# STEALTH COMBAT
## ULTIMATE WAR

Stealth mode on/off

Close camera Window

Overview map

Light on/off

Descend

Left

Brake

Accelerate

Cockpit view

Rear view

External/ pursuer's view

Surveillance Cam

Quick save

Quick load

Units list on/off

Small map on/off

Message Archive

Mission Status

Action key

Small map larger

Small map smaller

Right   Center Torso   Ascend   Previous target   Next target
                                 Previous message   Next message

Change unit: Number long / Issue command:
Number short / Camera window: Alt + number
Number of revelant unit on the normal keyboard,
not on the number pad.

Left (Camera)

Right (Camera)

Down (Camera)

Up (Camera)

Mouse X:
Torso right / left
Mouse Y:
Torso up / down

Fire Weapon1

Zoom in / out

Fire Weapon2

# CREDITS

**TECHNICAL DIRECTOR**
Frank Föhl

**CREATIVE & TECHNICAL SUPERVISOR**
Armin Burger

**CREATIVE DIRECTOR**
Jan Klose

**MANAGING DIRECTOR**
Florian Stadlbauer

**PUBLISHED BY CRYO**

**CRYO**

**CHAIRMAN**
Jean-Martial Lefranc

**CREATION DIRECTOR**
Philippe Ulrich

**PUBLISHING AND MARKETING DIRECTOR**
Michel Mimran

**PRODUCTION DIRECTOR**
Eric Mallet

**COLLECTION DIRECTOR**
Nicolas Bonvalet

**PROJECT MANAGER**
Candice Pradeau

**PRODUCT MANAGER**
Simon Vivien

**PUBLIC RELATIONS**
Nicolas Swiatek
Christelle Medas

**GRAPHIC STUDIO**
**ART DIRECTOR**
José Fouzar Alcalá

**ASSISTED BY**
Odile Mousseau
Thomas Jardini
Patrick Marchal

**MANUFACTURING MANAGER**
Bastien Lepetit

**LOCALISATION**
Frédérique Faucher
Pascal Merckhoffer
Yann Tisseyre

**SALES DIRECTOR**
Alain Briand

**EXPORT MANAGERS**
Ghislain Pages
Philippe Rinckenberger

**SALES COORDINATION**
Frédérique Barkoff

**LEGAL & LICENSING MANAGER**
François Breuillier

**TEST**
Jean-Luc Hadi
Laurent Faroux
Jean-Claude Fernandes
Hugues Miraux

**JARED ENGINE**
Artex Software

**PROGRAMMING**
Frank Föhl
Armin Burger
Gunter Blache

**STORY**
Jan Klose
Florian Stadlbauer

**LEVEL DESIGN**
Armin Burger
Frank Föhl
Jan Klose
Florian Stadlbauer

**ID-IO-T SCRIPTING**
Armin Burger
Florian Stadlbauer

**OBJECT DESIGN**
Timm Schwank
Patrick Schad
Ivon Brandao
Florian Stadlbauer
Jan Klose

**ADDITIONAL GRAPHICS**
Marco Bahn
Jan Klose
Patrick Schad

**ENGINE TOOLS**
Frank Föhl
Gunter Blache

**INTERFACE DESIGN**
Armin Burger

Marco Bahn
Jan Klose

**MANUAL**
Jan Klose

**MUSIC**
Produced by RAPTURE MUSIC
Fabian del Priore

**INTRO & EXTRO**
Produced by FIFTYEIGHT3D
Animation & Digital Effects GmbH

Tim Osterhold
Siham Faddoul
Chris Endres
Florian de Neufville
Laurentz Polski
Carsten Kuhoff
Michael Kutsche

