The targeting list allows you to use the HUD to attack enemy units without having to locate particular targets on the main screen. The target list shows all known enemies that have been discovered by your force.

The target list works very well if used in conjunction with fast recon vehicles, drones or spy satellites, which are faster and see further than combat units.

## Specialist Tactics

**Rogue States** draws heavily from actual military units. As a result, there are many units based upon real-life counterparts with unusual abilities. These include but are not limited to the following topics:

### Electronic Warfare

The **US Electronic Jammer** can jam enemy GTA units for itself and

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others. Although it is not a direct combatant, electronic jamming can greatly increase the effectiveness of air forces.

## Mines

The **ILA Mine Layer** has the ability to lay mines while the **US Demolition** detects and destroys these mines. Mines are inexpensive, and can be used to protect a base and to force an enemy's ground forces into less desirable locations. The ILA also has a naval mine layer, and the US has an anti-submarine helicopter with sonobuoys to identify these mines.

## Base Defense

**Rogue States** expands upon the original **Real War** by dramatically increasing base defense measures. Units such as the ILA Anti Ground System and the US Fixed GTA system make it difficult to rush a prepared opponent. Remember that units which are particularly effective against a particular unit are typically extremely vulnerable to another.

Similarly, combat engineering centers are much more important with the addition of powerful base defense units, and should be targeted accordingly.

## Evasive Maneuvers

Some air units have the ability to perform evasive maneuvers. These maneuvers are accessible only through the F2, F3 and F4 keys, and work for individual units and for large groups. The maneuvers:

**F2- BARREL ROLL-**

PLANES DO A FULL LOOP TO AVOID THE ENEMY

**F3- 180 EVASIVE ROLL-**

PLANES EVADE AND RETURN IN THE OPPOSITE DIRECTION.

**F4- FLARES-**

PLANES RELEASE FLARES WHICH

LIMIT THE EFFECTIVENESS OF ANTI-AIR UNITS NOTE THAT FLARES ARE LIMITED AND THAT THEY COST RESOURCES

## Unit Transports

Transports are available on land, sea and in the air, and are used to move ground troops very quickly and to insert them into places that might not otherwise be accessible. Large sea transports can even convey land vehicles, and the **Amphibious Assault Vehicle** can go over land and sea.

To load units or vehicles onto a transport, select them and left-click the transport. The cursor will change, forming an arrow. Once the units are loaded into the transport, a drop icon appears, and the loaded units appear as tiny icons under the Sea tab in the transport unit's HUD:



## Suicide Attacks

ILA transport units can also be turned into suicide attacks. Load a **Terrorist** into any transport and a gold skull will appear in the transport's HUD. The transport can then be used as a weapon against the enemy.



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## Cruise Missiles

Cruise missiles can be built from several sea units on both sides. Cruise missiles are quite expensive, but they are very effective against land units and are difficult for Ground-to-Air units to destroy. Cruise missiles can also be prepared on several units, and a task force can be created for a “wave” effect.



## Tactical Nukes and the IIA SCUD

These weapons are very expensive and are vulnerable to enemy Ground-to-Air units. However, they devastate an entire area, and can effectively eliminate large chunks of enemy bases.

## Special Forces

Both the US and IIA have units built from **Special Operations Centers**. These units include the **US Seal**, who can move over water and ground impassable to other non-flying units.

Some units also have the ability to sabotage enemy buildings. Weaker buildings are destroyed in a single sabotage attack and unwary opponents may not be expecting ground troops to infiltrate bases.

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The Sabotage icon appears in the unit's order bar, as shown below:



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## **GAME MODES**



Four modes of play are discussed below. Tutorials and Campaign are both fixed, while Skirmish and Multiplayer allow players to customize how a particular game is played, including the number and type of units allowed in the game, unit skins, initial supply amounts, and the choice of map to be used. These options are discussed in the Rules of Engagement sub-section.

For more information on these modes, please refer to the readme.txt file included on your **Rogue States** disk.

### **TUTORIALS**

The tutorial missions are designed to teach new players how to play **Rogue States**. Fans of **Real War** should note that changes are also discussed.

### **CAMPAIGN**

**Rogue States** has new campaigns for both the US and the ILA. These



campaigns are part of an overall story line, and you must complete a mission to unlock the next one. These missions are varied in nature, and your starting position and available units and resources will vary.

## SKIRMISH

Skirmish mode has been substantially expanded in **Rogue States**. There are new maps and unit skins, but the biggest change is the choice of game style.

Skirmish includes the following game styles:

**Tactical**—Players begin with preset supply amounts, and receive new supplies at a fixed rate. All game units are available, but there is no building.

**Area Control**—Players compete to control up to 10 neutral Supply Stations that are spread across the map. Players must build units and structures normally.

**Local Supply**—Similar to Area Control except that the only supply sources available are the neutral Supply Stations. Supply Depots are NOT available from buildings.

**Pre-set Rules**—These games use preset Rules of Engagement (explained below) to define maps which have certain options enabled and disabled. These maps may limit supplies, forbid air units, or change the rules in other interesting ways.

Skirmish also offers a choice of computer AI. This menu allows players to adjust how the computer will play, and the choices vary depending on the type of game.

Finally, Skirmish allows players to set difficulty level, using a slider at the lower left part of the screen.



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## MULTIPLAYER

Multiplayer has also been substantially expanded in **Rogue States**. There are new maps and unit skins, but the biggest change relates to the new alliance play and component commander multiplayer modes.

Players can also cap the number of units, which is recommended when broadband connections are not available.

## ALLIANCE PLAY

Alliance play allows two players to work together against others. Players can chat privately or publicly, but both players control individual forces. Players can also betray partners.

Alliance play is available when players enter multiplayer games.

## PRIVATE CHAT

Players can chat privately in the set-up screen and in the game by hitting TAB-1, to talk privately with player 1, TAB-2, to talk with player 2, etc. TAB-5 automatically sets up private chat with your ally in alliance play.

## COMPONENT COMMANDER MULTIPLAYER

**Rogue States** includes an innovative new feature that allows players to share a common force with a partner. In this mode, one player controls Land and Special Forces, while the other player controls the Air and Sea. Both players share a fog of war, but do NOT share resources. Players can request attacks from the other commander's forces, but such attacks must be approved by that commander.

Players can even combine ILA and US components, so that a mixed force of, for example, ILA Air and US Land would be possible. Players compete against other teams, and must work cooperatively to prevail.



## **LAN PLAY and DIRECT IP CONNECTION**

Create and join games on a Local Area Network in the standard multiplayer menu. For LAN play, hit Enter at the IP address line or enter your host's IP address. Note that Rogue States lists your IP address in the upper left corner of the main multiplayer menu.

For more information, please refer to the readme.txt file on your **Rogue States** disc.

## **RULES OF ENGAGEMENT**

Multiplayer and Skirmish both allow the player to modify pre-existing options. Toggles enabling and disabling various resources and units can be set, and initial supplies, payload multipliers and supply unit vulnerability can be set using sliders.

Note that games with pre-set Rules may not be changed, although payload multipliers, supply damage shield, difficulty and initial supplies may be adjusted.

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## **UNITS**

**Starred units are new in Real War: Rogue States**

### **US Units**

#### **Soldiers**



##### **Infantry**

Infantry are the basic soldiers for the U.S. Although well trained, the basic infantry unit is effective only against other ground units. Basic infantry can be transported using Air, Land and Sea Transports, and can also be loaded into defense bunkers, which increases the effectiveness of the bunkers. Enemy helicopters are particularly effective against Infantry and Heavy Infantry. Infantry are available from the basic Barracks.



##### **★ Medic**

The Medic will follow and heal wounded infantry and has a very limited attack. The Medic is built from the Barracks.



##### **Rocket Infantry**

Rocket Infantry are equipped with bazookas, and are particularly effective against armored land units. Rocket Infantry can also attack air units, with relatively limited effect. Rocket Infantry can

also be transported and loaded into defense bunkers, which further increases the effectiveness of the bunkers. Rocket Infantry are available from the upgraded Barracks.



## Ranger

Rangers are land-based Special Forces units that can sabotage enemy units. The Ranger can also attack other ground units. The Ranger is particularly effective if used in conjunction with the Airlift, where the Ranger is inserted behind enemy lines and used to attack vital structures. The Ranger is built from the Land Special Forces building.



## SEAL

The SEAL is a sea-based Special Forces unit that can be used to sabotage land and sea units. SEALs are able to move on both land and sea, but are much more effective when used in conjunction with the Light Trans Boat. SEALs are vulnerable to ILA Light Armor Vehicles (LAVs). The SEAL is available from the Sea Command Center after construction of the Sea Special Forces addition.



## ★ Sniper

Snipers are land-based Special Forces units with extremely long-range one shot kill possibility. Snipers are used only against land units and are relatively weak up close. From a distance, however, Snipers can hone in on enemy units and dispatch them effectively.

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## Vehicles



### Air to Ground (ATG) Fighter

The "Warthog" is used primarily against ground units, particularly armor, although it can be used against other air units. The Warthog is a relatively slow plane which flies close to the ground, and is very vulnerable to the "wall of lead" put up by the ILA Mobile Ground-to-Air. The Warthog is available from the basic Landing Field.



### Attack Helicopter

The Attack Helicopter is used against land, sea, and air targets, and is distinguished by its flexibility. The Attack Helicopter is available directly from the Air Command Center, and is often the first line of air defense constructed.



### Transport Chopper

The Transport Chopper is used to transport up to 7 soldiers to other locations rapidly. It has no independent attack function and cannot transport vehicles. The Transport Chopper is built from the Air Command Center.



### Air to Air (ATA) Fighter

The ATA fighter is used only against air units, as it has no ground ordnance. This fighter is quite fast and inexpensive, and is available from the basic Landing Field. It is vulnerable to the ILA Fighter.