**SPEECH**
Voice Recording by
LPL Productions

**POST PRODUCTION**
GrooveLand Musikproduktion

**LEGAL ADVICE**
Michael Goeder
Helmut Heide

**FOTOSHOOTING**
Cornelia Weigand

**BETA TESTING**
Ralf Pichner
Julian G. Zimmerle
Christian Then
David-Christopher Müller
Hanno v.d. Decken
Michael Kübel
Thomas Hilber
Patrick Streppel
Jörg Radke
Birgit 'Cocos' Klingenberg
Thomas 'Visitor' Bär
Jan 'Smoke_D' Petersen
Bernd 'Lobo' Heberer
Sven 'GON' Seibert
Anja 'Phobos' Weyrauch
Thomas 'Wildhurz' Oppl
Ingo 'Tako' Alex
Martin Kayss
Sebastian Zirk
Jan Nandzik

## STEALTH COMBAT

# 1. Installation, Uninstalling

Place the CD in your CD-ROM drive. If the Windows Autostart function is activated on your system, the installation program will be automatically opened. If the function is deactivated, you will have to open the file sc_setup.exe in the CD's master directory.

Follow the instructions displayed on screen to install the program. After the necessary files have been copied to the hard disk, the program will introduce a new Stealth Combat submenu to the Start Menu. This contains links to the Stealth Combat Start program, together with a text file containing up-to-date information (ReadMe.txt), and the Uninstall program. You will also find a link to the Stealth Combat website there.

You will need DirectX in version 8.0 or higher. If this is not installed on your computer, you can install it yourself from the \DirectX file on the CD.

Uninstalling: In the Start menu, click on the Stealth Combat submenu to open the relevant program.

# 2. The game

**Background and aim of the game**

You are the leader of a military special unit that has been assigned the task of averting a threatened nuclear conflict in trouble spots. Your superiors have virtually unrestricted powers of action, and can have you ready for operations in any country in the world at short notice.

You have specially equipped vehicles and aircraft available for your use in your operations. You must use these to resolve any conflicts that arise and so preserve world peace. During a mission, you may assume the command of any vehicle in your team, or give it orders that it will then carry out independently.

In some missions, you have to get past your opponents without being discovered, while in other cases you have to display your skill in the use of weapons to breach a hostile blockade.

**Start of the game**

After starting Stealth Combat, you will be shown the main menu, from where you can undertake all subsequent steps. We recommend that you start with Training, by clicking on the relevant button with your mouse.

Your other choices are the Options screen, the Load Game and End functions, as well as the two sides in the conflict (Economic and Military Alliance and Great Asia).

## Settings

This is where you can adapt the game to suit your computer and your playing habits. You will find the following sections:

### Video:
You can adapt the game to your graphics card here. The main adaptations that can be made relate to the landscape detail, screen resolution, fog limit and texture detail. You can control the brightness of the game by means of the Gamma value.

### Audio:
Among other things, you can switch the music on and off here, and control the volume for music and effects.

### Controls:
Among other things, you can determine the default view mode (cockpit or 3rd person) and the mouse properties (e.g. whether your controls should be inverted) here.

### Input devices:
You can allocate the key functions to suit your wishes here; the joystick, the mouse wheel and so on are also valid input devices. Click on the corresponding field, and activate input via keyboard, joystick or mouse.

### Training
You should start out by undergoing Training, so as to briefly familiarise yourself with the controls and the displays before you embark on your first mission. The three training sections are not long, and are definitely worth the time it takes to do them. Follow the training leader's instructions to complete the training.

### New game
You can start a new game by clicking on either the Economic and Military Alliance side or the Great Asian Empire side. You will then receive your first briefing, which you should read carefully so as to be properly prepared for the mission.

### Loading/storing games
Use the "Load game" button to access games you have previously saved, if any. Select one of the games and click on "Load game" (or double click on its name). You can save a game at any time during your mission by pressing "Esc" and selecting the option "Save game" from the menu. The program will also remember all missions that you have previously played, and by clicking on the relevant page in the main menu you can replay any mission.

### Quick save / Quick load
If you press F5 during a mission, you will save the game in an automatic memory location. It can be reloaded at any time by pressing F8, or by using the "Load game" menu as described above and loading the game named "QuickSave".