## **Light (ATA, ATG) Fighter**

The Light Fighter is effective against both ground and air targets and is the basic air fighter for the U.S. forces. It is slightly less sturdy than the ATA Fighter, and is also available from the basic Landing Field and the Super Carrier. It is also vulnerable to the ILA Fighter.



## **★ Gunship**

The Gunship is devastatingly effective when used against ground units. Although relatively slow, the Gunship has a heavy punch. Build it from the upgraded Landing Field.



## **Bomber**

The Bomber is used primarily against ground targets, although it has a secondary attack which is available against air units. It is vulnerable to the ILA Fighter and particularly effective against the ILA Advanced Tank. The Bomber is available from the basic Landing Field.



## **Fighter Bomber**

The US Fighter Bomber is a highly effective fighter with precision bombing capability. This unit is vulnerable to the Guided Mobile Anti-Air, but is particularly good at eliminating the ILA BM-21 Mobile Rocket Launch System. The Fighter Bomber is available from the basic Landing Field and from the Super Carrier, but is significantly more expensive than the other basic US air units.

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## **Carpet Bomber**

The Carpet Bomber is a state-of-the-art bomber which drops large-payload bombs on multiple ground targets. The Carpet Bomber is a multi-role aircraft, which takes advantage of the latest low-radar technology, but is vulnerable to the Guided Mobile Anti-Air. The Carpet Bomber must also periodically reload ammunition. It can be built from a Landing Field with the Runway Extension.



## **Airlift**

The Hercules is primarily used to drop up to 7 combat troops into hostile territory. It has no offensive capability, but is very durable and adaptable for a wide range of missions. It can be built from a Landing Field with the Runway Extension and the Air Strategy Center.



## **★ Attack Transport**

The Attack Transport has vertical takeoff/landing (VTOL) capability and thus does not require the Landing Field. Attack Transports also have decent ATG capabilities, due to high caliber machine guns. They are vulnerable to ILA GTA units, particularly the ILA Mobile GTA.



## **★ Drone**

The Drone is a non-combat vehicle used to scout locations by air. Although the drone has no combat capacity, it is an inexpensive and invaluable aid to recon efforts and to patrol for enemy troop movements.



## **Stealth Fighter**

The Stealth Fighter adapts stealth technology to a fighter/bomber role. The Stealth Fighter is highly effective against all targets, and is particularly useful against the ILA Guided Mobile Anti-Air. However, the basic ILA anti-air unit, does not rely on fancy electronics, and can destroy nearby Stealth Fighters easily. The Stealth Fighter can be built from a Landing Field with a Stealth Center, the C5 Airport Support upgrade and the Air Strategy Center.



## **★ Stealth Bomber**

Like the Stealth Fighter, this unit is highly effective against ground units. It has extremely long range and strong stealth capability, but is much less effective against other air units and the basic ILA Mobile GTA. Like the Stealth Fighter, the Stealth Bomber is built from an upgraded Landing Field.



## **★ Ultra Fighter**

This fast attack fighter combines great ATA capabilities with a solid cluster bomb payload for air-to-ground attacks. It is vulnerable to the ILA Mobile GTA and to the ILA Fixed GTA. Build it at the upgraded Landing Field.



## **Electronic Jammer**

The Commando Solo Anti-Electronic Warfare (AEW) plane is used to disrupt enemy lines of communication. The Electronic Jammer is particularly effective at jamming enemy anti-air units, which allows US planes to penetrate past enemy defenses and attack key



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objectives. The Electronic Jammer is available from the Super Carrier, and is invaluable when Guided Mobile Anti-Air are available to the enemy. Since the Electronic Jammer has no offensive capability and does not need to be particularly close to enemy units to jam effectively, keep this unit out of direct fire wherever possible.



## **Naval Mine Sweeper**

The Naval Mine Sweeper is a helicopter used to remove sea mines placed by the Sea Mine Layer. It has no offensive attack, but the drop button deploys minekillers into the chosen area. The Naval Mine Sweeper can be built from the Super Carrier.



## **Sub-Hunter**

The Sub-Hunter is an anti-submarine helicopter is used to find and destroy submarines and other naval units. To do so, it carries sonobuoys, which can be deployed as a submarine detection system. It also carries torpedoes, which can be used against submarines and other naval units. The Sub-Hunter can only be built from the Super Carrier.



## **Light Trans Boat**

The Light Trans Boat is an inflatable raft used to transport soldiers over the sea. It has no weapons, and is relatively weak, but moves at very high speeds. The Light Trans Boat is often used to transport SEALs and other forces behind enemy lines. It is available from the basic Sea Command Center.



## **Hovercraft Transport**

Hovercraft Transports are used to transport troops and vehicles over the sea. Like the Light Trans Boat, the Hovercraft Transport has no offensive weapons. However, the ability to transport land vehicles is very important, as there is no other way to move many of the US units over water. The Hovercraft Transport is available from the basic Sea Command Center.



## **★ Amphibious Assault Vehicle**

Use the AAV to transport troops across water and fight enemies at the other end. Unlike other US units, this transport packs a modest punch, making it perfect for insertion into contested areas. Build this unit from the upgraded Sea Command Center.

For Component Commander Multiplayer purposes, this unit is part of the Land Forces.



## **Light Attack Boat**

The Light Attack Boat is a fast offensive and defensive ship. It has torpedoes and cannons, and can hit both naval and land-based targets within a certain range. The ILA Gunboat is a direct counterpart, and both are very effective against each other. The Light Attack Boat is available from the basic Sea Command Center.



## **Cruiser**

The Cruiser is effective against both sea and air targets. It launches torpedoes against sea-based enemies, and launches guided missiles against air units, and cruise missiles against land and air-based tar-

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gets. The Cruiser is particularly effective against the ILA Sub-Hunter and is vulnerable to submarines. The Cruiser is available from the basic Sea Command Center.



## **Destroyer**

The Destroyer is a more powerful version of the Cruiser. In addition to torpedoes and cruise missiles, the Destroyer also fires large shells against ground units without requiring the use of cruise missiles. However, the Destroyer is also vulnerable to submarine attacks, and is much more expensive than the Cruiser. The Destroyer is available from the Sea Command Center that has a Sea Strategy Center.



## **Super Carrier**

The Super Carrier is a very powerful and expensive floating airport. Although it has no offensive or defensive weapons of its own, various air units can be built from a carrier, including Fighters, Fighter Bombers, Electronic Jammers, Sub-Hunters and Minesweepers. The Super Carrier requires both the Sea Command Center and the Sea Strategy Center.



## **Nuclear Submarine**

The Nuclear Submarine is very quiet and has the ability to cruise extensively without refueling. It also has cruise missile capabilities, although cruise missiles must be ordered individually. It also has torpedoes for sea-based foes. The Nuclear Submarine is most effective against Carriers, and is vulnerable to ILA Anti-Submarine Helicopters. The Nuclear Submarine may be built from Sea Command Centers with a Sea Strategy Center and a Sea Special Operations addition.



## **Truck**

The Truck is used to transport up to 7 units inexpensively and rapidly on land. It has no offensive or defensive capabilities, unlike the Light Armored Vehicle, but is much less expensive while carrying the same number of troops. It is available from the basic Vehicle Yard.



## **Recon**

Recon vehicles are used to scout map territory to discover the location of supply stations and enemy units and structures. These unarmed vehicles are very fast, and their sight radius is much larger than other vehicles, making them ideal forward observers. Recon vehicles are available from the basic Vehicle Yard.



## **Demolition**

The Demolition unit is used to detect and clear mines laid by the ILA Mine Layer. As such, the Demolition unit is very important. However, it is unarmed, and serves a limited purpose. Demolition units are available in the basic Vehicle Yard.



## **Light Armor**

The Light Armor is capable of moving at up to 65 mph and provides some offensive capability against land units. It is inexpensive and very vulnerable to the ILA Guerrilla, but it is an excellent choice to eliminate the ILA Mine Layer. Light Armors are available in the basic Vehicle Yard.

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## **Light Anti-Air**

The Light Anti-Air is a highly effective basic anti-aircraft unit, particularly against ATG units like the ILA Frogfoot. It is inexpensive and mobile, and should be built heavily in most missions, to provide protection against early air attacks. It is available in the basic Vehicle Yard.



## **Artillery**

Artillery is the basic Ground-to-Ground (GTG) unit available to US forces. It is equally effective against vehicles and soldiers, but is vulnerable to the ILA Fighter Bomber. It is available in the basic Vehicle Yard.



## **Armored Personnel Carrier (APC)**

The Armored Personnel Carrier (APC) is a mobile, lightly armed troop transport. It can carry up to 7 soldiers while moving quickly, and is very effective against enemy Anti-Aircraft units. The APC is available from the upgraded Vehicle Yard.



## **Guided Anti-Air**

The Guided Anti-Air is an advanced mobile Anti-Aircraft Artillery unit. It is designed to provide dedicated air defense firepower in both offensive and defensive settings. The Guided Anti-Air also packs a solid punch against ground units, making it very appealing for defensive purposes. It is available from the upgraded Vehicle Yard.



## **Tank**

The Tank is the backbone of US ground forces. It has a powerful ground attack against both soldiers and vehicles, and is capable of speeds up to 42mph. However, it cannot attack air units, and is vulnerable to low-flying ILA ATG Frogfoots. The Tank is available from the upgraded Vehicle Yard.



## **Multiple Rocket Launch System (MLRS)**

The Multiple Launch Rocket System (MLRS) is an all-weather mobile artillery battery. The MLRS is typically used to attack enemy positions and repulse ground attacks, and its attack is very impressive. However, the MLRS is vulnerable to air units, particularly the ILA Bomber. The MLRS is available from the upgraded Vehicle Yard.