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# 3. The mission starts

## Views
The game can be played either directly from the Cockpit view (F1) or from the External view (F3). Your default mode (3rd Person view) can be preset in the Options screen.
In the External view, there is the "linked" view, in which the camera turns as the vehicle turns, or the "free" view, in which the position of the crosshair alone determines what you see. For stealth missions, the linked view is recommended, while for combat missions the free view is preferable.

## Controlling the vehicle, shooting
The vehicle is (in its initial configuration) controlled using the cursor keys and the mouse. Change direction using the Cursor right / Cursor left keys, and change speed using the Cursor up / Cursor down keys. You can also drive in reverse. Use the left mouse button to fire the primary weapon, and the right mouse button to fire the secondary weapon. Hit Return to trigger the Action key. Various actions can be carried out with this, depending on the situation. In aircraft you can also ascend using <Shift> and descend using <Ctrl>.

Keys F1 to F4 can be used to alter the vehicle view (see above).The <Page up> and <Page down> keys can be used to change the target that your targeting system has locked onto (marked by a red cross) to another enemy in your viewing range.
The initial setting can be altered via the Settings menu (see above).

## Changing vehicle
You can change to any of the vehicles or aircraft accompanying you at any time. Your previous comrade will then obey your commands. By pressing and holding the number of the vehicle (which you will see on the Pilots list at the top right or on the small map at the bottom right) you can change over to the vehicle in question.

## The overview map
The overview map is shown at the bottom right. Enemy units are marked in red and your own units in white. You can also see the viewing ranges of the enemy units here (see "Tactics"). You can zoom in on the map using the <Insert> and <Position1> keys.

## Other displays
Pilots list: At the top right you can see which units are accompanying you together with their respective numbers (for communication purposes; see above). The unit's wire mesh symbol tells you how heavily damaged it is (red represents serious damage) and whether it is currently under fire (in which case the background will light up red). The name of the unit that the player is controlling at present is displayed in white. Time: The time display shows the current time on this mission. Kills: The next window shows you which vehicles the current unit has destroyed and a symbol that is awarded to it as a result.

## Tactics
Tactics are an important element of the game, e.g. the ability to slip past enemy vehicles unnoticed. Light vehicles such as jeeps are used for reconnaissance, mediumweight vehicles and aircraft are used as mobile all-round combat units and tanks and other heavy vehicles are used as pure destroyers. Reconnaissance vehicles have a radar that enables them to identify enemies in all directions; these are then shown as red points on the small map. Heavy units can only perceive enemies in their viewing range. This means that reconnaissance vehicles can slip past sentries by observing the direction in which the enemy vehicle is looking and going past at a suitable moment. Enemy units' viewing range is displayed on the small map with a circle segment (see illustration).

Caution: Once an enemy has discovered you, he will immediately inform all enemy units of your position! You can then be kept in the sights of enemy units that have not directly located you themselves.

If you open fire on an enemy unit, you will give away your position to all units, and must count on immediate return fire.

## Issuing commands
If you press briefly on the number of a vehicle, this will open up the command menu, in which you can give the relevant unit a command. This enables you to work together with your team comrades. Try out the effects of the individual commands.

The commands have the following meanings:

1) Climb in: Use to take over at the pilot's seat in this unit

2) Open window: Use to open a window in which you can see this unit's cockpit view
3) Go to: Use to send the unit to any point on the map. Note: If you give the "Go to" command, the unit will act aggressively, i.e. it will attack any opponent it meets.
4) Sneak to: Like "Go to", except that the unit proceeds with caution. If it discovers new radar contacts, it remains stationary and reports this. It will only fight in self-defence.
5) Follow me: Use to order the unit to follow you. The unit will support you by itself as soon as you are hit. It will continue to fight in self-defence, and will of course react immediately to "Attack target" commands.
6) Attack target: This command is only available if you have locked onto an opponent in your targeting device. The unit will then attack this target to the best of its capacity.
7) Keep position: The unit will remain at its current position and behave aggressively, attacking opponents in its near vicinity immediately.
8) Hide: The unit will remain at its current position and assume the stealth mode. It will then disappear from enemy radar, and can only be discovered by opponents in its immediate vicinity. The unit will only fight in self-defence.