## **Base Defense**



### **★ Machine Gun Nest**

Load the Machine Gun Nest with any soldier unit for a fixed anti-ground base defense unit. Build this unit from the Combat Engineer Center.



### **★ Fixed GTA**

This fixed defensive unit fires a wide cone of guided projectiles and is very effective against air attacks. The Fixed GTA is vulnerable to ground forces and cruise missiles. Build this unmanned unit from the Combat Engineer Center after building a Land Strategy Center.

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## ★ Firestorm

This fixed artillery weapon fires a spread of projectiles causing devastating damage to enemy ground forces. The Firestorm is very expensive and is vulnerable to enemy air units and cruise missiles. Build this unmanned unit at the Combat Engineer Center.

## ILA Units

### Soldiers



#### Infantry

Infantry are the basic soldiers for the ILA. Although fanatically committed to the cause, the basic infantry unit is effective only against other ground units. Basic infantry can be transported using Air, Land and Sea Transports, and can also be loaded into defense bunkers. Enemy helicopters are particularly effective against infantry. Infantry are available in the basic Barracks.



#### ★ Medic

The Medic will follow and heal wounded infantry and has a very limited attack. The Medic is built from Upgraded Barracks.



#### Terrorist

Terrorists are elite fighting units who will fire on anything on the ground. They are fairly powerful as individual fighting units, but their special ability is the Suicide Attack. Load a Terrorist into any transport unit and choose the Suicide button on the unit taskbar. Doing so turns the transport into a big bomb. Note however that enemy units may still destroy the suicide transport before it reaches the designated target. Also, Terrorists may be transported by loading them into units and then selecting the Terrorists using the HUD, as explained on page 28. After you select the Terrorists, **left-click** on the desired location. The transport will go to that location



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and the Terrorists will disembark. Note that enemy attack helicopters are very effective against Terrorists. Terrorists are available in the upgraded Barracks.



## **Rocket-Propelled Grenade (RPG)**

ILA RPG units are heavy infantry units with a strong attack against soldiers and ground vehicles. RPG men also have the ability to sabotage ground units and structures, which is very effective when done behind enemy lines. ILA RPG units are available in the upgraded Barracks.



## **Guerrilla**

Guerrillas are land-based Special Forces units which can sabotage enemy units and structures. They are also highly effective against enemy vehicles, although they are less effective against soldiers. The Guerrilla is particularly effective if used in conjunction with the Airlift, where the Guerrilla is inserted behind enemy lines and used to attack vital structures. The Guerrilla is built from the Land Special Operations Center.

## **Vehicles**



## **Air-to-Ground (ATG) Fighter**

The SU-25 Frogfoot is used primarily against ground units, particularly armor, although it can be used against other air units. The Frogfoot is a relatively slow plane which flies close to the ground, and is very durable. However, it is vulnerable to Anti-Aircraft artillery such as the Light Anti-Air. The Frogfoot is available from the basic Landing Field.



## **Attack Helicopter**

The Attack Helicopter is used against both land and air targets, and is distinguished by its flexibility. However, it is susceptible to Advanced Anti-Aircraft units such as the Guided Anti-Air. The Attack Helicopter is available directly from the Air Command Center and also from the Attack Carrier.



## **Transport Chopper**

The Mi-8 Air Transport Chopper is used to transport up to 7 soldiers to other locations rapidly. It has no independent attack function and cannot transport vehicles. The Transport Chopper is built from the Air Command Center.



## **Fighter**

The Mig-23 Fighter is effective against both air and ground units and is excellent against US air units other than the Stealth Fighter. This fighter is quite fast and inexpensive, and is available from the basic Landing Field and the Attack Carrier. It is vulnerable to the Bomber.



## **Bomber**

The SU-24 Fencer Bomber has a very good ground attack and also has a secondary attack against air units. It is vulnerable to the US Fighter and is particularly effective against the US MLRS. The Bomber is available from the basic Landing Field and the Attack Carrier.

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## **Fighter Bomber**

The Eurofighter Fighter Bomber is a highly effective fighter with precision bombing capability. This unit is vulnerable to the Fighter, but is particularly good at eliminating US Anti-Aircraft Artillery. The Fighter Bomber is available from the Landing Field with the Air Strategy Center.



## **★ Hybrid Bomber**

This fast attack plane combines great ATA and ATG capabilities. Counter unit is the US ATA Fighter. This unit is built after adding a runway extension.



## **Carpet Bomber**

The Tu-160 Blackjack Carpet Bomber is a state-of-the-art Russian bomber that drops large-payload bombs on multiple ground targets. Unlike the Carpet Bomber, which takes advantage of the latest low-radar technology, the Tu-160 attempts to fly above trouble. Nonetheless, it is vulnerable to the Guided Anti-Air. The Carpet Bomber must also periodically reload ammunition. It can be built from a Landing Field with the Runway Extension.



## **Airlift**

The Airlift is primarily used to drop combat troops into hostile territory. It has no offensive capability, but is capable of dropping up to 7 soldiers per trip. It can be built from a Landing Field with the Runway Extension and the Air Strategy Center.



## ★ Drone

The Drone is a non-combat vehicle used to scout locations by air. Although the drone has no combat capacity, it is an inexpensive and invaluable aid to recon efforts and to patrol for enemy troop movements.



## Anti-Submarine Helicopter

The Anti-Submarine Helicopter is used to find and destroy submarines and other naval units. To do so, it carries sonobuoys, which can be deployed as a submarine detection system. It also carries torpedoes, which can be used against submarines and other naval units. The Anti-Submarine Helicopter can be built from the Attack Carrier.



## Pontoon

The Pontoon Assault Raft is an inflatable raft used to transport soldiers over the sea. The Pontoon has no weapons, and is relatively weak, but moves at very high speeds. It is often used to transport Terrorists for Suicide Attacks, and to place Guerrillas and RPG units behind enemy lines. It is available from the basic Sea Command Center.



## Landing Craft

The Landing Craft is used to transport troops and vehicles over the sea. Like the Pontoon, the Landing Craft has no offensive weapons. However, the Landing Craft's ability to transport land vehicles is very important, as there is no other way to move ILA land units over water. The Landing Craft is available from the basic Sea Command Center.

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## ★ Amphibious Assault Vehicle

Use the AAV to transport troops across water and fight enemies at the other end. Unlike other ILA units, this transport packs a modest punch, making it perfect for insertion into contested areas. Build this unit from the upgraded Land Command Center.

For Component Commander Multiplayer purposes, this unit is part of the Land Forces.



## Gunboat

The Gunboat has torpedoes and depth charges, and can hit all naval targets, including submarines. The Light Attack Boat is a direct counterpart, and both are very effective against each other. The Gunboat is available from the basic Sea Command Center.



## Sea Mine Layer

The Sea Mine Layer is the nautical equivalent to the Volcano, which lays mines on land. Both allow for strategic placement of explosives to protect areas or to hamper enemy movement. The Sea Mine Layer is available from the basic Sea Command Center.



## Attack Carrier

The Attack Carrier is a very powerful and expensive floating airport. Unlike the US carrier the ILA carrier is capable of independent offensive and defensive action. Various air units can be built from a carrier, including the Attack Helicopter, the Fighter, the Bomber and the Anti-Submarine Helicopter. The Attack Carrier requires both

the Sea Command Center and the Sea Strategy Center to be built and is very susceptible to Submarines.



## **Diesel Submarine**

The Diesel Submarine has cruise missile capabilities, although cruise missiles must be ordered individually. It also has torpedoes for sea-based foes, and is extremely effective against all US naval vessels. The Diesel Submarine may be built from Sea Command Centers with a Sea Strategy Center and a Sea Special Operations Center.



## **Assault Skimmer**

The Assault Skimmer is based on a Russian “ekranoplan” or “surface plane.” These vehicles are designed to provide first-strike capability against enemies, and are armed only with cruise missiles. The Assault Skimmer may be built from Sea Command Centers with a Sea Strategy Center and a Sea Special Operations Center.



## **Truck**

The Truck is used to transport units inexpensively and rapidly on land. It has no offensive or defensive capabilities, but can carry up to 7 soldiers. It is available from the basic Vehicle Yard.



## **Recon**

Recon vehicles are used to scout map territory to discover the location of neutral supply stations and enemy units and structures. These unarmed vehicles are very fast, and their sight radius is

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much larger than other vehicles, making them ideal forward observers. ILA Recon vehicles are available from the basic Vehicle Yard.



## Mine Layer

The Mine Layer is used to lay mines for both defensive and offensive purposes. Mines are unlimited, and can be used very effectively to control key strategic areas of maps, but the Mine Layer has no other armament and is vulnerable to the US Light Armor. Mine Layers are available in the basic Vehicle Yard.



## Light Armor

The Rattlesnake Light Armor fighting vehicle is quite fast and provides solid offensive capability against land units. It is inexpensive and very vulnerable to US Rocket Infantry, but it is an excellent choice to eliminate the Seal, due to its speed. Light Armor fighting vehicles are available in the basic Vehicle Yard.



## Light Ground-to-Air (GTA)

The ZSU-23 Light GTA is a highly effective basic anti-aircraft unit, particularly against ATG units, and, perhaps surprisingly, the Stealth Fighter, since it does not use sophisticated electronic targeting systems. It is inexpensive and mobile, and should be built heavily in most missions, to provide protection against early air attacks. It is available in the basic Vehicle Yard.



## Tank

The T-80 Tank is a solid ground unit, equally effective against sol-

diers and vehicles. However, given its relatively high cost, it should only be used until the Vehicle Yard is upgraded and more cost-effective vehicles can be built. Note that it is very vulnerable to the ATG Fighter.



## **Artillery**

The SU-152 Artillery provides an upgraded ground unit, doing more damage than the Tank and actually costing less. It is also highly effective against the upgraded Guided Anti-Air. However, the Artillery is easily damaged by air attacks.