Note: By pressing <Ctrl> + <Number> repeatedly, you can issue a command to more than one recipient.

## Open camera window
Using <Alt> and the number of the relevant vehicle, you can open an extra camera window in which you can see what the unit sees at that particular moment. Using <Alt> and F2, you can also introduce a rear-mirror view for the unit you are in at present

## The mission area
Each mission is restricted to a specific area. You are not allowed to leave this area. If you stray too far from it, the Autopilot will switch in to direct you back to the mission area. This may cost you valuable seconds, so you should remain aware of the area's boundaries.

## Loss of a unit
If you have lost a unit from your team, you automatically take over the controls of one of the still active units. If this changeover is taking too long for you, you can press the space bar to change units more quickly.

### EMA CHARACTERS

#### Lieutenant "Streak" Slater
Youngest commanding officer in the EMA Special Forces. An excellent pilot and tactician. He was admitted to the Corps against the advice of his trainers, who without exception describe him as wild and undisciplined. Lacking any combat experience as yet, Streak still has to prove to his superiors that he is the right man for the job. Quote: "Close? There was easily a metre between the ground and the fuselage!"

#### Colonel Jacques Rousseau
Commander of the EMA Special Forces. Before the USA and the EU merged together to create the EMA, he was a major in the Belgian army (with the paratroopers). Regarded as the spiritual father of the Special Forces, which were designed by him. Col. Rousseau is seen as a staunch critic of the recent restructuring, which has made the president of the Defence Council (Senator Hessler) Supreme Commander of the EMA forces. Quote: "Child's play! Let's wait and see how he reacts under fire."

#### Defence Senator Gottlieb Hessler
In the first major action Hessler saw, the Oil War of 2018, he was refused a number of decorations due to human rights violations which later turned out to be impossible to prove. The rumour that Hessler is on the lookout for a fresh chance to earn medals persists stubbornly. At the age of 48, Hessler was made the youngest member of the Executive Board of the technical and military combine CoMilTec. Elected to the EMA's Senate three years later, Hessler assisted Colonel Rousseau with the creation of the Special Forces. In response to the Japanese crisis, he was appointed Supreme Commander by the Senate. Quote: "Give that to the Intelligence Services – I'll volunteer when there's something to blow up."

#### EMA Agent Karl Deckhart
Deckhart's official career is full of gaps. After he broke off his studies, all trace of him was lost for several years. During this period, Deckhart was probably active on behalf of the European CoMilTec combine in Asia, but there is no documentary proof of this. Deckhart has an EMA diplomatic passport and full immunity. Following the shooting of an American reporter, the Singapore police are looking for a suspect whose reconstructed image bears a clear resemblance to Deckhart. The EMA's Foreign Office refuses to comment on the matter. Quote: "That's impossible. I was snowboarding in Switzerland at the time."

### GA CHARACTERS

#### Commander "Moon" Lee
Commander Moon is the youngest daughter of a fighter pilot in the former South Vietnamese Air Force. She has followed in her father's footsteps, and, despite her youth, can be described as a veteran of the still young Mobile Defence Force. Thanks to her ability to keep a level head in critical situations, she has considerably enhanced the reputation of her unit. Moon's one weakness is her hatred of the terrorist Okutan – she is convinced that he is responsible for the death of her father. Quote: "To Siberia? In the middle of the winter! Oh sh..."

#### General Lilian Xiang
General Xiang won her spurs in the fight against organised crime. Yakuza, the Triads and the drugs barons of the Golden Triangle were undermining united Asia on a massive scale. Against all expectations, General Xiang succeeded in solving the problem by military means. She surprised the public again by then embarking on a political career. As well as the mobile units, she also commands GA's missile defences. There is no information about the general's private life – friends and foe alike agree that she has none.
Quote: "I am the dragon and Asia is my hoard."