## **Armored Personnel Carrier (APC)**

The BMP Armored Personnel Carrier (APC) is a mobile, lightly armed troop transport. It can carry up to 7 soldiers while moving quickly, and is very effective against enemy Anti-Aircraft units. The APC is available from the upgraded Vehicle Yard.



## **Guided Mobile Anti-Air**

The Guided Mobile Anti-Air is an advanced mobile Anti-Aircraft Artillery unit based on a British design. Although it is rather slow and susceptible to jamming from the Electronic Jammer, the Guided Mobile Anti-Air does a substantial amount of damage and is particularly effective at destroying cruise missiles and nuclear weapons. It is available from the upgraded Vehicle Yard.



## **Multiple Rocket Launch System**

The BM-21 Multiple Rocket Launch System is similar to the Rocket Artillery in that it is used to attack enemy positions and repulse



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ground attacks. Since it does not target air units, however, it is vulnerable to units like the Fighter Bomber. It is also available from the upgraded Vehicle Yard.



## **Advanced Tank**

The AT-80 Advanced Battle Tank is a strong ground unit. It has a powerful ground attack against both soldiers and vehicles, and can move quickly. However, it cannot attack air units, and is vulnerable to Bombers, and should be built after all Rocket Artillery units have been constructed. The Advanced Tank is available from the upgraded Vehicle Yard.



## **SCUD**

The SCUD Bio-weapon is an entirely offensive weapon, which makes use of a portable missile launching system to release biological weapons. The Bio-Missile is particularly effective against soldiers, and will eliminate biological units that are grouped tightly together.

## **Base Defense**



## **★ Machine Gun Nest**

Load the Machine Gun Nest with any soldier unit for a fixed anti-ground base defense unit. Build this unit from the Combat Engineer Center.



## **★ Fixed AGS**

The Fixed AGS is an automated, ground-to-ground system which fires on any enemy ground forces within its range. Build this unit from the Combat Engineer Center.



## ★ Fixed GTA

This fixed defensive unit is very effective against air attacks. The Fixed GTA is vulnerable to ground forces and cruise missiles. Build this unmanned unit from the Combat Engineer Center after building a Land Strategy Center.



## ★ Super Cannon

The Super Cannon is a fixed, super long-range artillery weapon which is used as base defense against ground units. This unmanned unit fires a large-caliber explosive shell.



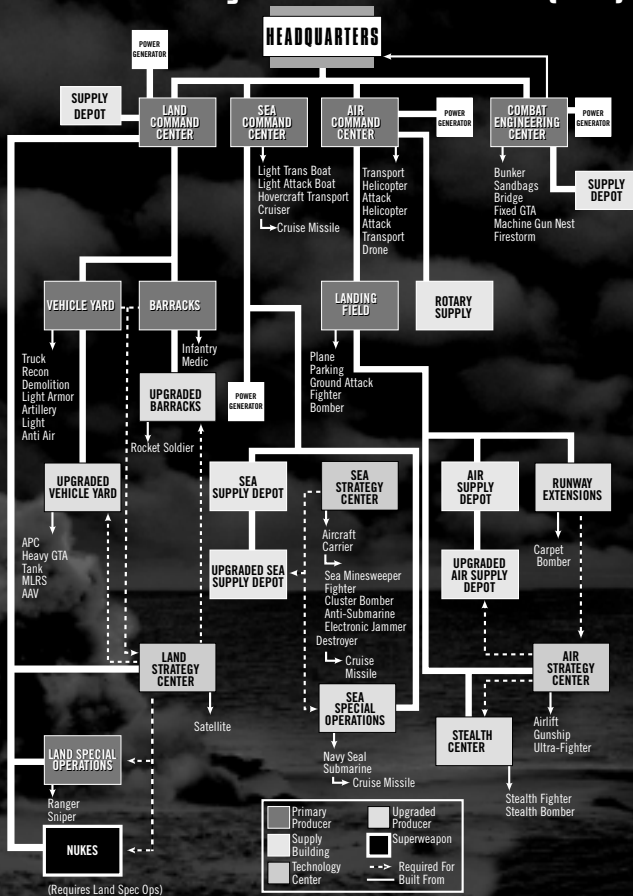
## ★ Rail Gun

The Rail Gun is built from the Land Command Center after a Land Strategy Center and Special Operation Center has been constructed. The Rail Gun is another fixed defensive unit which is extremely effective against enemy ground units. However, because it requires an electrical charge to fire, it can be neutralized by power generator attacks.