#### GA Agent NOMAD (real name unknown)
Nomad operates outside the GA command chain, and has his own network of informants and helpers. Despite his numerous successes, Nomad is a thorn in the flesh of the GA government, because his activities have escaped all controls. He reports directly to General Xiang. Wild rumours are printed in the Asian press about Nomad, who is feted as GA's guardian angel one minute, then condemned as a common criminal the next. One thing is for sure: Agent Nomad has become a legend in his own lifetime. Quote: "No comment."

### OTHER CHARACTERS

#### Okutan
Mercenary leader Okutan has kept the world in suspense for a number of years now. He made his first appearance after the Oil War of 2018. His troops serve whoever pays the highest, and his arsenal of weaponry is almost as impressive as that of a national army. Although his name appears on wanted lists all over the world, there are no pictures of Okutan, and not even a personal description. None of his mercenaries has ever been captured alive, and it has never been possible to clearly establish the identity of any dead mercenary. The one thing that is known is that the mercenaries finance their activities through piracy on the high seas, and have access to state-of-the-art military hardware of all descriptions and origins. Quote: "Loyal? Sure I'm loyal. It's just a matter of paying."

#### ECONOMIC AND MILITARY ALLIANCE
The western alliance. America, Europe and Australia have entered into an alliance that is represented by five major industrial combines. Its goal is economic and political dominance. A Special Forces team under Colonel Rousseau seeks to quell conflicts as they flare up at their flashpoints.

#### GREAT ASIA
The eastern alliance, governed from Beijing. The interests of the community are put before the interests of the individual, and Great Asia regards it as its responsibility to create a counterpole to the EMA. A Special Forces team under the formidably tough General Xiang has the task of keeping the peace inside and outside the alliance.

#### JAPAN
The Japanese government has been ousted in a coup.

The new rulers want to take the country out of the GA. Asia is threatening to use military force, and the EMA is offering Japan protection. Disaster is imminent.

#### RUSSIA
A weak economy and the predominance of the mafia have brought the country to the verge of civil war. The Japan conflict could prove to be an unexpected trigger, splitting the country into east and west.

#### THE MERCENARIES
The internationally active mercenary force led by former GA agent Okutan has hidden command centres around the world, including in Peru and the Middle East. It is conjectured that high-ranking officers of the EMA have recently given the mercenaries certain assignments. Exactly what these relate to is a matter of speculation. Senator Hessler's name is referred to as one of those involved, but there is no hard evidence.

**RANGER**

| | |
|---|---|
| Danger level | 2 |
| Speed | 55 mph |
| Weight | 1,5 t |
| Radar range | 1000 ft |
| Manoeuvrability | high |
| Weapon 1 | SR Machine Gun |
| Weapon 2 | Target-seeking missiles |

**JEEP**

| | |
|---|---|
| Danger level | 1 |
| Speed | 55 mph |
| Weight | 1,5 t |
| Radar range | 1000 ft |
| Manoeuvrability | high |
| Weapon 1 | SR Machine Gun |
| Weapon 2 | - |

**HELI**

| | |
|---|---|
| Danger level | 5 |
| Speed | 125 mph |
| Weight | 2 t |
| Radar range | 1300 ft |
| Manoeuvrability | high |
| Weapon 1 | SR Machine Gun |
| Weapon 2 | Target-seeking missiles |

**MANTICORE**

| | |
|---|---|
| Danger level | 5 |
| Speed | 45 mph |
| Weight | 3,5 t |
| Radar range | 1000 ft |
| Manoeuvrability | low |
| Weapon 1 | Canon |
| Weapon 2 | - |

**AMAZON**

| | |
|---|---|
| Danger level | 2 |
| Speed | 70 mph |
| Weight | 1,1 t |
| Radar range | 1100 ft |
| Manoeuvrability | low |
| Weapon 1 | MCanon |
| Weapon 2 | - |

**RASCAL**

| | |
|---|---|
| Danger level | 8 |
| Speed | 30 mph |
| Weight | 6 t |
| Radar range | 600 ft |
| Manoeuvrability | low |
| Weapon 1 | Canon |
| Weapon 2 | Target-seeking missiles |

**FIRESTARTER**

| | |
|---|---|
| Danger level | 5 |
| Speed | 40 mph |
| Weight | 1,5 t |
| Radar range | 1200 ft |
| Manoeuvrability | low |
| Weapon 1 | Target-seeking missiles |
| Weapon 2 | - |

**BLOCK BUSTER**

| | |
|---|---|
| Danger level | 1-oct |
| Speed | 25 mph |
| Weight | 2,9 t |
| Radar range | 1650 ft |
| Manoeuvrability | low |
| Weapon 1 | Cluster-Grenade |
| Weapon 2 | - |

**HARRIER**

| | |
|---|---|
| Danger level | 9 |
| Speed | 120 mph |
| Weight | 3 t |
| Radar range | 1000 ft |
| Manoeuvrability | medium |
| Weapon 1 | Chaingun |
| Weapon 2 | Target-seeking missiles |

**LINEBACKER II**

| | |
|---|---|
| Danger level | 9 |
| Speed | 35 mph |
| Weight | 4,5 t |
| Radar range | 700 ft |
| Manoeuvrability | moyen |
| Weapon 1 | Bouble-HV-Canon |
| Weapon 2 | - |

**STING**
Danger level . . . . . . . . . . . . 1
Speed . . . . . . . . . . . . . . . 55 mph
Weight . . . . . . . . . . . . . . . 1,5 t
Radar range . . . . . . . . . . . 1000 ft
Manoeuvrability . . . . . . . . high
Weapon 1 . . . . . . . . . . . SR Machine Gun
Weapon 2 . . . . . . . . . . . -

**PIRANHA**
Danger level . . . . . . . . . . . . 5
Speed . . . . . . . . . . . . . . . 130 mph
Weight . . . . . . . . . . . . . . . 2,3 t
Radar range . . . . . . . . . . . 1550 ft
Manoeuvrability . . . . . . . . high
Weapon 1 . . . . . . . . . . . Plasma canon
Weapon 2 . . . . . . . . . . . Missile

**SCORPION**
Danger level . . . . . . . . . . . . 7
Speed . . . . . . . . . . . . . . . 40 mph
Weight . . . . . . . . . . . . . . . 4,8 t
Radar range . . . . . . . . . . . 1100 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . SR Machine Gun
Weapon 2 . . . . . . . . . . . -

**WOLFTRAP**
Danger level . . . . . . . . . . . . 5
Speed . . . . . . . . . . . . . . . 35 mph
Weight . . . . . . . . . . . . . . . 2,1 t
Radar range . . . . . . . . . . . 1600 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . Missile
Weapon 2 . . . . . . . . . . . -

**SUNFIRE**
Danger level . . . . . . . . . . . . 8
Speed . . . . . . . . . . . . . . . 40 mph
Weight . . . . . . . . . . . . . . . 4,7 t
Radar range . . . . . . . . . . . 900 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . Triple-Canon
Weapon 2 . . . . . . . . . . . Grenade

**WHISTLER**
Danger level . . . . . . . . . . . . 6
Speed . . . . . . . . . . . . . . . 50 mph
Weight . . . . . . . . . . . . . . . 3,8 t
Radar range . . . . . . . . . . . 900 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . Plasma canon
Weapon 2 . . . . . . . . . . . Missiles

**BOLTTHROWER**
Danger level . . . . . . . . . . . . 5
Speed . . . . . . . . . . . . . . . 25 mph
Weight . . . . . . . . . . . . . . . 3,1 t
Radar range . . . . . . . . . . . 1750 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . Grenade-Cluster
Weapon 2 . . . . . . . . . . . -