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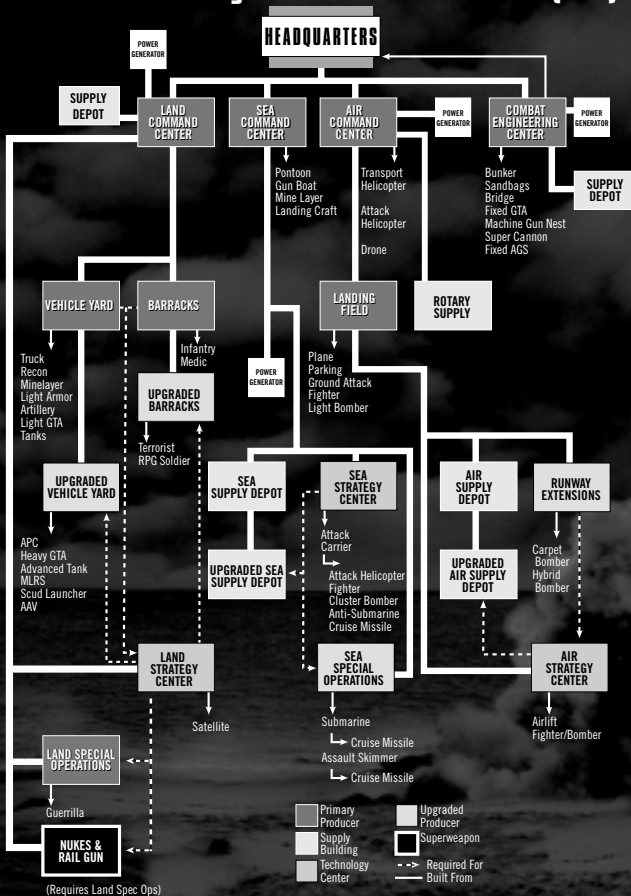


## REAL WAR: Rogue States Build Tree (USA)



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## REAL WAR: Rogue States Build Tree (ILA)





# TECHNICAL SUPPORT

Please go to [www.real-war.com](http://www.real-war.com) for technical assistance. However, the following suggestions may be helpful:

For all players- if your system is working slowly, you may want to go to the options menu and change settings to 640X480 resolution, while making sure that the following options are turned off:

**3D Shadows**

**3D Acceleration**

**Ocean Waves**

**Fog of War**

For more information, please refer to the readme.txt file on your **Real War** disc.

If you have trouble getting the program to play or have other technical issues (don't call if you are having trouble winning the game!), call (303) 739-4020 for technical support. You may also e-mail us at [support@ssi.teksupport.com](mailto:support@ssi.teksupport.com)

## ROGUE STATES

### CREDITS

## REAL WAR DEVELOPMENT TEAM

**Rival Interactive Inc.**

Semi Logic Entertainments Inc.

Jim Omer

## Executive Producer/Design

## Ken Moore

## Lead Programmer/Design

## Jay Ryness

# Programmers

**Jacob Moore**

John Young

Tim Ryness

Joshua Smith

## Dan Broughton

## Art Production Managers

Shawn A. Shimizu

## Joshua Suko

## Senior Artist and Cinematics

## Joseph Kelley

## Lead Artist

# Jeff Hemenway

## Artists

Chris Law

Mike Luke

Dena Natali

Lai Tran

# REAL WAR

AIR | LAND | SEA

Adrian Tysoe  
Claudia Lyons Yerion  
Rob Watts  
John Adams

Kevin Kutsch                      Art Director

Bill King                          Audio Director and Original Music

Darci Wilson                      Technical Assistants  
David Rowe

Oliver Guichard                      Quality Assurance/Webmaster

Kathy Ullah                        Assistant Producer/Coordinator

Colby Scothern                      Testers  
Josh Moore  
Adrienne VanDrimmelen  
Solomon Jagwe

Glen Thomson                      Project Coordinator

Peter A. Adams                      Key Grip

## **Military Advisors:**

Winston Schmidt  
Jim Dailey  
Dr. T. Lindsey Moore



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## **Special Thanks To:**

R. Lee Ermey	Voice
Dean Williams	Voice
Eric Lancaster	Voice
Alex Shilovskiy	
Kim Betush	
Abdul Rahma Mohammed Abbar	

Mahmoud Abbar	Script Translation
---------------	--------------------

## **Simon & Schuster Interactive**

Gilles Dana	President, Publisher
Jeff Siegel	VP, Creative Director, Executive Producer
Peter Von Schlossberg	VP, Director of Marketing/ Business Development
John Crowe	Business Manager
Peter Binazeski	Publicity Director
David S. Rheinhardt	Art Director
Meng Meng Lim	Production Manager
Ellen Goldberg	Marketing Services Manager
Christina Kuzma	Sales and Marketing Manager
Bill Mooney	Producer
Stephen Hughes	Online Manager
Dewanda Howard	
Jo-el Rainey	Gameplay Tester

The Team at Simon & Schuster Interactive:



Mike Wallis, Diane Strack, Kim Kindya, Robert Prinzo,  
Emmanuelle Saal

## **Absolute Quality**

Fran Katsimpiris

Erik Melen

Nathan Briggs

Greg Sims

Toby Watkins

Joe Tata

Geoff Ireton

Dan Gleason

Project Lead

Former Project Lead

## **Real War Manual**

Bill Mooney

Fran Katsimpiris

Rod Hernandez

Author

Copy Editor

Manual Design & Layout

Additional Thanks To:

Alienware

Kiernan Mooney

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