**GHOST**
Danger level . . . . . . . . . . . . 9
Speed . . . . . . . . . . . . . . . 110 mph
Weight . . . . . . . . . . . . . . . 5,0 t
Radar range . . . . . . . . . . . 800 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . Plasma canon
Weapon 2 . . . . . . . . . . . Missiles

**BLOODHOUND**
Danger level . . . . . . . . . . . . Unknown
Speed . . . . . . . . . . . . . . . Unknown
Weight . . . . . . . . . . . . . . . Unknown
Radar range . . . . . . . . . . . Unknown
Manoeuvrability . . . . . . . . Unknown
Weapon 1 . . . . . . . . . . . Unknown
Weapon 2 . . . . . . . . . . . Unknown

**?**

**GRAND DRAGON**
Danger level . . . . . . . . . . . . 1
Speed . . . . . . . . . . . . . . . 30 mph
Weight . . . . . . . . . . . . . . . 7,1 t
Radar range . . . . . . . . . . . 600 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . Canons MR
Weapon 2 . . . . . . . . . . . MCanon

## 8. The Mercenaries' units

**VULTURE**
Danger level . . . . . . . . . . . . 6
Speed . . . . . . . . . . . . . . . 115 mph
Weight . . . . . . . . . . . . . . . 4,2 t
Radar range . . . . . . . . . . . 1550 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . MCanon
Weapon 2 . . . . . . . . . . . Missiles

**COYOTE**
Danger level . . . . . . . . . . . . 3
Speed . . . . . . . . . . . . . . . 60 mph
Weight . . . . . . . . . . . . . . . 4,0 t
Radar range . . . . . . . . . . . 1050 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . MCanon
Weapon 2 . . . . . . . . . . . Missiles

**JACKAL**
Danger level . . . . . . . . . . . . 1
Speed . . . . . . . . . . . . . . . 35 mph
Weight . . . . . . . . . . . . . . . 6,6 t
Radar range . . . . . . . . . . . 450 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . Canons MR
Weapon 2 . . . . . . . . . . . Missiles

**MANTHA**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 270 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 2100 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

**GALAXY**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 450 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 2600 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

**SHARK**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 80 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 450 ft
Manoeuvrability . . . . . . . . low
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

**KEEPER**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 40 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 550 ft
Manoeuvrability . . . . . . . . medium
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

**VEHICULE RADIOGONIOMETRIQUE A LASER**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 55 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 1020 ft
Manoeuvrability . . . . . . . . high
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

**STEALTH-SPEEDBOAT**
Danger level . . . . . . . . . . . . 0
Speed . . . . . . . . . . . . . . . 75 mph
Weight . . . . . . . . . . . . . . . X t
Radar range . . . . . . . . . . . 750 ft
Manoeuvrability . . . . . . . . high
Weapon 1 . . . . . . . . . . . -
Weapon 2 . . . . . . . . . . . -

## 10. Tips and tricks

- First take a look around, contemplate the goal of your mission and, above all, study the map.
- Zoom the map to the right size! This is extremely useful in stealth missions in particular, because you can then see exactly what your opponents' movements are!

- Try not to fire on tanks with jeeps. By their very nature, jeeps cannot win!
- In combat, remain constantly on the move, as this makes it harder for your enemies to find their targets!

- Use the command "Attack my target" (or simply draw fire on yourself, allowing your wings to swing into action). Then draw back for the first time and leave the action to your comrades. In the mean time, they may even be able to take out the most important of the targets, or give help to any unit that is under particularly heavy fire.

- Grenades are highly effective; practise your aim. If you come under missile attack from the air (or attacks from airborne units in general) take cover behind hills or buildings, or in depressions in the ground.

- Use jeeps for reconnaissance, as decoys or to confuse the enemy; use tanks for targeted destruction.

- If your units outnumber those of the enemy, entice the enemy out of their cover into open terrain in order to concentrate your firepower to optimal effect. If you have to fight when you are outnumbered, take cover and ambush the enemy in narrow passes.